

ON THE B E A C H

(b y c a n d i d a t e 1 0)

This is a freeform mini-larp for 2-5 players. Be prepared to play inside your head a lot.
You will meet other characters.

Here are two rules. Some of the characters are allowed to break them.

Rule 1. Players must try to stay as far away from each other as physically possible
(but stay in the same room, in sight of each other).

Rule 2. The narrator is not a character in the game.

Setup and play

Everyone should read their character description. Player 1 gets on stage. After that,
every 2-3 minutes, a new player should get on stage, in numerical order.

Where are you?

It is morning, on the beach.

CHARACTER DESCRIPTIONS

Player 1

Last night, you were drunk. You remember getting on your b i k e to ride home.
This morning, you woke up here,

at this

beach. You're cold and wet. It'll probably get warmer later on.

Where are you?

And where's your bike?

Player 2

You're the narrator. Describe the beach, the weather,

l i t t l e d e t a i l s .

As the game progresses, feel free to throw in details of small events, objects.

When all characters are on stage, start asking them

occasional

meta-questions:

“What are you thinking?”

“How do you feel?”

Player 3

This morning you felt like building sand castles, and went down to the beach to listen to the surf.

You
are
in
a
blank, mellow mood. The day ahead of you is open.

Special rule: You can touch the narrator, which makes him/her visible to everyone. When you do this, make sure to tell the other players.

Player 4

Y
o
u
r
world has
fallen apart. You

are searching for meaning. Maybe there is none.
But you need it.

*Special rule:
You can move in close to other characters. They can still try to avoid you, though.*