

## Golden Cobra 2015 entry : Just a Little Peril

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### Introduction

Despite surveys showing 'kinky' recreational activities are extremely common, it is still stigmatised and officially classified as a mental illness in many countries. This scenario is about characters in a loving relationship discussing a kinky activity, so is only appropriate for adult players, so represents this marginalised group. It is not expected to include any dark or abuse-related themes.

This is a short scenario is written for two players by default, but variations for different numbers of players are included at the end. It does not need an organiser and the players should fully read this text. It should take under two hours to play. It can be played in one room with a few pieces of furniture and a pencil. A timer (e.g. phone app) is useful, but it's possible to play without this.

### Pre-play exercises

#### Character creation     10 minutes

The two characters have been in a stable relationship for a few months. They have both had a one or a few relationships previously but this relationship currently feels to both of them that it is serious and that it could last long-term. To begin, together define few facts about the characters:

- Name. Each player should pick a number of the character of the other player, but the player can veto the choice if they need to. Picking the name of the actual ex-partner or a celebrity you find attractive is encouraged but not required.
- Age. The two characters are in the 25ish-45ish age range. Pick an age within this. A contrasting age might colour the relationship.
- Occupation. Each player should pick what job their character currently does, and what job they aspire to eventually. This isn't directly what the scenario is about, but it provides a good quick basis for other background details, such as income, social class and education levels. A contrast in these might colour the relationship.
- Housing. Decide if the characters actually live together or close by. Do they separately rent or does one have a mortgage and the other pays rent to them (or stays for free)? Discussing mortgages is quick way to feel like a couple.

It is suggested that players play their own gender, and thus the sexual orientation of the characters is set to fit in with this.

After this, pick one character as the Vanilla character, and one character as the Kinky character. Play rock-paper-scissors and the winner can choose which is which. This element of randomness strengthens the play alibi for the players (since you can feel that the scenario made you do it).

The Kinky character is someone who enjoys being spanked both with bare hand and implements by a loving partner. They got introduced to this by a previous partner (whether they mention that fact or not is up to them) so know they enjoy it and they would like the person they love to spank them as part of their regular sexual activities.

The vanilla character has had no experience of any 'kinky' activities and is a peaceful non-violent person who would never dream of wanting to cause pain to anyone, especially not the person they love.

#### Meta-techniques – physical play

Please take a moment to agree some safe words (e.g. 'brake' and 'cut') in case they are needed for any reason.

For simplicity of presentation, this larp is written on the assumption the players are comfortable with hugging. If this is not the case, when reading this text please replace all references to 'hugging' or 'snuggling' with 'hand holding' instead, both in workshops and in play.

It is possible during play that one character might decide to spank the other. This scenario is written on the assumption the players do not want to actually do this. To represent this, the player of the receiving character holds out their hand, palm down. The player of the giving character lightly taps the back of their hand, as if slapping it. They can do this with their own hand to represent using their bare hand or with a pencil to represent using an implement. The players may wish to assume an appropriate physical posture while doing this. Remember to react appropriately verbally to what is happening to your character.

#### Workshop 5 minutes

Firstly, hug each other for a full minute. Then, carry out this workshop exercise. It's best to read the scenario and arrange the room first, so you can start play as soon as this is done.

The players sit opposite each other, make eye contact, and hold each other's hands. Taking it in turn, the two players say a phrase back and forth to each other. Do this for three minutes.

The player of the Vanilla character has three phrases. They can choose which to say each turn, but try to get all of them in at least a few times.

"I love you."

"I really care about you."

"I would never harm you."

The player of the kinky character has three phrases. They can choose which each turn, but try to get all of them in at least a few times.

"I love you."

"I really care about you."

"I want you to hurt me."

When this is complete, you are now ready to play.

## Play

The scenario is presented here in three parts, but consists of one long scene without breaks that naturally flows together. It follows a tight-to-loose structure in that it starts with some tight structure described below to start the scene off, but becomes increasingly open ended.

### Premise and setup

The two characters have both finished a week at work and had dinner at home together earlier. It's now late, and they are relaxing snuggling on a sofa half-watching a classic favourite film (pick one both players know) that happens to be on TV before bed. Arrange the furniture you have available to represent this. If you have sufficient space, designate an area with other furniture to represent the bedroom which the characters might move to later. If you are playing in a home, you can use the location as it is and put a film on two thirds of the way through with low volume in the background.

Set a timer to go off after 40 minutes when you start play. When it goes off, the film ends.

### Play, Part one 10 minutes

Take one minute just to enjoy snuggling together and get comfortable, enjoying the moment.

Start by making idle small talk about the film for a few minutes; both characters have seen it before, so no one minds the interruptions. For example, perhaps repeat classic lines or joke about how bad the acting or writing is or how dated the special effects look.

Gradually move to small talk about personal stuff – events at work, what is for dinner tomorrow, how things are with the parents, mutual friends, short-term plans to go somewhere together. Do this for about five minutes.

### Play, Part two 30 minutes

At this point when it feels right in the conversation, the Kinky character decides to raise a subject which been on their mind that they have been looking for the right time to discuss. The Kinky character has decided to 'out' themselves as someone who enjoys 'kinky' play, and in particular that they enjoy being spanked. How to raise this is deliberately not defined so the character can decide what line to take, and thinking about what line to take in this discussion is part of their internal play up to this point. Remember the vanilla character is a peaceful person and has had no experience of any 'kinky' activities.

Let this scene play out naturally for as long as it needs. When the timer you set at the start goes off the film ends. While the characters probably were not watching it at this point, this prompts them that it is late and they should at least think about going to bed.

### Drama, Part three up to 30 minutes

The characters might decide to stay where they are and carry on the discussion; it's late, but they don't have work tomorrow. One or both of them might go to bed at some point. They might snuggle, or one might not feel like having anything to do with the other. The conversation might continue, or they might be a long awkward silence. The Kink character might persuade the Vanilla character to

actually try it, maybe just with their hand at first. Maybe the Vanilla character will feel better about it if they agree some safe words (different to the scenario safe words)? Maybe the kinky character will want to discuss some of the different implements and how they feel. Maybe they will have a fight and one might end sleeping on the sofa instead.

Play this scene for as long as it needs. After 30 minutes or so, the characters are too tired to keep going and fall asleep, ending the play. Alternatively if the characters decide to have sex, play ends with a fade to black as they are about to do this.

#### Post-play exercises

##### Derole exercise                      1 minute

Stand opposite each other. Look each other in the eye. Take a deep breath together. Enjoy a last hug. Take a small step back. Take a deep breath together. Have a firm handshake, as if saying goodbye to the other person. Both turn around. Take another deep breath. Take a few steps away.

##### Debrief                                      14 minutes

Put the furniture back in its original place, then sit down and chat about how the experience was for a few minutes. You might discuss how close to home the characters and experience felt if you want to, but you absolutely don't have to

#### Variable numbers of players

For three players, the characters are in a polyamorous relationship. You will need to decide whether to have two Vanilla or two Kinky characters (and thus one of the other) in the scenario. When creating characters, you should also decide whether the relationship is V-shaped (two characters in love with one person, who loves them both) or triangle shaped (each character loves both of the others). You should carry out the workshop exercises twice, between each vanilla-kinky character combination. Decide casting as seems most appropriate.

Four players is similar to three players, with two Vanilla and two Kinky characters. You should discuss the nature of their relationship together; the easiest option is that all are in love with all the others, but you could decide to a particular pair are only friends. Again you should repeat the workshop exercises as needed.

For one player, play the kinky character at home alone. Your partner is working late, but you are planning to raise the topic with them when they get home. Imagine they are with you (in an empty chair) and practice the conversation imagining their replies. Note it is you the character, not you the player who is pretending they are with you.

#### Conclusion

Talking about personal tastes is hard for many people, but all relationships are built on communication. I hope this scenario has been a useful experience that may generalise to discussing a range of awkward topics.

Play safely, in every sense.