Lost Genius

You are full of world-class potential — yet life has placed you far away from your true talent. Will you find back to your real destiny?

a non-commercial free-form story game 2015 by Ben Peter 'BeePeeGee' Gellar

SETUP

1-5 Players, ca. 30-120 minutes

Cut out the character description cards. Let each player pick a card. Due to circumstances, the characters' lives have developed entirely different than their true talents.

They are all in their twenties, know each other basically from high-school. Choose a small-town for the setting together.

Play through the six stages of the game as described on the next page. Have fun!

1. INTRODUCTION

• Players take turn introducing their character briefly to the group

2. DREAMS

• Characters are all 23 YEARS old and they all sit together at their HIGH-SCHOOL REUNION. They talk about their lives, their secret dreams and wishes

Lost Genius Six Stages of the Game

Epiphany Details

3. EPIPHANY

• Each character gets an EPIPHANY SCENE. Main character in each epiphany scene tells about an ephiphany experience related to their dream. Other characters try to influence main character

4. INTENTIONS

• Characters are now 27 YEARS old and gather for NEW YEAR'S EVE dinner. They talk about their experiences, woes and each one expresses an INTENT for the New Year or their life in general

5. VERDICT

- Will the characters achieve their dreams (as far as possible within the circumstances), will they go on living their ordinary lives or will it be worse?
- Players or audience get to VOTE about outcome for each character
- For a very small group (i.e. 1-2 players), you may alternatively toss a coin for an extraordinary or expected outcome

6. EPILOGUE

 Based on the verdict, each player describes what happens in their character's future

- Each player gets an Epiphany Scene for their character
- Main character has just experienced an event that was an epiphany (related to the field of work of the real historical character)
- Examples of EPIPHANY EVENTS:
 - encounter with a famous person
 - win a local contest
 - being offered a job
 - being admired in public
 - · being encouraged by professionals
- At least one player character is a BELIEVER, encouraging and actively supporting main character to pursue the dream
- Other players either play their character or other characters in the life of the main character. They can be believers or CRITICS discouraging and even mocking the main character
- Optionally, two players can choose a JOINT SCENE and have their characters pursue a mutual goal



Pablo

Miserable small-town FARMER

- Raised by a poor hard-working family, physical labor, little education, expected to inherit family farm as oldest of four siblings
- Still, comes up with ingenious watering system for farm
- Mocked occasionally for gazing at stars and starting weird philosophical conversations

TRAITS

smokes pipe • pensive • benevolent smile • plays fiddle

RELATIONSHIPS

- JOHN, STACY honest straight forward parents
- SALLY, SAM, JACK mostly good natured simple siblings
- CHUCK best buddy who went to college
- DESIREE attracted to her, wants to become music teacher
- MR GARY agricultural engineer from neighbourhood

POSSIBLE PERSPECTIVES

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musician

successful singer thanks to auto-tune •

success in poetry-slam • internet

activist • local politician • failed

responsible farmer & family man . marry a scientist/musician • become science-fiction author • become singer-songwriter five

TRAITS

self-assured • non-chalant smile • humor • careful observer • loves his dog

RELATIONSHIPS

• ANTHONY, JESSICA well-intentioned cautious parents

Bored ACCOUNTANT in local bank

risks in life, seek steady career in business

• Still, dates an artist and is attracted to bohemian life style

- TIFFANY artist girl-friend, alternative life-style
- DALI his dog
- PETER, JENNIFER colleagues

POSSIBLE PERSPECTIVES

mediocre banking career • become rich as art collector • modest recognition as comic writer • associate cataloguer at Sotheby's • drug addiction

Arnold

is a Lost Genius

Mediocre SOUL-SINGER

- Raised in a religious Christian family, strong believers with no interest in politics, attended church choir and sang gospel music
- Still, touched by social injustice & comes up with inspiring lyrics
- Mocked occasionally for singing slightly out of tune

TRAITS

proud • sociable • 70ies disco look • natural authority • humor

RELATIONSHIPS

- JAY, LINDA parents ELLIE, TINA sisters
- JO grand-ma living in same household
- STEVE, TOM, BARRY musicians in his band 'New Way'
- SOPHIE social worker
- · PHIL priest in local church, friend

Nelson

Asthmatic SCIENTIST in a lab

• Father an Austrian engineer, as a child asthmatic, discouraged from any physical activity, became researcher in chemistry

• Son of mid-level government official, raised early on to be cautious and not take

• Mocked occasionally for jotting weird comics at work and drinking excessively

- Still, secretly does some work-out
- Mocked occasionally for LARPing, mostly as a barbarian, taking acting classes

TRAITS

Austrian accent • optimism • naive smile • occasional coughing • strong hand-shake

RELATIONSHIPS

- THOMAS, STEFANIE Austrian parents
- MATHILDE little sister
- DANNY lab partner & potential love interest
- PROFESSOR HANYSTON his boss in lab
- JOEY athlete cousin

POSSIBLE PERSPECTIVES

car salesman · market new fitness drugs • anchorman on tv • horrible lab accident



Newly-wed KINDERGARTEN TEACHER

- Raised by single mother with no artistic encouragement, flirtatious with fathers of kindergarten children
- Still, gets a lot of male attention
- Mocked occasionally for putting on too much make-up at work and daring dresses

TRAITS

seductive • vain • warm-hearted • distracted

RELATIONSHIPS

- KEN newly-wed husband, met just 1 year ago, salesman
- JESSICA mother
- GEORGIA colleague at kindergarten
- JARED father of boy at kindergarten, potential love interest

POSSIBLE PERSPECTIVES

marry billionaire, film director or music producer • TV commercial • publish childrens song • disastrous affairs

Agatha Ag

Morbid SALES CLERK in department store

- Down-to-earth family, put her in uncle's department store
- Still, good instinct for catching shop-lifters
- Mocked occasionally for talking with customers in a bizarre way, changing advertisement text on products

TRAITS

vivid •skeptic • sharp mind • communicative skills • responds & talks quickly • strange jokes

RELATIONSHIPS

- NORBERT, JENNA parents TOMMY uncle
- ROBERTA, ENRICO colleagues & friends in department store
- ROBERTSON regular shop-lifter
- TIFF her boss

POSSIBLE PERSPECTIVES

become private detective or police officer • work in advertisement agency • date a mobster • become manager in department store

Elizabeth

Strict small-town LIBRARIAN

- Simple middle-class family, strongly interested in literature
- Still, particularly fond of Victorian era books
- Mocked occasionally for out of fashion dresses and tea time

TRAITS

strict • reserved • OCD • posture of dignity

RELATIONSHIPS

- CLARK, SOPHIA parents GEORGE little brother
- PRISCILLA cat
- · KATE neighbour & best friend
- SYLVAN, LARRY frequent visitors in library, potential love interests

POSSIBLE PERSPECTIVES

own a bookstore or tea house • emigrate to UK • win a European castle in lottery • become teacher • stay librarian



Uninspired IT CONSULTANT

- Comes from ambitious family, clear career expectations
- Still, well-known for her stylish costumes
- Mocked occasionally for designing outrageous Halloween costumes

TRAITS

classy • slightly arrogant • self-control • witty remarks • likes singing

RELATIONSHIPS

- TED, JOSEPH, VIKRAM colleagues in IT consulting
- SHEPARD demanding client in current project
- DAVID boss in IT consulting
- VANESSA secretary in IT consulting, also hobby fashion blogger

POSSIBLE PERSPECTIVES

web or graphic designer • publisher for fashion magazine • travel the world as adventurer • work in department store