

POSTMODERN KAMIKAZE

**A BIOPOLITICAL AMERICAN
FREE-FORM LARP**

alpha v0.1

*Utopia has been achieved.
We no longer die, we no longer
fight, but we haven't been told.*

*Each day, CONTROL orders new
CITIZENS to pretend that they
have been killed, their image broad-
cast as SCENES to the world,
ensuring a demand for protec-
tion from a terrorist force that has
ceased acting.*

*Although it is unclear to whom the
task of protecting the homeland has
befallen, we know that the world is
safe, but lie to ourselves and forget
that it was a lie.*

*So long as the perceived threat of
terror exists, so does the fear,
so does CONTROL,
so does utopia.*



WHAT YOU NEED

Five to nine players (four might be enough to
get a feel for the game)

Pens of two distinct colours (ideally washable)

An open space no smaller than 10 m² or 100 ft²

GOAL OF THE GAME

In POMOKAM, one player takes the role of
CONTROL, who will randomly draft the others
as either CITIZENS or KAMIKAZES.

A CITIZEN wins if there are no more KAMI-
KAZES in the game.

A KAMIKAZE wins if he touches CONTROL's
back, thus destroying her.

CONTROL wins if, after 7 scenes, there is still
one KAMIKAZE left alive.

HOW TO SET UP

First, chose who will be CONTROL.

All other players close their eyes.

CONTROL takes the two pens, one in each hand
- declaring which of the two colors marks KAMI-
KAZES.

CONTROL goes to each player and asks, slowly:
Left or Right hand?

Then CONTROL gives the player the pen from the
selected hand.

The player draws a number on her own forehead,
not knowing what color she used, based on their
order of selection - 1, 2, 3 etc.

CONTROL takes back the pen, shuffling it with the
other between her hands.

The marked player can then open her eyes.

Control repeats this process with the remainder of
the players.

If by the last player to be marked, there is no KAMIKAZE, CONTROL will only pretend to offer the player a choice.

CONTROL then creates a circle, evenly distributing the players around an empty center.

CONTROL is not allowed to move, unless a player breaks the SCENE - see below.

HOW TO PLAY A SCENE

There are only two times when players speak. When CONTROL sets up a SCENE and/if a player breaks a SCENE.

SCENES

The game lasts at most seven SCENES.

A SCENE is a representation of a fictional KAMIKAZE attack and its aftermath.

To create a SCENE, CONTROL needs to follow three rules:

To start the SCENE, CONTROL calls out the numbers of the players she wants in the SCENE.

The players then move to the center of the circle. The player in the center are in the SCENE, the players outside the circle are in REALITY.

1. CONTROL needs to include AT LEAST two players.
2. CONTROL needs to include AT LEAST one KAMIKAZE.
3. CONTROL cannot include more than one player from the previous scene.

Control then voices THREE NOUNS. These nouns act as inspiration for the players in the SCENE. Example : TAXI, LAZER, CHRISTMAS.

One by one, the selected players, starting with the lowest (who will act as the kamikaze, even if the mark on his head tells everybody she is a citizen), make one flowing gesture and then stop moving. Until it is their turn again.

If they touch another player, both must pretend to die in their following gesture. There are no rules here, only creativity, self-expression or just the fun to play dead - as long as the three words are respected as a contextual tool.

The SCENE ends when all players are pretending to be dead. A narrative should emerge from the ballet, as something everybody can interpret freely and make sense of.

CONTROL can now create another scene. Players from the scene now return to their original position in the circle.

HOW TO BREAK A SCENE

If during a SCENE, one of the selected players yells a fourth noun, adding to or expanding the context, the SCENE is broken.

The remaining players of the SCENE sit down and cannot act anymore.

All others players, previously left out of the SCENE, can now play a new game in REALITY.

In REALITY, all players have different goals.

CITIZENS want to kill all KAMIKAZES.

KAMIKAZES want to kill CONTROL.

CONTROL wants to keep at least one KAMIKAZE alive.

One by one, based on their number, CONTROL being ∞ , they can make a single flowing gesture and then stop moving until it is their turn again.

If CITIZEN and KAMIKAZE hands touch, the KAMIKAZE leaves the game, reality is over and a new SCENE is created.

If two CITIZENS hands touch, nothing happens. Reality continues.

If a CITIZEN touches CONTROL's hand, the CITIZEN leaves the game. Reality is over and a new scene is created.

If two KAMIKAZES hands touch, nothing happens.
Reality continues.

If a KAMIKAZE touches CONTROL's back, the
game is over. The KAMIKAZES win.

Any time hands touch, Control halts reality to adju-
dicate what happened.

IMPORTANT RULE

Nobody is allowed to dodge.



DESIGN NOTES

POMOKA was first playtested at the LIFT conference in 2012, in Geneva. Since then, the design has been continually reimagined.

This is an alpha design. It has never been tested in this incarnation and demands lots of balancing.

This game has been designed as a ballet, with snippets of poetry. It is supposed to express the domination of bodies by a relationship of commands.

The nature of CONTROL and KAMIKAZES can be debated, expressed or kept abstracted. The game narrative is made to be constructed and interpreted by its players after the game is over.

Our original concept is based on the riddle of the monks with red eyes - where everyone's identity is

known to all but one's own. All parties can benefit from keeping the other players in doubt.

Please make sure before playing that all players are alright with the possible content that might emerge and feel free to forbid certain kinds of content.



Designed in Montreal in October 2015 for the Golden Cobra challenge by David Calvo and William Robinson

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