

FREE | WILL

We don't know it, but ghostly parasites haunt and influence our actions. Despite all our beliefs of having free will, we are but slaves to the ghostly parasites that dominate our lives and dictate our actions. Each day, we muster enough mental strength to take control for a limited number of times. Making the most of that real choice is part of the game.

SET-UP

There should be one parasite player for each player in the game.

There should be a minimum of two players (and their corresponding parasite players), for a total of four.

Each parasite and their corresponding player counts to three then holds up a number of fingers with one hand.

The bigger number is subtracted from the smaller number to determine the number of times the player can take control "this day." If the same number is raised, the two are added and is the total to be used.

The game is set at a house party with all of you as the guests. The host has stepped out to buy more drinks. He will not get back in time before the game ends. The game runs for about an hour.

HOST PLAYER RULES

The host player by all intents and purposes plays as any personality desired that is acceptable for the whole group. The player interacts with the other player based on the topic selected (see other side of sheet).

The player has a number of times in the day he can make a choice freely despite the parasite's urgings. When he uses one of these moments of mental strength, the player reaches back with one hand to cover the parasite's hand on his nape. His action then continues unopposed. Otherwise, act normally. The moment the parasite squeezes your nape, halt immediately. Then allow him to take control. Lipsynch his words. Let him lead.

Host Players should count off. Players with an odd number suspect there are parasites taking control of them. Players with an even number should treat the odd players as, well, odd. Keep in mind, however, all role-playing by the parasite should be taken as if done by the player himself. And you can never, however, directly talk about the parasites, unless you're spending mental strength.

PARASITE RULES

The parasite player always stands behind the player, with one hand holding the player's nape.

At any time you wish to change the player's actions, you can squeeze his nape to inform him. Then you can use him as a puppet, and speak for him to continue the scene.

This, however, can be tiring, so you don't do it unless you want to.

You however, must try to maintain the secrecy of the existence of the parasites.

You cannot communicate with other parasites directly, except through your players. There is no telepathic link between you and them. Surprisingly, you do care for your player hosts' lives. You live as long as they live, so you want them to live happy lives. You just can't allow them to know you exist. No matter what.

GAME ENDS

The game ends after one hour, no matter what direction the narrative has taken. The players are invited to sit down and talk about how the game went, what they felt about the topics they discussed and their experiences. Parasites can share their insights on how it felt to be helpless yet in charge. Host players can discuss their own experiences and share if there were instances when the loss of control felt liberating. The relationship between parasite and host, after all, are not always antagonistic.

TIME OUT

At any time, any parasite player or player can call for a time out. This might be to take a break and rest, to clarify any confusion in the narrative, or to stop any action that is uncomfortable for the other. To keep this simple, the player merely raises both hands and creates a T with them. All actions should stop immediately.

TOPIC GENERATION: On the count of five, all (parasite or not) players point to another player in the room. If there are more than one pointing at the same person, the person pointed at chooses which player must choose someone else. Repeat until everyone has chosen a player. You choose a topic for the player you have pointed at. This topic should color or frame the scene for you. Clearly not everyone has the same topic in mind, but you may choose the same topic others have chosen if desired.

Vaccination	Upcoming movie	Recent date	Neighbor's infidelity	Celebrity Sighting
Zombies	Cancelled tv series	Old flame	Feminism	Modern Art
Gay Marriage	Dark Net	Children	Sports	Internet Meme
(another player's) drunken antics last party	Terminal Illness	Politics	Overrated restaurant	Celebrity Scandal
Endangered Animals	Religion	Couples and Mind Games	Bondage	Dubstep

RELATIONSHIP GENERATION: If you need ideas on how you relate to another player, here are some:

Ex-lovers	Siblings	Neighbors	College buddies	Best friends
Secret lovers	Rival siblings	Terrible Neighbors	First time to meet	Co-Workers



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BY TOBIE ABAD**

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