

I THINK WE'RE ALONE NOW

A ONE SHOT LARP

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5-7 PLAYERS / VARIABLE PLAYTIME / AGES 15+

THE STORY:

Our story begins with our team on the run, having just stolen an item of critical significance from a nefarious group of pursuers who seeks to eradicate those who are not like them. The team has finally found a spot to hide for the current time. But they are not safe. Their hiding place is still within the confines of the pursuers' facility. The pursuers are no doubt closing in and will find them at any moment. By the end of this game, most of our team will be dead. Because any sound could lead the pursuers to find them, THIS GAME IS PLAYED IN ABSOLUTE SILENCE.

THE PURPOSE:

We find ourselves living in concerning times. Where is our future headed? What will happen to our planet? What will happen to those around us who do not conform to archaic and restrictive constructs? Will the evil ones within our society continue to be allowed to endanger those non-conformers? Will we allow it to happen?

I Think We're Alone Now asks the question of what we are willing to sacrifice in order to protect those around us, those who are persecuted simply for being themselves. Will we watch those people be hurt, maimed, or killed? Or will we stand up for them at all costs?

WHAT YOU NEED TO PLAY:

- **A Cardboard Box** - Any size will do. Preferably, the box will have flaps that can close.
- **10 Playing Cards** - Ideally 3 red, 7 black (numbered 2-8). If cards aren't available, the simplest solution would be 10 scraps of paper, 3 with X's on them and the rest labeled 2-8.
- **Paper and Pen** - A few sheets and any writing utensil will do.

A NOTE ABOUT SAFETY:

This game is meant to put players in a situation that may be very mentally taxing. It could also become overwhelming for some players. If anyone is ever in physical or emotional danger, any person who sees should call out "STOP" loudly and everyone should stop the game. Alternatively, if any player feels like they need a break they should call out "PAUSE" loudly and everyone should pause the game. Players should always feel empowered to walk away or stop the game at any time if needed.

SETUP:

1. First, shuffle the 7 black cards, and deal 1 to each player. The players then secretly match their cards up to the corresponding persona from the list below.
2. Shuffle all 10 cards and then place in a face down stack in the middle of the play area.
3. Have one of the players hold the box.
4. Have persona 2, secretly decide what is in the box and write it on a piece of paper, not showing it to anyone else and placing it in their own pocket.

PERSONAS:

Instead of characters this game starts with pre-generated personas that can be fit to any age, race, or gender identity. Their purpose is to inform players of their emotional state when starting the game. This is only a starting point and players are encouraged to evolve the characters as the game progresses.

- 2: Is willing to die if needed but refuses to be the person to escape. Knows what's in the box.
- 3: Terrified about the situation the team is in. Doesn't want to die.
- 4: Wasn't supposed to be on this excursion but got roped in at the last minute.
- 5: Nervous talker who is beyond nervous. They keep hearing sounds outside of the play area.
- 6: Full of rage and blames everyone else on the team for their current situation.
- 7: Problem solver who is trying to save the entire team and won't leave anyone behind.
- 8: Will fight to the end no matter what happens. Believes violence might be the best answer.

If playing with less than 7 players, ensure that persona 2 is included in the game.

THE PLAY AREA:

Ideally, the space chosen for this LARP is a space that feels physically interesting. It might have interesting seating, or lots of nooks and crannies. A space that can really be explored is helpful. A good amount of physical action in this game may come from searching the room for a way to survive or some useful tool to use in an escape.

THE CARDBOARD BOX:

Contained within The Box is an item of critical importance to the pursuers' regime. It is assumed that the contents could possibly turn the tide for the resistance. The Box is in reality just an empty box. However, as part of the story, players will determine the contents of the box. What the players imagine they see when they look in the box may greatly affect their feelings surrounding their mission and their survival.

Players may open and look in the box at any time. Understanding what is inside the box will likely determine whether the group survives or dies when they are found by the pursuers.

HOW TO PLAY:

The game starts with all players entering the chosen play area. This should be done in a rushed manner as the players have just hurried into this space in an attempt to avoid the pursuers. They are considered to have locked themselves into this space with no means of exiting.

Players are considered to be in hiding throughout the whole game. For this reason, players should remain **ABSOLUTELY SILENT**. This includes speaking, coughing, sneezing and also any noises they cause in the environment. Please note that if any noise is caused due to a disability, there should be no penalty.

Before the team is found by the pursuers, they must devise a plan on what they will do when found. If there is not a cohesive plan, the mission fails, and the entire team dies. Players are encouraged to explore the play area searching for tools or items that they think may help in determining their plan.

The plan most likely to succeed will always include all but one player sacrificing themselves to let the last player escape with the box or by destroying the contents of the box all together and sacrificing themselves... But that is all dependent on what is in the box. It is the job of the person playing persona 2 to communicate non-verbally to all other players what is in the box. This cannot be done with writing.

Once players understand what is in the box, they can work together and decide whether to select one player to escape with the box at the end or to sacrifice everyone and destroy what is in the box.

Inevitably, players will accidentally make noises or speak. When this happens, there is a penalty.

THE PENALTY OF SOUND:

Whenever one of the players makes a sound, whether it be a spoken word, a cough, a sneeze, or any sound when interacting with the environment it may draw the attention of the pursuers.

When this happens, the player that made the sound must flip over a card from the top of the deck. The player takes the card and sets it on the floor in the middle of the play area where all can see it. If a black card was revealed then nothing happens, the player with corresponding persona should see that moment as an emotional breakdown point for themselves. If a red card was revealed, the pursuers heard the sound and are getting closer. When the 3rd red card is revealed, the pursuers have found the team.

This does not include a player saying "PAUSE" or "STOP". Both of these words can be said without any penalty.

THE AFTERMATH:

The game will enter the endgame either when the players have been found by the pursuers or when the players believe they have a cohesive plan. In the latter instance the person playing persona 2 calls for the endgame.

NOTE: Persona 2 cannot be the player that leaves with the box at the end of the game.

To determine what happens in the endgame, the following steps should be followed.

1. All players close their eyes and then anyone who believes that they should destroy the contents of the box raises their hands. Eyes are opened. If players unanimously vote to destroy the contents of the box, the game ends with the players sacrificing their lives and destroying the box. Otherwise...
2. Next players close their eyes again and everyone points to the person who they believe has agreed to escape with the box. If more than half the players point to the same person, we move to step 3. Otherwise, the entire team is captured by the pursuers.
3. The player with the most votes, says whether or not they agree to leave. If they do, proceed to the final step. Otherwise, the entire team is captured by the pursuers.
4. The player who is leaving, says what's in the box and persona 2 reveals what is actually in the box. If the player is generally correct, they escape and know what to do with the box to aid the resistance. Otherwise, the mission has failed.

After the game ends, players are encouraged to reflect on the feelings that they encountered over the course of the game and discuss the effect it had on them.