

# SNOW

## Requirements:

- three male players,
- two female players,
- one car,
- one driver,
- one box of matches,
- one pack of cocaine,
- one bottle of alcohol.

You don't need any GM.

If you're not fixated about dogma99, you can replace cocaine with castor sugar or white snuff.



**Dogma 99**

A programme for the liberation of LARP

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The engine coughed roughly and finally stopped. It took a moment to realise you stuck in the cold of the tundra, hours away from any civilisation. And the snow just doesn't seem to help.

### The Mother

Neurotic, touchy Mother is always irritated by The Husband's behaviour. Boredom and general disappointment made her a heavy smoker. She's always carrying a pack of cigarettes and **matches** with her.

### The Stepdaughter

This rebellious teen with her own problems usually seems outgoing. The Stepdaughter is always looking for fun and independence in order to forget that **she's sick** of the other people.



### The Friend

False Friend of The Parents is driving. He agreed to take the family from their **winter retreat** after The Husband had started drinking again.

### The Hitchhiker

He looks rad but carry a lot of experience. One surely has a lot, paying all the travel expenses selling **cocaine**. Even now he has some snow in his pocket. I wonder, what would happen if this little package fall out of his pocket right now...

### The Husband

Recovering alcoholic who has done many shameful things in his life. Being obnoxiously rich, he has never followed any rules. His loud and playful surface hides a **dirty love** for his Stepdaughter.

This freeform ends when someone decides to leave the car.