

# Longevity™

Longevity™ is a larp about bureaucracy, the process and the way we present ourselves to the world.

For 4 -6 participants although it can be scaled upwards for a longer larp.

Designed for Discord, can be played on other platforms or in person.

Longevity™ is set in the near future. An exciting new drug has been developed. It slows the rate of aging so significantly, essentially giving those who receive the injection 100 extra years at their current age, after which it will wear off and they will age at a normal rate.

Of course the price of the drug has made it available only for the 1%. There is some mild discontent at this, but generally it's treated in the same way the 1% receiving private healthcare is treated. Unfair, but a fact of life.

A charity initiative, driven by the government, has recently been launched. 50 pairs of 'deserving ordinary people' will have the opportunity to take the drug. 20,000 pairs of people have applied.

The government has set the rule that people should apply in pairs, knowing that they will be outliving family and friends and so will need some support.

## Characters

With 4 players

1 pair

2 committee members

With 5 players

2 pairs

1 committee member

With 6 players

2 pairs

2 committee members

## Preparing to play

In general, this larp works best if facilitated by one of the committee members.

The facilitator should:

Create a Discord Channel.

There should be a category for each pair, named for them and an interview room category.

(It should work equally well on other online platforms if you prefer them.)

Create a copy of the forms found here:

<https://drive.google.com/drive/folders/1j3qhudp4eUbsz7j8oIIPUIWk5qqqMsCa?usp=sharing>

Cue up the ending music:

<https://www.youtube.com/watch?v=OTKjISIQOhs>

Read the safety section towards the end of this document and convey it to the other participants.

### **How to play a pair**

Your characters will be created fully in the first scene of the larp, but prior to that think about their ages and relationships. They need to be a pair of people who are close. They may have chosen each other for somewhat strategic reasons, but there should also be genuine caring - these are people who are going to live with each other for 100 years.

Think about what you want from the larp - playing for example friends with a foundation of friendship going back years, family members who have a slightly chaotic relationship or a couple who have met 2 weeks ago and are deeply in love will generate different play experiences.

### **How to play a committee member**

You will also create your characters during the first scene but it will be off game, unlike with the applicant pairs.

In the first scene, answer the following questions

What's your name?

How old are you?

Why are you doing this job?

How do you feel about the applicants getting the chance of access to

Longevity™ when you don't?

Which sort of applicants do you like and sympathise with?

Which annoy you?

(If relevant) how do you feel about your fellow committee member?

If there are multiple pairs decide which is pair 1 and which is pair 2.

### **Game Play**

The larp is played in a series of scenes which take place chronologically.

#### Round 1

##### *a) Setting the scene*

The committee sends out the copy of form **1. Application form** to each of the pair(s). The pairs discuss it privately and fill it in. They may decide to exaggerate or lie on the form - this can be discussed.

Committee members complete their character creation form.

This scene should last around 15 mins and at the end all forms should be submitted to the committee.

##### *b) Interview pair 1*

The committee should invite pair 1 in for an interview, introduce themselves and go through the answers on the form, asking follow up questions. They may be sympathetic, or interrogate the pair.

If pair 2 are in play then they should play around waiting for the interview, and coaching each other on how to react.

This scene should last around 10 minutes but may be shorter or longer

depending on how long the interview takes.

*c) Interview pair 2*

If pair 2 are in play the committee should invite pair 2 in for an interview, introduce themselves and go through the answers on the form, asking follow up questions. They may be sympathetic, or interrogate the pair.

If pair 2 are not in play then the committee should compose a short report on pair one, discussing their strengths and weaknesses.

Pair one should discuss, debate, argue about how they answered the questions.

Round 2

*d) Form filling*

The committee sends out the copy of form **2. Lifestyle Form** to each of the pair(s). The pairs discuss it privately and fill it in. They may decide to exaggerate or lie on the form - this can be discussed.

Committee members can discuss the form, and the answers they're expecting.

This scene should last around 10 mins and at the end all forms should be submitted to the committee.

*e) Interview pair 2*

If pair 2 are in play the committee should invite pair 2 in for an interview, and go through the answers on the

form, asking follow up questions. They may be sympathetic, or interrogate the pair.

Pair one should play on waiting for the interview, and coaching each other on how to react.

This scene should last around 10 minutes but may be shorter or longer depending on how long the interview takes.

If pair 2 aren't in play then this scene can be skipped.

*f) Interview pair 1*

The committee should invite pair 1 in for an interview, and go through the answers on the form, asking follow up questions. They may be sympathetic, or interrogate the pair.

If pair 2 are in play then they should discuss, debate, argue about how they answered the questions.

**A short break is recommended here**

Round 3

*g) Form filling*

The committee sends out the copy of form **3. Morality Form** to each of the pair(s). The pairs discuss it privately and fill it in. They may decide to exaggerate or lie on the form - this can be discussed.

Committee members can discuss the form, and the answers they're expecting

This scene should last around 10 mins and at the end all forms should be submitted to the committee.

#### *h) Interview pair 1*

The committee should invite pair 1 in for an interview and go through the answers on the form, asking follow up questions. They may be sympathetic, or interrogate the pair.

If pair 2 are in play then they should play on waiting for the interview, and coaching each other on how to react.

This scene should last around 10 minutes but may be shorter or longer depending on how long the interview takes.

#### *i) Interview pair 2*

If pair 2 are in play the committee should invite pair 2 in for an interview, and go through the answers on the form, asking follow up questions. They may be sympathetic, or interrogate the pair.

If pair 2 are not in play then the committee should compose a short report on pair one, discussing their strengths and weaknesses.

Pair one should discuss, debate, argue about how they answered the questions.

#### Final Round

The committee should send out form **4. Termination.**

Pairs should answer the form individually, making their final decision, while playing 'Who Wants to Live Forever', cued up at the start.

The larp should end before a panel decision is made about any of the applicants.

#### Debrief

At this point the larp has ended. The participants should now talk about their experience. The following questions can be particularly helpful.

- Is there anything that you need now?
- What do you want to keep from this larp?
- What do you want to leave behind?

#### **Safety**

Safety can be difficult in line when it's harder to see gestures. I would suggest using 'offgame' to communicate anything that you need to tell the other participants.

E.g. ("offgame, I want to steer away from this topic." "Offgame, can we take a break?")

Before play let the participants know that this larp aims to evoke and feeling of powerlessness and being processed through the system. This can be played on to a greater or lesser extent, depending on everyone's preferences.

Participants should also list any content that they would like to ban from being in the game. By default sexual abuse and torture are banned.

## **Background**

This is non essential, but might be useful to your larp experience.

The rollout of Longevity™ did create some anger from some quarters, who felt it was another way that the rich were benefiting unfairly. Many took it, ignoring the public outcry, although there were attempts by people who relied on popularity to justify their decision:

[https://drive.google.com/file/d/1scEVXOVvmtbBgu1svNVNJE\\_syqXpF6\\_v/view?usp=sharing](https://drive.google.com/file/d/1scEVXOVvmtbBgu1svNVNJE_syqXpF6_v/view?usp=sharing)

The program to give Longevity™ to people who couldn't otherwise afford it has been advertised as an attempt to support the deserving, and prove that the system is a meritocracy.

There has been some talk of changing the names of the participants, and giving them new identities in order to prevent backlash.

The identities of the people on the committee are not publicly known for fear that they would be bribed or blackmailed.