

Staying Alive

A Live-Action Roleplay about Judging A Human's Worth

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Overview: “Staying Alive” is a Kafkaesque drama about a commission’s questioning and judging of ordinary citizens about their worth for human society. This live-action roleplay (larp) in the Nordic tradition takes place in a hearing room setting with inquisitors, aspirants and an unlimited number of people acting as members of the commission. A participating audience is also present, making the game a good introduction for non-larpers/spectators. This is a larp which questions our societal systems, social interactions and the consequences of expressing random judgments.

Keywords: *Absurd realism, black box, improvisation, larp, live action role-play, post-apocalypse*

1 Outline

Genre: Absurd realism

Duration: 2 hours

Actual play time: 1.5 hours

Number of participants (min-max): 15-unlimited.

Possible locations: Black box, gallery, classroom, conference room

Equipment: Tables, chairs, a podium or a stand for the Aspirants

Playing style: Realistic, but with plenty of improvisation

Setting: The diegetic framework or setting for “Staying Alive” is more or less our world, just a bit more than 200 years in the future:

The year 2234: Over two hundred years have passed since the Antarctic ice began to melt beyond the point of no return. Sea levels have risen, countries have vanished, societies have changed.

The ‘Protectorate of Ararat-Matsya’ is one of the few remaining state-like entities, providing protected and dry living space for its citizens. Protectorates are no nation-states but have a more corporation-like character, which in a sense allows for hiring and firing citizens.

With an increasing population and ever receding coast lines, however, this space shrinks each day. The government and ruling corporations have created gated estates in the mountains for ‘privileged citizens’ – those who are an asset to society.

This makes rigorous citizen evaluation necessary.

This larp is about such evaluations of people.

¹ Björn-Ole Kamm (Kyoto University, kamm.bjornole.7e@kyoto&u.ac.jp),
Julia Becker (Dortmund University, julia6.becker@tu&dortmund.de)

2 Elements and Sequence Overview for “Staying Alive”

The players are divided into three groups: Inquisition, Aspirants and Commission/Specialists. One person (e.g., one of the organizers) is assigned to be the Master of Procedures. The Inquisitors sit behind a long table, facing the Commission. The active Aspirant stands to the side, facing the Inquisitors.

The larp can be played out during two hours. It is divided into two to three Hearings, lasting about 20-30 minutes each. A Hearing is the trial of one, maybe two citizens who have been noticed for their “ordinariness.” A short break can be taken between each Hearing. The larp requires little preparation, props or costumes and will work fine in a contemporary low-key setting.

The organizer distributes information regarding the larp and the roles to the participants before play begins. Time of preparation for the players, including the briefing, should be approximately 20 minutes.

The larp has 12-14 pre-written characters. Not all characters are used simultaneously. The Commission can consist of an unlimited number of additional people.

It’s perfectly possible to have people sign up for specific roles, although to achieve the best play experience for everyone, we recommend rotating the different roles among the participants with each new Hearing. A player can be a Specialist in the first Hearing, an Inquisitor in the second one and an Aspirant in the final Hearing, etc. Rotating characters can be done during the break between Hearings.

2.1 Characters

- A Master of Procedure whose job is to ensure that things are done correctly in this hearing.
- Aspirants who have been brought before the Commission in order to be judged; they do not know why they are here.
- Four Inquisitors whose job is to prove that the Aspirants are bad citizens; any accusation the Inquisitors level against the Aspirants is true by default.
- The Commission who will pass a verdict about the Aspirants, whether they are valuable citizens or should be sent to the coast line.
- Specialists who may give statements about the Aspirants (called from the Commission).

2.2 Physical Setup: The Hearing Room

This larp can be played indoors as well as outdoors: in a classroom, an auditorium or even on stage. However, since speech drives the larp forward, the acoustics shouldn’t be too overwhelming, nor should the background noise be too loud.

Props

- Chairs, or standing area, for the Commission.
- Print-outs of the Commission instructions, distributed amongst the chairs
- The Inquisitors’ Desk, facing the audience

- Nameplate, chair and paper/pen for each of the four Inquisitors
- Print-outs of each Inquisitor character
- The Master of Procedure's Desk, Specialist stand and the Aspirants stand to the sides of the room so they can face both Commission and Inquisitors.
- A clock and chair for the Master
- A gatekeeper, if the larp borders a public space, who will turn away latecomers.

2.3 Briefing for the Larp

The Organizer gives a brief introduction to the game. This includes:

- We are in a hearing with Inquisitors and Aspirants
- The Master keeps time
- Time-span, speech time-keeping, breaks
- The role of the Commission:
 - The Commission replies to questions from Inquisitors with “YES” or NO”
 - Any Commission member can be called as a Specialist
- Explanation of “Cut” and “Break” calls (so called safety words)

2.4 Playing the Hearing

Before the larp, the organizers distribute characters to the Inquisitors, the Aspirants, and the Master. The Master does not need to know anything about the other players. The character texts are meant to be self-explanatory and self-contained. Prior instructions can be helpful, but are not necessary. Players are free to, and strongly encouraged to, improvise on top of the written text.

- The larp (“Hearing”) lasts 20-30 minutes
- Breaks (10m) are taken between the rounds
- Each Hearing consists of 4 interrogations (3-5 minutes each), one for each Inquisitor

2.5 Before Play Begins / During the Break

- Select a player for Aspirant(s)
- Give copies of the Aspirant(s) character to the player AND to the Inquisitors
- Find 2 Specialist character cards, and select 2 Inquisitors to receive them
- OPTIONAL: change players of the Inquisitors
- Structure of a Hearing
- The Master leads the Aspirant(s) into the hearing room
- The Master announces the first Inquisitor
- Interrogations (*4, one per Inquisitor):
 1. The Inquisitor Speaks (2 min for each aspirant)
 2. IF there is a Specialist:
 - a. The Inquisitor calls a Specialist, and hands a Specialist card to the Master.
 - b. The Specialist takes a moment to read the card.

- c. The Inquisitor asks the Specialist to give a statement (2 min.)
 3. The Aspirant Speaks (1 min.) [repeat 1-3 for each Inquisitor]
 4. The Commission goes into recess to decide on a judgment (5 min.). The Commission passes the judgment to the Master, the Master reads aloud the verdict.
- Conclusion: The Master leads the Aspirant(s) out of the room

2.7 Ending and Debriefing

The larp ends when the Master has returned. The organizers will afterwards lead a conversation with the Commission/players: How was the experience? How did it make them feel?

Acknowledgements: This game was inspired by “A Mother’s Heart” conceptualized by Christina Christensen and Eirik Fatland.

References

Christensen, C., & Fatland, E. (2013). A Mother’s Heart. In E. Nilsen, L. Stark, T. L. Lindahl, A. M. Stamnestrø (Eds.), *Larps from the Factory* (pp. 25–29). Copenhagen: Rollespilsakademiet.

Game Material:

- Cheat Sheet
- Character Descriptions
- Name Tags
- Door Sign
- Verdict Forms

Cheat Sheet “Staying Alive”

Physical setup: The Hearing Room

- Chairs, or standing area, for the Commission.
 - Print-outs of the Commission instructions, distributed amongst the chairs
- The Inquisitors’ Desk, facing the audience
 - Nameplate, chair and paper/pen for each of the four inquisitors
 - Print-outs of each inquisitor character
- The Master of Procedure’s Desk, Specialist stand and the Aspirants stand to the sides of the room so they can face both commission and inquisitors.
 - A clock and chair for the Master
- A gatekeeper, if the larp borders a public space, who will turn away latecomers.

Briefing for the Larp:

- We are in a hearing with Inquisitors and Aspirants
- The Master keeps time
- Time-span, speech time-keeping, breaks
- The role of the commission:
 - That the commission replies to questions from inquisitors with “YES” or NO”
 - That any commission member can be called as a specialist
- Explain “Cut” and “Break” calls

Playing the Hearing:

The larp (“Hearing”) lasts 20-30 minutes

The Hearing consists of 4 interrogations (3-5 minutes each), one for each inquisitor

Before Play Begins:

- Select two player for Aspirants
- Give copies of the Aspirants character to the player AND to the inquisitors.
- Hand one Specialist card to each inquisitor

Structure of a Process:

- The Master leads the Aspirants into the hearing room
- The Master announces the first Inquisitor
- Interrogations (*4, one per inquisitor):
 1. The Inquisitor Speaks (2 min for each aspirant)
 2. IF there is a specialist:
 - a. *The Inquisitor calls a Specialist, and hands a specialist card to the Master.*
 - b. *The Specialist takes a moment to read the card.*
 - c. *The Inquisitor asks the specialist to give a statement (2 min.)*
 3. The Aspirant Speaks (1 min.) [repeat 1-3 for each inquisitor]
 4. The Commission goes into recess to decide on a judgment (5 min.). The Commission passes the judgment to the Master, the Master reads aloud the judgment.
- Conclusion: The Master leads the Aspirants out of the room

Ending and debriefing:

The larp ends when the Master has returned

Lead a conversation with the commission/players:

How was the experience? How did it make you feel?

Acknowledge the validity of any emotions expressed.

Instructions:

This pdf is organized so that you can easily print and distribute characters. You will need to print out several copies of page 2, which contains eight identical sets of Commission-instructions. Everyone in the commission should have a set. The Aspirant-characters should also be printed in two or more sets, so that the inquisitors can have access to them during the hearing.

Even though the Aspirants may be written as female, respectively male characters they can be played by either gender (same is true for any other character).

The Master of Procedure

It is your job to ensure that things are done correctly in this hearing. You lead the Aspirants in and out of the room, watch the clock, regulate the time spent by the participants and distribute specialist-cards.

After you call the commission to order (“Silence in the halls of Evaluation!”) you name the first Inquisitor, at one end of the table, behind the nameplate.

A Hearing shall as a main rule not take more than 20-30 minutes.

1. The Inquisitor speaks - the accusers has about four minutes each to interrogate the Aspirants (ca. two minutes per Aspirant).
2. Specialist Statement: IF a specialist is called, the specialist’ explanation and interrogation should not take more than two minutes.
3. The Defense Speech: The Aspirant then has one minute to answer the accusation. After this, it will be the next Inquisitor’s turn.

When all the Inquisitors have spoken, the Commission decides on the Aspirants’ fate and hands its decision to you to be read aloud.

If an Inquisitor calls a Specialist, he/she must give a specialist card to the Master. The Master then gives the card to an appropriate “specialist” in the Commission. The “specialist” should have time to read the card before giving a statement.

Characters for Staying Alive

<p><u>The Commission for Citizen Re-Evaluation (CCRE)</u></p> <p>It is your job to serve as a participating crowd in the hearing, and not merely as a passive audience member but as judge. This means that if the Inquisition asks you “Is the aspirant adequate?” during an accusation you are to answer loudly “No.” If the Inquisition asks “Is the accusation correct?” you will answer loudly “Yes.” If you wish to participate as a specialist, stand up when the Master calls for one. After the hearing you pass judgment on the aspirants in accord with the rest of the commission.</p> <p>If you are called as a specialist, you will receive further instruction.</p>	<p><u>The Commission for Citizen Re-Evaluation (CCRE)</u></p> <p>It is your job to serve as a participating crowd in the hearing, and not merely as a passive audience member but as judge. This means that if the Inquisition asks you “Is the aspirant adequate?” during an accusation you are to answer loudly “No.” If the Inquisition asks “Is the accusation correct?” you will answer loudly “Yes.” If you wish to participate as a specialist, stand up when the Master calls for one. After the hearing you pass judgment on the aspirants in accord with the rest of the commission.</p> <p>If you are called as a specialist, you will receive further instruction.</p>
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Inquisitor: Adaneo, MEDCOM Officer**Job description**

1. You are an inquisitor.
2. Your job is to prove that the Aspirants are bad citizens.
3. During a Hearing, each Inquisitor will perform their Interrogation in turn.
4. Each Interrogation lasts no more than 2 minutes per Aspirant (4 minutes in total). This might take any form you want, like cross-examination of the Aspirants, an accusatory speech, etc.
5. On your desk is information about each of the Aspirants. This is the written character of the Aspirant, so you have the same information as his/her player. Pretend you acquired this knowledge some other way - e.g. “an informer told me...” “it is written in your case file that...”
6. Feel free to invent further points of accusation against the Aspirant.

You have four main abilities:

- You may improvise or invent further points of accusation during the game. Things you improvise are true by definition. (e.g. if you ask the Aspirant why she was at Whole Foods yesterday, then she WAS at Whole Foods yesterday, even if her player did not know this before you asked)
- You decide what the Law says. You can invent laws that the aspirant has broken.
- If you have a specialist card, you can call a specialist. Give the card to the Master at the beginning of your turn. The specialist will be called *after* your accusation.
- If you ask the commission/jury: “Is the aspirant adequate?” they will answer, “No.” If you ask “Is the accusation correct?” they will answer, “Yes.” You should do this at least once during your interrogation to pressurize the Aspirant.

This is not a real or ordinary hearing. Whatever you say is the Law, will be the law. Whatever you pretend is the custom of the hearing, will be the custom of the hearing. No aspirant will satisfy you, and you need not agree with the other Inquisitors - your goal is to condemn the Aspirants. They can do nothing right, and you do not owe them an explanation for anything. It is unheard of for an Aspirant to ask questions of the inquisition.

Adaneo, MEDCOM Officer

You joined the ranks of the Military Medical Department directly after graduation and, for the past 15 years, you have been serving as an officer in the Medical Command (MEDCOM). Here, you supervise projects of direct – and indirect – population control in collaboration with other branches of government.

An egalitarian by heart, you completely disregard gender, race, culture, or any other such category as a measure of a citizen’s value to society. In your view, the least value have “average” people, those who are not extraordinary in any way, because neither do they contribute to society in a positive way, say through great ideas, nor are they usable as hard work force at the coast lines. You thus support and promote the “Live Life to the Fullest” campaign, urging ordinary people to engage in at least one risky, possibly lethal activity, such as extreme sports, so that they increase the chance of not becoming a burden to society in old age.

Your parents were ordinary and you despised them for it. You and your own family, on the other hand, are prize exhibits of your world-view. Despite your own accomplishments as medical officer, you are a chain smoker by heart because you see a timely death as the last contribution of a good citizen. Your eldest daughter is working for a government think tank. When your son turned out to be average, however, you encouraged his free climbing hobby and buried him gladly.

Suggested points of accusation:

Asp. #387: Barmek leads too healthy a lifestyle. As he/she is painfully ordinary, he/she should engage in at least one risky activity so that society does not suffer him in old age.

Asp. #412: Eliet may live a promiscuous and risky lifestyle but her/his gaming is no asset to society as it is. There are special cyber forces where her/his mind could be used more sensibly.

Specialist: Nutritionist and Evolutionary Biologist

Inquisitor: Rowell, DIV Analyst**Job description**

1. You are an inquisitor.
2. Your job is to prove that the Aspirants are bad citizens.
3. During a Hearing, each Inquisitor will perform their Interrogation in turn.
4. Each Interrogation lasts no more than 2 minutes per Aspirant (4 minutes in total). This might take any form you want, like cross-examination of the Aspirants, an accusatory speech, etc.
5. On your desk is information about each of the Aspirants. This is the written character of the Aspirant, so you have the same information as his/her player. Pretend you acquired this knowledge some other way - e.g. "an informer told me..." "it is written in your case file that..."
6. Feel free to invent further points of accusation against the Aspirant.

You have four main abilities:

- You may improvise or invent further points of accusation during the game. Things you improvise are true by definition. (e.g. if you ask the Aspirant why she was at Whole Foods yesterday, then she WAS at Whole Foods yesterday, even if her player did not know this before you asked)
- You decide what the Law says. You can invent laws that the aspirant has broken.
- If you have a specialist card, you can call a specialist. Give the card to the Master at the beginning of your turn. The specialist will be called *after* your accusation.
- If you ask the commission/jury: "Is the aspirant adequate?" they will answer, "No." If you ask "Is the accusation correct?" they will answer, "Yes." You should do this at least once during your interrogation to pressurize the Aspirant.

This is not a real or ordinary hearing. Whatever you say is the Law, will be the law. Whatever you pretend is the custom of the hearing, will be the custom of the hearing. No aspirant will satisfy you, and you need not agree with the other Inquisitors - your goal is to condemn the Aspirants. They can do nothing right, and you do not owe them an explanation for anything. It is unheard of for an Aspirant to ask questions of the inquisition.

Rowell, Demographic Diversity Analyst

You work as an analyst at the Demographic Institute for the Promotion of Diversity (DIV), an institution that supports the idea of the most mixed society possible (the msp as you call it) and actively tries to achieve it. In your eyes, every genetic / mental / psychological disposition or condition has to be saved, as there were no aberrations in the history of mankind and all manifestations of the species "human" have a right to endure. For a better future, Multitude and Variety are the principles on which mankind has to rely on.

It is your goal to gather a diversified crowd within the protected and safe areas. However, you have been doing this job for a while and "collected" quite a number of Aspirants. By this time, you are already looking for more extreme characters or psychological profiles. Apart from this, a rare genetic mixture would be valuable, or uncommon interests that hint at exceptional neural networks.

Suggested points of accusation:

Asp. #387: Barmek just seems really boring and ordinary. You have some of those already.

Asp. #412: Eliet has potential but lags behind her/his possibilities. It seems as if she/he willfully refuses to be an interesting, valuable member of society.

Specialist: Social psychologist

Inquisitor: Xeder, Coast Guard Unionist

Job description

1. You are an inquisitor.
2. Your job is to prove that the Aspirants are bad citizens.
3. During a Hearing, each Inquisitor will perform their Interrogation in turn.
4. Each Interrogation lasts no more than 2 minutes per Aspirant (4 minutes in total). This might take any form you want, like cross-examination of the Aspirants, an accusatory speech, etc.
5. On your desk is information about each of the Aspirants. This is the written character of the Aspirant, so you have the same information as his/her player. Pretend you acquired this knowledge some other way - e.g. "an informer told me..." "it is written in your case file that..."
6. Feel free to invent further points of accusation against the Aspirant.

You have four main abilities:

- You may improvise or invent further points of accusation during the game. Things you improvise are true by definition. (e.g. if you ask the Aspirant why she was at Whole Foods yesterday, then she WAS at Whole Foods yesterday, even if her player did not know this before you asked)
- You decide what the Law says. You can invent laws that the aspirant has broken.
- If you have a specialist card, you can call a specialist. Give the card to the Master at the beginning of your turn. The specialist will be called *after* your accusation.
- If you ask the commission/jury: "Is the aspirant adequate?" they will answer, "No." If you ask "Is the accusation correct?" they will answer, "Yes." You should do this at least once during your interrogation to pressurize the Aspirant.

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Xeder, Coast Guard Unionist

You are Chief Unionist of the Northern Coast Guard, a joint venture of private firms and government ministries dealing with the receding coast to the north. This union of the private and the public sector ("union" has nothing to do with 20th century notions of a workers' union) oversees all attempts to fortify the coasts, siphoning off of water, and other counter-measures (such as deep ocean fracking to drain the sea into the inner mantle of the Earth).

Fighting the water is good business, especially because most of your "employees" are HeaRT VI beneficiaries, unemployed who cannot find any other job and thus have to do all the physical labor at the coast – a "win-win" for all parties involved, unemployed being an unnecessary burden anyway. As you oversee also their payment, you can channel the government funds into the right pockets: yours.

Even though you publicly promote the Coast Guard as the spearhead of healing Earth and protecting society, you do not care much about actually fighting the rising sea level, as long as you receive a constant supply of cheap labor and money for your own luxurious lifestyle. HeaRT VI beneficiaries are scum anyway and you are only doing what humans have done for centuries. You use the hearings as a kind of "job market," trying to send as many aspirants as possible to the northern coast.

Suggested points of accusation:

Asp. #387: Barmek does not contribute anything to saving Earth. With a little training he/she could become an asset to society, though, and then be employed in one of the Coast Guards.

Asp. #412: Eliet is wasting her/his and society's time with her/his childish games. Her/his uselessness should be remedied by sending her/him to the coast.

Specialist: Corporate Consultant.

Inquisitor: Varisiki, SEPIIC Historian (Scientia et Potentia in idem coincident)

Job description

1. You are an inquisitor.
2. Your job is to prove that the Aspirants are bad citizens.
3. During a Hearing, each Inquisitor will perform their Interrogation in turn.
4. Each Interrogation lasts no more than 2 minutes per Aspirant (4 minutes in total). This might take any form you want, like cross-examination of the Aspirants, an accusatory speech, etc.
5. On your desk is information about each of the Aspirants. This is the written character of the Aspirant, so you have the same information as his/her player. Pretend you acquired this knowledge some other way - e.g. "an informer told me..." "it is written in your case file that..."
6. Feel free to invent further points of accusation against the Aspirant.

You have four main abilities:

- You may improvise or invent further points of accusation during the game. Things you improvise are true by definition. (e.g. if you ask the Aspirant why she was at Whole Foods yesterday, then she WAS at Whole Foods yesterday, even if her player did not know this before you asked)
- You decide what the Law says. You can invent laws that the aspirant has broken.
- If you have a specialist card, you can call a specialist. Give the card to the Master at the beginning of your turn. The specialist will be called *after* your accusation.
- If you ask the commission/jury: "Is the aspirant adequate?" they will answer, "No." If you ask "Is the accusation correct?" they will answer, "Yes." You should do this at least once during your interrogation to pressurize the Aspirant.

This is not a real or ordinary hearing. Whatever you say is the Law, will be the law. Whatever you pretend is the custom of the hearing, will be the custom of the hearing. No aspirant will satisfy you, and you need not agree with the other Inquisitors - your goal is to condemn the Aspirants. They can do nothing right, and you do not owe them an explanation for anything. It is unheard of for an Aspirant to ask questions of the inquisition.

Varisiki, SEPIIC Historian

You believe in the power of thoughts, ideas and innovation. Mankind is divided into an ordinary, if not underdeveloped multitude and an exquisite elite of masterminds, who, as history clearly shows are the driving force behind evolution. Where would we be without Cai Lun (the inventor of paper), Edison and Zuse?

You are on the look-out for extraordinary individuals who employ innovative and creative approaches to current world problems. It is evident that all other strategies have left mankind at an impasse. You want to find the few highly intelligent citizens left on this planet and with their help pave a new way for the entire civilization. Therefore, you like to test aspirants by presenting them with scenarios or problems for which they have to come up with solutions. If they prove themselves, they might be the key to a better future. If not, they just belong to the abhorrent mass.

Suggested points of accusation:

Asp. #387: This individual has not achieved anything out of the ordinary within his/her field. Is he/she not capable of innovative thoughts or is he/she just too undemanding and has to be woken?

Asp. #412: Eliet is wasting her/his time in simulated realities. It's a shame!

Specialist: Postmodern Constructivist

Aspirant: Barmek Chiuuzi (# 387)**Job description**

You do not know why you have been called to this hearing, what kind of hearing this is, or how long this will last. During the larp, you will be accused and interrogated for about 20 minutes.

Anything the accusers and specialists say about you, or what you have done IS TRUE, even if it was not in your written character (maybe you had forgotten?). You may have a different interpretation of these events, though.

Barmek Chiuuzi, ordinary literary scholar

You are a well-educated, young, a little bit reserved but quite ordinary scholar teaching at an average-sized university. From high school to your current position, your life was pleasantly without many major surprises or setbacks. You do most things by the book; maybe a little bit of drugs and grotesque music during college but in general, you are as normal as normal can get. So you were surprised, if not shocked when you were “invited” by state officials to this hearing. There was nothing you might have done wrong.

Because you like to read but also enjoy watching and talking about movies, choosing literature and media studies as subjects of your undergraduate and graduate studies came as natural to you. Even though you have some favorite genres and will discuss them passionately, you prefer today a good wine with friends to conventions or conferences. You have published as much as necessary but there is no field of which you are a renowned specialist – you prefer teaching anyway. You are interested in politics because everyone is but you are mostly concerned with class schedules, teaching load, and other intra-university affairs. You see yourself as a man of culture, passing on and upholding local traditions. For example, that is also why you support the local sports team.

Married for four years now – not too early, not too late – your first child just received a spot at a not so far kindergarten. Even though you enjoy your work, you are actually already looking forward to receiving pension to spend more time with family and hobbies.

Aspirant: Eliet Laren (# 412)**Job description**

You do not know why you have been called to this hearing, what kind of hearing this is, or how long this will last. During the larp, you will be accused and interrogated for about 20 minutes.

Anything the accusers and specialists say about you, or what you have done IS TRUE, even if it was not in your written character (maybe you had forgotten?). You may have a different interpretation of these events, though.

Eliet Laren – outgoing computer scientist

You are an outgoing, quite jolly person, who works as a computer scientist for a small company in the communications industry. You hardly earn enough to make a living, but then again, with a diploma like yours, it's amazing that you actually have a job. Grades were never important to you, as there were so many other things going on that kept you quite busy and your mind occupied. Plus, you found out early on that there were more fun things to apply your IT and electronics knowledge to than coding boring applications. You spent hours experiencing and later on also creating simdeck adventures.

Pretty soon, your major field of expertise in the simdeck was e-sports. You became a model athlete, who now teaches courses as diverse as Box Chi on Lunar IV and extreme underwater climbing.

You love meeting people, when it comes to love, however, you never stick to someone for long, be it man or woman.

If you won a million credits, you'd buy a shuttle and set out for "real" adventures. But you keep that a secret because people know and appreciate you as a techno-sim-girl/techno-sim-boy.

Specialist Cards

<p>Job description: You are convinced that only your science or perspective may help in saving the world. If you're appointed, you will deliver your statement from your character description as follows:</p> <p>Mr./Mrs. Yoma – specialist for Inquisitor Adaneo You are a nutritionist and evolutionary biologist. You do not agree with any form of Social Darwinism but you see a discrepancy between the world's limited resources and population growth. Based on your studies women are by far more efficient in food digestion and also more stress-resistant than high-maintenance males. In-vitro fertilization and gene enhancements reduce the necessity for male offspring even further – supporting the current common sense. You would like to emphasize that biological engineering can be the tool to overcome the current crisis and in general suggest the reduction of males in society.</p>	<p>Job description: You are convinced that only your science or perspective may help in saving the world. If you're appointed, you will deliver your statement from your character description as follows:</p> <p>Mr./Mrs. Mbatu – specialist for Inquisitor Rowell You are a social psychologist who is very aware of the fact that societies are complex entities in which various functions and roles have to be fulfilled in order to maintain order. The existence of human beings is, first and foremost, influenced by other human beings, who have to serve as companions, enemies, superiors, inferiors and the like. This incontrovertible fact calls for a society that consists of the most diversified number of beings possible – to ensure that there is no void. It is of utmost importance to keep an even further diversification.</p>
<p>Job description: You are convinced that only your science or perspective may help in saving the world. If you're appointed, you will deliver your statement from your character description as follows:</p> <p>Mr./Mrs. Huzodo – specialist for Inquisitor Xeder As corporate consultant you see a multitude of possibilities for using human resources in most areas of business and thus you advice clients to further the de-mechanization of production processes. But human resources need cultivation. Thus, you would like to see more attention paid to youths and young adults, so that appropriate material can be trained more efficiently for the many dangerous tasks necessary to keep society safe.</p>	<p>Job description: You are convinced that only your science or perspective may help in saving the world. If you're appointed, you will deliver your statement from your character description as follows:</p> <p>Mr./Mrs. Khashee – specialist for Inquisitor Varisiki As a philosopher you follow the comparatively new school of Postmodern Constructivism. Like the outdated model of constructivism, your theory of knowledge implies that humans generate knowledge and meaning from an interaction between their experiences and their ideas. It is a fact that individuals construct new knowledge either through processes of assimilation (incorporation of experiences into existing frameworks) or through accommodation. As the latter means a reframing of a person's mental representation of the external world, i.e. a rethinking of the world, it is the only sensible way to approach problems that have no been solved by assimilation during the last 200 years.</p>

Adaneo (MEDCOM)



Commission for
Citizen Re-Evaluation

Rowell (DIV)



Commission for
Citizen Re-Evaluation

Xeder (Coast Guard Union)



Commission for
Citizen Re-Evaluation

Varisiki (SEPIIC)



Commission for
Citizen Re-Evaluation

Asp. No 387 (Barmek Chiuuzi)



Commission for
Citizen Re-Evaluation

Asp. No. 412 (Eliet Laren)



Commission for
Citizen Re-Evaluation

Master of Procedure



Commission for
Citizen Re-Evaluation

Yoma



Commission for
Citizen Re-Evaluation

Mbatu



Commission for
Citizen Re-Evaluation

Huzodo



Commission for
Citizen Re-Evaluation

Khashee



Commission for
Citizen Re-Evaluation

Security



Commission for
Citizen Re-Evaluation



Commission for Citizen Re-Evaluation



HEARING IN PROGRESS

Do not disturb!





Commission for Citizen Re-Evaluation

Aspirant Number: 387

Date of Hearing: 2234/07/19

Commission Verdict:

- Upvaluation to privileged citizen status.
- Retain standard citizen status.
- Probation of one year. Reschedule evaluation.
- Probation of six months. Major change of lifestyle and/or contribution to society required. Reschedule evaluation.
- Send to Coast Guard.
- Keep in facility of the state special aid programme.

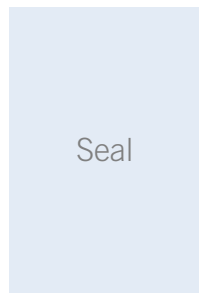
For official use only.

Date & Time Verdict Received: _____

Names of Inquisitors: Adaneo, Rowell,

Varsiki, Xeder

Signature Master of Procedure: _____



Seal



Commission for Citizen Re-Evaluation

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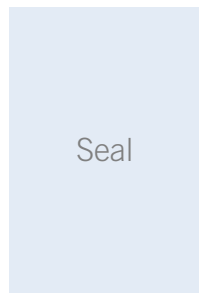
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CCRE form no. E84XJ9221_a

Aspirant Number: 412

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CCRE form no. E84XJ9221_a