




The World

IS ENDING, AND WE ARE
HERE ON THIS ISLAND*

A conversational LARP about
survival and the delusions of
wealth by Carly Kocurek.



***AT LEAST
WE THINK**



How to Play

CONCEPT

In Joanna Russ's science fiction classic, *We Who Are About To ...* a group of ill equipped survivors find themselves stranded on a planet with scant supplies and no particular expertise. The only woman in the group makes the (realistic) assessment that they are all going to die while her male companions decide to colonize and populate the planet. Things get ugly. In *The World Is Ending and We Are Here on This Island*, you are (or you are not) trapped on an island as the world ends (or doesn't). Each member of the party is a tech billionaire, a survivalist, a personal assistant, or a mistake. Only one player knows the truth about what has happened or hasn't and maybe engineered the whole thing.

MATERIALS AND SETUP

Players: 4-6

Needed to play:

- A place to sit where everyone can face each other
- 1 d10 per player
- things to write with
- 1 bottle of water per player
- Scrap paper and an envelope

Setup: Before the game, cut a number of paper slips equal to the number of players. Write "YES" on one, and fold each slip to the same size/shape. Each player builds a character and scenario, then draws a slip from the envelope. The player who draws "YES" knows the true scenario and is the one who arranged for everyone to be in this

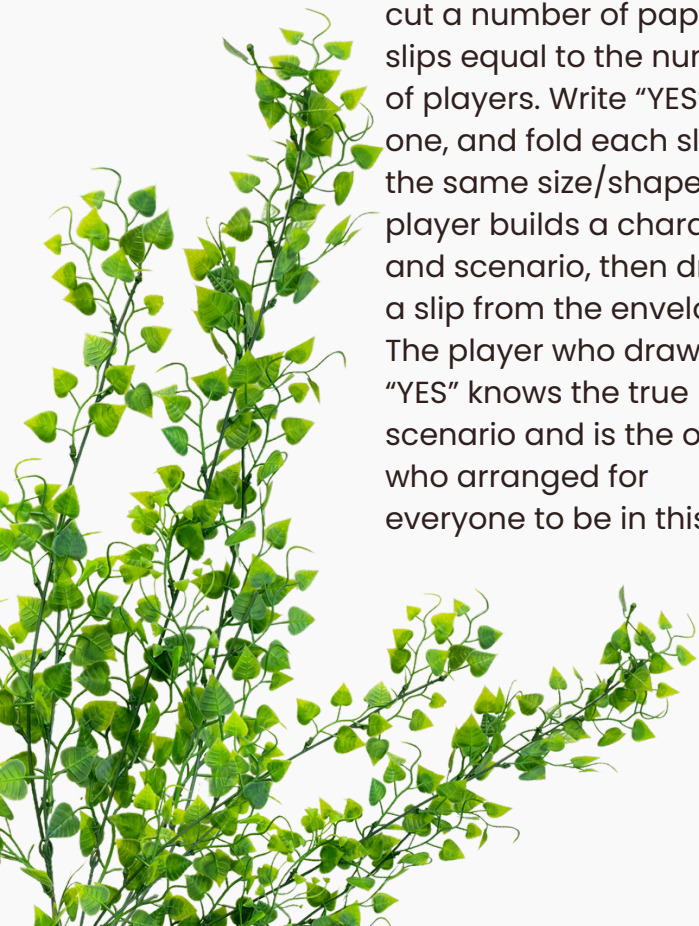
location at this time. Everyone else's scenario is at least partially inaccurate. This information is secret.

MAKE A CHARACTER

1. Roll your D10. If you get a 1-5, you are a billionaire; a 6-7, you are a personal assistant to a billionaire (any billionaire in the game may hire you, if you're willing to be hired); 8-9, you are a survivalist; 10, you are a mistake (ie, a random person whose reason for being here is not clear).
2. Based on your type above, choose a name and write a professional biography of 3-5 sentences. This information is public.

GAME ON

Each player has a goal: To understand whether the world is ending and whether they are on an island, and to unmask the mastermind. If the mastermind is unmasked and the true scenario deduced, the game ends. If everyone runs out of water, the game ends. If the sun sets, the game ends. The oldest player begins the game by saying "Well, I guess we're here on this island."



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Scenario Generator

Roll 1 D10 to determine each component of your character's scenario. Keep your scenario secret. If you draw "YES," your scenario is true, and you are the mastermind. If you do not draw YES, you are not the mastermind, and your scenario is at least partially inaccurate.

YOU ARE

1. On an isolated, pristine island in the Pacific.
2. In a national park.
3. Like a mile from the highway.
4. At a luxury eco resort in Costa Rica.
5. On Mackinac Island.
6. At a dilapidated campground in New Hampshire.
7. In the Idaho Panhandle National Forests.
8. On a private island owned by one of the billionaires, who may or may not know they own the island.
9. On your own, personal private island.
10. At the Indiana Dunes -- it's lovely, actually.

THE WORLD IS

1. Completely fine, but you engineered a highly targeted disinformation campaign to convince this group the world is ending.
2. Completely fine. You don't know why everyone thinks the world is ending.
3. Experiencing a rapidly mutating pandemic that has a death toll of 50% or higher.
4. Suddenly overrun by slow moving zombies (who are conveniently afraid of water and not very smart).
5. A nuclear missile silo has failed during a routine maintenance operation, wiping out 85% of the world's population and starting nuclear winter.
6. On a collision course with an asteroid that will likely destroy North and South America.
7. Being invaded by aliens who see humans as livestock.
8. Falling into a world war on unprecedented scale.
9. Being taken over by AI robots obsessed with cleanliness.
10. Basically fine, aside from average bad news. But, you've convinced everyone the world is ending to isolate them for reasons.





THANKS

This game builds on concepts from *We Who Are About To ...* by Joanna Russ and from *The Future* by Naomi Alderman.

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