

SAVE OUR SOULS

A POSTCARD-LARP
BY MERLE LOTZ

„You have been on a pleasure boat. This one sunk! You are the lone survivors. You sit together in the lifeboat.“ (The boat may be represented by a blanket on the floor.)

Opening scene: Team meeting on the boat before lifting the anchor – in which you present your character, your function on board and your relationship to others. Afterwards there is a time jump to the „situation on board of the lifeboat“. Everyone plays a „flashback“ in the action on board, started and ended by a double clap. For the others the scene „freezes“. What was said ACTUALLY happened. It can't be taken back.

The End: The player who has the feeling that the game should end says: „I think I see something over there!“ If the others have the same feeling, they agree that it is indeed the coast watch. If not, it has been a hallucination.

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Für die Menschen.
Für Westfalen-Lippe.

The Captain

You have not been on the bridge while the accident happened. You did NOT stay on board as last person. It was your last journey and your grandson is on board, who was ready to take over your duties as new captain. The STEWARD was confused and non-focused.

The Machinist

There was a malfunction. The damage could not be mended. You went to the lifeboat for good reasons. You have seen the MAN AT THE BAR as he carried something to the engine room.

The Nautical Pilot

You have been on watch. You were supposed to guide the ship through the difficult passage through the cliffs. You have been drunk. The MACHINIST was really early at the lifeboat.

These are the role descriptions of your characters.

!Attention! Every character has a secret and should therefore not be read by all!

The Steward

Your duty was to prepare the lifeboats but this did not work out. You saw the PASSENGER in an area, where passengers are not supposed to be.

Man At The Bar

You put a jerry can of frying oil in the engine room. On your way to the lifeboat you noticed that the oil was gone. You also saw the NAUTICAL PILOT took something out of the storage room, where beverages are stored.

The Passenger

You took your girlfriend to the engine room to be undisturbed. You accidentally pushed the wrong button. Shortly before the incident you saw the CAPTAIN strolling around the ship.

Idea for additional characters: Constructor of the ship, shipowner, insurance detective