Those who are left

A Minilarp by Kevin Blank

In this Minilarp, players take on the role of socks that are left over - they have lost their other part, and are all alone in this world. They might be able to take some solace from the other socks in their company, but will always be missing a piece.

Player Amount: 3-8
GM: Optional (the GM can play)
Duration: about 30minutes (including workshops)
Required Materials: More socks than there are players - they should be characteristic socks
Setup: Tape a few lines on the floor, reminiscent of a drying rack.

Workshops

In the workshops the players should get an idea of what it is they are playing and how it is played. While the game does not need a GM, someone should take the lead on reading the workshops aloud - you don't have to read it word for word, you can also paraphrase it.

Basics & the Theme
In this game, we'll all take the role of socks. Not normal, happy socks that are part of a useful pair but the ones that are left when a sock vanishes without a trace. We are the ones hanging on the drying rack wondering what will happen to us know that we lost an integral part of us. The game can be about many things - we have to decide now what our game is about. It can either be a funny story about "objects being alive" with much silliness, or a more dramatic story about loneliness and only drawing one's own usefulness from someone else.

Let's take up to 5 Minutes to talk about what theme we want from the game, we can also come up with a different meaning for the story.

Who are we?
Now that we know the kind of game, we have to see who we are. Here is a bunch of different socks - take one that you are drawn towards and look at it. Look at its details, the wear and tear, the colors. Imagine the kind of personality this sock what would have, how it would behave and try to come up with a few characteristics of it.
Also try to find some traces of how it was used and come up with a story of how it came to this point in time.

Let's take 5 minutes to answer these questions and get a feel for the characters we are playing. Put the sock somewhere where it is visible on your person (e.g. pin it somewhere on your shirt, etc.)

The owner
Next, we want to talk about who our owner is -- let's take a look at the colorful selection of socks that we have here and imagine the person (or household) that would own these kind of socks.
Who are they? What are they doing with their life?
What are their hobbies?
What is their name?

Also try to think about your personal relationship to the owner -- did you like being their sock? Or would you rather have been someone else's? Do you maybe even enjoy the fact you'll never be worn by them again?

Take up to 10 Minutes to talk about the owner.

Scene Structure
*The game will be played in one scene, with **fluid** time (time in the game is accelerated). We will start with just 2 socks entering the drying rack, the others will follow soon after, interspersed by around 1 minute - that is the time one "washing cycle" takes.*

Socks are hanging on the drying rack (agree on a location in he room, there should be several lines all facing in one direction). *They were just hung there and are realizing that they are alone and their pair-partner is not coming any more. (But there is always hope, right?)*
Socks can interact with each other - they can talk and shout but not move away from their spot. Think about how your sock would relate to other socks? Would they try to befriend them? Or envy them? Maybe they even try to find a new pair partner or something else.

The game's end starts after around 15 Minutes. Then the first socks will be taken off again (go out of the game) - after that, more socks will follow every 2-3 minutes until all socks are taken off.

Safety
If at any point in the game you feel uncomfortable with a scene, you can use the "BRAKE" keyword - this signals that whoever is playing with you should not push further. If it actually becomes too much, say "CUT" - then the game is stopped and we'll figure out whats wrong.

The Game

You can start the game now - put the timer in a spot where it is visible to all players and start it - players can choose the order in which they'll enter and leave the game.

After the last player has left the game, cut it and thank everyone for playing.
If you want, you can do a short **debrief** where you talk about your experience.