



This LARP is inspired by a game created by **Prázdninová škola Lipnice**.
 Its characters had been created by participants of Youth Exchanged "**Knights 2 - Searching for a Grail**"
 which was funded by **Erasmus+**.



General

Time of game:

1.5 hour players prep + 1.5 hour game + 0.5 h reflection

Time of preparation: 0.5 hour

No. of players: 10 + at least 2 organizers

Materials:

- 3 matches per person
- nametags
- ~~in-game alcohol (soft drinks like Fanta)~~
- ~~chips and some small snacks for "party"~~
- costumes (improvised)
- printed characters
- speaker and music (party music + big crash sound)

In-game materials:

(players needs to receive them from organizers)

- 2x cheque of arbitrary amount of money (for Paul/ine and Simon/e) – one with blue, one with yellow triangle
- diary (for Victor/ia) – ready to be printed in Victor/ia character
- holiday photo (for Victor/ia) – photo with the text “From Gabrielle to John/Joanna” on the flipside.
- bottle of poison (for Gabriel/le) – a can of coke with etiquette “poison”
- cure (for John) – Pepsi with an etiquette: “Cure for Dragonus Arachnus spider bites.”

Music recommendations

Party 1: <https://www.youtube.com/watch?v=L37xXA2R2lg>

Party 2: <https://www.youtube.com/watch?v=kMzIN9-Db1A>

Crash sound: <https://www.youtube.com/watch?v=YdwY6akt9Rw>

After a crash: <https://www.youtube.com/watch?v=b0bRw1faiws>

General description of a game

!!!spoilers!!!

EXPLANATION

- Organizers explain to participants that they are going to go on a journey on a boat. Each one of them will get a character they are going to play.
- Organizers will explain game rules
- Organizers give players their character description.

PREPARATION

- Players are having 30 min to prepare costumes.

BEGINNING OF LARP

- Caption (NPC) is welcoming everybody on a boat.
- Players have 1 hour to act their characters.

TWIST

- Organizers play a huge crash. Lights go down. Captain is coming, explaining the boat just crashed into an iceberg, and it is sinking. But there are not enough Lifeboats for everybody. Only 3 characters can be saved.
- Each player has 1 minute for speech on who should be saved and why.
- Each player gets 3 matches. They are going around the circle, one by one, and giving matches to the ones who should be saved (including themselves). As many matches as they want to. They have to look into the eyes of each character.
- In the end, 3 characters with the most matches can be rescued. (If there is a draw, voting is repeated but only for those who got into the final.)
- Every survivor has 1 minute for a "thank you" speech.
- End of the game (narrated).

REFLECTION

Game rules

- **RED stop** = if player screams this, game immediately stops
- **Slow down** = if player screams this, play less intensely, with less force
- No physical violence allowed
- Players state before **what are their physical boundaries** (i.e. no touches, no hugs, etc.)
- **Kiss** = air kiss on one cheek
- **Sex** = 3 times air kiss on both cheeks

Triggers

- Be an abuser in a relationship (for John/Joanna)
- Be abused in a relationship - (for Gabriele)
- Duty to perform/dance - (for Steph/anie)

Setting of a game

Welcome on the ship heading for Hawaii! A group of seemingly random people meets here: Paul/Pauline with a caretaker Tony/Tonia, scientists Andrea/s and biology student Gabriel/le, a businessman Jack/Jacquine and a film producer Simon/e. There is also some unimportant burlesque star Steph/anie who is performing in the evening program and a board cleaner Victor/ia. At the last moment, a detective Luke/Luci joined the crew... and strangely, there is a mysterious person named John/Joanna without memory. It seems that all of them are here for some disguised reason, just not for a holiday...

Game items:

- A cure - small full bottle (John)
- Holiday photo from Gabrielle to John (Tony)
- Diary (Victor)
- Poisson bottle - empty (Gabrielle)
- False cheque with blue triangle (Simone)
- Valid cheque with yellow triangle (Pauline)

Characters

(to be printed for players)

Paul/Pauline - traveller

20 years old, explorer

Generally known: Paul/Pauline is dying. That is the reason why he/she has a caretaker with him/her. Who knows why they are travelling to Hawaii...

Character: You always loved travelling around the world. The money has never been your problem as you inherited a great amount of it from your dead father. As you didn't need a job anymore, you started to explore exotic places – you've been to Australia, Sahara, Madagascar, Thailand, Tahiti... and then you headed for Amazonia. There your dreamed life ended by a single bite of the most venomous spider *Dragonus Archnus*. Since that moment, you are slowly dying. According to the local doctor, you have two months until death. You joined the crew because you have heard about some cure which should be in someone's property on the boat.

Even though you are really rich, you don't want anybody to know it. There are strange people on the boat and you are pretty sure that no one is there only for a holiday in Hawaii. So better keep your wealth in secret, for your own safety, as long as it is good for you.

Relationships:

Tony/Tonia: You feel puzzled about your relationship with Tony/Tonia, your caretaker. Sometimes she/he is really nice to you, helping, but also she/he seems to be upset by something. You actually like her/him, so after you will get to Hawaii, you plan to give him/her some extra money. Also, as if she/he is the only person you have in your life, you are going to leave her/him all your wealth after you pass away.

Gabriele: Last time you've seen Gabriele at high school. You had a crush on her for some time, but finally you've become quite close friends. It is nice to see her after all the time again.

Items: cheque of arbitrary amount of money

Goals: Discover who has got the cure and try to get it. You have money, so it shouldn't be a problem. Your caretaker can help you. Also, you can revive your relationship with Gabrielle. She can help you as well.

Tony/Tonia - caretaker

30 years old, caretaker

Generally known : Tony/Tonia is an ex-tour guide in amazonian jungle, but recently became Paul/Pauline's caretaker and is now travelling with them.

Character : You recently picked up a job as caretaker for a young poisoned person. There's really nothing special about them - a young brat who got some money and went on a "world wide" trip to "find themselves" - laughable. You never cared for them. You only took the job because you know they are rich and they will pay you well. Secretly however, you wish they would die quicker - since they got nobody else, surely they will inherit you some money.

You hated your job as a tour guide. It was boring, the 5 hour work days were SOOO long... and some stupid people always asking stupid questions. You were never built for such a life. You have always dreamed of living lavishly. Being on this ship could mean an opportunity for you. You've always had a weakness for rich people. They have power, status and money - what's not to like about them? There are a couple of big spenders on board that could be interesting to keep an eye on.

Upon boarding you found an interesting photo laying by one of the cabins. It's a picture from holidays from Gabrielle - friend of Paul/Pauline (on the flipside it says "to John/Joanna"). You know them before and there's something weirdly off with them. They're always so kind and nice. Surely they have some hidden plans for Paul/Pauline too. No way you can let them sabotage what is in your interests.

Relationships

- **Paul/-ine** - your employer, spoiled kid for whom you have nothing but spite. But you pretend to care in hopes you will inherit some money after their death.
- **Gabrielle** – you can't stand him/her.

Goals

- Stop Paul/Pauline from discovering the cure. Mislead them as they will probably trust you.
- Keep Gabrielle away from Paul/Pauline, so they don't sabotage your plans.
- You want to get rich. Look out for some opportunity from some of the rich guys on board.

Items: holiday photo from Gabrielle and John/Joanna

Victor/ Victoria - cleaner

40 years old, cleaner

Generally known: Victor/Victoria is an ordinary cleaner, part of the boat crew. He/she does not seem to be very intelligent, but something in his/her gaze is disturbing, he/she's got eyes everywhere.

Character: You are working on the boat as a cleaner. Your job is to keep the passengers' rooms and common space clean. You hate your job. After years of dealing with someone's mess you developed kleptomania. If you find something interesting during cleaning, you will take it. You just can't help yourself. Fortunately, your employer has not discovered it yet.

Last time you found someone's diary. You started to read it and... such disgusting writings! That person is a manipulative monster. Of course you are going to keep the diary. It could be of use later.

It seems that the owner is the guy who lost his memory – John/Joanna. And there is also a mention about the student – Gabrielle.

Relationships

- none

Goal:

- Your ambition is to gain some money. The businessman looks wealthy and the producer as well. Maybe you should find out what they want and do some paid favour.
- Also, you have heard about some valuable cure on the boat. Somebody could pay well for it.
- You have the controversial diary, so you can use it for blackmailing.

Item: diary

Diary

Only 18, but Gabriel/le already has that burning desire for lust and blood in their eyes. Passion for life like no other I've ever seen. Their every move is filled with grace and such elegance that I could do nothing else but quietly observe their fluency, just like a ballerina performing on a stage. And when they sing the whole world stops spinning for those beautiful notes not to be disturbed by anything dead or anyone living. Their hazel brown skin is imprinted in my memory and every touch feels heavenly, like running my fingers down nature herself or kissing an angel. God, I would never let anyone else touch them. It's my worst fear and my only nightmare. I couldn't bear the thought of another person caressing their body with their arms. I don't think the rules I set for them are bad. Gabriel/le doesn't need freedom. Why would they want to see someone else if they can talk to me? I always listened to them. And I even gave them advice on how to fix their car's side mirror. If they ever need anything I'm there for them. I buy them gifts and take them out to expensive dinners. But I feel like they just don't see it. We've grown apart recently, I can feel it in the way they turn their cheek when I try whispering how much I love and need them in their ear. Truly, if only they'd notice how much I care for our relationship, they would be understanding about the bruises. I don't hit them because I enjoy it. I just need them to know their place. Nobody should mistreat their partner, especially when the partner's buying them the newest MP3 player... fuck, it cost a fortune... and nothing in return. Arrogant spoiled cunt.

And this Gabriel/le's "friend"... I bet they fuck while I'm away at work. What kind of stupid name is Gabriel/le anyway? I know it's not my fault, Gabriel/le just needs to trust me more. Maybe this trip to Hawaii can bring back the spark we had that one night in Brooklyn's bar. Sure Gabriel/le was drunk but I knew they liked me from the very beginning. The way they looked at me... I can tell when someone falls head over heels for me. Yes, if I just bring out my bravado and prove to them how much I need them, I will surely win them back. I should pack my large belt just in case they misbehave.

Simone - producer

25 years old, film producer

Generally known: Simon/Simone is a film producer travelling to Hawaii because of business. Probably, he/she plans to make a great movie there in the blood-stirring landscape of the island. He/she is talkative and maybe too social.

Character: Everything generally known about you is a lie. In reality, you are a thief. A good one, as far as your deeds can claim. Your criminal past counts mainly financial frauds and larceny. No second-rate pocket-picking. If you take a job, it shall be something that ends with an enormous amount of money in your bank account. Nevertheless, nothing lasts forever. It was a question of time when you commit a mistake, which resulted in one stupid detective Luke/Luci on your trail.

Only person who knows about your true identity is the researcher Andrea/Andreas, who took you into his/her hotel room while you were on the run before the law and told you about this boat as the opportunity to escape to Hawaii.

And what's more, the stupid asshole – Luke/Luci – got stuck on this boat with you. The detective is after you, ready to put you in handcuffs before getting out the boat. As far as you know, he/she doesn't know your identity yet.

You are pretending to be somebody else. What excitement! You love the feeling. It is fucking cool. The rational part of your brain knows that it's not quite safe but you can't help yourself. You love to talk to people on the boat about your false identity, a lie after a lie, just because it's fun.

Items: false cheque of arbitrary amount of money

Relations:

- **Andrea/Andreas:** That guy saved your ass! You should probably think of a way to repay such favour. You don't know anything about the stuff he/she is working on, but you don't care. As long as he can be useful to you, you'll keep him/her close.
- **Luke/Luci:** You've seen that guy twice, but everytime from a safe distance. He/she is after you and doesn't seem to give it up. You are afraid of being caught. You wish you could get rid of him/her somehow...

Goal:

- You need to stop the detective from discovering your identity. You can use somebody to your benefit and convince him or her to cover you, if needed. Maybe the annoying dancer – Steph/Stephanie. He/she seems to be attracted to you for some reason. Or the man without memory could be useful, if you will be clever enough. Everybody wants something, so think of some way how to get somebody onto your side. You could try to get close to the detective and mislead his/her investigation, but it could leave a suspicion, if you are not smart enough.

Gabriel/le - biology student

18 years old, student of biology

Generally known: That young biology student seems to be of a quiet and calm character, but quite anxious about physical contact. He/she is interested mainly in his/her research.

Character: You are an entomologist (the science of insects) student. You proved your diligence to your mentors, so you are already involved in interesting research. You travelled to Hawaii with your partner John/Joanna. S/he promised a romantic holiday but you knew better.

Firstly, s/he was nice and gallant to you, but then everything turned upside down, and before you could notice, you were in an abusive relationship with no way out. S/he kept beating you and manipulating you. You tried to break up, but then you found him/her stalking you. S/he begged, threatened, blackmailed... and you just got scared of him/her. You felt desperate when you entered the boat together, but then you met the researcher – Andrea/Andreas – started to be interested in his/her work, and when the good moment arose, you stole poison from Andreas' luggage to kill your partner John/Joanna. But you somehow fucked up and s/he survived. It seems like s/he can't remember anything, not even who you are. Is it good for you, or not? You have a problem – his/her diary and your postcard from previous holidays disappeared. And what is worse, there is a detective on the boat!

Items: Empty bottle of poisson. Hide it!

Skills: You can recognize animals and chemical substances (for answers ask organizers)

Relations:

- **Paul/Pauline:** The former friend of yours. Quite a crazy guy with crazy ideas, but always nice to you. You like him. You know that he/she is quite wealthy and travels a lot. He/She is an old friend of yours but doesn't know anything about your toxic relationship with John/Joanna.
- **Andrea/Andreas:** You've met the researcher on the boat. You admire his/her work and you are eager to learn from him/her. After breaking the trust by stealing from his/her storage, you are insecure around him/her. What if he/she finds out?
- **John/Joanna:** You hate that person. You want to get rid of him/her. After all those years in hell he/she created for you, you absolutely don't care what happens to him/her. You are prepared to make use of any opportunity that appears.

Goal:

- Don't let your partner remember. You should find the diary and the postcard. Maybe some of the passengers have it. Or at least, it can't come into your partner's or detective's hands.
- There is also another, more risky, option – finish, what you have started and this time properly. For that, you would have to convince the researcher to give you another poison. But do you really want to risk it?

Jack/Jacqueline - business(wo)men

30 years old, businessman

Generally known: Jack/Jacqueline of All Trades. That's what friends call you. A charming person in his/her 30's, Jack/Jacqueline has worked in many businesses and while travelling to his/her holiday destination, s/he might be looking for a new business opportunity.

Character: Jack of All Trades. That's what friends used to call you. That was up until that one decisive day, where you put all your life savings into a business that will surely not fail. But it did. You lost it all in an airplane game – a model of multilevel business. What's more painful, it was some corporate idiot who declared “bankruptcy” on his affiliate scheme. Now, you hate everything which reminds you of your failure in multilevel marketing, especially planes.

But you love money. Now, you have lost your ethics and you are willing to do anything for fortune - even indulge in criminal activities. With good financial knowledge, you want to try to convince someone to support your next business idea: to build a huge underwater system of high-speed rails, which would connect continents and some day would completely replace the planes.

The best option would be to find a sponsor for your business idea, because you don't have any money. But for that, you need to keep your bankruptcy a secret.

You are not happy to see detective Luci on the board. S/he once investigated your former business, and s/he was quite harsh. You think that somebody gave him/her false information about you to cause you troubles. But you were innocent, so s/he needed to let you go. The problem is that you lost a lot of potentially great deals because of the investigation.

When you were boarding the ship, you saw the cleaner – Victor/ia – searching through someone's luggage. It seemed like s/he was stealing something. You kept the information for yourself. You can use it in the future.

Skills: You can recognize false money and value papers (yellow triangle means valid, blue triangle means false)

Relationships:

- **Steph/Stephanie** - even though s/he is a dancer, s/he used to be a prostitute. You know. You had paid for a night with him/her.
- **Luci** – a detective who once investigated your former business. You still haven't forgiven him/her.

Goal:

- Gain investors in your next business.
- You are still angry with Luci. If a chance to foil his/her investigations here appears, you won't hesitate to use it.

Steph/Stephanie - dancer

24 years old, performer

Generally known: Steph/Stephanie is a burlesque dancer. Rumour has it that she/he was formerly famous, but now she/he is broke and took the job on this boat as a part of the evening programme.

Character: Your dream was to be famous, rich, desirable... the best! But now, you are broken, with no vaults and no contacts. But still, performing is something you longed for very much. In the past you had some successful shows, but apparently not enough. You tried a couple times, but nobody wanted to support your career. There were plenty of artists of your kind and you just were not the best as you would have wished. You accepted the job on this boat as a part of the evening entertainment. Today you should perform and maybe some rich sponsor could take notice of you.

And there is also your undignified past that follows you – you are a former prostitute. However much you tried to bury your past deep to the ground, there are some of your former clients on this boat: Jack/Jacqueline and Andrea/Andreas.

You feel comfortable flirting with men or women. It is something you were made for. With your infamous past... some habits are never forgotten, right?

Relations:

- **Andrea/Andreas:** Your former client. He/she was pretty twisted in his sexual wants.
- **Jack/Jacqueline:** The wealthy businessman. This former client of yours could be useful. He/she was always attractive, so gaining her/his interest would be two birds with one stone.
- **Luci/Luke:** The detective you've met on the boat. You haven't spoken much to each other, but he seems to be obsessed with you.

Goal:

- The job on the boat could be a nice opportunity to meet wealthy people. The businessman – your former client was a wealthy man. Could you seduce him/her once again? And what about the film producer? It could be great to play in a movie in Hawaii!
- You also heard some rumours about a valuable substance – a cure – on the boat. And everything valuable can be sold...
- Find a way to get money, sponsorship or at least a wealthy partner.

During the night, you should have at least 1 dance performance. Choose a song and give it to organisers to put it on for you.

Andrea/Andreas - researcher

40 years old, researcher

Generally known : Andrea/Andreas's name is well recognized in his home country Sweden. A 40 year old researcher, he has dedicated his whole life to science and has travelled far away from his home in hopes of making a new discovery.

Character : You've heard about a potential super-substance that can treat many illnesses and potentially be a massive step forwards for science. This super-substance is only found as a cure for Draganus Arachnus spider bites. You heard rumours about one example of this cure being brought onto a ship by some man who bought it in an auction. Who the hell sells such powerful things in auction??? Maybe this is all fake, but you cannot let such an opportunity for discovery to slip you by.

The day before boarding the ship, you heard some loud bangs on your hotel door. Upon opening the door, you saw a small frame person, covered in sweat and completely out of breath. They started begging for you to let them inside. For whatever reason, at that moment you decided to let them in. After some time, the person explained that they are on the run and is closely followed by a detective. This means that you've gotten yourself in trouble now - sheltering a criminal is a criminal offence in itself. This now adds more stress, but you decided to take this person with you on the ship. Maybe they can get some information about this cure and where to find it or even better - acquire it for you so you don't have to get your hands dirty.

What was a big surprise for you was the dancer for the evening show. It's the same person who you slept with many years ago. They were selling their body at the time and you were lonely. You were at the point in life where you wanted to try something spicy in the bedroom, but it turned out rather awkward and uncomfortable. You hope they don't remember... but if they do, they better keep their mouth shut.

You have a phobia - you're very afraid of sinking. Your worst nightmare is having to go down with a malfunctioning ship. You pushed yourself way out of your comfort zone for this trip, but the potential results are worth it. You would absolutely flip out if something went sideways, however.

The first person you met on the ship was a nice young person - Gabrielle. They were very supportive and calmed you down. They are botanics students and they seem very smart and actually interested in your work, which you find admirable. They remind you of your younger self. It would be nice if you could help them.

Relationships:

- **Simone:** sheltering Simone can get you in trouble if law finds out. But s/he owes you his/her life now and should be grateful.
- **Steph/Stephanie:** you slept with them a long time ago. Hopefully they don't remember much.
- **Gabriel/le:** they were the first person you met on the ship. S/he seems really nice and innocent.

Skills: you can recognize chemical substances and medications (for answers ask organizers)

Goal :

- Acquire the cure. At the end of the day this is what you travelled half the world for. You can ask Simone to help you. He/she owes you one.
- If possible, find a way to help Gabrielle.

John/Joanna - person X

26 years old, unknown

Generally known : A person gathers everyone on board and proclaims they don't remember anything about their past.

Character : You woke up on a ship and you have no memory! Who are you? What's your name? Why are you on a ship? Most importantly, what is your past? What happened to you? In your pocket you found a small little bottle. It had "cure" written on it. Without much thinking you grabbed and emptied it. But it had no effect on you. Weirdly enough it just tasted like cola. What a weird coincidence. Anyhow, after walking out on the deck, you overheard some conversation about a cure, and apparently people are really looking for it. You took a second glance at it and finally read the instructions. Turns out that was a very rare cure for Dragonus Arachnus spider bites. Memory loss not mentioned anywhere. So it was useless to you. But people on board seem to be going crazy about it... Could it be helpful in putting together the puzzle of your memory loss? You refilled the cure bottle with pepsi to make it seem realistic.

The ship is nice and the weather is warm. Where is this ship heading to, you wonder. You decide that someone surely has some information about you or why you're on a ship. Calm and composed, you ask everyone on board to come together and you proclaim that you've lost your memory.

Relationships:

- none

Items:

- Cure - pepsi with an etiquette: "**Cure** for Dragonus Arachnus spider bites."

Goal:

- There's information to be gathered. Talk to people and see what they know about you. It seems like everyone on this ship wants what's in your pocket. Use the fake cure you have to trade for information.

Luke/Luci - detective

32 years old, detective

Generally known: Luke/Luci is a detective who is after a criminal. That is the reason why he/she is on the boat.

Character: You work as a detective for more than ten years. You love your job and you develop a strong moral compass which doesn't let you leave any duty unfinished. You took on a case of a sneaky financial perpetrator some time ago, you chased him to Amazonia, but he still seems to be escaping you. Clever guy! But now, you've received a helpful tip that he will be on the boat, so you've joined the voyage.

You are a patient person, determined to keep investigating on the boat and reveal, who from the crew is your criminal. Your only flaw is your attraction to beautiful dancers. You love the way they are moving the body and you just can't take your eyes off them. The same is happening now on the boat, when you see Steph/Stephanie. You also feel like you can trust her/him. The problem is that according to the security cameras, the criminal could be the one without memory, Simone, Victor/ia, or your beautiful beautiful Steph/Stephanie.

You recognized a businessman Jack/Jacqueline on the board. You once investigated his/her business because of a suspicion about illegal tax reliefs, but finally, s/he was clean and your anonymous informer apparently just tricked you. As far as you know, s/he is financially broke now.

Relationships:

- **The one without memory** - suspicious person who lost his/her memory, potential suspect.
- **Simone** - talkative producer who annoys you greatly, potential suspect.
- **Victor/Victoria** - cleaner, always looking weirdly at everybody, potential suspect.
- **Steph/Stephanie** - you definitely have a crush on him/her. Potential suspect.
- **Jack/Jacqueline** – you once investigated his/her business. S/he is financially broke.

Skills: If you discover a criminal, you can ask the organiser (who also represents the security service on a board) to arrest them.

Goal:

- Investigate on the ship, mainly those four people caught by cameras, and find your criminal. You should start somewhere... and probably, your criminal could be the one with less relations on the boat.

Reflection

1. “How do you feel?” (give space to express emotions)
2. “How was it for you to play LARP?” (personal experiences, focus on “I” sentences)
3. “How did you feel when you were/weren’t selected for a boat?”
4. Takeaways - what can you take from this experience for your life?

Version for 9 players:

- Without the character Jack/Jacqueline and delete all evidence about the character in other character's history
- Steph and Luci have difference version - see below:

Steph/Stephanie - dancer

(version for 9 players)

24 years old, performer

Generally known: Steph/Stephanie is a burlesque dancer. Rumour has it that she/he was formerly famous, but now she/he is broke and took the job on this boat as a part of the evening programme.

Character: Your dream was to be famous, rich, desirable... the best! But now, you are broken, with no vaults and no contacts. But still, performing is something you longed for very much. In the past you had some successful shows, but apparently not enough. You tried a couple times, but nobody wanted to support your career. There were plenty of artists of your kind and you just were not the best as you would have wished. You accepted the job on this boat as a part of the evening entertainment. Today you should perform and maybe some rich sponsor could take notice of you.

And there is also your undignified past that follows you – you are a former prostitute. However much you tried to bury your past deep to the ground, there are some of your former clients on this boat: Simone and Andrea/Andreas.

You feel comfortable flirting with men or women. It is something you were made for. With your infamous past... some habits are never forgotten, right?

Relations:

- **Andrea/Andreas:** Your former client. He/she was pretty twisted in his sexual wants.
- **Simone:** The film producer. Your former client. S/he was always one of the rich.
- **Luci/Luke:** The detective you've met on the boat. You haven't spoken much to each other, but he seems to be obsessed with you.

Goal:

- The job on the boat could be a nice opportunity to meet wealthy people. The film producer – your former client was a wealthy man. Could you seduce him/her once again? It could be great to play in a movie in Hawaii!
- You also heard some rumours about a valuable substance – a cure – on the boat. And everything valuable can be sold...
- Find a way to get money, sponsorship or at least a wealthy partner.

During the night, you should have at least 1 dance performance. Choose a song and give it to organisers to put it on for you.

Luke/Luci - detective

(version for 9 players)

32 years old, detective

Generally known: Luke/Luci is a detective who is after a criminal. That is the reason why he/she is on the boat.

Character: You work as a detective for more than ten years. You love your job and you develop a strong moral compass which doesn't let you leave any duty unfinished. You took on a case of a sneaky financial perpetrator some time ago, you chased him to Amazonia, but he still seems to be escaping you. Clever guy! But now, you've received a helpful tip that he will be on the boat, so you've joined the voyage.

You are a patient person, determined to keep investigating on the boat and reveal, who from the crew is your criminal. Your only flaw is your attraction to beautiful dancers. You love the way they are moving the body and you just can't take your eyes off them. The same is happening now on the boat, when you see Steph/Stephanie. You also feel like you can trust her/him and you feel the need to stay close to him/her. The problem is that according to the security cameras, the criminal could be John/Joanna, Simone, Victor/ia, or your beautiful Steph/Stephanie.

Relationships:

- **The unknown** - suspicious person who lost his/her memory, potential suspect.
- **Simone** - talkative producer who annoys you greatly, potential suspect.
- **Victor/Victoria** - cleaner, always looking weirdly at everybody, potential suspect.
- **Steph/Stephanie** - you definitely have a crush on him/her. Potential suspect.

Skills: If you discover a criminal, you can ask the organiser (who also represents the security service on a board) to arrest them.

You can discover a false cheque: blue triangle means a false cheque, yellow triangle a valid cheque.

Goal:

- Investigate on the ship, mainly those four people caught by cameras, and find your criminal. You should start somewhere... and probably, your criminal could be the one with less relations on the boat.