She's not me

"She doesn't love you like I do"

"You said hi. I said hi. Baby, that's when I knew. I just can't take my mind of you."

That's all that it took. They already had long-time partners but there was something about that *"hi"*, that just wouldn't let them go. The game is about falling in love, being unfaithful, jealous, shameful, doubting everything and deciding if it was just a crush after all. Is this new person truly worth leaving your long-time partner for?

She's not me is meant to hit right in the feels but it is of course, as always, your responsibility to make that happen. The game has several open endings of your choice. The starting premise is that all of the characters believe in monogamous relationships.

Players 2-5. When playing with two players they will play two characters each. If five, have a dedicated Game Master.
Disclaimer: The scenario is named after a song called "She's not me" by Zara Larsson. The main technique used during the game bears the same name. The game is completely gender neutral.
Game Master (GM) optional. The game was written to be run without a GM. If you don't have one make sure to prepare all the scenes, notes and techniques carefully before the game starts so it's easy to refer to them.
Inspiration: [Zara Larsson](#) - [Rooftop](#), [she's not me part 1&2](#) All the quotes are taken from these two songs.
Music: [Love songs.](#) Preferably heartbreak-themed ones. It is not needed but music often helps set the mood.

Time: Preparation should take no more than 30min. 2h on scenes. 30 min in between scenes.
Designed by: Elli Garperian with the finishing touches by Niklas Henningsson.

Summary

"But you just know deep inside
She's not me"

The story focuses on the relationships between these four characters - Andy, Bailey, Charlie, and Drew. The relationships are more important than the characters as individuals. Our original couples are Andy ♡ Bailey and Charlie ♡ Drew. They're in healthy happy relationships built on trust and love. That of course might change later on in the game. All of the characters believe in monogamy.

Andy ♡ Charlie	Unfaithful Falling madly in love.
Andy ♡ Bailey	Living together in a relationship. Andy is financially dependent on Bailey.
Charlie ♡ Drew	Wedding is set in two months. High school sweethearts.

Scenes will be played by swapping between the different character constellations. The story will be able to unfold freely and there will be multiple endings that will be played, all of them created by the players. The scenes can also be changed if other ideas come up or if they don't fit your story. Remember to make the game your own and aim for maximizing the feels.

2 players:
You will each play two characters. (Andy & Drew for one player and Charlie & Bailey for the other one.)

3-5 players:
All players will partake in creating the story, the main meta technique of this game will allow players outside of a scene to interact with the players "on stage". (When playing with 5 people, one will be a dedicated GM)

Preparations

- **Read** the scenario if there's time but it's not required. There are no secrets.

- **How physically** close do the players want to be? Holding hands? Hugging? Kissing? Some techniques for these situations are provided.
- **Opt Out & Safety.** Agree upon safety words to use if you for any reason need to stop a scene. ("Cut" or whatever you prefer) Say them out loud once in the group as practice/to pause a scene.
- **Read and pick characters.** Read all four characters and decide who plays whom. If you are two players you need to pick two characters each. If there are three players, one player will play both Bailey and Drew.
- **Make it your own.** Think about your character and what makes them tick. How do they show love verbally? And non-verbally? How do they want to be loved? What makes them really angry and insecure? Feel free to add or change details in the character descriptions to fit your story!
- **Present characters**. Take turns introducing your characters. Tell the others what pushes your buttons, good and bad. Give each other at least one positive character trait. If you are playing more than one character (two or three players), it's especially important to find unique mannerisms for all the characters. (Walking a certain way, how they smoke a cigarette or any distinct difference in body language, even if it's small.) It can be helpful to have name tags and swap them between scenes.
- **Build trust.** Set the alarm for 4 minutes. Sit or stand comfortably and hug. If you're not comfortable hugging, do the same but hold hands and stare into each other's eyes. Listen to the soundtrack to this scenario; She's not me - Zara Larsson.
- **Put all the info** you'll need close by. Even if you have a GM it's good if the players can refer to the scenes on paper. If there is a whiteboard in the room, use it to write down anything you would find useful. ´This is especially useful if you're only 2 players.
- **Music** can be found on Elli Garperian's Spotify playlist called She's not me - The Larp.
- **Props,** are not required, but any type of magazine or paper can be a helpful prop for a few scenes.

The toolbox

*"However she tries to act like it
She'll never be the same"*

These are the suggested tools and meta techniques for the game. *She's not me* and *Repeat* are **mandatory** (but not necessarily for every scene). Use the rest as suggestions and inspiration.

Repeat

There's nothing wrong with not nailing a scene such as a fight or a cute moment the first time around. Even if it was a great scene, could we make it even better? Or do we want to change something? Ever got that "Damn I would have said…"-feeling after an argument? This is your chance!

Set the timer for 5 minutes and repeat the scene- or maybe just a key part of the scene once or twice. Try more or less intensity, a different outcome or take it in a new direction!
Use the technique "She's not me" during the repeat of a scene.
When you're done, decide which version was the right one and proceed to the next scene.

She's not me

The scenario is centred around the emotions of **love**, **jealousy**, **shame, guilt** and **doubt**. To make these standout and have an active part in every scene, the technique "She's not me" has been created. The purpose is to make the characters doubt their actions.
"She's not me" is the voice of the partner that is feeling betrayed, jealous or lonely. The (guilty) conscience breaking through a romantic scene. (Think back on the theme song)

"She is not me"
"She doesn't love you like I do"
"However she tries to act like it, she'll never be the same"
"She's new and she's beautiful"
"She's awfully perfect now"

"Does she make you feel wanted, like I did"
"Did she make you feel like the one thing that matters?"
"You let her head rest, on your chest,
but when you close your eyes you'll be seeing my face again"
(…) "then you'll wake up and find, that she is not me"

"Are you happy, is she still the one? Are you having fun?"
"Do you go to the movies? Do you kiss in the park?"
"She is not me"

Example 1: Bailey thinks they are a lot better as a partner than Andy's new fling Charlie. Play on Bailey's feelings towards Andy by saying "she's not me". Be physical and concentrate on memories. Bailey could say things like:
"*Does Charlie play with your hair like this?", "Will Charlie provide for you like I do, and be there when it matters?",* Andy can of course react as they want.

Example 2: When Charlie and Drew fight, step in as a loving Andy to Charlie and say *"Do they make you feel wanted, like I did?"*

3-5 players: The player of Bailey/Drew feels that their partner is not nearly feeling bad enough about what they're doing, and "pauses" the scene by touching their partner and saying "She's not me". Remind your partner of a beautiful memory, of what they're throwing away. Be passive-aggressive, sad, clingy or accusing… be close and make it hurt!
This will play out in the character's mind and not runtime.
…of course, Andy/Charlie might decide they need to remind their new love of what they'd be missing by choosing the safe and familiar over "true love"…

2 players: See above, but put your hand over your partner's heart and say "She's not me" while pausing the scene.

Kissing

If you don't feel comfortable kissing your co-players, touch each other's cheeks while keeping eye contact. This will symbolize kissing.

Game Master tips

As a game master for this larp, it's your job to set and end the scenes. We suggest using the words "Thank you" to cut a scene. We recommend reading the scene that is to be played out loud and before it starts, repeat the problem, how it starts and what the goal of the scene is. Make sure that the scenes run rather fast and snappy rather than too long. The repeat of a scene doesn't have to be the exact same scene again, encourage your players to explore the scene further or take it into a different direction if they want to. It is also ok to play the scene just as it was again during the repeat if the players liked it but make sure that it's more condensed. Help your players use the "She's not me" technique. As a GM you are also allowed to interfere with the game and steer your players in you want to.

Playing without a Game Master:

"Are we done?"

Used when playing without a GM since it can be hard to know when to end a scene or if the other person has something left to say. That's why each scene will end with the question "are we done?" or the equivalent which means "do you want to end the scene or have something left to do?". The simple answer is of course yes or no. When playing with a GM you don't use this method since the GM is responsible to end the scene when the right time comes. One of you can also cut the scene with saying the words "Thank you", preferably in a different tone of voice.

2 players:

Only recommended for experienced larpers. Re-read the characters to make sure you have the right input when going into a scene since you swap them all the time. It can also be helpful to swap name tags between scenes. End a scene by asking "Are we done" or say "Thank you" in a different tone of voice.

Scenes

The recommendation is to set the scenes within a short chronological in-game timeline but let your story decide what is best for your game.

Prologue

1. "Wanna get married?"

Charlie ♡ Drew

Romantic, sweet and everything you ever dreamed of. Drew proposes to Charlie in an extremely cheesy and romantic setting. Make it big, make it unforgettable!

Problem: How do you touch each other, how are you physically there for one another?
Start: Drew starts by setting the scene and where the couple is.
Goal: Say yes and kiss (for real or using the meta technique.) Be overjoyed.
Repeat: Set a timer for maximum 5 minutes and repeat (Don't use "She's not me").
4 players: If you want, play extras during this scene.
If 2 players: Reread the characters.

2. "I'm gonna take good care of you"

Andy ♡ Bailey

Andy meets up with Bailey and tells them that they've been let off work due to their romantic office entanglement. Bailey insists that they will take good care of Andy beginning with moving in together.

Problem: How do you touch each other, how are you physically there for one another?
Start: As Andy comes home to Bailey.
Goal: They decide to move in together but in a bigger flat. Bailey will pay the rent!
Repeat: Set a timer for maximum 5 minutes and repeat (Don't use "She's not me").
If 2 players: Reread the characters.

The story - present day

3. Rooftop
Andy ♡ Charlie

"And I said "Hi," You said "Hi, baby, that's when I knew
I just, I just can't-can't take my mind off you"
"Baby, rushing down the stairs, I see you go
It was the saddest thing that I will ever know"

Andy ♡ Charlie meet for the first time. They fall in love at first sight. As they understand that this is more than casual flirting, one of them has to go but not before they exchange phone numbers. They will NOT mention their other partners.

Problem: They already have partners.
Start: You're both on a rooftop and look out on the city below. There's a party going on behind you. Start by commenting on the view.
Goal: Get each other's phone numbers. Example: A bar, at the movies etc. If 2 players: "Are we done?" or "Thank you".
Repeat: Set a timer for maximum 5 minutes and use the technique "She's not me" during the repeat.
"She's not me": Drew and Bailey try to guilt-trip them and make themselves known as the better option.
4 players: If you want, you can play guests at the party.
If 2 players: Reread the characters.

4. Picking out the rings
Charlie ♡ Drew

"Does she make you feel wanted like I did
Make you feel like you're the one thing that matters"
"She doesn't love you like I do
She doesn't have my name"

The next day Charlie ♡ Drew look at potential rings. Charlie is trying to be excited about the big day in two months. They've been dreaming about it for such a long time and can't help mentioning the extremely romantic proposal too. Charlie doesn't say anything about Andy, Drew will live in blissful ignorance. Here we want to establish a trusting long relationship between Charlie and Drew. Both really love each other but also Charlie's extremely bad conscience.

Problem: Charlie's ambivalence is getting more painful, Drew is trying to carry a romantic relationship.
Start: Look at rings in the shop. Drew points one out and says it would fit Charlie perfectly.
Goal: Pick out the rings. If 2 players: "Are we done?" or "Thank you".
Repeat: Set a timer for maximum 5 minutes and use the technique "She's not me" during the repeat.

"She's not me": Use it to show the differences between the partners. Remind them of their first meeting on the rooftop.
4 players: If you want, non-active players can play extras.
If 2 players: Reread the characters.

5. A guilty mind
Andy ♡ Bailey

The next day Bailey asks Andy about the letter that came earlier today. A huge unpaid bill. Andy breaks down and asks for forgiveness but doesn't reveal anything about Charlie. Bailey will forgive Andy in the end and pay the bill. Both really love each other. Andy is not gonna say anything about Charlie but they can't forget about them but will get a text message from them. After the scene ends, Charlie says out loud what it said. Make it juicy.

Problem: Andy's guilty conscience. What has Andy bought and not paid for?
Start: As Andy comes home.
Goal: As Bailey declares their love for Andy despite the unpaid bill, Andy will get a text message from Charlie but hides it. If 2 players: "Are we done?" or "Thank you".
After the scene ends: The player of Charlie says out loud what text message they sent Andy. Make it juicy.
Repeat: Set a timer for maximum 5 minutes and use the technique "She's not me" during the repeat.
"She's not me": Example: Compare Bailey to Charlie and say that Charlie is way easier to be with.
If 2 players: Reread the characters.

6. The (non)date
Andy ♡ Charlie

Andy and Charlie have been texting and well, sexting too to be honest for weeks and will now finally go on their first date. But is it really a date? They're nervous but are falling for each other. They take it slow at first but then make out, have sex? Be close. Be all you want and all you can be. This is your moment. Make it the best moment in the world. They don't tell each other about their other partners. You've never been more in love than you are right now. They were just gonna meet for an hour or two but it turned into an entire evening and until late at night. Both phones are set on silent and are ignored throughout the scene. When the scene ends, let the players of Bailey (who has checked the police homepage for accidents all evening) and Drew (who has called Charlie's parents to check where they are) say what they have been doing all evening, including the text/phone messages they have been sending to their partners.

Problem: You are unfaithful. Hide the other relationship.
Start: Set the scene together, where do they meet and can spend an entire evening alone? Charlie waits for Andy who's a bit late. Their awkward greeting kick-starts the scene.
Goal: They confess their love but feel guilty. If 2 players: "Are we done?" or "Thank you".
After the scene ends: Bailey and Drew say what they have been doing all evening including the text/phone messages they have sent their partners.
Repeat: Set a timer for maximum 10 minutes and use the technique "She's not me" during the repeat.
"She's not me": Example: Show how Bailey and Drew are safe, loving and forever there for their partners. How they hold hands, pay bills and truly see them.
4 players: If you want, you can play extras during the scene.
If 2 players: Reread the characters.

7. The confession
Andy ♡ Bailey

"God I wish I knew everything
About the two of you
Won't you tell me"
"Or is it none of my business?"

Bailey has already drunk half a bottle of wine and is worried about where Andy has been. They have checked the police homepage for news, wondering if Andy could have been involved in an accident or victim of a crime and is worried sick about Andy who gets home very late after the date and can't lie about their feelings anymore. Bailey wants to stay together but is extremely hurt. They demand to know everything. Andy has a very bad conscience and doesn't know what to do. Maybe it was just a terrible mistake? Whatever happens, they won't break up during this scene even if they might get close.

Problem: Andy has been unfaithful.
Start: Andy confesses that they've been unfaithful. Bailey is holding a glass of wine.
Goal: One of them spends the night on the couch. Decide who it's gonna be. If 2 players: "Are we done?" or "Thank you".
Repeat: Set a timer for maximum 5 minutes and use the technique "She's not me" during the repeat.
"She's not me": Remember the cute date earlier that day.
If 2 players: Reread the characters.

8. "I can't marry you."
Charlie ♡ Drew

"Does she know bout the bracelets?
There were two of a kind
Did you save did you save it?
Like I did mine
Or is it none of my business?"

Drew had cooked a nice dinner that's now cold. While Drew was waiting they cut inspirational pictures out of the stack of bridal magazines. Drew has also called Charlie's parents since they

have started to get really worried about Charlie, who gets home very late after the date and confesses what they have been doing all evening. One of them says "I can't marry you". Drew reminds Charlie that they were high school sweethearts and how uncommon that truly is as they tear up all the bridal magazines. Charlie wonders if it's only cold feet and already regrets hurting Drew. Whatever happens, they won't break up during this scene even if they might be close.

Problem: Charlie has been unfaithful.
Start: Charlie gets home late after the date
Goal: Drew has torn up all the bridal magazines. It's time to go to bed and Drew insists on sleeping in the same bed as Charlie. If 2 players: "Are we done?" or "Thank you".
Repeat: Set a timer for maximum 5 minutes and use the technique "She's not me" during the repeat.
"She's not me": Example: Andy is new and exciting.
If 2 players: Reread the characters.

9. The End
Andy, Charlie, Bailey & Drew

"Said I wonder now
Yeah I wonder how you've been
Are you happy?"

Play more than one ending. It doesn't have to match or make sense. Try multiple endings to your story - parallel realities! What happens to the characters? Who stays together and who is left heartbroken? And what happens after the scenario ends? Does Andy find out that Charlie is about to get married? Remember that Andy and Charlie don't know about their other partners until now or if ever. Can Drew forgive Charlie and get married after all? Is Bailey not truly the better option? All characters' story arcs have to come to at least one ending scene.

End: Come to a conclusion.   Each of the characters need to be involved in at least one ending scene. They don't have to make sense.
Repeat: Redo the scene at least once with a different version.
"She's not me": The characters try to convince each other that they are the better option.
If 2 players: Reread the characters.

Characters

"However she tries to act like it
She'll never be the same"

Every relationship is based on deep love and respect for each other. They are of course scared of losing their loved ones. If you're 2 players there needs to be a physical difference in your body language even if it's small. Have the cheat sheet visible during the entire game. **All of the characters believe in monogamy.**

2 players: It is recommended to be an experienced larper if you are only 2 players playing this game. Re-read the characters and swap name tags between the scenes. You will both be playing 2 characters and share the responsibility of being a Game Master together.

3 players: One of you will play Andy the entire time, one will play Charlie the entire time and one will play both Bailey and Drew. The non-active player will be the Game Master.

4 players: Pick a character each and let the player of Bailey and Drew share the responsibility of being a Game Master.

5 players: Have a dedicated Game Master.

Andy

"But she's new and she's beautiful
You've never been in a fight
Yeah it's awfully perfect now"

Naive. Coward. Café.

You're naive to the bone and always thought life was simple. You met Bailey the first day at the new office and worked as their assistant. It didn't take long until you fell in love but when your romance got out you got fired. You've become financially dependent on Bailey even though you slave at a Café around the corner it's not enough. Needless to say, you're overqualified for that position. But you still think it was all worth it and would do it again. You love Bailey with all of your heart.

Then Charlie came and everything is so messed up but it feels so good. Are you too much of a coward to follow your heart? And what does your heart say anyways? You believe in monogamy.

- **Present characters**.
  Get at least one positive character trait from the other players.
  What are your unique mannerisms?
  How do they show love?
  What makes them tick?
  Make nametags!
  Why do you love Bailey?

Bailey

"If I got you alone?
If I called would you listen?
Would you hang up the phone?
Or is it none of my business?"

Control. Passive-aggressive. Accountant.

You want to control each situation which is great when working with numbers but not so much at home. Andy worked as your assistant as you fell in love but when your romance got out, they got fired. Andy is financially dependent on you even though they are working at a coffee shop. But you're happy to help, Andy is your life partner after all and you'd do anything for them. When you don't get what you want you to blame everyone around you, especially the ones you love.

Is your love and sacrifice going to be enough for Andy to stay? You believe in monogamy.

- **Present characters**.
  Get at least one positive character trait from the other players.
  What are your unique mannerisms?
  How do they show love?
  What makes them tick?
  Make nametags!
  Why do you love Andy?

Charlie

"Is she still the one?
Are U having fun?
Is it for real"

Fear of commitment. Jokester. Cook.

You try to joke away everything that is actually important instead of feeling all the stuff that you probably should. But this is also what Drew first fell in love with. The charming class clown. You've known Drew for most of your life. Have been in the same class since kindergarten and they became your high school sweetheart. And has been so ever since. They are also your first and only partner but that's ok since you've always considered them to be the one. The church is booked and there are smiles all around.

Andy has made you doubt everything since you first laid eyes on them. They are a drug but you don't know if that's a good or a bad thing? You believe in monogamy.

- **Present characters**.
  Get at least one positive character trait from the other players.
  What are your unique mannerisms?
  How do they show love?
  What makes them tick?
  Make nametags!
  Why do you love Drew?

Drew

"Does she make you feel wanted like I did
Make you feel like you're the one thing that matters"
"Or is it none of my business?"

Traditionalist. Explosive. IT consultant.

Some say you are a traditionalist but you think you're a romantic. When you get angry you can get violent and throw stuff around you but would never hurt Charlie. You've known Charlie most of your life and have been in the same class since kindergarten. During a class in middle school, Charlie knew the answer to a question and as they stood up - you fell in love. You finally worked up the nerve to ask Charlie out a few years later and have been high school sweethearts ever since. Finally, you've set the date after asking Charlie to marry you in an over-the-top romantic way. With only two months to go there is still much to do.

Will you be able to persuade Charlie that this is only a case of cold feet? You believe in monogamy.

- **Present characters**.
  Get at least one positive character trait from the other players.
  What are your unique mannerisms?
  How do they show love?
  What makes them tick?
  Make nametags!
  Why do you love Charlie?

She's not me - cheat sheet

She's not me - scene map

Andy ♥ Charlie

Bailey   ♥   Drew

Start here

Prologue -
3 years ago

1. "Wanna get married?"
Charlie & Drew

2. "I'm gonna take
good care of you."
Andy & Bailey

Now

3. Rooftop
Andy & Charlie

4. Picking out the rings
Carlie & Drew

5. A guilty mind
Andy & Bailey

6. The (non)date
Andy & Charlie

7. The confession
Andy & Bailey

8. "I cant marry you."
Carlie & Drew

9. The end
Andy, Charlie, Bailey & Drew
?   ?   ?