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A Spotless

Mind

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Number of players: 10

Game masters: 2

Time: 3 hours (2 hours play time)

Props: Twe handheld mirrors, 10 nametags. If you like: coffe, tea, nightlights

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Playtested by: Ten brave participants of Prolog 2016.

Description of the scenario

A Spotless Mind is about the core meaning of the concept of identity. It explores what happens when the building blocks that make up our identity is removed and/or rearranged. The larp explores what happens when the person we've been, the person we are and the person we might become, not necessarily need to be dependent on each other. Who will you be when the three our separate choices?

The scenario also explores how people act when they no longer have any memories of who they or someone else are. What happens to us when we stand with a spotless mind? What's important then? Who we been before we lost ourselves? Or who we can become now?

NOTE!

This scenario centers around memory- and identity loss. If you are a player you should therefore not read any further. The remaining instructions are for the game master and can include elements and spoilers that might affect your LARP experience in a negative way.

What is the scenario about?

The scenario is about ten individuals, who of their own free will, have chosen to attend a medical clinic in order to get all their memories removed. The reason for this is different for them all, but they all want to start new lives. No character have been forced to go to the clinic, it's their own choices that have led them there. They all got different life stories and different reasons to visit the clinic. During the course of the game, some of them might start to remember their old selves, while others might go on and find their new self.

The scenario takes place during two acts, one main act and one closing act. The main act starts with the characters lying on the floor, waking up, in a room without any memories. After a while two individuals arrive, who seems to know what's going on, but that doesn't want to share the information with the characters. Instead they talk about development, choices and questions whatever the characters might find important. During the act, it is possible for the characters who want to, to get some of their old memories back, for the cost of closing their way to a new life.

The closing act, for the characters, takes place before the main act. It is set in an waiting room, where they are all sitting because they wanted to go to this clinic, to get their memories removed. To start a new life. The act takes place during the last minutes before the characters will forget who they are, and who they've been forever.

About the characters

Sex/gender

All characters are written gender-neutral and what gender a character identifies themselves as are irrelevant for the scenario. The gender that the players identifies themselves as doesn't have to be the same as that of the character, but can be preferred if the scenario is going to be played "close at home".

Age

All characters are written without mentioning anything about a specific age for the characters. They are all considered, due to the theme of the scenario, to be grown-ups. A specific age has no relevance for the scenario and the characters can have a different age than the players portraying them.

Relationships

Every character comes with a pre-written relationship on the small character descriptions given to the player at the beginning of the game. Only one of these relationships, the one between **184V** and **185O**, corresponds to their background information. All the other relationships are only there to give the players a reason to interact with each other at the beginning of the scenario. If the game masters wants to, they can incorporate these relationships in to the memories given to the players when they look in the mirror, but the original concept is that only the relationship between **184V** and **185O** is real. The game masters can however decide that more of the relationships are real, which they become if they are given back to the players as memories during the game.

Matetechniques

The mirror - Memories

During the course of the scenario the characters have the opportunity to get their memories back, if they look at themselves in a mirror. The mirrors are handed out by the game masters and while the characters are looking, the game masters recite a memory for them. The memory should correspond to one of the five memories from that characters background description, but the game masters can add some extra flavor to fit the game if they wish to. The characters can look in the mirror as many times as they wish, to a maximum of five times, cause then they will have regained all accessible memories.

The circle - Groupsessions

One part of the gaming area should consist of circle of chairs, with enough chairs so that every player can have their own. If the game masters find it favorably for the scenario they can ask the characters to gather in the circle with some intervals during the game. These "scenes" can be used to further point out the difference in the characters motivations, to ask the same questions to all of them at once and to create an atmosphere of hospitalization. The questions could be things like: "What are your biggest dream?" and "Who would you present yourself?".

Music

During the whole game music will be played to create a feeling that somewhat contrast the one that the characters are experiencing. The music during the main act should be relaxing and the one in the closing act should feel like an waiting room or elevator. During the debrief scene a soundtrack is used to give some breathing space and to close up the game.

During the original run of the game, these soundtracks were used:

Main act - <https://www.youtube.com/watch?v=ri5CNAu5qsc>

Closing act - Medley: the most beautiful Girl in the World/Seasons in the Sun/Cabaret & Langsamer Walzer Medley: The Last Waltz/Zwei Augen wie deine - Klaus Wunderlich

Debrief - Losing your memory - Ryan Star (spelas till 1:52)

To run the game

Set up the room

Divide the gaming space into two parts, without marking the division in physical space. In one part, set a chair per participant / game master in a ring. The other part of the gaming space should be as near to be completely empty as possible, with the exception for a possible table for coffee and music equipment. If nightlights are used, these shall be set out on the floor in both parts of the gaming area. The room should otherwise be as stripped-down and empty as possible, to help create a sterile environment.

Great the players

Welcome the players and ask them to sit down on one of the chairs in the ring. Tell them that this is a scenario about identity and loss of identity. Point out that they will probably experience it as if they have too little information and that they don't understand everything that happens, and that it's part of the game design and that they should just play on it in game.

Inform about the games structure, metatechniques and conditions

Inform the players about:

- The structure of the scenario, with one main act and one closing act. (But don't tell them anything about the content of the closing act)
- How the game will both start and end with music.
- The metatechnique with the mirrors. Point out that the mirror is the only way for the characters to regain their memories.
- At the start of the scenario the characters won't remember how they got to this place or who they are. They do however remember the outside world and know that such a place exist. They have memories about how the world works, but not about themselves.
- The lack of information is a part of the game design for this scenario.

Ask if players are wondering about something and answer it, unless it concerns information they shouldn't have access to before the game starts. Then ask the participants to take off their jewelry, put away their cell phones and the like, to the extent they feel comfortable with, to be so "without identity" as possible. This is to enhance the sense of identity loss during the game.

Hand out the characters

You as the game master get to decide how to hand out the characters to the players. You can just give them one of the small character sheets and let chance decide who gets to play what character. You could choose to give the players the archetypes of the roles and let them decide on the basis of that. If you do the later, you should consider that players might get some more information before the game starts than what they are supposed to get. During play testing, the characters **184V**, **185O** and **218T** seemed to be the most emotionally intense to play. You as the game master should keep this in mind when handing out the characters.

When everyone has a character, ask the players to put on their nametags and standing up in alphabetical order. Then ask them to look for the person who they got a relationship with, they shouldn't talk to each other, just notice who the other person is. During this time, the game masters should tell **11A**, who of them is the nice one and who is the cruel one.

Getting into character

Ask the players to lay down on the floor, in a position they feel comfortable with. Ask them to close their eyes and tell them that this is the position in which they will start the game. When everyone is laying down, ask them to think about who it is to wake up without memories, how does it feel, who are you. Ask them to think about what the important parts are of an identity, who you are, who you've been, or who you can be. Then be quiet for a couple of minutes before starting the music and thereby starting the main act.

The scenario - Main Act (about: 1,5 hours)

This act begins as soon as the music starts playing. Let the players be alone on the game floor for about 5-10 minutes, before you as the game masters enters play. During this act, the game masters tasks are to question the characters and to answer their questions with new questions instead of answers. For example, if a character asks "Where are we?" so should the game masters answer something like "Is it important for you to know where you are? Why so?". This is a way to make the players/characters to reflect upon what is important to them and their identity.

During the act the characters should get the opportunity to regain their memories by looking in the mirror. The memories they can regain are the same as in their background texts, therefore each character can regain a maximum of five memories. It's important that the game masters points out this opportunity even in game. During this act the circle of chairs can be

used for group therapy sessions. It is also possible for the game masters characters to introduce other activities during this act, to enhance the feeling of an institution and affinity. An example could be to give all the characters a piece of paper and a pencil, and then ask them to write down what they see themselves doing when they get to return to the outside world.

The act ends with the game masters dividing the characters into three groups; the ones that are ready for the outside world and thereby have created a new identity, the ones that need to stay and explore themselves some more and the ones that need to restart the process again (i.e. the ones who have started to remember their old self).

Between the acts

During the short break between the acts the players should get the whole character description of their character. The game master should tell them that this is the character that they have been playing during the whole game and that they are individuals that by their own will have chosen to remove all their memories, to be able to start a new life. Let the players read through their character description and ask them to sit down on a chair when they're done.

As the players read their characters, the game masters should rearrange the chairs so that they are placed like a waiting room (during play testing a U-formation have worked well).

When everyone is done reading the game master should inform the players that the closing act will be about 8 minutes long and that it starts when the music begins and that it will be clear when it ends. Also tell them that it's totally fine if this act just is 8 minutes of silence. The closing act takes place during the last 8 minutes in the waiting room at the clinic, just before the characters will forget who they are forever.

The scenario - Closing act (about: 8 minutes)

The act begins as soon as the music starts playing and it's up to the players how this act plays out. Therefore it is as good if it's become an act with loud arguments or an act with only silence. The game masters shouldn't give any input during this act, instead they should just stay out of the gaming area and observe.

When there is around one minute left of the scene, one of the game masters should enter the scene as their character and welcome the characters to the clinic and ask them to, in their own pace, step out on the floor, lay down and close their eyes.

Debrief

When all the players are laying down on the floor, start the end song for this game (Losing your Memory - should be played to around 1:52). Then tone down the music and ask the players how it is to wake up with their own memories again, how it feels, who they are. Ask them to think about whets important in an identity, who you are, who you've been or who you can become. Ask them to, in their own pace, to open their eyes and return to one of the chairs.

After the game

After the game is over and everyone has gathered on the chairs, take a moment to just breathe out together. Then do "rounds" where everyone gets to speak their mind on some topics found on the nest page. Make it clear that it's totally okay to say "pass" in these rounds. If someone wants to discuss something else about the scenario, let them do that after the "rounds" is over. Then close things up with thanking the participants for playing the game.

You, as the game master, are more than welcome to send a mail about the experience of running the game, both the goods and the bads, to its writer Simon Larsson at vasparven@live.se

Make sure to include the debrief talk in the timeframe for the game.

After the game

Ask the players to gather the chairs into a circle and let them all get the opportunity to express their thoughts and feelings after having played the game. This can be done with "rounds", where everyone gets to speak their mind before passing the speaking space to the next person, no comments or questions should be spoken by the others while someone is talking.

The questions below can be used as a foundation for this closing up reflections.

- How do you feel right now, after having played this scenario?
- Is there anything you need right now?
- Is there anything about the scenario that you would like to change?

Then thank them for taking part in the scenario *A Spotless Mind*. The scenario is then over.

Character Description

On the following pages the character descriptions are found in two different variants. First follows the complete character descriptions, which consists of five memories per character. The full descriptions shouldn't be given to the players before the break between the main act and the closing act. After that comes the short descriptions that the players gets before playing the main act.

The full character descriptions consist of five memories, which all are structured from this principle:

1. Childhood memory, often very vague
2. Elementary school
3. University
4. Adulthood
5. The reason they are at the clinic

The short descriptions consists of:

1. Three personality traits
2. One thing that the character likes
3. One thing that the character dislikes
4. A relation to another character

Summary of the characters

All characters have chosen to go to the clinic to get their memories removed, and get the opportunity to a whole new life. The players shouldn't know this fact at the start of the game.

184R - The Rapist - A romantic and dreamy person, that out of true love had involuntary sex with their best friend. n

185V - The Victim - A strong and open person who just let it happen, even though they didn't really wanted it to.

217D - The Drug Addict - A focused and career-indulgent person, that has sunken down in an addiction to be able to handle the pressure.

107J - The Journalist - A calm and awe-inspiring person, who have seen such horrors in their work that the pictures never fade from view

177C - The Cancer Sufferer - A loyal and loving person, that knows that time is running out and that the cancer will be victorious.

131S - The Skeptic - An academic thirsting for knowledge, who won't believe in anything but science itself.

11A - The Adrenaline Junkie - An adventurous and overconfident person, who changes life and possibilities on a regular basis.

194M - The Mentally Ill - An uncertain lone wolf., who despite their struggling never will be able to fit into the norms of society.

218T - The Twin - An envious and self-conscious person, who always have been standing in the shadow of someone who isn't there anymore.

201P - The Prisoner - A loyal person with leader qualities, who ended up in the grayscale of morality and where prison wasn't an alternative.

The Game Masters - The game masters plays two of the employees of the clinic that the characters visits. These individuals are there to evaluate when the characters are ready to start their new lives in the outside world. The game masters don't have pre written characters, only guidelines on what do to during the game.

184R

You are only a child. You are all alone. All alone in an empty, dark, house. All alone in your room. You are sitting on your bed, hugging your teddybear. Outside of the window the sky is pitchblack and the sound of raindrops hitting the ground fills up the whole room. The constant sound of dripping is only interrupted by the booming thunder outside. You are terrified and all alone. As usual your parents are not present.

The school day has just ended and you are on your way home. The last lesson of the day was physical education, you had a stomach ache, or at least that is what you told the teacher. You could have joined in, but you did not want to, did not want to change with the others in the class, did not want them to be able to reach you when you are as most vulnerable. When you do not have any protection whatsoever. When you are just you. Then it is much easier to lie. Lies do not hurt, not in the same way. You are on your way home.

You and **O** met at fresher's week for the solicitor programme, it was "love at first sight", at least that is how you remember it all. You were the mentor, they the fresher and you were supposed to look after them and all the other freshers under the coming days. Together you experienced drunkenness, raft racing, games, dinners and other crazy adventures. The best night was the last one, the night when it was just the two of you together.

Your studies were completed a few years before (**O**) and it was difficult for you to get over the fact that you would no longer be seeing each other at the programme's joint parties. Instead of parties it felt like you had to sit in your office and turn papers all day long. You really loved (**O**) and had tried to show it countless times. It did seem though that (**O**) was mainly interested in being friends. You still do things together, like going to the cinema. The only thing missing is that your status goes from "best friends" to "in a relationship".

It was a party at (**O**)'s house and you were of course invited. The evening was magical and wonderful in every way. There was a lot of drinking going on and maybe consciously, maybe subconsciously, but you made sure that (**O**) kept a faster drinking pace than you yourself did. At the end of the night you were alone on the sofa, close to each other. You tenderly told them how much you loved them, how you knew that they felt the same way and how you had longed to be close to them. They did not try to resist. You were horny, it was the love of your life and a chance. You did not realise what a wound intercourse could cause.

That is why you are here now, to forget.

This is your last chance to ask your best friend and victim (**O**) for forgiveness.

185V

It is Christmas eve, the whole family is together. You are the only child present but together with Donald Duck you manage to keep yourself entertained anyway. So far you have only asked your parents about twenty times if Santa is not coming soon. After you have eaten the Christmas dinner, dad goes to buy the paper and a moment later, there is a knock on the door. You open the door and there he is, Santa Claus, with a big bag of presents to give out. You got everything you had wished for.

You are sitting at your desk in the classroom and listening intently to the teacher who is talking about kings, years and wars. As intently as you can listen when someone just answered yes to being in a relationship with you. There are small butterflies flying around in your stomach and the world seems to be perfect. You have never been in a relationship with anyone before, so you are also a bit nervous. What do you actually do when you are in a relationship with someone?

You are sitting with your parents in a car going away from your home and at the same time on the way to your home. In the car you get thousands of questions if you are completely sure about this and if you have really packed everything you need. The answers are yes, yes, and yes. You have longed for this day, the day you will start university, start your new life. During freshers week you became close friends with (V) who was your mentor during the first week of your new life.

During the studies you and some friends created a collective, or really you all just shared an apartment. Despite the fact that the studies are over, the collective lives through you and a course mate who you still live with. You often sit at the breakfast table and talk about life and starting a family. You laugh at it. You have each other and that is enough. And you also have your friend (V) from the study days, you still see each other regularly and have a great time together. It is a bit sad though that they still think you will get married when you are older.

It was a party at yours and everyone who was there seemed to have a really great evening. Most people were drinking quite a lot, but when partying that is how you should do it. The longer the evening went on, the more people went home and eventually it was just you and (V) left. You were both drunk when you sat there on the sofa. The words that reached you were full of warmth, tenderness and love. And so were the hands. For some reason you just let it happen, even though neither you or your body wanted to.

That is why you are here now, to forget.

This is your last chance to tell your friend and offender (V) how you feel.

217D

The kids show on TV has just ended and a movie starts instead. These are the night you like the best. When it is just you two and you can sit in front of a cartoon, eating ice cream and just sit close to each other. Evenings like this do not happen often, but as the child you are it happens more than enough. Warmth from the body next to yours, the ice cream in the mouth and the funny figures on the TV. You know that you will sit on the sofa until you fall asleep and then you will wake up in your own bed the next morning.

You lie awake at night. Despite the fact that you need to get up early to manage the school days, you lie awake at night. The fear is always greater when you close your eyes and your imagination roams free. In the dreams it is you that gets beaten, your screams fill the night's silence. You lie awake at night, you are only a child, but you understand what is happening. You lie awake at night and hear the beatings and screams from the room next to yours.

You worked hard and you made it, the SATS. Your score meant that you got in to your dream programme, to become a medical doctor, and your thoughts of a happy future return. Now you just had to work harder than ever to keep your funding, get the grades you needed and eventually get your diploma. Your course mates and you had a great time even outside of your studies. Exam parties, welcome parties, study parties, birthday parties and nights out succeeded each other in as fast a pace as the need to stay alert without any sleep arose.

It is far too late, but as always you are made to work a few extra hours against what you get. The lack of doctors is so acute that a few hours outside the law should not be a problem. And your family expects the best of your work and your wages. You are standing outside of the entrance, rolling the tobacco between your fingers, putting a pill in your mouth, swallows. Tomorrow you need to get new, get more. Without the pills you would not be able to handle the pressure.

You are on the cold pavement. You can hardly breathe and the head feels broken in every way. You can see the syringes lie in front of you on the ground, feel the pill bottle in your pocket. You cannot remember how you got here, or where you are. Just that life is about to pour out of you. You know that you got fired. That you turned to drugs to ease the anxiety. You know that your wife is starting to suspect what you are doing. That your child will maybe go the same way as you. You realise that you never will be able to get out of this addiction.

That is why you are here now, to start over again.

This is your last chance to leave who you were and become someone better.

107J

You feel the wet grass underneath your feet and the sun warming your naked arms. It is summer and you and your best friend are running across the grass. You are just children, playing on the large lawn next to your house. You are running, chasing each other, and happiness is filling your chest. You promise each other to be best friends forever. The only thing interrupting your play is when your parents bring you cinnamon buns and lemonade.

You can't really explain why you were the one given the power, this was just the way it was and everybody knew it. They followed you, they listened to you, and they did whatever you asked them to do. In the classroom you were a model pupil according to your tutor, something he also told your parents during the parent/teacher meetings. But outside school, behind the woodcrafting classroom where no adults could see you, you were the one the other children were afraid of. You, your friends and your deeds.

The notice you received contained exactly the information you expected. You would perform the physical tests and after that most certainly start the compulsory military service, or call of duty, as you still preferred to call it. You had filled out the questionnaire the way as you expected they wanted it to be filled out, all in order for you to get the chance to try the military life; postponing the choices of future education. Now you just had to keep fingers crossed so you would pass the other tests successfully too.

You were turned down. Apparently your results of the psychological tests didn't qualify you to start military training. You kept the dream inside of you, but instead of living in castles in the air you settled down with a family and got a college degree in journalism. But deep within you, the desire remained. When the position as war correspondent was offered to you, you accepted quickly. Perhaps this could lead you one step closer to your childhood dream.

You are at hospital, waiting for the doctors to return with the results. Tears are falling down your cheeks. You lie down on the floor, hyperventilating. You were on your way to a village to do a news coverage. The land mine on the roadside exploded, the car was turned over, your best friend and driver died in front of your eyes. Soldiers came. They shot children in front of you. They were lined up and executed. The land mine blasted. Children were shot. Lightning. Hospital lights go out. Land mine exploding. The images and fragments of memories will never leave you alone. Doctors call it PTSD. You will always see these images in your head. Living in a nightmare.

This is why you are here now, to forget.

But the reporter inside of you still wonders, what are the other people doing here?

177C

You're sitting in a circle with other children about your age. The light in the room is dim and around you lies heaps of pillows and blankets. This is your favorite moment of the whole day, the storytelling-hour after the meal. The teacher just opened that book she's going to read from today. You lean back, close your eyes and envision the fantastic and magical world that only stories could bring forth.

You have, as usually, followed one of your classmates home at the end of the schoolday. You've been doing some homework that you've been planing to do together and there's nothing that you rather do than spending some time alone with your friend. You've promised each other to be the best of friends forever and you know that to be the truth. The difference between this friendship and others is that you know that you'll always be there for eachother.

The weeks before the midterms are usually the busiest and hardest throughout the whole year, literature that's supposed to be read and re-read and lots of knowledge to print onto your mind. This week is the opposite though, it could be claimed to be the best week throughout the year. Not because there's an exam the next week, no, but because your best friend is visiting you in Sweden again. He/she has been abroad for a couple of years and you rarely see each other these days, other than through conversations over Skype, so this week you plan to forget about the exams and find out if you're ready for that next big step in your relationship.

The final chime of the church bells rang out. A year ago those bells rang for your wedding, this day however it's different. This time it's for your deceased mother. It hit you hard when your father passed away some time ago and you knew that it was only a matter of time until the same thing would happen to your mother. Tears rolls down your cheeks, the loneliness is constantly on your mind. You may have your partner but when you lost your parents it felt like you lost a great portion of who you are.

You finally got the message you've been fearing for so long, the cancer wasn't benign. There's nothing to be done, they cannot cure you. They could possibly offer you some sort of medication to prolong your life for a couple of months but the cold hard truth is that you are going to die within the next months. You haven't told a lot of people, you don't wish for others to worry about you. The anxiety, it's constantly on your mind. You can hardly smile anymore, can't possibly enjoy what little time you've got left. The fear and anxiety of dying is constantly reminding itself... Preventing you from enjoying your last, final days.

That's why you are here now, to forget.

To start over, being able to live your final days to their fullest.

131S

You are sitting on your couch idly watching a cartoon. You know that it's late and that you should have gone to bed a long time ago. At least according to your parents. However, they are not here, they never are. There is always work, always a meeting, always travelling, always even more work hours. The babysitter of the day is the best one yet. You get to stay up late, eat candy and watch movies. Could it get any better?

There is a performance appraisal meeting, and your teacher is telling your parents that you are doing well in all subjects and areas except for the fact that you need to be more active in oral discussions. Your parents smile and thank your teacher for the information. On the way home they explain to you that if you do not start applying yourself, get your act together and do what is expected from you, not only will you throw your future away, you will not be receiving your monthly allowance for a whole year.

The entire family is gathered, including relatives you did not even know you had. Everyone has come together to celebrate the fact that you can finally write "biochemist" on your resume and business card. Everyone is here to celebrate except for you. Yes, you have a prestigious degree, but still you cannot help but to feel unsure of your cause. Did you really become what you wanted to be? Or are you a mere reflection of your parents' wishes? Everyone is celebrating. You are grieving.

New students are filling up the corridors. You are starting up a new course in a few hours. It is a welcome break from the constant researching to be able to show others how science has progressed, but also what obstacles are left for it to overcome. After your doctoral degree, you realized that research, in certain fields, may not have been such a bad idea. You are grateful for the upbringing that your parents gave you.

The articles and discussions among your colleagues have been constant these past few weeks. The newly launched medical institute claims to have created a technology where they can erase some or all memories a person has. Or as they call it "give you a new and better life". Some of your colleagues seem to believe it. You know that it is completely impossible to do anything of the sort and have grown tired of so many people not believing you.

This is why you are here now, to reveal the hoax.

Maybe you should enlighten the others about it? So that they won't be disappointed.

11A

You can't be still. It stings, itches, and almost feels like there is something crawling inside of your legs when you try. You have always been told that you have "ants in your pants," but you can't have that, right? You hate this laze that someone have decided that you should have after every lunch. You'd rather be playing outside, climbing trees, jumping around, anything where you get rid of the ants in your pants. "Close your eyes, lay down, relax" is everything that the staff at the nursery says.

You usually find the PE classes to be pretty boring, too much talk and too little action for your taste. Today is an exception, called orienteering. You would probably be one of the few who would gladly attend even if the rain was pouring down. Yeah, not because you are good at orienteering or even think it's fun, but because the school thinks it is "okay not to find as many controls." Which means a class where you get to run around in the woods all you want.

You are sitting on the train from Paris to Berlin, admiring your new tattoo that reads "Carpe Diem". An expression that you really have fallen for. When the others were talking about college, you explained how you would travel around Europe, live on what you managed to scrape together and go wherever you wanted, when you wanted to. They laughed at you. But the one who laughs last laughs the best, and here you sit now, on a train, with the whole world ahead of you.

You are happily single, even though most people around you moves in together and starts to build their own family. You know that such a life wouldn't suit you, there is too much you want to do. You have tried marijuana and ecstasy, skydiving, swimming with sharks and much more. Would you ever have grandchildren, they would love your stories. You dream, however, to do more, do things that maybe only are able to be done once, things that may burn all bridges ahead.

You got in touch with the medical institution long before they were publicly known. You were one of their guinea pigs. One of those who tried the system. You've been told that many times. You have lived several different lives. You have done things that the human mind would not be able to withstand, at least not more than once. The solution was the institution, who repeatedly take away your memories, make you to someone new. Gives you a new life. It's like a drug for you.

That is why you are here now, to start over again.

Get a new life, a new identity, experience new adventures and create new opportunities.

194M

Your feet get wet by the water. Your skin gets warm by the rays of sun. The only sound heard around you is the splashing your feet make in the water. Sure you hear the sound of the families on the beach, but you manage to sift them out. You sit on the dock, your dock and splashes with your feet in your water. This place is yours. Here you can relax and shut the world out. Here, nothing can disturb you, there is only you here, only what you want to exist exists. You are only a child, but this particular bridge, this water, these thoughts, they are only yours.

Your classmates have told you that they were sickly nervous the first few days of school. For you that feeling is still there, even though you should know each other pretty well already. Should you say hi when you meet someone in the corridor? Should you say hi to the next person as well? To everyone you meet? Should you also call them by names? Who has what name in that case? Are you allowed to sit at any in the dining room? You constantly feel that there is a chance that what you do will be classed as wrong, that you will be derided for it, even when you do not know what would be expected to be right or wrong.

You hope that the economy course at the university is going to be better than high school and middle school. However the fear and worry are constantly in your mind. You worry that the new classmates also will notice that you are different, that you don't really fit in. You fear that they will use it to harm you, ostracize you, hurt you. You know everything about the world economy, but can't seem to decode your surroundings at all. What is wrong with you?

You are sitting with the letter in your hand. The letter that describes that you are different from other adults, that society will always see you as your diagnosis. While the announcement explains many of the difficulties you encountered earlier in life, it also confirms and amplifies the feeling of being different even more. Who should you tell? Who would you rather not tell? Will people who already know you, treat you differently if they find out?

The workplace doesn't know if they want you because you have a diagnosis. Some of the few friends you had, have taken distance from you when they found out. Other stays but treat you like a child. Your thoughts always revolve around how to hide it, or maybe show it. For whom you should tell and from whom you are going to lie. How you can live a normal life, or if you will have to live an abnormally one. You just wish you could get well.

That is why you are here now, to become well.

Perhaps this is one, the only, opportunity to become normal.

218T

You have once again picked up all the things from the floor. Even though you are two who spread them out, you are always the one who gets to pick them up. Sometimes it feels a little annoying that you always gets to do the tedious chores, but at the same time, you cannot do anything but love your twin. You two are always awake for too long in the evenings, in your beds, and talking with each other about everything. You are so grateful that they exist. You are never alone, never afraid, always loved.

There were no problems during classes, you had your own place, your own benches. It was during breaks that the misunderstandings arose. It was then that you were mixed up, even though you were so different. Or, yeah, on the outside you were just the same, but on the inside there were great contrasts. It always felt, however, that others always saw your twin before you, and you just became a pale shadow. You were thinking of doing something radical with your appearance, in order to stand in the centre, but somehow you never felt like yourself when you were pretending.

The planning was done and tomorrow the new students would arrive. You had looked over all the papers one last time and felt very happy with your job as General for the initiation rites for the freshmen at college. One of the biggest differences you conducted was that there should always be at least a sober alternative to the usual drinking games. Above all, you were pleased to have achieved all this by yourself and everyone would see that it was you and no one else who had done this.

The church bells rings, your twin has gotten married and you get questions about when the next wedding will take place and when you will to start your own family. You really don't know what to answer. That you do not have the same goals and plans as your twin? That you're tired of walking in their footsteps? That you are your own individual even if you share your appearance with someone else? You couldn't be happier for your twin that really found the right one and just had the happiest day in their life.

You sat in the car together, you and your twin, you were the one driving. Ni collided. You were not paying attention on the road. For some reason, you were the one who got the mildest injuries. You did what you could, you gave CPR, called an ambulance, tried to give them back their life. But you failed. Had you been more focused on the road. Had you had better medical knowledge. Let them drive. Maybe then they would still have been alive. You were the one who failed. It was you who caused their death.

That's why you are here now, to forget.

For that you cannot live with your conscience after what happened.

201P

You sit alone at home, watching your parent arrange some sort of important looking papers. You have just been picked up from your day mother, as always later than what was promised in the morning. It's just the two of you. It has always been just the two of you, ever since you were born, it has just been the two of you. You hope that the food will be done before the bottle of wine gets picked up. You hope to someday be picked up on time, to be seen.

The school just isn't your thing. Why should you have to know all these things that someone else has written down in the books you read? Is it not more important to learn the important things? Such as how to survive in the real, practical life? You are some who thinks like that, you who mostly are hanging out in the corridors and inform each other about secrets from the real, hard life. You who doesn't fit into the school system. You are one of them. One of them with real friends.

This week it's a internship at a cloth store, next month it seems to become at a supermarket and then you have no idea. Your administrator have said they will ensure that you get a job, but for every day that job feels further and further away. It doesn't become easier with the fact that the money gets spent at a faster pace then you get paid. And that the poker nights with your friends get all more common. Hopefully you get a job soon, they have, after all, promised you that. And promises are ment to be kept.

You sit in the police car on the way to remand prison. This time it didn't worked out as planned. After several successful job it was no more than expected that you would go on a real bump. It will probably end up in a number of years in prison or a hefty compensation. All you hope for now is that they do not know all the other things you have done in recent years. Narcotics smuggling, armed robbery, burglary, and what else that made the money roll in.

Narcotics smuggling soon expanded to larger proportions and the offer of significantly larger amounts of money came. You could not say no and saw no reason to do it either. The difference was only of a moral nature. Sell and ship people were about the same as drugs. The ones with money paid well, you took care of the transport. Trafficking gave more money than you could ever dream of. Until the police hit against your gang and they got you.

That's why you are here now, because you have chosen it.

Either lifetime in prison or a fresh start, you chose the latter. But do you believe it?

Short character descriptions

#184V

Personality: Romantic, Devoted, Dreamer

Like: Physical contact with other people

Dislike: To feel outside the group, to be alone

Relationship: You recognize (**O**). It feels like you have a very good relation.

#185O

Personality: Curious, Strong, Open

Like: To converse with other people

Dislike: When others nag about things that are already answered

Relationship: You recognize (**V**). It feels like a person that you most certainly can't trust.

#217M

Personality: Stressed, Careerfocused, Focused

Like: To reach or exceed others expectations

Dislike: When others take your time for granted and then waste it

Relationship: You recognize (**S**). It feels like you have a positive relation.

#131S

Personality: Academic, Thirsty for knowledge, Bighead

Like: To find academic explanations for different problems

Dislike: When people talk in assumptions, theories or hypothesis

Relationship: You recognize (**M**). It feels like you often get in fights with eachother

#107R

Personality: Physical, Calm, Awe-inspiring

Like: To have control over your surranging and whats going on

Dislike: Individuals who believe they understand you bettern than you do yourself

Relationship: You recognize (**F**). It feels like a person who have hurt you

#201F

Personality: Loyal, Practical, Leader

Like: Individuals who stand by their word and keep what they promised

Dislike: When others can't see the practical solutions to things

Relationship: You recognize **(R)**. It feels like you two have met regularly

#177C

Personality: Loyal, Loving, Worried

Like: To have someone to hold hands with

Dislike: To see others suffer or be in pain

Relationship: You recognize **(T)**. It feels like a person who wants you well

#218T

Personality: Envious, Hones, Self-assured

Like: When others see you for who you are

Dislike: When others always seem to come first, and you second

Relationship: You recognize **(C)**. It feels like a person who is close to you

#194P

Personality: Free spirit, Insecure, Fighter

Like: To get clear instructions and directive

Dislike: To not understand what is expected from you

Relationship: You don't recognize anyone else in the room.

#11A

Personality: Adventurous, Carpe Diem, Arrogance

Like: To be able to do whatever you want, whenever you want to

Dislike: To sit still or being forced to do boring stuff

Relationship: You recognize **(GM1)** and **(GM2)**. It feels like **(GM1)** wants your best, while **(GM2)** only wants to hurt you.