

2028

A freeform scenario by Katrine Wind

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Introduction – The idea

'2028' is a humanistic drama played out in and around Odense, the third largest city in Denmark, after the breakdown of civilization. The scenario emphasizes character-based play as it examines how four closely connected young people develop their core values and interpersonal relations in the new reality of the new future, year 2028.

Newly arrived fifth member of the group Marie has been kidnapped by a paramilitary group – Guardian Angels – who in practice has taken control of the island of Funen, where Odense is the largest city. The drama and central point of the scenario is not finding Marie, but what the characters are willing to do to find her, as well as who they are and become during their journey through a dystopic Odense.

The scenario is split into three parts, each with a different focus. Part one deals with who the characters have been as persons up until now, and thus what they have to lose, as well as why Marie is so important to them. Part two is about whether or not they are willing to compromise with their core values to find Marie, and ultimately adapt to the world they are now a part of. In the third and final part, the players must decide on Marie's fate, reflect on who their characters now are as people, what their relationships to the group are, and relate their epilogue. As a game master, you must set the mood and play side characters in both scenes set in the present of the scenario as well as flashbacks. Part one has few side characters, and their function is to help establish setting and characters. In the part two you have a lot to do, and the side characters very much help challenge the main characters' core values. In part three, you must make room for the players to make their final choices and round off their stories. See the game master guide on page 11. The primary mechanic of the game is that in part two of the scenario, each player will be given a picture of the group (including Marie). When the players feel like they have compromised or broken with one of their character's core values, they ruin part of the picture (fold it up, tear off a piece etc.) The players are not aware that the player of the character who has changed the most, thereby adapting to the new world they live in, will be deciding between the four possible outcomes for Marie's fate in the scenario's third and final part.

The four characters are from left to right:

Cecilia: Sensible and clever.

Core values: "Control" and "Humanism"

Louise: Leader of the group and confident.

Core values: "Take charge" and "Integrity"

Jasper: Privileged joker physically strong.

Core values: "Image" and "Loyalty"

Christian: Romantic and stable broker type.

Core values: "Family above all" and "Seek consensus"



Themes and narrative

The characters' values are central to the narrative. They each have two core values which guide or affect most of their important decisions. These are continuously challenged in the individual scenes of the hunt for Marie. Thus it is not a lack of resources, zombies, or battling disease which is in focus despite the dystopic set-up. The core values of the characters are based on who they were in the world they have now lost. That is also the topic of a lot of the scenes in part one of the scenario. As the characters were relatively young when the world started collapsing around them, they haven't had much time or energy for reflection on who they were, and who they will become in the new world. '2028' might thus feel like a coming-of-age scenario, but it's more of an adapting-to-a-new-world drama. The core values may prove a bit abstract to relate to, so the characters have concrete examples of situations in which their core values have come into play. There is also a warm-up exercise to make the players consider what values mean to a person, and what might make someone break with them. It is important that you as game master challenge the players during the game with regards to whether they choose to break with the core values of the characters, or if they remain the same exact person – and the consequences of their choices for their relation with the group. You don't necessarily have to do so after each scene, but remind them of it once in a while. However, the players themselves have complete say over whether or not the character *has* in fact broken or compromised with a core value. Another important point is to convey to the players that what's important is not "solving the scenario", that is, finding Marie. By contrast, the journey is the point – finding out who you are in this new world. The scenario is about the development of the characters and the group, so there is no detailed background on Marie or the Guardian Angels, what Odense is like now, etc. It's not an investigation scenario, but you're welcome to make up details yourself. The scenes which the players go through are completely railroaded; their choices and development are not. If a character can't make themselves go on, and would for instance rather sacrifice themselves or break from the group, that is possible. There is transparency between the players but not completely between the characters. Everyone observes every scene, and most also take part in most scenes. The only thing which the players do not know is that the one who has adapted the best to the new world is also the one to decide Marie's fate. The scenario must be dramatic, foreboding and thought-provoking, but also heart-warming at times, when humanity is allowed to show under unfair conditions – especially between the characters. The purpose is to set some strong and moving scenes that feel close to home, as the players are normal people in a very abnormal situation. The tragic and moving part is that "2028" isn't supposed to be a post apocalyptic fantasy but a somehow realistic, although pessimistic, vision of and worry for how the safe, cosy country of Denmark might look in the future because of ignorance and lack of action. The anti-vaxxers aren't evil people. Neither are climate change deniers. But what are the utmost consequences, should they gain power? If we don't take care of each other and the world – who will?

Structure

Your most important function during the scenario is to set the scenes, play the side characters, and make sharp cuts once you feel like a scene has served its purpose, and the energy is right.

On page 11 you'll find a step by step game master guide to run this freeform scenario.

Scene structure

To make it as easy as possible to run the scenes, their descriptions are divided into three parts:

GOAL: Information to you, the game master, about the central point of the scene.

READ ALOUD: Text to be read (or recounted) to the players to set the scene.

PROGRESS: Your overview of what happens during the scene.

There is important information for you as a game master in some "**READ ALOUD**" sections; information that is vital to setting the scene. This is not repeated in the "**PROGRESS**" paragraph, in order to give you as little text as possible for each scene.

The scenario has been designed for you as a game master to have a great amount of freedom within each scene. The scenes have been designed in such a way as to not be completely dependent on each other, so there's no need to worry about influencing things later in the story by improvising, as long as you follow the intended progress and purpose. As regards improvisation, however, it is important to know that none of the player characters are supposed to die at the hands of a side character – at least not until the final couple of scenes, where a character could, for instance, die if they choose to recklessly attack the side character Simon.

Scenario progress

The game starts with a warm-up exercise in which the players consider what values really mean to a person. The introduction and reading the characters take about 30 minutes.

Part one

The scenario itself starts off with a series of flashback scenes that aid in fleshing out the characters and their relations to each other, as well as what they have lost in their old lives. Part one starts by establishing the relationship to Marie in a scene dealing with how the

characters found her. This includes a narrative element, with everyone relating how Marie has become so important to their character. Each following scene of part one starts with a description of how Denmark has collapsed more and more in the years between the scenes. Starting with the twins' 17th birthday in 2019, jumps of a few years are made between each flashback scene up until the year 2028. Part one takes about 1 – 1½ hours.

Please note

The titles of the scenes are just for you. Don't read them aloud, but when it's a flashback scene tell the players what year it is so they know the exact time of the scene. You can look to the timeline (appendix 3) for an overview.

Part two

This part focuses on the outer and inner conflicts of the characters, as well as relations. At the beginning of part two, hand out a picture of the group together with Marie to each player. Marie is kidnapped in the second part of the first scene. The players must be challenged with regards to how much they, in order to find her, compromise with their core values and who they used to be. You will game master a series of scenes on the way to and through the city of Odense in the hunt for Marie, and they will be interspersed with flashbacks to introduce and create a connection to side characters and themes. These scenes are created to challenge, to a higher and higher degree, the core values of one or more of the characters. Ever so often, you ask the characters whether anyone has compromised or broken with their core values. If they believe to have done so, they must destroy part of their physical, printed picture of the group and Marie. This part takes about 2 hours.

Part three

Part three is solely narrativistic. The characters find the door with Marie behind it, and the player who has understood the new world to the fullest and compromised with their core values the most, will be allowed to choose whether Marie:

- 1) Is frightened but is fine, and they can take her away with them.
- 2) Is frightened of who the characters have become. She must be convinced to join them.
- 3) Has decided to stay with the Guardian Angels
- 4) Is dead after a quick trial

Once the choice has been made, the players together narrate what happens immediately afterwards. After this, you cut to the twins' 27th birthday in 2029, ten years after the birthday in scene 2. A little more than half a year has passed since they ventured out to find Marie. Each player must narrate where they are on that day, what their self-image is, and what their relationship to the group is. As an aid, you can ask questions such as:

"Did you become happy?"

"What is your relationship with the group?"

"What do you dream of for the future?"

Dividing the scenario into three is mostly a help to the players in determining when to get familiar with and when to challenge their core values. The scenario's first one establishes these values, part two challenges them, and part three determines who the characters are now. It's not important how much time passes ingame between each scene; in fact it is better if concrete time isn't in focus. But if it's important to the players to camp, sleep, rest and so forth, let them do it. However, there should be a constant feeling that they're in a rush to find Marie. This is done, for example, by emphasizing how brutal the Guardian Angels can often be towards people in their "care".

It's a good idea to let the players re-read their characters between parts one and two to better remember the side characters.

The frame of the narrative

The scenario plays out in and around a dystopic Odense in June of 2028 (see the map in appendix 4). Aggressive mutations of diseases such as measles, meningitis and infections of multiresistant bacteria have through the last decade killed an ever increasing part of the world's population, but we're focusing on Denmark. Appendix 3 provides a timeline to show events of the last decade. These will be told to the players in part one of the scenario.

Anti-vaxxers

In Denmark, as well as in the rest of the world, an ever growing group of anti-vaxxers convinced a lot of people that the Board of Health and the Danish Medicines Agency were in cohorts with the pharmaceutical industry. It really started around 2018. They claimed that Big Pharma were trying to make the Danes sick with their vaccines, so they could make more money. Further, there was much debate whether vaccines against measles caused autism.

HOW FACEBOOK HELPED THE ANTI-VAXXER MOVEMENT GO VIRAL

New reports have implicated Facebook and other social media platforms for their role in the spread of anti-vaccine propaganda.

EMILY MOON · FEB 19, 2019



Societal structure

In the following years, an increasingly desperate government took to interring the sick on islands. By 2021 it became mandatory for everyone to keep a Health Pass to prove that they were healthy and vaccinated. Over a short period of time, infrastructure and institutions collapsed, and everyone tried to look out for their own survival. Since 2026 nothing has

Anti-vaxxere

An anti-vaxxer is a person opposed to vaccines – typically a parent not wishing to vaccinate their child. This is often justified with the claims that Big Pharma fills the vaccines with other drugs, or that they make you sick, for instance kids getting autism from the MMR (Measles, Mumps, Rubella) vaccine. Some children cannot tolerate vaccines or are too young to have them (you get it at 15 months of age) – once a large enough part of the population has been vaccinated, these children are protected through herd immunity.

been heard from government. However, nobody has died for a few years. Disease is no longer a threat from the beginning of the scenario. And yet Guardian Angels, a paramilitary group that has taken over control of Funen, has chosen to blow up the two (the new and the old) Little Belt bridges out of fear of sick people immigrating from Germany.

Guardian Angels

Guardian Angels is a paramilitary organization that has taken power over Funen. The group began as a sort of collaboration between the bikers Hell's Angels and various people bearing arms. In most of Denmark, the collapse of institutions and infrastructure ended out with armed people being in charge. The group is now a mix of criminals, former Home Guard members, military people, and young people with no future who find some semblance of control over their situation here.

On their own terms, the Guardian Angels do keep a sort of law and order – as long as you pay the protection money, of course. The group is extremely brutal and is commonly known to use torture and corporeal punishment – always under the pretense of a quickly orchestrated "trial".

Status by the beginning of the game

Cecilia, Louise, Jasper and Christian come from Kolding, having fled over the new Little Belt Bridge before it was blown up by the Guardian Angels (see map in Appendix 4). The group has lived for just under a year in a house in Langeskov which used to belong to Christian's aunt, where they have stored canned food from the local grocery store and gathered rain water. They have been relatively safe while each of them adapted to their new lives. It's still hard to think about that just five or six years ago, everyone still led relatively normal lives with work, phones and everyday problems.



All pictures in this format are pictures from the present time - For example the character pictures. All others are from the past.

The Guardian Angels often pass by the house on their motor bikes and claim protection money, food or booze. The player characters have an alright relationship with the Angels, as they always paid on demand. The four of them rescued Marie after a motorcycle accident just under a year ago, and have all forged a special bond with her. Part one of the scenario shows glimpses of the last ten years of the characters' lives through flashback scenes, and part two begins with Marie having been kidnapped by the Guardian Angels. This happens in June 2028 and is where the unknown part of the story takes its beginning.

The background story of Marie?

There is no set reason for Marie being kidnapped. This is due to her status as "merely" a function for the scenario, where finding her or guessing her background story should not overshadow the importance of character development and changed group dynamics. She is the reason for the characters to undertake their quest. If it's essential to the game master or the players to have a reason, she could have stolen some food, have had an invalid Health Pass, have ran from a control post or something like that. She might also have been a former Guardian Angels leader, but run off with her partner Thomas – and then genuinely wished to stay with the player characters after the motorcycle accident. This latter option has seen a lot of use in play testing, but some players felt that this made it meaningless to have gone on the journey for someone like that, so it has been removed as a definitive factor.

Play style and mechanic

The players (and in some scenes the game master) are seated across from each other in a circle without a table between them, but they may stand, walk over to each other, and switch seats. The game master arranges for the players to agree upon physical boundaries – can they hug, can they hold hands, and so forth. Strong relations and emotions are in play, so this part is important to have agreed upon beforehand. Also see your game master guide, p. 11.

Mechanic: Breaking the core values

The players will each be given a picture of the group with Marie at the beginning of part two of the scenario. This has been printed for each player, but also appears on the preceding page here. Each time they compromise or break with a core value, they must wreck the picture in some way. They could tear off a piece, fold it, poke a hole, twist it or in some other way "challenge their image of the group and themselves."

During the game, you are to keep an eye on who breaks the most with their core values and adapts to the new world, as this person will decide on Marie's fate in the end. There is no points system, but playtests have shown that it's clear during the game which character changes the most.

Characters expanded

Louise Jensen (Age: 27)

Key words: Leader, energetic, stern demeanor, brave, hides her shame, temperamental, doesn't feel smart enough

Core values: Take charge, integrity

Background: Louise is a temperamental leader. She overcame the people bullying her and her dyslexia and won the admiration of her peers. Louise used to be an anti-vaxxer like her mother and is afraid that she might have caused spreading of diseases, which she is very shamed about at the present time. Her Health Pass doesn't hold up for control.

Relations: Jasper is her ex-partner, Cecilia is her friend and Christian is her best friend.

Cecilia Arnsted (Age: 26)

Key words: Know-it-all, idealistic, believes in authorities, optimistic, loving, from a wealthy family, enjoys control and structure

Core values: Control, humanism

Background: Cecilia loves control and order. She likes authorities – for example, Guardian Angels are at least a sort of keeper of order so she accepts them as an authority. Her and Christian's daughter Leonora was born in 2024, but she died of measles in 2026. Leonora couldn't be vaccinated because of an immune deficiency. That is despite of the fact that Christian and Cecilia had done everything they could to protect her from diseases. During the period of grief, Cecilia cheated on Christian and she feels horrible about it now.

Relations: Partner with Christian, friends with Louise and twin sister to Jasper.

Jasper Arnsted (Age: 26)

Key words: Partyboy, loyal, irresponsible, from a wealthy family, tendency towards violence, the physical member of the group, charming

Core values: Image, loyalty

Background: Jasper is flippant, handsome and charming. He has always been able to worm himself out of trouble. Image means a lot to him, but he is extremely loyal when someone gets close to him. It was Jasper's fault that his and Cecilia's younger brother Hector fell ill from meningitis. Jasper didn't pick up Hector from soccer practice as Jasper had agreed upon with their mother so Hector ended up sleeping at the house of some friends from soccer. He caught the disease there and ended in a wheelchair and some brain damage. Jasper doesn't know that Cecilia cheated on Christian.

Relations: Twin brother to Cecilia, ex-partners with Louise and friends with Christian.

These are the most important facts about the characters that you as a GM need to know. You can read the full characters from p. 36 right after the descriptions of the scenes. Personal character items are in Appendix 1.

Christian Skov (Age: 28)

Keywords: Stable, diplomatic, tormented, emphatic, longing, self-destructive, protective, hates authorities.

Core values: Family comes first, seeking consensus

Background: Christian is calm and a true family man. He is the group's mediator and tries to achieve consensus. He is influenced by his father, a strong military man, and wants to create a loving family. Because of his father's stern discipline, he hates authorities and in fact prefers the new world as it creates the opportunity to get closer to those you love.

His daughter Leonora, born in 2024, was the best thing that ever happened to Christian, and he became severely depressed when she died in 2026. Christian is aware that Cecilia cheated on him in this period.

Relations: Cecilia is his girlfriend, Jasper is his friend, and Louise is his best friend.

Side characters

The side characters work as catalysts for play and for the hard choices that the characters must make on their journey. You should have a decent overview of the scenes and characters, so you have an idea of how to play the side characters. Each of the side characters have a description in the scene for you to go by, but you're welcome to interpret them exactly as you see fit, as long as they fulfil their purpose.

The only character relevant to the entire scenario is Marie. She is a sweet go-getter of a girl, aged seventeen, who crashed on a motorcycle with her boyfriend Thomas. The player characters saved her a year ago, and she has taken on a special meaning for all of them. Marie has been hiding from the Guardian Angels with the group, but has become firm friends with Cecilia, Louise, Jasper and Christian. At the start of part two of the scenario, the Guardian Angels have found out her location, and forcibly pick her up while the player characters are gone.

FUNCTION: Marie is a "plot device" that all of the player characters have a special relationship with. She is their reason for undertaking the journey.

Cast of characters

Appendix 2 has a summary of the cast of characters, in case you want it at hand during the game. Each side character has also been summarized in keywords in the scenes they take part in.

Game master guide – this is how you run '2028'

1. Set up ten chairs in a circle. Each player has the chair they'll be sitting on, and a chair for their character sheet and other materials. You will also have a chair that you can use during scenes. On the final chair, put the time line (appendix 3) and map plus chart of relations (appendix 4) so that both you and the players may consult them. The players must be seated close together, but make sure that there is enough room for them to be able to get up and walk over to each other, and for you to step in. The essential part is for them to not be separated by a table.
2. Read aloud the "Scenario Premise" and the next paragraphs to the players (p. 12-14). Show them the timeline (appendix 3) as you read.
3. Begin by standing up and do the warm-up exercise described on page 15. The players must get a firm grasp of what a core value is, and what it takes to break it.
4. Hold up the sheet with core values (p. 17) and let the players choose which values they feel like playing on. Hand out the characters accordingly.
5. Give each player their character's personal memories and let them read them closely, along with their characters (15-20 minutes).
6. Run the scenes one by one. During each scene of the first act, you will narrate what has happened in the latest years (under "Read Aloud" in each scene and summarized in Appendix 3). Take a break between parts one and two for the players to re-read their characters. In addition, right before part two, they will be given the pictures for the game mechanic. It is stated in the individual scene whether it is a flash-back or current day scene. Make sure to make it very clear to the players when in the timeline each scene is taking part. Each scene has three parts:

GOAL (Information for you as the GM)

READ ALOUD (The set-up for the scene with important information to be shared with the players)

PROGRESS (The scene progress, an aid to you. Improvise as you please, as long as the progress elements all happen)

There will be a number of side characters that you will play. Descriptions of and suggestions for how to play the various side characters are included in the scene description. The players must be allowed to talk about and reflect on any possible breach of values amongst themselves, but feel free to make harsh scene cuts before the game stutters to a halt.

Everything from here on out is about running the scenario, and is written in a chronological order up until the characters. Please read through it all now, so you know what will happen. Your resources, which I suggest that you keep next to you both now and while running the game, are:

The game master guide (p. 11)

Summary of the cast of characters: Appendix 2 (each scene has descriptions of the side characters, so this document is only to give you an overview)

Time line: Appendix 3

Scenario premise – Read aloud to the players

A very short while ago, you were normal Danes leading normal lives. But aggressive breakouts of diseases such as meningitis, measles, multi-resistant bacteria and other illnesses have killed 80% of the world's population from 2018-2028. Trust in government and social institutions quickly collapsed, and most things around you are broken or gone: Most of the people. The political system. Internet. Electricity. The phone signal. Some are still trying to keep some functions going – such as waterworks or parts of the electricity supply. But most is gone or broken.

Nobody has heard from the government for a year and a half, and anarchy has reigned in most places. This has happened all over the world, but our focus is on Denmark. What has happened over the course of the years will be told to you as we play part one of the scenario, which allows you to get a firm grasp of the characters and relations by playing flashback scenes from the last ten years.

Although we're playing in a post-apocalyptic setting, 2028 is NOT about whether you can get food, water and medication. You can, since there's plenty of canned food for you to have gathered and rain water to collect. Disease is not a threat anymore as we play: Those who could not survive have already died, and people you've heard about no longer die from the diseases.

Your situation and Marie

You're all originally from Kolding, but had to flee to Funen when last year, the Little Belt bridges were blown up by a paramilitary group called Guardian Angels. The group maintains law and order on the island of Funen in return for protection money, now that government is no longer functional, and they blew up the bridges out of fear of a flood of sick people from Germany. This in spite of there being really no reports of any sick people any longer. In Jutland, you heard of there being better conditions on Funen, and were also scared of being trapped there with a lot of sick people, so a lot of people wanted to cross the bridges before they were blown up.

Everyone knows how brutal Guardian Angels are with their enemies. Quick trials are often held, and neither torture, nor corporeal punishment or death sentences are rare in this context. The group has also taken up the old government practice of demanding to see Health Passes at control posts as proof that you're vaccinated, lest you be arrested. The group logo is a pair of red angel wings.



You know that the hospital in Odense is still functional although the activities are very wound down; the Guardian Angels' leaders are stationed at the City Hall, and it's hard to get into Odense through the control posts set up by the Angels.

At the beginning of the scenario, June 2028, you are in a house in Langeskov outside Odense. The house belonged to one of the characters' aunt. You've been doing okay and haven't needed to go out much. You have been living here for about a year together with a young girl called Marie, whom you rescued from a traffic accident in which her boyfriend was killed. We will play the flashback scene in which you meet Marie as the first scene in order for you to build up a relationship with her.

At the start of part two, you will return home to find Marie gone. You will then embark on a chase in and around Odense, battling against the clock to find Marie, but finding her isn't the most important part of the scenario. By contrast, '2028' is about the journey, human relations and those values which define you as persons – and which will be challenged underway. But a very important condition of the scenario is that you all have fundamental reasons to want to go out and find Marie. We will build these up together.

Ask if the players are in doubt of anything or want anything repeated before you continue. It's a lot of information.

Core values

Your characters have two core values that guide your personalities, and which you should remember in the characters' reactions. This does NOT mean that you never change – you most likely will during the journey, and the scenario is about finding out what you are then like as people. The development revolves around how you make excuses to yourself to compromising with your beliefs, and how your self image or group image change.

You play regular young people in a very unusual situation and faced with immense pressure. The characters have had no opportunity to develop naturally, and values and adult personalities were established at the end of their high school years and just after. They are trapped in the new reality as the world around them has collapsed in a cynical and horrible way, with their values still stemming from their old lives. The scenario, thus, is not a "coming-of-age"-drama, but about adapting (or not) to the world they now live in.

You are welcome, during the game, to chose that the characters do not compromise with their core values and for instance stubbornly hold on to who they used to be. However, it is important that you put pressure on each other, if the others constantly set themselves and their values over the good of the group. You should also consider whether the core values give you any disadvantages in your interaction with the world around you.

Game Mechanics

'2028' has one simple mechanic. At the start of part two of the scenario, everyone will be given each a picture of the group with Marie. Every time you compromise with or break one of your core values, you must wreck the picture in some way. You may tear off a piece of the picture, fold it, poke a hole in it, wring it up or in some other way demonstrate that your view of the group and the character has been challenged.

Play style

The sequence of scenes are completely structured, and WHERE you are going is railroaded, so there's no need for you to spend any energy or thoughts to work out where the next plot point is. This is a linear game. By contrast, each individual scene is completely open and agile to your choices, your development and how the group functions. In part one of the scenario as well as underway, we will be playing a number of flashbacks where you can flesh out your characters as well as your relations in the group and with any side characters.

The scenario has transparency between the players, but not quite between the characters. This means you should not be worried about asking about or mentioning anything offgame. The game master will be cutting the scenes during play.

Physically, we will be seated across from each other in a circle, but you're welcome to stand up, walk over to each other, or switch seats. Before we start, we need to agree upon physical boundaries – is it okay to hug, hold hands, and so forth. Strong relations and emotions are in play, so this part is important to have agreed upon beforehand.

Boundaries and trigger warnings

Facilitate for the players to discuss boundaries before moving on. Ask if everyone is okay with hugging and holding hands. This has worked well as a baseline in play testing. Also note that uncomfortable subjects might come up in play, and that it's always OK to stay at the background of a scene or step out of the situation completely, if it's too much offgame. It is up to you as the GM to decide whether the group should be warned of any concrete subject.

Everybody now stands up and do the warm-up exercise.

Warm-up exercise – Core values

The exercise is about making the players consider their own core values, and what might make them compromise with them. This should hopefully make them consider what it takes for their characters to compromise with their core values to a greater or lesser degree.

The formula is: "I would never...", "But..." and "Then..."

The players are only to know that the exercise is called "I would never..." The two next parts work best if they come as a surprise.

Have the players stand up and stand across from each other. Ask them to tell something they could personally never make themselves do. You start out – most people would never kill anybody, so you could start with saying that, but you're welcome to choose something non-generic such as "I would never have sex for money." See example below.

Then you have a round of taking turns to tell what each person would never do.

After this, ask the players what it would take to drive them to the point where they would do so anyway. For instance, if you said "I could never kill somebody," the circumstances might be "But if a kidnapper held a knife to my girlfriend's throat, I'd shoot him anyway." Finally, find the middle way where you don't quite know if you'd do it or not. The important thing is to locate the borderline where the players are in doubt.

Example

I would never: "I would never have sex for money".

But: "I would do it if I received a million Euro".

Then: "I MIGHT also do it for 100.000 Euro, but I'm not sure".

Handing out characters

On the next page, you will find a sheet of core values without the character names which you can hold up for the players to read. Read the core values aloud, and let the players choose their character based on which core values they prefer to play on. Don't tell the players the character names.

Once the characters have been handed out, repeat the names of the different characters to the players and read their personal relations aloud. This is all repeated below. The players are welcome to show the first page of their characters to each other as you do this, so everyone can see the character pictures.

If you prefer, you can tell the gender/name of the characters, but but in playtests it worked well to let the players choose only from the core values.

Louise (Take charge and integrity)

Relations: Jasper's ex-girlfriend, Cecilia's friend, Christian's best friend.

Cecilia (Control and humanism)

Relations: Christian's girlfriend, Louise's friend, Jasper's twin sister.

Jasper (Image and loyalty)

Relations: Cecilia's twin brother, Louise's ex-boyfriend, Christian's friend.

Christian (Family above all and seeking consensus)

Relations: Cecilia's boyfriend, Jasper's friend, Louise's best friend.

Handing out character items

Every character comes with a collection of personal memorabilia. Give each part to the players. These are ingame. They are things that will be handed out physically at Fastaval 2019, where Cecilia gets a folder, Louise a note book, Jasper's are paper-clipped together and Christian gets a homemade box.

If you run the scenario after Fastaval 2019, each part can be cut out for each player. All material can be found in Appendix 1.



Core Values

Character 1:

Take charge and integrity

Character 2:

Control and humanism

Character 3:

Image and loyalty

Character 4:

Family above all and seek consensus

Scenes

Scene overview

Scenes with (F) behind the scene number are flashback scenes.

Part one: Warm up and character development		
Scene no.	Name	Narrative and side characters
Scene 1 (F)	Marie (June 2027)	The group finds Marie who has crashed on a motorcycle. They meet Guardian Angels. Side characters: Gert (neighbor) + Simon (member of GA).
Scene 2 (F)	The twins' 17 years birthday (January 2019)	Establish previous relationships in the group. Christian meets Cecilia for the first time. Side character: Mads (friend of the twins).
Scene 3 (F)	At Louise's mother's (2024)	First time Jasper and Louise see Leonora, stone through window. Side character: Anne (Louise's mother).
Scene 4 (F)	Hector's illness (2022)	Everybody meets at the hospital. Side characters: Kirsten (mother of the twins) + Hector (Younger brother of the twins).
Scene 5 (F)	Cecilia's infidelity (February 2027)	Louise helps Cecilia to talk to Christian, after Cecilia has cheated on him.
Scene 6 (F)	The bridges (April 2027)	The Little Belt bridges are blown up.
Part two: The hunt for Marie and who the characters develop into		
Scene 7	Marie is gone	Marie is kidnapped by GA. The characters must go towards Odense.
Scene 8	Gert	Gert has hurt himself. Side character: Gert.
Scene 9	The car workshop	Starved dog attacks. Side character: Dog.
Scene 10 (F)	The funeral (2026)	Leonora's funeral. Side character: The priest.
Scene 11	The necklace	GA wants Leonora's necklace. Side character: Signe (member of GA).
Scene 12	The escape of Anne	Meet Anne who is hunted by GA for being an anti-vaxxer. Side character: Anne (Louise's mom).
Scene 13	Jasper's fight	Will Jasper lose to a weak opponent on purpose and be humiliated? Side characters: Michael (tradesman and ring leader), Mads (friend of the twin, with whom Cecilia cheated on Christian. Jasper will fight him).
Scene 14 (F)	Leonora's christening (2024)	Henning is unfair and unpleasant at the baptism. Side character: Henning (Christian's father).
Scene 15	The Hospital	Meet handicapped Hector again. Side characters: Doctor + Hector (younger brother of the twins).
Scene 16	Henning	Christian's father is a commander in GA. Will he get his way? He has confined Anne at the City Hall. Side characters: Anne (Louise's mother), Henning (Christian's father).
Scene 17	Simon's revenge	Simon want to humiliate to restore his image - if they don't oblige, Louise will be arrested because of her insufficient Health Pass. Side character: Simon (member of GA).
Part three: Ending		
The player who has ruined their picture of the group including Marie the most decides Marie's fate. Then everybody storytells what happens right after.		
Cut to the year 2029 during the 27th birthday of the twins. Everybody tells where they are on this day, what they do, and what their relationship with the group is.		

Part one

Scene 1 (F) - Marie

- Flashback June 2027 (app. 1 year ago)

Goal: Establish the group's relationship to Marie. The group finds Marie and saves her. The important part is that they form a strong bond with her. Hint: Even though there are 3 side characters, you don't play them at the same time.

Read aloud: *This scene is about associating your ties with Marie. The Guardian Angels come past Langeskov once in a while and need payment. This is your everyday life now. They are very quiet and calm and generally keep order in Funen. But there is no doubt that they would not accept a 'no'. You have been looting in Brugsen, a shopping mart, where you have also stolen a shopping cart. As always, Louise insisted that you only take what you need. On the way back, you see a motorcycle by a tree by the road. On the ground are a dark-haired woman and a light-haired man. Above them, a shaggy-looking man is pilfering through their things - your "neighbor", Gert."*

Progress: They chase Gert off and he steals the motorcycle and drives away. They take the unconscious Marie home. She is not severely injured but unconscious. Thomas (the man on the ground) is dead. When they have chased Gert off and he is driving down the street, a couple of Guardian Angels (including Simon) arrive on their their motorcycles. They ask if there is a need for help and are after Gert to get hold of him since he has stolen from GA. When Marie wakes up, she asks how Thomas is. If they tell her that he is dead, she wants them to go out and bury him. Marie urgently asks if they will please not tell anyone that she is with them and not to mention her name.

Storytelling part (Read aloud): *"Now everyone has to tell what they have done with Marie for the past year. Give one example each. What makes Marie so special? Why does she fit in so well? Why is she so important to you? What does this mean when she disappears later?"*

Side characters

Gert: Thieving neighbor to the characters. Shabby, rotten teeth, thin, addict-like. Coward. Can easily be scared away.

Marie: Black-haired 17-year-old. Unconscious at first. Does not have a Health Pass or any identification on her. Later she is confused, sweet, bruised, unhappy about her boyfriend Thomas' death, extremely grateful for help, can help the group, doesn't want to be a burden.

Simon: Louise's ex-boyfriend picking up the Guardian Angels' group protection money. Jasper used to bully him badly. Is in this scene he is calm, helpful, worried for Marie.

Scene 2 (F): The twins' 17-year birthday - flashback January year 2019

Goal: To introduce the characters to who they once were. Good mood.

Read aloud: *"What happens in Denmark around 2019-2020: Measles, meningitis and diseases from multi-resistant bacteria begin to demand many human lives. Fear seizes more and more of the world, and anti-vaxxers are increasingly given media time talking about Big Pharma making people sick in order to make money. The authorities are accused of being in the pocket of the pharmaceutical industry, and confidence in the government begins to decline further."*

It is the twins' 17th birthday in the parents' house in Kolding, and Louise and Jasper are partners at this point in time. Cecilia and Louise know each other well already. Cecilia has arranged the whole extravagant party, and both she and Jasper have gotten "mad props" in high school, but Jasper has tried to take credit for the party, even though he put in the least effort.

Louise has asked if she could bring her best friend, Christian. Jasper is a bit drunk already, and introduces Cecilia and Christian to each other since they have never met before."

Progress: Let them talk and get to know each other.

Mads gets up at some point and holds a speech in which he gives them a party bus gift from their rich friends. They drive from Kolding to Fredericia in it and have a wild party. The scene ends when they enter the party bus.

Side character

Mads: Eloquent, charming and popular 2nd year student. Friend of the twins from High School.

Scene 3 (F) : At Louise's mother's - flashback year 2024

Goal: The characters have a normal evening together. They must feel how it was when things were at their best. There is a dramatic turn of events as a brick is thrown through a window because Louise and her mother are anti-vaxxers.

Read aloud: *"2023: The National Board of Health no longer has control over the prevalence of multi-resistant bacteria and diseases. There are extensive demonstrations against the government. There is a demand from the public that one carries a Health Pass in which a doctor or nurse has signed off on the wielder being healthy. The sick are forcibly incarcerated on the islands Anholt and Læsø. The Health Pass must be renewed every three months. Anti-vaxxers take over much of the discourse in the media and also get some attention in the healthcare sector."*

You all sit at home with Louise in her mother's house. You sit and enjoy yourself, and Christian and Cecilia have come by with newborn Leonora. They say that they have chosen to give Cecilia's family jewel of a pearl necklace to Leonora as a baptism gift. Louise's mother Anne is heading out the door to go to work. The purpose of the scene is to establish how you normally acted together."

Progress: Emotional game based around the baby.

Anne gives everyone a hug and chats. She will possibly touch on how dangerous vaccines are, but leaves rather quickly. Give time to let the players talk.

After a few minutes, a brick is thrown through the window. They can hear someone shouting outside before they run. There is graffiti on the house wall picturing a swastika and the words: "Anti-vaxxer swine" on the house wall.

They must have room to play on this as long as there is energy for it in the room.

Side character

Anne: Louise's mother, a nurse, kind to everyone but especially loving towards Christian, whom she has known for all his life. Determined that vaccines make people and especially children sick (if the conversation goes on while she is there). Can possibly leave them a pamphlet about it. She's on her way out the door.

Scene 4 (F): Hector's illness - Flashback year 2022

Aim: To create division between Jasper and Cecilia and plant guilt and shame. Christian has the opportunity to be a mediator. Louise can lead the way in gathering the group afterwards. (Playing Kirsten and Hector can be confusing at the same time, so they first meet Kirsten and then go to Hector.)

Read aloud: *"2021-2022: The global economy begins to suffer, and many companies go bankrupt. The death figures in Denmark reach such heights that the military is permanently stationed at the German and Swedish borders and in all the port cities in order to keep the disease out. The conscription period is increased to two years and made mandatory for everyone.*

Louise broke up with Jasper a few years ago, and Cecilia and Christian have been partners for a year in the scene. But they all hang out. Jasper has been out with friends and forgot to pick up his and Cecilia's 12-year-old little brother Hector from football practice. Hector is instead brought home with some of his friends from football. Jasper is called to the hospital late at night, and Cecilia is already there. Cecilia asks Christian to come, and he makes Louise go there as well. "

Progress: Cecilia and Jasper's mother Kirsten meets them in the beginning of the scene and tells them that Hector has fallen ill after staying with friends at the football team when Jasper did not pick him up - Hector has meningitis and can not walk now. Three other boys from the team have also fallen ill. Kirsten tries to smooth tensions out and does not blame Jasper at all since there are so many who are affected. Kirsten leaves them alone. Give time for Cecilia to be furious with Jasper, and Christian can try to smooth out. They come into the hospital room later - the little brother speaks a bit unclearly but does not understand the seriousness of the situation.

Lastly, inform them that Hector comes, home but his legs are almost paralyzed and has become mildly brain damaged by the disease.

Side characters

Kirsten: The mother of the twins. Sweet, vague, comforting to Jasper. Speaks as if they were children.

Hector: Fair haired, weak, paralyzed and slurring his speech due to nerve damage in the brain. Talks about football and does not understand how seriously ill he has become.

Facts about meningitis

Can be caused by either bacteria or viruses, it can infect in various ways through microorganisms — mostly via bodily fluids. High mortality and risk of nerve damage. You cannot vaccinate against all forms of infection. Symptoms: Pain in the head and neck, fever, apathy, vomiting,

Scene 5 (F) : Cecilia's infidelity

- Flashback February year 2027

Goal: To establish Louise's leadership position and key relationships. Shows a time when Cecilia had lost control.

Read aloud: *"2025: Mass death is a reality, and there is state of emergency in most of the world. Trains stop running between parts of the country, cars are stopped to check for people without approved Health Passes, educational institutions are starting to close, paramilitary groups are emerging and the Internet is starting to become unstable.*

2026: Last telephone systems and TV signals go down. Most stores close because of the many dead. Many workplaces go bankrupt or just stop functioning.

Leonora died four months ago. Christian has been in deep depression and has not moved out of place for months. Louise has moved home to Cecilia and Christian a few months after Leonora's death and has found out that Cecilia is having an affair with Mads. The first part of the scene is between Louise and Cecilia. Louise confronts Cecilia in a room other than the one Christian sitting in, but she is supportive and understanding. Eventually Louise gets Cecilia to tell Christian. "

Progress: Louise persuades Cecilia to tell Christian, and that is the second part of the scene. Conversation between Cecilia and Christian. Finally, tell all the players that Jasper still does not know that his sister has been unfaithful to Christian.

Scene 6 (F) : The bridges

- Flashback April year 2027

Goal: To establish even more shame in Jasper's relationship with Hector and show Guardian Angels' brutality.

Read aloud: "Cecilia and Christian have left in advance to find Christian's aunt's house in Langeskov and are not present in this scene."

Louise's mother has already gone to Odense to help sick people who are fleeing from Jutland, and Jasper has gone from Kolding to the Litte Belt Bridge with his parents and little brother Hector, who is in a wheelchair. They have all heard that Guardian Angels, apparently ruling on Funen, intend to blow the bridges up in order to prevent the spread of disease, and they want to cross in a hurry like many others. His parents have told Jasper that they have got a special seating because of Hector, but that they do not let that many young men cross, so Jasper has to hurry ahead to get a spot while they complete Hector's papers.

The situation is chaotic, and people are pushing and screaming. Louise and Jasper meet randomly at the Jutland side of the Bridge. "

Progress: It is important that the scene ends with Jasper and Louise leaving without the parents and the little brother.

Jasper and Louise can push themselves on board one of the last boats. They meet a guard who lets them cross, even though Louise's Health Pass was not approved a year ago. Normal procedure would be that she would not be able to cross even if she was declared healthy now.

They witness both Little Belt bridges are blown up, while people are crossing the barriers and are still on the bridges. Guardian Angels thus detonates, even though there are people on the bridges.

Ending (Read aloud after the scene):

"2027: You don't hear much more from the government. The Little Belt bridges as well as all unauthorized ships and boats in the Little Belt are blown up. Guardian Angels deploy militant troops across the west side of Funen.

2028: Most waterworks stop working and few places try to keep electricity going. 80% of all Danes have died, but the amount of losses due to illness have significantly decreased".

Side character

Guard: Heavily armed, but trying to help people across. Checking Health Pass. Sneaks them aboard.

Part two

Scene 7: Marie is gone

GOAL: To send the players of towards Odense. This scene should be ultra short.

READ ALOUD: *"You arrive back after the trip to the store, and the house has been ravaged. Marie was home alone. You get inside with the food you picked up and notice that the door is trashed."*

PROGRESS: When they investigate the house, is most of it trashed. They don't find anything apart from some of Marie's black hair, and a bit of blood on the living room floor. But on the wall they find a pair of big, red angel wings, made with spray paint.

Tell in the end: *"There is only one place to go if the Guardian Angels' got her; Odense. Christian knows where there is a car that you can drive there. Christian hasn't heard from him in a while, but his old mechanic mentor Viggo lives on the road to Odense. So you leave for his workshop."*

Scene 8: Gert

GOAL: Challenge the group on whether they're willing to rescue and spend time on somebody they don't like. He has seen the Guardian Angels drive off with Marie.

READ ALOUD: *"A few kilometers down the road to Odense, you see a man stuck in a barbed wire fence. As you check, you see that it's Gert, who stole from Marie's motor cycle and who has caused you a lot of annoyance."*

PROGRESS: Gert saw the Guardian Angels drive off with Marie and will tell the players this if they choose to speak to him. He can also tell them that Guardian Angels have guard posts along the way and will want payment.

He's been out causing trouble and tried to break through a fence he shouldn't have tried breaking through. Gert needs help to get out (they'll probably do this), but he also needs help to get to his house. Will they take the time to do this?

Side character

Gert: Shabby, rotten teeth, thin, looks like a drug addict. Desperat for help. Pathetic and pitiful but also incredibly annoying.

Scene 9: The car workshop

GOAL: Challenge the group on whether they're ready to take responsibility of situations they get in when they don't need to.

READ ALOUD: *"Christian knows a workshop on the outskirts of Odense, where his old boss Viggo lives. He probably still has a car they can borrow."*

PROGRESS: The gate of the workshop doesn't open completely, and the side door is locked. Something is blocking the gate so it only opens about a foot. There is a stick they can use to prod at whatever's in there – a pair of half-rotted, reeking dead dogs. A disgusting, putrid liquid seeps from the dogs when they're poked at through the gate.

When they enter, there is an old car standing there. The keys are in the back office, where, behind a half closed door, a dead man is on the floor, his one leg, arm, and most of his ribs missing (note: the dogs have eaten from him as they were starving. He is not yet completely decomposed). A growl is then heard. One dog, starved and emaciated, but still alive, staggers towards them, a human femur in its jaws.

The dog is aggressive. Can they kill it with the shovel lying on the ground, or their knife

(their only weapon)? Will they insist on slowing down to discuss it? They can just leave but even if they kill the dog, they can't make the car start. Christian can see that it's completely broken down.

Side character:

Snappy, thin and hungry dog:

Agressive and scary.

Scene 10 (F): The funeral

- Flashback October year 2026

GOAL: The group should feel their loss. Have the players stand up and take your time for this scene. The first part is wordless.

READ ALOUD: *"October 2026. Leonora caught measles and has just died. There is only the four of you left around the grave before it is closed. The other funeral goers are some distance from you. For a long time, you do not speak, but communicate only in looks and movement."*

PROGRESS: When you as the GM feel that they have wallowed enough in their grief, the pastor comes over and asks everybody to say a few words over Leonora's grave. If some can't make themselves do it, that is fine.

Side character

Priest: Younger, understanding.

Empathic and caring.

Scene 11: The necklace

GOAL: Christian should be challenged on his desire to seek consensus, and Cecilia by loss of control. The important thing is to make the choice hard for him and Cecilia.

READ ALOUD: *"You get to the outskirts of Odense and meet the first Guardian Angels guard post. There are several of them in their leather jackets with red angel wings on the back, but in front of the others is a woman with wild hair and wearing a lot of jewelry."*

PROGRESS: Signe needs to see a Health Pass and she actually ought to stop Louise. But she doesn't want food, smokes or liquor for letting them pass anyway – she wants only jewelry, and she's heard from their neighbor Gert that they have a nice necklace. The only thing of value that the group possesses is the pearl necklace that Cecilia usually wears, which she and Christian gave to Leonora. Christian has kept it as a memento, and apart from the pictures, it is his only physical memento of Leonora.

If Christian or Cecilia refuse to give up the necklace, they must turn around and find another way into Odense where they can pay with canned food (this means they take a longer route to get further, but the next scene won't change.)

Will the others back them up or not?

Remember the mechanic

If the players don't ruin their picture of the group, then remember to ask if they should. It's still their decision. No right answer.

Side character

Signe: Swinging lots of bling, haughty, power hungry, unempathic. Has heard from Gert when she interrogated him that the group has a pearl necklace to pay her with.

Scene 12: The escape of Anne

GOAL: Will they try to stop Louise's mother from knocking out the Guardian Angels guard Signe during Anne's escape from Odense? Challenge Louise's integrity and Cecilia's humanism. Anne should point them towards the hospital and show them the Guardian Angels' brutality (Anne has been branded with a swastika in the forehead).

READ ALOUD: *"As you pass the first guard post and find the way into Odense, you see a skinny, shabby woman wearing a hoodie, a woolen hat pulled over her ears and holding a crowbar. To your surprise, you find that it's Louise's mother, Anne."*

PROGRESS: Anne has caused a lot of deaths due to her anti-vaxxer beliefs and actions, but she doesn't believe it and hangs on to her faith that vaccines are dangerous. She has therefore been branded on the forehead with a swastika by the Guardian Angels, who have zero tolerance of her beliefs. She wants to flee before she can be put to trial.

Anne is overjoyed to see the group, but shows them her brand and tells them about the brutality in Odense. The Guardian Angels have begun sentencing present and former anti-vaxxers to death in quick trials. Anne wants to escape by knocking out the Guardian Angels guard Signe with a crowbar, because it's the fastest way out of Odense. Anne has been keeping an eye on the guard schedule and knows when Signe is on guard by herself.

When the conversation nears Marie, Anne can tell that missing or arrested persons are registered at Odense University Hospital. She has also seen the twins' little brother Hector there. Anne tells them to find "Michael," who is a tradesman/bookmaker who hangs out at the market at the big roundabout a few kilometers away. He has an entry pass that you can show at the back entrance of the hospital, and then they'll just let you in.

Will they try to stop Anne from an act of violence? If they want to help her escape, they need to take down Signe, because Anne can't get through without her Health Pass, and that was taken from her when she was revealed as an anti-vaxxer. The group can easily help taking down Signe without being stopped, but it will be brutal.

Side character

Anne: Louise's mother. Skinny, shabby woman, but ready for battle and eager for revenge. Dressed in a hoodie and a woolen hat pulled over her forehead. Has a swastika branded into her forehead. Loving and worried for the group, but wants to escape. She should insist on knocking out the Guardian Angels guards to escape the city. Carries a crowbar and a knife.

Scene 13: Jasper's fight

GOAL: Will Jasper stay true to his loyalty to the group, or to his image? Will he lose on purpose to someone whose ass he could obviously kick in exchange for easier entry to the hospital later on? Will he join his old friend Mads and the Guardian Angels for status?

READ ALOUD: *"As you travel further into Odense, you see that the big roundabout at Ostre Ringvej, the bypass on the outskirts of the city's east, has been turned into a giant marketplace. There are lots of things to buy, and Guardian Angels members walk around and chat casually with the traders. At one point you see a guy that fits the description of 'Michael'."*

PROGRESS: There is an arena for fights, and if Jasper agrees to fighting and losing on purpose to a little guy, the group will be given the entry pass by Michael for easy access to the hospital.

Jasper's opponent is Mads. At one point he pulls Jasper aside and offers him to join the Guardian Angels and be on top of society like Mads. Challenge Jasper's loyalty to the group. Emotional play with Cecilia and Christian as you see fit. If Jasper agrees to the fight, he should be really humiliated and made the laughing stock of everybody. Mads doesn't hold back. The fight is set up as a classic fistfight with Michael as the announcer. Guardian Angels do not interfere. If Jasper agrees to the fight and lose, they will be given the pass to the hospital. If he doesn't, Michael tells them that violence is the only way in. The guards aren't impossible to take down, but they won't yield without a fight.

Remember the mechanic

If the players don't ruin their picture of the group, then remember to ask if they should. It's still their decision. No right answer.

Side characters

Michael: Greasy haired gambler type, gold rings. Looks around nervously. He has some entry passes for the hospital that let staff know you're allowed in. He tries to get the rest of the group to put pressure on Jasper.

Jasper's opponent Mads: The twins' old friend, who Cecilia cheated with. Has lost a lot of weight, but is a showman, and is still charming, smarmy, flattering and handsome. Tries to manipulate people. Might mention to Christian that he hopes there are no hard feelings about that thing with Cecilia. He could provoke or charm Cecilia.

Scene 14 (F) – Leonora's christening – Flashback year 2024

GOAL: Show Christian's relationship to Henning whom he's terrified of. Christian should leave saddened. It could be disclosed that Christian did not avoid compulsory military service by lottery, like he's told the others, but rather volunteered for the army to make Henning happy. It's up to you as the GM whether it's revealed, or if Henning just talks to Christian about it.

READ ALOUD: *"Everyone is at Leonora's christening. Christian's father Henning comes over."*

PROGRESS: Henning shakes everyone's hands and chats to each for a bit, but pulls Christian aside to speak under four eyes.

Henning congratulates him on the christening, but questions and criticizes Leonora having both their surnames. He also thinks they should have named Leonora after his mother instead. Why was Cecilia allowed to decide?

Then he threatens telling Cecilia that Christian volunteered for the army, unless Christian mans up and does it himself. It's only something to be proud of, Henning thinks. Christian volunteered for the army back when, and didn't tell Cecilia or the others that he actually was exempted from compulsory service by lottery, but volunteered to please Henning. Christian dropped out of high school to enter military service.

Side character

Henning: Henning is a stereotypical military man; a serious, judgmental and commanding stereotypical military man. Practices unreasonable demands with regard to Christian.

Scene 15: The Hospital

GOAL: Should they kill Hector, take him with them, let them stay, or? This scene should be particularly hard on Jasper, as Hector blames him for his situation.

NOTE! If Jasper fought, it's easy for them to get into the hospital without showing their Health Passes. If Jasper did NOT fight, they need to explain how they defeat the two guards outside. If they want to speak to the guards first, the guards will put on gas masks and refuse them, because Louise doesn't have a valid Health Pass. They can get past the two unarmed guards, but the players need to use some violence.

READ ALOUD, ONCE THEY'RE INSIDE: *"You notice that the hospital only has emergency generators, and though Guardian Angels keep it running as much as possible, there isn't a lot of staff. You meet a female doctor."*

PROGRESS: The doctor finds a medical file and tells them that Marie hasn't been there, but they must contact the person in charge for security questions. The head command is at Odense City Hall, and they know where all people are who are under arrest. She can tell that Hector was brought in alone about a year ago. He is (as his only treatment) kept largely pain-free, but it's very expensive to keep up this medication. He isn't in a good mental state. She tells the group what the disease and trauma have done to him. The doctor hints that they shouldn't tell any Guardian Angels that they're related to Hector, because right now, the Angels are paying for his treatment.

In front of the door to Hector's room, the doctor gives them a glass with a lot of morphine. Cecilia will know that this is enough to kill somebody. The doctor says she won't be with them for a while (even though she doesn't say it outright, it's obvious that she'd look the other way if Hector wasn't alive when the group left). They can take him with them or let him stay in hospital; both are fine with her. Hector is sitting in a bed with thin legs he can't walk on. He is in restraints and mentally handicapped, but attentive enough to harshly blame Jasper.

Side characters

Doctor: No-nonsense, but exhausted, middle-aged lady with dark hair. Empathic. Tries to relieve Hector's pain. Very compassionate but also dejected by the lack of resources.

Hector: 18 years old, but mentally at age 10 and severely handicapped both mentally and physically. Hector HATES Jasper and blames him for everything. Clings to Cecilia. Should give a clear impression of being in pain. He pushes his morphine drip for pain relief, but it's run out. Play him as heart-wrenching as possible. He mumbles and is incomprehensible at times, but also recalls good memories. He will make explosion noises at times as he's traumatized from the Little Belt bridges exploding. His parents drowned when the boat capsized.

Scene 16: Henning

GOAL: Christian's rebellion against or coming to terms with his father. Will they rescue Louise's mother? Getting a more nuanced picture of the group's world image in learning why Guardian Angels and Henning do like they do.

READ ALOUD: *"You enter Odense City Hall, where you should be able to find info about Marie. There are a number of people at the counter. As you speak, the secretary calls for Commander Skov."*

Progress: They meet Henning, who is the commander. Possibility of talking about the past. At a suitable point, Henning takes them to the back rooms to show them a map of where those arrested are kept (including Marie). It's at the court house nearby.

Louise's mother Anne and an unconscious, unfamiliar man are tied up in the back room (there is a door at the end of the room). They have both been branded with a swastika on the forehead, and Henning explains that they're convicted anti-vaxxers and are to be executed. If this is discussed, Henning will say that it wasn't enough to merely treat the symptoms, that treating this sort of madness requires harsher measures. Anti-vaxxers were allowed to freely spread their propaganda before, and the current situation is proof that if one does not take timely action, things will end poorly again and again. He's actually "just" trying to keep order. He is aware that some of his subordinates are criminals and have no discipline – but somebody has to do something. Henning offers to not hand Anne over to the Guardian Angels leaders, if Christian admits that the anti-vaxxers should have been curbed sooner than they were. Anne's life is only spared, if Christian proves that he understands this by executing the man next to Anne. He has been convicted for intentional-ly leaving his child unvaccinated. Henning shows the papers that prove that the child has spread infection to five other children in his nursery, causing their deaths. Henning gives them some time to discuss this while he fetches something from another room.

OUTCOME:

- 1) If Christian or one of the others refuses to shoot him, Henning disowns Christian as his son. They don't understand the new world according to Henning, and Anne is not set free.
- 2) If the man is shot out back, Henning is overjoyed and hugs Christian, and takes them to the courthouse. Anne's pardon is signed.
- 3) The players let out Anne so she can run out the other door in the room while Henning is gone. Two things might happen: If they flee themselves, they will face the consequences in the next scene – nothing further happens now apart from them getting away. If they don't flee, Henning is furious but lets them go. He does, however, firmly establish that Christian is no longer his son.

Side characters

Anne: Louise's mother, a swastika branded on her forehead. Quiet most of the time.

Henning: Hard-edged military man. Believes that the reason the anti-vaxxers caused so many deaths is that they were treated too kindly. His arguments make sense as the world is now. Apparently not wanting to help Anne, and ignores her if she speaks, even though he has known her for many years and their children are best friends.

Scene 17: – Simon's revenge

GOAL: Will Louise be willing to compromise with her integrity and suffer a major defeat of her integrity, but still lead the group onwards? Possibly Jasper regarding image/loyalty. This scene might seem absurd after all the brutality and everything they've been through. This is on purpose: The scene aims to show how absurd the world is, and how much variation there is in people's ties to their past. Some have changed a lot, others remain almost the same. Is this sort of violation at all important now that there is so much injustice and misery? Or is it the last straw that breaks one or more characters?

READ ALOUD: *"You arrive at the gates of the court building, where the Guardian Angels keep those prisoner whom they've arrested. They carry guns, but look relaxed."*

PROGRESS: Simon brightens visibly, and ask to see their Health Passes, recognizing his chance to get revenge. He knows from Louise's mother, who is a prisoner of the Guardian Angels, that Louise's Health Pass isn't ok. Simon says that he needs to arrest her and take her with him.

Note: If they released Anne and fled in the previous scene, there's a warrant out for all of them and not just Louise, but everyone is at risk of being arrested.

Simon gives them the opportunity of getting through to Marie; he'll pretend he hasn't seen them if Louise gives Simon a blow job – Jasper can also do it. One of them can volunteer to do it and join Simon in the shed, or Louise will be arrested for being an anti-vaxxer and guilty of spreading disease. If someone else besides Louise and Jasper does it, Simon will also accept it, but ridicule them for how weak they are. Tell Simon in particular how much of a loser he is. This scene is played semi-live and ends when one of the characters kneels before the GM who plays Simon, or tells the GM that they're going to do it. If the players refuse, Louise (or all of them if they fled in the previous scene) will be arrested and are out of the game. If only Louise is arrested, they can travel on. If they choose to fight Simon, it's up to you as the GM if they are defeated and arrested or killed, or if they manage to take down all three guards.

Side characters

Simon: Louise's ex boyfriend and Jasper's old target for bullying. Has been the Guardian Angels contact of the group for about a year. Rude, smart-mouthed and speaks fast. He is power hungry in his position and, according to himself, is finally getting the respect he deserves. He can finally get revenge and humiliate them after having been civil with the group for too long.

Two guards: Random grunts. Simon is the focus.

Part three

Marie's fate

The player who has understood the new world the best, deferred the most from their core values and thus destroyed their picture the most, will be allowed to choose and narrate what happens to Marie.

If they've gotten all the way here, they open the door. If they were stopped by Simon, they still need to narrate Marie's fate, but then they haven't found her and thus can only choose option 3 or 4.

Marie...

- 1) Is frightened but is fine, and they can take her away with them
- 2) Is frightened of who the characters have become. She must be convinced to join them
- 3) Has decided to stay with the Guardian Angels
- 4) Is dead after a quick trial

Once the choice has been made, the players together narrate what happens immediately afterwards.

Where are the characters in six months?

After this, you cut to the twins' 27th birthday in 2029, ten years after the birthday in scene 2 – about six months after going out to find Marie. Every player must narrate where they are on that day, what their self-image is, and what their relationship to the group is. They won't play this scene. If any of the characters have died, they tell how it happened and what their last impression was.

As an aid, you can ask questions such as:

"Did you become happy?"

"What is your relationship with the group?"

"What do you dream of?"

Debriefing

The players will have different responses to '2028'. If any of the players need to debrief, find out what they need. Some might not need anything, but difficult themes have been taken up during the game, and possible triggers. Ask the players if they're OK afterwards. Apart from that, all that's left is saying thank you for the game.

Characters



Louise Jensen

Hometown: Born in Kolding in 2001

Age in 2028: 27 years old

Keywords: Leader, energetic, stern demeanor, brave, hides her shame, temperamental, doesn't feel smart enough

Core values: Take charge, integrity

Relationer:

Christian (Krelle): Best friend

Jasper: Ex-boyfriend, now friend

Cecilia: Friend

Anne: Mother, nurse, anti-vaxxer

Henning: Christian's father, military man

Simon: Ex-boyfriend, now Guardian Angels

Hector: Cecilia and Jasper's sick little brother

Leonora: Krelle and Cecilia's daughter, dead

Gert: Annoying neighbor in Langeskov

Mads: Cecilia cheated on Christian with him



Background

Louise Jensen was bullied a lot as a child but grew more and more popular by always being the one to shout the loudest and to make people laugh. Since the end of elementary school, she has had the respect of both boys and girls. They learned that she always kept her word, both to her friends and those who got on her bad side. It was easier to be the funny girl than to be vulnerable by letting the bullying get to her. Louise is dyslexic but did almost finish training as a painter.

Louise grew up with her mother, Anne, who is a nurse. Her mother was one of the loud anti-vaxxer voices within the healthcare system, and Louise herself attended many demonstrations against the pharmaceutical industry. Until recently, Louise firmly believed that Big Pharma deliberately made people sick with vaccines in order to make more money, and she took a long while to get her Health Pass, since you needed up to date vaccines to get it. In fact, her Health Pass is not good enough to pass inspection in most places. She would be considered a health hazard.

Louise is really proud of how she stepped in to help when Leonora, Christian and Cecilia's daughter, died of measles (Leonora had an immune deficiency and couldn't be vaccinated). Louise feels she helped save their relationship when she moved in with them. When the two lost Leonora, Cecilia was the one who kept everything together. She was deeply bereaved, but when Christian was struck by depression, Cecilia took it upon herself to get on with her life. Louise discovered that Cecilia was seeking comfort from her old high school friend Mads, and

the two eventually slept together. Louise confronted Cecilia about this, telling her that she understood why Cecilia was seeking comfort, but also calmly told her that she had to end the relationship with Mads and tell Christian about it, so they could move on. And of course Louise would support them both.

SUGGESTION FOR PLAY: Make sure that at some point Cecilia's infidelity with Mads is brought up, so Jasper – Cecilia's twin brother and Louise's ex-boyfriend – can learn of it.

Examples of the core value 'Take charge' :

Louise was quite brash towards her teachers. It was one of her defense mechanisms hiding her inferiority complex and part of her burning desire to measure up. She felt brave when ever she was leading her friends. This started all the way back in kindergarten when Louise's oldest friend Christian was pushed by two other kids, who had taken his toys. Louise aggressively stepped in front of them and started shouting till the ran away crying. Then she took Christian by the hand and they have been the best of friends ever since. She feels she is a born leader.

Examples of the core value 'Integrity' :

If anyone accuses Louise of cheating of just being less than decent, she gets furious. She has a high degree of personal integrity and is always clear about what she will vouch for and what she can't accept. She believes this what she has to offer since she can't be the smart one. Louise can contribute by putting her words into action and by being a reliable leader. She has such a high view of her own integrity that it often brings her volatile temper to the boil. Especially if she is confronted by something she is ashamed of – E.g. her mother's (and her own) anti-vaxxer stance. Would herd immunity have saved Leonora?

Weaknesses

Louise's greatest shame is that she knows she may have caused a lot of people to get infected, as she may have been an unwitting carrier back when she wasn't properly vaccinated. Her mother, Anne, was a nurse after all, and she was full of stories about how the medical industry was just trying to get rich off of sick people. Louise is so ashamed of her anti-vaxxer past that it is one of the few things she will lie and cheat to avoid being confronted with. And sometimes she is afraid to take charge because she knows she has been mistaken before.

In addition Louise refuses to be cuddled or taken care of. If others treat her as sick, weak, or as if she needs protection, she gets furious. But will she accept help, if she gets shaken enough?

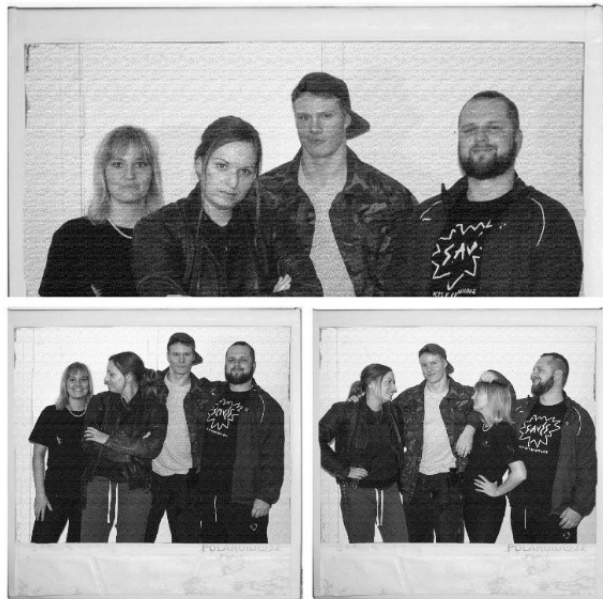
Current situation

Louise knows the world has changed and she is determined to help the group navigate their changed circumstances. But as a former anti-vaxxer she feels partially responsible for the disaster. Might Leonora have survived if it hadn't been for her?

Relations

Marie:

Louise has never had any siblings, but she has latched on to the little shit as if they were family. In fact Marie is so similar to Louise that she wishes that Marie actually WAS her sister. Marie has a lot of grit and certainly not helpless even if she is just 17. But she still needs to be protected.



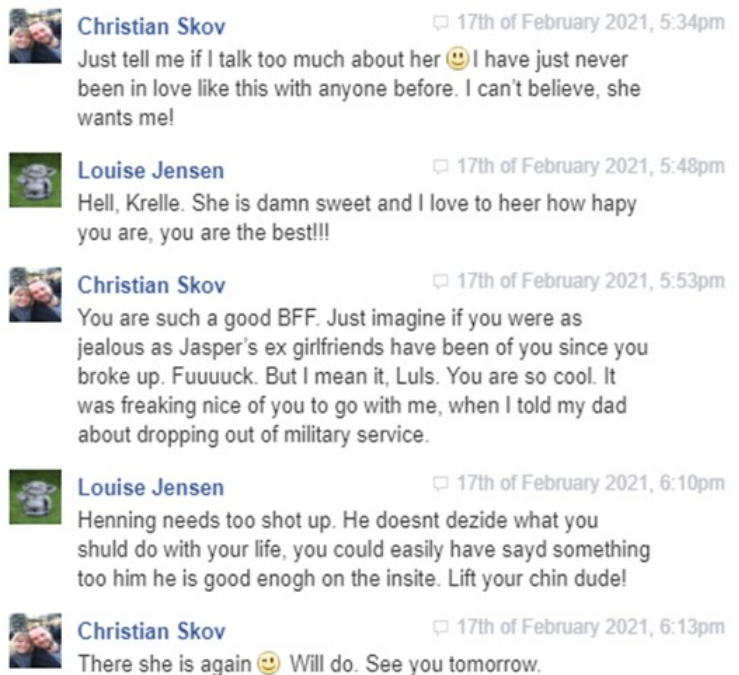
Cecilia, Louise, Jasper and Christian (2028)

Christian Skov (Krelle):

Christian Skov is Louise's oldest friend. They have always been yin and yang. They were in the same kindergarten and went on vacations with each other's families. Christian's mother died when he was a child, so he was often with his grandparents while his father, Henning, was deployed as a soldier. Christian spent most of his time with Louise and her mother. Christian's calm demeanor was a good counterbalance to Louise's temper and brash nature. Be it when he decided to become a mechanic, even though he was surrounded by academics, or when he and Cecilia had Leonora at the age of 24, Louise has always been impressed at how centered and relaxed Christian was.

Jasper Arnsted:

Louise has always been able to get any guy she wanted. Jasper was the most popular boy in high school but he quickly fell for her.



Messenger conversation with Christian (2021)

They were a power couple in high school before she dropped out, and they were always the last to leave a party. They were together from 2018 to 2020. Now she thinks it was a bit silly, but at the time she liked that he was a bit of a bad boy. And to complete the cliché, she obviously wanted to change him and bring out his softer side. But that still hasn't happened.

Jasper still thinks he is a tough guy, and hasn't really noticed that the world has hardened

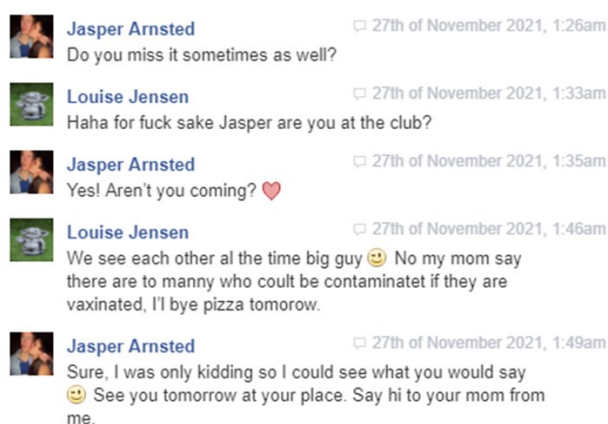
around him, since he has stayed much the same. And part of Louise actually likes that. That some part of the world can stay the same, despite all the changes. Even if that thing is Jasper's goofy attitude. It is a small gift every time Louise gets a chance to roll her eyes at him, just like in the old days.

Still Louise is impressed at his ability to always show strength and it is much easier to lead knowing he is there to support her.

But Jasper is also a pain in the ass, since he is always begs for attention and can be so irresponsible. Which was also why Louise broke up with him, even though she was still crazy about him. He often messes up, but they have stayed close friends even after the break up.



Messenger conversation with Jasper, while they were a couple (2021)



Messenger conversation with Jasper a year after their break-up (2021)

Cecilia Arnsted:

Cecilia, Jasper's twin sister, is perfect for Christian. Even though the two women are almost as different as could be imagined Louise has been fond of Cecilia ever since she met her through Jasper. That she has made Christian happy still warms Louise's heart. But Cecilia also has an annoying tendency to want to control everything. Is she afraid or does she simply need to sort everything into boxes? Louise sometimes laughs at Cecilia's idealism. Because it is really easy to laugh at her. Becoming a vegetarian won't save the world, will it now? But who can stay mad at her for long. It is annoying that Cecilia was stubborn enough to manage to finish her dentistry education while pregnant. But it was also one of Louise's proudest moments when a teary eyed Cecilia asked her to be Leonora's godmother.

Side characters

Anne (mother)

Louise's mother. Louise never really had a father so Anne was the only adult Louise was really close to. Their connection has always been strong, and Anne was also happy to welcome Christian, when Louise wanted to bring him home. Anne was a hard working nurse and one of the influential voices opposing the medical industry. An anti-vaxxer. Louise always believed – and spread – her mother's gospel. But it was oh so wrong. Louise fled across Little Belt on her own, as her mother had gone ahead to help other disease refugees get to Funen. They haven't seen each other since.

Simon (Ex-boyfriend)

Louise's ex-boyfriend, who she actually treated rather badly. He wasn't part of the popular crowd, but she never minded that while they were together. But in the end she wasn't nice to him. To her he was just a rebound after Jasper, and before they were together Simon had been one of Jasper's favorite targets.

These days Simon has become part of the Guardian Angels, and as it happens he is the one collecting the protection fees from the group. But so far he has been cool and relaxed when stopping by and he doesn't seem to be carrying a grudge.

Henning Skov (Christian's father)

Christian's father. Louise has been going on vacation's with Christian's family since they were very small and she has always had a good relationship with Henning. However, Christian did spend most of his time with Louise. As a military man Henning respects Louise's straightforward manner and her initiative. However, it does seem like his estimation of Christian dropped whenever Louise defended him. Christian is obviously very scared of Henning and that saddens Louise. Louise and Christian do not know if Henning made it across Little Belt before the bridges were burned.

Mads (Friend of the twins)

Mads was the man Cecilia had an affair with. He grew up in and later became a local politician in Kolding. Back in high school he was silver tongued rich kid, where he sucked up to the right people and cruised for chicks with Jasper. He and the twins were close friends.

Gert (annoying neighbor in Langeskov)

The group's only neighbor in Langeskov. He is rail thin and looks like a junkie, but apart from being annoying he is completely harmless. He steals and rummages around the group's things, but as long as they lock up properly it isn't a problem. Louise has dressed him down several times – mainly because Cecilia really hates him. Gert makes a mess of her orderly garden and shed if they don't keep him out. He is easy to scare off, but always lurks.

Cecilia Arnsted

Hometown: Born in Kolding in 2002

Age in 2028: 26 years old

Keywords: Know-it-all, idealistic, believes in authorities, optimistic, loving, from a wealthy family, enjoys control and structure

Core values: Control, humanism

Relations:

Christian: Boyfriend

Jasper: Twin brother

Louise: Friend

Hector: The twins' sick little brother

Leonora: Christian and Cecilia's daughter, dead

Anne: Louise's mother, nurse, anti-vaxxer

Henning: Christian's father, military man

Simon: Louise's ex, now Guardian Angels

Gert: Annoying neighbor in Langeskov

Mads: Cecilia had an affair with him

Background

Cecilia Arnsted loves when things are in order and she cannot stand when people don't keep their agreements or live up to their commitments. She grew up in comfort, fussing over her little brother Hector, but contrary to her twin brother Jasper she is a true idealist

Growing up with Jasper was quite a ride. They often fought, and Cecilia was flabbergasted at the sort of mischief he could charm his way out of. And it is equally annoying now. But as they have grown up they have grown closer and Cecilia has found it easier to forgive him these days. Even if it is easy to slip back into the patterns of childhood.

Life in Kolding was very simple, even if Cecilia always felt a great pressure to perform (maybe mostly from herself). People tended to smile a bit at her straight-A student mentality, but Cecilia kept her chin up and still insist she knows best and that her way is the right way. Cecilia started studying to become a dentist straight after high school and managed to finish



Jasper, Cecilia's twin brother (2021)

before all the institutions closed. While she was studying, Cecilia's urge to control things was challenged to the breaking point when she got pregnant in 2024. It wasn't planned and little Leonora turned her and Christian's life upside down, but the little family was overjoyed.



However, *Cecilia and Christian with Leonora at her christening (2024)* already in 2026, as society was collapsing around them, they were struck by tragedy as Cecilia and Christian lost Leonora to the measles. Leonora had an immune deficiency that prevented her from being vaccinated. It was exactly a child like her who was supposed to be protected by the herd immunity granted by vaccine programs. Later they would learn that Leonora was one of the last to die in the epidemics. In the midst of her grief Cecilia tried to carry on as she always had, and when Christian succumbed to depression it was only natural for her to tighten her grip on what was left of everyday life. However, when she suddenly met her old friend Mads, she did have a lapse of control. They hadn't spoken since high school. Mads turned out to be everything Cecilia needed after the loss of Leonora, and after having danced around it for a couple of months she ended up being unfaithful to Christian a couple of times. This was contrary to everything Cecilia believes of herself, but she decided that the situation had been extreme and that it was only natural to question one's ideals in a situation like that. The guilt still weighs on her despite Christian having forgiven her. Mads also turned out to care little for Cecilia beyond the sex and that also still hurts.

Examples of the core value 'Control' :

Cecilia has always planned every party, arranged every event and been the queen of lists. Even today she knows to the minute when the Guardian Angels are coming to collect their payment or when it is time to get more firewood.

Even though the pregnancy wasn't planned Cecilia threw herself into project motherhood with the same determination and eagerness she did everything else. It was the most impulsive

project in Cecilia's life and it felt deeply controversial to not even be married first, but she loved Christian and his deeply felt wish to have children.

Examples of the core value 'Humanism' :

Cecilia is an idealist. Before the world changed she was a vegetarian and a volunteer in the Youth Red Cross. Cecilia once went on a hunger strike when there was no vegetarian option at a school camp. In her own eyes she was part of making the world a better place, and no-one had cause to question her choices! However, it is hard for her to feel sorry for anybody who have done dreadful things themselves if they later get in trouble. She has no tolerance for intolerance.

Weaknesses

Louise's idealism and need to be in control often proves a stumbling block in the new world. Sometimes they make her unforgiving. If something is important enough to her, will she be willing to compromise on her idealism? Might she take revenge on Mads and take back control, if she could? The emotions surrounding her infidelity still confuse her.

Current situation

Cecilia is sure that essentially the world is the same as it has always been. Now the Guardian Angels are in control, but they have brought stability and surely they have some sort of plan. All that is required is that we trust one another. We are all civilized people, right?

Relations

Marie:

Marie (17 years old) is the best example that it still makes sense to treat others humanely. Everything happened properly when the group rescued Marie after she had crashed on a motorcycle near the group's house in Langeskov. In many ways Marie reminds Cecilia a bit of her little brother Hector, and Cecilia just simply likes Marie.

Louise Jensen:

Louise Jensen is both tough and strong, and Cecilia instantly took a liking to Louise when her and Jasper became a couple many years ago. Louise also introduced her best friend – and Cecilia's future boyfriend – Christian to the group. Louise ended up dropping out of high school and becoming a painter, and while Cecilia would normally think less of a non-academic choice like that it was obviously the right choice for Louise.

Even if Jasper and Louise were both rather brash they were obviously really fond of each other.



Cecilia, Louise, Jasper and Christian (2028)

Cecilia and Louise had some really good talks, and they kept in touch even after Jasper and Louise broke up. Therefore, it was also completely natural that Cecilia would insist that Louise, rather than Jasper, should be Leonora's godparent.

Cecilia also holds a deep love for Louise for her help after Cecilia had her affair with Mads. Louise moved in with Christian and Cecilia for a couple of months after Leonora's death to help out.

Jasper Arnsted:

The twins could hardly be more different. Jasper is irresponsible, unbothered and indescribably annoying. Cecilia thinks he should take responsibility for his actions, but every time he messes up, he manages to charm his way out of it. Couldn't he just grow up? Things are serious now. The most annoying thing is that he even makes Cecilia laugh sometimes – especially those times when she really should be mad at him. She obviously cares for him, but Cecilia still hasn't forgiven him for his part in her little brother Hector's disease (read more under Hector).

Christian Skov:

Cecilia always imagined getting married and having kids with a well-educated, sophisticated and wealthy man. They would have a big house and be a social center for their peers, just like Cecilia's own parents. Christian Skov certainly isn't that man. He is a mechanic, a bit of a hippie and loves lowbrow amusements like soccer and computer games. But he still swept Cecilia off her feet, and despite all her logic she still loves him. He is calm, stable and completely at ease with himself. Christian's mother died when he was a child, and Cecilia is often amazed how well Christian weathered that, and what a loving father he was to Leonora. Especially considering his own father Henning, who was a strict military man and something of a tyrant. But something nags at Cecilia. She longs to feel worthy of Christian and to deserve his love, but after she was unfaithful, she never really feels that she does.

Side characters

Hector (sick little brother)

Hector is Cecilia's younger little brother by eight years, and Cecilia was very protective of him. He got meningitis when Jasper forgot his promise to pick Hector up after soccer, causing him to spend the night with some soccer friends who turned out to be sick. Hector ended up with his legs paralyzed as well as minor brain damage after the infection. Hector and their parents did not make it across Little Belt when the bridges were blown.



Messenger conversation with Jasper (2022)

Mads (Cecilia had an affair with him)

Mads was a good friend of the twins in high school. He was the archetypal, eloquent Mr. Popular and also became a local politician. In many ways Cecilia's dream man. She never should have fallen for him in the months after Leonora's death and certainly shouldn't have been unfaithful to Christian, but Christian simply wasn't there. Cecilia was never actually in love with Mads, but there were still some good moments when they were together. However, Mads turned out to be quite a piece of work when she broke it off with him. He laughed at her, and it turned out he had been lying about his feelings and had essentially used made use of her vulnerability for sex. That makes Cecilia even more ashamed and she is furious both at him and himself.

Henning (Christian's father)

Christian's father and a military man. Christian lets Henning step all over him as if Christian was still a child. Christian is so eager for his father's recognition, so Cecilia tries not to be rude to Henning and cause further ripples. However, she has put her foot down several times, which has mainly had the effect of making Henning respect her and think even less of Christian. The couple does not know if Henning made it across Little Belt.

Simon (Louise's ex-boyfriend, now a Guardian Angel)

Simon is the Guardian Angel who comes by the group's house to pick up protection money. He is Louise's ex-boyfriend and it seems like Jasper also knew him in high school. He seems very calm and collected and he is the embodiment of the stability and safety provided by the Guardian Angels.

Anne (Louise's mother)

Cecilia has only met Anne a couple of times. Anne is a kind nurse, but she is an anti-vaxxer! This runs completely counter to Cecilia's own common sense, not to mention her medical education.

Gert (annoying neighbor in Langeskov)

The group's only neighbor in Langeskov. He is rail thin and looks like a junkie, but apart from being annoying he is completely harmless. He steals and rummages around the group's things, but as long as they lock up properly it isn't a problem. Louise has dressed him down several times – mainly because Cecilia really hates him. Gert makes a mess of her orderly garden and shed if they don't keep him out. He is easy to scare off, but always lurks.

Jasper Arnsted

Hometown: Born in Kolding in 2002

Age in 2028: 26 years old

Keywords: Partyboy, loyal, irresponsible, from a wealthy family, tendency towards violence, the physical member of the group, charming

Core values: Image, loyalty

Relations:

Christian: Friend

Cecilia: Twin sister

Louise: Ex-girlfriend, now friend

Anne: Louise's mother, nurse, anti-vaxxer

Henning: Christian's father, military man

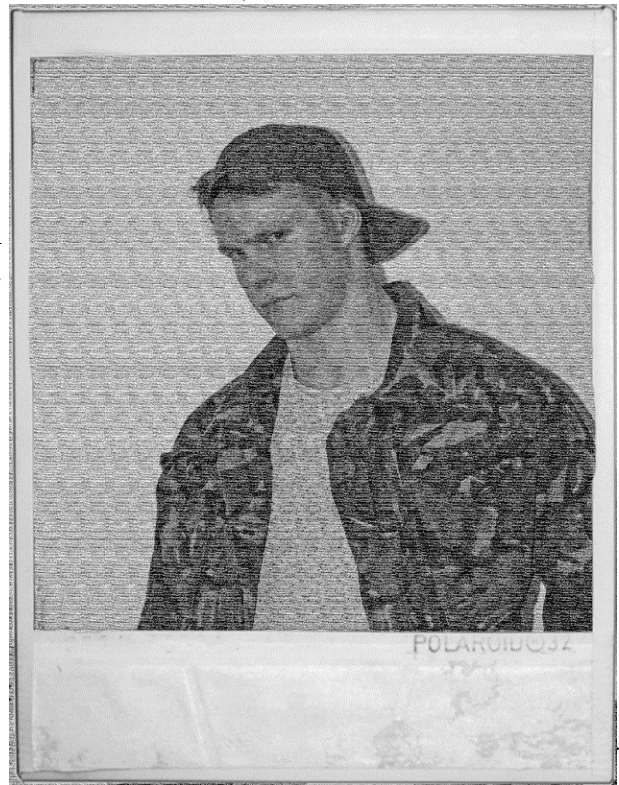
Simon: Louise's ex, now a Guardian Angel

Hector: Sick little brother

Leonora: Christian and Cecilia's daughter, dead

Gert: Annoying neighbor in Langeskov

Mads: Cecilia had an affair with him



Baggrund

Jasper Arnsted is a smart-ass, handsome and charming. He has always know that his charm allows him to breeze past most problems, and he has made use of it at countless parties, where he was always the center of attention, especially from the girls. He has very rarely had to take responsibility for his actions and has more or less fooled his way through life. Coming from a wealthy family he mostly played away his teenage years – even when his twin sisters Cecilia often wanted to argue over how easily he got away with doing nothing.

A few times Jasper's egotism and flaunting of responsibility has cost him dearly. It made his high school girlfriend Louise break up with him, and that still nags at him. They still see each other as friends, but deep down he wishes they were still a couple.

Apart from the break-up, both major crisis in Jasper's life have to do with the children in his family. Jasper was part of the reason his little brother Hector got meningitis. Hector used to be a happy soccer player and one day Jasper had promised his mother to pick Hector up after practice. But as usual Jasper was hanging out with his crew and was already a little drunk when he finally remembered his promise in the evening. Having been left at practice Hector ended up spending the night with some friends from soccer, and that made him ill. Hector survived and came home, but the infection had left him paralyzed in the legs and with slight brain

damage. However, both Jasper and Jasper's parents have always insisted that Jasper wasn't really to blame for the tragedy.

The second time disease struck even harder. Leonora – Cecilia and Christian's daughter, Jasper's niece – contracted some form of measles in 2026 and died when she was only two. Jasper was beside himself. He had loved his niece and for the first time cared more about another person than about himself.

Examples of the core value "Image":

Jasper has practically always gotten whatever he wanted and consequently doesn't handle defeat very well. He fought in school and beat up nerds. The most important thing was to be on top. And nothing is ever his fault.

Later in life he brought his alpha male attitude when going clubbing, and again his boyish charm ensured that he always came out on top in any confrontation. It was a severe blow to his image when Louise broke up with him. Nobody breaks up with Jasper Arnsted!

Examples of the core value "loyalty":

Very few people get really close to Jasper, but he is fiercely loyal to those who do. Even if he never puts it into words, he always implicitly trusts those close to him.

When it was time to flee across Little Belt Jasper carried his little brother Hector all the way to the bridge for his parents, so they could all make it across. He stayed there with his little brother, until his parents returned with the message that they had managed to get a seat for them and Hector in another boat. Jasper boarded the first boat on his own and never saw neither parents nor Hector again.

Weaknesses

Dependent on his image and weighed down by his guilt at his little brother's disease. Privileged upbringing. Jasper has always been allowed to be self-conceited and he hates when anyone makes demands of him. He was spoiled rotten by his parents and has lived an easy life, where everybody liked him. But sometimes Jasper feels that that image is all he really has. And usually he can talk his way out of any problem. And if you can do that, you don't have to act responsibly.

Current situation

Jasper is in denial. He still thinks he can use his bad boy image to get people to get in line, and he still thinks he is the toughest bully around. He is in for a shock, when he finally realizes how the world works now.

Relationer

Marie:

17-year-old Marie has a kind of “little sister”-vibe going on. Even though Jasper was attracted to her, as he is by any pretty girl, his urge to protect and defend her is even stronger. Jasper feels he caused his brother Hector’s illness, and he cannot let down anyone like that again. He will not let Marie remain kidnapped. He is beating himself up about it, and there is no alternative to getting her back.









Cecilia Arnsted:

Sister dearest is really uptight. Jasper has always been corrected by his twin sister. Regardless whether it was about the way he treated his Tinder dates, the fact that he ate meat or how clean he kept his apartment, Cecilia was always there with a stern look and an angry comment. She has also harrangued him about how she managed to finish her dentistry education, while Jasper hasn’t accomplished anything. But despite all that, she has also helped to get him out of trouble more than once. And it is still fun to make her laugh. He does love his sister, as one does, but they were never really close before Cecilia got pregnant. But Leonora brought out his softer side. He knew having a child would be right for her, even before his sister did. And he was right – until Leonora was torn away from them.

-  **Cecilia Arnsted** 23rd of April 2022, 10:43pm
Hi Jasper
Where are you??? I actually DO have to use the car. I simply can't believe you. I said, you could use it until 10.30 pm 😞
It's so annoying when I just made plans.
-  **Jasper Arnsted** 24th of April 2022, 0:18am
Hey Cille
Fuuuuck I lost track of time. Sorry sis. I was just a bit busy here. I'll buy you a bottle of champagne 😊 Kiss kiss
-  **Cecilia Arnsted** 24th of April 2022, 0:18am
No!! Don't you even start. I'm not one of your bimbos, with whom you can just charm your way out of trouble. It's the second time in two weeks.
You can't borrow my car another time before you learn to uphold our agreements. It is SO unfair 😞
I was actually supposed to go home to be ready for studying tomorrow.
-  **Jasper Arnsted** 24th of April 2022, 0:24am
Chill the fuck out. I'm on my way now.

Messenger conversation with Cecilia (2022)

Louise Jensen:

-  **Jasper Arnsted** 8th of June 2019, 3:17am
Hey babe ❤️
On my way some from the club. Want me to come by? 😊
-  **Louise Jensen** 8th of June 2019, 3:29am
Hey sexy 😊
Sure I just need to kick Simon home he was to drunk. The others didnt do anything. Mised me? ❤️
-  **Jasper Arnsted** 8th of June 2019, 3:32am
Haven't thought about anything else ❤️ See you soon, gorgeous. Rawr 😊
-  **Jasper Arnsted** 27th of November 2021, 1:26am
Do you miss it sometimes as well?
-  **Louise Jensen** 27th of November 2021, 1:33am
Haha for fuck sake Jasper are you at the club?
-  **Jasper Arnsted** 27th of November 2021, 1:35am
Yes! Aren't you coming? ❤️
-  **Louise Jensen** 27th of November 2021, 1:46am
We see each other al the time big guy 😊 No my mom say there are to manny who coulbt be contaminatet if they are vaxinated, I'll bye pizza tomorow.
-  **Jasper Arnsted** 27th of November 2021, 1:49am
Sure, I was only kidding so I could see what you would say 😊 See you tomorrow at your place. Say hi to your mom from me.

Messenger conversation with Louise while they were a couple (2019) and after the break-up (2021)

Louise Jensen is the only woman to ever break up with Jasper. They were a couple from 2018 till 2020. She has a devil-may-care attitude that Jasper couldn't resist, and he would really wish that he could charm her back. Of course when they were a couple she did try to get him to soften up and speak about emotions and stuff, but Jasper never felt he needed to talk to know himself. Part of him still longs for her.

Jasper won't admit it, but it feels a bit like old times, when she shuts him up or says her honest opinion, just like back when they were a couple. Louise ended up dropping out of high school to become a painter. That is a good example of how she doesn't care what other people think, and Jasper is still impressed by that attitude. Even her dyslexia never slowed her down. And it is still fun to try to get her in trouble, when the situation permits.



Cecilia, Louise, Jasper and Christian (2028)



Jasper and Christian (2023)

Jaspers forhold til Christian Skov:

In the old days Christian Skov would have been the kind of nerd Jasper would have been happy to bully and beat up, but now that he knows him, he is a really great guy. It is as if Christian is so little of a threat that Jasper doesn't have to be the tough guy. "The Mechanic", as Jasper used to call him, was also the father of the little wonder Leonora. Jasper is also starting to realize that Christian might actually be his first real friend. Nothing like the idiots and hangers on who used to join Jasper in his bullying, or those who wanted to be part of the popular crowd, but a true friend who actually cares about him. Christian has told Jasper that he joined the army to try to please his father. Louise and Cecilia don't know this.

FORSLAG: Get Christian to man up and tell the others about this choice

Side characters

Simon (Louise's ex-boyfriend, now a Guardian Angel)

A classmate who Jasper used to bully quite severely. Simon was a loser and an easy victim. That made it extra annoying that Louise hooked up with him right after she had broken up with Jasper. And now Simon is part of the Guardian Angels and the one who picks up protection money from the group. Jasper is always trying to see if Simon is out for revenge, but it doesn't seem like it. But then that is all ancient history now, isn't it?

Hector (Sick little brother)

Hector is Jasper's eight year younger little brother. He got sick and was left with paralysed legs and slight brain damage after contracting meningitis at a sleepover with some soccer pals, after Jasper had forgotten to pick him up. Jasper has tried to bury the guilt he still feels at that, but it still nags at him. But it wasn't his fault that Hector didn't make it across Little Belt later, was it?

Mads (High school friend)

Jasper's good friend from high school. He was a fast-talking smart-ass who loved to party, just like Jasper. He also had a bit of a loose relationship with truth. Mads was a bit of a greasy youth politician, and just like Jasper he was able to charm most people around him, and Jasper saw a lot of himself in him. Most of it was about image.

Strictly speaking Mads should probably have kept his distance from a troublemaker like Jasper, but Jasper's popularity was like catnip to an attention addict like Mads. Mads was also good at charming girls like Cecilia and make them think he was a good guy at heart. The ladies loved it.

Jasper hasn't seen Mads since the group escaped from Jutland.

Henning (Christian's father)

Christian's father. A real man. Military professional, trained, and powerful. Jasper has only met him a couple of times, but he liked his macho style.

Anne (Louise's mother)

Nurse and anti-vaxxer. Jasper knows her from back when he and Louise were a couple. Anne is a spirited woman, and it isn't hard to see the likeness between her and Louise.

Gert (annoying neighbor in Langeskov)

The group's only neighbor in Langeskov. He is rail thin and looks like a junkie, but apart from being annoying he is completely harmless. He steals and rummages around the group's things, but as long as they lock up properly it isn't a problem. Louise has dressed him down several times – mainly because Cecilia really hates him. Gert makes a mess of her orderly garden and shed if they don't keep him out. He is easy to scare off, but always lurks. Jasper finds him rather ridiculous but helps keep him away.

Christian Skov

Hometown: Born in Kolding in 2000

Age in 2028: 28 years old

Keywords: Stable, mediator, tormented, empathic, longing, self-destructing, protective, hates authorities

Core values: Family above all, seek consensus

Relations:

Cecilia: Girlfriend

Jasper: Friend

Louise: Best friend

Henning: Christian's father, military man

Anne: Louise's mother, nurse, anti-vaxxer

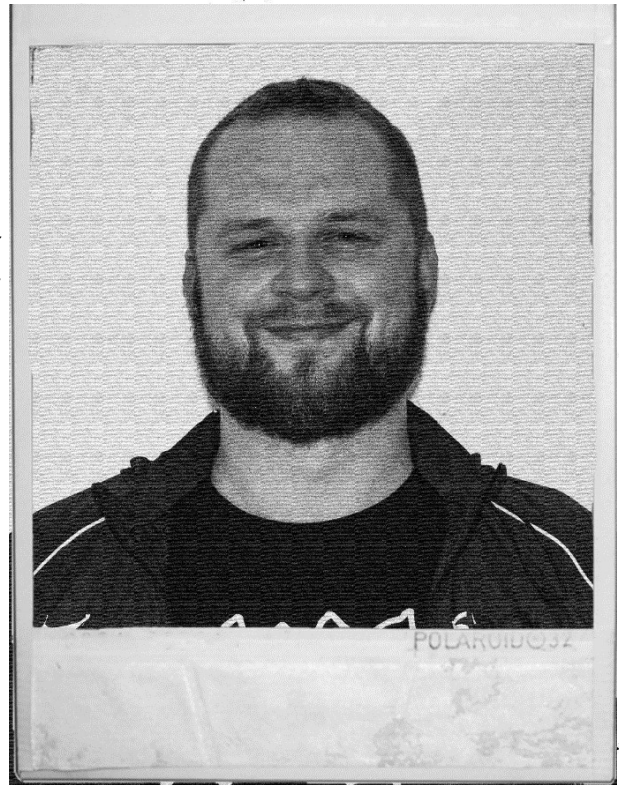
Simon: Louise's ex, now a Guardian Angel

Hector: The twin's sick little brother

Leonora: Christian and Cecilia's daughter, dead

Gert: Annoying neighbor in Langeskov

Mads: Cecilia had an affair with him

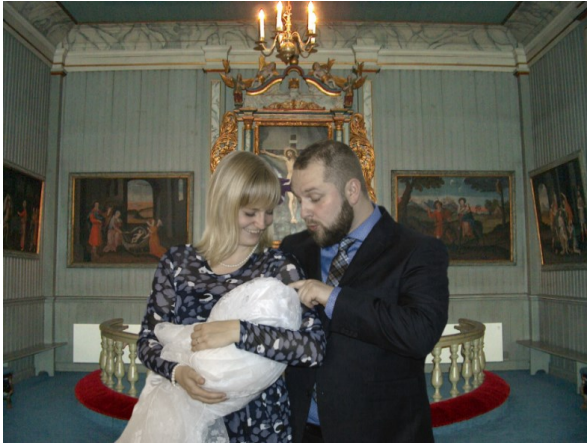


Background

Christian Skov longs. He longs for his dead daughter Leonora. He longs for being a parent. He is a romantic and calm guy, to whom family is everything. But family isn't always what you expect.

Christian has always been a down to earth kind of guy. He was bullied when he was younger, and briefly tried to go along when the bullies targeted others, but he quickly found that that wasn't him at all. When Louise entered his life, he suddenly had a leader he was happy to follow, and they have been best friends ever since. Later Christian decided to take a different path from most around him and decided to become a mechanic. Getting a practical education rather than the military, to his father, Henning's, great displeasure, may have been one of the most controversial things he has ever done. Christian has always been very scared of his father and of being judged by him. Christian even volunteered to join the army to please his father and dropped out of high school to do it. He never told Cecilia and Louise that he actually could have avoided it, he only ever confessed to Jasper.

Christian hates authorities and doesn't want to take orders from anyone that Christian hasn't chosen as a leader by himself. This hatred of authority comes from his relationship to his father, Henning. Henning was a capital S soldier, and always lectured Christian on how to be a "real man". Christian's mother died when Christian was 11, and Henning was often on deployment



*Cecilia og Christian med Leonora
til hendes barnedåb (2024)*

so Christian was taken care of by his grandparents. However, Christian spent most of his time with his neighbor Louise and her mother Anne. According to Christian, Henning always spent way more time taking care of others than on taking care of his own family, and that is something Christian has always tried to do better in his own life. Christian left Jutland without knowing if Henning is still alive, because sometimes you have to choose who your family really is.

When Christian had his daughter Leonora together with Cecilia in 2024, it was a dream come

true. The feeling of being a father in a family was the greatest thing Christian has ever experienced. When Leonora died of measles a few years later he fell into a deep depression. For several months he could do nothing but stare into space and cry. When Leonora's doctors told him that there was nothing he could do for his daughter, Christian broke his consensus seeking ideals, and yelled and pleaded for a long time, as he couldn't accept their diagnosis.

Examples of the core value "Family above all":

Christian is extremely self-sacrificing and always thinks of others before himself. However, he has never really had the family he wanted, so now he thinks of the group as his family. Sometimes Christian's concept of family can be a bit fluid. Because even if family is everything to him, he still left for Funen without knowing where his father, Henning, was. Lately Christian has started to regret that he never managed to get his whole family, including his father, to function. He has also started to worry what will happen if the other members of the group start to leave, possibly to start their own families.

Examples of the core value "Seek consensus":

When others get angry or agitated Christian is always ready to calm things down and smooth over differences. He prefers it when everybody gets along and does his best to stop conflicts before they get started. He has a deep-seated fear that he might push his family away if there is any conflict. Christian hated the Guardian Angels. They come around and interfere with the peace and the family the group has created in Langeskov. The family support each other and everyone else is a threat. But he is also afraid to start a conflict, so he doesn't make an issue of it and simply tries to stay away when they come around. But it still disturbs his sense of peace every time he is reminded how the Guardian Angels factor into his life. The question is should he stand up for his family or keep trying to keep the peace?

Weaknesses

Melancholic, stuck in the past, afraid of conflict.

SUGGESTION: Christian can seem like a very passive character, but he can played actively by always interjecting himself as a mediator, trying to make people get along. Deep down he also wants revenge at the anti-vaxxers that cause his daughter's death, and he is angry at the Guardian Angels. And he is able to be open about his emotions. If anybody is about to split the group with egotistical demands Christian is more than capable of speaking up.

Current situation

Christian is actually quite happy with the new world. The only thing he has to worry about is his self-appointed family, the group. Without his controlling and absent father keeping him down, this world might even be better than the one he left behind. He hasn't voiced this to the others though, as he senses it wouldn't be a popular sentiment. But perhaps he can convince them that this is a unique opportunity for them to build their own world.

Relations

Marie:

Marie is part of the family. Period! To Christian 17 year-old Marie is basically a grown up version of Leonora. And she is gone, she is the embodiment of yet another girl he has failed to protect. Maybe if they are able to get Marie back, he will finally be able to forgive himself for failing to protect Leonora.

Cecilia Arnsted:

Cecilia Arnsted is and has been Christian's be all and end all since they became a couple seven years ago. When Cecilia gave him a daughter both of them completely stole his heart. Every one of Cecilia's little quirks are endearing. Even when she wants to control everything Christian can't help but smile lovingly. Cecilia decided that the family became vegetarians and she did all the vacation planning and handled the practicalities. She even managed to finish her education while being pregnant. In Christian's opinion Cecilia is beyond fantastic.

However, it is still a source of grief that Cecilia was unfaithful to him. She found solace with her old high school friend Mads, while Christian and Cecilia were mourning the loss of Leonora. Christian understand why she needed comfort, and he does realize that he wasn't there for her after he was gripped by depression. So of course, he has forgiven her. But might she do it again? That thought is eating him up. Christian would like to have another child with Cecilia. Maybe if she wants the same thing, it would be a sign that she is still committed to Christian?



Cecilia, Louise, Jasper and Christian (2028)



Jasper and Christian (2023)

Jasper Arnsted:

Christian just really likes Jasper Ansted. Cecilia's twin brother is funny and Christian is often amused by Cecilia and Jasper's bickering. Yes, he is irresponsible and yes Jasper is also a bully, but in Christian's eyes it is all pretty harmless. Jasper helps keep spirits up every day, and families are allowed to have fun together. Where Cecilia and Louise often find that Jasper simply goes about things the wrong way, Christian has a soft spot for Jasper and thinks he is just the best buddy. But sometimes his macho approach to the world does remind Christian a bit of Henning.

Louise Jensen:

Louise Jensen is Christian's oldest friend. They went to kindergarten together and they often went on each other's family vacations. The friendship started late in kindergarten after an episode where some of the other kids had pushed Christian over and taken his toys. Louise intervened by standing up to the bullies and telling them off, making them run off crying. Then she took Christian by the hand and they went playing.

They often played during breaktime and now they see each other as the best of friends. Christian knows that Louise is dyslexic, but he doesn't care. She is cool and she almost managed to finish her education as a painter, before everything started collapsing. Christian is proud of his friend and appreciates her leadership. But for a long time, Louise was an anti-vaxxer like her mother. And what if their convictions was the reason Leonora ended up getting sick? Under the surface Christian is still angry about that.



Messenger conversation with Louise (2021)

Side characters

Henning (Christian's father)

Christian's father and primary caregiver after his mother's death, when Christian was 11. Not that care was a big feature of Christian's childhood. Henning was often deployed to Afghanistan or Iraq, as he took great pride in protecting and fighting for his country, so Christian was often left with his grandparents. Luckily, they were neighbors to Louise and her mother. Still,

Christian hungered for recognition from Henning, and it never came. Truth be told Christian is terrified of Henning. His throat constricts and he turns to putty in Henning's hands, doing whatever his father demands. When Christian was called for military service ten years ago, he actually drew a free pass, but ended up joining up anyway in an effort to impress Henning. Having reported he decided to go the Samaritan route instead of becoming a classic soldier, so he wouldn't have to be deployed. Christian has convinced Cecilia and the others that he had to sign up, so she doesn't know he actually volunteered.

Simon (Louise's ex-boyfriend, now a Guardian Angel)

Louise's ex-boyfriend and friend of the twins. He is the man from Guardian Angels who comes by to pick up protection money. Jasper also knew him at high school, as far as Christian understands. Christian mostly stays away when he comes by, because few things can get to Christian like a bunch of self-appointed assholes like the Guardians, who think they can boss everybody around.

Mads (The twins' high school friend. Cecilia had an affair with him)

The man Cecilia had an affair with. Christian met him back at the twins' seventeen years birthday, where he also met Cecilia for the first time. Mads was into youth politics for the Conservatives and seemed to be a great success. To Christian Mads is the man who tried to break up Christian's family and take Cecilia away from him. Mads even lied about that. But deep down Christian has realized that he himself was the reason Cecilia did what she did.

Hector (Cecilia and Jasper's sick little brother)

The eight year younger little brother of the twins. He got sick and later handicapped when he contracted meningitis, during a sleepover with some soccer friend. Apparently, Jasper had forgotten to pick him up after practice, which was how he ended up staying with the sick friends. Christian remembers enjoying playing with Hector. Hector did not make it across Little Belt.

Anne (Louise's mother)

Louise's mother. She was an anti-vaxxer, but she is also someone Christian has known his whole life, and she was like a backup mother after Christian's own mother died. Still something does nag at Christian – what if Anne and those like her were the reason Leonora died. What if Anne was actually the one who took Christian's family away from him. Anne went to Funen a good while before the bridges were blown, in an effort to help disease refugees there.

Gert (annoying neighbor in Langeskov)

The group's only neighbor in Langeskov. He is rail thin and looks like a junkie, but apart from being annoying he is completely harmless. He steals and rummages around the group's things, but as long as they lock up properly it isn't a problem. Louise has dressed him down several times – mainly because Cecilia really hates him. Gert makes a mess of her orderly garden and shed if they don't keep him out. He is easy to scare off, but always lurks. Jasper finds him rather ridiculous but helps keep him away.

Appendix 1: Personal character items

All material in this appendix should be cut out and provided for each character in connection with their personal character item.

Suggestion: Write month and year on the backside of the pictures. It worked well in playtest.

If you don't have a binder, a box and so on, the pictures and material can just be given to the players separately together with the character.

Louise is provided with a note book, Cecilia gets a binder, Jasper's things are secured with only a paper clip and Christian's items are placed in a home made box.

Handouts that everybody should get:

1. Picture of the group with Marie (January 2028)

Is used for the mechanic where they must damage/destroy the picture when they compromise with or break their core values. Is given to the players in the beginning of part two.







2. Picture of the group from Cecilia og Jasper's 17th birthday (2019)








3. Right before Leonora's baptism (2024)





Louise:

1. Helth Pass (would not be approved if anybody sees that she hasn't had been properly vaccinated before the end of 2026).

Health Pass / Vaccinations		Denmark	
NAME Louise Jensen			
Identification number: 010301 - 2760			
<u>Confirmed healthy/vaccinated</u>	Doctor	Date	Signature
X	P. Hansen, Kolding, 0242	2nd of February 2024	
X	P. Hansen, Kolding, 0242	25th of November 2025	
X	P. Hansen, Kolding, 0242	22nd of August 2025	
✓	A. Jensen, Kolding, 0266	11. november 2026	Anna Jensen
✓	A. Jensen, Kolding, 0266	6 april 2027	Anna Jensen

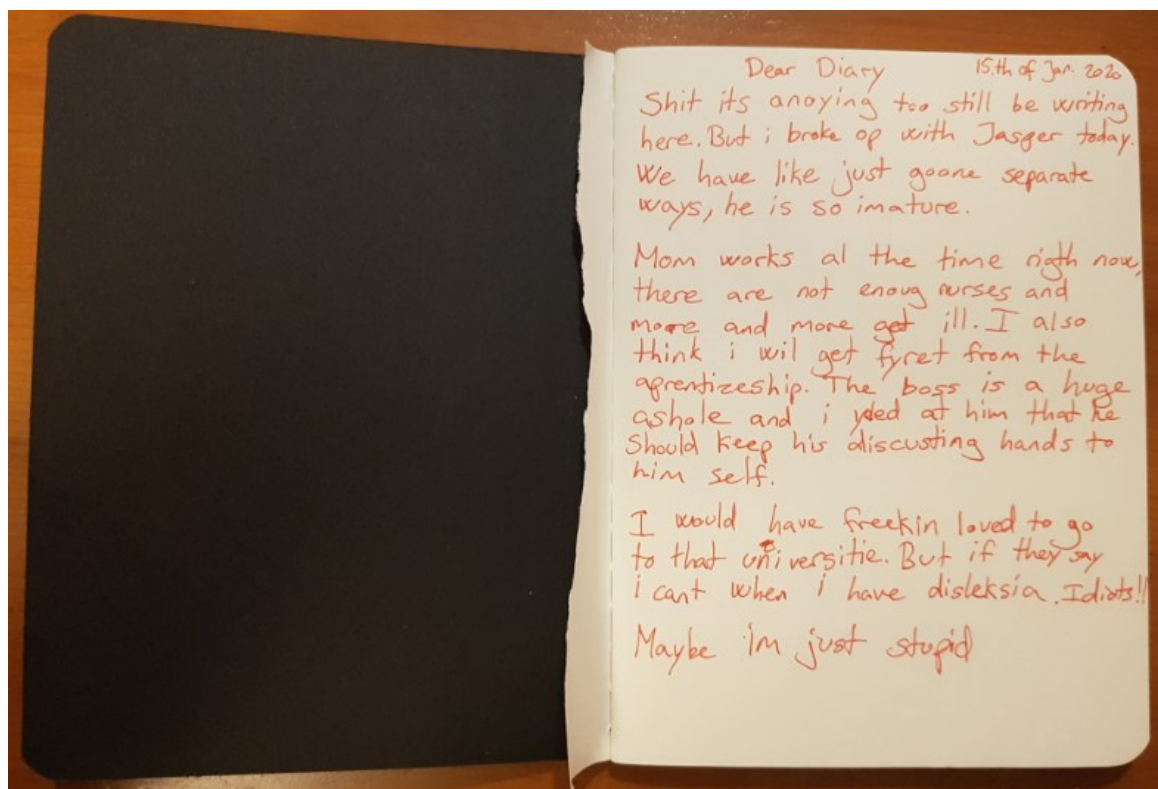
2. Louise and Christian from Cecilia og Jasper's 17-years birthday (2019)



3. Louise and Jasper as a couple from Cecilia og Jasper's 17-years fødselsdag (2019)



4. Page from Louise's diary (2020). You are welcome to write more in the physical diary that dates to later than 2020.



5. Picture from Jasper's Tinder-profile that Louise kept after they broke up.



6. Picture with mom — Anne (2025)



7. Copy of Christian's farewell letter for Leonora that Louise made him write to help him move on (March 2027)

4th of March
2027

My Leonora darling

I loved being your father.

Love.

And I will until the day I join you in heaven.

I miss you every day. It's so unfair that your mother and I didn't get more time with you. I hate the disease for having taken you away from us, but to have known you makes me a better human being.





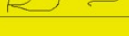
I'll take care of mom, and she'll take care of me. You'll have mom's pearl necklace back as a gift from her and me once we see you again up on your cloud.

I love you forever, my little angel.

- Dad

Cecilia:

1. Health Pass

Health Pass / Vaccinations		Denmark	
NAME Cecilia Arnsted			
Identifikation number: 020102 - 3122			
Confirmed healthy/vaccinated	Doctor	Date	Signature
✓	P. Hansen, Kolding, 0242	6th of February 2024	
✓	P. Hansen, Kolding, 0242	29th of November 2025	
✓	P. Hansen, Kolding, 0242	7th of June 2026	
✓	P. Hansen, Kolding, 0242	25th of September 2026	
✓	P. Hansen, Kolding, 0242	26th of March 2027	

2. Article from Pacific Standard. The anti-vaxxers, who could have been accomplice in Leonora's death, had already gained ground at this time (2019)

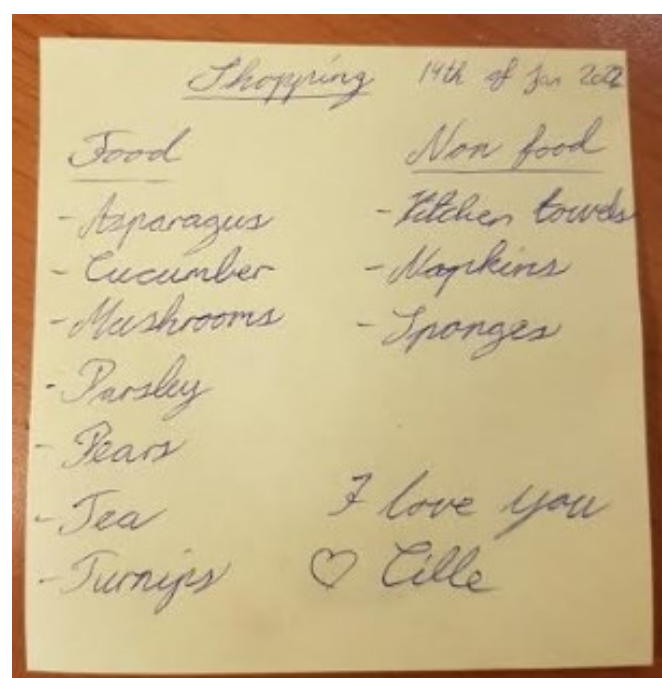
HOW FACEBOOK HELPED THE ANTI-VAXXER MOVEMENT GO VIRAL

New reports have implicated Facebook and other social media platforms for their role in the spread of anti-vaccine propaganda.

EMILY MOON · FEB 19, 2019



3. Shopping note from Cecilia to Christian (2022)



4. Cecilia and Christian at a Christmas market (2023)



5. Jasper, Cecilia holding Leonora and Christian from Leonoras' baptism (2024)



6. Copy of Christian's farewell letter for Leonora that Louise made him write to help him move on (March 2027)

4th of March
2027

My Leonora darling

I loved being your father.

Love.

And I will until the day I join you in heaven.

I miss you every day. It's so unfair that your mother and I didn't get more time with you. I hate the disease for having taken you away from us but to have known you makes me a better human being.


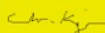

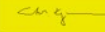

I'll take care of mom, and she'll take care of me. You'll have mom's pearl necklace back as a gift from her and me once we see you again up on your cloud.

I love you forever, my little angel.

- Dad

Jasper

1. Health Pass

Health Pass / Vaccinations			Denmark
NAME Jasper Arnsted			
Identification number: 020102 - 3123			
<u>Confirmed healthy/vaccinated</u>	Doctor	Date	Signature
✓	C. Kjeldsen, Kolding, 2039	16th of January 2024	
✓	C. Kjeldsen, Kolding, 2039	6th of November 2025	
✓	C. Kjeldsen, Kolding, 2039	22nd of May 2026	
✓	C. Kjeldsen, Kolding, 2039	15th of September 2026	
✓	C. Kjeldsen, Kolding, 2039	20th of March 2027	

2. Louise and Jasper as a couple from Cecilia og Jasper's 17-years fødselsdag (2019)



3. Article from 'Forbes'. The anti-vaxxers, who could have been accomplice in Leonora's death, had already gained ground at this time (2019)

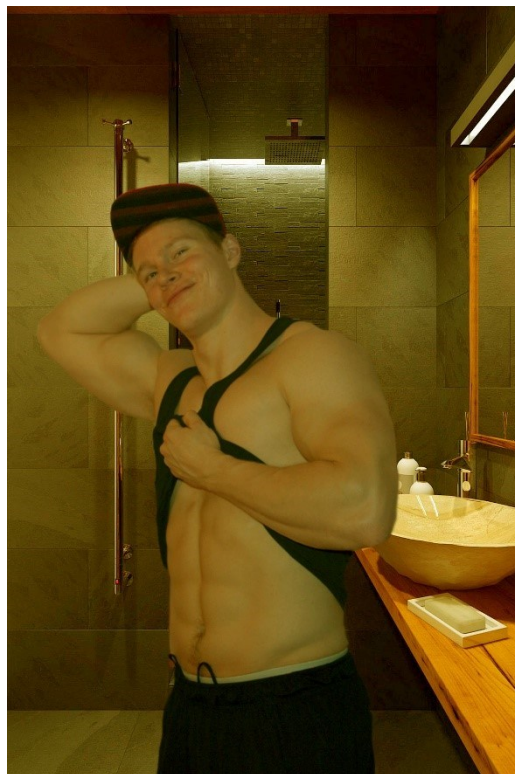
HOW FACEBOOK HELPED THE ANTI-VAXXER MOVEMENT GO VIRAL

New reports have implicated Facebook and other social media platforms for their role in the spread of anti-vaccine propaganda.

EMILY MOON · FEB 19, 2019



4. Jasper's Facebook profil picture from his favorite gym and his
Tinder profil picture (2021)








5. Jasper, Cecilia holding Leonora and Christian from Leonora's baptism (2024)



Christian:

1. Health Pass

Health Pass / Vaccinations		Denmark	
NAME Christian Skov			
Identification number: 230500 - 2489			
Confirmed healthy/vaccinated	Doctor	Date	Signature
✓	P. Hansen, Kolding, 0242	6th of February 2024	
✓	P. Hansen, Kolding, 0242	29th of November 2025	
✓	P. Hansen, Kolding, 0242	7th of June 2026	
✓	P. Hansen, Kolding, 0242	25th of September 2026	
✓	P. Hansen, Kolding, 0242	26th of March 2027	

2. Facebook-opslag from 'Forbes' and 'I fucking love science'. The anti-vaxxers, who could have been accomplice in Leonora's death, had already gained ground at this time (2019)

HOW FACEBOOK HELPED THE ANTI-VAXXER MOVEMENT GO VIRAL

New reports have implicated Facebook and other social media platforms for their role in the spread of anti-vaccine propaganda.

EMILY MOON · FEB 19, 2019



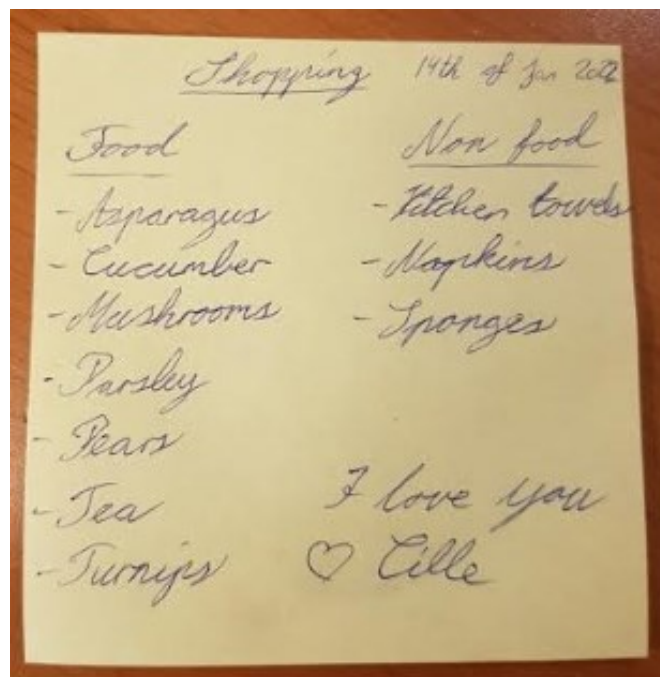
2. Facebook post from 'I fucking love science'. The anti-vaxxers, who could have been accomplices in Leonora's death, had already gained ground at this time (2019)



3. Louise and Christian from Cecilia og Jasper's 17-years birthday (2019)



4. Shopping note to Christian from Cecilia (2022)



5. Cecilia and Christian at a Christmas market (2023)



6. Jasper, Cecilia holding Leonora and Christian from Leonora's baptism (2024)



7. Prescription for depression medication (February 2027) + farewell letter for Leonora that Louise got him to write to move on (March 2027)

Public healthcare	
Prescription Patient: <i>Peter Hansen, Kolding, 0242</i> Doctor: <i>Christian Skov</i> <i>A.L. Johansenvej 5</i> <i>6000 Kolding</i> Date: <i>18/2 2027</i> Page: <i>1</i>	
Ordination Medication: <i>Escitalopram</i> <i>1 pill 2 times per day</i> <i>For depression</i> Start date: <i>18.02.2027</i> End date: <i>18.09.2027</i> Date of prescription: <i>18/2 2027</i> Signature: <i>[Signature]</i>	

4th of March
2027

My Leonora darling

I loved being your father.

Love.

And I will until the day I join you in heaven.

I miss you every day. It's so unfair that your mother and I didn't get more time with you. I hate the disease for having taken you away from us, but to have known you makes me a better human being.

I'll take care of mom, and she'll take care of me. You'll have mom's pearl necklace back as a gift from her and me once we see you again up on your cloud.

I love you forever, my little angel.

- Dad

Appendix 2: Character overview

Player characters

Louise Jensen: Leader, energetic, tough on the outside, brave, shameful inside, temperamental, doesn't feel smart enough. **CORE VALUES:** Take charge, integrity.

Jasper Arnsted: Party boy, loyal, irresponsible, from a rich family, tendency to violence, the physical member of the group, charming. **CORE VALUES:** Image, loyalty to the group.

Cecilia Arnsted: Know-it-all, idealistic, believes in authorities, optimistic, loving, from a wealthy family, enjoys control and structure. **CORE VALUES:** Control, humanism

Christian Skov: Stable, mediator, tormented, empathic, longing, self-destructing, protective, hates authorities. **CORE VALUES:** Family above all, seek consensus.

Side characters and important characters chronologically

Marie: Sweet, 17 years old, important to all the characters. Kidnapped by Guardian Angels so the players must go and find her.

Mads: Cecilia cheated on Christian with him in the beginning of 2027. He is a charming douchebag, eloquent and a good friend of the twins from high school. Has taken advantage of Cecilia.

Kirsten: The mother of Cecilia and Jaspers. Vague and deflecting. Didn't make it across Lillebaelt.

Hector: The younger brother of Jasper and Cecílias. Was infected with meningitis when Jasper was supposed to pick him up from football practice in 2022. The players think that he didn't make it across when the Lillebaelt bridges were blown up.

Leonora: Christian and Cecilia's daughter born in 2024, died from a measles infection in October 2026.

Anne Jensen: Louise's mother, nurse, anti-vaxxer, in present time branded with a swastika in her forehead.

Simon: Louise's ex-partner, who collects bribes for Guardian Angels. Jasper used to bully him severely. Has a secret thirst for revenge against especially Louise og Jasper.

Gert: Drug addict-like, neighbor to the characters in Langeskov, steals and rummages around the group's things .

Signe: Guardian Angels guard who wants Leonora's necklace as payment, greedy.

Michael: Tradesman who can provide stuff at a market in Odense.

Henning Skov: Christian's father, Captain in Guardian Angels. Militarist, tough, always disappointed in Christian.

Appendix 3: Timeline

2019-2020

Disease outbreaks in Denmark – fear spreads. Anti-vaxxers influence the Danish people. The authorities are accused of being in the pocket of the pharmaceutical industry.

2022

Massive casualties in Denmark. The military is permanently posted at the borders to keep infected people out. Two years of mandatory military service is introduced.

2025

Mass deaths and state of emergency is inserted. Trains stop running and cars are being pulled over to capture infected people, paramilitary organizations form and the internet becomes unstable.

April 2027

The government isn't heard from anymore. The Little Belt bridges and all unauthorized ships and boats in Little Belt are blown up. Guardian Angels deploy military-like personnel on the entire western side of Funen.

June 2028

80% of all Danes are dead. Waterworks have stopped working. Guardian Angels drop by every once in a while to gather payments. Guardian Angels are very peaceful and calm and generally keep order.

2021

The agenda of fear is taking over because of the diseases and the world economy is breaking. Many companies go bankrupt.

2023

Extensive protests. The authorities are not in control of the spread of diseases. Health Pass is mandatory. Ill people are forcibly interned on two desolate islands. The anti-vaxxer discourse is widespread and a large minority thinks that vaccines cause the diseases.

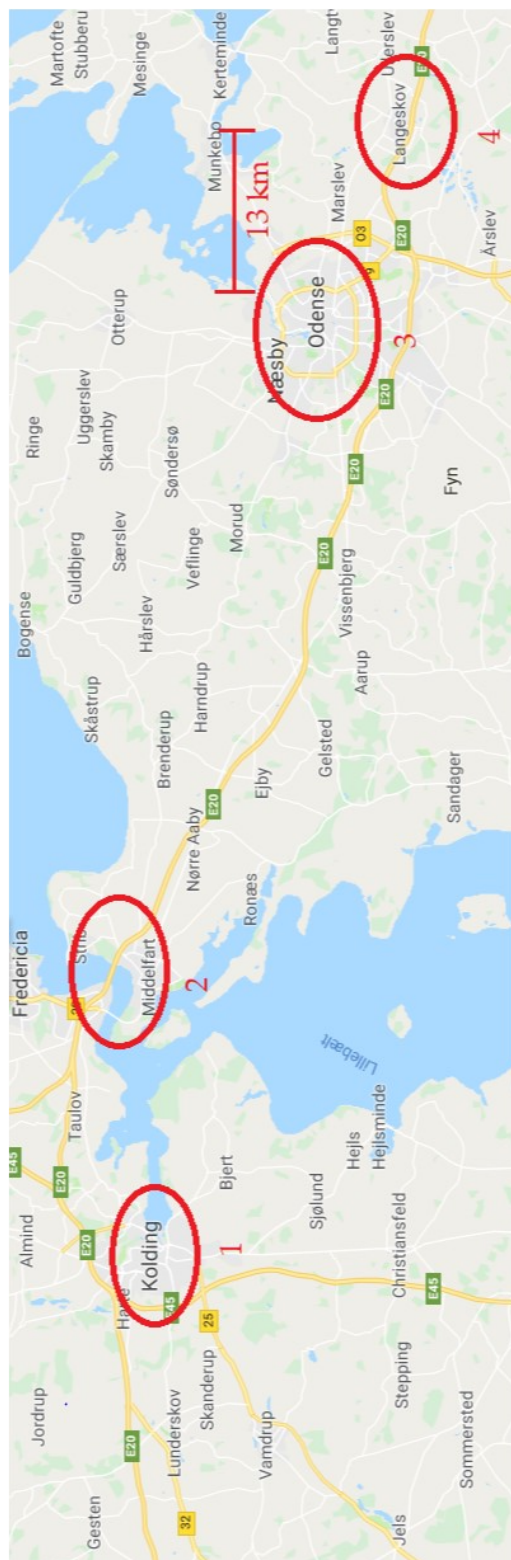
October 2026

The last phone lines and TV-signals die out. Most workplaces and educational institutions are shut down.

June 2027

The group finds Marie.

Bilag 4: Map and summary of relations



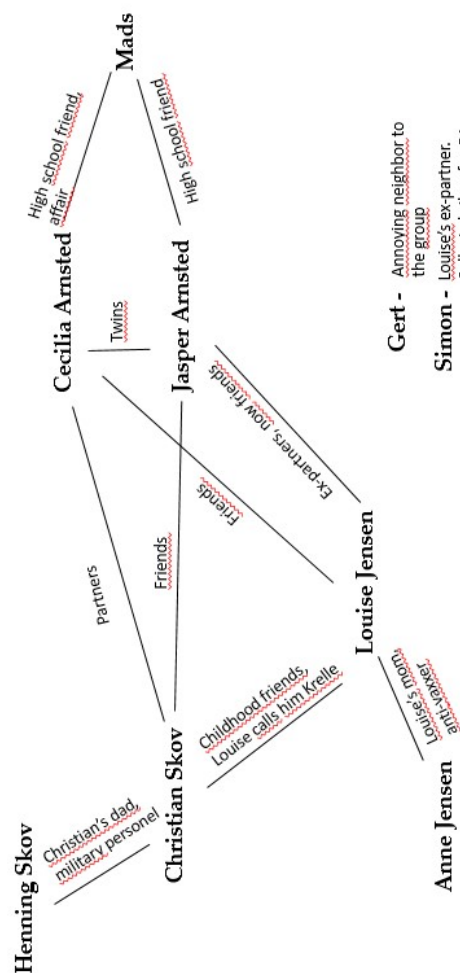
1. The hometown of the characters

2. The Little Belt Bridges that were blown up in 2027

3. Odense, controlled by Guardian Angels

4. Langeskov, where the characters live by the start of the game

Summary of relations



Appendix 5: Pitch

Titel: 2028

Author: Katrine Wind

Keywords: Interpersonal drama, tough choices, flashbacks

Everything is gone: The people they knew... the Internet... running water... Marie. After the anti-vaxxers gained the ear of the public, and trust in public institutions evaporated, diseases and chaos spread quickly.

The scenario plays out as an interpersonal drama in and around a dystopic and hostile future version of the city of Odense, in the year 2028. The twins Cecilia and Jasper, Cecilia's boyfriend Christian, and Christian's best friend Louise, must find Marie, who has been kidnapped by the paramilitary organisation Guardian Angels. Along the way, they realise that the goal of the journey is not just finding Marie, but also finding out who they as people have become. '2028' deals with the group's handling of a series of brutal dilemmas on their journey. Will they stand firm on their core values, or compromise to get by in the new world?

As a player, you will be given pictures, notes, and flash-back scenes to get to know who your character and the group *were*. But it's up to you who your character *is* when Denmark shows itself from its darkest side, and old wounds are reopened.

About the author: Katrine is a first time writer for Fastaval and loves interpersonal drama. Over the years, she has co-written and organized a number of larps, including the "Victorious"-series, the changeling trilogy "Lost in Dublin" and the vampire campaign "The city of Kings".

Info box

Number of players: Four players and one storyteller

Expected playtime: 4-5 hours

Language: Played in Danish and English

Age limit: 16+

Amount of reading: 1.800 words per player