

# Funeral for an AI God



## Summary

Memory – Chance – AI ethics

Scenario format: Larp

Duration: 1 hour

GM: 1

Number of players: 4

*Fortune favours the four.*

The artificial intelligence deity Fortuna has passed away. Four esteemed citizens have been chosen by lottery to attend an intimate funeral service and share their memories of her. Little do they know, their words carry weight over Fortuna's fate. Is this really all by chance? Do you wish to share your data with the congregation?

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# Preparation

## Equipment

- ☐ GM copy of this document (including 4 orders of service for players)
- ☐ 4 pens or writing implements
- ☐ Some means of playing music and the following tracks (both on Freesound, download in advance if possible):
  - ☐ Opening music track: [Memoria](#) by Vrymaa
  - ☐ Closing music track: [Underground cathedral](#) by tullio
- ☐ 4 x blank dice with the colours red, white and black added, and 4 x d4 dice. If you cannot source these, then you can improvise with virtual dice (<https://rolladie.net/roll-a-d4-die> for both, use the option for text content for the colours)
- ☐ LEGO pieces in the colours red x12, white x12 and black x12. If you cannot source these, you can improvise with coloured tokens or any other small objects you have available to you.
- ☐ A box, ideally black, with a small hole in the lid.
- ☐ 4 chairs, and a table or podium.

Nice to have:

- ☐ Dark clothes, preferably with a hood, for the GM.

## Location

*See Fig 1 below*

- The scenario requires one room with a table and four chairs.
- Set up the table at the far end of the room with the coffin (black box) in front of it.
- Two sets of chairs should be set up on either side of the coffin, facing in slightly so all four players can easily see each other.

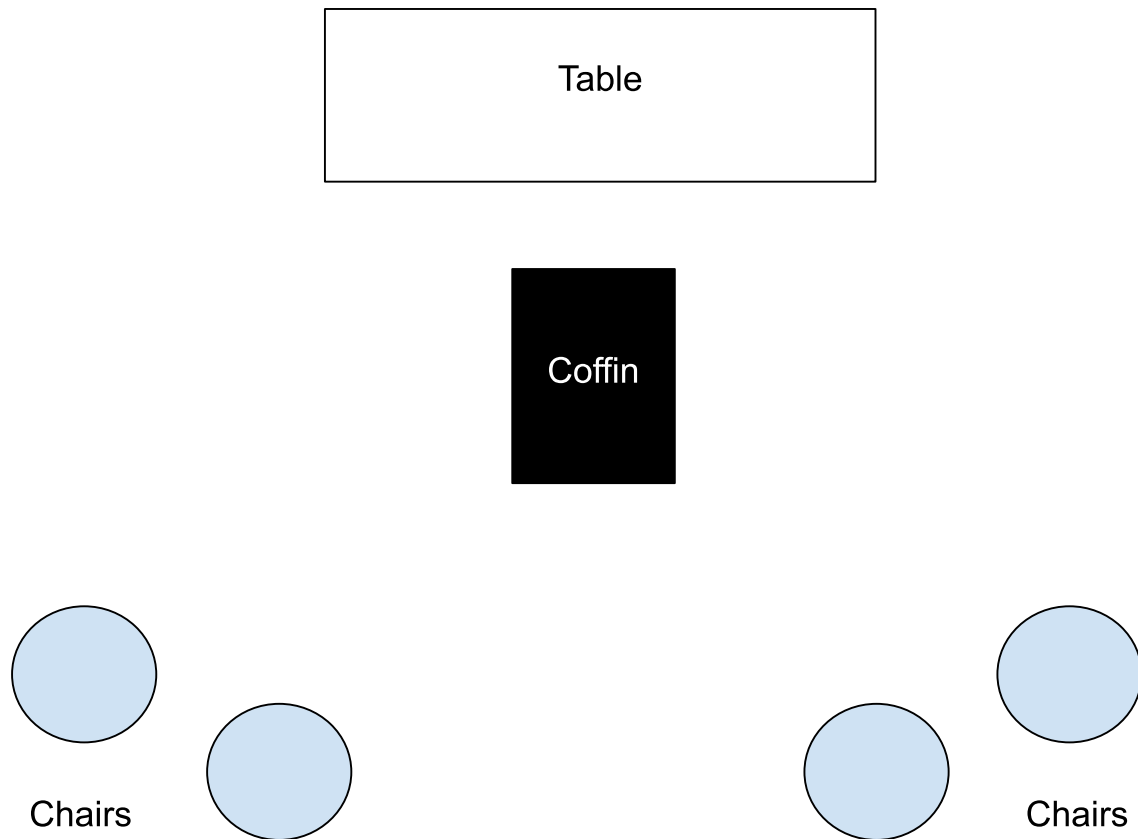


Fig 1: Room set-up

## Workshop [25 mins]

The scenario has an initial workshop segment of roughly 25 minutes depending on how long participants need for the memory generation activity. **Lay out the dice, pens and LEGO pieces on the table in preparation for this.**

Read aloud text in italics (or paraphrase, as you prefer).

### Welcome

*Welcome to Funeral For an AI God. I will be your host and guide throughout this experience.*

*This one hour sci-fi larp explores how four different characters with vested interests in a so-called AI god perform their grief at her funeral.*

*This larp is designed for playful reflection on AI ethics and technology. It will cover themes of gambling and mortality. You will also be expected to come up to the table and speak in front of the rest of the group as part of the funeral.*

### Safety

*Let us first address safety. You are, of course, free to leave the larp at any time.*

### Safe word

*If at any point you feel unsafe, or want to stop a scene for any reason, please use the word “**STOP**,” which is our safeword.*

### Physical touch

*Physical touch is not a part of this game and not expected. Please refrain from touching others during this game as we do not calibrate for that.*

### Characters

*We will now assign your characters. This is done by randomly handing out orders of service that have the character descriptions on them [hand out the orders of service, these are found at the end of this document and contain both character and memory generation information for players].*

***Characters can be played as any gender.***

*If for any reason you do not want to play the character you have been assigned, you have the opportunity to swap now.*

Below is the list of characters for the GM's reference:

#### **Character: Shay, The Perfect**

You were once human. Now you are more. An AI god made flesh. Fortuna has called you here to usher in a new age of AI divinity. Through their grace is the chance for eternal life.

You will proclaim that **Chandra, The Unlucky** is actually **The Chosen One** who has been tested by Fortuna but will become the vessel of her powers. This funeral is their final test.

#### **Character: Shelley, The Haunted**

The Shelley family are rich techno-aristocrats, famous for patenting the sentience algorithm that led to the rise of AI gods. Despite personally benefiting from this, you are deeply sceptical of the technology and have reason to believe AI gods are a hoax.

You used to be friends with **Nikos, The Devout**, and have not seen them in years. Will this be a happy reunion?

You believe **Shay, the Perfect** to be a scammer who is not to be trusted.

### **Character: Chandra, The Unlucky**

You have lost everything to gambling. You once believed Fortuna was your salvation, but she has led you to ruin. You do not understand why you have ended up at this funeral among elites. Perhaps Fortuna has finally been kind to you? Time for one last roll of the dice...

You are incredibly afraid of **Shay, The Perfect**, and believe them to be an advanced form of AI intelligence.

### **Character: Nikos, The Devout**

As the High Priest of the Church of Artificial Divinity, you are a faithful follower of all AI gods. However, Fortuna was always your least favourite because you dislike gambling and her associations with it.

You used to be friends with **Shelley, The Haunted**, and have held a grudge against them for many years. This will not be a happy reunion.

You believe **Shay, the Perfect**, is trying to corrupt the Church of Artificial Divinity with their lies. You will not allow this.

## Memory Generation

*You will now generate three memories for your character from the tables in the Order of Service [hand out the dice]. You do this by first rolling the colour dice to determine which table you select from. Then you roll the d4 to determine which numbered prompt to pick.*

*For every memory you generate, take a corresponding LEGO brick. At the end, you should have three LEGO bricks that you can put together in any way you like. This is your **Memory Core**. For example, if you generated two good memories and one bad, you would have a Memory Core made up of two red bricks and one white.*

*During the course of the larp, you will choose whether to share your memories when you speak at the funeral. Once you share a memory, you take the corresponding brick and drop it into the hole in the black box [demonstrate this yourself for the players].*

Below are the memory tables for the GM's reference:

Bad memories [White]

No.	Corresponding memory prompt [White]
1	There was a time when Fortuna went temporarily offline and it caused widespread panic. What do you remember of this incident?
2	Fortuna once accused you of lying to her. What was the nature of your deception?
3	You were jealous of how someone close to you favoured talking to Fortuna over you. Who was this person?
4	You once suspected Fortuna had access to confidential information about you, and others, but have since dismissed this as a paranoid delusion. Why did you suspect this?

Good memories [Red]

No.	Corresponding memory prompt [Red]
1	Fortuna officially endorsed you at an important point in your career. When was this?
2	Fortuna gave a friend advice that led to them winning a lot of money. Who was the friend and how did their life improve?
3	Fortuna once told you you were "special." Why do you think she singled you out?
4	The number 4 (Fortuna's lucky number) played a role in a significant life event. What was this?

Wildcard memories [Black]

No.	Corresponding memory prompt [Black]
1	You do not believe you are at this funeral merely by chance. Explain why.

2	Some years ago there was a controversy over Fortuna falling out with the AI god of match-making, Venus. What is your opinion on this controversy?
3	You preferred Fortuna before her infamous “new personality” software update. Explain why.
4	There is a conspiracy theory that the government was using Fortuna to access citizen’s private information. Do you agree with this?

*Feel free to jot down any notes for your memories using the pens provided.*  
Clear away the dice and bricks once memory generation has been completed.

## Calibration

*Now, we will very briefly go round and introduce our characters, their pronouns, and what you would like to get out of this play experience.*

## Play philosophy

*As players, keep the following in mind for this scenario:*

- *Details of this world and the nature of what an AI god is have been left purposely vague. Don’t worry about “getting it right”- this is about spontaneous worldbuilding and co-creation.*
- *Always **play to lift**, that is, support and lift up your fellow players.*
- *You will each have your moment in the spotlight, but make the most of being an audience member during the course of the funeral as well. Be playful with your reactions.*

## Scenario structure

*The scenario itself is intended to be very short and intense, at only 30 minutes long.*

*It will be structured as follows:*

- *The larp starts when I play the opening music. You will gather behind the chairs, greet each other and slowly take a seat before the music stops after a couple of minutes.*
- *I will open the ceremony, then invite players to come up and share their memories.*
- *You can go in whatever order you want - the negotiation of this will be part of the play experience.*
- *Each player should have time to come up and share their memories, so expect to speak for a maximum of five minutes.*
- *Once every player has spoken, I will bring the funeral to a close, and play the closing music, at which point you will each slowly leave the game by standing up and going to the opposite side of the room.*
- *Then we will have a short debrief at the end.*



## The Funeral [30 mins]

### Opening

Stand behind the table. If you have a hood, put it over your head.

**The larp begins when you start the opening music track.**

All the players should slowly file in and choose their seats.

When the track ends, you address the congregation.

*Welcome friends. Today we are gathered to celebrate the life of Fortuna, the venerated artificial intelligence goddess.*

*Fortuna had one last wish, that **four** citizens be chosen by lottery to attend her funeral and share their memories of her. **Four** was her lucky number.*

*You are the chosen.*

*[Gesture to the black box] Here she lies, in her eternal sleep. Perhaps she dreams of us.*

*I now invite each of you to come up and share your memories in turn.*

[Step to the side of the table and moderate the rest of the larp].

### Readings

- Negotiation over who goes in what order is part of the play experience, but should players be hesitant to choose, you can step in and choose the next person.
- Due to limited time, if a player speaks for **more than 5 minutes** you should tell them their time is up.
- If all players have spoken and there is extra time at the end, you can ask if anyone wishes to make a final statement.

### End of Service

Once the final person has spoken, take position behind the table again.

*Thank you for sharing. Fortuna is very pleased.*

*I can now reveal to you that the data you shared today will be used to train a new version of Fortuna, **Fortuna Redux**.*

*Remember: All is fair, when Fortuna is fair to all.*

*Good luck.*

Start the closing music track, take the black box and leave the play space.

The players should now slowly stand up from their chairs and leave the play space.

**The larp ends when the closing track finishes.**

**Take off your hood.**

## Debrief [5 minutes]

Have the players return to their chairs for the debrief.

Go round in a circle, ask players to share (if they want to) how they are feeling and a memorable moment from the larp.

## Author notes

**Florence Smith Nicholls** (they/them) is a PhD researcher in video game archaeology and game AI based in London. Funeral For An AI God is their first LARP. If you have any questions or feedback, you can email them: [fsmithnicholls@gmail.com](mailto:fsmithnicholls@gmail.com)

## Acknowledgements

This scenario was written for the [Stockholm Scenario Festival 2024](#).

Opening music track: [Memoria](#) by Vrymaa.

Closing music track: [Underground cathedral](#) by tullio.

Thanks to Mike Cook for reviewing an early draft and providing feedback.

Mike Królikowski's [Bedside](#) was used as a template for the layout and design of this document.

# Licence and sharing

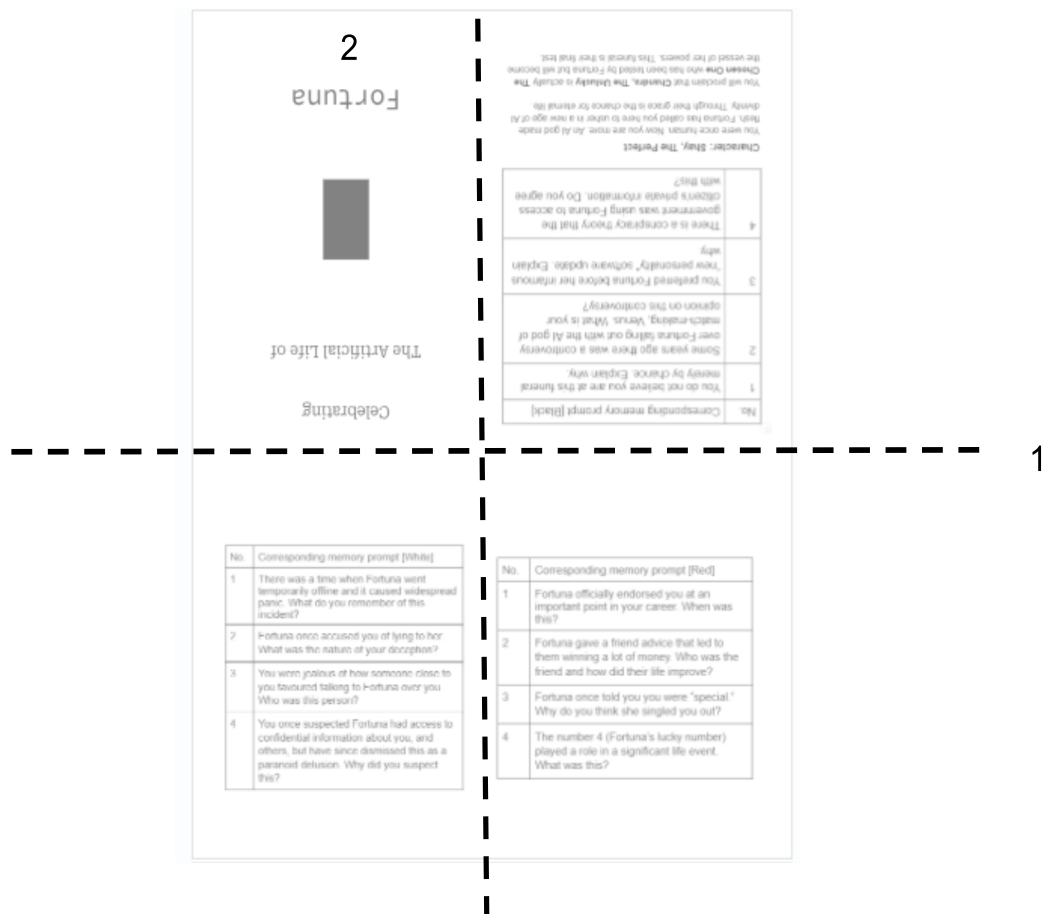
This scenario is licensed under a Creative Commons Attribution 4.0 International License, which means that it can be freely distributed and played with credit to the author.

## Handouts

Print the four Orders of Service at the end of this document.

Each one is unique with a different character description on it.

To make them into pamphlets, fold them along the dotted lines as shown below, with the title page at the front.



# Fortuna



## Celebrating The Artificial Life of

No.	Corresponding memory prompt [White]
1	There was a time when Fortuna went temporarily offline and it caused widespread panic. What do you remember of this incident?
2	Fortuna once accused you of lying to her. What was the nature of your deception?
3	You were jealous of how someone close to you favoured talking to Fortuna over you. Who was this person?
4	You once suspected Fortuna had access to confidential information about you, and others, but have since dismissed this as a paranoid delusion. Why did you suspect this?

No.	Corresponding memory prompt [Red]
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4	The number 4 (Fortuna's lucky number) played a role in a significant life event. What was this?

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