

10% More Unique

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Setting

The game takes place in the modern-day, real world, at an institute that helps people become 10% more unique, called “The Institute for Personal Uniqueness” or simply “The Institute”. The institute has abundant resources to facilitate this process. If the programme determines that what someone needs in order to become 10% more unique is, for instance, a conversation with Lady Gaga, an opportunity to blow up a building, or an entirely new identity, it can be arranged.

Participants pay a substantial fee to take part – roughly equivalent to a deposit on a house. Participation is entirely voluntary, and everything that happens is, in principle, consensual. People can leave the programme at any time. However, it is understood that some experiences may still be challenging or even harmful in the short term, and participants sign extensive waivers acknowledging that anything short of death is legally acceptable.

There is a high level of trust in the institute’s methods. It is expected that the programme will be a source of emotional struggle, and may lead participants toward seemingly questionable life choices – as suffering, after all, can make one more unique. The institute is widely regarded as one of the most effective forms of personal development or happiness improvement, particularly for those whose problems can be framed as not being unique enough. It is especially popular among people undergoing mid-life crises.

The institute also provides mind-altering pharmaceuticals and highly effective meditation exercises to help participants fall in love, adopt new beliefs, or otherwise support their transformation. This is well-known and generally accepted.

The 10% More Unique programme lasts ten weeks and includes three key meetings: an initial meeting, a halfway meeting, and a graduation meeting. During each meeting, every participant selects a new *Individual Quirk* and has a session with their assigned *Uniqueness Buddy*, pursuing the next phase of their *Unique Relationship Arc* (for example: a tragic romance, a toxic artist/muse relationship, or a long-lost family reunion).

In the five weeks between meetings, participants are expected to integrate their new Individual Quirks into their everyday lives and to continue developing their Unique Relationships. A strict rule forbids participants from discussing their Unique Relationships with anyone other than their assigned Uniqueness Buddy until the end of the programme. Individual Quirks, however, may be freely discussed.

When enrolling, each participant secretly chooses the general arc of their Unique Relationship from a provided shortlist – but they do not know who their Uniqueness Buddy will be until the first meeting.

Playstyle and safety

Despite the quirky premise, the tone should be earnest and not comedic – think of it as an absurdist drama, or even absurdist melodrama, similar to e.g. *The Lobster*. We want to play the characters as psychologically realistic people, and the setting is very real to them. These are people who truly feel that they need to become more unique in order to have a chance at happiness.

Please do not play on your characters disobeying the programme's instructions until the final meeting (where you are allowed to do so, but don't have to – we imagine most of the characters will still follow the instructions). That includes discussing the unique relationship arc with the loved one – before the final meeting, you can only discuss it in vague terms (otherwise your loved one might want to stop you from having an affair, etc..).

When it comes to safety, there will be time to calibrate your physical and emotional boundaries during the workshop. Please escalate slowly during the game, giving the other person time to say “off-game” if needed – that's our only safeword and can be used whenever needed.

Structure

The larp consists of three main scenes, each lasting around 35–45 minutes, corresponding to the three programme meetings: the beginning, the halfway point, and the final session where some characters might graduate with a 10% More Unique certificate. The facilitator will clearly guide players through what happens next; participants do not need to memorise the scene structure.

Each meeting consists of some time spent with your pre-existing relationship on entering and leaving, a mingling session, and a scripted scene with your Uniqueness Buddy. Note that the paired scenes diegetically take place in separate rooms, so don't react to what other pairs are doing.

As players, you will be given the script of your characters' Unique Relationship Arcs in advance, but remember that your characters do not know this, and will only be given the instructions for the next meeting right before the meeting itself. You can react to them in-character, they aren't just meta.

Between the meetings, there is a 3.5-minute non-verbal “fluid time” sequence – the length of the song *I'm Not Like Everybody Else* by The Kinks – representing the five intervening weeks. During this time, players are encouraged to meditate on their character's journey, and play non-verbally with the others (mostly their pre-existing relationship and their Uniqueness Buddy). If you really need to say a couple of words at some point to convey some meaning, you can, but please do it sparingly, it should be mostly non-verbal.

There will not be any calibration breaks for players to explain what occurred during the time skip. At the start of each new meeting, characters may briefly update their pre-existing relationship partner as they arrive together (for example: “That new business venture of mine really isn’t going well, honey.”). There will also be an in-character discussion round where participants share their progress over the past five weeks.

Instructions to the facilitator

Pre-game

If possible, bring some quirky accessories or wigs that the characters would be encouraged to wear as part of their participation in the programme. You’ll be playing the in-game facilitator character, so you should wear one of these as well.

Please provide a sketchpad/notepad and some pens, pencils or crayons for the character F. If possible, also bring a red skin-safe crayon (e.g. lip pencil) to represent a scalpel that F. uses on D. in their final scene. If you do that, also bring some make-up remover wipes so that the player of D. can wipe off the “cuts” after the larp. As a stretch goal, you can paint the body of the lip pencil silver so that it looks more like a scalpel.

You’ll also need some tic-tacs in a bowl for the first scene between B and G, a fake knife for the final scene between them, and bandages for the aftermath.

Make sure you’re able to play the larp’s [theme song](#) from your phone (*I’m Not Like Everybody Else* by The Kinks).

Workshop

Begin with a quick round of introductions. Ask players to share their names, pronouns and what they hope to get out of the larp.

Next, explain the setting and rules of the game. Go around the circle several times, with each participant reading aloud one or two paragraphs from the sections between *Setting* and *Safety* (inclusive).

Afterwards, give players five minutes to choose their characters. While they do that, set up the room as follows:

- Create a central in-game area with a circle of seven chairs.
- Place an in-game table next to it and arrange the badges with *Individual Quirks* and the wigs/accessories on top.
- In three corners of the room, set up two chairs each – these are the waiting rooms that will also serve as the “relationship arc rooms.”
- In the fourth corner, place a single chair for yourself.

Once character selection is complete, give players ten minutes to calibrate with their pre-existing relationships. They should use this time to establish some shared backstory and agree on physical and emotional boundaries.

Then, have them spend five minutes with their assigned *Uniqueness Buddy*. Since these characters meet as strangers, they shouldn't establish any past details, it's just an opportunity to calibrate boundaries and comfort levels.

Finally, take a short bathroom break before the game begins. Once everyone is ready, do a very short out-of-character round of character descriptions, e.g. "My character is a middle-aged woman wearing artistic clothes". Now, instruct people to go to the waiting rooms, B together with C, D with E, and F with G. Tell them that you'll play a snippet of the theme song, and after it fades, they will be in character, waiting in separate rooms for the first session of the programme.

During the game

You should transition fluidly between the following scenes, ushering people between rooms and telling them what to do as your facilitator character, Adventure Smith.

Act 1

1. Intro song as they sit in the waiting rooms, fade after the first refrain.
2. (3-5 min) Give them time to talk in the waiting rooms in their starting pairs (B+C, D+E, F+G). If they try to leave the waiting room or interact with the others, remind them in character that it's part of the programme's design to sit in the waiting room for a few minutes.
3. (3-5 min) Usher them into the central room, loudly saying something along the lines: *"Please come in! Welcome to the 10% More Unique programme! My name is Adventure Smith and I've been through the programme 3 times, which has improved my life immensely. Does anyone know how much more unique that makes me?"* (33% more unique!). Hype them up for the programme and then tell them that soon there will be time to introduce themselves, but first they should select an Individual Quirk (if both of them choose the same quirk, that's allowed, but would make it less unique!) and an accessory/wig from the table. They are allowed to speak to each other, but should mainly focus on choosing the quirks.
4. (5 min) Tell them to sit in a circle and sit with them. Tell them to go around, introduce themselves, say why they signed up to the programme and what Individual Quirk they have chosen. Play up the extent to which the programme will facilitate these, by saying "the bagpipes / the snakes are being delivered to your house as we speak", "right after the meeting, we will put you in touch with an extremist eco-activist group", etc.
5. (10-15 min) Tell them to go into their "Unique Relationship Rooms" in the following pairs: B+G, C+E, D+F. Hand them their instructions for the scene and tell them to

only read them once they get into the room (or even better, leave them face down on the chairs in their room, labelled with character names on the back. Hand a bowl of tic-tacs to B or G (or leave it in their room). When there's a minute left, announce it loudly.

6. (1 min) Loudly usher them back to the centre, but don't encourage them to sit down. Hype them up, tell them that they've done a brilliant job, that it's very promising, and that if they devote as much effort into it in the coming 5 weeks, they'll surely graduate successfully. Then say, "As part of the protocol, you should now spend a few minutes in the emotional decompression chambers with the people you came here with today. Remember, however, that you shouldn't discuss anything related to your unique relationship arcs," and usher them into the corners in their correct pairs (B+C, D+E, F+G).
7. (2-3 min) Paired conversations as they wait to leave.

Act 2

8. (4 min) Loudly say, "In the coming 5 weeks, you try hard to become more unique by following the programme's instructions. You delve into your Individual Quirk and pursue your Unique Relationship Arcs. Every now and then, you also spend time with your loved one, but the relationship between you might be changing. As the song plays, explore this through non-verbal play." Play the song.
9. (3-5 min) Loudly say "It's 5 weeks later and you sit in your waiting rooms, waiting for the halfway meeting to begin".
10. (3-5 min) Usher them into the central room, hype them up, tell them that soon there will be a chance to discuss but first they should choose a new Individual Quirk, replacing the old one, and swap to a different accessory/wig.
11. (5 min) Tell them to sit in a circle and sit with them. Tell them to go around describing their progress from the previous 5 weeks, but reminding them to keep the unique relationship arcs secret/vague. Ask them what new Individual Quirks they have chosen.
12. (10-15 min) Similarly to before, make them play the next part of their relationship arcs, reminding them when there's 1 min left.
13. (3-4 min) Exactly the same as in the previous act (points 6.-7.), make them go to their waiting rooms in pairs.

Act 3

14. (7-9 min) Same as 8.-9. before, so nonverbal time skip playing the theme song, and then a few minutes in the waiting room with their original pair, waiting for the graduation meeting. You can start by saying, "In the final 5 weeks of the programme, you try even harder to become more unique. As the song plays, explore this through non-verbal play, with your uniqueness buddy, your loved one, and by yourself."
15. (8-10 min) Same as 10.-11. before, but tell them that they're now choosing their final Individual Quirk (can be one of the two they tried previously, or an entirely different one, but they're committing to it for good). Then lead them to discuss their progress and their final choice of quirk in a circle.

16. (10-15 min) Same as 12. before, instruct them to play the final stage of their relationship arc. Hand the “scalpel” to F. and knife to G, or leave them on their chairs next to their instructions.
17. (3-5 min) If needed, bandage B.’s wound and reassure them that it’s just a minor cut, and the on-site medical team will stitch it up right after the meeting. Graduation ceremony. Process them one by one, assessing their progress and handing out diplomas (fill out the names ahead of time), keeping the suspense going as long as you can. You should arbitrarily fail one or two, depending on what you think would be good for the game.
18. (3-5 min). Tell them it’s time to go to the emotional decompression rooms one last time, but this time they can go with different people or in bigger groups.
19. (1 min). Say “This is the end of the 10% More Unique programme. Listen to this song in silence, one last time”. Play the theme song and fade out after the first refrain.

The debrief should be people going around in a circle sharing the following: their real name/pronouns, how they’re feeling now, and the main 3 ways in which they are different to their character.

Printouts

Print the character sheets once. Print the diploma 6 times.

Print the names once, and the Individual Quirks twice. Either put them in name badges, or provide tape for people to stick them onto their clothes. The spare ones can be used for people to create their own Individual Quirks in character.

Print the relationship arc handouts double-sided, with the letters+numbers on the back and instructions for the corresponding scene on the front.

B. (Brett / Brenda)

Age 42. Married to C.

Charismatic and socially confident, you've always been popular. Your social circle revolves around you, and you often blame C. for being too work-focused and unsociable. You have a dull job that you invest little effort into, while C. is the main breadwinner.

You insisted that you and C. sign up for the 10% More Unique programme as a couple, hoping it would make your marriage more passionate. You blame C. for the lack of passion in your relationship.

The two of you have no children; you never wanted any, although C. did. Since the death of C.'s parents last year, they've been talking constantly about how wonderful their parents were – in a way that feels to you like emotional pressure to have children before it's too late. You try to be supportive in C.'s grief, but you're increasingly resentful of this pressure.

In your youth, you vaguely wanted to become an artist of some kind but never pursued it seriously. A secondary goal for joining 10% More Unique may be to change careers or to discover a pursuit you genuinely care about.

You secretly chose Dramatic Romance as your Unique Relationship Arc, without telling C.. You justify this choice to yourself as a way to inject passion into your marriage, but in truth, you're hoping it will become an affair with someone else. Perhaps such an affair would make C. jealous enough to rekindle passion; perhaps it would be so "dramatic" that you'd come to appreciate C.'s stability; or perhaps it would simply give you a reason to leave C. for someone new.

Unique Relationship Arc: Dramatic Romance (B + G)

1. Falling in Love

B. and G. meet as strangers and begin to fall in love. Despite both being in committed, monogamous relationships, they decide to pursue their connection.

2. The Affair

They sleep together for the first time. Neither can continue to deny that they are having an affair.

3. The Breakup and Violence

B. decides to end things with G.. In response, G. becomes violent towards B. and injures them, though not fatally. *(Please play it as being only a shallow cut, so that B. can still participate in the final part of the meeting.)*

C. (Chris / Christine)

Age 41. Married to B.

It was B.'s idea for the two of you to join the 10% More Unique programme as a couple – probably to bring more passion into your marriage. They never said that outright, but you could easily read between the lines. You agreed to take part, hoping it might improve your own life as well.

You've always wanted children, but B. was firmly against it. Recently, you've begun suggesting again that the two of you should consider having children – it feels like the last chance.

You have a demanding, high-pressure career that once brought fulfilment, but now you're increasingly burned out and uncertain whether you should continue or find something new. Introverted and absorbed in your work, you've always let B. take the lead socially; all your shared friends are really theirs.

Your parents, whom you loved deeply, died last year. They were the only people besides Brett to whom you felt truly close, and their deaths have left you increasingly isolated. As a child, you learned that you had a twin who died shortly after birth. You've always wondered what it would have been like to grow up with that sibling.

For your Unique Relationship Arc, you chose Long-Lost Family, perhaps as a way to find a distant relative and fill the emotional void left by your parents' deaths.

Unique Relationship Arc: Long-Lost Family (C + E)

1. **The Discovery**

C. and E. are told by the *10% More Unique* programme that they are twins, that E. got accidentally swapped at birth with another baby, the one who died, and got handed to the wrong set of parents. The two begin to bond deeply, though E. does not yet reveal their terminal illness.

2. **The Confession**

E. finally tells C. that they are terminally ill, and asks C. to take responsibility for D. after their death.

3. **The Revelation**

The programme informs them that the entire story was false – they are *not* related at all. They were lied to intentionally to create an even more unique relationship.

D. (Derek / Daphne)

Age 19. Child of E..

You're on a gap year and dream of becoming an influencer, but so far you've struggled to attract any viewers – perhaps because you simply aren't unique enough.

You begged your parent to pay for your participation in the 10% More Unique programme and were surprised when they decided to join too. They said they were doing it to better support you emotionally, though you suspect there might be other reasons.

You have no clear idea of what you want to do if the influencer career doesn't work out. Becoming an influencer may not even be your true dream, but simply what someone like you is expected to want. You've always had some interest in art but little talent for it, and eventually gave up trying.

You only have vague memories of your other parent, Harry/Harriet, who left when you were around seven and refused to stay in touch. You sometimes wonder if that happened because you weren't interesting or unique enough. Perhaps if you become a famous influencer, they'll remember you and want to reconnect.

With great excitement, you chose Toxic Artist/Muse Relationship from the shortlist of Unique Relationship Arcs – it seems exactly what you need, and you're convinced that the toxicity will be worth it.

Unique Relationship Arc: Toxic Artist–Muse Relationship (D + F)

1. **The First Collaboration**

During their first meeting, F. attempts to create art using D. as inspiration. The result is vaguely promising, and both are hopeful about the potential of their collaboration.

2. **The Argument**

F. is halfway through creating a major piece centred on D. but experiences creative block again. They blame D. for not being inspiring enough, and an argument breaks out between them.

3. **The Masterpiece**

F. finally discovers how to overcome their block and create a true masterpiece – by making D. themselves the artistic medium. They intend to carve patterns into D.'s face with a scalpel. D. is expected to agree, since having permanent scars on their face would make them more unique. A red lip crayon will be provided to represent doing that, and the GM will have wet wipes to take off the markings after the larp – but if you're not comfortable having stuff drawn on your face, you can just mimic doing that (calibrate that with F before the game).

E. (Ernest / Emma)

Age 41. Single parent of D..

You've recently learned that you are terminally ill, with less than a year left to live. You haven't told D. yet. You love your child deeply but worry about their lack of direction and immaturity. You believe they still need adult support. When D. asked to join the 10% More Unique programme, you decided to participate as well, hoping to make your final year as meaningful as possible.

You had D. at a young age, which meant postponing most of your own ambitions until they were grown – but now it's clear that you'll die before you can realise any of them. D.'s other parent, Harry/Harriet, left when D. was seven and never stayed in contact. You haven't dated anyone seriously since, devoting all your energy to raising your child. You've balanced work and parenthood, ending up in a job that pays reasonably well and offers good work/life balance, but feels dull and purposeless.

Your own childhood was unhappy; your parents were distant, perhaps neglectful or even abusive. As a child, you sometimes fantasised that you were adopted and that one day you'd find your "real" family – loving parents, maybe even siblings. This might be part of why you've tried so hard to be a good parent to D.

For your Unique Relationship Arc, you chose Long-Lost Family – partly to fulfil that old fantasy, but more practically to find someone who might care for D. after your death, since you have no remaining family.

Unique Relationship Arc: Long-Lost Family (C + E)

1. The Discovery

C. and E. are told by the *10% More Unique* programme that they are twins, that E. got accidentally swapped at birth with another baby, the one who died, and got handed to the wrong set of parents. The two begin to bond deeply, though E. does not yet reveal their terminal illness.

2. The Confession

E. finally tells C. that they are terminally ill, and asks C. to take responsibility for D. after their death.

3. The Revelation

The programme informs them that the entire story was false – they are *not* related at all. They were lied to intentionally to create an even more unique relationship.

F. (Francis / Frances)

Mid-30s. Married to G..

You're an artist struggling with creative block, largely unemployed and dependent on G.'s income. You take your partner for granted and are often frustrated by how dull they seem – always talking about bills, schedules, and practical matters. Perhaps that dullness is the very reason for your creative stagnation.

One of your parents was abusive; the other would sometimes accuse you of “becoming just like your father/mother” whenever you misbehaved. At times, you catch yourself behaving toward G. in a similar way to how your abusive parent treated their spouse, and consciously stop before things escalate. Still, you sometimes wonder if you're destined to become selfish like that parent – and whether you should simply embrace it.

You were the one to suggest that both you and G. join the 10% More Unique programme (naturally, with G. paying for it). From the list of Unique Relationship Arcs, you selected Toxic Artist/Muse Relationship.

Unique Relationship Arc: Toxic Artist–Muse Relationship (D + F)

1. **The First Collaboration**

During their first meeting, F. attempts to create art using D. as inspiration. The result is vaguely promising, and both are hopeful about the potential of their collaboration.

2. **The Argument**

F. is halfway through creating a major piece centred on D. but experiences creative block again. They blame D. for not being inspiring enough, and an argument breaks out between them.

3. **The Masterpiece**

F. finally discovers how to overcome their block and create a true masterpiece – by making D. themselves the artistic medium. They intend to carve patterns into D.'s face with a scalpel. D. is expected to agree, since having permanent scars on their face would make them more unique. A red lip crayon will be provided to represent doing that, and the GM will have wet wipes to take off the markings after the larp – but if the player of D is not comfortable having stuff drawn on their face, you should just mimic doing that (calibrate that with D before the game).

G. (George / Ginny)

Mid-30s. Married to F..

You are a chronic people-pleaser – someone who works hard, provides for your spouse, and caters to every whim. This pattern extends beyond marriage: family, friends, and colleagues all tend to rely on your emotional, practical, and financial support.

Your father cheated on your mother and then left, taking most of the money and none of the responsibility. You swore you'd never be like him. That's why you've stayed with F all these years, even when it's been miserable – because walking away would make you the same kind of person you hate.

When you first fell in love with F., you truly believed in their artistic genius. You were there for every failed exhibition, every burst of inspiration that ended in self-doubt. Lately, you're starting to think maybe you were wrong. Maybe F was never meant to be great. And yet, a part of you suspects that's your fault – that if you'd been more supportive, more loving, they would have become everything they dreamed of being. This is why you'll devote all your resources and effort into supporting F. through the programme.

You're telling yourself you only signed up to the programme yourself to support F. better – perhaps you being more unique will make you more inspiring to live with. But part of you sees it as a chance of finally doing something for yourself. From the shortlist of Unique Relationship arcs, you selected *I will take whatever is best for the group*. To your surprise, you got assigned a *Dramatic Romance*.

Unique Relationship Arc: Dramatic Romance (B + G)

1. **Falling in Love**

B. and G. meet as strangers and begin to fall in love. Despite both being in committed, monogamous relationships, they decide to pursue their connection.

2. **The Affair**

They sleep together for the first time. Neither can continue to deny that they are having an affair.

3. **The Breakup and Violence**

B. decides to end things with G.. In response, G. becomes violent towards B. and injures them. (*Please play it as being only a shallow cut, so that B. can still participate in the final part of the meeting.*)

Brett

Brenda

Derek

Daphne

Ernest

Emma

Francis

Frances

George

Ginny

Adventure

(Coordinator)

**Climate
terrorism**

**Become
obsessed with
playing bagpipes**

**Become a
superfan of a
niche celebrity**

**Join an
Esperanto club**

**Get an unusual
pet**

**Enroll in an
evening course
in an obsolete
profession**

**Gambling
addiction**

**Drug
addiction**

**Starting a
business very
unlikely to be
profitable**

**Fanatical
religious belief**

Belief in aliens

Belief in ghosts

**Becoming a
hermit**

Snake charming

**Start believing
an untrue fact
about yourself**

**Belief that the
world is going to
end soon**

B1	<p>Fall madly in love with G. Explore this connection during the next 10 minutes in an increasingly intense way. If you need help falling in love, please take the Insta-Infatuation pill provided.</p> <p>Over the next 5 weeks, pursue an emotional affair with each other, but don't have sex yet.</p>
B2	<p>Have sex with G - you've been waiting for it for so long!</p> <p>Over the next 5 weeks, continue this illicit sexual affair and deal with increasing feelings of guilt.</p>
B3	<p>Break up with G.</p>
C1	<p>The 10% More Unique programme has done genetic testing on you and E, and we can prove beyond doubt that you're fraternal twins. Your twin didn't die, and instead was swapped with another baby in the hospital. That baby was E. In the next 10 minutes, share your joy on receiving this news with your newfound sibling, and start forming an intense bond with them. Continue to do so over the next 5 weeks.</p>
C2	<p>It seems that E has some news to share with you...</p>
C3	<p>We lied to you about the baby swap. You and E are completely unrelated. But now you have had a very unique experience of bonding intensely with a complete stranger under a mistaken belief that they're your twin! Spend the next 10 minutes processing this news with E.</p>
D1	<p>You will be F's muse. Spend the next 10 minutes brainstorming an artistic project together – it will show the first signs of being a work of genius. Meet up regularly to pursue the project further during the next 5 weeks. We guarantee it will be extremely promising.</p>
D2	<p>The next 10 minutes should be dedicated to further work on your shared artistic project. For the first time, things are not going well. Are you not inspiring enough?</p> <p>Over the next 5 weeks, you will continue to work on the project together, but it will be quite a struggle.</p>
D3	<p>F has a brilliant idea to transform you into a work of art. Follow their instructions.</p>

B1

B2

B3

C1

C2

C3

D1

D2

D3

E1	The 10% More Unique programme has done genetic testing on you and C, and we can prove beyond doubt that you're fraternal twins. Your parents weren't really your biological parents, you simply got accidentally swapped in the hospital as a baby. In the next 10 minutes, share your joy on receiving this news with your newfound sibling, and start forming an intense bond with them. Continue to do so over the next 5 weeks, but do not tell C you're terminally ill yet.
E2	The time has come to break the news to C that you're terminally ill. You should ask them to take care of D after you're gone.
E3	We lied to you about the baby swap. You and C are completely unrelated. But now you have had a very unique experience of bonding intensely with a complete stranger under a mistaken belief that they're your twin! Spend the next 10 minutes processing this news with C.
F1	D will be your muse. Spend the next 10 minutes brainstorming an artistic project together – it will show the first signs of being a work of genius. Meet up regularly to pursue the project further during the next 5 weeks. We guarantee it will be extremely promising.
F2	The next 10 minutes should be dedicated to further work on your shared artistic project. For the first time, things are not going well. It's D's fault, they're not inspiring enough! You should start an argument. Over the next 5 weeks, you will continue to work on the project together, but it will be quite a struggle.
F3	Here is a brilliant idea that will finally make you an artistic genius: D themselves should be your canvas! We provided a sterilised scalpel that you should use to cut artistic wounds into D's face. You must not take no for an answer!
G1	Fall madly in love with B. Explore this connection during the next 10 minutes in an increasingly intense way. If you need help falling in love, please take the Insta-Infatuation pill provided. Over the next 5 weeks, pursue an emotional affair with each other, but don't have sex yet.
G2	Have sex with B. - you've been waiting for it for so long! Over the next 5 weeks, continue this illicit sexual affair, increasingly infatuated with B and possessive of them.
G3	B will break up with you. Beg them to stay, and then threaten them with the gun or knife provided. The only way to make them stay with you is to attack them and wound them. Do not kill them, however, since that would be a breach of Terms & Conditions of the programme and would lead to criminal proceedings including incarceration.

E1

E2

E3

F1

F2

F3

G1

G2

G3

THE INSTITUTE FOR PERSONAL UNIQUENESS

OFFICIAL CONFIRMATION OF INCREASED UNIQUENESS

This is to certify that

has successfully completed the **10% More Unique** Programme, achieving an empirically
verified increase of **10% \pm 0.5%** in overall **Uniqueness**.

Through structured introspection, curated suffering, and carefully supervised acts of self-differentiation, the participant has demonstrated a commendable commitment to becoming less like everybody else.

This improvement has been recorded in the Institute's archives and will remain valid until further standardisation occurs.

The Institute applauds this act of voluntary transformation and reminds the graduate that failure to maintain Uniqueness may result in reabsorption into the general population.

Issued by The Institute for Personal Uniqueness.

Adventure Smith

Programme Facilitator

"May your next iteration be statistically significant."