

Willful Disregard

by Anna Westerling

3

Players
Including a
facilitator.



60
Minutes



Intensity

Keywords:
Love, sex,
relationships.

Background

A love story in five scenes, from their first meeting to their break up.

Characters

- **She:** You will fall head over heels for him and do anything for love.
- **He:** You kind of like her. She kind of turns you on so you could surely fuck her.

The Game Master

You will set scenes from the script below. Immediately before each scene, tell the players how it begins, ends, and what happens in it. Cut the scene by saying “cut,” at a suitable point. Then, do the monologues and give instructions for the next scene. Make the player feel the characters’ different expectations of love, poor communication and self sacrifice.

Monologues

Except for the final one, each scene ends in off-screen sex. After each scene, both characters should hold a monologue about how the sex was and what they feel now. She should always begin, and He should follow and be considerably briefer than she is; just a word or a sentence.

Meeting Friends

When it fits, you can introduce one or more friend scenes. You always play friend scenes in pairs, with one scene focusing on each character. The game master and non-central player portray two friends. Her friends help her analyze what he wants and what he is doing. His friends discuss his interests, work, life. Play her scene first.

Setup

1. Introduce the scenario and characters. All is transparent; tell them everything.
2. Explain how monologues, sex, and friend scenes work.
3. This is about unrequited love. Ask the players to share a personal story of it, either as the object or giver.
4. Cast them and read them the characters descriptions.
5. Questions?

Play

Intro

Introduce the first scene. Then help players focus. Ask them to close their eyes. The he-character should repeat: “I’m awesome.” She should repeat: “He is awesome.” When the players open their eyes, begin the first scene.

Meeting

They both do couples dancing socially and meet at a dance. She is so turned on and mesmerized by him. The scene ends when he asks her if they should go to his place for sex and she says yes, and leaves with him. Then cut the scene.

Monologues

First Date

She wrote him and asked to meet again and to for him plan their first date. He has told her to wear a black dress and pearls. She is excited, and expects the full romantic package. He has prepared by buying her sexy gifts, for example, a whip, a vibrator with a remote to put in her panties now, and finding a willing woman for a threesome. Before the scene begins, ask the player of He to write down at least three such gifts on pieces of paper to give her during the scene. They should be increasingly sexual.

He picks her up and takes her to a sushi-restaurant where they sit on the floor. Her dress is too short and her heels are too high. As they talk, he will give her the three gifts, one by one. The gifts will continue until she breaks down and cries. She wants to please him, but this is not what she wants. She doesn’t need to receive all three gifts, just as many as it takes to break down. Afterwards they will go home and have sex. Begin the scene when they enter the restaurant, end it when they leave.

Monologues

Lying for Love

They have been seeing each other for a while. He’s been clear that he is only interested in sex, and has several partners. She has fallen in love. Maybe. At least, she feels she needs his touch to feel alive. If she confesses this to herself, or to him, she believes he will leave her. She is fine with sharing him with others, but for her, there is only him.

Because she yearns for him, she has decided to go to a nightclub close to his place and “spontaneously” send him a text asking if she can sleep there. Maybe she can “miss” her last bus home.

Put the players back to back on chairs and have them play out the evening’s texts. She will text first, he answers, etc. Cut when he lets her come over. When she arrives they will have sex.

Monologues

Doubt

She is at his place, in his bed and it feels so good. He brings her breakfast in bed, and almost feeds her. He hands her favorite cup, filled with the tea she always drinks. He is quite cute after all; maybe he really does like her, but hasn’t realized?

Begin with her in bed and cut it before they have sex.

Monologues

Break Up

He has agreed to come to her place for the first time. This makes her feel safer, like this could work, no matter what they call it. She decides to ask him about a few things.

Before the scene begins she should write at least three concrete questions about their relationship on a piece of paper. For example:

When he sleeps, he usually has his back turned to her. What does he mean by that?

Why doesn’t he answer her texts or communicate in between meetings? She gets so insecure. What does the silence mean?

What is this? It is just sex, and she wouldn’t dare to either demand or hope anything else, but could they set some ground rules? The uncertainty makes her insecure.

They are at her kitchen table on two chairs across for each other. She has made him dinner. As they talk, she will begin to ask her questions. Continue until he dumps her and leaves. No sex after this scene, but they should monologue about how they feel now.

Monologues

End

Debrief

One at a time, you all answer how you are feeling now. Then answer, “Is there anything you want to bring with you from the game?” Continue the discussion freely.

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About the Designer

Anna Westerling (Sweden) is a game designer and producer. She organizes the Stockholm Scenario Festival, and has produced the book *Nordic Larp* book and the Nordic larp-conference Knutpunkt. She is a member of the Jeep collective. Her previous games include *Robin’s Friends*, *Summer Lovin’*, *Growing up* and *A Nice Evening with the Family*.