



APOKALYPSE BOARD

- AN OPTIMISTIC DARK-HUMOR CHAMBER LARP ABOUT ATTEMPTING TO END THE WORLD

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CONTENTS

About The Game	2
IN PERSON:	2
ONLINE:	2
Content Warning & How to Handle Injustice	3
Playing the Characters	3
The Slide Deck	3
Corporate Lingo	4
About Running the Game	5
Characters	7
Invitation	8
The Agenda for the Annual Corporate Synergy Meeting of 2019	9

ABOUT THE GAME

This game is intended as an exploration of bad corporate culture, bad meeting culture, being cartoonishly evil and sneakily giving a little bit of positivity to the players along the way.

In the game the players will be going through a meeting agenda of issues, with helpful slides steering the meeting, as the corporate embodiment of the seven deadly sins, each with a character sheet and relations, presented below.

The game is intended to be about 2 hours including workshop, and run one of two ways:

IN PERSON:

To be able to play this game you need 7 players (it can be played with one or two players less, if necessary, the board members not selected simply did not make the meeting), a room with 7 chairs and a table, and a way of taking notes/formulating a strategy for your incarnation of the board (a sound recording, an email sent on a phone or pictures of notes scribbled on a napkin). You will also need a combination of a computer and projector/TV, and/or 7 printed copies of the slides.

Lastly you need 7 ties, one blue, one green, one yellow, one red, one purple, one black, and one with a novelty pattern.

Other preparations such as coffee, tea, soft drinks, and snacks are highly recommended (if unfamiliar with corporate norms a quick search for refreshments for meetings can help). Also pronoun pins are highly recommended, but not strictly necessary, if people are in doubt of a gender, defaulting to they/them is the form of this larp.

NB! Asking for players preferences, allergies, or dietary restrictions is good practice.

ONLINE:

Here the meeting takes place on a video call. You still need 7 players (it can still be played with one or two players less, as described above). Ties can be used, but other ways to represent the character color is perfectly reasonable and may indeed be more effective on a video call, such as a shirt, a hat, or a solid color background.

Having a drink in a coffee mug is highly encouraged. As is leaning into the specifics of the meeting being online, for example, even the all powerful board members of Apokalypse Inc. are forced to have their meetings by video calls.



Content Warning & How to Handle Injustice

In Apokalypse Board dark humor about the end of the world, strife, war and injustice is entirely intentional. If this is not for you, consider other games. However, the evil structures these characters are trying to make humanity keep upholding, be it racism, war crimes, or religious persecution - these are not structures to reproduce for your fellow players.

Players of any gender, culture, color, or sexuality should be made to feel safe playing this game. Helpful methods to attempt to reach this goal will be provided in the workshop part of this design document.

The main way to keep the intended spirit of the game is this:

*Being older than legends, these characters are not racist or homophobic, that is beneath them. They do not concern themselves with the minutiae of human existence and have no use for their insults or marginalization techniques. The end of the world is their goal, they do not hate any particular group or individual humans. **Humans are just their job.***

Playing the Characters

When playing one of the Board Members, take inspiration from your written characters and add to it as you see fit. This is a co-created story. You can define past events, structures within the company, and minions you have as you wish. To make this work it is important that you keep two things in mind, saying yes to what other players make up and define, and that whatever you make up or define is only your character's perspective on it and not the definitive truth. Conflict is the point, it is good - it is what we are here for.

Spinning things in your favor, trying to be competent and find solutions for problems, even working together are natural impulses, but as a player your job is to resist this and play to lose, play for conflict and play for corruption. Your character's power is more important to them than actually making the apocalypse happen.

The Slide Deck

This is the primary mechanic of Apokalypse Board, it keeps the board members moving from topic to topic. What is presented on a slide is a serious threat to the work of the Apokalypse Board and should be treated as such. How each character takes it seriously can vary greatly, but it should not be dismissed, or if it is, a dismissal should immediately be challenged by another board member, or by the HR assistant.



CORPORATE LINGO

Synergy - when you want to pretend you know something about leadership and communication. Ex. "There should be synergy between these goals" or "We need to create more synergy between department x and y".

Lean - when you want to sound like you can be techy, hip and smart, but what you really want to do is spend less money, or magically have workers be more efficient on their own. Ex. "We need to have a lean development cycle on this" or "Could this workflow be more lean?".

Teamwork - this again means increased productivity without structural change, support or any kind of compensation or incentive, it can even be used to signal that management will actively be sabotaging work with excessive meetings. "We need more of a teamwork approach to this." or "Can this be accomplished with teamwork?".

Road map - does not refer to an actual map with roads, but to the outdated, unrealistic and overpromising plan for the collective work of one or more departments. Ex. "Where is this on the road map?" or "This wasn't on the road map!".

Solution/Solutioning - the meaning of these is supposed to be about non-standard work, solving problems, or making up new ways to approach the work. In reality it is about creating more work and telling people, whose work you know nothing about, how to do their work. Ex. "We need to be solutioning for the lack of enthusiasm in your department." or "I prepared a solution for this, but it wasn't implemented correctly".

Pivot - whatever this used to mean, it is now synonymous with complete upheaval, ambiguity and more work for the workers. Ex. "We need to pivot this project" or "If we could simply pivot this would not be an issue".

Circle back - used to convey that you don't want to talk about a subject ever again or think that whatever someone just said was completely idiotic and definitely not worthy of attention, alternatively it can be used to derail any conversation with what you really wanna talk about. Ex. "Let's Circle Back to this?" or "Just Circling Back to topic x".

Q1 (Q2, Q3, Q4) - whenever you want to sound like you know something about company finances you'll talk about the arbitrarily assigned three month period of the year that is a financial quarter. Ex. "The Q3 net income is down 9% and your department's spending is up" or "That belongs on the Q1 budget next year and is not at all relevant now".

Restructure - see Pivot.

Corporate culture - the toxic wasteland of misogyny, racism, classism and ableism that is actively cultivated in corporate environments.

Bandwidth - relatively recently this was used to help people not take on too much work, now it is an excuse for managers and above to hand off even more work and neglect their duty of care to their teams. Ex. "You have plenty of bandwidth to take on this project" or "I don't have bandwidth for this, the responsibility must be placed elsewhere".

Alignment - See Synergy.

Deep dive - means that it will be a series of meetings that go in circles without end and it could absolutely have been an email. Ex. "Let's do a deep dive on this in a different meeting."

Deliverables/Delivering - used to blame someone for not doing their job, or to assign workers more work. Ex. "Your deliverables are not on the road map" or "When are you delivering the report on this?"

Thinking outside the box - this series of words doesn't mean anything at all, if it once did, nobody remembers and yet they are constantly used still. Ex. "Just thinking outside the box, how about we x" or "If we could think a little outside the box on this, I'm sure we can find a solution".

ABOUT RUNNING THE GAME

When running Apokalypse Board, your primary function is to facilitate the players safety and manage the time.

This can be accomplished while also playing any of the 7 core characters, but ideally you will take on the role of an assistant from the HR department there to mediate and keep the board focused. If you struggle with accomplishing these tasks during the game, you can imply that your uncle is the CEO.

During the game you will 1) keep the slides moving - you do a "time check" and then move to the next slide, 2) encourage players who are struggling to engage, and 3) remark on infraction that HR will need to know about if someone crosses a line with another player - if not stop the game entirely if something goes too far.

The meeting itself should not take much more than an hour, if time remains after the game is over, take time to discuss how it can help you with a little positivity.

1

Presenting Sin

Here Sin is derived from the Roman Catholic idea, but it is more helpful to imagine them as the 7 forces driving humanity towards destruction. These forces are both embodied and managed by the characters, through the evil Apokalypse Inc., helped by their many demonic or human employees, interns, and agents.

The Workshop

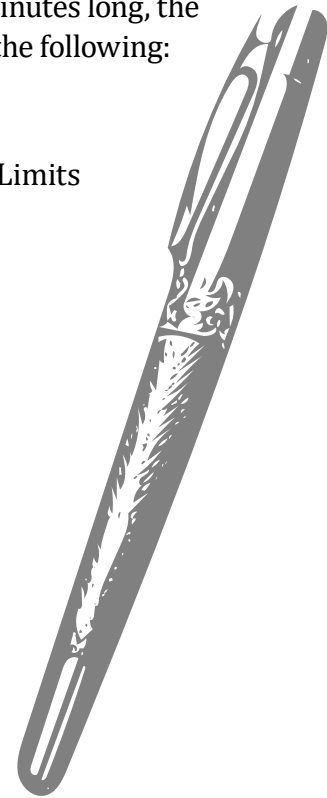
Intended to be about 30 minutes long, the workshop should include the following:

- Presenting Sin
- Assigning Characters
- The Agenda and Hard Limits
- Doing a Bad Job
- The Blame Game
- Yes, and...
- Getting Ready

Assigning Characters

This can be accomplished in one of many ways, the most important part being that it is expedient, so the workshop can continue. Simply handing out a character sheet in a random order is perfectly valid.

2



3

The Agenda and Hard Limits

Present the topics of the agenda to the players. Making sure to highlight potential tough subjects, such as climate catastrophe, homophobia, animal cruelty, and war.

Typical things to avoid as players are marginalizing slurs, the specific horrors of war, suicide and rape. It is not a must to avoid, but everyone in the group must be okay with the themes, if included in the game.

Each player should get a minute to say if there are any of these discussion points or something else that would make them feel uncomfortable.

If a point on the agenda makes a player uncomfortable, immediately moving on from it, can be a solution. Another solution is to agree that on this point, the characters will not discuss the actual point, but instead only focus only on who caused this setback or crisis or similar.



4

Doing a Bad Job

Keeping a bad record of the meeting, through jotted down notes photographed and emailed, is perfect. Likewise, the characters are not good at their jobs, neither are their minions. Infighting, sabotage, bad ideas, evil schemes, and bureaucracy should be more present in the game, than actual ways to speed up the Apocalypse.

The Blame Game

Actual companies have hour-long meetings about ways to not play the blame game, but in the Apocalypse Board room, this is part of every meeting. Who messed it up? How is it not actually your personal fault? Who gets to fire the minion who will eventually take the blame?

5

Yes, and...

This is a technique used both in larp and in improv theater, one player defines a thing, another acknowledges and builds upon it. Here it is allowed to say “no” or “but”, as long as you are acknowledging and building upon the previous statement. Ex. Sloth: “Pride! Remember when you borrowed money for coffee in Monaco?” Wrath: “That was me! Take the time to learn my name, Immaculate Administrator Sloth!”.

6

Getting Ready

Set a specific time for starting the game, and have the players arrive at the meeting in their own time over the 5 minutes following that. During this time the players can do what they need to feel ready, adjusting attire, grabbing a drink or discussing a relationship are all valid choices.

7

CHARACTERS

The Great Laird Wrath (red)

Always calmly planning new ways to incite conflict and war. Generally rather impatient with these meetings and thinks themselves better than the rest of the board. Used to be chairperson of the board before the restructuring to equals.

Weakness: Remember the good old times? Carthage?! The crusades?!

Dislike: Administrator Sloth (never hands on enough)

Like: Artists Formerly Known as Gluttony (their ideas are so inspiring)

High Commander Lust (purple)

A meticulous analyst, they always thoroughly question ideas, looking for opportunities to deepen the complexity of human interaction to drive them apart and together in ways that destroy their spirit.

Weakness: Love is just such an annoying side effect, it must be eliminated.

Dislike: Dr. Greed (is obsessed with such a tiny group of people)

Like: Mx. Pride (their collaboration on identity politics was a great success)

Our Eminence Reverend Envy (yellow)

Is meticulously mapping out measuring systems to control every aspect of life for value and competition, they even keep score of who's winning and scoring points on the board (Sloth is ahead closely followed by Wrath).

Weakness: Sushi! Raw fish?! Why?! Also what's up with cooking outdoors? (or whatever petty thing they have chosen to hate this week)

Dislike: Administrator Sloth (annoyingly helpful)

Like: Dr. Greed (wants to be as successful)

The Immaculate Administrator Sloth (black)

Patient and helpful, they have played the long game, bet heavily on inaction and love of convenience. They have successfully baked the erosion of the climate into most plans, now looking to take the inevitable win.

Weakness: There is no plan they cannot criticize and no department they could not run better.

Dislike: Laird Wrath (always overstepping their department)

Like: Reverend Envy (a great board member)

Esteemed Mx. Pride (blue)

Specializes in nationalism and culture warfare, they have no shame and will do literally anything to dope up the masses with pride and make them act against their own self interest. Feels being taken for granted by the rest of the board.

Weakness: Intersectional Feminism. Is there anything more gross?

Dislike: Artists Formerly Known as Gluttony (screwed them on a project)

Like: Commander Lust (their collaboration on identity politics was a great success)

Artist Formerly Known as Gluttony (novelty)

Has gone Digital, streaming and content are the only buzzwords that matter to them today, embezzlement and human trafficking is so last year and they never look back, e-sports has potential, maybe.

Weakness: Finishing projects is so la - is that a new influencer? Wow! Their vibe is everything!

Dislike: Mx. Pride (holds a silly grudge)

Like: Laird Wrath (gives good compliments)

Honorable Dr. Greed (green)

Is the master of late stage capitalism and resource waste, but also slightly hesitant and skeptical about new ideas, especially if they aren't clearly profitable enough for the few, often saying "...but how does this benefit the 1%?".

Weakness: The infuriating persistence of charity and solidarity.

Dislike: Commander Lust (never cares enough about the 1%)

Like: Reverend Envy (respects their work ethics)

On Fri, Mar 1, 2019, 8:17 Mx.
Pride <first@apokalypse.fr> wrote:
Greeting Commander,

I need a profile on the board members, for an internal memo.

Find someone in your department to get on that would you?

BR,
Pride

On Fri, Mar 1, 2019, 10:13 High Commander Lust <want@apokalypse.de> wrote:

Sure.

Sincerely,

High Commander Lust,
Board member for the Apocalypse, ranking member of the army of darkness, first among equals in the fellowship for destruction, last of the righteous.

On Sat, Mar 2, 2019, 17:03 Flunky McFlunkface <flunkymcfunk@apokalypse.se> wrote:
For the board,

The board of the Apocalypse consists of the following members:
Mx. Pride, chief officer of culture and patriotism
Dr. Greed, chief scientist in charge of resource management
Commander Lust, chief executive for public relations
Reverend Envy, chief data analyst and highest officer for knowledge management
The artist formerly known as Gluttony, lead innovation officer
Laird Wrath, internal accountant and head of the expansion committee
Administrator Sloth, chief technical officer and director of collaboration initiatives

Best regards,
Flunky

On Mon, Mar 4, 2019, 8:04 Mx. Pride <first@apokalypse.fr> wrote:
McFlunkface,

Pack your things, you're fired.

BR,
Pride

INVITATION

On Mon, Mar 4, 2019, 10:14 Disembodied Narrator <narrative_voice@imagination.com> wrote:
In the tallest skyscraper of the densest city, far above mere mortals - sits the board.

They have always been there, their one purpose - to manage the end of the world.

On Mon, Mar 4, 2019, 11:34 N. A. Tas <CEO@apokalypse.hell> wrote:
Esteemed members of the board,

You are cordially invited to attend the Annual Corporate Synergy Meeting of 2019, the [insert date], in the Boardroom in the corporate headquarters of Apocalypse, [insert address].

Attached below is the agenda. We will require that you send documentation to alexander.t.eklund@gmail.com at your earliest convenience and ensure I have a copy at the end of the meeting.

Sincerely,
Your Fervent Servant

THE AGENDA FOR THE ANNUAL CORPORATE SYNERGY MEETING OF 2019

Board Members in attendance: Mx. Pride, Dr. Greed, Commander Lust, Reverend Envy, The artist formerly known as Gluttony, Laird Wrath, Administrator Sloth.

Location: _____

Start time and date: _____ **End time and date:** _____

Agenda:

- Welcoming the Board
- Strategic opportunities & business challenges in 2019
 1. Fresh evidence pointed to continuing recovery of the ozone layer
 2. India decriminalized homosexuality
 3. The EU voted for a total ban on bee-harming insecticides
 4. 70% of the world's population is reducing their meat consumption, or ditching meat altogether, research showed
 5. \$228bn is now invested in 'impact' globally – double the figure last year.
 6. Diverse candidates made history in the US midterm elections
 7. Ethiopia and Eritrea made peace following a 20-year conflict
- Recruitment strategy revision
- The issue of the Assassination Department
- End of meeting
- Handover documentation to the CEO

Meeting completion signatures:

Mx. Pride,

Dr. Greed,

Commander Lust,

Reverend Envy,

The artist formerly known as Gluttony,

Laird Wrath,

Administrator Sloth

Annual Corporate Synergy Meeting of the Board



Strategizing the Apocalypse for the year to come.

The Agenda

- Welcoming the Board
- Strategic opportunities & business challenges in 2019
 - 1. Fresh evidence pointed to continuing recovery of the ozone layer
 - 2. India decriminalised homosexuality
 - 3. The EU voted for a total ban on bee-harming insecticides
 - 4. 70% of the world's population is reducing their meat consumption, or ditching meat altogether, research showed
 - 5. \$228bn is now invested in 'impact' globally – double the figure last year.
 - 6. Diverse candidates made history in the US midterm elections
 - 7. Ethiopia and Eritrea made peace following a 20-year conflict
- Recruitment strategy revision
- End of meeting.

[remember to delete this]

The Esteemed and honorable board

NB! Please raise your hand when
your name is read out loud

Esteemed Mx. Pride

Honorable Dr. Greed

Our Eminence Reverend Envy

The Great Laird Wrath

Artist Formerly Known as Gluttony

High Commander Lust

The Immaculate Administrator Sloth

Strategic opportunities & business challenges in 2019

Fresh evidence pointed to continuing recovery of the ozone layer

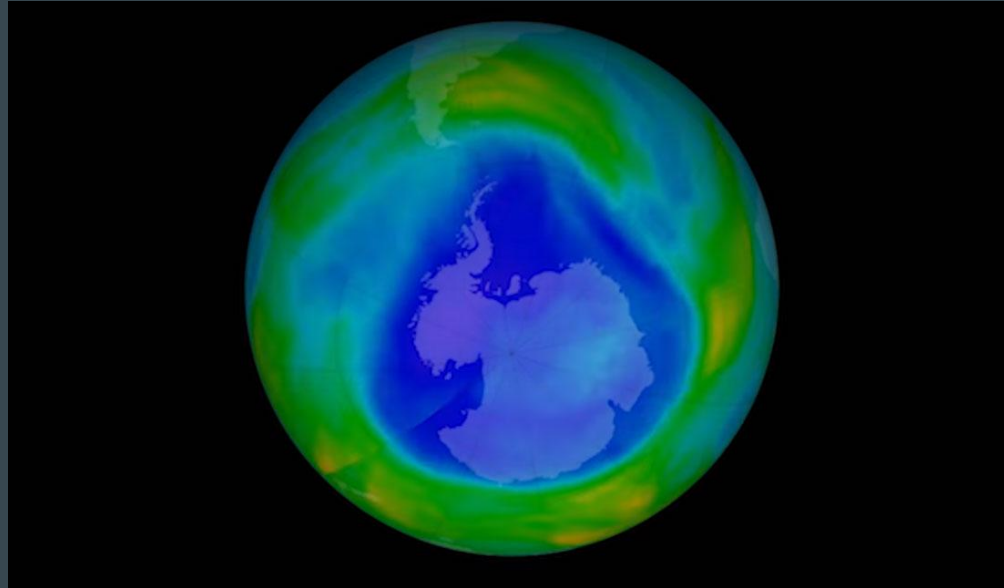
Actions taken under the Montreal Protocol have led to decreases in the atmospheric abundance of controlled ozone-depleting substances (ODSs) and the start of the recovery of stratospheric ozone. The atmospheric abundances of both total tropospheric chlorine and total tropospheric bromine from long-lived ODSs controlled under the Montreal Protocol have continued to decline since the 2014 Assessment. The weight of evidence suggests that the decline in ODSs made a substantial contribution to the following observed ozone trends:

The Antarctic ozone hole is recovering, while continuing to occur every year. As a result of the Montreal Protocol much more severe ozone depletion in the polar regions has been avoided.

Outside the polar regions, upper stratospheric ozone has increased by 1–3% per decade since 2000.

No significant trend has been detected in global (60°S–60°N) total column ozone over the 1997–2016 period with average values in the years since the last Assessment remaining roughly 2% below the 1964–1980 average.

Ozone layer changes in the latter half of this century will be complex, with projected increases and decreases in different regions. Northern Hemisphere mid-latitude total column ozone is expected to return to 1980 abundances in the 2030s, and Southern Hemisphere mid-latitude ozone to return around mid-century. The Antarctic ozone hole is expected to gradually close, with springtime total column ozone returning to 1980 values in the 2060s. [ES Sections 1 and 3]



2021

TO-DO

- Find a replacement flunky
- ~~Order cake for the lounge~~
- Need to prep slides for 2021 meeting!

NEED MORE PANDEMIC



India decriminalised homosexuality

**The EU voted for a total
ban on bee-harming
insecticides**

Click to add title

70%

of the world's population is reducing their meat consumption,
or ditching meat altogether, research showed

\$228bn is now invested in 'impact' globally – double the figure last year.

- How to stop this investment counteracting climate change?
- Who is this “Greta Thunberg” person?



**Diverse candidates made
history in the US midterm
elections**



**Ethiopia and Eritrea made peace following a
20-year conflict**

Recruitment!

- Old white men seem to not be doing the trick
- How to get in touch with Gen Z
- TickTick?!
- Worker Deaths are up 783% from previous decade
- Health Benefits
- Dental Plan
- Pizza party!

The Assassination Department

Unassigned on the organisation chart!



The Organisation Overview Chart 2019

The End

...of the world, hopefully soon!

Board needs to sign the meeting completion document and send the strategy documentation to the CEO.
