Who's Normal?
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Introduction and Rules

Who is Normal? is a non-verbal mask scenario about normality, how we create it and how it changes. The purpose of the scenario is to explore what the players can do within the boundaries of the minimalistic instructions introduced in the workshop.

The fiction is quite simple: In the City there are two types of people. The Normal ones, who are always doing everything right, and the Abnormal ones, who are always doing everything wrong. There are also gods who can intervene however they want. That's just how it is.

The Normal ones will be wearing masks which can be put on or removed at a specific place in the City, called the Temple. There's not enough masks for everyone, which means some players will play Abnormal ones. Both the players and the gamemaster are responsible for ensuring that the masks move around, so no one's stuck in either state.

The gamemaster will play a God. They can always hack the game however they want during play, but their most important task is to see to that all players get to wear and be without the masks. They will mostly move around outside the City, watching, but can walk into the city whenever they want. They will also control light and sound.

The players are not allowed to speak during the game. They may make sounds and communicate through body language.

The players are always allowed to go out of the game and rest, but they are not allowed to small talk.

Workshop
- Introduce the fiction and the rules and then tell them to trust the game and you as a GM. All questions regarding fiction or what you are allowed to do in the scenario, is best answered by reminding them of the rules and the freedom to do whatever within them.
- Warm-up exercise: Tell the players to walk around in the room. They are not allowed to speak. Whenever they meet someone they should greet them and copy some part of how the person moved and enhance it a bit. Break it off after a couple of minutes.
- Tape a big square on the floor, with enough space for one person to move around outside it. Tell the players that they're going to build the city together, using tape and whatever props available. Divide them into groups of four people and assign them a specific space inside the square. Each group will co-create the fiction around that specific space, what it represent and so on, but also who their characters is and why they are linked to this space. They may speak during this exercise.

Protip: make sure you have a few tables and chairs, and a lot of tape. It'll come in handy.
- Show the players how the mask ritual looks. You go and stand at the Temple, which is a table just beside the City, with the masks and a mirror on it. You carefully choose a mask, lift it and put it on, look in the mirror and then leave. No further play in the temple is allowed.
- Gather the players in a circle and do some eye yoga: Tell them to look hard to the right, to the left, up and down and do some circles. Make sure to stretch the muscles connected to the eye. Take your time. The reason for doing this exercise is because the mask becomes visible in the periphery when it is worn. Eye yoga draws attention to the peripheral vision in general. You can explain this intention to the participants if you want.
- Before the game, remind the players of the rules. Tell them that the game starts and ends when the music and light starts and ends.

During the game

Ask the players to place themselves in the City and close their eyes. Hand masks to some random players and quietly ask them to put it on. Start the music and turn on the fancy lights (if you have some). Have an eye out for people who seems to be stuck in a certain state and give/take a mask to stir things up. The role of the God is quite free, so if you want to shadow the characters or pull something else from your toolbox, try it.

One of your main tools is music. You can easily divide the game into acts by playing music of your choice, preferably something suggestively ambient without any vocals or percussion. During game test we found that three acts á 15 minutes worked well although you can modify this to move faster or slower depending on the mood of the participants. If the game is dead, move on. When you feel the game is over (maximum 50 min), turn off the lights.

After the game
- Ask the players to sit or lie down and go around collecting the masks. When you're finished, ask them to quietly gather in a circle. Sit quietly for a while, and then ask the players for spontaneous thoughts. Don't go in a circle, just let them speak if they want to, and interrupt anyone who's commenting on someone else's thoughts. This is the part of the game when the narrative is explicated verbally and it is likely to be very subjective. The comparison of experiences is a crucial part of the game. Remember that there isn't actually any *objective account of events*. If you want to experiment (being God and all), you can interpret situations to provoke discussion. As an example you could ask "it looked like you guys were upset, what was the fight about?".
- Divide the players in groups of four, but not in the core groups from the workshop. They should shortly tell the group of who their character was and their thoughts about

their characters story. When everyone's done they can speak freely and the people who wants to leave can do so.

Things to prepare

- Tape, lots of it.
- Chairs and tables
- 16 masks
- A playlist, or you can use this one:
  spotify:user:jonatangedda:playlist:5xbnAYehzVsLxqKDgkatHZ
- Fancy lights (optional), focusing on the square of tape, making the corners of the room lie in shadow.

Check-list

Before the game

- Introduce the fiction and the rules
  - The City
  - Normal ones does everything right
  - Abnormal ones does everything wrong
  - The gods can do whatever they want
  - The Temple
  - No speaking
  - Rest outside the City
- Warm-up exercise
- Building the City and characters
- Mask ritual
- Eye yoga
- Last reminders

After the game

- Spontaneous thoughts
- Story telling