

# ‘Now I feel closer to you’

*By Karolina Staël and Adam James*

**Players:** 6-20

**Duration:** 1hr

**Workload:** Light

**Playing style:** Non-verbal, movement based, creative

## Intro

This is a larp about the atoms present in a human body. In this larp, you will play as different clusters of atoms, working together to achieve love and happiness.

We don't want a larp where people sit and talk for ages about friends... that's boring! Instead, we're going to play atomic traces, changing matter, splitting of atoms, electrical impulses and elemental chatter.

*... Jane is walking along, she bumps into an old friend. It's been a while since they last met and Jane feels a little nervous. Will this friend remember her? Will they laugh at Jane's jokes? These thoughts and millions of others race around Jane's head in a fraction of a microsecond. Within this fraction of a fraction, a carefully choreographed atomic dance of positive and negative elements plays out within the very fiber of Jane's being.*

In one hour from now, we anticipate you saying “I didn't know how or what we were doing, but now I feel closer to you.”

**Note to game master (GM):** your role is to inject energy and keep the atoms positively charged. If it helps, you might think of yourself as a gym instructor, Drill Sergeant or sports teacher, PUMP IT!

## Music

Music is a big part of this scenario. Before play begins we recommend you find the following playlist which is listed on Spotify as 'Now I feel closer to you'.

<https://open.spotify.com/playlist/4iOys4JWHzqo3551NxF83f?si=8XZGp9-9S6-BB7lkZUiESg>

If there is poor internet signal, consider downloading it beforehand. Instructions about how to use the playlist follow shortly.

## Warm up (15 secs.)

- 'Positive charge' Invite people to spread out around the room, give them to the count of **15 seconds** to shake everyone's hands. Decrease or increase time depending on the amount of players.

## Workshops (15 mins.)

1. **'Most like you'** Invite players to spend 2 minutes silently finding something in the space that is 'most like you'. This can be anything such as an object, view, sound, space (*note: players don't need to physically 'take' anything*). After 2 minutes, gather everyone together and then revisit each of the players' chosen things. Ask them to say one sentence about why it is most like them. There is no right or wrong answer. **10 mins.** (*note: keep an eye on the time - short and snappy is best*)
2. **'Forces of attraction'** Invite players to form into atomic groups, based on commonalities between the things they have just chosen (*note: groups should be a maximum of 3 per group*). It is more interesting if these commonalities are thematic or poetic i.e. we ROCK hard like cesium, rather than formal connections, i.e. we are red things. **3 mins.**
3. **'Atomic groups'** Randomly hand out the atomic group descriptions, one per group. If a group doesn't like their description, allow them to choose another. These descriptions can be interpreted or played upon however the group chooses. **2 mins.**

## Overview of play (1 mins.)

There are five different scenes in this nano-larp, each involving different actions.

(*Note: Don't worry if you can't remember all of this, we will recap and provide instructions before each scene.*)

Scene 1: Drawing a picture (Atomic traces)

Scene 2: Making shapes with bodies (Changing matter)

Scene 3: Dance off (Splitting of atoms)

Scene 4: Moving together (electrical impulses)

Scene 5: Moving and talking together (Elemental chatter)

## Soundtrack and in-between scenes

Start the soundtrack for each scene and play on repeat until the end of the scene. A scene ends when the GM pauses the music. The only exception is scene 4 Electrical impulses, which should be exactly as long as the soundtrack, i.e. 5 mins and 22 seconds.

Between scenes we advise players to pause and silently wait for instructions for the next scene. If it helps, they can strike and hold a suitably atomic pose.

## Scenes

### Scene 1: Atomic traces (7 mins.)

*Soundtrack: 'Back Home' - Funki Porcini*

*(note: Paper and pens needed)*

In your 'atomic group' do the following task without speaking:

Draw 'the bond that keeps you together' (*note: this could be an electromagnetic force, love or something more poetic.*) One person should hold the pen whilst the others work together to guide their hand. Draw for three minutes. When the time is up invite each group to talk amongst themselves about what they have drawn for a further two minutes.

*<<<Players pause and silently wait for instructions for the next scene>>>*

### Scene 2: Changing matter (7 mins.)

*Soundtrack: 'Wehrmut' - Cluster, Eno*

In your atomic groups, form an inwardly facing standing circle with your drawing on the floor in the middle. Spend 30 seconds silently studying the drawing. Each player should silently choose an element of it that they like. On the count of 10 invite players to make the element that they chose with their face and show it to each other.

Repeat, but now they choose a new element and make it with their face and hands combined.

Repeat, but now they choose a new element and make it with their upper body.

Repeat, but now they choose the whole drawing and make it with their whole body.

Finally, players should practice fluidly moving from one creation to the next, i.e. face > hands and face > upper body > whole body.

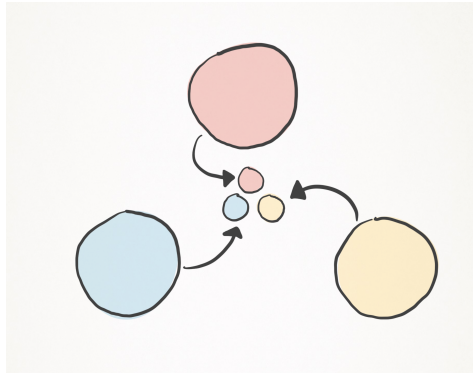
*<<<Players pause and silently wait for instructions for the next scene>>>*

### Scene 3: Splitting of atoms (7 mins.)

*Soundtrack: 'Music for pieces of wood' - Barnábas Dukay*

In a style reminiscent of a dance battle, invite each group to take up a position in the room, ensuring there is a suitable space for them to meet in the middle. On cue from the GM, each group needs to send forth a member to meet in the center. On the count of 3, each member

should simultaneously display their routine of face > hands and face > upper body > whole body. (*Note: for inspiration this should be a bit like voguing or the Maori haka dance.*) Each battle should last about 30 seconds before rotating players. It's helpful if the watching players make atomic clapping sounds and weird cheering noises.



<<<Players pause and silently wait for instructions for the next scene>>>

#### **Scene 4: Electrical impulses (6 mins.)**

*Soundtrack: 'Pump up the Jam' - Technotronic*

Now it's time for the atoms to create the electrical impulses needed to pump their host's heart! Instruct players that their job is to create as much energy as possible. They can do this by running in circles, bouncing about, spinning around or rolling around on the floor. Players should do this without talking. Ask all the players to get into a ready position and then on the count of 10 say *'It's the best time of the day- time to pump it!'* then play the soundtrack.

<<<Players pause and silently wait for instructions for the next scene>>>

#### **Scene 5: Elemental chatter (3 mins.)**

*Soundtrack: 'Clapping music' - Steve Reich, Kristjan Järvi*

Finally, the supercharged atoms can now talk to each other about what they have achieved! Invite the players to move around the room in a happy smug fashion. Players should continuously move around the room, talking in an atomic, non-human language using whatever sounds feel right in the moment. (*Note: the atoms are super happy with their achievement!*)

<<<Players pause and silently wait for instructions for the next scene>>>

### **Ending (8 mins.)**

Ask everyone to form a large standing circle facing each other and then close their eyes. Now we are going to tell a-word-at-a-time story about what might have happened. This is as much about listening as it is about speaking. The idea is that no two people should speak at the same time, and that together we will tell a strange story. This story might be about

the host, or something that happened between us atoms. If two people speak at the same time, we will tell a new story about what happened. As with all stories, it should always begin with 'Once...'

*(Note: this story probably won't make much sense, and will be fragmented. This is intentional. The purpose is not to tell a clear story of what happened. If a story is only 5 words long, that is fine.)*

Once the stories have been told, ask everyone to open their eyes, say thanks to each other and have a farewell hug if needed.

## The Atomic Groups

*(Note: these should be printed and cut into separate strips before the larp, print two copies if more than 9 players. It is totally fine to have multiple groups using the same cluster.)*

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### **The Trust Atom**

Your cluster is about trust. You can always count on each other, no matter what.

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### **The Sex Atom**

Your cluster is about sex. You don't talk much but you have amazing energy together.

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### **The Hobby Atom**

Your cluster is about the hobby you both share. Together your creativity flows.

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### **The Sibling Atom**

Your cluster is about family. You grew up together and have been through it all.

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### **The Longtime Atom**

Your cluster is about time. You've been together from your creation up until old age. When you meet it feels like no time has passed and your bond is as strong as ever.

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### **The Activist Atom**

Your cluster is about activism. You've met through a common cause that keeps your bond determined and strong.

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### **The Instant Attraction Atom**

Your cluster is about the instant attraction that you acted upon. You're now together and feel indestructible.

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### **The Baptism Of Fire Atom**

Your cluster is about a shared experience or trauma. That experience keeps your bond strong and you look at things in the same way.

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### **The Comfort Atom**

Your cluster is about the feeling of comfort. Everything runs smoothly when you're together, you don't have to stress or feel bad.

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### **The Opposites Attract Atom**

Your cluster is about not fitting together and the energy that that creates. When you meet, sparks fly and no one understands why you keep coming back to each other.

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### **The Destiny Atom**

Your cluster is about the feeling of a shared but yet undiscovered purpose. Being together just seems inevitable.

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### **The Creation Atom**

Your cluster is about creating something together. It hasn't been easy but you're almost ready with your creation.

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### **The God Atom**

Your cluster is about the GM. You are the GM and everything about the GM is part of you.

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