

Who I was

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The Dead enters Death, a place outside time and space. Here the Dead have to find out who they were in life and how they died, for their help they have the Memories
The Memories are nothing until they connect with the Dead. Both the Dead and the Memories will be formed together until the Dead knows who they were and how they died.
Only then the Dead are welcome into Eternity leaving their Memories behind to become nothing again.

What is the game about

Who I was is about people who have died and arrived at Death. During their short stay at Death they must find out the story of their life, who they were, what they felt, whom they came across in their life and finally how they died.

To their help they have the Memories. The Memories are nothing before they meet the Dead. With them they grow, come to life and shape in relation to the Dead they interact with. Before the Dead get to continue their journey into Eternity they have to figure out how they died and recreate this memory before the others.

Intention

This is an escalating story of life and death with focus on strong feelings and powerful relations. The intention with the game is to create a series of unique fates of life together, fates containing powerful emotions, darkness, happiness, pain, love, sorrow and death.

Content

Death:

Death is a timeless place and the Dead can have died anytime in history, anywhere in the world and in any way. In Death the Dead have to get their memory back of who they were and how they died. After that they are welcome into Eternity.

The Dead:

The Dead are people who have died anytime in history, anywhere and in any way. From the start they know nothing about who they were and how they died, during their stay in Death they must find out these answers. The Dead are in charge of their story and can if needed change it into a path they rather go.

The Memories:

In Death there are Memories. The Memories wear black make-up over their eyes. The Memories are nothing until the Dead enters Death. Then the Memories have to help the Dead find their story of who they were and how they died.

The Memories will form during the game and become someone related to the Dead.

A different relation for each one of the Dead. For some of the Dead the Memory may be a very important, crucial or close person and to someone else of the Dead the Memory will be of someone just passing them by in life, a touch, a push, a song, a hurtful comment, a hug, not that important but still a Memory. The Memories are weak and vague from the start but grow stronger for every act.

The Moment of Death:

The last scene of the game, the Moment of death, the Dead will all know who they were when they lived. They have all their memories back and they also know how they died. The Dead must now show this moment to all of the other present.

The Moment of Death can be in any way you wish, violent, filled with screams and fight or a calm, happy and welcome death.

The Memories will help the Dead with the Moment of Death scene. Before the scene the Dead will shortly retell the moment of Death that they now remember. During this retelling the Memories that are in the scene will come forth and join in when the scene is played in front of the other present.

The Dead may choose as few or many of the Memories they want to participate in the Moment of Death scene. Some of the Memories may participate in several scenes, some Memories may not participate in any.

It is important that you as a player of the Dead are distinct about what happens in the scene and what you need from the Memories to do in the scene. It is important that you as Memories listen to the retell and try to give the Dead the Moment of Death they want.

After a short retelling of the scene and entering of the Memories, the Moment of Death scene is played to the other present.

The Moment of Death is a short but important scene, portray it with reverence and respect.

Eternity:

When all of the Dead have shown their Moments of Death the gates to Eternity will open. The Dead enters Eternity, their Memories stays in Death and fades away into nothingness again.

How the game is played

This is a larp for sharp improvisation, affirmation, clearness and initiative. I encourage physical play, strong feelings and epic scenes.

This is not a larp for quick jokes, silliness or to have a good laugh.

The five acts

During the five acts from when the Dead enters Death until they play their Moment of Death and later enters Eternity the characters will develop in a collaboration with the Memories.

The game will intensify in step with the acts. A new act starts by playing the theme song.

During the acts all the players of both the Dead and the Memories can talk with each other.

All interaction will help you find out who you were.

Memories can talk with each other both as Memories but also as the Memories to a Dead, for example two of the Memories might be the parents to one of the Dead, then they can interact with each other as these characters.

The change of acts will be announced by playing the theme song but with no interruption in the game. During the last act Moment of death let the music tune down so that the scenes can be heard. Turn it up again as the doors to Eternity open and the Dead leaves the room.

1. **Surface.** The Dead arrive and the Memories take an interest in the Dead, the Dead take an interest in the Memories and each other. They mingle around in Death, are friendly and curious about others but perhaps mainly about themselves.

Find out the simple questions about the Dead. You can change anything in your story at any time. Change your name if what you answer at first feels wrong. Everything is okay. No one has any absolutely certain answers.

2. **Profound.** Now you want to go deeper into the life and person of the Dead. What did they dream about, who did they love? What was the Dead's most beautiful moment in life? What does the Dead regret most of all that the Dead never did. The memories of important people begin to take shape. The memories grow together with the Dead and begin to take shape.

You will now ask the more difficult questions. What did she dream of, what was she afraid of? Beautiful moments, difficult moments. The Dead find the occasional Memory of significance and may even be able to give a Memory a name. But everything can still be changed in one and the same call.

3. **Reminiscence.** The memories are stronger now and the emotions they evoke increase. The Dead recognize Memories or the Memories tell the Dead about themselves. Do you remember me?

Some of the Memories will, during the course of the mingle, crystallize you into being someone who knew the Dead, maybe you were very close to each other, maybe you had a romance, was the dead your child, did you commit a crime together, did you die together? Feel out, reject ideas, find a new relationship next time you talk. Do small scenes.

4. Re-experience. Now the Memories are tangible and real. The touch of a lost Love makes the Dead person tingle all over. A Child hugs his mother as if at a birthday party in 1987. A violent fight ensues between one of the Dead who meets his Executioner. The memory of Torment Spirits, Loves and Grief is relived anew.

Scenes from the lives of the Dead are played, interrupted, corrected and redone. Both the Memories and the Dead contribute to the shared history.

5. Moment of death. The mood in Death settles down. It is time for the Dead to show how they died, the Moment of Death. The Dead and the Memories that do not participate in the Moment of Death watches it in silence. When one Moment of death has been shown, another one of the Dead takes focus and starts to retell their story. When all the Moments of Death are shown, it doesn't take long before the doors to Eternity are opened and the Dead must leave their Memories and move on.

Practical

Estimated time

4 hours, but depending on how many players you are, it can take more or less time.

With 6 people playing the dead the estimated time schedule will look like this.

Information 20 min

Workshop 25 min

act 1 Surface 20 min

act 2 Profound 20 min

act 3 Reminiscence 30 min

act 4 Re-experience 30 min

act 5 Moment of death 10 min for each one of the Dead.

Enter Eternity, 15 min

Closure 15 min

You as a gamemaster can make your own schedule after your own premises and number of participants.

Props

*The Memories will wear black makeup over their eyes to distinguish themselves from the Dead. Bring black eye-shadow or theater make-up and some make-up remover.

*Music Waiting for you by Fools in Love (Spotify).

*Print the Handouts so that the players can read them during the game if they need to.

Information

*Inform the players about the Content: Death, the Dead, the Memories, the Moment of death and Eternity.

*Inform the players about the five acts: Surface 20 min, Profound 20 min, Reminiscence 30 min, Re-experience 30 min, Moment of death 10 min for each one of the Dead. Every act is an "escalation ladder" up until Moment of Death.

Use handouts if needed.

Techniques

Off - verbally stop the ongoing game, tell you co-player what you need and continue the game from a suitable place.

Tap out - physically stop the ongoing game, tell you co-player what you need and continue the game from a suitable place.

Kiss thumb - hold your thumb over the receiver's mouth and place a kiss on your own thumb.

Escalation - use word and body language to let the receiver know that a scene with for example violence or sex is in your intent to happen.

You as a gamemaster can use whatever techniques as you like and think fits the group.

Workshop

*Divide the players in two groups: the Dead and the Memories.

*Ask the players of the Memories to put on their black eye make-up.

* Ask the Dead to place themselves scattered around the room.

* Ask the Memories to start to mingle around the Dead.

* Ask the players to slowly start making non verbal contact with each other using eye contact and their bodies when the music starts. Ask them to let their physical moves together escalate according to the music. Ask them to use the thumb technique at least once, and the tap out technique at last once.

* Do all the above again, but add words. Ask them to use the word off-game at least one time.

*Do a Moment of death scene. Ask one of the players to have track on the time. 10 min. Ask one of the players to portrait the death of Jesus and to use all the Memory players to help them. You as a GM can take the part of Jesus to show the players how the scene is supposed to be done.

Start

Ask the Dead to place themselves lying on the floor.

Ask the Memories to place themselves around in the room.

Start Act 1 Surface, by playing the Theme song. Start every new act by playing the Theme song. The song is eight minutes long.

Follow Estimated time below or choose your own.

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Workshop 25 min

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act 2 Profound 20 min

act 3 Reminiscence 30 min

act 4 Re-experince 30 min

act 5 Moment of death 10 min for each one of the Dead. 60 min

Enter Eternity, 15 min

Closure 15 min

You as a gamemaster can make your own schedule after your own premises and number of participants.

Closure

Sit in a circle and ask if someone wants to share something. Start with yourself. Say thank you to the group for participating and goodbye.

Postscript

Inspiration to the larp comes from the larp Folk i förbifarten by myself and Patrik Balint 2009.

Thanks to Freja Gyldenström for asking me to produce a game for Blackbox CPH, January 2024.

Thanks to Lisbet Neil Stephens for chairing the theme song Waiting for you by Fools in Love on facebook a long time ago. I instantly knew it had to be in a larp one day.

Handouts

Death:

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The Dead:

The Dead are people who have died anytime in history, anywhere and in any way.

The Memories:

In Death there are Memories. The Memories are nothing until the Dead enters Death.

The Memories will form and become someone related to the Dead.

The Moment of Death:

The Dead know how they died. The Dead must now show this moment to all of the other present. The Memories will help the Dead with the Moment of Death scene. Before the scene the Dead will shortly retell the moment of Death that they now remember. During this retelling the Memories that are in the scene will come forth and join in when the scene is played in front of the other present.

The Moment of Death is a short but important scene, portray it with reverence and respect. Max 10 minutes long.

Eternity:

When all of the Dead have shown their Moments of Death the gates to Eternity will open. The Dead enters Eternity, their Memories stay in Death.

Acts

1. Surface. friendly and curious about others but perhaps mainly about themselves. Find out the simple questions about the Dead. Everything is okay. No one has any absolutely certain answers.
2. Profound. Now you want to go deeper into the life and person of the Dead. You will now ask the more difficult questions. The Dead find the occasional Memory of significance and may even be able to give a Memory a name.
3. Reminiscence. The memories are stronger now and the emotions they evoke increase. Play small scenes.
4. Re-experience. Now the Memories are tangible and real. Play out scenes from the lives of the Dead.
5. Moment of death. It is time for the Dead to show how they died, the Moment of Death. The Dead and the Memories that do not participate in the Moment of Death watches it in silence. When one Moment of death has been shown, another one of the Dead takes focus and starts to retell their story.