

Print on white paper, preferably 120-130g

100% Direction

a scenario about silliness
in ordinary situations

by Gustav Nilsson

1 About the game

This is a silly scenario where you get to use an abundance of direction techniques from nordic larp in an everyday setting.

The aim is for you to experience a perfectly ordinary situation in an intense and absurd manner. And hopefully laugh a lot along the way!

2 Direction

Direction is a set of narrative tools in larp. They help to tell a story in a more dramatic way, by sharing more parts of the reality than would be possible in a natural and linear storytelling. The techniques are experienced by the players, but not the characters.

You can compare them with how movie directors use voice overs, flashback scenes, etc to tell a story in a more compelling manner.

3 The cards

Instruction cards

The cards in the deck are in three categories, each signified with a color.

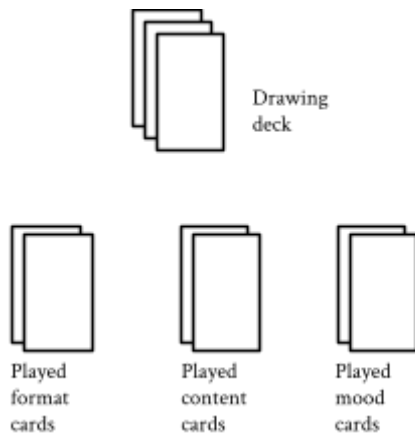
Instruction cards, such as the one you are now reading, are in white color. They tell you how to run the game, but you do not use them during the game.

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<p>4 The cards <i>Content cards</i></p> <p>Content cards are in orange color. They allow you to add or change the content in your story in a certain way. An example is adding background knowledge for a scene by allowing someone to share a memory about what happened earlier.</p>	<p>5 The cards <i>Mood cards</i></p> <p>Mood cards are in yellow color. They allow you to change the mood in the scene, and how you portray what happens. To some extent, this can also influence the content of the scene, guiding what you say and do. But focus is on the mood. Think of it like a genre from a movie.</p>
<p>6 The cards <i>Format cards</i></p> <p>Format cards are in blue color. They influence HOW you tell your story. It includes time jumps, how you are allowed to communicate, and more. If a card only affects one player, you may choose if it is you or any other player.</p>	<p>7 How to run the game</p> <p>Suitable for 3-6 participants. Find a comfortable place to sit, preferably around a table. Shuffle all the colored cards into a single deck. Hand out 5 cards to each player. The rest of the cards are put in a drawing deck. Make space for three piles of dealt cards, one for each color. Set a timer for 45 minutes. Do it now!</p>

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8 How the cards are placed



9 The characters

You will play characters similar to yourself, that meet in an everyday situation.

Decide on how the characters know each other and what brought them together now. For example, colleagues of a small company.

Each decides on a name for their character, and one word describing their role in the group.

Do it now!

10 The game's setting

Decide on a situation you are in, for example a lunch meeting. Decide on a natural action that would mark the end of the larp scene, such as finishing the meeting agenda. This action must not happen before the timer sounds. Fill the time with help of the cards.

11 The end

When the timer sounds, immediately set it for 5 minutes. This is the time you now have to come to an end for the scene.

Place this instruction card next to the timer as a reminder of what to do when the alarm sounds.

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<p>12 A round of the game</p> <p>Play the cards one player at a time. You can mix the order of players. A player can play 1 to 3 cards at a time, but only one per color.</p> <p>After playing your hand, pick up the same number of cards to your hand from the drawing deck as you just played. When the drawing deck runs out, shuffle the played cards into a new drawing deck</p>	<p>13 Playing your hand</p> <p>You may look at your own cards, and you do not need to keep them secret from your co-players.</p> <p>Only the card at the top of each pile is in play.</p> <p>If you have a card that you don't know how to play, put it at the bottom of the drawing deck and pick up a new card from the top of the drawing deck.</p>
<p>14 Don't worry about it</p> <p>In order to have fun with this scenario, there are several things you shouldn't worry about:</p> <ul style="list-style-type: none">• If you forgot who just dealt their cards, and if you should deal yours.• If you forgot what cards are in play at the moment• If you forgot stuff that has happened previously in the scenario <p>Focus on having fun!</p>	<p>15 Starting the scenario</p> <p>You are about to begin the scenario.</p> <p>Decide on who will start talking. It will be the player with the longest hair.</p> <p>Decide on what their opening line is. For example "Sorry, where are we on the meeting agenda?" or "Sorry I'm late, have you guys ordered food yet?"</p> <p>Anyone can begin playing cards.</p>

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<p>Flash forward <i>Format</i></p> <p>Cut the scene, and let it continue some time further on in time Briefly describe what has happened in between, before you continue.</p> <p>Preferably, use this to set up a new and exciting interaction, or to simply just ignore something that should happen but would be boring to play out.</p>	<p>Flash forward <i>Format</i></p> <p>Cut the scene, and let it continue some time further on in time Briefly describe what has happened in between, before you continue.</p> <p>Preferably, use this to set up a new and exciting interaction, or to simply just ignore something that should happen but would be boring to play out.</p>
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<p>Inner voice <i>Format</i></p> <p>You may take on the role of an inner voice to one other player. Start by declaring what type of inner voice you shall portray, such as Scared inner child, Paranoid thoughts, etc.</p> <p>Stand behind them and whisper interpretations of the scene, and give suggestions to the player. Your coplayer does not need to follow your suggestions.</p>	<p>Inner voice <i>Format</i></p> <p>You may take on the role of an inner voice to one other player. Start by declaring what type of inner voice you shall portray, such as Scared inner child, Paranoid thoughts, etc.</p> <p>Stand behind them and whisper interpretations of the scene, and give suggestions to the player. Your coplayer does not need to follow your suggestions.</p>
<p>Someone else's shoes <i>Format</i></p> <p>Change places and roles with an other player. You are now playing each other's characters. Make sure to highlight each other's character traits.</p>	<p>Someone else's shoes <i>Format</i></p> <p>Change places and roles with an other player. You are now playing each other's characters. Make sure to highlight each other's character traits.</p>

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<p>Someone else's shoes <i>Format</i></p> <p>Change places and roles with an other player. You are now playing each other's characters. Make sure to highlight each other's character traits.</p>	<p>Silent interaction <i>Format</i></p> <p>You continue the scene, but as players you do no longer use words. But of course as characters, you do not notice this. Use body language and emotional expressions to convey your meaning.</p>
<p>Few words <i>Format</i></p> <p>You continue the scene, but as players you now use very few words. Instead of a full sentence, you use one or two key words. But of course as characters, you do not notice this. Use body language and emotional expressions to convey the rest of your meaning.</p>	<p>Inner monologue <i>Format</i></p> <p>Choose a player that gets to stand up and let their character share with the rest of the group what is going on in their mind. The inner monologue is ended when the player sits down again. The surrounding characters do not notice this, but as players you may let your play be affected by the content.</p>

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<p>Finish each other's sentences</p> <p><i>Format</i></p> <p>Decide on two persons that start finishing each other's sentences. When one starts to say something, make a small pause mid sentence, so that the others may finish it. The combined sentence is always what the person intended to say.</p>	<p>Spotlight time</p> <p><i>Format</i></p> <p>Choose a person who becomes the protagonist in the scene. Everyone else are side characters</p>
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<p>Send the word to... <i>Format</i></p> <p>Everyone is suddenly curious to hear what a particular person has to say. Decide on a player that gets to take the word</p>	<p>Send the word to... <i>Format</i></p> <p>Everyone is suddenly curious to hear what a particular person has to say. Decide on a player that gets to take the word</p>
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<p>Genre: Flirtatious <i>Mood</i></p> <p>The mood in the scene changes to more flirtatious. Do and say everyday things in a sensual undertone.</p>	<p>Genre: Epic <i>Mood</i></p> <p>The mood in the scene changes to more epic. Do and say everyday things in a heroic or dramatic manner.</p>
<p>Genre: Disney film <i>Mood</i></p> <p>The mood in the scene changes to that of a Disney film. Do and say everyday things in a way that fits a Disney movie. If you want to burst into song, go ahead!</p>	<p>Intensify <i>Mood</i></p> <p>Keep on doing what you were already doing, but with more intensity.</p> <p>For example, if something was nice, make it extraordinary. If something was uncomfortable, make it unbearable.</p>

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<p>Ease up <i>Mood</i></p> <p>The mood in the scene changes to very light hearted. Even if you talk about dramatic events, do it in a carefree way</p>	<p>Ease up <i>Mood</i></p> <p>The mood in the scene changes to very light hearted. Even if you talk about dramatic events, do it in a carefree way.</p>
<p>Ease up <i>Mood</i></p> <p>The mood in the scene changes to very light hearted. Even if you talk about dramatic events, do it in a carefree way.</p>	<p>Horny <i>Mood</i></p> <p>Keep doing what you were doing, but now do it in a sensual way, or with sexual undertones.</p>

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<p>Grumpy <i>Mood</i></p> <p>Keep doing what you were doing, but now do it in a way that signals that you would rather do something else, and maybe you are even a little angry that you have to be here.</p>	<p>Soap opera <i>Mood</i></p> <p>The mood of the scene changes to that of shocking revelations and complicated intrigue.</p> <p>Maybe it turns out someone has been cheating on their partner, have a secret twin or declare their love for an other character then and there?</p>
<p>Dark and moody <i>Mood</i></p> <p>The mood in the scene changes to grim horror. Do and say everyday things in a way that signals unspeakable horror.</p>	<p>Surprise and confusion <i>Mood</i></p> <p>Keep doing what you were doing, but now react with surprise and confusion to many things, like you could not imagen it ever happening.</p>

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<p>Play it again... <i>Content</i></p> <p>Pause the scene and re-do part of it with slight changes. Decide on where you start the scene and what changes you want.</p>	<p>Play it again... <i>Content</i></p> <p>Pause the scene and re-do part of it with slight changes. Decide on where you start the scene and what changes you want.</p>
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<p>Plot twist <i>Content</i></p> <p>What ever is happening in the scene, it takes a sudden and unexpected turn.</p>	<p>Plot twist <i>Content</i></p> <p>What ever is happening in the scene, it takes a sudden and unexpected turn.</p>
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<p>Plot twist <i>Content</i></p> <p>What ever is happening in the scene, it takes a sudden and unexpected turn.</p>	<p>Chekhov's gun <i>Content</i></p> <p>The play and conversation suddenly centers around a certain object in the room. Maybe it will be used later on?</p>
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<div><div><div>Magic word</div><div><i>Content</i></div><div>The conversation suddenly centers around a specific word. Decide on what word.</div></div></div>	<div><div><div>Magic word</div><div><i>Content</i></div><div>The conversation suddenly centers around a specific word. Decide on what word.</div></div></div>
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<p>Backstory <i>Content</i></p> <p>Give some brief backstory to an other player's character.</p> <p>For example, Never learned how to count, Is secretly afraid of cutlery, Has family members with the same names as everyone present, etc.</p>	<p>Backstory <i>Content</i></p> <p>Give some brief backstory to an other player's character.</p> <p>For example, Never learned how to count, Is secretly afraid of cutlery, Has family members with the same names as everyone present, etc.</p>
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<p>Fate play: Shocking revelation <i>Content</i></p> <p>Decide on an event that must happen - a shocking revelation must occur. Direct your play towards that event.</p>	<p>It was all a dream <i>Content</i></p> <p>Decide on something that recently happened inside of the scenario. Now continue playing as if it has not happened. Be specific about what parts are kept and what parts are now not part of the story line.</p>
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