



HAPPILY EVER AFTER

A larp by Johani Rosén for Stockholm Scenario Festival 2025

Genre: Dating drama / Modern fairytale

Participants: 6, 8, 10 or 12 players + 1 game master

Time to play: 4 hours including workshops and debrief

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Introduction:

Welcome to The Fairy Godmother's Matchmaking Service! In Fairytopia, the home of all the fairy tale characters and creatures, there is no better way to find your "happily ever after" than to attend a group session of expert matchmaking service, going through intense speed dating and intimate compatibility tests, to find out who will be your one true love and ride with you into the sunset.

With a lot of eccentric characters from well-known fairy tales, there are several options to find love. But there is a risk. If The Godmother doesn't find you a match you will be declared "unworthy of love" and cursed to live the rest of your life in bitter loneliness. So you'd better show off your best qualities, hide those flaws and fight the shadows of the past!

#disney nostalgia #queer fairy tales #dating disasters #reality tv inspired #royal ball musical chairs #silly #feel goodish #opt-in intimacy #toxic relationship ideals

The larp is mostly played in short conversations in pairs, switching partners often. Several parts of the larp are nonverbal exercises and rituals including playfully moving to music while flirting, and some scenes include physical contact (with techniques for opting in).

Reading this manuscript:

This manuscript is not meant to be read by the players before the larp. It contains spoilers and the larp is meant to be experienced in character with music, movement and interactions. If you need to read it to feel safe to play the larp, please do. But you can also ask the designer or your game master if you are unsure of triggers or need something to be comfortable.

The manuscript is meant for the game master to:

1. Read through everything before the larp
2. Use during the briefing and workshops to read information and instructions out loud (or explain them with your own words)
3. Use during the larp to read the Godmother's monologues and instructions out loud
4. Use during the larp to make sure that the music is played in the right way and the timing is right

Instructions for the game master that is not meant to be read out loud to the players are put in parentheses.

To game master *Happily Ever After*:

This larp relies on a game master to lead the players through the story. That is done by playing a character called The Fairy Godmother who is in charge of the matchmaking session and who is able to use magic to control the other characters. As a game master here is a list of your most important tasks:

***Instructing and guiding through exercises and scenes:**

Your role in the workshops as well as in the larp is keeping the schedule and instructing the players what to do and when. Feel free to use your own words to explain the exercises, especially in the workshops. Add extra detailed instructions or repeat instructions whenever it's needed.

***Being in charge of the music:**

The music is very important in this larp and you will have to read the manuscript closely to know when to put on which song. You often get a suggested time for how long you play each song, like "appr. 1 minute". Feel free to alter that time depending

on what happens in the scenes and if the players seem ready for the next step, or depending on the lyrics and when you think is a good moment to stop the song. You should play the music in a volume where everyone can hear the lyrics while moving around in the room. (See “Props and preparations” for more instructions about the music.)

***Setting the theme and mood with The Fairy Godmother:**

The Fairy Godmother should be a character that is confident, convincing and a bit manipulative. She seems caring and supporting in her role as the relationship counsellor but there should be a feeling of fakeness, that she is more of a salesperson doing it all to sell you this concept of the perfect love as the only thing worth having. And if anyone is not convincing enough in showing her that they want it, she will not hesitate to be very cruel in warning them about what will happen if they don't “do their best” and follow her advice.

The theme of the larp is normative relationship ideals. The mood should be a bit lighter in the beginning and then get darker throughout the larp. These are some ways you can steer the game and affect the mood and the character's feelings through playing the Godmother character:

- Hold the characters back by using the Godmother's magic (wave your wand while giving orders) to make them quiet or sit down when there's no time for drama.
- Urge the characters on to create drama and competition by adding comments like “don't be shy”, “be selfish” and “take the chance, try to get someone you are really interested in”.
- Think about what tone of voice you use when reading your monologues (especially during the “reflection time”)
- Talking with characters during the scenes with more free play, giving advice.
- Whenever you have time during exercises - move around and get really close to the characters, watching and listening, taking notes (or at least pretending to), acting either sceptic or positive, even adding short and snappy comments. *Make them feel like they are always watched and judged in their attempts to find love.*

***Making the matches:**

During the game the characters will date and get to know each other, often choosing themselves how to pair up. As the Godmother you can switch up the pairs whenever you want before an exercise starts. Use that power freely (and maybe sometimes randomly) to give the players new opportunities for play and help them not get stuck.

In the free play scenes (the ball and for the losers in the price date) characters can come to the Godmother to get advice. If they are conflicted on who is a good match you can influence them to choose to give their attention to someone who seems to be in need of more play.

In the end the Godmother will be the one who does the final matches. Before then you should have written down a plan. You should match pairs where they have been playing against each other at least at some point in the larp (and ideally also seem to be compatible in some way) so they are not completely random. But don't aim for giving everyone exactly what they want. If the characters are left with a feeling of "will this really work?" at the end that's perfect. And random matching is totally okay if you don't have time to observe and prepare the matches.

And don't forget this important (and secret) rule for the ending: Everyone will get a match. Yes, even if the larp is a lot about worrying about that risk of not being matched and being unhappy forever, *no one will actually get that kind of ending!* The larp is *not* about never being chosen or failing in getting a relationship. It's about being desperate and urged on to reach the goal of committed partnership and how you then feel about ending up in those relationships that may sometimes be built mostly on delusions and fear of being alone.

***Solving problems:**

As a game master it is also your responsibility to try and solve problems that may arise and make sure the players have a good experience.

- If a player is worried about the ending you can just tell them that you will make sure their character will get a match in the end.
- If there is something else bothering a player feel free to use your power as game master and Godmother to for example make sure the player won't end up with someone they don't want to play against. Also encourage players to take breaks and opt out from scenes if they don't feel well.

- If there are uneven pairs in any of the speed date sessions or exercises you will step in and do them as the Godmother. In those situations, just say that you are interested in getting to know them and then improvise.
- If a player leaves during the game or there for some other reason are uneven pairs in the end, you will have to solve it so that everyone gets a match! That means matching someone with the Godmother herself if needed.

To have more than one game master/a helper:

If you are able to share the tasks with someone you could have a DJ who controls the playlist and takes the time for timed exercises. There could also be someone responsible for the briefing, workshops and debrief and someone else playing the Fairy Godmother.

Props and preparations:

Scenery: The scenario is written for the Stockholm Scenario Festival and is meant to be played in a classroom or similar big room where you have space to dance. There should be enough chairs for everyone and you should be able to move them around on the floor.

Music: There are specific songs to be played for each scene with notes on when and how long to play them. You can find the songs on an open playlist on Spotify. You will need at least a bluetooth speaker and a phone with Spotify premium or find another way to be able to play (and jump around in) the list of songs without the game getting disturbed with advertisements.

Here is a link to the Spotify playlist:

https://open.spotify.com/playlist/5wcO7DKQkUC2w1wllKM8IJ?si=pTcpiEDcSXOv5_OCY2uhSg&pt=88b8f602742cceb10d12282e35e425ea&pi=ndGjj1qJTk2Ho

Props:

- Some kind of fairy wand (a chopstick will do if there's nothing fancier)
- A pen/pencil.
- Something to create simple nametags like tape and a whiteboard pen or similar.
- At least 2 sets of cards (preferably more if there are many players)
- Something for taking the time (preferably not the same device you use for playing the music)

Important preparations:

- Read through the manuscript
- Print one copy of this document (or at least the characters and questions in the end), cut and fold so you have each character on a piece of paper with the questions on the back
- Test out playing the music before the larp, make sure you have access to the playlist without advertisements and a speaker that works (and maybe even a B plan if it fails to work)
- Make sure you have all necessary props

Voluntary preparations:

- Get glasses and something to drink
- Get something to eat for the players (fruit/cookies)
- Have something to change into to transform into the Godmother, like a cloak or a fancy jacket or just a hat or colourful glasses
- Have some kind of notebook or a folder in a nice colour to carry around with the manuscript
- Have some pens for the players if they want to take notes while thinking about the character questions.
- Read through the Godmother's welcome speech and introduction of the characters a few times (it's a tricky part which will be a bit better if you're prepared for it)

Briefing and workshops:

(Instructions in between parentheses are meant for the game master, but other texts can be read out loud to the players.)

Welcome

(Welcome the players in a way that feels natural to you. Tell them a bit about yourself, how you feel about the role as game master and if there is something you need from them.)

Language

(If relevant check if everyone in the group speaks the same language that is not English. Tell them that all the information and instructions from the game master and from the fairy godmother will all be in english, but if the group wants it all the other characters can speak for example Swedish.)

Time plan

We will start with a short round of introductions round, and then you will get some information about the larp and how it's meant to be played. After the information you will choose your characters and build them in a couple of workshops. The plan is to be ready to start the larp in approximately an hour.

Round

We will have a round, where everyone gets to say something. You will say your name and pronouns and then you can share something about your day or how you feel about being here. You also have the chance to say if there's something you want us to know or something you need from the group to feel safe.

(Start the round with yourself.)

About the larp

Now I'm going to read a bit about the larp, its setting and the characters. Please ask if you feel like there's something you don't understand!

I'll start with reading you the

The introduction text for the larp:

Welcome to The Fairy Godmother's Matchmaking Service! In Fairytopia, the home of all the fairy tale characters and creatures, there is no better way to find your "happily ever after" than to attend a group session of expert matchmaking service, going through intense speed dating and intimate compatibility tests, to find out who will be your one true love and ride with you into the sunset.

With a lot of eccentric characters from well-known fairy tales, there are several options to find love. But there is a risk. If The Godmother doesn't find you a match you will be declared "unworthy of love" and cursed to live the rest of your life in bitter loneliness. So you'd better show off your best qualities, hide those flaws and fight the shadows of the past!

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More about the larp:

This larp is written to be a game where we explore some traditional views on relationships and that concept of "true" romantic love as the only way to happiness. It's meant to play on different feelings triggered by those ideals and norms. It's also meant to be something fun, a silly game with lots of humour, flirting and dancing. But as a player you should feel free to play in the way you find meaningful, whether it's more light or dark and to change and build the character you get to make it your own.

The characters will be speed dating and doing simple exercises led by the Fairy Godmother. In the end there will be a longer scene, around half an hour, with more free play - the ball. And then there's an end scene, a matching ceremony where only the Godmother talks.

The music is very important in this larp. You will probably recognize most of the songs if you've watched the classic Disney movies. When a song or part of a song is playing in the larp you can listen to the lyrics and reflect on them in character. The music is in-game but the character should not associate any song to a special character or story. They will just think that it is relatable songs about love.

About the world:

Fairytopia is the world where all the fairytale characters live. Different parts of Fairytopia have different cultures and norms, but in the capital, Fairytopia City, everything is very modern. It is inspired by the city of Far Far Away in the Shrek movies if you have seen those. A place where everything co-exists. There's magic and there's mobile phones and you are free to decide exactly how "modern" you want your character to be.

In Fairytopia it is extremely important to have a romantic partner. Being single basically means you have no human rights, as you are not covered by any laws of discrimination and it's hard to buy a house or get a job (if you don't have wealthy parents who can fix it for you). The Godmother's matchmaking service is well known and her group matching sessions cost a fortune. It's the last chance for anyone who hasn't found a lasting relationship.

The characters and their stories;

The characters are characters from fairy tales that inspired Disney classics. You don't have to play them very close to how they are portrayed in the movies, you are free to improvise and make them your own. In the larp, at the time of the matchmaking, the original fairytales all ended a couple of years ago. You are free to decide what has happened since then, the important thing is - everyone is now single and looking for love.

You don't have to have seen the movies and know the stories of all the characters to be able to play the game. If you feel confused or curious about a story that you've

never heard about or don't remember, we have some short resumés of the stories here. (Show the piece of paper with the stories and put it somewhere.) I will put it over here and if you need it, you can go and read it when you have time in a break or during the larp. Remember you don't have to know the stories but it's there in case you want to read very short versions of them explaining the character's role in it.

The characters we play have never actually met before but they are kind of B-celebrities so they may have heard some rumours about each other. However, in Fairytopia you can't trust rumours, so if Maleficent says everything is a misunderstanding and she's not an evil witch, you are free to let your character believe it.

How to play the characters:

All the characters should be played as bisexual/pansexual. Everyone knows the Fairy Godmother thinks gender is unimportant when finding a true match. You can decide if your character is confident in being attracted to all genders or if they are more inexperienced, just out of the closet, maybe carrying some internalized homophobia. Like "oh I don't know, I've never dated another princess before, will this really work?"

It's completely okay for characters to be sceptical or rebellious, to complain about and question the process and activities or try to cheat or break rules. The Godmother may use her authority or even magic to silence someone or force them to sit down or go through with something. If you want to opt out as a player there will be techniques for that and we will talk about those later.

The characters are possible to play in different ways, but all of them *can* be played as quite extreme personalities if you want to. You don't have to make them realistic or reasonable. They can have unusual habits and ways of life and very high or strange expectations on relationships. There *will* be clashes. Just remember that even if your character may have principles or may react negatively to each other, they are still desperate to match with someone and, especially in the beginning, they don't want to rule out a relationship with anyone. *Everyone* is a potential partner and *anyone* is better than staying single. I will repeat that again: *Anyone is better than staying single*.

The larp is a lot about chasing happy feelings. On the surface it's all about finding that happiness together with someone, to fall in love, feel loved and chosen by someone. But under the surface it's also about other types of feelings around relationships and dating. Feelings of insecurity, indecisiveness and awkwardness. Boredom, frustration, desperation. Jealousy. Loneliness. Hopelessness. Which of these feelings your character will feel you don't know yet, but let yourself be open to it. If you find that you are in your head, thinking off-game and feeling things as yourself, take a break to check in with yourself. Are you feeling a bit awkward or afraid you're not playing the larp in the right way? Or does the larp trigger other personal things? Try to bring it into the character and let the character feel all those emotions. Let them be frustrated and awkward, that's part of the game!

And of course, if you really feel bad you should take a longer break or talk to me or your co-players off-game if there's something we can do. It's always okay to say "off-game" and then say something as yourself, ask a question or state a boundary. As the game master I'll do my best to make you all feel safe and try solving problems that arise. If you are off-game worried about the ending and the risk of being left unmatched and alone seems like something you don't want to play on, please find a moment to talk to me off-game for example when we have a break before the larp starts.

Choose and build the characters

(The next thing to do is reading through and choosing the characters. There are 12 characters and the game master or someone else volunteering will read the short descriptions out loud and then put them down on a table or on the floor. Afterwards everyone gets to choose a character.)

(Explain the above and read the characters.)

Now you are free to look around and choose a character. You can pick up a character to take a closer look at it. When you have a character in your hand it's yours and no one else can take it. But you can switch as many times you want to. We won't stop until everyone feels good with what they've got.

(The players choose their characters.)

(When everyone has chosen their character, you will have a round where everyone says the name of their character. Also pass around tape and pen to make name tags.)

Now we will have a moment where you will all sit by yourselves and get into the character's head. You have a couple of questions on the back of your character description to think about. If you want to, you can take a pen and write down your answers. There will not be a lot of time to do it, just 5-10 minutes or so. You can also take some time to eat something or sneak away to the toilet, but we will also have one more break before the larp starts.

(Let them have some time to think and check if they feel ready before you continue. Also take some time to double check that the sound system works.)

Walking as your character

Now it's time for finding the characters in your bodies. We will have a walk-around-exercise. Start by walking around freely in the room. (...)

Don't mind the others, just be in your own bubble while taking some time to try out how your character would move. (...) Just walk and let your character set the pace and the direction. Are they walking fast or slow? Are they walking in circles or do they decide where to go and then change direction? It's also okay to stop and stand still for a while. (...)

Is the character relaxed or tense? Try both! And exaggerate to really feel it in your body. (...)

Do they have a typically masculine or feminine way to move? Try both! Maybe it's obvious or maybe you want to do a different version of the character, it's your choice. (...)

Imagine your character in a place where they feel at home and safe. They have had a pretty good day and they feel happy. Start to notice people around you, imagine them as your good friends. Make eye contact while walking by, maybe smile or nod as a greeting. (...)

Now imagine your character at a new and unfamiliar place and the people around them as strangers. They are not sure how to act in this place but they try their best to look good and seem interesting to the strangers. You can take more time for greetings, flirt a little, maybe some physical touch if you dare, but don't talk to each other. (...)

And stop! Now I will put out chairs on the floor.

(Start to put out the chairs, and ask for help if you want it. There should be as many chairs as players, standing in pairs facing each other with lots of room around them and in between them.)

You will soon start walking around in the room again. This time there are chairs on the floor, please try not to walk into them. Walk around them, in between them, as you like. I will put on a song and you will walk in pace with the music. Feel the rhythm and just walk. When the music stops you have to find a chair to sit on.

(Put on "*I'll make a man out of you*" ca 30 sec)

And now sit down somewhere! Great! Next song you will again move your feet in pace with the music. Just your feet. Imagine your characters' feet suddenly starting to move by themselves.

(Put on "A little April Shower") Oh! Do you feel that! Your feet moves... and moves again... How do your character react? Is it scary? Fun? (Let the music play until it escalates then stop the music after 10-20 seconds)

And find a seat! Next song suddenly your character's whole body starts to move and dance... How does it feel? Do your character try to resist? Or lean into it, enjoy it?

(Put on "Cruella de vil - instrumental" ca 1 min)

You just experienced a bit of Fairy Magic. During the larp, the Fairy Godmother will use her magic to make the characters move to music... They will be forced to dance in *some* way but if they lean into it, they can choose the dance moves by themselves. We will do it two more times!

(Put on "*Why should I worry?*" and let them dance for a while then stop.)

Last time now. Remember you can interact with others. Dance on your own or together with someone. You can take someone's hand, swing it a little or do a swirl. Then dance away from them to find someone new. (Put on "*Blue bird/I wonder*", let them dance then stop.)

Sit down!

Techniques

So the thing we just did is a technique we will use in the larp. Musical chairs where you end up with a partner for the next speed date session or exercise that we will do. You can let your character try to get the chair opposite someone that interests them. Just try not to sit in the same pair two times in a row. In the beginning of the larp there is more focus on getting to know several of the others. Later you are free to try playing more against one or a few potential partners if that makes sense to your character. Just try not to get completely stuck on one person and block all others to get to that person everytime, at least not before the Great Royal Ball, which is a longer scene with room for some more drama. At the Ball your character can absolutely try to focus on one connection. Just remember: *anyone* is better than being single!

Opt out: Now we will do the Musical Chairs again and this time I want someone to take a break and opt out from the next scene. (Choose someone) When the music stops you will feel like taking a break and you will sit down or lean back to the wall. (Point to a good wall) (Put on "*Steal the show*", let them dance, then stop)

Sit down! So now when it's uneven pairs, someone will be alone... no... actually you will not because then the Fairy Godmother herself will bless that person with her presence! (Sit down on the empty seat)

We will try it one last time, now you can choose to sit down on a chair or "opt out". (Play "*Married life*", stop very soon. Sit down if someone needs a partner.)

Thank you!

Reflection time: There are some more meta techniques we will use. If I clap my hands you will close your eyes and just sit quiet and listen. As the Musical Chairs technique this can in-game be explained by the Godmother's Fairy Magic. She will use it when it's reflection time and she will just read a short text for your characters to listen to.

Kissing: The last meta technique I will demonstrate for you. It is a meta technique for kissing. I need a volunteer! (If possible choose someone you're comfortable with kissing) So... if you ever in the larp feel like it is the right moment for a kiss, there are two ways to initiate it.

The first one is doing like this, putting two fingers on your lips or in front of them. You can lean in but make sure the other person notices what you are doing with your fingers. Now you do it and I will show how to reply to the initiative. (Make sure the volunteer initiates in the right way) If someone initiates a meta kiss and your character wants to kiss, you do the same with your fingers and just gently touch fingers to fingers. That was a kiss between your characters.

The second way to initiate a kiss is putting one finger to your chin like this (put the fingertip low on your chin pointing to the mouth). That means "I, as a player, don't mind lips touching". And then the other person will decide to reply to it with a meta kiss or a real kiss. So I do this... and you decide how we do it. (Tell them if you really prefer the meta kiss or let them decide)

And remember it is perfectly fine to choose either option. Choosing a meta technique is not rejecting that player in any way, it is just up to player preference how you want to play out intimacy and what you prefer at the moment.

Also if your character doesn't want to kiss you can absolutely turn down an initiative in any way your character would. That can be just as interesting to play on.

There may be some moments of the larp where your characters will get encouraged to kiss. Mostly just small hints from the godmother and you can play on it in the way that makes sense for your character.

-Any questions?

The last bit of information is about how the larp will start and end. I will tell you that after we've had a break.

BREAK!

(Decide with the group how long break you need before starting the larp. 10-15 minutes may be good.)

Before starting:

Round: We will start with one more round with the character names.

(Start with the Fairy Godmother)

Before we start larping, I will go through the start and ending.

The start: To start the larp, you will sit down and close your eyes, listening to a song. When the music ends you open your eyes and start playing your characters. They have just arrived at the matchmaking session and the Godmother will welcome them and do a short presentation of each character (the characters may get some short questions with not much time to reply to them) and then she will continue to instruct the characters on what to do.

The end: After a matchmaking ceremony the “Last dance” will play and all the matched couples The Godmother has decided will dance some kind of waltz. Those who remain unmatched will just stand still. When the song ends, those who are matched will let go of their partner and in that moment, the larp has ended. I will tell you that we are now off-game and that you can come and sit down with me, and we will do a short debrief.

The larp:

Start and introduction:

-Start song: "Ever ever after" (Enchanted) ca 1.30 min

(Be ready to welcome the characters as the Fairy Godmother)

Welcome everyone tooooo The Fairy Godmother's matchmaking service!! The place where dreams come true and you have the chance to finally find your one true love, the one you've waited for your whole life. I am the Fairy Godmother and I will guide you through this process, while at the same time observing you together to see where there might be potential for true love.

If I see true love happen, I am willing to give you my blessing for the future. But if you mess up, you will not get your happy ending, so it's very, very important that you pay attention and follow my instructions. And that you really open yourself up for love. Because you are ready! Actually, I've never seen a group of fairytale creatures so ready. You are so close to finding your true love, it's right at your fingertips. Look around and see, maybe you will fall in love at first sight!

We have such beautiful, lovely, interesting singles here today... Let me introduce you to...

(Turn/point to one character at a time presenting everyone in a showy way, improvising or using the short descriptions below. End with a short question like "how do you feel about being here?" Let them just give very short answers and move on to the next, cutting them off or ignoring them if you need to.)

Presentation:

Snow White - the runaway princess who almost choked to death on an apple... how do you feel today?

Cinderella - the girl with the lost shoe that everyone was looking for, do you remember? Keeping your shoes on today?

Prince Hans - from the Southern Islands, youngest prince, no chance to ever inherit anything, right? Hoping for a good match?

Rapunzel - the lost baby princess who used to have extremely long hair... and then you cut it? Ready to leave the past behind and find love?

Pinocchio - the rumours say you used to be a doll! And now you're a guy! What a makeover! How does it feel?

Maleficent - my old friend! We've had a lot of fun with the fairies... remember that party? Oh, no I forgot... you *weren't invited*...

(**Shrek** -) OGRE!! AAAH! Oh... it's just Shrek! Isn't he cute? Father of the year! Left your babies at home?

Belle - the survivor, who was kidnapped by a brutal beast... Exciting!! But now you're searching for something else?

Peter Pan - the lost boy who is back from fighting pirates in Neverland... Ready to grow up?

Ursula - who is that now? Oh, the *sister* of Triton, the king of the ocean... So some kind of mermaid?

Mulan - the runaway bride... who became a man and a soldier... cool, very cool... sorry I have to ask: which are your pronouns?

Tarzan - the Monkey Man! Let's see if I can do this... Ooh ooh ih ah eh oooh? ...no?

Speed dates - “About you”

Now you will have the chance to get to know each other in some short sessions of speed dating. We will take turns so that you will get to talk to three different people in three minutes each. After the speed date there will be a time for reflection and after that an exercise to test your compatibility. After that more speed dating and so on... I will play music, you will move to the music and when the music stops you will find a chair. Then you will have two minutes to talk to the person opposite you. You will start with introducing yourself and then get one question as inspiration, but you are free to talk about anything. Until the music starts again... And please focus on finding things you have in common!

(“*Once upon a dream*” ca 1 min. Remind them to sit down.)

Now you have 2 minutes to get to know the person in front of you. Start with saying your names and continue with the question: *What are your best qualities?*

(2 min, then “*Strangers like me*” ca 1 min. Remind them when to start dancing and to stop and sit down. Make sure they don't sit in the same pairs.)

You have 2 minutes with this new person. Say your names and then the question is: *What is important in your life?*

(2 min then “*Part of your world, reprise version*” ca 1 min.)

Once again you will have 2 minutes, introduce yourself and then the question is: *What do you consider your greatest achievement so far?*

Reflection time: What would you offer?

(2 minutes, then clap your hands, walking around saying "Reflection time!" and "close your eyes")

So now you have gotten to know some of the others and talked about yourself and who you are. You all have beautiful personalities and interesting interests. You have valid values and important people in your life. But nothing of that matters if you don't have that special little someone who you belong to and who belongs to you. That is

the most important thing in life, everyone knows that. Love is what will make all your dreams come true and all your worries disappear. Love is all you need.

Think about it for a while... What would you offer for love? What would you give up?
What would you leave behind?
(Let them sit in silence 10 seconds)

Chemistry test: mirror

Now it's time for our first chemistry test! In this test you will show me if you truly are compatible, if your energies align and if you balance each other out. (Choose someone to demonstrate with) We will move slowly and act like each other's mirror, so we do the exact same movements. Try not to let one of you lead and one follow. You should just get in the flow and move in unison. If it works it works. (Show how to do it.)

You start with the person opposite you, stand up somewhere with some space around you. We start when the music starts and when the song switches you switch partners. We're going to do it three times! Any questions?

Music: *"I'm wishing/One song" (Snow white), "Love is an open door" (Frozen) and "Reflection" (Mulan) (ca 2 minutes each)*

Speed dates - "Your dream partner"

Time for speed dates again! Try to speak to new people and find things in common! You will have three minutes for each conversation this time and a question to start with.

"When you wish upon a star"

Question: What do you need in a partner?

"Some day my prince will come"

Question: What is your love language?

“Friend like me”

Question: What does your ideal date look like?

Reflection time: How can I become a dream partner?

(Clap your hands, walking around saying "Reflection time!" and "close your eyes")

So now you have talked about your dreams, what your perfect love would look like. Such wonderful, magical dreams you all have! Such incredible, unique and touching love stories you could create together! But... not everyone is fit to be a dream partner. It doesn't matter if you are a princess or a monster, if you don't do your very best you will... not... succeed... Think about it... what would make you a perfect love object for someone else? How can you change yourself to fit inside that little, brittle glass shoe that's called perfection?

Think for a while... What could /you/ do to make someone fall in love with you? What would make you a catch?

(Let them sit in silence 10 seconds)

Chemistry test: Hold hands

Time for the next chemistry test. Like before you start with the person opposite you and switch to someone else when it switches to a new song. You can move the chairs closer to each other, because you will now hold hands for two minutes. You will not look at each other, you can look at the hands if you want to. You can move your hands and fingers in a slow dance, squeeze, massage and caress the other person's hand. Try to show the person through the touch of your hands how you show love in a relationship. Are you the gentle, giving type, the one who carries the other, the curious one, the more demanding, assertive... show it all with your hands!

Music: *“A whole new world” (Alladin), “You'll be in my heart” (Tarzan) and “Can you feel the love tonight” (The Lion King)*

(Ca 2 minutes each)

Speed dates - deeper questions

Time for speed dates again! This time you will be getting into some deeper questions. Try to sit with someone you start to get feelings for. This time it's four minutes for each date and you will have a question to start with.

"Honor to us all"

What is your relationship with your family like?

"Fixer upper"

Why did your last relationship end?

"Something there"

Where do you see yourself five years from now?

Reflection time: Imagine a future without love

(Clap your hands, walking around saying "Reflection time!" and "close your eyes".)

(Note to Game Master: Now the Fairy Godmother can show more of her darker sides. She can use a more degrading, malicious voice.)

So now you've talked about deep and difficult things. People in your past... parents... exes... people who may have loved you once... You failed them, didn't you? You never lived up to their expectations. You never fulfilled all their needs. Maybe you were too needy yourself? Always wishing for more, wanting more than you deserved. Or you were afraid of committing, longing for adventure, believing something better was out there... but is it? Is it greener on the other side? Or should you show some appreciation for what you've got right in front of your eyes!

So... Think for a while - what would your life be like if you never found the one? What would you miss out on? And most important - what would other people think of you!?

Chemistry test: Eye contact

The last chemistry test is very simple. You will look longingly into each other's eyes to see if you will fall for each other. Now look into those beautiful eyes and really try to feel it. Maybe you are already falling in deep love with this person. Maybe it is true

love. As before you will start with the person in front of you and switch to someone else when the music switches.

Music: *“I see the light” (Tangled), “Heaven’s light” (The Hunchback of Notre Dame) and “Kiss the girl” (The little Mermaid)*
(Ca 1,30 minutes each)

(When it ends just leave a moment of awkward silence and just look smug.)
Oh I’m just observing... I can see some great potential, that’s all I’m saying...

The Contest

Now we will have a little contest to see how you work together in a relationship. The half of the group that do best in the contest will be the winners and get a prize together in their pairs.

You will stay in the pairs you did the last exercise in and you can spread out in the room.

You will now get to build your dream home together. Imagine what kind of home you want - a castle, a palace or a little cottage... Talk about it and build a perfect model of it! The best homes will be the winners! You will get a set of cards and 5 minutes!

(Pass out playing cards to each pair and put on some music on low volume.)

Music: *“March of the Cards” (Alice in Wonderland) and “Supercalifragilisticexpialidocious” (Mary Poppins)*

(Decide two or three couples to be “the winners” not necessarily based on how their houses look but maybe the pairs who seem to have potential for interesting play.)

Prize date

Now you will get your prize! The winners will sit together in their pairs and have 7 minute dates! Take the opportunity to really plan your future together! The losers can

walk around, watch and listen to the dates. Losers can't touch or talk to the winners, but it's okay to listen to get inspired by the winners. You can sit on the floor close to the chairs like this. If you really want to, you can whisper with other losers. You can also come to me one at a time to receive advice on becoming a more lovable person.

(If possible, you can make it extra cozy by setting the light, putting out pillows to sit on and glasses with water and plates with candy/fruit for the winners.)

Music: *“Bella Notte” (The Lady and the Tramp) and “A guy like you” (The Hunchback of Notre Dame) and “Someone is waiting for you” (The rescuers)*
(Lower volume, stop the last one after ca 7 min)

The 7 minutes are over, now thank each other for the date in the way you feel like... maybe a hug, a kiss, a promise to dance at the ball...

Tidy up + break

Time to tidy up before the big ball! Let's clear the floor together for as much room as possible for dancing. Skip the tidying and take a break if you need, we will gather here again in ten minutes. Don't talk to each other, just help out or take some time for yourselves!

(Lead the cleaning and prepare room for dancing and maybe an area for lounging and somewhere to sit down when the larp has ended. Serve fruit and water, make sure everyone eats and drinks! Start earlier than 10 minutes if everyone seems ready.)

Music: *“Whistle while you work” (Snow White), “Happy Working Song” (Enchanted) and “Someone's waiting for you” (The Rescuers) (and maybe even “The Journey”)*

The makeover

(This part can be skipped if you're short of time.)

(Walk around among the players while speaking.)

The royal ball is about to start and you're about to have the chance of a lifetime to find that special person. But wait a moment... Are you really going like that!? I mean, just look at you! Look at the rags you're wearing! The state of your hair! How would anyone consider *you* their true love? But don't worry, darlings! Your Fairy Godmother knows exactly what you all need! (put on the music) Aaaa makeover!! Spread out in the room and close your eyes!

Music: *"Bibidi-bobedi-boo" (Cinderella)* (~30 sec, then lower the volume or pause and continue talking)

Imagine the most beautiful clothes you would want to wear to the ball... A fancy gown or a suit... colourful... classic... sexy... what is your colour? Blue or pink? Yellow? Black? White? Imagine you wearing the clothes, looking in a mirror... Is it good enough? Of course not! You need more! More colour, more glitter, more sass and grizz! Imagine a bigger dress! So big you won't be able to reach your toes... or reach anything at all! A cape! A hat! A hairstyle that is out of this world! Feathers, flowers and a tiara on top! And of course: shoes made of the most expensive and fragile material imaginable!

Imagine the clothes on your body, the feeling against your skin... do a swirl and imagine how the clothes float like waves around you... imagine walking down the stairs, everyone looking at you, their jaws open, envy in their eyes...

Bibbedi-bobbedi-boo! There you are! You can open your eyes to look at your new self and admire everyone else!

The royal ball:

(30 min scene)

The Royal Ball has started and it is time for the first dance. During the ball you are free to mingle around and ask others to dance. If you don't feel like dancing you can sit around and talk or even cuddle. Or take a walk hand in hand, watching the stars (gesticulate to parts of the room fitting for different activities).

I will be seated over there and you are very welcome to come and talk to me and get some advice.

And remember: Don't dance more than two dances in a row with the same person!

Let's play the first dance!

Music: *“Beauty and the Beast” (Beauty and the Beast), “So this is love” (Cinderella), “Ma Belle Evangeline” (The Frog Princess), “Love will find a way” (The Lion King 2), “Dos oruguitas” (Encanto), “True love’s kiss” (Enchanted) and “Happily ever after”*

(During the ball, let the characters come to have short one-on-one talks with you. Improvise random advice or just urge them on inspired by the themes from the reflections - “What will you offer for love?”, “How can you make yourself lovable?” and “What if you don’t get matched with someone?”)

(Make sure you also get some time to prepare for the matching ceremony and decide the final matches.)

(Pause the music before the last song *“Happily Ever After”*:)

The ball is about to end, just one more song! This may be your last moment as singles!

Matching ceremony

The ball has ended and it’s time for the big matching ceremony. Say your goodbyes, you will all meet on the other side, paired up in the couples that are most compatible. But only if you have shown me that you deserve it. There might be some of you that are just unmatchable. If that is the case, you will soon find out.

I want you to spread out in the room and stand still. When I clap my hands, you will close your eyes and you will keep your eyes closed. Don’t even think about cheating, or I will magic your eyes shut! I will take each of you by your shoulders and slowly lead you through the room. If I decide to match you with someone, I will place you facing each other, so that when I tell you all to open your eyes the person you see in front of you is your one true love. I will give the happy couples my blessing, do a magic ritual and tell you when you are allowed to share your true love’s kiss. Then you will stay close together until the ceremony is over and we will play the last dance, which you will dance in your new couples.

If you don’t get matched with someone, you will open your eyes facing a wall. You will then stay alone facing the wall during the end of the ball. Thinking about what it is about you that just makes you impossible to love.

Let's start it! Close your eyes and see you on the other side!

(Clap your hands, then put on the music on high volume. **Music:** *Once upon a dream* - Maleficent version, "Bibbidi Bobbidi Boo" - different instrumental versions)

(Let them just stand and listen to the first song. Walk around and scare them a little by walking close by them, stopping in front of them, sighing then continuing... During the second song you start moving them around. Spin them slowly and move them around to confuse them before you do the matches. All of the characters should have a match. Take your time, you shouldn't finish the ceremony until the end of the second song, and if you need to there's even a third song.)

(Read the following incantation! very slowly with intention. You can walk around among the pairs while you read it.)

Salagadoola, menchikaboola

Put them together and what have you got?

Salagadoola, menchikaboola

It will do magic, believe it or not

Salagadoola me

For all eternity

Menchikaboola you

Will stay forever true

The matches are now bound to each other...

Is there someone standing in front of you? Someone to love, who will make you happy? Or will you be damned to live Lonely Ever After? You will see...

(Loud and dramatically:)

Now! Open your eyes and meet your fate!

(name) and (name), (name) and (name) (and so on pointing to all the pairs) you are all deemed worthy of love! Take each other's hands!

You are selected to be devoted to each other for a lifetime and live happily ever after!

This is the time to share your true love's kiss.

(Wait while they have the chance to kiss.)

The matching process was very successful today! You all got a match and I wish you all the happiness in your new life together!

On behalf of the Government of Fairytopia I have matched you together and thereby given you the full rights as citizens. Our society is built on a solid ground of stable true love couples and that is what will guarantee happiness and success for everyone worthy to be a part of it.

The blessing I gave you has bound you to each other for all eternity, making sure the only way to be loved is by staying together. As long as you honour your eternal Happily Ever After bond, everyone will know that you are worthy. Whatever happens you will be respected for securing a match, and for making someone else crazy in love with you! Because you are, aren't you? I can see it in your eyes! You really are in love! The highest form of pure love, the love all the lonely people are dreaming of. And even though no one is perfect, you are now perfect together! And that's why even with your flaws (and trust me you have a lot of flaws) you know now that you ARE loveable.

It's time for the last dance.

(Start the song immediately:

Music: *"A dream is a wish your heart makes" (Cinderella, live-action movie version)*

~*~ **The End** ~*~

Debrief

The larp is done and we are now off-game.

We will sit down for a short debrief. There will be three rounds.

The first round

- Off-game names
- Pronouns
- What character you played

The second round

- How was *your character's* experience? What did they feel through the process of matchmaking?

The third round:

- How are *you* feeling right now? Are there any thoughts or reflections you want to share?
(You can also say "pass" if you don't have anything to share right now)

Thank you!

Thank you for playing this larp. You are now free to go or to stay and talk more with the other players about the experience.

Characters:

Snow white

#runaway princess #prettiest of them all #party girl

Since you divorced your prince, you've been desperate to find someone new. The near-death experience did change you a lot and the wild days of living in a crazy collective in the forest are over. But would you really change your rough lifestyle with outdoor adventures and dance parties every night just to settle for one person?

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

Cinderella

#breaking free #perfectionist #what's a royal ball

You feel like you've lost your shoe again and this is the only way to find the perfect fit. You thought the prince was charming, but he wasn't perfect. You've had enough of cleaning up other people's shit and want someone mature enough to live up to your standard and fulfill all your heart's wishes.

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

Prince Hans

#making family proud #gold digger #manipulative

With your twelve siblings you are used to competition and you know that you need to take what you want before it's too late. You've seduced innocent princes and princesses before but this time you're going to succeed. You prefer a partner who's very similar to you and most of all: you love crazy.

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

Rapunzel

#hyperactive #extreme mood swings #rapunzel knows best

Since you cut your hair and your mother out of your life you feel like you've grown so much. The truth is you grew up in a tower and you are still quite immature and naive. You have a history of falling in love with the bad guys, now you just want someone active enough to keep up with you when you're doing your 20 activities before breakfast.

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

Pinocchio

#no strings attached #realness #wishing upon a star

You succeeded in becoming a real boy despite your father's worries. Now you're a man, still sometimes worrying if people see your identity as real. You've been through a lot and still struggle with PTSD and trying to stay away from gaming and alcohol. You need someone confident enough to be your safety without completely tying you down.

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

Maleficent

#bad bitch energy #toxic #beast within

You love to be the center of attention and can't stand when you're not invited to a party. When things don't go your way, you easily become aggressive and out of control with your emotions. Now you really need a partner who will put up with all the craziness when your world starts to spin around like your spinning wheel.

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

Shrek

#my swamp my rules #proud father #layers like an onion

Back in your swamp with shared custody of your children you rely a lot on your best friend Donkey to cheer you up. But you can't stop imagining that dream partner who would let you be totally yourself without changing anything. You are not perfect, you know that, with your gross habits and aggressive outbursts. But those are all parts of who you are. You are an ogre, no one can change that.

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

Belle

#books #beasts #beauty

Finally cured from your Stockholm syndrome you are done with the beast for good. You want someone kind and intelligent who can share your passion for books, looks and vintage furniture. But you are still drawn to darkness and you kind of miss the luxury of living in a castle, and to be totally spoiled and cared for.

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

Peter Pan

#lost boy #leader #wanting the family you never had

You can't return to Neverland and you are terrified of growing up having to take any form of responsibility. But at the same time you really want to start a family and find the right co-parent to read stories to your future children. All you need is to focus on those wonderful thoughts to fly away and fall deeply in love.

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

Ursula

#helpful #jealous witch #squid games

A bit bitter about not being the ruler of the ocean you have moved to the city to search for poor unfortunate souls to "help" with your magic. You are extremely jealous and want your future partner to listen to your voice only. But you are quite good at faking and hiding your tentacles and toxic traits when needed.

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

Mulan

#clumsy #fighter #gender fluid

After you saved all of China you could finally look at yourself in the mirror again. Maybe it isn't that bad wanting to dress up as a man now and then? This is your last chance to impress a matchmaker and bring honour to your family. What do you want? A love worth fighting for!

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

Tarzan

#wild at heart #free soul #deep feelings

You're out of the jungle, but it's temporary. You couldn't stop dreaming about meeting more strangers like you but the plan is to find a new "Jane" to bring home since the last one got tired of life in the wilderness. You're scared of getting hurt again but you still hope to find someone who will always be in your heart.

Questions:

- What does your character dislike about themselves?
- What would your character never give up for love? What are their true dealbreakers?
- What makes your character desperate for a romantic relationship? (Fear of loneliness? Wish for success? To escape the past? Family's expectations?)

What is the story about?

(Short resumés of the stories the characters are from as they are told in the Disney movies. Remember your character doesn't know the others but you may have heard rumours. Also feel free to make the characters your own and change their stories!)

Snow White

- A princess runs away from her evil stepmother and lives in a cabin in the forest together with her animal friends and seven dwarves. She falls into a magical sleep after eating a poisonous apple, but is saved by a kiss from a prince.

Cinderella

- An orphan girl has to work hard and clean the house of her evil stepmother. She dances with a prince at a ball after getting help from her fairy godmother. The prince finds her again with the help of a lost shoe.

Frozen (Prince Hans)

- The snow queen Elsa struggles with her magical powers. Her sister Anna falls in love with Prince Hans but he betrays her and leaves her and her sister to die. Ana saves them, punches Hans and gets together with another guy.

Rapunzel

- A lost princess is held captive in a tower by a witch pretending to be her mother. She breaks free with the help of a thief and cuts her magical hair in the end to break the spell which keeps the witch young.

Pinocchio

- A wooden doll goes on adventures ending up in places like a theatre scene, a cursed amusement park and the inside of a whale. With the help of a cricket he gets home to his father and by the wish upon a star he turns into a real boy.

Sleeping Beauty (Maleficent)

- The evil fairy Maleficent is not invited to a party and puts a curse on the baby princess. 15 years later she makes the princess fall into a magical sleep. 100 years later a prince wakes the princess with a kiss. (After battling Maleficent who can turn into a dragon.)

Shrek

- A green ogre gets angry when his swamp is invaded by a mix of fairy tale creatures. He saves princess Fiona from a dragon to get Lord Farquaad to let him live in peace. And falls in love with the princess who also becomes an ogre.
(There's several movies about their life together, meeting with the parents in the city Far Far away, getting makeovers by the fairy godmother and getting triplets.)

Beauty and the Beast (Belle)

- Belle's father gets captured by a beast in a strange castle with living furniture. Belle takes his place and slowly gets feelings for the beast. In the end they survive an attack of an angry mob and the spell breaks revealing the beast was a prince all along.

Peter Pan

- Peter Pan is the leader of the lost boys in Neverland, children who will never grow up. He takes Wendy (and her brothers) there to read them stories. They get attacked by pirates several times but survive and everyone but Peter Pan leave Neverland.

The Little Mermaid (Ursula)

- The mermaid Ariel falls in love with a prince and wants to become a human. She gets help from her aunt Ursula - a squid sea witch. As payment Ursula takes Ariel's voice and tricks her pretending to be her to get the prince, but gets defeated by her brother King Triton and his trident.

Mulan

- Mulan disguises herself as a man to be able to take her father's place in the army. Her secret gets revealed but she saves China from the attack of the Huns and gets the respect (and interest) of general Li Shang.

Tarzan

- Tarzan grows up among gorillas and when he meets other humans for the first time he falls in love with Jane and is prepared to leave with her. But they get tricked and have to fight to save the gorillas. Then Jane and her father stay with them in the jungle.