

Strangers

By Nina Runa Essendrop

This larp was designed for Funen Art Academy as an embodied way of discussing the theme of Immigration and refugees. The purpose of the LARP is to feel into the situation of both the refugees and the people who they now must live among. The LARP focusses on the difficulties which can arise when different cultures meet on uneven terms (one feeling ownership over a country, the others having to try to either fit in or create ways to maintain their own culture).

Basic design

Goal:

An exploration of cultural clashes and integration.

Style of the LARP:

Strangers is a physical, abstract LARP.

There is no talking throughout the LARP. Communication happens through movements and sign language. The players can have their own interpretation of the situations and focus on the experiencing.

The basic concept:

Players are divided into two groups: The Blue People and The Green People. During the workshop the players develop the two separate cultures and they get ribbons in the color of their group to represent cultural identity.

The room is divided in two. Each group/culture has a half the room.

When the LARP has started one group is randomly chosen to be hit by an undefined disaster which gradually forces members of that group to flee and go and live among the members of the other group, not knowing the language or the daily routines. If a newcomer learns to fit into the daily routines and learns the language she/he can be integrated by getting a new ribbon in the color of the group, they are getting integrated into.

In the end everyone will be in the same space (the space that belong to the group who did not have to flee), but weather some, no one or everyone of the newcomers get integrated, depends on what happens in the LARP. The LARP is about exploring the feelings and reactions involved in being a refugee in a new country or dealing with the new situations arising when strangers come to your country.

Running the LARP:

Your role as a facilitator for this LARP is to get the props, set up the room, run the workshop, run the LARP (controlling the light and randomly choose which group is hit by disaster and move people from that group to the other) and facilitate the final exercise to get the players out of character and the debrief. Descriptions for what props to get, how to set up the room and how to run workshop, LARP and debrief is included in this text.

Number of participants:

This LARP works best with 8 – 18 players.

Duration:

The duration of the LARP is 3.5 – 4 hours.

The workshop is approximately 2 hours. During the workshop the players create characters, get familiar with their respective group/cultures and learn how to play the LARP.

The LARP is approximately 1 hour. It consist of different parts: Nights, Routines and Breaks. These have different sounds, light and ways for the players to behave (which the players will get familiar to in the workshop).

After the LARP there is a few exercises to help the players get out of character and then there is a debriefing where players get to talk about their experience and possibly relate them to the theme of immigration.

The structure of the LARP:

The LARP consist of 5 **Nights** and 4 days. Each day has a **Routine**, a **Break** and another **Routine**.

The sequence is like this: **Night 1**. Routine, break, routine, **Night 2**. Routine, break, routine, **Night 3**. Routine, break, routine, **Night 4**. Routine, break, routine, **Night 5**.

The different parts follow the music and the players will learn to follow the soundscape.

Nights: During the nights, the characters sleep, the light is turned of and there is peaceful music. The first night nothing happens.

The second night the facilitator of the LARP randomly draw a ribbon deciding which group (blue or green) will be hit by disaster. The facilitator will then come and get one or two members of that group, take their ribbon and place them in the other side of the room, among the other people. During the third and fourth night the rest of the people from that same group will be moved, eventually leaving one side of the room deserted. The number of people being moved should escalate each night, starting with one or two the second night, a bit more the third night and the last ones the fourth night.

The fifth night nothing happens, all players are in the same space.

Routines: Each day start and end with a routine which represent the characters everyday life. The routines are paced by different short pieces of music showing the characters when to shift between stations where they interact with different material (yarn, pen/paper and sticks) in the room. If possible each station has its own spotlight. The routines are created and rehearsed in the workshop, so each group and each person will create their separate routine way of shifting between the different spots and ways to interact at each station.

The routines are important for the characters and they will try to uphold them (or create new ones), as people from one group start to get moved.

Breaks: Between the two routines each day, is some free time where the characters can interact. During the breaks the light will (if possible) shift and there will be a distant sound of voices and footsteps.

The groups:

The players will be divided randomly into two groups. These represent different cultures/nations. They live in opposite sides of the room and they can't interact with or see the people on the other side of the room. They can only move across the border if they are moved by a facilitator during a night. The players will also workshop in different parts of the room.

During the workshop each group will rehearse specific ways of moving (Blue People have small, circular movements and Green People has large, linear movements). They will also develop separate sign languages, routines and ways of expressing affection and aggression and go to bed. Each culture is represented by colored ribbons. The ribbon represents being part of that culture. The group being threatened will lose their colored ribbon when they are moved from their own part of the room, but they can try to be integrated in the other group to get a new ribbon in the other groups color. The people who are moved can never go back to their own country and they can't be deported from their new country.

The characters:

The characters are created in the workshop.

Each player chooses a piece of cloth with a unique combination of color and texture and two words as the basis on which to create the character. Characters are based on feelings/moods and movement/texture qualities. The players can interpret these for themselves.

The piece of cloth represents the character and are worn by the player throughout the LARP.

Each character has a specific movement as a name which the player creates during the workshop.

Workshop:

The workshop is preparing the players to play the LARP. After some warm up and introduction to the LARP, the players will be randomly divided into the two groups/culture and spend the rest of the workshop in these groups workshoping in separate parts of the room.

The **routine** is created and practiced several times. It is build up slowly, applying more and more layers. Each culture incorporates a specific way of moving (Blue: small/circular, Green: Large/linear). Each group decides on how to show aggression and affection and how to go to sleep and they develop a sign language with four words (three are chosen in advance, the last they will choose for themselves). They develop the ways of showing affection/agression/to go to sleep and the sign language through silent negotiation, everyone repeating a sign they like, until all are doing the same thing.

The players also get to develop their characters and try out how their culture interact during the **breaks** and they get to try out the sequence of the LARP.

Setting up the room:

The most important thing about the room is, that it is visibly divided in halves. This can be done by tape on the floor or using chairs or whatever else is available.

In each half of the room there should be three stations on the floor, spread out with some distance between them. Each station has a different kind of object. One has paper and pens, one

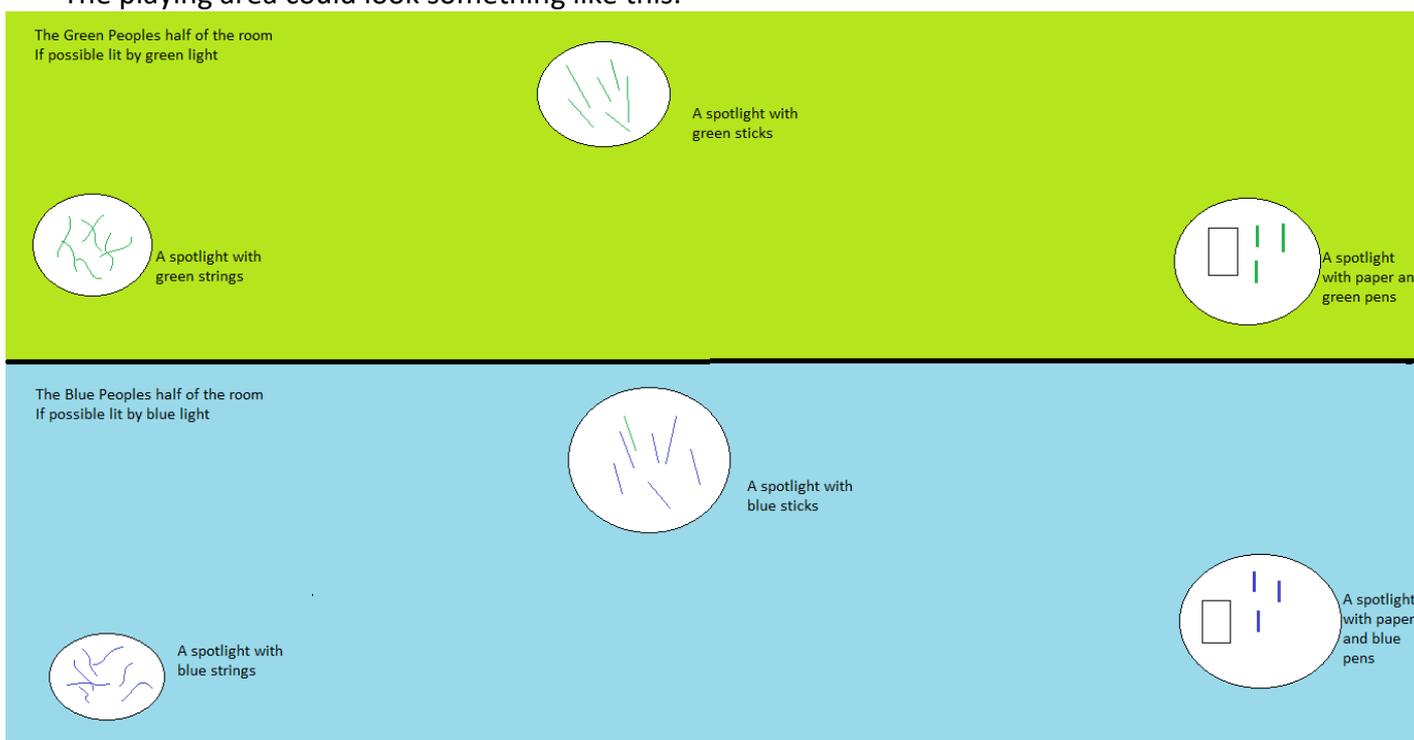
has strings, and one has sticks. The stations represent the characters daily activities and the characters shift between them as part of the routine.

It should be possible to turn off the lights to mark the night.

If possible each station can have its own spotlight.

If possible half the room can be lit in green light (for the green people) and half with blue light (for the blue people).

The playing area could look something like this:



You should find a place to sit outside the playing area from where you can control the light and keep an eye on the LARP.

There should also be somewhere right outside the playing area where you can place the ribbons in the color of the people who do not get moved (the ribbons are used to integrate the refugees).

Props

This is what is needed to run the LARP is:

- **18 green ribbons** and **18 blue ribbons** representing the character's cultural identity.
- **Tape** for dividing the room in two and placing the culture ribbons on the players cloth.
- **Two piles of sticks** (if possible one with blue sticks and one with green sticks) for the stations used in the routine.
- **Two piles of string** (if possible one with blue strings and one with green strings) for the stations used in the routine.

- **Two piles of paper and Pens** (if possible blue and green pens) for the stations used in the routine.
- **A flashlight** for finding the people who should be moved during the nights
- **18 pieces of different fabric** for the characters. Print and cut the characters (in the back of this document) and attach one to each piece of fabric. Each character consists of two words (for example “Smooth/ Nostalgic” or “Fragile/ Optimistic”).
- **Safety pins** for attaching the character to the player’s cloth.
- A playlist with the soundtrack for this LARP and a way to play it.

The Music/Sounds

The music and sounds control the pace of the larp.

You can find a playlist with the music on Spotify. It is called Strangers.

<https://open.spotify.com/user/ninaessendrop/playlist/OvqkBVRNgNrDYehGkAilPp>

Or you can find the tracks yourself.

Music for the Nights:

“Petite Suite. En Bateau” by Claude Debussé

Music for the routine:

- 1) “Bell, Triangle – Iron Triangle Diner Bell: Ringing Bell and bell tree music” from the album “Bells: Sound Effects” by Sound Effects Library.
- 2) “The Alpine Sudetenwaltz” from the album “The Grand Budapest Hotel” by Alexandre Desplat
- 3) “Optakt” from the album “KlunserBeats live” by Analogik
- 4) “Beware The Friendly Stranger” from the album “Geogaddi” by Boards of Canada
- 5) “The Euphonium” from the album “Mr. Magorium’s Wonder Emporium” by Alexander Desplat and Aaron Zigman

Music for the Breaks:

“Crowd Interior Museum Voices Footsteps Sound Effect” from the album “Ambience 3 Crowd Sounds” by 2496 Sound Effects.

Workshop

Part 1: Warm up and introduction

Introduction 10 min.

Tell the players:

- *This is a LARP about two groups of people. The Green people and the Blue people. One of these groups will be threatened from an outside force and will gradually have to flee and join the other group.*
- *In this workshop we will develop the cultures of the two groups and you will get a character and practice the framework of the LARP. Within this framework you are free to explore.*
- *The goal of this LARP is to explore this situation, where one group of people is forced to be part of the other group. There is no set outcome to this. Whether the integration is successful for all, for some or for no one is up to what happens in the LARP. Explore the situation through your characters and do what feels right in the moment.*
- *This LARP is an abstract, non-verbal and physical LARP. A lot of things are up to your own interpretation. You don't have to look for a common understanding or try to do what you think I expect of you. This experience is for you!*
- *Both of the groups you will be playing are abstract representations and does not mimic any given culture. They can't talk, but you will get other ways to communicate.*
- *LARPs can provide strong experiences. Sometimes feelings and reactions occur that you did not expect. This is mostly great, this is why we LARP. If you feel uncomfortable, you are free to leave or take a break. But don't be afraid to play this LARP. We will ease into the LARP during the workshop and you always have the opportunity to leave the character and go back to being yourself. Be attentive to each other, take responsibility for yourself and your experience, and get the most of this LARP. I will be here during the LARP, come and talk to me if you need to.*
- *We have a lot of stuff to do during the workshop. Please pay attention, experience the exercises and please don't talk unless you don't understand the instructions. You will have time to ask questions in the end of the workshop and all the important stuff will be repeated just before the LARP starts.*

Exercise: Physical warmup and become present 7 min.

Ask the players to lie on the floor with their eyes closed.

Ask them to notice their breathing and then to slowly start to move while noticing all the details in the movements.

Ask them to slowly sit up, still with eyes closed and to notice all the small movements it takes to get to a sitting position.

Ask the players to open their eyes, stand up and start to walk around the space.

Ask them to feel the floor and to feel all their movements.

Instruct the players to experiment with making big linear movements with their feet. And then to experiment with making small, circular movements with their feet.

Repeat this (big/linear, then small circular movements) with legs, hips, chest, arms, hands and head.

Ask the players to walk around again and then tell them that you will now go through different movement qualities. It is up to them to interpret these qualities.

Ask them to move in a smooth way and to try to use their whole body.

Repeat this with the following qualities: Fragile, Soft, Hard, Spiraling, Edgy, Flowing, Deep, Light, Strong. Let them have a taste of each quality, but shift somewhat fast between them.

Exercise: Group movements, copy, find thing to do and agree by copying 7 min.

Ask the players to walk around the space again.

Ask them to notice the presence of others, but without making eye contact.

Ask them to move closer together, keep walking and to try to follow the general direction of the group, so all are following and no one leading.

Ask them to start to copy movements from others. Ask them to exaggerate these movements.

Ask them to copy a new movement that they like.

Ask them to try to find a movement that they all do and to listen to each other and to the group.

Tell the players:

- *Copying or repeating will be used as a way to agreeing in some of the workshop exercises and in the larp.*

Exercise: count to ten with eyes closed 5 min.

Players sit in a circle on the floor with closed eyes.

Tell them, that in a moment you will all count up from one to ten together. If two people say the same number at the same time you will take a deep breath together and start over.

Start by all taking a deep breath together and then someone can say the first number.

Do this a couple of times or until you reach ten.

Part 2: Groups

Introduction 5 min.

Tell the players:

- *You will now be divided randomly into two groups. The Green People and the Blue People.*
- *These two groups of people live in countries next to each other. We will in a moment divide the room, and for the rest of this workshop you will stay at your own side and workshop with your own group. Your character can't see across the border to the other side.*
- *The Green People and The Blue People don't normally interact. They don't know each other, they have never been at war, but never have any close connections either. They are both cultures that mind their own business and are not used to dealing with people coming from the outside.*
- *Whether your character will find people from the other group terrifying, interesting, welcome or unwelcome is up to the character and the situation. Don't try to make up your mind about this during the workshop, but see which reaction comes naturally in the LARP.*
- *Both groups are very simple. They have no real language, only a few signs. They have a routine way of getting about the day and ways of expressing affection and aggression. None of them talk.*

Dividing the groups 5 min.

Players sit in a circle with eyes closed.

Go around with the ribbons and let each player draw one, dividing the players into groups.

Give the players tape for attaching the ribbon to their cloth and tell them that this ribbon represents their cultural identity and that it is important to their character.

Send the players to their respective halves of the room.

Exercise: Routine. 10 min.

Tell the players:

- *Now we will create routines which will be repeated throughout the LARP. We will start slowly and then add more layers.*
- *The routine symbolizes everyday life.*
- *You can interpret for yourselves what the meeting and situation means.*

Ask the players to each find a place where they can stand by themselves (in the half of the room belonging to their group).

Ask them to notice this spot and tell them that this will be their starting point in the routine.

Place the three stations (sticks, paper/pens and strings) at the right spots in both halves of the room.

Tell the players:

- *These are three stations. During the routine you will visit each of them and interact or do something meaningful by yourself with the materials there.*
- *You will use the same materials a lot of times, so please don't destroy them when you use them. Make sure they can be used again for the next run of the routine*

Ask the players to, within their own group, divide evenly between the three stations.

Tell them that this is their first activity and ask them to notice who are there with them.

Ask them to go back to their starting point, and then go to their first activity.

Ask the players to go to one of the other stations and to try to split up, so they are not going to the same station as (both of) the people they were just standing with.

Tell them that this is their second activity and ask them to notice who are there with them.

Ask them to go to their starting point. Then go to the first activity and then to the second activity.

Ask the players to go to the last station (the one they have not been at yet).

Tell them that this is their third activity and ask them to notice who are there with them.

Ask them to go to their starting point, then to first activity, then second activity, then third activity.

Ask the players to find a place (in each group) to meet up (it should not be by any of the three stations). Ask them to go there and notice where in the room they are.

Tell them that this is the ending spot for the routine.

Ask them to go to their starting point, then to the first activity, then second activity, then third activity and finally to the ending point where they are all standing together.

Put on routine signal

Tell the players:

- *This sound signals, that the routine is about to begin and you should go to your starting point for the routine.*
- *Your routine will be accompanied by short pieces of music. While a piece of music is playing, you will take the time to walk from one point to the next, and to do something with the people who you meet there. When the music shift, you go to the next spot.*
- *When you do the routine this time you get to experiment with how to use the materials. It will be short interactions, and you should only use the materials little by little to make it last for many interactions.*

Ask the players to find their starting point

Put on Routine music number one.

Ask the players to go to the first activity, taking around 10 seconds to get there. Ask them to shortly improvise with the materials at their first station (they have the remaining of the music number). Depending on the number of players there will be 1-3 people at each station. If there are more players at a station they improvise together.

Put in Routine music number two.

Ask the players to go to the second activity, taking around 10 seconds to get there. Ask them to improvise with the materials at the second station (alone or together) for the remain of the music.

Put in Routine music number three.

Ask the players to go to the third activity, taking around 10 seconds to get there. Ask them to improvise with the materials at their third station (alone or together) for the remain of the music.

Put in Routine music number four.

Ask the player to go to their ending point (taking around 10 sec to get there) and to improvise something to do all together for the remain of the music.

Tell the players:

- *This is the basic for the routine, we will slowly add more layers during the workshop.*
- *The routines can and will change during the LARP, and you can and should react towards this. If a player for some reason misses a routine, take it as part of the experience. Some days people are not where they are supposed to be, and it influences the day of others, but that is just the way it is, and you will make it work anyways.*

Exercises: group movements.

Tell the players:

- *Each group has their own characteristic movement qualities.*
- *The green people have large, linear movements and the blue people have small, circular movements.*

Ask the players to walk around amongst each other in their separate halves of the room.

Ask them to try out these ways of moving.

Ask them to try to use their whole body and to explore different movements. Tell them that when someone moves in a way they find interesting, they can copy the movement.

Then ask the players to apply these different movement qualities one at a time while maintaining the large/linear or small/circular movements of their group:

Nostalgic, Optimistic, Restless, Calm, Shy, Punctual, Skeptic, Careful, Temperamental, Sensitive.

Tell the players:

- *You will now repeat the routine.*
- *This time focus on how you go from one point to the next using these movement qualities.*
- *Take around 10 sec. to move from point to point and when you get there, improvise with the materials, trying to copy some of what you did last time you did the routine.*

Put on routine soundtrack, maybe say when to shift between the five spots.

Exercise: Group identity

Tell the players:

- *We will now work with how each group expresses aggression and affection and how they go to sleep. You will decide upon this in each group, using “repeat to agree” which means, that someone makes a suggestion by doing the suggested movement and then others repeat this if they like it.*
- *You can’t talk during the exercise, only suggest by showing and agree by repeating.*
- *Try to follow the group and to make decisions fast. When a lot of people do the same thing, the rest should follow.*

Ask the players to form a circle within their respective groups.

Ask them to find a way in each group to express aggression using “repeat to agree”.

Give them a moment and then say that they should now reach a decision.

Ask them to find a way to express affection.

Give them a moment and then say that they should now reach a decision.

Ask them to find a way for their group/culture to go to sleep together.

Give them a moment and then say that they should now reach a decision.

Tell the players:

- *You will now do the routine again. Remember the way you move between points and go to the next point/station when the music shifts.*
- *This time focus on creating small, meaningful moments when improvising with materials, like eye contact, touch or expressing affection or aggression in the ways you just decided upon. It can be concrete or abstract, big or small.*

Put on routine soundtrack, if necessary tell the players when to shift between the five spots.

Exercise: Signs

Tell the players:

- *Now each group will create a simple sign language consisting of 4 words.*
- *I will give you the words, and you will use the agree by repeating method to find a sign/gesture for that.*

Ask the players to form a circle within their respective groups.

Ask them to find a sign for “good” using “repeat to agree”.

Give them a moment and then say that they should now reach a decision.

Ask the players to find a sign for “stop/no” using “repeat to agree”.

Give them a moment and then say that they should now reach a decision.

Ask the players to find a sign for “this is interesting/look” using “repeat to agree”.

Give them a moment and then say that they should now reach a decision.

Tell the players:

- *You will choose one last word yourself. Something that will be important for your people.*

Ask the players to find a word using “repeat to agree”, this time suggesting words by saying them out loud and repeating to agreeing.

Give them a moment and then say that they should now reach a decision.

Ask the players to find a sign for the word they choose using “repeat to agree”.

Give them a moment and then say that they should now reach a decision.

Tell the players:

- *You will now do the routine again. Try to remember the way you go from point to point, your interactions and the special moments during interactions. You should also pay attention to the soundtrack so you get used to move to the next spot when the music shifts.*
- *This time also try to make contact with someone on your way from one point to the next. You can make contact with one or more person and at any given moment in your routine, but try to remember this contact. It can be a sign from your new sign language, an eye contact, a touch or whatever make sense.*

Put on routine soundtrack.

Part 3: Characters and sequence

Tell the players:

- *Now we will make characters.*
- *The character is yours and you can interpret it as you like. You will play them throughout the LARP.*

Exercise: characters

Spread characters (the pieces of fabric with words on the back) on the floor or a table.

Ask the players to choose a piece of fabric (both groups draw from the same pile).

Tell the players:

- *Like the ribbon represent your culture, this fabric represents you and your personality.*
- *You can interpret the two words on the back as you want.*
- *People change, and if you in the game find out, that your character has become something else than what is written or what you originally thought, that is no problem.*

Ask the players to form a circle in each group.

Ask them to take a round where each of them read their two words out loud and show the fabric to the rest of your group.

Ask the players to attach their piece of fabric to their cloth with a safety pin.

Exercise: try out characters and find name

Ask the players to spread out. Ask them to look at and feel the fabric and to read the two words out loud to themselves to get a first feel of the character.

Ask the players to start to walk around the space remembering the linear/big or circular/small movements and to start to let the words and fabric of their character influence the way they move. It can be literal, using the movement qualities, or they can interpret or make associations of the words (and fabric) and create the character from that.

Ask the players to find one gesture that represent their character.

Ask them to make it clear and to repeat it to themselves.

Tell the players that this will be their name.

Tell the players:

- *You will now do the routine again.*
- *This time do it as your character, while still trying to remember the interactions, the way to move between the points and the special moments with the people you meet or interact with.*

Put on routine soundtrack

Exercise: practice group interaction, Break/free time

Tell the players:

- *Now we will work with how your characters interact when they are not doing the routine.*

Put on museum noise.

Ask the players to stand in a circle in their group.

Ask them to repeat the signs for “no/stop”, “good”, “look at this” and the sign for their own word.

Ask them to repeat how they go to sleep, show affection and show aggression.

Ask the players to go into character

Ask them to try to communicate as a group, using signs and ways to express affection and aggression and feeling into how their people behave when in a large group.

Tell them that this group are people their character has always known, they might not always agree, but these people feels safe and familiar.

Ask them to try to let their mood be influenced by the group.

Ask them to find something to do the whole group together.

Ask the players to split up and to interact in smaller groups.

Ask them to feel into how their characters feel about each other.

Ask them to try out what they do when they are by themselves.

Tell the players:

- *The routines can and will change during the game. People will disappear or new people will appear.*
- *It is important that you keep the routines important to you. The routine is your part in society and even if it changes, it is still important to have a routine, shifting from place to place at the right times and interacting with others.*
- *We will now do the routine again.*
- *Remember how and when to move from spot to spot and the interactions and meetings and now also try to let your characters get influences by what happens. Try to feel how your character react towards the people you meet, but make sure still to uphold the routine. Do the actions, but let your characters mood influence how you do the actions.*
- *Start the routine by making the gesture that is your name.*

Put on routine soundtrack

Exercise: Story and sequens

Tell the players:

- *Now we will go through the sequence of the LARP and what will happen.*
- *The LARP will consist of four days divided by nights.*
- *Each day will start by a routine, then the characters have some free time, then you will do the routine again, and then it will be night.*
- *The first night nothing will happen, but the following nights, members of one of your groups will have to flee, and join the other group. I will come and get the ones who have to flee, take their ribbon and place them in the other group.*
- *You know the signal and the music for the routine, the night will have a different kind of music, and the free time will have some background noise. If you are in doubt about what to do, listen to the sounds/music, or look at the others or at me.*
- *We will now go through a day so you have a feel of what will happen. I will talk you through this. You will be halfway in character during this exercise. We will start and end with night.*

Put on night music, turn of light.

Ask the players to lie down on the floor as their group does when they go to sleep.

Tell the players:

- *The LARP will start with a night. Nothing will happen during the first night, but the following nights members of one of your groups will have to flee to the other group.*
- *I will come and get you, take your ribbon and lead you to the other group. More and more people will be fleeing each night, until you are all in the same group.*
- *When you hear the starting signal for the routine, you should get up and find the spot where your routine begins.*

Put on routine soundtrack.

Ask the players to do their routine as their characters.

Put on break sound.

Tell the players

- *When you have done the first routine of the day, your characters will have some free time together marked by this sound.*
- *After a while it is time for the last routine of the day. Get ready at the routine signal, and do the routine when the music starts.*

Put on routine soundtrack.

Ask the players to do their routine as their characters.

Put on night music.

Tell the players:

- *The sequence of every day is routine, free time, routine.*
- *Then a new night will come. And you will go to sleep.*
- *If you are in doubt about what to do, you can follow the sounds or look at me or at the people around you.*

Talk about Integration

Ask the players to come and join you in a circle on the floor.

Tell the players:

- *This game is about integration.*
- *It is an explore of the theme within the framework of the LARP. There is no given outcome.*
- *You will flee your country little by little, a larger group of refugees for each night.*
- *When a new day begin, the new refugees will find a starting point for the routine and try to get integrated into the routine of the people that they now live amongst or find a way to try to uphold their routine and culture in this new, unfamiliar place. Members of the group which don't have to flee decide for themselves what they feel about the newcomers.*
- *The newcomers cannot be abandoned and they can't go back where they came from.*
- *If one of the newcomers feel integrated (knows the language, have a routine, feel part of the new group), she/he can take a ribbon in the new color from this pile (Show). Or someone else can give a ribbon to the newcomer if they think the newcomer has been integrated. How others react are up to them. Some might welcome this integration, others might think it is too soon, and maybe other newcomers don't like, that one of their people now belong to this other group. Don't plan ahead, react in the situation.*
- *We will now have a 10 min. break. Afterwards there will be time for questions. Don't show the signs/language of your culture to members of the other group in the break.*

BREAK – 10 min.

Part 5: Last repetition + good game

Time for questions

Ask the players to sit down in a circle on the floor with you and answer the questions they might have.

Exercise: Last repetition

Ask the players to make a circle within their groups.

Ask them to find their characters.

Ask them to repeat the sing for “Stop/no”, “good”, “this is important” and the one they chose for themselves. Ask them to repeat how they show aggression and affection and how they go to bed.

Ask them to stay on the floor ready to sleep.

Tell the players:

- *The LARP will begin in a moment.*
- *Remember that when you hear the routine music, you should do the routine.*
- *When you hear the sleeping music, and the light goes out, go to bed.*
- *The first night nothing will happen, but the next three nights people from one of your groups will be forced to flee and move to the other group. I will come and get you.*
- *You can get a ribbon if you feel well integrated or get someone a ribbon if you think they are well integrated.*
- *Remember to keep the routine important even though it might change. It is always important to be part of a routine.*
- *In a moment the sleeping music will start and the LARP will begin with you all sleeping.*
- *Have a very nice LARP.*

Turn of light, start sleeping music, start LARP...

Running the larp.

The sequence of the LARP follows the music. Have a playlist ready or use the “Strangers” playlist on Spotify. Running the LARP you control the light (according to the music and different parts), you draw a ribbon to decide which group is hit by disaster and you move people from that group into the area of the other group and make ribbons available in the color of the people who did not become refugees (so that the refugees can potentially be integrated among them). When you move the refugees, use a flashlight to find them in the darkness. Take them one by one, taking their ribbon and carefully leading them to the other side before getting the next one. Don’t talk while doing this.

	Light and music	Your task
Night 1	Light – out Music: Petite Suite. En Bateau	
Routine	Light – Three spots in each half of the room Music: Dinner Triangle – The Alpine Sudetenwaltz – Optakt - Beware the friendly stranger - The Euphonium	
Break	Light – Green light in half, Blue light in half Music: Crowd Museum	
Routine	Light – Three spots in each half of the room Music: Dinner Triangle – The Alpine Sudetenwaltz – Optakt - Beware the friendly stranger - The Euphonium	Randomly draw a Blue or Green ribbon. That group will be the one to be hit by disaster and gradually be moved to the other side of the room.
Night 2	Light – out Music: Claude Debussy: Petite Suite. En Bateau	Take 1-2 members of the group hit by disaster, take their ribbons, place them in the other group.
Routine	Light – Three spots in each half of the room Music: Dinner Triangle – The Alpine Sudetenwaltz – Optakt - Beware the friendly stranger - The Euphonium	Place the remaining ribbons in the color of the people not hit by disaster near the area of that culture.
Break	Light – Green light in half, Blue light in half Music: Crowd Museum	
Routine	Light – Three spots in each half of the room Music: Dinner Triangle – The Alpine Sudetenwaltz – Optakt - Beware the friendly stranger - The Euphonium	
Night 3	Light – out Music: Claude Debussy: Petite Suite. En Bateau	Take more members of the group hit by disaster, take their ribbons, place them in the other group.
Routine	Light – Three spots in each half of the room Music: Dinner Triangle – The Alpine Sudetenwaltz – Optakt - Beware the friendly stranger - The Euphonium	
Break	Light – Green light in half, Blue light in half Music: Crowd Museum	
Routine	Light – Three spots in each half of the room Music: Dinner Triangle – The Alpine Sudetenwaltz – Optakt - Beware the friendly stranger - The Euphonium	

Night 4	Light – out Music: Claude Debussy: Petite Suite. En Bateau	Take the last members of the group hit by disaster, take their ribbons, place them in the other group.
Routine	Light – Three spots in each half of the room Music: Dinner Triangle – The Alpine Sudetenwaltz – Optakt - Beware the friendly stranger - The Euphonium	
Break	Light – Green light in half, Blue light in half Music: Crowd Museum	
Routine	Light – Three spots in each half of the room Music: Dinner Triangle – The Alpine Sudetenwaltz – Optakt - Beware the friendly stranger - The Euphonium	
Night 5	Light – out Music: Claude Debussy: Petite Suite. En Bateau	When the music is done say “Thank you” and start the getting out of character exercise.

After the LARP

Exercise: Getting out of character

Ask the players to stay on the floor and close their eyes.

Ask them to think about the character they just played and the experience they just had.

Then ask them to slowly let go of the character and the experience and return to being themselves.

Ask them to move their bodies a little bit and feel their bodies as their own body and not a body belonging to the character.

Turn on the light.

Tell the players that they can take their time, but when they are ready they can sit up and open their eyes. Everyone should remain silent until all are sitting up.

Runde

Ask the players to come and sit with you in a circle on the floor.

Take a round where each player gets the chance to tell what they are feeling right now. They should keep it short and they don't have to talk if they don't want to.

Talking about immigration and belonging to a nationality.

If you have the time you can open a discussion about immigration and refugees by asking the players how their experience of the LARP relates to these themes.

You can ask the questions that seem appropriate to the situation depending on what you want from this LARP and you can give the players the chance to tell about their experience of the larp and to reflect on the themes.

Characters

(Cut out the words and attach to pieces of fabric each with different colors, textures or shape (if possible make the fabric somehow intuitively fit the words))

Smooth/ Nostalgic

Fragile/ Optimistic

Soft/ Restless

Hard/ Calm

Spiraling/ Shy

Edgy/ Punctual

Flowing/ Skeptic

Deep/ Careful

Light/ Temperamental

Strong/ Sensitive

Smooth/ Skeptic

Hard/ Optimistic

Soft/ Careful

Spiraling/ Temperamental

Flowing/ Nostalgic

Fragile/ Punctual

Edgy/ Shy

Deep/ Restless

Light/ Calm

Strong/ Sensitive