

1 + 1

A short role playing game about love
for three persons

Introduction

1+1 is a framework, where the players together create stories about love and relationships in trouble within that frame. Each scene is played in a set game style that supports the purpose with that scene.

- The most important element in this scenario is improvisation; you should never stop and think too long about what would be the best to do. Instead just go with the first thing that pops in to your head.
- You are going to play the scenario several times, creating a new and unique story each time. So it doesn't matter if the first story is a bit cliché because you can always learn from it, and make the next story different
- When you tell the same story several times you become more acquainted with the frame and each other
- It is therefore okay to make the first story rather quick if it is not going well, or if the worst comes to worst start a new story

Each story follows the same framework, but it is up to you to create the content of the story. The frame consists of six linked scenes that is played six different game styles.

- Scene 1: the relationship starts, played as tabletop
- Scene 2: a scene from everyday life, narrated
- Scene 3: a crisis starts, two monologs
- Scene 4: the crisis escalates, played as LARP
- Scene 5: the crisis is treated, played in the dark
- Scene 6: the story ends for good or bad, played in silence

Two or three players?

This role play can also be played by two players. For two players the experience is more intense and intimate, but on the other hand the two only have themselves to make sure that a compelling story is created. Three players split the burden so the individual player can focus more on his or her tasks. With three players one acts as a game master who also helps to make the scenes more connected. But part of the intimacy might go away with a GM as an audience. Finally with two players they each have an equal say, but with three the GM always makes the final decision.

Preparation

1. Read this text all the way thru
2. Find a room that can become totally dark
3. Choose who number is 1, number 2 and Game Master, (from now on just GM). It doesn't matter who is who, because this changes with each story
4. Start the warm up described below

Warm up

Follow this guide precisely:

1. Stand in a triangle
2. Shake hands and present each other
3. GM starts by saying a word, 1 then says the first word 1 thinks of, when 1 hears this word, then 2 does the same with the word 1 just said. Continue until the word associations come quickly and easy.
4. Take turns giving each other a hug
5. 1 yell angrily at 2, GM needs to approve the yell otherwise repeat
2 yell angrily at 1, GM needs to approve the yell otherwise repeat
GM yell angrily at 1 and 2, 1 and 2 has to approve it otherwise repeat
6. 2 whisper something nice to 1, 1 whisper something nice to GM, sGM whisper something nice to 2
7. 1 and 2 look each in the eyes approx. 20 sec. (you don't need to count)
GM look 1 in the eyes for 10 approx 10. Sec. then 2 for also 10 sec.
8. 2 gives an imagery gift to 1, 2 acts out its size and weight but not its content. 1 receives the gift and acts out opening it telling what it is and playing the reaction for this gift. Then 1 gives a present to GM in the same way. Continue around a few times
9. 1 and 1 holds hands while looking in each other's eyes. GM quietly counts to 30. When the time is up go to scene 0

Scene 0 – The characters and their world

Spontaneous improvisation where the players create the couple in the story and lay the foundation for the story

Rules

- Support and build upon each other's ideas
- Do not work against each other ideas
- Everything is possible at this point

Structure

1 and 2 sit in front of each other with the GM at the table end. You will now create six couples using the methods below. GM decides which method is used each time and which player starts. Each method has to be used at least once.

1. 1 says to 2: "Your name is (say a random name, such as Peter, Aisha or Daneel) and..." 2 continues that sentence with a description of a character, that 2 thinks of, when 2 hears the name
2. 2 says to 1: "You live in (say a random time and/or place such as: Edinburgh, Africa in 1700 century or Alpha Centauri) and..." 1 continues that sentence with a description of a character, that 1 thinks of, when 1 hears the place
3. 1 finds a random object in the room and gives it to 2 and says: "you have this on you and..." 2 continues that sentence with a description of a character, that 2 thinks of, when 2 sees the object
4. 2 says to 1: "You are (mention a random trait such as precise, open-minded or old-fashioned) and..." 1 continues that sentence with a description of a character, that 1 thinks of, when 1 hears the trait

Now chose which couple you want to use in your story. If you are in doubt then spend a few minutes to discuss your options. Look at what conflicts and stories are possible in the couples that you are most interested in.

You can also combine roles from different couples if they fit together. But remember that you can also use some of the couples you created now in later stories. If in doubt then let GM decide. Go to Scene 1 when you have chosen.

Scene 1 - The love starts

Tabletop with focus on how the relationship starts

Cues: New, exciting, uncertainty, the first emotions

Rules:

- You must remain seated the whole scene
- Body language must be limited to what can be done when sitting down
- You must describe what you do

Structure

- In this scene GM is a normal Game Master. The GM can among other things:
 - Change time and place
 - Introduce and play NPC's
 - Set the scene
- The Scene starts with 1 and 2 meeting each other
- 1 and 2 play their characters mindful of the fact that they have to end up together in the course of this scene
- The GM controls the scene and sets the pace, and moves in time and place when it is necessary, GM's job is to make sure that only the important parts are played
- Everybody must now move the scene towards the point when 1 and 2 become a couple, this must not take too long
- The scene ends when the relationship starts

Scene 2 - The relationship

Storytelling: an everyday situation shows the kind of relationship the two has.

Cues: normality, ordinary, what is normal in this relationship?

Rules:

- All actions and lines must be narrated
- It's allowed to narrate what another player is doing, without the others interrupting or commenting it
- Build upon each other ideas
- When something has been described it can't be changed

Before start

- Now take turns describing, with as few words as possible, different everyday situations based upon the story so far and the kind of couple in your story
- Create at least six scenes
- Then choose the one you find best, GM makes the final decision

Structure

- The GM decides who starts the scene, when there is a change in narrator and who the new narrator is
 - The GM is not allowed to start, but can participate as the two others from then on
 - The one who is narrating can always ask the GM change narrator. Use this to give each other ownership over the story
 - Anyone else can ask for the right to narrate by holding up a hand
- The scene starts with the GM telling how long (or short) it has been since the relationship started
- In this scene you must narrate the everyday situation you found just now. The scene must show what kind of relationship the two has before the crisis hits
- The scene doesn't have to have a clear ending
- The scene ends when the narrator has change for the sixth time

Scene 3 – A crisis in the relationship

Two monologs that shows a crisis or conflict that threatens the relationship

Cues: anger, fear, frustration, guilt

Rules:

- The scene is only to monologs
- You are not allowed to talk directly to each other
- You are not allowed to talk during the others monolog

Structure

- This scene will show a problem or situation that creates a fundamental challenge for the relationship
- The GM decides what the problem or crisis is, and can during this scene give one or two cues for inspiration, if necessary
- The scene starts with 2 on his/her own, and holds an internal monolog
 - In this monolog 2 must present a problem that is a threat to their relationship
 - And also tell how this problem arose and what 2 thinks about it
 - The problem must be inspired by the story so far
 - 2's monolog ends when 2 tells how 1 finds out about the problem, (is 2 for example just about to tell it to 1 or dose 1 already know?)
- After that 1 holds an internal monolog alone
 - Depending on what was said in 2's monolog, 1 has to show his/her opinion to the problem
 - If 1 knows about the problem, he/she has to react to it
 - If 1 doesn't know about it, then 1 has to show what his/her reaction will be, when he/she learns about it
 - In short: 1's monolog has to build upon 2's monolog and evolve the problem 2 presented
 - 1's monolog ends when 1 tells when 1 and 2 next shall see each other

Scene 4 - Confrontation

LARP with focus on strong emotions and conflict

Cues: fighting, confrontation, no reconciliation

Rules:

- You can't move time or place
- You must act out what you do, not narrate it
- The conflict must not be resolved

Structure

- 1 and 2 meet in this scene and confront each other and the problem that was created in scene 3
- The scene starts with 1 and 2 meeting for the first time since the problem arose
- It is important that the problem is not solved in this scene
- Instead explore the problem and the consequences of the crisis
- Play on big emotions both wild and small, and take advantage of the fact that you are playing LARP
- The GM sets the scene, and should only give a minimum of help if necessary.
 - GM can position him/herself behind 1 or 2 and whisper, so that all can hear it a few cues that the player can use as inspiration. The cues can be:
 - New emotions
 - Thoughts that suddenly pops in to the players head
 - Or a reminder of thins said and done earlier in the story
 - The GM must only do this if the players are struggling
- The scene ends when one or both leaves the scene

Scene 5 - Solution?

Role play in the dark where the crisis is talked thru and might be resolved

Cues: understanding, quiet, accept, repair or brake? Forgive or leave? Mørkespil

Rules:

- The room must be so dark, that you can't see one another, (if this can't be done then sit with your backs to each other in whatever semi darkness you can create)
- You must speak quietly throughout the whole scene

Structure

- In this scene 1 and 2 must talk their relationship thru, quietly and calmly
 - The GM stays quiet and passive in this scene
- The problems from scene 3 and 4 may now be resolved but doesn't have to
- The scene starts when the light is out and the players are seated
- This scene must show how the story will end
- The scene ends when one of the players choose to turn on the light
- Scene 6 starts as soon as the lights turn on

Scene 6 - The End

Role play in silence where the story ends for good or bad

Cues: forgiveness or goodbye? Last words or a new beginning?

Rules:

- You may not speak at all, words are no longer necessary
- All communication is done via body language and facial expressions

Structure

- This scene ends the story
 - The GM stays quiet and passive in this scene
- The scene starts when the lights are turned on
- It is okay if the scene ends up being very short, such as one last look
- You must not mime
- The scene must not become comic, keep it short instead
- The scene ends when the story is over

Repeat

Create a new story, when the first story is done. 1 is now 2 and 2 is now GM and GM is 1.

It is up to you how many times you want to play, but play at least three so you all get to try the different positions.

It is up to you whether you want to begin the next story at the Warm up, Scene 0 or Scene 1

After each story

Take turns talking shortly about the story you just created. Use some of the points below as inspiration.

- What was good or bad in the story?
- How else can a relationship start other than the way it just did?
- What other conflict would have been possible in your story?
- What other conflicts are possible in other relationships?
- What other themes would you like to explore in this framework?
- Are there some of the couples in scene 0 that you would like to use now?

Variations

- **With rotating positions:** For those who really want to play with the frame, change who is 1, 2 and GM (and who plays 1 and 2's character) between each scene
- **With free game styles:** For the experimental, rearrange the game styles (so that maybe Scene 1 is now in darkness and Scene 3 is narrated and so on)
- **Reuse of roles:** It is allowed to reuse one or both characters you created, if you want to continue to explore them, just still remember to change who is 1 and 2
- **All of the above:** It is allowed to combine the above variations