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## The Child Alone in Total Darkness By Tobias Demediuk Bindslet

from their downfall. Far below ground, protected by soft earth and the cover of darkness, the child sleeps. Safe from war, save

but who will be heard by noone. alone in total darkness, knowing that something is desperately wrong. The child who can say anything, It starts by one of you putting on a blindfold in order to become the child. The child who wakes up all

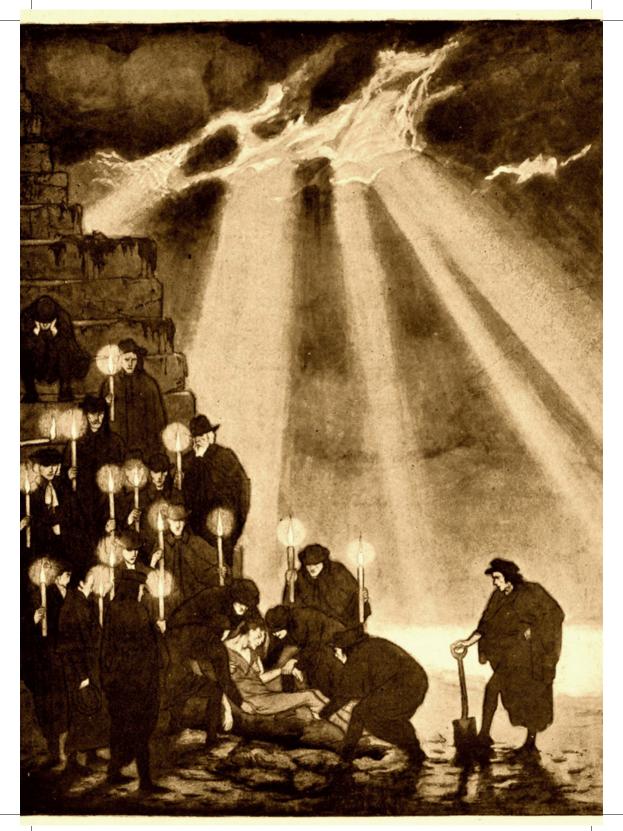
finds light, the leader will even say "You glimpse...". darkness starts feeding the child's senses by saying: "You sense..." or "You move...". Perhaps, if the child Then the second one of you takes the child's hand and leads the way into darkness. The one leading into

how..." or "Last time you were here..." memories. The memories sometimes place a hand on the child's back in order to say: "You remember As the child is lead into darkness, the third one of you follows behind in order to become the child's

will never be able to reach. The voices always start by saying "Don't worry..." or "Everything is going to be hope. The voices which never listen to the child. The voices that the child can hear, but that the child Finally, the last one of you slowly starts circling the other three in order to become the voices giving false

final breath, remove the blindfold in order for all of you to leave the darkness behind. The last thing to happen will be that the child will lie down and take a final deep breath. After the child's

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### Tears for Bethmoora

### **By Troels Ken Pedersen**

But my thoughts are far off with Bethmoora in her loneliness, whose gates swing to and fro. To and fro they swing, and creak and creak in the wind, but noone hears them. They are of green copper, very lovely, but noone sees them now.

**Tears for Bethmoora** is about feeling something physically by "doing" grief, as ritual. First read the game aloud, then play.

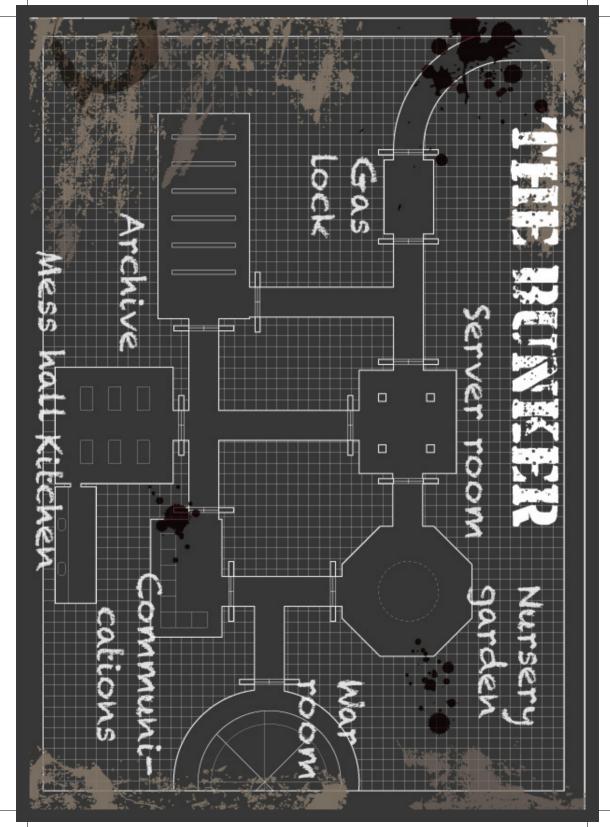
You must praise and mourn fallen Bethmoora.

DOING grief: for example shout, scream, pound your chest, grab your hair, rock back and forth. Be uncomfortably dramatic.

- **1.** Play the music *Funeral March* by Henry Purcell (http://goo.gl/31bV3O)
- 2. Breathe in together and shout, **Bethmoora has fallen!** Then DO grief.
- **3.** All write, on two pieces of paper per player, two concrete things that were wonderful about Bethmoora. Examples: *The market, the hospitality, the gardens.*
- **4.** In turn, each briefly describes the thing on one of their notes. The others each say, solemnly, one praiseful adjective. *Graceful, strong, kindly* and so on. Keep going until all notes have been praised.
- **5.** Shout together, **Bethmoora has fallen!** Then DO grief.
- **6.** In turn, each takes another's note and describes how the fall of Bethmoora has ruined that thing. Then the others DO grief, while you violently tear up the note. Repeat until all notes are destroyed and bewept.
- 7. Whisper together three times, Bethmoora has fallen!
- **8.** Play the *Funeral March* by Henry Purcell.

QR link to Funeral March

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### The Bunker

By Peter Brichs.
Art by Oliver Nøglebæk

ruins? These are the questions that brought you to the Bunker... After a long journey, you've arrived at Earth - the birthplace of humanity. What happened? Why's everything in

The turn order is clockwise will start by playing a scene exploring the bunker. you will play the scenes leading up to the end of the Earth. The first player is the captain of the expedition, who Rules: There are two layers to the story. In the first, you are crew members, exploring the bunker. In the second,

important scenes that brought the downfall of the realm. you can read, or other relics of the past. All these relics plays a scene. that will give you a clue to some of the While exploring the Bunker, you will find old data screens that you can make play old videos, some documents,

past. Every player doesn't need to participate in every scene it (along with which players to play these roles) but each scene must take it's lead from the latest scene set in the When you 'find' a relic from the past, you need to set a scene in the past. You decide what it's about, and who's in

the scenario ends - but a maximum of two turns "Past"-scene - but it's okay, if it isn't in the last scene of the game. Every player must at least have one turn, before At some point, you will press the metaphorical 'Big Red Button'. This can happen at the earliest in the fourth

exploring the Bunker. Use the map on the other side of the post card to describe how you navigate the Bunker. Keywords: Decay. Rot. Mildew. Death. Chaos. Despair. Empty. **The Bunker:** The Bunker is a place of decay. Don't hold back when describing how horrible everything is, while

**The Past:** Scenes set in the Past should be about the people who made the realm fall - and about the choices

Keywords: Colourful. Shiny. New. Modern. High Tech. Happiness. Hope

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# The Ruined City in the Jungle - the first fallen realm

Bf Morten Greis Petersen

with stagnant water, sun bleached bones, rusty weapons, fallen statues. Three characters The Ruined City surrounded by the jungle: Victory columns of twisted ivy, altars smeared with dried blood, wells

of life, only to crush it with the reverberating blow of emptiness **You are Emptiness.** The abandoned *Ruins*, the deserted streets, the sound of silence. You tempt with the hope

for companionship and an end to loneliness, and you crush it with terrifying, stalking shadows and signs of life You are Shadows. The silhouettes burned into the walls. Unseen, fleeting apparitions. You are the forlorn hope

longevity. You are the brutal deceit that makes all hope fade and crumble away with the Ruins. You are Decay. The settling dust, the crumbling life, the withered vegetation. You tempt with beauty and

Together, you are the Ruined City: You form a circle around the Wanderer.

descriptions with each step). you do this, all of you take one step towards the Wanderer (take small steps as you close in; intensify your to you with your voices, only to betray him by pushing him back towards the middle of your circle. Every time Begin by each describing your aspect of the Ruins. When the Wanderer stumbles near, you draw the Wanderer

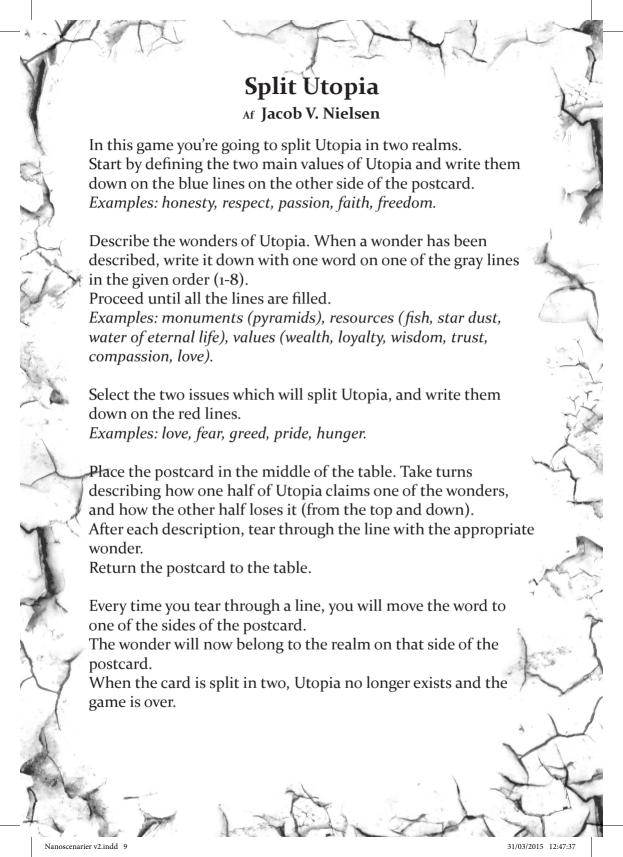
you reach the Ruins. Begin by describing your journey through the jungle You are the Wanderer, staggering out of the jungle. Weakened, bewildered, craving life, civilisation and hope,

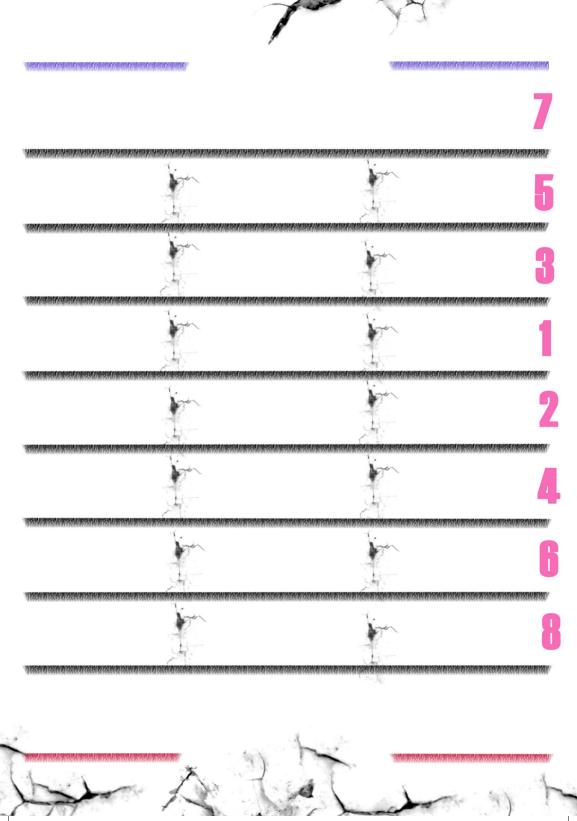
trek through the Ruins and your first glimpse of the three aspects of the Ruined City You stand in the center of the circle and describe what you see. In a hoarse and desperate voice, relate your dazed

The conclusion: It is over when the Wanderer lies crushed in mind and spirit at the feet of the Ruined City (the player falls to the floor in the now completely tightened circle of the other three) or flees back into the jungle

(the player flees the room)

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