

Not the whole truth

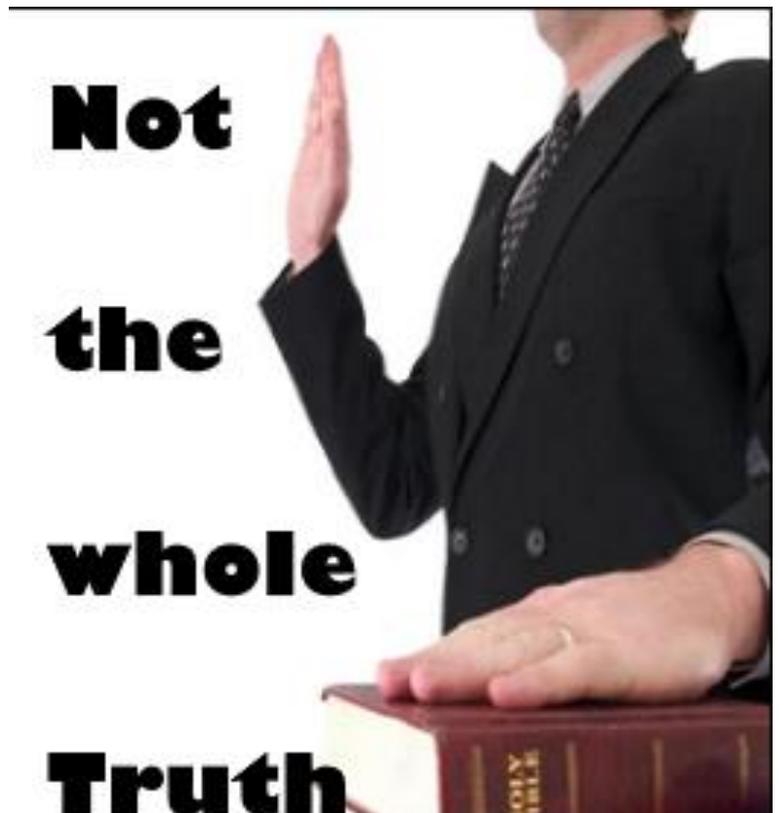
Introduction

In this scenario, two players will explore an Event through a series of monologues and scenes performed in a subjective perspective.

There is a perpetrator and a victim. Or maybe both are perpetrators or victims? There is also an objective truth, but we will only be able to guess it. There is no fixed script - the players improvise the story using the game's framework.

At the beginning of the scenario, the players jointly select starting preferences for the scenario. During each scene, players will change what has happened / what will happen by moving, introducing new ones or removing **cards**. These symbolize that the "truth" about what happened shifts, by either telling something else, lying, or just looking at the event differently.

In the end, you will have told a common story, where very little is common.



Setup:

Lay out the sheets with Player A and Player B and place them at about 50 cm from each other. These are your characters. Place the "Perpetrator" card next to Player A. Choose who is A and who is B.

The game contains three sheets of words, divided into categories:

Relation

Event

Complication

Lay out the cards separately (cut apart first if not already done) from the characters so that you can read the front of all the cards.

The two players choose three cards each and lay them out. If the cards are for only one player, the cards are dealt to that player's card. If the card is to be valid for both players, the card is placed in the middle. If you would rather make the choices together, do it!

Note: Make sure there is at least one Relation card and one Event card.

Example:

The "Family" card from the Relation pile reasonably affects both players. Place the card in the center.

The "Intoxication" card from the complication pile can mean that one of the players is intoxicated during the Event. Then place it next to that player's character. If you want both players to be drunk, place the card in the middle.

Blocking of sensitive topics: If one of the players for personal reasons wants to exclude one or more topics from the game, this is the time for this. Simply take these cards and take them out of play.

All scenes and monologues must relate to how the cards are placed when the scene begins. During the game you will be instructed to **move cards**. This is done by either moving a card that is out to another player or to the center, or adding a card to the board, or removing a card from the board. This symbolizes that the story is now told from a different perspective. This does not mean that what happened earlier is not true. This means that it was told from a different perspective. Another perspective can be created from lies, different points of view, different memories or other reasons. Keep in mind that all cards can be moved, including if you want to change who the perpetrators is. Keep in mind, however, that the changes should always be able to have some reasonableness that can be played on.

Game:

Follow the instructions for each scene / monologue and perform changes to cards according to the script. Read the entire script before you start playing. Aim for each scene / monologue to take 5-10 minutes.

Monologue: Decide for yourself if you reflect freely, tell someone, sit in interrogation, read your diary or any other form. The important thing is that it is your true thoughts that emerge.

Scene: Physically act out the event that makes up the scene together.

Script

Act 1: Set the scene

Monologue: Player A tells, from his/her perspective, in monologue form what happened before the **Event**. This monologue sets a lot of the situation and the people's relationship, so feel free to think through a moment before the introduction. Speak freely but through the monologue it should be clear:

- Who are the two persons?
- Why have they met this day?
- How did you feel before the meeting?
- Limit: You must not mention the **Event**

Player B moves 1 card.

Monologue: Player A tells, from his/her perspective, in monologue form what happened before the **Event**. Speak freely but through the monologue it should be clear:

- How did you feel before the meeting?
- What does the other person mean to you?
- What sparked the **Event**?
- Limit: You must not mention the **Event**

Player A moves 1 card

Act 2: The meeting

Scene: The players meet. Based on which cards are played out, as well as what is said in Act 1, play when the characters meet on the day when the **Event** takes place. Limit: The **Event** does not occur in this scene.

Both players move one card each

Scene: The players meet. Based on which cards are played out, as well as what is said in Act 1, play when the characters meet on the day when the **Event** takes place. Limit: The **Event** does not occur in this scene.

Player B moves 2 cards

Act 3: The Event

Monologue: Player A tells, from his/her perspective, in monologue form what happened during the **Event**. Speak freely but through the monologue it should be clear:

- What happened during the **Event**?
- How were you affected by the **event**?

Player A moves two cards

Monologue/Epilogue: Player B tells, from his/her perspective, in monologue form what happened during the **Event**. Speak freely but through the monologue it should be clear:

- What happened during the **Event**?
- How were you affected by the **event**?
- What was the aftermath?

Intoxication	Money	Confusion
Exposure	Power	Mental illness
Misunderstanding	Attraction	Hate
Sex	Lie	Perpetrator
Couple	Lover	Family
Colleagues	Friends	First date
Strangers	Enemies	
Sexual abuse	Mental abuse	
Violence	Physical abuse	Accident
Betrayal	Death	Injury

Player A

Player B