

Bjergtaget

(Spellbound)



A larp about nordic myth and magic by Maria & Jeppe Bergmann Hamming

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Introduction

Bjergtaget is a four hour long non verbal black box larp for 10-30 participants. The participants play either humans or creatures of the Underground. Through symbolic gestures and movement to music a night in the world of the Undergrounders is played out. The humans are lured by and bonded to an Undergrounder, and in a series of scenes the relation between the human and the Undergrounder is explored. Both the attraction, the conflict and the memories of what is waiting at home for the human before the break of Dawn offers a possibility for a resolution - will they stay together or will the human return home.

Through workshops the participants learn the symbolic gestures and how to move to the music, before we all enter a world of magic and myth.

Vision

In a time before reason and order, before the forests were cut down, the lakes straightened and all of the soil farmed. In the shadows, in the corner of your eyes, beneath the earth we walked upon, dwelled something not human. Before the dawn of reason shredded the shadows of magic, it was the time of the Undergrounders. Magical creatures of the North that played, danced, and longed to be near humans.

Sometimes a young man or woman would venture into the forest in Midsummer's Eve and catch the eyes of an Undergrounder. They would be lured to the halls of the Mountain King, where they would forget time, love, loyalty and all that they left behind. There they would get lost for perhaps even hundreds of years before returning to a world changed.

This scenario is about humans and Undergrounders, about luring and being lured, about losing yourself, remembering and about finding your way back home. And it's about those things that bring you back home: Faith, Love & Hope.

We will play a night in the halls of the Mountain King, a night of seduction, ecstasy, memories, conflict and the possibility of returning back home, when dawn disturbs the magic of the underground.

The scenario will use a soundscape of music and light to create the atmosphere of a magical time in the north.

The participants will play either humans or creatures from the nordic folklore - the Undergrounders. They will interact through symbolic gestures and through movement to music.

Through this game we want to give the participants a feeling of the magic world of the nordic tales, and we want to explore magic, seduction and the battle for free will.

We want to give the participants an experience of going through a magic night both fearing and longing for the dawn.

Fiction

The scenario plays out somewhere in Scandinavia some hundred years ago. Before the Enlightenment and before industrialization.

A world inhabited by humans: Nobles, clergy, tradesmen, craftsmen and farmers. And by the Undergrounders: Elfs, Gnomes, Trolls and the like.

The world of the humans is a world of order, work, religion, loyalty and love.

The world of the Undergrounders is a world of magic, playfulness, darkness, chaos and seduction.

The Undergrounders have magic, that they can enthrall the humans with, making them move, jump and dance at a whim.

Undergrounders can never change and they always long for humans, even though they can never have them without changing them in the process. They have no souls and when they die they are forever gone.

The humans on the other hand have faith and love, with which they can resist the power of the Undergrounders. Humans can have strong relations that last a lifetime and thus have a possibility of actual happiness if not in this life than in the next

When you enter the world of the Undergrounders and go to the halls of the Mountain King, time, reason and rationality cease to exist, and what seems like a night in there, could be a hundred years to the rest of the world.

Game Mechanics

Non verbal: The game is non verbal for the participants as we aim for a symbolic abstract experience. We communicate through movement of our bodies and through a series of symbolic gestures.

The conductors sets the scenes verbally and uses music to steer the mood and actions of the participants.

Dancing: Scenes are played by moving to music. Before the game the participants are taught simple dance steps that they can use to feel safe. All roles also offer a way of movement that we will rehearse as the different movements of the different types of creatures are an important part

of the aesthetics. Also the movement schemes offer an alibi to the participant, if they are not comfortable at dancing. Participants do not need to dance together all the time, they might move expressly in other ways, but movement is our mode of communication.

Scenes: The

Routine: The Routine is used to separate the scenes and to give the impression of how time goes, but nobody knows how long time passes. It is a short choreography to music from “I Dovregubbens Hall” which is rehearsed with the participants in the warm up. It will also give the participants a safe movement pattern between the very interpretive scenes.

Leading: The participants will be taught how to lead and follow inspired by classical pair dancing. The leading technique is how the magic comes into the game, since the Undergrounders will be leading and using a series of signals to control the human, that they have spellbound.

Bonding: The bonding is an important aspect of human and Undergrounder life. When the Undergrounders bind a human, they use a ribbon for this. When bound a human must obey the leading of their Undergrounder. Each Undergrounder has 3 ribbons and can therefore bind three different humans, or perhaps bind the same human several times, to underline the severity of the binding.

To bind a human the Undergrounder must get the human to either:

- Dance with them
- Eat or drink their food or wine
- Accept a gift

Several Undergrounders can bind the same human, who then has to try to follow all its masters. An Undergrounder can break a human free of its bonds, but that breaks all the bonds on that human, perhaps angering other Undergrounders.

At a certain point the human can break all their bonds, but that will forever separate them from the magic of the Undergrounders, eventually forcing them to leave the Halls of the Mountain King

Breaking: To return home, the human must break the bond. This can be done through the use of:

- Faith
- Hope
- Love

This needs to be enacted and shown, how perhaps the love of another human, or the faith in God is used.

Else the bond can only be broken if the Undergrounder chooses to set the human free.

Characters

The scenario has two types of characters: Undergrounders and humans. The Undergrounders are all inspired by creatures of Scandinavian folklore. The humans are inspired by professions and classes of the middle ages of Scandinavia.

The character descriptions are short and it is intended that the participants can add things to them if they want. The description is centered around two aspects: How the character move and what their dreams, hopes and ambitions are. This is to make them as playable as possible. Having a movement pattern gives the participants and alibi to dance being someone else than themselves. So they can dance ugly or violently or awkward as the role would do. And the game is about dreams and hopes, so this has to be present in all characters.

If there are more participants than different characters then just make several copies of each card. The scenario works great with multiple trolls, giants, nobles, clergy or any other character.

The character cards can be found as the last pages of the scenario text. They are formatted to be printed on thick paper in duplex, so that one side will have a drawing of the character and one will have the character information.

When dividing the participants it is a good idea to cast those who are comfortable with dancing as the Undergrounders. Through the magic technique the Undergrounders will lead the dance, and that might be easier with a bit of experience, as well as the movement patterns for the Undergrounders are more advanced. Thus it requires less overview and skill to be the humans.

When the participants select the character they will do so based on the image so they should just be spread out on the floor for them to pick from.

After the character text is selected the Undergrounders will also get to pick a mask and a colour of ribbon. The masks can be used by any Undergrounder, so it is just a matter of personal preference.



Music

The scenario is set to a selection of scandinavian music with historical inspiration. We have divided the music into several playlists that will moods fitting for the different scenes:

- Conflict:
<https://open.spotify.com/user/1143089717/playlist/5wsXfhZo6BoQhZXbshz1kq?si=MUHo1PWkTguvneVcDrHotg>
- Seduction:
https://open.spotify.com/user/1143089717/playlist/4OhrUWlRgx8gsI1DKnfE4T?si=gVeQ2oUpTI-HMWUm6jf_qA
- Party:
https://open.spotify.com/user/1143089717/playlist/3kdKkueN2SEjPki84AA3pW?si=wt_rDFGjLQWuow9vBha-dxQ
- Sentimental:
<https://open.spotify.com/user/1143089717/playlist/oKLboDUHKO2AJbqojaBlJg?si=NXrcWWi9SkKwI61k2dMzXg>

This is a music with the sound of folklore and the north but that still has a modern sound that makes it easier for dancing.

It is with danish wording, that will give it a different meaning to danish speakers and non danish speakers. We expect that danish speakers will have a more sentimental experience, where non danish speakers will have a more mystical experience.

During the scenario use the music from the playlists to support the moods from the different scenes and to conduct the player experience leading them towards climaxes with support from the music. Therefore you as a gamemaster should hear through the music and get familiar with it before the larp.

For the routine we use this special edit of music:

- Normal version:
<https://drive.google.com/file/d/1P5w-Lk96s9WwQxZsoz7EChc9l3YvoiA7/view?usp=sharing>
- Long version for last scene:
<https://drive.google.com/file/d/1gWP8zsFkZr1NjLot8G3BzKsRsgoDSJk1/view?usp=sharing>

Scenes

The scenes will be set with the introductions included in the larp scripts that sets, where the characters are and what is happening. In the first scene we have the world of the humans partying while the Undergrounders wake, we recommend here to have two different set of speakers if possible, so that one end of the room can be the human world and the other one can be the Halls of the Mountain King.

Usually 2 tracks of music fits a scene. Sometimes some scenes go very fast in the beginning, like everyone is bound within one track in the binding scene, then just cut after the first track. Also sometimes the third scene will end up not making sense if everyone just both bound and took their human to the underground in the second scene. Then you can consider skipping the 3rd scene. If you skip the 3rd scene, then consider adding more tracks in the 4th scene, that might end lasting for almost 20 minutes.

Suggested music for each scene is written on the scene description.

Light

The scenario aims to create a landscape of mist and light for the beginning and the end.

During the scenes the lighting will change as specified on the scenes.

Use the different light scenarios to support the moods for the scenes as done with the music.

We recommend:

- Sharp white light spot to be used for the dawning sun in the end
- Red light for the intense scenes of love and anger
- Blue light for the melancholic scenes and the flash back
- Green or yellow light for deceit
- Soft white light for a more neutral feel

You should use the light to create two different play areas as described under music as well, so that the world of the humans will have white light and the sharp white spot for the dawn in the last scene.

Scenography

The venue needs to be a room big enough for 30 people to be dancing at the same time:

- Preferably a black box stage
- At least 5x10 meters would be preferable.
- Non slippery floor.
- The possibility of blocking light out
- Light control system
 - White sharp light
 - Soft white light
 - Coloured light (red, blue, green, yellow)
 - Smoke if possible
- Sound system
 - Sound equipment to play up a room with a loud sound level
 - Computer with access to Spotify

You then need to create the Hall of the Mountain King in the room. We did this by creating a series of boxes with half of the sides covered in silver and the other sides black. We used cardboard boxes for moving as bases.

These boxes we then used to build a gateway dividing the room to show the shift from the world of the humans to the Hall of the Mountain King. On the Hall side we used more boxes in the room to create different levels and to place the food and gifts on. We also used simili beads on strings to hang from the ceiling as a garland to reflect light. But be aware that the participants needs space to move for the dancing.

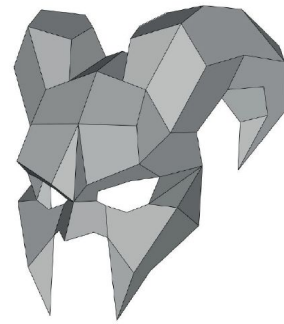
The world of the humans just need the sharp bright light and no decorations.

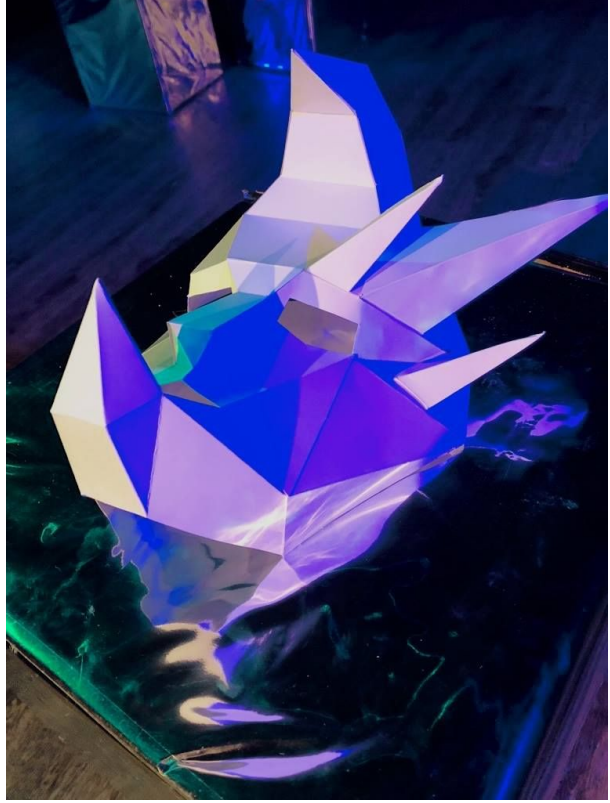


Props

You will need the following props for the scenario:

- Something to represent the alluring food and gifts of the Undergrounders. For gifts we recommend pieces of jewelry looking like silver and gems. Bracelets and necklaces that the humans can wear. For food we recommend grapes and some bread with powdered sugar on put on silver plates to make it look magical in the light.
- Sets of 3 ribbons in same colour and enough ribbons for all the Undergrounders to have a set each
- The Undergrounders will wear masks to make them magical. We created white cardboard masks from the templates done by <https://ntanos.co.uk/> . They can be printed on cardboard and folded. We then decorated them with details to make them all different. You should have at least one mask per Undergrounder. We recommend the following masks:
 - Bauta
 - Crescent moon
 - Demon
 - Devil
 - Icarus
 - Jester
 - Phantom
 - Sugar skull
 - Sun





Workshop

The following chapter describes the exercises to go through with the participants to get them ready to play the scenario. The purpose is to set the frame, build trust, learn the tools and cast the roles.

1. Introduction to the scenario (5 minutes)

- a. Schedule - Tell the participants that you will have a workshop of about two hours where you learn to play the game, and about two hours of game.
- b. Vision - read the vision text from page 3
- c. No shoes - We will be dancing and don't want to hurt each other

2. Warm up (10 minutes)

- a. Name round
- b. Count to 10 with closed eyes, all together. One starts with saying "1" then somebody else says "2" and continue until 10. No communication allowed and if two people say the same number start over again.
- c. Move around the room, spread out with equal distance
- d. Make grounded movements connected to the earth
- e. Make light windy movements like the air
- f. Make shifting, forceful movements like fire
- g. Make flowing, calm and heavy movements like water

3. Talk about being human (2,5 minutes)

- a. When you are a human life is hard and short. You go through a life of hard work which will eventually kill you.
- b. There are many things in the world, that can tear a human apart, and their only way of defence is
 - i. Faith
 - ii. Hope
 - iii. Love

4. Being Undergrounder (2,5 minutes)

- a. As an Undergrounder life is a never ending party. It is a chaotic world were nothing holds any true meaning. The Undergrounders do not have Faith, hope and love, but they do have:
 - i. Freedom
 - ii. Desire
 - iii. Eternernity

5. Basic dancing (20 minutes)

- a. We do not use specific steps for the dancing, it is instead centered all about leading and being led.
- b. The participants should focus on feeling the connection between each other through a hand palm to hand palm touch as shown on the right.
- c. The leader will use the left hand, the follower the right.



- d. Leading
 - i. Stand with hand connection and feel the tension
 - ii. One is a leader and tries to move back and forth and the other should follow without breaking contact
 - iii. Switch leader and follower
 - iv. The same exercise but without contact but there should be like an invisible column between you - try shifting again
 - v. Show that they can move around the room and change direction
 - vi. Try that and shift leader and follower
 - vii. Show them that they can make the other one come closer by turning the hand and doing a dragging motion towards yourself. They cannot push the other person away, they can only pull them near or let the person go by dropping the hand.
 - viii. Try to come closer, stop, hold distance and shifter leader and follower and try again.
 - ix. Tell them that it is always the person leading, that is responsible for the other person's safety.
 - x. Try moving to music
 - xi. Trying doing all the same to music
- e. Try it with a new partner
- f. And again a new partner

6. The roles (20 minutes)

- a. Assigning roles can be a bit tricky. If people signed up in pairs you should of course respect that. Otherwise it is possible to do random sorting, to have the least possible participant stress. But we did find that the following works best:
- b. Tell the participants that they are going to have a central story line with one other player in the game. But they will also get to play with all the other participants, so it is not the only one they get to play with.
- c. Then tell them that you will do a short break and if they know somebody they would like to play the game with, then they should find that person in the break. And if they don't have a preference, then they shouldn't worry you will get them into pairs.
- d. Then let them have a couple of minutes, typically over 70% sort themselves in that time. Make those who found a partner on their own stand in one part of the room and gather the rest in the other part of the room and have them stand together in a circle. Tell them to look down and ask them to slowly look up and if they catch the eyes of one of the other in that small group and the gaze is returned then they can form a pair. Repeat this process a couple of time till everyone is sorted.
- e. It is a good idea not to have two persons with glasses in the same pair if possible, since if they have to wear their glasses it is easiest to be human so you don't have to put a mask on top. Even though most people have lenses or can do without the glasses so this ends up solving itself.
- f. Ask the people who wear glasses, if they need them to play. If you do not have any masks that can go over glasses, then people with glasses should be humans.
- g. Those who want to lead gets Undergrounders.
- h. Else randomly set them to be Undergrounders and humans so there is 50/50 in each group.
- i. Pick a role and read it - they are meant as inspiration and they shouldn't worry about remembering every detail.

7. The players shift clothes to the colour that fits what they are (5 minutes)

- a. Undergrounders in white
- b. Humans in black
- c. Then split up and one organizer joins the Undergrounders and another joins the humans. The Undergrounders when they have picked their role just get to briefly tell the other Undergrounders what they are. And then they get to pick masks and a colour of ribbons they like. Then we let them have selfie time. The humans get to create at least one strong relation to another human. So that they have a brother or a lover or wife or something like that. It usually gives them more possibilities in the game. And it underlines the difference, where Undergrounders don't really have those relations and have to keep their focus on the humans while the humans have love and loyalty.

8. Moving as the role (5 minutes)

- a. Start to stand as the role
- b. Start moving and try to make your movements more and more like the character
- c. Try to move as it is
 - i. Happy
 - ii. Angry
 - iii. Excited
 - iv. Sad
 - v. Fearful
- d. Keep moving and try to think about what the role
 - i. wishes and dreams for - and try to make a movement showing that - and repeat it.
 - ii. Fears and is afraid of - and try to make a movement showing that - and repeat it.

9. The Routine (25 minutes)

- a. Everybody performs the routine in the Hall of the Mountain King area of the scenography.
- b. First go through the exercise with everybody in the room so they can find their three positions, then work just with the humans then the Undergrounders, and finally everybody together.
- c. People should not use the props like food or water in the routine.
- d. Move for 60 seconds around the area as a montage of the day
 - i. First everybody finds their 1., 2. And 3. Base and we try to have people stand there and move from 1 -> 2 -> 3 to have tried it out
 - ii. For humans
 1. First 20 seconds
 - a. The humans wake up and begin their day as always in a hurry while they think and dream about their hopes for the future
 2. Next 20 seconds
 - a. The humans do their work and show their devotion to what they believe in
 3. Last 20 seconds
 - a. The humans are with their loved ones showing the small fruits of their hard labour
 - iii. For Undergrounders
 1. First 20 seconds
 - a. The Undergrounders wakes up to yet another night in its eternal life moving slowly around cause they know they have all the time in the world

2. Next 20 seconds
 - a. The Undergrounders use their freedom to do something mad, crazy or horrible
3. Last 20 seconds
 - a. The Undergrounders party and enjoy everything that one could desire. They seduce each other and party like there is no tomorrow
 - iv. Then three times together
- e. Take the same tour again and again until we have the time right
- f. Try it with music - the routine music from the music section
- g. Incorporate
 - i. a gliding move
 - ii. a heavy move
 - iii. A light move
 - iv. A greeting (to human if human, Undergrounder if Undergrounder)
- h. Talk with the one you greeted about the relation
- i. Incorporate another greeting and talk about that
- j. Rehearse it full length
- k. When you join the Undergrounders and the humans space might get tight, but that is ok. They should do the routine as if they do not notice the humans if they are Undergrounders and vice versa.

10. Bonding and breaking (10 minutes)

- a. Bonding
 - i. Explain that bonding is what the Undergrounders do to make the humans have to follow their magical lead. It is done by making a human either:
 1. Dance with them
 2. Eat/drink their food
 3. Receive a gift from them
 - ii. If a human does one of the three things above, they can bind the human with a bond and that human now has to follow their lead
 - iii. An Undergrounder can tie the same human several times
 - iv. The human can only break free as described below
- b. Breaking
 - i. If a human really wills it they can break the bond of the Undergrounder. This means that they will be free of all bonds and be able to go back home. This also ends the influence of magic on the Undergrounder, and their world will from this point forever be utterly mundane.
 - ii. The humans break the bonds by playing out an act of one of the following virtues:
 1. Faith
 2. Hope
 3. Love

- iii. Read out the name of the scenes, so the participants know the structure of the game and tell them that they have plenty of time so they should try to explore the different moments and experiences in the scenes:
 1. Sunset, The Binding, The Taking, In the Halls of the Mountain King, Dreams of the past, Conflicts, New Connections, Spellbound, The Breaking, Dawn

11. Rehearse the different dancing movements again (5 minutes)

- a. The steps
- b. Leading
 - i. Come closer
 - ii. Go away
 - iii. Stop
 - iv. Connection
- c. Try dancing as the roles to the music

12. Break before the start (10 minutes)

13. Before start briefly repeat the structure of the game (5 minutes)

- a. Routine - Scene (up to 20 minutes, you don't need to dance all the time) - Routine - Scene etc.
- b. 10 scenes - we will make it clear when it is the final scene.
- c. Every time you hear the bells it means you need to get to the starting position of your routine.
- d. The routine is always done in the Halls of the Mountain King area.
- e. Every scene starts with the description of the scene being read out loud twice.
- f. Note that the first scene is special and split with starting with the Undergrounders and then adding the humans. The humans and Undergrounders are not supposed to interact in this scene.
- g. When the humans have flashbacks the Undergrounders are just watching from the darkness
- h. The game ends with a routine in double length
- i. Have fun!

The game

The game starts with a routine and each scene is cut with a routine. So as soon as the routine finishes, you turn the music down and read out the next scene description twice.

During the scenes you set music fitting the theme of the scene you set and try to move the mood up and down with the music and the light.

The red works well for intensity, fighting and seduction.

The green/yellow works well for deceit.

The blue works well for melancholia and sorrow.

Use the light spot to simulate the sunrise in the last scene.

Notice that the first scene is special by having to game areas and the last routine should be the special long version.

The Scenes

Scene 1: Sunset

In the halls of the Mountain King it feels like eons since last there was laughter, and dance and joy. Hunted by Christian law, the Undergrounders have been forced to lay dormant, only watching the world from their underground lair.

Lonely they dance in silence, not finding in any other Undergrounder, the thrill of a real humans laughter or cry.

After a few minutes read this text and start the music and light in the area of the humans:

But then the Undergrounders hear the sound of the village where the humans dance with each other enjoying that another day of work is over. It is Midsummer's Eve and there is still hours of sunlight left, and the greatest party of the year.

Music and light:

Undergrounders: Blue light, soft and gentle music:

Sentimental - Høstmånen:

https://open.spotify.com/track/23mkz2tgIUEEIgD9i7vHXp?si=sdx_oy_wSkeq_2Ab7Ka10Q

Humans: Yellow light, festive music:

Party - Egerndansen & after that Mønliren:

<https://open.spotify.com/track/343u5WuoSUxHvqeT6gLYQy?si=IkphD20oQeCCrp-D288tA>

<https://open.spotify.com/track/5hsLNN6sGAwYczgBhBJ9or?si=HswTcgt7SyGuZHyad8IOeg>

Scene 2: The Binding

Hours has passed and the sun is setting. Wine has been drunk and the humans are filled with joy. Praising hard work and God above with laughter and dance.

The Undergrounders have ventured out and move amongst the mortals, fascinated with their every move. One by one the Undergrounders are drawn to a human of their liking.

The humans feel the magic of the Undergrounders and one by one they start to move and sway, following the movements of these unknown strangers.

The scene ends when all the humans have been bound by Undergrounders.

Music and light:

Blue, seductive music:

Seduction - Seidrunar

<https://open.spotify.com/track/5y1WtLxzqGRqRM7jmoX14P?si=eNnG5FifShSzFPFFDc8e8Q>

Scene 3: The Taking

The humans now bound by the Undergrounders are lead into the forest to the Silvery Gate and to the Halls of the Mountain King, even though they might be struck with fear or try to resist and stay in the village with their loved ones. The humans might also remember the words of their God and fight against the taking, a fight that might be just minutes long but feels like hundreds of years. But in the end the will of man breaks to the magic of the Underground.

Music and light:

Blue light, seductive music:

Seduction – Trøllebundin:

<https://open.spotify.com/track/oUyoxnGNgDXfXGQbKkarCM?si=OzwkepteRqiDJTTfWCfulQ>

Seduction – Venelite:

https://open.spotify.com/track/3lITvnqaFIYUSoV6FGUXLi?si=Dst_ezpDTnmZ2jwg67y8Aw

Scene 4: In the Halls of the Mountain King

This world is unlike anything known to man. The wine is sweeter, the beds are softer, the sights more beautiful and the music irresistible. The humans have the opportunity to embrace joy and laughter in a way they have never tried before. The Undergrounders have the chance to tempt the humans with dancing and sweet wine. This is a party like nothing the humans have ever seen before as it grows wilder and wilder as time flies.

Music and light:

Red light, dancing music that drives the party wilder and wilder

Seduction – I tokuni:

<https://open.spotify.com/track/5L3r8EUqcZwNxcUa51ESwp?si=AR6fqoFcSc-DkoXjenFdsQ>

Party – Roselil Rose:

https://open.spotify.com/track/54FHpKQsKl1bb4Ax4lDGyO?si=Pf3KzmMkQ_292neaWHBlyg

Scene 5: Dreams of the Past

The humans sleeping after all the dancing and drinking, dream their way back to the life in the village. And the dreams feel so real that they can taste and smell how life was. The humans dance and relive their memories together with the other humans. Dances from when they were young and fell in love or dances of friends that would always stay loyal. And in the darkest corners of the humans' dreams, the Undergrounders lurk, watching envious of the love that the humans have had.

Music and light:

Blue lights and sentimental music

Sentimental – Tokka:

<https://open.spotify.com/track/osgI6wPowwFh2RXU6tehXd?si=popFiwEPQd-FSBKL4qEDzQ>

Sentimental – Mary:

<https://open.spotify.com/track/1a32txuD7QR5hSpJhEgz82?si=lxFqovuPSAeCZxvKNBuvOw>

Scene 6: Conflicts

The humans wake up in the Mountain Kings Hall. Nobody knows how long they have been dancing or how long they have been sleeping. The Undergrounders reclaim their bound humans. Perhaps the humans accept this, perhaps they cannot resist - but the humans start to recognize the other humans from their dreams - seeking them out, connecting, dancing, remembering. And as they are drawn back to these friends and lovers the Undergrounders must struggle to keep their hold over the mortals.

Music and light:

Red light, seductive music

Conflict – Juopolle Joutunut:

https://open.spotify.com/track/o8pd2PsFxoHc7xOGxiQjX7?si=f2cGiuM_R6OI8zaIbgce8A

Conflict – Krummi:

<https://open.spotify.com/track/4EVPxayGgFh8Gx8sYO9JTT?si=XVo3Fd5ZSHaJ3vrSEzhHtQ>

or

Conflict – Nøkken:

<https://open.spotify.com/track/4qrkZq28bdeSlNHsnBo12L?si=70dciCFFQ8SlPHRmopEpEg>

Scene 7: New Connections

Nobody knows how long time has gone by in The Mountain King's Halls, it might have been hours, days or even years and the Undergrounders start to grow fascinated by more of the humans. Trying to tempt and bind them as well. The humans might find themselves under the spell of several, and conflicts might start to arise between the Undergrounders, wanting to reclaim their favorite human.

Music and light:

Green light, Seductive music, conflict music

Seduction – Mjörkaflokar:

<https://open.spotify.com/track/24ftROJ9AUY7MpQk11oUpR?si=nAUW1hOEQeiiD5ptZ41Vgw>

Sentimental – Dunker:

<https://open.spotify.com/track/3G8e6l8WIji5goukXvBQmI?si=NqWGqWcQSSGSIENRI6Y6wg>

OR

Sentimental – Bonden & Elverpigen:

https://open.spotify.com/track/62Bo7OepRYgVhSp8lmE95U?si=F8fyA6HLQamDrnAACA_MPw

Scene 8: Spellbound

The chaos and confusion is everywhere enhancing the connection between humans and the Undergrounder, who brought them to the halls. They will find each other again. Perhaps the connection between them is one of love, perhaps one of hate, fear or resent, but they are bound by magic unable to be apart for long. Both the human and the Undergrounder feel how their fates are woven together, perhaps for the first time feeling whole...? Or forever lost?

Music and light:

More and more intense music

Conflict – Fehu:

<https://open.spotify.com/track/7csW8IgeXVxsnAEjOrpWig?si=9OAD8Ub9TjmU5Eac9weUGQ>

And maybe

Seduction – Trøllabundin:

<https://open.spotify.com/track/oUyoxnGNgDXfXGQbKkarCM?si=xAzwobQHSveP6ctcomsO7w>

Scene 9: The Breaking

Everybody feel, that time is drawing to an end, and that soon the magic enacted by the Undergrounders will not just be a short lived charm, but will bind the humans forever to these halls. It is now time for the humans to find out, if they want to stay, or if they want to try to break the magic chains, and if that is even possible for them. Dance with the humans that remind them of home, and dance with the Undergrounders that would have them stay. Will the humans dare to break the bonds? Breaking the magic will separate them forever from this world, that has shown them such splendour.

Music and light:

Red light, dramatic music

Conflict – Seidrunar:

https://open.spotify.com/track/5y1WtLxzqGRqRM7jmOX14P?si=IKaioc38SdyzS_U1degAoQ

maybe

Sentimental – Jeg kan se på dine øjne:

<https://open.spotify.com/track/4Ukbfm6NINq8usrhVle9S?si=bQjzDDuUQFGhavuoFAysOQ>

Scene 10: Dawn

Finally dawn breaks and as the first light of the morning rises, the portal glows in silvery light again. The last dance of the ball in the Halls of the Mountain King takes place. Some humans part with the world of magic and leave through the Silver Gate, not knowing what they are going back to. The Other humans will NOT return through the gate of the Halls of the Mountain King, and be forever lost. The humans that leave and the humans that stay has one last chance to dance with each other before they part.

Music and light:

Sentimental music

Sentimental – Om hundrede aar er alting glemt:

https://open.spotify.com/track/7uAplNw3CHoiT2Y8xbXp9A?si=v3ORkuaeSF6FQVY2_RXFXg

Maybe (but if everyone seems to have had their ending on the first song then stop there, that works best)

Sentimental – Jeg gik ud en sommerdag:

<https://open.spotify.com/track/5PGyQqBM71mt4a4vUOdhgq?si=BwyX6NHPTthORkplQB7ae1w>

Epilogue

When the scenario ends lights fade out and music plays.

Ask the participants to sit down

- Be silent a bit
- Ask the humans one by one if they ever came home
- Ask the Undergrounders one by one if they found what they desired and if they would find another human again
- Be silent a bit
- Swedish round (take a round where everybody is allowed to say what they feel or need right now. No comments allowed and no critique or war stories allowed.)
- Thank you

Cheat Sheet: Overview

Before the game prep the room - takes about 2 hours

Workshop (130 minutes)

- 5 minutes: **Intro** (Read the vision)
- 10 minutes: **Warm up** (Name round, Count to 10 with closed eyes, Move around the room, Movements as: Earth, air, fire, water)
- 2,5 minutes: **Talk about being human** (short and hard, faith, hope, love)
- 2,5 minutes: **Talk about being Undergrounder** (chaotic, freedom, desire, eternity)
- 20 minutes: **Basic dancing** (rumba steps, leading, without contact, shift partners)
- 10 minutes: **Break to talk about roles**
- 10 minutes: **Cast roles** (Pair up, leaders as Undergrounders, pick role, get masks)
- 5 minutes: **Shift clothes** (Undergrounder = black, human = white)
- 5 minutes: **Moving as the role** (Happy, angry, excited, sad, fearful, dreams, fears)
- 25 minutes: **Routine** (First humans, then Undergrounders, then all)
- 10 minutes: **Bonding and breaking** (dance, eat/drink, gift, faith, hope, love)
- 5 minutes: **Repeat the dancing** (and try the techniques)
- 10 minutes: **Break before beginning**
- 5 minutes: **Repeat the structure**

The game (110 minutes)

- The game starts with a routine
- Each scene is cut with a routine, and after that start the next scene by reading the scene text twice. Notice that the first scene is special by having to game areas
- The game ends with the extended routine
- During scenes the light and the playlists are used to support the mood
- Use the light spot to simulate the sunrise in the last scene

Epilogue (10 minutes)

- Be silent a bit
- Ask the humans one by one if they ever came home
- Ask the Undergrounders one by one if they found what they desired and if they would find another human again
- Be silent a bit
- Swedish round
- Thank you