

## First scene: Hemnes (alpha male)

**Technique:** Narrated scene, *round-robin* description.

Narrate for at least two rounds, and as long as it is fun. There are no speaking roles. The facilitator introduces.

**Scene:** Hemnes, the middle aged werewolf male, is sitting at his table in his home office. On the table are two open motor catalogues. Hemnes is restless and dissatisfied, and indecisively looks through the catalogues.

**Cutting:** In two steps. First, one player narrates how one of Hemnes' and Vittsjö's young cubs curiously pokes their head into the scene. The scene continues. Another player asks a childish question through the child – this cuts the scene (we never get the answer).

Cut when we have *seen* the situation and *played* with it, cut BEFORE it ends or we run out of things to say.

## Scene list

*First scene, Hemnes (alpha male)*

\*\*\*

**Vittsjö** (Hemnes' mate)

**Billy** (the young, strong male)

**Kallax** (the young, smart female)

**Pax** (curious cub)

**Söderhamn** (the leader of the rival pack)

\*\*\*

Decision scene, **Stelton** (bloodsucking customer rep)

Final scene, **Hemnes** (alpha male)

Werewolf names for your convenience: Brimnes, Hauga, Tornviken

## Vittsjö (Hemnes' mate)

**Technique:** The scene picker and one volunteer play *in character*. The rest contribute *description* as needed.

The scene picker speaks for Hemnes. The volunteer speaks for Vittsjö. The scene picker can introduce the scene or ask the facilitator to do it.

**Scene:** Vittsjö has had an amazing idea that she wants to share with Hemnes – she is proud and excited. If the pack start wearing spandex clothes around full moon, they can save a fortune on clothes not getting shredded when they turn into musclebound, savage beasts.

*Vittsjö* is Hemnes' mate. When she and Hemnes first caught each others' scent, they knew at once that they would be mates for life. Epic love in the intoxicating rays of the full moon. That was 25 years and a lot of cubs ago.

**Cutting:** Other players, in two steps via childish questions. Cut when we have *seen* the situation and *played* with it, cut BEFORE it ends or we run out of things to say.

## Scene list

First scene, **Hemnes** (alpha male)

\*\*\*

*Vittsjö* (Hemnes' mate)

**Billy** (the young, strong male)

**Kallax** (the young, smart female)

**Pax** (curious cub)

**Söderhamn** (the leader of the rival pack)

\*\*\*

Decision scene, **Stelton** (bloodsucking customer rep)

Final scene, **Hemnes** (alpha male)

Werewolf names for your convenience: Brimnes, Hauga, Tornviken

## Billy (the young, strong male)

**Technique:** The scene picker and one volunteer play *in character*. The rest contribute *description* as needed.

The scene picker speaks for Hemnes. The volunteer speaks for Billy. The scene picker can introduce the scene or ask the facilitator to do it.

**Scene:** Hemnes hopes to have his oldest son Billy succeed him as leader one day. Billy is gay, and that's OK – Hemnes is not prejudiced. But sexually, Billy identifies as a 'bear', and Hemnes doesn't understand how that can make sense for a werewolf. Billy is leaving for a bear party tonight, and Hemnes wants to have The Talk.

**Billy** is a strong, calm teddy bear of a man with a full beard and a lumberjack shirt. He is gay and belongs to the gay subculture 'bears', whose ideal is very masculine, but in a huggable, lumberjacky way. Billy respects Hemnes and patiently explains. Again.

**Cutting:** Other players, in two steps via childish questions. Cut when we have *seen* the situation and *played* with it, cut BEFORE it ends or we run out of things to say.

## Scene list

First scene, **Hemnes** (alpha male)

\*\*\*

**Vittsjö** (Hemnes' mate)

**Billy** (*the young, strong male*)

**Kallax** (the young, smart female)

**Pax** (curious cub)

**Söderhamn** (the leader of the rival pack)

\*\*\*

Decision scene, **Stelton** (bloodsucking customer rep)

Final scene, **Hemnes** (alpha male)

Werewolf names for your convenience: Brimnes, Hauga, Tornviken

## **Kallax** (the young, smart female)

**Technique:** The scene picker and one volunteer play *in character*. The rest contribute *description* as needed.

The scene picker speaks for Hemnes. The volunteer speaks for Kallax. The scene picker can introduce the scene or ask the facilitator to do it.

**Scene:** Hemnes is sending Kallax on an important delivery mission for the pack. Kallax is pretty smart, and Hemnes wants to be a good role model for her. She is in heat and her scent is so amazing that Hemnes has difficulty concentrating.

**Kallax** is 20 years old and rocks her leather jacket and her tight jeans. She is ambitious and wants to make lots of money for the pack. Kallax sees Hemnes as a father figure, not at all a romantic figure.

**Cutting:** Other players, in two steps via childish questions. Cut when we have *seen* the situation and *played* with it, cut BEFORE it ends or we run out of things to say.

## **Scene list**

First scene, **Hemnes** (alpha male)

\*\*\*

**Vittsjö** (Hemnes' mate)

**Billy** (the young, strong male)

**Kallax** (*the young, smart female*)

**Pax** (curious cub)

**Söderhamn** (the leader of the rival pack)

\*\*\*

Decision scene, **Stelton** (bloodsucking customer rep)

Final scene, **Hemnes** (alpha male)

Werewolf names for your convenience: Brimnes, Hauga, Tornviken

## **Pax** (curious cub)

**Technique:** The scene picker and one volunteer play *in character*. The rest contribute *description* as needed.

The scene picker speaks for Hemnes. The volunteer speaks for Pax. The scene picker can introduce the scene or ask the facilitator to do it.

**Scene:** Hemnes is standing under a large tree. High in the tree, Pax is sitting on a branch and will not or cannot come down – which is the case is unclear. Pax loudly insists on being a cat. Hemnes has to take Pax for a dentist's appointment, and doesn't feel like shouting OR climbing.

**Pax** is a curious werewolf cub with a lot of energy and a lot of imagination. Sometimes so much imagination that it is hard for the grownups to keep up.

**Cutting:** Other players, in two steps via childish questions. Cut when we have *seen* the situation and *played* with it, cut BEFORE it ends or we run out of things to say.

## **Scene list**

First scene, **Hemnes** (alpha male)

\*\*\*

**Vittsjö** (Hemnes' mate)

**Billy** (the young, strong male)

**Kallax** (the young, smart female)

**Pax** (*curious cub*)

**Söderhamn** (the leader of the rival pack)

\*\*\*

Decision scene, **Stelton** (bloodsucking customer rep)

Final scene, **Hemnes** (alpha male)

Werewolf names for your convenience: Brimnes, Hauga, Tornviken

## Söderhamn (the rival)

**Technique:** The scene picker and one volunteer play *in character*. The rest contribute *description* as needed.

The scene picker speaks for Hemnes. The volunteer speaks for Söderhamn. The scene picker can introduce the scene or ask the facilitator to do it.

**Scene:** Hemnes and Söderhamn run into each other in the parking lot in front of the hardware store. There are witnesses in the distance, so now is not the time to fight (again). On the other hand, now is a great time to threaten and insult each other a lot. Who is a real alpha, and who is really just a blustering, conceited beta?

**Söderhamn** is the alpha male of his own, rival werewolf pack, and like Hemnes he is middle-aged, with hard, hairy muscles and a solid pot belly. Where Hemnes has tried to modernize and go legit, Söderhamn is an old-school, rural werewolf.

**Cutting:** Other players, in two steps via childish questions. Cut when we have *seen* the situation and *played* with it, cut BEFORE it ends or we run out of things to say.

## Scene list

First scene, **Hemnes** (alpha male)

\*\*\*

**Vittsjö** (Hemnes' mate)

**Billy** (the young, strong male)

**Kallax** (the young, smart female)

**Pax** (curious cub)

**Söderhamn** (*the leader of the rival pack*)

\*\*\*

Decision scene, **Stelton** (bloodsucking customer rep)

Final scene, **Hemnes** (alpha male)

Werewolf names for your convenience: Brimnes, Hauga, Tornviken

## The decision: Stelton (banker)

**Purpose of the scene:** *Hemnes must choose between sports car and motorcycle. Before you start, take a moment to reflect on the scenes from the life of Hemnes that you have explored.*

**Technique:** Pure *in character play*. The facilitator speaks for Stelton. All other players speak for Hemnes – when they say something, Hemnes says it. The order is free, just don't speak over each other.

The facilitator introduces the scene.

**Scene:** We find ourselves in a subterranean bank vault of black marble and stainless steel, lit by dozens of candles. The furniture is dark mahogany and burgundy velvet.

Across a grand table, Hemnes is facing his customer representative, the vampire Stelton. They are discussing the purchase of a vehicle.

**Stelton** is a gothic beauty in a black silk pant suit. She does her best to help him make the choice that will make him the happiest.

**Cutting:** The facilitator cuts the scene when Hemnes has made a decision. When that happens, Stelton lays out a razor sharp fountain pen and asks him to bare his wrist...

## Scene list

First scene, **Hemnes** (alpha male)

\*\*\*

**Vittsjö** (Hemnes' mate)

**Billy** (the young, strong male)

**Kallax** (the young, smart female)

**Pax** (curious cub)

**Söderhamn** (the leader of the rival pack)

\*\*\*

*Decision scene, **Stelton** (bloodsucking customer rep)*

Final scene, **Hemnes** (alpha male)

Werewolf names for your convenience: Brimnes, Hauga, Tornviken

## Final scene: Hemnes (alpha male)

**Technique:** Narrated scene, *round-robin* description.

Narrate for at least two rounds, and as long as it is fun. There are no speaking roles. The facilitator introduces.

**Scene:** A quiet country road in the sunshine. Hemnes comes hurtling along with his chosen vehicle. Everything is good here – this is a happy scene.

**Cutting:** The facilitator cuts the scene by thanking the other participants for playing the scenario.

