

Act 1, scene 1

Keywords

Fantasy-Sara

Seductive and active
Sex tiger, nurse or similar

Practical Sara

Busy on her way out
New art course
Don't say what she is thinking

Player 1

Sara

Practical Sara, who soon has to leave for her new art course.

It's morning. You're busy and about to head out the door. No time for having a Saturday morning good time.

Your new art class starts today. Your friend Naya has been attending for a while and has persuaded you to join. She speaks so highly of it – and especially of the art teacher.

You play everything Sara does and says – but don't say out loud what she's thinking.

Fantasy Sara: *Before the scene really starts, you play out a short sex-fantasy as it appears in Anders' head. In the fantasy Anders is sitting in bed as you enter as a hot flirtatious, sexy seductress, nurse, or something like that. Just go all out with all the clichés and do it in a cheesy, over-the-top way. The fantasy cuts when you're about to really get into it.*

Act 1, scene 2

Keywords

Describe Søren's body

Well-trained and well-endowed

Not at all modest

Push Anders' inferiority complex

Player 1

Søren's body

– as Anders sees it. Well-trained, well-hung, confident.

Anders has been playing squash with his friend Søren. Now they're in the changing room, on their way to hit the shower.

Throughout the scene, you can describe Søren's body to Anders. Well-trained, well-hung, and all that. You go to the shower without modesty. Feel free to contrast it to Anders' own body.

Enforce Anders' insecurities. Make him feel inferior.

Act 1, scene 3

Player 1

You don't participate in this scene

Act 1, scene 4

Keywords

Can't sleep

Sara sleeps - listened to podcast

May also describe what Anders is thinking

Player 1

Anders

Sits frustrated in bed with a book

You can't sleep. Outside, the stars are shining. Sara is asleep. She hurriedly said goodnight, a brief kiss, and turned away to listen to a podcast.

It's always like this. Couldn't she just wake up so you two could have some fun together. Once upon a time, that kind of thing actually happened. It's been a long time.

You play what Anders does and says, but you can also describe what he is thinking.

Act 2, scene 1

Keywords

Sara's perfect dream man

Active, sexy, and romantic

Also a bit corny

Not the same as Orion in the sky

Player 1

Dream-Orion

Looking for a place to have sex with Dream-Sara.

Sara is asleep, and in her dreams, she is with you, Dream-Orion. You are the perfect dream man Sara was supposed to draw in her art class. In her dream, you and she runs through the streets of some Greek island with labyrinthine alleys to find a place to have sex. You are the dominant one.

At some point, everything becomes strange, and Dream-Orion turns into someone else (played by another player). However, you can still re-enter the dream at some point – then both of you are present. Let it all be quite surreal.

Please note that Dream-Orion is not the same as the Orion who Anders met in the previous scene.

Act 2, scene 2

Keywords

Wants to finish your drawings
Thinking about Orion from the dream
Gets constantly interrupted

Player 1

Sara

Wants to finish her drawings of Orion but keeps getting disturbed

It's Sunday morning, and you're at home. Later, you have to go to art class again with your friend Naya. Before that, you need to finish your drawings of Orion as your perfect dream man.

But you have such a hard time concentrating. You keep getting disturbed all the time. Both by Anders and your thoughts about last night's dream.

In this scene, your clear goal is to finish your drawings, but you keep getting disturbed.

Act 2, scene 3

Player 1

You don't participate in this scene

Act 2, scene 4

Keywords

Flirting with the ladies

Talk about your sex life

You are too much

Tell about recent dinner guests

Player 1

Søren

At a bar with Anders after a game of squash

You're heading out for a beer. There are plenty of ladies at the bar, and you flirt heavily. That's not something Anders usually does, but sure he should. He's just so boring.

You're definitely over the top. You talk loudly about the women at the bar and about your and Naya's lively sex life. Feel free to tell Anders about those guests you had over recently, where things got quite spicy.

You're a real attention seeker. If things are going a bit too well for Anders at the bar, you're allowed to undermine it a bit.

Act 2, scene 5

Keywords

Frustrated after going to the bar

Orion is in the sky

Sara looks at him! She must not know you're talking to him.

Player 1

Anders

On his way home from the bar. Runs into Sara.

After your trip to the bar with Søren, you're on your way home.

As you're almost home, you suddenly see Sara. She's standing there looking up at the stars – right at Orion. Why is she doing that? Is he talking to her too? You walk over to her.

Sara must of course not know anything about you and Orion being able to talk to each other. And naturally, she shouldn't know about what happened at the bar tonight either.

Act 3, scene 1

Keywords

Flirty and cheeky

Hint about other guests recently

No plans for a naughty evening

Make Anders screw up

You're also Orion!

Player 1

Naya (and Orion)

Anders and Sara for dinner. Make Anders embarrass himself. Also playing Orion.

You and Søren have Anders and Sara over for dinner. You're going to have a good time. Nice food and wine. Maybe a truth or dare game, a strip game, or something like that.

You're welcoming and flirtatious. Hint at the last time you had guests over. Insinuate how naughty it was.

You and the Søren player have absolutely no plans for anything naughty to happen tonight with the guests. But as players, you and the Søren player should make it seem that way. It should end up very awkward for Anders, who will eventually embarrass himself.

You're also playing Orion up in the starry sky, who can give Anders some lustful advice.

Act 3, scene 2

Keywords

Drunk

Humiliated - angry at Orion

Talk to bar guests

Go out and talk to Orion

Player 1

Anders

Frustrated in a bar

You're frustrated and confused. Humiliated. Can't figure out how to be the man Sara wants you to be. Don't understand what you should do. And what help is Orion? He's so far away, disconnected from reality. His advice doesn't work.

You're sitting drunk in a bar. You can talk to a couple of bar guests, complain about it all, try to get some advice – maybe a desperate attempt. Prove that Orion doesn't know anything. You have a bone to pick with him, that stupid star man.

At some point, you MUST leave the bar and go out to talk to Orion up in the sky. You want to tell him off, tell him that you are angry and disappointed with him.

Act 3, scene 3

Keywords

Longing for adventure, surprises, and romance

Talk to Sara

Help convince Sara to go with Anders

Player 1

Sara's Inner Voice

– her romantic, adventurous voice

It's late evening after the dinner at Søren and Naya's. Sara is still up, sitting and drawing her Dream-Orion. Anders hasn't come home yet. Sara is worried and quite upset.

You play Sara's romantic and adventurous thoughts: Those thoughts longing for adventure and spontaneity. Those who actually liked that Anders tried something new earlier this evening – even though it ended up completely wrong.

When Anders comes home, he will try to persuade Sara to do something. You can speak to Sara and try to help Anders persuade her.

Act 3, scene 4

Keywords

Find your way into the art room

Maybe a bit skeptical

Let yourself be carried away - it's hot and naughty

Player 1

Sara

Needs to gain access to the art room and shape Orion in clay.

You have to figure out how to access the art room in the middle of the night. You're going to shape Orion in clay, the Dream Man you've been drawing. Why you're going to do this isn't really that important. You've let yourself get carried away.

There might still be some skepticism in you. You can quickly swing back and forth. Maybe it's too cold, too dark, and all that. But it might also be romantic, dangerous, and adventurous. And a bit naughty.

There's a lot to do. Find a way in, turn on the lights, and all that. Find clay, shape it, and get the oven going – all without attracting attention. It's kind of hot, isn't it?

You just hope Anders doesn't mess up again.

Act 4, scene 1

Keywords

Wondering about the mess

Accept that you're being interrupted

Player 1

The art teacher

Wonders about the mess in the art room.

It's time again to teach the ladies about art. You've prepared a longer lecture about the post-archaic art ideal, in which focus shifted from the body to the mind.

As always, you arrive early to the art room. Sara and Naya are already there. It's quite messy, isn't it? How come?

Your teaching will be interrupted at some point. That surprises you. You were not warned about that. But you quickly accept what's happening.

Act 4, scene 2

Keywords

Show drawings to O’Ryan

Excited for his feedback

Give Anders a moment alone with O’Ryan

Player 1

Sara

Brings O’Ryan home to show him the drawings.

The new art teacher really wants to see your drawings of Orion. He was very insistent, so even though you’re tired, you agreed to let him come home with you after art class. You wonder if he’ll like them as much as the other art teacher did?

Anders is home when you arrive. Make sure Anders and O’Ryan have a chance to talk alone at some point. Maybe you should make a cup of tea or something.

Act 4, scene 3

Keywords

Talk to Sara about O’Ryan

Be cool and unaffected

Don’t reveal who O’Ryan is

Player 1

Anders

Jealous and frustrated. Wants to talk to Sara about O’Ryan.

Damn it! As if things weren’t bad enough already, now Orion suddenly has appeared in the ridiculous guise of the art teacher. Does Sara really fall for his lousy tricks?

Sara is sitting with her drawings. You need to go talk to her. Find out what she thinks about him.

You want to appear cool and unaffected - but of course, that’s difficult.

It’s important that Sara still doesn’t find out who O’Ryan really is.

Act 4, scene 4

Keywords

Talk Sara into going on a night-time adventure

How do you do it?

Remember: No godly powers

Player 1

O’Ryan

In the middle of the night. Wants to take Sara on an adventure.

You’re standing outside Sara and Anders’ house. It’s nighttime and beautifully starry. You’re ready to lure Sara on an adventure, the next step in your plan. A night out on the town. Of course, she’ll say yes. She can’t resist you.

And Anders, he doesn’t stand a chance against you.

You decide how you try to lure Sara on the adventure—even if it might be a bit clumsy. Remember, down here on Earth, you don’t have any otherworldly demi-godlike powers and abilities—even if you’re convinced otherwise.

Act 4, scene 5

Keywords

Focus on people and places

Something goes wrong

Other women? Macho men? A night guard?

Play supporting characters

Player 1

Sara and O’Ryan on a night-time adventure

Narrative scene. You focus especially on the people and places Sara and O’Ryan encounter.

The great seducer and hunter Orion wants to show Sara how amazing he is. But things don’t quite go as Orion hopes. Something goes very wrong for him. After all, he’s just a human now.

You and the other players will tell about what happens on O’Ryan and Sara’s journey into the night. And why it doesn’t go as Orion hopes.

Everyone can tell about everything, but you have a special focus on the people and places they encounter along the way. It could be other women at a nightclub, macho men in a park challenging O’Ryan, or the night guard at the Glyptotek Museum who doesn’t appreciate intruders.

In any small role-playing scenes, you play the supporting characters.

Act 5, scene 1

Keywords

Early morning

Tired and maybe feeling a bit guilty

You or Anders end up leaving

Player 1

Sara

Comes home very late.

It's very, very late – or more accurately, early in the morning – when you come home after your night with O'Ryan. You really just want to sleep.

Do you perhaps feel a little guilty towards Anders?

The scene should end with either you or Sara leaving.

Act 5, scene 2

Player 1

You don't participate in this scene

Act 5, scene 3

Keywords

Sara needs to be persuaded

Begging? Conflict?

Are you or she angry?

Player 1

Anders

Must persuade Sara to come to the art room

You and Orion have gone to Naya and Søren's place, where you think Sara might be. You promised to help Orion, so you need to persuade Sara to come with you to the art room.

It's unlikely to be easy because she's probably quite angry. And maybe you're also mad at her, even though you want everything to go back to how it was between you.

Act 5, scene 4

Keywords

Must end well (for Anders and Sara)

Flirt with Orion - he's hot

There must be sex

Player 1

Naya

The big climax in the art room – Orion is (maybe) to be sent home

You've accompanied Sara, Anders, and Orion to the art room. Here, you're supposed to help send Orion back to the stars. It's a bit of a shame because he's quite hot – and you're sure Søren will think so too.

In this scene, as Sara's ally, you can push conflicts between Anders and Sara. But if needed, you can also be a sort of mediator, helping them work together. At the same time, you can also provide some comic relief, perhaps by flirting with Orion.

Since it's the big climax, of course, it ends with Sara and Anders finding each other again. And it should definitely end in something hot, naughty, and sexy.

And it doesn't necessarily have to end with Orion being sent back to the stars again.

Act 1, scene 1

Keywords

Anders' perception of Sara's thoughts

Exciting art class, captivating teacher

Anders is boring

Player 2

Sara's thoughts

– or to be more specific: The thoughts Anders believes she is having

You're always so damn practical. Have to leave in a moment. Don't like to have a good time. You're going to that wildly exciting art class for the first time. The art teacher is definitely hot, exciting, and captivating. Your friend Naya has told you about him. You get a little turned on just thinking about it. Anders, on the other hand, is just so boring and predictable.

You speak aloud to Anders what Sara is thinking. Or rather: You say aloud the thoughts that Anders imagines Sara is having – not what she actually is thinking. Her actual thoughts are played by another player.

Short sex-fantasy scene: *Before the morning scene really starts, Anders and Sara play out a short sex-fantasy scene, which you are not a part of.*

Act 1, scene 2

Keywords

Out of breath after playing squash

Ask Søren about the art class - and the teacher

Jealous

Player 2

Anders

In the changing room after squash. Wants to know more about the art class.

You've just been playing squash with your friend Søren, and you've – as always – lost big time. You're completely exhausted. You're ready to hit the shower.

Sara is at her first art class with Søren's wife, Naya. Maybe Søren knows more about what it's all about? Has Søren met the art teacher?

Act 1, scene 3

Player 2

You do not participate in this scene

Act 1, scene 4

Keywords

Speak to Anders (wait for GM's cue)

You want to help Anders (even though he's pathetic)

Guide him trying to seduce Sara

Player 2

Orion

The constellation in the sky who can suddenly speak to Anders

You are Orion, the hunter and mythical hero, who hangs up there on the starry sky. A great seducer and one hell of a lover.

Every night, you can see Anders through the window – and it's unbearable to look at for such a love-master like yourself. You really feel sorry for him. Something has to happen. You must help him, tell him how a real hunter tackles the art of seduction. He really needs to pull himself together.

At some point in the scene – when the game master signals – you can speak to Anders. You should try to encourage Anders to dare to seduce Sara – properly.

Act 2, scene 1

Keywords

Dream-Orion becomes you, Dream-Anders

Resembles real Anders

Wants to have sex (but not there - somewhere more private)

Player 2

Dream-Anders

Interrupts Dream-Sara's dream about Dream-Orion.

Sara is asleep and dreaming that she is with Dream-Orion. It's hot and kinky and all these kinds of things. But at some point, suddenly it's not Dream-Orion she's with, but instead you, Dream-Anders.

Even though you're in a dream, you're very much like Anders normally is – or at least, how Sara's subconscious sees Anders. You really want to have sex with Sara – even in the dream – but maybe not exactly in this place they've found where someone could walk in. Maybe back at the hotel or something.

Another player is playing Dream-Orion, but when you find it appropriate, you take over the scene. However, Dream-Orion can still re-enter the scene – then both of you will be present in the dream.

Act 2, scene 2

Keywords

Wants to see Sara's drawings

Flirt with Anders, even though he's a bit dull

Player 2

Naya

Picks up Sara before art class. Slightly flirtatious towards Anders.

You're Sara's friend (married to Søren). You arrive at the end of the scene to pick up Sara.

You're excited about Sara's drawings – want to know more about her perfect dream man. You feel a little sorry for both her and Anders. Not much is happening for them – not like how it is at home with you and Søren. Sara really needs some excitement.

When you arrive to pick up Sara, you're sweet and maybe a little flirtatious towards Anders – even though you find him quite boring.

Act 2, scene 3

Keywords

Serious and skilled teacher - a bit dry though

Hot, but unaware of it

Evaluate drawings - Sara's are the best

Player 2

The Art Teacher

**Serious and talented, and a bit hot.
Especially impressed by Sara's drawings.**

You're a serious and talented art teacher – maybe a bit on the dry side, though. But you're also a bit hot in a you-don't-quite-know-it-yourself kind of way.

Today, you've told the class about Orion as an art and erotic ideal in art history. Now they're working on their erotic drawings of Orion. You're excited to see the results.

At some point, you come down to assess Sara and Naya's drawings. You're particularly impressed by Sara's drawings and the dreamy sensuality they exude. Stoke the two friends' competition for your attention (of course, you don't realize they think you're hot).

Act 2, scene 4

Keywords

Talk to Orion before entering the bar

Need his advice

Do as he wants you to do

Player 2

Anders

At a bar with Søren. Sees Orion in the sky again.

Again, you've lost to Søren playing squash. Now it's time for a beer.

Since that strange night recently with Orion in the sky, it's been cloudy, so you haven't been able to see him. But now, on the way to the bar, you can see him again.

Maybe you can send Søren ahead, because you could use more of Orion's advice – still, things aren't happening with Sara.

Orion will try to push you to practice hunting for women at the bar. You're probably not very keen on that. But of course, you end up trying anyway.

Act 2, scene 5

Keywords

Sara's vision of a dream man

Can be seen in the sky

Statue at the Glyptoteket Museum

Maybe dance with Sara

You're not like the 'real' Orion

Player 2

Dream-Orion

Sara's interpretation of the constellation in the sky.

Sara is on her way home after a visit to the Glyptoteket Museum (a museum with ancient art and statues). There she saw you, perfect Dream-Orion, as a beautiful statue. She looked right into your eyes. It was almost like you had some sort of a dance.

And now she's on her way home and has stopped. Just looking up at the constellation of you in the sky.

You play Dream-Orion, the one Sara has been drawing and had dreamed about. You're an inner voice that can speak poetically to Sara. You can also invite her for a little dance. Remember, though, that you only exist inside Sara's head.

You are of course completely different from the 'real' Orion, who is also in this scene.

Act 3, scene 1

Keywords

Nervous about dinner - haven't talked to Anders about it

Maybe play along with the naughtyness

Don't show you're nervous

Player 2

Sara

At dinner at Søren and Naya's place. Hides her nervousness.

Your heart is pounding. What kind of dinner is this, really? Naya mentioned something about the last time they had guests over.

You better play along with it. You wouldn't want it to get too embarrassing and awkward. Maybe it could get spicy if, for once, you let loose – like Naya says you should...

The problem is, you haven't at all talked to Anders about it...

It's up to you what Sara really wants. Let Anders think that you find it exciting. But don't say it directly. Do it subtly. You don't want to show that you're nervous and unsure.

Act 3, scene 2

Keywords

People at the bar

Drunken types

Loud girlfriends

Newly single man

Maybe people from earlier

Player 2

Bar guests

Both men and women

Anders has gone to a bar, completely disillusioned. Together with another player, you portray the various bar guests whom Anders can interact with.

It could be the bartender, a group of young people playing pool, downtrodden types in the corner, loud girlfriends, a recently divorced man, etc. Perhaps some he has met at the bar earlier in the game.

Push Anders' frustration and feelings of inferiority. It could range from good advice to condescending remarks and outright rejections. Or maybe something that ultimately encourages him a little.

Act 3, scene 3

Keywords

Drunk and on a mission

It has to be now!

Sara must not know the real reason

Player 2

Anders

Comes home late. Needs to persuade Sara to shape Orion in the art room.

It's late when you come home. Surprisingly, Sara is still up.

You need to convince her that you should go to the art room. There's something you need to do there. After all, there's clay to shape Orion from. And it has to be now!

Your reasoning with Sara and how you'll persuade her is up to you. But of course, you can't really tell her that you need to do this to bring Orion down to earth.

Act 3, scene 4

Keywords

Create resistance

Locked doors, night guard, etc.

Clay package, oven, too hot

Anders is disturbed by the thought of conjuring orion

Player 2

Resistance and difficulties

Anders and Sara in the art room – almost ending up having sex, but in the end Anders gets distracted

Anders and Sara need to get into the art room where they're supposed to shape Orion in clay. Such an adventure is difficult to pull off. They have to get into a locked art room, which is dark and all that.

You're kind of an assistant game master in this scene: You play the resistance against their success. You can mention locked doors, a night guard, how cold it is outside. The hassle of finding clay, and how difficult it is to open the clay package. And how exactly do you turn on a ceramic oven?

In the end, it should almost work out for Sara and Anders, who should be very close to having hot sex in the middle of it all. But the thought of Orion and his summoning should ultimately – just when things are at its hottest – distract Anders too much.

Act 4, scene 1

Keywords

The new art teacher

Interrupt the class and take over

Flirt with Sara

Wants to see her drawings

Player 2

O’Ryan

The new self-proclaimed art teacher. Interrupts the art class to take over teaching. Wants to see Sara’s drawings.

You are O’Ryan, the new art teacher who comes to take over the class. This class needs more eroticism and to learn about seduction. And especially Sara needs more sweaty masculinity. You look forward to seeing her drawings of you ... uh, of Orion, you mean.

Of course, you’re not a real art teacher. You’re Orion, summoned last night. Handsome and hot. You’re the hunter who needs to capture another prey. And your prey is Sara. And as an experienced hunter, you know that hunting takes time.

You just interrupt class at some point when the old art teacher has started teaching. You don’t care that the art teacher doesn’t have any clue about what’s going on. You’ll come up with some sort of explanation.

Act 4, scene 2

Player 2

You do not participate in this scene

Act 4, scene 3

Keywords

Be cool and unaffected

Confusing thoughts - was angry, but thinking of it, you actually got turned on last night

Player 2

Sara

Anders wants to talk about O’Ryan. Trying to play it cool and unaffected.

Wow, a lot has happened lately. The drawings of Orion, the steamy dreams, and then last night. You were all about being seriously turned on at last. No wonder you were upset this morning. And now there’s suddenly this guy, O’Ryan. There’s a lot to process.

You’re sitting with your drawings, trying to get a grip on your thoughts, when Anders comes in. He’ll definitely ask about the new art teacher. You can tell by his expression.

Anders shouldn’t sense your confusion. Try to play it cool and unaffected, even though it’s not easy. And it doesn’t get any easier with your inner aggressive sense of adventure talking to you.

Act 4, scene 4

Keywords

You might wake up

Try to prevent Sara's adventure

You are allowed to reveal who O'Ryan is

Player 2

Anders

Sleeping. Can wake up to Sara talking to O'Ryan. Can also choose to reveal O'Ryan's identity.

It's night, and you're sleeping. But you might suddenly wake up. Sara is awake, and she's talking to O'Ryan, who has dropped by in the middle of the night.

You choose whether you actually wake up in this scene, or if it's more exciting for the game and the story if you don't. Check with the game master if needed.

You also choose whether in this scene you want to reveal O'Ryan's identity. It's okay if you don't. If you don't, there will be room for it in one of the upcoming scenes.

Act 4, scene 5

Keywords

Focus on O’Ryan’s efforts against Sara

Something goes wrong

Approaches, boasting, physical swagger?

Play O’Ryan

Player 2

Sara and O’Ryan on a night-time adventure

Narrative scene. You focus especially on whatever O’Ryan does directed towards Sara.

The great seducer and hunter Orion wants to show Sara how amazing he is. But things don’t quite go as Orion hopes. Something goes very wrong for him. After all, he’s just a human now.

You and the other players will tell about what happens on O’Ryan and Sara’s journey into the night. And why it doesn’t go as Orion hopes.

Everyone can tell about characters and places, but you have a special focus on the things O’Ryan does along the way directed towards Sara. It could be advances, boasting, attempts at physical bravado like climbing over a wall or up on a statue.

In any small role-playing scenes, you play as O’Ryan.

Act 5, scene 1

Keywords

It's not your fault!
You're entitled to an adventure
Either you or Anders must leave

Player 2

Self-righteous Sara

Sara's inner voice. Push Sara if she's too understanding or sweet.

When Sara comes home, Anders is awake and wants an explanation.

You simply can't deal with it. You have every right to do as you please. If Anders wasn't such a loser and messed up all adventure and romance. It's actually his own fault. You're entitled to adventure and freedom – especially when he can't handle taking you on one.

You're Sara's inner voice, meant to push Sara if she's getting too understanding, sweet, or accommodating towards Andes.

The scene should end with either Sara or Anders leaving.

Act 5, scene 2

Keywords

Need a plan

Orion wants help - ends with an agreement

It's okay if it's difficult

Player 2

Anders

Disillusioned. Approached by Orion. Needs to make a deal.

Everything is just crap. What now? How do you get everything back on track with Sara? How do you convince her that you're the real, true dream guy for her, now and always? You need a plan.

In this scene, you are approached by Orion. You're probably angry with him, but somehow you both need each other now when neither of you has achieved what you want with Sara.

The scene should end with you and Orion making some kind of agreement about what will happen next.

Act 5, scene 3

Keywords

You need to persuade Sara
Are you slick, apologetic, or flirtatious?
What's your agenda?

Player 2

Orion

Must persuade Sara to come to the art room with Anders

You and Anders have gone to Naya's place, where you think Sara is. You need to persuade her to come with you to the art room so you can be helped getting back to your starry sky.

That's at least the official explanation. Perhaps your ego persuaded you to have hidden agendas and sneaky intentions in the previous scene.

Regardless of your plans, the scene must end with you and Anders persuading Sara to come along.

Act 5, scene 4

Keywords

Orion needs to be sent home

It should end with hot sex

But it should also be difficult and dramatic

Player 2

Sara

The big climax in the art room – Orion is (maybe) to be sent home

You've been persuaded to come to the art room so Orion can be sent back to the stars. However, it doesn't mean everything is all sunshine and rainbows between you and Anders (or Orion, for that matter). You're welcome to resist – both against the project as a whole and against jumping into Anders' arms. There needs to be drama and intense declarations of love before it all will be alright again.

Since it's the big climax, of course, it ends with you and Anders finding each other again. And it should definitely end in something hot, naughty, and sexy.

And it doesn't necessarily have to end with Orion being sent back to the stars again

Act 1, scene 1

Keywords

Fantasy-Anders

Perhaps a bit perplexed

Enjoys being seduced

Real Anders

Wants Sara to stay

Why the art class?

Be sweet and overly too much

Player 3

Anders

A horny but also sweet, helpful, and nice husband

It's morning. Sara is off to her new art class. You really want to be nice to her and make her happy and turned on. You really do. It's been so long. She never takes the initiative.

Please be annoying, but sweet. Make breakfast, serve coffee, buns, and stuff like that. Perhaps kiss her. Maybe a little cuddle. Try to make her stay. You might be a bit too much this morning.

You only play what Anders actually does and says to Sara – not what he is thinking.

Fantasy Anders: *Before the scene really starts, you play out a sex-fantasy scene as it appears in your head. Here, you're sitting in bed, where a naughty, hot, and flirtatious Sara enters. Maybe you're a bit perplexed, but you accept her and play along with the best you can.*

Act 1, scene 2

Player 3

You don't participate in this scene

Act 1, scene 3

Keywords

Hint to the art class

Push Anders' jealousy

Supposed to draw Orion as the perfect dream man

Don't show the drawings

Player 3

Sara

Dinner with Anders. You should casually mention the art class, the teacher, and the drawing of Orion as your dream man.

Saturday evening. Anders has cooked dinner and has really put effort into it. A bit too much, you might think.

If Anders asks about it, you should casually talk about the art class. You were supposed to draw the mythical hero Orion as your dream man. It was fine, no big deal. Don't tell too much, just hints. You can also talk a bit about the art teacher. He was ok, nothing special, you can say.

If Anders doesn't ask, you should start talking about the art class yourself.

It's important that you mention that you were supposed to draw Orion as your dream man. However, you must not show Anders your drawings. They're not finished.

Act 1, scene 4

Keywords

Sleeping, then waking up

What is Anders doing?

Maybe let yourself get carried away a bit - but then it's too much or something like that

Player 3

Sara

- who is asleep but wakes up and wonders what Anders is doing

When you went to bed, you had a podcast you wanted to listen to. So you kissed Anders goodnight and turned around with your headphones in your ears. Soon you fell asleep.

But you wake up during the scene – quite groggy and confused about what Anders is doing. Who is he talking to?

Maybe you're irritated and dismissive. Or maybe you let yourself get carried away a little. Until it becomes too much and maybe a bit weird. It ends, of course, with you and Anders not having sex.

Act 2, scene 1

Player 3

You don't participate in this scene

Act 2, scene 2

Keywords

Confused after the night with Orion speaking

Wants to see Sara's drawings

Who do they resemble?

Perhaps they resemble you a bit?

Player 3

Anders

Keeps disturbing Sara. Wants to see her drawings.

It's Sunday morning, and you're at home. Tired and confused after last night's experience with Orion.

Sara is sitting and drawing, wanting to be alone before she goes to art class again. She's definitely working on a drawing of Orion, her perfect dream man. You are very curious, really want to see what she's drawing. See what he looks like. Maybe it's even a little bit you she's drawing? You really hope it's you.

Disturb Sara several times during the scene. But also leave room for Sara to draw and talk to Dream-Orion, who is also present in the scene.

Act 2, scene 3

Keywords

Nervous about feedback on drawings

Teacher is hot - but doesn't know it himself

Talk about your dream

Player 3

Sara

At Art Class. Confused about it all. Wants to talk to Naya about her dream.

You're back at art class again. You're quite nervous about what the teacher will think of your drawings. Of course, it's only because you want to improve your drawing skills – not at all because he's also a bit attractive, even though he isn't aware of it himself.

Everything is swirling around in your head: Anders, Orion as the perfect dream man, art class, the drawings. You want to talk to Naya about your dream last night – if you could get a word in edgewise.

You and Naya are drawing, giggling, and whispering – and compete a bit for the teacher's attention. Try to find a moment to tell Naya about your dream.

Act 2, scene 4

Keywords

Persuade Anders to practice hunting at the bar

Bar is the perfect place

You really like Søren

Player 3

Orion

Anders at a bar with Søren. Needs to convince Anders to practice.

It's been cloudy since you first spoke to Anders, but now you can be seen in the sky again. Anders is still quite a wimp and needs your help. Now he's heading to the bar with his friend Søren, a man after your own heart.

A bar is a perfect place to hunt, so try to convince Anders to practice there. You don't really accept his excuses, so go ahead and pressure him. Give advice on how a real man and hunter approaches the art. Remember, you can only talk to Anders when he's outside the bar.

Act 2, scene 5

Keywords

Look dreamily at the starry sky (and the constellation Orion)

Been to the Glyptotek Museum - was captivated by a statue

Talk to Anders about the stars

Player 3

Sara

On her way home from the Glyptoteket. Admiring the dreamy starry sky and Orion up there.

You've had a lovely evening with Naya. You were at the Glyptoteket (a museum with ancient art) to look at old statues. There was also a statue of Orion, the one you were supposed to draw – the one from your dream. You could stand there at the museum looking him right in the eyes. It felt almost like you had a dance.

Now you're on your way home and have stopped for a moment. It's starry, and up there he is – Orion, the constellation. It's so beautiful.

In this scene, you gaze dreamily at the stars when Anders suddenly interrupts you (he's on his way home from the bar). Feel free to talk to him about the beautiful constellation, but probably not about your fantasies about Dream-Orion.

Act 3, scene 1

Keywords

Flirty and cheeky

Hint to the previous guests

No plans for a naughty evening though

Make Anders mess up

Player 3

Søren

Anders and Sara are over for dinner. Make Anders look foolish.

You and Naya have invited Anders and Sara for dinner. You're going to have a good time. Nice food and wine. Maybe a truth or dare game, strip game, or something like that.

You're flirtatious and cheeky. You're on top of things, have everything under control. Talk about the last time you had guests over. Insinuate how exciting it was. Maybe talk about the art teacher too.

You and Naya have absolutely no plans for anything naughty with the guests. But as players, you and the Naya player should make it seem that way. It should end up very awkward for Anders.

Act 3, scene 2

Keywords

People at the bar

Drunken types

Loud girlfriends

Newly single man

Maybe people from earlier

Player 3

Bar guests

Both men and women

Anders has gone to a bar, completely disillusioned. Together with another player, you portray the various bar guests whom Anders can interact with.

It could be the bartender, a group of young people playing pool, downtrodden types in the corner, loud girlfriends, a recently divorced man, etc. Perhaps some he has met at the bar earlier in the game.

Push Anders' frustration and feelings of inferiority. It could range from good advice to condescending remarks and outright rejections. Or maybe something that ultimately encourages him a little.

Act 3, scene 3

Keywords

Upset after dinner

Also worried

Be reluctant

Eventually say yes

Player 3

Sara

**Late evening/night. Sitting and drawing.
Mad at Anders.**

It's late at night after dinner at Søren and Naya's. Anders hasn't come home yet. You're sitting and working on your Orion drawings. You're quite worried and maybe a little mad at him.

Anders will try to persuade you to do something wild. Give him resistance, but eventually agree to it – it can either be reluctantly or because you actually get carried away.

*You play both what Sara does and her inner resistance and reason.
Another player is playing Sara's romantic, adventurous thoughts.*

Act 3, scene 4

Keywords

Describe all things romantic and sexy

Butterflies in the stomach, wet clay, warmth, wind in the hair

Almost succeeding

Anders gets disturbed

Player 3

Romantic ideas and opportunities

Anders and Sara in the art room

Anders and Sara need to get into the art room where they're supposed to shape Orion in clay. Such an adventure is both romantic and sexy.

For example, they might have to warm each other up when it's cold. It's thrilling to do something forbidden. And the clay must be shaped in an intimate way.

You're kind of an assistant game master in this scene: You play all the little things that are romantic and sexy, which you can highlight for Anders and Sara. It could be the flutter in the stomach, the feeling of wet clay against the skin, the warmth in the art room. All the exciting, tempting, and fun aspects.

You should make sure that Anders and Sara are on the verge of having hot sex. But in the end – just before everything is good – it of course goes wrong.

Act 4, scene 1

Keywords

Wondering about the mess

What's up with Sara?

Player 3

Naya

At art class with a hangover

What a night last night with Anders and Sara visiting. Not at all as expected.

But now it's art class time. You're ready, both for the art teacher and to interrogate Sara about yesterday. And what's up with her? She looks quite tired.

You arrive quite early to the art room, where it's strangely messy. Sara is already there. She's cleaning up. That's weird.

Act 4, scene 2

Keywords

Tired and hungover

What's Orion doing as O'Ryan?

Demand an explanation

Don't tell Sara who he is

Player 3

Anders

Hungover and disappointed. Sara comes home with O'Ryan.

What a night last night. And oh, your head! You messed it all up. Again!

And what happened with Orion? Nothing at all. And you couldn't care less. You're done with him anyway. You almost proved that you didn't really need him after all. You could almost do it yourself, without all his stupid, lewd advice.

You're angry, tired, and disappointed. And everything gets worse when you hear that Sara doesn't come home alone from art class...

You can easily figure out that it's Orion Sara has with her. But you can't say it out aloud to her. But you would really like an explanation from him.

Act 4, scene 3

Keywords

Inner voice

Horny - don't ruin the mood

Dial down the conflict

Player 3

Anders' conflict-aversing lust – his urge not to ruin last night's good vibes

Anders is frustrated and jealous of the attention Orion is giving Sara. But he's also horny. Last night was totally unresolved, and it's still weighing on him. In fact, it was so close that something finally would happen – so, maybe it's still on Sara's mind too.

You, the conflict-averse, hungry lust in Anders' mind, truly knows that being jealous and confrontational won't get you anywhere. Discussing and arguing with Sara, which Anders seems to be heading towards, isn't good – not if you want to get that well-deserved release.

You're Anders' inner horny voice, able to talk to him. You can try to persuade him to dial down the conflict and instead try to pick up where last night's adventure left off.

Act 4, scene 4

Keywords

Talk about the pounding heart and your thoughts

Feel free to resist a bit

But eventually say yes to O’Ryan

Player 3

Sara

Can’t sleep. O’Ryan wants to take her on a nighttime adventure.

You’re in bed, unable to sleep. So much is happening at the moment. Your heart is racing. Anders and O’Ryan. Tell about it! About your racing heart and everything swirling around in your head!

You’re interrupted shortly into the scene. O’Ryan wants to lure you on an adventure. You end up saying yes. But it’s up to you to decide what ultimately convinces you to go along.

Act 4, scene 5

Keywords

Focus on what O’Ryan does to others

Something goes wrong

Captivated by others? Challenges macho men?

Play supporting characters

Player 3

Sara and O’Ryan on a night-time adventure

Narrative scene. You focus especially on whatever O’Ryan does directed towards other people than Sara.

The great seducer and hunter Orion wants to show Sara how amazing he is. But things don’t quite go as Orion hopes. Something goes very wrong for him. After all, he’s just a human now.

You and the other players will tell about what happens on O’Ryan and Sara’s journey into the night. And why it doesn’t go as Orion hopes.

Everyone can tell about characters and places, but you have a special focus on the things O’Ryan does, which are directed towards others than Sara. It could be being captivated by other women at a nightclub, challenging other macho men in a park to a fight, or an arm wrestling competition at a bar.

In any small role-playing scenes, you play as secondary characters.

Act 5, scene 1

Keywords

Anders' own fault

Try to reduce conflict

Make Anders feel pathetic

Player 3

Self-blaming Anders

Anders' inner voice. Push Anders if he's too confrontational.

Sara comes home early in the morning after her night out with O'Ryan. Anders is awake and wants an explanation.

This is clearly all your fault. If you weren't such a wimp. If you hadn't relied on Orion's help. If you hadn't messed things up in the art room. If you hadn't summoned Orion.

You're Anders' inner voice, meant to push him if he's being too confrontational towards Sara.

The scene should end with either Sara or Anders leaving.

Act 5, scene 2

Keywords

Wants to go home!
Rejected, a failure
Needs Anders' help
Your ego speaks to you

Player 3

Orion

Disillusioned. Wants to go home. Approaches Anders. Needs to persuade him to help.

You have failed. You've been rejected. Your hunt has failed. That's never happened before. Now you're here in a world that doesn't understand your greatness. You just want to go back to your starry sky. You'll need both Anders and Sara's help for that.

In this scene, you approach Anders to persuade him to help you get home. You have to convince him. It's something to do with the art room, the clay figure - and with Anders and Sara and their erotic energy, which got you down to Earth in the first place. Perhaps, in return, you can offer to help him win Sara back.

By the way, your ego also speaks to you and will try to influence you and push your plan in a more opportunistic old-school Orion-like direction.

Act 5, scene 3

Keywords

Support Sara, make it difficult for Anders and Orion

But also help them

Orion is hot

Player 3

Naya

With an upset Sara on the sofa. Supportive and all that.

So, O’Ryan is actually an ancient Greek hero and a constellation? Not an art teacher? This is crazier than anything you and Søren usually experience.

Naya sits on your sofa. She’s just told you everything. You’re of course the supportive friend, saying all the right things about stupid men and all that.

In this scene, Orion and Anders come by to persuade Sara to go with them. At first, you might try to prevent this, but ultimately it must succeed - and in the end you might even help them persuade Sara.

Oh, and of course, you find Orion and everything about him a bit hot. Maybe even hot enough for you, Søren, and a dinner party - at least if weren’t about to go back to the sky.

Act 5, scene 4

Keywords

Orion needs to be sent home

It should end with hot sex

But it should be difficult and dramatic beforehand

Player 3

Anders

The big climax in the art room - Orion is (maybe) to be sent home

You, Orion, Sara, and Naya arrive in the art room, where you are supposed to help Orion get home. It requires clay, an oven, and some sort of repetition of what brought him here.

It also requires you and Sara and something hot between you (just like when he came here). So you'll have to recreate that.

But this is the big climax, so of course, it ends with you and Sara finding each other again. It should definitely end in something hot, naughty, and sexy.

Moreover, it doesn't necessarily have to end with Orion being sent back to the stars.

Act 1, scene 1

Keywords

What Sara is actually thinking

Practical - lots to do

React to what Anders imagine Sara is thinking

Don't react to Anders' advances

Player 4

Sara's thoughts

- her actual thoughts this morning. You may not comment on possible sexual attempts from Anders

You're about to leave. You're going to your new art class with Naya. There's so much to do. Get dressed, shower. Is there any time for breakfast? Floss. You need to pee again. And then there's the laundry. Is your shirt dry? What about Anders' pants? And what about supper tonight?

You play what Sara is thinking this morning. Her thoughts are very practical and quite boring. Another player plays what Anders imagines what Sara is thinking. You might mainly present an actual thought as an reaction to what the the other playing imagines Sara to think.

You must not say anything about the attempts that Anders might make towards you. It's as if you don't take notice of them.

Short sex-fantasy scene: *Before the morning scene really starts, Anders and Sara play out a short sex-fantasy scene, which you are not a part of.*

Act 1, scene 2

Keywords

Totally on top and annoying

Talk about art class - Naya hot and turned on by it

Invite to dinner

Player 4

Søren

In the changing room after squash. Finds the art class exciting.

You're Anders' friend. You've just been playing squash. As always, you've won big time. You're totally on top, ready to go hit the shower.

Your wife Naya is at the art class with Sara. She's been there several times and really likes i. She really likes the art teacher too, whom she always gets that special look in her eyes when she talks about. It's hot, you think. You can gather inspiration when going out and all that.

By the way, you've also talked to Naya about how it would be nice to have Anders and Sara over for dinner soon.

Feel free to be annoying and overbearing. You talk openly about your and Naya's hot sex life. Remember to invite for dinner.

Act 1, scene 3

Keywords

Make an effort - maybe too much

Hope for more to happen

Want to know more about the art class - without seeming jealous

Player 4

Anders

Dinner with Sara. Wants to know more about the art class.

It's Saturday evening. You've made delicious food for Sara.

You've really put effort into it. Favorite wine, flowers on the table, candles, and all that. Maybe it could lead to more if you play your cards right.

But you also want to know more about art class. You're not sure how to ask – don't want to seem too concerned or jealous. Don't want to ruin the moment if it's there.

Act 1, scene 4

Player 4

You don't participate in this scene

Act 2, scene 1

Keywords

Turned on in the dream

Dream-Orion is your perfect dream man

Ready for adventure

Characters change in the middle of the dream - that's how it is with dreams

Player 4

Dream-Sara

- looking for a place to have sex with Dream-Orion, who suddenly turns into someone else

You are asleep, and in your dream, you are with Dream-Orion, the perfect dream man you were supposed to draw in art class. In your dream, you are on some Greek island with labyrinthine streets, running around to find a place to have sex right here and now. Dream-Orion is the dominant one.

You are totally up for dreamy adventures.

At some point, everything becomes strange, and Dream-Orion turns into someone else. That's how it is in dreams.

Act 2, scene 2

Keywords

You're Sara's perfect dream man

Disturb Sara

Comment on drawings - is it really you?

You're not like Orion in the sky

Player 4

Dream-Orion

– the man from Sara's dream. Keeps disturbing Sara.

You are the mysterious Dream-Orion from Sara's dream. You're still in her and keeps talking to her.

Disturb Sara while she's sitting and drawing, trying to concentrate. You can talk directly to Sara, and she can respond to you – even though you're just an imaginary dream man. Feel free to comment on the drawings she's making. Is it really you?

Remember, you're Sara's dream man – not the real Orion that Anders talked to up in the sky.

Act 2, scene 3

Keywords

Talk about a naughty dinner party

What's up with Sara? She needs something

Talks a lot

Wants praise from the teacher

Player 4

Naya

Art class with Sara. Talks a lot. Wants to tell about a recent dinner party.

You're back at art class, drawing and whispering with Sara. You want to tell Sara about a fantastic evening recently: You and Søren had guests over, and it turned out quite... interesting. It really got Søren going... and you too. Wow. Sara could definitely use something like that.

There's something going on with Sara lately. Is it the art teacher who somehow makes her blood run faster – like he does with you? She clearly needs something to happen. Anders is just too boring.

You talk a lot: About the dinner party recently and about everything you think Sara needs. You don't listen much. Also really want to get the teacher's attention. He's hot, even though he isn't aware of it himself.

Act 2, scene 4

Keywords

e.g., students, 30-something girlfriends, a divorced single mother

Maybe flirty and accommodating at first

Shouldn't go well

Push Anders' inferiority

Player 4

Bar Guests

Both men and women

Anders has gone to a bar with Søren. You play the guests at the bar, whom Anders (with advice from Orion and Søren) will try to flirt with and make moves on. It could for instance be a couple of young students, a couple of girlfriends in their thirties out without husbands and kids, or a recently divorced single mother.

Maybe some of them seem welcoming and flirtatious at first, but it shouldn't go well for Anders – especially not when he tries out Orion's advice. Push Anders' frustrations and insecurities, but let it briefly seem like things might actually go well.

Act 2, scene 5

Keywords

Love that Sara looks at you
Turns something on in you, you old hunter
Can only talk to Anders

Player 4

Orion

Turned on by Sara's gaze toward the sky.

Anders is on his way home from the bar. It didn't go so well. Apparently, more is needed.

Sara, she's on her way home too, you can see. And she's spotted you up in the sky. Looking right up at you. You like that. You love it when women look at you, you handsome stud. She definitely likes what she sees. Oh, how you miss it, the hunt. Their gazes, their deep sighs, their devotion.

In this scene, Anders and Sara meet on the street, where they both stand looking up at you. You can admire Sara and talk about her, but of course, only Anders can hear you.

Act 3, scene 1

Keywords

Play along with the naughtyness - even if you're unsure

Prepare for the worst

Haven't talked to Sara about it

Orion is in the sky - Use him!

Player 4

Anders

**At dinner at Søren and Naya's place.
Nervous. Orion is in the sky.**

Dinner parties are usually super cozy. But there's something in the air tonight. Something naughty. There was that thing Søren mentioned about last time they had guests over.

You're nervous. Do you really want this? And what about Sara? You haven't talked to her about it. She probably thinks it's just a regular dinner. But maybe it's something she's actually yearning for?

You better act like you're ready for anything. You wouldn't want to disappoint anyone, would you?

You'll definitely need some help along the way. Orion is up in the sky.

Act 3, scene 2

Keywords

You want to come down to earth
Persuade Anders that you need to be shaped in clay
To better to be able to help him (you say)

Player 4

Orion

Anders has gone to a bar. You must persuade Anders to shape you in clay.

You're up there in the sky, far too distant. It's time for you to come down to earth again. Anders, the naive, hopeless wimp, must help you with that – probably with Sara's assistance.

You must persuade Anders that you need to be shaped and formed in clay, created as a human. Then you can truly be the great hunter you are.

However, Anders is at the bar. You can't talk to him there. But at some point, he'll come outside. Then you must have a proper conversation.

You must persuade Anders to help you descend to earth. It's in his own interest. After all, you need to show Anders how to be a hunter – show it, don't tell it, and all that.

Act 3, scene 3

Player 4

You don't participate in this scene

Act 3, scene 4

Keywords

Get into the art room

Sara shouldn't know why

Make it hot and intense

The thought of Orion disturbs you too much in the end

Player 4

Anders

Needs to gain access to the art room and shape Orion in clay

You and Sara need to head to the art room in the dark of the night. You have to find a way in, turn on the lights, and do all that stuff. Find clay, shape it, and get the oven going – all without attracting attention. And of course, without Sara realizing what the actual purpose is.

You're on top of things in this scene. It could very well end up romantic and erotic. After all, clay needs to be shaped, right?

The problem is that even when it might be at its hottest, the thought of Orion is there. What happens to him when the clay is shaped and the oven is heated up? Sara doesn't know about that part of the plan.

Act 4, scene 1

Keywords

A fucked up night night, angry and frustrated

Cleaning up the art room

Forgot your drawings

Player 4

Sara

At art class with a hangover. Has left her drawings at home.

What a stupid night. At one point you thought you had found your spark again, didn't you? But no, of course not. What did you expect? That it really was supposed to be that kind adventure you've been dreaming of?

It's morning, and you show up for another art class. You don't want to be at home after your ... what should you call it ... fiasco last night. You try to arrive a little early. There's some cleaning up to do, after all.

You're angry, disappointed, tired, and hungover. And you left the drawings of Orion, your perfect dream man, at home. That's typical, and you could really use some encouragement right now.

Act 4, scene 2

Keywords

Flirt excessively with Sara

Be nice to Anders (when Sara is there)

Talk undisturbed to Anders

Player 4

O’Ryan

At Sara’s home to look at drawings.

Everything is going as planned. Now Sara has agreed to take you home with her to look at her drawings of Orion – you know, of you. You really hope they do you justice, you the most beautiful among mortals. But of course, they will.

You’re also looking forward to seeing Anders, that pathetic fool, when you walk through the door. Now you’ll show him how a real hunter does his job.

Make sure you and Anders get some time to talk undisturbed. Of course, Sara must not realize who you really are.

Act 4, scene 3

Keywords

Tired of predictable Anders

If Anders gets too close, it's just so predictable

Can't deal with it

Player 4

Sara's aggressive thirst for adventure

Inner voice craving adventure, really fed up with Anders right now

Last night was quite an adventure, and for once Anders was almost like a real Dream-Anders. But as always he ruined it. And what now? Is he back to being predictable, too-much-of-a-good-thing Anders? You simply can't handle that. Something needs to happen. Something new, something exciting, something exotic and wild.

You're Sara's inner adventurous voice, loathing the dull and predictable and really not in the mood for annoying-Anders right now.

Speak directly to Sara when Anders comes in to talk to her. The more pushy, jealous, questioning, or even lustfully intrusive Anders becomes, the more irritated you become with him. That's him, just as annoying as ever.

Act 4, scene 4

Player 4

You don't participate in this scene

Act 4, scene 5

Keywords

Focus on what Sara does

Something goes wrong for O’Ryan

How does she react? Does she talk to others? Does she show off?

Play Sara

Player 4

Sara and O’Ryan on a night-time adventure

Narrative scene. You focus especially on what Sara does along the way.

The great seducer and hunter Orion wants to show Sara how amazing he is. But things don’t quite go as Orion hopes. Something goes very wrong for him. After all, he’s just a human now.

You and the other players will tell about what happens on O’Ryan and Sara’s journey into the night. And why it doesn’t go as Orion hopes.

Everyone can tell about characters and places, but you have a special focus on the things Sara does along the way. How does she react to the things O’Ryan does? Does she talk to others at a bar? Does she try to impress O’Ryan?

In any small role-playing scenes, you play as Sara.

Act 5, scene 1

Keywords

Worried and jealous.

Who do you blame?

You or Sara end up leaving

Player 4

Anders

Worried, anxious, and jealous

It's early in the morning. Sara has been gone all night. A mix of anxiety, self-blame, and good old-fashioned jealousy swirls around in your head.

Who do you blame? Sara? Orion? Yourself? All three of you?

The scene should end with either you or Sara leaving.

If it hasn't already come up, you MUST reveal to Sara who O'Ryan really is in this scene.

Act 5, scene 2

Keywords

Talk to Orion, that wimp

Don't let yourself be humiliated or to be a loser

Sara is still your prey, isn't she?

Try to persuade Orion to a better plan

Player 4

Orion's ego

The inner voice that pushes Orion back towards his old self.

So there sits Orion, that pathetic wimp. Humiliated, rejected, and all that. And now he wants to go back to his starry sky.

But he's still Orion. The great hunter. The seducer of them all. He shouldn't let himself be humiliated, defeated, or crawl. And Sara, she wants him - she will realize that. It's definitely not time to give up yet... or to go home.

You are Orion's inner voice that can speak to him. You are his ego, grand and shining as always. An ego that won't allow itself to be humiliated or tricked.

In this scene, you should try to restore the fallen Orion and influence his and Anders' plan in a more opportunistic old-school Orion-like direction.

Act 5, scene 3

Keywords

Complain. Stupid men and all that!

Anders and Orion will try to persuade you to something - resist them

Eventually go along - maybe still angry

Player 4

Sara

At Naya and Søren's place. Anders and Orion want you to come to the art room.

You're sitting on the sofa at Naya and Søren's. You've told everything to Naya. What should you do? Why are men such idiots?

Anders and Orion want to persuade you to come along. It'll probably require a lot of persuasion, smooth talk, and pleading on their knees. In the end though, you agree to go. But you can still be mad, just because you're helping Orion get home.

Act 5, scene 4

Keywords

You need to go home (maybe)

Do you have other plans?

Requires clay, oven, and something hot and sexy

Should end with sex

Player 4

Orion

The big climax in the art room - might have to be sent home

You, Anders, Sara, and Naya arrive at the art room, where they are supposed to help you get back home to the stars. That's the official plan, but maybe you have a twist to it.

For you to go home, it requires some sort of repetition of what brought you here. You probably don't have it all figured out, so you'll have to experiment a bit. But it definitely involves clay, an oven, and something hot and sexy between Anders and Sara (which was also what made it all work in the first place).

But this is the big climax, so of course, it has to end with Anders and Sara finding each other again. It should definitely end with them having sex.

However, it doesn't necessarily have to end with you absolutely having to be sent back up to the stars again.