



FESTIVAL TALES

A scenario by Anne Vinter Ratzer
Written for Fastaval 2022

WELCOME

Dear reader, welcome to my scenario, and thank you for reading it! Festival Tales is written as a premiere scenario for Fastaval 2022, but you are welcome to use it in other contexts as well. I hope you and your players will have a great time playing it!

If you have any questions (or feedback afterwards), write to avratzer@yahoo.com or find me on Facebook (Anne Vinter Ratzer).

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Note: The pictures in this scenario are meant as inspiration. They are not necessarily an illustration of the festival in this scenario or the player characters.



PREVIEW

Festival Tales is the story about four young friends going to a festival together. Each of them are at a crossroads in their life, faced with different challenges. The festival offers them a much needed breathing space, but also an opportunity to see themselves in a new light, and get a push in the right direction.

Festival Tales is about having intense and fantastical festival experiences. It is about how we see the world differently, depending on what we are going through, and how our experiences can inspire us to move on. And it is about friendship, and how we share the good times as well as the hard times.

The scenario does not have a fixed plot, but is built around the festival program, from which the players choose the activities they would like to participate in. The players create the content of the scenes in a mix of improvisation, storytelling and roleplaying, switching between entertaining festival activities and quiet reflection.

ABOUT THE SCENARIO

Festival Tales takes place during the 3 days where the characters are at the festival. The festival days are played as a series of snapshots; independent, concentrated scenes in chronological order, where the characters are enjoying the festival. Think of it as those memories that the characters still talk about years later - we don't see all the details of boring food and grey skies, instead we focus on the fun, wild, surprising, thought-provoking, unforgettable moments.

Before the festival days the scenario starts with a warm-up session, where the players get to know the player characters. After the festival the scenario wraps up back in the apartment, where the characters look back at what they have experienced and where they are now.

Moods and Themes

The core of Festival Tales is that the four friends have a fantastic festival, and that you and the players create scenes together that are intense, entertaining and memorable. You should dive into the setting, get absorbed by the moods of the festival, and make it come alive between you. You will be jumping around between different scenes and situations, and it might end up being a bit hectic - that is part of being at a festival :)



Player characters

The four player characters are students in their 20s who share an apartment in Odense (a large city in Denmark with lots of students). They are friends and they like to spend time together, but there is a lot they don't know about each other - or themselves, for that matter.

Each of the characters is right now facing a problem they are not quite sure how to solve. They each know a bit about what the others are struggling with, but not all the details.

In the character descriptions it is clear that they would like to help each other, but they don't quite know how. The players must figure out if they want to reach out and ask for help, or if they want to tackle the problems on their own.

At the same time, the players must have some space to reflect on the problems they are struggling with, but there is no fixed rule for how big a part of the scenario this should be, or how they should handle the problems. As a GM, your job is to bring the characters' challenges into play as part of the scenes you are playing, and give room for reflection, but it is up to the players to figure out where to go from there.

If the players would rather just focus on having a fun time at the festival and forget their problems for a while, that is also fine.



KILDEVALLEN FESTIVAL

The players don't need a lot of facts about the festival, but here are some (fictive) facts if they ask.

The name of the festival is "Kildevallen", a fictive festival somewhere in Denmark. Precisely where doesn't matter, but it is about 1 hour by train from Odense where the characters live.

Kildevallen has existed for some years, and has appr. 30.000 participants - a good size that allows for a varied program with many activities, without getting too big. (In comparison, Roskilde festival has appr. 100.000 participants).

It is called "Kildevallen" because it is located by a forest with a spring ("kilde") that runs into a lake. The lake is very popular for swimming, and is also used by the festival participants.

The characters have not been at Kildevallen before, but it is a lot like most other festivals.

Important expectation alignment

Festival Tales takes place at a festival, and there will be lots of partying, but the scenario is NOT about stumbling around in a drunken haze, vomiting on random people. Alcohol, drugs and sex as roleplaying elements often end up dominating the play, and that is not the intention of this scenario. Therefore these elements play a very small role.

This doesn't mean that there is no alcohol on the festival or that the characters can't drink at all. They can. But it must be at a reasonable level, and the players will not be roleplaying that they are totally wasted or hungover.

The four friends have made an agreement that they will not become (very) drunk, and they intend to keep it, even if some of them may regret it a bit during the festival :)

It is also an important part of the scenario that the four friends are doing things together, as a group. Playing with supporting characters are therefore a very small part of the scenario, and only used to inspire play among the player characters.



SCENE TYPES

In the **festival activities** (concerts and other) the players create the content through storytelling and improvisation. A concert with the Flaming Scorpions is thus created by the players, taking turns describing what the lead singer looks like, how the audience reacts to the band's greatest hit, what the weather is like, and all the other big and small things that together form the concert experience, making the scene feel alive and intense.

In the **quiet scenes** the players reflect, through brief monologues or conversations with the others, on where their characters are right now. These reflection scenes help the players figure out where they are going and how to get there, and how they can support each other.

The longer scenes are mixed with "**random encounters**" - brief storytelling or roleplaying scenes that add something extra to the festival, such as a random meeting with an old school mate in a food line, or a spontaneous dance session breaking out in a tent area.

The players will collect digital memories during the scenario (selfies, posts about concerts, etc.) as well as physical "souvenirs", e.g. the set list from the Flaming Scorpions concert, or a drawing made by the cute guy from the coffee show.



Your job as a GM is to switch between the different scenes, keep track of time and pacing, support the players in describing the scenes, and help them reflect. Ideally the players should run the scenes themselves, creating the content with minimal participation from you, but it is okay if you join in here and there if needed to make the scenes flow better. The important thing is that the players have ownership of the scenes and that you help each other create the scenes you want.

There is no plot or fixed outcome of the scenario - the story is created by what happens around the characters and between them. At the end, the characters will most likely be in a different place than where they started, and a whole lot of experiences richer!



Timing

The scenario takes approx. 5 hours to run, distributed like this:

- Intro, casting and warm up: Max. 1 hour
- Start scene at the tent: Appr. 30 min
- 3 days of festival: Appr. 1 hour per day - max. 3 hours total
- Going home - wrap up: 20-30 min

If you **MUST** finish within 5 hours, you need to run the scenario tightly and keep breaks short. Warm up is important and needs time, but you should be at the start scene after max. 1 hour.

If you need to cut time, you can cut some in the festival days. See "A Day at the Festival" for more details.

THE SCENARIO

- INTRO, CASTING AND WARM UP

Introduction

Time: Appr. 10 minutes

Get to know each other a bit by asking if anyone has been at a festival, and share your experiences - briefly!

Then explain the structure, theme and play styles of the scenario as described in the previous sections.

Important: Remember to align expectations around alcohol and drugs so this is clear from the beginning.



Casting

Time: Appr. 10 minutes

Hand out the Casting - quiz and tell the players to reply as the type of character they would like to play. Collect the replies and figure out how to cast.

Hand out the characters and give the players some time to read them. Also give them their quiz answers back - they can be used as inspiration. Answer the questions the players might have, but don't spend too long - more details will be added in the warm up.

Note: Lou's gender is not defined in the character description. It is up to the player to decide if Lou is male, female or other.



Tips for casting

As a starting point you can look at the reply in question 5 in the quiz: "Which Marvel-character are most like you".

The characters are written with the following inspiration:

- Simon = Iron Man (so cool that he is annoying, convinced that he is always right)
- Lou = Captain America (loyal friend, strong principles, often divides the world into Right and Wrong)
- Matthias = Spiderman (avoids conflicts, insecure, not good at asking for help)
- Amalie = Thor (party person, uncomplicated, takes very few things seriously)

In addition question 7 can be a good guide. Here the replies would be:

- Simon / Lou: 7A or 7D (both are able to start a discussion calmly, but end up in a shouting match)
- Matthias: 7B
- Amalie's answers in question 7 are not that important

If the above tips don't work for your player group, just use your best judgement to do the casting, possibly with help from the players.

The characters have a starting point, but can change during the scenario, so there is some wiggle room for the players.

Warm up

Time: Appr. 30 minutes

During the warm up you will do the following exercises. Keep track of time so you get through them all.

Hand out the list of questions (see Handouts - List of Question) to one of the players. The players takes turn asking each other questions and pass on the list. The players should answer as their character would, and as honestly as possible.

The players are not supposed to answer all of the questions each - it would take too long - but make sure that each player gets at least 3-4 questions. They can come up with their own questions if they like, but make sure to keep track of time.

Lineup

Tell the players to stand up. Ask the following questions one at a time, and tell the players to lineup in order of their answers. They are very welcome to talk during the lineup - that is part of the exercise.

Additional questions are welcome, but watch the time.

- Whose room is the most tidy?
- Who gets up first in the morning?
- Who has the coolest clothes?
- Who likes their study the most?
- Who is the best cook?

The flat

Ask each player to describe an aspect of the flat they share.

- The flat in general: Is it old, new, where is it, how did they find it...?
- The area: What do you see when you look out the windows? Which type of people live in the neighborhood?
- The living room: Furniture, knick-knacks, posters on the wall... Do they use the room a lot together? How tidy is it?
- The kitchen: Furniture, cups and plates, what's in the refrigerator... Do they share food or have separate shelves? Do they eat together?
- (Each player) Rooms: How does your room look, what's on the walls...?



The story of a party

Tell the players to describe the latest party they had together. Distribute the time evenly - cut to the next player if needed. Each player should focus on one aspect of the party:

- Guests
- Music
- Mood
- Things that happened

Life challenges

Finally each player should briefly summarize which challenge their character is facing right now in their life, and what the other characters know about it. This is an open scenario, so the players can know a lot more than the characters do.

Emphasize that the players themselves decide how to handle their challenges and how much help they want from the others. Nothing is set in stone; your group should tell the story that works best for them.

START SCENE: FIRST NIGHT IN THE CAMP

Duration: Appr. 30 min

Handouts: Beginning of the scene: Declaration of Intent and Program - Concerts and Other Activities.

Scene outline:

- **Camp:** Ask the players to describe their camp. Which tent(s) did they bring, do they have a pavilion, tables and chairs, decorations...
- **Declaration of Intent:** The characters revisit the declaration and find out if they need to add more rules.
- **Challenges:** The characters set challenges for each other. Each character must end up having a challenge they can commit to. Keep the challenges at a reasonable level, and don't involve alcohol and drugs.

The challenge can be anything relevant at the festival: Join the morning yoga class, go to a concert with a band they would otherwise never hear, only eat vegetarian meals, flirt with a complete stranger... The purpose is to give the players a tool they can use to push their character and the others.

Make sure this does not take too long, as they also need to choose activities for the next day.

- **Activities:** The characters choose activities from the Program for the first day of the festival (they can do other things as well, but these are the ones the scenario will focus on):
 - 1 concert
 - 1 other activity
- **Memories:** Take a camp selfie and make posts - WE ARE HERE!!!



SCENE: A DAY AT THE FESTIVAL

Note: This scene is run 3 times. On the last run, skip the item “Choose from the program” - spend any extra time on more talk among the characters.

Duration: Appr. 1 hour per day, max. 3 hours total

Handouts: Random Encounters and Concert Elements - see Handouts for details.

Outline for “A Day at the Festival”:

- **In the camp: Waking up - morning reflections.** *(During this the players should be as relaxed as possible - e.g. lying on the floor or leaned over the table).* As the characters slowly awake, each player uses a couple of sentences to describe what their character is thinking and feeling right now, and what they expect from the day. The other players listen and think about what they can do to support the player.
- **First activity:** See “How to run Activities”
- **First random encounter:** See “How to run Random Encounters”
- **Second activity**
- **Second random encounter** (can be skipped if you are short on time)
- **Memories:** This happens during the day whenever you think it fits, or when the players feel like it. You can cut down a bit on these if you are short on time.
- **In the camp: Evening reflections.** The characters have a bit of time to talk about their day.
- **Choose activities:** Choose 1 concert and 1 activity that the characters will do together the next day.
- **Good night.** *(The players lie down on the floor or lean over the table as the characters “fall asleep”)*



SCENE: GOING HOME

Duration: 20-30 min

Outline:

Train ride home: The train ride is very quiet - the four friends are asleep, or sitting quietly in their own thoughts. Nothing happens before they are back home, but give the players a bit of time to reflect.

Back home in the flat:

The purpose of this scene is to bring the scenario to its conclusion and find out where the characters are now. Some of them will have solved their challenges (to some degree), others are still struggling - this is up to the players.

Hand out the “List of Questions - Home Again” to one of the players. The players now take turns asking each other questions. You may not have time to have each player answer all of them, depending on what you are doing next, but make sure that everyone gets sufficient time to wrap up their story.

The scenario is now done.



GUIDE: HOW TO RUN ACTIVITIES

The festival program consists of concerts and other activities (morning yoga, crowd surfing course, etc.) - you can find the list in Handouts. Every evening the players choose activities for the next day.

An activity scene takes appr. 10 minutes, and it should be a bright and entertaining snapshot, capturing the mood of a festival - one of those experiences that you still remember and talk about back home.

As GM you set the frame and control the pace (e.g. by cutting forward in time or wrapping up the scene). You can supplement the scene now and then with descriptions when it feels right, or is needed to make the scene flow better, but otherwise you should leave the scene to the players and let them create the content together.



Outline:

- Ask one of the players to read the description of the activity and make sure it is clear what it is about.
- Start the scene. As the players walk to the activity, they can chit-chat about what they expect.
- Tell the players to describe what happens during the activity. Make the scene come alive, use all senses, and make the players engage physically: They should stand up and sing karaoke, dance to the concerts, sit on the floor and do yoga, help each other with the tattoos*, etc.
- If the activity is a concert, hand out the Concert Elements, one for each player (see Handouts). Remember to switch elements between the concerts.
- Encourage the players to reflect on what their characters think and feel during the activity. Is it just a harmless pastime, a fun experience, or does it have an impact?
- The players can create Memories during the activity if they want, e.g. selfies or SoMe posts. See “How to run Memories”
- Wrap up the activity when it is time. What do they talk about afterwards?

*At Fastaval you will get a set of temporary tattoos so the players can get one if they choose this activity.

GUIDE: HOW TO RUN RANDOM ENCOUNTERS



A Random Encounter at the festival is a brief, unexpected event; a spice, an obstacle, something that shakes up the characters' festival experience. A Random Encounter can be many things, and can be both good and bad. You find the list of Random Encounters in Handouts.

Most Random Encounters should be easy to play, and can be run by the players themselves, but be ready to help if needed. If you are in doubt about how to interpret the text, just choose whatever works best for you when playing the scene.

Outline for Random Encounters - the scene itself should not take more than a few minutes:

- One of the players (the main character in the Random Encounter) rolls a D10
- Hand out the Random Encounter card with the matching number. If it has already been run, or you think another one fits better, you can pick another one.
 - Note: Some Random Encounters are marked "All" - this means that all characters are in the scene.
- Find out who should play supporting cast (if any), and how to run the scene. The scene should not go beyond what is described on the card, and should not take more than a few minutes.
- Run the scene - keep track of time and wrap up after a few minutes.
- Ask the main character how the Random Encounter affects them - what do they think and feel? Do they talk to the others about it?

GUIDE: HOW TO RUN MEMORIES



During the festival the players will collect memories - digital as well as physical - in the extent that it is feasible.

The digital memories can be created in a couple of minutes, and the idea is that each player should be able to do it at least a couple of times during the scenario.

The physical memories take a bit more time, but if you can place them during your break times, it should not take too much time all in all.

Examples of memories:

- Selfies taken during concerts and other activities
- Updates for social media after or during activities (see below for how to do this at Fastaval)
- Pictures taken that could be from the festival, e.g. sunlight reflected in a puddle of water, two people kissing, a garbage heap, etc. (Remember to ask permission before taking pictures of people)
- Physical memories that could be from the festival. E.g. a coffee filter with someone's autograph, a set list from the Flaming Scorpions concert, a plastic mug with a drawing made by that cute guy from the neighbouring tent, a necklace made of beer can openers...

At Fastaval: There will be some sort of digital forum to place memories on, probably a Discord-channel, so you can share them with others. I will inform you about this as soon as possible before the scenario.

If this is not possible, you can write posts on a piece of paper instead.

Take some pictures of the physical memories as well (maybe after the scenario) and share them on the digital forum.

**HANDOUTS
AND
PLAYER CHARACTERS**

Handout	When	Note
Casting quiz	At the beginning of Casting	Print 4 of them - one for each player. Hand it back to the players together with the character description.
Player characters	When the players have filled out the quiz and you have casted them	
List of questions - warmup	As described in Warmup	Hand it to one of the players, who will pass it on to the others.
Declaration of Intent	Start scene: First Night at the Camp	
Festival program - Concerts and Other Activities	Start scene - is also used at the evening in A Day at the Festival to choose new activities for the next day.	Cut them out in separate texts before the scenario starts. Used as described in "How to run Activities" At Fastaval you will get a set of temporary tattoos which can be used during the activity "Tattoo".
Concert elements	During A Day at the Festival in the concert activities. Hand out one to each player - switch between concerts.	Used as described in "How to run Activities"
Random encounters	A Day at the Festival - hand them out one at a time, as described in "How to run Random Encounters"	Cut them out in separate texts before the scenario starts. Each random encounter can only be used once.
List of questions - Back Home	During the last scene: Going Home	Hand it to one of the players, who will pass it on to the others.

Casting quiz: Which player character are you?

Reply as the kind of person you would like to play.

Your name (player):

1. Which of these sports would you prefer?

- A. Going for a run
- B. Playing football
- C. Archery
- D. E-sport

2. It is your turn to do the dishes. What do you do?

- A. Put on some music and turn it into a party.
- B. I just do it. No big deal.
- C. Convince someone else to do it.
- D. Forget it again and again, until it becomes gigantic and takes an hour.

3. What do you think about horror movies?

- A. I love them! The more horrible the better.
- B. I like watching them with others, but apart from that they aren't really that special.
- C. Nope.
- D. I only watch the best, and I love saying clever things about the horror genre while I watch.

4. What would you prefer to do on your vacation?

- A. Going hiking in Scotland by yourself.
- B. Partying on Sunny Beach with as many people as possible.
- C. Going to London with a couple of friends or family.
- D. Reading books in the park and inviting friends over for coffee.

5. Which of these Marvel heroes are most like you?

- A. Thor
- B. Iron Man
- C. Captain America
- D. Spiderman

6. Your mom calls. What do you do?

- A. I do something else while she talks and talks, and make sure to say "I see" and "Aha" at all the right moments.
- B. Sit down with a cup of tea and spend some time having a good talk with her.
- C. End the conversation pretty quickly. I have other things to do.
- D. My mom never calls. Something must be wrong.

7. Your friends start discussing something you don't agree on. What do you do?

- A. I am often the one starting the discussion, and rarely the one ending it. I am the one who's right!
- B. I try to steer the conversation to a topic we agree upon. I hate arguments.
- C. I participate enthusiastically in the discussion, right until the point where I get bored.
- D. I explain my point of view calmly and thoroughly, and listen just as calmly to the others.

8. Which of these worries you the most in your daily life?

- A. The climate and world peace.
- B. How my friends and family are doing.
- C. Being in control of things.
- D. If people like me or not.

CHARACTERS

SIMON

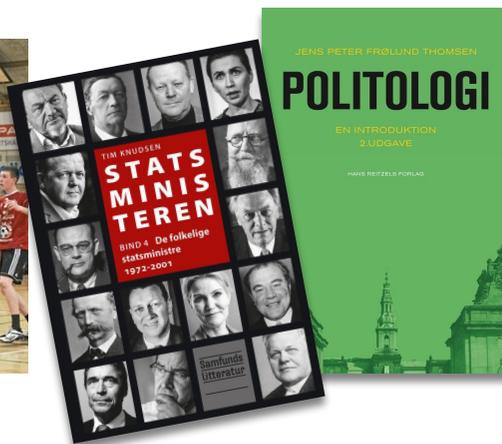
You

23 years old. You study political sciences on 7th semester in Odense, where you share an apartment with three other students.

You have always been the one who make things happen and have everything under control. In the early years in school, you had the best ideas for what to do in the breaks, you knew the funniest videos, and at home you had the best toys and the newest video games.

Later on you were the natural captain of the handball team, and leader of the student council in high school. At the university you were a tutor, and you have made good money on helping others with their studies and homework.

You have surfed through school and university on a wave of talent and social status, so much so that you have found it natural to be right and have your way. Lately, however, you have begun to realize that there may be other perspectives than yours, and that the world, which has so far seemed very simple, may be more complicated than you like.



The others

Amalie:

- + Amalie is a party girl - always at the center of attention, never standing still, always full of energy. When something fun happens, it is often the two of you organizing it, and it is never dull.
- Don't expect Amalie to show up after the party to clean up.

Matthias:

- + Super nice guy, quiet and reliable. You find it easy to talk to him because he actually listens instead of just stating his own opinions.
- Matthias wouldn't ask for help if he were on fire, so you have to check in on him frequently to see if he is okay. He isn't always.

Lou:

- + Always involved in fascinating, creative projects with extraordinary people. Knows what's cool and what's not, and has an interesting opinion about most things.
- Just as stubborn as you are. You often end up discussing things, small as well as large, and it is sometimes hard to know if Lou disagrees with you just for the sake of the discussion.

SIMON

You right now

You and Lou recently had a really bad argument. You both felt that the other was wrong, it got out of hand, you said harsh words to each other, and finally the others had to intervene to make you stop. You haven't talked about it since.

The conflict has made you wonder why you reacted so aggressively, and how the argument affects your relation to Lou. Was it so important to be right?

Amalie and Matthias have convinced you that you are going to the festival together anyway, and that you have to push the conflict aside and deal with it later.

(Note to the player: The others do not know what you argued about - this is not defined in the scenario, but you and Lou's player can agree on it if you want, or leave it undefined.)

The others right now

Amalie: She doesn't know what she is going to do now that she has finished her studies, and it bothers her. She is insecure and quiet, which is not at all like her. You want to help, but don't really know how to approach the topic.

Matthias: Something happened with his dad recently which has made him even more quiet than usual. You want to help, but you are not sure he wants to talk with you about it - he doesn't talk much about his family.

Things to think about during the scenario:

- What was you and Lou's argument really about?
- What will you do to bridge the gap between you?
- Can it be like it was before? Or does something have to change?
- How can you help the others?

MATTHIAS

You

24 years old. You study Social Education and will be done after next semester. You share a flat in Odense with three other students.

You grew up in a family with lots of kids, even more money, a stressed out mother and an absent father, who after years of trying to hide his drinking problem finally gave up pretending and signed himself up for rehab. Since then you haven't seen a lot of him which suits you just fine.

Your chaotic childhood has set its mark on you. You are quiet, hard-working and nice, and most of the time you do your best to blend into the background. You have strong opinions, but you rarely show them, since you don't like disagreeing with others, least of all those closest to you. You are much better than seeing other people's strong sides than your own.

Since you were a child you have occasionally, in a sudden desire to do something to feel independent, thrown yourself into endeavours that are not quite thought through. Most of the time you have gotten yourself out of the mess again, but when you once in a while ask for help, you are always surprised to find out that others are there for you.



The others

Amalie:

- + Fun and sweet, spreads joy around her. Easy to have a relaxing chat with after a long day.
- Can be a bit too lively now and then, and doesn't take much seriously. Including herself.

Simon:

- + Cool and calm. It is nice to know that one of you are always in control of things.
- Can be very dominating, and really wants to be right. Most of the time you just let him do things his way.

Lou:

- + Always involved in fascinating, creative projects with extraordinary people. Knows what's cool and what's not, and you often have interesting conversations about really strange topics.
- Since Lou has an opinion about most things, everyone else always have to hear about it, even if they really don't want to.

MATTHIAS

You right now

You haven't talked to your father in years. His alcohol abuse has been too much of a burden for you and your family, and you have had to take care of yourself. Now your father has sent you a letter, telling you that he has stopped drinking and wants to meet you.

The letter came as a shock. It has ripped up so many old wounds that you have tried to forget, and the worst thing is that you are not sure what to do. A part of you is actually considering meeting him, instead of just throwing away the letter.

The others don't know much about your childhood or your father - it is not really something you like to talk about - but you are going through a tough time right now, and you know you need to talk with someone. You just don't know how.



The others right now

Amalie: She doesn't know what she is going to do now that she has finished her studies, and it bothers her. She is insecure and quiet, which is not at all like her. You want to help, but don't really know how to approach the topic.

Lou og Simon: Recently had a huge fight - so bad that they are barely talking to each other right now. You and Amalie convinced them to set it aside so you can go to the festival together as planned. Hopefully that will help them sort it out so they can become friends again.

Things to think about during the scenario:

- Do you want to meet with your father? What would it do for you?
- What makes you hesitate?
- What would happen if you said no?
- How can you help the others?

AMALIE

You

23 years old. You finally finished your bachelor in Information Science in Odense. During your studies you took a sabbatical year, working in a kindergarten. You share a flat with three other students.

In the yearbook from senior high there is a picture of a blond girl wearing pink sunglasses and a brightly colored cap with the words "Party Time!" She is leaned against a bus window, sleeping, with a trail of drool running down her cheek. The caption reads "Amalie got quite exhausted during our school trip to Madrid, where she collected data for a comparative study of toilet bowls and pain killers :-)"

The happy party girl from Esbjerg is now a happy party girl in Odense. Weekdays are okay, but evenings and weekends are a lot more fun! You have an incredibly large amount of friends, whom you spent most of your free time with.

You want to be a good friend, and you are great at the fun stuff, but you have a hard time handling when your friends are in a bad mood. You become insecure and sad when others aren't feeling well, and you don't always understand why other people's lives aren't as uncomplicated as yours.



The others

Simon:

- + He reminds you of your big brother - reliable and stable, always there for you, but also good at having fun when it's party time
- He's sometimes too grown up and sensible - like your big brother.

Matthias:

- + Really sweet and quiet. When you once in a while just want to sit down and have a relaxed conversation with someone, he's the one.
- Really hard to get to know, even though you have tried your best. You never really know how he is doing, and it makes you insecure.

Lou:

- + Lou has the coolest friends, the most awesome clothes and a part time job in a movie studio - how cool can you be?!
- You can't figure out what Lou thinks about you. Sometimes when the two of you are having a conversation, you can't help feeling stupid.

AMALIE

You right now

You just finished your education and you need to find something to do. You have a job offer here in Odense which is well paid and okay, but nothing special. There's another option in Århus which is less secure, but a lot more exciting. But that would mean moving away, and you don't like the thought of that - all your friends are in Odense, and Århus suddenly seems very far away.

You have suddenly realized how dependent you are on the people you know, and how uncomfortable you find the thought of having to build a new network from the ground. Adulthood and all the serious stuff that it brings is standing on your doorstep, and it scares you.

The others know that you are wondering what to do next, but you haven't told them how stressful you find it, and how concerned you are at the thought of being on your own. You don't like feeling insecure and scared of new things, but that is how it is.

The others right now

Matthias: Something happened with his dad recently which has made him even more quiet than usual. You want to help, but you are not sure how to talk to him about it - he's not that happy talking about his dad.

Lou og Simon: Recently had a huge fight - so bad that they are barely talking to each other right now. You and Amalie convinced them to set it aside so you can go to the festival together as planned. Hopefully that will help them sort it out so they can become friends again.

Things to think about during the scenario:

- Should you choose the safe option over the exciting one? How important is it to you to always have a fun and colorful life?
- How much do your friends mean to you? How does it affect you to be so dependent on other people?
- What would happen if you stayed in Odense?
- How can you help the others?

Lou

You

24 years old, studying movie and media science on 6th semester. You share a flat in Odense with three other students.

(Note for the player: Lou's gender is not defined in the role. You decide if Lou is male, female or something else.)

Born in London, moved to Denmark with your parents when you were 12. The difference between big city to not-so-big city was clear, but after spending some time longing for all the things you didn't have anymore, you began to settle in.

Your education is fascinating, and brings you in contact with lots of interesting people and events, and you find it easy to fit in and make new friends. From the outside your life looks hectic and colorful, but as a person you are actually quite relaxed.

You have strong opinions about many things, and you like to tell others about them, even if you know it might start an argument - you don't like to back down on your principles. It sometimes brings you at odds with those closest to you, but even so you are always there for them, and you trust that they are there for you. You have, however, no use for people who don't share your values.



The others

Amalie:

- + Full of spirit, never dull. You like that she is so direct and uncomplicated.
- She wants so badly to hang out with you, and sometimes it is a bit much.

Matthias:

- + Very calm and quiet, which is a nice contrast to your often quite hectic study life. You have great conversations about all sorts of strange topics that others find too obscure.
- He can suddenly become very quiet and withdrawn if you are too loud about your opinions. It can be a bit tiring to have to be so careful around him.

Simon:

- + Has everything under control, also when the rest of you don't. Speaks his mind, and is good at striking up conversations with all sorts of people.
- Very convinced that he is always right, and that he is the smartest in the room. It doesn't help that he often is.

LOU

You right now

You and Simon recently had a really bad argument. You both felt that the other was wrong, it got out of hand, you said harsh words to each other, and finally the others had to intervene to make you stop. You haven't talked about it since.

The conflict has made you wonder why you reacted so aggressively, and how the argument affects your relation to Simon. Was it so important to be right?

Amalie and Matthias have convinced you that you are going to the festival together anyway, and that you have to push the conflict aside and deal with it later.

(Note to the player: The others do not know what you argued about - this is not defined in the scenario, but you and Simon's player can agree on it if you want, or leave it undefined.)

The others right now

Amalie: She doesn't know what she is going to do now that she has finished her studies, and it bothers her. She is insecure and quiet, which is not at all like her. You want to help, but don't really know how to approach the topic.

Matthias: Something happened with his dad recently which has made him even more quiet than usual. You want to help, but you are not sure he wants to talk with you about it.

Things to think about during the scenario:

- What was you and Simon's argument really about?
- What will you do to bridge the gap between you?
- Can it be like it was before? Or does something have to change?
- How can you help the others?

HANDOUTS

Handout - List of Questions - Warmup

Handed out during Warmup

Ask a question to one of the other players and pass along the list:

- What do you study and why?
- What is your favorite dish?
- Which (type of) movie would you invite me to see in the cinema?
- Who in the group would you rather spend a week together with in a summer house without wifi?
- What do you find easy?
- What do you find hard?

Declaration of intent for Kildevalle Festival summer 2022

- *We should not get (too) drunk. Be present!*
- *We should do something together every day. Not everything - some activities can be separate.*
 - *Look at the program every night and find something we can do together.*
- *We should do something, we wouldn't normally do. What? To be decided...*
 - *Should we all have a temporary tattoo? Discuss!*
- *Maybe more?*
- *...*

Challenges - do something we would normally not do:

Simon:

Matthias:

Lou:

Amalie:

Handout - List of Questions - Home Again

Handed out during the final scene, Going Home

Ask a question to one of the other players and pass along the list:

- What did it mean for you to be at the festival?
- Which memory is your strongest, and how does it affect you?
- What do you think about your situation now? Do you know what to do?
- Do you want to say something to another character (or ask them a question)? (Keep it brief)
- What happens next in your life?

THE PROGRAM - CONCERTS

Cut these out and hand them out in the start scene "First Night at the Tent"
Remember to print one-sided!



FLAMING SCORPIONS - THRASH METAL (EN)

“This is how old school thrash should sound! Flaming Scorpions are known for delivering fast and riveting compositions with the pedal to the metal, and their latest album, “Before Everything Ends”, hits the nail on the head with catchy melodies, beautiful harmonies and sublime riffs.”



CHERRY MOON FOX - J-POP (DK/JAPAN)

“Cherry Moon Fox and their bubbly cocktail of light, well-crafted pop tunes, happy refrains and colorful costumes make it impossible to be sad or moody in their company.

With a peculiar mix of Japanese and English they dance their way through surprisingly insightful texts, floating on a bed of sugar sweet harmonies and a solid musical talent.

NEIGHBOUR - QUIET AND INTENSE POP (DK)

“Listening to Neighbour is like sitting in a quiet corner at a party, talking with a stranger who shares their inner thoughts with you, revealing that you have quite a lot in common. You completely forget where you were going; all you want to do is stay here and hear more, know more, about this stranger and yourself.”





GO JANICE! - ENERGETIC DANCE-POP (DK)

“Warning! Only set Go Janice! on the playlist if you are prepared to dance your feet off and still keep going. Go Janice! is bright, happy, energetic, super-tight pop that invites everyone in - if you aren’t afraid to party all night!”

TECTONIC - DOOM METAL (IS)



“Tectonic’s music feels like the plates of the Earth moving deep underground, slowly and relentlessly, but at the same time it is full of beauty, captivating and melodic. Their darkest numbers drag you down into a swamp of melancholy; others lift you up on mighty wings, towards an endless black sky.”

GORSKI ZHIVOTNI - FOLK-POP-ROCK (BULGARIA)

“Strange and quirky and oddly catchy. Folk songs about mystical beings from deep forests and misty mountains, served as a mix of ethnic music and classic pop-rock. Even if you don’t understand the refrains, you still find yourself singing happily along.

Gorski Zhivotni (“Animals of the Forest”) plays the music you didn’t know you were waiting for, and fully deserve their recent international breakthrough.”





**ON THE RUN
FEAT. ALLIE NIX
- HIP-HOP (DK)**

“Three of the freshest buds on the national hip-hop tree joins forces for a concert I personally have very high expectations for.

With a new album released last month, On the Run has the rhythm in place and a crisp sound to go with it, while Allie Nix delivers some of the sharpest lyrics I have heard in a long time.

With these three together in a tent no-one can say what will happen, but it will definitely not be boring!”

**PACIFIC - YOUNG ROCK BAND WITH
ROOTS IN OCEANIA (POLYNESIA, NZ,
HAWAII)**

“From the other side of the globe, Pacific brings new tones into rock music, reaching far and wide in the Polynesian people’s history.

The music grabs your heart as well as your mind, and although the words are unfamiliar, the sound is irresistible and captivating. You will happily let yourself be swept away by the musical waves of Pacific.”



CALEIDOSCOPE - ELECTRONIC DJ/DANCE/FUSION (IRL)



“Be prepared to be overwhelmed when Kaleidoscope enters the stage with a truckload of electronic instruments, and a spectacular show, flooded in lights and video effects.

The music breaks all rules in a fearless mix of classic music, trip-hop, pop and dance - all of it cut into tiny, glittering pieces and thrown over the edge of the stage like a rain of confetti. This is not just a concert, it is an experience you simply cannot miss!”



COLD PLATE - GOOD OLD-FASHIONED ROCK (US)

“This is damn good music! Plain and simple, no reason to make it complicated. Solid performances from 4 experienced musicians who recently joined forces, and hopefully remain together for a long time to come.

It is impossible not to like Cold Plate’s clean, classical rock style, and it doesn’t matter if you don’t know the songs in advance - before long you will be in the front row, singing along on the refrain with the rest of us.”

THE PROGRAM

- OTHER ACTIVITIES

Cut these out and hand them out in the start scene "First Night at the Tent"
Remember to print one-sided!



Anger workshop

The anger inside you can be your enemy, but it can also be your friend, if you give it space instead of repressing it. In this workshop you will get the chance to express and explore your anger in a safe setting.



Morning yoga. Are you hung over? Have a sore back after a night on a mattress with no air? Tired legs after days in the food lines and mosh pits?

Join our morning yoga session, stretch your muscles and get some fresh air to your brain. We meet by the fishing huts on the lake shore at 9, 10 and 11 AM, and again at 3 PM.



Blind tasting

Which one is best? Local producers line up a large selection of tasty products, and you help us pick the best!

Products vary from day to day, and there is a lot to choose from - beer, chocolate, porridge, insect snacks, gourmet candy, and much, much more!



Drum dancing.

Have an experience of a life time when drum dancers from Greenland and Ghana meet in a unique exchange of music and culture. Join the dance, and let the rhythm reach your heart. No words are needed, just the sound of your fingers against the drum and your footsteps on the ground.



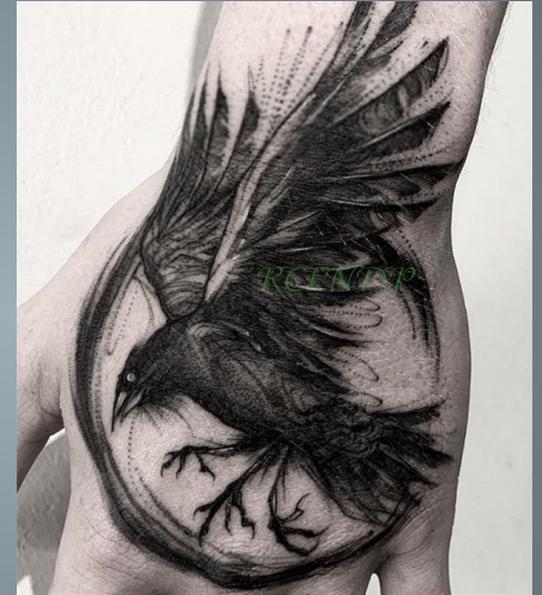
Speed-dating

Join us for an alternative speed-dating - we promise that it will be fun, a bit awkward, and very fast!

Tattoo

Are you considering a tattoo? Not sure what to get?

Come to our pavilion at tattoo studio "Under Your Skin" and have a chat about tattoos, see a selection of designs, and try one of our temporary tattoos (don't worry, it is robust enough for a festival).



Hand massage. The eyes are the mirrors of the soul, and the way to the heart is through the stomach, but the hands are just as important! Get in touch with a stranger in a safe and cosy setting, and loosen up tensions you didn't know you had. It only takes 10 minutes, but will keep you happy for the rest of the day.



Festival catwalk

What are you wearing at the festival when you really need to shine? Battle vest? Wellingtons? Cargo pants? Smoking? Hotpants and glitter top?

Come and show us your best festival look at the catwalk competition - prizes in many categories!



Foam party!

Join the foam party on the common area in tent section B 10 West! We have loud music, disco lights, a bar, and a LOT of foam! Bring clothes and shoes that you don't mind getting soaked. The party starts and 22 and ends at midnight.



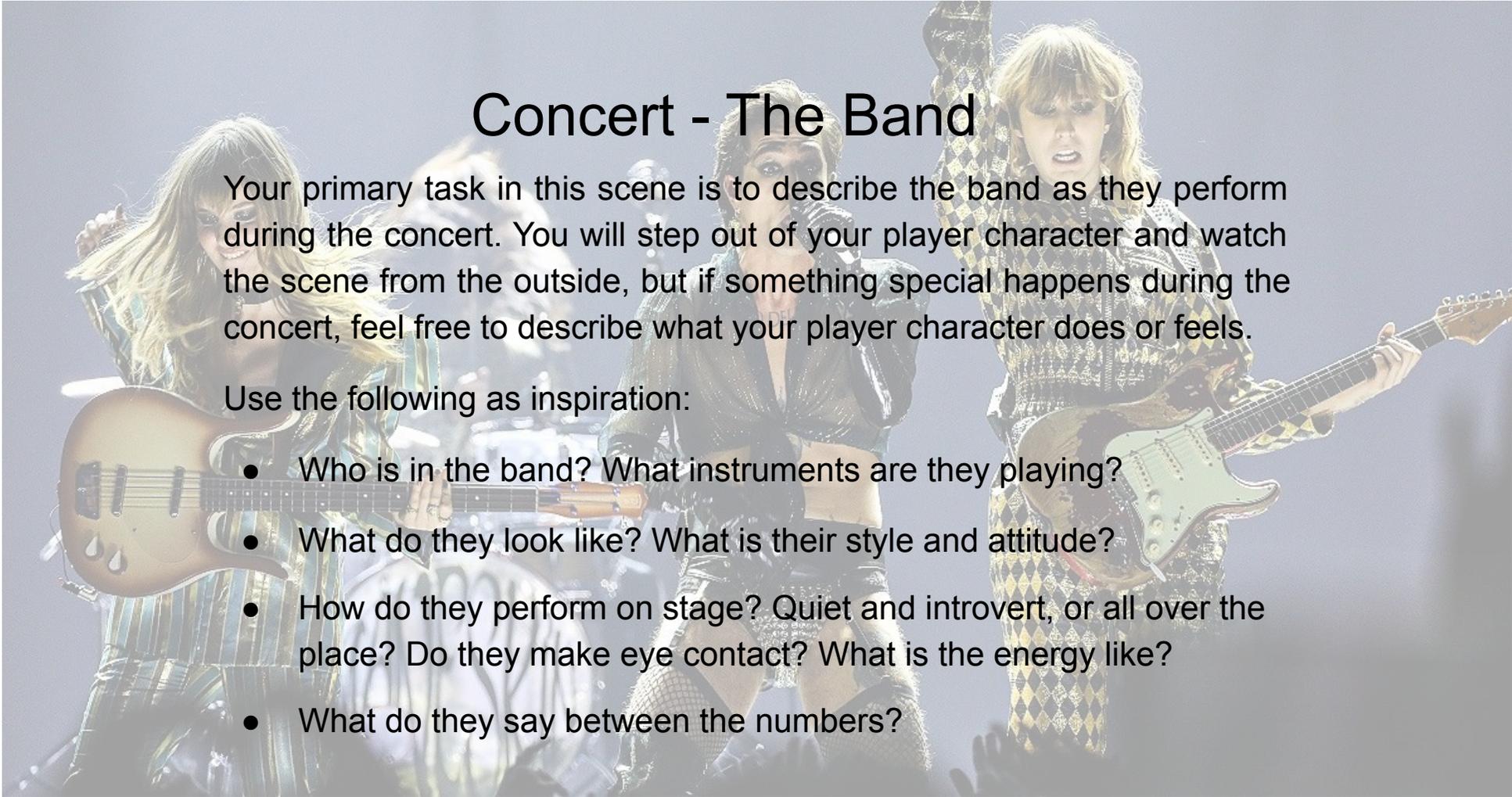
Karaoke

Do you like to sing? Do you like to sing very loudly and preferably with others? Don't you mind how bad it sounds, as long as it is fun?

Then come to the karaoke pavillion and sing your favorite song, as loud as you feel like!

CONCERT ELEMENTS

Handed out to the players in the concert scenes during “A Day at the Festival”.
Every player gets one element - switch between the concerts.



Concert - The Band

Your primary task in this scene is to describe the band as they perform during the concert. You will step out of your player character and watch the scene from the outside, but if something special happens during the concert, feel free to describe what your player character does or feels.

Use the following as inspiration:

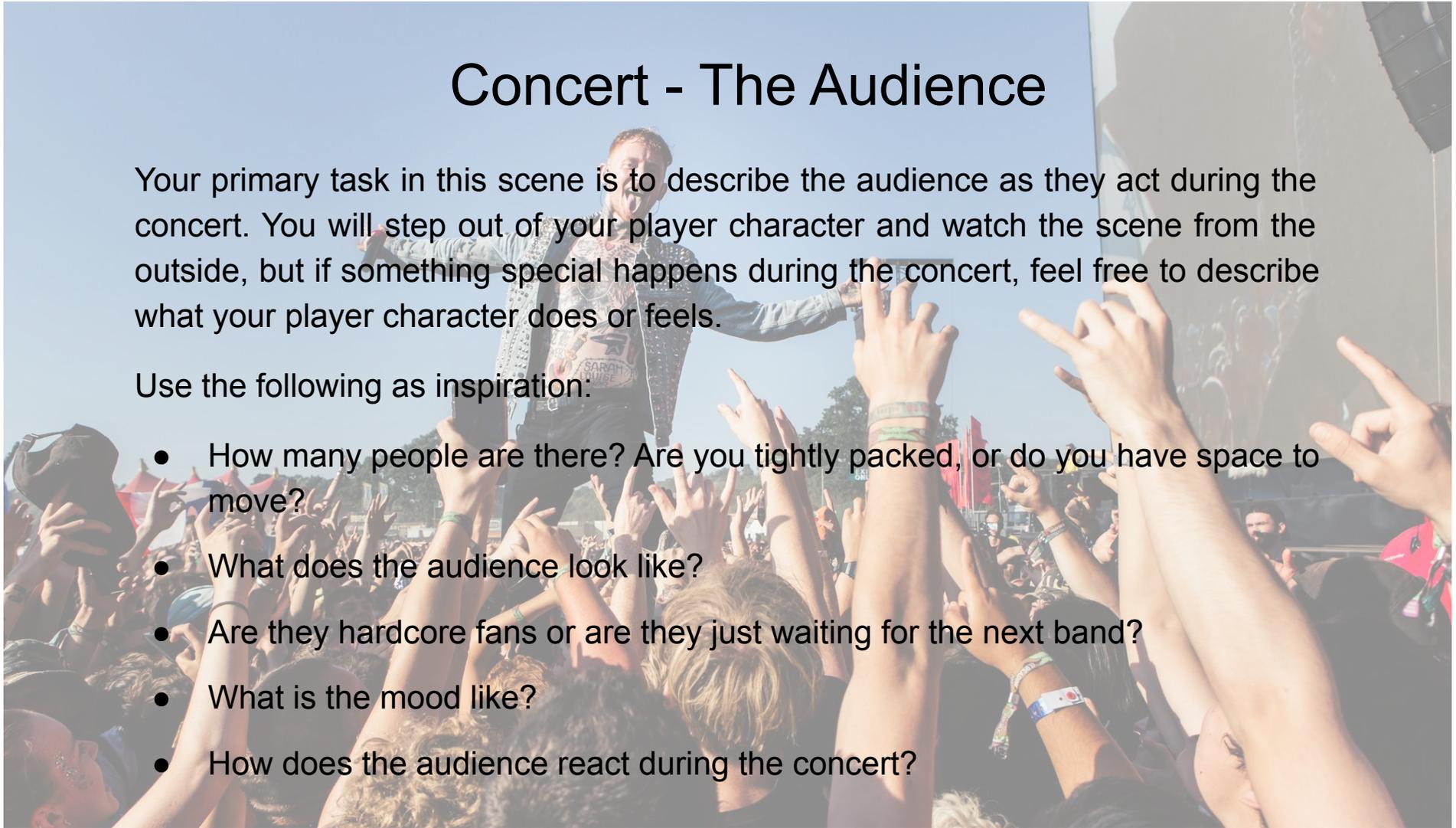
- Who is in the band? What instruments are they playing?
- What do they look like? What is their style and attitude?
- How do they perform on stage? Quiet and introvert, or all over the place? Do they make eye contact? What is the energy like?
- What do they say between the numbers?

Concert - The Audience

Your primary task in this scene is to describe the audience as they act during the concert. You will step out of your player character and watch the scene from the outside, but if something special happens during the concert, feel free to describe what your player character does or feels.

Use the following as inspiration:

- How many people are there? Are you tightly packed, or do you have space to move?
- What does the audience look like?
- Are they hardcore fans or are they just waiting for the next band?
- What is the mood like?
- How does the audience react during the concert?

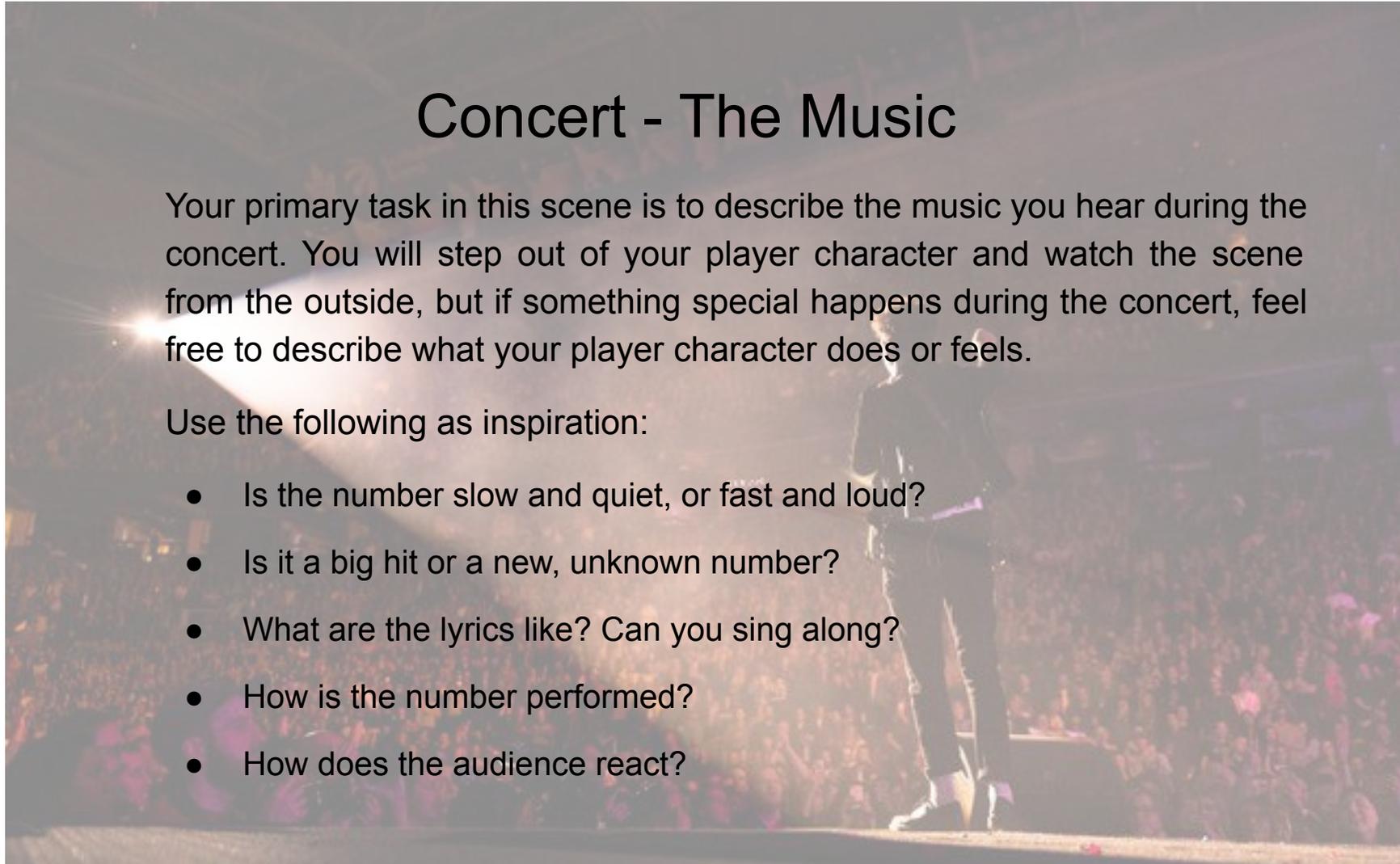


Concert - The Music

Your primary task in this scene is to describe the music you hear during the concert. You will step out of your player character and watch the scene from the outside, but if something special happens during the concert, feel free to describe what your player character does or feels.

Use the following as inspiration:

- Is the number slow and quiet, or fast and loud?
- Is it a big hit or a new, unknown number?
- What are the lyrics like? Can you sing along?
- How is the number performed?
- How does the audience react?



Concert - The Main Character

You are the main character in this scene. While the other players primarily see and describe the scene from outside their characters, you are the most present, experiencing the concert from within your character. Pay attention to how the other players describe the concert, and use it as inspiration to explore what your character thinks and feels.

You can also use the following as inspiration:

- What do you think about during the concert?
- Do any songs in particular speak to you?
- Which moments from the concert will you remember later?
- What do you think the others think about the concert?

RANDOM ENCOUNTERS

Cut them out and run them as described in “How to run Random Encounters”
Remember to print one-sided!

ALL THE THINGS I SHOULD HAVE SAID... 1

You are lost, and have ended up in an unknown part of the festival. You spot a guy who's drinking a cup of coffee, and ask for directions to Scene East. He's not sure, but points in a general direction.

You chit-chat for a little while before you walk away. Suddenly it dawns on you that it was the singer in one of your favorite bands, but when you look back, he is gone.

HOW LONG WILL THIS TAKE??! 3

(All - play different people in the queue)

You are standing in line for a very slow food stall. People are tired of waiting, and complain a lot. Somewhere nearby, a loudspeaker starts playing a big hit. Before long, everyone sings a long, until the song ends.

Moods have lifted, and short after, the queue finally starts moving.

I AM NOT INTERESTED! 5

Someone tries to flirt with you. You don't feel like being flirted with. It becomes very annoying before the person finally gives up.

GREAT HAIR, MAN! 2

You are walking down a road between lots of tents. A group of people are lined up on both sides of the road, and seem to be waiting for you. You don't know them, but as you pass, the group starts smiling at you, greeting and cheering, and saying nice things to you. They do the same for the next people after you.

OMG, ISN'T THAT...? 4

You meet a classmate from school. They are the ones greeting you - you have a hard time recalling them, but they clearly remember you. Their memories about you surprise you.

EYE CONTACT

6

You catch someone's eyes in the coffee queue. There is contact between you and it feels nice. You don't talk, and you don't see each other again, but that is okay.

AWKWARD...

7

(All - at night in the tent)

The people in the tent next to yours is having sex, very loudly. It is very awkward. You try to sleep through the noise, but you don't succeed before they are done.

WANNA FIGHT?!

8

Someone nearby is starting a fight. It's onesided - one of them is clearly the strongest, and is pushing the other one around. Most people around them pull away, and quite some time passes before someone manages to stop the fight.

HERE COMES THE SUN

9

(All - by the tent at daytime)

It is grey and rainy, but suddenly the sun breaks through the clouds. The sunlight glitters in the puddles, and a rainbow appears. Everyone comes out from their tents. Music starts to play, and people smile at each other..

DO YOU REMEMBER?

10

(At the tent - the others are chatting)

You hear a song that makes you sad. The world pauses around you as you sink into your own thoughts.