

SPRING AGAIN

by Nadja Lipsyc



Context: The story of a master and their student in a solitary retreat, following a schedule, seasons passing by. (Not about wisdom.)

Adaptation of Kim Ki Duk's movie *Spring summer fall winter... and spring*

Characters: 2 players + 2 to 4 npc, gender irrelevant

The Student should be interested in exploring playfulness and impulsivity.

The Master should be interested in sharing a skill with the student.

The skill: The skill is what the Master is transmitting to the Student. It can be something the player has been practicing on their own for a long time (preferably), or something they are willing to develop in preparation of the Larp. They can also decide to practice it during the "Practice" time which is part of the in-game schedule. It should involve focus, be somehow intemporal, be breakable in small repetitive exercises and shouldn't require long discussion or rely on language.

Examples: martial art, dance, drawing, painting, sculpting, origami, yoga, singing, breathing techniques

Genre: exhausting tyrannic scripted design that mostly thinks for you, symbolist, simulationist

Themes: time, play, practice, transmission, mindfulness, resentment, solitude, denial, penitence, resilience

Duration: 10h - 5 acts - 14 days - 3 decades

Location: In nature, where nobody will show up + with a cabin or a tent + another indoors space further away. All activities will be marked in the settings. (poster/panel/arrows etc)

Alternatively, two blackboxes?

Rules

- Bell -> Immediate

Both characters have a diary with a daily schedule. When the bell rings, they go back to their diary and move on to the next activity.

- Words -> Limited

The characters can and will talk to one another, but it should always be concise, and the silence before and after speech should be respected.

- Physical affection -> Scarce

Although there is no physical demonstration of affection between the Master and the Student, there can be with other entities.

- Music -> Elliptic

Music marks a change of act. The characters have been growing based on the last day that was played.

Workshops (with the NPCs)

Discussion on limits and partial nudity,

Installing silence and movements:

Find a gesture for deference, healing, authority, defiance, acceptance

Listening to the bell ring + the diary

Decide what's the first thing you do in the day and what's the last thing you do before sleeping

Temple

2 diaries that can be attached to one's body

2 mattress/sheet

some loud bells/gongs,

food (radish, salt, sugar, vinegar, food to be picked up), herbs

Cups, bowls, knife,

water barrel and cloth,

Other

liquid clay,

a block of clay,

water (at least 4 large water barrels, if there is no direct access to water),

pre picked up branches,

a doll,

fake blood/ketchup,

paint,

large sheets of paper + translucent paper

the hunting game bag (marked "to collect animals")

the hunting game target (marked "hit me")

the meditation book

Optional

Student uniform

Master uniform

Formal wear elements (tie, jacket,etc)

Prisoner uniform

LARP RUN

SPRING

Day 1

Student (child)	Master
<p>Bell Play in nature</p> <p>[Content: The hunting game. Similar to a treasure hunt, arrows lead the child to pick up their bag and find their way.</p> <p>Following « tracks » (stones painted with animals (the fish, the frog, the snake)), the child is led to a stroll in nature.</p> <p>At the end of the hunt, the path leads the child to a target lost in nature.</p> <p>It is likely that they will try to hit it with the stones, symbolising killing the animals.</p>	<p>Bell Practice.</p> <p>The meditation: Guided by the book or free, according to the players' preference.</p> <p>The skill: Practicing the skill.</p>
<p>Bell Follow Master's instructions.</p>	<p>Bell Prepare food as follow with the Child: Cut radish, put it in a bowl filled up with vinegar, add salt and sugar.</p>

Bell Ritual, immediately go to bed.	Bell Ritual, immediately go to bed.
--	--

Day 2

Student (child)	Master
Bell Play in nature. Capture more animals, ignore everything else. [Re: The hunting game.] Orga: The target is covered in blood.	Bell Discreetly follow and observe the Child.
Bell Run to the Master.	Bell Take the Child to go pick up food.
Bell Ritual, immediately go to bed.	Bell Go back to the woods and clean the blood.

Day 3

Student (child)	Master
Bell Play in nature. Capture more animals. [Re: The hunting game.] Orga: The target is covered in blood.	Bell Teach the Child not to kill.
Bell Run to the Master.	Bell Serve the food and eat it
Bell Ritual, immediately go to bed.	Bell Ritual, immediately go to bed.

Interact music

Act 2 SUMMER

Day 4

Student (teenager)	Master
Bell Follow the Masters instructions	Bell Introduce free or guided meditation.
Bell Follow the Masters instructions	Bell The master teaches her skills.
Bell Go get food with the Master.	Bell Go get food [Orga: if there is nothing edible that grows, something will be buried somewhere]
Bell Ritual, immediately go to bed.	Bell Ritual, immediately go to bed.

Day 5

Student (teenager)	Master
Today, the master is in charge of the bell and will give oral instructions. Today, you will fall in love.	Today, you are in charge of the bell and will give the oral instructions you want.

--	--

The sick arrives and falls in front of the cabin.
 She asks for food. (there must be only enough food for one person).
 She tries to connect with the Student and gives them affection.

Day 6

Student (teenager)	Sick	Master
Bell Find out what love is.		Bell Let go of what you cannot control.
Bell Follow the Masters instructions	The sick goes out for a walk in nature	Bell Teach the skill.
Bell Follow the sick.		Bell Go back and wait.
Bell Leave with the sick	They leave	Bell Go immediately to bed.

Interact music

INTERMISSION guided by NPCS in a separate space for the Student and the Sick

Student	Master
<p>[Set up: give some formal accessories to the student (ex: jacket, tight shoes, tie...) the student and the sick are sitting back to back.</p> <p>The student has a doll in her hands to play with. There is the same target as during the hunting game in front of her.</p> <p>Cut our replies are spread on the floor, as well as the instruction “always reply to your loved one”</p> <p>I love you – Let's get married</p> <p>Work is exhausting – I can't meditate</p> <p>I don't recognize you anymore</p> <p>I've seen you together – You're insane</p> <p>The sick will progressively escalate in tone.</p> <p>The scene stops when the student does something to the doll.</p>	<p>The master meditates, prays, exercises.</p> <p>A newspaper is carried to her cabin. She recognizes the student. She killed her spouse.</p>

Act 3 AUTUMN

Day 7

New props: a new barrel of water, a towel and a new set of clothes.

Student (young adult)	Master
Bell On the run, you go back to the master's cabin.	Bell Welcome the student.
Bell Follow the Masters instructions	Bell Clean and dress the Student
Bell Follow the Masters instructions	Bell Teach the skill
Bell Ritual, immediately go to bed.	Bell Refuse the ritual keep teaching the skill or meditation
Bell Follow the Masters instructions	Bell Ritual, immediately go to bed.

Day 8

Student (young adult)	Master
Bell Practice the skill	Bell Go seek some food [They will meet the Detective]
Bell The sheets of paper exercise. Ignore everything else.	Bell Go back with the detective. Watch the student. Make sure they do not get interrupted [After some time, the detective falls asleep.]

Bell Ritual, immediately go to bed regardless of what the master does.	Bell Stay up. Put colours to the student's exercise.
---	--

Day 10

Student (young adult)	Master
Bell [The detective is up and waiting to take the student]	Bell [The detective is up and waiting to take the student]

Interact music

INTERMISSION

The detective gives the prisoner costume elements to the student. If they change, the npcs wait, then places them in front of the other player.

The bell will ring a few times, possibly triggering the players to practice elements of their routine (or not)

NPCs take the master to a separate space or blackbox for the life sequence.

Act 4 WINTER

Props in the cabin: the folded outfit of the Master, a block of clay and sculpting instruments.

Day 11

Student (adult)	Life
Bell Go back home	Music

Bell Get dressed	The player is led to a « blackbox », where they're welcomed by NPC. They get covered in mud in music
Bell Develop a new skill	Grass and moss is added to the mud
Bell Ritual, go to bed	Flowers, branches, bigger and bigger elements get added to the mud

Day 12

Student (adult)	Life
Bell No instruction	Thrash, and ugly items get added to the mud
Bell No instruction	The sounds get more threatening, some pieces of mud and branches get stripped off violently from the body.
Bell Ritual, go to bed.	Until there's nothing but clay again. The NPC drips paint on the player.

Day 13

Student (adult)	Life
Today, you are in charge of the bell and give the instructions that you want.	

	The music stops, the npc leaves the player in dimmed darkness, with a sound of progressive heartbeat.
	Then an NPC's comes back and cleans the player partly before wrapping them in cloth.

The parent goes to the cabin, holding life wrapped up in cloth.

The bell rings, they go to bed.

During the night, the parent leaves.

Act 5 SPRING AGAIN

Day 14

Master	Student (child)
Bell Finish to clean the student and give them their former training outfit.	Bell Follow the master's instructions.
Bell Practice: meditation (guided or free) and the skill	Bell The hunting game
Bell Go get the radish bowl (They eat the marinated radish from day 1.)	Bell Eat the food with the master.
Bell Ritual, immediately go to bed.	Bell Ritual, immediately go to bed.

End music