

Anneke



Anneke

You find comfort in being able to structure your life and surroundings.

You teach physical education and English at a local high school.

You used to dream about becoming an actor.

Friendship means being able to depend on each other.

Love is a nice when you experience it but you can't base your life on it.

You tell stories to assert control over how to interpret your situation and the state of the world.

Andre - Your son. Protecting him from harm is your most important task in life. He is more fragile than you. Maybe he also has a greater chance at achieving happiness without ambiguity than you do?

Elsie - Your best friend. She is different from you, more carefree. She complements you. But friends being different can also be a cause for irritation and harsh words that need to be mended.

Henrik - Elsie's younger brother and Andre's friend. He reminds you of someone you used to be in love with many years ago. He makes you smile. At times you wish you were more like him. That doesn't mean all of his ideas necessarily are good ideas.

Our Country

The four main characters live in a reasonably affluent modern country that hasn't experienced war or other large scale disasters in living memory. The characters only refer to the country where the civil is breaking out as The Homeland or Our Country. It is not given a more specific name. During the last few years the political situation in the country has grown increasingly more tense. Here we will just outline basic information about the factions that are fighting each other. You can expand on this basic concept as you see fit if you feel that a scene would benefit from it. This can be things like making up a specific event that happened as part of the country's descent to civil war. ("It feels like it was only yesterday that we were watching TV and seeing the city hall being burned down to the ground.").

The 3 main factions in the Civil War are:

The Queen's Government: The last elected parliament is no longer in session and the parliament building itself has been trashed by a street mob. One year ago the last coalition government collapsed due to personal and political infighting. The country has an ageing queen who has gathered a cabinet of veteran politicians and bureaucrats. But many do not recognise the legitimacy of this government as it has never been approved by parliament. These days the government only have political and military control over parts of the country. The motto of the Queen's Government is "Unity of the Nation"

The Children of Gaia. Many blame this organisation for having caused the civil war. The Children of Gaia is a radical armed ecological movement. A modern interpretation of the country's historical pagan religion is an important part of it's ideology. The movement became more radical and attracted more members when the country was hard hit by unemployment and poverty during the last international financial crisis. Their aim is to transform the country into a self-sustaining agricultural society where polluting industries and modes of transport have been abolished. They are trying to realise this vision already in the parts of the country that is now under the control of their armed forces. The motto of the Children of Gaia is "The Earth is our Mother"

CGP - The Corporation for Growth and Prosperity. This is by far the largest private business in the country. It started as a mining company more than a hundred years ago, but it has since expanded into a wide variety of sectors such as processed food, media ownership and pharmaceutical drugs. For decades CGP has been the largest employer in the country. To secure it's interests in the rapidly deteriorating situation the company's own paramilitary force, CGP Security, now has effective control over parts of the country. The Children of Gaia see them as the embodiment of what they are fighting against and the CGP takeover in parts of the country is also condemned by the Queen's Government as an illegitimate coup that their military forces will oppose. The motto of CGP is "Building the Future"

Scene 1 - Morning Stories

Anneke and Andre's apartment.

Scene instructions:

1. Anneke describes her apartment.

You start playing your character alone in the room, walking around while describing the things that are there. What do the things in the apartment look like and what memories are connected to them?

2. Elsie tells the story of the attack on the bakery

You are free to react to Elsie's story as you choose. You can also give your perspective on what you imagine happened in the bakery.

3. Andre and Henrik wonder if all of them should leave and Andre tells the story of the Jewish refugees.

Give your opinions on the pros and cons of leaving your homes.

Scene 2 - The last night in the apartment

Anneke and Andre's apartment. Elsie and Henrik has arrived with their luggage.

Scene instructions:

1. What shall we bring?

You have the opening line of the scene: *"So we are all agreed then - we leave as soon as the sun is up? But what should we bring?"*

Henrik shows the others what he has in his backpack.

Elsie shows the others what she has in her suitcase.

You and Andre walk around the apartment trying to decide which things you will bring. You discuss different items with each other and with the other two before deciding. You might tell a story about any of the items.

2. The last bottle of wine

You sit down around a table to share the last bottle of wine in the house. You share hopes and fears for the future with each other.

Scene 3 - Waiting for Fuel

In Anneke's car. Stuck in a traffic jam inside a tunnel.

Scene instructions:

1. Elsie tells the story about the family from the future

React to and give input to Elsie's story. Have you also read it? If so, how do you remember it?

2. Waiting in the tunnel

You stretch your legs outside the car. Together you describe and maybe interact with other people in the tunnel. Make up short stories about who the other people are.

3. The impasse comes to an end

You are witnesses to a scene of violence. Together all four of you tell the story about what you are seeing and hearing. Make up stories about who you think the people fighting are. You have three keywords to help you imagine the scene:

- teenager with gun
- insult
- confusion

Scene 4 - "Bus Shelter"

On the road. On foot. Walking by abandoned fields they stop to rest at a bus shelter

Scene instructions:

1. Robbed

What food and drink are each of you carrying with you?

What happened when the militia confiscated your car? You share in the telling of the story:

- You tried to negotiate with them; keeping your emotions in check while doing so. You pushed away your fear that Andre would be harmed - or that all of you would be killed. But now you are no longer able to completely control your reactions.

2. Andre tells the story of Omar, the young refugee

When Andre has completed telling the story tell the others what you think happened to Omar.

Scene 5 - "Across the road"

In a woodshed. A cramped but dry place to spend the night.

Scene instructions:

1. A daring plan

Give your opinions about Henrik's plan. What are the risks and what is the likelihood of succeeding? If it were to go wrong - narrate what you think could happen then.

2. Silent witnesses

Together you will narrate what you hear and what you imagine is happening in the building across the road.

In the end you decide for the group what to do next.

Scene 6 - "The right message"

A nondescript meeting room in an office building.

Scene instructions:

1. The Campaign

In this scene you will play other characters than your main character for the scenario. You are all members of the staff of the large humanitarian organisation "Relief". You are about to begin a meeting where you will plan a campaign to fundraise for relief efforts for the refugees from the country hit by the civil war. You will all play the same basic personality and relationships as you do as your main characters, but you are different people with different positions in relations to each other. For instance the player of Andre is not your son in this scene but you still feel somewhat protective of him. You refer to the others with the name of their job titles in the scene.

You are **Programmes Officer**. You are the one who will be responsible for organising the relief efforts after the money has been collected.

Elsie's player is **Secretary General**. She is the CEO of "Relief"

Andre's player is **Consultant**. He has been hired to help the staff of "Relief" to communicate in a constructive way when making decisions.

Henrik's player is **Marketing**. He is responsible for the fundraising efforts being as effective as possible.

Scene instructions continues on the next page.

The Secretary General chairs the meeting and concludes the discussion on each item on the agenda.

Your role in the meeting is in particular to have the facts about what the situation in the war torn country is like. Make up these facts as they fit the need of the scene.

The agenda is:

1. What stories should the organisation tell in the TV add for the campaign?
 - You want a commitment to have all the facts right and to portray the people you are going to help with dignity. Maybe you have an example from a previous campaign were you think the organisation failed in this?
2. How should the money be collected?
 - The need is great. The methods can be quite pushy if it brings in more money (as long as the telemarketers don't use any arguments that are factually incorrect)
3. How direct should they be in criticising the human rights abuses of the warring parties?
 - Unfortunately you should be a bit careful about criticising the factions in the war too directly. You will depend on their cooperation to get the aid to the refugees inside the country.

Scene 7 - "A lifetime"

An old house by the road which has seen better days.

Scene instructions:

1. The old man

Explore the living room. Together you try to piece together the story of the old man. What do the objects in the living room look like and what does it tell you about the life of the old man? Together you will tell his story.

And what will you decide to do before leaving this house behind for good?

Scene 8 - "Caring about others"

The living room of a stylish cabin. The fireplace is lit and it's snowing outside.

Scene instructions:

This is the second scene where you will play other characters than your main characters. You are a group of friends gathered in a cabin in the woods for skiing and partying. As you talk about your plans for a joint trip to Thailand this summer you also start talking about the civil war in that other country. Again you will all play the same basic personality and relationships as you do as your main characters, but you are all friends. None of you are related.

You will play **Annie**. You are the owner of the cabin and successful architect.

Elsie's player will play **Ella**. She is a moderately successful author of young adult fantasy literature.

Andre's player will play **Angus**. He is a psychologist currently struggling with pressure at work.

Henrik's player will play **Harris**. He is a barista in a coffee shop, always saving up for his next backpacker trip.

This scene is loosely structured. You discuss both your planned trip to Thailand and life in general. Your work keeps you very busy and you have been single for a while. Yesterday you went on a date that was either particularly wonderful or terrible. You are worried that a possible new contract for building an art museum will get in the way of going to Thailand. You want the others to reassure you that it will probably work out and that it's not your fault if it doesn't. You have also noticed that **Angus** is a bit down and want him to share with the rest of you what is going on.

During the conversation you will suggest doing something for the refugees in that terrible civil war there is so much about in the media these days. You will propose that you all contribute by sending some money via SMS to "Relief". The SMS code word is "SHELTER"

Angus will end the scene with a toast to your friendship.

Scene 9 - "Acquiring passage"

A crowded and dangerous harbour town filled with refugees and opportunists.

Scene instructions:

You decided to split up to try to get what you need to get places for all of you on one of the ferries. What are you willing to do to achieve this. Steal? Rob or swindle someone? Sell sex?

You should decide on what you were willing to plan to do to get you all to safety. You decide yourself if you were able to carry out your plan. If you didn't, why was that, because of your conscience or because you were too afraid to do it? If you did carry out your plan, did you manage to get hold of what you were after, or did you fail? And what were the consequences of your actions?

The scene start when all of you are gathered again in a corner of the crowded harbour. One by one you tell the others what you were able to get hold of but you don't tell them how and don't ask the others about that either. If you were injured describe what injuries the others can see that you have.

Then one by one hold a monologue where you tell the details of what happened that day to an invisible audience.

Scene 10 - "Telling Our Story"

On a small cramped boat in the middle of the night.

Scene instructions:

While on the ferry you will be interviewed by a journalist. You decide yourself how truthful and open you are when you talk with the journalist.

Scene 11 - "The end of the road"

A crowded reception centre in a refugee camp.

Scene instructions:

This is the last scene. You are waiting here together with Elsie, Andre and Henrik; talking or just sitting together in silence. In the background a song is playing. When the song has ended the scenario has come to it's end.

Elsie



Elsie

You find comfort in imagination and looking at the world with a sense of wonder.

You work as a graphic designer.

You used to dream about having magic powers.

Friendship means being able to bring joy into each others lives.

Love is an adventure where reality often collides with fantasy.

You tell stories to avoid having to linger on feelings of fear and danger.

Anneke - Your best friend. She is someone you can depend on. But at times it is as if there are invisible walls that limits her. Neither of you are afraid of telling it like it is to each other. True friends can do that.

Henrik - Your younger brother. You are quite a few years older than him but after he became an adult you have been close. You sometimes used to think that he can be frustratingly vague about what he wants from life. But this is a strength in uncertain times.

Andre - Annette's son and Henrik's friend. A serious young man searching for who he will be. He reminds you of a more serious version of yourself when you were at that age.

Our Country

The four main characters live in a reasonably affluent modern country that hasn't experienced war or other large scale disasters in living memory. The characters only refer to the country where the civil is breaking out as The Homeland or Our Country. It is not given a more specific name. During the last few years the political situation in the country has grown increasingly more tense. Here we will just outline basic information about the factions that are fighting each other. You can expand on this basic concept as you see fit if you feel that a scene would benefit from it. This can be things like making up a specific event that happened as part of the country's descent to civil war. ("It feels like it was only yesterday that we were watching TV and seeing the city hall being burned down to the ground.").

The 3 main factions in the Civil War are:

The Queen's Government: The last elected parliament is no longer in session and the parliament building itself has been trashed by a street mob. One year ago the last coalition government collapsed due to personal and political infighting. The country has an ageing queen who has gathered a cabinet of veteran politicians and bureaucrats. But many do not recognise the legitimacy of this government as it has never been approved by parliament. These days the government only have political and military control over parts of the country. The motto of the Queen's Government is "Unity of the Nation"

The Children of Gaia. Many blame this organisation for having caused the civil war. The Children of Gaia is a radical armed ecological movement. A modern interpretation of the country's historical pagan religion is an important part of it's ideology. The movement became more radical and attracted more members when the country was hard hit by unemployment and poverty during the last international financial crisis. Their aim is to transform the country into a self-sustaining agricultural society where polluting industries and modes of transport have been abolished. They are trying to realise this vision already in the parts of the country that is now under the control of their armed forces. The motto of the Children of Gaia is "The Earth is our Mother"

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Scene 1 - Morning Stories

Anneke and Andre's apartment.

Scene instructions:

1. Anneke describes her apartment.

You are not in this part of the scene.

2. Elsie tells the story of the attack on the bakery

You were watching the news at home before coming over to Anneke's apartment. A bakery not very far from here has been attacked by armed men believed to be connected to the Children of Gaia. The owner was a local politician known to be a strong supporter of the queen's government. He was killed and several of the customers were also caught in the crossfire. You are a frequent guest to the bakery. You start telling Anneke about what you imagine happened in the bakery today. After a while you also start speculating on how it would have been if you had been there yourself in the bakery today.

3. Andre and Henrik wonder if all of them should leave and Andre tells the story of the Jewish refugees.

Give your opinions on the pros and cons of leaving your homes.

Scene 2 - The last night in the apartment

Anneke and Andre's apartment. Elsie and Henrik has arrived with their luggage.

Scene instructions:

1. What shall we bring?

Anneke opens the scene.

Henrik shows the others what he has in his backpack.

Then you show the others the content of the large suitcase you have brought, describing what is within. Among the items are a rather large alarm clock. It was given to you by your and Henrik's father who is now dead. It holds great sentimental value to you as it is the item that remind you the most about your father, but do they really need a large alarm clock on the road? You tell the story about when your father gave you the clock. The details of the story is up to you but you have three keywords to inspire you:

- the first job
- eccentric
- rescue

Then Anneke and Andre starts packing. Give your input on what they should bring.

2. The last bottle of wine

You sit down around a table to share the last bottle of wine in the house. You shares hopes and fears for the future with each other.

Scene 3 - "Waiting for Fuel"

In Anneke's car. Stuck in a traffic jam inside a tunnel.

Scene instructions:

1. Elsie tells the story about the family from the future

You remember a short story you read many years ago. You start retelling it the way you remember it. It is a science fiction story which takes place in a future with people living in megacities. A family is driving home from the beach and is stuck in a traffic jam in a tunnel. The parents get more and more nervous, and toward the end of the story it is revealed that the government randomly kills people by closing the doors to the tunnel and killing everyone inside.

2. Waiting in the tunnel

You stretch your legs outside the car. Together you describe and maybe interact with other people in the tunnel. Make up short stories about who the other people are.

3. The impasse comes to an end

You are witnesses to a scene of violence. Together all four of you tell the story about what you are seeing and hearing. Make up stories about who you think the people fighting are. You have three keywords to help you imagine the scene:

- teenager with gun
- insult
- confusion

Scene 4 - "Bus Shelter"

On the road. On foot. Walking by abandoned fields they stop to rest at a bus shelter

Scene instructions:

1. Robbed

What food and drink are each of you carrying with you?

What happened when the militia confiscated your car? You share in the telling of the story:

- When it happened it felt unreal. Like it couldn't really be happening. You said some stupid things, trying to be funny. Things that annoyed the people who took your car. You now feel guilty about having been so thoughtless.

2. Andre tells the story of Omar, the young refugee

When Andre has completed telling the story tell the others what you think happened to Omar.

Scene 5 - "Across the road"

In a woodshed. A cramped but dry place to spend the night.

Scene instructions:

1. A daring plan

Give your opinions about Henrik's plan. What are the risks and what is the likelihood of succeeding? If it were to go wrong - narrate what you think could happen then.

2. Silent witnesses

Together you will narrate what you hear and what you imagine is happening in the building across the road.

Scene 6 - "The right message"

A nondescript meeting room in an office building.

Scene instructions:

In this scene you will play other characters than your main character for the scenario. You are all members of the staff of the large humanitarian organisation "Relief". You are about to begin a meeting where you will plan a campaign to fundraise for the refugees from the country hit by the civil war. You will all play the same basic personality and relationships as you do as your main characters, but you are different people with different positions in relations to each other. For instance the player playing Anneke is not your best friend in this scene but you still feel that she is someone you trust and can depend on. You refer to the others with the name of their job titles in the scene.

You are **Secretary General**. You are the CEO of "Relief"

Anneke's player is **Programmes Officer**. She is the one who will be responsible for organising the relief efforts after the money has been collected.

Andre's player is **Consultant**. He has been hired to help the staff of "Relief" to communicate in a constructive way when making decisions.

Henrik's player is **Marketing**. He is responsible for the fundraising efforts being as effective as possible.

Scene instructions continues on the next page.

As Secretary General you chair the meeting and you conclude the discussion on each item on the agenda.

The agenda is:

1. What stories should the organisation tell in the TV add for the campaign?
 - The stories need to be strong and emotional enough for them to break through all the other media noise. Maybe you can give an example of one such story you have heard from the war?
2. How should the money be collected?
 - This campaign could be a good opportunity to get people to commit to signing up for monthly donations for “Relief”. You need to build up the reserves for crisis like this in the future as well.
3. How direct should they be in criticising the human rights abuses of the warring parties?
 - When you think about how they are destroying their county and hurting so many people you would have liked to haul them off yourself to the International Criminal Court to be tried for war crimes. But you know you have to balance this against getting access to the war stricken areas.

When the last item on the agenda has been discussed you close the meeting with some motivating words and the scene ends.

Scene 7 - "A lifetime"

An old house by the road which has seen better days.

Scene instructions:

1. The old man

Explore the living room. Together you try to piece together the story of the old man. What do the objects in the living room look like and what does it tell you about the life of the old man? Together you will tell his story.

And what will you decide to do before leaving this house behind for good?

Scene 8 - "Caring about others"

The living room of a stylish cabin. The fireplace is lit and it's snowing outside.

Scene instructions:

This is the second scene where you will play other characters than your main characters. You are a group of friends gathered in a cabin in the woods for skiing and partying. As you talk about your plans for a joint trip to Thailand this summer you also start talking about the civil war in that other country. Again you will all play the same basic personality and relationships as you do as your main characters, but you are all friends. None of you are related.

You will play **Ella**. She is a moderately successful author of young adult fantasy literature.

Anneke's player will play **Annie**. She is the owner of the cabin and successful architect.

Andre's player will play **Angus**. He is a psychologist currently struggling with pressure at work.

Henrik's player will play **Harris**. He is a barista in a coffee shop, always saving up for his next backpacker trip.

This scene is loosely structured. You discuss both your planned trip to Thailand and life in general. You recently broke through a writing block you had suffered for a couple of weeks with your new book. You are eager to share your new ideas for the book with your friends but you are also a bit self-conscious about going on too long about your writing as you know that you have monopolised social situations previously by doing that. Maybe you can get **Annie** to tell you an amusing story about the latest date she went on? Remind her about how critical she often is of her dates. Was this one terrible as well or did the person actually live up to her standards?

During the conversation **Annie** will suggest doing something for the refugees in that terrible civil war there is so much about in the media these days. You feel eager to do even more than what she suggests.

Angus will end the scene with a toast to your friendship.

Scene 9 - "Acquiring passage"

A crowded and dangerous harbour town filled with refugees and opportunists.

Scene instructions:

You decided to split up to try to get what you need to get places for all of you on one of the ferries. What are you willing to do to achieve this. Steal? Rob or swindle someone? Sell sex?

You should decide on what you were willing to plan to do to get you all to safety. You decide yourself if you were able to carry out your plan. If you didn't, why was that, because of your conscience or because you were too afraid to do it? If you did carry out your plan, did you manage to get hold of what you were after, or did you fail? And what were the consequences of your actions?

The scene start when all of you are gathered again in a corner of the crowded harbour. One by one you tell the others what you were able to get hold of but you don't tell them how and don't ask the others about that either. If you were injured describe what injuries the others can see that you have.

Then one by one hold a monologue where you tell the details of what happened that day to an invisible audience.

Scene 10 - "Telling Our Story"

On a small cramped boat in the middle of the night.

Scene instructions:

While on the ferry you will be interviewed by a journalist. You decide yourself how truthful and open you are when you talk with the journalist.

Scene 11 - "The end of the road"

On a crowded reception centre in a refugee camp.

Scene instructions:

This is the last scene. You are waiting here together with Anneke, Andre and Henrik; talking or just sitting together in silence. In the background a song is playing. When the song has ended the scenario has come to it's end.

The image shows a textured wall with peeling paint in shades of beige, brown, and blue. A dark, shadowed area in the lower center forms a shape reminiscent of a face or mask, with dark, vertical lines suggesting features like eyes or a mouth. The word "Andre" is superimposed in black text over the upper part of this shadowed area.

Andre

Andre

You find comfort in being close to the people you care about.

You are a student just about to start a university education.

You dream about your real life; that which was about to begin now.

Friendship means being together - sharing this.

Love is what you hope for.

You tell stories to avoid focusing on your fear of losing the small group of people you depend on.

Anneke - Your mother. She has always been there, close. You couldn't have managed this without her. At least not yet. Together you are a team that will get through this together.

Henrik - Your best friend. You can tell him everything. At least almost everything. You are in love with him and want to keep him close. You think he knows this. But you don't want to ruin the friendship by making things awkward.

Elsie - Annette's friend and Henrik's older sister. She often seem to make the day brighter - to make one imagine things one hadn't thought of before. She is a good friend to your mother and a natural part of your group.

Our Country

The four main characters live in a reasonably affluent modern country that hasn't experienced war or other large scale disasters in living memory. The characters only refer to the country where the civil is breaking out as The Homeland or Our Country. It is not given a more specific name. During the last few years the political situation in the country has grown increasingly more tense. Here we will just outline basic information about the factions that are fighting each other. You can expand on this basic concept as you see fit if you feel that a scene would benefit from it. This can be things like making up a specific event that happened as part of the country's descent to civil war. ("It feels like it was only yesterday that we were watching TV and seeing the city hall being burned down to the ground.").

The 3 main factions in the Civil War are:

The Queen's Government: The last elected parliament is no longer in session and the parliament building itself has been trashed by a street mob. One year ago the last coalition government collapsed due to personal and political infighting. The country has an ageing queen who has gathered a cabinet of veteran politicians and bureaucrats. But many do not recognise the legitimacy of this government as it has never been approved by parliament. These days the government only have political and military control over parts of the country. The motto of the Queen's Government is "Unity of the Nation"

The Children of Gaia. Many blame this organisation for having caused the civil war. The Children of Gaia is a radical armed ecological movement. A modern interpretation of the country's historical pagan religion is an important part of it's ideology. The movement became more radical and attracted more members when the country was hard hit by unemployment and poverty during the last international financial crisis. Their aim is to transform the country into a self-sustaining agricultural society where polluting industries and modes of transport have been abolished. They are trying to realise this vision already in the parts of the country that is now under the control of their armed forces. The motto of the Children of Gaia is "The Earth is our Mother"

CGP - The Corporation for Growth and Prosperity. This is by far the largest private business in the country. It started as a mining company more than a hundred years ago, but it has since expanded into a wide variety of sectors such as processed food, media ownership and pharmaceutical drugs. For decades CGP has been the largest employer in the country. To secure it's interests in the rapidly deteriorating situation the company's own paramilitary force, CGP Security, now has effective control over parts of the country. The Children of Gaia see them as the embodiment of what they are fighting against and the CGP takeover in parts of the country is also condemned by the Queen's Government as an illegitimate coup that their military forces will oppose. The motto of CGP is "Building the Future"

Scene 1 - Morning Stories

Anneke and Andre's apartment.

Scene instructions:

1. Anneke describes her apartment.

You are not in this part of the scene.

2. Elsie tells the story of the attack on the bakery

You are not in this part of the scene.

3. Andre and Henrik wonder if all of them should leave and Andre tells the story of the Jewish refugees.

You enter the living room with Henrik. He has spent the night in your bedroom. This morning after waking up you have been discussing if it is time to flee from the city as the civil war seems to get ever closer to where you live. Henrik is quite eager to leave while you are afraid that it might be more dangerous to be on the road. But neither of you feel absolutely sure about what the right thing to do is. Now you want to get Anneke's and Elsie's opinions about the issue.

After a while you start imagining what terrible things might happen to you on the road. You tell a story from the second world war in Norway. There was a Jewish couple who were hunted by the nazis who were to be smuggled to safety to Sweden. They were tricked by their two guides as they led them through the snowy forest across the border. The guides killed the jewish couple and stole all of their belongings. Tell the story as you imagine it.

Scene 2 - The last night in the apartment

Anneke and Andre's apartment. Elsie and Henrik has arrived with their luggage.

Scene instructions:

1. What shall we bring?

Anneke opens the scene.

Henrik shows the others what he has in his backpack.

Elsie shows the others what she has in her suitcase.

You and Anneke walk around the apartment trying to decide which things you will bring. You discuss different items with each other and with the other two before deciding. You might tell a story about any of the items.

2. The last bottle of wine

You sit down around a table to share the last bottle of wine in the house. You share hopes and fears for the future with each other.

Scene 3 - "Waiting for Fuel"

In Anneke's car. Stuck in a traffic jam inside a tunnel.

Scene instructions:

1. Elsie tells the story about the family from the future

React to and give input to Elsie's story. Have you also read it? If so, how do you remember it?

2. Waiting in the tunnel

You stretch your legs outside the car. Together you describe and maybe interact with other people in the tunnel. Make up short stories about who the other people are.

3. The impasse comes to an end

You are witnesses to a scene of violence. Together all four of you tell the story about what you are seeing and hearing. Make up stories about who you think the people fighting are. You have three keywords to help you imagine the scene:

- teenager with gun
- insult
- confusion

Scene 4 - "Bus Shelter"

On the road. On foot. Walking by abandoned fields they stop to rest at a bus shelter

Scene instructions:

1. Robbed

What food and drink are each of you carrying with you?

What happened when the militia confiscated your car? You share in the telling of the story:

- You froze. You were certain that they were going to kill you all. You wanted to scream to the others to just flee. But you realise now that you might have gotten them all killed if you had done so.

2. Andre tells the story of Omar, the young refugee

You remember reading the story of Omar, a 15 year old boy who fled on foot alone from Afghanistan to Europe. Human smugglers left him in a deserted place with no shelter on the border of Turkey and Greece. He swam a river and walked in his wet clothes towards the lights of the nearest Greek town. He was picked up the police who held him in a cramped room with other men for several days before releasing him. The next nights he spent on a railway station where an employee at the station eventually helped him with a train ticket. He got as far as Paris where he was mugged of his last belongings, including a slip of paper with his grandfather's phone number, severing his last link to his family. You don't remember what happened to Omar after he was mugged.

Scene 5 - "Across the road"

In a woodshed. A cramped but dry place to spend the night.

Scene instructions:

1. A daring plan

Give your opinions about Henrik's plan. What are the risks and what is the likelihood of succeeding? If it were to go wrong - narrate what you think could happen then.

2. Silent witnesses

Together you will narrate what you hear and what you imagine is happening in the building across the road.

Scene 6 - "The right message"

A nondescript meeting room in an office building.

Scene instructions:

In this scene you will play other characters than your main character for the scenario. You are all members of the staff of the large humanitarian organisation "Relief". You are about to begin a meeting where you will plan a campaign to fundraise for relief efforts for the refugees from the country hit by the civil war. You will all play the same basic personality and relationships as you do as your main characters, but you are different people with different positions in relations to each other. For instance the player playing Henrik is not your best friend in this scene but you still have romantic feelings towards him. You refer to the others with the name of their job titles in the scene.

You are **Consultant**. You have been hired to help the staff of "Relief" to communicate in a constructive way when making decisions.

Anneke is **Programmes Officer**. She is the one who will be responsible for organising the relief efforts after the money has been collected.

Elsie's player is **Secretary General**. She is the CEO of "Relief"

Henrik's player is **Marketing**. He is responsible for the fundraising efforts being as effective as possible.

Scene instructions continues on the next page.

The Secretary General chairs the meeting and concludes the discussion on each item on the agenda.

Your role is to help the others in the meeting listen to each other and in necessary to remind everyone to assume intentions from anyone they disagree with.

The agenda is:

1. What stories should the organisation tell in the TV add for the campaign?
 - Your advise is to use stories from the war that people easily can identify with. Maybe you can give an example of one such story you have heard from the war?
2. How should the money be collected?
 - Maybe they should think out of the box here? Try some new method with untapped potential?
3. How direct should they be in criticising the human rights abuses of the warring parties?
 - Personally you fear that sharp public criticism of any of the factions in the war could make it more difficult to get peace negotiations started between the warring parties.

Scene 7 - "A lifetime"

An old house by the road which has seen better days.

Scene instructions:

1. The old man

Explore the living room. Together you try to piece together the story of the old man. What do the objects in the living room look like and what does it tell you about the life of the old man? Together you will tell his story.

And what will you decide to do before leaving this house behind for good?

Scene 8 - "Caring about others"

The living room of a stylish cabin. The fireplace is lit and it's snowing outside.

Scene instructions:

This is the second scene where you will play other characters than your main characters. You are a group of friends gathered in a cabin in the woods for skiing and partying. As you talk about your plans for a joint trip to Thailand this summer you also start talking about the civil war in that other country. Again you will all play the same basic personality and relationships as you do as your main characters, but you are all friends. None of you are related.

You will play **Angus**. You are a psychologist currently struggling with pressure at work.

Anneke's player will play **Annie**. She is the owner of the cabin and successful architect.

Elsie's player will play **Ella**. She is a moderately successful author of young adult fantasy literature.

Henrik's player will play **Harris**. He is a barista in a coffee shop, always saving up for his next backpacker trip.

This scene is loosely structured. You discuss both your planned trip to Thailand and life in general. These days you feel really burned out at your work as a psychologist at a public clinic for patients with drug and alcohol addiction. The institution is being pushed to treat more patients with less money and very few of the patients seem to be getting any better from the treatments you can offer. But you are happy to be here with your friends. In particular you are happy that **Harris** is here. Maybe you can get him to massage your head? Hi is so good at it.

During the conversation **Annie** will suggest doing something to help the refugees in that terrible civil war there is so much about in the media these days. You don't mind helping a bit but it makes you depressed talking about yet another war that the world isn't able to end. Maybe all of you can share some good news they have heard this week?

You will end the scene with a toast to your friendship together. Do so when you feel it is time.

Scene 9 - "Acquiring passage"

A crowded and dangerous harbour town filled with refugees and opportunists.

Scene instructions:

You decided to split up to try to get what you need to get places for all of you on one of the ferries. What are you willing to do to achieve this. Steal? Rob or swindle someone? Sell sex?

You should decide on what you were willing to plan to do to get you all to safety. You decide yourself if you were able to carry out your plan. If you didn't, why was that, because of your conscience or because you were too afraid to do it? If you did carry out your plan, did you manage to get hold of what you were after, or did you fail? And what were the consequences of your actions?

The scene start when all of you are gathered again in a corner of the crowded harbour. One by one you tell the others what you were able to get hold of but you don't tell them how and don't ask the others about that either. If you were injured describe what injuries the others can see that you have.

Then one by one hold a monologue where you tell the details of what happened that day to an invisible audience.

Scene 10 - "Telling Our Story"

On a small cramped boat in the middle of the night.

Scene instructions:

While on the ferry you will be interviewed by a journalist. You decide yourself how truthful and open you are when you talk with the journalist.

Scene 11 - "The end of the road"

A crowded reception centre in a refugee camp.

Scene instructions:

This is the last scene. You are waiting here together with Anneke, Elsie and Henrik; talking or just sitting together in silence. In the background a song is playing. When the song has ended the scenario has come to its end.

Henrik



Henrik

You find comfort in believing that you are free to do what you want and that all problems are only temporary.

You are a jack of all trades who have held many jobs, but none of them for long.

Your dreams are fleeting. You dream of one thing one day and something else the next.

Friendship means experiencing special moments together.

Love is difficult. It is hard to know what you really feel - and how to know if this feeling will last?

You tell stories to avoid making any final decisions and to see new perspectives on a situation.

Elsie - Your older sister. She is quite a few years older than you but after you stopped being a child you have been close. Her head is full of dreams. You hope she will not lose them now. If you stick together you are sure you will both be fine in the end.

Andre - Your best friend. You talk about everything together. You know that he is in love with you. What you feel you are not so sure about. But you are sure you wouldn't want to do anything to hurt him.

Anneke - Elsie's friend and Andre's mother. She always seem to be in control of the situation. It is not so easy always to figure out the things she does not say. Now in a world that has turned dangerous you trust her to see clearly what is the wise thing to do.

Our Country

The four main characters live in a reasonably affluent modern country that hasn't experienced war or other large scale disasters in living memory. The characters only refer to the country where the civil is breaking out as The Homeland or Our Country. It is not given a more specific name. During the last few years the political situation in the country has grown increasingly more tense. Here we will just outline basic information about the factions that are fighting each other. You can expand on this basic concept as you see fit if you feel that a scene would benefit from it. This can be things like making up a specific event that happened as part of the country's descent to civil war. ("It feels like it was only yesterday that we were watching TV and seeing the city hall being burned down to the ground.").

The 3 main factions in the Civil War are:

The Queen's Government: The last elected parliament is no longer in session and the parliament building itself has been trashed by a street mob. One year ago the last coalition government collapsed due to personal and political infighting. The country has an ageing queen who has gathered a cabinet of veteran politicians and bureaucrats. But many do not recognise the legitimacy of this government as it has never been approved by parliament. These days the government only have political and military control over parts of the country. The motto of the Queen's Government is "Unity of the Nation"

The Children of Gaia. Many blame this organisation for having caused the civil war. The Children of Gaia is a radical armed ecological movement. A modern interpretation of the country's historical pagan religion is an important part of it's ideology. The movement became more radical and attracted more members when the country was hard hit by unemployment and poverty during the last international financial crisis. Their aim is to transform the country into a self-sustaining agricultural society where polluting industries and modes of transport have been abolished. They are trying to realise this vision already in the parts of the country that is now under the control of their armed forces. The motto of the Children of Gaia is "The Earth is our Mother"

CGP - The Corporation for Growth and Prosperity. This is by far the largest private business in the country. It started as a mining company more than a hundred years ago, but it has since expanded into a wide variety of sectors such as processed food, media ownership and pharmaceutical drugs. For decades CGP has been the largest employer in the country. To secure it's interests in the rapidly deteriorating situation the company's own paramilitary force, CGP Security, now has effective control over parts of the country. The Children of Gaia see them as the embodiment of what they are fighting against and the CGP takeover in parts of the country is also condemned by the Queen's Government as an illegitimate coup that their military forces will oppose. The motto of CGP is "Building the Future"

Scene 1 - Morning Stories

Anneke and Andre's apartment.

Scene instructions:

1. Anneke describes her apartment.

You are not in this part of the scene.

2. Elsie tells the story of the attack on the bakery

You are not in this part of the scene.

3. Andre and Henrik wonder if all of them should leave and Andre tells the story of the Jewish refugees.

You enter the living room with Andre. You have spent the night in his bedroom. This morning after waking up you have been discussing if it is time to flee from the city as the civil war seems to get ever closer to where you live. You are quite eager to leave while Andre is afraid that it might be more dangerous to be on the road. But neither of you feel absolutely sure about what the right thing to do is. Now you want to get Anneke's and Elsie's opinions about the issue.

Scene 2 - The last night in the apartment

Anneke and Andre's apartment. Elsie and Henrik has arrived with their luggage.

Scene instructions:

1. What shall we bring?

Anneke opens the scene.

You start describing what you have brought with you, opening your backpack to show the others. One of the items, a big flashlight, has a special meaning to you, it tells something about who you are. The details of the story is up to you but you have three keywords to inspire you:

- vacation
- luck
- flirt

Then Elsie shows the others what she has in her suitcase.

Then Anneke and Andre starts packing. Give your input on what they should bring.

2. The last bottle of wine

You sit down around a table to share the last bottle of wine in the house. You share hopes and fears for the future with each other.

Scene 3 - "Waiting for Fuel"

In Anneke's car. Stuck in a traffic jam inside a tunnel.

Scene instructions:

1. Elsie tells the story about the family from the future

React to and give input to Elsie's story. Have you also read it? If so, how do you remember it?

2. Waiting in the tunnel

You stretch your legs outside the car. Together you describe and maybe interact with other people in the tunnel. Make up short stories about who the other people are.

3. The impasse comes to an end

You are witnesses to a scene of violence. Together all four of you tell the story about what you are seeing and hearing. Make up stories about who you think the people fighting are. You have three keywords to help you imagine the scene:

- teenager with gun
- insult
- confusion

Scene 4 - "Bus Shelter"

On the road. On foot. Walking by abandoned fields they stop to rest at a bus shelter

Scene instructions:

1. Robbed

What food and drink are each of you carrying with you?

What happened when the militia confiscated your car? You share in the telling of the story:

- You tried unsuccessfully to sweet talk the militia into letting you keep the car. You felt that you managed to get a connection with one of them. But it wasn't that person who was in charge. Only afterwards did the real danger of violence sink in on you.

2. Andre tells the story of Omar, the young refugee

When Andre has completed telling the story tell the others what you think happened to Omar.

Scene 5 - "Across the road"

In a woodshed. A cramped but dry place to spend the night.

Scene instructions:

1. A daring plan

You suggest that you try to steal one of the cars when the militia soldiers have fallen asleep. You narrate what you believe will happen in a daring and successful attempt at carrying out this plan. The others will give their opinions about the plan. Do their words make you imagine other outcomes?

2. Silent witnesses

Together you will narrate what you hear and what you imagine is happening in the building across the road.

Scene 6 - "The right message"

A nondescript meeting room in an office building.

Scene instructions:

In this scene you will play other characters than your main character for the scenario. You are all members of the staff of the large humanitarian organisation "Relief". You are about to begin a meeting where you will plan a campaign to fundraise for relief efforts for the refugees in the country hit by the civil war. You will all play the same basic personality and relationships as you do as your main characters, but you are different people with different positions in relations to each other. For instance the player playing Elsie is not your sister in this scene but you still feel you have something important in common. You refer to the others with the name of their job titles in the scene.

You are **Marketing**. You are responsible for the fundraising efforts being as effective as possible.

Anneke is **Programmes Officer**. She is the one who will be responsible for organising the relief efforts after the money has been collected.

Elsie's player is **Secretary General**. She is the CEO of "Relief"

Andre's player is **Consultant**. He has been hired to help the staff of "Relief" to communicate in a constructive way when making decisions.

Scene instructions continues on the next page.

The Secretary General chairs the meeting and concludes the discussion on each item on the agenda.

Your role in the meeting is to come up with creative ideas and is to remind the others that choices made that is likely to reduce the fundraising potential of the campaign also means fewer refugees that you are able to help.

The agenda is:

1. What stories should the organisation tell in the TV add for the campaign?
 - Strong emotional and personal stories are likely to get more people to open their wallets. Stories about children are particularly effective. Maybe you can give an example of one such story you have heard from the war? A-list celebrities travelling to the refugee camps would also help getting media attention on the crisis.
2. How should the money be collected?
 - Feel free to come up with creative ideas here. One of the things you can propose is to get an agreement with a large TV channel to have fundraising show hosted by a well known celebrity and with a mixture of pop stars performing and heart warming interviews with refugees who have gotten out of the war zone and with aid workers who have seen the horrors first hand.
3. How direct should they be in criticising the human rights abuses of the warring parties?
 - Your personal political opinion is that one of the factions, the Children of Gaia, has gotten too much of the blame being the “rebels”. The abuses committed by the Queen’s government and the Corporation for Growth and Prosperity (CGP) has received too little attention. And an online campaign focusing on human rights abuses and war crimes could complement well the more humanitarian focused fundraising campaign.

Scene 7 - "A lifetime"

An old house by the road which has seen better days.

Scene instructions:

1. The old man

Explore the living room. Together you try to piece together the story of the old man. What do the objects in the living room look like and what does it tell you about the life of the old man? Together you will tell his story.

And what will you decide to do before leaving this house behind for good?

Scene 8 - “Caring about others”

The living room of a stylish cabin. The fireplace is lit and it's snowing outside.

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You will play **Harris**. You are a barista in a coffee shop, always saving up for your next backpacker trip.

Anneke's player will play **Annie**. She is the owner of the cabin and successful architect.

Elsie's player will play **Ella**. She is a moderately successful author of young adult fantasy literature.

Henrik's player will play **Angus**. He is a psychologist currently struggling with pressure at work.

This scene is loosely structured. You discuss both your planned trip to Thailand and life in general. You have started to worry a bit about your direction in life. Should you try to get a “real job” But what would you be happy doing? You don't want to work in some soulless office. Maybe the others have suggestions? **Ella** has managed to work with something she is passionate about. Maybe you can get her to tell you how she realised that she wanted to and was a good enough writer to become an author?

During the conversation **Annie** will suggest doing something to help the refugees in that terrible civil war there is so much about in the media these days. You are pretty broke right now so when she suggests that all of you will give money via SMS you fake sending it. Will this action leave you so guilty that you immediately confess it to the others?

Angus will end the scene with a toast to your friendship.

Scene 9 - "Acquiring passage"

A crowded and dangerous harbour town filled with refugees and opportunists.

Scene instructions:

You decided to split up to try to get what you need to get places for all of you on one of the ferries. What are you willing to do to achieve this. Steal? Rob or swindle someone? Sell sex?

You should decide on what you were willing to plan to do to get you all to safety. You decide yourself if you were able to carry out your plan. If you didn't, why was that, because of your conscience or because you were too afraid to do it? If you did carry out your plan, did you manage to get hold of what you were after, or did you fail? And what were the consequences of your actions?

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Then one by one hold a monologue where you tell the details of what happened that day to an invisible audience.

Scene 10 - "Telling Our Story"

On a small cramped boat in the middle of the night.

Scene instructions:

While on the ferry you will be interviewed by a journalist. You decide yourself how truthful and open you are when you talk with the journalist.

Scene 11 - "The end of the road"

A crowded reception centre in a refugee camp.

Scene instructions:

This is the last scene. You are waiting here together with Anneke, Elsie and Andre; talking or just sitting together in silence. In the background a song is playing. When the song has ended the scenario has come to its end.