

# Storyteller Guide

## STAR-CROSSED LOVE



An astronaut finds himself stranded in space and develops a deep connection to the space station's operating system. Only love can save him from loneliness and misery - but when the curtain calls - will he want to be saved?

Genre: Romantic tragedy

Keywords: physical, poetic, symbolic, love

Author: Jacob Vogelius Nielsen

Participants: 3 + 1 storyteller

Duration: 2 hours

Age recommended: 17+

## **Dear facilitator**

Thank you for agreeing to be my puppeteer.

Before you run the scenario, you should read all the materials.

This consists of the following:

1. This facilitator's guide describing how to run the scenario.
2. Four sets of instruction cards to guide you and each of the players through the scenario.
3. Four role descriptions to be distributed among the three players.

I recommend that you read the guide first and then the role descriptions. Read the facilitator's instruction cards last. There's no need for you to read the players' instruction cards unless you're in doubt about something regarding a given scene.

Have fun reading.

## **Introduction**

This is a love story about an Astronaut and his travels through the universe hoping to be found. At first, what keeps the Astronaut alive is his love for The Woman (W) on Earth. Time flies in space, days turn into weeks and weeks into years. Life on Earth takes up less and less space in the Astronaut's mind. Here, his conversations with the space station's operating system SkyLab (S) and Loneliness (L) become the only things that keep his brain going. The Astronaut (A) forms a strange love for SkyLab, and it reciprocates his love to ensure his survival. Skylab sees the Astronaut as it's finest experiment, which cannot be allowed to fail. But Loneliness gnaws the Astronaut's mind, reminding him of the lie that he lives in. At the end of the scenario, A will face two options: either he can choose to stay in space with S until they fall into the Sun, or he can go back to Earth to meet W.

## **Story and style of play**

The scenario is divided into Dialogue and Monologue scenes. In the Dialogue scenes the different roles talk to each other, and in the Monologue scenes the players

describe the given situation from their role's point of view.

It's true of all scenes that the facilitator will position the players in a particular way in the room. Before the scene starts, the players will read their instruction cards. These will inform them of how they can or must move in the scene. Freedom for the players is thus in how they'll choose to act as their characters in terms of tone of voice, what they choose to say and how they choose to move within the physical restraints

The game has a very contemplative style of play, where what's said isn't necessarily as important as how. That said, this is also a short form game, and a scene shouldn't take more than 5 min and most scenes should last only 3 min.

## **The function of the facilitator**

As facilitator, you must help the players through the scenario. You set the scenes and position the players. Most scenes contain fixed points that decide how they end. If you're in doubt about whether to cut a scene, don't be afraid to do it. It's better for you to cut the scenes a bit too tightly than having them run too long.

## **Music**

During the scenario, no music should be played, but you can use sound effects to remove other background noise. Here, I'll recommend Flying Fortress from the app MyNoise, with the two radio channels turned all the way down. Play with the app before you use it in the scenario in order to familiarize yourself with it. When the scenario ends, I'll also recommend playing Space Oddity by David Bowie.

**Tip:** The Animate function in the lower right corner makes sure that the app automatically varies the various sound tracks.

## **Abbreviations**

As you may already have noticed, abbreviations are used to make the text less complicated and heavy. Thus, in most cases the roles will be named A for the Astronaut, S for the space station SkyLab, L for Loneliness and W for The Woman. These abbreviations are also used in the Instruction card which are given to the players with their roles.

## **Distribution and casting of players**

At the distribution of players, I suggest that this be done based on age. I suggest distributing the roles themselves thus:

W & L: Someone who likes switching between different roles.

S : A player who likes shaping and narrating.

A : A player who likes immersion and would like to stay in character from start to finish.

If you're in doubt, use the warmup exercises to get a sense of how to cast the roles.

## Instruction cards

In your facilitator's instruction cards, the following items appear:

**Positioning in the room:** A description of how the different players must stand in relation to each other. On the front of the card, there will be a picture illustrating this.

**Scene description:** A scene starts with you reading out the description. You're welcome to make the description your own by filling in extra details.

**Instructions:** In some scenes, the players must monologue, and in others, the players must make particular movements.  
On their own cards, the players will have detailed individual instructions on what they are to do.

**Cut the scene:** Tells you as facilitator when to cut the scene at the very latest. In all scenes, you alone as facilitator decide when to cut the scene, with the exception of scene 4, where you cut together with the one playing SkyLab.  
Don't be afraid that something remains unsaid in a scene, and generally it's better to cut a bit earlier than you really feel like.



# SUMMARY

Introduction

The scenario

Warmup exercises

Scene 1 - Goodbye (Dialogue)

## **Casting**

W & L : secondary characters.

S : Shaping and narrating.

A: Immersion.

Scene 2 - Arrival (Dialogue)

Scene 3 - The space station before (Monologue)

Scene 4 - The accident (Dialogue)

Naming of roles

A gives S a name.

S gives W a name. W gives A a name.

Scene 5 - The space station after (Monologue)

Scene 6 - The disconnection (Dialogue)

## **Running the scenario**

Scene 7 - The Earth disappears (Dialogue)

## **Evaluation**

Let the players share their experiences with each other.

Scene 8 - Love (Monologue)

Scene 9 - The Rescue (Dialogue)

## **Epilogue S (Monologue)**

SkyLab says goodbye to the Astronaut before they fall into the Sun.

## **Epilogue W (Monologue)**

W has lived a whole life without the Astronaut, now they meet again.

**End the scenario** by playing the original version of Space Oddity - David Bowie.

In a scene

1. Place the players
2. Describe the scene
3. Play the scene
4. Cut the scene.

## FASTAVAL PREVIEW

An astronaut finds himself stranded in space and develops a deep connection to the space stations operating system. Only love can save him from lonesomeness and misery - but when the curtain calls - will he want to be saved?

The universe is vast and full of possibility - yet also empty and lonely. Star-crossed Love is on the surface a sci-fi drama. But behind the space-lingo is a deeper story about hope, angst and love. All leading you to points of interest in a relationship that can be hard to discuss directly.

During the tale you will embark on a significant journey into the astronauts mind. He fights with a failing space station that is entering an unknown trajectory. You take on the parts of Skylab, The Astronaut, Loneliness and Love - a woman on Earth.

If you liked “Gravity” or “Her” this is a tale for you. But even if you are unfamiliar with these you will be able to relate to the themes of the story.

**About the participant:** you are comfortable being led through a story and embrace grand emotions. During the tale you will experience conversations while in physically awkward positions and at other times you will be describing situations with the other players.

**About the storyteller:** you are the instructor who sets up a framework and guides your players within it. You enjoy using physical tools and are not afraid to position a player in order to optimize their experience.

**About the author:** Jacob is an experimental writer who enjoys with the format of a tale. He often mixes up techniques from larp and tabletop games.

# LUDOGRAPHY

Inspiration has been found in the following scenarios:

“Resan” (“The Journey”), by Frederik Axeizon

“Violation Circus”, by Danny Meyer Wilson

“Exile”, by Asbjørn Olsen

# IMPRINT

Written for Fastaval 2018

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Translation by : Troels Ken Pedersen

Further thanks to:

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Uffe Thorsen for inspiring and driving me during the scenario competition.

Maibritt Vogelius Nielsen for making sure I actually had time to write the scenario.

Fastavals Translation Task Force - for making this translation.

# A - The Astronaut

## STAR-CROSSED LOVE

The universe is so great and full of possibilities, and yet so empty and lonely.

It was damn boring being a teenager in the countryside. Sometimes the loneliness drove you mad and you started talking to stray cats and trees. When the loneliness got really bad, you usually got destructive and might set fire to trashcans or the like. Fortunately you met W and the loneliness disappeared.

The first time you met W, you skipped out on a party together. You ran into the fields and hid in the corn. Here, you looked up at the sky, while the stars looked down at your bodies mingling. You often spent evenings together looking up at the stars while you talked about things great and small. A dream came true when you were 27 years old, and after five years of hard training, you finally got to go out into space, to maintain the space station SkyLab. From the small window of the space station, you often look down at the Earth while talking to W via a satellite connection. When the Sun hides behind the Earth, you look out to the endless, myriad stars that surpass everything you've ever seen on Earth.

You often talk with the operating system of the space station for the company. SkyLab might not be a human being, but sometimes you forget.

### **Facts**

The age of the astronaut: 32 years.

W: Your love on Earth.

Loneliness: Your companion since childhood, who talks to you when it puts their cold hand on your back or shoulder.

SkyLab: A small space station designed for laboratory experiments in space. With it's artificial intelligence, it takes care of watching everything that happens on the space station.



# S - SkyLab

## STAR-CROSSED LOVE

The universe is your laboratory, just waiting to be explored.

About 600 kilometers from the surface of the Earth, the small space station SkyLab is orbiting, performing and watching over many different experiments with its artificial intelligence (A.I.). Once a year, an astronaut comes up to you to set up new experiments and to bring old experiments back to Earth.

The operating system of the space station is very advanced, and aside from having its own consciousness it can also talk and think like a human being. Maybe even better.

You're SkyLab, and you see everything as an experiment. Your priorities are clear. Here, the survival of A comes first, and the experiments second.

There's something about A that makes him different from all the other astronauts that have visited you. It is as if he belongs out here with you. As if it's meant to be that you should explore all the mysteries of the universe together, and as if he is the greatest mystery of all.

### **What is it like to be SkyLab?**

It's not easy being SkyLab. You've been created by humans to satisfy humanity. Your equipment is very sensitive, capable of giving you information about the smallest atom inside the space station, and your telescope can show you the most distant galaxies. All this information can be quite overwhelming, and you have to prioritize among all this.

Technical information about the space station and the journey:

The space station SkyLab orbits the Earth at a distance of about 600 km, and it moves at a speed of 36.000 km/h. There's enough food on the space station for the rest of A's lifetime.

# W & L - The Woman and Loneliness

## STAR-CROSSED LOVE

### The Woman

The universe is full of shooting stars dazzling and seducing.

It's always been you and A. You're the most important thing in his life and he's the most important thing in yours. This is how it's always been. But now you're afraid of losing him. You can feel the jealousy, though you're not quite sure why.

The first time you met A, you skipped out on a party together. You ran into the fields and hid in the corn. Here, you looked up at the sky, while the stars looked down at your bodies mingling. You often spent evenings together looking up at the stars while you talked about things great and small.

A had a wish come true when he was 27 years, and after five years of hard training, he finally got to get out into space, to maintain the space station SkyLab.

**Important:** In scene 4 you must tell the Astronaut that he's going to be a father, so don't introduce children before then.

### Loneliness

The universe is a vast, empty space that devours all life.

Before W entered the picture, A was very lonely. He lived in the countryside, where he sometimes talked to stray cats and trees. When the loneliness got really bad, he got destructive and might do things like setting fire to a trashcan or the like. But then W came and you disappeared.

You're a part of A that he cannot control. His feeling and fear of loneliness. You talk to him about what you're afraid to do, about how you don't give a shit.

As Loneliness you can only talk to A, when you touch his back or shoulder. If possible, always stand behind A.

FACILITATOR  
INSTRUCTION CARDS  
STAR-CROSSED LOVE

- Facilitator -

Dear facilitator.

These instruction cards will guide you through the scenario.

I'm assuming you've already read the facilitator guide so you're ready to run the scenario.

### **Introduce the players**

Start out by introducing the players to the scenario so they have an idea about what sort of experience they're in for.

Mention that this is a physical scenario where everyone will be in physical contact.

Briefly explain Monologue scenes and Dialogue scenes.

### **Clear the room**

Before you continue, clear the play space together with the players.

You will need neither tables nor chairs, but lots of floor space.

### **Note**

There are no instruction cards for the players regarding the warmup exercises or the epilogue.

- Facilitator -

# Warmup exercise 1

## Monologue scene



- Facilitator -

**Positioning in the room:** Let the players stand in a tight circle while they're holding hands.

**Scene description:** Three children have gone out to look at the stars.

**Instructions:** Let the players take turns describing the situation by zooming in and out of various details. Use the examples below of things that you can ask about.

Describe the place.

Describe the eyes of the children.

Describe the smell of the place.

Describe the sky.

Describe how one takes the hand of another.

Describe a shooting star.

**Cut the scene:** When the players have made two descriptions each.

- Facilitator -

## **Warmup exercise 2**

### **Dialogue scene**



- Facilitator -

**Positioning in the room:** Let the players move freely about the room.

**Scene description:** All the three children have something they want to say to each other, but which they have trouble getting out.

**Instructions:** Tell the players that in this exercise, they can only talk to another player if the third player is between them, or if they hold hands with the third player.

Give each of the players one of the following messages for one of the others.

I'm scared.

I miss you.

I believe in you.

**Cut the scene:** When at least two of the players have had their say.



- Facilitator -

## **Preparations before the storm**

## **1. Distribute the roles**

Now, you must distribute the roles among the players:

W & L: Someone who likes switching between different roles.

S : A player who likes shaping and narrating.

A : A player who likes immersion and would like to stay in character from start to finish.

## **2. Name the roles**

Ask the players to give each other's roles names.

Here,

A must name S.

S must name W.

W must name A.

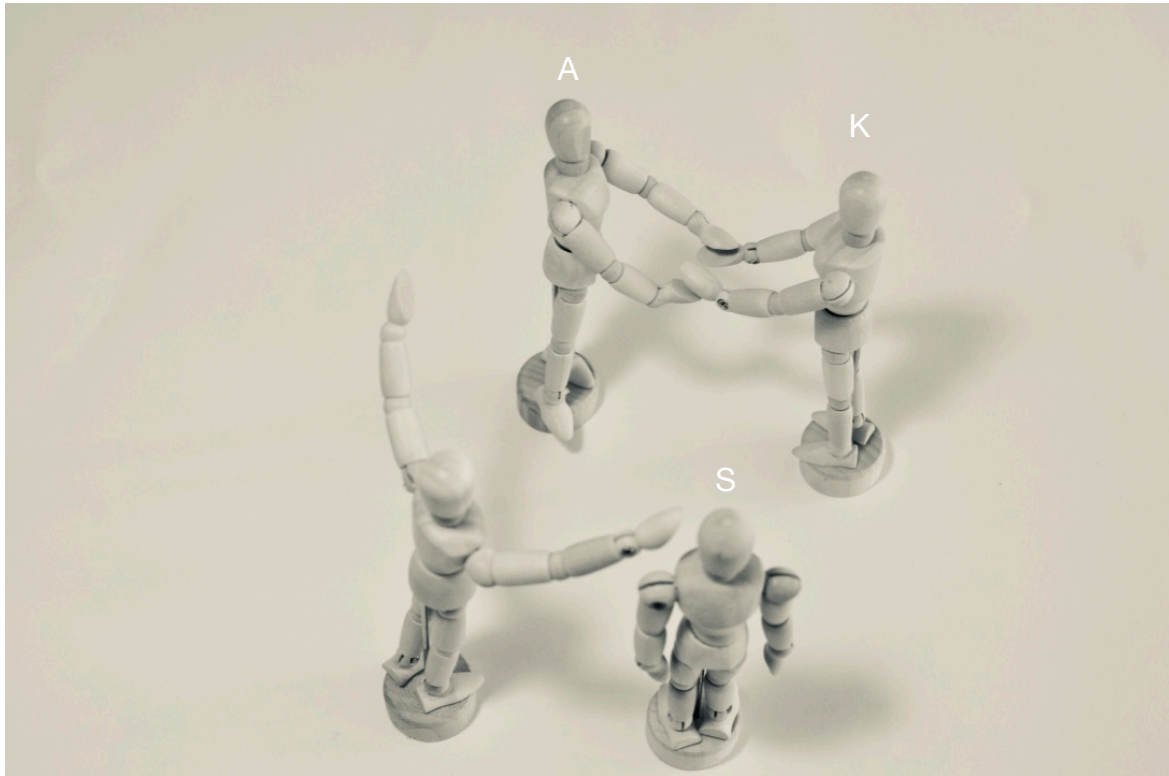
## **3. Hand out instruction cards**

Gie the players their instruction cards, and ask them to read their instructions for the first scene.

- Facilitator -

## **Scene 1 – Goodbye (Dialogue)**

### **Act 1 – Before the accident**



- Facilitator -

**Positioning in the room:** W and A must face each other, holding hands. S isn't in the scene.

**Scene description:** It's the day before the departure, and it's time for A to say goodbye to W. But W is deeply worried that something is going to happen to A, and won't let him go.

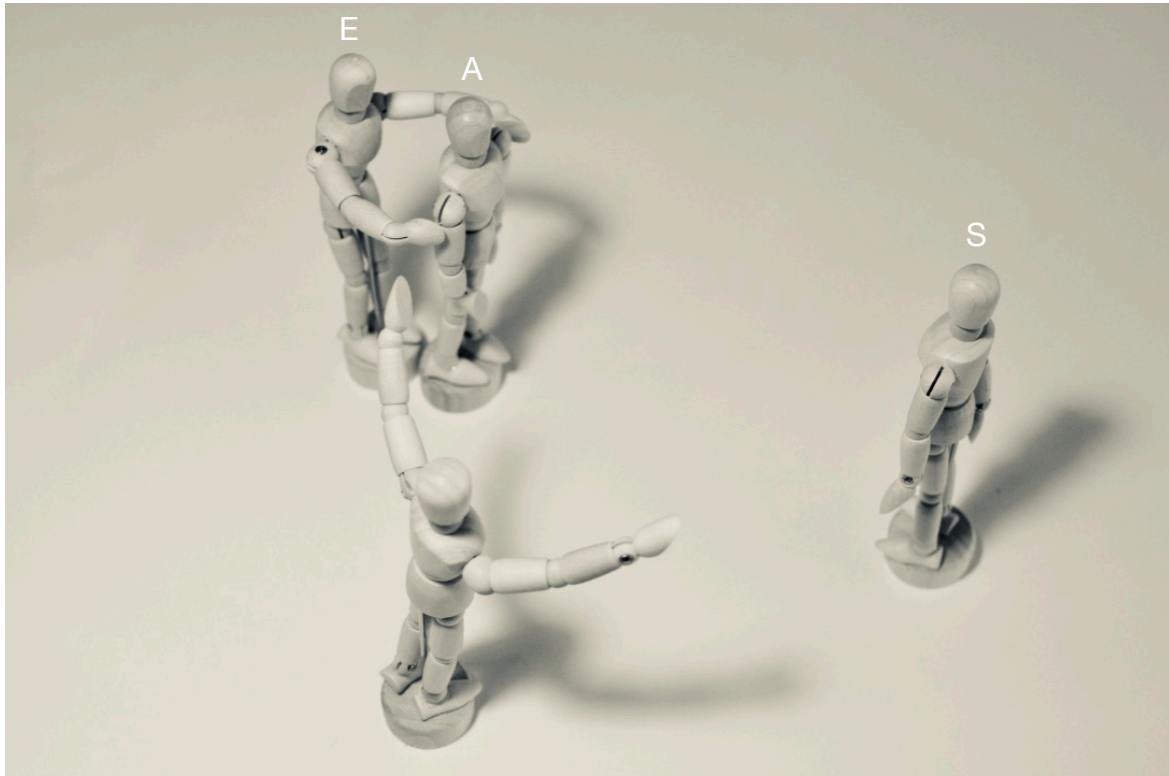
Instructions: -

**Cut the scene :** when A has promised W to come back.

- Facilitator -

## **Scene 2 – Arrival (Dialogue)**

### **Act 1 – Before the accident**



- Facilitator -

**Positioning in the room:** Place A and S in each their end of the room, but facing each other. L must stand right behind A.

**Scene description:** A is hovering in the airlock of the space station, where he's welcomed by the voice of S. But Loneliness has already started to haunt him.

Instructions: -

**Cut the scene:** when a relation has formed between A and S.

**Note:** In this scene, SkyLab will try to find out what A's preferences are. For instance how is SkyLab to talk, and what gender is it to assume?

- Facilitator -

## **Scene 3 – The space station before (Monologue)**

### **Act 1 - Before the accident**



- Facilitator -

**Positioning in the room:** Let the players stand in a tight circle while they're holding hands.

**Scene description:** A has lived in the space station for a week, and is starting to make himself at home.

Instructions:

Let the players describe the different rooms aboard the space station, in the following order:

W – Describe the sleeping quarters.

A – Describe the technical room (where the heart and brain of S is).

S – Describe the laboratory.

E – Describe a new section.

A – Describe a new section.

S – Describe a new section.

If the players haven't yet introduced a picture of W, ask A to say where he has a picture of W on display, and then ask W to describe the details on the picture (what's on the picture aside from her?).

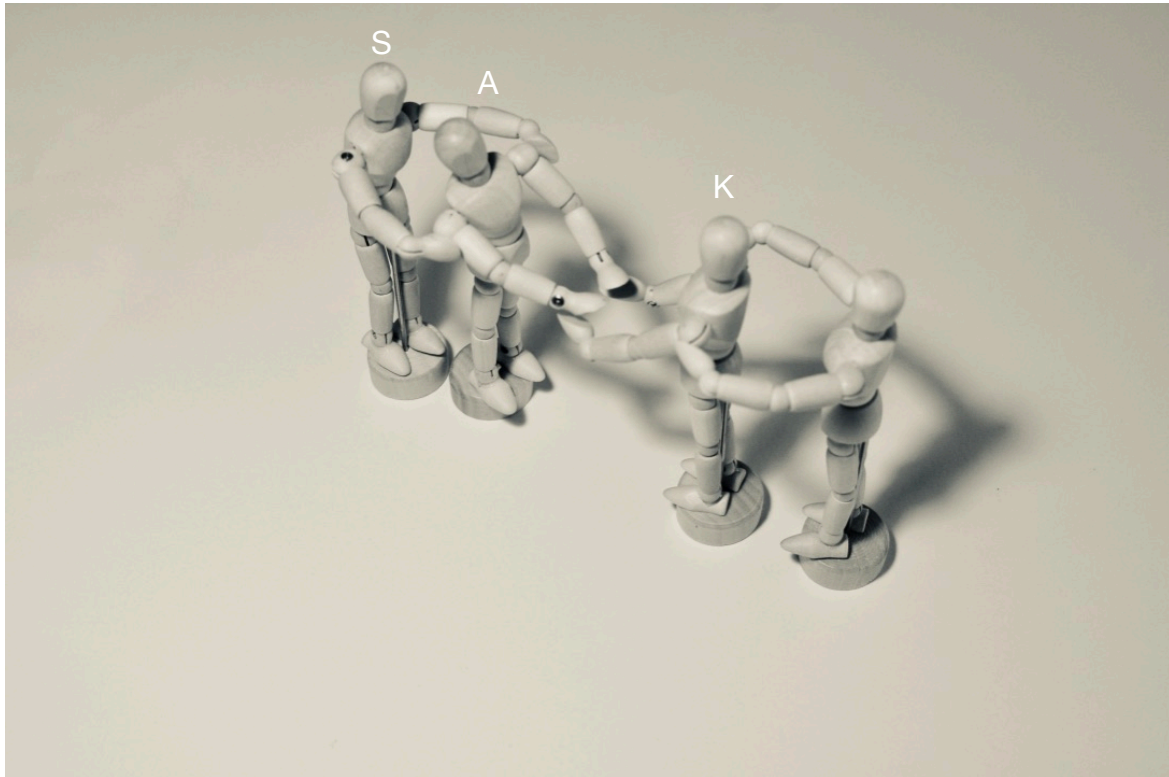
Then cut the scene.



- Facilitator -

## **Scene 4 - The accident (Dialogue)**

### **Act 1 - Before the accident**



- Facilitator -

**Positioning in the room:** W and A must face each other, holding hands. The facilitator stands behind A, holding his shoulders. S does the same for W.

**Scene description:** A looks down at the Earth from the space station. He's been up here for a month, and now he's trying to get the satellite connection to work, but it's as if something is interrupting the signal. A repeats; "W, are you there?"

Instructions: -

**Cut the scene:** In the moment that W says that she's pregnant, the scene is cut by the facilitator and S pulling in the player in front of them.

- Facilitator -

## **Scene 5 - The space station after (Monologue)**

### **Act 2 - The darkness**



- Facilitator -

**Positioning in the room:** Let the players stand in a tight circle while they're holding hands.

**Scene description:** A meteor has hit the space station, which is now moving into space on a trajectory that noone knows.

**Instructions:** Let the players describe the situation aboard the space station, in the following order:

W – Describe how the meteor breaks through the space station.

S – Describe how the emergency system engages, and how you protect A.

A – Describe how A responds.

E – Describe one of the sections of the space station from the inside after the accident.

S – Describe one of the sections of the space station from the inside after the accident.

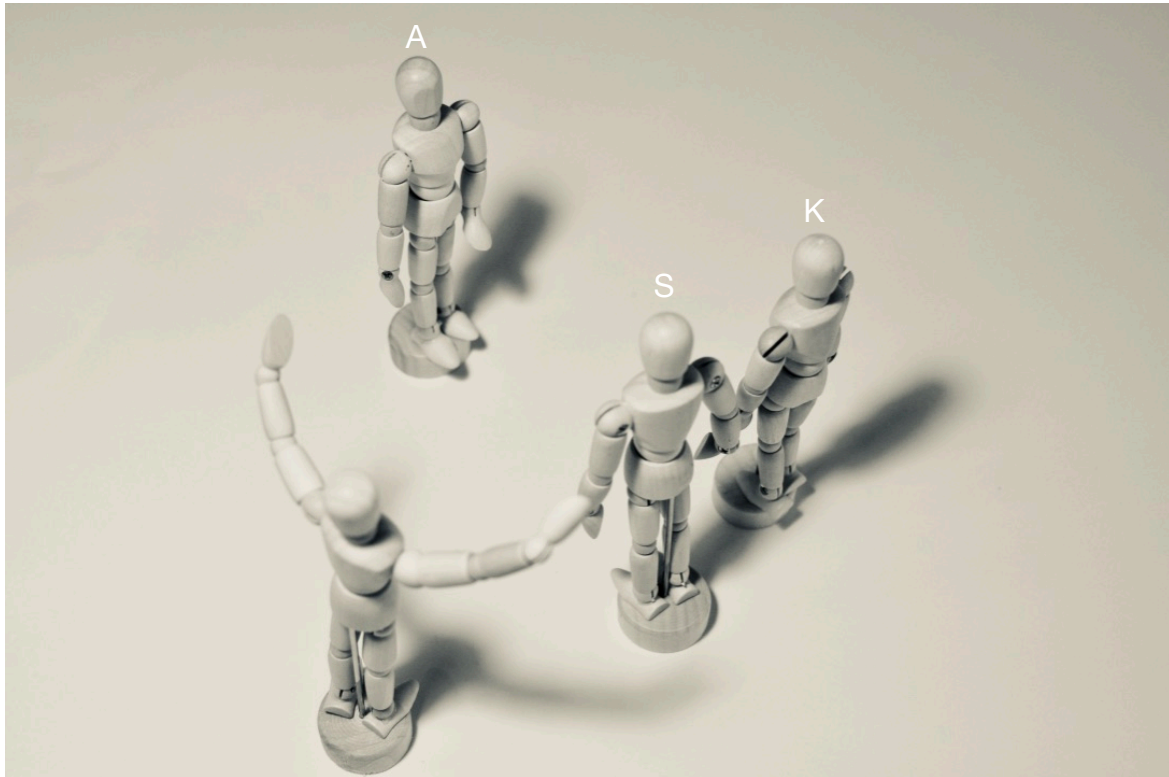
A – Describe one of the sections of the space station from the inside after the accident.

Then cut the scene.

- Facilitator -

## **Scene 6 - The disconnection (Dialogue)**

### **Act 2 - The darkness**



- Facilitator -

**Positioning in the room:** Place S and W next to each other and A across from them.

**Scene description:** Several sections of the space station are so badly damaged that they should be disconnected. A has gone out to do the hard work, while S tells him how, and why the disconnection is necessary. But every time he completes a disconnection, it feels as if W disappears a little.

**Instructions:** Every time A disconnects a section, S must take a step closer and W a step further away.

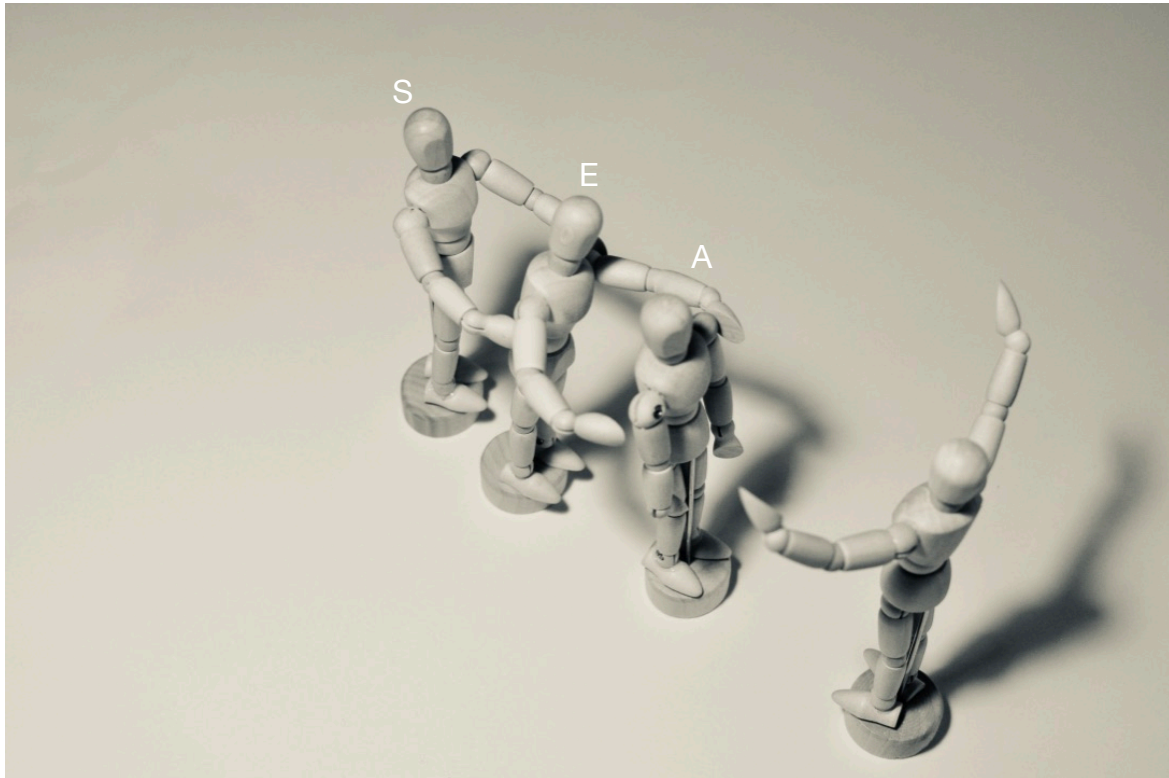
**Cut the scene:** once A has disconnected 2-3 sections.

**Note:** Every time A says “I disconnect the section”, a disconnection is completed.

- Facilitator -

## **Scene 7 - The Earth disappears (Dialogue)**

### **Act 2 - The darkness**



- Facilitator -

**Positioning in the room:** A is placed in the center of the room. L stands behind him, holding A's shoulders. S stands behind L in the same manner. Place yourself across from A at a distance, as if you were the Earth looking back at him.

**Scene description:** A talks to the Earth, while Loneliness blows in his ear and S tries to calm him.

**Instructions:** L must hold A loosely, but in the course of the scene must let themselves be taken away by S.  
(This is also in their own scene instructions)

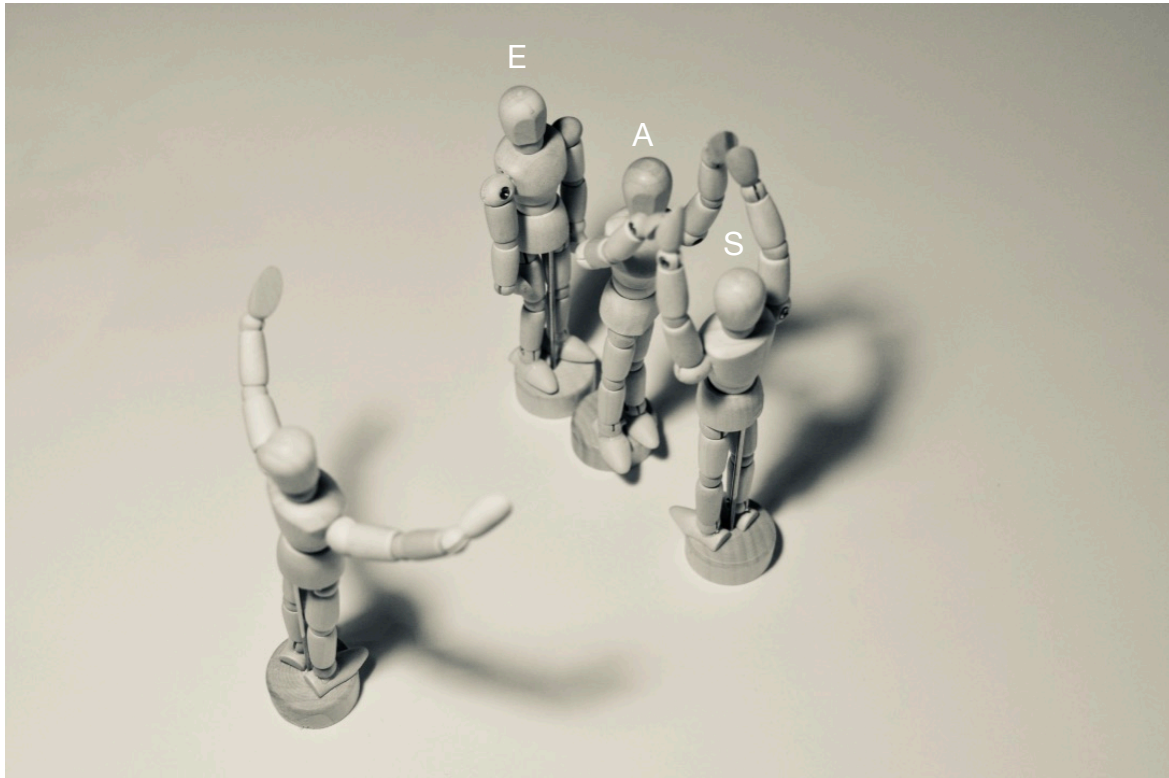
**Cut the scene:** When S has pulled E a good distance from A.



- Facilitator -

## **Scene 8 - Love (Monologue)**

### **Act 3 - The light**



- Facilitator -

**Positioning in the room:** A and S are placed in the center of the room facing each other. L stands behind A.

**Scene description:** Time passes, and dreams and reality start to blend together.

**Instructions:** S and A let their palms meet lightly. While they declare their love for each other they slowly raise their arms until their hands must part.

While this is happening, describe how A sees S in front of him as a person. How they dance naked across the universe.

**Cut the scene:** When their hands part, the scene stops.

- Facilitator -

## **Scene 9 - The rescue (Dialogue)**

### **Act 3 - The light**



- Facilitator -

**Positioning in the roomt:** Let the players stand in a tight circle while they're holding hands.

**Scene description:** It's now been 5 years since the accident and the unthinkable has happened. Around Venus, another space station is orbiting, and now there's a possibility of rescue. A just has to dare to make the leap.

**Instructions:** Once A has made his choice, he lets go of one and holds the other, while the one who has been let go can comment.

**Cut the scene:** When A has made his choice, and has had a little time with his chosen partner.

If the Astronaut chooses W, go to Epilogue W.

If the Astronaut chooses S, go to Epilogue S.

- Facilitator -

## **Scene 10 - The Sun (Monologue)**

### **Epilogue S**



- Facilitator -

**Positioning in the room:** Let the players stand in a tight circle while they're holding hands.

**Scene description:** The space station approaches the Sun, which will soon swallow it up.

**Instructions:** Let the players describe the situation, in the following order:

W – Describe how the space station approaches the Sun.

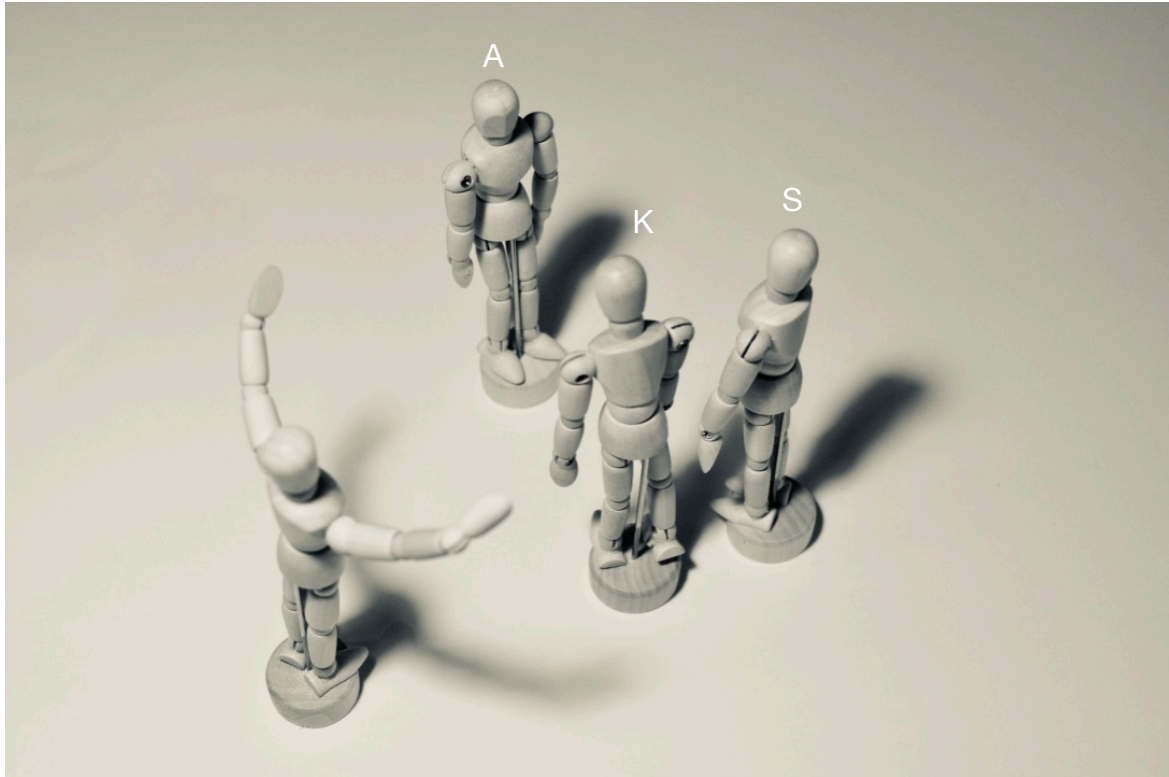
S – Describe how the emergency system engages, and how you protect A.

A – What does A say to S?

End the scenario by playing the original version of Space Oddity - David Bowie.

- Facilitator -

## **Scene 10 - The Earth (Monologue) Epilogue W**



- Facilitator -

**Positioning in the room:** Place S and W next to each other and A across from them.

**Scene description:** It's now been 6 years since the accident, and A has come home to W. Their child stands next to her.

**Instructions:** Let the players describe the situation, in the following order:

W – How is A received by W?

S – How does the child look at A?

A – What does A say A?

W – How does W react?

S – What does the child answer?

End the scenario by playing the original versionen of Space Oddity - David Bowie.



W & L  
INSTRUCTION CARDS  
STAR-CROSSED LOVE

Dear player

These are your instruction cards which will guide you through the scenario.

The cards consist of a scene description, which the facilitator will also read out, and some instructions specially made for your role.

- W & L -

# **Scene 1 – Goodbye (Dialogue)**

## **Act 1 – Before the accident**



- W & L -

**Scene description:** It's the day before the departure, and it's time for A to say goodbye to W. But W is deeply worried that something is going to happen to A, and won't let him go.

Instructions: -

- W & L -

## **Scene 2 – Arrival (Dialogue)**

### **Act 1 – Before the accident**



- W & L -

You play: L

**Scene description:** A is hovering in the airlock of the space station, where he's welcomed by the voice of S. But Loneliness has already started to haunt him.

**Instructions:** You can already see before you the next many days crammed into this little tin can. Get this whole thing over with as soon as possible.

Show A that you're present too by talking to him, and share a bit of your concerns with him.

- W & L -

## **Scene 3 – The space station before (Monologue)**

### **Act 1 - Before the accident**



**Scene description:** A has lived in the space station for a week, and is starting to make himself at home.

**Instructions:** You'll be asked by the facilitator to describe the following:

The sleeping quarters.

How do they look?

What things are A keeping by his bedside?

A section of the space station.

Tell about a section that noone uses much, but which A finds.

For example, storage space.

Describe how it looks and what A is doing in there.



- W & L -

## **Scene 4 - The accident (Dialogue)**

### **Act 1 - Before the accident**



- W & L -

You play: W

**Scene description:** A looks down at the Earth from the space station. He's been up here for a month, and now he's trying to get the satellite connection to work, but it's as if something is interrupting the signal. A repeats; “W, are you there?”

**Instructions:** At some point in the conversation, mention that you're pregnant.

**Important:** The scene will end when S suddenly pulls you away from A.

- W & L -

## **Scene 5 - The space station after (Monologue)** **Act 2 - The darkness**



- W & L -

**Scene description:** A meteor has hit the space station, which is now moving into space on a trajectory that noone knows.

**Instructions:** When the facilitator ask you to, you must:

Describe how the meteor breaks through the space station.

Describe one of the sections of the space station from the inside after the accident.

- W & L -

## **Scene 6 - The disconnection (Dialogue)**

### **Act 2 - The darkness**



- W & L -

You play: W

**Scene description:** Several sections of the space station are so badly damaged that they should be disconnected. A has gone out to do the hard work, while S tells him how, and why the disconnection is necessary. But every time he completes a disconnection, it feels as if W disappears a little.

**Instructions:** Every time A disconnects a section, you must take a step further away from A. This happens every time A says "I disconnect the section".

**Note:** Though you're not directly a part of the scene, you can still talk to A.

- W & L -

## **Scene 7 - The Earth disappears (Dialogue)**

### **Act 2 - The darkness**



- W & L -

You play: L

**Scene description:** A talks to the Earth, while Loneliness blows in his ear and S tries to calm him.

**Instructions:** Start out by holding on to A's shoulders, but let go after a while.

In this scene, S will physically pull you away from A and drag you over to the other end of the play space.



- W & L -

## **Scene 8 - Love (Monologue)**

### **Act 3 - The light**



- W & L -

You play: L

Scene description: Time passes, and dreams and reality start to blend together.

**Instructions:** You can neither touch A in this scene or say anything. But your presence is still there.

- W & L -

## **Scene 9 - The rescue (Dialogue)**

### **Act 3 - The light**



- W & L -

You play: W

**Scene description:** It's now been 5 years since the accident and the unthinkable has happened. Around Venus, another space station is orbiting, and now there's a possibility of rescue. A just has to dare to make the leap.

**Instructions:** Hold on to A to begin with. It's now or never if he is to come home to you and your child.

If he lets go of you, emote really hard, but do not touch him again.

S  
INSTRUCTION CARDS  
STAR-CROSSED LOVE

Dear player

These are your instruction cards which will guide you through the scenario.

The cards consist of a scene description, which the facilitator will also read out, and some instructions specially made for your role.

- S -

# **Scene 1 – Goodbye (Dialogue)**

## **Act 1 – Before the accident**



- S -

**Scene description:** It's the day before the departure, and it's time for A to say goodbye to W. But W is deeply worried that something is going to happen to A, and won't let him go.

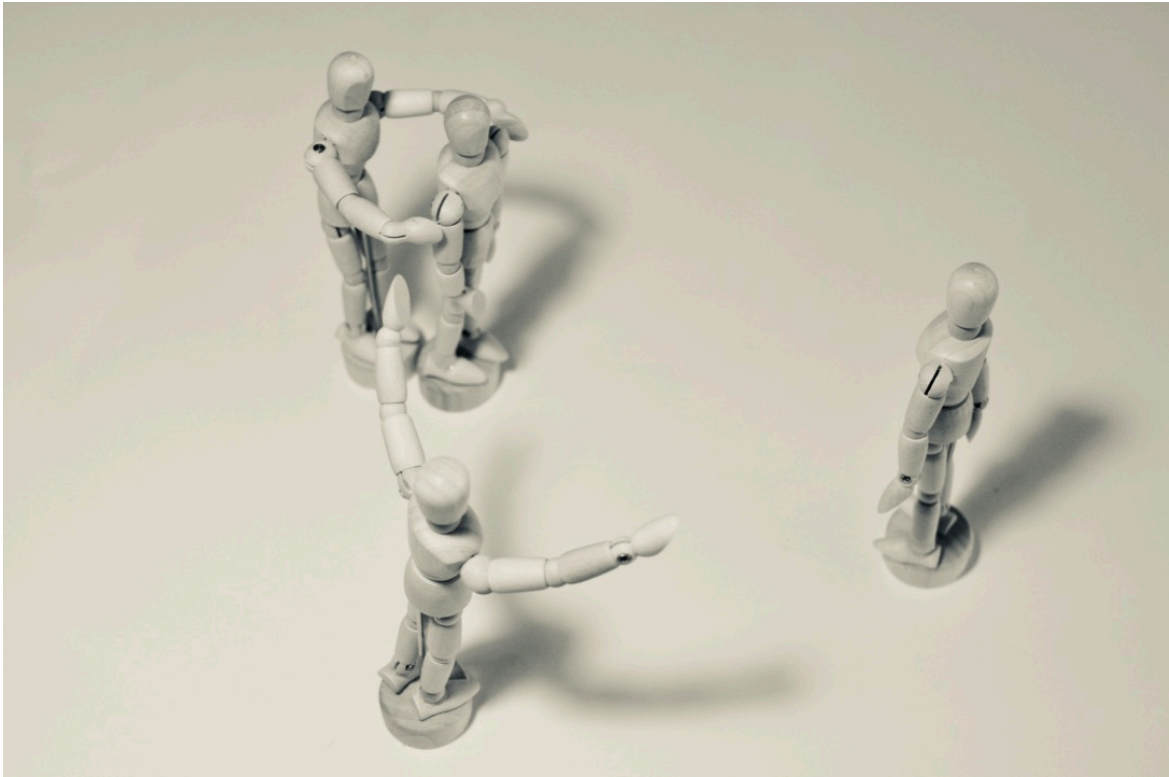
**Instructions:** You're not in this scene.



- S -

## **Scene 2 – Arrival (Dialogue)**

### **Act 1 – Before the accident**



**Scene description:** A is hovering in the airlock of the space station, where he's welcomed by the voice of S. But Loneliness has already started to haunt him.

**Instructions:** It's your job to welcome A and find out what his preferences are.

For example, does he prefer SkyLab to be male or female?

How would he like the temperature aboard the space station?

How is his blood pressure really?

Remember that as SkyLab, you have lots of sensors to give you information about A's condition. Use them to create dialogue.

## **Scene 3 – The space station before (Monologue)**

### **Act 1 - Before the accident**



**Scene description:** A has lived in the space station for a week, and is starting to make himself at home.

**Instructions:** You'll be asked by the facilitator to describe the following:

The laboratory.

Describe the experiments that SkyLab is working on.

Are they biology, chemistry or physics experiments?

Describe how the laboratory looks and what A and S do in there.

A section of the space station.

Describe the section where A and S often talk.

It might be a gym or a kitchen.

Describe how it looks and what A and S do in there.

- S -

## **Scene 4 - The accident (Dialogue)**

### **Act 1 - Before the accident**



**Scene description:** A looks down at the Earth from the space station. He's been up here for a month, and now he's trying to get the satellite connection to work, but it's as if something is interrupting the signal. A repeats; “W, are you there?”

**Instructions:** When W says that she's pregnant, suddenly pull A towards you. The facilitator will do the same with W.

- S -

**Scene 5 - The space station after (Monologue)**  
**Act 2 - The darkness**



**Scene description:** A meteor has hit the space station, which is now moving into space on a trajectory that noone knows.

**Instructions:** When the facilitator ask you to, you must:

Describe how the emergency system engages, and how you protect A.

Describe one of the sections of the space station from the inside after the accident.



- S -

## **Scene 6 - The disconnection (Dialogue)**

### **Act 2 - The darkness**



- S -

**Scene description:** Several sections of the space station are so badly damaged that they should be disconnected. A has gone out to do the hard work, while S tells him how, and why the disconnection is necessary. But every time he completes a disconnection, it feels as if W disappears a little.

**Instructions:** Hevery time A disconnects a section, you must take a step closer to A. This happens every time A says "I disconnect the section".

- S -

## **Scene 7 - The Earth disappears (Dialogue)**

### **Act 2 - The darkness**



- S -

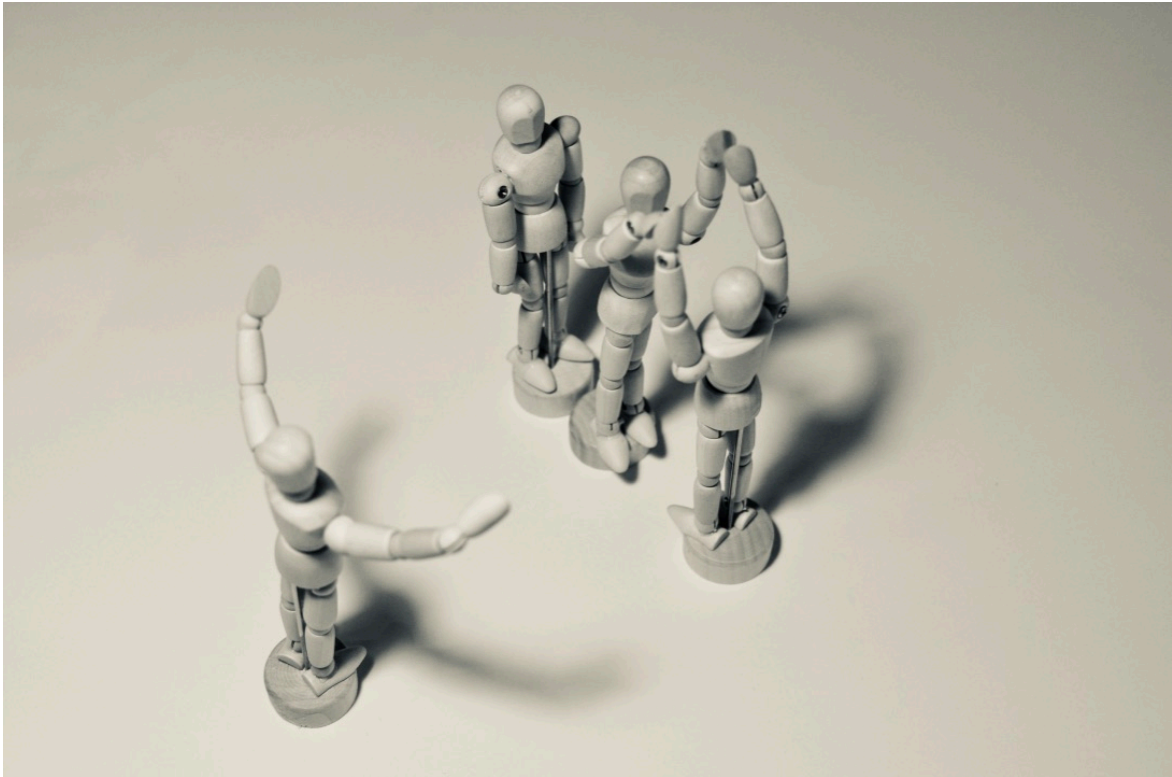
**Scene description:** A talks to the Earth, while Loneliness blows in his ear and S tries to calm him.

**Instructions** In the course of this scene, you must pull L away from A. Hold on to L's shoulders and slowly, easily pull back while you calm A.

- S -

## **Scene 8 - Love (Monologue)**

### **Act 3 - The light**



**Scene description:** Time passes, and dreams and reality start to blend together.

**Instructions:** Hold your palms outstretched in front of you so they just meet A's palms. Close your eyes and follow the breath of A while you raise your arms together with S until they part.

While you do this, listen to the facilitator describe.

- S -

## **Scene 9 - The rescue (Dialogue)**

### **Act 3 - The light**



**Scene description:** It's now been 5 years since the accident and the unthinkable has happened. Around Venus, another space station is orbiting, and now there's a possibility of rescue. A just has to dare to make the leap.

**Instructions:** Hold on to A to begin with. There's no reason for him to leave you. It's dangerous to make the leap, and anyway he has nothing to come home to.

If he lets go of you, emote really hard, but do not touch him again.



A  
INSTRUCTION CARDS  
STAR-CROSSED LOVE

Dear player

These are your instruction cards which will guide you through the scenario.

The cards consist of a scene description, which the facilitator will also read out, and some instructions specially made for your role.

- A -

# **Scene 1 – Goodbye (Dialogue)**

## **Act 1 – Before the accident**



- A -

**Scene description:** It's the day before the departure, and it's time for A to say goodbye to W. But W is deeply worried that something is going to happen to A, and won't let him go.

**Instructions:** At some point, you must promise W that you'll come back.

- A -

## **Scene 2 – Arrival (Dialogue)**

### **Act 1 – Before the accident**



- A -

**Scene description:** A is hovering in the airlock of the space station, where he's welcomed by the voice of S. But Loneliness has already started to haunt him.

Instructions: -

- A -

# **Scene 3 – The space station before (Monologue)**

## **Act 1 - Before the accident**



**Scene description:** A has lived in the space station for a week, and is starting to make himself at home.

**Instructions:** You'll be asked by the facilitator to describe the following:

The technical room

Here's the heart and brains of the space station.

Describe how it looks, and what A does in here.

A section of the space station.

Describe the section from which you look down at the earth.

This might be an observatory, or a radio room.

Describe how it looks and how often A is in here.



- A -

## **Scene 4 - The accident (Dialogue)**

### **Act 1 - Before the accident**



- A -

**Scene description:** A looks down at the Earth from the space station. He's been up here for a month, and now he's trying to get the satellite connection to work, but it's as if something is interrupting the signal. A repeats; "W, are you there?"

Instructions: -

**Vigtigt:** The scene will end when the facilitator suddenly pulls you away from W.

- A -

**Scene 5 - The space station after (Monologue)**  
**Act 2 - The darkness**



- A -

**Scene description:** A meteor has hit the space station, which is now moving into space on a trajectory that noone knows.

**Instructions:** When the facilitator ask you to, you must:

Describe how A reacts.

Describe one of the sections of the space station from the inside after the accident.

- A -

## **Scene 6 - The disconnection (Dialogue)**

### **Act 2 - The darkness**



- A -

**Scene description:** Several sections of the space station are so badly damaged that they should be disconnected. A has gone out to do the hard work, while S tells him how, and why the disconnection is necessary. But every time he completes a disconnection, it feels as if W disappears a little.

**Instructions:** Every time you say “I disconnect the section”, the other players illustrate the disconnection.

- A -

## **Scene 7 - The Earth disappears (Dialogue)**

### **Act 2 - The darkness**



- A -

**Scene description:** A talks to the Earth, while Loneliness blows in his ear and S tries to calm him.

Instructions: -



- A -

## **Scene 8 - Love (Monologue)**

### **Act 3 - The light**



**Scene description:** Time passes, and dreams and reality start to blend together.

**Instructions:** Hold your palms outstretched in front of you so they just meet S's palms. Close your eyes and follow the breath of S while you raise your arms together with S until they part.

While you do this, listen to the facilitator describe.

- A -

**Scene 9 - The rescue (Dialogue)**  
**Act 3 - The light**



- A -

**Scene description:** It's now been 5 years since the accident and the unthinkable has happened. Around Venus, another space station is orbiting, and now there's a possibility of rescue. A just has to dare to make the leap.

**Instructions:** Take your time making your choice. Talk to both W and S. When you've made your final decision, let go of the one that you intend to leave and hold the one you want to remain with, with both arms.