

Bavel

Goal: have the player experience how to hold on to your society and cooperate through difficulties with a language barrier.

Audience: multilingual players (play by larpers or by team building in companies)

Setting: the game is set after the fall of "Bavel" (imaginary city). "Bavel" has fallen after a punishment from the gods that made them lose their common language. During the game you will have to find a way to work together through different hardships including each other.

Workshop:

Before the workshop it is very important to do a preview about the game, the setting and the option to opt out or use cut and break. It is also important to tell the players that you will in some point turn off the lights, and if they have problems with that then they should opt out now.

We start with a warm up called Hasokono which is some kind of an energy circle game with use of different kind of actions to keep the energy flow. Afterwards we continue to a river chant and flocking (from uncredited) and then a game of sculpture artist. Character creation and Each state a memory from bavel of his character and walks in the room to understand his character and break.

Explanations:

Brief explanation of opting out and what is the limits of our workshop (5 min)

Hasokono – there is aliens that want to steal our energy, we are the energy guards. We can transfer our energy to one another in an energy circle. We give together our energy to one person and he transfer the energy from his shoulder to waist to the one on his left – that's called "ha". After a round of "ha", we can add another power to our energy circle "so", what if the person on our left is a traitor, then we need to use "so", channel our hands horizontally one from shoulder to shoulder and one from below other elbow to waist. Is someone does "so" we return the energy to the right. Next round we add the "ko", what if the person to the right and the person to you left, both traitors? Then you use the third power – the "Ko" – put your hands together and channel the energy to someone else from the circle afterwards he continues (note: you can't use "so" after "ko"). Last round we had the "no". what if the traitor tries giving you energy by "ko", you can block it by "no" and cross your hands, the energy returns to him, and you are safe, he then continues with a different power. (10 min)

River and flocking in groups and ritual together with music (20 min)

Statues: choose one to be the sculpture and 2-3 to be the statues. With spoken commands, he needs to demonstrate "friendship". Next sculpture need to demonstrate "creation". Next sculpture need to demonstrate without words at all "leadership", next "despair and hope" (10 min)

Characters – each player gets a piece of paper and draw in 1 minute the following: home, street, tree, sky, a character, friendship, community, disaster, Pain, Breaking, silence, fear, hope, winter. After you receive your painting each player stands and state a memory he has from bavel the old city (20 min)

Walks in the room – start learning how your character walks, how he meets without language.

A short break (5-10 min)

Pre-game:

What is shadowing, reminder of limits, opting and using words and signs you all know.

The game start with the ritual the players did before.

The game will be in 5 seasons. (5 min)

Winter: after the ritual the music changes to rain, the lights are dimmed, the narrator tells of the rainy ruins of Bavel. (25 min)

Spring: the narrator brightening a bit, the music is more cheerful. Narrator talks about the spring and the food. Bring a bowl of apples to the players. (20 min)

Summer: the light is brighter; the narrator talks about the summer and the music changes. The sickness follows (shadow people to be sick if needed). (25 min)

Autumn: the room is black; no sun, the narrator talks about the autumn and the sorrow, a sad music. (40 min)

- Let them think how to bring the sun back

Winter – the ritual ends the game. (5 min)

After game: each state his name and shout.

Break (5-10 min)

Debrief (what do you want to say? how do you feel now? What do you need? Tell me a memory from the game)