

Hug him and die

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A free form scenario for 2 - 6 players

Inspiration and methods from “The Gray Zone”, by Siri Sandquist.

You play Anders, a 14-year old, closeted gay youth, lying next to his best friend and biggest love, Marcus. You are on a camping trip, and share a tent. Anders woke up first, and is now watching the love of his life sleeping next to him. All of his body screams to embrace the other boy, but parts of his mind are stronger. But maybe this will be the day when Anders finally dares show his true feelings. Will he make the leap of faith? Or will he suppress his feelings yet again?

Preparations

1. Read the whole game.
2. Choose characters.
3. Establish level of physical play.
4. Decide where Marcus lies
5. Set the alarm.

Setting

You play different aspects of Anders' mind, fighting to decide what to do, or not do. For some scenes, you will be lying down, or pretending to. Decide a place in the room where Anders is lying awake, and a place within arms length of Anders where Marcus lies, sleeping. You players will take the roles of Anders and Marcus when needed during the game.

Use this scenario

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Mechanics and practicalities

How to start the game

Lie down around Marcus. The larp starts with a collective monologue consisting of what the characters remember from the dream Anders had about Marcus just before waking up. This is your dream and your story. It does not have to correlate with what the others are saying. All versions are the true one as that part of Anders remembers it. Hold the monologue simultaneously. When you finished telling your story sit up and open your eyes. Once all of the players sits up the actual larp begins by one of the players saying: “But it was only a dream”

Technique: “What if..”

A player saying, “But, what if” can establish a short scene to try out a possible action. That player gets to play Marcus, and chooses another to play Anders. The owner of the scene should get to decide how positive it is.

Technique: “Let’s”

If a player makes a proposition for an action (“Let’s just hug him”, “Let’s just go out and make breakfast”) and the rest agrees, that player takes control over Anders and acts it out, ending the game.

Ending the game

The larps end when Marcus wakes up, after a set period of time or when Anders decides to touch him. Before you start, set a timer (15 or 25 minutes for example), and when it rings Marcus will wake up very soon and you should wrap up the game.

The ending of the story

This game is about daring, about love and about not knowing what will happen. You might want to decide what happens to Anders and Marcus after the ending of the game. Do that, if you want to, but ask yourself why you have that need. Does it change the meaning of the game? If so, why?

Remember

This game is yours. There is no wrong way to play it. You shape the experience.



Characters

You play different aspects of Anders, feelings and experiences fighting to get the upper hand and convince the others to step back. Choose a mix of characters you find interesting, or simply start from the top and work down until all players have a character. Make sure to let all players speak their preferences regarding which character to play.

Heteronormativity

You are the little signs in society reminding Anders that it is not built for him. You are the laws and traditions that never seem to include the love Anders feels to Marcus within them. You make sure that Anders remembers that he is an exception, an oddity, a shadow. You remind him that someone as perfect as Marcus could never be part of this shadow-world Anders lives in.

Desire

You see Marcus breathing and you want to taste the air leaving his lungs. You can feel the presence Marcus body and you want it close, near, around you. After years of friendship there is little you don't know about Marcus, and you are dying to find those things out as well.

Caution

There are risks to showing your feelings, and you know it. What if Marcus is freaked out? What if he also feels an attraction but isn't ready yet? Isn't there a better way to approach him, a better time?

Love

Marcus is not just hot and attractive. He is your best friend, the person who knows you best, play the same games and listen to the same music. You could never hurt him, and you just want him in your life always. You know that Marcus is perfect. If Marcus and you could live together always, your life would be perfect too.

Fear

This could be the biggest mistake of your life. Marcus might never want to hang out with you again. Your friends might make fun of you. You could be beaten, your family might hate you. And even worse than that, what if Marcus doesn't love you back?

Hope

Didn't Marcus hug your shoulder a little longer than usual yesterday? Wasn't there a strange tenderness to the smile he gave you before you went to sleep? You know you would be perfect for eachother, surely the universe wouldn't be so cruel as to make that impossible? Even if he doesn't know yet, you are sure Marcus would realise he wants you if only you showed what you feel.

