

# Table

## The Game

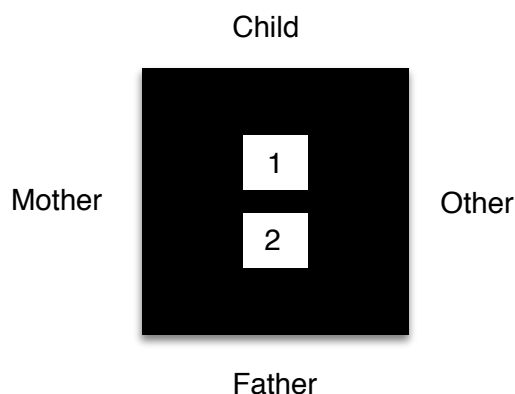
Table is a game about discovering the **Otherness** within the other people and about dealing with it.

People are often afraid of what is different. Society tries to protect individuals by putting Otherness out of sight. The taboo is created. Things we do not speak about.

But once in a while - when what is **Other** cannot be longer hidden - revolution comes. Sometimes it starts with great riots, and social movements. But real revolution starts earlier - in the histories of the individuals who are **Other**. When they can no longer stand being excluded. Situations like this happen all the time. First outbreak of the revolution often happens at home, where people who are close to each other decide to talk clearly. At the kitchen Table.

## Table

To play this game you will need a simple table with four chairs. This is a place where family meets to talk about the most important matters. Mother and Father sit next to each other. Opposite to the Father sits the Child. Between the Child and the Father - is the place for the Other. To signalize it you may put a cards with names on the chairs.



## Before the game

To play this game you should run a short workshop. Each player should remind a real situation of being different, discriminated, Other. Or friend's story. If that is too personal it is a good idea to talk about books or movies with such themes.

What makes people Other? How people reacted to that when they get to know it? What were the biggest problems? What happened after that?

At the end each player should fill a card „The Child is.....“. With his own idea - perfectly corresponding with one of the subjects from the discussion - but that is not necessary.

Examples: The Child is a lesbian. The child is a socialist etc.

Before the game choose randomly one card and put it at the Table. It will be the subject of the play (number 1 at the image).

Next to that put three cards (attached): Discovery, Conflict, Resolution. The game starts with Discovery and ends with Solution.

## **Phases**

Cards will remind you in which place of the game you are at the moment. Try to play scenes with notion of the phase.

Discovery phase should rise dramatics and in that phase players should reveal what is different about the Child.

Real confrontation takes place in the Conflict phase. This is a moment where emotions are too strong to hold. It can get rough.

Resolution is a phase where decisions are made and we get to know how the family ended with the problem.

Game starts when first person sits at the chair. Phase is finished when nobody sits at the Table. Than you should change the phase for the next one.  
It starts when first person sits.

Game ends when the last person stands up from the table in the Resolution phase.

## **Players**

This game can be played by 1-4 players. But it can also not be played (played by 0) and also have influence.

Characters are not fixed for players. Players can choose to play specific character simply by sitting at its place at the Table.

For 1 player the game can be an immersive adventure in which player experiences different parts of the same story as well as emotions and thought that come along with certain point of view.

2-3 players can play a set o scenes in which different characters meet for private talks - and refers to the scenes that are not played.

4 players can play it the „traditional way” with characters fixed to players or switch freely between scenes if they decide to.

0 players - What if nobody decide to sit at the Table?

In situation like this the game not being played becomes a conversation starter for a group discussion. Why it happened? Where lays the problem? What should change if the game was to be played? Does this situation have a connection to the real life situations? What happened to the characters - who have not decided to talk with the family? Where are they now?

Although nobody played the game - it might have caused a change in players.

## **Characters**

**The Other** is a personification of the problem that the game will be about. If the topic you choose is „Child supports refugees” it maybe child’s refugee friend asked to come for a dinner. You should decide that after you choose the topic, but before the start of the game.

This player should immerse to the character. Imagine what kind of problems people like the Other experience in they everyday life and how it makes them feel. This character will be an object of

verbal aggression but also it is going to defend itself.

For this character intolerance of otherness is a threat to its own existence.

### **The Child**

The Child is a family member that leaves family values. This character is driven by strong emotions that cannot be taken under control. It is a role of a fighter - who fights for values, not like **the Other** for survival. Child believes that world can be a better place and struggles with conflict: how to be a part of society which some beliefs are so wrong! This fight will make a strong impact on who the Child will become in adult life. He is trying to be rational in order to be treated as an adult.

### **The Mother**

Mother is divided. She loves the Father and that makes her support him in every situation, but she also loves the Child - with motherly acceptance. Their conflict makes her suffer, and she does not know what to do.

She is mostly influenced with her emotions - in order to develop communication between other characters. Conflict within her own family is destructive to her and is a threat to her own sanity.

### **The Father**

Father is a personification of social conservatism. He thinks with clichés and will do anything to preserve status quo. He did not notice that the Child has grown up and he perceives its otherness as another childish wannabe.

He thinks that a key to getting everything back is gaining control. He must prove that he is one in charge and he is able to enforce his will to others. If the Child gets out of his control - how can he longer control himself?

### **Metatechnics**

#### **The Hand**

During the game players interact verbally. But if they decide to use a touch - they may grab other player's hand. When that occurs - person who initiated this is allowed to make a personalized monologue about the feeling of the character. Players are obliged to keep visual contact - eye to eye - and the person being held needs to repeat every word of the monologue trying to feel the same emotions.

THE CHILD IS A

.....

DISCOVERY

**CONFLICT**

**RESOLUTION**

**MOTHER**

**FATHER**

**CHILD**

**OTHER**



