

THE LOSS

A GAME BY

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THE PREPARATION

WHAT DO YOU NEED TO PLAY?

2 PLAYERS (MAN & WOMAN)
1 DIRECTOR (YOU)
BABY DOLL WITHOUT EYES
BLACK CLOTHES FOR YOUR DOLL
5 CANDLES
BLACK COFFIN IN INFANT SIZE
LITTLE ROOM
90-120 MINUTES

HOW TO BEGIN?

IF YOU DON'T HAVE A COFFIN YOU CAN USE BLACK BOX, DRAWER, OR WHATEVER IN THIS TYPE.

PUT THE COFFIN IN THE CENTRE OF THE ROOM. CANDLES MUST BE AROUND IT.

LIGHT THE CANDLES. THIS SHOULD BE ONLY LIGHT IN A ROOM.

PLAYERS CAN'T SEE THE ROOM, BEFORE YOU LET THEM IN.

TELL THEM: YOU'RE A COUPLE. YOU'RE PLANNING A CHILD. YOU CAN'T WAIT.

TELL HER: YOU'RE PREGNANT! GO TELL HIM!

GIVE PLAYERS THE DOLL.

THE PARENTS

PLAYERS ARE THE DOLL'S PARENTS. DOLL REPRESENTS A REAL BABY.

THEY NEED TO GIVE THEIR BABY A NAME (THE SEX IS THEIR CHOICE). NOW.

THE BABY IS COLD. THEY MUST DRESS IT.

THE BABY IS CRYING. THEY MUST HUG IT.

THE BABY IS DEAD. THEY MUST GIVE IT BACK. NOW YOU INVITE THEM TO THE ROOM.

THE DEAD

YOU SAY:

(BABY NAME) DIED. SHE/HE WAS BORN SICK, AND DID NOT SURVIVE EVEN A WEEK. BUT THOSE FEW DAYS WAS A REAL HELL FOR YOU.

YOU SPENT ALL YOUR TIME BESIDE INCUBATOR. AT THE BEGINNING YOU HAD HOPE. BUT NOW? NOTHING, SHIT, ZERO! YOU WERE NAÏVE! YOUR (BABY NAME) DIED. FUCKING DIED. YOU'VE BEEN WAITING FOR HER/HIM. YOU LOVED HER/HIM. AND (BABY NAME) DIED.

THEME

THE LOSS IS ABOUT MOURNING AND RETURN TO NORMAL LIFE. THE GAME WAS CREATED TO SHOW THAT VERY IMPORTANT LOSS CAN CREATE US AND MAKE US ADULT.

TRAGEDY IS A WHOLE HUMAN EMOTIONAL LIFE IN A PILL.

BUT IT DOES NOT CHANGE ANYTHING. LIFE ENDS WITH A LOSS. PARENTHOOD ENDS WITH A LOSS. THIS TRAGEDY ONLY ACCELERATES IT. THIS IS MY INTERPRETATION. YOU CAN FIND DIFFERENT ONE.

LET THE GAME BEGIN.

THE GAME RULES

BASICS

THE PARENTS PLAY FIVE SCENES.
EMOTIONAL BACKGROUND SHOWED IN FIVE STAGES OF LOSS AND GRIEF.
THE SCENES ARE THE CHAPTERS OF CHILD'S LIFE AND CHILD'S RELATIONSHIP WITH PARENTS.
CHAPTERS, THAT WILL NEVER HAPPEN. BECAUSE CHILD IS DEAD.

PARENTS MUST REMEMBER:

- THEIR BABY IS DEAD
- WE PRETEND THAT THE BABY IS ALIVE

EMOTION ROLEPLAY: BABY IS DEAD.

SITUATION: BABY IS ALIVE.

TWO SIMPLE RULES.

EMOTIONS MUST BE DESPERATE AND INTENSE AS IN THE CASE OF DEATH.

PARENTS CAN'T TALK ABOUT BABY'S DEATH.

WHEN ANY PARENT USES A BABY'S NAME THE SCENE IS OVER. THEY HAVE TO KNOW THAT. THIS IS ONLY WAY TO END THE SCENE.

WHEN THE SCENE IS OVER, YOU MUST BLOW OUT ONE CANDLE.

WHEN ALL CANDLES ARE EXTINGUISHED THE GAME IS OVER.

THE COFFIN AND DOLL REMIND US THAT THE BABY IS DEAD.

DOLL PLAYS THE BABY. DOLLS CAN'T SPEAK, SO BABY CAN'T ANSWER. THIS REMIND, THAT THE BABY IS DEAD.

SCENES

HOW TO START THEM?

GIVE YOUR PLAYERS THE EXAMPLES OF SITUATIONS (HANDOUTS), AND SHOW THEM EMOTIONS, THAT WILL BE DOMINANT IN THE SCENE.

DIRECTOR CAN USE SITUATION SUGGESTED IN HANDOUT OR CREATE NEW ONE.

PARENTS CAN PLAY ONE OR MORE SITUATIONS. THEY CAN PLAY IN DIFFERENT LOCATIONS, AND AS LONG, AS THEY WILL. IN BOTH – REAL AND IMAGINED WORLD.

CHRONOLOGY

1. STAGE: DENIAL AND ISOLATION

SITUATION: ON THE BOARD

2. STAGE: ANGER

SITUATION: GO TO SCHOOL

3. STAGE: BARGAINING

SITUATION: REBELLION

4. STAGE: DEPRESSION

SITUATION: BOYFRIEND/GIRLFRIEND

5. STAGE: ACCEPTATION

SITUATION: MOVE OUT

GIVE PLAYERS THE DOLL. THEY HAVE TO PUT IT IN THE COFFIN. LEAVE THE ROOM.

AFTER THE GAME YOU CAN TALK ABOUT IT. REMEMBER, PLAYERS SHOULD TALK BEFORE YOU. DON'T IMPLY THEM YOUR INTERPRETATION AND FEELINGS.

HANDOUTS

DENIAL AND ISOLATION

THIS ISN'T TRUE.
IT CAN'T HAPPENED.
BUT IF IT DOES...
SUCH THINGS HAPPENS.
TO EVERYONE...
EVERYDAY...

RIGHT?

BABY ON THE BOARD

FIRST STEPS AND WORD
FIRST DIRTY DIAPER
SLEEPLESS NIGHTS
FRAGILITY OF THE BABY
FIRST SICKNESS

ANGER

OH GOD, WHY?
WHY US?
I HATE YOU SO MUCH!
WHY DID YOU DO THIS TO US?
WHAT HAVE WE DONE WRONG?!

WHY?!

GO TO THE SCHOOL

FIRST BAD GRADES
BAD BEHAVIOR
CALL FROM TEACHER
CHILD SKIP CLASSES
CHILD IS BULLIED

BARGAINING

WE SHOULD VISIT DOCTOR
MORE OFTEN...
IF ONLY WE CARE MORE...
WE WERE ABLE TO CHANGE IT.
IT WASN'T FUCKING FATE!
WE COULD SAVE OUR BABY...

REBELLION

DRUGS IN POCKET
"I HATE YOU"
CHILD RUN FROM HOME
BAD COMPANY
TATTOOS/PIERCING

DEPRESSION

**I MISS YOU.
SO MUCH.**

BOYFRIEND/GIRLFRIEND

**PRESENTATION
CONDOMS IN POCKET
ALWAYS WITH HER/HIM
THEIR FIRST TRIP
BREAKUP**

ACCEPTANCE

**I STILL LOVE YOU.
I'M CALM NOW.
THIS HAPPENED.
AND I STILL CRY SOMETIMES.
BUT I LET YOU GO.**

WE MOVE FORWARD.

MOVE OUT

**TODAY.
FOR EVER.**