

# Living Spaces / Dead Spaces

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## Premise and Play Space

- A game about how we change spaces and spaces change us
- For 8-20 players, around two hours play time. Requires two interconnected rooms filled with ordinary household objects (for example tables, chairs, blankets, boxes). Designate one of these rooms “inside” and one “outside.”
- Print one copy of the rules per player. Half should read this side; half the other. Read all your instructions before beginning. The setup for both parties should take around thirty minutes.

## The Living

You are the Living, ordinary people who walk and talk. You begin in the room labelled ‘the inside’ - an abstracted urban space in which you co-exist. During the game you will be walking around the space freely, talk to other living, doing your work and resting when you are tired. You cannot move objects in the space.

## Setup: Creating your Life (Around 30 Minutes)

- Find the spot in the room which energises you most. Try out two or three before deciding.
- Devise an abstract action (not a mime) that is enjoyable and that you can repeat (e.g. jumping and touching your toes). Doing this action in this spot represents your daily work.
- Create your relationship with one other character. Face each other and play with the distance between you. Find the natural or comfortable distance. Name the relationship.
- Find the spot in the room which relaxes you most. Try out two or three before deciding. Lying or sitting here represents your nightly rest.
- Repeat the relationship exercise with a different character once or twice.
- Practise your daily routines - mixing up working, walking, talking, and resting - for a few minutes, remembering you can't move objects. Then tell the Dead the game has started and begin your daily routines.

## The Presence of the Dead

- During the game the Dead will enter the inside. They are ghostly but not inherently evil presence. You cannot see the dead unless you happen to make eye contact with them. They are incorporeal and cannot touch you or vice versa.
- The Dead can approach very close to you, representing the odd sensations of a haunting. You can react to them creatively and subtly - perhaps they are a shift in mood, a strange feeling, an inexplicable desire to move or turn. If you are uncomfortable as a player look directly at them and say “not so close please.”

## Exile and Game End

- When you can't maintain your daily routine or feel uncomfortable in the space then exile yourself. Go to the outside room and sit or lay at the edge of the space. You can still talk to other living but cannot move around.
- When all the living have been exiled the game ends. The Living can also end the game once two hours is passed. Inform the dead and have a discussion about what happened.

## **The Dead**

You are the ghostly unquiet Dead. You move in a strange and ethereal manner and cannot speak or make sounds. You can move objects with two or more Dead. You begin in the 'outside' room - an abstracted realm of the dead.

### **Setup: Making the Machine (Around 30 Minutes)**

- Explore the space and find an object or feature of the room which intrigues you.
- Pick a spatial or tactile relationship with that object (e.g. always touching with one finger or moving at right angles to).
- This is your movement rule which you must maintain. It applies to all copies of that object.
- Play with your way of moving and accentuate your movement rule. E.g. if you are moving in circles then make the way you step circular.
- When you have settled on your rule and way of moving then stand still.
- When everyone has stopped, restart moving and try to make a machine: a regular, rhythmical combination of movements of all the Dead which seeks synergy. The Dead can make physical contact with each other.
- When the Living tell you they are ready the game has started and you may begin moving to the inside.

### **Your Unlife**

- During the game, whilst in the outside, you maintain the machine in the same pattern. Vary the pattern or pace if needed.
- Gradually the Dead will leave for the inside, where you can escape the machine.

### **Moving to the Inside**

- The Dead can enter the inside one or two at a time
- You can only enter the inside if you can keep your movement rule through the process. For example If you must always be facing a chair you cannot enter if there are no chairs and so must return to the outside.
- On the inside you keep your movement rule but do not have to maintain the machine.
- The Dead can move objects (including outside to inside) to make this happen but this requires two or more Dead to be in contact with an object. This is like the action of a poltergeist.

### **You and the Living**

- On the inside reside the Living. They are strange to you but not necessarily benevolent or evil. You can simply ignore them if you wish.
- The Living can only see you if you happen to make eye contact. React to this instinctively.
- You are incorporeal and cannot touch the Living or any object they are touching. But you can approach very close to them, representing your ability to haunt - chill winds, ghostly sounds.
- If a Living player looks at you and says "not so close please" this is them speaking as a player and so stop and move away from them even if this breaks your movement rule.
- If the Living enter the outside then ignore and work around them.
- They will tell you when the game starts and ends