

nowhere

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- You just woke up without memories. For some weird reason you can't remember who you are. You actually have no memories at all. You know that your memories are there, but for some reason your mind is clouded and you can't remember anything. At this place you are just a light beacon nothing more nothing less.
- Although there are other people in this room and you can feel their presence, you can't see them.
- When you hear a bell, turn on your flashlight and point it to the sky. You can also go find someone and grab their hand, but you don't need to. Once you grab someone's hand, turn off your flashlight. If someone grabs your hand, turn off your flashlight.
- You can only talk with people you are holding hands. You can feel the presence of other people, and maybe you can also hear part of their conversation, but you can't interact with them.
- When interacting with someone, try figure out who is the person, and together create theories about this place and what you are doing here. All the answer are just speculations not the truth.
- When the bell rings, you can also go look for answers. Rather than reach someone, you can go to the Reflection Area. Only one person can be at reflection area. If someone is there, wait for another opportunity.
- When you are in the reflection area, draw a card. Each card has a question. Don't answer the question right away. Give yourself some time to think about. Those questions will help you to recover your memories and discover who you are. The answer for the question is the truth. Once the bell rings again you have to leave the reflection area; if you want, you can reach someone.
- If you have been to the reflection area, you drew a card with a question. You can ask the same question to someone, but first you must say I HAVE A QUESTION FOR YOU... and ask the question. Once you ask the question leave the person and be alone until the bell rings again.
- When someone say to you: I HAVE A QUESTION FOR YOU... they will ask you a question. When they finish, think about the question and answer it. The answer is be truth.

FACILITATOR'S GUIDE

- The goal for this game is to have meaningful conversations. Each player is lost somewhere between space and time, and they are there to reflect about their lives and rediscover themselves. They start with no memories and although they can speculate about it, they are not true. The only way to get real answers is to visit the Reflection area, or when someone says I HAVE A QUESTION FOR YOU.
- Nowhere is a larp for at least 8 players and have no maximum limit. You as a facilitator can also play the game, however you have a special job: ring the bell.
- You will need: a closed space where you can turn all the lights off; every player needs a flashlight; a table with questions on top; a light source for the table.
- Give a copy of the first page to each player. Those are all the rules. Go over the rules with them, make sure they understand. Cut the question on the bottom of this page.
- Reflection area: The table with questions should be put somewhere in the corner along with the light source. The light source starts off.

WORKSHOP

- Ask everyone to turn on their flashlights and illuminate their faces from below. Turn off the environment lights.
- Ask them to walk around the room actively seeking for eye contact.
- Ring the bell and ask them to stop. Tell them to keep making eye contact.
- Touch someone gently on the shoulder and ask the person to turn off their flashlight. For now on they should remain in the same place and can't turn on their flashlight again.
- Ask players to walk again and repeat the process until all the lights are off. The facilitator is the last one.
- Announce that the game is about to start. Inform everyone that as soon you ring the bell, they just should turn on their flashlights and wake up nowhere.

GAME

- Your primary function is to ring the bell, which should happen every 5 min or so. As long you keep ringing the bell you can play.
- The reflection area starts the game with lights off. After the second or third time you ring the bell, go to the reflection area and turn its light on.
- The last question says to turn off the light on the table. Eventually check if the table is empty, if it is, turn off the light. When the light of the reflection area is off, the end game is triggered. Every time you ring the bell tell a player that they are out of the game. They cannot turn on their flashlight again, and they should remain in place until the game is over. When all players are out of the game. Turn your flashlight off and turn on the environment lights on. The game is over.
- Give time for players to get use to with lights again and procede to debrief. During debrief allow each player to have voice, and after everyone had a chance to speak the group can discuss freely.

What is your hidden pain?	Who is the most important person in your life?
What do you regret most?	What lies you tell yourself?
Are you married? If yes, who is the person?	Where would you like to go?
Do you have kids? If yes: how many? What are their names? How would you describe them?	Who are your parents?
What is your profession?	Do you have siblings? If yes, describe them.
Why are you so lonely?	Who are those other people?
What are your dreams?	Ask yourself a question.
Who do you love most?	Where are you?
What do you desire most?	What is your name? (turn off the light on this table)