

Players: 6
GM: 1
Hours: 3
Set up: *blackbox,*
pen and paper,
nametags

Rise and Fall of The New Galaxies

Bittersweet story of an alien, who started a band on Earth in the 60s. Through repetition and non verbal elements, players will create ambiguous tale, while drugs-induced visions will transform their friendships and challenge their perception of reality.

The New Galaxies, the voice of youth from the 60s and 70s on Earth. It exist in the world without borders, land of possibilities, where humans are pushing the borders of their minds and of the galaxy.

In this world, there is **love**, free, open, sincere love - between people of any race, gender and age.
In this world, there is **death**, which makes living even sweeter - young and innocent suffer war, drugs, AIDS and suicide.

Finally, in this world, there are **dreams**. Dreams of understanding and spiritual enlightenment, of finding oneself or finding love, of pushing borders of the mind and art. Of becoming heroes - just for one day.

Pacing.

The game will consist of five scenes lasting 10-15 minutes each. They will cover major events in the band's career. In addition to that, every scene will mirror the previous one. Feel encouraged to express new situations through conversations, moves and memories from the past.

Living and Dead.

During the playtime, characters will get divided into two groups. With the beginning of each scene, one of the living band members decides to participate in the scene as dead character. Dead are playing non-verbally, and living usually cannot see or touch them. Dead can, however, interact with all the players - whisper to them, show them visions, help or interrupt their actions. They continue the game in this manner to the very end.

Drugs.

They are the fuel, inspiration and damnation of the band. Somehow, they are important part of its existence. You will find yourself circling back to them every time. Under the influence of drugs, living might grasp a realm of the dead. They can see long-lost friends, and sometimes even exchange few words. Player decide on other effects of their state.

Workshops

Warm Up

Feel free to run the workshops with the method you feel most comfortable with.

The goal of warm up is to prepare players for the game, calibrate their expectations and set the mood for the experience.

Pick one or several from following exercises: counting together to ten, moving in character, looking each other in the eyes. Practice different intensity of movements, like caring, angry, excited or devastated. Encourage players to set boundaries.

Play music from those years in the background and talk a little about history.

Scenes

After you define the band and its members, every participant should write few propositions for scenes (after the first concert, first crisis etc). Decide together on which scenes you are going to play, and which will go first.

Every scene will be set by one of these suggestions. While portraying them, try to mirror scenes from the past - don't be afraid to get nostalgic, talk about the same subject and observe, how characters have changed throughout the entire journey.

The New Galaxies

Take turns giving examples of headlines from gossip magazines, who wrote about your band. Everything this was once written about The New Galaxies. Use this to build an impression about the history and future of the band.

Character Creation

Invite players to close their eyes and point one player, who will play an Alien - only character, who will not die during the game. The one with the most votes gets to portray Alien.

All the characters in game try to be more like Alien - androgynous, pansexual, free beings they believe Alien is. They are all young, full of ideals and beliefs. They are loud and want to be heard.

Take pen and paper and spend five minutes on free writing about the character. Try to answer following questions:

What is your message to the world? Did Alien actually come from the stars? Do you love anybody? How? Who do you want to become?