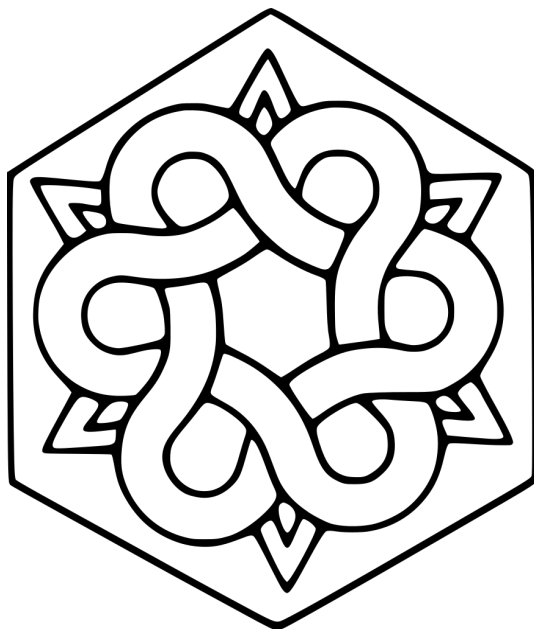


WEAVING THE WYRD

*A GAME ABOUT
BODILY WEAVING*



Entry for the 2025 Golden Cobra Challenge

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WEAVING THE WYRD – A GAME ABOUT BODILY WEAVING

SYNOPSIS

You are the scions of the Norns, a group of Germanic deities who were also known as the weavers of Wyrð. While the original Norns used their Loom of Wyrð to forge the destinies of the world, that particular loom has been lost to deities and men alike. However, you have discovered a new form of weaving, using your own bodies you create weaves of Wyrð. How will you collectively decide upon the Wyrð of the world?

This game can be played with any number of players, but it requires at least four. It will involve touching, hugging and other contact with each other's bodies. This may evoke intimate or sensual feelings, but neither is required nor assumed. You can play this game both outside and inside, but you'll need quite some space.

INSPIRATION

This is probably inspired by 4D constellations, but with a twist.

WHAT YOU'LL NEED

Apart from participants, you'll need a pen and paper and sticky notes for all of the participants.

BRIEFING

Before you start the game, first, discuss which body parts are okay to touch / caress and which aren't. Make clear at the beginning that this line will be respected at all times. The minimum the game requires is Twister like bodily connecting, but, if all participants agree, you may add any form of touching. If a form of touching isn't mentioned explicitly, it is off limits.

EXPLAINING THE GAME

Explain the general premise of the game. You are the scions of the Norns. The Loom of Wyrð on which your ancestors have weaved the Wyrð of the mortals, has been long lost. You, as a group, however, have found out that you can weave with your bodies. The magic seems to reside inside of you. To do this, you need each of the Norns to envision a concept or a role and weave your bodies to explore the connections between the concepts. A concept can be abstract, such as love, hate or war, but also concrete, such as "Sam, a 39 year old person craving attention".

DECIDING ON THEMES

Each player writes down on a piece of paper a Fray, a moment in the Wyrð where the weaving is still uncertain. That might range from "a dictator is standing in his office, doubting whether he needs to push the nuclear button" to "Sam is deciding whether to go out." and "Will the volcano erupt again?". The Norns concern themselves with matters big or small, as long as there is a form of uncertainty

that they haven't weaved yet. Also let players write their name on the piece of paper, as they will be the Interpreter interpreting the movements of the concepts and persons.

LORE WEAVING THE SIGNS

The person who wrote the Fray will be the Lore Weaver of that particular story. The Lore Weaver watches, names and tends to the weave. However as the NBairns you have collectively created this mystical weaving as a process. Therefore, collectively, you decide on the meaning of different forms of touching. Here are a few pointers:

1. Make a difference between touching another with the top of your fingers and touching with the palm of your hand.
2. What type of connection means touching with other body parts, e.g. touching with each other's backs or legs?
3. With your hands and fingers: what is the difference between touching someone's face, arm or inner thigh? What does it mean that the hand is flat or in a fist?
4. What types of touching will you not decide upon beforehand, but instead, let it be decided in the ritual itself?

PLAYING THE GAME

Play is structured in rounds. You can play any number of rounds, but the idea is that every participant will be the Lore Weaver on his own Fray. This means that there are at least a number of rounds equal to the number of players. If you are in a small group, feel free to let each player create multiple Frays. Every player will become the Lore Weaver of the beginning situation they introduced. This role therefore circulates between players.

A round is structured as follows.

1. A Fray is taken at random from the stack.
2. The Arbiter of the Fray reads out loud the following sentence: "My fellow Sisters! Wyrd needs to be woven. A fraying had come to me which needs to be repaired. Lend me your bodies to put this uncertainty to rest." (S)he/they then reads out loud the Fray from the piece of paper.
3. Any other player may take a sticky note and write down an important person or concept from that Fray. They then announces: "I have heard your call, Sister! Let me weave [person or concept] into the Fray, such that Wyrd may recover." This person now acts out that concept in space.
4. If you are the second (or subsequent) player, you connect your concept by physically touching the other player(s). Take heed of the boundaries you have decided upon beforehand. Follow your instinct here, but also think of the symbolism. Will you embrace or caress? Will you distance or put your

back against the other player? What does your touch signify for the whole Fray and the process of weaving?

5. If touched, you can change your position and touch the other players. Feel together whether the concept tightens or strains the thread and act accordingly. If uncomfortable, you may also break the thread, as the Wyrð will accept.
6. The Lore Weaver watches and weaves lore as (s)he/they see the Wyrð evolve. If the Lore Weaver sees that the thread threatens to break, (s)he/they names it. The weaving pauses. Then, the Lore Weaver asks: "Shall we mend that which has been broken? Shall we let go? Or shall we acknowledge our false judgement?" If the group decides on the last, the Arbiter names a different concept or person, thereby changing the threads available to weave.
7. After a few minutes, as they see fit, the Arbiter may give a sign to the other players. The players then end the scene by calling out loud: "And thus shall it be. Wyrð will always find its way."

Play then continues with the next Fray until all Frays have been woven.

Debrief

After all of the scenes have ended, stand together in a circle, embracing each other. Together, whisper the following: "We have taken upon us this ancient task to weave the Frays. With each touch and each embrace with our fellow Sisters, we will remember this task we inherited. Let the Wyrð be peaceful now."

Ask yourself the following questions afterwards:

1. In what way did I choose my movement and in what way was I let by the others?
2. How did my body interpret the other person touching my body?
3. Where did I feel agency / power?
4. As an Arbiter, when others weaved, what did it reveal?