

- BUS STOP -
a game by Lila Clairence

Dedication

The first ideas of this game were set up during a workshop about Live Action Pocket Play lead by Tomas V. Morkrid at the Knutepunkt 2013. So I dedicate it to Tomas, but also and especially to Amanda and Taisa who shared my thoughts that day.

Prologue

This game is about friendship. The bus stop is an excuse. There are seven scenes in this game. The six first scenes are about a group of people meeting at the bus stop, on Friday's evening, with a one week interval. They don't know each other. Maybe during the first scene, they don't even notice each other. But in the last scene, which takes place five years later, they're gonna celebrate this bus stop. This game is about love. And the lack love feeds in people's life. It's a feel good game.

Characters creation workshop

Team building and confidence

- People walk around saying « Hello » to each others. Then shaking hands. Then hugging.
- People make a circle looking each other into the eyes. One of them goes in the middle and stand there, turning on himself, still looking each other into the eyes. When he has made one turn, the player can do it again opening his arms.
- The sims game: one of the players has to tell to the others a funny story, WITHOUT SAYING REAL WORDS, using a gibberish language. At the end of the story, all the players have to laugh together.

The characters

- If you are in a furnished apartment/room: People have to seat in the way their characters would. You have time to do this. Don't hurry. Take time to figure out which type of person seats like this. Is this character playable all game long? Think about the character according to this exercise. If you are outside: Do the same with a walk.
- Choose a name. For this game, the group can decide to keep their real names.
- Present your character to the others.
- Do a round for each character, during which each player can ask one question. Examples: What does X like the most about life? Why is X waiting for the bus? What does X do for living?
- Second round: Ask to the group what their character like/hate about each character. Examples: What my character love about X is that he's a very good listener. What my character hates about X is that he can't hold himself to clean my room when he spends two days at my place.

The pre-scenes: These scenes take place way after the first scenes. They are friends, and they don't have to prove anything to each other. These scenes have to be simple; they are useful to define the natural interactions between the characters. Don't create incredible events; it's not the goal of the game. For instance:

- The waiting: The group is meeting at some character's place. He is waiting to the others to come, and they arrive one by one. This is a very casual and relaxed scene. You don't have to make big events happen, the matter here is to see the others live, and interact with each one of them. The scene stops after the last comes in, one character saying « Okay so what do you guys wanna do? »
- The birthday: This is the birthday of one of the characters, and the others have prepared a huge surprise party for him, outside. They meet at his apartment and they have to make it leave, but without spoiling him the surprise. The scene stops when the group leaves.

Rules

A scene begins when somebody starts to wait the bus. It stops when the bus arrives. The players decide when the bus arrives. It's a collaborative game. When somebody proposes something, the others players have to accept it. Don't rush the friendship, pace your game, let the meeting happens.

If they're not the best friends in the world at the end of the five scenes, it doesn't matter. They will be in the sixth, no matter what happened before.

The scenes:

- Scene 1: Players can't talk during this scene. They're not allowed to do mime. This scene can be awkward.
- Scene 2: It's raining
- Scene 3: The bus is late
- Scene 4: A man and a woman just had a fight and one of the characters separated them. The man punched the character in the face. Another character has seen it. Those two characters are already at the bus stop when the scene starts.
- Scene 5: One of the characters is not here. He/She may come at the end of the scene. Or not.
- Scene 6: Free scene
- Scene 7: Five years later... They celebrate the bus stop.

The last two scenes can be oriented by the game master (or the group if there's no game master) according to what happened in the others scenes. But it always has to be realistic, and to bring the characters together.

Have fun!