

IN THE DEATH THROES OF PASSION

Of Personal Politics and Protest
For 4 Players and 1 Facilitator
Designed for Golden Cobra 2017
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Public opinion on a hot-button issue has recently shifted, and it has entered the political conversation in way that threatens the civil liberties and freedom of the people. It is now time for strangers to come together in unity, and take to the streets in order to protest these attacks on personal freedom, and to demonstrate the importance of this issue in the lives of everyone.

How To Play

Complete the warm-up's to establish the topic of the game and core character concepts.

Each Act must be preceded by a moment of silence, lasting roughly 10 - 30 seconds. Eyes closed, heads bowed.

Acts are divided into 5 Scenes to be played as one continuous moment in time, interrupted by 4 Memories. The facilitator will read the accompanying prompt near the start of each scene (as play allows) to let players know what is happening around them. Players are free to respond to prompts as they see fit.

A Memory is triggered when one player asks another a question related to their political or personal history. The player being asked the question may choose to accept the Memory trigger by stating the phrase "I REMEMBER," otherwise play continues.

When a Memory is triggered, the player whose memory it is will then establish what is happening in the memory. They will cast another player to play *them* in this scene, and cast the other two players as they see fit. The player whose memory this is can only watch as the scene unfolds.

If you disagree with a moment in a memory you may only once interject the line "I DON'T QUITE REMEMBER IT THAT WAY" and give a brief change to the scene. The memory is otherwise 'True'.

To end a Memory, the player whose Memory it is must call out the Protest Chant agreed on in the warm-up. Once the other players hear this chant, they must respond in kind. The players will then collectively repeat the chant three times, then move back into the regular Scenes. The player whose Memory it was may choose to reveal information if they wish, how they wish.

**"Disobedience is the true foundation of liberty."
Henry David Thoreau**

FACILITATOR:

Do not allow players to read any further.
Only reveal information as necessary.

WARM-UP EXERCISES

DISCUSSION Before the play begins; players should have a conversation about what hot-button issue the game will cover. It should be a serious topic, something you would personally fight for: LGTBQIA* rights, women's rights, reproductive freedom, immigration, religious freedom, racial discrimination, fascism, or any other civil or political issues.

PROTEST SIGNS Now that you have agreed on a subject of protest, it is time to create protest signs. Use the images on second page to create your signs. Be creative, be snarky, be serious, be true. These signs may be used as props during play, if players so choose.

CHARACTER CREATION Each player may either choose (or be assigned) a number between 0 - 3; this represents your level of direct impact by the subject you are protesting. No two players may have the same number. After receiving a score, name your character and discuss how your score impacted your desire to attend this protest.

- 3 - You are personally impacted by this matter. (*Someone who directly benefited from reproductive freedom; An undocumented immigrant*)
- 2 - Somebody you deeply care about is impacted by this matter. (*A parent was affected by similar political strife; You have an LGTBQIA* sibling*)
- 1 - Friends in your community are affected, but not you directly. (*A religious group in the community is under attack; Local police abuse has gone unpunished*)
- 0 - You are not directly affected by this at all, but still wish to protest. (*You wish to show allyship; You are well-educated on this subject*)

TOWN HALL All players stand facing the facilitator, acting as a government official. One at a time you may step forward, in any order, and acting as a member of your community, speak to this official about your concerns, as if you were at a public town hall. The official will not respond. Once done, take a step back.

PROTEST CHANTS Raising your voices to speak as one is an important element to every demonstration: As a group, create a chant for the protest (you may find inspiration online). This will be an important tool for the remainder of the game. Repeat this chant together anywhere between 4 and 10 times. The facilitator will call for the end of the chant when they are ready to begin Act 1.

ACT 1: OF PASSION

Read Aloud: *Today is the day. You will all arrive at this protest as strangers; but by the end of the day you will be united in something larger than the sum of your parts.*

Inform players that each Memory scene must be related to how they prepared themselves for this protest today.

SCENE 1 The demonstration is just getting underway. Now is the time to get familiar with your fellow protestors.

Facilitator: *Advise your players to take some time before attempting or accepting a Memory Trigger.*

SCENE 2 The protest is now in full-swing, and it appears that journalists are here to document the demonstration.

Facilitator: *When you find a good place, jump into the scene to act as a reporter and try to interview the previous Memory Player.*

SCENE 3 Counter-protestors have arrived, and while their numbers may not match yours, their ferocity is frightening.

Facilitator: *Indicate that a counter-protester has thrown a rock at the previous Memory Player. Play the counter-protestor.*

SCENE 4 The police have ordered that the crowd disperse, stating this is now an unlawful assembly. But most stay.

Facilitator: *When you find a good place, step into the scene and act as an officer. Be aggressive with previous Memory Player.*

SCENE 5 Tear gas has been dispersed. Everything is hard to see, and nowhere feels safe. People are fleeing. It's chaos.

Facilitator: *Narrate the chaos as they play: indicate violence around them, describe people being arrested, ramp up energy.*

To complete Act 1, the Facilitator will shout HALT! All players must cease play, and bow their heads in a Moment of Silence.

ACT 2: OF DEATH

Read Aloud: *You have died for your beliefs, of that much you are certain. But you have one more chance: an opportunity for one of you to be saved. To pass on your collective experience. But who?*

There are 5 scenes, without specific prompts. Players may trigger Memory scenes as they had previously. These Memory scenes should show what informed their political opinions.

After the 4th Memory, have the players stand in a circle. They must now decide. To decide who will be saved, they must opt-out. To opt-out, simply end your conversation at any time, and walk away from the group, until one is left. If there is a standstill between two or more players for more than a few minutes, the facilitator will indicate that nobody can be saved.

To **conclude** play, perform the Town Hall one again. This time the Saved One will respond to the other player's questions.

End with one last Moment of Silence.

