

# Emma

Emma is 11, but her serious eyes seem much older. She doesn't smile and fool about like other girls her age. She is mindful of others, but forgets herself.

The good mornings are the ones where Dad sleeps in. He's always in a bad state when he wakes up. It only gets better after he has been for a walk. Emma knows that he hides beers by the hedge. But they don't talk about it. Dad was completely different before the booze took over. Emma misses him and wishes he would stop drinking.

Emma helps Mom make lunch packs. If Mom is able. And not arguing with Dad. The boys are noisy and Emma has to get them to quiet down, so Mom and Dad don't get angry. Simon is easy, but Marcus is almost always angry about something. It almost always ends with Dad slamming the door, and Mom blaming them for destroying the mood.

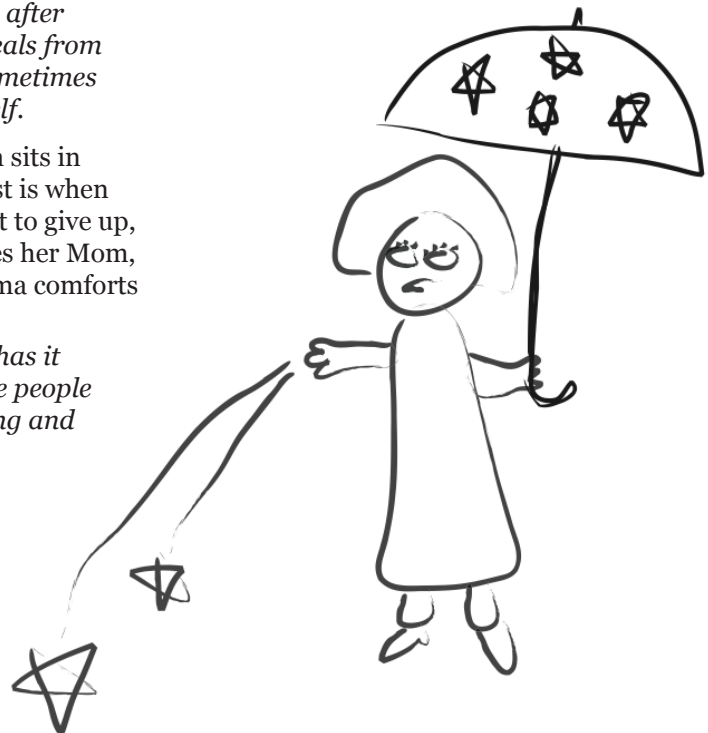
*Emma is a little magic fairy who can animate things and give animals a voice. Her faithful companion is a talking rabbit. She protects nature against the darkcreatures that seep up through the soil and make trees sick. She flies among the flowers so humans don't notice her.*

When Mom and Dad fight, Emma tucks in her brothers. She sneaks out for food for them and tells them bedtime stories. They always talk about what they want to dream. It helps them to think about something else. When they are asleep, Emma cries very quietly so she doesn't wake them.

*Emma is a cat burglar. She uses her special skills to sneak past guards, climb on the ceiling over them and swing above the streets high up among the skyscrapers. Sometimes she can even walk through walls. The police are always after her, but people on the street help her because she steals from the rich and gives to the poor. For the most part. Sometimes she sees something that she just must have for herself.*

It's almost worse when Dad is gone all night. Then Mom sits in darkness in the living room drinking red wine. The worst is when she says that she can't take it anymore. That she is about to give up, but holds out for Emma's and the boys sake. Emma loves her Mom, and feels terrible about her suffering for their sake. Emma comforts Mom and puts her to bed.

*Emma is a selfish princess. A silly, spoiled girl who has it all too easy. But even when she is unfair to them, the people love her. They can't help it. They forgive her anything and admire everything she does.*



## THE FAMILY

Dad is deeply alcoholic, quick-tempered and scary. His mood swings dominate the daily life of the family. Mom tries to protect the children, but when she drinks, she becomes depressed and blackmails the children for love.

Emma's brothers are inseparable, but react very differently to everyday life in the family. Nine-year-old Simon does everything to avoid making Dad angry, while seven-year-old Marcus gets attention by being defiant and provocative.

## YOUR ROLE

You must find the balance between all too adult comprehension and the need to be a child.

Play Emma as the adult she in fact is. Emma is more or less mother to her two younger brothers. She comforts them and makes sure they get something to eat when Mom isn't able. Usually she is the one who tucks them in, while the parents argue.

Only in her imagination does Emma feel like the child, she ought to be. There it is about her, not the needs of others. There she gets unconditional love, praise for helping and she is allowed to be irresponsible and selfish.

## YOU CREATE THE IMAGINARY WORLD

Together you create the imaginary world, the children flee to. You can make up anything you want. You just have to say it and it becomes a part of the imaginary world.

You must use the imaginary world to show what the kids miss. The imaginary world is the children's sanctuary but also where the children process everyday life. In the imaginary world you can let the children's feelings get out, disguised as adventures.

As part of the children's adventures, you draw the imaginary world on the floor. The family home is drawn on the floor with chalk lines from the beginning, and you draw the imaginary world on top. You decide how detailed you draw the imaginary world, but be careful it doesn't hold up the game! The drawings should only be used to remember what you've come up with.

## PLAYING STYLE

In the scenes from the everyday life there is no room for the children's feelings. Say things between the lines and allude to them with body language and informed glances.

In the imaginary world you can play more expressively. Use your body and let your imagination run free.

## PLAY TOGETHER

Play along with the ideas of the other players: This scenario is very open to improvisation. Listen to the other players and play along with their ideas.

Telegraph: Let what you want to happen shine through. This makes it easier for the others to play in the same direction.

Bring the other players into the game: Use the other characters' inner conflicts. Marcus dreams of attention and gets it by getting angry and causing trouble. Simon adapts and forgets himself but dreams of being a resolute hero.

Choose the most interesting option: It is about creating the most interesting story. Trust the other players to catch the ball and always choose the most interesting option.



# Marcus

The sparks in Marcus' eyes reveal that he is no ordinary seven-year-old. His body is tense and his hands clenched. There isn't room for all the anger he carries around.

The good mornings are the ones where Dad sleeps in. Then Simon and Marcus can play. When Dad gets up, he is always angry and they have to be quiet. Marcus knows that he has to leave Dad alone and not provoke him. But his emotions take over. Dad slam the door, and Mom makes Marcus feel guilty about ruining the good mood.

*Marcus is a troll, who is so wild and strong that he destroys everything around him. Everyone is afraid of him and avoids him. But one day an evil wizard comes to town and makes everyone his slaves. Except Marcus. He is too wild to be enthralled and crushes the wizard between his mighty fists. Everyone in town cheers and realizes that the troll is their friend.*

He knows that Dad can't help it. It's the beers that do it. But why can't Dad just stop drinking? Marcus can't understand why Dad treats them that way. Why he doesn't care about them. Why else would he drink all the time?

When Marcus thinks about it, he can't help clenching his hands. The anger burns in him and just a small spark makes him flare up and explode. He says things to Dad that he knows not to. He says things to the others which he knows will upset them. Marcus regrets it afterwards. He destroys everything. He wishes he was more careful, like Simon.

*Marcus is a karate champion. His movements are quiet and measured. He can lower his heart rate so you think he is dead. He's ice cold in battle. When he concentrates he can clear his mind and focus all his emotions into his fist. It gets cold as ice and can shatter steel into tiny crystals.*

Marcus and Simon do everything together even though they are quite different. It annoys Marcus that Simon puts up with everything. But at the same time Marcus feels bad that he always makes Mom and Dad tell them off or argue. Marcus hates when Dad says that he needs to be more like Simon. He can't help but be mad at Simon even though he knows it is not his fault.

*Marcus is a tough pirate captain. He is feared for his ruthlessness and admired for his courage. He is a loyal but demanding master. He shares his booty generously with his men but he does not tolerate mutiny. He throws his own people overboard if they do not immediately do as he says.*

Big sister Emma takes care of Simon and Marcus when Mom can't. She tucks them in and tells them a bedtime story. They always talk about what they would like to dream. It helps them think of something other than the sound of Mom and Dad arguing outside the door.



## THE FAMILY

Dad is deeply alcoholic, quick-tempered and scary. His mood swings dominate the daily life of the family. Mom tries to protect the children, but when she drinks, she becomes depressed and blackmails the children for love.

Marcus' siblings react differently to everyday life in the family. Eleven-year-old Emma adapts and is more or less mom to her two little brothers while nine-year-old Simon does everything to avoid making Dad angry.

## YOUR ROLE

You must find the balance between all too adult comprehension and childish reactions.

Marcus reacts impulsively, defiantly and dramatically. He is full of pent-up anger but he also feels guilty because those feelings are forbidden. He has a strong relationship with his brother Simon even though it creates conflict that they react so differently to everyday life in the family.

Only in his imagination does Marcus feel like the child, he ought to be. There he can control his emotions and he feels loved even when he lets his emotions run free.

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# Simon

Simon is no ordinary nine-year-old. At first glance, he seems absent-minded, but if you look closely, you realize that his shifty eyes observe everything attentively. He is incredibly good at adapting and avoiding notice.

When he opens the door Simon always worries about Dad's mood today. Whether he is jubilant or furious. There is no middle ground. And it can turn in an instant. And it doesn't matter if they had a nice time yesterday. It all doesn't count any more. The certain oppressive feeling tells Simon if he can sing or has to be quiet.

*Simon is a black-clad ninja. He is the invisible warrior who can sneak past everyone. A cold-blooded assassin who can merge with the shadows. A warrior without a face, without personality, without emotions, who blends in with the surroundings.*

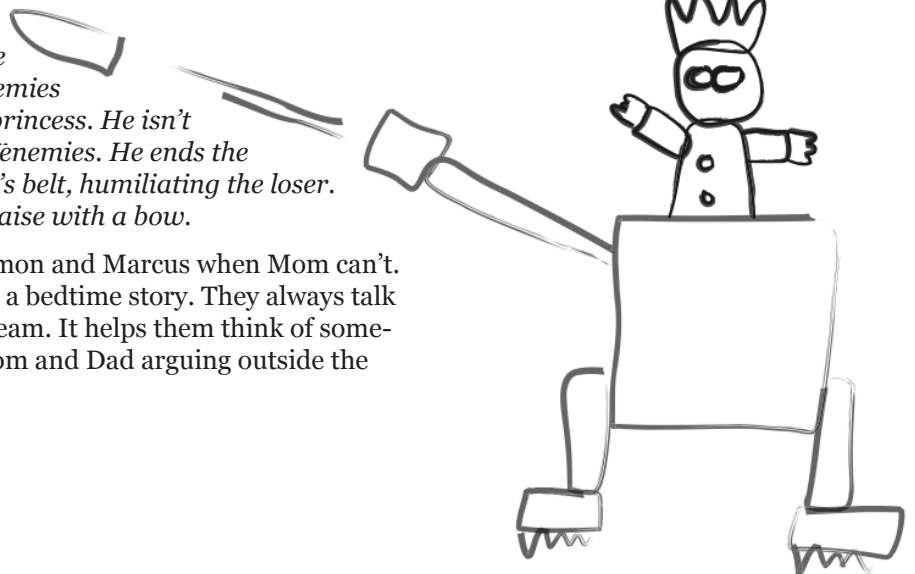
Even though Dad lets Simon down again and again, Simon loves him unconditionally. After all, when he's not drunk, he is Dad. Simon is Dad's favorite. Mom says that you must not say that, but Dad does it anyway. That makes Simon proud and sad at the same time. He can see how sad it makes his younger brother Marcus when Daddy says it.

*Simon is a battle robot who just follows orders and carries out the job he has been programmed for. But one day he finds a button that switches on his feelings. He begins to feel compassion for his opponents. He breaks his programming and refuses to fight anymore.*

Marcus and Simon do everything together even though they are quite different. Simon does everything possible to avoid conflicts while Marcus is impulsive and defiant. It annoys Simon that Marcus always makes Mom and Dad tell them off or argue but at the same he is jealous that Marcus dares to speak out. Simon hates when Marcus is mad at him.

*Simon is the charming musketeer who makes fun of his enemies and flirts with the captured princess. He isn't content with overcoming his enemies. He ends the fight by cutting the opponent's belt, humiliating the loser. He receives the audience's praise with a bow.*

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## YOUR ROLE

You must find the balance between all too adult comprehension and childish reactions.

Simon is good at telling how drunk Dad is and does everything possible to avoid conflicts. He is Dad's favorite and loves him unconditionally even though he lets Simon down again and again. Simon's relationship with his brother Marcus is strong but it is strained by their different reactions to everyday life in the family.

Only in his imagination does Simon feel like the child, he ought to be. There he dares to be the independent, confident hero who speaks out and not just does what he is told.

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# Mom

She is ashamed that she puts up with it. But she would be even more ashamed if everyone found out what goes on within the four walls of the family. It is easier to tell yourself that it's not so bad.

She drowns her self-hatred in booze and pills. The booze makes it easier to turn a blind eye. The pills help her sleep. Escape. She will not admit that she herself is also an alcoholic.

She is no longer able to care for the children. More and more it is Emma who takes care of the boys. When the red wine takes control it is even Emma who puts her to bed, not vice versa. She spends her energy trying to prevent the children triggering Dad's anger when he is drunk. She protects them when he loses his temper. But she knows that it is a short respite. His temper gets worse and worse. She is afraid of him.

She tells herself that she stays for the children's sake. It would be a pity for them to lose their father and move away. And what would become of him if she left him? In spite of everything, she still loves him.

In fact, she is the one who clings to the children. She tells them what she endures for their sake and forces them to take pity on her.

## TWO ROLES

*You have two roles. In the scenes from the everyday life of the family you play Mom. In the imaginary world you play the children's invisible friend.*



## THE CHILDREN'S INVISIBLE FRIEND

The children's invisible friend is everything that the children miss in their everyday lives brought to life.

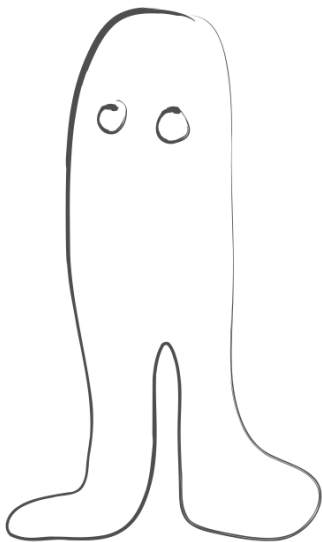
He is the epitome of a child. An exaggerated childish boy who lives forever in an imaginary world that molds itself to his wishes. Every day is an adventure filled with magic and fantasy. Everybody in the imaginary world knows and loves him, except the Archenemy. Without a proper enemy it would be boring, of course.

He is fearless, brave and free. He is not afraid of anything, in fact he isn't able to feel fear at all. It's no wonder that he is a bit cocky, care-less and reckless.

He is a loyal, helpful and protective friend who is always ready to put his life on the line to save his friends. But he can also hurt his friends' feelings. He is also insensitive, forgetful, selfish and childish. As a child can be. He is mischievous and a prankster who just can't refrain from teasing the Archenemy.

The only thing he hates is grown-ups. He hates the very act of growing up. Grown-ups are boring and have lost their imagination. Children should never become adults.

Before you start the game you will give him a name and special abilities.



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## YOUR ROLES

The children are forced to choose between the imaginary world and their everyday lives. Your roles pull them in opposite directions:

Mom treats the kids too much like adults. She gives them responsibilities and shares her adults worries and concerns with them. She protects them from Dad's anger but also holds desperately onto them. She forces them to comfort and feel sorry for her.

The children's invisible friend wants to prevent them from growing up and becoming boring. He tries to tempt them to stay in the imaginary world and go on adventures with him forever. He doesn't understand their feelings for their parents.

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