

# Nordic Edgelords!

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**No. of players:** 30-120, two GMs

**Duration:** 1 hour

**Pitch:** This game about the paradoxical attraction between Mortals and Vampyres will induct you into the hard core of Nordic Larp, making you ready to edge with the edgiest! A short, fun, physical game, good for opening an event.

The game will take the players through a number of thematically related activities. All of them are fun, some of the earlier ones teach techniques that will be used in the later ones.

It is all about Vampyres and mortals, talking and dancing. Each of the kinds (Mortals and Vampyres) have four subjects that they are allowed to talk about. Every individual has two subjects – picked from the subjects belonging to the *other* group – that they *wish* they could talk about, this is their Shameful Secrets. Each kind also has a distinctive dance style. The styles do not go very well together. Sexy, consensual bitey-times are played out using chopsticks. That's the game.

Here are the details (see the GM cheat sheet at the end).

**First, set up the space in advance.** There should be enough floor space for the intended number of participants to dance there, and you need a sound system for music. Also, you need two accessible patches of wall to be Walls of Shame – one for Mortals, one for Vampyres. Preferably at opposite ends of the room. For the Vampyre Wall of Shame, put up a poster of the Vampyre poetry (two if you have more than 50 or so players); for the Mortal Wall of Shame, put up a poster of the mortal definitions (or two if 50+ players). You should have the conversations sheets and chopsticks handy for when you need them. (See Materials below.)

Then, people arrive and mill around.

**Pitch the game.** It's a playful game where you are divided into Mortals and Vampyres, and the theme is their mutual attraction. There will be deep and emotional conversations, expressive dancing and strictly consensual chopstick bitey-times. We (the two facilitators) will direct you, signaling the end of a given activity with the Fist of Silence, and then we will tell you what to do next.

**Division into Vampyres and Mortals.** First, arbitrarily divide the players into one to four groups of approximately 30 players each, depending on the number of players, and distribute them around the room. Then explain that each group will form a status line along the length of the room, and that this will help sort the players into Mortals and Vampyres according to rational and objective criteria.

Status lines 1-4 (in prioritized order)

**Spike to Angel** (if you are no more than ~30 players)

**Mausoleum to ashes scattered over the sea** (if you are more than 30 players)

**Coffee to tea** (if you are more than 60 players)

**Jacob to Edward** (if you are more than 90 players)

Now split each status line in the middle, sending one half to the Vampire Wall of Shame and the other to the Mortal Wall of Shame, hereby denoting who is Mortal and who is Vampire.

Spike + Mausoleum + coffee + Jacob = Mortals

Angel + Aske + tea + Edward = Vampyres

Hand each Mortal a pair of chopsticks. This is how we tell apart Mortals and Vampyres. Later on, Mortals can signal their desire to be bitten by offering their chopsticks to a Vampire.

**Dancing exercise**, in which we learn the dance styles of Mortals and Vampyres. **Mortals** go *heavy* and *low*, move *jerkily* and make *fists* of their hands. **Vampyres** go *light* and *high*, move *flowingly* and with *jazz hands*.

Each GM instructs one of the kinds. The GM's clap some common beat for people to dance to for a minute or so – if you can manage something a little more snazzy than 4/4, that would be nice.

**Hand out conversations sheets** for everyone, giving as you do the explanation below. The sheets should be folded so as to have two half-pages facing out with four subjects, and one with two Shameful Secrets concealed within.

Mortal sheets have all four Mortal subjects on one side and two Vampyre subjects on the other – the two Vampyre subjects are the Mortal's true interests and passions, to be kept as the shameful secrets that they are.

Vampyre sheets have all four Vampyre subjects on one side and two Mortal subjects on the other – the two Mortal subjects are the Vampyre's true interests and passions, to be kept secret as the shameful secrets that they are.

The Vampyre subjects are Blood, The Beautiful Darkness, Masters & Servants and Corruption of Innocence. The Mortal subjects are Interior Design, Grocery Shopping, Laundry and Stocks & Shares.

**Explain the rules** of the two conversation scenes to come. One kind is talking, the other kind is observing *silently* the fascinating creatures that are talking. The kind talking should mingle and congregate into groups of 3-5 and talk about the proper and sanctioned subjects of their group. What you WANT is to find others that share your true passions, without being exposed as the freaks that you are, so you must hint at their true interests through conversation about the sanctioned subjects. And if you catch anyone hinting at an unsanctioned subject that you personally don't care for, you must point at them and loudly shame them. If a GM rings a bell, you must break up your current conversation group and find another.

**Shaming.** If you are shamed, you must reintegrate into society by going to the Wall of Shame of your kind and reading out loud the inspirational materials on in, under the watchful eye of a GM. Then rejoin the conversation.

*Please shame away* if you detect anything inappropriate! Being shamed is part of the fun. Be generous with the fun.

The GM's will cut the scene with the Fist of Silence.

Briefly demo with a conversation about Laundry, with one GM hinting at Blood, and the other reacting by pointing and screaming "YOU FREAK! SHAME! SHAME!"

**The Mortals converse,** Vampyres listen, as described. One GM keeps the time while the other minds the Wall of Shame. Ring the bell every 2-3 minutes.

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**Intro to dancing and biting.** First, we will play a couple of very Nordic numbers. During those, dance out your attraction to the other kind, while moving in the style of your kind. If as a Mortal you want a Vampyre to bite you and turn you, you can offer them your chopsticks. If as a Vampyre you want to sexily bite a Mortal, use the offered chopsticks to act it out. Please don't salivate on them, and please don't poke anyone's eyes out. You can keep the sticks – and you are now Mortal. Also, everyone please be slutty and free-lovey with your sticks.

Once the music style changes, the game is ending – just dance for fun.

**Dance, dammit!** The Nordic numbers are Bøn fra Helvete and Resistansen by Kaizer's Orchestra, the ending number is Stuck in the Middle With You by Stealer's Wheel.

Each GM starts one kind dancing, at one end of the room. After 30 seconds at the most, start the players mingling by example, if they aren't doing it already. Players will mess things up and break the rules. As long as noone's eyes are being poked out, this is fine. Do not bother to enforce unless someone is being egregiously unsafe.

## **Materials**

**The conversation sheets** come in sets of 12. Be sure to bring enough and print them double sided.

**Wall of Shame texts** and materials for hanging them on the wall as posters. Have two of each if you are more than 50 or so players.

**A hand bell** or similar noisy device for signaling conversation shifts.

**Disposable chopsticks**, enough sets for half the players.

**Sound system** to play the music. The music is available as a Spotify playlist named Nordic Edge Lords by Marie Skouenborg.

**Something to keep time** (phone, watch, similar)

**The GM Cheat Sheet** printed out for your convenience.

**A space of sufficient size.**

# The GM's cheat Sheet

<b>Setup</b>	Setup music and The Wall of Shame, Clear the floor	Before the game
<b>Intro/pitch</b>	Taste of Nordic Larp, Fun, Vampyres and Mortals, Hidden desires and fitting in, dancing	2 min
<b>Distribution into kinds</b>	1 line per 30 participants Spike + mausoleum + coffee + Jacob = Mortals, Angel + ashes + tea + Edward = Vampyres	3-5 min
<b>Hand out chopsticks</b>	Only the Mortals get chopsticks.	1 min
<b>Dancing exercise</b>	<b>Mortals</b> go <i>heavy</i> and <i>low</i> , move <i>jerkily</i> and make <i>fists</i> of their hands. <b>Vampyres</b> go <i>light</i> and <i>high</i> , move <i>flowingly</i> and with <i>jazz hands</i> .	2 min
<b>Hand out conversation sheets</b>	4 topics to fit in, 2 shameful secrets. Shameful secrets are secret, shh...	1 min
<b>Explain rules (subjects, shame)</b>	1 kind talk, the other kind listens. Shame the outsiders! Risk shaming to find likeminded. Break up the conversation when GM rings the bell. GMs demonstrate how to talk about shameful secret, while pretending to be normal.	5 min
<b>Mortals talk, Vampyres listen</b>	1 GM keeps time and rings bell every 2-3 minutes. 1 GM runs the Wall of Shame and resocialization with a passion.	8 min
<b>Vampyres talk, Mortals listen</b>	1 GM keeps time and rings bell every 2-3 minutes. 1 GM runs the Wall of Shame and resocialization with a passion.	6 min
<b>Intro to dancing and biting</b>	Mortals give chopsticks to Vampyres to be bitten. If you receive chopsticks, you become Mortal, if you give them away, you become Vampyre.	2 min
<b>Dance, dammit</b>	2 Nordic style weird ass songs. Game ends when "Stuck in the Middle" begins, GMs are dancers, too!	11 min