

## The Acts

**Act 1: Find relationships.** Find your character. Ghosts can whisper, influence and nudge small objects.

20 min

Ended by E

**Act 2: Monologues.** What does your character really feel? No character hears or sees anything any other character does. Everything is internal.

5-10 min

Started by E

**Act 3: Conflict.** Make all disagreements clear. Ghosts can whisper, influence and nudge small objects.

30 min

Started by E and ended by D

**Act 4: Dream sequence.** Allow ghosts to speak plainly to one living character each. Ghosts are in complete control of their own dream.

10-30 min

Started by C and ended by A

**Act 5: Resolution.** Leave the conflict behind by solving it or agreeing to disagree.

20 min

Started by F and ended by E

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## Daughter F

You start act 5 ( Resolution / The day after ) after all have sat down at the table. When everything seems to be in order, you start the act by simply saying anything that comes to your characters mind.

## Mother E

### Act 1: Relationship Building

Finish act 1 after about 20 minutes by saying, "I have decided to sell the Tiara". No other characters may speak. Raise a fist and say: "Cut". We now enter act 2. We shall now, one by one, hold a short monologue about our characters' feelings."

### Act 2: Monologues

Hold a max 60 second monologue about E's thoughts on the Tiara. Then nod to another player to take over. When all are done and are sitting down, raise your fist again and say: "Act 3, conflict, starts now and continues for 20 minutes". Lower your fist and repeat your last line: "I have decided to sell the Tiara"

### Act 4: The Dream Sequences

When act 4 has ended, set an alarm to ring 20 minutes after the start of act 5 (The day after / Resolution).

### Act 5: The Day After / Resolution

Act 5 and the entire game will end when your cell phone rings. The auction house wants the final OK to sell the Tiara. Clearly tell them your decision. When the call is over, you will raise a fist above your head and say that the game is over.

## Granny D

You will finish act 3 (Conflict). This is the act that starts with Mother E repeating her line "I have decided to sell the Tiara". End the act by pretending to receive a message/call on your old cell phone saying your booked taxi has arrived. You end the act by saying good by and leaving the apartment. Wait a second and then walk back into the room with your fist raised above your head, saying "This ends act 3. Act 4 consists of 3 dream sequences. We move away the table and chairs to get an open space and then we give the scene to Great-Grandmother C".

## Great Grandma C

You start act 4 (The dream sequences) when Granny D, with her fist raised above her head, tells you to do this. You will have the first dream sequence together with Mother E. It may take anywhere between 2 and 10 minutes. Bring her to the middle of the room. Explain how/where she "wakes up" in the dream. This is your chance to explain your perspective on the Tiara and its legacy. Tell your story. Explain what really happened during the house fire and how it affected you. You control the game world completely and everything you say becomes reality. Borrow other Granny's players as extras if you wish, but you will not have time to give them particularly detailed instructions.

End the scene by saying "I now leave your dream. Come with me." and take Mother by the hand to the edge of the room.

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## Granny's Granny B

In act 4 (The Dream Sequence) you will have the second dream sequence together with your grand-daughter, Granny D. It may take anywhere between 2 and 10 minutes. Bring her to the center of the room. Explain how/where she "wakes up" in the dream. This is your chance to explain your perspective on the Tiara and its legacy. Tell your story. Tell her all the details of what kind of person your mother really was. You control the game world completely and everything you say becomes reality. Borrow other players as extras if you wish, but you will not have time to give them particularly detailed instructions.

End the scene by saying "I now leave your dream. Come with me" and take Granny D by the hand to the edge of the room.

## Viscountess A

In act 4 (The Dream Sequences) you will have the third and last dream sequence together with Daughter F. It may take anywhere between 2 and 10 minutes. Bring her to the center of the room. Explain how/where she "wakes up" in the dream. This is your chance to explain your perspective on the Tiara and its legacy. Tell your story. Tell your daughter the truth about who you really are. You control the game world completely and everything you say becomes reality. Borrow other players as extras if you wish, but you will not have time to give them particularly detailed instructions.

End the scene by saying "I now leave your dream. Come with me" and take Daughter F by the hand to the edge of the room. As it is the last of the dream sequences, once it is over, raise a fist above your hand and say "Now we move on to Act 5: The day after. We now put back the table and chairs and start the scene as soon as Daughter F begins to act."