



ODD DUCKS

A POSTCARD-LARP BY
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Für die Menschen.
Für Westfalen-Lippe.

PREPERATIONS

CRAFT A BEAK OUT OF COLORFUL POST-ITS AND STICK IT TO YOUR NOSE. NOTE DOWN (THE BELOW LISTED) BODYPARTS AND NOISES ON SMALL PIECES OF PAPER IN THE AMOUNT ACCORDING TO THE NUMBER OF PLAYERS.

GAME IDEA

YOU'RE GOING TO PLAY A YOUNG BIRD THAT JUST HATCHED. YOU'RE CURIOUS TO EXPLORE THE WORLD. BY IMITATING OTHER BIRDS YOU'RE GOING TO LEARN THINGS.

COURSE OF EVENTS

DISTRIBUTE THE PREPARED NOTES AMONG THE PLAYERS. ALL PARTICIPANTS START OUT WITH ONLY TWO ABILITIES:

1. STROLL RELAXED THROUGH THE ROOM
2. A SPECIAL MOVEMENT OR A SPECIAL SOUND (ACCORDING TO THE NOTE)

START OUT BY MOVING THROUGH THE ROOM AND TAKE YOUR TIME. IF YOU SPOT A MOVEMENT OR HEAR A SOUND YOU MAY ADOPT THIS IMPULSE - BUT YOU ALSO MAY CHOOSE TO STOP AND CONTINUE TO MOVE ON NORMALLY

AT ANY POINT, YOU MAY ALSO BRING IN OWN IDEAS OR VARIATIONS FITTING TO YOUR NOTE. YOU MAY NOT VARY THE ADOPTED IMPULSES OF OTHERS.

AFTER A WHILE IT IS POSSIBLE THAT BIRDS DO THE SAME ACTIONS OR FORM SMALLER GROUPS. EVERYTHING IS POSSIBLE. THE GAME ONLY LASTS 3 TO 5 MINUTES - BUT ONLY AS LONG AS IT'S INTERESTING OR FUN. THE SCENARIO ENDS BY APPLAUDING EVERYONE.

DEBRIEF

QUESTIONS CONCERNING THE EVERY DAY LIFE OF ODD DUCKS:

WHICH THINGS HAVE I NOTICED ON OTHERS?

WHEN DO I ADOPT BEHAVIOURS OF OTHERS?

WHAT DID I NOTICE?

WHEN DID SITUATIONS OCCUR THAT WERE HARD TO ADOPT?

WAS THERE ANY PERSONAL GAIN TO COMPARE MYSELF TO OTHERS?

DO SOMETHING WITH
YOUR HEAD!

TRY A NEW
WALK!

MAKE A SINGLE
NOISE!

DO SOMETHING WITH
YOUR FACE!

SAY A SINGLE
WORD!

DO SOMETHING WITH
YOUR HANDS!

DO SOMETHING WITH
YOUR ARMS!

DO SOMETHING WITH
YOUR FEET!