

# LIFE LOOPS

## A COLLECTIVE NON-HUMAN JOURNEY

### SHORT PROJECT DESCRIPTION

Life Loops is a short urban role-playing game which embarks upon a playful journey across vast timescales. The game focuses on decentering human perspectives by embodying non-human characters within ecosystems of a diverse and ever-changing world.

#### CONTENT KEY-WORDS

*non-human, urban role-play, social-spatial interaction*

### GAME SET

- Container, 1 piece
- Character name badges, 20 pieces
- Character propts sheets, 20 pieces
- Play instructions

### TECHNICAL REQUIREMENTS

- Number of players: 4-10  
Facilitator: 1  
Age: 12+
- Length: 20-30 minutes (depends on location)
- Ideal location: played around a public square or block with 4 stops

## INSTRUCTIONS

This is a short urban role-play game about ecosystems changing through time.

It is played around a public square or a block with four stops in a loop, starting and ending at the same place.

You will play a character taking a journey with others, using prompts to explore and interact as that character. Prompts relate to how your character moves, communicates, and interacts with space.

To start, all players randomly select a character from the container and play as that character until the first stop.

The prompts can be removed and looked at during play. Attach the character badge to your clothes.

Each part of the journey will end when the facilitator announces: **“A long period of time passes”**. When you hear this, walk to the next stop, put your character badge back into the container and randomly select a new one for the next part of your journey.

At each stop any new player who is interested is welcome to join the game after reading the instructions.

If any player feels uncomfortable, they are free to leave the game at any point. Please be respectful to all other players and your environment.

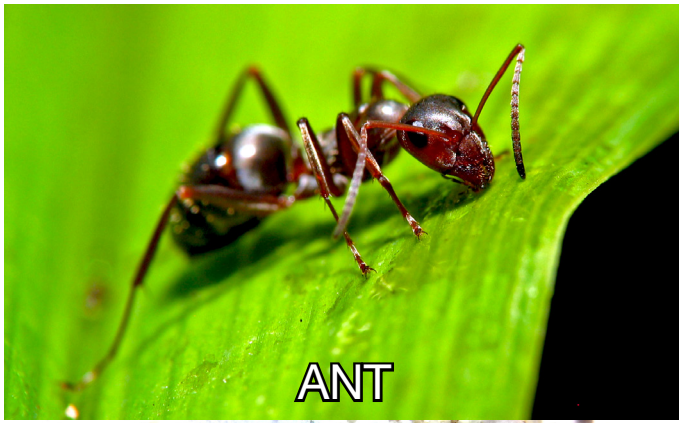
## CONTACTS / CREDITS

This game is designed by artists and game designers:

Alex Brown, Johannes Equizi, Matilde Patuelli, Ludwig Küster, Amy Boulton, Balint Mark Turi, Kiprianos Skafidas

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ANT



BEE



MICRO PLASTIC



BONOBO



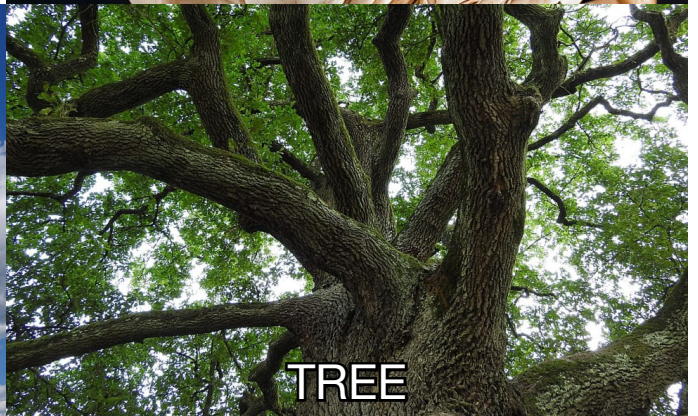
STICK (OF A DOG)



FUNGI



AIR



TREE



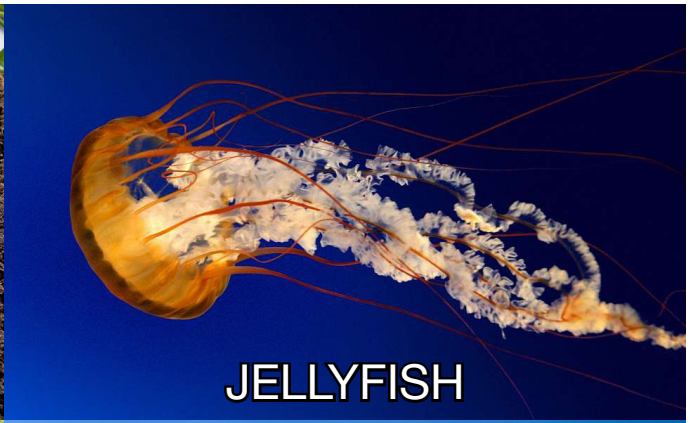
CAT



LYREBIRD



SOIL



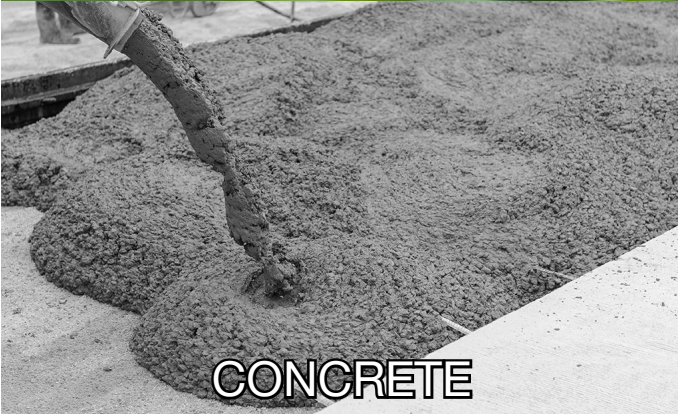
JELLYFISH



BUTTERFLY



WATER



CONCRETE



URANIUM



FIRE



CAR TYRE



MOSS



METEORITE

## ANT

### MOVEMENT

You smell others' tracks and follow their traces with the smallest steps

### COMMUNICATION

Brag about how strong you are

### SPACE INTERACTION

Walk in straight zigzag lines

## WATER

### MOVEMENT

Find gaps, float and move in-between

### COMMUNICATION

Ask people about their favourite lake/sea/river...

### SPACE INTERACTION

Collect things on your journey

## URANIUM

### MOVEMENT

You walk in a radiant and bright way

### COMMUNICATION

Overreact to things that happen to you

### SPACE INTERACTION

Use your power to energise things and people in your surroundings

## CONCRETE

### MOVEMENT

Heavy and clunky

### COMMUNICATION

State things as they are

### SPACE INTERACTION

Move large objects

## METEORITE

### MOVEMENT

Jump and run around

### COMMUNICATION

Be mysterious

### SPACE INTERACTION

Impact the environment in a surprising way

## MOSS

### MOVEMENT

Move in shade and shadow

### COMMUNICATION

Show others the way

### SPACE INTERACTION

Find places that others can't

## FIRE

### MOVEMENT

Rapid and unpredictable

### COMMUNICATION

Interrupt others talking

### SPACE INTERACTION

Turn things upside down

## CAR TYRE

### MOVEMENT

Roll and spin

### COMMUNICATION

Offer to transport others

### SPACE INTERACTION

Leave tracks and traces

## **SOL**

### **MOVEMENT**

Low and slow

### **COMMUNICATION**

Ask others what they need

### **SPACE INTERACTION**

Find a new use for old things

## **TREE**

### **MOVEMENT**

Move slowly, walk tall, swing your arms

### **COMMUNICATION**

Cheer on others on their journey

### **SPACE INTERACTION**

Provide shade to others by blocking the light

## **BEE**

### **MOVEMENT**

Move and buzz in many directions

### **COMMUNICATION**

Select a player in the group to be your queen, praise and help them

### **SPACE INTERACTION**

Seek out bright colors and sweet smells

## **JELLYFISH**

### **MOVEMENT**

Float in strange shapes

### **COMMUNICATION**

Give stinging insults

### **SPACE INTERACTION**

Stay deep, avoid getting washed up at the edges of the group

## AIR

### MOVEMENT

Move according to your mood: gentle breeze, unstoppable hurricane

### COMMUNICATION

Start a rumor: "A tornado is approaching"

### SPACE INTERACTION

Explore the surroundings by blowing stuff and beings around

## MICRO-PLASTIC

### MOVEMENT

Break down, physically and emotionally

### COMMUNICATION

Tell others what you used to be

### SPACE INTERACTION

Become part of something bigger than you

## FUNGI

### MOVEMENT

Adopt others' movements as your own

### COMMUNICATION

Be an influencer: speak to as many others as you can

### SPACE INTERACTION

Connect objects and players

## STICK (OF A DOG)

### MOVEMENT

You move slowly unless someone throws you

### COMMUNICATION

Ask to be thrown and fetched

### SPACE INTERACTION

When you're thrown, you may twist, turn and bounce off of other players or objects in the environment



## BONOBO

### MOVEMENT

Jumping or dangling

### COMMUNICATION

Affectionately touch and groom others

### SPACE INTERACTION

Always jump to the next new person in your proximity

## CAT

### MOVEMENT

Move unpredictably with rapid mood changes

### COMMUNICATION

Seek affection

### SPACE INTERACTION

Leave your scent

## BUTTERFLY

### MOVEMENT

Fly gracefully, careful of the wings

### COMMUNICATION

Be a diva and spark jealousy in others

### SPACE INTERACTION

You are attracted to the beautiful things in the environment

## LYRE BIRD

### MOVEMENT

Curiously explore your surroundings through sound

### COMMUNICATION

Repeat everything you hear out loud

### SPACE INTERACTION

Stay close to the sources of sound