

journey document

Lone Wolves Stick Together

Welcome to Woods.

This exhibition retraces the narrative progression of the live action roleplaying (larp) *Lone Wolves Stick Together* that was developed both in physical 360 sets and in Virtual Reality (VR) from 2019 to 2023. A larp is a roleplaying experience where participants embody characters within a fictional frame and interact with one another.

The documents that you will come across during your visit mix elements of narration, quotes and written notes from previous players, filmed documentation of previous iterations of the larp and fragments of reflection on the research.

For your visit, we invite you to borrow one of those characters.

The QR code gives you access to a playlist: these are streams of thoughts to listen to in between each installation, or "Act".

Your journey should go as follow:

1. pick up a character and a die, read, scan the QR code
2. Enter the Woods through the curtains and start the track.
At the end of the track, go to Act 1- Doubts.
3. When you're ready to leave, start track 2, sit or look around in the Woods. Then at the end of the track, go to Act 2 - Nostalgia.
4. Repeat this with Act 3 - Disillusion and Act 4 - Despair.
5. In the final act, Truth, you have to make a decision on the behalf of your character: are they entering the Chamber? Throw your die in the box of your choice.

Note: there is a full VR version of this experience, which requires 6 VR-equipped players and is played over 3 hours. Send an email to: nadja.lipsyc@inn.no if you have access to VR and wish to play.

the Woods / the Chamber

Far from the big cities, nearby a bar in the middle of nowhere, there is a highly protected, secluded zone that has the aspect of uncanny woods.

Somewhere in the Woods is located the Chamber; a place where one's truest, deepest desires, come true. Little know about its existence.

The Guides and their trainees, the Scouts, are the only people that can get their bearings around the Woods. They are believed to share an intuitive, seemingly mystical knowledge. When a lost soul finds their way to a Guide, perhaps will they get the chance to go with them to the Woods, to seek the Chamber.

your journey

Your expedition ventures to the Woods, in hope of finding the "Chamber". Before reaching the Chamber, you will mark five stops: Doubts, Nostalgia, Disillusion, Despair, Truth.

The acts in the exhibition follow a clockwork order. Interact with the sets if that makes sense to you. Eat, grab, open, write, draw, lay, crouch, pick up, etc. Put back what can be put back, do not destroy.



Oslo



THE
NORWEGIAN
FILM SCHOOL

1. DOUBTS

Featured on the video are sets designed and built by:

Production Designers: Cecilia Gyllsén (Doubts) & Hallvard Hellem (the Chamber)

Sound Designer: Linn Therese Kollerød

VR prototype: Breach VR

Films & actors: Nadja Lipsyc, Martin Fryklund, Uffe Mullvad, Sylvia Le Fanu, Jeannette Omdahl

2. NOSTALGIA

Featured on the video are sets designed and built by:

Production Designers: Saga Thiberg (Nostalgia) & Hallvard Hellem (the Chamber)

Sound Designer: Vilde Hagestande

Films & actors: Nadja Lipsyc, Martin Fryklund, Jan Bastian Marthinsen, Kerren Lumer-Klabbers, Linn Heidi Slåttoy

3. DISILLUSION

Featured on the video are sets designed and built by:

Production Designers: Signe Nyman (Disillusion) & Hallvard Hellem (the Chamber)

Sound Designer: Frederik Lehmann Mikkelsen

Films: Nadja Lipsyc, Martin Fryklund, Jónína Guðbjörg, Ivar Aase, Kirsti Lowdermilk

4. DESPAIR

Every word to be read on this set comes from previous players of *Lone Wolves Stick Together*, mostly as part of their character's farewell letters.

5. TRUTH

Throw your die to make a decision.

