



“Our Shared Heritage – Vučedol Culture” - Interreg V-A Hungary-Croatia Co-operation Programme HUHR/1901/2.1.3/0153

1.7 - Preparing of content and narrative on Vučedol culture and prehistoric beliefs and myths, art –
PLAYBOOK for the “Return to Vučedol” interactive theater play

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Characters

Actor characters

Genu - the shaman smith

Prek - the returnee

Kerd - the patriarch

Genu the shamanic smith:

You are the wise leader of the village, born elsewhere. You married into the village, you fought your way up to become a leader. You knew the weather well, the stars, and that helped you rise up and become a shaman. Your family lives here (your partner Gans and your child Muhis).

You are curious and the peace of the village is important to you. You want to see how the village decides. You are the mediator.

You want to protect the village and you want the community to survive. You feel responsible for your community. You want to pass on your knowledge and status to your children.

The return of Prek threatens your position. So far, as a shaman, you have been the most enlightened man in the village.

An old story - A traumatic experience:

When you were young, there were a few years when there was a drought and the harvest was very bad. Those who took your advice had something, but people were miserable all over the area. Then one night the people from a nearby village came over, took food and set fire to a house - fortunately the fire was contained. You don't know who they were, but you secretly fear that the inhabitants of your old village. Afterwards it was very hard to get up, but the rain came and slowly you got yourselves back together again, it brought the village together. It was at this time that you became the shaman smith.

Your topics: astronomy, there is a species (deer) there are fewer/need to go hunting

- Characters:
 - Muhis, your children, who wants to go hunting too
 - Gans, your sibling, who lived here all his life
 - Your assistant, who wants to take your place

- Activities:
 - Drawing constellations in the dust/walls/containers?
 - Checking casting samples, preparing for bronze casting- cough, after melting
 - "We have to go farther for wood to heat the furnaces"

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Prek, the returnee

You bring the bird dish from far away (and the knowledge associated with it, the use of bone meal). You dreamed of the star and the birds, but you were a wanderer and explorer anyway.

The example of the shaman smith has inspired you to get started → you wanted to be welcomed by other communities and wanted to gain different, new knowledge.

You've been homesick, and now you're trying what it's like to come back, to see old family and friends.

You have a family of your own, and you have come as a "first mover" to see if it is worth moving home with your family. Could you be disappointed?

You're not only good at pottery (archaeologist: we don't know much about the trades).

It is not specific but you have an intimate relationship with Kerd: when you left, he was walking in the woods for a week. In the village, they thought Kerd had run away with you, and when he returned, he simply said, "I buried Prek in myself."

Earlier, you secretly gave Kerd a copper necklace.

- Traumatic experience:

- When you were a little child, there were a few years when food was very scarce, and one of your brothers died because of it. And then one night there was a fire in the village - you remember it was not accidental, but something bad came from outside the village. You remember the flames and being terrified, there was no safety, and that someone had died in the fire.
- This fear then returned many times when there was not enough food, and you also ran away from this insecurity (though not necessarily consciously.)

- Topics:

- pottery/trade, cultures where villagers have less access

- Characters:

- His old friend
- Local resident from another village who thought he was just being told
- Young person wanting to go

- Activities:

- The villagers are going fishing (they are given hooks and spears), and at the boat, the wanderer comes along the river and addresses them
- The returnee comes - marvels at the environment, how much it has changed and how it is more innovative. ("Are these my village lands now?")
- You can formulate your concerns about returning home
- Get to know someone and recall a shared memory
- Show something you bring, keep the clay pot.

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- Tell about where you've been - Across the Great River

Kerd

- mother-figure, a well-respected patriarch/matriarch
- The village has expanded, life here is better now than when Prek left - there is plenty
- "You live here, you die here" - She lives by the idea that she has to stay here
- She would have had the opportunity to leave and was pleased that he didn't go and made the most of her life
- She has lots of relatives in the village but no children of his own
- knew everyone - actually a midwife
- It is her own choice to live her life this way and live for the village - hence no family
- She has an unspecified intimate relationship with Prek. She also gave him a copper pendant necklace, which Kerd sold when he was in a tight spot.
- **Traumatic experience:**
 - As a young child, she remembers a fire in the village and the grief that followed. She also knows that those who caused the fire came from far away. She vaguely remembers that there was a small child she was playing with before her who died in the fire.
 - She also remembers that there was much less food then, they were destitute, things are much better now, there are more and more of them, no strangers have attacked and no fires.
- **Topics:** metal casting and the use of tools; the village has grown a lot, there is abundance
- **Characters around her:**
 - Women who come to her for spinning
 - Young titan who looks up to the matriarch and who is an orphan
 - Someone who uses the dye plant themselves or something they use
- **Activities:**
 - Selecting seeds for her meal - preparing to cook? Cooking a healing concoction?
 - Grinding wheat
 - Bringing something to the meeting
 - Skinning a rabbit with a bronze knife
- **Addressing viewers:**
 - Bringing dye plants for the matriarch
 - Villagers are the viewers who come to help with the cooking - it's a communal activity
 - Everyone is given something to touch and do (multiple tasks) while addressing people
 - She tells a story:
 - How much less people used to have to cook for, how good that there are now so many of us and so much help
 - Where who was born, how the children are growing and how many there are
 - I could have chosen to leave, but I stayed and I don't regret it
 - It makes you see what you use → here is this walnut tree, we waited ten years for it, and now what a beautiful harvest it is bearing. Why would we leave it here?

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Actor characters

Genu - the shaman smith

Prek - the returnee

Kerd - the patriarch

Player characters - Public character description

Doru - the forester, you know and love the nearby forest and you are a good hunter. Your name is Indo-European, meaning: tree.

Muhis - the fisherman

You are a rebellious child of the shaman smith Genu and the blacksmith Gans and you love water, you are a good fisherman, you often go to the big river and are attracted by the distances; The meaning of your name is: mouse.

Gans - the blacksmith

You are the brother of the shaman smith Genu, you not only keep the home stove but you have also learned bronze casting, you have spent your whole life in the village. The meaning of your name: goose.

Medu - the gossipy

You're a social person, you like to talk, gossip with others, you look forward to the meeting because you like to have fun at this event. Your name means: honey.

Hegis - the possessor

You are good with herbs, you are the "sidekick" of Kerd, the archa, you have a slightly scratchy style. Your name means hedgehog.

Kwon - the assistant of the shaman smith

You are a loyal assistant to the shaman smith, you know how to cast bronze. Your name means: watchdog.

Character cards - Secrets, motivations, tasks for involved audience – distributed by the workshop leader at the beginning of the workshop

Doru - the forester

You know and love the local woods and are a good hunter. The Indo-European meaning of your name: tree.

Secrets, goals, tasks

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- You had an old friend, Prek, with whom you used to walk in the forest. But Prek left 10 years ago without a goodbye or a word. What do you think about that?
- You suspect that your friend Prek and an elder of the village, Kerd, had a close relationship a long ago. Find out exactly what could have happened!

Daily news: You went hunting yesterday, but found nothing. You found old tracks, it seems that the drought is causing animals to migrate.

Old memory:

A good ten springs ago there was a big drought in the Domu area. That's when your friend Prek left.

Fateplay. The messenger:

Report to the meeting that Prek has been found in the forest.

Muhis - the fisherman

You are a rebellious child of the shaman smith Genu and the blacksmith Gans and you love water, you are a good fisherman, you often go to the big river and are attracted by the distances; The meaning of your name is: mouse.

Secrets, motivations, tasks

- You long to leave the village, you'd like to see the world, like your mother, Genu
- You long for adventure, but you're afraid to go, though you'd love to go new ways
- You disagree with the leaders on many things
- You feel that Genu is not really talking to the spirits, but is tricking the village. Get proof of this!
- You don't trust the wanderer - make sure his intentions are peaceful.

Old memory

You were a child when, ten springs ago, there was a very dry spell and a fire broke out in Domu, burning down the house of your friend who died in the fire.

Fateplay - at the village meeting, break the normal flow of speeches - throw the 'talking bone' on the floor "We've had enough of living by the old rules".

Gans - You are the brother of the shaman smith Genu, you not only keep the home stove but you have also learned bronze casting, you have spent your whole life in the village. The meaning of your name: goose

Secrets, motivations, tasks

- You wouldn't let your child, Moomin, go to far away lands
- Genu began to limp when another trader started to bring the ore. This is better material, but you want to find out what the connection is.

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- You understand bronze casting, but the mysticism and knowledge of spirits that Genu understands, you don't. Maybe the spirits don't speak to you?

Daily news: Yesterday you drove the animals out into the field, but you drove them back in because you were afraid they would turn up in the heat.

An old story:

Ten springs ago, after the great drought, your wife Genu became a shaman because she helped people so much.

You saw a dream yesterday:

- You had a dream that a bird of prey flew away, the bird flew in a fog... and its right tail feather was on fire

Medu - You're a social person, you like to talk, gossip with others, you look forward to the meeting because you like to have fun at this event. Helping here is much better than at home. Your name means: honey.

An old story:

When you were a child, ten springs ago, there was a very dry spell when there was a fire in Domu. You remember the fire in the village and the grief that followed.

Secrets, motivations, tasks

- Do you know that Kerd once had a lover or maybe he was really in love? You remember his name, his name was Prek and he left the village a good 10 years ago. You know that Kerd would have gone with him, but Prek sent her back. Maybe you should ask him that?
- You really like Kerd's copper necklace, it would be nice to know where it came from!

Stone axe story:

- You have given Kerd your father's stone axe, which is a masterpiece and important to you. Kerd promised you his precious copper necklace in exchange..

Fateplay: Ask Kerd when he wants to pay for his axe? Get the necklace!

Hegis - You are good with herbs, you are the "sidekick" of Kerd, the archa, you have a slightly scratchy style. Your name means hedgehog.

An old story:

Ten springs ago, there was a very dry period, when your family's cattle died and you became poor. That's when you started learning about plants and herbs from Kerd.

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Secrets, motivations, tasks

- Secretly collecting herbs
- You want to regain Kerd's authority, you think he's too pompous and would like to take his place as a world leader

Kwon - You are a loyal assistant to the shaman smith, you know how to cast bronze. Your name means: watchdog.

Old story:

Ten springs ago, you had a very dry spell and your first dog died (you name it).

You saw a dream:

- You had a dream that a white dove flew away and then there was a fog. And you saw three hills and many many houses and a wide river. (what else did you see?)

Secrets, motivations, tasks

- You learned a lot from Genu, but you think the smith is getting old and doesn't understand the youth
- Genu started to limp when another merchant started to bring the ore. This material is better, but you want to find out what the connection is.
- You think Genu's stick has power that gives wisdom. Make sure you have the stick!
- Maybe one day you'll go to another village to start your own workshop.
- Genu told you that the one who leaves the village will bring disaster to the village if he returns.

Secrets

- You suspect that Prek may be involved in his brother's death - find out!
- You know there was something between Prek and Kerd - find out what exactly!
- You had a dream that if the captive bird returns then...
- One of your cows died because of the drought
- You have lost an animal - could it have been taken by the wolf? Could it have been stolen?

You get the feeling that Genu is not really talking to the spirits, but is tricking the village. Get proof of this!

All you want is to mine salt. Make them send you on a long journey!

You believe Genu's stick has power that gives wisdom. Make sure you have the stick!

Genu arrived shortly before a house in the village caught fire. Find out what the connection is.

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(Open when Prek's family is on the table!) You suspect that Prek's child is fathered by Kerd. Find out the truth. (I know, the child was aborted)

Ten springs ago -

Ten springs ago, there was a very bad period in Domu. There was a big drought, not enough wheat was grown, we couldn't make enough porridge, there was no beer. The wild animals also wandered further afield. By the end of the summer, the reserves we had accumulated had also run out and we began to starve, both we and our animals. The drought and famine caused the death of many cows,

One night we woke up to smoke, a fire had broken out in the village and burned down

That was the fire. That's when Prek left.

Archaeologist - greet the people - introduce yourself - ask if you are here for the archaeological display?

Questions: who was good at history? Who saw the Indiana Jones movie? Who ever wanted to be an archaeologist?

We can go in other directions from here - cocoa snail, nut snail?

You can start from archaeology

Getting started - not sure if your plane is going now - maybe in a week or two - Vukovar is not far away!

This is the last lecture, then I will be transferred to Vukovar to continue my research

Larp characters

| Name | Description | Secret knowledge/tasks | With whom |
|---------------|---|---|-----------------|
| Muhis (mouse) | Genu's children, who wants to learn from Kerd | He wants to see the world, to develop elsewhere, but he is afraid to go. When more people arrive, | Kerd, then Prek |

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| | | | |
|------------------|---|---|------------------|
| | | return to Genu! | |
| Gans (goose) | Genu's spouse, who had spent his whole life in the village | You don't want to let your child go to far-off lands | Genu |
| Kwon (watchdog) | You know the forest well, you have learned a lot from Genu, you are a loyal to him | You'll want to take Genu's place. When you have found who you've been searching for in the forest and questioned him, then return to Genu without the others! | Prek, then Genu |
| Odónt (fog) | He learned a lot from Genu, but he thinks the blacksmith is getting old and doesn't understand young people | As Genu's assistant, you know that if the traders don't come from far away, there is no bronze, and you have no work. Maybe one day you'll go to another village and start your own workshop. | Genu, then Prek? |
| Haster (star) | Orphen, much to thank Kerd | Clearly Kerd is your role model, you look at and evaluate everything through him - what he says is scripture to you | Kerd |
| Hegis (hedgehog) | Interested in Kerd's knowledge, he is learning from him | You secretly use the dye plant yourself, hoping to regain Kerd's prestige a little | Kerd |
| Medu (honey) | Enjoys this company, comes to have fun. | You like company, you like gossip. Helping Kerd is more interesting than being at home with your own family. You can guess that Prek and Kerd used to be close to each other.. | Kerd |
| Doru (tree) | Prek's old friend, who was not told he was leaving | You know that Prek and Kerd had a close relationship a long time | Prek |

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| | | | |
|---------------|--|--|-------|
| | | ago, and Kerd disappeared for a week when Prek did. When Kerd came back, he said he buried Prek in himself. You know that his (nephew) brother is also here with you. | |
| Apo (away) | Moved to the village recently and they accepted him. | You didn't come from very far away, but there was still a debate about your welcome, because you were a "stranger". Kerd and others were very much against you settling down. You still feel a bit of an outsider. | Prek |
| Nevo (nephew) | Prek's younger (nephew) brother | You heard that he had an (older) brother who left, but he didn't really care. You inherited the things Prek left behind and the family house - now that he's back, will he take it from you? | Prek |
| Dákru (tear) | Whose child died in the fire a long time ago. | You were the one who protested the most loudly against the latest intake of newcomers, you don't want any more strangers in the village! | Kerd? |
| Gesrés (hand) | The best potter in the village | Everyone knows that you're the most skilled potter in the village, but this bird-shaped one fascinates you too - it would be great to know how your patterns are made! Is Prek a threat to your work? | ? |

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