



# LADY & OTTO

A story where happiness is not fickle,  
joy not so damn short,  
and love can be trusted.

...and life anything but mercilessly harsh.

*A short story for four persons by  
Frederik Berg Olsen*

# INTRODUCTION

Here it is, the story of Lady and Otto. A story without conflicts or drama, fiends or hatred. A story about love. It is sweet, sickening and jealous.

Otto and Lady is a game that through repeating scenes play happy and conflict-free situations. There are two characters: the woman Lady and the man Otto. They are not

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defined in any more detail than that. This is left to the players to define during the course of the game.

There are few loosely defined scenes in the game. I would encourage you to create your own set of scenes - any number between 4 and 8 will do.

The game ends either when the pre-decided time (fx 2 hours) is up or when the players (or you) feel they are done with the game.

Thanks to Thomas Munkholt for being the game's first fan, Jacob Schmidt-Madsen for thinking it was crap, and Dennis Gade Kofod and Mikkel Baekgaard for support in the darkest of times.

And Line.

# IDEA & THEME

Lady and Otto is a story without a plot. There is no beginning, no middle and no ending. It is a story that only takes place in the now. There is neither past nor future.

The plot of the game is outside the story and among the players — a metaplot. The players are expecting a conflict, resistance, something to be rescued, straightened out or be killed. And you deny them that; and they will try to create it themselves.

It is at the core of our souls to tell stories. A story is defined by containing drama and conflict. The inspiration to these stories is the world we live in. And the only thing you can be sure about is that somewhere, at some point in time, things will go wrong.

Nothing lasts forever. Especially love.

... And this is where it all comes together.

Why will we not accept a story without conflict — why can we not just accept the perfectly happy story, the relationship without problems. Somehow there must be quarrels, infidelity, misunderstandings, etc.

Why is it that we need to imitate the miserable reality in the only place where we are truly free to do what we want — in the story?

This is different.

This is good.

# PRACTICAL

The four players are divided into two teams of one Otto and one Lady. The teams play interchangeably.

The order in which the scenes are played is not important. The only important thing is that the scenes are played several times. You decide if you will repeat, skip or go back a scene. Do not tell the players how the works — just play.

You begin a scene by reading the scene title/description out loud.

*«Otto is in the bathroom. The lock has jammed.»*

There are no hints of direction, no details about the environment, how the scene is played, etc. The information is inconsequential to

the game. If they need it, they must supply that information themselves. Thus, it is completely up to the players if they want to play the scene in the same way every time or play variations - after enough repetitions their creativity will come to and end - this is desirable.

Your job is to select, start and end the scene of your choice, while keeping the players focused on the exact wording of the scene. Timing is of the essence. A scene is over when it is over. It takes the time it has to take. Drag it along. Make them squirm.

The only exception is if they introduce conflict. You must promptly stop the scene and start all over. Conflict is out of bounds, it even says so on their character sheets.

What if the teams compete? Crush

it! What if a chronology arise out of nowhere? Destroy it! Are they focusing on something beside the scene. Stop and refocus!

# CREATING SCENES

Before starting the game, you must use some time constructing scenes. A few examples:

- *Lady is climbing into bed. Otto can't sleep.*
- *Otto is waiting for Lady in the rain. He is soaking wet.*
- *Otto is in the bathroom. The lock has jammed*
- *Lady and Otto is in the Eiffel Tower. The view is amazing*

Use the above examples as inspiration; imagine how the players will play the scenes — where will they go wrong?

# EXAMPLES OF PLAY

*Lady is climbing into bed. Otto can't sleep.*

They lie in bed for a while. Otto asks where the hell she has been. Lady gives him a guilty look and Otto accuses her of being drunk again. You cut the scene and say: «Stop! One more time, this time without conflicts. Please start again».

*Otto is waiting for Lady in the rain. He is soaking wet.*

[...] Lady suggests they go to Paris right away. Otto accepts. The exit. «Thanks! One more time from the top».

*Otto is in the bathroom. The lock has jammed.*

[Otto fiddles with the lock] Otto yells for help. Lady comes to the rescue. The door is still locked. [The fiddle with the lock]. You cut the scene and say: «Stop! The scene is about love, not locks»

Dedicated to Otto from Netto



A wooden mannequin is shown in a crouching pose, viewed from the side. The mannequin is light-colored wood with visible joints at the neck, shoulders, elbows, and hips. It is positioned on the left side of the frame, with its right arm bent and hand near its chest, and its left arm bent and hand near its hip. The background is plain white.

LADY

A wooden mannequin is shown in a crouching pose, viewed from the side. The mannequin is light-colored wood with visible joints at the neck, shoulders, elbows, and hips. It is positioned on the left side of the frame, with its right arm bent and hand near its chest, and its left arm bent and hand near its hip. The background is plain white.

LADY

Imagine a love big enough to fill everything.  
Know that, this time, luck is on your side.  
Can you feel the joy?  
Can you feel it?

Can you feel the smile on your lips when you see him. Otto.  
Life at its richest beauty.

and you are Lady

**RULE: NO CONFLICTS**

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OTTO



OTTO



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