



# Burst My Fig Upon Your Tongue

A mouth-too-busy-to-speak larp in four delicious acts.

Hopepunk Butch

## About:

**This game is speechless.** It has survived history over agile, wet tongues and the deft fingers that tied them to paper: Enheduanna, Wu, Christina, Audre, Adrienne, Pat, Dionne to name only a few. It is captured in the caught breath and slow exhale of sapphic poetry, but these luminaries do not care who you fuck, and neither do I: anyone who wants to play with each other can play.

**Play with as many as you'd like.** I'd start with two, but that's me, not you. Don't exceed what feels intimate to everyone involved. Consider for at least a moment what playing alone might be like.

**In this game you will move through the world:** in both public and in private spaces. When you interact with or around people who don't know that you're at play, everyone playing must conspire to keep that true: Others have not consented to your intimacy.

**In this game you will eat food.** It should be food that players will be excited to eat: juicy food, dripping food, slippery food, tasty food, food that imbues delight and sensuality. Fruits of all kinds are ideal, but I am not your epicure, so perhaps other foods as well. Before starting play, collectively build a list of foods that absolutely cannot be present in the game, and make sure that everyone has a copy. Players will be able to choose what they eat, but they should know that nothing in front of them is hazardous.

**You will need access to a food source to get that food from.** A farm, a fruit stand, a grocery store, a goblin market: whatever is nearby or accessible to your players and any limitations that they may have. Your travel there and back will be speechless in play and aims to build, not wane anticipation, so it should not take too long, or be very taxing. Wear masks when you go indoors.

**You will need access to at least one fully private play space.** The space should be tolerant of mess, free from surprises, and comfortably fit all participants to be in at one time. This could look like a dining table, a picnic blanket in a remote field, a loungy rumpus room. Make sure the space is attuned to the needs and comfort of the specific bodies involved.

**You'll need a place to prepare the food, and a way to clean up.** This means a water source, cutting boards, knives, platters, scoops, peelers - whatever you need for the food you've chosen. Plus everyone should probably have a napkin or three and access to a sink or tub.

## *Before: Calibration*

- Be transparent. This is not a larp of secrets, it's a larp of enthusiastic consent. Give players access to the game when suggesting and scheduling it.
- Don't play if there's any obstacle to asserting or withdrawing your consent, especially if that obstacle is you.
- Don't play if the moment you start you aren't excited to start; timorousness is OK, actual trepidation is not.
- Don't play if there's anyone playing that you think you'll ignore. This is not that game.
- Don't play with anyone you can not commit to doing aftercare for or receiving it from.
- Lean in if it feels strange, awkward, or charged, but the moment it feels wrong, stop.
- Don't let this text (or any other) substitute for or excuse away how you must meet each other when your hearts, tongues, threads or cunts are on the line.



## Act One: Cruise

**Gather your participants together. Decide when to start. Then read:**

*This act is more workshop than play. You embody your personal self, in the world that is. It is inspired by queer desire and its past, present and future experience of following a breathless unknown in a world that can't speak its name.*

*In this act, lean into the uncertainty of changing how you interact with others. Learn how you lead and how you follow, learn how they lead and how they follow. Get comfortable with communicating without words: catching eyes, passing objects, soft gestures, expressive brows, thoughtful pauses. Have conversations without speaking. While you do this, practice negotiation: get comfortable saying "no, but what if?" or "yes, but how about?" or "not for me, sorry" or "oh yes! that." This act is about gathering what you need, not actually pursuing it.*

*Go out together and get the food you'll need for the game. Get fruit. Luscious fruit, ripe-now fruit, whole fruit that you can slowly strip and rend apart. Get sticky, slippery, oily, creamy things to drip and dredge in. Get things that can be bitten with snap and crunch. When you find something you think will work, offer it to someone else playing to see if it is an exciting addition. While you're at it, and if you have the means, get flowers and fresh herbs too. Pleasing, aromatic, engage-the-senses things to scatter the table, to touch, to smell, to aestheticise to melt in.*

*From this moment forward, the only speaking in this larp will be for safety, to satisfy the world's demands while you navigate public spaces, or the reading of transition text.*

## Act Two: Coax

**Read aloud:**

*Act Two is inspired by elicit queer anticipation - the held breath and slow burn where bodies start to know what voices couldn't possibly say yet, and no one knows quite how things will turn out. In this act, you'll slide into the "you" you'll become in the game. Be a "you that is as much or as little you as you'd like - whatever you want that to mean to you. Make that "you" something others want. Continue communicating and experiment with modes of being. Negotiate, and pay attention to the negotiation of others. Learn who they're playing and let them know when you like it.*

*Take your time in this act. There may be an urge to escalate but instead, invest. Feel the difficulty of staying slow, be seduced by the process and prepared by the wait. Together, carefully bathe, prepare, plate and preen the food for communal consumption. Make the feast appetizing: a pleasure to look at and interact with. Make sure to leave some food raw and rendable, as disassembly is part of the game. Make the spread something you want to dig deep into, but do NOT snack as you work. Aim to come to Act Three as hungry as you can.*

*Set the mood: sights, sounds, smells, textures, of the Act Three space. Act Two will end once it - and everyone about to play in it - are ready to begin.*

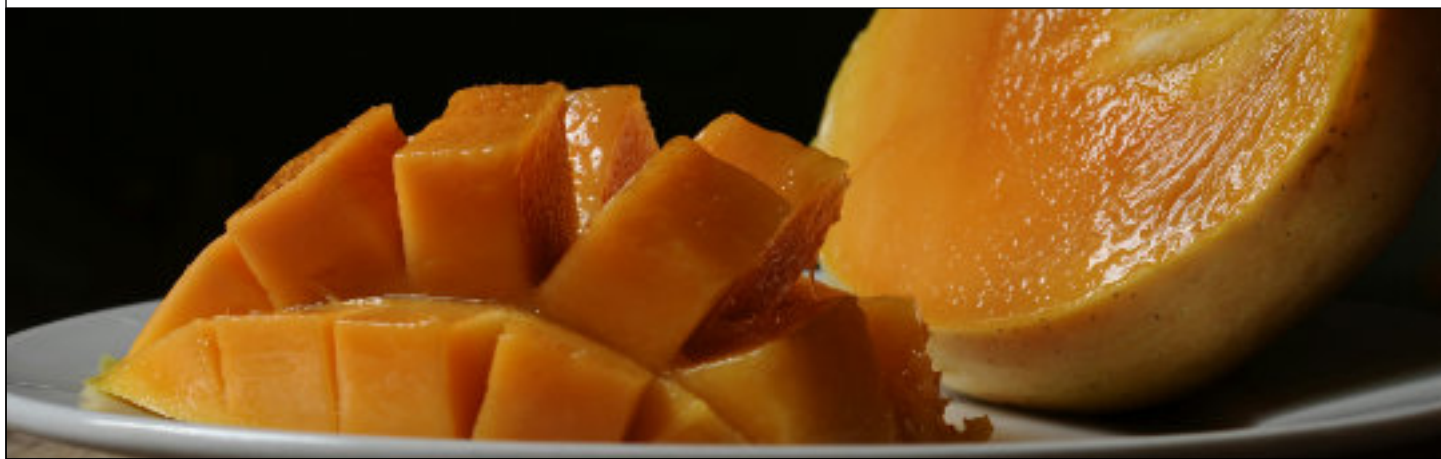


## Act Three: Devour

### Read:

*Take a long moment to settle in. Have a look at the spread, the others, find comfort, ensure you see the comfort in others. This act is, of course, inspired by queer action: the difference of expression, the indulgence of being, the presence and lingering urgency of us, here, now. Communicate as you eat through the eating itself: about both the appetite, and the satisfaction. Find a tempo that leaves no one behind. Offer choice morsels to a fellow player.*

*Once you are ready to start, pick up something from the feast and hold it in your hand. Once everyone has something, take a bite and get started.*



## Act Four:

How should I know what satiety looks like for you?

Proceed with very enthusiastic consent if you like, or end here.

## After:

*When it's over, linger. If you want to process verbally start quiet and slow as nonverbal play can make emotions vulnerable.*

*Wind out as carefully as you wound in.*