

PRUNES

&

PREJUDICE

ACKNOWLEDGEMENT

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WELCOME AND THANKS FOR PLAYING OUR GAME, AND THANKS FOR FACILITATING FOR THE OTHER PLAYERS. PITCH

John is running through the supermarket. He has to buy diapers, cat litter and that other thing he can't quite remember. He tries to think... when was the last time he slept? Not just a short nap, but really slept. It must have been before Emma was born. Ahhh... yes, it was canned tuna.

When he finally reaches the register, he is drenched in sweat. Damn, what will the other customers think of him? They are probably thinking that he is a first time father who can't handle the pressure. He sees the teenage girl's shopping cart. Lots of cherry wine, frozen garlic bread and canned peaches. That girl needs to get a grip. If I were her father I would tell her to... John stops just short of yelling at her.

Prunes and Prejudice is about ordinary people in a supermarket and what thoughts they have about each other. In the game you will create stories about these people based on their appearance and what they are buying. To facilitate this you will use cards with selected groceries and some simple rules.

Expected duration: 1.5 hours

Number of players: 3 players and 1 game master, who plays in the game

Tags: Social satire, stream of consciousness.

Player types: For players who want to explore and use the prejudices of others and players that want to use these elements in their story building.

GM type: Your job is to introduce the players to the story and the game mechanics. Other than that you are just one of the players.

SHORT INTRO



The game features two types of cards. They are Character cards with drawings of characters (blue back) and Item cards with pictures of shopping items (red back).

These cards will be the backbone of your stories of

prejudice towards the characters. The game will run for 2 rounds each with 4 different characters. It will also be possible to play a round based on the players' own shopping habits. The story will consist of small individual tales of prejudice. We are interested in telling these bits of story, not in a tale in the conventional sense. Picture all the players on a metaphysical plane where all thoughts are heard, not by the characters but by the players alone.

Your role will be as a mediator of the rules.

In this document you will find:

- Start up
- The game itself
- Play sheet
- The Cards (each play group will get their set at play startup)

START UP

THE ROOM

It is easier to sit around a small table so everybody can see all the cards on the table.

YOUR OWN SHOPPING CART

After all of you have gotten comfortable, you hand out a piece of paper to all the players (including yourself). Now everyone should write the 3 shopping items that they think describes them the best. Then fold the notes and put them on the side of the table without anyone seeing them. You are going to use them again at the end of the game.

INTRODUCTION

Now it's time for a brief introduction to the core mechanics. Tell the players that you are going to play 2 rounds and that it is possible to play a round based on your notes afterwards.

COORDINATING EXPECTATIONS

Talk about the themes and mood of the game. The game is a satirical look at the everyday prejudice of people shopping in a supermarket, so do ham it up a little. We hope you are going to laugh, but it's most fun if it also stings a little at some point.

It's also a good idea to make it clear that at no point in the game will you play scenes with direct character-to-character interaction.

THE SUPERMARKET (WARM UP EXERCISE)

We start with a little exercise to make the supermarket and your fiction more your own. The name of the supermarket is Costmart. It has a broad selection of items. But other than that it is all up to you to decide how it looks and feels. You make the supermarket come alive by each

saying one thing about the supermarket in turn until you have nothing more to say.

Make sure that all players contribute to the feel of the place. This is your story and you need to get the creative juices flowing.

Example

You: The entire store is filled with fluorescent light. It is weirdly cold and clinical.

Player 1: The supermarket is an old neighborhood place that was turned into a chain store. As a result it's a bit cramped.

Player 2: The place is packed around 5 pm to 6 pm when people are on their way home from work.

And so on...



THE GAME

ROUND 1 AND 2

At the start of each round all players (that includes you) draw a character card and places it in front of them with the picture side up.

Then all players draw 5 item cards. Choose 3 of them, discard the rest and selected cards underneath the character card with the back turned up. This is going to be your character's shopping goods.

All players now have 1-2 minutes to decide on a general idea of who their character is. Meaning name, why they bought the items in their shopping cart and which number of the items they bought (every item card has a different number of the items at each end). It can also be a good idea to think about which kind of prejudices this character will have in the supermarket.

Now for the story elements. Start with your character's story, with you acting as moderator. You turn over your item cards so that only the number you choose can be seen (see picture). Then the player on your left tells one or more off her characters prejudices about your character. Then the last 2 players can tell something they think about your character. Your job is to lead the discussion with questions if necessary. You are not supposed to say anything about your character just yet.

You: "You don't believe that I am going to eat all the chocolate myself are you?"

Player: "No, I think it is much more likely that you are going to share it with your only friend, your dog."

This is not a discussion as such where you try to convince each other, but a meta-plane where



we (the players) can hear what everyone is thinking.

At some point you end the other players' discussion by telling your version of the character and her motives. Your character's story end with the phrase "Plastic please". Now it is the turn of the player on your left to turn over her cards and lead the discussion.

When all 4 players have told their stories the round ends. Remove all used cards and start over on the second round. This round is almost identical to the first. The only exception is that no one can tell their own story. The individual turns still end with the phrase "Plastic please". After the second round, move to the endgame.



Example:

Player 1 has drawn the old lady and has chosen to buy 1 pack of diapers, 18 flasks of red wine and 1 energy drink. Play might go as follows:

Player 2: It's despicable that the family lets an old alcoholic take care of their baby.

Player 3: I don't think that's it. She is obviously helping her son or daughter with shopping after the new baby has been born.

Player 4: What does she do with all that red wine? Is she going to take a bath in it?

Player 2: I still think that it is the week's supply of booze for her and maybe the grandfather.

And so on...

END/ROUND 3

When round 2 is over, ask all the players to find their notes from the beginning of the game. If you all want to you can play a round where all the notes are shuffled and each player takes one and tell their own prejudices about a person that buys these things. If you don't want to do this as it might be too personal, instead let everybody read their own note out loud without anybody commenting.

Best wishes

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PLAY SHEET

1. Your own shopping
 - Everyone writes 3 items that tells who they are
2. Introduction
 - The cards and mechanics
 - Themes and mood
 - No classical scenes
3. Setting
 - Where are we
 - Who shops here?
4. Round 1 and 2
5. Ending
 - Use your notes from step 1 to tell stories about prejudice.
 - or
 - Just read them aloud!
6. Debriefing

ROUND 1 AND 2

A round consists of:

- A. Players draw a character card
- B. Players draw 5 item cards and choose 3
- C. Players think about their character (1-2 minutes)
- D. Then we hear every characters story in turn:
 - a. A player turns over his item cards (director of discussion)
 - b. The other 3 players tells their prejudices
 - c. The director tells her story (only round 1)
 - d. Go to a. for the player on the left
- E. Round ends



8 stk.

3 stk.



3 stk.

7 stk.



1 stk.

3 stk.



2 stk.

8 stk.



2 stk.

12 stk.



1 stk.

5 stk.



1 stk.

4 stk.



2 stk.

10 stk.



1 stk.

3 stk.



4 stk.



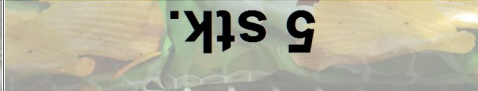
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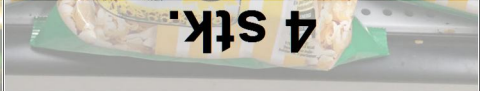
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8 stk.



5 stk.



4 stk.



3 stk.



3 stk.



1 stk.



2 stk.



1 stk.



2 stk.

6 stk.

4 stk.

3 stk.



9 stk.

1 stk.



2 stk.

5 stk.



3 stk.

7 stk.



2 stk.

6 stk.



4 stk.

1 stk.



2 stk.

16 stk.



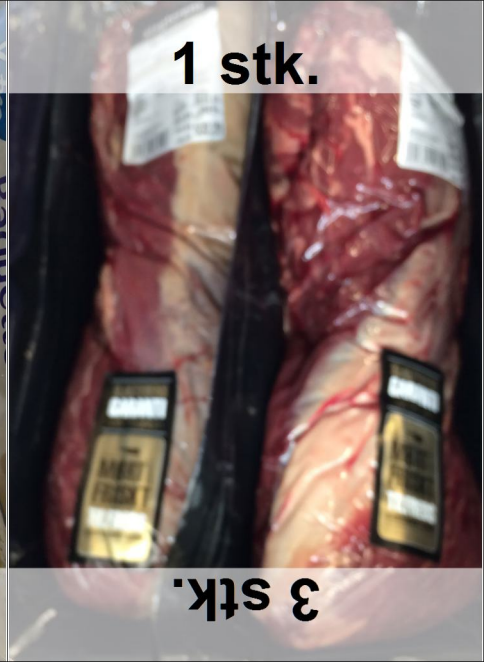
1 stk.

3 stk.



2 stk.

7 stk.



1 stk.

3 stk.



5 stk.

Perleløg
små milde og sprøde løg

1 stk.



1 stk.

2 stk.



2 stk.

5 stk.



1 stk.

5 stk.



2 stk.

8 stk.



2 stk.

12 stk.



7 stk.

2 stk.



8 stk.

20 stk.



1 stk.

5 stk.





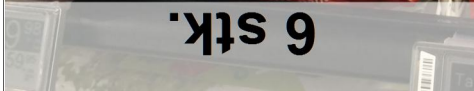
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1 stk.



5 stk.



6 stk.



5 stk.



10 stk.



3 stk.



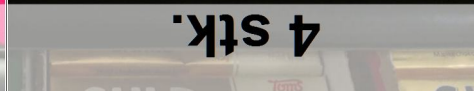
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4 stk.



8 stk.



2 stk.



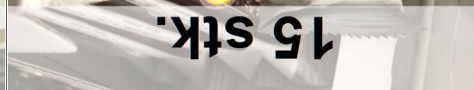
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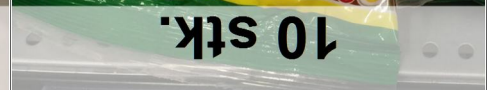
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10 stk.



15 stk.

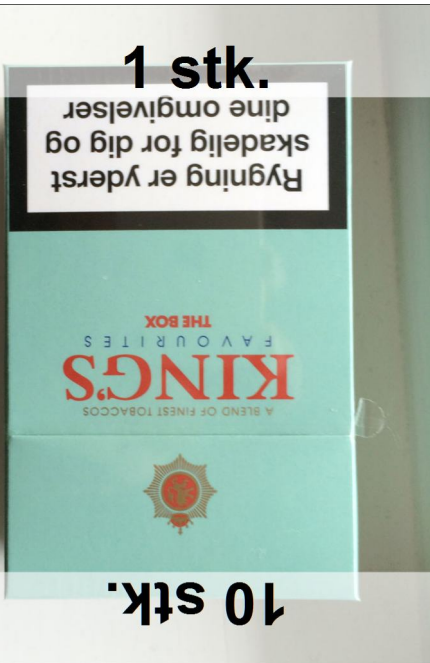


10 stk.



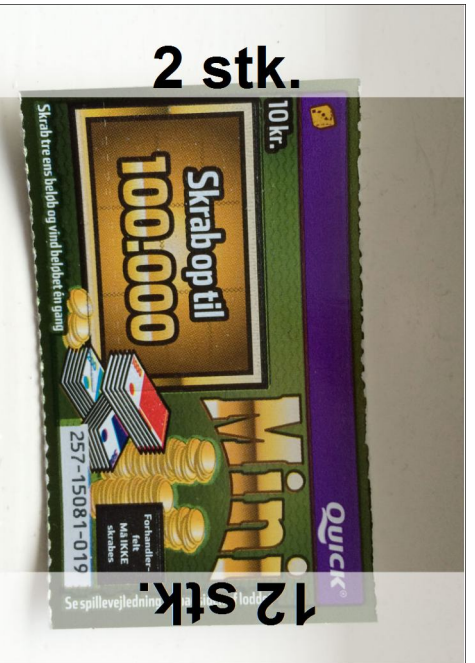
1 stk.

3 stk.



1 stk.

10 stk.



2 stk.

12 stk.



1 stk.

5 stk.

