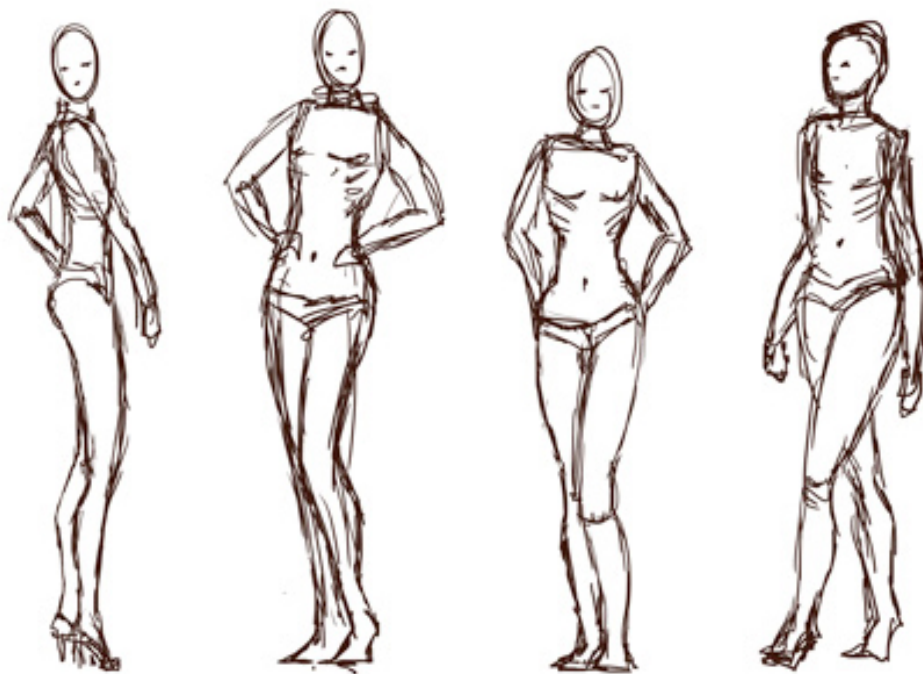


Paninaro



Stockholm Scenario Festival
2014

MAKE IT WORK

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Thanks for feedback to Simon James Pettitt,
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doll-hacking and endless patience.

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Translated for Stockholm Scenario Festival 2014.

Welcome...

... .. to Paninaro, a comedic novella freeform scenario for the creatively challenged.

The inspiration was drawn from the tv-show "Project Runway" as well as the masterpiece of film "Zoolander"; it's all about garments, fashion and catwalks.

In the scenario we follow the four designers Geneviève, Serge, Louïe and Hannah in the finals of Paninaro 2014, where they will fight for the favors of the judges in rounds of challenges to create the most fabulous pieces of clothing.

The kicker is that the players will physically create outfits for the models in the game (Have a look at the paperdolls at the back of the scenario), will judge each other and be judged by the internal mechanics of the scenario, which is just as unpredictable as the whims of high fashion.

Plot

The Paninaro contest is on its seventh year running and we are at the finals. The four remaining participants will be competing over four hectic days for the victory that will place the world of fashion at their feet.

Synopsis

We follow the four designers through four challenges and three in-between scenes. In the first round, the players start out creating a set of clothes. In the second round they must work together in pairs. In the third round, they must work with improvised materials and in the fourth and final round they must create an entire collection from scratch, which will be the climax of the competition and the scenario.

In the scenes in between, the characters will slander, conspire and hype between themselves.

WHY PANINARO?

Paninaro is the name of an Italian fashion- and sub-culture which peaked in the eighties.

It's also an excellent b-side from Pet Shop Boys. Check it out - it's perfect for a reality-tv intro:
<http://youtu.be/4ORZk-FXjSo>

The Characters

All of the four player characters in the game are vain fashionistas, but at the same time built for the players to influence their background and style through a playbook concept. After receiving their character sheet, the players will pick style, personality and inspirations from a set of short lists on the sheet. In this way, the players will start out as co-creators and can choose whether their character

They will decide if the character grew up “in the Deep South, surrounded by dead washing machines and cousins wearing mesh back hats” or as “a adopted caucasian child in the black middle-class family”.

It should provide enough leeway in the characters to just play along without feeling that you are missing a bunch of details due to the shorter format of play. Reality TV is as emotional as it is superficial.

Game Mechanics

The scenario uses a series of gimmicks and mechanics, that work together to move play forward.

Paper Dolls

The big challenge in the game, is that they players will be crafting clothes for the models, represented by paper dolls, in each of the four challenges, with different limitations and varying degrees of time pressure.

Each of the 12 paper dolls in the scenario represent a unique model, whose personality can also come into play. Have a look at the section Das Model (page 3). Before play, print the dolls on heavy paper or card stock, cut them out and if possible, mount of sticks.

At Stockholm Scenario Festival, the dolls will be provided for you.

To avoid unnecessary complications and assist the creatively challenged, the game will take place entirely in 2D, meaning that the models only need to be dressed on one side.

Supplies for the crafting will be found in The Box, described on the next page.

In each scene with a creative challenge, the players will choose one or more of the 12 models and a number of materials from The Box as defined by the setup of the scene.

Then they have a limited amount of time to get their model(s) dressed up and ready for the catwalk.

Das Model

There are 12 models in the game. In the creative challenge scenes the players will need one or more of these. The leftover models will be put aside, ready for the next round.

In the first round, the order in which the players get to pick their models is fixed: Serge - Geneviève - Hannah - Louïe. In the following rounds, the player with the lowest score will pick first, ties are broken by who goes first in the initial setup.

It can be advantageous to use the same model over again, so you can work with the same shape and pose. There could also be a tactical advantage to stealing favoured models away from the other designers.

The Box

The game comes with a box of equipment for creating designs for the models, consisting of fabrics, scissors, needle & thread and various accessories.

Which and how many materials the players are allowed to use, is listed in the scene descriptions. Tools and accessories are not limited and should be shared among the players.

When the players choose materials from The Box, for the first round it goes in the following order: Louïe - Hannah - Geneviève - Serge, one piece of material at a time.

In the following rounds, the player with the most points goes first. In case of ties, go with the original order.

Between each round the materials are returned to The Box, so they may be used in following rounds.

At Stockholm Scenario Festival all gamemasters will receive a copy of The Box. If you run the game elsewhere, the optimal Box is 60-70 pieces of fabric in various sizes, four scissors, needle & thread, patterning paper, pencils, chalk, glue and assorted pearls, buttons and other accessories. You can run the game with less, though.

CUT!

The players must dress their models. There's no demands as to what constitutes a garment, but the premise and design of the game support trying hard. Either in the designwork or making up a suitable explanation of why things look the way they do - it's entirely possible to BS your way out of an artistic hack job with clever excuses and concepts.

A couple of basic suggestions for the designs, which you can share with the players.

- Stick to 2D - there's no reason to cover the blank backs of the models, but feel free to drape around if you need to.
 - Use blutac to mount the clothes if necessary. It will be available in The Box.
 - It's okay to leave the models barefoot. Cutting out shoes is hard.
 - Even if you work in 2D, the materials can give a nice depth, don't stick to flat if you don't want to.
 - Use paper or patterns to draw up your design, but don't waste time you could need for making the garment.
 - Start with a basic workable model, then add and spice it up.
- Basic KISS - Keep It Simple Stupid

The players are the judges

After each creative round, it's time to judge the designs.

The player's will have 1 minute to present their creations, talk it up and BS about it to their heart's content. Then you vote which design looks the best. No, you can't vote on yourself. Yes, you can vote tactically or politically.

The votes are secret and use the three character cards, that each player has been provided with (one for each of the other players). The chosen cards are handed to the gamemaster, who reveals them one by one, with fitting dramatic timing and pathos.

Afterwards collect all the cards and return them, so that the voting remains anonymous.

There are of course exceptions to the votes, for example in the scene where the players create together in pairs. The exceptions are listed in the relevant scenes. Beyond these, there are also wild cards, that affect who wins...

The judging deck

The game comes with a deck of cards (52), that supplement the judging of the players' designs. The deck functions as external judges, who can be completely arbitrary and unfair.

In conjunction with each creation round, the gamemaster will draw a number of cards, after the players are done designing. The cards represent the fog of war of fashion - the movements that without rhyme or reason decide what is hot and what is not.

It can be a colour ("red"), a type of clothing ("trousers"), a choice of materials ("two colours or fewer") a specific model (who just wears it right) or a combination with earlier works ("colours repeated from previous design")

How many cards to draw, is listed in each scene.

Example:

Hannah has made a yellow velour suit in the first round.
Serge is behind a jacket/trouser combo in red, blue and green.
Genevievé's piece is a summer dress in blue
Löuie has made a combination of trousers and sweater in red/
gold/green/purple

After the voting, the results are:

Hannah: 1 vote

Serge: 0 votes

Genevievé: 2 votes

Löuie: 1 vote

From the deck the following cards are drawn: "Trousers",
"Two colours or fewer", "blue"

Leading to the following final result:

Hannah: 2 votes (1 vote + "Two colours or fewer")

Serge: 2 votes (0 votes + "Trousers" and "Blue")

Genevievé: 4 votes (2 votes + "Two colours or fewer" and "Blue")

Löuie: 2 votes (1 votes + "Trousers")

In this example, Genevievé wins the round with four votes. That means that she gets 1 point in the overall race for the top position of Paninaro.

In case of ties, draw additional cards from the deck, until the tie resolves itself. The cards drawn only count for the players involved in the tie. The remaining players cannot use the extra tie-breaker draws to catch up.

Example:

Serge and Löuie have both recieved 3 votes and share the lead. The gamemaster draws cards from the deck, until one is drawn that put one player ahead of the other. Hannah and Genevievé do not recieve votes from these extra cards.

If the cards could lead to discussion ("Is this a one or two piece design?" or "Is this yellow or dusty green?") you, as the game-master, has the final say in what is covered by the cards and not.

Afterwards, the cards are returned and the deck is shuffled.

Also note that the game differentiates between points and votes. Votes are handed out, when the challenges are judged and come from players and the judging deck. Points are the big deal and are won by those who recieve the most votes. Points lead to victory in the contest.

The scoring can be done via tokens or the game scoreboard.

The Camera and I

Though the play is centered on the cutting and pasting, it is still a roleplaying game and not (just) a creative exercise. The tight time limit of the creative scenes should result in at least half the play to unfold between the challenges - just like reality television.

The characters are living in the same apartment, while the show is being filmed and thus there's a wealth of opportunities to chat, slander, negotiate, scream and fight in between scenes.

Each of these in between scenes has a setup to kickstart the drama, conflict and character play. They could be of one of the characters put in front of the camera crew and grilled about the last challenge, while the other three discuss while that person is a talentless hack/ass kissing douchbag/thieving copycat.

Make sure that you as gamemaster run these scenes pretty tight, while still giving the players a chance to play their characters to the other players.

Bitch Moves

Each player has a special move, that they can use once during the game, with the sole purpose of interfering with one or more of their competitors. The cards work on the meta-level, so it's not actually done by the character, but rather a twist of fate.

A bitch move could be forcing one of the other players to exchange

their model in the middle of a challenge (“Sorry, your model had to go into rehab,”) or you can dictate which materials the other player has to use during a challenge. (“Sorry, you panicked when you were shopping. This is what you made it out with.”)

Role of the GM

Your role as gamemaster is two-fold.

You must lead the players through the scenario and make it run tight, so you can play it out in about two hours. It can be tricky, but make sure to cut scenes hard, when they lose momentum and stick to the established time limit on the creative scenes, so they don't get out of hand.

On top of that, you also have an in-game character: Derek Pierce is the host of Paninaro 2014 and is the contact, mentor, shoulder to cry on and harshest critic of the characters.

Derek is a professional, but affected, fashion guru who is deeply involved in the characters, but still not afraid to call a spade a spade, and a dishrag glued to a model... well a dishrag glued to a model.

Use the character to direct the scenario, so it pressures and inspires the players. Push their buttons, ask hard questions, disrupt them when they're designing, ask them to comment on the other characters, ask about their statements, give critiques and encouragements to an infectious degree. Be an in game cheerleader and bring the players along.

Use Derek as much as you feel is necessary and play him as over-the-top as you want to, as long as it matches the way the players approach the game.

Beyond that, it is up to you to time the decisions in the challenges. Turn over the cards of the judging deck with a dramatic flourish. Pause for effect. Ask questions in between. Recount the score. Draw out the time while you explain how it might turn out. In short: Go nuts with all the tricks from reality TV finales, from Survivor, Paradise Hotel all the way to Project Runway.

#Paninaro

Because the scenario, as opposed to most other games, also leaves behind physical artifacts in the form of doll-outfits, we hope that you and the players will share your creations. With the other groups, uninvited convention-goers. And on the net.

During Stockholm Scenario Festival, we will be using the hashtag #paninaro and #SSF14.

If you encourage and possibly assist the players to photograph their works between each round and share the pictures via Twitter, Instagram, Facebook and whatnot with the above hashtag, you will help create a fantastic overview of all the clothing designed for the dolls.

It's not supposed to steal a lot of time away from the scenario, but it would be a cool way to document the play and also see what the other players have made of the game.

Start

Scene 1

We've reached the final rounds of Paninaro 2014. There are four contestants left and all eyes are upon them, It's time for the first round of the finals!

CHALLENGE: Create an outfit for your model that expresses you as a designer. (10 minutes)

Afterwards each character will present themselves and their creations - the scene works as an introduction for both the doll-universe, the rules and the characters.

OF MATERIALS FROM THE BOX: 4

OF CARDS FROM THE FASHION DECK: 3

RESULT: 1 point for the winner

Inbetween scene 1

We're in the shared apartment. The players are sitting in the kitchen, where the winner of the challenge is explaining exactly why their design won, with poorly disguised pokes at how the other three characters sucked.

Scene 2

The lines have been drawn, but fashion is not a solo ride. You need to be able to work together, with models, stylists, useless assistants and... other designers.

CHALLENGE: Create ONE outfit together with one of the other designers. Let the winner of the first round choose who they want to team up with. (10 minutes)

OF MATERIALS FROM THE BOX: 5

OF CARDS FROM THE FASHION DECK: 5

RESULT: 1 point to each of the winners. The result is based solely on the deck, as it would be silly to vote with only the two outfits.

Inbetween scene 2

It is time for the losing team to place the blame. One is allowed to complain to the camera (gamemaster), the other has the two winning designers as their audience, back at the apartment. Cut hard between the two excuses - it's okay to react to the statements of the other loser.

Scene 3

Fashion is more than just the catwalk and the fancy tailor-shops. The real statements are out in real life.

CHALLENGE: Create an outfit without using The Box. The materials must be found out in the convention itself - just make sure noone cuts up the curtains or furniture. (15 minutes)

OF MATERIALS FROM THE BOX: 4

OF CARDS FROM THE FASHION DECK: 0!

RESULT: 1 point to the winner. MINUS 1 point to the poorest performance. If there's equal votes between the lowest score, draw cards as in normal stalemates, except they cost you points. This means that the first outfit that matches a card, loses.

Inbetween scene 3

It's nearly time for the big finale. A producer let slip that in the challenge, the designers must chose their favorite among the other designers and that there will be big points handed out. The designers are gathered in the apartment with a chance to make deals and agree on how to divide up the points. Let them negotiate and plot, Diplomacy style.

ORDER OF ACTIONS IN THE CREATIVE SCENES:

- 1) Present the challenge
- 2) Select models and fabrics from The Box.
- 3) Creation!
- 4) Cat Walk – place the Models together
- 5) Clothes presentation
- 6) Players judge
- 7) Judging Deck
- 8) Result

OPTIONAL: When the scene is drawing to a close, Derek Pierce arrives to explain that the producers have agreed that the poorest placed designer will receive a wildcard. The designer can either give themselves a point OR subtract one from another designer.

When the choice is made, they can explain it to the camera.

In case of a stalemate for lowest score, draw lots.

Scene 4 - THE FINALE

All the initial rounds are done. Journalists, critics, fashion dictators and hysterical fans are on their way to the big finale catwalk. For some designers it will take a major effort to end on top, while others just need to keep their lead and the wrenches out of their gears.

CHALLENGE: Create two sets of clothes that are representative of your collection, which of course also needs a name. (15 minutes)

OF MATERIALS FROM THE BOX: 10

OF CARDS FROM THE FASHION DECK: 4 Each outfit is judged separately and the winner is the designer with the greatest total.

RESULT: 2 points to the winner. On top of that, each player also gives one point (not just vote) to another designer (not themselves). These points are given out in secret, just before the judging of the outfits.

Have them place the cards on the table in front of themselves. Afterwards reveal them one at a time, starting with the leading designer.

Each character needs to explain why they've chosen to reward their choice of designer.

Remember - the dramatic timing of the finale is all-important. Give it your all. Each reveal should feel like it is underlined with dramatic music and cheering crowds.

Should the game finish with equal votes in the final tally, the contest simply has two winners (unless you are way ahead in time and can take another round) - make sure to let the winners explain why they are the actual and only real winner.

Otherwise end the game with cheek-kissing, fake congratulations and a short victory speech.

Judging Deck (print - on Stockholm Scenario Festival there will be decks available)

Pants	Shorts	Dress	Slim Fit
Suit	Bare Belly	T-Shirt	Long sleeves
Short Sleeves	Same fabric, top and bottom	Just one color	Max 2 colors
Max 3 colors	Pattern	At least 4 colors	At least 2 primary colors
Gold	3 Parts	Shirt	Stripes, vertical
Stripes, horizontal	Checkered	Red	White
Black	Blue	Green	Brown
Orange	Color repeated from last round	Fabric repeated from last round	Denim
Used favorite color	Did not use favorite color	Same model as last round	Used accessories
Did not use accessories	New Model, compared to last round	Black	Grey
Model: Karen	Model: Naomi	Model: Kristin	Model: Kate
Model: Crystal	Model: Christina	Model: Charlie	Model: Helena
Model: Claudia	Model: Milla	Model: Rose	Model: Laura

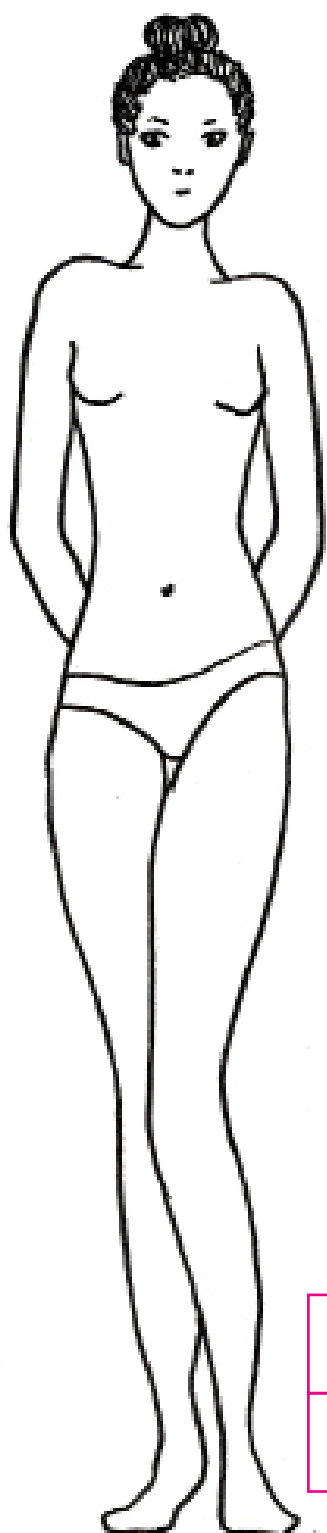
Vote cards - 3 for each

Louië	Serge	Hannah
Löuie	Serge	Geneviève
Loüie	Geneviève	Hannah
Serge	Geneviève	Hannah

Score board

<h1>Hannah</h1>	<h1>Louië</h1>
<h1>Serge</h1>	<h1>Geneviève</h1>

Models (names can be folded as id-badges)

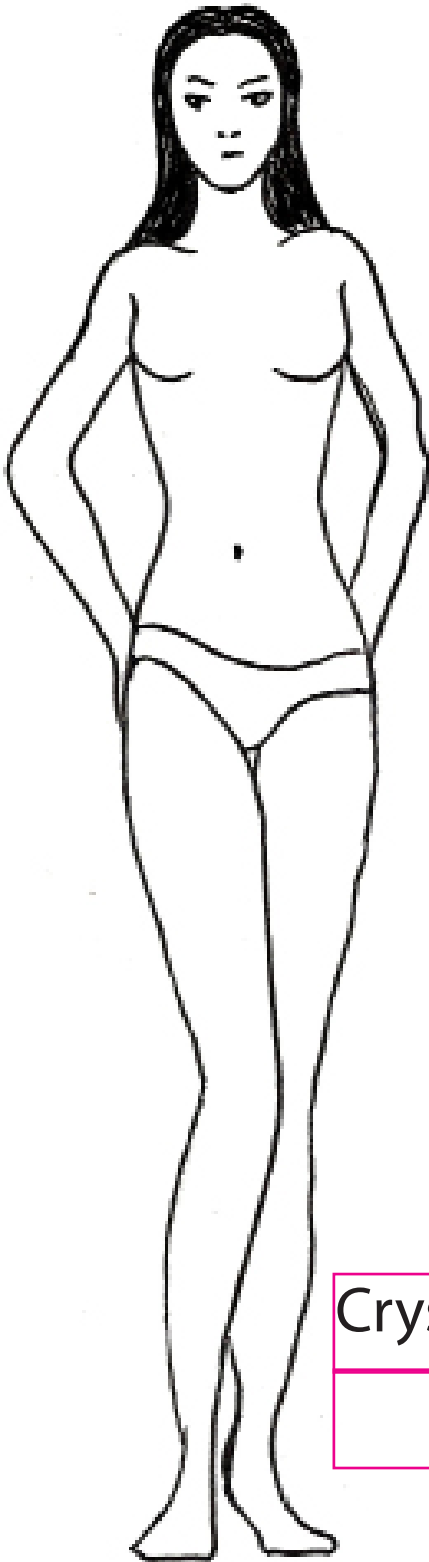


Karen

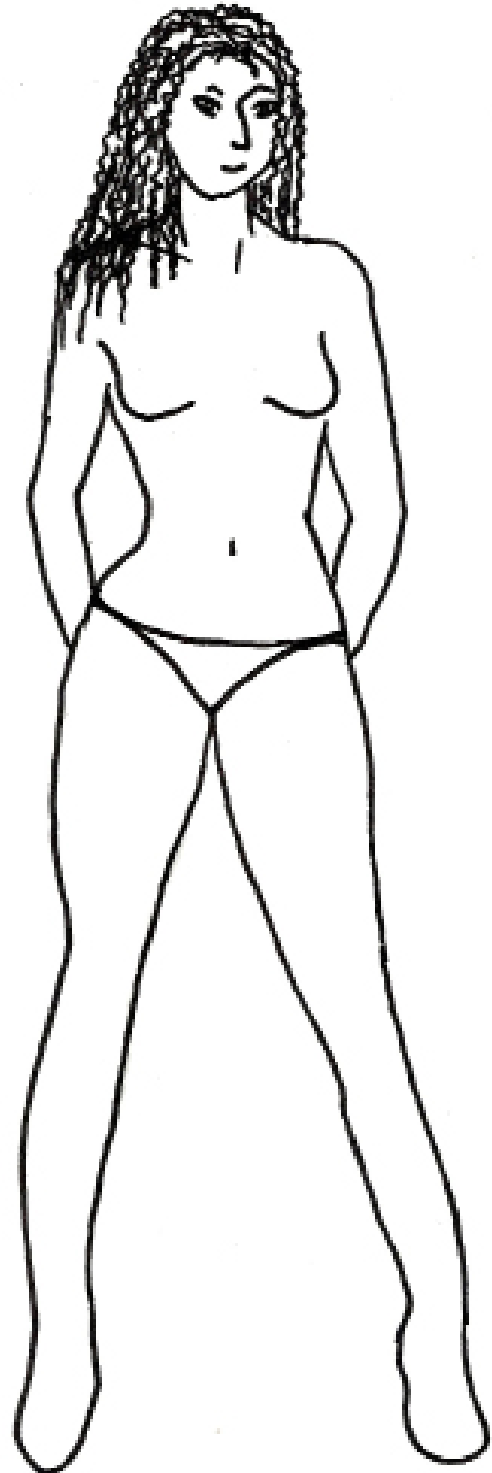


Naomi



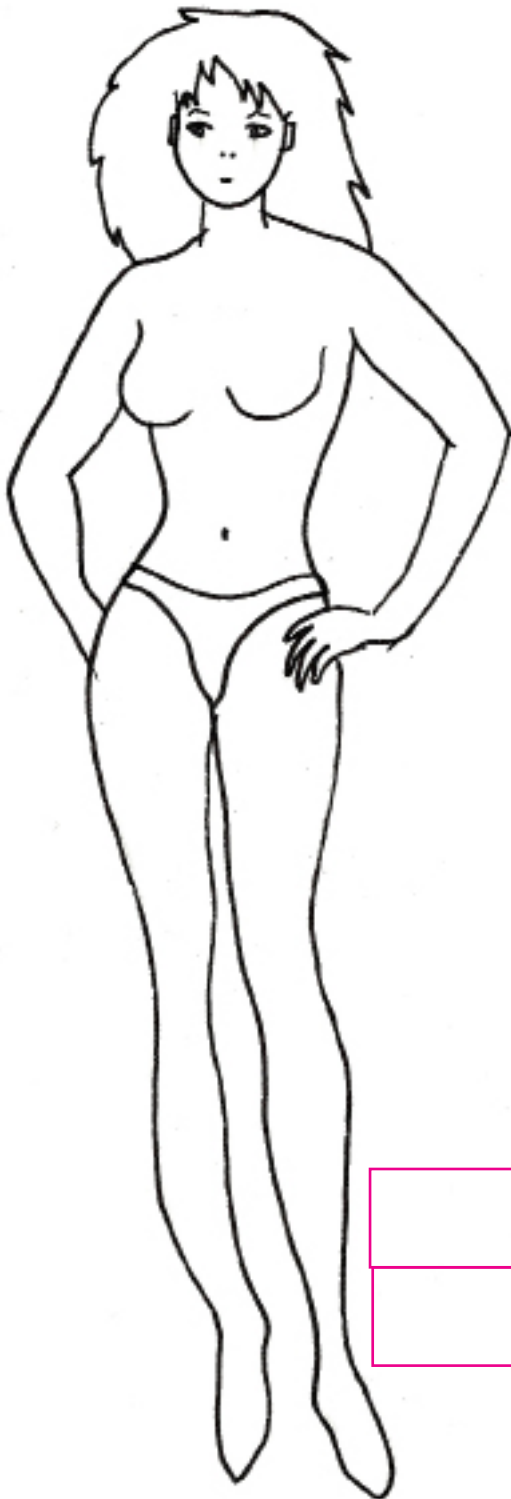


Crystal

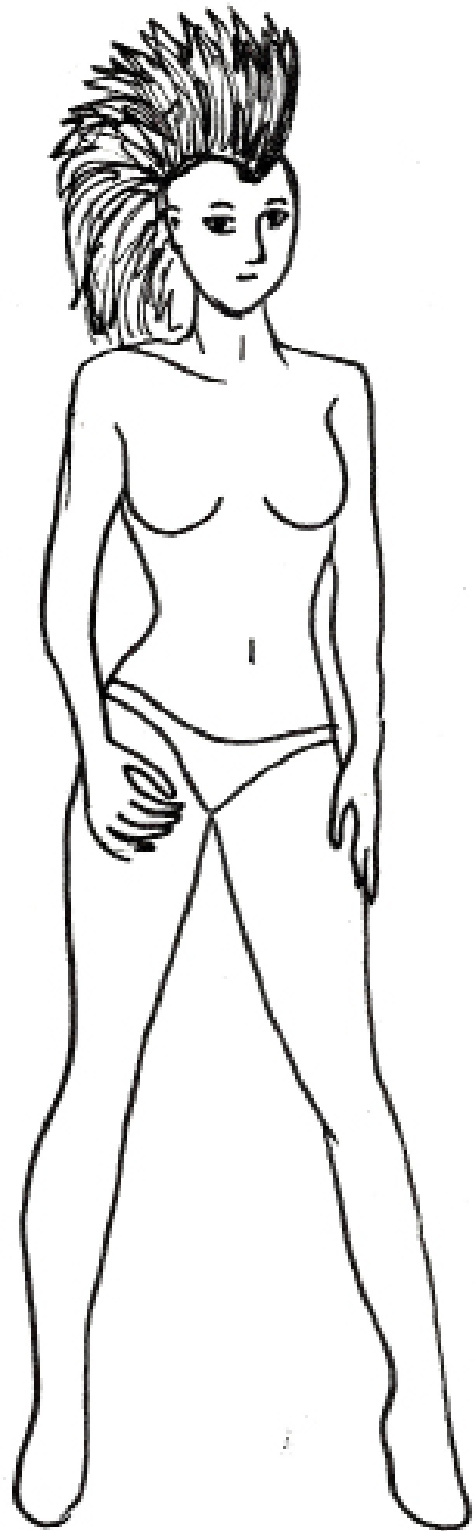


Kristin



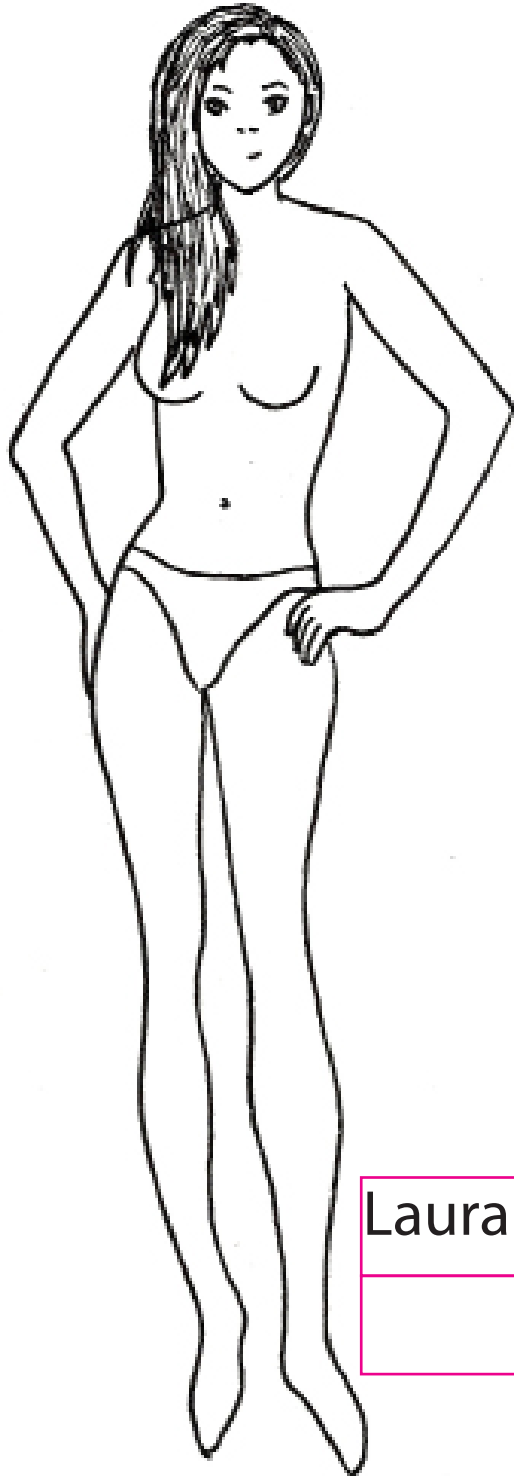


Kate

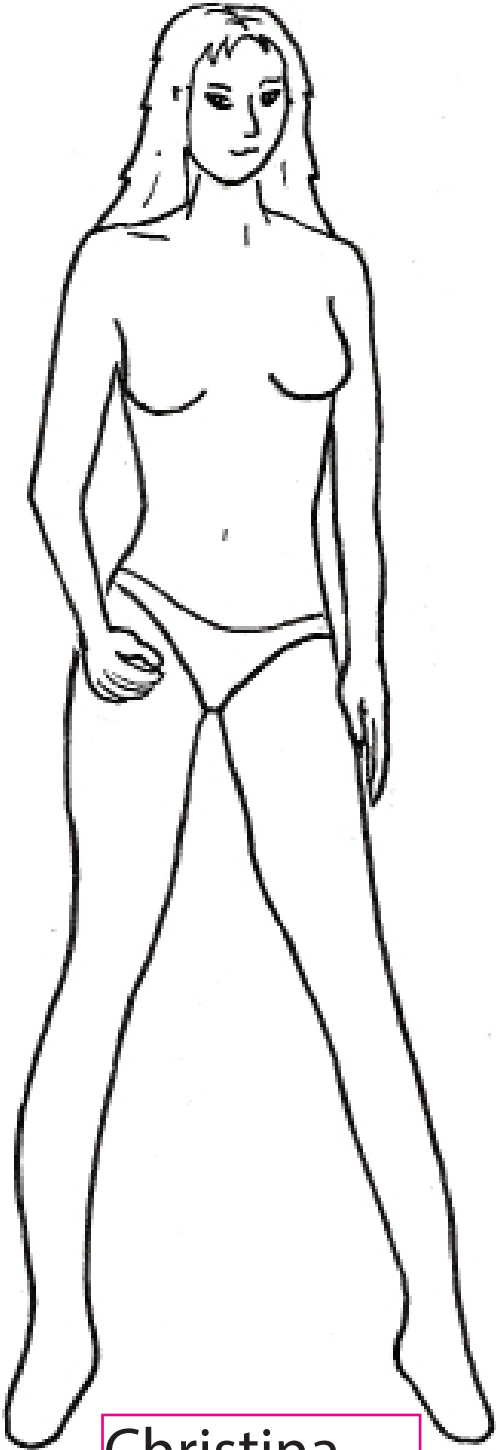


Milla

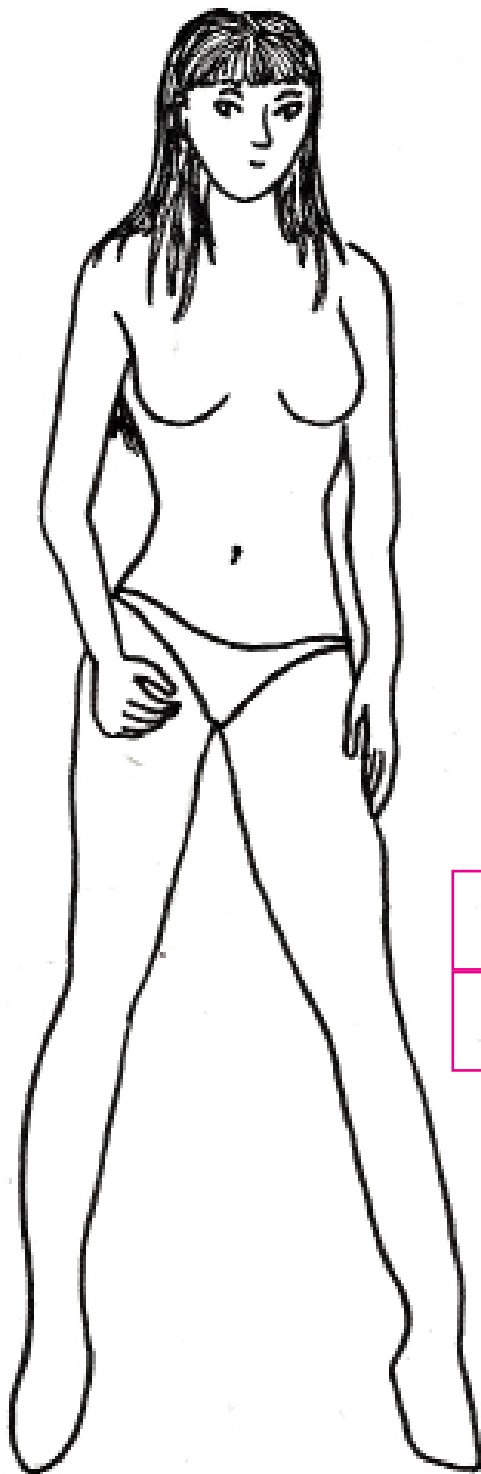




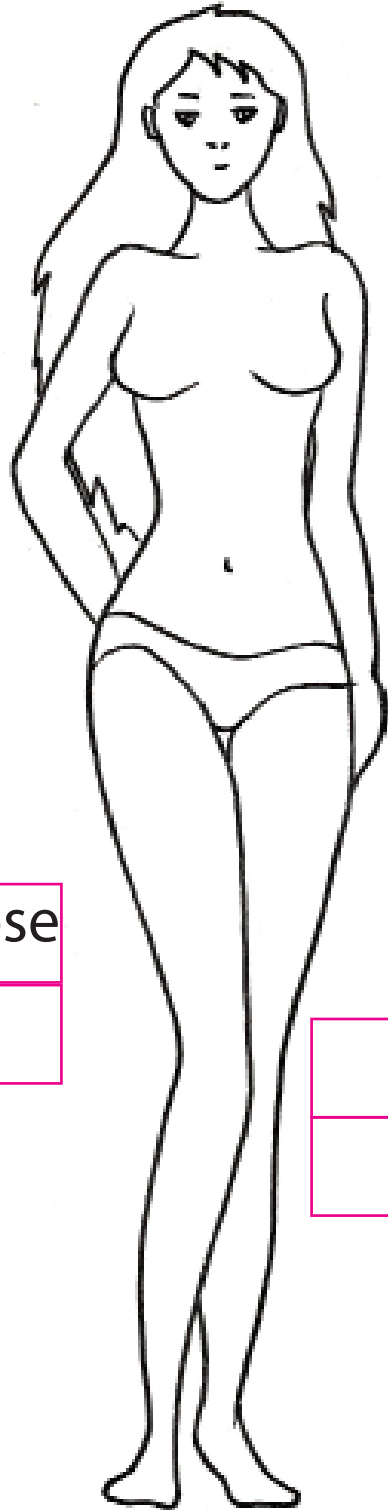
Laura



Christina

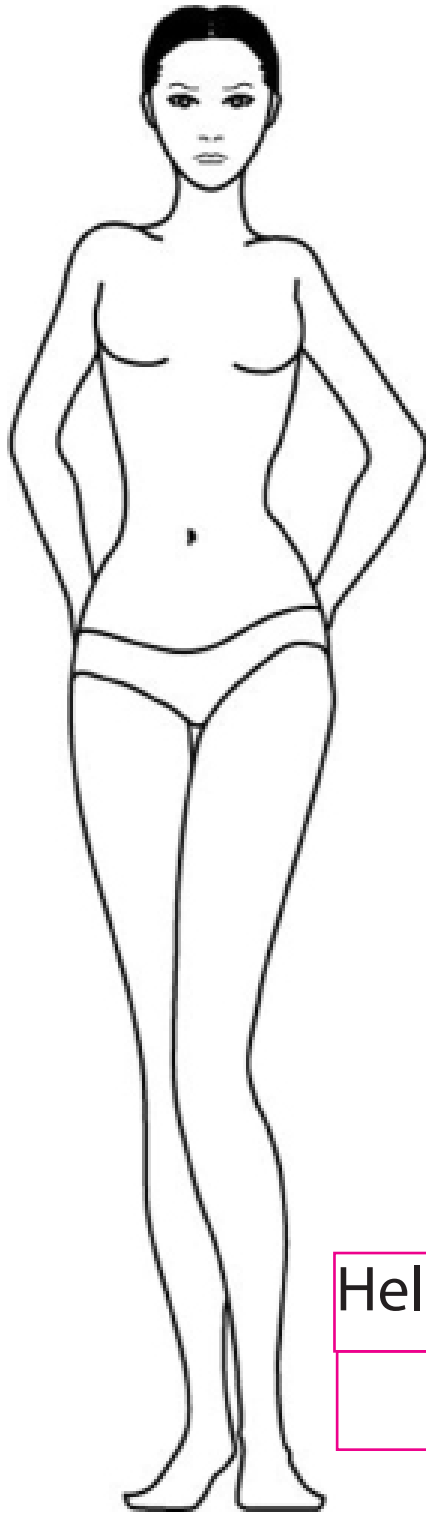


Rose



Charlie

==



Helena



Emma



Louie

Welcome to Paninaro – a scenario for the creatively challenged.

In the scenario you will take on the role of Löüie; teenager, genius, designer.

Before you can get on with the scenario, you will need to some designing of your own on Löüie. You do that by picking one choice in each of the categories below and by doing that, decide what character you will be playing.

You grew up...

- Among Masai nomads in Ethiopia – travelling through the desert.
- In Detroit, with mum, five siblings, in a two-room apartment.
- In suburban hell, Queens, with father, mother, dog and Monstertruck.

Your greatest source of inspiration...

- The Bible (*"Especially the Old Testament. People think that it's all white dressed all the time, but if you read it thoroughly there lots of fashion in the good book"*)
- HP Lovecraft (*"I just love the whole thing with tentacles, Necronomicon, insanity and hey wait what; they're Deep Ones. It gets my creative juices flowing"*)
- The Falklands War (*"I don't know what it is about this war in particular, but the Falklands just somehow reeks fashion and... sazz like no other armed conflict"*)

Among the others...

- I have a secret crush on Hannah
- I hate Geneviève with a vengeance.
- I'm so tired of Serge copycatting me.

Your favorite color is...

- Red
- Yellow
- Black

Bitch Move: Once during the scenario you can force another character to switch model after five minutes of creative round (no later than that). The player can pick an alternative model from what is left in the model pool. (*"Sorry, your model got offered a gig on a lovely Bounty beach and left without a warning"*)



Geneviève

Welcome to Paninaro – a scenario for the creatively challenged.

In the scenario you will take on the role of Geneviève; Cosmopolitan, skittish designer.

Before you can get on with the scenario, you will need to do some designing of your own on Geneviève. You do that by picking one choice in each of the categories below and by doing that, decide what character you will be playing.

You grew up...

- As an adopted white child in Harlem
- On a small Island in the Pacific where the still lives Dodo.
- In the basement under Pentagon.

Your greatest source of inspiration...

- Vehicles (*"Everything from the shape of an Boeing 747 wing to that net stuff that on snowshoes just gives me an urge to design"*)
- Chuck Norris (*"The way everything is just skintight and fit on him just makes me want to dress the world like that. Denim and check pattern FTW"*)
- FOX News (*"The way attitude, opinions and clothes just works together is super inspiring and has taught me not to get bogged down too much by facts or reality"*)

Among the others

- I rarely understand a thing Hannah says.
- I have often borrowed Louies scissors when he did not look.
- I feel an artistic kinship with Serge.

Your favorite color

- Red
- Brown
- Green

Other than that, it is up to you to fill out the bits that make the character memorable and come to life. Add habits, speech impediments, designer idols and personality on Geneviève and make him yours. Nothing is too wack or out there in the world of fashion. Make it work!

Bitch Move: Once during the scenario you can pick what materials one of your opponents gets from The Box. So you get to pick, what he or she gets to use for her design that round. You still must pick the number materials that the round allows. (*"Sorry, you went blank while we were at The Box to restock. This is what was in you shopping bags when you got home"*)



Hannah

Welcome to Paninaro – a scenario for the creatively challenged.

In the scenario you will take on the role of Hannah; emotional, tactician, fashion designer.

Before you can get on with the scenario, you will need to do some designing of your own on Hannah. You do that by picking one choice in each of the categories below and by doing that, decide what character you will be playing.

You grew up...

- Homeless in San Francisco, under Golden Gate Bridge.
- In a collective / meth lab in the Mexican Desert.
- With super busy parents, whom were both working at Wall Street.

Your greatest inspiration is...

- Angelina Jolie (*"The way she's both action and graceful and married to Brad Pitt and is good with a many black children – it really makes you think"*)
- The mineral kingdom (*"If you could weave some super thin fabric from granite or silt, that would be my dream material"*)
- My granddad (*"He lived up in the mountains and was really paranoid about electricity, black helicopters and a someone he called 'The Man'. He taught me not letting others dictate your lifestyle"*)

Amongst the others...

- Louie is like a brother to me.
- I'll throw up in my mouth if Geneviève make another little black dress.
- I find Serges style primitive and old fashioned.

Your favorite color...

- Purple
- Black
- Red

Other than that, it is up to you to fill out the bits that make the character memorable and come to life. Add habits, speech impediments, designer idols and personality on Hannah and make him yours. Nothing is too wack or out there in the world of fashion. Make it work!

Bitch Move: Once during the scenario you may, before creativity round starts, draw a card from the judging deck and look at it. You now decide, without showing it to the others, whether what is on the card is a fashion faux pas that gives minus 1 vote, or the hottest shit, giving plus 1 vote. Reveal the card when the other judging cards have been flipped. (*"The judges were out smoking in the bathroom and I overheard what they looove and hate right now"*)



Serge

Welcome to Paninaro – a scenario for the creatively challenged.

In the scenario you will take on the role of Serge; European, bleak, fashion designer.

Before you can get on with the scenario, you will need to do some designing of your own on Serge. You do that by picking one choice in each of the categories below and by doing that, decide what character you will be playing.

You grew up...

- At a Russian weather station in Siberia, surrounded by scientists and sleigh dogs.
- In Paris, near Montmartre, among hookers, white bread and cheap red wine.
- In East Berlin with your hardcore communist aunt.

Your greatest inspiration is...

- American Football (*"I know that the fashion world seems far away from big men in helmets and body armor, but the battles and intensity you get in this sport is just super inspiring"*)
- Insects (*"You might consider bugs and creepy crawlies are disgusting but I see great beauty in their diminutive universe. And spiders produce amazing silk... what do you mean by spiders aren't insects?"*)
- Magic and wizardry (*"I love to weave little stories into my designs. Is she a witch? Is she fleeing a witch? Can you outrun a witch in high heels?"*)

Amongst the others...

- I find Hannah a bit of a slut.
- I have noticed, that each and every one of Löuie's dresses is copied from famous designers.
- I can see myself working with Geneviève.

Your favorite colors is...

- Blue
- Green
- White

Other than that, it is up to you to fill out the bits that make the character memorable and come to life. Add habits, speech impediments, designer idols and personality on Serge and make him yours. Nothing is too wack or out there in the world of fashion. Make it work!

Bitch Move: Once during the scenario you can dictate, that one of the other players cannot use any kind of tools during a design phase, other than scissors. No pencils, no rulers no paper. Everything must be cut free hand. (*"Sorry, you popped a handful of colorful pills minutes before you entered the studio, and you can in no way see straight"*)

