

Summer lovin'

by

Trine Lise Lindahl, Elin Nilsen and Anna Westerling



Content

Synopsis

Vision

Game structure

Before the game

The scenes

The monologues

Closing

Set the scenes

Characters

Scenario by

Trine Lise Lindahl, Elin Nilsen and Anna Westerling

Illustrations

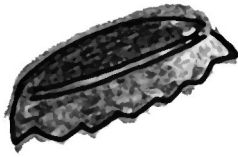
Jonas Trier

About

Number of players: 6

Gamemaster: 1

Time: 2 hours



Synopsis

This is a game about six people on their way home from a festival in groups of three. They have all hooked up with one from the other group. We focus on one couple at the time, and let them tell their sides of the story before they play out what actually happened. We finish off with monologues that take place after they have gotten some distance.

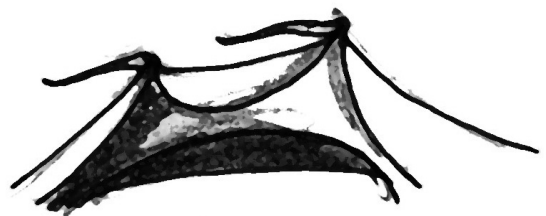
Vision

One might think that this scenario is about finding your perfect partner, having amazing sex right away, and living happily ever after. But it is not. We want to tell the stories of the uncomfortable hook up in the tent, the grass in the ass, and the poor communication which leads to it all being awkward. But also of the good things in the meeting between two people trying to reach out to each other, and that nice feeling you get when making out with someone.

We also want to play with the fact that people interpret situations differently and edit reality as they recount experiences. This is meant to be a fun and entertaining scenario, but still with a depth and a strong connection to real life. We also want to use this scenario to force people to talk about sex, to verbalize both what actually goes down in a sexual situation and the feelings involved.

You, the GM, will manifest this vision by guiding the players in creating these stories. Let them be the stars. You're thrill is to see the players use the frames set by you to make the game as interesting and entertaining as possible. We have explained the intentions behind the design elements throughout the text. If you want to achieve these intentions in other ways, you can, but stay true to the idea.

In this manuscript you will find the whole scenario including exercises for the players to do before the game, to get into the right mood. Read the whole thing through before you start.



Game structure

This is a walkthrough of the game itself. See "Before the game", page 6, for preparations.

The game starts when the characters are heading home from a music festival where they have been working. The three girls are sitting in a car, driving back to their hometown. They are discussing the events, especially the sex they each had with one of the guys who at the same time are sitting in a train discussing the same topic.

The game alternates between two different types of scenes. The *Tell Me More*-scenes are the scenes where two people that have had sex with each other are telling their friends about the experience. The *What Actually Happened*-scenes are scenes where each couple plays out, well, what actually happened. In the *Tell Me More*-scenes, the game master will cut between the two groups as she sees fit. When all three couples have played out their scenes, each character will give a monologue about how they feel and see the future after they've gotten some distance.

The game is constructed for six players. There are three female and three male characters. The player's gender doesn't have to coincide with the character's gender, but we do believe it could be interesting played out as your real sex and real sexuality - to play it somewhat close to home. By that we mean close to the players' own personal experiences, so that the player can use these and reflect upon how the situations played out relates to their own lives. This means of course that the scenario could be altered slightly to include same-sex couples if that fits the player's experiences better.

Playing with same-sex couples

- Change the names
- Watch out for the text messages - change and create new if the content is gender-specific.
- Sara and Andreas have birth control-issues - for practical reasons they should be the last couple to change sex.



The environment

The common meeting ground for the characters in the game is a music festival where they work each summer. Most of them have done so for many years and they all know each other. The male and female characters live in different cities so they only meet during the festival and occasionally at meetings and parties, such as planning and pre- and after-parties. They were all at a kick-off party for the festival two months ago.

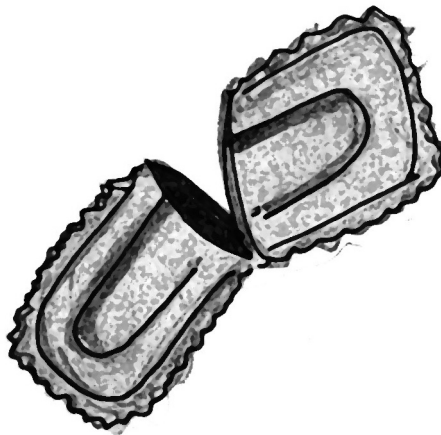
The characters

This scenario contains six characters who have hooked up two and two. The different couples have different issues.

- *Kristina and Jacob* are cool and relaxed with each other, when they hooked up before, it was not amazing, but ok.
- *Sara and Andreas* have an unfaithfulness issue and a bit of insecurity around that situation.
- *Maria and Peter* have technical problems, but are tender. She is also older and have more status in the festival circle than him.

Time

The whole game should be introduced and played within two hours. This might be a bit tight, so make sure you keep your tempo high, but without rushing the players. For example, if a scene is going slow you can speed it up by saying “*Two beers later, you are getting increasingly flirty.*” or “*It’s ten minutes later, you’ve gotten her pants off.*” This can also be used if the players are beating around the bush because they are timid about going into the sexual details.



Before the game

When the players arrive, you should as a game master do these six things:

1. Present the concept

This is a scenario with no secrets. Explain to the players that they will play couples who had sex during a festival and that the scenario will be about how they are talking to their friends about it afterwards and what actually happened. Explain the entire scenario, including the sex technique (page 8), so the players know what to expect. Remember to tell the players that if they are too uncomfortable they can break a scene at any point.

2. A story of a one night stand

To get in the mood and make people think about their own life - let each player tell about a casual intimate meeting they have experienced, for example a one night stand - if possible at a festival or similar event. If this seems hard to the players, you can tell them that they are allowed to lie, but not allowed to tell that they are lying.

3. Dirty words

In order to make the players able to talk graphically about sex - establish that in this room it is OK to say dirty words. Do this by an exercise with everybody in the room saying a dirty word after another. This could be words as dick, clitoris, bonked really hard, nipple etc. Go around the group a couple of turns so all can have a couple of goes and the awkward feeling will go away and it will be more normalized to say these things.

4. Distribute the roles

As a GM you decide who plays who. The players do not get to choose. You base your choice on what the players have told you and what you think would make the best game. Letting the players play close to home is a good thing in this context.

5. Present the roles

In order for all to know each other the players should present their characters to the other players. The characters position in the festival, their personality and relationship with the person they have sex with should be covered.



6. Establish the groups of friends

To establish the group of friends, and to get your players started, do a short scene. We suggest a scene from the volunteer party they all attended two months ago, preferably before anyone has made out. The atmosphere should be excited, they are all looking forward to the festival. The purpose is to let the players try out the characters and the festival scene. The dynamics in the group should be open and trusting, these people really know each other.

The scenes

Each couple's story consists of two subsequent scenes. In the first scene each part of the couple is telling her/his friends about the sex. In the next scene they play out the actual sex. This is done three times, one for each couple.

Tell Me More

In this scene the two characters that have had sex with each other will tell their friends about how it was, how they got to having sex and their immediate thoughts around it. Of course this does not have to be totally accurate, we do remember differently and we do edit the details and stories when we tell our friends about our intimate experiences and thoughts. To set each scene, the GM will read what the guys saw the night before and text messages sent by the girls during the previous night and morning. (See "Set the scenes", page 11) The purpose is to set a tone and give the players inspiration about how last night went down.

The GM will cut between the two locations at fitting intervals. It is important for the players to listen to what goes on in the other group and tune the stories to each other. The two characters' perceptions of the events do not have to match, nor do they have to be honest towards their friends, but it is important that the hard facts are more or less in sync. The friends can ask questions and encourage the main character to tell them more, more details, more of what they're thinking.

If this sequence is going slow, or players have little initiative or reveal few details, the GM can ask "Tell me more"-questions to help the players along.

Example:

Player: And then we had sex.

GM: Tell me more! Was he good with his tongue?

What actually happened

When the players have established a frame through the *Tell Me More*-scene, they are going to play out the actual sex scene. First they play the scene leading up to the sex, then the actual sex, and then the pillow-talk/completion of the scene. Sex of course doesn't have to be penetrative sex, but it should be a sexual action and not just making out.

The scene starts with the GM giving the couple the setting. Where they are, what time it is, etc. This may or may not be evident from the "*Tell Me More*"-scene. This first part is played out larp style, the players physically play out what happens. The scene eventually comes to the moment when it's obvious they're going to end up having sex. That could be a look, a touch, a kiss, or something someone says. At this point the couples grab each other's hands to move into sex-mode. The game master then can help the players by moving the couple in time and space to a suitable location to have sex in.

Sex-mode

The sex is going to be played out verbally, with the couple sitting opposite each other, holding hands, and with knees touching. No other parts of the body should be touching at any time. The dynamics should always be action-reaction-action. That is the first line when the switch to sex-mode has been made is always an action, followed by each line beginning with a reaction and followed by an action.

Example 1:

Her: I start to take off your shirt, a bit aggressively.

Him: Wow, she is really turned on, good for me! I help you with the shirt with one hand and start caressing your neck with the other.

Her: Oh, that tickles. I move your hand down to my waist and press my crotch against yours.

Example 2:

Him: I touch your boob.

Her: I like this. I move slightly so you can reach better, and kiss you gently.

Him: This seems to be going well. I kiss you deeper with tongue.



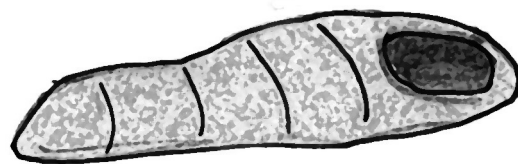
We have seen that the players tend to forget the reaction-part. If it starts sounding too much like phone sex, remind them to react by asking “*How does that make you feel?*” after an action. We have also seen that people don’t get to the point, but rather beat around the bush. In that case you can move them in time or space or even remove clothes, for example; “*10 minutes later - in bed, and both of you have lost your shirts.*”

We want the transition from the courting scene to the actual sex and then to the pillow talk to be as seamless as possible. If the players are standing when they decide to switch to sex mode, they should try to move to the chairs to be seated. When sex-mode starts the previous conversation dies, as it usually does when you start being sexual. When the players feel that their sex scene is over, they switch back to physical play by letting go of the hands. They then conclude the scene in whichever way they see fit, it could be a cosy pillow talk, a desperate run or a polite “*ehm, good bye, then*”.

Tell the players that if they are uncomfortable at any time in the sex scenes, they can simply rise up and break the play. There is no shame in this. Then you help them to get back in-game in a less intimidating scene, maybe making out instead of full penetrative sex. You can simply restart the scene from the beginning, or at whichever point you see fit.

Safe sex

This is a realistic scenario therefore the issue of safe sex is essential. Tell the players that whether the characters choose to use a condom or not is up to them, but that the issue of prevention should be in the front or back of their minds.



The monologues

When all three couple scenes have been played out, each character should give a monologue. This is the character's thoughts and expectations concerning the whole situation, a day or two after they have returned home, slept, showered and gotten out of the festival bubble. There has not been any contact between the sex partners since they left the festival. Each couple give their monologues together, standing on the floor, facing the same way. The monologues should be short and sweet. One goes first, then the other, and then the first can say something more if they want to.

Example 1:

Her: I know I shouldn't, but I really like this guy. I still feel the warmth of his body against mine, and I would really like to see him again.

Him: She seems to have enjoyed it more than I did, but she is a really cool chick, so I'm happy we did it. I hope she will contact me.

Her: I will e-mail him and ask if we should hook up again next time we are in the same place.

Example 1:

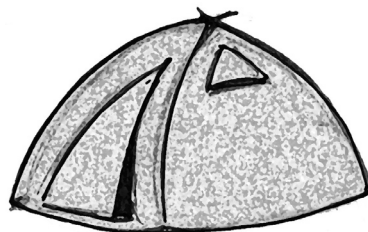
Him: This was really nice, I really like this girl. But I'm sure for her it was just sex.

Her: I really like this guy, but of course if I contact him he'll think I'm desperate. For him it was just for sex.

Him: But come on, it's a chance worth taking. I'll travel to her city next week-end for the local afterparty. Then we'll see what happens.

Closing

The game simply ends after the monologues are over with the GM thanking the players for the game. After this the GM may want to encourage the players to talk a little bit about the game. Just as the players are about to leave, the GM hands out one condom to each player, reminding them that this can come in handy at a festival ;).



Set the scenes

Before you start each Tell me more-scene, set the scenes by giving the players information about what the guys saw and the SMSes the girls sent.

Kristina & Jacob

Peter saw Kristina making out with somebody else at the bar.

Andreas saw Jacob and Kristina being awfully drunk, heading out, giggling.

Kristina to Sara: Thanks for evacuating the tent. I owe you.

Kristina to Maria & Sara: Rating: Pro: Easygoing as always. ;) Con: He fell asleep!

Kristina to Jacob: Thanks for the adventure. Not fantastic, but really nice. Happy to repeat, as long as you stay awake.

Sara & Andreas

Peter saw Sara and Andreas making out partly hidden.

Jacob saw Andreas leaving Sara suspiciously early in the morning

Sara to Maria & Kristina: Shit, do any of you have a morning after-pill?

Sara to Maria & Kristina: And for the rating: Pro: Superhot! Con: Condom trouble!

Sara to Andreas: The situation is under control ;)

Maria & Peter

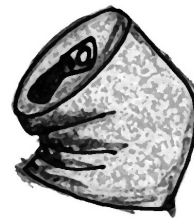
Jacob saw Peter reading Maria's fortune in her hand.

Andreas saw Peter pushing Maria up against a wall making out with her.

Maria to Kristina: I know I said I shouldn't, but he was so nice so we did it anyway. But let's just say he is not a jedi yet....

Maria to Kristina & Sara: Rating: Pro: Tenderness! Con: Really low on technique - he forgot clitoris!

Maria to Peter: I forgot my scarf - can you bring it?



Andreas Ekdal

Andreas is in the committee that decides who gets to play on the indie-band-stage. This gives him quite a lot of status and he spends a good deal of his year traveling around to other festivals and concerts scouting for new cool bands to bring to the festival.

Andreas is, and has been for several years, in a long term relationship with someone none of the others have ever met, since she is not into the festival scene at all. He is currently between jobs, and is somewhat frustrated both due to his work situation and his relationship. Thankfully Andreas has the festival scene where he gets to do a lot of fun things, and meet a lot of good friends.

As a person Andreas is nice, and very easy to talk to. He is smart and intellectual and a good friend of everyone. However he can be status oriented, a bit insecure, and wants to be around the cool people. This sometimes leads to him being somewhat excluding, and this has been enforced by his job to find new cool bands.

Relationship with Sara:

The first time you met her you got totally infatuated with her. Which was quite disturbing, given that you had just moved in with your girlfriend back home. Well, it passed, but when you've met her over the years there has always been a tingle of attraction there. You think she's intelligent and cool, and on the same level status-wise, so you don't need to worry about that.

At the volunteer party two months ago, you ended up having sex with her. And it was hot. And something you would like to do again. Even though you shouldn't. But then again...

Keywords:

- A nice guy
- Status oriented
- Unfaithful

Peter

Peter is a good guy who is considerably younger than the rest, and therefore entered the scene of the festival later. He works as a volunteer backstage where Jacob is the stage manager. He is good at what he does, he is organized and takes responsibility for his job. He has a lot of potential, and ambition to rise to more qualified tasks. One day he would like to be a Jacob Lindkvist or a Maria Aronsson.

He is a guy that is confident, cocky and not really scared of anything, but as he is younger he might be a bit insecure compared to the others. By hanging around with other young functionaries and festivalgirls he gets so much casual sex he, at least for now, can not imagine being in a relationship.

Relationship with Maria:

You think she's a really cool girl. You look up to her for the job she's doing and her position in the festival. You think she looks really good, she's got the hottest boobs ever!

Jacob introduced her to you with a nudge and a wink last year. You've been flirting the last times you've met, and at the volunteer party two months ago you made out and were planning to head off somewhere. But then she just disappeared. Well, there will be new chances.

Keywords:

- Younger
- Ambitious
- Easy

Jacob Lindkvist

He is the king of the backstage area of the main stage. He gets to meet, work and party with all the cool artists, which makes him a star. He's got a crew of volunteers, young boys and girls, that follow his orders - it's his posse that he both protects and leads. Jacob is a hands on type of guy who worked his way to this position, and has for many years had this position.

He is an easygoing guy with a relaxed attitude towards casual sex. This means he has been doing quite a few of the women at this festival, and one might even jokingly call him the male slut of the scene, which he is completely fine with. He is just one of these uncomplicated people who is very cool around sex and is happy to have it when given the opportunity, but doesn't get crossed when turned down.

Relationship with Kristina:

She's a hot piece of ass that you've been eying for a while. She's smart and cool to talk with and you have great fun together. To you she seems really tough and like a girl who can handle anything. At last year's festival you made a decent effort to get her into your tent, but she was more interested in someone else. But you made out a lot, and it made you want her even more.

At the volunteer party two months ago she was single and gave into having sex with you. It was hot, and something you would definitely do again.

Keywords:

- Easy going
- Backstage king
- The male slut.

Sara Edvardson

Sara is in charge of merchandise at the festival. She has been single for a long time, but is not in a hurry to get into a relationship. She is proud and full of integrity, and takes no crap from anybody.

Relation wise she may be a bit reserved, as she really doesn't want to come out as a loser. She is well organized and takes her tasks at the festival very seriously. Sometimes so much that she forgets to flirt. She is also very picky when it comes to men, and would like to have more casual sex, but the guys just aren't good enough, or she is too proud.

Relationship with Andreas:

Since you met him, working together at the festival a couple of years ago, you've always had a soft spot for him. If he hadn't been in a relationship you would probably have tried to pick him up a long time ago. And probably succeeded. You like to talk with him and feel good around him, but sometimes you feel quite excluded when you're talking in a group of cool people.

At the volunteer party two months ago you ended up having hot, wonderful sex. You have great expectations of getting more of that, even if you see that him being in a long term relationship might complicate things.

Keywords:

- Proud
- Picky
- Focused

Maria Aronsson

Maria is in charge of organizing all of the volunteers at the festival, and is a great leader and organizer. Her real ambition is to take over the whole festival one day. She's been around the scene for years, and also the guys... At least she has hooked up with all of the interesting ones. She has a strong social position in which she is comfortable, and the chase for status is behind her. Maria is a romantic, ambitious slut, in the very best meaning of the word. When it comes to relationships she is emotional and can sometimes be naive, hoping that there is a Mr. Perfect out there to knock her off her feet. But that doesn't mean that she can't have some fun while waiting.

Relationship with Peter:

You think this guy is nice and funny and trustworthy. You've seen him work and you are impressed with the way he takes responsibility. He seems like a really good guy, but you think he is a bit too young for you.

Jacob introduced him to you with a nudge and a wink at the volunteer party. You ended up making out with him and were planning to hit it off somewhere. But then you hooked up with somebody else instead and left him hanging. The last couple of days before the festival you've been hanging out a little.

Keywords:

- Ambitious
- Romantic
- Been around

Kristina Strand

Kristina is in charge of communications during the festival. She is newly single and out to have some fun, combining doing her work well with a bit of a rock'n'roll life. She tries to live after her own strong social rules when it comes to casual sex, which means being fair, caring, open minded, and keeping potential drama on the inside to protect or to avoid bothering the people she engages in. This results in her always playing it cool towards a potential partner, even though her head may be spinning from emotions. But she shares her feelings willingly and uncensored with her friends. She is also both cynical and pragmatic. Kristina likes to flirt, and is steaming hot, but it may just as much be because she is using her sexuality actively when socializing with people as her actual looks.

Relationship with Jacob:

You've been flirting with this guy for a while. You've talked a lot and you feel really comfortable in his company. At the festival last year you made out a lot, but you turned him down for another guy. At the volunteer party two months ago you made a thorough consideration as to whether or not to have sex with him, and in the end you decided to go along with it. The sex wasn't all that good, but the total experience was really nice and you will probably do it again if you get the chance. In fact, you will probably always go for having sex with him, unless somebody more interesting is at hand.

Keywords:

- Cynical
- Flirty
- Rock'n'roll