

A Rake's Progress

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A larp scenario

Number of players: 4, 8 or 12

Number of GMs: 1-2

Duration: 4 hours



William Hogarth, 1735 - A Rake's progress, 3: The Tavern Scene

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The Idea

“I have loved women even to madness, but I have always loved liberty better.”

– Giacomo Casanova

Everybody loves a bad boy. Rebels without a cause, sensitive anti-heroes, assholes with a heart of gold, they are everywhere in our pop culture. These bad boys go back a long way, at least to the 17th and 18th century, where they were known by different names - rogues, libertines, debauchées. Probably the most enduring archetype of that time was the Rake. Drinking, gambling, dancing, getting into fights and wilful adventures, and first and foremost seducing women - and then leaving them in order to pursue the next one - this is what the Rake did, their deeds both scandalising and enticing audiences.

In *The Rake's Progress*, your players will take turns to play such rakish characters, acting out their scandalous rise and tragic fall. They will also in turn play the rake's allies, enemies and victims. The Rake can only exist surrounded by a society he can rebel against, whose rules he can break.

Theme/Tone

Ideally, the scenario will give players a double perspective, both on the Rakes and on the 18th century. Are the Rakes immoral villains, just playing with people around them, or are they victims of merciless societal pressure? Do we want to be like them or are we happy that they are ultimately punished for their transgressions?

Inspiration

The title of the scenario comes from a famous series of paintings by William Hogarth, depicting the rise and fall of a Rake's life. Each of the four narratives in turn is inspired by a specific antihero: *The Scandalous Aristocrat* by Valmont in Laclos' *Dangerous Liaisons*; *The Fortune Hunter* by Barry Lyndon (either the Thackeray or the Kubrick version); *The Faithful Rogue* by Axel von Fersen, real-life lover of French queen Marie Antoinette; and *The Sensitive Scoundrel* by John Willoughby in Jane Austen's *Sense and Sensibility*. Of course, players can also incorporate traces of Casanova, Lovelace, Mr. Rochester or Baron Münchhausen into their play.

The Setting

In Europe, the 1700s was an era of paradoxes. On the one hand, it was a time of radical change. It was the Age of Enlightenment, of new ideas about the world and humankind, with people starting to think differently, think for themselves. Society was transforming, as the century-old dominance of the nobility was challenged by the growing middle classes gaining more and more influence and demanding more political power. This will ring in the Age of Revolutions in France and in the New World. Maybe the biggest revolution was the beginning of the Industrial Revolution, which was about to transform work, technology and life in general in never-before-seen ways.

On the other hand, the 18th century was still an age of order. Politically, the aristocrats are still the ruling class. But even they are mostly just playing their parts within a rigid social hierarchy shaping everyone's life, no matter where on the social ladder you were. It was very clear what you were allowed and had to do if you were a gentleman, a member of the middle class, a servant - or a woman. But the cracks in that seemingly stable order are beginning to show.

This is the world you're playing in - a world where the rules of society barely hold back individual emotions, desires and passions, but where breaking these rules is only tolerated to a certain degree.

A note on gender roles

The social norms of the 18th century also had some very fixed gender roles. At least in their stories, the Rakes were stereotypically male characters, usually seducing stereotypically female characters. This is reflected in our scenario by gendering characters, both in character names ("King", "Lady in Waiting") and pronouns (he/him, she/her).

However, even back then gender norms were far less heteronormative than they seemed, not to mention our contemporary perspective. Since players, regardless of their own gender identities, will play both "male" and "female" characters, any superficial heteronormativity should be only that - superficial.

What you need to play

- A large-enough room with space for two or three groups of four to play parallel to each other; the groups shouldn't interfere with each others' play, but should still be able to interact with each other at certain points
- A sound system to play the music and sound cues from the [playlist](#)
- A projector to show a [presentation with instructions](#)
- Sets of a table and four chairs
- Printouts of the **character sheets** (can be found as an appendix to this document)
- Printouts of the Character Archetype badges (can be found as an appendix to this document) and safety pins
- Optional: further props (playing cards, poem, masks, fans...), a lighting system

General structure

The players come together in parallel groups of four, playing four consecutive narratives within their respective groups. **The players will take turns playing different character archetypes in the narrative: the Rake, who is the protagonist, his Lover, his Ally and his Antagonist.** Thus, each player will play each of the roles once. All narratives consist of two scenes. **Between the scenes are interludes**, in which the players of the Rake can either decide dance with their Lover or duel with their Antagonist; this decision is made by all Rakes together after the first scene, while they will have to duel - and lose said duel - after the second scene.

The scenario - Step by step

1. Workshop: Setting

Workshopping should take around 90 minutes.

Before introducing the scenario, ask the players the following question: **“What do you think about when you think of the 18th century?”**. Probably, they will come up with a lot of ideas that go in two opposing directions - a more romantic view (beautiful dresses, dances, wigs, enlightenment, ...) and a more critical one (social oppression, starving farmers, revolutionary terror ...). Take up those ideas and describe the world you're going to play in; if you want to, you can read the **description of the setting** above.

Next, briefly introduce the concept of the Rake and how they fit into this world; again, you can read out the **description of the archetype in The Idea and Theme section**.

In order to make players feel a little bit more at home in the world of the scenario, you should do a little **movement workshop**. You can play a music piece from the end of the playlist quietly in the background. Remind the players that in the world of *Rake's Progress*, emotions are often just expressed in gestures and looks.

Ask them to imagine they are gentlemen, members of the aristocracy. Let them walk around and greet each other in a courteous manner:

Imagine you're a gentleman of the 18th century. You dress in luxurious fabrics, wearing high heels and a powdered wig. You like to hunt, dance, admire art and music, play cards... You're proud and boastful, but also romantic and emotional... How do you greet other gentlemen? How do you meet an enemy?

After that, let them stop for a second. **Ask them to imagine that they are ladies, noblewomen.**

Imagine you're an 18th century noblewoman, you dress in wide dresses made of beautiful laces and silks, in a high wig, you have a fan. You love nature, art and literature, you love to dance and take walks in the gardens... How do you greet a friend? How do you meet an enemy?

2. Setup

The number of players should be a multiple of 4 - so 4, 8 or 12 players. **Randomly sort players into groups of four.** One way to do so is to use the face cards from sets of cards; players with the same colour come together into a group.

This is the essential information you need to give the players; we have also compiled it in a presentation ([link to the presentation](#)). Ideally, the presentation will be in the background during the whole game. Have the “Main title” as the opening page.

Structure and Scenes

- Every group of four will play the same scenes and the same stories at the same time, but only amongst themselves.
- They will play four different stories, each centred on a different Rake.
- Each one of the players will get the chance to play a Rake once.
- Each Rake will get **two scenes in their own story** - the first showing the rise of the Rake, the second one detailing his fall, with interludes of either dancing or duelling in between.
- The other players will play the supporting cast of the respective scene - the Rake’s love interest, his antagonist and his supporter.
- Players will get clear instructions on the scene, their respective character and their motivations for the scene on their **character sheets**.
- The supporting characters should mainly interact with the Rake; he is clearly at the centre of the story.

Characters

- All these characters are just archetypes and don’t have specific names. While **the Rake** and his **Lover** will be the same in both scenes, **the Antagonist** and **the Supporter** might play a different version of the archetype in the second scene - so players should check the name of their characters in each scene.
- The four archetypes - Rake, Lover, Antagonist, Supporter - will also be symbolised by card colours: ♠ for the Rake, ♥ for the Lover, ♦ for the Antagonist and ♣ for the Supporter.

Music cues

- A playlist will play during the whole scenario setting the mood and also give cues when the scene ends and changes. A detailed playlist instruction for game masters can be found here: [A Rake’s progress music instructions](#).
- Play samples of the music for players at the workshop.
- “Sarabande” by Händel starts a new scene and gives time to read the character and prepare for the scene.
- Play one or two music pieces during one scene.

- The ending music (Sarabande variation II) is the signal that the scene is ending in one minute and players should prepare for the interlude.
- During interludes, there is separate music for Dancing and for Duelling

Interludes: Dancing and Duelling

- As mentioned, the groups will play these scenes separately from each other. However, this is different in the interlude scenes.
- In these, players will play out the conclusion to the preceding scene. Will the Rake solve the situation by his charm and his powers of seduction, or by resorting to aggression and violence - or, in terms of the game, by **dancing** or **duelling**.
- Whether the dance or duel are actual dances or duels or more symbolic is up to the players and circumstances of their play. A dance could just be the abstract symbol for a successful seduction, and an Antagonist beaten in a duel might be physically unharmed, just humiliated and out for revenge in the next scene.
- In the first interlude scene, the Rake actually has a choice, whether he wants to dance or duel. No matter what, he will always succeed - he will win that duel or he will seduce others in that dance.
- If there is more than one group of players, the choice is settled by all Rakes together. After the first main scene, they come together and reveal their choice in a version of Rock Paper Scissors: an open hand, like an invitation, is the choice to dance, a finger gun is the choice to duel. If the Rakes choose different outcomes, the following rules apply:
 - Two groups: actual Rock Paper Scissors decides.
 - Three groups: The majority decides.
- In the second scene, there is only the possibility of a duel (with the exception of the last story), which the Rake will lose.
- Whatever the decision, the groups will then all play out the same interlude scene simultaneous and in sync with each other.

Workshop dancing and duelling

- The dance we use is “Hole in the Wall”. Learn the dance beforehand in order to teach it to the players:
 - <https://www.libraryofdance.org/dances/hole-in-the-wall/>
 - https://www.youtube.com/watch?v=qbB4boHfEgU&ab_channel=JanAlter
- Duelling rules:

Note that this isn't a race, but a dramatic moment of facing your fate. Remember, after the first scene, the Rake would win, after the second one, he will lose.

The duellants meet in the middle, the groups next to each other. You have a little time to say the last things. The GM reads out these steps loudly and dramatically and quite slowly:

1. All outsiders have to leave.
2. Greet your opponent.
3. Turn.
4. Take x steps.(x = as much as the space allows)
5. Count out x steps.
6. Turn.
7. Aim.
8. Shoot. (use audio gunshot timed with this).

Leave the players a little time to act out the results of the duel.

3. Finishing setup

Players can now decide when they want to play the Rake. Show the slide with the titles of the stories. Also hand out the character sheets - make sure that each player gets the correct four sheets. Give them also Character Archetype badges that they change in every story.

Now is the best time for players to ask questions. Also rehearse the dancing/duelling if needed.

Take a break and meet up again when everyone has had a look at their sheet and feels ready to play. Playtime is around 2-2,5 hours.

GMing the scenario

During play, the players will have precise instructions on their character sheets, but your main exercise as a GM will be pacing and to keep things going. There is narration to be read out in the beginning of each scene, separate presentation pages with short notes about the scene for players and pictures for the mood of the scene.

We have also compiled a playlist with the music cues, which do not only add some atmosphere to the scenes, but also help you with their timing.

Scene Overview

Story I: "The Scandalous Aristocrat"

➤ Scene 1: The Opera

For GMs:

- *Setup:* two rows of chairs (small gaps between sets of players)
- *Narration:* Let's begin our tale with a prototypical Rake - the scandalous aristocrat. To him, everything is a game and he treats all others just like

playthings - especially in the game of love, where he cold-heartedly seduces and then abandons his lovers for his own sport. His reputation precedes him everywhere and society is both appalled and fascinated by his behaviour. Tonight he is accompanying an old friend to the Opera, where they happen to run into the friend's old lover and his new paramour. The true show might be happening in the audience.

- *Dance or Duel:* **both possible**

➤ Scene 2: The Confrontation

For GMs:

- *Setup:* maybe a single seat for the Rake in the middle (3 times)
- *Narration:* As always, our hero got what he wanted and seduced his target. However, what happened next was unforeseen and horrible: for the first time, the Aristocrat had fallen in love. Others might enjoy this sensation. For the Aristocrat, it was a sign of weakness. It would destroy his reputation. And so he broke things off and continued his wanton life. But this time, something had broken inside of him. And when he was challenged because of his callous behaviour, this time it didn't feel like a game.
- *Dance or Duel:* **Duel**

Story II: "The Fortune Hunter"

➤ Scene 1: The Card Game

For GMs:

- *Setup:* card table with four seats (3 times)
- *Narration:* The hero of our next story is of low birth, not an aristocrat or a rich person. Rather, he is full of ambition, chasing his good fortune any way possible. For the moment, he is doing it by gambling - or to be precise by cheating while gambling, playing with his partner to con rich fools out of their money. This night, however, one rich fool has decided that his beautiful wife should play with them at the card table ...
- *Dance or Duel:* **both possible**

➤ Scene 2: House of Ill Repute

For GMs:

- *Setup:* same tables, two chairs turned around
- *Narration:* Lucky at cards, unlucky in love. Soon, the rich man died, and soon after that our hero and his lady love got married, both enjoying the rich man's

inheritance. However, a rake is always a rake, and our hero soon started enjoying other things as well - buying expensive things, drinking and he also enjoyed other women. His wife was heartbroken, and her son from her previous marriage soon decided that enough was enough. With his mother, he went to the house of ill repute where his stepfather was carousing in order to confront him.

- *Dance or Duel:* **Duel**

Story III: "The Faithful Rogue"

➤ Scene 1: Masquerade

For GMs:

- *Setup:* maybe blanket on the floor for a picnic
- *Narration:* Our next hero is much more honorable than our previous protagonists. Sent as an emissary to a foreign royal court, he fell in love, deeply and honestly. Unfortunately for him, it was with the Queen of the country. So even just thinking about her was basically an act of treason. However, the Queen soon returned his affections. Sneaking off from a masked festivity, they might enjoy a secret picnic alone. Well, almost alone ...
- *Dance or Duel:* **Both possible**

➤ Scene 2: The Escape

For GMs:

- *Setup:* three chairs close to one another, the table as a barred prison door
- *Narration:* Behind the masks of the court, our hero's love affair could bloom. However, the time for frivolous festivities was soon over. Revolution swept the country and the royals out of the palaces into the prison. The Queen had to suffer the ignoble cruelties of imprisonment. But our hero is her loyal champion and has devised a plan to get her out of jail.
- *Dance or Duel:* **Duel**

Story IV: "The Sensitive Scoundrel"

➤ Scene 1: Poetry

For GMs:

- *Setup:* four chairs, two together as loveseat (3 times)
- *Narration:* Our last story doesn't take place at a royal court, but takes us to a rather humble domestic setting. Here a young man is courting a young woman, tamely reading poetry with her under the watchful eyes of family and friends.

However, our hero has undoubtedly behaved like a rake in the past. And even now, looking for a happy future, he may not be able to escape his rakish deeds.

- *Dance or Duel:* **both possible**

➤ Scene 2: The Last Dance

For GMs:

- *Setup:* all chairs out of the way, big floor for **all** groups
- *Narration:* All obstacles out of the way, our hero was seemingly bound for marriage. But the past doesn't stay hidden. When it finally reached the ears of his family, he was disinherited. Now destitute, he had to leave his love and look for another, rich match. At this ball, however, he and his new fiancée will meet his old love. We all meet here, at the end of our last story. And at the end there will be no duel. This is a ball after all, and balls are for dancing. But that doesn't mean the rake will finally have a happy ending ...
- *Dance or Duel:* **Dance**

Appendixes

Character Sheets

Each Player has 4 sheets that are color coded by story:

Story I

Story II

Story III

Story IV

WILLIAM SHAKESPEARE SONNET 116 (for scene 1 of Story IV)

Badges for each character archetype

Story 1 The Scandalous Aristocrat	
Character: ♠ The Scandalous Aristocrat	
<p>Scene 1 - The Opera <i>Setup: Two rows of chairs facing in the same direction</i></p> <p><i>At an opera performance, the Aristocrat and his companion, the Madame, encounter the Madame's ex-lover and his new flame, who is fascinated by the Aristocrat's reputation. As quietly and civilly as possible, the two couples tease and attack each other.</i></p>	<p>Scene 2 - The Confrontation <i>Setup: ---</i></p> <p><i>After having seduced the Lady, the Aristocrat has fallen in love with her, but he doesn't want to lose his reputation and decides to leave her. He then accepts his Rival's challenge to a duel concerning the Lady's honour. Everyone meets at the duelling grounds at dawn.</i></p>
<p><i>You are at a opera performance, sitting next to ♣ and behind ♦ and ♥</i></p> <ul style="list-style-type: none"> ♣ The Madame is one of the few people you see as equal. You would do anything for her, especially if it is fun. ♥ The Lady is just a pretty thing to you, something to tease and toy with. ♦ The Rival's protectiveness amuses you and you provoke him for fun. It is all just a game to you. <p>Your choice: Seduce the Lady (Dance) or best the Rival (Duel)</p>	<p><i>You are at the duelling grounds, preparing for your duel against ♦</i></p> <p>You're tired of ♣ Madame's games. You don't want to fight your ♦ Rival. You would like to tell ♥ your love, the lady, the truth, how much you love her, and apologise to everyone. But you can't. You would lose your entire reputation and you are nothing without it. So you will have to go on.</p> <p>Special condition: Use the phrase "<u>It is beyond my control</u>" as much as possible, at best as your only answer.</p> <p>No choice: You will duel the Rival for the lady's honour and lose.</p>

Story 2 The Fortune Hunter	
Character: ♣ Partner-in-Crime/Drinking Companion	
<p>Scene 1 The Card Game</p> <p><i>Setup: a table surrounded by four chairs.</i></p> <p><i>At a game of cards, the Fortune Hunter and his partner-in-crime are trying to cheat the Rich Man out of his money. However, the Rich Man’s beautiful wife proves to be a distraction for the Fortune Hunter.</i></p>	<p>Scene 2 House of Ill Repute</p> <p><i>Setup: the same table, but two chairs have been upturned</i></p> <p><i>After the Rich Man’s death, the Fortune Hunter marries the Wife, only to neglect her for a life of drink, gambling and whoring. The Rich Man’s son wants to restore his mother’s honour and therefore decides to confront his stepfather in a house of ill repute.</i></p>
<p>Partner-in-crime</p> <p><i>You are in a casino, playing cards with ♠, trying to cheat and win against ♦ and ♥</i></p> <p>You’re playing with ♠ the Fortune Hunter, cheating with a system of signals. However, he is distracted. Warn him about concentrating while doing everything to cheat ♦ your opponent.</p> <p>Special condition: Try not to talk or only whisper.</p>	<p>Drinking companion</p> <p><i>You are in a seedy pub, drinking with ♠</i></p> <p>You're not here for the drama, you're here because ♠ the Fortune Hunter is generous with his money. Try to calm things down and let him keep on paying for drinks.</p>

Story 3 The Faithful Rogue	
Character: ♥ Queen	
<p>Scene 1 - Masquerade</p> <p><i>Setup: ---</i></p> <p><i>A masquerade in the royal gardens gives the Faithful Rogue, a foreign emissary, the perfect chance to woo the Queen. However, it would be dangerous if someone found out, so they have to be careful about the Gossip witnessing their flirting.</i></p>	<p>Scene 2 - The Escape</p> <p><i>Setup: three chairs close to one another, the table maybe as a prison door</i></p> <p><i>Revolution has swept the country, and the King and Queen are in prison, awaiting their fate. The Rogue has started a rescue attempt to free them, but the King does not want the help of his rival.</i></p>
<p><i>You are taking a walk with ♠, accompanied by ♦ and ♣</i></p> <p>You are definitely charmed by ♠ the Rogue, but you're not going to give in in company, especially given ♦ the Gossip's comments, which you ignore - you're above them. Encourage the rogue and trust your ♣ Lady in Waiting to help you.</p>	<p><i>You are in a prison cell with ♦, with ♠ coming to free you.</i></p> <p>You have longed for ♠ your champion and he finally arrived. You are grateful, but you can't just leave your children and your ♦ royal husband behind. Show your love and gratitude, but don't leave. Expect the ♣ Lady in Waiting to stay by your side.</p>

Story 4 The Sensitive Scoundrel	
Character: ♦ Captain	
<p>Scene 1 - Poetry</p> <p><i>Setup: four chairs around the table</i></p> <p><i>After a life of scandals, the Sensitive Scoundrel has given up his rakish ways and is courting the Sweetheart under the watchful eyes of her friends and family. However, this includes his rival for her affections, who knows his dark past very well and has a personal grudge against him.</i></p>	<p>Scene 2 - The Last Dance</p> <p><i>Setup: all groups together</i></p> <p><i>His misdeeds revealed, the Scoundrel has been disinherited and had to leave his Sweetheart in order to marry a rich woman. Now, at a ball, he will meet his former lover and his former rival again.</i></p>
<p><i>You are a guest of ♥ and ♣, witnessing ♠ read poetry.</i></p> <p>You know that ♠ the Scoundrel has hurt people you love in his past, and that is why you hold such a grudge against him.</p> <p>You can't explicitly tell of his sordid deeds in the company of ladies and especially ♥ the Sweetheart, who you care for. Keep on hinting at his bad character.</p>	<p><i>You are accompanying ♥ to a ball.</i></p> <p>You love ♥ the Sweetheart and want to take care of her. You aren't happy about ♠ the Scoundrel's presence, but you know he is no more danger to your beloved and her happiness. Glare at him, make him feel he has lost a lot.</p> <p>Note: You <u>can't</u> duel with the Rake at the end of this scene.</p>

Story 1 The Scandalous Aristocrat	
Character: ♣ Madame	
<p>Scene 1 - The Opera <i>Setup: Two rows of chairs facing in the same direction</i></p> <p><i>At an opera performance, the Aristocrat and his companion, the Madame, encounter the Madame's ex-lover and his new flame, who is fascinated by the Aristocrat's reputation. As quietly and civilly as possible, the two couples tease and attack each other.</i></p>	<p>Scene 2 - The Confrontation <i>Setup: ---</i></p> <p><i>After having seduced the Lady, the Aristocrat has fallen in love with her, but he doesn't want to lose his reputation and decides to leave her. He then accepts his Rival's challenge to a duel concerning the Lady's honour. Everyone meets at the duelling grounds at dawn.</i></p>
<p><i>You are at a opera performance, sitting next to ♠ and behind ♦ and ♥</i></p> <p>You adore ♠ the Aristocrat, but for now he is an instrument for your revenge against ♦ your old lover, who betrayed you. Aim the ♠ notorious seducer at your target - the ♥ innocent Lady - and pull the trigger.</p>	<p><i>You are at the duelling grounds, seeing ♠ one last time</i></p> <p>This was all just a game, so why did ♠ the Aristocrat have to go and make it so serious? You don't understand that he has fallen in love, and with someone else to boot. Ask him why and let him feel your disappointment.</p>

Story 2 The Fortune Hunter	
Character: ♠ The Fortune Hunter	
<p>Scene 1 The Card Game</p> <p><i>Setup: a table surrounded by four chairs.</i></p> <p><i>At a game of cards, the Fortune Hunter and his partner-in-crime are trying to cheat the Rich Man out of his money. However, the Rich Man's beautiful wife proves to be a distraction for the Fortune Hunter.</i></p>	<p>Scene 2 House of Ill Repute</p> <p><i>Setup: the same table, but two chairs have been upturned</i></p> <p><i>After the Rich Man's death, the Fortune Hunter marries the Wife, only to neglect her for a life of drink, gambling and whoring. The Rich Man's son wants to restore his mother's honour and therefore decides to confront his stepfather in a house of ill repute.</i></p>
<p><i>You are in a casino, playing cards with ♣, trying to cheat and win against ♦ and ♥</i></p> <p>You and ♣ your partner are cheating at cards, with a system of signals.</p> <p>But this time you are distracted and not really paying attention to the game - you only have eyes for ♥ the Wife. She is everything you want and you should let her know that.</p> <p>And ♦ her fool of a husband? Play nicely and try to ignore his provocations.</p> <p>Special condition: Try not to talk or only whisper.</p> <p>Your choice: Win over ♥ the Wife either by seducing her (Dance) or by winning against ♦ her spouse (Duel).</p>	<p><i>You are in a seedy pub, drinking with ♣</i></p> <p>You just want to have fun drinking with ♣ your companion.</p> <p>♥ Your wife is easily dealt with - a few sweet nothings will calm her down, but you don't mean them and you largely ignore her.</p> <p>♦ Your stepson's posturing is half amusing, half infuriating. Ridicule him, but at a certain point let your rage out.</p> <p>No choice: You will duel your stepson and lose.</p>

Story 3 The Faithful Rogue		
Character: ♦ Gossip/King		
	<p>Scene 1 - Masquerade</p> <p><i>Setup: ---</i></p> <p><i>A masquerade in the royal gardens gives the Faithful Rogue, a foreign emissary, the perfect chance to woo the Queen. However, it would be dangerous if someone found out, so they have to be careful about the Gossip witnessing their flirting.</i></p>	<p>Scene 2 - The Escape</p> <p><i>Setup: three chairs close to one another, the table as a barred prison door</i></p> <p><i>Revolution has swept the country, and the King and Queen are in prison, awaiting their fate. The Rogue has started a rescue attempt to free them, but the King does not want the help of his rival.</i></p>
	<p>Gossip</p> <p><i>You are accompanying ♥ and ♠ on a walk during a masquerade ball.</i></p> <p>All you do is watch ♥ the Queen flirt with ♠ the Rogue and then comment on it, trying to catch them in the act of infidelity. Try to convince the ♣ Lady in Waiting to help you.</p>	<p>King</p> <p><i>You are in a prison cell with ♥, with ♠ coming to free you.</i></p> <p>You are well aware that ♠ the Rogue has probably cuckolded you with ♥ the Queen and you despise him and how he has dishonored you. You won't allow that scoundrel to spring you from prison, and you certainly won't allow your wife to go with him.</p> <p>Note: You will duel with the Rake at the end of this scene.</p>

Story 4 The Sensitive Scoundrel	
Character: ♥ Sweetheart	
	<p>Scene 1 - Poetry</p> <p><i>Setup: four chairs around the table</i></p> <p><i>After a life of scandals, the Sensitive Scoundrel has given up his rakish ways and is courting the Sweetheart under the watchful eyes of her friends and family. However, this includes his rival for her affections, who knows his dark past very well and has a personal grudge against him.</i></p>
	<p>Scene 2 - The Last Dance</p> <p><i>Setup: all groups together</i></p> <p><i>His misdeeds revealed, the Scoundrel has been disinherited and had to leave his Sweetheart in order to marry a rich woman. Now, at a ball, he will meet his former lover and his former rival again.</i></p>
	<p><i>You are hosting ♦ and ♠, the latter reading you poetry.</i></p> <p>You have found your ♠ Soulmate, you are sure. Agree with his interpretation of the poem and give your own emotional take. Defend him against any other opinions or questions; ♣ your Sister and ♦ the Captain just don't understand him like you do.</p>
	<p><i>You are visiting a ball, accompanied by ♦</i></p> <p>You are still hurt by ♠ your former lover's behaviour. But you are not going to listen to his explanations. If he talks to you, confront him with his behaviour and tell him that he is just a rake, nothing more.</p> <p>♦ The Captain has treated you with care and respect, and for that you love him, calmly rather than passionately.</p>

Story 1 The Scandalous Aristocrat	
Character: ♦ Rival	
<p>Scene 1 - The Opera <i>Setup: Two rows of chairs facing in the same direction</i></p> <p><i>At an opera performance, the Aristocrat and his companion, the Madame, encounter the Madame's ex-lover and his new flame, who is fascinated by the Aristocrat's reputation. As quietly and civilly as possible, the two couples tease and attack each other.</i></p>	<p>Scene 2 - The Confrontation <i>Setup: ---</i></p> <p><i>After having seduced the Lady, the Aristocrat has fallen in love with her, but he doesn't want to lose his reputation and decides to leave her. He then accepts his Rival's challenge to a duel concerning the Lady's honour. Everyone meets at the duelling grounds at dawn.</i></p>
<p><i>You are at a opera performance, sitting next to ♥ and behind ♠ and ♣</i></p> <p>You know people like the ♠ Aristocrat. Keep an eye on him and also keep him away from your beloved ♥ Lady.</p> <p>And it's ... awkward with ♣ the Madame, the former lover you left behind.</p>	<p><i>You are at the duelling grounds, preparing for your duel against ♠</i></p> <p>You are bound to defend ♥ your love's honour with a duel, but you are also not without sympathy for the Lady's suffering.</p> <p>While you despise ♠ the Aristocrat, offer him that if he apologizes to her, you will not fight him. But if he doesn't, her honour demands satisfaction.</p> <p>Note: You will duel with the Rake at the end of this scene.</p>

Story 2 The Fortune Hunter		
Character: ♥ Wife	<p>Scene 1 The Card Game</p> <p><i>Setup: a table surrounded by four chairs.</i></p> <p><i>At a game of cards, the Fortune Hunter and his partner-in-crime are trying to cheat the Rich Man out of his money. However, the Rich Man's beautiful wife proves to be a distraction for the Fortune Hunter.</i></p>	<p>Scene 2 House of Ill Repute</p> <p><i>Setup: the same table, but two chairs have been upturned</i></p> <p><i>After the Rich Man's death, the Fortune Hunter marries the Wife, only to neglect her for a life of drink, gambling and whoring. The Rich Man's son wants to restore his mother's honour and therefore decides to confront his stepfather in a house of ill repute.</i></p>
	<p><i>You are in a casino, playing cards with ♦ against ♣ and ♠</i></p> <p>There is ♠ this handsome stranger sitting across the table from you. Flirt with him as much as possible.</p> <p>You are playing with ♦ your husband, but you would do anything to escape this loveless marriage, including losing at cards.</p> <p>Special condition: Try not to talk or only whisper.</p>	<p><i>You are in a seedy pub with ♦, wanting to talk to ♠</i></p> <p>You still love ♠ your husband, even though he treats you so cruelly. Just one word of affection and you would forgive all his transgressions. Try to calm ♦ your son down.</p>

Story 3 The Faithful Rogue	
Character: ♠ The Faithful Rogue	
	<p>Scene 1 - Masquerade</p> <p><i>Setup: ---</i></p> <p><i>A masquerade in the royal gardens gives the Faithful Rogue, a foreign emissary, the perfect chance to woo the Queen. However, it would be dangerous if someone found out, so they have to be careful about the Gossip witnessing their flirting.</i></p>
	<p>Scene 2 - The Escape</p> <p><i>Setup: three chairs close to one another, the table maybe as a prison door</i></p> <p><i>Revolution has swept the country, and the King and Queen are in prison, awaiting their fate. The Rogue has started a rescue attempt to free them, but the King does not want the help of his rival.</i></p>
	<p><i>You are taking a walk with ♥, accompanied by ♦ and ♣</i></p> <p>You are deeply in love with ♥ the Queen and finally so close to win her. Shower her in affection. However, you're in company. Try to find a place alone for the two of you.</p> <p>The ♣ Lady in Waiting seems sympathetic to your cause - convince her to leave you two alone.</p> <p>The ♦ Gossip's insinuations, however, infuriate you if you hear them. Make him shut up or he will face your wrath.</p> <p>Your choice: seduce ♥ the Queen (dance) or defend her honour against the rumours (duel).</p>
	<p><i>You are sneaking into a prison with ♣, trying to free ♥ and ♦.</i></p> <p>You are desperate to save ♥ your beloved Queen from prison and execution. You would do anything to rescue her. Persuade her to come with you.</p> <p>You don't really care about ♣ the Lady in Waiting, as long as she helps you to rescue the Queen.</p> <p>The ♦ King is your rival in love and you hate how he mistreats your beloved. However, he is the King and you have to bow to his wishes. It would take a lot to make you snap and confront him ...</p> <p>No choice: You will duel the King and lose.</p>

Story 4 The Sensitive Scoundrel	
Character: ♣ Sister / Fiancée	
	<p>Scene 1 - Poetry</p> <p><i>Setup: four chairs around the table</i></p> <p><i>After a life of scandals, the Sensitive Scoundrel has given up his rakish ways and is courting the Sweetheart under the watchful eyes of her friends and family. However, this includes his rival for her affections, who knows his dark past very well and has a personal grudge against him.</i></p>
	<p>Scene 2 - The Last Dance</p> <p><i>Setup: all groups together</i></p> <p><i>His misdeeds revealed, the Scoundrel has been disinherited and had to leave his Sweetheart in order to marry a rich woman. Now, at a ball, he will meet his former lover and his former rival again.</i></p>
	<p>Sister <i>You are hosting ♦ and ♠, the latter reading poetry to ♥</i></p> <p>You are not really sure about ♠ the Scoundrel and his interest in ♥ your sister worries you a little. But you don't know about his past and you want her to be happy. Ask questions about the poem, but don't dig too deep.</p>
	<p>Fiancée <i>You are visiting a ball, accompanied by ♠</i></p> <p>You know that ♠ your new fiancé doesn't really love you, but you don't care. You have won him and you're showing him off like a trophy. You're in control, so tell him clearly how to behave.</p>

Story 1 The Scandalous Aristocrat	
Character: ♥ Lady	
<p>Scene 1 - The Opera <i>Setup: Two rows of chairs facing in the same direction</i></p> <p><i>At an opera performance, the Aristocrat and his companion, the Madame, encounter the Madame's ex-lover and his new flame, who is fascinated by the Aristocrat's reputation. As quietly and civilly as possible, the two couples tease and attack each other.</i></p>	<p>Scene 2 - The Confrontation <i>Setup: ---</i></p> <p><i>After having seduced the Lady, the Aristocrat has fallen in love with her, but he doesn't want to lose his reputation and decides to leave her. He then accepts his Rival's challenge to a duel concerning the Lady's honour. Everyone meets at the duelling grounds at dawn.</i></p>
<p><i>You are at a opera performance, sitting next to ♦ and behind ♠ and ♣</i></p> <p>You have heard a lot of stories about ♠ the Aristocrat, horrible, immoral stories, but fascinating nonetheless. You wonder whether they are true.</p> <p>♦ The Rival is nice, but you wonder what he ever saw in ♣ the Madame.</p>	<p><i>You are at the duelling grounds, seeing ♠ one last time</i></p> <p>You can't understand or accept why ♠ he left you. Didn't he say he loved you? Did your passion mean nothing to him? Ask him these questions and try to prevent the duel.</p>

Story 2 The Fortune Hunter	
Character: ♦ Rich Man / Stepson	
<p>Scene 1 The Card Game</p> <p><i>Setup: a table surrounded by four chairs.</i></p> <p><i>At a game of cards, the Fortune Hunter and his partner-in-crime are trying to cheat the Rich Man out of his money. However, the Rich Man's beautiful wife proves to be a distraction for the Fortune Hunter.</i></p>	<p>Scene 2 House of Ill Repute</p> <p><i>Setup: the same table, but two chairs have been upturned</i></p> <p><i>After the Rich Man's death, the Fortune Hunter marries the Wife, only to neglect her for a life of drink, gambling and whoring. The Rich Man's son wants to restore his mother's honour and therefore decides to confront his stepfather in a house of ill repute.</i></p>
<p>Rich Man</p> <p><i>You are in a casino, playing cards with ♥ against ♣ and ♠</i></p> <p>You're playing with ♥ your wife, but you mainly ignore her. You are convinced that you are going to win against ♠ this upstart and you're not going to stop taunting him while doing so.</p> <p>Special condition: Try not to talk or only whisper.</p>	<p>Stepson</p> <p><i>You are in a seedy pub with ♥, wanting to talk to ♠</i></p> <p>♠ The Fortune Hunter has gone too far and insulted ♥ your beloved mother and spent your inheritance. Force him to apologise to her and if that doesn't work, demand satisfaction - even though you are kind of scared of him and his deceitfulness.</p> <p>Note: You will duel with the Rake in the end of this scene.</p>

Story 3 The Faithful Rogue	
Character: ♣ Lady in Waiting	
<p>Scene 1 - Masquerade</p> <p><i>Setup: ---</i></p> <p><i>A masquerade in the royal gardens gives the Faithful Rogue, a foreign emissary, the perfect chance to woo the Queen. However, it would be dangerous if someone found out, so they have to be careful about the Gossip witnessing their flirting.</i></p>	<p>Scene 2 - The Escape</p> <p><i>Setup: three chairs close to one another, the table maybe as a prison door</i></p> <p><i>Revolution has swept the country, and the King and Queen are in prison, awaiting their fate. The Rogue has started a rescue attempt to free them, but the King does not want the help of his rival.</i></p>
<p><i>You are accompanying ♥ and ♠ on a walk during a masquerade ball.</i></p> <p>You would do anything for ♥ your Queen. Also, you are a little devious sometimes. Try to find an excuse to leave her alone with ♠ the Rogue, encourage her to go with him or try to distract ♦ the annoying Gossip.</p>	<p><i>You are sneaking into a prison with ♠, trying to free ♥ and ♦.</i></p> <p>♠ The Rogue has paid you to lead you here. Convince ♥ the Queen that she needs to leave. But if she doesn't want to, convince the Rogue that you should escape together.</p>

Story 4 The Sensitive Scoundrel	
Character: ♠ The Sensitive Scoundrel	
	<p>Scene 1 - Poetry</p> <p><i>Setup: four chairs around the table</i></p> <p><i>After a life of scandals, the Sensitive Scoundrel has given up his rakish ways and is courting the Sweetheart under the watchful eyes of her friends and family. However, this includes his rival for her affections, who knows his dark past very well and has a personal grudge against him.</i></p>
	<p>Scene 2 - The Last Dance</p> <p><i>Setup: all groups together</i></p> <p><i>His misdeeds revealed, the Scoundrel has been disinherited and had to leave his Sweetheart in order to marry a rich woman. Now, at a ball, he will meet his former lover and his former rival again.</i></p>
	<p><i>You are a guest of ♣ and ♥, reading poetry to the latter.</i></p> <p>You really like ♥ the Sweetheart and her passion makes you smile. Read the poem to her and interpret it to impress her and address her passion.</p> <p>♣ The Sweetheart’s Sister’s questions are clever, so you humor her, but don’t really address her.</p> <p>♦ The Captain’s grim presence scares you a little bit. Be flustered by his insistent comments - you know he knows about your past.</p> <p>Your choice: successfully court the Sweetheart (dance) or shut down the Captain (duel).</p>
	<p><i>You are visiting a ball, accompanied by ♣</i></p> <p>You still have feelings for ♥ the Sweetheart, even though you have left her. You want to let her know why you did what you did and that you are the sensitive soul she once saw in you.</p> <p>You don’t care for ♣ your new Fiancée, but she supports you and you need her, so you do what she tells you to do. Don’t disobey her.</p> <p>You still avoid ♦ the Captain, but less out of fear than more out of shame.</p> <p>No choice: You will have to dance with your ♣ Fiancée.</p>

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Let me not to the marriage of true minds
Admit impediments. Love is not love
Which alters when it alteration finds,
Or bends with the remover to remove:
O no; it is an ever-fixed mark,
That looks on tempests, and is never shaken;
It is the star to every wandering bark,
Whose worth's unknown, although his height be taken.
Love's not Time's fool, though rosy lips and cheeks
Within his bending sickle's compass come;
Love alters not with his brief hours and weeks,
But bears it out even to the edge of doom.
 If this be error and upon me proved,
 I never writ, nor no man ever loved.

Character Archetype Badges

