

Props and Setting

Food and drink:

- Beverages: If your venue allows alcohol and your players are of legal drinking age, we highly recommend providing some cheap wine or beer. You shouldn't spend more than \$10. You should also provide some non-alcoholic beverages. Putting water in an old wine bottle is nice for people who don't want to drink, but whose characters would.
- Food: While this game would run without a pot of soup, it benefits from it. You can get cheap soup at a grocery store, or you can make it yourself. We recommend against anything elaborate or expensive. Here's what we made:

2 medium onions, coarsely chopped

6-8 cloves garlic, coarsely chopped

Cooking oil

2 carrots, coarsely chopped

3 bayleaves

1.5 cups dry lentils

2 bouillon cubes

2-3 cups assorted root vegetables (potatoes, carrots, parsnips, turnips, etc.

Use whatever is cheap and easily available.), coarsely chopped

1 cinnamon stick (optional)

1 can tomatoes

Fry the onions until clear in a large soup pot, add garlic and fry until both are soft. Add carrots, bayleaves, and lentils. Cover with water and bring to a boil. Stir in bouillon and reduce heat to a simmer. Simmer for 1-2 hours. If you leave it for longer, you will get a thick porridge like soup without distinct individual lentils. A shorter time will leave the lentils whole. Add cinnamon stick and potatoes if you are using them. Simmer 30 minutes. Add other root vegetables. Simmer 30 minutes. Add 1 can tomatoes. Simmer 15-30 minutes.

- Serving: Serve the drinks in bottles or cans. Provide each player with two containers, one for soup and one for a drink. These can both be cheap, disposable cups if that is what is convenient. Chipped giveaway mugs are also good options.

Setting:

The game takes place around a hobo fire. We upended a small trashcan and put the soup pot on it. You will want something like that to symbolize the fire. If you have a fake fire (or at least red lights) that will add to the ambience, but isn't necessary. Of course, if you want to and can, this game would run well outside around a real fire. If possible, put Mel in a corner with the soup in front of Mel so that Mel isn't in the way of conversation. Don't arrange the room. Provide a few chairs (preferably cheap folding chairs) or other things to sit on. Leave them around and let the players arrange them at the start of game.

Having some street noise will add to the ambience. If you can make or find a CD with street noise (preferably including some backfiring cars) it will help. The free source sound project (<http://freesound.iua.upf.edu/index.php>) is a good resource.