



Love Socks

by René Toft

Fastaval 2024

Introduction	3
Freaking sockpuppets	4
Reality-TV	6
Game Master	7
Getting Started	9
Scenes	14
Characters	24
Overview	37

LoveSoks

a reality-TV-comedy-short-scenario
for five sockpuppets and a sock master
playing time: two hours

Credits

Text and idea
René Toft, Fastaval 2024

Pictures
Colourbox + René Toft

Playtesters
Kamilla Kate Brichs, Jacob Nielsen,
Paul Hartvigson, Martin Andreas Dahl Sinding,
Stina Anja Christensen

Thank you
Lars Nøhr Andresen for idea and read through
Tim Slumstrup Aunkilde for idea and sparring
Stina Anja Christensen for proofreading

Introduction

LoveSocks is a short scenario about five sock puppets battling to win the super popular reality show LoveSocks. Here, one can win a hefty sum of money or true love, or in rare cases, both. The scenario is a friendly dissection of an overused TV genre using super hyped sock puppets. With caricatured characters and familiar TV tropes, it hopefully becomes just as silly as it sounds.

The Reality Show LoveSocks

In the scenario, players embody classic participants in the reality show LoveSocks, a program that employs the same building blocks as the show Paradise Hotel. You have some young, hot socks, add some alcohol and see who pairs up. Then throw in some obstacles for drama and let them vote each other out. And when one gets eliminated, just bring in a new, even more exciting contestant who can really shake up the established relationships. In the end, there is one, maybe two, winners depending on whether love or money prevails.

Players are, naturally, the slightly too horny, not so bright, young socks, each with their own motivation to quickly achieve money, love, or celebrity status.

Rules and Mechanics

LoveSocks is a sock puppet ensemble role-playing game. Each sock puppet as in everyone gets a physical sock to put on their hand and use for speaking. Each sock has attached eyes and is of a different sock type – tennis sock, work sock, fancy patterned sock, etc. Because everyone knows a patterned sock is much fancier than a boring tennis sock.

To keep things lively, there are rules for interaction among the participating socks. When to be sweet and when to stab each other in the back. There must be smiles, bitching, bickering, and gossiping aplenty.

It's the game master's job to control the flow of the game show as producer and interviewer/host, including cutting between social interactions and the confessional chair where each player comments on how they REALLY feel about what's happening.

Summary

LoveSocks is socks, silly voices, backstabbing on live TV, and may the best sock win. It's meant to be a scenario where you can have fun for two hours, and afterwards, curse yourself for not choosing the money. Because Love Socks.

Freaking Sock Puppets

Yep, that's right. We're playing with sock puppets. And the reason for that is simple: you can do more and dare more as long as it's your sock puppet doing it. You can kiss, hook up, get drunk out of your mind, and generally behave even dumber than you would dare to if it were just you. And sock puppets are just fun.

So, therefore – freaking sock puppets.

Practical

For this scenario at Fastaval, there will be 7 sock puppets of different types provided for each session. It's one sock per role and one for the game master, who will use their sock when presenting new challenges to the excited participants. The socks will be equipped with eyes, etc.

It's now the players' task to find their inner sock and channel it into the sock on their hand.

Socktopia

Welcome to Socktopia, a vibrant world full of sock puppets. This world, in which LoveSocks takes place, is very similar to ours. In fact, it's almost identical to our world with the simple difference that it's inhabited by sock puppets instead of humans.

In this way, all references to our world can be retained. The Earth is round, there are countries, there is art, music, movies, politics, war and love, far too many TV channels, social media, FOMO, good and bad taste, culture, and history, much like ours. The only difference is that everything has been *sockified*. Sockzilla ravages Japan in the new blockbuster "Sokzilla vs. MechaShoe," New Socks on the Block were huge in the late eighties, and the Danish Sock Party is a right-wing party dreaming of a time before ankle socks were a thing. So, part of the scenario is that it's the players' finest task to come up with new names and puns on already known concepts and events.

Everyone can contribute. Everyone must contribute.

Gender and Sexuality

Gender is irrelevant in Socktopia. All socks can "fold socks" (hook up) with anyone and gladly do so. So, in the program, couples can form in all directions, but one may have preferences regarding the type of sock they're most attracted to.

It may be difficult for players to grasp that Socktopia is a genderless place, so it's okay for them to refer to their sock as he or she as long as they remember that it shouldn't influence who they can end up in the sock drawer with.



Types of socks

Work Sock: A somewhat dull-looking sock, but strong and especially durable. It's a sock that doesn't give up and should not be underestimated.

Cozy Sock: It's soft, luxurious, and exudes coziness. It's all about a fireplace atmosphere, red wine, soft music, and lovely massages. If you're not tempted, you haven't met a real cozy sock.

Colorful Sock: A genuine party sock. Wherever they are, there are always colour explosions, and lots of fun. What they lack in restraint and overview, they make up for in party spirit.

Striped Sock: The striped sock is a bit of a middle-ground sock. It's colorful and fun, full of stripes and patterns, but it's also controlled, as it hasn't exploded into shrimps in the skyline like the colorful sock. The striped socks want more and think a lot about how they can convince the rest of the world that they're good enough.

One Colored Sock: One colored socks are controlled and elegant and know they'll go far in life.

Tennis Sock: Tennis socks are at the bottom of the sock hierarchy. They are plain, white socks, drained of all sparkle and excitement. Sure, they have a single stripe at the top, but it only makes them even more pitiful, boring, and ordinary.

Soko: The sock, the myth, the legend. The sock that won last year's LoveSocks is in its very own category of sock. Soko is so cool that it's the opposite of a tennis sock. Completely black with white stripes at the top. No one is as cool as Soko. Everyone loves Soko.

Reality-TV

In much of Reality TV, the recipe is relatively simple. Young, beautiful participants who get drunk, do stupid things, argue, and hook up like there's no tomorrow, besides solving bizarre tasks only to vote each other out based on either the outcome of the task or trivialities. It's good TV. At least that's what many young viewers want.

To hit this concept, LoveSoks' scene structure is divided into two acts. Each act consists of three scenes: **Party**, **Challenge**, and **Elimination**. First, a **party** where they can drink and have fun. Then follows a **challenge**, where they have to solve tasks alone and in teams. Finally, there's an **elimination**, where one or more will be sent home. In the elimination of the second act, there will also be a winner.

And it's crucial, of course, that the players get into the right mindset as hot, young, wild socks who are busy partying and stabbing each other in the back but are totally surprised when it happens to them. And to make it succeed, there are mechanics and workshops to support the reality part, including rehearsed lines, the confessional chair, and the charismatic host sock.

LoveSocks Rules

Like any other TV program worth its salt, LoveSocks has some rules to follow. Because what's it all about, really? The rules for the LoveSocks program are as follows:

1. LoveSoks is a reality show where five socks compete for 100,000 dollars and perhaps true love.
2. The goal is to form couples.
3. You can always switch partners if you want.
4. Participants will be assigned challenges during the program that can influence the dynamics among them.
5. If you're not part of a couple when you reach an elimination round, you're out.
6. You can only reach the final if you're part of a couple.
7. It's the last eliminated who decides which of the two couples is worthy of going to the final-final.
8. It's the last couple who decide how to distribute the money between them. They can each choose **money** or **love**. If they both choose love, they have to share the money. If only one chooses love and the other money, only the one who chose money gets it all. If they both choose money, nobody gets anything.

Game Master

As the game master, you have two roles. There's the host sock and the producer. Both are there to create the best possible TV. Additionally, there are some techniques and nuances you, as the game master, should be aware of. They are outlined in this section.

Host Sock

Each scene is introduced by a host sock who is young, beautiful, delicious, and upbeat. The host sock's role is to introduce the day's program to the participants and the viewers out there, ensuring the mood is lively. In some scenes, the host quickly disappears, while in others, they linger – especially during the elimination process.

As the host, it's important that you're allowed to stop a scene if the socks are too boring and dull. Especially when it's time for dialogue exchanges (see Workshop III). If they lack energy, put them in their place as the host. Tell them they have to make some decent TV, so let's do it again, and this time it better be sock-drawer perfect. It's not live TV, so feel free to take it a few times if they're not getting it right.

Producer

When the host sock isn't present, the producer takes over. Now, scenes can be edited, and questions can be asked to the participants, which have a significant impact on the scene overall. The producer is never present in the scene but sits behind the scenes and presses all the buttons.

The producer's role is somewhat like a regular game master. Ask questions to your players, cut the scene in the right places, and make sure to stoke the fire at all the right moments. But the producer is always calm and measured, the opposite of the host.

Interview Technique

When you, as the game master, say "freeze" in a scene, all sock puppets must stand completely still, no matter what they're doing. Then you say, "Zoom in on [insert name]," who is in the scene. You now have the opportunity to interview the sock puppet to hear what they actually think about the situation they've ended up in. The player should not use the sock puppet (it should be held completely still) but instead provide a voiceover. When you've milked it for all it's worth, you say, "and continue," and the scene continues as if nothing happened. This mechanic is used as a counterpart to reality TV's confessional chair and should be used to get a momentary description, and preferably a comment that is in stark contrast to what the character expresses in the scene.

Example: There's a drinking contest, and Fluffy is about to win over Bailey.

Game Master: Freeze. Zoom in on Bailey. Bailey, how did you feel about Fluffy suddenly being five drinks ahead?

Bailey: I just thought what the sock! That little shit, but you gotta respect the game. I also think Fluffy cheated. Just look at it.

Game Master: And continue.

Primary Goals

All characters have a primary goal, and it's not necessarily to win. Some want to party, others find true love, some just want to become famous. That's their drive. Their primary goal. Whether they succeed once the party, drinking, and reality program start is another matter. And it's certainly not all goals that are compatible.

- Bailey wants to party
- Cookie wants to win
- Fluffy Fandango wants to get laid
- Katzy wants to be famous
- Scooter wants to find love
- Soko wants to be as cool as possible

Remember to play on this when using the freeze mechanic.

Reality TV Mechanics

In the **challenge** scenes (scenes 1.2 and 2.2) and in the **elimination** (scenes 1.3 and 2.3), there will be some mechanics to determine the winner. These will be unfolded in each scene.

Additionally, there's a dialogue exchange introduced in **Workshop III**.

Chair Swap

Between each scene, players must physically change seats. This is done to avoid only playing with the nearest socks and to illustrate the constantly shifting alliances in a reality program of this nature.

Therefore, it says at the end of each scene SWITCH SEATS! So the players switch seats. The game master can stay seated.



Getting Started

Including team allocation, the setup should not take more than 30 minutes.

What You Need Before You Start

For Fastaval itself, you'll receive a copy of the scenario in color, along with seven sock puppets. You'll need to provide **six dice** (the type doesn't matter), **paper and pens** for your five players, and a **mobile phone** to play music in a single scene.

What They Need to Know Before You Begin

Before starting the scenario, you need to have done the following three things:

1. Briefly explain **the scenario**
2. Distribute **the roles**
3. Engage in **three workshops**



A brief overview of the scenario

It's important not to dwell and go on and on about the fantastic history of Soktopia and the blessings of reality TV. The sooner the players can get a sock on their hands, the better.

Here's what they need to know:

1. In LoveSocks, you'll be playing sock puppets and speaking with silly voices.
2. It's reality TV, a la Paradise Hotel. You're young, beautiful socks who must drink and party, going after the money or love, or maybe even both.
3. Always be positive about those you're talking to when they're in the same room, but feel free to gossip about the others behind their backs.
4. Use as many sock-based puns as possible.
5. It takes place in Soktopia, which is our world but with sock puppets instead of people.
6. There's no gender in the sock world, so everyone can hook up with everyone. It doesn't matter if you refer to your sock as he or she.
7. However, there are different types of socks, like the tennis sock, the work sock, etc.

Roles

There are six roles, but only five need to be assigned. The sixth, Soko, is secret until the end of the first act.

Give a brief introduction of the characters:

- **Bailey** is a social party animal who believes alcohol and parties can make everyone happy. And we need to be happy. VERY happy.
- **Cookie** is the tactician who plays the game. You don't win silver; you lose gold. Definitely not a sock you can trust. But maybe an alliance?
- **Katzy** is a true diva sock who dreams most of all of becoming famous for being famous. LoveSocks is just the first step in a very long plan for a career in reality TV.
- **Fluffy Fandango** is a player, a true Sock Juan. It has moves and tricks to hook up with as many as possible, and Fluffy is definitely quantity over quality.
- **Scooter** is a naive romantic who believes it's actually possible to find true love in a program like LoveSocks. A doomed project, but Scooter is just a regular white tennis sock after all.

It's entirely up to you and your players how you want to distribute the roles. It could go by preferences, or the first chooser could be the one with the fanciest socks. But don't spend too much time on it.

Assign the roles and let them read them.

And now it's time for the exercises.

Workshops

The workshops consist of three short workshops. First, about being a sock puppet, then a game mechanics workshop disguised as an in-character drinking game, and finally, a "how we make reality TV" workshop.

Workshop I: Find Your Inner Sock

We're going to find the sock's voice and practice movement now. Let the players put on the sock that fits their character.

Remember, you also need to find the voice and movement for your host, who is, of course, well known, charming, and loved by all.

The first exercise is finding the voice.

They should start by finding a funny voice that isn't their own. In turn, you (also with your host puppet) will say the rhyme:

Six seriously sexy socks

Let each say it once and move on to the next. Let them try different voices – high, low, accents, hoarse, sexy, it's entirely up to them. However, it's important to note that it's not recommended to use a voice that's too high-pitched, as it can quickly strain the voice. Give the exercise three rounds.



Now let's practice movement.

Body: Let each of them walk from point A to point B with their sock puppet as their character. Let them decide whether they're heavy-footed like an elephant or elegant like a ballet dancer. Perhaps there's a strong, masculine power or maybe a nervous energy.

Emotions: Now let's make faces. You'll now say different emotions and let them show that emotion with their sock puppet. Practice the following emotions: angry, happy, seductive, intense, surprised, enticing, shocked.

Free play: Let the socks interact with each other briefly so the players can get used to using the sock puppet.

Workshop II:

FREEZE!

Now we're going to practice the interview mechanic "freeze!"

To try it out, we'll play the game "Never Have I Ever," and the players must stay in character. The rules are simple:

1. The producer reads out the questions.
2. All questions start with "Never have I ever ..." followed by a statement.
3. If the sock puppet has done what's mentioned, they MUST drink from their drinks.
4. If they haven't done it, they don't drink.

Each sock puppet can be as dumb as a doorknob or as sharp as a whip. They are encouraged to comment if someone drinks on something funny/dumb/sexy/risky/embarrassing.

Tell the players that during the game, you'll say "*freeze*," after which the scene freezes, and everyone stands completely still with their sock puppets. You'll then zoom in on one of the sock puppets and ask questions about what they really think about what's going on in the scene. They should respond as a *voice-over*, and of course, they have full carte blanche to be as bitchy as possible. When you've got what you want from the character, you say "*and continue...*" and unfreeze the scene, which then continues.

Questions for the group

Use as many as you like.

Never have I ever ...

- *Kissed a work sock.*
- *Folded socks with sock-for-hire.*
- *Been to the Costa del Sock.*
- *Stalked an ex-sock.*
- *Been drunk on a weekday.*
- *Cheated.*
- *Farted and blamed someone else.*
- *Deleted a picture on Instasock because it got too few likes.*
- *Taken a nude photo.*
- *Faked a sockgasm.*
- *Been a real sockboy.*

Questions for the freeze

The questions should either be about their reaction to what the others answer, whether they themselves are lying, or inquire about the individual answer – "*So you've stalked an ex-sock? How did it go?*" or the others' reaction to the same answer, "*So you saw that Fluffy stalked an ex-sock? Is it a turn on or a turn off?*"

Workshop III:

Reality-TV

Finally, let's practice how to behave on TV when the host is present. Because then you're on. Really on.

The first quick exercise is for them to imagine the cameras rolling, they're live, and the host is coming in. They should cheer and whistle and just have that awesome, way-too-over-the-top energy. Until the host says thank you thank you, then they should tone it down immediately because the host needs to say important stuff. This needs a couple of practices.

Then we'll rehearse a recurring line exchange. It has the simple but important function of whipping up a mood in a very short time. If the participants don't enthusiastically shout along, you need to do it again until the right overly excited mood is right on the money. And if not you can scold them as the host and ask them to do it again.

The line exchange goes like this:

Host: Who are you?

Participants: LOVE SOCKS!

Host: What do you want?

Participants: TO LOVE YOUR SOCKS OFF!

It should be thrown at them at any and every opportunity, so they need to know it by heart (or whatever a sock has).

Now we're ready!



Scenes



Scene 1.1

Arrival

The host sock welcomes. That's you. It should be a quick introduction to what an outstanding program they are lucky to be a part of, how wild it will be, and what an absolutely fantastic place they are in. And of course, the participants should cheer and hype each other up.

In the speech, it should be mentioned that they are incredibly lucky, and LoveSoks had 3 million viewers last year. There's 100,000 dollars at stake. The hotel is 5-star luxury. There are 25 degrees in the shade, there's a pool and a sandy beach, and a fully stocked bar for their enjoyment. Tonight, there's a party, and tomorrow they'll get their first challenge.

Relaxation

Let the socks chill out and enjoy themselves by the pool and have the first drinks from the bar. Set up small situations by asking about Fluffy Fandango, Scooter, and Katzy.

Fluffy Fandango, you're pretty quick with your sunscreen trick. How's it going?

Scooter, who are you writing a love haiku to?

Katzy, what did you do to create a hocus-pocus-Katzy-in-focus?

Party

In the evening, the atmosphere becomes considerably more relaxed. Everyone is drunk, and Bailey suggests a dance battle.

The socks should now stand in a circle, and one by one, they take to the dance floor and show off some wild moves. (Remember the music!). After the first round, they vote for a winner, who will enjoy 15 seconds of spotlight.

Score!

Several more hours have passed now. It's getting late. Some are making out, some are sleeping, some are throwing up in the pool.

Start asking suggestive questions. Always about the others. Ask the other players to play out what's being said.

Cookie, there was a couple who were getting along a little to well. What did you do to make sure they didn't end up together?

Katzy, you hooked up with someone. Did you fold socks?

Bailey, when did you pass out and how?

Fluffy Fandango, you tried the "Are you from around here too?" trick, but you were pretty drunk. How did it go?

Scooter, you were a bit too honest with your declaration of love. How did it go?

Change places!

Scene 1.2

The Challenge

It's day two, and the participants have just had a super delicious luxury brunch with accompanying drinks. They are now gathered on the beach, and the host is ready.

You will now have TWO physical challenges that, besides helping you find a partner, also determine whether you get tonight's bonus or instead tonight's punishment. The better you do, the more booze is in the bar. But first, a LoveSocks battle cry.

Note: You don't need to time the challenges. You will interrupt the scene with questions anyway.

The Die

Now they all get a die each which you put under the sock and right up to the top of each of their socks.

You now have a die at the top of your sock. It needs to come out. You have 2 minutes.

Participants are welcome to help each other, but you don't need to tell them. Let them struggle to get the darn die out, let them rub against each other if they want.

Questions: *Was it difficult? You got help, was it good? There seemed to be good chemistry, didn't it?*

Who is the Best Kisser?

The last test is very simple. You need to find out who kisses best. So you must each kiss two other participants, and you take turns choosing. But you can only kiss with two. And Katzy, you start by choosing one. When everyone has kissed two, you hold a vote and everyone can vote for everyone. When you come to a unanimous winner, you win the challenge.

One by one, they must now choose one to kiss, but remember, they cannot choose one who has already been kissed twice. After one round everyone has kissed two participants.

It should be as awkward as possible, with some being chosen first and others left feeling rejected. It's good TV.

Questions for freeze: *Did you remember to brush your teeth? Were you a great kisser? Were they? Was it annoying not to be chosen? Why did you choose X and not Y?*

Conclusion

Congratulate them on a fully stocked, half-stocked, or completely empty bar, depending on how well they did.

Change places!

Scene 1.3

Voting and Elimination

It's day three, and there was a party the day before. How wild it was depends on how skilled they were at the physical challenges. They've relaxed most of the day, and the sun is now setting. They're back on the beach, and torches are set up everywhere. The host is ready.

Welcome back to the beach. Have you had a good day? Fantastic (regardless of what they say). Now it's time for our first LoveSocks elimination. Who will pair up and who will be eliminated? It's gonna be craazy exciting.

Rules

They must now choose a partner. They each get a piece of paper and must write the name of the person they want as their partner. One by one, they reveal it. If two have chosen each other, and no one else has chosen them, they are a couple. If one has multiple suitors, they choose between the two. But not before the suitors are allowed to give a short sales pitch.

Perhaps two pairs have already been chosen after one round. But if only two participants have found each other, the remaining three participants are allowed one more round. There will surely be overlaps and another round of sales pitches. Finally, one person will be eliminated.

The Host

During the voting, the host can continuously ask questions and make comments along the way, adding fuel to the fire.

Oh dear. There are two who want to pair up with you. What do you say to that? And you, two have chosen the same person. Are you nervous?

You can of course provide comments and questions that are callbacks to what has happened before. And when it's time to choose, you say to the suitors:

You now have the opportunity to tell your chosen one exactly why they should choose you. It may be the most important speech of your life. Good luck. Your future in LoveSocks depends on it.

The Elimination

Finally, some are chosen and one is eliminated. They receive a ceremonial farewell with the host's goodbye catchphrase *"That's a shame, but you sock at love."* And then they are allowed to say a final goodbye, preferably a heartfelt rant about how lame the others are, or a rave about how it's just been the best time of their lives, and they'll never forget their new best friends and sob, sob, sob. It's all good TV. And remember, as the host, you can say CUT, *"Hey, you can do better. One more time."*

When the eliminated contestant is done, you congratulate the remaining participants and say there's more excitement to come tomorrow.



Aftermath

Now you tell the eliminated contestant that when a participant is voted out, a new one often comes in. And therefore, they get a new character. Give them Soko - the sock, the myth, the legend. Let them read the role while you take a little scene with the others.

Back in the bar, the remaining contestants sit and talk about the vote. Let them gossip about the eliminated one, or cry because they were just the best sock of them all and it was totally sad, or whatever they can come up with. Feel free to ask questions.

Questions:

Was it a surprise that X was voted out?

Was X voted out because X wasn't worthy of being here?

Now Y and Z are a couple. Are they a threat?

Feel free to ask about anything specific that happened during the vote.

Let the scene last as long as it takes for the eliminated player to read their new character.

Switch places!

Scene 2.1

Arrival

Welcome back to LoveSocks, dear viewers and especially you fantastic contestants. You're only four contestants now after [insert name] was voted out in the very dramatic vote last night.

But you know the rules. If one goes out, another comes in. And sockety sock, we have a surprise for you this year. You know the new contestant as the super charismatic, charming, handsome, gorgeous reality star and last year's LoveSocks winner - that's right. Here comes none other than the sock, the myth, and the legend - SOKO!

It's important to note that EVERYONE loves Soko. Everyone wants to be Soko. Everyone wants to be with Soko. Soko is the sock that will be very tough to beat. But you can always try.

There are three episodes in scene 2.1, where you cut to and ask questions continuously.

Relaxation

It's afternoon, and there's a new alpha sock in the house. Since Soko is a living legend, the contestants need time to process the shock of Soko as the new contestant and, of course, have time to spoil well-established relationships in favor of sucking up to Soko.

Also, give the socks the opportunity to make some moves, whether they're strategic power moves, TV appeal, or bad pick-up lines.

Questions:

Soko, how does it feel to be back? Who do you see as the biggest threat?

Cookie, what do you think of Soko as the new contestant? What strategy did you employ?

Katzy, what do you think about Soko as a potential partner?

Bailey, what was the mood in the house after Soko came in?

Scooter, who did you write a love haiku for?

Fluffy Fandango, you managed to charm quite a few. Who was the lucky one, and how did it go?

Under Water

Soko's presence is not good for the one or those who had already established themselves as alpha socks. A new alpha sock must be found, so lightning-fast there's a sock-measuring competition established. A sock challenges Soko (and whoever else wants to) to a "friendly" hold-your-breath-underwater competition. So the contestants jump into the pool, and then it's all about keeping their sock mouths shut while the player holds their breath as long as they can. The one who holds the longest is the winner and has the bragging rights over the others. Along the way, pushing others underwater is allowed.

No questions should be asked in this scene once the competition is underway, as the players themselves need to hold their breath. But feel free to ask questions before they jump into the pool and afterward.

Questions: *How do you feel about holding your breath? Are you planning to cheat? Shouldn't you be the alpha sock? Well, that didn't go quite as planned, what went wrong?*

Drinking competition

Not everyone may be satisfied with underwater fun, so it's time for a new challenge. A drinking competition. Here, give space for the players to describe the setup themselves, what needs to be drunk, how much needs to be drunk, and how everything fucks up.

Questions:

Bailey, are you good at drinking competitions?

Scooter, why did you agree to participate?

Soko, who threw up first?

Fluffy Fandango, what happened next?

Cookie, who peed in the pool?

Katzy, what was the most embarrassing thing that happened, and was it as good TV as you hoped?

Bailey, you closed and ended the party. How did it look in the end?

Swap places!

Scene 2.2

The Challenge

It's another sunny day at the LoveSocks Hotel, and the sun is high in the sky. Brunch was great, and the day's first repair drinks have been served. The host has gathered them on the large terrace, where there is a large machine with a big red lamp. Before they start, they need the usual battle cry to get them fully prepared.

Last week, we had two physical challenges. This time, it's MENTAL challenges. In front of you stands a lie detector, to which you will all be connected. Each of you will now be asked some questions. If you tell the truth, nothing will happen. If you lie, you will hear a loud BAAAH and receive a shock. And then you'll have to tell the truth if you don't want more shocks!

And remember, tomorrow is the grand finale. What you say here can have a huge impact on what happens there tomorrow.

Lie Detector

Explain to the players that each of them will be asked two to three questions. However, four other players have the power to determine whether what is said is true or false. They can each say "BAAAAH!" twice. And when that happens, the participant sitting in the machine must show that they are getting shocked, and then immediately change

their story. The new story is the truth. And if no "BAAAH" is said, then what was said is the truth.

The questions can be repeated to different players. You don't have to go through all the questions. Comments can be made via freeze on the reactions of the others, especially those not placed in the lie detector.

Questions - they can be used multiple times:

- *Is your name [insert name]?*
- *What type of sock are you most attracted to?*
- *Do you see yourself as the alpha sock?*
- *Who is your biggest competitor?*
- *What is your current relationship with [insert name]?*
- *Why are you participating in LoveSocks?*
- *How do you see your chances here in LoveSocks?*
- *Can [insert name] be trusted?*
- *Who do you trust the least?*
- *Now that you are partnered with [insert name], do you believe that alliance will hold?*
- *Who is most deserving of winning LoveSocks?*
- *If you win, what will you use the money for?*

Conclusion

Congratulate them on surviving the lie detector and wish them a continued good evening.

Swap places!

Scene 2.3

Voting, Elimination and Decision Time

The participants are gathered on the beach, and torches are once again lit everywhere (mostly for romantic and dramatic effect). The host is fully prepared for the grand finale.

Welcome back to the beach. Have you had a fantastic stay at Hotel LoveSocks? Fantastic (regardless of what they say). Our time together is coming to an end, and tonight we will find out if we have one or more winners of love and the grand prize. Who will be chosen to leave, and who will find love? It's going to be terribly exciting.

Rules

The rules are initially as in scene 1.3. The participants must choose a partner by writing down the desired name. The names are revealed, and if two have chosen each other, they are a couple. If there are multiple suitors for one person, the suitors must give a sales pitch, after which a partner is chosen. Finally, one person is chosen to leave.

Now the host explains that the person who was chosen to leave now has the power to choose the couple they believe is most worthy of advancing.

Each couple must now convince the person chosen to leave why they should be the ones to advance to the final. This can be done by telling how awful the other team is, etc. It can get cringe-worthy and ugly.

Finally, one couple is chosen to face each other and make the ultimate choice between money or love.

They must now each draw either a HEART (love) or a DOLLAR SIGN (money) on their respective pieces of paper.

- If both choose **love**, they share the money and can celebrate their love.
- If one chooses **money** and the other chooses **love**, the one who chose money gets all the money alone, and the one who chose love gets nothing.
- If they both choose **money**, neither of them gets anything at all.

The Host

As the host, feel free to interject with comments, questions, and callbacks throughout the scene.

Each time someone is eliminated, use the phrase: "That's a shame, but you sock at love."

In the end, someone has either won or lost everything. Remember to congratulate them, and there will be champagne and fireworks, etc.

Congratulations on finding love!

Congratulations on the money!

Congratulations on love and money!

There should be time for the final freeze reactions and opportunities for verbal admonishment, victory speeches, or cringy tearful moments. It doesn't have to be pretty as long as it's good TV.

The End

In conclusion, there's nothing left to do but thank your players for participating and ask them to fill out feedback forms. And they're encouraged to vote on the scenario if they feel they've had a good experience with the game.



Characters



Bailey

“Turn those frowns upside down!”

Sock type: Colorful patterned sock

Archetype: Social party animal

Primary goal: Be the guru of good vibes!



Life is too short to worry. You're here to have fun. You're only young once, and we can sleep when we're old and all that jazz. Let's party. Those who sit around talking about boring stuff like politics and mortgages and complain that the music is too loud seriously need to loosen their sock garters. Because you didn't come to LoveSocks Super 24-Hour Party Vacation Center to be a boring sock. And you're pretty sure no one else did either. But you might have to help the awesome party vibe along a bit.

Just look at you. You're a big splash of colorful patterns. So you kinda don't have a choice. Free will is a utopia, but who the heck needs free will when you have alcohol? Because when you're partying, you're happy, and who the heck wouldn't want to be a happy sock? Are you perhaps a party pooper? A buzzkill? Not on your watch.

You're obsessively focused on making sure people are having a good time, and if someone's being a downer, you'll do everything you can to bring back the good vibes. People who drain all the energy in the room with depressing anecdotes or just want to debate local politics or terminal illnesses from A to Z give you nervous ticks.

Your go-to solution is usually alcohol. Unfortunately, your alcohol tolerance isn't super on point, and you tend to become more and more overly positive the more drunk you get, which happens quite quickly.

- After two drinks: *"Even though I've only just met you, you're a really good friend."*
- After four drinks: *"You're my absolute bestest friend."*
- After seven drinks: *"I love you, I mean it, like in a platonic sock from another flock kind of way. I really love you."*
- After ten drinks: sobbing *"but sniff sniff you just mean so much to me, you don't understand sniff sniff how much you mean to me..."*

Some might call it wildly embarrassing, but you can't worry about that. You have a mission, and that's to make people happy with a party.

In Short

You're extremely focused on creating a good atmosphere and believe firmly that partying and alcohol can solve most problems. If only you had a better alcohol tolerance. But it'll be fine. It's only national television after all.

The LoveSocks Rules

The rules of the LoveSocks program can be summarized as follows:

1. You compete for love and/or cold cash.
2. LoveSocks is based on a trinity of parties, challenges, and votes.
3. The goal is to form couples, but you can always switch partners if you want.
4. If you're not part of a couple when a voting round occurs, you're out. That's why there are five of you, so there's always one person eliminated.
5. You can only reach the final if you're part of a couple.
6. The last eliminated decides which of the two couples is worthy of going to the final-final.
7. In the final-final, the couple votes on how to distribute the money between them. You can choose **money** or **love**. If you both choose love, you split the money. If only one chooses love and the other money, only the one who chose money gets it all. If you both choose money, nobody gets anything.

Cookie

“Don’t hate the player, hate the game.”

Sock Type: Work sock

Archetype: Tactician

Primary Goal: WIN!



You're a work sock used to hustling. Right now, you have one task and one task only: to win. Money or love? Money every day all day. You couldn't care less about love, the vibe, the celebrity factor, or any of the other self-righteous holy socks you end up with on LoveSocks. They're just obstacles in the way of your money. Because it's your money, they just don't know it yet.

Of course, that's not something you'd ever dream of telling the others. No, you have to play the game tactically and thoughtfully. Be friends with everyone, because it's much easier to play them against each other that way. Gossip like there's no tomorrow. Lie through your teeth. Who cares about the truth anyway? The truth doesn't make good TV, and the truth doesn't make you a winner. Pit people against each other. Break couples apart. Form alliances and break them when convenient. Stab people in the back. You're not best friends; they must have gotten lost in the wash. You've only just met, after all. Screw the others and their flashy colors.

But remember to be sweet and considerate. Listening. "Can you keep a secret?" Definitely. NOT! Use all information like strategic precision missiles. But people mustn't know it was you.

You need to win this thing, and you'll only do that by getting the other idiots to vote for you as the winner. You and your partner, whom you also need to find. But that must be the least of your problems, especially after you've made everyone else pissed at each other.

- **Be the best wing sock.** There's always an alpha sock, and you know yourself well enough to know that's not you. But if you're best friends with the alpha sock, you're in the inner circle long enough to take them down while their back is turned. So start by talking them up. Lull them into a false sense of security and then take them down when it counts.
- **Go after the safe couples.** If there's a couple that just looks like they're made for each other, they need to be torn apart. Badmouth one to the other. Undermine the relationship on all fronts and deny it if anyone confronts you about it.
- **Play the victim.** Everyone loves a martyr. And it's always everyone else's fault. And it always affects you. And they need to know that, so they have loads of sympathy for you, and then they get mad at the others.
- **Attack is the best defense.** If one of the fools sees through you, quickly accuse them, while the others hear it, of saying something that hurts one of the others. Then they'll spend all their talk time explaining themselves instead of attacking you. Yay.
- **"Love is blind."** You can only win by having a partner. So you need to fake the big love as quickly as possible. You need to have your "partner" willing to go through hell for you. And then you need to stab them in the back with the world's biggest knife when it counts. Money or love? You really need to ask?

In Short

You need to win this thing no matter what it takes, and you've laid out a foolproof plan. Cheat, lie, and stab everyone in the back. Too bad for them if they're not playing the game.

The LoveSocks Rules

The rules of the LoveSocks program can be summarized as follows:

1. You compete for love and/or cold cash.
2. LoveSocks is based on a trinity of parties, challenges, and votes.
3. The goal is to form couples, but you can always switch partners if you want.
4. If you're not part of a couple when a voting round occurs, you're out. That's why there are five of you, so there's always one person eliminated.
5. You can only reach the final if you're part of a couple.
6. The last eliminated decides which of the two couples is worthy of going to the final-final.
7. In the final-final, the couple votes on how to distribute the money between them. You can choose **money** or **love**. If you both choose love, you split the money. If only one chooses love and the other money, only the one who chose money gets it all. If you both choose money, nobody gets anything.

Katzy

"And remember – like and subscribe down under. Kizzy kizzy from Katzy."

Sock type: colorful and striped

Archetype: Diva

Primary goal: Become famous.



You want to be famous. YOU. WANT. TO. BE. FAMOUS! Ever since you were little, you've dreamed of being the one people read about in the magazines. The cool ones. The young ones. The wild ones. The famous ones. Those with all the wild luxury. The jet setters. The red carpet. Those whom journalists ask about the brand of pattern they're wearing. If they've lost weight. And tell them they just look beautiful tonight. Those whom people look up to. Those who live the life they want. Those from reality shows.

And no one is more famous than Soko. That sock can do it all. There isn't a reality show Soko hasn't been on, including LoveSock, which it won last year.

That needs to be you. Famous. And it doesn't really matter what you're famous for. Ideally, you just want to be famous for being famous. And now you have the chance.

You've been an influencer ever since you could get a Socktube account. Maybe there weren't many to influence at first, but influencer sounds better than SoMe noob. And after a few years, you've actually managed to gather a solid crowd of socks who watch your little films about everything you and your patterned stripy sock body do. There's no filter at all. Because you're totally honest and totally edgy. That's what they want. You think. So you say it as it is. Or as what you think they want to hear. And you're pretty sure it works. You've definitely made it onto LoveSocks. LOVE SOCKS!

LoveSocks is the shit. It's primetime TV on Channel Sock. Everyone watches Channel Sock. Everyone will know your name and see your striped face. And LoveSocks is just the beginning. Next up are "Real House Socks of Soctopia," "Too Sock to Sandal," "Big Sock," "Married at First Sock." Whatever it takes. This is your big chance. Your 15 seconds of shame. So it must be milked for all it's worth.

You have a plan. For those who fail to plan, plan to fail, as Taylor Sock sings.

1. **Screentime!** The more screentime, the better. And the best way to get it is to be memorable. Maybe for being silly. Maybe for being edgy. But certainly interrupt the others if things get too boring and you feel you have something to offer. AND YOU DO ALL THE TIME! Because hey - look at me, the striped angel.
2. **Sex!** Viewers want nudity and socks hooking up. They hate those holier-than-thou socks too refined to get down and dirty. They want wild, young socks, and you shouldn't hold back. If you have to hook up with the entire LoveSocks team to get famous, then that's what you do.
3. **Carefree.** In principle, you don't care what you have to stoop to, as long as it gets more screentime and better ratings. So act stupid, do everything the others won't do, and do it again.
4. **You don't need to win.** The most important thing is actually just to go far. If you've been around for a while, people will remember you. And it could be cool to win, but losing with style sometimes gets a lot of attention, and people just feel really sorry for you, which gets even more attention.

In Short

You'll do anything to become famous and go all out for it. You know what makes good TV and don't really have a filter. But maybe you're not as dumb as you sometimes pretend to be. Well, maybe.

The LoveSocks Rules

The rules of the LoveSocks program can be summarized as follows:

1. You compete for love and/or cold cash.
2. LoveSocks is based on a trinity of parties, challenges, and votes.
3. The goal is to form couples, but you can always switch partners if you want.
4. If you're not part of a couple when a voting round occurs, you're out. That's why there are five of you, so there's always one person eliminated.
5. You can only reach the final if you're part of a couple.
6. The last eliminated decides which of the two couples is worthy of going to the final-final.
7. In the final-final, the couple votes on how to distribute the money between them. You can choose **money** or **love**. If you both choose love, you split the money. If only one chooses love and the other money, only the one who chose money gets it all. If you both choose money, nobody gets anything.

Fluffy

Fandago

”But I only have eyes for you ... and you ... and you ...”

Sock type: Fluffy cosy sock

Arch type: Player

Primary goal: To hook up ... a lot



Fluffy Fandango - you're a player. The wildest and softest Sock Juan. By nature, you're just soft and delightful, and who wouldn't want to cuddle with the softest cozy sock in town? Fortunately, there are plenty who would. And you're not picky. For you, it's always been quantity over quality. The more conquests, the better. And you're damn proud of them. Of course you are. So people should hear about them. Everyone who cares. And those who don't. If there are any who frown upon it, they're just some ridiculous, narrow-minded monk socks. Screw them. You don't have time for them at all. Because you gotta hook up. With as many as possible. You couldn't care less about tactics and hurt feelings. If they wanted feelings, they should've signed up for "Love at First Sock." This is LoveSocks. It's all about partying and scoring.

To make it happen, you've prepared pickup lines and moves. You can't show up to the party sockless. Only if you want to be a loser sock and not hook up with anyone at all.

You have five pickup lines that usually work.

- *Are you loose in the elastic too?*
- *Need help stopping your sock?*
- *Want to take a ride in Fluffy's dryer?*
- *When was the last time you were folded?*
- *Want to get some worn-out heels?*

Furthermore, you have three cool moves that work every time. Almost.

- **The Sunscreen Trick:** When it's sunny and there's a pool and drinks, it gets hot. So, you gotta put on sunscreen, right? And you can help with that. WITH YOUR TONGUE! Just kidding. Unless, of course, they want you to do it with your tongue, then go wild.
- **The "Are You from There Too?" Trick:** You ask where the sock you want to hook up with is from. And no matter what they say, you say, "WHAT? I'm totally from there too." Then you echo their words and definitely remember what's-his-name from way back. They always get so excited to meet someone from their hometown that they're down for a wild night. Awesome.
- **The Worm:** You're the Sock Master 2017 in Electric Boogie, so show them your crazy moves. Especially the worm, you're killer at it. And then your crotch really comes into focus. Your dancing gets them wild, and you know it. And once they've seen one worm, maybe they'll want to see another one, if you catch my drift...

It's like stealing candy from baby socks.

In Short

You have pickup lines? Check. You have cool moves? Check. You have the world's softest fluffy sock body that no one can resist? Check. So let's fold some socks, damn it.

The LoveSocks Rules

The rules of the LoveSocks program can be summarized as follows:

1. You compete for love and/or cold cash.
2. LoveSocks is based on a trinity of parties, challenges, and votes.
3. The goal is to form couples, but you can always switch partners if you want.
4. If you're not part of a couple when a voting round occurs, you're out. That's why there are five of you, so there's always one person eliminated.
5. You can only reach the final if you're part of a couple.
6. The last eliminated decides which of the two couples is worthy of going to the final-final.
7. In the final-final, the couple votes on how to distribute the money between them. You can choose **money** or **love**. If you both choose love, you split the money. If only one chooses love and the other money, only the one who chose money gets it all. If you both choose money, nobody gets anything.

Scooter

"Your beauty hurts me. Cuts my heart in two pieces. Will we meet ag... Ouch, you stepped on my sock."

Sock type: Tennis sock

Archetype: Romantic

Primary goal: Find true love.



It may be that you're naive. Because you are. But love at first sight is indeed real. You know all about it. That's how your parents felt about each other. It was a truly fantastic love that exploded the moment their eyes met. They got married and had you, and everything was just incredibly beautiful. Until one sock cheated, and the other found someone else. So they're divorced now, but while it lasted, it was incredibly beautiful and genuine. And that's what you want too. True love. The GREAT love. The WILD love.

And you're practicing that love at first sight. You're getting pretty good at it. You're really good at falling in love lightning fast with all sorts of people. All the time. If only the others would just look your way too ... But unfortunately, you're pretty easy to overlook. You're not a beach sock with big bumps, or a worn-out, tough work sock. You're just a fine, clean white tennis sock. Completely ordinary in every way. But even a tennis sock should be able to find love.

So that's why you signed up for LoveSocks. The title sounds really nice with "Love" in it. Love and socks. What could go wrong? You haven't seen the other seasons, but you think it's something like Love at First Sock. You've also written to them many times, but they won't have you. LoveSocks, on the other hand, will. You really hope that your special someone is on the show.

Fortunately, you have an ace up your sleeve. You're incredibly good at writing love haikus. You gladly flex your 5-7-5 muscle for your new great love.

***Your beautiful soul
Fills my heart with hope and joy
Will you marry me?***

Or how about

***I am blown away
You have big sock energy
Go steady, yes/no?***

Socks need some poetry in their lives, and you're sure your love haikus will be a hit. And you'll surely be inspired to write new poems once you get to Hotel LoveSocks. You can just feel it.

And remember, for the love of the sock gods, be honest. Love can only thrive if you're honest. You've read that in your favorite self-help book "How to Gain Confidence and Find True Love." And if it's in there, it must be true. So tell your (newest) crush about your true, strong, wonderful feelings for them as soon as possible. Who knows? Maybe they feel the same way but are too afraid to say it. If it goes wrong, just get back on the horse and fall in love with another sock. Because there are plenty of socks in life's big laundry basket.

Love is waiting! What are you waiting for?

In Short

You're a romantic in a cynic's time. Let your haiku-filled heart burst on national TV and proudly declare your love again. And again. And again. To whoever happens to be there.

The LoveSocks Rules

The rules of the LoveSocks program can be summarized as follows:

1. You compete for love and/or cold cash.
2. LoveSocks is based on a trinity of parties, challenges, and votes.
3. The goal is to form couples, but you can always switch partners if you want.
4. If you're not part of a couple when a voting round occurs, you're out. That's why there are five of you, so there's always one person eliminated.
5. You can only reach the final if you're part of a couple.
6. The last eliminated decides which of the two couples is worthy of going to the final-final.
7. In the final-final, the couple votes on how to distribute the money between them. You can choose **money** or **love**. If you both choose love, you split the money. If only one chooses love and the other money, only the one who chose money gets it all. If you both choose money, nobody gets anything.

Soko

(pronounced Sok-O, not So-Ko)

"People love me. And frankly, I understand why."

Sock type: Negative tennis sock

Archetype: Reality legend

Primary goal: Be as fucking epic cool as possible.



The sock. The myth. The legend. You're a reality TV all-star. There's hardly a reality show you haven't been on, and your celebrity status has never been greater than it is right now. Just this year, you've been on Married at First Sock, Divorced at First Sock, The Kings of Sock Street, BigSock, Too Sock to Sandal, Sockstars, and Sock of the Day. Now it's all about LoveSocks, and it's not your first time on the show. You actually won last year's LoveSocks by totally backsocking your partner. But let's face it, your partner was a bit annoying.

If there were a scale of coolness and the tennis sock was at one end, you'd be all the way at the other. Maybe that's why you're a reverse tennis sock? You're black with a white stripe. The diametric opposite of a loser tennis sock. You're so far from being a loser tennis sock, it's not even funny. You're so cool that the world deserves to hear your name as much as possible. That's why you always refer to yourself in the third sock. "Soko likes what Soko sees." Because Soko is a brand. And brands are only relevant as long as people remember them. Because everyone loves Soko. Even those who hate you for what you did in some episode of some series can't help but love you when it comes down to it.

You're so fucking awesome. Everything you say is cool. Everything you do is cool. Everyone loves you, everyone wants to be with you, and everyone wants to be you if they could choose. Just look at yourself. The seams. The threads. You're everything they dream of. You say everything they wish they could say, you bang like they wish they banged. You're gorgeous, you're strong, you're a fucking winner.

You. Are. The. Perfect. Sock. Fucking period.

You are the epitome of BSE. Big. Sock. Energy. You have it in abundance and everyone knows it. But it's also easy to be you. Everything you do succeeds. People laugh at all your jokes. You can hook up with any sock you want, and they'll love it. Their partners will beg to watch. If you "accidentally" push someone down the stairs and they break their ankle, they'll apologize afterward and say it was probably their own fault in the end. You can do no wrong.

Soko's guide to being cool like Soko.

1. Mention your name as much as possible. Soko me here and Soko me there.
2. Remember, you're always right, and it's everyone else who's wrong. Unless they agree with you, then they're also right. But only because you were right first.
3. Everything looks good on you. Including other socks. You can remind them of that.
4. If you're at a party, it's a good party. If you weren't at the party, it was a dead party. "Have no fear, Soko is here!" And if anyone talks about how great the party was after you left, they're wrong, and they need to know that.
5. S for Stunning, O for Overcool, K for Kickass, and O for Awesome.

In Short

Nobody's as cool as Soko.

Everybody loves Soko.

Period.

The LoveSocks Rules

The rules of the LoveSocks program can be summarized as follows:

1. You compete for love and/or cold cash.
2. LoveSocks is based on a trinity of parties, challenges, and votes.
3. The goal is to form couples, but you can always switch partners if you want.
4. If you're not part of a couple when a voting round occurs, you're out. That's why there are five of you, so there's always one person eliminated.
5. You can only reach the final if you're part of a couple.
6. The last eliminated decides which of the two couples is worthy of going to the final-final.
7. In the final-final, the couple votes on how to distribute the money between them. You can choose **money** or **love**. If you both choose love, you split the money. If only one chooses love and the other money, only the one who chose money gets it all. If you both choose money, nobody gets anything.

The Scenario

Opstart	
Introduction	Explain briefly about the scenario, concept, Socktopia and sock puns.
Roles	Tell them about the roles and divide them out. Let the players read.
Workshop I: Find din inner sock	Voice exorcise with Stemme øvelse med <i>Six seriously sexy socks</i> . Then practice movement, feelings and free play.
Workshop II: FREEZE!	Practice Freeze mechanic with the <i>Never Have I Ever...</i> drinking game.
Workshop III: Reality-TV	Practice entering as the host. Practice the Cut mechanic. Practice battle cry: " <i>Who are you? Lovesocks! What do you want? To love your socks off!</i> "
ACT 1	
Arrival and Party	Greetings with the host. Pool relaxation, socializing etc. Dance competition. Party and hooking up.
The Challenge	Presentation by host. 2x physical challenges. 1) Get the dice out of the sock in under 2 minutes with or without help. 2) Everybody kiss to other contestants and vote on best kisser.
Elimination	Presentation by host. Wooing and sales pitches and the big vote. One is eliminated. Afterwards the four winners talk and 5th player read new role.
ACT 2	
Arrival and Party	Soko arrives. Relaxation at pool, socializing and satrategy. Under water alpha sock competition. Drinking competition.
The Challenge	Presentation by ost. Mental challenge. Everybody connects to zapping lie detector and needs to answer 2-3 questions. The other players determines what is true and not.
Voting, Elimination and Decision Tlme	The Big Finale. Wooing and sales pitches. One is eliminatied. The eliminated chooses the final couple after a round of sales pitches. The couple choose love or money. After match and thank you for today.

