

YOLO

A Fastaval 2016 scenario

By Lasse Blichfeldt

Dear reader

I have now arrived home from an awesome Fastaval 2016 – quite tired since I felt that as the author of YOLO, I had to party like crazy for the final party. I have experienced a lot of support and love from players and GMs, who have showered me with hugs, made hashtag signs at me and told enthusiastically about their experience with the scenario. It means a lot to me that people have had good experiences with the scenario – both players and GMs.

When I write this extra prologue before uploading to Alexandria.dk, it is because I would like to include some of the discussions we have had among the GMs at Fastaval.

First of all, I should probably make an age-limit for the scenario, because there have been some rather crazy scenes. The scenario has worked best for the teams where the players were 18 + and I do not recommend it for younger players. There were some players younger than that, where we turned down the intensity and ran some parts as non-explicit narration-scenes. Furthermore we asked the groups with young players about their expectations and limits, we had warm-up scenes, told them to tell if something was too much for them and had a debriefing after the scenario.

Another discussion we had was that it could be fun, if the players used their phones instead of paper. Although I agree that it could be fun and help stay in character, I would not recommend it. In part because at Fastaval a lot of players don't know each others and might not feel secure delivering their phone number to a stranger. But also because messages about e.g. violence and/or drugs doesn't look too good if outsiders read the messages. An option could be making an app for the scenario, but this is above my technological skills – if there will be reruns and somebody knows how to make an app, it could be awesome, but for now I will strongly recommend the paper-version.

Finally a big part of the scenario is a party. I haven't made a play-list, but we let the players interpret their character's taste of music and use their phones.

A big thanks to all the GMs: Alexander Andersen, Frederikke Høyer, Hans Peter Hartsteen, Ivajlo Holm-Jensen, Milton Felice Brambati Lund, Tim Slumstrup Aunkilde, Cecilie Nemeth, Denise Brødløs Færgen, Lasse Arnsdorf Pedersen, Mads Havshøj, Nicolaj Steffensen og Jacob Jaskov! And also a big thanks to the players!

Best regards

Lasse

Welcome to YOLO, my scenario for Fastaval 2016!

I have enjoyed writing it, and I hope you will enjoy gamemastering it.

First there are a few people, I would like to thank:

Tore Vange Pedersen for introductory comments on the scenario and Frederikke Høyer, who also looked at it with Tore.

Lasse Ansdorf Pedersen who was gamemaster for the test and gave a lot of good sparring – and for the other game-testers: Peter Fallesen, Terese Nielsen, Gustav Eliasson and Klara Rotvig.

Marie Oscilowski and Troels Ken Pedersen for creating a good framework for the scenario-writing, and the other writers for good sparring at the writers getaway and online.

Enjoy!

ABOUT THE GAME

You Only Live Once! You have to live life to the fullest and that is what the characters of this scenario are trying to do! It is a scenario about four young people who decide to go to a beach house and party, like there was no tomorrow – for one of them, this is the case. Genrewise it is a drama. The players are supposed to go crazy and have fun, because after all a big part of the scenario is a party – but the party has a tragic outcome, so the humour shouldn't overshadow the seriousness, intrigues, personal problems or the death. The characters and the players' interpretation of them are the primary focal points of the scenario and there are many potential outcomes. It is a short story scenario (around two hours) for four players and one gamemaster. The form of the scenario is semi-live with some narration elements.

The story is divided into two acts divided by the blackout of the characters. The first act is about the past – it is their arrival to the beach house and the part of the party they remember – but at some point they blackout, they can't remember what happens next. In the second act they wake up to the graveness of the situation in the form of the death of one of the

other characters. Hereby the story gets a retrospective element, because what happened yesterday evening? From the social medias each of them try to remember what happened, because it doesn't look like an accident – maybe it was caused by one of the others, or perhaps the character him-/herself?

In the first act, we get to know the characters. The act starts with the arrival, proceeds through a big part of the party, until the alcohol and drugs give them a blackout. Second act starts the next morning where three of them wake up and find the fourth person dead. They try to remember what happened by browsing their smartphone for information.

To support the game there are a few effects, most of them built up around a fictive social media, SeeMe, which is a combination between Facebook, Instagram and Snapchat. This media is used in different ways in the two acts. In the first act, it is voluntary how much the players will use it. Here the players can write messages to each other to build up at relation between the characters or they can place an update on their character, to give an insight in the person's self-presentation. In this act, this is done by them writing on paper. In the second act it isn't about the messages they send, but about those they have already sent. The player of the deceased character gets some conversations to distribute between the others. The players base the recollection-scenes on these conversations. For the last scene, the player of the deceased make their own status update as point of departure of the scene.

For the scenario you'll need some small pieces of blank paper and four pens/pencils, (plus a bottle, optional).

THE ROLES IN SHORT

Here follows a short overview of the roles for you as a GM. The actual roles are placed separately. They are built up as a profile on the social media SeeMe and illustrates the way they represent themselves – the way they want others to see them. This side should be facing up. On the other side are all the things they don't want others to know about them – this is

marked with Don'tSeeMe in the upper left corner and is only for the player's eyes.

The characters are all in their late teens, come from wealthy families, take their self-presentation seriously and have a lot of things they want to hide.

Josephine is on the surface the popular girl hoping for a career as a musician – but she doesn't have the talent and she has a need to be confirmed. She is bulimic, which she tries to hide from the others. She used to date one of the other characters, William, who used to hit her.

William is the athletic young man who stood in front of a career in sports until he was caught for doping – even though he claims otherwise, he is still on the "juice". He is hurt that Josephine broke up with him, but actually he is more into men, which he doesn't want to admit. He is only invited to the beach house because he has a nice car.

Clara knows Josephine from school. Clara is the daughter of one of the richest men in town and fears that this is the only reason why people are friends with her. She hides from the others that her father is suspected of embezzling millions. She is very into horses and many people see her as a bit geeky.

Alexander is Clara's gay friend, the trendy guy with an insight in design and fashion – but the thing is, he is not gay, everybody just assume that, because he appears a bit feminine. He plays along with that, because it lets him be close to Clara. He has a tendency to stare at the girls, when he thinks they won't notice.

All the characters have some sort of **relation** to each other. **The two boys** despise each other, but **William is a bit attracted to Alexander**. **The two girls** have a friendship based on lies – as is **Clara's friendship with Alexander**. **William and Josephine** used to be a couple. **Josephine and Alexander** know each others' secrets – and similarly **Clara and William** know each others' secrets.

THE BEACH HOUSE

The scenario is not bound by any real geographic location, because the players aren't supposed to concern themselves with factual details. The only thing they need to know is that the beach house is placed at a beach near a small town, about a one hour drive from their home city. They describe the beach house themselves, but it has to be awesome and be everything you could want in a beach house plus a bit more.

YOUR ROLE AS GM

As GM you set up the game. You explain the rules and concepts. You have the character sheets and handouts. You start the game, end the scenes and make the transition to the next scene. And you can be a voice inside the characters' heads, by talking to them. As a rule all events take place in the beach house and thus secondary characters most likely won't be needed.

The playbook below is built up so you can use it from the decoration of the room, to the distribution of the roles and handouts, to the actual game.

PLAYBOOK

This is a guide for you as GM, where you can read everything you need for the acts and scenes.

Since this is a short story scenario, that shouldn't last more than two hours, no warm up is intended, but instead 1st act builds up gradually.

STRUCTURE OF THE ROOM (OPTIONAL)

The room is set up with the table in the middle surrounded by the chairs. In the middle of the table, the Death-card is placed (can be found as a Tarot card in the handouts). The table and chairs is the living room and the intention is that this is where most of the game will take place – this is also where the players sit for the narration-scenes. But there are also other rooms. Thus you can attach a room of the house to each corner of the game-room: kitchen, bathroom, bedroom and outside. Draw this on the blackboard, so the players can see it.

DISTRIBUTION OF ROLES

Before 1st act, the roles need to be distributed. This is done using the characters' official profile, i.e. the SeeMe-profile. The roles are placed in the middle with this side up (tell the players not to turn it) The players pick and bring it with them when they sit down – thus the optimal distribution is simply, who comes first. If somebody can't decide, you give them a role.

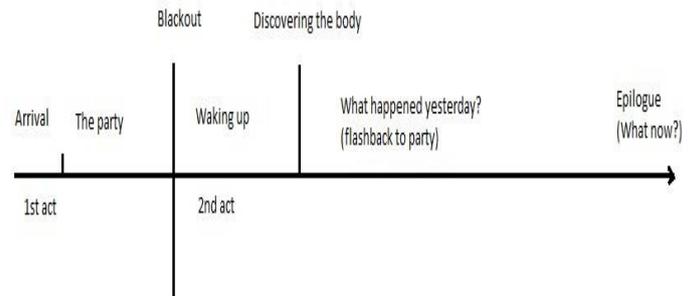
When all players have a role, they sit down and read their character – remind them to read both sides. When they have read the role, they place it in front of them with the official profile (SeeMe) up.

STRUCTURE

Clarify the structure for the players, e.g. by drawing it on the blackboard. A few things are fixed:

- They arrive at the beach house
- They have a crazy party in the house (they can talk about going to town later, but they won't get that far)

- They get a blackout
- One of them dies (but continues to have an important role)
- The rest wake up
- They try to find out what happened (recollection-scenes from messages)



In addition we start with a small prophecy: each player draw a tarot card from the deck (without the Death-card), deciding how they wake up (or don't wake up) in the second act. The players may start playing towards this already in the first act.

Aside from this everything is open. It is up to the players to decide who dies, and together find out how and why.

1ST ACT

This is the act where we get to know the characters. There are two major scenes:

- **The arrival:** The scene where we set the stage. This is mainly a narration scene. Instead of warm up.
- **The party:** Of course there is a party! It is unclear whether the characters intend to go into the town to party, but they don't get that far – the scene takes place in the house. The scene gets gradually wilder, the more alcohol and coke the characters consume. The scene ends with the blackout.

Before the act starts, you brief the players that they can send messages to each other, either as personal messages or posts on each others' wall. This can help

clarify the relations between the characters. They also have the option of making status updates by placing a text on the front page of their character-sheet.

You should also make it clear that no matter what, one of the characters dies during the blackout (between the acts). As a symbol of this, the Death-card is placed in the middle of the table. Notify the players that they can pick it up at any time during the first act – preferably during the party (but not too early). Tell the players, that the deceased character will continue to have an important role in the 2nd act. If nobody picks up the card during the 1st act, you distribute it either by chance or to the one where you think it fits best (this is described in the section: Intermezzo).

Everybody gets gradually more and more affected by both alcohol and drugs. To make the progress of the act clear, you can use a bottle with three marks. From the start of the party, once every 8-10 minutes (your judgement of how long the act should be) you pour out to the next line and say “wilder!” – then the players know that the craziness should peak at the third line. When the bottle is empty, the act has ended.

MESSAGES AND UPDATES

Before the act starts, you should clarify how messages and updates work. In this act there are two overall forms of messages:

- **Personal message:** This is a message that is not for everybody. The sending player writes the message on a small piece of paper and sends it to the other player. There is of course the possibility that three characters exclude the fourth – in this case the sending player writes “from [character name] to [character names]”. The first receiver passes the message on to the other receiver(s) after reading it.
- **Wall-post:** This type of message is open to everybody. The sending player writes “[their character’s name]” followed by the message. The message is placed on the receiver's wall (in the bottom of the SeeMe-profile). When it

fits in the game-flow, the sender can say a “ding!”-sound and read the message, so everybody is aware of what has happened on the social media.

In a similar way, a character can make a status update to tell something/present themselves in a certain way. This is done in the following way:

- **Status update:** The player writes the update on a small piece of paper and places it on the status-area on the SeeMe-profile.

In all cases, there can also be pictures in the messages/updates. In these cases the picture is described surrounded by square brackets.

TAROT

Mix all other Tarot-cards than “Death”. Let the players in turn pick a card each. Tell them that this is how they are going to wake up (or not wake up) in the 2nd act.

THE ARRIVAL

The players arrive at the beach house, where there is a lot of space and luxury. It is placed at a nice beach, nearby a small town, currently full of young people, but the rest of the year sparsely populated.

In turns the players describe the house and tell what they do upon arrival. The scene will flow into the party.

THE PARTY

They went to the beach house to party and party they shall! **The whole scene takes place in the house** – the characters may talk about going to town later, perhaps hoping to meet a celebrity to party with. But they never get that far... they stay at the house.

At the party they consume more and more alcohol and coke – and get wilder and wilder until the blackout (which can be signaled with the bottle, as described in the introduction to the act). Make this clear to the players. If it is too tame or too wild, you can instruct them during the scene.

Even though a party should be exciting enough in itself, the characters have a hard time letting go of their phones. They can (as described earlier) send messages and make status updates.

INTERMEZZO

Hopefully a player has picked up the Death-card during 1st act – otherwise it should be distributed to a player.

If nobody takes the Death-card:

First you ask if there are any volunteers. Otherwise, if there is one, who it would make sense got it, you may as GM make a decision, but otherwise you can leave it up to chance. Thus you can take the Death-card and shuffle with three of the other Tarot-cards. Then each player picks a card – the character of the player picking the Death-card dies.

Since this is a short scenario, no breaks are intended, but if there are players who really need a break, this would be a good time for this.

The player with the Death-card gets the handouts now (found separately).

2ND ACT

This is the act where the characters wake up with bad hangovers and amnesia. The act consists of the following scenes:

- **Wake up-scene:** A scene for the three survivors, where the fourth player gets a short break to get an overview of the handouts. When the three are awake and started their morning routine, one of them finds the corpse. Now what?
- **What happened yesterday?:** In this array of scenes, the characters try recalling what happened yesterday. As a means to this, they look at messages from the evening.

Before the start of the act, the player of the deceased gets the handouts in the form of personal message-conversations that he/she distributes to the other

players (so each has one) for the “What happened yesterday?”-scenes.

WAKE UP-SCENES

In turns we follow the three survivors waking up. The order depends on either who wants to go first or, if nobody takes the initiative, the one with the lowest number on their Tarot-card (of the survivors) starts. On the Tarot-card there is a short description of where/how they wake up.

What do they do, when they wake up? How do they feel? What are their morning routines?

The deceased also has a Tarot-card besides of the Death-card marking the position of the corpse. Where do they find him/her? How? How do they react?

WHAT HAPPENED YESTERDAY?

This is the type of scenes where we get an insight in the events of last night. One by one the characters log in to SeeMe to see what contact they have had with the deceased during the night. In the game this is done by the player of the deceased pick a conversation from the handouts and give it to a player, who sets a recollection-scene. Of the **recollection-scenes** the following applies:

- It is the player of the deceased who has the initiative by picking the conversation, but it is the other person’s memory and therefore it is up to this player to set the scene.
- The deceased character (still alive) is in all of the recollection scenes.
- From the alcohol the characters have gotten holes in their memory and the drugs can make the perception of time slide – so it is not a problem if the memories are chaotic – quite the contrary.
- It is very likely that there will be a form of escalation of the relation between the characters – either in a positive or negative direction.

Finally the characters look at the last thing the deceased posted (written by the player of the character, perhaps presented orally instead of in writing), which is the starting point of a recollection-scene set by the player of the deceased – a scene to clarify how and why the person died.

EPILOGUE

What happened next, when it was clear, what happened? What will they do with the corpse? Does somebody call the police? How will the guilty person react? A short narration-scene.

Alexander "Alex" DuBois

@FabAlex

Age: 18

Occupation: Student

Relationship status: Single

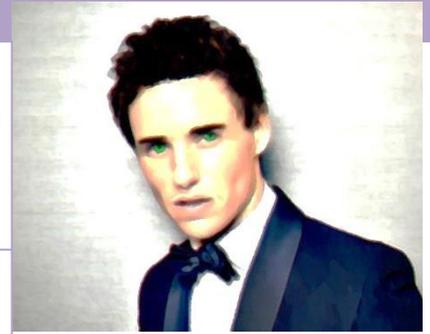
Interested in: Men



I want to be a designer



I want to be a designer



Night out with the girls



Have a nice Pride!

About:

You're now looking at the next big designer. But first secondary school...

I love my friends, the most wonderful bitches – for them, I would do anything. And someday I will also find the man of my dreams and have an amazing wedding on an exotic beach.

I don't care about the haters – I'm a fab fag and I luv it!

Status:

Friends (405)



Clara:

My best friend from childhood and still my classmate. Has always accepted me the way I am.



Josephine:

Jose from the parallel class. Met you through Clara. Delightful and stylish!



William:

Josephine's friend. Seems like a great guy.

Wall:

Alexander "Alex" DuBois

@ActuallyNotGay

Age: 18

Occupation: Student

Relationship status: Single

Interested in: Women



They called me "stupid fag"



I enjoy looking at women



My dearest Clara – do you love me like I love you?



I enjoy looking at women



About:

- As a child, the other children didn't understand his interest in design and considered him to be very feminine – they bullied him and called him "stupid fag". Clara, who was also an outsider, accepted him as he was... or that is she accepted that he was gay. In the higher grades other girls started thinking it was cool that he was gay. Therefore he has never been able to pull himself together and tell them that he's actually into women (secret). Instead he plays along with the role other people have given him – perhaps in a caricatured way based on how the media presents gay people.
- However, Alex struggles not to stare at women. Almost all his friends are girls and enjoy being around a man who doesn't just want to get into their pants. Alex has often wanted to tell them the truth, but he struggles, and the longer he waits, the harder, he fears, it will be for them to accept them – all the time he has deceived them...

Venner (405)



Clara:

The childhood friend. The first person to accept Alex. The reason he chose the social sciences-line – to be close to her. She is the most amazing woman. Yes, she is a bit geeky with her constant talk about horses, but that is simply a cute little quirk.

It would be great to be able to tell her the truth – perhaps they could be together! But it would be difficult telling her of the many years of sleepless nights thinking about her...



Josephine:

Clara's friend from the parallel class. She has an amazing body, but a kind of crappy personality. She tries to control Clara and is only friends with Clara because Clara's father is extremely rich. And she takes a lot of Clara's attention, which is also annoying. She is in constant need of confirmation. Am I pretty enough? Do I sing ok?
Annoying!

Secret:

Josephine is bulimic. Alex discovered it at a school party.



William:

William is Josephine's friend and ex-boyfriend. It is only a impression based on short time, but he seems like a giant ass-hat. Cares a lot about his masculine image.

William might be slightly homophobic – he always looks at Alex in a weird way...

Clara Georgina Rose-Smith

@MissClaraRose

Age: 18

Occupation: Student

Relationship status: Single

Interested in: Men



Coco and Charleston



Lee #1



Cocktails with the girls



Singapore is amazing



About:

I am Clara from the Rose-Smith family. I go to secondary school on the social sciences-line hoping to one day run a succesful company, like my father does.

In my spare time I enjoy riding and spnding time with my horses: Coco, Charleston and Lee. I also enjoy travelling – my favorite destination is Singapore.

Status:

Friends (399)



Alexander:

Alex is SO fabulous! He has been there for me since we were kids! We can talk about ANYTHING!



Josephine:

My BFF! We met at Spanish-class and clicked immediately. I can feel we'll be friends forever!



William:

A friend of my BFF is a friend of mine.

Wall:

Clara Georgina Rose-Smith

@SoonBrokeGirl

Age: 18

Occupation: Student

Relationship status: Single

Interested in: Men and women



I was an outsider as child



I'm a little obsessed with Josephine



I barely had any friends until my father got rich



My father is investigated for embezzlement



About:

- Clara is a little awkward and often says the wrong things. Besides of Alexander, she hardly had any real friends as a child.
- After her father got rich, she got a lot of cool stuff and it became easier to get friends. Now she has three horses (Coco, Charleston og Lee), which are her favorite topics – on this point, she might be a little geeky.
- She fears that people are only friends with her because her family is rich. Therefore she fears that everything can disappear.
- Her father is suspected of embezzlement for millions (secret).
- Clara adores Josephine, who is in her eyes the most perfect person in the world – she can't believe that SHE is friends with the popular girl! She doesn't know what she would do, if Josephine left her. Clara might also be a bit attracted to Josephine.

Friends (399)



Alexander:

Alex is Clara's oldest friend. They went to elementary school together, where they were both outsiders – Clara due to her awkwardness and Alex because of his feminine personality. When Alex came out of the closet, it got easier for him to get female friends, but he has always been there for Clara.

Clara cares a lot for Alex, but might have a tendency to take their friendship for granted. So when she became friends with Josephine, Alex slipped into the background.



Josephine:

In Clara's eyes, Josephine is the most perfect person in the world. She is the cool girl and they are friends! That's amazing!

Josephine can get Clara to do ANYTHING. But Clara also feels that she must work a lot for the friendship – what if Josephine is only her friend because of the money? And would she still be her friend if the money disappeared? She must never know!

Clara considers herself a heterosexual, but is a bit attracted to Josephine.



William:

Clara doesn't trust him. Josephine might believe he is clean, but Clara knows better. During a night out, her friend bought drugs from him and he seems like he uses as well (**his secret**). It was before Josephine introduced them and William doesn't recognize Clara.

William stares a lot at Alex – is it hate or lust in his eyes?

The weekend must be perfect, so for now, William must be tolerated. He has a nice car!

Josephine Lund

@JosieLuv

Age: 18

Occupation: Studying

Relationship status: Single

Interested in: Men



Out with friends



Out with friends



Kicked ass at the school musical



Ready for bikini season



About:

I'm in upper secondary school in the music-line – I dream of one day becoming a singer. I make a big effort bringing life to the school. I'm a trendsetter, who makes things happen and inspire others.

Besides of music, media is my big passion and perhaps soon you will see me on Paradise Hotel ;)

Status:

Friends (576)



Clara:

My new BFF! It was destiny that we met in Spanish-class. We have so much in common!



William:

Although we aren't longer together, we will always have a special connection!



Alexander:

Is so fabulous! Clara's friend through many years. Übergay and übercool!

Wall:

Josephine Lund

@NoticeMe

Age: 18

Occupation: Studying

Relationship status: Single

Interested in: (Men)



My music has been rejected



William hit me



I'm bulimic



Am I good enough?



About:

- Josephine was struggling with obesity as a child and was bullied. She is still struggling with her self confidence, even though she is now the popular girl in class. Because of this, she craves approval.
- Sometimes she takes advantage of people around her and can be quite mean to other people.
- She is bulimic (secret)
- There is nothing she wants more than being a musician, but recently she suffered a blow when her demo was rejected and criticized.
- Success is important so she intends to sign up for Paradise Hotel – quite a few reality-stars have become celebrities and she hopes this scan be a path to a music career
- When she dated William he beat her and because of this she broke up with him. She hides the mental scars this has left. Instead she tries to show inner strength.

Friends (576)



Clara:

When Josephine saw the participant-list for Spanish, she recognized Clara's surname, Rose-Smith – her father is the richest man in town. It would be a good friend to have.

Clara is really nice and all, but GOD, she is such a dork always talking about her horses. A dry biscuit. But you can change that – Clara is easy to control, so Josephine tries to mold her a bit. Clara's fathers money should make the efforts worthwhile. As long as you're rich enough, you are cool enough!



William:

Josephine doesn't know why she wastes time on William. When he said that he was no longer on doping and had changed, she wanted to believe him. Even if he is a giant jerk, there is still a part of her who loves him. But she is not sure if she want them to get back together. Maybe...

For the trip to the beach house, he is definitely useful – he has an awesome new car!



Alexander:

Josephine is quite sure that Alex is not gay (**his secret**). He keeps staring at her breasts... and at Clara's for that matter... and the butt... it is kind of creepy!

It surprises Josephine that Clara can't see it. He seems to have a crush on Clara...

If you ignore his elevator glance, he is relatively good company. He has more style than Clara and for now, it is a good friendship to have.

William Joel Nielsen

@WillCrushYou

Age: 19

Occupation: Wrestling-teacher

Relationship status: Single

Interested in: Women



My new car!



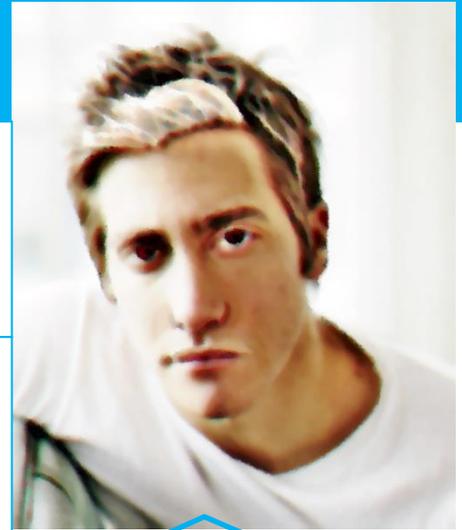
Now I train others



Free bar! Fuck yeah!



I stay fit



About:

Watch out! Like a force of nature I can put you down! For many years I have been a wrestler, previously on the youth national team, but now I focus on training young people. Furthermore I am a fitness-instructor and perhaps I will soon have my own center.

Come by the center, then we can train together!

Status:

Friends (413)



Josephine:

Even if we are no longer together, I still think you are an amazing woman!



Clara:

Josephine's friend. It has been nice to meet you.



Alexander:

Clara's friend. I don't know you yet, but you seem cool.

Wall:

William Joel Nielsen

@JoelOnTheJuice

Age: 19

Occupation: Wrestling-teacher

Relationship status: Single

Interested in: Men



I'm still on the juice and sell drugs



I hit Josephine



My car was bought from cocaine-money



I'm attracted to men



About:

- William was evicted from the wrestling team because of doping, but he has been allowed to stay as part of the team of trainers. He claims to be clean now, but he is still on the juice and sells both steroids, doping and narcotics (secret). If this comes out, his career will be over and he will probably spend time in jail.
- William is deep in the closet (secret) and very much in denial – he lives in a macho-culture where being gay is not accepted. This comes out as homophobia.
- For a while, William and Josephine was a couple, but things boiled inside of him and made him violent. After having beaten her, she broke up. William sees this as an over-reaction – it was only a one-time slip.
- William knows that he is only invited because of his car, but he can't say no to a party and want a chance to show Josephine that she was wrong breaking up.

Friends (413)



Josephine:

William is bitter that Josephine broke up with him. He tries convincing himself that he still wants her, because she is the popular girl and objectively he would judge that she is hot – so he should want her.

Perhaps they are not ment to be, but at least it should be up to him to decide, when it is over.

Actually she is kind of a bitch! She is self-centered, mean to others and constantly seeking confirmation.



Clara:

When you want to be close to Josephine, Clara is a necessary evil – constantly following Josephine like a little dog.

She is the dorky girl always talking about her horses – what a geek! However, her father is insanely rich – he has his own IT-company.

Her secret:

William has heard that Clara's father is investigated for imbezzlement – will Josephine stille be friends with her, when Clara's father goes broke?



Alexander:

Alex is Clara's gay firend. His feminine style makes William uncomfortable – William sees himself as a hunk, so Alex must inevitably be attracted to him.

William hates Alex for being gay. That is something that has no place in William's macho-world and a part of himself that William has to suppress.

However, at the same time, William is really attracted to Alex and wants to be with him.

Tarot

YOLO

Tarot

Death



Death:

You are found dead the next morning.

YOLO

Tarot

1

The sword



You wake on the kitchen floor surrounded by knives. There's blood on some of them.

YOLO

Tarot

3

Cups



You wake by the pool with three half empty cups around you. You are covered in your own vomit – it smells like vodka and strawberry.

YOLO

Tarot

6

The lovers



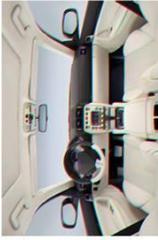
You wake in bed with a used condom on your face.

YOLO

Tarot

7

The chariot



You wake in the car in some bushes a bit away from the house. The car is slightly damaged and so are you.

YOLO

Tarot

15

The devil



You wake in the sauna. A stench of vomit rises from the oven and it burns when you try to breathe.

YOLO

Tarot

18

The moon



You wake on the roof with your bare ass pointing upwards towards the sky.

YOLO

Tarot

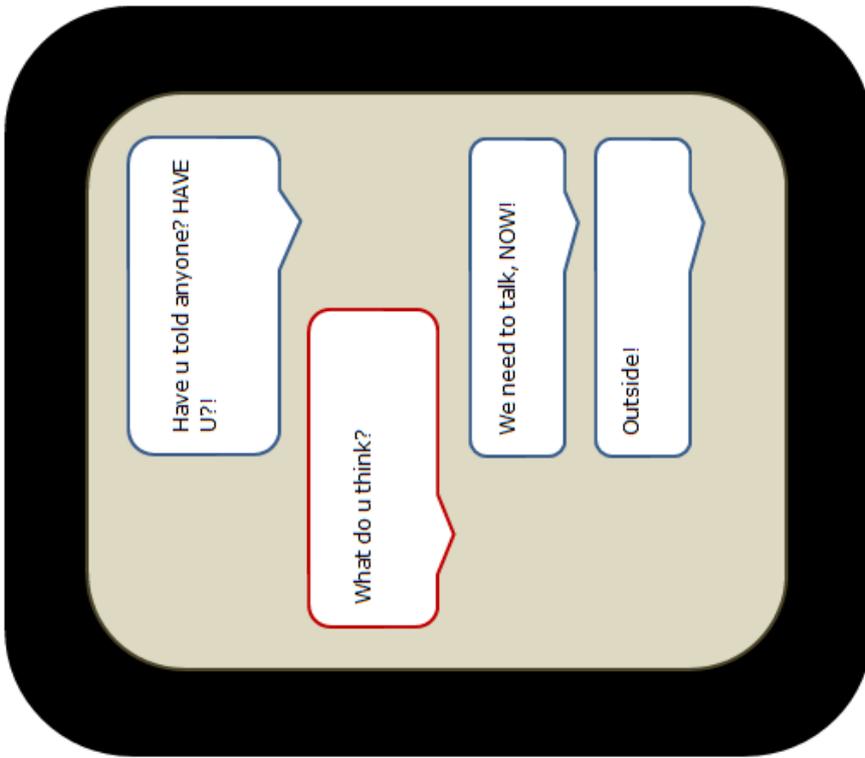
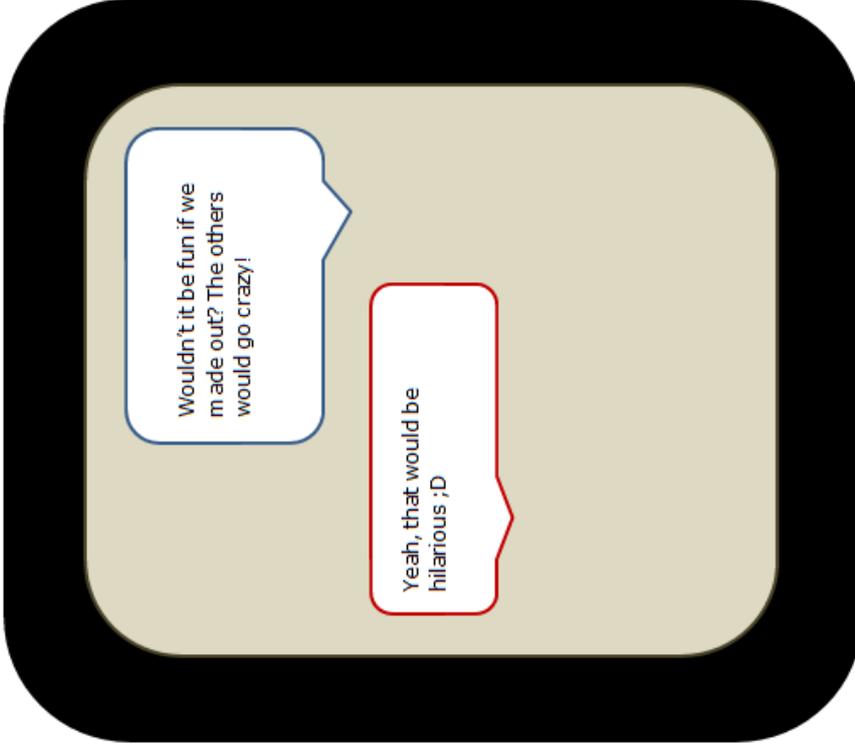
19

The sun



You wake in the solarium, all sweaty and slightly burned. It kind of smells like bacon...

Messages



Ur such a giant ass!

What r u talking about?

U know bloody well!

What if I told ur secrets to everybody?

U bloody wont!

My GOD u r a slut! Ur such an easy fucking slut!

And ur not? U fuck with everybody

Just admit it, u want me

Hehe I'm naked

Where r u?

Find m e!

Do u wanna give the idiot a lesson?

Who?

Don't be an idiot! U bloody well know!

I'm in! What do u want me to do?