

Mean Teens

Pitch:

Your group has just returned after a dramatic episode at your school. Who came out ahead and who's life is over for ever.

A School Clique drama full of intrigue where nobody really wins.

Over the course of the podcast, your characters will describe who they are, what happened and what the outcome was. The host will guide you through a series of interview questions (prompts) that you should answer in character using improv rules.

Guidelines:

In character:

You will be playing in a character. The characters will describe the events that happened to make the story.

The focus is to have fun. Sometimes craziness ensues and you may break character (especially laughing). While you should minimize the break, it's more important to ignore the obvious out of character laughing that can happen.

Yes/And

You should strive to take whatever narrative is presented by the host and other characters and add to it to build the story. Those unexpected curveballs are what makes the exercise fun.

No/But

Lines and Veils are in full effect. If the narrative turns to an area that you can't just ignore or play through, say something.

If a player says something about "I'd rather not go into detail", assume that we need to "fade to black". It still happens, but we should not describe more detail on the action.

If a player says, "I'd rather not talk about that", or "Let's talk about something else". Assume it's a line and find a different direction to go.

Hard stop:

If anyone says, "Break Break Break", this is our safe word. Stop and the person who broke tells us if we need to strike a topic from the story or what we need to do to move forward. Can also be used for real life intrusions.

Mean Teens

Opening:

Welcome to the Survivor's Tavern podcast where we interview a different group of travelers to tell us stories of their latest adventures.

This episode is titled "*Mean Teens*"

Our guests tonight returned from a dramatic episode at school. They found more than they expected. This is their story.

Closing:

This has been the Survivor's Tavern podcast coming to you from the backroom at the Survivor's Tavern and end at the Crossroads to everywhere. 'Til next time, may all your adventures be worth the trouble.

Character Ideas:

Members of the same school. The majority should be from the same clique.

Plot opportunities:

Cliques:

Cheerleaders, Jocks, Nerds. Band, Stoners

Grudges:

Interested in the same person.

Prom/Homecoming Ruler or Student Council competition.

Embarrassed by a trick or prank gone wrong in the past.

Connections:

Same Father, Mother, or Both.

In the same club/job outside of school.

Tutoring to help pass a needed class.

Neighbors.

Personal items:

A Locket

A Trophy

A Mascot

A Textbook with the answers in it.

Mean Teens

Opening →

Introductions

Let's go around and tell me who you are and something about yourself.

The Trigger

Before we get into the story, let's review the social pecking order.

Cliques

Which is the most important group at school?

---Who is the Leader (at least who things they are in charge)?

What Cliques are each of you in?

Connections

How does X know Y?

--Make a few connections try to get two connections a piece.

Stakes

The biggest events today were at lunch and the assembly in the afternoon.

The Stakes

What was happening today that had everyone on edge?

How did this affect each of you?

What did you expect to get out of this?

Turning Point

What news did you learn before lunch?

Why were you caught in the halls during class?

Challenge

Lunch time.

Tensions were high at lunch.

---What did you think would happen?

What events did happen at lunch?

conflict

Did you gain or lose any cred/clout at lunch?

If a conflict happens, explain what happened and how it was resolved?

---How might this affect the assembly?

wrappup

What surprising thing happened right at the end of lunch?

What was the boon you gained from the lunchtime event?

Discovery

twist

What was the thing that let you know this wasn't; over yet?

What did you lose and how did you overcome the loss?

Prep

Now that you knew you had end this, what preparations did you take?

What was the (object | information | thing) that you located that would help give you an advantage?

Resolution

Assembly time, everything is on the line.

The assembly

What happened right before the assembly started?

What unexpected thing happened at the assembly?

How did this all turn out?

---Who won or lost?

Aftermath

battle

The day is over, but at what cost? Were there any permanent changes that will follow you for the rest of your life?

Just deserts

How did you fare? Did you get what you want?

Did you get disciplined? What was it? Was it worth it?

Closing →