



SNOWFLAKE: THE STAR

You rose to glory thanks to this collective, and you can never get enough praise. But after the part you had in the last project, you're afraid that you've already played the role of your life. Is there anything left for you after this? You need to believe there's something more to long for, but if not... Then this group would be all you have left. They'll always remember your moment of glory.

Relationships

▀ *Boss*: Once you envied them, now you know how it sucks to be a leader. All this responsibility. If the game turns out bad they get all the blame! It's much better to stand on the side and just play.

▀ *Big J*: Trivial and barbaric. They've got no clue what art is about. Their logistic skills make them a necessary evil, but an evil nonetheless.

▀ *Cobra*: A real artist who just needs someone special to inspire them. Show them what you are all about.

▀ *Phoenix*: Old and grumpy. They always act like they're smarter and more experienced than you.

▀ *Random*: A horrible player, but useful in other ways. They are easily dazzled, so it's nice and easy to get them to compliment your roleplay.

Instructions

▀ *Scene 1 - Afterparty!*: - In exchange for the personal thanks you get, toast to the best thing about the game you just ran.

▀ *Scene 2 - Mystical inspiration evening*: Take part in exercises to get inspired and to inspire Boss, who's working on their next scenario. This is ridiculous! You should make your own workshop next time. It'd be ten times better... And you know what? You'll do just that! So, is there something in this dumb evening you can take and improve?

▀ *Scene 3 - Character creation workshop - Be the Leading character*: You said your workshop was going to be great, but now you're not so sure. At least, if anything goes wrong you can ask Boss or Cobra for help. They're so smart, they'll come up with something. The goal is to make up some characters. You could ask people to start with a gesture they like, or pick a costume and tell its story, or recount a past memory and work from there. But once you find a starting point, everyone must stay in character, yourself included! Make up some conflict and play it out. It's all up to you!

▀ *Scene 4 - Crisis*: This is a work meeting on the next project. You just want everyone to be happy! You hate it when things get tense. You fear this group will disappear and nothing will be left of it.

▀ *Scene 5 - At the location*: You're at the location and the game starts tomorrow. It's going to be a disaster, you know that. How do you make it out of this situation and save face? And how can you get credit if it turns out to be a success?

▀ *Scene 6 - The ending scene*: You are no longer playing Snowflake, but an anonymous interviewer, so be ready to ask questions. To Random.