

BOSS: THE LEADER

You are the head of the group. It all began with you and your wild ideas. It was hard to do everything by yourself at the beginning, but now you have all the help you need! Of course, as you began to delegate more and more of the most menial tasks, things eventually started getting a bit out of hand. For instance, you have no clue what Random is doing, but surely it's something important. After all, you don't want to get yourself too involved in the petty details: You know that everyone relies on you and your genius. It is a heavy burden, but one you are proud to carry.

Relationships

Big J: Someone you can always rely on, barring their ridiculous tendency to sacrifice what is really important in favour of trivial things. Like your budget.

Cobra: Kind of a cocky spirit, they rarely make a show of agreeing with you. You have had your share of fights, but sometimes it would do you some good to admit you were wrong.

Phoenix: Anotherworldly creature. Their insight and inspiration deeply move your soul. Your relationship is hard to define, maybe even romantic?

Snowflake: Pretentious and dim-witted. But so popular, both within your group and outside of it. A necessary evil.

Random: You like them, you just can't remember how exactly they became part of your group...

Instructions

Scene 1 - Afterparty! - Be the Leading character: You will publicly and personally thank everyone for their work and their support, one at a time, in your own words. In exchange, you expect a good toast! Make them happy about what you all did and dodge questions about your next project: You have no clue what will that be. Distract them.

Scene 2 - Mystical inspiration evening: You will pour your heart and soul into every exercise, all in search of inspiration. Nobody better than you knows how desperately you need it! Pity the results are going to be anything but great...

Scene 3 - Character creation workshop: It's time to get to work and write this next game. You're running out of time, and yet you cannot seem to focus. Something inside you is keeping you from your creative source. Or is it somebody from the team? Search for the answer now!

Scene 4 - Crisis: This is a work meeting on the next project. Which is terrifying. You should have it all figured out by now. But do you really?

Scene 5 - At the location: You are at the location and the game starts tomorrow. You lost track of what has to be done, you were too busy hoping someone else would take care of things. But now the stress is kicking in. Is it time to give up and let another take the reins? Or will you manage to save the day once again?

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