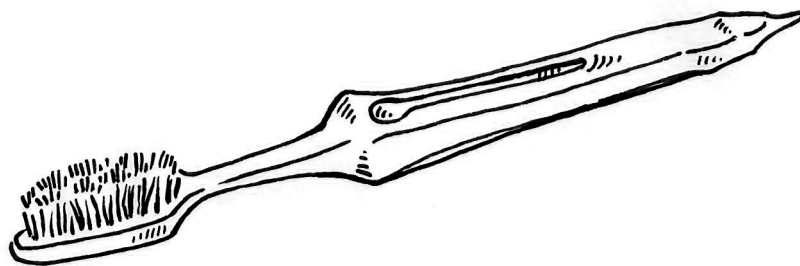


TOOTHBRUSH



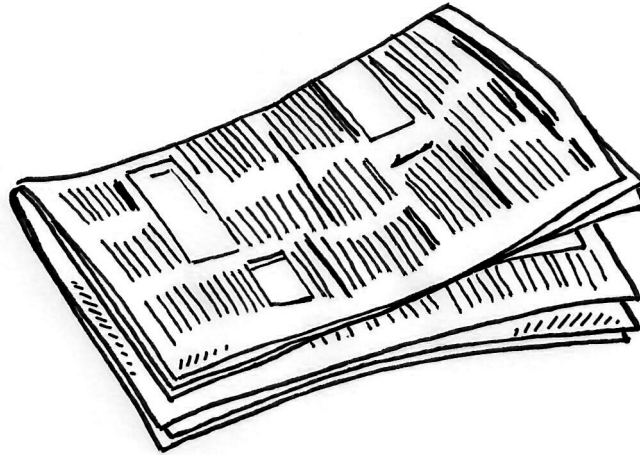
Shiv

The pressure of time shapes people as well as things. What's coal today will be diamonds in a thousand years, what's rotten fruit today will be hooch tomorrow. All you need is patience. And you had plenty of that, sharpening this hunk of plastic day after day. Maybe you whispered a name to yourself as you worked at it, maybe you just wanted insurance. But now it's ready to cut.

Spinning: As inmates go back to their *Cells*, the owner of the toothbrush can touch it to someone's back to make them lose the *Snippets* they've just gained. The scene is acted out, then the toothbrush passes on to the victim and the stabber goes into *Solitary confinement* for the next *Detention*.

Epilogue: The departing inmate must say goodbye to everyone in turn. The owner of the toothbrush can take this chance to stab them, thus killing them. The scene is acted out, then the aggressor will play the music (no quote) and retire in *Solitary confinement*, where they'll spend the rest of their sentence.

INSIDE ECHO

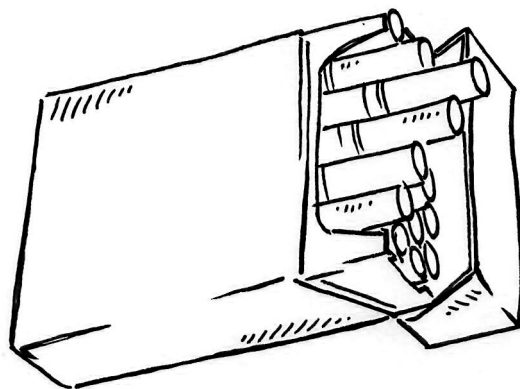


Prison bulletin

Maybe you can make good use of the time you spend here. Some inmates do hundreds of push-ups every day, but you've decided to train your mind. You're an aficionado of the prison library, you've challenged yourself to read at least three books a week. You've even started writing for the *Inside Echo*: It's just short pieces, but now they let you go around with a cart to hand it out along with the books. A great excuse for a private chat with the right people.

Detention: The owner of the *Prison bulletin* can spend part or all of this phase inside another *Cell*. They therefore have the chance to talk in private, and even whisper, with the inmates they want. This *Personal effect* can't be used by an inmate in *Solitary confinement*. Once used, it must be left inside the visited *Cell*.

PACK OF CIGARETTES



Smoke

Things are not much different in here than they are out there: The guy who has what everyone wants gets to make the rules. Smoke is even more honest than money, it makes you crave more both in your head and in your flesh. Nobody can go without and you were good enough (or lucky enough) to acquire a sizeable stash. It cost you effort and favours, but you're ready to get your due. Everyone's dangling from your lips.

Detention: The owner of the *Smoke* can give it to another inmate in order to permanently switch *Cells* with them. This swap can be repeated and reversed later on, but this *Personal effect* can't be used twice in the same phase. You need to wait for the next.

Rec time: The owner of the *Smoke* can trade it for any other *Personal effect*, including those left inside a *Cell*. This is the only possible trade in the game and nobody can refuse the offer.