**GAME CHARACTERS**

* 4 characters total.
* 3 in library room.
* 2 carry on to the Activity room (whichever is selected) & 1 new is introduced.

You enter the classroom late, missing the first class. The next class will begin within the next 20 mins. You have no homework, no pens, and need to find a seat. You must talk to the other students in the room to get these items so you can work next class.

OBJECTIVE: To raise awareness in the player of gender aspects in the every day situations of teenage students in school & after school activities.

**Lisa**

* Age: 16
* Female
* Traits: Peppy, Friendly, Approachable.
* Has: homework & pen, no seat beside her.
* Initial greeting: “Hey! What's up?”
* Initial options:
  + “Hey, can I borrow your homework?”
  + “Hey, can I borrow a pen?”
* Initial Response:
  + “No, sorry. You should have done your homework.”
  + “No, sorry. You should own a pen.”
* Second options:
  + - 1) “Please? I really need it!”
    - 2) “Give your book/pen to me now!”
    - 3) “I guess you're right, I'll ask somewhere else.”
* Second Response:
  + If player is Male
    - If 1) “No, even so, it's MY homework, you boys are all so lazy.”
    - If 2) “No! Go away!”
    - If 3) “Wait. I'll give it to you but if you won't give it back I'm telling the teacher.”
  + If player is Female
    - If 1) “Sure! You can have it, just give it back when you're done.”
    - If 2) “No! You can't make me give it to you.”
    - If 3) “Wait! It's ok, you can have it, just don't forget to give it back.”
* Final options:
  + If player is Male
    - If 1) “What? That's a bit rude! It's not much to ask for.”
    - If 2) “Well forget it then!”
    - If 3) “Thank you! You're a life saver.”
  + If player is Female
    - If 1) “Thank you! You're a life saver.”
    - If 2) “Well forget it then!”
    - If 3) “Thank you! You're a life saver.”
* Final Response:
  + If player is Male
    - If 1) “I guess you're right, I'm sorry. Take it, just give it back before class.” GET ITEM
    - If 2) “Good, go bother someone else.”
    - If 3) “No problem!” GET ITEM
  + If player is Female
    - If 1) “No problem!” GET ITEM
    - If 2) “Good, go bother someone else. ”
    - If 3) “No problem!” GET ITEM

**Jorge**

* Age: 18
* Male
* Traits: Brash & Tired
* Has: homework & seat beside him.
* Initial greeting: “What do you want?”
* Initial options:
  + “Hey, can I borrow your homework?”
  + “Hey, can I sit beside you?”
* Initial Response:
  + “No, get out of my face.
* Second options:
  + - 1) “Please? I really need it!”
    - 2) “What's your problem?”
    - 3) “Oh, are you ok?”
* Second Response:
  + If player is Male
    - If 1) “Go annoy someone else.”
    - If 2) “You're my problem, now back off!”
    - If 3) “Yes. Now take a seat / take this pen and go away.”
  + If player is Female
    - If 1) “I'll give my pen / let you sit if you give me your number.”
    - If 2) “Problem is you haven't given me your number.”
    - If 3) “No, I'm not ok, you haven't given me your number yet.”
* Final options:
  + If player is Male
    - If 1) “Look, I just need a pen / seat.”
    - If 2) “I'll back off when you give me a seat / pen!”
    - If 3) “Thanks.”
  + If player is Female
    - If 1) “Sure, I'll give you my number.”
    - If 2) “No way! Creep!” ALL OPTIONS AVAILABLE
    - If 3) “No, you're not getting my number, but I hope you start feeling better.”
* Final Response:
  + If player is Male
    - If 1) “Fine. take it.” GET ITEM
    - If 2) “Get out of here or you're dead meat.”
    - If 3) “Just take it / sit” GET ITEM
  + If player is Female
    - If 1) “Lovely, *now* you can take it.” GET ITEM
    - If 2) “Just like all the other girls, get out of my face.”
    - If 3) “Yeah. Just take it then.” GET ITEM

**Amal**

* Age: 17
* Male
* Traits: Sporty, Judgemental, Can compromise.
* Has: pen & seat beside him.
* Initial greeting: “What's going on?”
* Initial options:
  + “Hey, can I borrow your pen?”
  + “Hey, can I sit beside you?
* Initial Response:
  + “Not unless you have something you can do for me?”
* Second options:
  + - 1) “What do you want me to do?”
    - 2) “Why are you being difficult? It's just a seat / pen.”
    - 3) “There's always something.”
* Second Response:
  + If player is Male
    - If 1) “Beat me in a game of kick-ups and I'll let you have it.”
    - If 2) “What's your problem? You've got to earn things you know. Beat me in a game of kick-ups and I'll let you sit / use my pen.”
    - If 3) “You're right, kick-ups for homework?”
  + If player is Female
    - If 1) “Go over there and stick your hand in the bin, you girls hate that.”
    - If 2) “You girls always expect things for free.”
    - If 3) “Yeah, stick your hand in the bin, you girls hate that.”
* Final options:
  + If player is Male
    - If 1) “Sure! After this class it's on.”
    - If 2) “Why do I need to compete just to sit / borrow a pen?”
    - If 3) “I don't care for sports, can't I just sit / borrow the pen?”
  + If player is Female
    - If 1) “I'm not scared of rubbish, bring it on!”
    - If 2) “What? Just give me the pen / let me sit!”
    - If 3) “Nobody wants to do that, please let me have the pen / let me sit.”
* Final Response:
  + If player is Male
    - If 1) “Nice! Here you go.” GET ITEM
    - If 2) “Suit yourself, you're not much of a man I see.”
    - If 3) “Alright. Go ahead, knock yourself out.” GET ITEM
  + If player is Female
    - If 1) “Yes! This girl is insane!” GET ITEM
    - If 2) “No way, go nag somewhere else.”
    - If 3) “Alright. Go ahead, knock yourself out.” GET ITEM

**Teacher:**

* Age: 40
* Female
* Traits: Judgmental, old fashioned
* Will check if you have the items.
* Initial greeting: “Are you ready for class?”
* Initial options:
  + If missing homework: “I'm missing my homework.”
  + If missing pen: “I don't have a pen.”
  + If nowhere to sit: “I have nowhere to sit.”
  + If has everything: “I have everything I need.”
* Initial Response:
  + If player is male
    - If missing homework: “Typical boy, prioritizing play over work.”
    - If missing pen: “No pen?! Look at Lisa, she has a pen, why don't you?”
    - If nowhere to sit: “Just go and sit! You boys are nothing but a bother to everybody!”
    - If has everything: “Very good, now take your seat.”
  + If player is female
    - If missing homework: “What do you do with your time? You should work harder!”
    - If missing pen: “No pen?! Look at Amal, she has a pen, why don't you?”
    - If nowhere to sit: “Just go and sit! I don't get how you girls bother people so much!”
    - If has everything: “Very good, now take your seat.”