

Mystery loves Company

- A role playing poem by Lasse Lundin and Erlend Bruer

This is a game for 5 players.

You play the married superheroes Mystery and Company, their two children, and their arch-nemesis Disgusio. The game is divided into three five-minute scenes which all take place in Mystery and Company's home.

In every scene one of the players that play a child will make up a trivial family conflict which is about to happen. It has to be something completely normal, something that could happen in every home. The player that plays Disgusio plays a supporting role (actually arch-nemesis Disgusio in disguise, but Mystery and Company are always fooled). The supporting role can be anything from a mother-in-law, an uncle, the plumber or a teacher, but it has to be something normal. After five minutes of play Disgusio reveals who he really is in a pompous way and runs out with Mystery and Company after him. The scene is over and the next scene can begin.

Every role has different abilities and goals:

- Mystery can make people forget things. Do the jedi mind-trick gesture and say what you want someone to forget, and they will.
- Company can make people like him. Hold your hand out to someone and that person has to like you a lot as long as you hold out your hand.
- Disgusio is in disguise and has a poisonous tongue. The player's goal is to create as much conflict as possible in the little family. Disgusio wants to destroy the relationship between Mystery and Company.
- The children have something they really want. It may be to be taken to football practice, to see a movie, to eat chocolate or to have a birthday party. The children nag a lot.

The game is over when all three scenes are completed.