

# Tesco Hell

- A role playing poem by Lasse Lundin and Erlend Bruer

This game takes 15 minutes.

There are 5 players. Each player plays somebody who needs groceries on a Saturday evening and decides to go shopping at the monster-like store Tesco, a 24-hour shop where they have absolutely everything. Tesco has a special way of keeping the food fresh: they suck the souls out of their customers. As the customers walk around in the store they will lose more and more of their soul. The challenge is to find what they are looking for before they lose their soul and are doomed to walk Tesco forever.

To search for something, roll a die and play out the result. Consult the table under to see what happens:

1: A disaster occurs.

2-3: The grocery is impossible to find.

4-6: After some searching you find what you are looking for.

Next to the table you need about 10 different groceries. One of these is placed on the table. Each time a grocery is found or cursed put a new one on the table.

If someone rolls a one, the grocery is cursed! In some way you need to make it leave the table - anyone that touches a cursed grocery loses their soul immediately.

If someone rolls a two or a three, the grocery is nowhere to be found. Use a minute to try to find it in the hellish store. Then roll again.

If someone rolls four or more you have to grab the grocery as fast as humanly possible. Afterwards you play out a fast-paced adventure past angry customers and deadly traps. The four other players must each think up a challenge for the person who found the grocery. The person who won the grocery has to quickly tell how he overcomes the challenge. No brakes allowed, keep it quick. If the challenger can't think of anything, the word goes to the next player. If the person with the grocery can't think of any way to pass the challenge, he loses the grocery and the game continues. If he manages to pass all the challenges, he gets to keep it. Put another grocery on the table.

You are not allowed to use tools - the players only have themselves and their sharp wits.

After fifteen minutes you have to leave Tesco. If you haven't found all ten groceries, you are all doomed to walk Tesco as soulless monsters forever.