

Albert Spoilsport
An Unfortunate Case Such as We All Have Known

Hello. Albert. You look rather disturbed today. **Actually** you always look upset about something. Consider your name, after all. What do you think a spoilsport should look like? On the other hand. I don't have a name. I'm the unknown scriptwriter and I invented you several years ago. Your reason for existence is that too many of the actors in this play were too cheerful and fun-loving.

Allow me to tell you a little about yourself. You are age 17, took your Ordeal about 4 years ago, a Brotherhood Member in the OA, angry that you are not <yet> Vigil, and not involved in very much except ceremonies. You pout a lot.

You have strong opinions about (at least) these 2 things:

1. You do not like parties. In your opinion, the OA should be a service organization, and parties have **NO PLACE** in Chapter plans. When the subject comes up, make your feelings known to all who can hear your angry voice.
2. You always **READ** your ceremony parts. You think it's perfectly OK for members of a ceremony team to read their parts in the ceremonies. It makes everything much easier, with fewer mistakes, and it doesn't take as much time in training and preparation. **YOU HAVE ***NEVER*** MEMORIZED A PART IN YOUR LIFE**, and you have given all 4 parts in both the Ordeal and Brotherhood. You think the most important part of the ceremony is the **TEEPEE** in the circle, which makes it look like an Indian Reservation.

Note from the script-writer: Unfortunately. Albert Spoilsport, you got stuck with one of the **LOW-LIFE** parts in this game. Sorry about that. Somebody has to do it, and you're it.

Actually, I rather enjoyed re-writing this part. I invented you in 1980, and you were a little nicer back then. But you were dull and boring and I decided to "upgrade" you to an evil slime-face in 1984.

If you are a **NICE GUY** in "real *life*," you may have trouble playing this part. You are now selfish, pouting, bad-tempered, and ugly. You have very little patience, and one of the best ways to describe you is **REDNECK ARROGANT**. Please act like it.

I know you can do it.

After all, I invented you, and re-wrote you, and you are one of my favorite characters. In addition to **PRIZES** awarded for winning this game, I think I might turn you into a **REAL PERSON** after this meeting if you win. We need **REAL PEOPLE** like you to make the rest of us look good.

And, after all, I can always invent somebody else.

Good Luck, Albert, my boy.
I think you're gonna need it.

Albert Spoilsport, the Pouter.

How to Win This Game

Each player has different objectives in this game. To win, you may' need to cause someone else to lose. There will be PRIZES for WINNERS, and nothing not even polite recognition for losers.

If ALL of these things happen, you will WIN. If not, you LOSE.

Check off here the things that happen

1. You must follow the instructions in your package as well as you can. This is one you can control, and your personal opinion is all that counts. You should check this one. All you need to do is DO YOUR BEST to act out your part. --
2. The Committee MUST NOT vote to require all ceremony parts to be memorized. If this issue comes up in the form of a motion, it must be defeated. OR, if it never comes up for a vote, that's OK, too. You get this check-off as long as the Chapter DOES NOT adopt a rule requiring all ceremony parts to be memorized.
3. The Chapter must decide NOT TO HAVE a party for the 4th-of-July. You don't care if they have a summer Fellowship, but the PARTY IDEA must be killed. As long as there will not be a party, you win this check-off. But if they decide to party, you lose.
4. The Chapter must VOTE IN FAVOR of a motion to buy materials for a teepee. They must actually decide to spend \$1000.00 on the project. It must come up for a vote, and it must pass. As long as we vote to approve the teepee proposal, and if we approve spending \$1000.00 for a teepee, you WIN this check-off.
5. The meeting must END ON TIME. As long as the Chapter Chief declares the meeting adjourned within 2 hours after he calls it to order, you win this check-off.

After the meeting, if you want a prize, give this sheet to CONTROL.