

STEFFEN and THE stupid clONES



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Steffen and the stupid clones is a novella scenario about Steffen - a genius but lazy 7-year-old boy. Steffen clones himself to avoid going to school and taking out the trash. There is just one problem - his clones are just as brilliant and just as lazy, so they quickly mess up his life. In this little comedy, the players play the most important people in Steffen's life and of course four times Steffen.

story

The short story consists of a prologue, four acts and an epilogue, which is played via very short scenes and takes place over a week in Steffen's life.

In the first act, we experience Steffen's everyday life, where he has to take out the trash and do group work at school, is tormented by Big Carsten, tries to avoid his toys being sold at the flea market and plan winter bathing with his mom. In short, a nightmarish everyday life in a dreary November.

In the second act, Steffen has had enough and clones himself in his granddad's workshop. He has programmed the machine so the clones disappear into thin air on Sunday night just to be on the safe side. The next day, Steffen has his best day ever, but while he's daydreaming and relaxing in his own room, the Steffen clones must live through the one horrific situation after another. In the end, they reach the logical conclusion that they don't want to put up with it all.

In the third act, the clones take advantage of full access to Steffen's life. They make use of presentations of group work on Vikings in school, meeting Big Carsten at the bike stand of the after school club, shopping with Dad and little sister Mie and not least winter bathing with Mom to lay out traps for Steffen. The act ends with the clones disappearing one by one as planned.

In the fourth and final act, Steffen is caught up by the clones' schemes while he is at the school's sports day and is called in for a school-home conversation with his parents. In the epilogue, Steffen carries the trash out again and reflects on the mishaps of the past week.

THE CHARACTERS

One of the players plays Steffen – a brilliant but selfish boy. The three other players also play Steffen (i.e. the clones of Steffen). In addition, the players who play clones also have a couple of supporting characters each. It appears in square brackets which Steffen clone the supporting role belongs to:

- **Dad** who works part-time and gets into cooking and interior design [Steffen 2]
- **Mom** who is a career person and is always up to a new leisure activity [Steffen 3]
- **Mie**, Steffen's little sister, who despite her age is quite cunning [Steffen 4]
- **Sophie** from the class, Steffen's only friend, who's rather sweet, but inexplicably fond of school [Steffen 3]
- **Big Carsten**, who is strong but stupid and is always after Steffen [Steffen 2]
- **Jürgen**, Steffen's main teacher, who is just one year from retirement, but now he has to deal with Steffen [Steffen 4]

Steffen's mom and dad both have a real name, of course, but I actually have no idea what they are, as Steffen always calls them "Dad" and "Mom" and they call each other "Honey".

play style and pace

Steffen and the stupid clones is a children's comedy with a single fantastic element in the form of the clone machine. Stylistically, the scenario is related to the Danish children stories Otto is a rhinoceros/Orla the frog catcher and Checkered Ninja but most of all the American cartoon Calvin and Hobbes, from where the basic plot is also stolen.

It's meant to be fun, quick and not to be dwelling to long on anything. As the gaming group you need to go through a prologue, 13 scenes and an epilogue, so each scene is planned to last between three to five minutes, with the exception of scene 6, which is a montage that may well take a little longer. There is a fixed scene structure, but it is the players who have to make sure that Steffen has to deal with awkward situations in the end.

ROLE OF THE GAMEMASTER

As the game master, you must first and foremost set and cut scenes. On top of that, you also have the task of tying the story together. It is especially important to connect the dots on what the clones are up to, so it actually becomes a road for Steffen's own back at the end.

At the start of each scene, there is a short paragraph in italics which you can use to introduce the scene to the players. Most scenes have a section called "Progress". These are your notes for what needs to take place in the scene. As needed, you are supposed to step in and direct the scene so that it gets the right course. Some scenes also have a "Questions to the players" section. Here you have questions, which you must ask directly to the players. It is indicated which role the questions are for.

RULES

Steffen and the Stupid Clones have a few storytelling rules and guidelines.

Narrative rules

- The clone machine is the only fantastic element of the scenario. No other fantastic elements can be introduced, and there cannot be made more clones with the machine
- Only Steffen knows that the clones are there. The supporting characters will never see the clones at the same time or sense something is amiss
- The clones will only start making trouble in act 3. They have to fully grasp the situation first
- The clones are fully aware that they will disappear on Sunday, and they have no existential anxiety about that fact

Guidelines

- Steffen is a rather bright seven-year-old in a precocious way. This means that Steffen can read and knows about a lot of stuff. He actually knows exactly what is needed to make all the set-up and jokes, that springs to the mind of the players during the game
- You must keep a high pace. As a game master, you have to cut quickly and the players have to get to the point of the scenes quickly
- Make set-up that enables the rest of the group to be funny. The scenario is most enjoyable if you as a group do what you can to support each other
- The golden rule of improv also applies in this scenario. The scenario is meant to be played with the "yes, and"-principle, which means that you play on the ideas of others instead of shooting them down

How to start up

Start by taking a short round of the table, just to say hello to each other

Then introduce the scenario:

- The scenario is about Steffen, who is a bright but lazy boy
- Steffen is tired of all the duties and boring activities at school and at home
- Steffen's solution is to clone himself and set the clones to go to school and help at home instead of him
- The scenario is a children's comedy inspired by Danish children stories like Otto is a rhinoceros/ Orla the frog catcher and Checkered Ninja but most of all the American cartoon Calvin and Hobbes
- One player plays Steffen, the other three players play a Steffen clone and two supporting characters each
- The clones are all the same and just like Steffen. So you are not play aspects of Steffen, but the full clones of Steffen

The supporting characters are:

- **Dad** who works part-time and is into cooking and interior design
- **Mom** who is a career person and is always up for a new leisure activity
- By the way, Mom and Dad just call each other "Honey"
- **Mie**, Steffen's little sister, who despite her age is quite cunning
- **Sophie** from the class, Steffen's only friend, who is quite nice, but inexplicably fond of school
- **Big Carsten**, who is strong but stupid and is always after Steffen
- **Jürgen**, Steffen's class teacher, who is just one year away from retirement, but now has to deal with Steffen

Story

The scenario consists of a prologue, four acts and an epilogue

- In Act 1, we are introduced to Steffen's unbearable everyday life
- In Act 2, Steffen clones himself and has the best day of his life, while the clones gets to do all the boring stuff. The act ends with the clones deciding to get back at Steffen and make his life miserable
- In Act 3, the clones start to make a mess of Steffen's life. The act ends with the clones disappearing, as planned with a puff one after another
- In Act 4, the conspiracy of the clones hit Steffen

The game is played at a high pace. We have to go through quite a few scenes, but they are meant to be short and take approx. 3-5 minutes each

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Prologue – Taking out the trash

Characters: Steffen

It's Tuesday morning. It's dark and there is drizzling rain. Steffen takes the ten steps towards the garbage bins, his arms full of metal cans, cardboard, plastic packaging and a smelly light green bag with bio-waste.

Questions for the players:

- Steffen, what do you think about this totally unfair situation?
- There are a multitude of different waste bins and Steffen's dad is very keen on sorting correctly. Steffen, do you sort the waste?

act 1 a day IN THE LIFE OF STEFFEN

Where we are introduced to Steffen's unbearable everyday life, before the clones make it even more unbearable.

Scene 1 - Group work

Characters: Steffen, Jürgen and Sophie

It is the third period on Tuesday morning and the class has history with Jürgen. On Jurgens desk there is a stack of A4 colored cardboard sheets, glue sticks, scissors and black and white copies of various Viking books. Jürgen has just introduced that in groups of two, they must make a collage about Vikings, which they must present to the class in next history lesson on Friday. Steffen is in a group with Sophie.

Progress:

- Jürgen comes over, hands Steffen and Sophie their material and talks a little about the task
- Sophie and Steffen start the task - Steffen is probably not so cooperative

Point of attention for game master:

Today, the children just have to make a collage. They don't have to present it until Friday - and by then it's a Steffen clone who is attending school...

Scene 2 – Recess

Characters: Steffen and Big Carsten

It is the lunch break. Steffen has just thrown away the rest of his packed lunch with his dad's experiments and is on his way out into the schoolyard. He hasn't gotten far though, when he is interrupted by Big Carsten who shouts at him...

Progress:

- Big Carsten, as usual, makes life miserable for Steffen

Scene 3 – Ready for the flea market

Characters: Steffen, Dad and Mie

After an excruciatingly long school day topped off with a boring trip to the after school club, Steffen is finally free and is planning to go to his room and relax, but alas, Dad has other plans. He has been in the children's rooms and collected some things together, which are now on the large table in the living room, ready to be evaluated. Dad has once again planned that it is time for a clearance flea market.

Questions for the players:

- What has Dad collected from your room Steffen?
- And Mie, what did Dad collect from your room?

Progress:

- Dad excitedly introduces the idea of a new flea market
- The children try to avoid having their things sold, maybe, maybe not, successfully?

Scene 4 – Dinner and planning winter bathing

Characters: Steffen, Dad, Mom and Mie

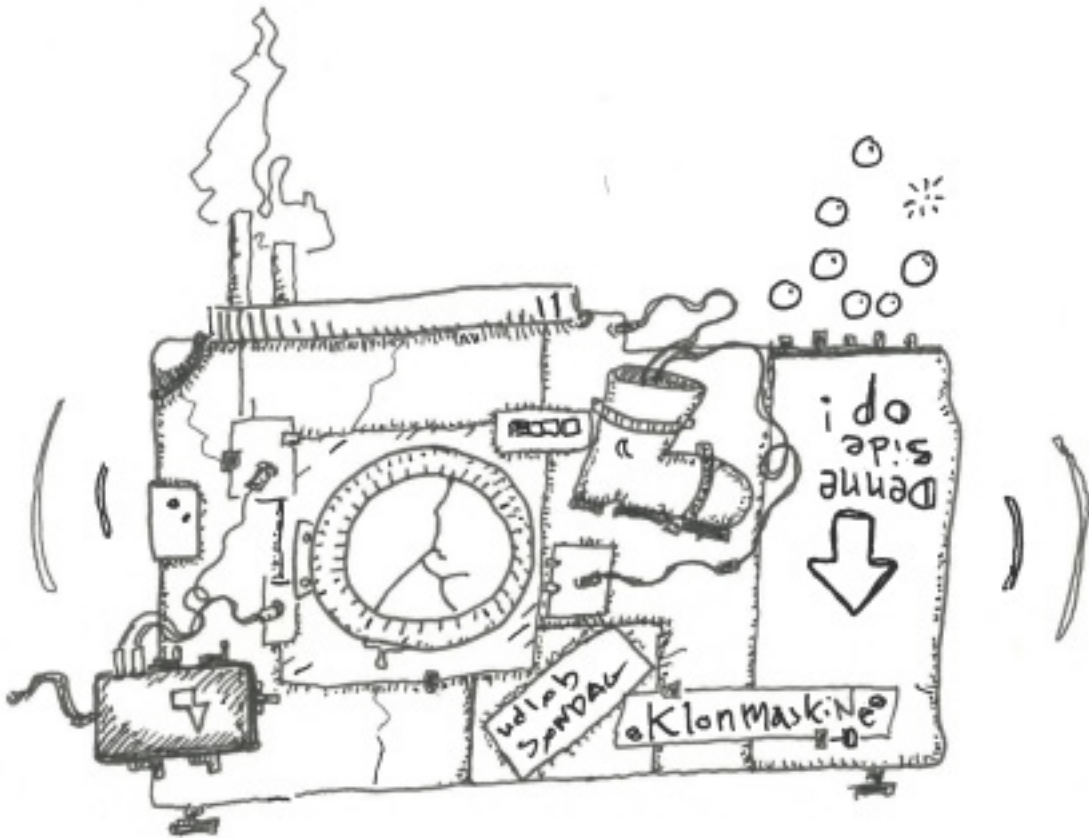
It will be dinner time. Tonight it's on retro food - boiled meatloaf with brussels sprouts. Dad scoops big up portions onto all the plates.

Questions for the players:

- Steffen has to find a grimace for tonight's meal. And what does Mie say to the food?

Progress:

- After a while, mom's mobile beeps. The wetsuit she has ordered for Steffen for the weekend winter bathing has been shipped. Perfect timing to do a little planning with Steffen.



act 2

STEFFEN, STEFFEN, STEFFEN and STEFFEN

Where Steffen clones himself, and where the clones quickly discover that Steffen has sent them out to do things he doesn't like and in the end decide to take revenge.

Scene 5 – The Machine

Characters: Four times Steffen

It's Wednesday night. The rest of the family is sitting in grandma and grandpa's living room and relaxing after a big meal, but Steffen has slipped out into grandpa's workshop. Here is cardboard and metal, thingamajigs and whatchamacallits, and grandpa has said that Steffen can just go nuts using stuff as he pleases. Now is the time to put the plan into action. Steffen finds the sketch from the pocket in his trousers, and goes to work

Questions for the players:

- Steffen, the main element of your clone machine is of course a large cardboard box, but what is it otherwise made of?
- Steffen 2, what light does it have?
- Steffen 3, there is also something with some smoke and steam, where is that coming from?
- Steffen 4, what kind of sounds is the machine making?

Progress:

- Finally, Steffen turns on the machine, which buzzes and hums, and out of it comes another Steffen. This is Steffen 2. Steffen 2, of course, has a few words to say
- After one more press on the machine, Steffen 3 appears, we must also greet him
- And finally Steffen presses one last time and out comes Steffen 4, who now has the occasion to greet three times himself
- The original Steffen must also have the opportunity to tell a little bit about his plan for the coming days to the clones
- Point of attention for game master: It is only at the end of this act that the clones agree to make life miserable for Steffen. So they can complain about Steffen's plans, but they don't get to rebel just yet

Scene 6 - The Best Day Ever

After a night in hiding in Steffen's room, it is time for the clones to go out into the world, all the while Steffen has the best day ever in his room together with the clones who are on break.

Questions for the players:

Steffen: You have a nice room, what does it look like and what kind of activities can you do up there?

About the scene:

This scene is a montage where you cut between Steffen, who is just having the best of days, and the clones, who are having a crappy day. It takes place by you as the game master describing how the day goes for 'The Steffens', asking them some questions along the way and setting some micro-scenes for the players to quickly act out.

Progress:

- **Steffen 2:** Steffen 2, you are the first to start. You must go down and eat dad's homemade and strange tasting muesli on a sour yogurt natural. Then you make your slow way to school through the dark morning. And after that it's the world series of boredom at school. Steffen 2, What inhumanities are you exposed to during this school day?
- **Steffen:** Steffen, you're having too much fun. What are you and Steffen 3 and Steffen 4 doing in the meantime?
- **Steffen 2:** Finally the school day ends at 12:30 and you slip home to send Steffen 4 off. You stand in the hallway where you hand over the shoes and jacket to him and tell him about the day
- **Steffen 4:** Then it's off to the after school club before anyone has any idea. But alas, it's a hell of a ride. Steffen 4, why is your time at the club so bad?
- **Steffen:** All that lazy fun makes you hungry. You and Steffen 2 and Steffen 3 go to the kitchen. What kind of food do you create? Steffen, when you have finished, there is a hell of a mess, who will be assigned the task to clean up? The Steffen who gets the task, do you actually do it?
- **Steffen 4:** You finally get home from the after school club. The other 'Steffens' are in Steffen's room, now you are going to tell them about just how bad your day has been
- Steffen 4 has not finished complaining, as you can hear dad's key in the door, and he and Mie are coming home
- **Steffen 3:** Now it's your turn, you have to go downstairs and help Dad prepare the evening meal. It is French onion soup, gross. Steffen 3, what unreasonable task does Dad put you to do?
- **Steffen 4:** During dinner, Mom tells excitedly that the wetsuit has arrived. Steffen 4, you're the one who's going to go swimming with her. Steffen 4, why is it so uncomfortable to try on the wetsuit?
- **Steffen 2, Steffen 3 and Steffen 4:** After dinner Steffen has to go to the toilet, and you clones have ten minutes before he finishes reading his Asterix comic out there. Now it's time to talk a little about what Steffen, that little devil, has put you through today. And make a secret pact...

act 3

REVENGE OF THE STEFFEN CLONES

Where the clones lay out a lot of traps, which will very soon hit Steffen.

Scene 7 - Presentation

Characters: Steffen 2, Sophie and Jürgen

First lesson at school on Friday morning. At the white walls, a long array of colored cardboard collages on the theme of Vikings hang. Steffen's classmates stand in a semicircle with snotty noses, sleep in the eyes and their usual sheepish expression and glares at Jürgen, who is ready to slowly lead the battle

Progress:

- Jürgen intends to start with Sophie and Steffen, but it is Steffen 2 who is at school, and he is ready to make a mess of things..
- What does Steffen 2 come up with, and how do Jürgen and not least Sophie react?

Scene 8 - On the way home from the afterschool club

Characters: Steffen 4, Sophie and Big Carsten

Sophie has had a really horrible day, so a little early she goes towards the bike rack and gets her bike in order to go home. There she meets Steffen, who despite everything he has just put her through, smiles and says "hi Sophie".

Progress:

- Steffen 2 has swapped with Steffen 4 and the clone does not know what happened earlier in the day
- When Sophie has scolded Steffen 4 a bit, and they might, might not have become friends again, Big Carsten turns up with a "Are you talking to your girlfriend again Steffen?"
- How will Steffen 4 set up even bigger troubles for the real Steffen with Big Carsten?

Scene 9 - Shopping with Mie and Dad

Characters: Steffen 3, Dad and Mie

There are many people in the Føtex supermarket on this late Friday afternoon. Dad, Mie and Steffen are there alongside what seems to be half of the Town. Mie sits up in the shopping cart, and she and Steffen try, as usual, to get dad to buy good things for the weekend. But it is actually not Steffen, but Steffen 3 who is there, and he is ready to set up the real Steffen.

Progress:

- Dad is very enthusiastically as usual, Mie pesters him for candy and Steffen 3 can influence Dad to buy weird stuff
- Finish the scene describing what is probably a very weird mix of groceries on the shopping belt, and the surprised expression on the face of the 15-year-old youth worker cashier

Scene 10 - Winter bathing

Characters: Steffen 4 and Mom

It is Saturday morning at seven o'clock, and mom knocks gently on the door to Steffen's room. Now it is time for winter bathing. They have to drive out to the bathing bridge by the water, and can very conveniently pick up newly baked bread for breakfast on the way home.

Progress:

- First Steffen 4 has to put on a wet suit. Then it's out in the car and down to the water and finally in the water (small dip by the water ladder). Did mom manage to get him in the water?
- If they get in, they find that the water is super cold. What does Mom think of her new hobby, after actually trying it?

Scene 11 - Farewell to the Clones

Characters: Four times Steffen

On Sunday evening, it is time to say goodbye. 'The Steffens' are all in Steffen's room and soon the clones will disappear one by one with a "poof".

Progress:

- After some small talk, the time has come for Steffen 2. Give him one last opportunity to do a shot comment, and then "poof", he disappears
- Then it is Steffen 3's turn, and after a few words of wisdom, he also disappears with a "poof"
- Now Steffen and Steffen 4 remain. Steffen fires off his last line and "poof", Steffen is alone his room

act 4

STEFFEN IN TROUBLE

Where Steffen is hit by the revenge of the clones.

Short scenes in act 4

It is up to Steffen 3 and Steffen 4 what the clones have come up with to trouble Steffen, during the Friday shopping and during the winter bathing with Mom. You therefore as the game master have the task of getting these traps into the story during act 4. It can, for example, be that Steffen 3 has got his dad to buy some disgusting stuff for Steffen's packed lunch, then you must make sure to set a small scene during lunch. It may also be that Steffen 4 has made an agreement with Mom, to do another swim on very, very early Monday, and then you have to set a small scene with that.

The most important thing is that we see the consequence for Steffen, or at least get it mentioned as something dark lurking on the horizon, like a whole bicycling weekend with Mom set up by Steffen 4. All of this can be woven in before, during or after the act's two fixed scenes, where the challenges the clones have set up in relation to Big Carsten and Jürgen unfolds.

Only one thing is certain: It will be a bad day for Steffen.

Scene 12 - Exercise day

Characters: Steffen, Sophie and Big Carsten

The worst school day of the school year is a Monday in November. Exercise day. The whole school is spread over ten soccer pitches while the rain pours down. Steffen has been assigned to athletics and has just coughed his way through a 50 meter sprint, and now the teacher sends him to the hammer throw. The sport does not at all live up to its name, because what you have to throw is a heavy ball in a chain. The handle is smooth, and Steffen gets completely dizzy from having to spin around and throw the 'hammer'. In his first attempt, he just barely misses a girl standing next to him. He is about to apologize, when it dawns on him that the girl is Sophie.

Progress:

- Presumably, Steffen is still not popular with Sophie, and she also has bad news. In her contact folder from school, she has received an invitation to an extraordinary school-home meeting this evening regarding the presentation of the Viking collage
- After Sophie has been scolding Steffen for some time, Big Carsten appears. Big Carsten loves exercise day and especially the hammer throw, so it is the third time he is back at this post and he sees Steffen - now there is a follow-up on what Steffen 4 has set up with Big Carsten

Scene 13 - Extraordinary school-home meeting

Characters: Steffen, Mom, Dad and Jürgen

It is always strange to be at school in the evening. The otherwise well-known place, look very different in the dark. On the way to Steffen's classroom, Steffen and his parents meet Sophie and her mom and dad. They all look annoyed at Steffen, but say nothing. Jürgen stands in the door ready to greet them and usher them inside with a slightly grim expression on his face.

Progress:

- Steffen never was an easy pupil, but the incident with the Viking collage was next level of bad behavior. Jürgen is disappointed with Steffen, not least because he has managed to drag the otherwise decent Sophie down with him
- How do Steffen's parents react? What do they say to Jürgen? And what do they say in the car on the way home?

Epilogue – taking out trash

Characters: Steffen

It's Tuesday morning. It's dark and it's windy. Steffen takes the ten steps towards the garbage bins, his arms full of metal cans, cardboard, plastic packaging and a smelly light green bag with bio-waste.

Questions for the players:

- Steffen, what do you think of last week's events?
- Steffen, do you sort the waste?

STEFFEN



"When I become minister for the Mars expedition, I will remember this"

- Quote Steffen when he was asked to take out the rubbish

Steffen is an imaginative and very bright, but also selfish and lazy seven-year-old boy. Steffen is a very proficient daydreamer. He can already read and is interested in cool things like Romans, dinosaurs, space and not least machines. He doesn't really have that many friends, because the other children are so dimwitted, apart from Sophie from the class, but that doesn't bother Steffen, because he mostly likes his own company.

Steffen lives with his Dad and Mom and little sister Mie in a dull neighborhood of townhouses with private hedges, cycle paths and dog walkers. Fortunately, Steffen has a cool room. Up there, he can forget his boring city as he builds masterpieces in Minecraft, draws cool machines and reads about his favorite topics, thinks big thoughts and wolf down cheese pops.

To Steffen's great regret, he is daily exposed to injustices, which according to himself, should be reported to child welfare services. The adults demand that he performs all sorts of senseless menial duties both at home and at school, and his parents have weird ideas about family time, all things that takes time away from Steffen's hobbies and daydreaming. As if that wasn't enough, there is the mouth breather Big Carsten from 3B, who is always bullying Steffen. It is not fair.

But now Steffen has had enough. He will not stand for all that nonsense anymore. That's why he has designed a brilliant clone machine, which he intends to build on Wednesday afternoon at his grandpa's workshop. Three clones should be enough. Then Steffen 2 to 4 can do all the boring duties, while Steffen has fun in the room. Just in case, Steffen has made it so that the clones disappear in a flash after a week. It's the perfect plan, it can't go wrong!

Relationships

Dad – Steffen's dad works part-time at the municipality, and the rest of the time he takes care of Steffen and Mie. Steffen's dad has three interests: experimental cooking, interior design and being after Steffen about chores. Ok, maybe that last one isn't an interest as much as it's a huge character flaw.

Mom – Steffen's mom is a workaholic and has an important managerial job in a bank. Steffen's mom is always busy and is extremely effective. This also applies to her time off, where the quality time, usually in the form of a new equipment-demanding hobby, must be so jam-packed with quality that Steffen almost suffocates. Steffen's mom is good for everything, luckily she is also a great hugger when you need it.

Mie – Steffen's little sister is six years old and is only interested in things that are boring or stupid like TikTok dance videos, ordinary and harmless animals, children's music, etc. Unfortunately, she very much likes to spend time with Steffen. Lately, however, Steffen has noticed that she is quite cunning. She has the potential to develop into a worthy opponent, perhaps even a true archenemy.

Jürgen – Steffen's class teacher has crazy ideas about the children doing homework already in the first grade, following the lessons and actually learning something. He often says he is going to retire next year and is very, very old.

Sophie from the class – Sophie is different from all the others in the class. She is not totally unimaginative and stupid, in fact she is quite intelligent and also kind of pretty. However, she has the serious character flaw that she likes school and does what the teacher says. If Steffen was ever going to have a girlfriend, he would pick Sophie.

Big Carsten from 3B – Big Carsten is as strong as he is stupid. He can beat up all the kids in the smaller grades, and unfortunately he has singled out Steffen, whom he often blackmails for pocket money. He even does it with a new stupid joke every time. Big Carsten rules supremely in the recesses at school and is not afraid of anyone or anything except spiders. Occasionally, Steffen manage to cheat him, but it comes with high stakes, because if Big Carsten finds out that he has been tricked, there will be hell to pay next time.

Keywords - Selfish, lazy, brilliant, imaginative, strong sense of justice

Possible Steffen quotes

"How rude, now I have to protest!", "Honestly, do you think Churchill [Niels Bohr, Emperor Augustus..] did that sort of stuff, as a child?", "I wish I had a particle decentralizer right now", , "Group work? [the garbage bin, tidying up, bedtime, kiss on the cheek..] you simply can't mean that", "An apology?, Given the circumstances, I can at a maximum offer my regrets", "According to the UN Convention on the Rights of the Child, you cannot.."

STEFFEN 2



"When I become minister for the Mars expedition, I will remember this"

- Quote Steffen when he was asked to take out the rubbish

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You are Steffen.. or rather, you are also Steffen, a clone and exactly the same as the original. You just got out of one very clever and beautiful clone machine - you 'Steffens' surely are brilliant. You can remember a lot of things, just not exactly the process leading up to the original Steffen building the machine, or why he did it. You just know that you're only here until Sunday, and that this is going to be so great with all you 'Steffens' around.

Relationships

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Keywords - Selfish, lazy, brilliant, imaginative, strong sense of justice, clone

Playing a Steffen Clone

This little story is about Steffen, who has cloned himself, and of course it has to go wrong. And this is where you come into the picture. Because Steffen intends to let you clones do all the heavy lifting. That's a hustle that one can only pull on you one time. After you and the other clones realize Steffen's scheme, you make a secret pact to get even. After all, you are only here until Sunday anyway, so you might as well have some fun.

dad (HONEY)



"Then you take your old toy, reach deep down inside yourself and sense how you feel about it. Does this toy make me happy?"

- Quote dad, when he tried to get Steffen to clean up his room

Steffen's dad is somewhere in his late thirties and works part-time down at the municipality. He spends the rest of his time looking after Steffen and his little sister, and pursuing his hobbies: cooking and interior design. Steffen's dad is the type who is constantly getting new fads. Currently, he is absolutely in love with the Japanese Marie Kondo and her KonMari method, where you only have to keep things that give you great joy. This to such an extent that the rest of the family are quite tired of holding pillows, Donald Duck magazines and Steffen's mom's hobby accessories and sense if it brings joy. However, KonMari is not really applied in the kitchen, where all the kitchen utensils and jars of fermented Nordic cabbage gives Steffen's dad great, great joy.

Steffen's dad is an optimist and almost always happy. However, Steffen's messy room and his lack of willingness to help out at home does not fill Dad with great joy. Steffen's dad claims that the duties are not there for Steffen's dad's sake. Instead, they are learning opportunities for Steffen to become a whole person who can cope by himself. Unfortunately for Steffen's dad, he is not great at conflict and usually has a hard time following through on the disagreement.

Key words – Positive, easy to excite, homely, not great at conflicts

Possible Dad quotes

"You have to taste my new hot sauce, Mie, there are only ten Habanero chilies in it", "Steffen, now I have asked you to take out the trash three times, so now I'm doing it for the fourth time", "A killer robot attacking our town? Eh... it's certainly a very realistic and well-made drawing, Steffen", "Don't you agree Honey [Steffen's mom]?"

big caRStEN



"Whoa Steffen, get over here you little worm. Did you know that I own all the air in this part of the schoolyard? You owe me money for all the air you've been breathing.. ha ha ha"

– Quote Big Carsten, a classic introduction to the extortion

Big Carsten from 3B is the type of strong-limbed and dimwitted tormentor who is probably not born, but instead comes to life via a chemical reaction in the box with forgotten sportswear. He is strong, not too bright and has a penchant for simple pleasures. Unfortunately, he has spotted Steffen and is using his superior physique to extort Steffen for his pocket money. And what's worse, he always makes a little "joke" out of calling the extortion something new every time and laughing at his own bad lines. From time to time, however, Steffen succeeds in confusing Big Carsten enough that he doesn't get to extort the money right then and there. But then there is always an extra punch from "the ham" - Big Carsten's affectionately nickname for his right meaty fist - the next time he grabs Steffen. Big Carsten can beat up every kid in the lower grades at school, and isn't afraid of anyone or anything, except spiders.

Key words – Big, strong, stupid, thinks even he is inventive and funny, afraid of spiders

Possible Big Carsten quotes

"Give me the money or I'll use the ham", "Come here you little maggot", "Hey Steffen, that door you just walked through, is my door. Ha ha ha.. So now... now you owe me door money", "Uh.. what does a mouth breather mean?"

STEFFEN 3



"When I become minister for the Mars expedition, I will remember this"

- Quote Steffen when he was asked to take out the rubbish

Steffen is an imaginative and very bright, but also selfish and lazy seven-year-old boy. Steffen is a very proficient daydreamer. He can already read and is interested in cool things like Romans, dinosaurs, space and not least machines. He doesn't really have that many friends, because the other children are so dimwitted, apart from Sophie from the class, but that doesn't bother Steffen, because he mostly likes his own company.

Steffen lives with his Dad and Mom and little sister Mie in a dull neighborhood of townhouses with privet hedges, cycle paths and dog walkers. Fortunately, Steffen has a cool room. Up there, he can forget his boring city as he builds masterpieces in Minecraft, draws cool machines and reads about his favorite topics, thinks big thoughts and wolf down cheese pops.

To Steffen's great regret, he is daily exposed to injustices, which according to himself, should be reported to child welfare services. The adults demand that he performs all sorts of senseless menial duties both at home and at school, and his parents have weird ideas about family time, all things that takes time away from Steffen's hobbies and daydreaming. As if that wasn't enough, there is the mouth breather Big Carsten from 3B, who is always bullying Steffen. It is not fair.

You are Steffen.. or rather, you are also Steffen, a clone and exactly the same as the original. You just got out of one very clever and beautiful clone machine - you 'Steffens' surely are brilliant. You can remember a lot of things, just not exactly the process leading up to the original Steffen building the machine, or why he did it. You just know that you're only here until Sunday, and that this is going to be so great with all you 'Steffens' around.

Relationships

Dad – Steffen's dad works part-time at the municipality, and the rest of the time he takes care of Steffen and Mie. Steffen's dad has three interests: experimental cooking, interior design and being after Steffen about chores. Ok, maybe that last one isn't an interest as much as it's a huge character flaw.

Mie – Steffen's little sister is six years old and is only interested in things that are boring or stupid like TikTok dance videos, ordinary and harmless animals, children's music, etc. Unfortunately, she very much likes to spend time with Steffen. Lately, however, Steffen has noticed that she is quite cunning. She has the potential to develop into a worthy opponent, perhaps even a true archenemy.

Keywords - Selfish, lazy, brilliant, imaginative, strong sense of justice, clone

Playing a Steffen Clone

This little story is about Steffen, who has cloned himself, and of course it has to go wrong. And this is where you come into the picture. Because Steffen intends to let you clones do all the heavy lifting. That's a hustle that one can only pull on you one time. After you and the other clones realize Steffen's scheme, you make a secret pact to get even. After all, you are only here until Sunday anyway, so you might as well have some fun.

MOM (HONEY)



"I have bought new paddle rackets for both of us, Steffen. The best equipment is a prerequisite for top performance"

- Quote mom, before Steffen and mom's last paddle match

Steffen's mom is probably in her late thirties and works as some kind of manager in a bank. Steffen's mom is very fond of her work and works a lot, but as she always says, she loves her family more. So when Steffen's mom is at home, she is very into quality time. The kind of quality time she likes best is with new equipment-demanding hobbies, together with Steffen.

Steffen's mom believes a lot in preparation, so that you can perform at your best, even in your spare time. She likes to use phrases and tools from her work at home. This also applies in relation to Steffen, whom she currently does not see being able to create synergy between his skills and tasks and generally scores too low in his Key Performance Indicators.

Mom's newest hobby is winter bathing. Or, she hasn't actually tried it yet. But this week, she and Steffen will be going into the ocean blue. Mom hasn't told Steffen about it yet, but she has ordered a wetsuit for him so he can get into the habit. She is planning to take the dip in normal swimwear herself, in order to get the full experience.

Keywords – busy, ambitious, always into a new hobby, efficient in everything she does, good at giving hugs

Possible Mom quotes

"We'll just add that to our family white board", "Steffen, your Dad and I agree that you have to get better at doing homework, it's a must-win-battle in the next six months for you", "I would like to start by saying "thank you", and acknowledge the feedback you have given dad's food, but you still have to eat it Steffen", "Honey [Steffen's dad] have you seen my paddle racket [running shoes, racing bike, drone]?"

sofiE



"Can I see your animal collage Steffen? Oh, you haven't made one, erm... you know we have to present it in an hour, right?"

- Quote Sophie, Monday morning five minutes into the first lesson

In contrast to the rest of the class, Sophie is not an idealess, unoriginal, slow witted amoeba. In many ways, she is Steffen's friend, and the only one who doesn't think he's a weirdo. Sophie, however, has a somewhat different approach to school than Steffen. She actually likes going there and doing her homework, and she has no problems concentrating in class. She even likes group work, but demands that everybody in the group contributes, even Steffen. Sophie would also like to have playdates with Steffen, but only if he actually wants to play with her. It's even quite possible that she would say yes, if he asked her to be his girlfriend.

Key words – Not an unimaginative moron, studious, fond of school, don't put up with just anything

Possible Sophie quotes

"I can't understand why you have so much against Jürgen, he is a good teacher", "Is it you who writes down what we agree in the group today Steffen? no.. [sigh] ok then I'll do it", "Do you wanna walk home from school together? Yes ok, we can play space war while we go"

STEFFEN 4



"When I become minister for the Mars expedition, I will remember this"

- Quote Steffen when he was asked to take out the rubbish

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Relationships

Mom – Steffen's mom is a workaholic and has an important managerial job in a bank. Steffen's mom is always busy and is extremely effective. This also applies to her time off, where the quality time, usually in the form of a new equipment-demanding hobby, must be so jam-packed with quality that Steffen almost suffocates. Steffen's mom is good for everything, luckily she is also a great hugger when you need it.

Sophie from the class – Sophie is different from all the others in the class. She is not totally unimaginative and stupid, in fact she is quite intelligent and also kind of pretty. However, she has the serious character flaw that she likes school and does what the teacher says. If Steffen was ever going to have a girlfriend, he would pick Sophie.

Big Carsten from 3B – Big Carsten is as strong as he is stupid. He can beat up all the kids in the smaller grades, and unfortunately he has singled out Steffen, whom he often blackmails for pocket money. He even does it with a new stupid joke every time. Big Carsten rules supremely in the recesses at school and is not afraid of anyone or anything except spiders. Occasionally, Steffen manage to cheat him, but it comes with high stakes, because if Big Carsten finds out that he has been tricked, there will be hell to pay next time.

Keywords - Selfish, lazy, brilliant, imaginative, strong sense of justice, clone

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MiE



"What are you doing, Steffen, can I join you?" ... Dad, Steffen is being mean again, he says I can't come into his room"

- Quote Mie, two or three times a week

Steffen's little sister Mie is six years old and is only interested in things that Steffen finds boring and annoying. She likes animals - but only cute animals and not killing machines. She likes YouTube and TikTok - but only dance videos. She likes music - but only sugary children's pop. The only sensible person, according to Steffen, whom Mie likes is Steffen. But even here she does it in an annoying way, because Mie wants to play with Steffen, but she only wants to play the things she thinks are fun, and not stuff Steffen likes.

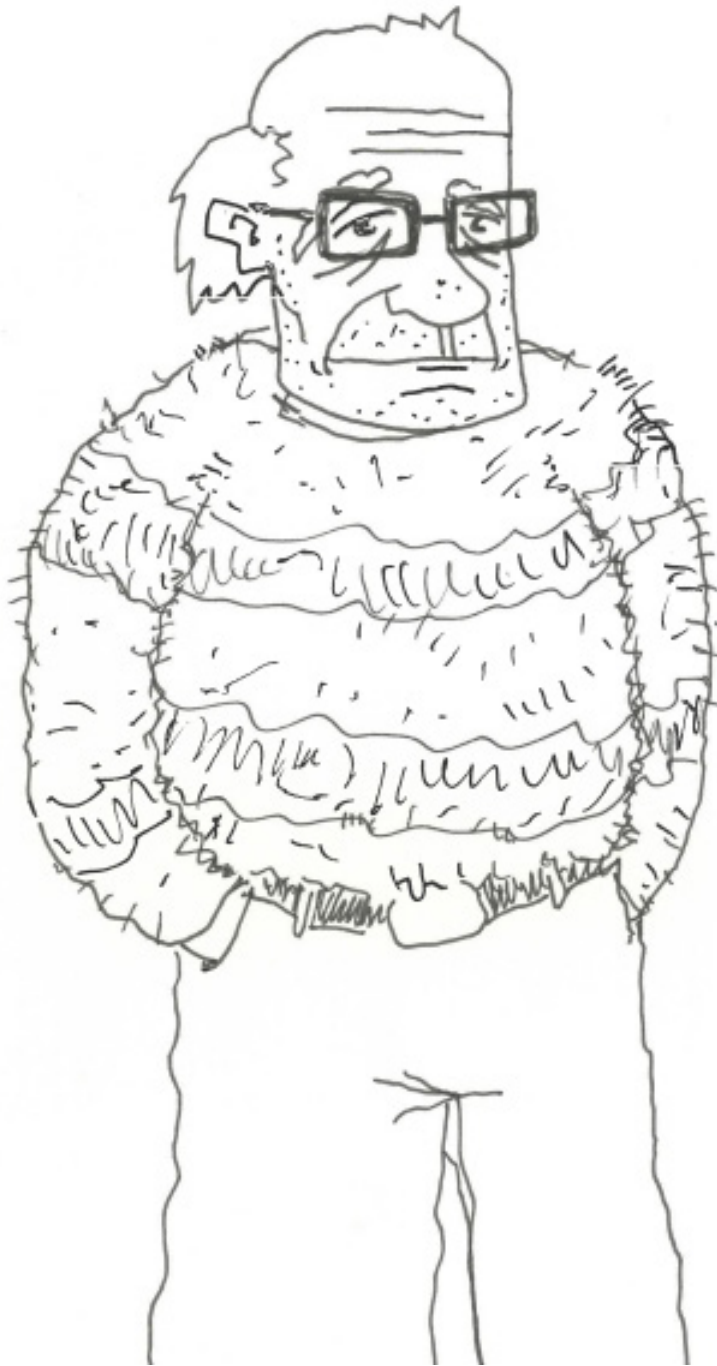
Mie was once small and didn't understand much. But lately, Steffen has noticed that Mie understands more than you might think. She is starting to get her way in a lot of situations, and she manages to get everything turned around, so it's Steffen's fault, even when it's not. In the long run, Mie has the potential to become a worthy opponent for Steffen.

Keywords - small, only interested in stupid things, can make fake teary eyes, manipulative and bright

Possible Mie quotes

"Steffen, shall we dance TikTok?", "Ratatouille [dried fish, brown cabbage], thank you, this is my new favorite dish, dad", "When I grow up, I wanna be just like you mom", "Daaad, Steffen is shutting me out again", "I want to help too dad.. together with Steffen"

jürgen



"Steffen. you and I had a clear agreement. You had to write five lines and I don't really care about the Mayan calendar predicting that the universe would end yesterday"

- Quote Jürgen, Danish class in the third lesson on a Thursday in October

Jürgen is Steffen's class teacher and only has a year left before he can retire. Jürgen had dreamed about getting an easy class to finish off with, unfortunately he got Steffen's class. Jürgen would actually prefer the school day to go quickly so that he can get to his small allotment garden, drink coffee with his wife and look after his flowers, but he still has enough professional pride that he also thinks the children should actually learn something. And this also applies to Steffen, who has proven to be totally unteachable. Jürgen tries, but repeatedly has to put up with Steffen not doing his homework, doesn't listen in class and obstructs group work. This year can't go by fast enough.

Keywords – Has almost given up, tired, trying to teach

Possible Jürgen quotes

"Page ten. Page ten in the Danish book, not Donald Duck magazine Steffen", "And then it has become.. [sighs].. Steffen's turn to present", "I don't want to hear any more protests, we do it as group work", "[Sighs]... I'm too old for this nonsense"