













judith_freud A tyrannical father hides behind every strong woman.



The following information is **only for you**. Don't share any of your information with your fellow players before the game.

Do not read the information from round 1 until you all meet together on game night. **Not before!**

Discuss with your host whether you should come to the game in **costume**.

You are Judith Freud (62):

Sigmund Freud: psychologist, genius, world changer. Your great-grandfather left a huge pair of shoes to fill. At least that's what you tell anyone who wants to hear it. Your actual great-grandfather was one of the last blacksmiths in the U.S. Cavalry, not a revolutionary psychologist. But you've found that the right name and a well-researched background can open a lot of doors. That's why you changed your identity years ago. Your real name is Judy Smith.

People's thoughts, their traumas, and their auras have always fascinated you. You've always had a great interest in psychology – just no degree. While working as a bank clerk, you decided to rectify this omission. With the sudden overnight death of the company's corporate psychologist, you seized the opportunity. With a little photoshopping, you made her diploma into your own. Since then you have worked in various jobs as a therapist, aura consultant, meditation expert, and hypnotist.

About ten years ago a job advertisement for the TV show *The One* caught your eye. Now, officially at least, you are on the set to help the candidates with the intense life experience of television dating. In actuality, it's your job to find out personal details about them. What concerns do they have? What was their childhood like? What traumas have they experienced? What are their dreams, their hopes, and their goals? Frequently, you casually pass along juicy little tidbits about their emotional lives to Nina. *The One's* producer certainly understands how to perfectly incorporate this knowledge into the show. A little childhood trauma here, a little fear of attachment there, and suddenly a great plotline appears. You don't have a guilty conscience about it; experiencing shame can lead to a cleansing of the soul and can make agitated minds humble. Basically, you're just helping each candidate become a better person.

There was one incident last season on *The One* that did make you think. As always, you introduced yourself to the candidates at the start of filming and offered your help. One of those nasty babes actually had the nerve to laugh at you and say that if she needed someone messing around in her head, she would get in touch. So, you found out more about the little beast and mentioned to Nina that she had a strong fear of rejection and loss of love. Nina used this information masterfully. She staged a show finale in which the Rose-Bearer had first sworn love to the little bitch and then left her for her competitor. Apparently that time you'd gone too far. Just a few days after the finale, the candidate was committed to a psychiatric ward. Nina did her best to make sure the whole thing didn't go public. But for the first time in your long career, you had doubts about whether you had done the right thing.



Afterwards, you wanted to leave the show and wrote a letter of resignation, but Nina stopped you. She persuaded you that your resignation would look like an admission of guilt. The letter still sits undisturbed somewhere in the files on your desk.

So far, everything about the new season promises to be better. The Rose-Bearer is a real darling, albeit with an overwhelming need for validation. And one of the candidates is particularly dear to your heart: Ella. She's very open to your advice and the psychic arts.

You did NOT kill Cheyenne Aleon. You may not lie during the game. You may withhold information that incriminates you. If you are asked for something directly, you must tell the truth.

Goal of the game: Find out who killed Cheyenne Aleon and their motive.

Personal goal: In this crisis situation, it is important to confront each character with their diagnosis. One can only work on their problems if they know what they are. You must share and explain each character's diagnosis to them during the game.

Your appearance: You often wear wide-cut knitted cardigans in different autumn tones that you cheekily combine here and there with felt accessories. You try to incorporate as many crystals as possible into your bracelets, chains, and amulets for their natural healing and protective properties. You wear prominent glasses, not because you need to, but because you think they make you look smart. You always have a notebook and pen with you so that you can write down thoughts about the candidates. You also have an amazing supply of tissues to comfort them when they are rejected.



Your diagnoses about the others:

Cheyenne Aleon (victim): Megalomania. She thinks she is irresistible with the world at her feet. She is difficult, uncomfortable, and quite untreatable.

Samantha Edwards: Emotionally Unstable Personality Disorder. She is moody, bitchy, and can easily become out of sorts. You pay special attention to her because she was here last season.

Nina King: Dissocial Personality Disorder. You are grateful to Nina for covering up the scandal from last season. But Nina also has her demons; you're there for her so that they don't get out of hand.

George von Altenburg: Manipulative Narcissistic Personality Disorder. This man's cold aura was clear from the start. After everything else you've heard about him, you may need to recommend he undergo burnout prevention with you.

Alexander von Altenburg: Oedipus Complex. He clearly has problems with maternal love and his unusual relationship with his father was immediately evident. The fact that he has a drug problem is irrelevant; from your experience, it's not necessary to treat things like that.

Ella Newhouse: Hypersensitivity Disorder. You could build a real trust relationship due to Ella's fragility. She is open to the vibrations of space and the people around her.

Benjamin Ballhaus: Substance-induced Psychosis. He clearly consumes too much cannabis, which has led him to believe he can create his own films. He's simply unremarkable and colorless.

Stop!

Do not continue reading until you are all together at the beginning of Round 1.



