



Cornflower WHO?

A Dramaturgical Presentation

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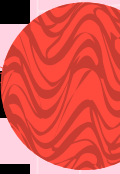
Edward Albee

The man, the myth, the legend



Biography

- Edward Albee was born in 1928 and adopted two weeks later by the son of a wealthy vaudeville theatre-owner and his socialite wife
- He left home at 18 because he “had to get out of that stultifying, suffocating environment” and his parents did not approve of his aspirations to become a writing
- Lived in Greenwich Village throughout his 20s working odd jobs and writing plays before finding success with *The Zoo Story* premiering off-Broadway in 1960
- Albee was gay and many of his plays critique images of prototypical heterosexual marriages and families and the American Dream (although he didn’t see himself as a “gay writer” or a particular advocate for the LGBTQ+ community)
- He died in September 2016 at age 88 with three Tony Awards and three Pulitzer Prizes to his name



Who's Afraid of Virginia Woolf?

- *Who's Afraid of Virginia Woolf?* opened on Broadway in 1962, making it one of Albee's 'early plays'
- It won the 1963 Tony for Best Play and ran for 664 performances over a year and a half on Broadway
- Three acts: "Fun and Games," "Walpurgisnacht," and "The Exorcism"
- The play takes place over the course of one night in George and Martha's home
- Nick and his wife Honey come over for drinks and are immediately met by George and Martha's scathing verbal abuse towards one another
- Throughout the night, Nick and Honey become increasingly unsettled as George and Martha's strange behavior continues
 - Honey runs to the bathroom to vomit and Nick reveals to George that Honey had a hysterical pregnancy; George later teases Honey for it which makes her vomit again
 - Martha seduces Nick while George watches
 - The final game, "Bringing Up Baby" - George and Martha recite a story about bringing up their son, which George concludes by telling Martha that their son died that afternoon - Martha screams "you can't do that!"
 - Nick and Honey leave after realizing that George and Martha's son is fictional, and George 'killed' him because Martha broke the rules by telling outsiders about him




BONUS CONTENT!



1.5

Preslee Krout

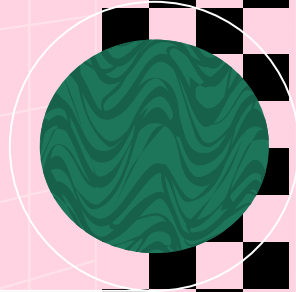
The woman, the myth, the
legend





Biography

- Preslee Krout was born on April 2nd, 2000 in Dallas, TX (Aries queen)
- Her family moved to Colorado when she was a baby
- Preslee is a child of divorce!
- Her mother is a mortgage broker and her father is a dick
- She has four step-siblings and one half-sister
- Bi icon (bicon)
- Eats bagels when drunk, listed states when she had a breakdown once
- *Who's Afraid of Virginia Woolf?* is her favorite play





02

Alcohol Progression

Who's drinking what and
when?

Who remembers AlcoholEDU?

1 drink = 12 oz beer, 5 oz wine, or 1.5 oz liquor

Effects differ based on gender/hormones, weight, genetics, food intake, time between drinks, etc.

1-2 drinks

Feeling of warmth, relaxation, mild sedation; exaggeration of emotion and behavior; slight decrease in reaction time and in fine-muscle coordination

3 drinks

More noticeable speech impairment and disturbance of balance; impaired motor coordination, hearing and vision; feeling of elation or depression; increased confidence

4-5 drinks

Major impairment of mental and physical control; slurred speech, blurred vision and lack of motor skills

6 drinks

Loss of motor control; mental confusion

(You should def not be driving until the next day at this point bc your BAC will not go below .08)

7 drinks

Severe intoxication; minimum conscious control of mind and body. "Blackout zone"

8+ drinks

"This level of alcohol has been measured in people who have died of alcohol intoxication"
OKAY

Nathan and Honey are already drunk at the top of the show. How many drinks have they had already? How many drinks has Monica had? What about Marcus? x = number of drinks before the play begins

Pg 5: Nathan brings out two beers

Nathan: $x + 1$ Honey: $x + 1$

Pg 12: Nathan opens a second beer.
Honey tells him to put it in the fridge
(but does he?)

Nathan: $x + 2$ Honey: $x + 1$

Pg 17: Nathan brings everyone drinks;
Monica requests a glass of vodka instead

**Nathan: $x + 3$ Honey: $x + 2$
Monica: x Marcus: $x + 1$**

Pg 20: Monica requests a glass of vodka

**Nathan: $x + 3$ Honey: $x + 2$
Monica: $x + 2$ Marcus: $x + 1$**

Pg 25-28: Monica has another glass of vodka
and a glass of dark liquor, and brings out beers
for herself, Nathan, and Marcus

**Nathan: $x + 4$ Honey: $x + 2$
Monica: $x + 7$ Marcus: $x + 2$**

Pg 32: Monica gets another drink

**Nathan: $x + 4$ Honey: $x + 2$
Monica: $x + 8$ Marcus: $x + 2$**

Pg 47: Monica downs more liquor

**Nathan: $x + 4$ Honey: $x + 2$
Monica: $x + 10$ Marcus: $x + 2$**

Pg 50: Nathan gets more drinks for
himself and Marcus

**Nathan: $x + 5$ Honey: $x + 2$
Monica: $x + 10$ Marcus: $x + 3$**

Pg 65: Monica brings a drink for herself
and Honey

**Nathan: $x + 5$ Honey: $x + 3$
Monica: $x + 11$ Marcus: $x + 3$**

Pg 77: Nathan gets drinks for himself and
Honey

**Nathan: $x + 6$ Honey: $x + 4$
Monica: $x + 11$ Marcus: $x + 3$**

Pg 81: Nathan gets a beer and leaves

**Nathan: $x + 7$ Honey: $x + 4$
Monica: $x + 11$ Marcus: $x + 3$**



Cin Rummy

plus Pinochle and Cornflower
Cards



A fun fact

I'm a dumbass and you might be, too





GIN RUMMY - THE BASICS

THE DECK

52 card deck WITHOUT the Jokers

CARD RANKS

Face cards are worth 10 points each, others are worth the value indicated, aces are 1

OBJECT

Use your hand to form combinations of 3+ cards (sets and runs) and be the first to reach an agreed-upon score (usually 100)

- Each player is dealt 10 cards, and the top card of the remaining deck is flipped-up to create a discard pile; during your turn, you can choose to either take the face-up card on top of the discard pile, or you can draw from the deck
- The goal is to create as many sets and runs (*melds*) in your 10 card hand as possible
 - Set: 3+ cards sharing the same rank, eg 8♥ 8♦ 8♠
 - Run: 3+ cards in sequence in the same suit, eg 3♥ 4♥ 5♥
 - Any cards in your hand not in a set or run is called *deadwood*
- There are two ways for a round to end - a player can *knock* or *go gin*
 - If you knock, you lay out your hand organized with the deadwood separated. The opponent can *lay off* any deadwood that fits into the other player's melds. Then, the knocking player gets the amount of points equivalent to the difference between the two hands
 - If you go gin, that means you can form melds with all your cards. You get a 25 point bonus plus your opponent's deadwood count, and your opponent isn't allowed to lay off cards



PINOCHLE - THE BASICS

THE DECK

Specialty deck - A (high), 10, K, Q, J, 9 (low) in each of the four suits, with two of each card - 48 total cards

CARD RANKS

Ace - 11, ten - 10, king - 4,
queen - 3, jack - 2, last trick
- 10, nine - no points

OBJECT

To be the first team to reach
150 points by scoring melds
and tricks

- Played in two teams of two players
- Each player is dealt 12 cards; then, a round of bidding begins wherein players make bids on how many points they think their team can score in this round
 - The highest bidder calls the *trump suit* and can trade cards with their partner to start off with the most melds
- Two phases: melding and trick-taking
 - Melding: each player places their melds face up on the table - in this game, melds are *arounds*, *flushes*, *marriages*, and *pinochle*
 - The highest value meld is a run with the Ace, K, Q, J, and 10 in the trump suit worth 15 points
 - Trick-taking: players place cards in the center of the table in hopes to outrank the others and take the trick
- Scoring - both teams add up their total score from the melding and trick taking phases. If the team that won the bid failed to reach their bid, it is called "going set" and the number of points bid is subtracted from the team's score. The first team to reach 150 points wins the game



WHAT IS THE CORNFLOWER CARD GAME?

- Each player is dealt 8 cards
- Nine dimes and seven of all the other coins to bet with, according to Nathan
- Oldest calls the lead (the trump suit)
 - The trump suit beats any card unless:
 - Marcus: it's the same color as lead but the opposite suit and an odd number
 - Honey: it's the same color as lead, but the opposite number and odd suit
- Played with two teams of two players
- Played with a standard deck of cards rather than a pinochle deck
- Goose style - 8s can be 3s if they're the same suit, and you have to honk if you lay down the same card as your opponent



04

Game Vocabulary

from chess and elsewhere



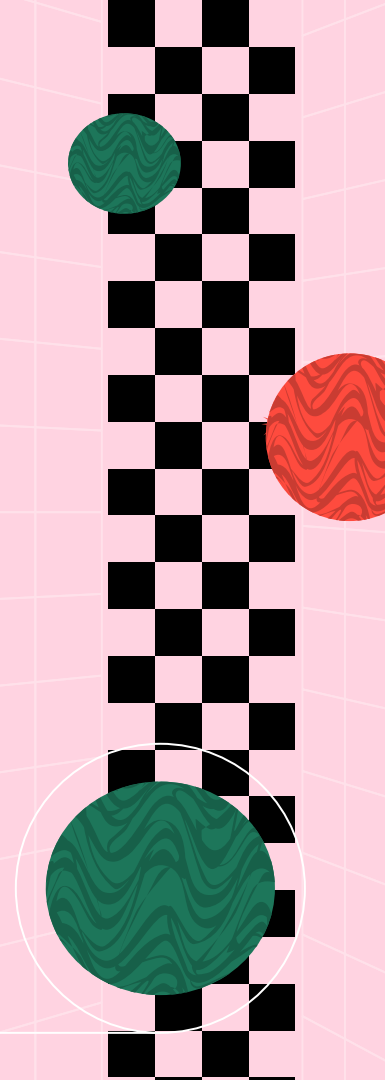
Moves

- **Blockade:** a scenario in which, for example, the pawn advance is prevented by placing a piece directly in front of the pawn
- **Bluff:** to deceive or mislead one's opponents about the value of one's cards or strategy
- **Forced:** a move or set of moves needed to prevent a bad result
- **Gambit:** a speculative material sacrifice for some compensation, usually in an opening move
- **Howler/blunder:** a bad move that overlooked a clear tactical response
- **Trump card:** a privileged card whose trick-taking power is greater than any plain suit card
- **Checkmate:** a position in which the king has no way to avoid capture; this is the end of the game
- **Stalemate:** a game that ends in a draw, as there aren't any legal moves left



Situations/Positions

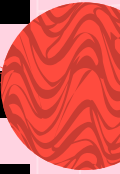
- **Alliance:** a temporary partnership, lasting only for the current deal or round
- **Cramped:** a position in which a player lacks the freedom to move on the board compared to their opponent
- **Material:** the player who has better valued pieces left to pay with has a 'material' advantage
- **Triangulation:** to put one's opponent in a position where it is a disadvantage to move, i.e. any legal move worsens one's position
- **Weakness:** any position that increases the chance of losing, for example a blocked pawn or a shortage of space





Examples

- Nathan comparing Honey to the volleyball in *Cast Away* is a **howler** or **blunder** - he thinks he's flattering her, but he doesn't have enough information about *Cast Away* to make it a tactical move
- Nathan **bluffs** about having opened another beer before Monica and Marcus come in (pg 15)
- Honey makes an **alliance** with Marcus when she suggests they team up for the card game (pg 34)
- Honey **blockades** Nathan from page 56-61, and the metaphorical piece directly in front of the pawn is "why don't you love me?"
- Monica's **weaknesses** include her alcoholism/alcohol consumption and her age - what are the other characters' **weaknesses**?
- When are characters in **cramped** position? When are their positions **open**?
- What games end in **checkmate**? By whom? Do any games end in **stalemate**?





THANKS!




Ask me anything at any time!



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Check out the Dramaturgy folder in the
Cornflower Blue Google Drive for more
resources :o)

