

A Trip to the Yoshiwara

For the men:

Create the character of a tsû (as if in a role-playing game). Give him a background, a “pedigree,” a personality, and of course, some fine clothes. Think how he would act before, during, and after a trip to the Yoshiwara.

Select a representative to embody this character (with support from the others who would accompany him).

You will attempt to secure an appointment with an oiran (tayû) through a tea house/brothel owner.

For the women:

Create the character of an oiran. Give her a personality, disposition, reputation, accomplishments, etc. Think how she would act before, during, and after an encounter with a (potential) client.

Select a representative to embody this character (with the others acting as shinzô and kamuro attendants).

You will decide whether to accept or reject the appointment from the potential client (the would-be tsû).