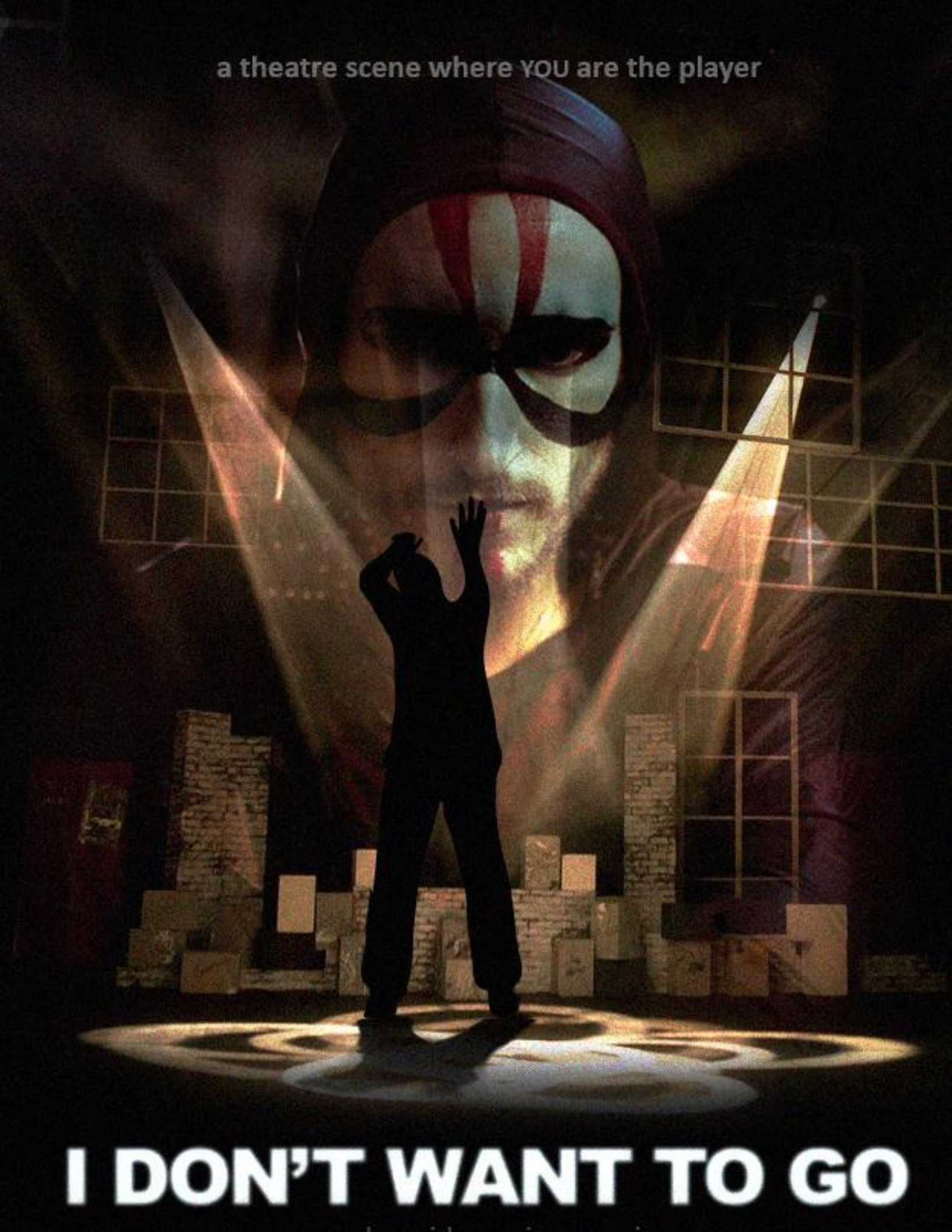


a theatre scene where YOU are the player

A surreal theatre scene. A large, close-up projection of a man's face with a red and white striped headband dominates the background. Two spotlights from above illuminate the scene, creating a circular pool of light on the floor. In the center of this light, a person is silhouetted, standing with their back to the viewer and arms raised in a gesture of surprise or protest. The floor is cluttered with numerous cardboard boxes of various sizes. The overall atmosphere is dramatic and theatrical.

I DON'T WANT TO GO

I DON'T WANT TO GO

A ONE-PLAYER GAME WITH A MULTIPLAYER OPTION

Prepare

The better is that you get something to record your voice, but you can also take something to make notes just after the game. It's recommended to read this document on your phone/tablet or printed, so you can hold it in one hand and walk & move with it. For a more enjoyable game, don't read it in advance (except for the Multiplayer Option [\[SEE PAGE 4\]](#) in which you're the only one the read this document in advance, but you begin by playing the solo first, reading while playing).

Warm-up

You must be standing up. Take one step, this is your first movement. Another step. Freeze. Say "What am I doing?" Put your left finger on your cheek, then put your left hand behind your back. Another step. Do another movement. Another step. Stop.

Don't take your time

TIME IS RUNNING OUT FOR YOU

Get ready

Look at yourself: what's your current outfit? Stay dressed like that: this character is wearing these outfits everyday everywhere. Relax, drink some water, walks a little bit, breath. Start recording and enter into the piece: best is that you literally walk through a door, by entering your living room, bedroom, kitchen, or toilets if you want to. Enter. Marks a silence, it has already started.

Play as your read

It's now (or never). Stays standing. Say Yes to the room.

What's in this room?

What does look like your audience?

Examine this place, silently, until something catches your eyes.

Spell its name by articulating with exaggeration.

Deeply breathe.

Has this object always been in this room?

What story or memory does it tell you?

Now, you don't want to talk about it anymore. You know your play ends in five movements. You don't have time to take a deep breath or observe the place either. You have to go, your scene is over, but you know it's your last scene and maybe you have something to express?

Your last five movements.

Act, or Re-act

1

1: move or say a syllable

2

2: move or say a syllable

3

3: move or say a syllable

4

4: move or say a syllable

5

5: move or say a syllable

Are you still here or Did you go?

Did you choose to move more often or to talk more often?

If you moved, what were your movements? Were they step? Backwards to go back, or not? Did you think about doing different moves?

If you have spoken, did you anticipate what you were going to say? Have you finished saying your word or sentence? Did that make some sense?

NOW: THE PLAY IS OVER.

You can stop recording, or you can write down the questions to these last answers above. If you go back, you got out of your role. If you stayed, this is your first day on Earth. Who are you now? What acts define you?



Variant: Play structure for 2 to 5 players

EVERYONE SHOULD GET A META-ROLE, BUT YOU'LL ALL THE SAME CHARACTER.

Available meta-roles:

- the zanni the madcap servant
- the boastful soldier who runs at the sight of a mouse
- the doddering rich man
- the learned doctor whose patients always die
- the young maiden who dreams of love
- the young maiden's lover
- the maidservant ignored by all but who knows everyone's secrets
- the trickster figure who starts fights and let others finish them
- the hunchbacked who's tired of being mocked

You also choose a role. And you're sort of the GM, but you won't be the guide of this piece. Your "GM" role is to have the last word. Because you're the Referee.

HOW TO PLAY

You, as the Referee, will say "We're all playing the same scene. We're one."

Then, read this paragraph (which replaces the *Prepare* section of the solo mode) :

"When I'll be reading, everyone – including myself – will act. When I'm reading questions, any one of you can answer at any moment. Remember your role to try to act accordingly. I decide on my reading speed, and I can decide to continue reading when I want even while you're talking, but I don't have right to answer questions myself."

Now, you'll read aloud from the *Warm up* to the end of the document. For the last five movements:

- each person only acts once ;
- everybody should stay silent (specify this before saying "1. move or say a syllable" if the players are chatty) except the one who's acting if (s)he chooses to say one syllable ;
- this is the person furthest from the door who'll act first, then the second furthest, etc.. You, as the Referee, will play the fifth movement: you have the last word.

It's time to play!

Game Jam Version

BY [ANGELA-QUIDAM.ITCH.IO](https://angela-quidam.itch.io)

written for [Lead Roll Jam](https://leadrolljam.com)
(2019 Sept. Roll itch.io Jam)
hosted by [JackdawFactories](https://jackdawfactories.com)

