

playmakers

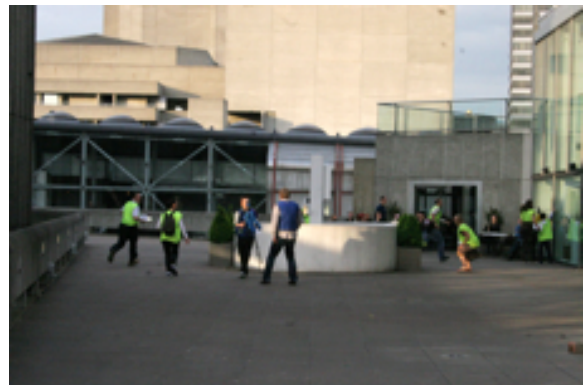
How the Game Works

So far, we have a basic underlying framework for the game:

1. There are multiple teams (usually three) with 10 to 15 players each.
2. Each team has a colour; team members wear a ribbon or a sports bib to identify them.



3. Each team receives a brightly-coloured tripod with a video camera on top, and a list of targets. Everyone presses *record* at the same time.
4. Teams then try to film these targets in a set time, which wins them points.
5. Teams can also win points by filming members of opposing teams, and their tripods
6. At the end of this first phase, teams gather and watch the video they've been filming, which is played back on different screens simultaneously. Each team's video is scored by a different scorer.



7. At the end of the game, the team with the most points is the winner.

There's a lot of space for variation in this. So far, we've varied things like:

- * What the targets are (objects shown by photograph, objects described by a code, acts which the team has to perform)
- * The makeup of the team (for example, we've tried planting traitors in some of the teams)
- * The makeup of the rounds (we've had long rounds, short rounds, and multiple rounds)
- * The theme (it's been surveillance-themed, unthemed, and post-apocalyptic world-without-water incomprehensible-ritual themed, which seemed like a really good idea at the time)

BITS OF THE GAME YOU MIGHT LIKE TO POKE AT:

www.playmakers.org.uk

playmakers

THE INTRODUCTION

How is the game introduced, how should the rules be explained? Should there be actors? Pieces of paper in envelopes? Skywriting (we can't actually afford this)? Should it be part of the game, or clearly set apart from it?

THE TEAM DYNAMICS

One of the problems with the basic game is that it's very open to one player grabbing the tripod and running off, and some of the players feeling peripheral or not having anything to do. Should there be more roles for specific players? Different jobs to do? The traitors were a step towards this, as were the encoded clues, but should it be clearer, more extensive? What should the different team members be *doing*?

THE HARDWARE

So, there's a tripod. There's a video camera. There's a brightly-coloured feather-duster. But maybe there should be something else... a mobile phone, ringing with extra tasks, or letting teams communicate with each other? Some sort of tiny computer doing... something? GPS tracker?

THE VIDEO

So, the video playback - is it fun to watch, should it be more fun? How should people be filming? Is there some way to make the videos... prettier, and if so is that a desirable end, or should the focus be purely on making it easy to score?

THE GAMESPACE

The game will be played at the H&S Weekender around the Southbank Centre, and it'd be nice if the basic game could work in a variety of locations, but what's happening **in** the space? How far should people go, and what's there when they get there? Is there a secret dance extravaganza that they need to find and film? A hot air balloon (again, we can't actually afford this)? Something happening, something installed, something participatory, something they need to create themselves - what's *there*?

PROPS, CRAFT AND COSTUME

At the moment, there's the tripods; there are sports bibs. That doesn't have to be the case. Maybe there could be different costumes for different roles within a team; or maybe the people presenting the game need costumes, or someone running around the space as a target has a costume, or something else entirely. Maybe the tripod isn't a tripod, but an enormous teddy-bear. Maybe it's a balloon that's gradually inflated over the course of the game. Maybe it's a perambulator with a goldfish bowl inside, who knows?

THE SCORING

Another problem with the game as it stands is that there's not that much of a feeling of good gameplay being rewarded. The balance of points for filming targets and opposing teams isn't right; adding extra ways to get points (for example, by identifying traitors successfully) doesn't necessarily work with the rest of the game. So, how should scoring work - how many seconds of filming another team's tripod, for example, should be equal to successfully finding all the targets?

META

And finally, how should all this fit together?