

Once Upon A Time, We Were Celebrities

KUNAGISED KUULSUSED

They are the homeless, the hobos, the bums, the drunkards and outcasts. They have many names, and tonight, as each night, they have gathered around a fire to spend the night, eat, drink and tell stories.

Once upon a time, they were celebrities. They were famous and happy. What mockery of fate has brought them here? What (the heck) went wrong?

Each night, one of them tells their story. And the others listen, and hence become part of it.

But one of them has a Ticket. A Ticket of Fortune. What if they win a million? Would the fortunate once more become a celebrity. And happy? Could they change their fate? Find long lost loved ones? Help their fellow unfortunates?

Truth will rise, before the days are done.

GM script

Current version has 5 players : (each new player adds 9 minutes to the game)

1.5 h workshop:

** **System of the game**, brief explanation of the game system*

** **drawing chars** (all cards except What Happened Keywords)*

** **building chars** (hotseat if necessary) hotseat - players take turns sitting in the center where everybody can ask questions about them as if from their character, fast paced. The player pretty much needs to respond more or less ingame and as fast as possible. (Others may help if need be)*

** **telling a common story** (describe some event that happened to you yesterday, today coming here etc)*

** **retelling it** (making it The Story That Changed Everything)*

** **char story** (drawing What Happened Keywords and coming up with a **basics** of a story. Everybody may help)*

** **Practicing open black box** (just a quick example so that everybody understands how this mechanics works) Here, open black box means that a character begins telling their story, for example: "I used to be married. I had the most wonderful partner" (here, the player walks up to another player and touches them by the shoulder.) She was a pickpocket, just like me. She was also very jealous. (the player gives a few sentences about the character to act as guidelines. The player who has been chosen now acts as the Partner, following the keys in the story, but also their own intuition. When all necessary players have been chosen by the one telling their Story, they act out a short scene, followed more or less by the first player's guiding lines. NB! This is a collaborative storytelling so the players should not be afraid of their stories taking unexpected turns.*

How open black box looks like ingame? As if the storyteller had just told everybody else a most captivating story in which they felt almost as if participants.)

** Coming up with a 1 min Player routine (how you start/end your day?)and practicing it for 3-4 minutes. Talking is not necessarily prohibited but should be limited.*

**Coming up with a 1 min CHAR routine and practicing it for 3-4 minutes.*

**Drawing the Lucky Ticket– the one that gets the ticket will share this with others, the fact that one of them has a lottery ticket is known by all characters*

*(*Check if everybody now understands the system of the game)*

** The workshop should end with players building their campsite using props in the room (usually in the form of chairs, garbage bags, empty boxes etc), lighting the torch/candles in the middle which signify the campfire and putting on their new dresses (whatever each can quickly make of a big garbage bag).*

**intermission begins when music stops, Days always have music. During intermission players gather to the starting point and when the music begins again, then with their Routine, they move back to the game area. Each day begins with the Routine.*

** although it has been noted down that each day should last 8 minutes, the Game Master should always observe how the game is flowing and pace it - sometimes it really fits into 8 minutes, this is the time frame that players have to bear in mind, that they do not have very much time, enough for a brief gathering and another character to begin telling their story. Sometimes the story ends within time frame, sometimes it does not. The Game Master has to choose a proper time to cut off the music and start Intermission. The advice is merely to not have the players make the scene too long. If the story, however good, seems winding on and on (over 12 minutes and so), just find a break and cut it by stopping the music.*

** The hopes and dreams according the Lucky Ticket ought to escalate throughout the days.*

intermission (im) 1 min

1 day i.e intro (no stories yet) 10 min (characters ought to know each other at least a little bit - using the knowledge players gained in workshop, what they don't know is the Story That Changed Everything. The first day (from players point of view) is for players to get the hang of their characters and some character relations)

im 1 min

2 day (1st story) 8 min

im 1 min

3rd day (2nd story) 8 min

im 1 min

4th day (3rd story) 8 min

im 1 min

5th day (4th story) 8 min

im 1 min

6th day (5th story) 8 min

im 1 min

7th day – Ticket Day (no stories) 8 min (before the Ticket Day, during the intermission the Game Master draws the player with the Lucky Ticket aside and they quickly agree upon the method how the character learns about their winning. It can be a piece of paper representing a newspaper, a call in radio (played by the GM) etc. The player can also choose to keep it a secret, if they so wish.

im 3 min (during which, if necessary, the players among themselves quickly decide upon any major changes that have happened in their characters' lives due to the Ticket - or the lack of thereof)

The Final, A Week Later (conclusions etc) 10min

***end the game by turning the music up until it drowns out the players, then turn it off sharply.**

Debrief 15 min

- Have your players assume a circle. Ask everyone to tell with only a couple of lines about their experience.
- Ask them to think for a few minutes if they have had such life changing experiences. They are welcome to (briefly) share if they want to, but this is not necessary.
- Ask them what they think of their character now. What advise would they give them?
- General “reminiscence” time.

Concerning Cards:

*** Character traits – draw 4, may use all or at least 2**

*** Former Occupation – Draw 2, pick 1**

(* Name, Surname – Draw 1 for each) or have players make up their own

*** What Happened? - Draw 3, pick 2-3**

Write or print on scrap paper :

Character traits :

Jealous

Violent

Cowardly

Humorous

Impatient

Dishonest

Depressed

Bad-mannered

Arrogant
Religious
Clumsy
Compassionate
Optimistic
Lonely
Sensitive
Manipulative
Adventurous
Spontaneous
Idealistic
Greedy
Carefree
Rebellious
Domineering
Shy
Ambitious
Sarcastic
Fun-loving
Cheerful
Fearless
Cruel

Former occupation :

Artist
Business owner
Archaeologist
Model
Pickpocket
Prostitute
Sportsperson
Actor
Military officer
Clergy
Scientist
Bodyguard
Minister
Architect
Chef
Cartoonist
Private investigator
Computer programmer
Magician
Clairvoyant
Circus worker
Judge
Doctor
Farmer
Pilot

**Politician
Singer
Missionary
Nun/monk
Diplomat**

What happened?

**Death
Train
Knife
Explosion
Insult
necklace
castle
deceit
money
painting
diamond
love
woman
phonecall
ghost
adventure
hate
greed
crime
gossip
bicycle
pain
curse
friends
success
angel
dog
bodyguard
beer**

And don't forget to make a pretty lottery ticket!!!