

Drunk Script Game: Get Drunk, Make Film

Robert Million Horn & James Earl Cox III

****Drinking participants must be of legal drinking age in the country of participation****

****We do not encourage the abuse of alcohol either. Play safe. Quitting the game for health reasons is better than hurting yourself playing. Hurting yourself drinking is silly. Don't be silly.****

Overview:

The goal of Drunk Script is to create a movie with as many drunken participants as possible. Certain roles cannot be played drunk due to safety of participants and equipment. This game will also produce a film with as little sober influence, and cross influence, as possible.

To begin, there will be three writers. These three are the masterminds behind the project. While this is in complete disagreement of how commercial movies are shot, the heavy influence and control of the writers is needed for this game to run smoothly.

Overview of phases:

- **Writing:** In the writing phase of Drunk Script, there will be three script writers. They will be drunk. Under this condition, they will write the complete script in one sitting. The length of the sitting can vary depending on the availability of the writers. Once written, the script cannot be edited, modified, changed, or altered in any way.
- **Organization phase:** This part of the game will be completed completely sober. The writers, once they have finished concocting the script, will need to find actors, props, locations, and the crew for the rest of the game.
- **Filming:** The writers will set a date to shoot the movie. The whole filming will be completed in one day/one session. The director will be drunk as will the actors, but the crew will remain sober to ensure the protection of the equipment and the cast.
- **Editing:** The editor will edit the footage drunk under the same restrictions as the writers and director (which will be detailed below).
- **Showing:** Upon the showing of the drunken movie, all of the cast and crew will be embarrassed, and after a few years, they will gather and lie to each other about what an amazing experience it was. Their grandchildren will find the footage and be ashamed of their ancestry.

None of the roles may overlap besides writers and crew. As such, the director may not be the editor, nor can the director be a writer. The crew also forfeits free will and follows the directors' instructions. This may only be broken when safety and protection of the equipment is at stake.

In Depth Rules:

Global Rules:

- Drunk is defined by this game to be three drinks within an hour. Once this has been achieved, the drunken roles must consume at least one drink an hour to still be considered drunk.
 - If they become too drunk, they will be removed from their role in the game. Depending on their role, this may end that phase of the game.
 - If they become sober, they need to remedy the issue within an hour or else they will be removed from their role in the game.
- Safety comes first:
 - While the equipment may be more valuable than various members of the game, the safety of the players is the first priority.
 - As the equipment may be expensive, and even when it isn't, there is no reason to harm it. The safety of the players, and then the safety of the equipment comes before anything else in this game.
- Drinking is drinking:
 - Responsibility kids. Read the italicized thing at the top of the document. Don't be silly and hurt yourself.
- Have fun:
 - If you aren't having fun or don't think it will be worth the memories, experience, or final product, don't play this.

This game will be taxing on your time, energy, and, to a lesser degree, your liver (HA, OVERUSED JOKE). Enjoy.

The Phases:

Writing:

Roles: Writers (3)

Introduction:

For the writing phase, three participants are required. They will gather for one sitting to write the entirety of the drunken script. If they must disband before the movie is complete, the script will remain incomplete.

As these sessions can become lengthy, we advise to stock up on necessary consumables; snacks, alcohol, real food. Maybe have some spare money to order a pizza.

We discourage the presence of non-writers as they may influence the process and alter the game with their non-drunken thought.

The writing phase is as long or as short as the members can remain together. There cannot be multiple meetings. As such, the entirety of the script must be written within this phase. No edits or changes can be made to the script once the writing session ends.

Cards: Each of the three writers will be given 3 veto cards. These cards can be used to veto any idea, segment, thought, character, etc, that another member wants to use in the film or wants to consider using in the film. Vetoes can also be used on vetoes. Once a writer has used up all their vetoes, they can only debate like a regular human. Have fun.

If the writers come to a disagreement and wish to not use their veto cards, they take a vote. Majority wins, everyone must vote.

Participants will need a way to write the script. We advise the use of Celtx, which can be downloaded at Celtx.com. Transferring of the script counts as manipulating it, so it is advisable to write the script on a computer, maybe hooked up to a TV for easy viewing by the three members.

Main:

To begin, the writers must get drunk. This should be done within the location they plan to write the script. While the writers are getting drunk, they should read over these rules to make sure they understand the game.

While they are not allowed to begin discussing the movie or the script (and preferably don't think about it), they could begin to think up locations for the filming, props they have available, and potential actors.

Once the three writers are all drunk (according to our definition; this is 3 drinks within an hour), they may begin to write the script.

Writing ends when one of the writers becomes un-drunk, or when one of the writers has to depart. The writers can plan for this and begin to wrap up the script, but as soon as one of these instances occurs, the writing stops; midsentence? Does the script contain bullet points? Missing dialogue? Doesn't matter. This is now an issue for the director and editor to grapple with.

Organization:

Roles: Writers (3); same writers as in the writing phase.

Introduction:

This is the only phase of the game performed entirely sober. This phase is more of a pre-phase to the Filming phase: choosing locations, gathering actors, making sure props and equipment are available. Not to mention checking that everyone is available to film.

Main:

The three writers must now design the glorious monster will be drunken filming. This includes all the preparations needed for the act of filming. To help prepare for the rest of the game, it would be a good idea to go over the script a few times and read the rest of this document to know what is in store, and to inform the director, cast, and crew of what their roles will entail.

- **Cast and Crew:** The writers will need to collect the full cast of the movie.
 - The writers have to assign the cast to the roles in the play. While this does mean that the writers will influence the film in terms of who acts what role, this is to guarantee that the film's roles will be filled. It would be much worse to show up for shooting and have actors leave because they have roles they don't want.
 - The crew is also important as the film needs reliable people who are willing to help out and make sure the equipment is safe and that the cast and director are within their safe drunken limits. The writers can play the role of the crew for the film phase.
- **Equipment:** The writers need to ensure there will be cameras, lighting, and anything else needed for shooting the film.
 - This may be the most expensive part of the Drunk Script game. If quality cameras are used, make sure they are safe.
- **Props:** They will also need to gather the props for the shooting.
 - Whatever items, clothing, etc., the writers believe will be necessary for the filming of the project.
- **Location:** They'll need to decide on locations to shoot the film.
 - These locations should be close to each other as the filming must be done in one meeting as well. Unless the writers set up a car-pool to transport the drunken actors and director, they will need to be within reasonable walking distance as well.
- **Time:** When the shooting will happen.
 - The director will decide the order of shooting, but that will be heavily influenced by the season of shooting, the day, the weather, and the beginning and ending time.
- **Alcohol:** The cast and director will need this to play their role in the game.

- Will it be BYOB (bring your own beer), will it be community alcohol, or will the writers provide for everyone else?
- Copies of the script: For the cast, crew, and director to read on filming day.
 - Pretty self-explanatory.

And that's about it. This will likely be the most time consuming part of the game.

Filming:

Roles: Director (1)

Crew: (Depending on the amount of equipment)

Cast: (Depending on the characters in the script)

Introduction:

This is it. The big show. The most complex and important part of the Drunk Script game. And the most fun and exciting. Once the organization phase is completed and all the details are set, this is the result. The cast and crew and all else should be brought to the first shooting location before they begin consuming. This must be done in one round, much like the writing phase.

Main:

This section will be split up by roles to make it more legible and understandable. The director and cast need to be drunk for play, the crew does not. As stated above, the filming phase must be done in one session; meaning the director and cast must be, by our standards, drunk for the duration of filming. Location changes are permitted and will most likely be necessary, so the writing crew will need to plan that ahead.

Director:

- Plays drunk.
- The director for the sake of this game will take on the role of not only director but also the DP, acting coach, and the other necessary roles that will not directly come into contact with the equipment.
- While consuming their first three drinks within the first hour, the director is permitted to go over the script, cast, equipment, and props. They cannot discuss these with anyone else as they need to be drunk before working on the project. It would be a good idea to set up the order of shots during this section of preparation.
- Once the director is three drinks down, they may begin directing.
- If the director ever becomes sober, they must regain their drunken status before filming can commence, or else, this phase of the game is over.

Actors:

- Plays drunk.
- The actors will need to do their own make-up, bring their own costumes.
- The actors are permitted to read over the scripts and practice their lines while consuming their first three drinks.
- Once they are three drinks deep within the first hour, they may act.

- If an actor ever becomes sober, they need to regain their drunken state before they can act again. As such, it is a good idea to maintain the one drink an hour after the first initial three drinks.

Crew:

- Cannot be drunk.
- The crew will need to be more than just crew for this part of the game.
- The crew will be the one ones on set to handle lighting, cameras, and any other equipment used in the filming. This includes setting up, taking down, actively using, and adjusting.
- The crew may need to transport the director and cast from location to location as they will not be able to drive. And the crew may need to regulate the cast and director's intake of alcohol if they are acting particularly altered.

Eventually, this phase will come to an end. Make sure to save any writing that the director or actors may have put on the script; the editor will need this for the next section. As for the end of the film section: memory cards will be filled with footage, bodies will have been filled with alcohol, and actors and the director will wake up with a mixed sense of shame and pride that they can procure nowhere else. And onto the last inebriated productive phase of the game.

Editing:

Roles: Editor (1)

Supervisor (1)

Introduction:

This is almost it. Soon to the showing, but for now, constructing this abomination. This will be fairly straight forward. One person edits. One person makes sure the editor doesn't mess anything up: protect the editing equipment, keep sure the editor is in check. Much like the other drunken phases, this one must be done in one sitting.

Main:

The editor will need to be drunk for this phase. They are allowed to watch and upload the footage to the computer as they consume their first three drinks, as well as read the script. If the director or actors marked up the script at all, this copy should be given to the editor for viewing as well.

As soon as the editor is three drinks down, they may begin their drunken digital waltz.

This phase can end in two ways. The first is when the editor has finished their job and believes the film to be complete. The second is when the editor is not drunk enough to edit or needs to call it quits.

The supervisor will not interfere with the editing process, their role in this phase is to ensure that the editor is drunk, safe, and handling the editing equipment properly. A good portion of this role will probably entail moving the drinks to a safe distance away from the equipment.

Showing:

Now that the film is done, anyone and everyone can participate in this phase. Set up an event for showing your drunken film. Food, a nice theatre, plenty of friends. The bigger, the more embarrassed you will be, the better it will be.

Ideally, you would have a few drunken script movies to show. In such an event, it may be cool to have a worst drunken script contest. Winner gets to avoid drunken script reunions.

And now you have completed the Drunk Script Game. Congratulations on spending all that time and energy on making an awful movie; an awful movie that is as close to the spirit of drunken maddens as you may ever get. Bacchus would be proud.