

Jodie Rottle

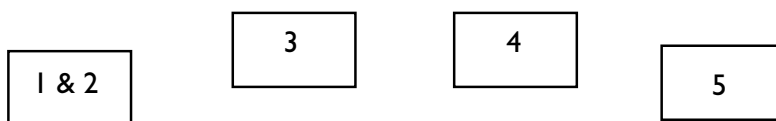
BOARD!

The hilarious game for five performers on board games

First performance by Kupka's Piano at the Queensland Conservatorium (Brisbane)
13 September 2019

Performance Notes

- All gestures should be made as convincing as possible. Each player should embody the attributed character.
- Strive for rhythmic unison unless otherwise noted. Tempo [quarter note = 60] is a suggestion only.
- The piece should be performed at four different small tables. Each table set up should be amplified with a condenser microphone.
- Suggested set up:



[Audience]

Player 1 & 2: Four in a Row game with game pieces and vertical board. Character is “congenial to each other”.

Player 3: Alliteration game with timer, alphabet dice, notepad, and pencil. Character is “trying really hard to win”.

Player 4: Five dice game with cup, score pad, and pencil. Character is “a menace”.

Player 5: Stacking tower game with wooden tiles. Character is “too good for games”.

INSTRUCTIONS

Movement 1

Duration: around 3.30" or however long it takes.

All players begin seated at Player 4's table.

Set stopwatch.

The performers begin playing the Player 4 dice game. The game begins with everyone getting along. This continues for 1 minute. Players take turns rolling dice and making audible chuckling/spirited/excitement noises along to the game. No actual words should be spoken just vocal inflections reflecting enjoyment and excitement according to the following Players' dice-rolling outcomes:

- Player 1: *mf* laughter
- Player 2: *mf* "Ooooooohh!"
- Player 3: *mp* "meh" sound
- Player 4: *f* "Eeeeeaaaahh!"
- Player 5: *mp* "nervous laugh

Each player must be in character as according to the Player assignments.

The Players write down a "score" after each turn. This will be an audible scribble.

The Players take another turn on the game. The reactions are as follows

- Player 1 says "ooooh" and everyone else is silent.
- Player 2 says "Wahooo!" and everyone else groans a little.
- Player 3 says a nervous noise and everyone else does a *mp* encouraging noise.
- Player 4 mimics what would otherwise be the work "Yahtzee!" and everyone immediately goes into outrage.

Player 3 and Player 4 become especially mad at each other and make "niener-niener" noises to each other.

Player 2 breaks up the dispute and suggests Player 3 goes to her table.

Everyone leaves in a huff characteristic to their Player and goes to their tables.

For 1 minute, everyone gets seated, explores their new game, and occasionally glances at everyone else setting up their games.

Movement 2 begins when Players 1 and 2 make eye contact with the rest of the group and begin dropping game pieces into the game board (as in graphic score).

Everyone should restart their stopwatch at this time.

Movement II

♩ ≈ 60

Drop game pieces into board in rhythm

1
+
2

1 2 1 2 etc.

3

ROLL DIE

Scribble for 6"

4

5



Continue until dice cue ...

1
+
2

Pause - 12"

3

Scribble loud and furious - 12"

4


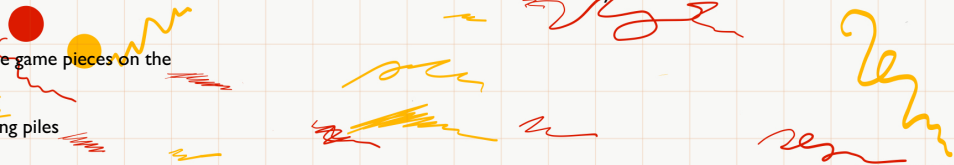
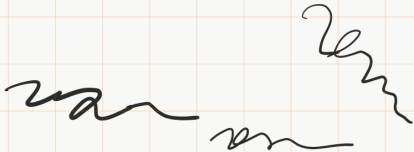

When ready, shake the dice in the cup in rhythm.

As fast as possible - 12"

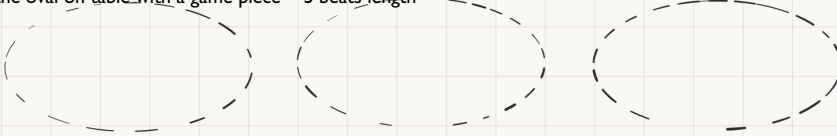

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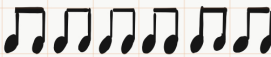





Begin to unstack game tiles very carefully.
Do not allow the tower to fall.
Continue to unstack silently through the piece unless instructed to pause.
Make every movement appear as careful as possible.

Look at Player 3 and 4

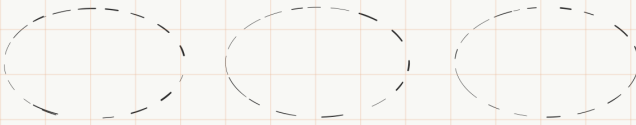


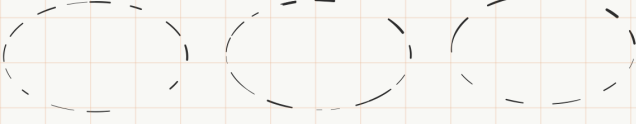


1 + 2	RELEASE PIECES!	 Improvise: Shuffle game pieces on the table - total 15" 1) one by one 2) in large swirling piles	Mimic Player 3 - move in unison	
3		Wait for players 1 & 2 - 15"	Scribble in rhythm with players 1 & 2	
4	Set cup down quietly			
5	Continue ...			

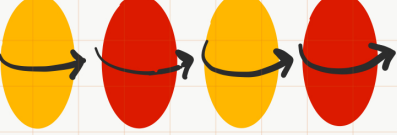
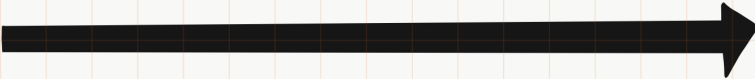




1 + 2	In unison with player 3	Outline the oval on table with a game piece = 5 beats length	
3	In unison with players 1 & 2	Draw an oval on paper in unison with other players. 1 oval = 5"	
4			
5	Continue ...		



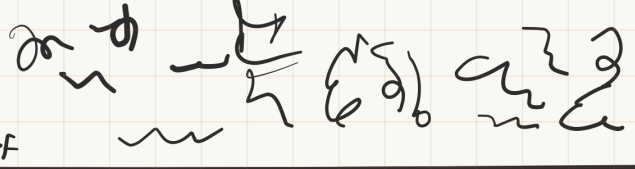
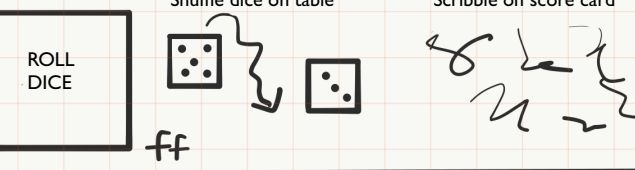
1 +	<p>Tap in unison with Player 3 - hard and short</p> <p>As before</p>   
2	<p>Tap with pencil in unison with Player 1&2 - hard and short</p> <p>As before</p>   
3	
4	
5	Continue ...



1 +	  <p>Spin pieces like tops in a steady flow</p>  <p>Cont...</p>
2	 <p>Free scribble solo - 8"</p> 
3	<p>Interject</p> <div data-bbox="1110 1637 1254 1738" style="border: 1px solid black; padding: 5px; display: inline-block;"> ROLL DICE </div> 
4	Continue ...
5	

1 +	Continue spinning steadily, hypnotised for 35". Watch Player 4.	
2		
3		
4	<p>Gather dice into cup loudly, one by one with extreme attitude = 15"</p> 	<p>Shake dice in cup with hand covering the top. Slow build for 20"</p> 
5	Continue ...	

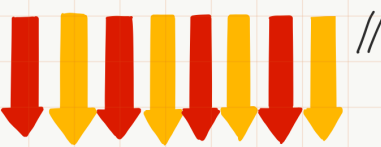
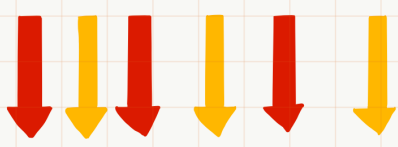
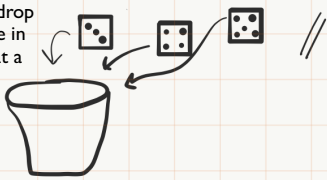
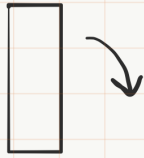


1 +	Freeze! Look at player 3.	<p>Shuffle game pieces on table - noisy - 45"</p> 	Pause - 15"
3	<p>Suddenly stop shaking dice. Set timer for 1 minute. Let timer sound for 30". Don't move. Cue next section.</p> 	<p>Scribble wild - 45"</p> 	Pause - 15"
4	Freeze! Look at player 3.	<p>45" →</p> <p>ROLL DICE</p> <p>Shuffle dice on table</p> <p>Scribble on score card</p> 	Pause - 15"
5	Continue ...		

1 +	As before - 20" 	Pause - 15"	5" 	5"	10"
2					
3	As before - 20" 	Pause - 15"	5" 	5"	10"
4	Shuffle dice as before - 20" 	Pause - 15"	5" 	5"	10"
5					

//

1 +	Drop pieces one at a time, alternating in rhythm 	//	
2	Let timer sound fully before going on		
3	Timer sounds! 		
4	Dramatically drop on die in the cup 	//	Dramatically drop another in the cup
5	Continue ...		

1 +			Stare at tower when it falls.
3		Stare at tower when it falls.	
4	<p data-bbox="414 638 566 728">Dramatically drop remaining dice in the cup, one at a time</p> 	Stare at tower when it falls.	
5			Let tower fall all over. Look at fallen pieces.