

Jodie Rottle

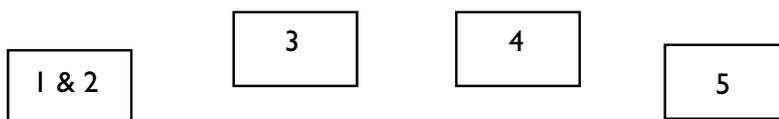
# BOARD!

**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.

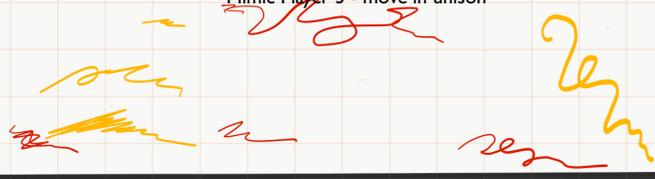
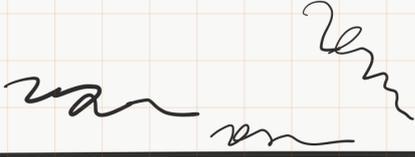
Everyone leaves in a huff characteristic to their Player and goes to their tables.

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

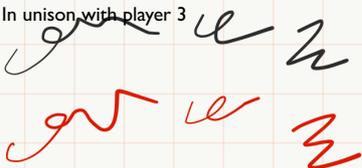
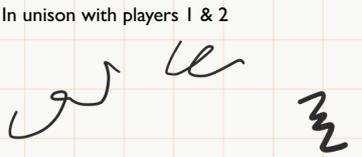
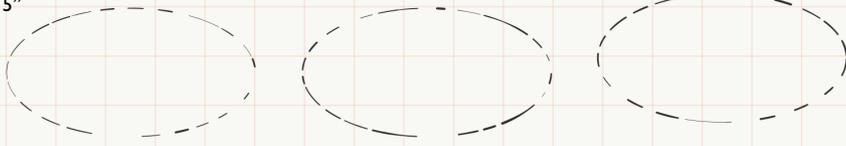
Movement 2 begins when Players 1 and 2 make eye contact with the rest of the group and begin dropping game pieces into the game board (as in graphic score).

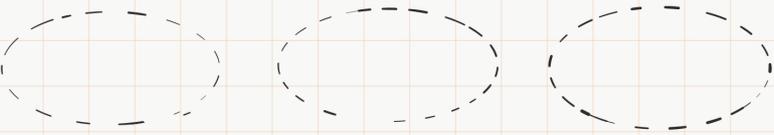
Everyone should restart their stopwatch at this time.



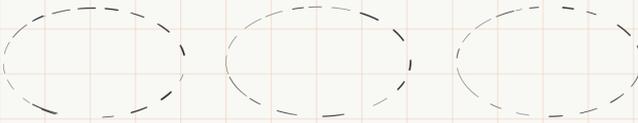
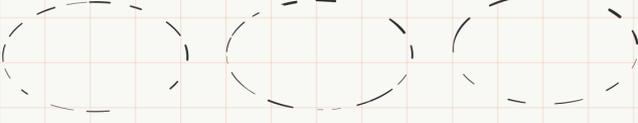
1 + 2	RELEASE PIECES!	 Improvise: Shuffle game pieces on the table - total 15" 1) one by one 2) in large swirling piles	Mimic Player 3 - move in unison	
3		 Wait for players 1 & 2 - 15"	Scribble in rhythm with players 1 & 2	
4	Set cup down quietly			
5	Continue ...			

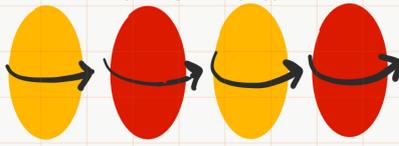


1 + 2	In unison with player 3 	Outline the oval on table with a game piece = 5 beats length	
3	In unison with players 1 & 2 	Draw an oval on paper in unison with other players. 1 oval = 5"	
4			
5	Continue ...		

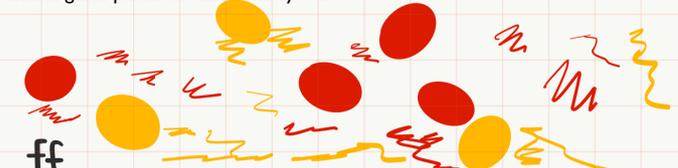
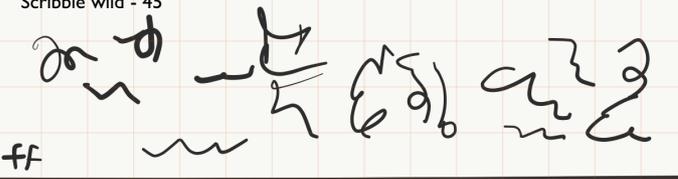
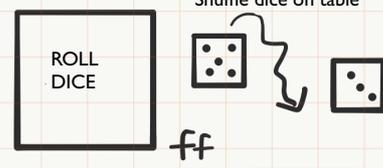
1 + 2	<p>Tap in unison with Player 3 - hard and short</p> <p>As before</p>   
3	<p>Tap with pencil in unison with Player 1&amp;2 - hard and short</p> <p>As before</p>   
4	
5	Continue ...



1 + 2	  <p>Spin pieces like tops in a steady flow</p>  <p>Cont...</p>
3	 <p>Free scribble solo - 8"</p> 
4	<p>Interject</p> 
5	Continue ...

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

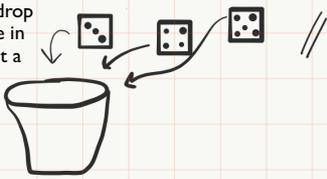
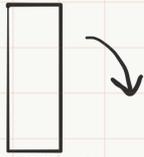


1 + 2	Freeze! Look at player 3.	Shuffle game pieces on table - noisy - 45" 	Pause - 15" 
3	Suddenly stop shaking dice. Set timer for 1 minute. Let timer sound for 30". Don't move. Cue next section. 	Scribble wild - 45" 	Pause - 15" 
4	Freeze! Look at player 3.	45" → ROLL DICE 	Scribble on score card  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			 <p data-bbox="1061 996 1428 1030">Let tower fall all over. Look at fallen pieces.</p>