

The Boy and the Milk

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This is a short text to guide and help you run the game. First we would like to say thank you for running our game, we hope you have fun with it. Next a short introduction: The Boy and the Milk is a game about a 5 year old boy who is sent out alone in to the world to buy a bottle of milk for his mother. It is a feel-good storytelling blackbox game where the players create the story of the Boy's journey out in to the world where reality and imagination intertwine. The players get to find their inner child and use their wildest imagination and experience a wild adventure. The game is centered on collaborative storytelling and the players need to be extra aware of their fellow players to build the story.

How to run the game

We will first give a explanation in short on how to run the game and several elements are elaborated after that. After reading this "how to"- text you should read the workshop and the storybook to get a feel for the game.

The game is scene based, and it is your responsibility to start and cut scenes using the lights in the blackbox. To further that we have a storybook where each scene is described so all the players know the frame for the scene each time.

A central element in the game is that one player is the storyteller who puts words to the story, and the rest of the players use silent-embodiment to act the story. So for each scene the storyteller reads the next chapter in the storybook and is able to speak, where the rest of the players act out the scene but are not allowed to speak.

To inspire the players and help lift the story we have a music score for the game, which you should have received, where each scene has a specific track to underline the scene and help set the mood. So you need to be able to play the music in the blackbox, but at the same time everyone has to be able to hear what the storyteller says, so preferably also use a microphone. One more thing to help players get the feeling of being a little boy is a few props central to the storyline, that are increased in size to make the story come to life.

The story is centered on the little boy, but he is joined by his imaginary friends (Spiderman, Tinkerbell, Winnie the Pooh) to help him on his journey. So one player is the storyteller and four other players are the characters. The additional players are the surroundings and ambience and make the city and imagination come to life. All of these different roles rotate for each scene so every player will get to play everything.

To start the game you run the workshop, where the workshop text should guide you through it and prepare you and the players for the game itself. To help you run the game we have created an overview sheet of all the scenes with quick references to music and props, which you can use during the game. The players will use the storybook and props during the game.

The room

The blackbox room will be divided into two separate areas for the game. The larger area is the place where all the action will take place, the lesser area is the storytellers position.

It is important that the storyteller is positioned to have the best possible view of the room. It will be a good idea to give the storyteller a stage platform to stand on for better visual overview. The storyteller needs to

be able to see everything that takes place in order to tell the story. Also, the storyteller needs a microphone.

It is recommended to use stage platforms to inspire the players in the room. They have no game mechanical significance, but some platforms here and there will give the players something to play with during the scenes. If stage platforms are used, make sure that the storyteller has a good overview and position them so that play is naturally centered before the storyteller.

Lights

The lights for the game have to be colorful and bright but is not meant as a game mechanic. Choose any colors you want. The lights are there to inspire the players in their storytelling and to start and cut scenes. You will be controlling the lights during the game and it is you who will start a scene by turning on the lights and cut a scene by turning off the lights.

A set of white lights and a set of colorful lights will be ideal. In that way you can adjust the amount of whiteness or color to support the mood in the individual scenes in a way you think will improve it.

In addition we recommend using a single white spot on the storyteller, which is never switched off during the game, but dim the spot, so the storyteller can see all the other players.

Music

The provided music tracks are named after which scenes they are used in, so it should be easy to navigate. Put the tracks on repeat for each scene, that way the music continues no matter how long the scene lasts. As you can tell by the titles the different tracks are from major animated movies, and have very diverse speeds and moods. It will help build the story and the players often react to the music and use it in the scenes.

When a scene begins also start the corresponding music track and use the volume level to help underline the scene. Make sure that you can hear the storyteller in the microphone over the music volume, but you can turn the volume up as much as you want in some of the imagination scenes, to let the players go crazy.

Props and costumes

Four individual costumes will be used in the game; one to signify The Boy, one for Spiderman, one for Tinkerbell and one for Winnie the Pooh. For the Boy we use a knitted hat that looks very childish, for Spiderman we have found a Spiderman mask in a toy store, for Tinkerbell a set of fairy wings from a child's carnival costume (modified to fit to an adult), and for Winnie the Pooh we have made his red t-shirt and written "Winnie the Pooh" on it, to remove any doubt. If you cannot obtain these costumes, you can use any hat for the Boy and three t-shirts for the imaginary friends; blue for Spiderman, white for Tinkerbell and red for Winnie.

Three props are used during the game; a coin, a carton of milk, and a lollipop. All three should be made in super size to look large compared to the little boy. A milk carton 8 times larger than usual is much more fun to run around with than a normal size carton. You can create them using carton and some colors to make simple versions of the items you know from your own everyday life.

Only some props and costumes will be in use in specific scenes. In the overview sheet we have written a list of which objects to include in which scenes. Remember to remove props and costumes, when they are not in use.