

HORA

By Roberto Grassi



Needed

1. A silent and isolated room, with a circular table.
2. 12 players and a clock with a high volume tick for each one of them.
3. A 12 sided die.
4. One hourglass (the group decides the duration of the narration of the single player and decides the hourglass duration accordingly)

Preparation

Each of the 12 players chooses an hour interval (for example, Roberto chooses "From three to four").

The players set up the clocks.

Each clock must be set to a

different hour (the clock of the first player from one to two, the second from two to three, and so on...) and synchronized so everyone is ready to play.

The game will last exactly one hour.

Game

To start the game roll the die.

The corresponding number gives the player who "owns" that number to start the narration. (for example, if the result is 3, Roberto who owns the clock set "from three to four", starts the narration). This is the method used to narrate during all the game.

The player rotates the hourglass and has the right to narrate for the whole duration. When the hourglass finishes the players stops the narration.

Who owns narration can stop whenever he/she wants. In this case, the die is re-rolled and the remaining time in the hourglass is used.

If the player decides to use all the hourglass time, soon before the end re-roll the die so that you

know who is the next narrator.

Game Constraints

The first roll is very important because determines the "time now" of the narration. The narration of the following hours will narrate "the future". The narrators of the previous hours will narrate "the past".

Before the game, the group must decide the theme of the whole narration (for example, the last hour of a prisoner, the first hour of life of a man, one hour of work in an ordinary life of a woman, and so on).

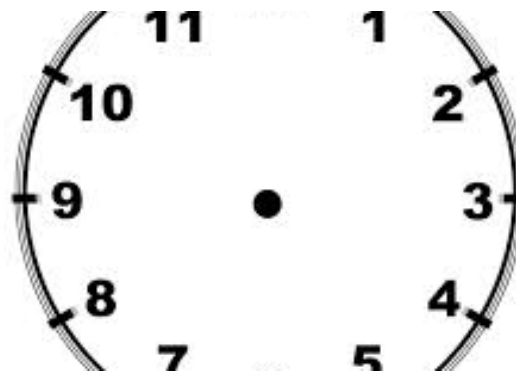
All the narration must stay focused on the emotions and thoughts of the protagonist.

Other characters may enter in the narration but only as secondary characters and in any case the point of view of the narration must be through the protagonist eye. Also dialogues must be handles in this way.

(For example, "I tell that I don't want to see her again and she, crying, runs away.")

Ending the game

When the first clock sounds the alarm the game ends. The current narrator closes the narration. If you've played well you should have explored one hour in the life of a man, having a close view of many aspects.



Play Time	1 hour
N. of Players	12
Level	Very difficult
Needed	12 clocks, 1 hourglass, 1 12 sided die