

ONE HUNDRED FEET TALL! - a game by Joe Landolph

players: 5 minimum, probably 9 max, but could take more / runtime: 1-2 hours, or until called

History shows again and again that nature points out the folly of men. - Blue Oyster Cult, "Godzilla."

In this game, a monster repeatedly menaces a city! Through improv and physicality, players will tell the story of this very stomp catastrophe. To get in the mood, I strongly recommend listening to "Godzilla" by Blue Oyster Cult. Maybe while stomping around? You decide. Then, please come up with names for your city and names for your monster and write them in the margins! Make sure to use these names as you play, to get a sense of place. Think about important landmarks as well...what would look good being crushed by a giant monster?

Phase 0: Safety!

Please begin with a safety discussion, and remember that anyone can opt out of a scene or leave the game at any time. You should workshop hand signals for appropriate physical space first, as well as hand signals for opting out and checking if someone is ok. Also remember that in this game there is no touching - the physical actions should be performed only after creating a safe area of double-arms length around each player.

Now, onto the Monsterring! Let's begin Round One!



Phase 1: Threat Assessment!

There are four roles in this game: the **Monster**, the **Witness**, the **Expert**, and the **Citizens**. This phase will determine which players fill each roll! Rolls will change each round!

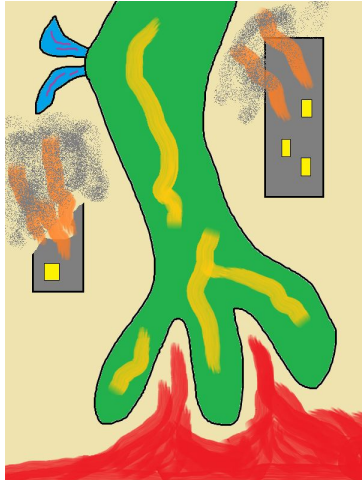
First, we select the **Monster**! This person will act out the actions of the **Monster** as it tries to destroy the city! Stand up and get together. It's nighttime in the city, and you're all dreaming! Walk around the dreamspace, and feel for it. As you move, think about the monster in your dreams. Think about where it lives, how it eats, and what sort of powers it has! If you feel monstrous, inhabit the monster physically and vocalize it. If you see a monster that you think is scarier than you, yell "Aaaaah!" and turn yourself back into a normal citizen. If you think you're a badass monster, stay as a monster. When there is only one monster left, that person is the **Monster** for this round. (If two or more people want to be the monster, have the citizens vote on who is the scariest by pointing and yelling "Aaaaah!" - most votes gets it!)

Now you're all awake - the **Monster** is on it's way! Make a large circle around the **Monster**. For safety: have all players stretch their arms out as far as they can. There should be enough space so that the arms of the players do not touch! This is important!

Next, we select the **Witness**! This person will prompt the **Monster** by describing its actions. People in the circle will yell what the monster might be doing (for example: "It's heading for downtown!" or "It's attacking the power plant!"). When other people in the circle hear someone say something that sounds plausible, they should point at that person and say "I believe you!" Whoever gets the most votes in this way is the **Witness**.

Last, we determine the **Expert**! This person will prompt the **Citizens** to react to the attacks of the **Monster** by describing their effects. People in the circle will yell out theories on what capabilities the **Monster** may have (for example: "It has radioactive fire breath!" or "It's tail can knock over buildings!"). The **Monster** will decide which of these is correct, and who is going to be the **Expert**. When the **Monster** hears someone make a description that it likes, it will face them and ROAR SUPER LOUD! That person will be the **Expert**!

Everyone else is a **Citizen**, who will react to the monsters attacks as the **Expert** describes their effects!



Phase 2: Stomping!

I trust you heard that majestic roar? That means it's time for the STOMPING PHASE! Everyone should be in a big circle around the **Monster!** Double-check (using double-arms-length, as described earlier) to make sure there is enough space to act out these scenes SAFELY!

The **Monster** should begin by facing a **Citizen** and acting out movement towards them. If the **Citizen** opts out, the **Monster** should select another one. (The **Monster** can also select more than one!)

When the **Monster** has selected and the **Citizen** has accepted, **Witness** should come up with a scene by assigning a target to the **Citizen**. Targets could be people in the city, or buildings, monuments, or defense forces like tanks or soldiers. Next, the **Witness** should point out the **Citizen** and assign the target. (For example, yelling: "Oh no! The Monster is heading straight for the Superbank Building!"). Again, Citizens can opt out of uncomfortable roles. When everyone is ready, then the Scene begins!

Scenes proceed in this order:

1. The **Witness** describes the **Monster** action (example: "The monster punches the Building!")
2. The **Monster** acts out the action described from the center of the circle (no touching!)
3. The **Expert** describes the effect of the **Monster** action (example: "Chunks of the building are falling everywhere, but it is still standing!" *or* "The building collapses!")
 - a. Note that the **Expert** decides whether or not the **Citizen** in question is destroyed.
4. The target **Citizen** acts out the result described from their location (no touching!)
 - a. If the **Expert** described the **Citizen** being destroyed, they should end their action by sitting or lying down, indicating that they are destroyed.
5. The **Witness** and the **Expert** vocalize their reactions, and wonder aloud what the Monster will do next.
6. The **Monster** will decide if it wants to keep attacking the same target, or if it wants to move to another one. To indicate this, it acts out movement towards either the old target or new target.
 - a. **Monster** can't engage a destroyed target, or Expert or Witness.

If there is a valid target, the **Witness** should assign a role and a new Scene begins, following the steps described above. Once all **Citizens** are sitting down / have been stomped, the **Witness** describes (and the **Monster** acts out) the **Monster's** return to it's home.

Phase 3: Damage Control!

O noes! Our city has been thoroughly stomped! Whatever shall we do? Let's discuss! For now, drop all roles (**Monster, Citizens, Witness, and Expert**), but if you need to, have the last **Expert** serve as moderator! Everyone will discuss the recent tragedy and describe their feelings about it. At the conclusion of this, the group must collectively decide on the following options:

1. Let's Abandon the City! This option means end the game, because we're tired or want lunch!
2. Let's Rebuild the City, and Keep Trying! This option means we go back to the Threat Assessment Phase, select new roles, and play another cycle, where the monster ultimately survives!
3. Let's Kill that Monster! This option is the same as number two, except that in the next cycle we will successfully KILL THAT MONSTER! Go back to the Threat Assessment phase and assign new roles, but this time, the **Citizens** attack the **Monster!** Players should play that accordingly - the **Expert** for that cycle will have to decide what means will be used to KILL THAT MONSTER, and WIN THE GAME! Then after that, get dinner? YOU DECIDE!

After the game ends, please have a short debrief to discuss the positive and negative experiences in the game.

[ALTERNATE VERSION: During stomping, after each Citizen completes a scene, one of them becomes the next Witness. This way, the Witness cycles more through the round. Expert could also cycle in this way, if the group is more comfortable with improv.]