

# TAKE ONE!

CHOOSE YOUR SHOTS WISELY!

A GAME BY LUCAS BUU-HOAN AND FINN LI





Take One!

# Your limitations will set you free!

- 3-6 players
- For filmmakers of all ages
  
- Master cinematography techniques
- Compete to impress classmates
- Think outside traditional film-making norms.



## What's in the box?

- 1 Deck of Scene Cards
- 1 Deck of Technique Cards
- Blank cards
- Ranking sheet
- Tokens
- Rules booklet

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# Game Rules

## Setup

Separately shuffle the scene and technique cards. Make a pile in the center of the scene cards, and distribute 5 technique cards to each of the players. The remaining technique cards are put in three evenish piles that also go in the center of the table (player agency of 3 random card piles to choose from). Place point tokens in their respective positions on the ranking board for however many players are in the game -1.

## Playing

Choose or randomly select a player to be the first director. (or to choose you play the game where you go around naming directors/ movies until you can't anymore, winner by process of elimination) The remaining players are cinematographers for the first round.

The director takes a scene card from the center of the table, and extrapolates a larger scene and cinematic context for this action to play out in, using as much or as little of their creativity and self-expression as they see fit.

The cinematographers choose technique cards to play from their hands, placing them face down in a pile that is to be shuffled by the director.

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The director ranks the technique cards on the game sheet in a preliminary order, tokens are given out to players and replaced.

One by one, the cinematographers will explain their specific in-context use of their technique card in the scene, while the director is able to ask questions and interrogate the cinematographer's vision for the idea. (the order of cinematographers presenting will alternate every round)

The director will now rank the technique cards again after the conversation with the cinematographers, and tokens are again given out based on ranking and replaced. The round ends.

The director role now moves in a clockwise direction to the next person, and the next round begins after the cinematographers from last round all draw one technique card.

The game ends when a certain number of scene cards (points) have been accumulated.

# Cards

## Scene Cards

A standoff between two cowboys  
Cops chase robbers  
High School Proposal Rejection  
Stealing clothes from a TJ Maxx  
Competing NYC hot dog vendors having a duel  
Lost dog can't find her owner after the war  
Boy goes to woman's hairstylist and gets a soccer mom haircut  
A young person reveals their secret (identity?) to their family  
A pianist has a nervous breakdown before the big show  
A bus breaks down in the desert  
Reception of college acceptance letter  
Security guard confronts skateboarders to leave mall  
Little girl attempts kidnapping neighbor's animal

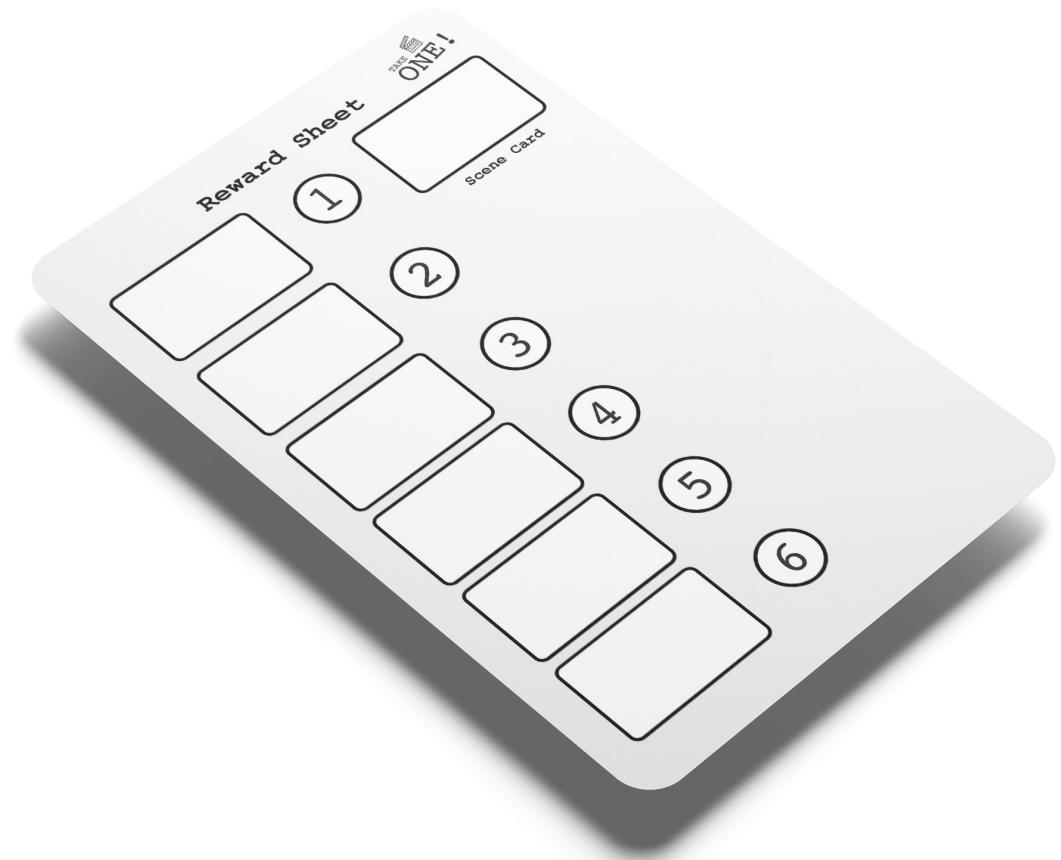
## Technique Cards

Shallow depth of field	Long Take	Steadicam
Deep focus	Vertigo effect	Tracking shot
Low angle	Bokeh effect	Tilting
High angle	Deep staging	Panning
Rule of thirds	Extreme close up	Zoom
High frame rate / slo motion	Close up	Point of view
Time-lapse	Wide shot	Over the shoulder
Birds Eye view	Medium Shot	Golden Ratio
Drone Shot	Cowboy shot	Arc shot
Dutch angle	Warm lighting	Dolly shot
Two Shot	Cool lighting	3 point lighting
Handheld / Shaky cam	Harsh shadows	Worms eye view
Rack Focus	Symmetrical balance	Back-lighting/halo effect

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# Mechanics

- Built in discussion
- Director / Cinematographer Creativity
- Ranking System
- Token Points



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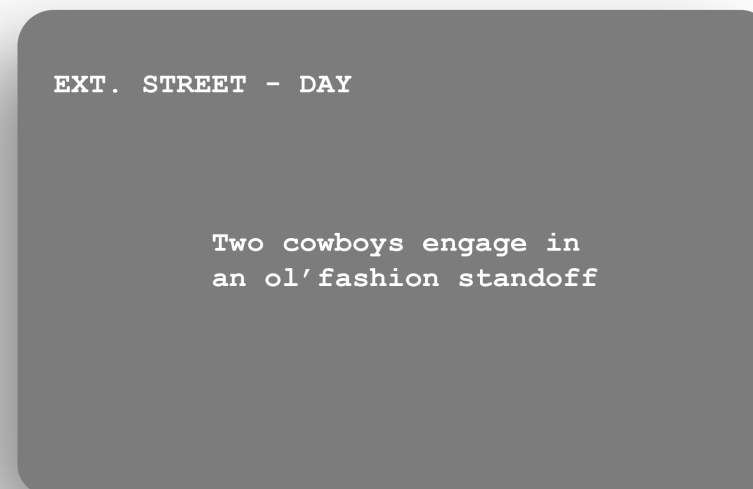
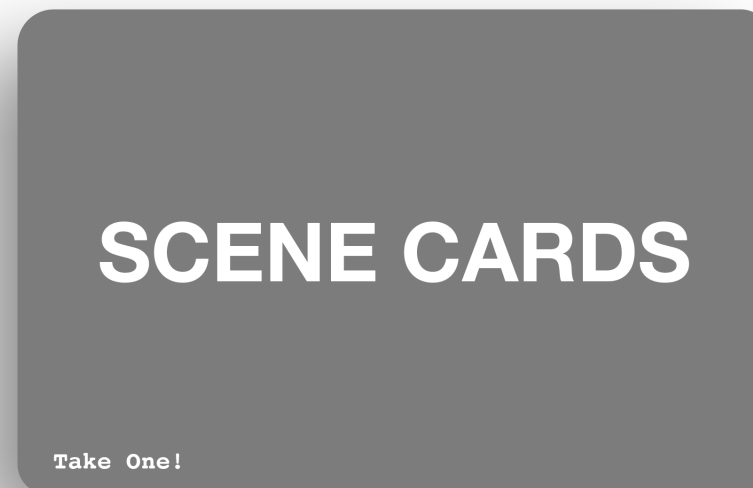
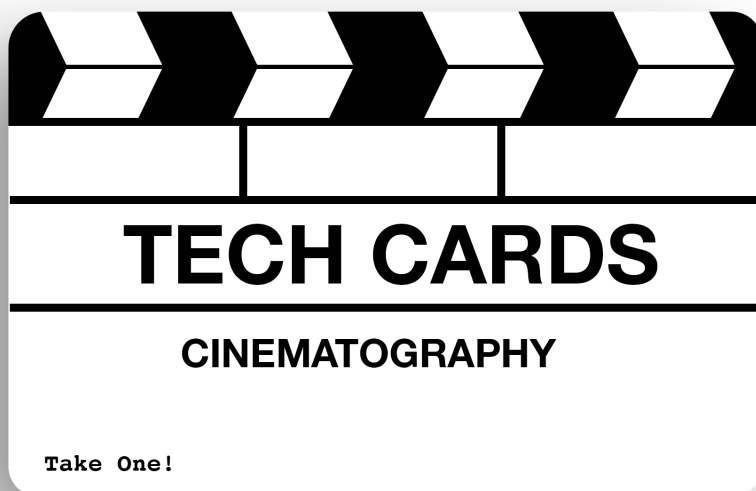
# Learning Potential

- For filmmakers
- Basic understanding of camera techniques
- Facilitates classroom discussion
- Improve visualization and communication



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# Design





# Experience

- Ideate through shared experience
- Building off of popular mechanics
- The iterative process
- Playtesting



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**Thank you!**

