



TAKE ONE!

CHOOSE YOUR SHOTS WISELY!

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RULE BOOKLET

FADE IN:

INT. SOUNDSTAGE - DAY

You're scrambling to set up the camera. You have no clue what the director wants. Suddenly, the 1st Assistant Director gets on the megaphone.

1st AD

Quiet on set! We're going for a take. Roll sound!

The actors get in position. You look towards the director, who doesn't pay attention to you. Then you hear the dreaded words.

Clapper

Scene One, Take One.

1st AD

ACTION!

What is Take One?

"Take One!" is a competitive card game all about figuring out how to use film techniques to turn normal scenes into cinematic masterpieces. This game encourages discussion and debate as players think outside the box and redefine good film-making. The theme of the game is all things film-making, from camera work to sound editing. While there isn't any particular story, players take on roles similar to directors, cinematographers, editors, and writers creating real life films.

It's meant for 3-6 players, and can be played as long as the players would like. Each round only lasts around 3-4 minutes. It's open to everyone but perhaps

best served for introductory film students ranging anywhere from middle school to college.

Our game aims to familiarize students with cinematic techniques while having them think through scenes and identifying what works and what doesn't. We acknowledge that a lot of this is subjective, so this game will have time for players to discuss and debate. Film-making is taught everywhere, so we don't aim to follow a certain curriculum, but rather aid anyone who is interested in the subject. Our hope is to get this game played in homes, classrooms, clubs, and events.

RULES

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 even-ish 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.

1

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.

2

3

The cinematographers then have 30 seconds to contemplate the various technique cards in their hands. When the time is up, the director sees fit, or the cinematographers have all played a tech card, they will then place their cards face up in the center of the table.

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

4

5

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 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.

6

7

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.

SCENE CARDS



- ♠ A A standoff between two cowboys
- ♠ 2 Cops chase robbers
- ♠ 3 High School Proposal Rejection
- ♠ 4 Stealing clothes from a TJ Maxx
- ♠ 5 Competing NYC hot dog vendors having a duel
- ♠ 6 Lost dog can't find her owner after the war
- ♠ 7 Boy goes to womans hairstylist and gets a soccer mom haircut
- ♠ 8 A young person reveals their secret to their family
- ♠ 9 A pianist has a nervous breakdown before the big show
- ♠ 10A bus breaks down in the desert
- ♠ J Reception of college acceptance letter
- ♠ Q Security guard confronts skateboarders to leave mall
- ♠ K Little girl attempts kidnapping neighbors animal

TECHNIQUE CARDS



- ♥ A Shallow depth of field
- ♥ 2 Deep focus
- ♥ 3 Low angle
- ♥ 4 High angle
- ♥ 5 Rule of thirds
- ♥ 6 Slow Motion
- ♥ 7 Time-lapse
- ♥ 8 Birds Eye view
- ♥ 9 Drone Shot
- ♥ 10 Dutch angle
- ♥ J Two Shot
- ♥ Q Handheld
- ♥ K Rack Focus



- ♣ A Long Take
- ♣ 2 Vertigo effect
- ♣ 3 Bokeh effect
- ♣ 4 Deep staging
- ♣ 5 Extreme close up
- ♣ 6 Close up
- ♣ 7 Wide shot
- ♣ 8 Medium Shot
- ♣ 9 Cowboy shot
- ♣ 10 Warm lighting
- ♣ J Cool lighting
- ♣ Q Harsh shadows
- ♣ K Symmetrical balance



- ♦ A Steadicam
- ♦ 2 Tracking shot
- ♦ 3 Tilting
- ♦ 4 Panning
- ♦ 5 Zoom
- ♦ 6 Point of view
- ♦ 7 Over the shoulder
- ♦ 8 Golden Ratio
- ♦ 9 Arc shot
- ♦ 10 Dolly shot
- ♦ J 3 point lighting
- ♦ Q Worms eye view
- ♦ K Back-light