

Children's Radio Hour

Setup

Before starting a game of Children's Radio Hour, print out each of the playbooks. Print each on a separate page with the back blank, so they can be a secret. To set things up:

- Get two to six people (including you) together to play.
- Get a few dozen tokens and put them on the table among the players, telling them these will show your Actor appreciating the work of another Actor.
- Put a pile of blank index cards and writing utensils out as well.
- Find three other tokens (that look different from the appreciation tokens) to represent Dead Air. Tell the players that if all three get used, their show will be cancelled.
- Get a clock or other timepiece to keep track of the time during the show's hour.
- For your first game take the Station Manager playbook and then secretly hand out one playbook to each of the other players. You can do this randomly or not. For later games, you can hand one of them the Station Manager, but someone must always take on that role.

Station Manager

When you get this playbook tell everyone that you are the Station Manager. Then take the three Dead Air tokens and the clock. Start tracking the time.

Introduce your Actor's name (see below) and then in any order ask each player to introduce their Actor. Tell them we will be acting out a radio story for children over the next hour.

Tell the players to choose their goals, make a Character card, a Location card, and a Thing card. While they are doing this, choose what your four listeners are asking for and make cards as well.

Everyone has finished, pick a player to take on the top Character card to introduce once you start and then say "5, 4, 3, 2, 1, and Live!".

Periodically you will say "Off Air" to indicate a chance for the players to talk out of character and then say "5, 4, 3, 2, 1, and Live!" to go back to the show.

The breaks are:

- 2 minutes to 5 minutes
- 15 minutes to 17 minutes
- 30 minutes to 32 minutes
- 45 minutes to 47 minutes

Except for these breaks, you can only talk in character, and must keep things children appropriate. Sound effects and the like are permissible or even encouraged, only speech out of character is forbidden. If anyone breaks that rule, you must put forward a Dead Air token, indicating that the station has cut sound while you are in the midst of the show.

While you everyone may talk freely during these breaks, other player should not explicitly state which playbook they are using, and even you shouldn't state what your goals are. And after the hour is over you can, of course, speak freely and you should identify your goals.

At any time you may create a Character, Location, or Thing card:

When you **create a Character card**, take an index card and write down three short details for this character. Leave room for the name.

When you **create a Location card**, take an index card and write down the name of the location and two short details. Leave room for an additional detail.

When you **create a Thing card**, take an index card and write down the name and two short details. Leave room for an additional detail. A Thing could be an object, an event, a relationship, or a situation.

Then add the card into its stack, shuffle it, and leave the stack with the top card face up.

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When the you give your Actor's name or you take a character card, choose a name from the list which hasn't been taken and introduce your Actor or introduce yourself in character.

Indicate to whom the names refer (Actors or characters) on the names list.

Names for Actors or their Characters:

- | | |
|-------------|-----------|
| • Amanda | • Marie |
| • Boris | • Norbert |
| • Cristina | • Odalys |
| • Douglas | • Polo |
| • Elida | • Rachel |
| • Fausto | • Simon |
| • Genevieve | • Trudy |
| • Hernan | • Vance |
| • Iselle | • Winnie |
| • Julio | • Xavier |
| • Karina | • Yolanda |
| • Lowell | • Zeke |

As the Station Manager, you've received a few letters and messages from your listeners. Your goal is to subtly get those worked into the story today.

Choose among the options for each listener:

- | | |
|--------------------------|--|
| <input type="checkbox"/> | Andrea - space ship / fighting princess / squirrel / blue wizard |
| <input type="checkbox"/> | Barry - big dog / trolls / green aliens / sea dragon |
| <input type="checkbox"/> | Chantal - spiders / talking trees / elephants / silver foxes |
| <input type="checkbox"/> | Dorian - library / fire dragon / talking cat / golden crown |

The first time one of your goals happens in the story, check the box next to that goal. Each time another player does something which makes one of your goals happen give them a token from the center of the table.

When it makes sense in the course of the story:

When you **introduce a new character for you to play**, take the top card from the Character stack and choose a name for it. Announce their identity shortly after you start voicing it.

When you describe a **character moving to a new location**, take the top card from the Location stack and add one more detail to it. Have your character react in their own voice to the new place.

When you describe a **character encountering something important**, take the top card from the Thing stack and add one more detail to it. Have your character react in their own voice to the object, event, relationship, or situation.

fold

fold

Goals

Rebel

As a Rebel, you are planning to make fun of some political leaders in the course of the story. Your goal is met by making characters like each of these leaders look silly, stupid, or evil.

Choose the notable characteristics of those leaders:

- Goals
- | | |
|--------------------------|--|
| <input type="checkbox"/> | Erin Lorenzo - talks fast / stylish hats / military / has dogs |
| <input type="checkbox"/> | Pablo Nestor - big beard / librarian / talks very loudly / big gold ring |
| <input type="checkbox"/> | Tanya Sebastien - merchant / very tall / wears green / quick temper |
| <input type="checkbox"/> | Jerry Van - long coat / wealthy / rides horses / soft spoken |

The first time a leader gets satirized in the story, check the box next to that goal (the leader). Each time another player does something which makes your leaders look bad give them a token from the center of the table.

Between when the Station Manager says you are “5, 4, 3, 2, 1, and Live!” and you are “Off Air”, you can only talk in character, and must keep things children appropriate. Sound effects and the like are permissible or even encouraged, only speech out of character is forbidden. If anyone breaks that rule, the Station Manager must put forward a Dead Air token, indicating that the station has cut sound while you are in the midst of the show.

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When it makes sense in the course of the story:

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fold

fold

Loyalist

As a Loyalist, you are attempting to show some political leaders positively in the course of the story. Your goal is met by making characters like each of these leaders look clever, heroic, or sympathetic.

Choose the notable characteristics of those leaders:

Goals

- | | |
|--------------------------|--|
| <input type="checkbox"/> | Erin Lorenzo - talks fast / stylish hats / military / has dogs |
| <input type="checkbox"/> | Pablo Nestor - big beard / librarian / talks very loudly / big gold ring |
| <input type="checkbox"/> | Tanya Sebastien - merchant / very tall / wears green / quick temper |
| <input type="checkbox"/> | Jerry Van - long coat / wealthy / rides horses / soft spoken |

The first time a leader gets valorized in the story, check the box next to that goal (the leader). Each time another player does something which makes your leaders look good give them a token from the center of the table.

Between when the Station Manager says you are “5, 4, 3, 2, 1, and Live!” and you are “Off Air”, you can only talk in character, and must keep things children appropriate. Sound effects and the like are permissible or even encouraged, only speech out of character is forbidden. If anyone breaks that rule, the Station Manager must put forward a Dead Air token, indicating that the station has cut sound while you are in the midst of the show.

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fold

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Magician

As a Magician, you are performing magic during the course of the story, by introducing specific ritual combinations. Your goal is met by these combinations occurring in the story.

Choose options in each of the combinations that will enact your ritual:

- Goals
- | | |
|--------------------------|--|
| <input type="checkbox"/> | The Number (13 / 7 / 3) & Color (Green / Red / Black). |
| <input type="checkbox"/> | Animal (Cat / Horse / Fox) & Color (Silver / Purple / Brown). |
| <input type="checkbox"/> | Creature (Dragon / Elephant / Giant) & Element (Fire / Sea / Cloud). |
| <input type="checkbox"/> | Person (Wizard / Knight) & Person (Fool / Noble / Servant). |

The first time one of your combinations appears, check the box next to that goal. Each time another player does something which brings up that combination give them a token from the center of the table.

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fold

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Spy

As a Spy, you are inserting a coded message to your compatriots into the broadcast, by introducing specific combinations from a prearranged code book. Your goal is met by these combinations occurring in the story.

Choose options in each of the combinations will signal your allies:

- | | | |
|-------|--|--|
| Goals | | Person (Wizard / Soldier / Princess) & Color (Blue / Yellow / Red). |
| | | Animal (Dog / Spider / Squirrel) & Aspect (Huge / Flying / Talking). |
| | | Craft (Space Ship / Boat / Wagon) & Color (Gold / Black / White). |
| | | Creature (Alien / Lizard / Tree) & Aspect (Bearded / Tall / with Hat). |

The first time one of your combinations appears, check the box next to that goal. Each time another player does something which brings up that combination give them a token from the center of the table.

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fold

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Artist

As an Artist, you are introducing elements from a vivid dream you had last night. Your goal is met by these elements occurring in the story.

Choose which elements appeared in your dreams (one for each goal):

- Goals Place – a Library / in the Clouds / a Magic Tower / on the Moon
 Creature – Great Cat / Squirrel / Dragon / Unicorn / Eagle
 Event – a Bold Speech / Discovering Treasure / Flying into a Rage
 Object – a Silver Cane / a Black Hat / a Green Dress / a Golden Ring

The first time one of your elements appears, check the box next to that goal. Each time another player does something which brings up that element give them a token from the center of the table.

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fold

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