

Notes on the Three acts

Act I

The Introduction. 30 minutes.

Death isn't possible. Guns can shoot, and they can be given away or taken through cunning. During altercations, the winning factor is not strength, but the gun carrier's decision: If they relent, the gun changes hands, otherwise the other party must concede. Bullets don't hit vital organs, violence has no permanent consequences. Still, pain must be portrayed realistically.

No lights. Shining light on other players is not allowed.

Opening. We're at the beginning, the pace is slow, the dance begins.

Act II

The Problem. 1 hour and 30 minutes

Death isn't possible. Guns can shoot, and they can be given away or taken through cunning. During altercations, the winning factor is not strength, but the gun carrier's decision: If they relent, the gun changes hands, otherwise the other party must concede. Bullets don't hit vital organs, violence has no permanent consequences. Still, pain must be portrayed realistically.

Shining light. Things are getting intense, secrets will be revealed.

Suspance. The pace increases as conflicts arise.

Act III

The Denouement. 30 minutes.

Wounds worsen. Guns can shoot, and they can be given away or taken through cunning. During altercations, the winning factor is not strength, but the gun carrier's decision: If they relent, the gun changes hands, otherwise the other party must concede. Wounds received in previous Acts will prove fatal by the end. Bullets now kill within minutes.

No lights. Whatever tales we had to tell have already been revealed.

Climax. We're at the end, it's useless to keep our secrets or pretend we don't know about other people's. No stone must be left unturned for the tragedy to really hit home.

