

beats building 001

This is the very first Beats Building Game. I am going to the err on the side of simplicity. I believe that the input from your experience will ultimately produce a better game than I would invent.

The rules:

together, in the hangout, the players will choose an environment, either from the following or inventing their own.

- Post-apocalyptic
- war zone
- underwater
- medieval
- monastery
- wilderness
- city at night
- Washington DC
- jungle
- Revolutionary war

Also, together, in the hangout, the players will choose a plot line, either from the following or inventing their own.

- forbidden love
- whodunit
- treasure hunt
- thriller
- romance
- lost world
- escape
- spys
- high tech
- best friend (animal, human, or ...)

And together, in the hangout, the players will choose a set of characters, either from the following or inventing their own.

- four boys
- three girls
- a dog, a cat, a pig and a parakeet
- an ex-ball player, an ex-priest, and an ex-politician
- a brilliant scientist, a prostitute with a heart of gold, and a troubled teen

Each player will choose a fake name, a nom de plume, and sub-headline a document with it. The purpose of a fake name is to establish anonymity. In future games, I hope to make a randomizer available.

Using the chosen elements, each player will have one hour to write out a sequence of events, twists, time frames, acts, and whatever features are

desired as beats. At this evolution of the game, no formats are specified.

At the next hangout, each player will upload this document to the Beats page. Each player will download the other players' documents.

Each player will read and score the documents, using a scale that ranges from 1 to 9, with nine being the highest score possible. The players may change this, of course.

At the next hangout, each player will call out their list of documents and scores. Presumably, the players will want to discuss the papers.

Using the comments and/or forum, the players can expound on their experience.