



Uwe Boll's Christmas Special

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This Game is Rated R for extremely crude humor throughout, including strong sexuality, violence, pervasive language, and some drug use.

DISCLAIMER 1

This game is in no way meant to defame, slander, or insult the person and/or work of filmmaker Dr. Uwe Boll, a real human being and a pretty decent guy. Boll has directed over 20 feature films without direct German state film subsidies, having written and produced most of them as well, and is a semi-professional boxer with a Ph.D. in German literature. This mere game cannot possibly be so significant as to warrant legal action from Boll or Boll KG, but it also suffices to say that it would be difficult to tear down all of Boll's considerable achievements even *with* a game meant to slander him. This game is free to distribute, and thus no profits are being made at Dr. Boll's expense.

DISCLAIMER 2

The creators of this game are in no way liable for the outcomes of play. Players are still subject to all the laws and ordinances of their state and municipality, and the game should not be taken as license to break them. Please play responsibly, and please act like the adults you ostensibly are, should anything serious transpire during the course of the game.

OVERVIEW

Uwe Boll's Christmas Special is an American freeform larp intended to simulate the delicious chaos of a hypothetical Christmas special directed by controversial German director Dr. Uwe Boll (now is the time to Google him, if you haven't already). The larp requires 8-12 players and is intended to last somewhere between 90 minutes and 2 hours – incidentally the length of a typical Uwe Boll movie. Players take the role of miscast actors starring in a genre mash-up gone awry. We intend the game as a tongue-in-cheek homage to Boll's work: off-color video game adaptations and tasteless shooter flicks that shock, enthrall, bore and occasionally move DVD audiences worldwide. Boll's work also happens to be all about offensive content: gross zombies, Nazis, ableism, kinky sex jokes, etc. Any group seeking to play this game should discuss its boundaries at the beginning of the game, or at least establish that raunchiness will ensue.

Materials required include 8-12 players, name badges, an open room with plenty of space to move about, a table and some chairs, and player enthusiasm.

GETTING STARTED

This game can be played with some advance preparation or simply on the spot. The advantage of advanced preparation is that the players will show up in-character and in costume, and possibly will even know the rules as well. The game will probably work just as well with a spontaneous group dynamic generated on the spot, just build in a little extra time for players to miscast themselves and get into character.

Here are the procedures of the game, divided into those that can be done in advance and those that can be done on the spot.

In Advance

- 1) Choose the player who will be playing Uwe Boll and his assistant. One or both of them should be the game organizers themselves.
- 2) Generate an opening scroll text that offers a confusing genre twist to a Christmas premise. Make sure it's long.
- 3) Based on the opening scroll text, come up with a list of no more than 9 characters that might be found in this genre-Christmas special narrative. Make sure that each character has at least one relationship which might tie them into the rest of the narrative.
- 4) Based on the opening scroll text and the cast of characters, come up with a list of no more than 9 scenes that would plausibly take place in the story arc of this genre-based Christmas special. This may or may not be the way the film actually plays out, especially given the random scenes that Boll will inevitably add.

On the Spot

- 5) Cast the players as the characters they might enjoy playing. The characters in this game are all pretty flimsy so most players should have fun with whatever character they're given.
- 6) Now have the players miscast themselves. The players should think about the part they've been given and find an actor that might conceivably (but wouldn't normally) play the kind of character they've been given. They should announce to the group who will be playing which part. Again, if you do this in advance, encourage the players to wear/bring something that might help identify them (in the original run "Paris Hilton" brought a toy chihuahua that she carried with her at all times). Uwe Boll's Christmas Special has the players playing the actors playing the characters.
- 7) After letting them mill about for a bit, Uwe Boll and his assistant then have the cast introduce themselves and their characters. Then Boll reads the opening scroll text aloud.
- 8) Uwe Boll and his assistant call scenes, and the actors come forward to play in them. The other players meanwhile remain circulating about on the set playing as the actors they chose. The scenes that Boll calls may be in the script, or they may be selected from a list of random scenes of his choice.
- 9) At some point, either Boll and his assistant will manage to end the movie, or the player-characters will have found some amenable point of negotiation to end things.
- 10) Once shooting has wrapped, Boll and his assistant then go around and thank the characters for their contributions, paying extra attention to the events both on and off the set during the game.

11) Above all, keep things fast-moving, light and fresh. Offensive utterances may be made, actors may be injured on the set, the movie may seem not to make sense, but above all: THE SHOW MUST GO ON!

A LITTLE BIT ABOUT UWE BOLL

Uwe Boll is an interesting director and human being. Boll was born in 1965 in Wermelskirchen. A native West German who lives between Canada and Germany, he got his initial start into the film industry by making *German Fried Movie* (1991) on a shoestring budget and personally driving the film reels from cinema to cinema in newly reunited Germany. From these humble beginnings, Boll learned about the intricacies of the German film finance system and began to shoot mid-range horror films in the late 1990s. His big break was with the video-game property *House of the Dead* (2002), which both made a lot of money on its opening weekend and was otherwise summarily deemed one of the worst movies ever made. Not to be deterred from a profitable finance model, Boll leveraged German film subsidies to make a slew of video-game adaptations from 2002 to 2008, including *Alone in the Dark* (2004), *Bloodrayne* (2005), *Far Cry* (2007), *In the Name of the King* (2008), and *Postal* (2008), to name a few. In 2006, he beat up several of his whiniest critics as a publicity stunt. After his finance model collapsed, he's been making re-makes of his own properties for straight-to-DVD release (*In the Name of the King 2 & 3*, *Bloodrayne 2 & 3*), along with some shooter movies (*Rampage*, *Assault on Wall Street*). He's lean, mean, and serious about his job.

What everyone, especially the player/organizer taking on the part of Dr. Boll, should come to realize about him are the following points:

- * Boll is a production logistics mastermind. He has figured out how to get all these actors here to shoot the movie, and has a host of action and gore special effects at his disposal.
- * Boll has a Ph.D. in German literature, which means he's smarter than you. He thinks.
- * Boll is an amateur boxer. There is no one who can beat him up, and he can survive any level of physical punishment.
- * Due to his special status as a German citizen running the transnational production company Boll KG, any legal action against him cannot be easily implemented. He is well-informed about the laws in the countries in which he works, and can use loopholes in the law to get out of any predicament.
- * Boll speaks with a heavy West German accent, and his English usage could be better.
- * Boll is a very busy man who had to draft, finance, and cast this film himself in order to direct it. This means he did each of these things rather hastily, with the all the concomitant results of those decisions.
- * Though Boll considers himself a film *auteur*, he delegates much of the decision-making on-set to his assistants and to the improvisatory talents of his actors. Thus he is adamant about calling scenes, but will settle for a wide range of interpretations of those scenes – so long as the film shoot stays on schedule and under-budget.
- * Boll is always considering how to market the film and what its potential audience might be. He's already seeing the poster, the marketing promo, and the theatrical trailer in the footage that is being shot before him. He may think that the audience would want

something titillating, perverse and/or outright tasteless, and won't hesitate for a second to insert those bits as part of his input.

* Boll is brutally earnest and has what can be described as a truly alienating sense of humor.

* Boll hates Christmas.

ASSEMBLING THE PLOT

Boll credits himself as the script's author, but really it was all hastily assembled based on his general impressions about what a white teenage male might pay money to see (or written by an assistant/actress/random person the night before the movie began filming).

Organizers need an opening scroll text that introduces the film. This scroll text can have as little or as much to do with Christmas as one would wish. Write your own or use the text from the game's first run.

Opening text from the game's first run:

In 1925, a strange signal emerged from the cosmos. NASA's special bureau on extra-terrestrial affairs began tracking the signal. It originated in the Betelgeuse galaxy but was rapidly moving towards Earth. On April 14th, 1927 at 3:05 am EST the origin point of the signal was in New Jersey. Several teams of special forces units from the Marines were dispatched to make first contact. None of the three teams sent were ever heard from again...

80 years later, in 2007, an outbreak of a rare Asian virus soon to be known as the "Blitzen plague" struck a small town in Southern Germany. The Ultra Sechs program, which was engineering a multi-national force of child super-soldiers, was sent to combat the citizens of Bloederheim who had been changed into mindless, ravenous zombies. What they didn't know was that it was a trap set by the aliens who were using their powers of mind control on the local population. The aliens, who had traveled from their underground lair in New Jersey, were in search of women strong enough to bear their alien/human hybrids. They succeeded. They returned to their warren of tunnels underneath Newark but they sent the babies to be adopted by unsuspecting humans. Now they wait for their offspring to manifest their powers and their overwhelming need for blood.

Meanwhile, it is Christmas Eve in Jersey City. Families gather for dinner. Hope is in the air. But for one family this Christmas will be fraught with danger. Little do they know that their father, Vernor Cedrac, was involved with the Ultra Sechs program. Or that Karma, loving mother and daughter and host of the family's Christmas feast, is one of the hidden offspring of the alien vampires. What other surprises lie in store for the Cedracs as they uncover family secrets and learn the true meaning of Christmas?

As you can see above, the movie offers a requisite mix of Christmas family hilarity and brutal alien vampire killing. Do not worry about tastelessly mixing different emotional registers. Dr. Boll is confident that it will all work out in the final product produced in the editing room.

From this point, now generate a cast of characters. These characters should be related in some meaningful way, but should also have genre elements that would normally place them in very different movies.

Here's the sample cast inspired by the above opening scroll text:

- *Katia Krieger (Karma's mother, Vernor's 1st wife)/Grandma: alcoholic, made fortune selling nazi memorabilia*
- *Vernor Cedrac/Grandpa: gregarious, loves cars, former astronaut*
- *Eden Shizuka (Vernor's Hot Young Wife): Cult leader, rocket scientist*
- *Karma Cedrac (Vernor and Katia's adopted daughter): hosting dinner, escaped from abusive orphanage, half alien vampire.*
- *Kagan Cedrac (Karma's Disaffected Son): into violent video games and rap music, manifesting alien powers.*
- *Dude Cedrac (Karma's Brother): white trash-y, part of failed super-soldier experiment.*
- *Liberty Cedrac (Dude's Fat Wife): mercenary vampire hunter.*
- *Manhattan Cedrac (Dude and Liberty's Intelligent Feminist Daughter): boxer, having affair with a (Sarah Palin-esque) conservative politician (and alien vampire?).*
- *Adrian Archer (Random Creepy Kid): former child soldier, survived zombie apocalypse.*
- *Farmer (Friend of the Family): mafia guy*

Again, try to think of characters that are "exciting" in a fairly juvenile, genre-fiction way. Don't be ashamed to hastily scribble these down on some sticky notes.

Finally, come up with no more than 9 scenes that would then potentially link the opening scroll text and the characters together in some potential plotline. Lip service should be paid to Christmas, but don't forget that what Boll *really* wants is to tempt his target audience (i.e. white teenage males) into seeing a "kick-ass" movie.

Here are the 8 scenes from the game's original run:

1. *Karma prepares for family's arrival. Argues with Kagan. Cooking disaster.*
2. *Grandma and Grandpa arrive. Fight over Hot Young Wife. Grandma gets drunk.*
3. *Dude arrives and argues with Karma. He and his wife Liberty clash with their Intelligent Feminist Daughter, Manhattan.*
4. *Family dinner. Awkwardness ensues. Farmer, a friend of the family, shows up at inopportune moment.*
5. *Farmer involves everyone in major side plot-someone gets kidnapped by mistake.*
6. *Discover vampire aliens are behind it. Family secrets are revealed. Kagan's power goes berserk. Politician shows up to hide from press.*

7. The world is threatened! Family splits over petty arguments and things look bleak.

8. Karma reunites family. Someone dies. The family comes together to save the world!!

Feel free to write these down on stickie notes, too. Every cast member should get a copy of the opening scroll text as well as the cast and scene list. This will function as their "script," with their actor-character reacting to its shallowness in a manner of their choosing.

ADDITIONAL SCENES

Boll also has some scenes up his sleeve that aren't in the script. Between any listed scene, Boll can spontaneously call to shoot one of the following types of scene:

- Car Chase
- Sex Scene
- Hand-to-hand Fight
- Completely unnecessary and long plot exposition
- Gross comedic interlude
- Uwe Boll cameo (as Santa)
- Random flashback
- Offensive interlude
- Awkward Romantic Moment

Boll will announce who is in the scene and justify why it's there. This justification may or may not convince the actors, but then they're not directing the movie, are they?

CASTING THE MOVIE

Once the cast list has been determined, organizers assign players the parts that seem appropriate to them. This can be done somewhat loosely, but it may be helpful to pay attention to age, gender, etc. so as to better embody the parts played. At the same time, this game lends itself well to random casting and might lead to equally hilarious results.

Players then miscast themselves as actors playing their respective characters. Organizers should encourage the players to play the first mainstream Hollywood actor that comes to mind for the part, as most actors would be an awkward fit for these scripted parts anyway.

Here is the sample list of miscastings from the original run of the game:

Katia Krieger (Karma's mother, Vernor's 1st wife)/Grandma: alcoholic, made fortune selling nazi memorabilia

PLAYED BY DAME JUDI DENCH

Vernor Cedrac/Grandpa: gregarious, loves cars, former astronaut

PLAYED BY BURT REYNOLDS

Eden Shizuka (Vernor's Hot Young Wife): Cult leader, rocket scientist

PLAYED BY LINDSAY LOHAN

Karma Cedrac (Vernor and Katia's adopted daughter): hosting dinner, escaped from abusive orphanage, half alien vampire.

PLAYED BY CHER

Kagan Cedrac (Karma's Disaffected Son): into violent video games and rap music, manifesting alien powers.

PLAYED BY CHARLIE SHEEN

Dude Cedrac (Karma's Brother): white trash-y, part of failed super-soldier experiment.

PLAYED BY DAVID TENNANT

Liberty Cedrac (Dude's Fat Wife): mercenary vampire hunter.

PLAYED BY SALMA HAYEK

Manhattan Cedrac (Dude and Liberty's Intelligent Feminist Daughter): boxer, having affair with a (Sarah Palin-esque) conservative politician (and alien vampire?).

PLAYED BY PARIS HILTON

Adrian Archer (Random Creepy Kid): former child soldier, survived zombie apocalypse.

PLAYED BY GILBERT GOTTFRIED

Farmer (Friend of the Family): mafia guy

PLAYED SNOOP DOGG

Do you have too many players? Cast the rest as stunt doubles and extras, and have them be inserted as "color" into various scenes. Extras should be encouraged to make up their own back-stories as they interact with other players off-set. They too will develop their own personalities as they are abused by the mechanisms of the film.

RUNNING THE MOVIE

We have collected a few tips about how to proceed from here:

- Give every player a name badge with both their fictional character's name and their miscast actor's name. That way, other players can more easily recognize the different registers of play.
- Default costumes are ugly Christmas sweaters or other Christmas-themed attire. (The tackier the better!)
- Make sure you have plenty of space to move around.
- Establish Boll as a firm, serious personality. Everything he does should be done with a straight face. The assistant is best played as a laconic intern (perhaps inspired by Aubrey Plaza) who actually winds up doing a lion's share of the work as Boll busies himself with assorted tasks.
- For fighting and sex: mime them both, don't actually do either. Let's say Charlie Sheen playing Kagan takes a swing at an extra. The player can move in slow-mo and the player taking the hit can decide if they'll go down from the blow or not, and also whether or not to

retaliate. It's best not to swing aggressively in the air at each other, and keep at least a foot out of reach. For sex, limit the contact to what the players are comfortable with. Clichéd moans and other raunchy gestures are encouraged, the more ridiculous the sex scene looks the better.

- If the game seems to be headed toward the perverse and the insane, it's helpful to switch registers or insert a scene to remind folks that this is a "Christmas special." If characters get to into the "Christmas special" aspect, switch registers or insert a scene to remind folks that this is a Boll KG movie. No character should feel safe, secure, or unoffended except for Dr. Boll himself. Every player, however, should feel safe, secure and free to be tasteless within the play environment.
- Remember to keep things fast and short. Boll has a short attention span and, unless he's demanded long exposition, can yell "cut!" at any moment in a scene. The game is only supposed to last 90 minutes to 2 hours, so characters should own the spotlight for brief moments and then fade to the background.
- Boll's films often have some deeper idea he's trying to explore, but his messy directing style and genre flourishes muddle it and render it incoherent. If a scene doesn't seem to be making a bit of sense, that doesn't mean Boll doesn't think it's good. Awkwardness should be embraced; in this larp, it's a design goal.
- The players' primary means to a good game is for them to be in the moment and make each other look good. They can draw on their own character/actor for inspiration, but even better is when they can draw on the players around them.

SOUNDTRACK SUGGESTIONS

Some larpers are partial to a little music to, y'know, put them in the mood. Suggestions for a soundtrack include a mix of cheezy Christmas songs and bad techno music (to be played during any non-Christmas scenes), and if you can find bad techno remixes of Christmas songs...even better. Here are a couple ideas for songs you can play at appropriate moments during the game :

There's No Place Like Home...
Holly Jolly Christmas
Rockin' Around the Christmas Tree
It's Beginning to Look a Lot Like Christmas
Christmas in Dixie
Mary's Boy Child