

Place or Occasion:

a Playbill

Planning a Show:

Don't plan your show right away! Plan it once you know where you are, what's going on, what your audience wants, and what you want from them.

To plan your show, list performers and their acts, and put them in order. Everyone helps.

At showtime, have the Minister of Revels lead you through your performance. For your acts you can use any mix of obvious plays and playbook plays. At the show's finale, make your climactic choices and find out what happens.

-PERFORMER-

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-ACT-

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Example acts & duties:

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| + Ringmaster | + Barking & calling | + Feats of valor |
| + Tickets | + Guide & host | + Feats of grotesquery |
| + Novelties | + Clowns | + Feats of grace & beauty |
| + Music | + Acrobats | + Magic |
| + Refreshments | + Animal acts | + Bouts against all comers |
| + Host or Hostess | | |

NPC PERFORMERS:

To fill out the playbill, if you choose, you can include NPC performers:

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| + Fallsop the Goblin | + The Lady Rosemarie | + Butterburr & Bitterbalm, twins |
| + Timble the Plum | + Hattercob the Bootless | + Ochiran the Stoneswallower |
| + Ballybellow Bess | + Sweet Pea-bloom | + Varrus & the Family Oxbow |
| + Mommy Sorrel | + Annie Buckeyes | + The Hazelbrake Wind Ensemble |
| + Much the Tomtom | + Cobweb (of fame) | + The Dandyseed Players |

-CLIMACTIC CHOICES-

During the performance, you each choose 3 of these:

- + *Hold or advance the seasons of this place*, naming the seasons' course.
- + *Captivate someone* by name.
- + *Captivate the audience* at large, inspiring them to largesse.
- + *Celebrate a change in the circus' roster*.
- + *Move the circus itself toward summer or toward winter*.
- + *Step from this world to the other*.

Never decide together which you'll choose. Here's why:

- *When you ask someone what they're going to do, you make yourself beholden to them; and if they refuse to answer, they insult you.*
- *When you tell someone what to do, you insult them, and you make yourself beholden to them, and you might force them to insult you by refusing.*
- *When you ask someone what you should do, you make yourself beholden to them, and then you might insult them by declining their advice.*

In short, there's no way to make a plan together without treading on each others' toes. Make your own choices at the finale of the performance!

Problem people: any time before or during the first half of your show, the Minister of Revels can introduce a problem person in your audience, or even in the circus. Someone skeptical, bored, hostile, or otherwise disruptive to your performance.

If you don't win them over, problem people have the potential to interfere with the climactic choices you make. Ask the Minister of Revels whether and how.

Between worlds, audiences are necessarily smaller than in either fairyland or the mortal world. You each choose 2 instead of 3.

When you hold or advance the season of this place, first of all, name the season you want it to proceed to. *Any majority* means that the season advances, or does not, according to your chosen course. *A unanimity* means that it's already begun happening by the end of the performance. *A majority* means that it'll begin happening by the end of the session. *A split or a minority* means that the season's advance remains outside of the circus' direction: it advances, or does not, just as it would have if the circus hadn't come.

When the season of a place changes, it's up to the Minister of Revels to reflect the change in the people and circumstances here.

When you captivate someone by name, it must be someone present for the performance. *A unanimity* means that you draw them into the performance at its finale, overcome, unthinking, in wonder. *A majority* means that they try to meet the performers after the performance, to offer them praise, opportunity, and/or largesse. *A split or a minority* means that they care to meet just the performers who chose to captivate them.

When you captivate the audience at large, inspiring them to largesse, *a unanimity* means that they both share freely what they have in plenty, and impoverish themselves of what they hold dear. *A majority* means that they only share freely what they have in plenty. *A split or a minority* means that they applaud politely and tip well enough.

When you celebrate a change in the circus' roster, welcoming someone new, bidding them goodbye, or inviting them to return, *any majority* means that you've truly done so: you've bid them truly welcome, bid them truly goodbye, or truly invited them back. *A unanimity* means that the audience joins in as well, with unstinting acclaim. *A split or a minority* means that you've still done it, but the Minister of Revels has to consider and judge: the ones who chose it are beholden to the ones who didn't; or else the ones who didn't choose it have insulted the ones who did. *If there haven't been any changes to the circus' roster, don't choose this.*

When you move the circus itself toward summer or toward winter, first of all, choose "toward summer" or "toward winter." *A unanimity* means that everyone in the circus proceeds twice toward the chosen season. *A majority* means that everyone in the circus proceeds once. *A split or a minority* means that those who chose this proceeds, and those who didn't, don't.

When you step from this world toward the other, a unanimity means that you step fully into the other world. *A majority* means that you step between worlds, or into your chosen world if you were already between. *A split or a minority* means that you remain in the world you're in. If you're already between worlds, be sure to choose which world you're stepping toward.