



# **Uwe Boll's Big Gay Wedding**

by Evan Torner and Kat Jones  
**An Action Novella for Fastaval 2014**

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

## DISCLAIMER

This game isn't about offending anyone, really. It's all just pretend. Don't sue.

## ARE YOU THE GAMEMASTER?

If so, then here's what you can do to keep things straight:

- Read this game document all the way through, and follow the 11 steps under the "Getting Started" section.
- Remember that you're likely going to be playing Uwe Boll, and should choose an assistant whom you trust to help you run the game.
- Have some index cards and some name badges nearby. When the characters are created and the players miscast themselves, write down the character name, "played by" and the name of the miscast actor in the role. That'll help you keep track of those pesky players.
- When you run the game, look to the "Running the Movie" section for guidelines. Most of the game's "system" can be found there.
- If you're still confused, send an e-mail to [evan.torner@gmail.com](mailto:evan.torner@gmail.com) and we'll chat. This game doesn't exist in a vacuum!

## OVERVIEW

Uwe Boll's Big Gay Wedding is an American freeform larp intended to simulate the delicious chaos of a hypothetical queer wedding movie 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 about 2 hours – just slightly longer than 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 and index cards, an open room with plenty of space to move about, a table and some chairs, and player enthusiasm.

## A NOTE ABOUT WEDDING COMEDIES

If you see any wedding comedies, you know that the following things usually happen: a quirky-but-likable couple embark on the journey of getting married, only to find that family relationships and complicated wedding logistics seem to put them farther and farther from their goal. Eventually, they are pushed to a crisis point when it seems like they'll never be able to pull this wedding off. But then fortunately everyone comes together as they (usually) realize that their relationship is more important than the event itself and/or the shared struggles have brought them closer together. In this game, Dr. Uwe Boll is going to add two major additional elements: **homosexuality and action sequences**.

## GETTING STARTED

- 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 wedding movie premise, or just use the sample text provided. Make sure it's long-winded. Here is, for example, the actual text from the opening of Uwe Boll's *Alone in the Dark* (2004) film:

In 1967, mine workers discovered the first remnants of a long-lost Native American civilization – The Abkani. The Abkani believed there are two worlds on this planet: a world of light and a world of darkness. 10,000 years ago, the Abkani opened a gate between these two worlds. Before they could close it, something evil slipped through. The Abkani mysteriously vanished from the Earth. Only a few artifacts remained, hidden in the world's most remote places. These artifacts speak of terrifying creatures that thrive in the darkness, waiting for the day when the gate can be opened again. Bureau 713, the government's paranormal research agency, was established to uncover the dark secrets of this lost civilization under the direction of archaeologist Lionel Hudgens, Bureau 713 began collecting Abkani artifacts. When the government shut down his controversial research, Hudgens built a laboratory hidden within an abandoned gold mine. There, he conducted savage experiments on orphaned children in an attempt to merge man with creature. Hudgens' victims survived as "sleepers" – lost souls awaiting the moment of their calling.

- 3) Based on the opening scroll text, come up with a list of no more than 9 characters that might be found in a gay wedding movie. Make sure that each character has at least one relationship which might tie them into the rest of the narrative. Make sure the engaged couple is of the same sex/gender.
- 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 wedding movie. This may or may not be the way the film actually plays out, especially given the random scenes that Boll will inevitably add.



- 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. Uwe Boll's *Big Gay Wedding* has the players playing the actors playing the characters.
- 7) After letting the players mill about for a bit and socialize as their actor characters, Uwe Boll and his assistant then have the cast introduce themselves and their film 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 (e.g. *Fistfight*, *Messy Break-Up*, etc.) 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. 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.

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.
- \* Boll cannot be sued, due to his special legal status with his transnational production company Boll KG. He 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.
- \* Boll is adamant about calling scenes and keeping the film rolling, 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.

And last, but not least:

- \* Boll hates wedding movies.

## 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 weddings as one would wish. Write your own or use the sample text.

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 Minnesota, USA. 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 Minnesota, were in search of women strong enough to bear their alien/human hybrids. They succeeded. They returned to their warren of tunnels underneath Minneapolis 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, everyone is gearing up for a big gay wedding in St. Paul. Families gather for dinner. Hope is in the air. But for one family this wedding 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, 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 love?

As you can see above, the movie offers a requisite mix of family hilarity and brutal alien vampire killing. Do not worry about tastelessly mixing different emotional registers. Unleash your inner fanfic author, and make sure the resultant genre movie seems obtuse and confusing. 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:

- Manhattan Cedrac (Intelligent Feminist Daughter of Dude and Liberty, Engaged to be Married to Eden): boxer, having affair with a (Sarah Palin-esque) conservative politician (and alien vampire?).
- Eden Shizuka (Vernor's Hot Young Divorced 2nd Wife, Engaged to be married to Manhattan): Cult leader, rocket scientist, strangely has no relatives
- Dude Cedrac (Karma's Brother): white trash-y, part of failed super-soldier experiment.
- Liberty Cedrac (Dude's Fat Wife): mercenary vampire hunter.
- Katia Krieger (Karma's mother, Vernor's 1st ex-wife)/Grandma: alcoholic, made fortune selling nazi memorabilia
- Vernor Cedrac/Grandpa: gregarious, loves cars, former astronaut
- Karma Cedrac (Vernor and Katia's adopted daughter): hosting rehearsal dinner, escaped from abusive orphanage, half alien vampire.
- Kagan Cedrac (Karma's Disaffected Son): into violent video games and rap music, manifesting alien powers.
- 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 the wedding movie genre, 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 8 sample scenes for the sample characters:

1. Karma prepares for family's arrival at rehearsal dinner to be held at her house. Argues with Kagan. Cooking disaster.
2. Grandma and Grandpa arrive. Fight over Eden. 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.

[CONT'D.]

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!! Eden and Manhattan get married (as an afterthought)

Feel free to write these down on sticky 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 how the players from a run of the game cast themselves:

- 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.

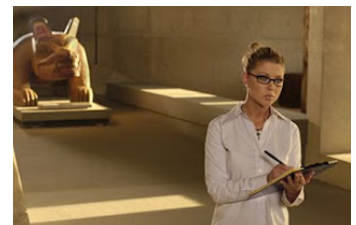
PLAYED BY GILBERT GOTTFRIED

- 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 and its director.

Tara Reid as  
Dr. Aline Cedrac,  
Archaeologist,  
*Alone in the Dark*  
(2004)



## 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.
- 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 "wedding movie." If characters get to into the "wedding movie" 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.



Anyway....

HAPPY GAY WEDDING MOVIE!!

-10-

