

SACRAMENTO COMEDY SPOT

FINAL COUNTDOWN OVERVIEW

Updated May 10, 2022

Description

Final Countdown is a narrative improv show, essentially a monoscene, featuring five performers playing multiple characters. Throughout the show cast members are forced to leave the show, like the popular short form improv game Highlander, until there is only one performer playing all the parts of the show.

History

The Final Countdown was conceived by Brian Crall, and the form was created and developed by Brian, Sara Aghamohammadi, Hawley Allen, Tyler Horst, and Daniel Kessenich. The form premiered on April 1, 2022 with the creators as the original cast members.

Final Countdown Form

Opening (3 minutes)

The show starts by getting a suggestion of a high traffic area. Once the cast has a location the cast will take turns scene painting a specific room. Each performer gets to add one detailed description to the room.

Example: If the audience suggests a gym then each cast member might describe parts of a locker room. "Over here is a wooden bench inside of a locker room where people sit to change clothes." "Over here are two showers but one is broken and has a sign that says, "Out of order." This will continue until all cast members have added one description.

Once all five cast members have described the room, a countdown clock, set to 10 minutes, will start, and the first beat of the show will begin. The countdown clock is displayed to the audience.

First Beat (10 Minutes - Five Players)

In the first beat of the show each cast member will establish a unique character with a want or desire. Each character should have unique and distinct characteristics. All of the action of the first beat takes place inside the room or area established in the opening.

Take your time to clearly establish each character, **the character's name**, unique character traits like voices and posture, each character's want or desire, and their relationship(s) to other characters in the show. Try to find a physicality that represents your character. This will help cast members signal to the audience and other performers which character you are playing after performers are eliminated. Seriously, super take your time. All of the seeds you plant in this beat will pay off later in the show. Performers should only play one character in this first beat. Characters can exit and enter the room at any time.

At the end of the First Beat a buzzer should sound when the countdown clock hits zero and all of the characters on stage will freeze in place. The Comedy Spot Tech will immediately draw one performer's name from a hat and announce that the player must leave the show.

Once the player is gone the clock is reset to 9 minutes, the Comedy Spot Tech announces, "Okay, the show is back on in 3-2-1, go!", the clock starts, and the show continues where it left off. This should be a fast transition so that it doesn't affect the flow of the show.

Second Beat (9 Minutes - Four Players)

In the Second Beat of the show players can play their initial character, take turns playing the character of the departed player, and add new characters to the show. Each player can create up to 2 unique characters during the show. You do not have to add new characters if they are not needed.

Take your time. Players should really dive into and expand their characters back story, wants and desires, and their relationships to the other characters in the show. Create opportunities for all characters to meet each other.

In the Second Beat of the show players can cut to rooms that are connected to or near our main room.

At the end of the Second Beat a buzzer should sound when the countdown clock hits zero and all of the characters on stage will freeze in place. The Comedy Spot Tech will immediately draw one performer's name from a hat and announce that the player must leave the show.

Once the player is gone the clock is reset to 8 minutes, the Comedy Spot Tech announces, "Okay, the show is back on in 3-2-1, go!", the clock starts, and the show continues where it left off.

Third Beat (8 Minutes - 3 Players)

In the Third Beat of the show players can play their character or characters and take turns playing the characters of the departed players. Only add new characters if they are absolutely necessary.

Each character will start to take multiple steps and tactics to get what they want.

Players can continue to cut to and add rooms that are connected to or near our main room. Don't go crazy.

At the end of the Third Beat a buzzer should sound when the countdown clock hits zero and all of the characters on stage will freeze in place. The Comedy Spot Tech will immediately draw one performer's name from a hat and announce that the player must leave the show.

Once the player is gone the clock is reset to 7 minutes, the Comedy Spot Tech announces, "Okay, the show is back on in 3-2-1, go!", the clock starts, and the show continues where it left off.

Fourth Beat (7 Minutes - 2 Players)

The remaining two players take turns playing all of the characters in the show except for each other's characters.

Players should not add anymore characters or rooms.

All of the characters in the show start to meet each other and build toward climatic moments where each character desperately tries to achieve their wants and desires.

At the end of the Fourth Beat a buzzer should sound when the countdown clock hits zero and all of the characters on stage will freeze in place. The Comedy Spot Tech will immediately draw one performer's name from a hat and announce that the player must leave the show.

Once the player is gone the Comedy Spot Tech announces, "Okay, the show is back on in 3-2-1, go!", and the show continues where it left off. **The countdown clock will NOT be displayed in the last beat of the show.**

Fifth Beat (3-5 Minutes - 1 Player)

One player plays all the characters in the show. Characters reach their most heightened state. Characters' wants and conflicts are resolved. Characters can enter and exit the stage at any time and cut to any room previously established. The last player can even add characters if they want.

The Comedy Spot Tech will look for a time, after at least 3 minutes, to blackout and play music.

Lights will come up and all of the players should come back on stage for a final goodbye.

Skills

Long form improv, strong characters, short form improv skills, scene painting. As practice, improvisers in this show might want to try the LaRonde form.