

Cascade

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A combination of Charades and telephone wherein a chain of players communicates a drawing from one to the next, each using a different sense (touch, sight, sound).

Backstory

In a zombie, robot, vampire, and alien ridden post apocalyptic world, a ghost, an actor, an orator, and an artist take refuge in a top secret research laboratory. The blinding flash of the apocalypse wiped out everyone's memory of the good old days. They needed to recall objects from before the apocalypse in order to survive this harsh new world.

The Ghost- The flash affected everybody but the ghost. Only the ghost remembers and must communicate whatever she/he recollects from the past that will help his haunted acquaintances to survive.

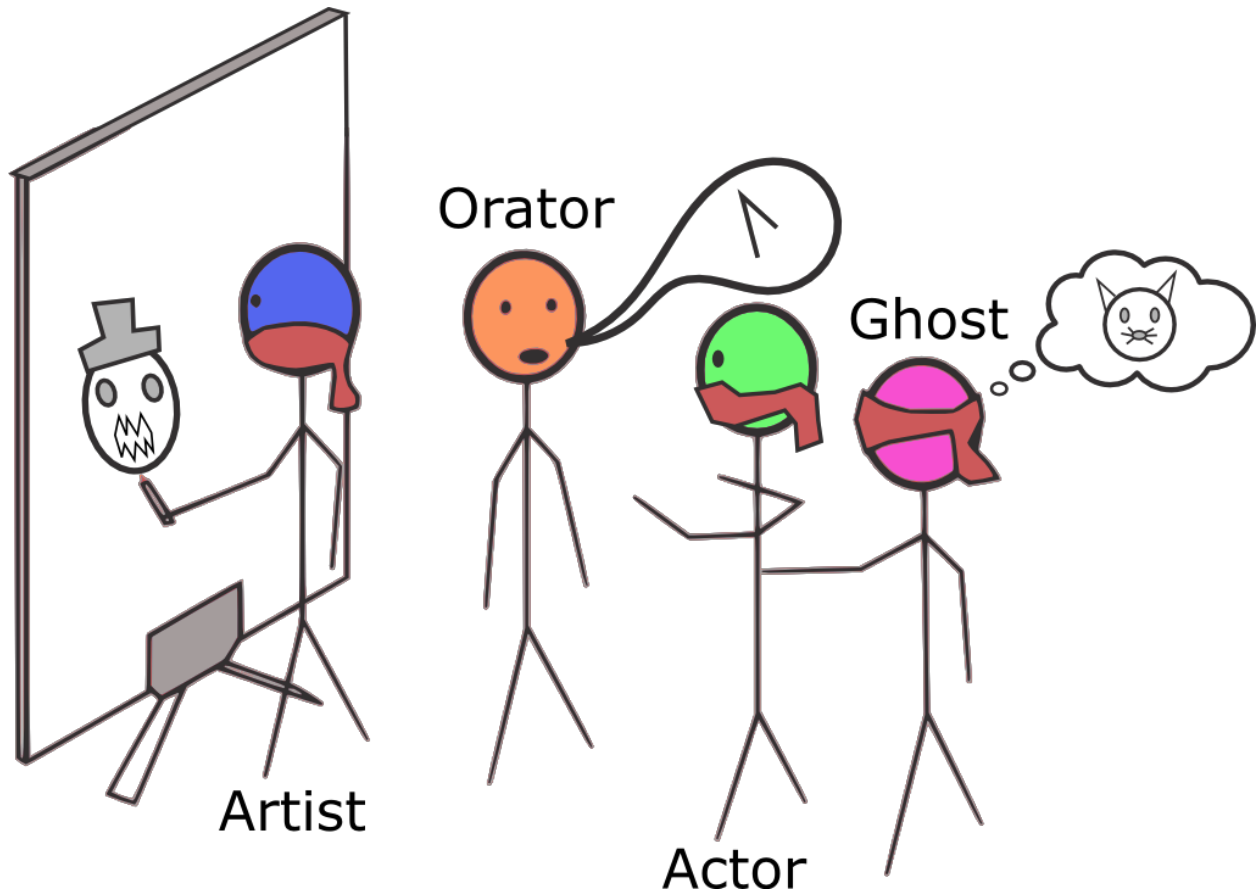
The Actor- Due to the actor's great ability to communicate using gestures the ghost has chosen to possess her/him to tell the others about whatever the ghost recalls from the past. Unfortunately the actor, being dramatic enough for an Oscar performance, lost her/his voice screaming during the apocalypse.

The Orator- The Orator has a way with words. However, she/he has developed a fanatical fear of artwork.

The Artist- Offended by the Orator's lack of taste, the artist only cares to look at the canvas and focus on her/his creation based on the Orator's oral description.

How we were inspired by "You only get one..."

We created a cooperative game in which each player is limited to only one sense (touch, hearing, or sight) and must communicate in a chain, much like telephone. The restrictions on communication create challenging situations where each player must be very attentive to what they are observing, and what they are communicating to the next player in the chain.



Players and Setup

- **Ghost** - Blindfolds themselves and thinks of a drawing. Communicates this drawing by tracing on the back of the **Actor** with their finger.
- **Actor** - Pantomimes instructions of how to draw the picture they feel on their back. Communicates in this way to the **Orator**.
- **Orator** - Stands opposite to the drawing surface (without being able to see it) and views the **Actor**. Will communicate instructions via talking to the **Artist**.
- **Artist** - Stands facing the drawing surface. Can not talk. Takes instructions from the **Orator**.

Rules

1. Cascade is a 4 player game.
2. Cascade requires either a whiteboard, butcher paper, tablet connected to projector or another way of drawing, preferably on a medium large enough to be viewed by multiple people.
3. The **Ghost** thinks of a simple drawing.
4. The **Ghost** draws this picture on the back of the **Actor** with their finger.
5. The **Actor** pantomimes the drawing they feel on their back to the **Orator**.
6. The Orator speaks to the **Artist**, telling them what to draw based on the pantomime of the **Actor**.
7. The **Artist** draws what the **Orator** tells them to.
8. When the **Actor** (the only player besides the **Artist** who can see the drawing) is sufficiently convinced that the drawing on the board matches the one being drawn on their back, they pantomime that the drawing is done.
9. The only players who are allowed to see the whiteboard are the **Actor** and the **Artist**.
10. Even though the **Ghost** will be facing the board, they are not allowed to look at it. Instead, the **Ghost** must position themselves so the **Actor's** back blocks their view of the board or blindfold themselves.
11. Only the **Orator** may talk.