



FORMAT

We are testing the waters with an initial season of six episodes, each five minutes in length. These will be distributed online (iTunes, YouTube, on-site at EN World, etc.) for free. **Anyone** is welcome to participate in this open audition. Just follow the instructions below!

INTRODUCTION

The show centers around a small group of fantasy adventurers who play a role-playing-game called "Real Life"; the game is set in our real world, which the characters view as a fantastical idea. Each episode deals with a different issue. So far, the current episodes are planned:

- The New Game
- The Cheater (Dee's cheating causes strife in the group)
- The New Guy (a new player is introduced; he does not work out well)
- The Rules Lawyer (Erric, as a lawful sort, refers to the game rules as "laws" and irritates everyone with his by-the-book interpretations of them)
- The New Edition (a new edition of Real Life is released, causing the group to split into two camps; the season will end with them gaming apart in two groups)

Thanks for your interest in our animated show. This PDF includes some basic details, a character roster, and a brief test script which we'll be using for auditions. We are short on time - we need to have this cast by the end of this week (28th January, 2012) with a view to recording the scripts over the next 1-2 months. As each episode is only five-minutes, we don't anticipate the initial season of six episodes being a major burden on your time!

Here's what we need from you if you're interested in one or more of the parts:

- 1) Please select any (just one, or as many as you wish to try out for) of the characters described in this PDF and record that character's lines as shown in the test script. Each character only has 2-3 lines at most in that script, so it'll be under 30 seconds of audio.
- 2) Feel free to try as many takes or interpretations as you wish, but please do not send us more than three takes for any given character.
- 3) Please send your recordings as audio files in WAV format. Please keep all takes for a single character in one audio file, and each character you try for in a separate file. So if you decide to try for two of the characters, you would send us two WAV files, each of which has between 1 and 3 takes on that character.
- 4) Please label the file as: "**charactername_yourname_wav**" (where "charactername" is the character name you're trying, and "yourname" is your own name). That'll ensure we can file them all correctly! For example, our file might be called: `erric_russellmorrissey.wav` and include three takes on Erric.
- 5) **Make sure it's a clean recording.** No background noise, hum, or anything. We'll be splicing them together in various combinations and testing the audition script to see what combination works best as a whole. So make sure your audition files are as good as they can be.
- 6) Email the above to morris@hotmial.com (the producer) and cc in ddvmor@gmail.com (the director).

PAYMENTS

This is our first foray into this type of media, and future seasons will depend upon the success of the initial season. As such, our budget is extremely tight - we're doing this on a shoestring.

Please include in your email (to which your audio file[s] will be attached) your expectation of payment for the entire six-episode season. It may sound mercenary, but we have to take this into account when choosing our voice actors. Note that if a second season is commissioned, we will be happy to renegotiate a new contract at that time.

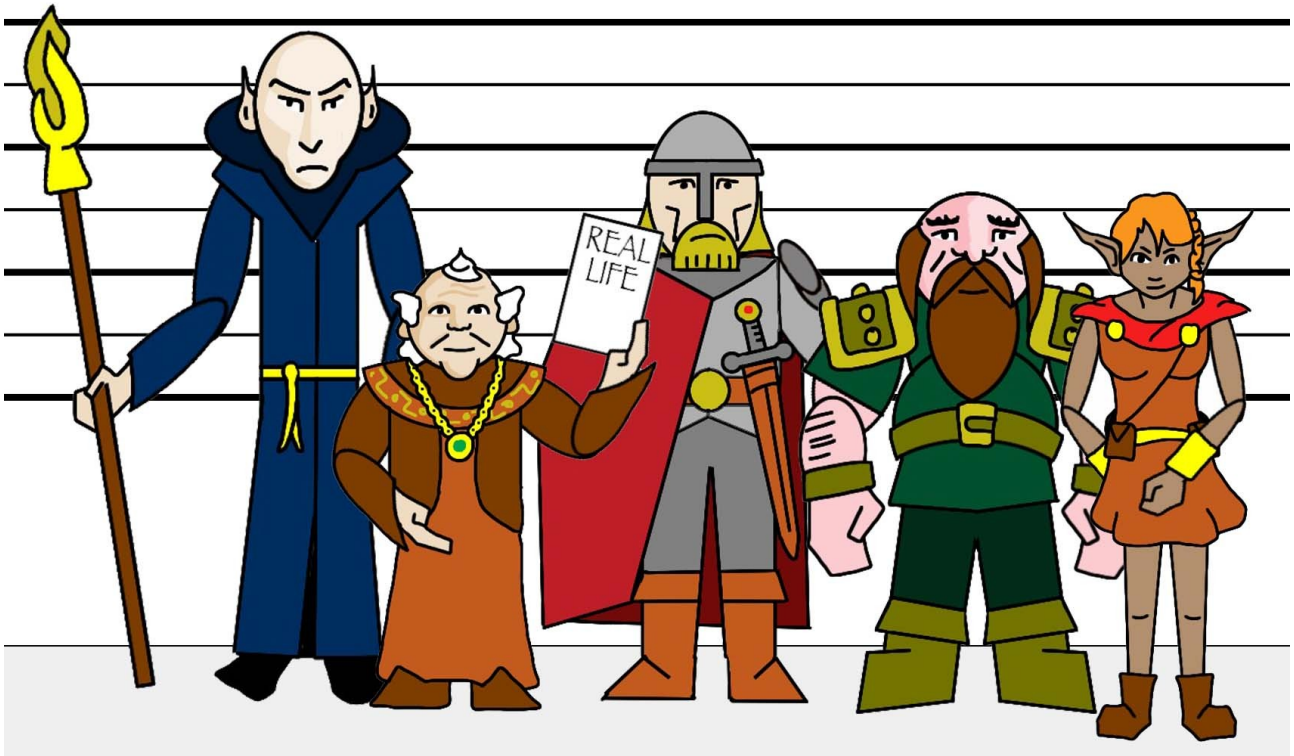
You are quoting a price for ONE character, featuring in SIX EPISODES of FIVE MINUTES each (that's a total of 30 minutes' audio, each character expected to occupy one-fifth of that, or roughly six minutes of total audio per character).

If you audition for - and end up getting - more than one character, we'll simply multiply your quote accordingly.

CASTING

We are initially casting the five main regular characters. However, even if you don't get cast as one of those characters we may later offer you the chance to voice a guest or walk-on part or two. Examples include the tavern barmaid, the new player, and more. If we do offer you such a part, we will do so in the weeks following the initial casting.

I hope all that made sense. If not, feel free to ask any questions!



CHARACTER ROSTER

Malach The Maleficent.

Malach is probably an evil wizard in some sort of witness protection programme. We will never know. What we do know is that he has a really nasty streak and hates being called Mal. He uses flowery language.

Voice: smug, condescending

Old Duncan The Dungeon Master

Old Duncan is old and wise. He tries to teach his gamers valuable life lessons through his games. Unfortunately he is also very forgetful.

Voice: probably has a Somerset or Gloucestershire accent; but feel free to try others

Erric The Noble.

Erric is a Knight. He has had many exciting and dangerous adventures, about which he loves to talk. He also has a 'twin brother' called Derrick who is a low ranked guard in the local militia. No one has ever seen the two together at the same time and most suspect them to be the same person. Erric has a huge crush on Dee.

Voice: noble, grandiose

Bilar The Dwarf

Bilar is tee-total and likes embroidery and flower arranging. He doesn't want anyone to know this, so brings his own 'extra potent' drinks to the inn, challenges people to arm wrestling matches (which he always loses) and is generally desperate to maintain his image as rough, tough dwarf.

Voice: gruff

Dee the Thief

No-one's quite sure where Dee came from or where she lives. She has nicknames for everyone, such as 'Mal', and 'Billy' and constantly steals things. She is always drinking someone else's drink, using their dice etc. Other than Erric, she annoys the group but they keep her around because Erric insists and also, it's good to have a girl around.

Voice: sly

TEST SCRIPT

EXTERIOR: Camera starts on a starry sky. A shooting star flashed past and the camera pans down to the Perturbed Dragon Inn.

cut to

INTERIOR: Inside The Inn. The camera pans across the inn from the bar area to a large table around which Bilar, Malach and Dee are stitting. Derrick is standing in the background.

Voice off camera: "Where's my mead?"

Dee smiles to herself, raising her flagon to her mouth. Derrick walks out of shot.

Bilar: "I heard there were strange lights near your house last night.

Malach: "I know not of what you speak. I am am a mere scholar. How could one such as I create light from ether?"

Dee: "I heard there were ghostly noises. And one of my targe – uh, friends – said he heard some kind of wailing sound coming from the upstairs window."

Malach: *(looking shifty)* "Balderdash."

Erric walks in and sits at the table.

Erric: "Greetings, my friends. Sorry I'm late. I've just come from slaying a bogbeast over in the next town."

Bilar: "Didn't I just see you over there?"

Erric: "Um. No. That would be my twin brother. He is a guard. I am a noble knight."

Dee: "Riiight. So why don't we ever see you both at the same time?"

Old Duncan joins them at the table.

Old Duncan: "Why hello, my fellow gamers. I have an excellent treat for you today!"

The characters exchange looks. Erric shrugs.

Old Duncan: "The Great Sorcerers of the Shore have given me a copy of the latest new game."

Old Duncan holds up a copy of Real Life.

Dee: "Real Life? What does that mean? There's no such thing as real life. That's for kids' bedtime stories."

Old Duncan "Today my friends, we shall adventure in a fantasy land. *(Reading from the back of the book and mispronouncing several words)* We shall solve riddles set by the Mighty Peez-zar Peddler, lose ourselves in the terrible Labyrinth of Call Sen-Terr and work wonders with the powers of Tech Na Logy."

Dee: "Are you sure you're saying all that right, old man?"

Malach: "Sounds a bit far fetched to me."

Cut to credits.