

Audition Instructions

Please record your character audition in a separate file, with the following considerations:

- Do not slate your audition.
- Multiple takes/approaches of a character may be submitted in a single file. If doing this, please start your audio by announcing “X takes” (eg. “Three takes”) - please do not start your *filename* with 2takes_ or 3takes_ - see the file naming convention below.
- Save your file as a 128bit mono MP3.
- Name your file <charactername>_<yourname>.mp3 (without the brackets) For example:

soldier_digbycaeser.mp3

Upload your audition file to <https://bit.ly/mfgcasting> individually. Shortly after a successful audition you should receive a confirmation email with the subject “TOV Audition Received!”.

In the event that the form URL above breaks for you (touch wood, won't be an issue) please submit your audition to contact@tavernofvoices.com with the subject line “TOV AUDITION - <yourname>”. Thank you for your understanding!

AUDITION DEADLINE: Tuesday May 3rd 6PM AEST (localized link: <https://everytimezone.com/s/f84ca42e>)

RATE: \$8 USD per line. Each character has 8 lines.

The Game World

The game is a cheerfully violent and comical robot arena battle. Both characters being cast are off-screen characters, providing a fair degree of latitude in your choices.

Characters

PARENT (PREFERABLY FEMALE)

Ideally a mother. Role is open to auditions for a father role as well. Irritated and depressed - a put-upon parent bemoaning their fate (but not too heavy on the drama!)

Accent: Anything other than Australian.

AUDITION LINES

What did I tell you kids, keep them in that room!

What do you know, another mess, what else should I have expected...

Take your roomba back!

ANNOUNCER (PREFERABLY MALE)

Upbeat, cheery announcer type. Client is thinking male, but femme-identifying voice talent are welcome to take a swing at it if you have a strong idea to put in the mix.

Accent: Anything other than Australian.

AUDITION LINES

Feeling toasty!

Time to Slam!

Get ready! The game is about to begin!