

Extinction Party by Jason Cox

Players: 5-12.

GM: GMless, with one player/moderator.

Props: 1 mask per player, preferably dinosaurs or lizards. Nametags. A Timer.

TYPE	PERSONALITY	NEED
Hunter	Honest, Brash, Certain	Assert your dominance over the party.
Scavenger	Patient, Smooth, Opportunist	Get promises for favors that you are not entitled to.
Giant	Kind, Gentle, Awkward	Convince others to engage in confrontations for you.
Horned	Charitable, Zesty, Impertinent	Receive promises of affection from partygoers.
Feathered	Controlled, Clever, Preening	Be acknowledged by each partygoer as their superior.
Herd	Humble, Supportive, Talker	In any conversation, always be on the dominant side.
Egg-Stealer	Diligent, Quick, Sneaky	Receive immediate rewards for any action.



Introduction: A group of friends gets together every year for a themed Halloween Party, and at Midnight everybody takes of their masks at the same time for a “grand revealing” and a fireworks display. This year’s theme is “Extinction Party!”, and guests are expected to arrive as dinosaurs. However, last year alien spores contaminated the punch with symbiotic aliens that are now riding along their hosts. At the end of this year’s party they will decide whether they have learned all they wish to about humanity. If so, they will leave the planet during the fireworks display, and bomb it from orbit.



What kind of Dinosaur costume is your character coming as?

First, each player selects a type of Dinosaur from the list above, based on what they believe would be fun for them to play. The type of Dinosaur costume determines the traits of the human wearing it, and more than one person can select the same type of dinosaur. The selection describes the **PERSONALITY** of the person behind the mask, and defines a **NEED** that a character will want to fulfill during the party.

What is your Dinosaur/Character’s name?

This is the name a character goes by at the party. It is also the name of the type of Dinosaur mask that the character is wearing. It isn’t necessary to worry about scientific accuracy. Fill out your name tag so that it reads [*Name of Dinosaur*] the [*Type of Dinosaur*]. For example: Raptor the Hunter, Sophilasiphorous the Flyer, or Cera the Horned.

Masks: Once characters have a name, players select and wear a mask. These can be as simple or complex as the playgroup likes. If the playgroup prefers, they could also create their own. If you would like to do this, be sure to set a timer for 15 minutes.



Dinosaur Walk: The Dinosaur Walk introduces aspects of your character through dinosaur mimicry, which are used to determine how the human character wearing the mask should act and move. The play space is arranged so that players can move without many obstructions. For 5 minutes, players move as if they were the dinosaurs their characters have chosen to come to the party as. Players cannot speak, though they may roar, whimper, or make other appropriate noises. Players cannot attack each other, though they may threaten to. Both noise and action should remain in the limits of comfort and safety, and players should drop out of character as necessary to ensure that these limits are not broached.





The Human Element: When time runs out, players take a short break and attend to physical necessities. During this break, they choose what occupation (if any) their human characters have, and think of one interesting fact about that character. Players should use the experience of the Dinosaur Walk to inform their decisions.

Introductions: Players stand in a circle and introduce themselves using the name on their nametag, and state the occupation and fact they have imagined for the character.

Set the Scene: Once everyone is introduced, players quickly arrange the room (chairs, tables, etc.) and themselves to whatever position they like, frozen in time as if in the middle of a party. Once narrative play starts, the characters are assumed to have all already arrived and greeted one another, and they are now in the middle of either an action or a conversation. This will be their starting position as the party begins.



The Party: The moderator counts down from 5. At 0, the characters begin moving and talking as if the party had been going on for some time. From this point, the party will last for 30 more minutes. Characters may move freely through the space. Interactions during the party are strictly social. Characters will try to satisfy their **NEED** during this time, but will also try to stay true to their **PERSONALITY**.

Anything a character says about events they have previously seen or experienced are taken as true from the perspective of that character, though they should always state that at least one other character was there with them. This creates opportunities for “Yes, and…” storytelling as different characters recount the same past.

Fireworks: When time runs out, players form into a circle, and squat down low. The moderator counts down from 5. When they reach 0 the players all simulate a firework, rising while making a “sssssssss” noise. When they are fully standing they can either:

1. Reach their arms skyward and shout “Boom!” if their alien parasite has decided they are curious to know more and to allow life on Earth to continue **OR**
2. They can shout “Doom!” and fall to the floor as if dead if the parasite feels they have nothing left to learn and wish to destroy the world as we know it.

These decisions should be close together, though they do not have to be simultaneous. Players stay in those poses until the moderator takes stock of which group is in the majority, and then announces the fate of the planet.

Debrief: After a short break, players talk to each other about their thoughts and reactions to the events they have experienced. The moderator helps to guide this discussion, and may ask the questions below in addition to whatever other questions emerged from play:

1. What were the least and/or most admirable things you saw another character do during the party?
2. In what ways did you identify with your character? In what ways do you differ?
3. What do you think happens to this universe next?
4. Where there any single moments that tipped the balance on how your alien voted?