

LET'S BE DINOSAURS!

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(CHOOSE A PLAYER TO BEGIN READING ALOUD)

INTRODUCTION

To play this game you will need:

- One set of printed instructions for the group
- An Index Card for each player, and
- Something for each player to write with

This is designed as an imaginative conversation/narrative style game to be played around a table, campfire or gathering place. You are encouraged to use words, gestures, actions and sounds to describe your behaviour, but always be respectful of others.

Be sure to establish safe rules if you do choose to LARP this game in any way and respect the boundaries and personal space of other players.

To play the game, one person will read this instruction sheet aloud to the group. When the text says so, pass this sheet of directions to your left and the next player will read to continue playing. You can play the game with 2 people, but 3 or more are recommended. Even large groups should still find this game enjoyable.

(PASS THE DIRECTIONS)

THE ADVENTURE BEGINS

Prepare to transport your consciousness across millions of years of time and space into the body of a previously undiscovered species of Dinosaur.

Welcome to prehistoric times... the wilderness of our ancient Earth was once ruled by a varied group of animals we now call Dinosaurs. There were so many that a new species seems to be re-discovered every day.

We now know dinosaurs were not cold-blooded. They lived in a wide range of climates with diverse adaptations. We also know that many had feathers and were not just brown and scaly. It seems that with each new discovery, our preconceptions of what is a dinosaur are being challenged and revised.

Together we will roam these ancient landscapes as a previously undiscovered species of dinosaur...

(PASS THE DIRECTIONS)

As we answer each question, look to the natural world we know today. We don't need to be fossil experts, this is a game and we will use our imaginations and look to our reality for inspiration. Answer based on what you know about the natural world.

While many dinosaurs were gigantic many more were also of a smaller size. We will be one of the smaller species. We will use our imaginations to build details for our species, but the two main rules of our ancient world game will be:

1. that our species of dinosaur be no larger than a house cat, and
2. that we gather near one another at the end of our day for shelter and protection from the wild.

(PASS THE DIRECTIONS)

SPECIES CREATION

One of us will ask the group a question. After all the other players offer up an answer, the person holding this sheet will decide on a final answer based on what was presented. Be sure to write the answer on your index card before you continue.

What kind of environment do we live in? Is it hot or cold? Wet or dry? Jungle, swamp, rainforest, desert, tundra, tropical? Is there a lake nearby? Try to be specific.

(PASS THE DIRECTIONS)

When are we active? How do we move around? Are we most active in the day or in the night? Do we walk on all fours? Do we move best on the ground, in the water or in trees?

(PASS THE DIRECTIONS)

What 3 things does our species of dinosaur commonly eat? Are we vegetarian, carnivorous, or a mix? Be specific about the foods you pick. What color, what size, where can they be found and how much of it does an average adult eat per day?

(PASS THE DIRECTIONS)

Where do you live? What kind of shelter does your species use to sleep? Do you build a shelter or do you use your surroundings? Do you sleep in the same location or do you move around? How far apart or close together do you sleep?

(PASS THE DIRECTIONS)

What 3 dangers might your species face? A natural disaster like a flash flood or lightning strike? Another species? A local poison or disease? Perhaps there is hostile terrain? Be specific and choose 3.

(PASS THE DIRECTIONS)

What are two other dinosaurs you interact with regularly? How big are they, what do they look like? Are they friendly? Do they travel alone or in groups? Maybe you can pick a dinosaur that is already familiar to the group.

(PASS THE DIRECTIONS)

What does our species look like? Think of your answers to previous questions and try to think about what color your species might be. Base it on animals you are familiar with. Do you have stripes or spots? Do you have a long neck or a fluffy tail? Do you have any bright colors? A duck bill? What, if any, are the differences between male and female? What are the differences between young and old?

(PASS THE DIRECTIONS)

CHARACTER CREATION

Now each person will take a moment to choose an individual trait from the list below. I will choose one first, then I will pass this sheet around for everyone to pick their own. Just make a note and try to choose a unique trait from other players.

Each trait will have an added objective that will motivate your gameplay. Be sure to write these down on your index card.

PREGNANT

You are about to lay eggs today. Doing so will take up time during one of your scenes. Is your species a careful caretaker? Do you rely on camouflage and lay eggs out in the open? How many eggs will you lay at a time? Decide on the details.

AGGRESSIVE

You feel very compelled to make a bold display of how awesome you are today. What kind of display would you like to make? Do so during one of your scenes.

ENERGETIC

You move around a lot and you are very vocal. But also, you need to eat more than the average individual. You will need to eat one extra time before the day is done during a scene that does not involve eating.

LONER

You keep your distance from the group. You still gather for sleep but you tend to need a lot of personal space today.

COLLECTOR

You feel a strong urge to gather up something in your surroundings and carry it with you. A twig, a rock, a food? What color is it? Be sure to describe this during one of your scenes.

CURIOUS

You are easily intrigued by the world around you and have a strong sense of adventure. You feel compelled to try and eat something different today. You may choose to take 1 Harm after doing so.

DEFENSIVE

You carry yourself with purpose because you feel it is your purpose to protect others. Your dinosaur will keep an eye on those around you and feels the need to intervene when there is danger or aggression. You can re-play combat once.

LETHARGIC

Your dinosaur requires a lot of rest today. You feel the need to find quiet and place to sit silently and watch the world around you in order to recharge yourself today. You Start with 1 Harm.

ATTENTIVE

Your senses are keen today. You are in tune with your surroundings and feel a strong need to keep a distance from startling events. You have a tendency to run and hide.

HELPFUL

Pick one other player. You are compelled to help this player in any way you can. You follow them around everywhere. It is a special bond.

GREGARIOUS

You feel a strong need to interact with every other player in your group before the day is done. Interact with them in a way that is friendly and respectful.

CAUTIOUS/JUMPY

You are jumpy and will run at the first sight of danger as well as call out to your group when there is clearly none. You must "cry wolf" at least once during one of your scenes.

(THE LAST PERSON TO CHOOSE A TRAIT CONTINUES READING ON THE REVERSE)

Using the trait we chose, take a moment to describe and introduce your individual to the group. The person holding this sheet begins.

Go around the group and don't forget to add other details like gender and age. Are you a Juvenile, Adult or Elderly? Do you have a distinct variation in color or pattern? Choose details that would identify you to others in your group, based on notes from your Species Creation.

Write the details for your character on your index card.

OPTIONAL: On the back of your index card draw a picture of your dinosaur

(THE LAST PERSON TO DESCRIBE THEIR INDIVIDUAL CONTINUES READING)

LET'S BE DINOSAURS!

Now we will live out a day in the life of our dinosaurs.

Below are a series of scenes in chronological order. One player will read the directions and the group will participate. Use vivid descriptions to set the scene and describe your actions with gestures, words, movement, or sounds. Use details from the previous page to fill out the story.

When the scene is complete, pass the directions to the next player and they will read a new scene prompt to continue playing.

(PASS THE DIRECTIONS)

I am the first dinosaur to wake up for the day.

You awake at the nesting site. Describe the setting and time of day. Choose two other players that you wake up, accidentally or on purpose, to give you ideas on how to describe your surroundings.

Describe the weather. Where did you wake up? Who and what is around you? Why are you the first to wake up? Try to base this on details from the previous page.

The scene ends when another player wakes up or when one of your dinosaurs exits the sleeping area.

(PASS THE DIRECTIONS)

We take a moment to survey our surroundings...

Choose at least one other player to help in your adventure.

Now that you are awake and away from the nesting area, you take a moment to survey your environment. What other creatures are nearby? What do you see, smell, hear?

Together, you will spot one danger from the previous page before it can fatally harm either you or your companion. You can take 1 Harm from the danger as long as you each choose to do so. If you take harm, write it down on your index card- it will stay with you for the remaining scenes.

(PASS THE DIRECTIONS)

I am hungry and so it is time to eat.

Choose a player (maybe someone that has not yet had a turn). That individual will have discovered foods nearby. Ask them: "How did you discover it, and what is it? Where is it?" That player must now convince all the others to follow by describing their actions and interacting with everyone somehow.

The scene ends when everyone has reached the food and has eaten.

(PASS THE DIRECTIONS)

The Gathering Place

Choose at least one other player to help you describe the scene. There is a prominent feature in your terrain today that you are heading to. It is not something for survival. It is somewhere you go to that is beautiful and safe. What is it? Base it off of your environment description. Be specific about what makes the place unique. How do you communicate with them to come along? If someone in your party has any harm, it is healed after resting here. The scene ends when everyone in your party has found something to do and accomplishes it. Be it take a nap, or complete an individual task.

(PASS THE DIRECTIONS)

Water, Tooth and Claw!

For this scene The person holding this will be a predatory animal that has been patiently waiting by a watering hole.

First, All the other players gather to slake their thirst. Let them each take turns describing how they arrive at the watering hole and what they do.

Then, describe what kind of predator you are and how you were hiding. Choose one player and describe how you attack.

Let the group describe their reaction.

You and one other player will now enter combat. Play Rock Paper Scissors with your prey. If the individual has any harm, they loose instantly.

The winner decides the outcome. End the scene by describing the result and how/ if everyone escapes.

(PASS THE DIRECTIONS)

Catching Our Breath and Checking In

The danger you just encountered has everyone in an elevated mood! You feel a need to gather round again in a safer place. Describe the place you place you gather in and let each player describe how they arrive.

If someone did not make it, you will all need to make a display to mourn for your friend. The person who played the fallen dinosaur will decide when your display is satisfactory.

If everyone did make it, you will each need to make a display to express your panic and lower your excitement levels to normal. The person previously attacked will decide when the display is sufficient.

(PASS THE DIRECTIONS)

Exploration and Wonder

Choose at least one player to help you.

You explore a new location nearby. What is it? Where is it? It is late in your day/ night cycle, describe what time of day it and what the weather is like. Together you encounter another species of dinosaur minding it's own business. Is it one? Is it several? Is it larger or smaller? This is a non-aggressive encounter. Choose another player to be that dinosaur. One of you makes an effort to communicate. The scene ends with one of you leaving the area.

(PASS THE DIRECTIONS)

Gathering for Bed

It is now the end of your day/night cycle and is time for rest. You will choose two other dinosaurs in your group to sleep next to or near. They will help you set the scene.

The scene ends when everyone in the group takes a turn to describe how they gather for rest.

(PASS THE DIRECTIONS)

EPILOGUE

Before we leave, there is only thing left to do: name your species.

Many species have names that are descriptive of their biology or behavior. Hard-headed-lizard. Blue-footed booby. Think of animal names in these terms.

Now think about what your species looks like. Think about something unique to your species. Something that happened during one of the previous scenes. Go around the group and take suggestions for a name. The person reading this will get to decide on the final name for your species.

Congratulations on being a dinosaur and welcome back to the present day! Don't forget to write your species name down on your index card as a reminder and keepsake of your awesome adventure together.

(THE END.)