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## Ancient Words

*Make new friends  
but keep the old  
One is silver  
the other is gold*

*A circle is round  
it has no end  
That's how long  
I will be your friend*

*Silver is precious  
Gold is too  
I am precious  
and so are you*

*You help me  
and I'll help you  
and together  
we will see it through*

*Across the land  
Across the sea  
Friends forever  
We will always be*

*Make new friends  
but keep the old  
One is silver  
the other is gold*

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## Campfire Magic

By Elizabeth Stong

**Campfire Magic is a freeform larp  
for 2-6 players.**

**Sit in a circle, either in chairs or  
on the floor, criss-cross  
applesauce. In the middle of the  
circle is the campfire. This is  
represented by a hat or small box.  
You will also need a timer or clock  
to keep track of time.  
Take turns reading each section  
out loud.**

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- ◆ Summer camp is a unique time of self-discovery, where new friends are made while roasting marshmallows and lifelong friendships are severed over cups of bug juice.
  - ◆ We are halfway through a two-week long summer camp, and have come together in order to enact a **ritual** to gain the friendship of *the most popular kid at camp*.
  - ◆ The camp counselor told us that once the fire dies, it is curfew and we have to return to our cabins. There is only an hour and a half remaining until the embers die and the moment is over. Place the timer in the camp fire so everyone can check it as needed.
  - ◆ As we are all friends here, this is a safe space. If you feel uncomfortable with a line of discussion, tap the fire, and that will signal to the other players to drop the topic with no questions asked. You are also allowed to leave for any reason, although if you are not coming back, please let the group know.
  - ◆ Time sure has flown by this summer! As a group, describe our camp. What is it called? What sort of camp have we been attending?
  - ◆ Let's not forget the best thing about our camp! *The most popular camper!* As a group, describe *the most popular camper*. What is their name? Why are they so popular?
- ◆ Once the camp and target of the **ritual** are set, it is time for the dreaded ice-breaker challenge. Go around the circle and introduce yourself. What's your name? What makes you unique? Where are you from?
  - ◆ Go around the circle again, and describe your worst memory of summer camp so far.
  - ◆ Go around the circle once more, and describe the best memory you've had at camp.
  - ◆ Go around the circle one final time. You can ask a question of any other camper and they must answer truthfully. The target of your question cannot have answered another camper's question.
  - ◆ Now that the icebreaker challenge is complete, it is time to get to the matter at hand: crafting the perfect friendship **ritual**.
  - ◆ As with all childhood **rituals**, this is one of those traditions that everyone has heard of, but nobody can agree what exactly it entails. Maybe making friendship bracelets. Or whittling a small effigy. Or partaking in some casual blood sacrifice. It is up to us to discuss what happens in this variation of the **ritual**, and work together to build a complete **ritual**.
- ◆ The **ritual** can be as simple or as complex as we make it. The **ritual** must feature an aspect of the past, the present, and the future. Larger groups may want to include aspects of earth, sky, and wind.
  - ◆ The only completely fixed aspect of the **ritual** is the recitation of the Ancient Words at the **ritual's** completion. The Ancient Words are provided in this pamphlet. Use the time remaining wisely to come up with the perfect **ritual**. Everyone must contribute to the planning of the **ritual**.
  - ◆ Once the group has come up with a **ritual**, it is time to enact the ceremony before the campfire dies. Everyone must play some part in the **ritual**.
  - ◆ Once the **ritual** is complete, go around the circle and talk about what happened for the rest of the camp. Did the **ritual** work? Did we succeed in making *the popular kid* our friend? Or did things get worse for us? Once everyone has spoken, the campfire is extinguished and the game is over.