

Libermmon



The friendly monster
dating simulator

Written by Orion Canning





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A larp for 5-20+ players.

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After the invention of universal Portamon translators, humans recognized the sentience of these species. Portaballs and Portamon enslavement is outlawed, and now their name has been changed to Libermon. For those who still want to be Libermon trainers, the only way to convince them to join your team is to build trust based on mutual respect, informed consent, and shared interests. If you want to catch em all, you're going to have to go on a lot of dates.




Setting

In the world of Kohto, for many years Portamon were a worldwide craze. When scientist Dr Garryana discovered a way to digitize living creatures nearly 40 years ago, fervent public demand overwhelmed any questions about the morality of it. Use of the technology on other people was quickly outlawed, and fail-safes were worked into the technology to make it impossible to use on humans. Using it on unprotected wildlife remained completely legal, and soon early adopters formed a subculture of collectors, using the technology to form a digital collection of every living creature on the planet. As the hobby grew, so did demand. Trapping, trading, and selling rarer and harder to catch creatures soon became a popular career choice. They dubbed their new product **Portamon**, a portmanteau of “**Portable Monsters.**”

As the profession developed it evolved into two main specializations. **Trainers** were the physical side of the game, further specializing as **hunters**, **breeders**, or **tamers**: hunters scoured the wilderness for rare species; breeders would raise them and try to replicate or strengthen the most desirable traits in their offspring; and tamers prepared them to be pets or service animals, particularly in security or medical assistance. The other group, **Traders**, were the business end, and built empires incorporating the other professions.

Seeking further ways to market these creatures to the public and profit from their exploitation, an alliance of the largest and most powerful trader organizations met at the first annual Portamon World Trader Conference. It was there they announced their grand scheme – to create a new professional sport of caged Portamon fights. As many species in the world had impressive natural defenses, it was easy for the common citizen to focus on the spectacle and forget the cruelty of this sport. Elaborate arenas were built in major cities all over the world, while Portamon gyms sprung up in every town, promising to teach young trainers the skills they would need to be professionals and enter the big leagues. Thus the modern idea of the Portamon trainer was born. Young people the world over traveled the globe, swarming small towns



where rare Portamon sightings were reported. Back alley Portamon fights and street gangs became rampant. The success of Portamon fighting eventually reached its zenith, and along with it came a wave of criticism responding to its detrimental effects on culture and the environment.

And then another new technological development changed everything once again.

The research labs of one of the largest Portamon trading corporations announced a breakthrough: they had developed a universal translator that could interpret the vocalizations of Portamon into human speech, and vice versa, utilizing their vast data banks of digitized creatures! The technology was an incredible success but it quickly backfired – people slowly began to realize that the other species on their planet were sentient, capable of pain and emotion, and that they had been enslaved for profit. Ticket sales to Portamon battles plummeted as public outcry grew. Animal liberation groups suddenly had the support of the people, and after a number of massive raids on corporate collections, a national council of biologists, neurologists, and lawmakers was formed. At the end of their deliberations, the sentience and rights of Portamon were legally recognized, and their non-consensual servitude was outlawed.

One would think that Portamon battles would have died out, but for many the life of a Portamon trainer was a romantic ideal deeply embedded in their culture – so many of the celebrities and role models over the decades were trainers, it was impossible to extricate their influence overnight. So a new form of trainer was introduced. They no longer forced wild creatures to do their bidding, instead forming relationships with Portamon based on mutual respect. They got to know their Portamon and worked to better understand those in the wild; to form their teams they had to prove to their Portamon that they really cared. In short, Portamon training had become more like dating, and in many ways catching them all had become much more difficult, and more rewarding at the same time.

Oh, and they stopped calling them Portamon, which was a reminder of their past enslavement and humiliation. They have chosen to be called **Libermon!**

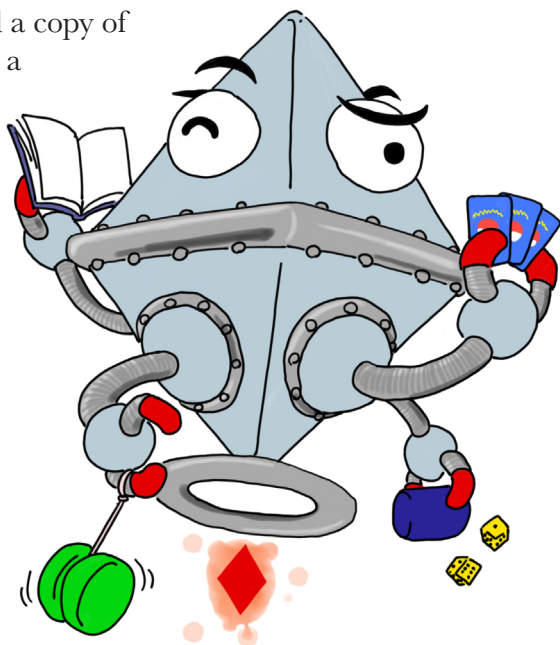
Set Up

THE SPACE

You will want room for people to move around and form into groups and have private conversations and to go on dates. This could be a house, an apartment, an outdoor park, a beach, or a wooded trail (provided it's not treacherous). A single room will probably be too cramped unless it's a large room. You will want to designate an area for each trainer as their Gym. You should also have a separate space designated as off-game for anyone who needs a break (preferably with drinks and snacks available).

PROPS

Bring nametags, blank paper scraps, writing implements, double sided printouts of character sheet/rules references for all players, and a copy of these rules. You should bring a decent amount of props for Libermion players to use to engage in their hobbies. Bring acoustic musical instruments, paper and drawing implements, decks of cards, legos, play doh, healthy snacks, balls and frisbees, and other simple games or creative tools. Players are encouraged to bring their own props if they want their character to have a particular hobby.





ROLES

Everyone will either play as a **Libermon** or a **human trainer**. Left to themselves, Libermon spend time engaging in their hobbies and looking for others to share their hobbies with. Trainers will introduce themselves to Libermon, ask them on dates, try to get to know them, and try to convince them to fight for them in Libermon battles. Libermon will follow some guidelines on how to interact with Trainers, but are always free to decide to be left alone. If there are only 5 players there will be 2 Trainers and 3 Libermon. With more players you shouldn't add more trainers until you have 3 Libermon for each. So 2 trainers for 5-11 players, 3 trainers for 12-15 players, 4 for 16, 5 for 20, and so on.

One person should act as a **facilitator** for the game, to teach these rules, check in with players as needed, and generally oversee the game to make sure it is running smoothly. The facilitator remains out of character as someone other players can always talk to for rules clarifications and safety. They may approach players and whisper guidance and assistance, or pause the game.

HISTORY PROMPTS

Before creating characters everyone should write down at least three history prompts on scraps of paper, then fold them in half and place them in a large bowl. History prompts are a brief description of moments to inspire a story about your past. Here are some example History Prompts:

the polluted swimming hole, I got lost, mom and dad forgot, performing in the talent show, I said it wasn't fair, seeing a portaball in use, sleepwalking out of the home, reading in the dark, I never told her how I felt, slipping and falling, racing for first place, begging for help, cheering them up

CHARACTER CREATION

Once you've explained the rules and everyone is ready to play, have everyone split into groups based on their roles, grab character sheets, and sit around making characters together.

Libermon

Imagine living in nature and being well adapted to it – a thinking and emotional creature doing what feels good and what comes naturally without repression. You are aware of dangers and predators and that you have to be careful sometimes. But you are also a social creature living together with others to help each other survive, find happiness, and have fun. When times are good (as they are now), food and shelter are easy to come by, and safety is easy to take for granted. This leaves you free to focus on spending time with friends and sharing hobbies together, creating culture, getting to know each other, and having fun.

At any time you can come up with a new hobby for yourself – something you want to try doing and share with others. It can be anything you can do within the limitations of the play space. Maybe you want to play a game like tag, catch, go fish, or I-spy. Maybe you want to do yoga, jumping jacks, or run around in circles. Maybe you want to make music, or drawings, or tell stories. Pick a thing that seems fun. If you want to, you can start doing this on your own, or you can find others to do it with you. Some hobbies, like playing games, will need other people.

Get to know the other Libermon around you – ask them about themselves and tell them about yourself. Tell them what your hobby is and try to find others who want to try your hobby with you. As you do this you'll be discovering how you fit with the other Libermon you live with, and build trust and culture together.





MAKING YOUR LIBERMON

First pick your **two types** from the following list, and decide what the combination of those two types means about you:

Normal, Fire, Fighting, Water, Flying, Grass, Poison, Electric, Ground, Psychic, Rock, Ice, Bug, Dragon, Ghost, Dark, Steel, or Fairy.

Then pick what you **look like** by filling in the blanks for one of the following sentences, or coming up with something similar on your own:

I look like a ____ but with a ____ for a ____ and...

I look like a ____ with a ____ pattern, and...

I look like I have the ____ of a ____ and the ____ of a ____, and...


I look like a ____ but I have ____ on my ____ and...

Come up with a **one word name** – either a pun, a combination of multiple words that relate to you, a cute sound you make, or some combination of the three. For example if you look like a blue rat with bird wings on your head, maybe your name is Birrat, Rabird, Birty, Flyra, or Squeeter. Write it on your nametag.

Write down the **favorite things about yourself**, like how good you are at climbing trees, how much smarter you are than your brothers, how quiet you are, your big toes, your good sense of smell, your power to control the weather, your toothy smile, how good you are at jokes, etc.

Then pick **one or two things** about yourself you are **shy or self-conscious about**: the length of your tail, the speed you walk, the squeakiness of your voice when you're excited, your big toes, etc.

Use these to get an idea of your personality and how you act and talk and carry yourself. Feel free to use funny voices, act like a cute animal, flap your arms like wings, and other interesting ways of moving and talking you might think of and seem fun.



Last, **grab two history prompts** and put them in your pocket for later, without reading them.

DATING

At some point a trainer will come up to you and start talking to you. Maybe you are wary of humans and will shy away, or maybe you are friendly and curious – it's up to you. Regardless they will have to **earn your trust** before you will want to go spend time alone with them to get to know each other better. Dating has **three steps** – asking you out, the date, and battles – and each step has guidelines for you to follow in order to determine whether the trainer you are with has sufficiently earned your trust.

Being Asked Out

When asking you out, you should expect the trainer to **introduce themselves**, and try to get to know you a bit. A trainer should do **at least two** of the following before you will accept a request for a date:

- ❶ Show an interest in your hobby, possibly engaging in it with you.
- ❷ Compliment you on something you like about yourself or are shy about.
- ❸ Do something you ask of them, whether it's helping you solve a problem, respecting a personal boundary, or performing a friendly favor
- ❹ Tell you a funny joke, an interesting story, or useful knowledge
- ❺ Show a positive character trait through words or actions
- ❻ Do something cute or otherwise likable or attractive

You may decide you need them to perform a specific item from this list before you will accept a date, and if they ever do something you don't like, **you may add** to the amount they need to perform to earn your trust. If at any point they do something you don't like **you can tell them to leave**, or **tell them you are leaving**, and **they must leave you alone** until you approach them and tell them you want to talk to them again. This is true for later steps of dating as well. If you were dating someone and you broke it off, they will have to begin this process of earning your trust from the beginning to ask you on another date.

If someone ever does **something you like** that's not on this list, make a note of it. From then on anyone who does that thing counts as fulfilling option ❻.



The Date

Once you've agreed to go out with the trainer, begin your date by giving them a **high-five** and shouting together, **"It's a date!"** This signals the other players to stop what they were doing and, if they like, come watch your date as an audience. Unless they were invited along on the date, the audience **does not get to interact** with the Liberman and the trainer, and should watch and listen respectfully. Once you've gotten an audience you should work out the specifics of the date together, or agree to have one of you decide. Describe where you go, what it looks like, and what activities you plan to do, then go back to being in character and act out the date.

You will probably go off somewhere alone together, apart from everyone else, though maybe you will decide to bring a friend or have a couples date. The date might revolve around a specific activity you've both agreed to, or just involve sitting and talking. Regardless the only way to advance past the date is through conversation, and getting to know one another.

Once again there is a list of things the trainer must do for the date to be considered successful, but this time the trainer must do everything from this list.

The trainer should listen to a story about you based off of one of your history prompts.

At any point you can pull out a prompt and read it to yourself. This signals to the trainer to stop and listen to your story, only talking to show they are listening. You may talk for as long as you like, while you tell a story from your past based on the prompt, without being interrupted. While you talk, decide what you hope the trainer will understand about you from the story. When you are done, ask the trainer some open ended questions about their thoughts or feelings about the story, if you feel they understand what you hoped they would, they pass this step.

The trainer answers all of your questions about themselves to your satisfaction.

Anything from the Being Asked Out list.



If the trainer **does all these things** and you like their company, when they ask you to join their Libermom team **you should say yes!** If they failed to do any of these things, if you were bored, or maybe just aren't ready for that sort of commitment and feel like dating someone else, **you can back out** – if you do without breaking it off with them, you remain at the dating stage and can always ask them out on another date, or give them another chance. But of course you always have the option of breaking it off with them at any point if you don't like how things are going.

Battles

Once you've **joined a trainer's team**, they are going to want to earn badges by **winning Libermom battles**. Luckily Libermom do love a good friendly battle, as long as they have a good foundation of trust and don't feel exploited. A battle begins when a **trainer challenges another to battle**, and both trainers meet at the challenged trainer's gym with their respective Libermom teams. They should announce that a battle is about to begin to other players to give them the option of spectating.

First, each trainer **huddles with their team** to discuss their starter Libermom, being careful not to disclose their pick to one another. Then the trainers reveal their decision by taking turns yelling, **"I choose you, ...!"** and naming their choice. These Libermom step forward and prepare to do battle, strutting their stuff while their trainers announce them.

But battles are not won through might – they are won through putting the **strength of the relationship** between Libermom and trainer to the test! Each Libermom thinks of a problem, fear, worry, or doubt they have, and a specific solution that will make them happy. Problems don't have to be based off anything previously established – you can make up details about your problem and how it affects your relationship right there and then.

When both Libermom are ready, they **count down together**; on the count of three, each trainer tries to find out what is causing the Libermom difficulty, asking questions and guessing based on the answers. Libermom **can't directly say** what the problem is but they can tell their trainer if they are on the right track or the wrong one. Vague guiding statements like "I don't know, I just feel worried", "Kind of like that, but it's not

about getting hurt exactly”, or “No it’s not about you, but I don’t know if I should say who” are all great.

Once the trainer **figures out the problem**, they can suggest solutions. Your goal as Libermom is to encourage them when they are on the right track, or let them know if they are going in the wrong direction. “That’s mean, I would never!”, “Well, maybe, but that seems too confrontational” or, “A gift might work but shouldn’t it be something tasty?” are good examples of responses to guide the trainer in the right direction.

Other Libermom on the team are free to jump into the conversation to help with suggestions or ideas. The team whose trainer comes up with the **right solution first** wins the battle, and **earns a badge** from the other trainer’s gym! The losing trainer draws their badge symbol on the winner’s notecard.



Breaking it off

When a relationship with a trainer goes sour – whether they did something you didn’t like, you’re not having fun with them anymore, or there’s other things you’d like to do – you can **just break it off**. To signal this, look them in the eyes and **pantomime holding a stick in two hands, then snapping it in two**. You can explain your reasons if you want, but no words are necessary – they will know it’s over and you are free to go your own way. This puts you back at square one with the trainer, meaning they have to start over with asking you out if they want to date you, and it makes you available to join another trainer’s team.



Trainers

Imagine being young and venturing out into the world. Everything feels fresh and vibrant and full of possibility. You grew up watching Portamon battles on TV – they were dramatic, exciting, and inspiring. You saw other young trainers who seemed to be able to understand their Portamon completely and vice versa. You wanted to be like those trainers, to have a close bond with another species like that, and be able to overcome any challenge as long as you had them at your side. So you learned everything about Portamon, studying and watching documentaries, and had posters of your favorites on the wall.

As you grew older, the world became more complex, and so did your understanding of it. Over time criticism of the problematic treatment of Portamon surfaced. At some point you questioned whether it was morally right to follow your passion if it was supporting an industry that exploited and abused the creatures you had grown to love. As that empire fell you realized the opportunity that laid before you, to be one of the first trainers to really treat these creatures – now called Libermmon – with the respect and compassion they deserved. And so you set out to do just that.

MAKING YOUR TRAINER

Grab a character sheet to write on. You'll first pick your **primary motivation** from this list or make your own:

To be the very best trainer

To make all the friends

To get rich

To travel and explore

To be like your hero, ____

To find true love

To prove yourself to ____

To learn as much as you can

Then pick your **two favorite Libermmon types** from the following list. Decide what the combination of those two types means about you:

Normal, Fire, Fighting, Water, Flying, Grass, Poison, Electric, Ground, Psychic, Rock, Ice, Bug, Dragon, Ghost, Dark, Steel, Fairy.



Pick your **two favorite things** about yourself:

Integrity, Honesty, Loyalty, Respectfulness, Humility, Compassion, Fairness, Forgiveness, Authenticity, Courageousness, Generosity, Perseverance, Optimism, Reliability, Self-discipline, Lovingness, Kindness

Then pick one you **wish you were better at**.

Do your best to show these positive character traits through your words and actions as often as possible, as well as find opportunities to show how you have trouble with the one you wish you were better at.

Finally, **draw a little circle** with a **simple symbol** in the middle that represents your gym. Name your gym and team **based on your favorite Libermom types**. For example, Flying Fish, Corrosion, Deadly Viper, Banshee, Sleetstorm, Mind Over Matter, etc.

CULTURAL OUTSIDER

When you first come across Libermom in their natural habitat, you should **stay back and observe**. You know that if they feel threatened Libermom can be dangerous, so you should be careful to make sure your first impression is a good one. See what you can learn about them by watching and listening with your translator. If one notices you, try not to appear threatening or weak. Libermom can read body language very well – you should appear confident, but relaxed.

When you do engage them, **be polite!** Be careful of their boundaries and make sure to ask permission to touch them or their possessions. Let them guide you through their world. Eventually though, you are going to need to **ask one on a date**. Don't ask until you feel you have established a connection of trust and interest from a Libermom. Engage them, show interest in their hobbies and opinions, compliment them, and try to be yourself.

You can try to ask out Libermom who are already on someone else's team, but Libermom can only be on one person's team at a time, and this is generally considered a great insult to the other trainer, so be careful.

LIBERMON DATING


If you ask a Libermom on a date, you should **suggest an activity** you can both do alone together, even if it's as simple as going for a walk. Maybe they won't want to be alone with you just yet, and that's okay – move at a pace that makes them feel comfortable. If they accept, you're doing great! But it gets harder from here; you have to realize these Libermom have never seen a Libermom battle, and explaining it won't be easy. Focus on the positives, tell them what you like about them and why you think you would make a good team. Don't make it all about you and what you want, either – ask questions about their past and find out who they are, and give them space to ask you questions and get to know you as well. Then, if things go well and luck is on your side, they'll be ready to agree to join your Libermom team!

BATTLES AND BADGES

You may want to get more Libermom before you try jumping into battle, just to have more options when you find out what you are up against. You may also want to spend more time with them, training and further building your friendship and trust. When you and your team feel ready, it's time to **make your way to a rival's gym**, or seek out it's leader. Once there, **loudly announce yourself** and challenge the gym leader to battle! Maybe someone will challenge you first – if so **you can't turn it down**.

But what if you get challenged and no one is on your team yet? Then the pressure is on – get ready for some **speed dating** because you have **15 minutes** after a challenge is issued to get your team together! If you issued the challenge and it looks like the gym leader is struggling to find a team, set a timer and let them know the clock is ticking. If they can't get one in time, they gotta hand over that badge. However, if the leader is already in a battle elsewhere, you have to wait for them to finish before you can make your challenge. Might as well watch in the meantime.

Once you are both ready for battle, each trainer **huddles with their team** to discuss their starter Libermom, being careful not to disclose their pick to one another. Then the trainers reveal their decision by taking turns yelling, **"I choose you, ...!"** and naming their choice. These Libermom step forward and prepare to do battle, strutting their stuff while their trainers announce them.



But battles are not won through might – they are won through putting the **strength of the relationship** between Libermom and trainer to the test! Each Libermom thinks of a problem, fear, worry, or doubt they have, and a specific solution that will make them happy. Problems don't have to be based off anything previously established – they can make up details about their problem and how it affects their relationship right there and then.

When both Libermom are ready, they **count down together**; on the count of three, each trainer tries to find out what is causing the Libermom difficulty, asking questions and guessing based on the answers. They might have a hard time talking about it directly, so it can take **some effort and a bit of intuition** to get to the bottom of the problem. Here's where knowing your Libermom well really helps! Once you figure out the problem you can try to suggest solutions, such as "Let's split the winnings", "I'll fight and you tell me what to do", or "Let's bring your family with us!"

Other Libermom on the team are free to jump into the conversation to help with suggestions or ideas. The team whose trainer comes up with the **right solution first** wins the battle, and **earns a badge** from the other trainer's gym! The losing trainer draws their badge symbol on the winner's notecard, and the first trainer to get **one of each other trainer's badges** wins the game. You might also get into a dispute with another trainer and decide to settle it with a battle. You can battle over **any prize you both agree upon**, not just badges!

LOSING

Losing a battle means your Libermom has gotten **injured**. You'll have to **take care of them**, waiting on them and doing everything they ask until they feel better. This could mean feeding them, singing to them, tending to their wounds, giving them piggy back rides – it's entirely dependent on what they need.

BREAKING IT OFF

If a Libermom wants to end their relationship with you, they will let you know by **pantomiming holding a stick in both hands and snapping it in half**. If they break it off, you have to respect it and let them go. Give them space and time, and maybe if you are lucky they will come back to you. But meanwhile, there are plenty of other Libermom to go on dates with!

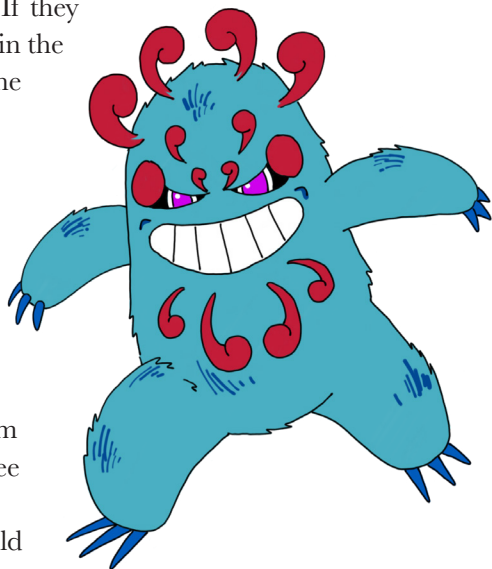
Touch and Consent


In this game you'll be acting, improvising, and interacting with other players – possibly strangers – in a semi-romantic scenario. You're expected to stay in character for the entire game, acting as they would, doing what they would do. Interactions are intended to be light and playful, but larping with strangers can be unpredictable. In order to protect everyone's boundaries and make sure the game stays fun and safe, we will follow some basic guidelines for interaction and set up tools for communicating with other players.

Touch is allowed in this game, but only with full verbal consent. This means no touching another player without asking first. You need to ask in character, but a player can refuse for in-character or out-of-character reasons. When asking, be specific about which part of their body you want to touch and how, and stick to only what you specified until further consent is given.

For example, you might say, "I want to give you a shoulder massage, may I touch your shoulder with my hands?" If they agree and you begin stroking their hair in the middle of the massage, you've broken the consent rule. Consent only lasts for that single interaction – if you want to rub their shoulder again later on, you have to ask again. Furthermore, there is no explicitly sexual touching, which means no touching of breasts, butts, lips, or genitals.

Breaking these rules at any point is cause for immediately being ejected from the game. By playing the game you agree to abide by these rules. If at any point before or during the game a player would





like to opt out of being touched entirely, they can do so by writing “No touching” on their nametag. This means other players should not touch them or even ask to touch them.

SAFETY TOOLS

This game uses the **OK Check-In** and the **Lookdown**, taken from <https://participationsafety.wordpress.com>. Further information can be found there. Both of these tools are used, no questions asked, no explanations necessary.

The **OK Check-In** is a tool allowing for players to communicate with each other out of character about their well-being without pausing the flow of play around them. One person makes the “OK” hand sign at another one, indicating the question “are you ok?” The other player responds in one of three ways:



Thumbs up – they’re OK and play can continue.



A level hand – the player doesn’t quite know how they feel, or that it’s neither very good or very bad. This should be treated as a thumbs down by the person doing the asking.



Thumbs down – the player is actually not OK, and should be extracted from the situation.

If the response is either of the latter two, the person who made the “ok” symbol should say “May I walk you to the off-game room?” which allows them to get support if they need it.

The **Lookdown** is a bow-out mechanic – it allows individual players to fluidly opt out of scenes that other participants are actively engaging in. To perform the lookdown, you raise your hand clearly in front of your eyes and peek down under or over it. If you then turn around and leave, you are signaling to the people playing in the scene that they should not follow you, but also not stop – “keep playing, you guys, I’m cool over here”.

If you remain in the situation, everyone stops what they’re doing. Most importantly, if you are holding someone when they use the lookdown, you **release them**, allowing them to leave the scene and the room if they want to. If they stay, it means they’d like to continue the scene, but with just a little less of whatever was going on. Less screaming, less sexuality, less restriction of movement...everyone dials it down a bit, and play continues,

no OOC language required. If the situation is unclear, you speak to clarify what should be changed, but you don't need to explain why you want it changed; people should do it, no questions asked.

If a player is holding or touching you in a way where they cannot see the Lookdown gesture, you can **lightly tap them on the shoulder** to get their attention. When someone taps out like this, they should be immediately released just as if they used the Lookdown.

In addition to these tools, any player can also stop the game by saying **“Cut”** loudly enough for everyone to hear, either to intervene for another player, or if the other methods aren't working in the current situation.



Libermom character sheet

NAME

TYPES _____ & _____

*Normal, Fire, Fighting, Water, Flying, Grass, Poison, Electric, Ground,
Psychic, Rock, Ice, Bug, Dragon, Ghost, Dark, Steel, or Fairy.*

I LOOK LIKE...

FAVORITE THINGS ABOUT MYSELF...

I'M SHY ABOUT...

LIBERMON RULES REFERENCE:

Come up with hobbies, find people to share them with!

DATING!

Step 1: Make sure they do at least two of these before you say yes to a date.

- Show an interest in your hobby, possibly engaging in it with you.
- Compliment you on something you like about yourself or are shy about.
- Do something you ask of them, whether it's helping you solve a problem, respecting a personal boundary, or performing a friendly favor
- Tell you a funny joke, an interesting story, or useful knowledge
- Show a positive character trait through words or actions
- Do something cute or otherwise likeable or attractive

Step 2: Make sure they do all of these on a date before you join their team.

- Listen to a story about you based off of one of your history prompts.
- Answers all of your questions about themselves to your satisfaction.
- Does a thing from the Step 1 list.

Step 3: Battle!

When chosen or announced, strut your stuff!

Silently come up with a relationship problem and a solution that would make you happy.

Count down to three with the rival Libermom before starting the battle.

Guide your trainer to the right answers without telling them anything specific. Your team can help.

First team to get the answers gets a badge.

The losing Libermom gets injured and is helpless while their trainer takes care of them, doing whatever they say until they feel better.





Trainer Character sheet

NAME _____

MOTIVATION _____

FAVORITE LIBERMON TYPES

_____ & _____

*Normal, Fire, Fighting, Water, Flying, Grass, Poison, Electric, Ground,
Psychic, Rock, Ice, Bug, Dragon, Ghost, Dark, Steel, or Fairy.*

TWO FAVORITE THINGS ABOUT YOURSELF _____

ONE THING YOU WISH YOU WERE BETTER AT _____

*Integrity, Honesty, Loyalty, Respectfulness, Humility, Compassion, Fairness, Forgiveness, Authenticity,
Courageousness, Generosity, Perseverance, Optimism, Reliability, Self-discipline, Lovingness, Kindness*

GYM NAME AND BADGE SYMBOL _____

OTHER BADGES _____

TRAINER RULES REFERENCE

Observe the Libermón from afar before carefully approaching.

Be careful of their boundaries, ask permission to touch them or their possessions.

Show interest in their hobbies and opinions, compliment them, and try to be yourself.

Suggest an activity and ask them on a date!

DATING!

Ask questions about their life and answer their questions about yourself.

Tell them what you like about them and why they would make a good teammate

Carefully explain Libermón battles and ask them to join your team.

BATTLES!

Train and get to know your Libermón team.

Loudly announce yourself and challenge the gym leader to battle.

If they have no team start a 15 minute timer for them to find one.

Pick your starter and yell, “I choose you, ____!”, then announce their introduction.

On the count of three, start guessing and asking questions to find out their problem.

Guess and ask questions to find a solution that makes them happy.

First to get the solution wins the other trainer’s badge (or whatever you were fighting for).

Losing Libermón is injured and helpless. Do whatever they ask until they feel better.

Get all of the other trainers’ badges to win!