

Little Town
A Storybook Game in a Storybook Land



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Based on the game “Let’s be Dinosaurs!” by Javier P. Beltrán

A charming game in which the residents of a harmonious town come together to prepare for a cherished annual festival.

Get ready to embody cute storybook animals! Imagine Winnie the Pooh, The Wind in the Willows, Hello Kitty, Peter Rabbit, or any other gentle stories from your childhood.

- 3 - 7 players are needed to play.
- Choose one player to be the Reader. They'll read this book aloud, starting on the next page.
- The other players will listen carefully and follow the instructions they hear. They may sit, stand, lay down, or otherwise make themselves comfortable.

You'll also need:

	Time	Materials
Activity	Item	Number
Welcome	This text	1 per group
Imagine a Town	Crayons or markers	1 per player
Be a Cute Little Animal	Blank sheets	1 per player +1 per group
Play a Story		
Conclude		

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Introduction

Reader: don't read the words in italics out loud! They are instructions just for you. The most common one you will see is phrased like this:

*When everyone has read this page and you have all the players, time, and materials you need, say “**Very good!**” and turn the page.*

Welcome...

to a little town full of little animals, joining together in celebration and friendship for their Annual Festival of Light. Each character has their own Light; something special about them that, when they share it, makes their world a better place.

You are going to embody these little animal friends!

Remember to always respect those around you as you describe things and express yourself during the game. Allow them their personal space. Listen more than you talk. If you hear an idea you like, say so! If you hear an idea that doesn't sit right with you, say so!

If you need the game to stop, put your hand up. If you see someone with their hand up, stop what you are doing (including speaking) and put your hand up as well. When we've all stopped and put our hands up, we can make whatever changes we need to, and then keep playing.

Put your hand up if there's something happening that you don't feel great about, or if you need help, or even if you just want to "reset" the volume.

Try it now!

*Reader: get everyone to start talking to each other, then model the "hand-up" technique. Have them try it a few times. When it seems like everyone understands, say "**Very good!**" and turn the page.*



Imagine a town...

full of little animals, on the day before their Festival of Light. We will be those animals, excitedly preparing for their celebration. Let's decide what our town looks like, where it is, and what makes it special.

As we answer each question, look to the natural world and to your favourite stories for inspiration. Though we may be different kinds of creatures, our imaginary world has two rules:

We are all little; no more than five apples tall.

We do our best to live happily together in one harmonious town.

Reader: Hand out a blank sheet of paper and a marker or crayon to everyone, and put one blank sheet of paper where everyone can reach it. Turn the page.

As we decide what our town is like, anyone may offer an idea. When we find something about our town that we're all excited about, we'll draw it on our town map.

If you're worried about forgetting anything, write or draw reminders for yourself on your own sheet. Your sheet is also where you'll write or draw about your own character, later.

What does our landscape look like? Are we in a forest? A jungle? A beach?

*Reader: Let everyone make the decision together, and invite them to write or draw something on their town map to note it. Then, say “**Very good!**”.*

What does it feel like here? Are we in a snowy winter, a lazy summer, or somewhere in between?

*Reader: Let everyone decide together, and invite them to write or draw something on their town map to note it. Then, say “**Very good!**”.*

What are our homes like? Dens? Burrows? Little forest cottages?

*Reader: Let everyone decide together. Don't let them get into too many details; say “**Very good!**” and go to the next question.*

What food do we find around our town? What special dish do we make just for the festival?

Reader: Let everyone decide together. Have them draw some of the foods on their town map! If they start to talk about whether their animals eat other animals, don't let them spend too much time on it. When that's done, say "Very good!"

Watch out! There are some dangers around here! What are they? Are there floods and storms, poisonous plants, or big scary animals?

Reader: Let everyone decide together, and invite them to draw their danger where it lives on their map. When that's done, say say "Very good!"

How are humans involved in our lives? Maybe we see them, and even know their names - or maybe they're not in our story at all.

Reader: Let everyone decide together, and represent their decision on the map however they'd like. When that's done, say say "Very good!" and turn the page.



Be a cute little animal

What kind of storybook animal might you be? Are you a bunny, a bear, a dog? Maybe a grasshopper, a frog, or a snake! Remember you're a bit like an animal and a bit like a person too— you probably walk on two legs and have hands to hold things with.

Everyone has a light that they shine with. Choose the first one that calls to you. Your light is both what you are and how you grow and change. This will help inspire you to tell our story. Be sure to write these down on your sheet.

Reader: Let everyone look at the lights list on the next page. Encourage them to enjoy making their decision, but not to tarry too long. Turn the page for the list of Lights.

FIXER You are serene! You want excellence. What needs correction?

HELPER You are humble! You want to feel loved. What has been making you sad lately?

ACHIEVER You are authentic! You want to feel valuable. What is something you hide?

MAVERICK You are cool! You want to express! What makes you question who you are?

EXPLORER You are open! You want to understand. What are you helpless about?

WORKER You are courageous! You want support and guidance. What can't you decide?

VISIONARY You have vision! You want satisfaction and contentment. What hurts you?

PROTECTOR You are innocent! You want safety. What scares you?

PEACEMAKER You can do it! You want peace of mind. What is fragmented or lost?



Introduce yourself

Tell us who you are! What do you look like? How old are you? How do you dress? What do you carry with you? Do you have an occupation?

Whoever wants to start can start!

Remember you can write or draw these things on your sheet

*Reader: Once everyone has introduced themselves say “**Very good!**” and turn the page.*



Let's tell a story...

about a day in the life of our animal friends. Use your words, actions, expressions, and sounds to describe what is happening and what your little animal is doing.

It is almost morning. Discuss among yourselves what the weather is going to be like today.

Reader: pose each question, wait for the group to discuss, and when it seems like they have an answer, summarize it for them and then move on to the next question.



Good Morning!

Reader: Ask who wants to be the star of the first scene. Choose one of the players who is enthusiastic and ask them these questions....

Where are you? Who is nearby? What is nearby? Why are you the first to wake up?

Choose two other players that you wake up, accidentally or on purpose, and together describe and act out what happens.

*Reader: Don't let the scene go too long! When we have seen what the morning routine is like for these characters, say “**Very good!**” and turn the page.*



Breakfast!

Reader: Ask who wants to start this scene. Choose someone not in the last scene. Ask them these questions...

Where are you? What are you making for breakfast?

Describe and act out making breakfast, and choose who will come to join you.

*Reader: When we have seen what a shared breakfast is like for these characters, it's time to end the scene, say "**Very good!**" and turn the page.*



Go for a walk

Reader: Ask who wants to start this scene. Choose someone not in the last scene. Ask them the following...

Now that you are up and about, pick a friend and take some time to look go around the town.

What other creatures are nearby? What do you see smell and hear?
Together, you spot something that could hurt someone: a root sticking out of the ground? A fire ant hill! Describe and act out, how you make the hazard safe for the other villagers.

*Reader: Let the players tell the story of the scene. When the hazard has been made safe, say “**Very good!**” and turn the page.*



Check out the festival site

Reader: Ask who wants to start this scene. Choose someone not in the last scene. Ask them the following...

There is a place nearby that's perfect for the festival. It is is beautiful and calm. What is it?

Choose some villagers - telling everyone why you invited those particular characters - to come with you and go to the site to see how it's doing. The scene ends when everyone in your party does something to clear out the site for festival preparations.

*Reader: Let the players tell the story of the scene. The scene ends when the festival sight is made ready, say “**Very good!**” and turn the page.*

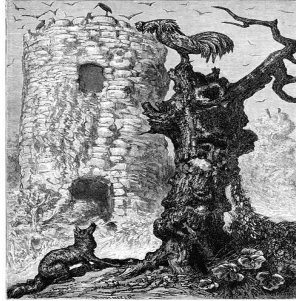


Something goes wrong at the festival site!

Reader: Ask who wants to start this scene. Ask them the following...)

What happens? Is there a problem with the environment? Has something broken? Are there unwanted pests, or a human intervention? Describe the danger, and decide among yourselves who is harmed by the sudden problem. The scene ends when everyone has described and acted out their reactions.

*Reader: Let the players tell the story of the scene. When everyone has gotten to safety, say “**Very good!**” and turn the page.*



Catching our breath

Reader: Ask who wants to start this scene. Ask them the following...)

Everyone is going to reflect in their own way on what just happened. Some of us need to talk it out with a few friends.

Others might need to sit and think, or take up an activity. Everyone will describe, narrate, and act out what they do. The scene ends when everyone has had a turn.

*Reader: Let the players tell the story of the scene. When everyone has had their moment of reflection, say “**Very good!**” and turn the page.*



Let's fix it!

Reader: Ask who wants to start this scene. Ask them the following...

Talk to each other about the problem at hand. Should a new place for the festival be found? Can you fix the original site? Everyone must have their voice heard and respected.

Now everyone can describe or act out their character, with their Light, doing their part to repair the damage or make a new space for celebration.

*Reader: Let the players tell the story of the scene. The scene ends when everyone has had their moment of reflection, say “**Very good!**” and turn the page.*



Share a meal together

Reader: Ask who wants to start this scene. Ask them the following...

The work of problem solving is finished. Tomorrow the festival will begin. Now come together as friends and neighbors. Each person describe how they set up the meal, invite any guests, and serve the food. Once everyone has helped prepare the meal, the scene ends with everyone enjoying themselves.

*Reader: Let the players tell the story of the scene. When everyone has expressed their enjoyment or moment of completion, say “**Very good!**” and turn the page.*



N'exécutez pas le Chat qui dort.

Bedtime

Reader: Ask who wants to start this scene. Ask them the following...

It is now the end of the day, and after all that excitement it's time to go to sleep. The scene ends when everyone in the group takes a turn to describe how they gather for rest, dreaming of the joy of tomorrow's festival.

*Reader: Let the players tell the story of the scene. When everyone has finished their bedtime routine, say “**Very good!**” and turn the page.*



Our story is ending

However, each of you can tell us one highlight of how your little animal enjoyed the Festival of Light.

Reader: Once each player has given their epilogue ask them the following...

Before we leave, there is only thing left to do: give a name to our town. Choose something unique, like something your characters saw or something that happened during our story.

*Reader: Once the name has been chosen, say “**The end,**” and turn the page.*



Debrief

Congratulations on being a cute little animal. You can write your town name down on your sheet, and keep it as a reminder of the adventure we've all shared.

Let's finish our game by each of us taking a brief moment to share gratitude for something someone else did during the game.

Afterwards, you are all invited to continue connecting as you wish.

Thank you for playing Little Town!

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Based on the game “Let’s be Dinosaurs!” by Javier P. Beltrán

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He Was Dressed in his Clothes, artist unknown, 1877,

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Written by Alex Roberts and Shawn Roske
Layout by Shawn Roske
First English Edition: 2018