

A Wake in the Dream of the Last Drawer

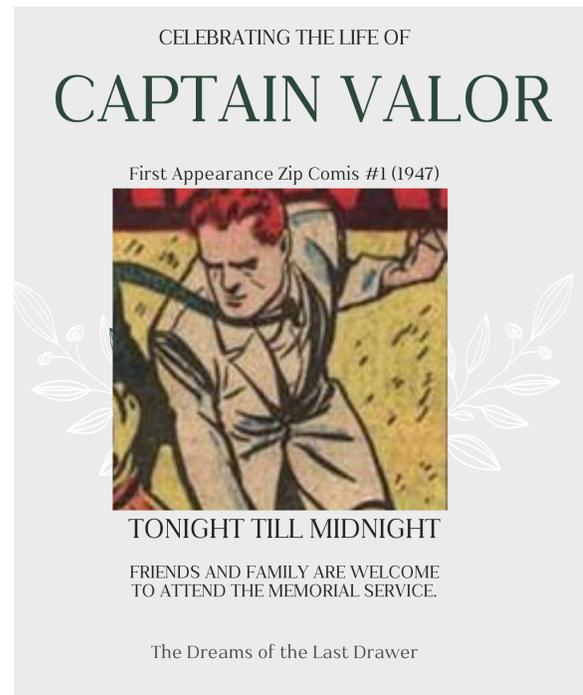
By Christopher Tang

When Last We Left our Heroes

When the comic book closes the Superheroes put up their capes and get coffee in the break room. They talk about their next gigs and the new breakout roles they wish they landed. Some make the big time but others languish. When a character is drawn by a fan for the last time ever and put away never to be seen again the character dies. In their dreams the Last Drawer invites any who would like to say something at their wake to do so and a few old has-been characters come out to pay their last respects.

Captain Valor has received his last drawing and the call has gone out to all those who knew him for his Wake. He came as a backup story in Zip comics and lasted a few years as a vigilante/spy story. After WWII he was never published again

Tonally **A Wake in the Dream of the Last Drawer (Wake)** is a funeral. The setting and stories told should feel like the mad beautiful ideas of early comic books with the wistfulness of a Hollywood retirement home for forgotten actors. Sometimes people need to laugh in order to cry.



Dedication

This Larp is dedicated to the unsung women and minorities who paved the way for comics early days. Women like Tarpe Mills who created the first woman super. Chu Hing created the Green Turtle and was not allowed to make him Chinese so kept the mask on for every appearance.

Make your Own Comic!

You will need: 3-6 players, one Drawer, a die or randomizer 1-6, 90 minutes, 3 spaces.

For online play you will need a chat program capable of creating separate chat rooms: **Outside**, **Lobby**, and **Chapel**. Your screen is your "Panel".

Remember Kids

One person portrays the **Drawer** and acts as facilitator for the game their job is to keep everyone on track and make sure that everyone is enjoying their experience. **Players** refers to the people portraying **Guests** and the **Group** refers to the collective of Players and the Drawer.

Wake is a consent based game so nothing can happen to your character without your permission.

"[GUEST NAME] do you remember the time" this recounts a basic event and allows the player to consent to those events. They may respond "Yes, I remember it that way" to consent or "No, as I recall it..." and then relate what their character was doing in that scenario.

The Group should use some form of safety mechanics. The X Card system is recommended with players making an X with their arms.

The Wake of Captain Valor

Prologue: Prologue (10 minutes+) Assign Guests and discuss any variations you want to make. Discuss what sort of tone you wish to take, whether more raucous or somber. A specific time is decided to be **Midnight**. Rolls are made on the **Who was Captain Valor**

section to determine specifics of this game session. Discuss with the Drawer and the Group if you feel more comfortable bringing your own identity into a character and discussing what sort of "closet" they were in.

Part 1: The Arrival (~15 minutes): Players wait out of play Outside and are invited to the Lobby by the Drawer. Once everyone is in the Lobby and has had a few minutes to converse the Drawer declares that Eulogies will be in the Chapel

Part 2: The Eulogies (30-60 minutes): The Drawer begins with a short dedication. They then invite each Guest up to give a short eulogy.

Intermission: Midnight (8 minutes): The Drawer must interrupt whoever is speaking at the time to say that it is Midnight. Five minutes of silence follow by the Drawer playing "We'll Meet Again" by Very Lynn.

Part 3: The Reflection (15+ minutes): Players go to the Lobby and one by one depart. They spend 5 minutes or less telling the Drawer how they changed their mind about Captain Valor or one of the other Guests.

Epilogue: 10+ minutes post-game cool down

Players congregate in the Chapel again to discuss what happened and process any feelings.

Who was Captain Valor?

#	When he was famous
1	Arrogant jerk
2	True artist, dedicated to the craft
3	Quiet and kept to himself
4	Everyone's best friend
5	Party animal, spent every penny
6	Scared he'd lose it all soon

#	When he lost everything
1	Easy come, easy go. Took a vacation
2	Lashed out at everyone
3	Sabotaged his co-stars
4	Retreated for years
5	Found religion
6	Did work in ads

#	The Later Years
1	A recluse, he spoke to no one
2	Desperate he took whatever background crowd job he could get
3	Tried escape to real world and failed
4	Wrote a book and taught
5	Moved to prose and didn't call anyone
6	Sold drugs

Funeral for a Friend

All characters in the original form are now in the Public Domain. Updates and changes to the characters are the original work of the game designer Christopher Tang and are not derivative of any other adaptations.

<p><u>Ginger Snapp</u></p> <p>Real Name: Ginger Snapp</p> <p>First Appearance: <i>Comic Title #X (Year)</i></p> <p>Origin: Teenage sweetheart at Zip who got her own comic and moved over to a bigger publisher</p>	 <p>Captain Valor: Ex-wife of Valor. Divorced when her career took off.</p> <p>Recent Appearance: Hasn't worked since the 60's but reprints keep her alive. Hasn't talked to Valor since she moved to the bigger studio.</p>
<p><u>Red Rube</u></p> <p>Real Name: Reuben Rueben</p> <p>First Appearance: <i>Zip Comics #39 (1943)</i></p> <p>Origin: Kid who got super powers. No one wanted to cast him once he "learned his lessons" and got older</p> <p>Captain Valor: Worked with Valor at Zip comics. Valor told him to never grow up.</p>	 <p>Recent Appearance: Hasn't worked since he was a kid. Had to take work as a teenage red head's stunt double.</p>

<p><u>Steel Sterling</u></p> <p>Real Name: John Sterling</p> <p>First Appearance: <i>Zip Comics</i> #1 (1940)</p> <p>Origin: Headliner and star of <i>Zip Comics</i></p> <p>Captain Valor: Treated him like crap back during <i>Zip</i> but tried to bring him along later. After <i>Zip</i> Valor didn't trust him and Steel regretted his behavior.</p>	 <p>Recent Appearance:</p> <p>Every few years <i>Mighty Crusaders</i> gets another reboot and Steel gets an appearance. Doing fine but has seen a roller coaster throughout his career. Pretty sure his co-stars resent his success</p>
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<p><u>Texa</u></p> <p>Real Name: Texa</p> <p>First Appearance: <i>Zip Comics</i> #3 (1940)</p> <p>Origin: Villain for Steel Sterling, eight foot tall super scientist in a zeppelin</p> <p>Captain Valor: Valor tried to get her to come over when she got fired from <i>Scarlet Avenger</i>. She refused but her career took a downturn. Now does stunt work.</p>	 <p>Recent Appearance:</p> <p>Started doing "spicy" tall woman work on <i>Deviant Art</i> to keep going.</p>
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<p><u>Zambini the Miracle Man</u></p> <p>Real Name: Zachary Zambini</p> <p>First Appearance: <i>Zip Comics</i> #1 (1940)</p> <p>Origin: Master of magic, coded minority with a turban and a boomerang</p> <p>Captain Valor: Fellow secondary hero at <i>Zip comics</i>. Got recruited to the <i>Mighty Crusaders</i> and Valor was left behind.</p>	 <p>Recent Appearance:</p> <p>Hasn't worked since the 50's. Everyone wants the new flashy sorcerer supreme and not the master magician. Failed lawsuits for various characters in turbans.</p>
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<p><u>Zip Jet Doll aka Rocket Girl</u></p> <p>Real Name: Doris Dalton</p> <p>First Appearance: <i>Scoop Comics</i> #1 (1941)</p> <p>Origin: Brought in as a couple with her and "Rocket-man" who was the real star.</p> <p>Captain Valor: Worked at rival publications. Had an affair with him when he was a free agent and kept in touch as an on-again-off-again fling/affair</p>	 <p>Recent Appearances:</p> <p>Hasn't worked in years and is kind of ok with that. Whenever they bring her back it's always as a second fiddle so maybe it's better to go gentle into that good night.</p>
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