

Be the Dinosaur

A Live-Action Roleplaying Game
designed for Children

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Guild of Syracuse

Originally created for the Liverpool Public Library

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Note: Do Not Read if you intend to play in the game

Backstory:

Librarians have been secretly working on a time portal. So far, they have been able to see back to a specific time, where they see a mother dinosaur that is in trouble.

They have been working to send something back into the time portal. They believe that they can insert a consciousness into dinosaurs from that time. However, they have found that this technology doesn't work with adults, as the adult consciousness is too attached to the body in current time.

So, the researchers have gathered smart and brave children to send them back into time. The children will take on the body of a dinosaur, and will have to work together to help a mother dinosaur get her eggs to the dinosaur common grounds where others can take care of it.

The researchers have learned that they can communicate with the children, but only for brief periods of time. If anything goes wrong, the children's minds will be brought back to their bodies and they will be safe.

Encounters:

1. Briefing Room. Players will be greeted by a Librarian who will explain what is going on. The children will be directed to an area to do research on dinosaurs and decide what kind of dinosaur they want to be.
2. Transformation Station. Players will then have their faces painted with some of the basic features of their chosen dinosaur, which is how the connection is made between them and their target. They will also be given a card with a power related to their dinosaur choice. Groups of 4-6 participants will then go through the Time Tunnel back in time.
3. Meeting Mamma. The players will meet a very sick mamma dinosaur who needs food. Players will have to gather food that she can eat (vegetables). She will direct them to the swamp where her eggs are and then tell them to go on to the Common Ground, where she will come after she rests.
4. The Swamp. The players will have to navigate a swamp using limited resources to get eggs, and then continue their journey.
5. The Attack. The players will have to deal with attacking Pterosaurs using their special abilities.
6. The Common Ground. The players will then join the rest of the dinosaurs in the Common Ground for refreshments.

Encounter 1: Briefing Room

NPCs needed: 1

Resources needed:

- Dinosaur books

- List of possible dinosaurs

The players are welcomed by The Librarian, who invites them to help with a pressing need. The Librarian explains that they have been working on a time portal, and they have the ability to send the consciousness of youngsters to inhabit bodies from the past. They can't send adults because the adults are too well established in their own bodies.

The Librarian explains that there is an important mamma dinosaur that needs help, and that they would like to send the players' minds back in time to inhabit dinosaurs and help the mamma. The players will be safe, as if anything goes wrong, their minds can be brought back to their bodies at any time.

If the players have questions that the Librarian can not answer, the Librarian will explain that this information is top secret, and so she/he can't explain everything.

After the players agree, they will be turned loose to look at dinosaur books and decide what kind of dinosaur they want to be.

Note to Planner: You can either limit the types of dinosaurs to a small subset that you know is covered in the book, or you can leave it open to the participants to find what they would like.

Encounter 2: Transformation Station

NPCs needed: 2

Resources needed:

Face Paints

Dinosaur Power Cards (Appendix B)

Pool noodles or foam pipe insulation in 12-inch pieces with a string through it to hang around the neck (for the dinosaurs with Claws or Horn) or in 24-inch pieces tied around the waist by putting a string through it (for the dinosaurs with Tail)

As each child decides on what type of dinosaur to be, he/she will get some of the basic features of the dinosaur painted on (to keep it simple, start with a base color, and then add horns, scales, or teeth). If the child does not wish to have his/her face painted, they will have a sticker with the name of the dinosaur put on his/her shirt. The face painting or sticker is how the connection will be made between the children and their target dinosaur.

Each child will be able to select the ability their dinosaur is best at, and while the child is getting his/her face painting, the painter will explain the ability and how it can be used. They will also get their weapon (Claws, Horn, Tail) if appropriate.

Here are the abilities. Each child can chose one:

Attack - The dinosaur has a weapon - Claws, a Horn, or a Tail, and can attack with the weapon. The horn and tail need to be held against the body, while the claws are held in the hands.

Flight - The dinosaur can fly. While flying, the dinosaur must continually flap his or her arms, and can not hold anything while flying.

Roar - To roar, the dinosaur screams "ROOOOAAARRRR". This will scare many enemies away.

When 4-6 children are ready to go, they will be directed through the Time Tunnel and into the past. It will be explained to them that if they see someone wearing all white clothing or a white lab coat, that is just an image in their head who can speak to them, but it does not really exist in the past.

Encounter 3: Meeting Mamma

NPCs Needed: 1+1 per active team

Resources Needed:

- White clothing or lab coat
- Dinosaur "costume"
- Laminated cards with pictures of food or fake food items or real food items

As the team emerges from the tunnel, they will be greeted by someone wearing white. This person will introduce himself as a Guide, and he or she will be staying with the team throughout the adventure. The Guide will explain that he or she is just in the mind of the players, and can only do limited communication, so the players should not talk to the Guide unless it is necessary.

The mamma dinosaur will be laying out in a field, and when the players approach, will just mumble being "hungry.. find food." Scattered throughout the field are different cards representing food. The players can find food, but the Mamma will only eat Vegetables. Everything else, she will push away.

Once the players have found three vegetables, Mamma will be strong enough to sit up and explain that they need to go to her swamp and get her 2 eggs, and then take the eggs to the common ground by following the main path. She will warn them about the Pterosaurs who want her eggs, and encourage them to hurry. She will rest a while longer, and then will meet them at the common ground.

The Guide will go along with the players.

Encounter 4: The Swamp

NPCs needed: 0

Resources needed:

- Black Plastic sheeting or dark tarp, 20 feet wide.
- 10 white posterboard circles or paper plates, 6 inches across
- 1 white poster circle, 2 feet across, with a brown nest drawn on it.
- 2 large balls as dinosaur eggs.
- 2 planks, each 4 feet across.

The players will find the Swamp. The Guide will explain what they see.

“This is a tarpit, so be careful that you don’t get stuck! There should be some things around here that can help you get across as a group. The exit is on the other side, so you all have to cross. The white circles are rocks, and should be safe to be on. The eggs are in the middle of the tar pit.”

The tarpit will be represented by a 10X20 foot swath of plastic. In the middle will be a 2-foot white circle with a smaller brown circle on it, representing the nest. In the nest will be 2 large balls, which will be the dinosaur eggs.

Scattered around the tarp and taped to it are smaller white circles, which represent rocks. There will be two 4-foot planks, which will be able to connect pairs of circles. Not all circles should be needed.

The players will have to put down a plank and walk onto it, and then pass the next plank up to be placed in front of the group. All the players can then walk onto the new plank, and pass the other one up. This process can be repeated to the middle island, and then two of the players will need to carry eggs.

If someone falls into the tarpit, they will need the help of two others to pull them out.

Players with the “Flying” ability may fly over the pit, but can not carry anything while they are flying. Therefore, they can move ahead without needing to stand on the planks, but can not carry an egg or plank.

If the players are stuck, the Guide can help with directions to help them cross.

There is a path on the other side. The Guide will travel with the players.

Encounter 5: The Attack

NPCs needed: 2

Resources needed:

- Pterosaurs costume and/or laminated picture of Pterosaurs.

While the players are continuing on the path, they are attacked by 2 flying Pterosaurs. These will start dive-bombing and swooping toward the eggs, reaching out to grab at the eggs. The Guide will tell the players to scare them off and then hurry on.

The players can fight back using their powers in different ways. Any creative use of the power should work, at least temporarily. The Pterosaurs can hover around different players, encouraging them all to try using their powers.

- Roar: The Roar will scare away the Pterosaurs for a short while, but they will come back.

- Flight: Players with flight can lure the Pterosaurs away from the rest of the group

- Horn or Claw or Tail: The player can use the Horn or Claw or Tail (part of a pool noodle) to strike at the Pterosaurs, which will drive them away.

If the players dawdle, the Pterosaurs will return until they move on. The Guide will accompany them.

Encounter 6: The Common Ground

NPCs needed: None, as parents can be waiting here.

Resources needed: Snacks

The Guide tells the children that they are at the Common Ground, and they can deliver the eggs here. He/she thanks them for their help, and explains that they can spend as much time here as they would like until it is time for them to be called home. If they wish to “wake up” at any time, they just need to imagine that they are going back into the tunnel, and they will be back in their normal time. Their ability cards and weapons will be collected from them.

At the common ground, the parents can be waiting for their children. If they are willing, they can also be painted with some dinosaur features and take on the role of a dinosaur to enjoy interacting with their kids in a different way. There will be a nest where they dinosaur eggs can go.

As the teams finish, they will all end up in this area, and can enjoy spending time with each other until the event is finished.