

ROCKS FALL, EVERYONE DIES: DINOSAUR EDITION

A GAME ABOUT GIANT REPTILES FACING MORTALITY FOR 6 - 20+ PLAYERS, PLAYED IN 1.5 - 2 HOURS
BY NICOLE WINCHESTER

WHAT'S HAPPENING:

Life's been pretty good for giant reptiles over the last thousand years or so, but lately something hasn't been quite right. There's a weird burny thing in the sky different from the usual weird burny things, and there's an itch deep down in your lizard brain that urges you to run. Instinct gives you no direction in which to run and even if it did, there's no place to run TO. The sky is on fire and the ground shudders beneath your claws. Something big exploded far away, and it's bad news. This is the end. Or is it?

BEING A DINOSAUR:

- Dinosaurs are smarter than we thought, with the capacity for reason and language.
- Dinosaurs can all speak the same language. However, velociraptors may speak their own language, etc.
- Dinosaurs all exist in the same time and space. Yes, they do.
"Wellactuallyosaurus" can't exist in "Whateverous" Period, I don't care. They do now.
- Dinosaurs only have 60 - 90 minutes to live. Oh no!
- There can be more than one kind of Dinosaur.

DINO SUPPLIES:

- One to two watch/phone/clocks with alarm
- One facilitator (who may also play)
- Optional: Dinosaur and dinosaur-like hats, masks, capes, puppets, toys...

HOW TO PLAY:

- Decide how long you want to play, 60 or 90 minutes. Games with more people may require more time. You can also ask your players how long they would like to play.

- Have the players do the workshop included to release their inner dinosaur.
- Have the players choose characters (or assign characters, as you like.) There are 10 - feel free to make more!
- Set an alarm for 55 mins and 60 mins (or 85 mins and 90 mins.)
- Read the introduction from above, the ideas for play and instructions for conflict, and begin the game!
- When the first alarm goes off, tell the dinos that the trees are burning around them: they have 5 mins to live.
- When the second alarm goes off, all dinosaurs should die a horrible death. RIP, Lizard Kings.
- Debrief. Take a moment to de-lizard and discuss the end of the world.

IDEAS FOR DINOSAUR PLAY - HOW TO HANDLE THE APOCALYPSE:

- Make peace and amends with your fellow lizards - the end is nigh
- Try to eat that dinosaur that you've had your eye on or has been pissing you off
- Hide from dinosaurs that are trying to bite or eat you - that is not part of the plan, end of the world or not!
- Find a way out of this! Maybe you can fly or swim away, or build a cave shelter
- Mourn or rage at the end of the world - your time here was too short
- Party or otherwise lose inhibitions (if lizards have any) - it's all over soon anyway!

ON LIZARD CONFLICT:

- Dinosaurs cannot fully die until the world ends, because it's more fun that way
- Biting, stomping, goring and other attacks can be mimed near the target, with the target determining the result of the attack

- Attacks can also be mentioned to the target (i.e.: "Oh, sorry about my tail. Again."), with the target again determining the result

WORKSHOP: CHANGING CHARACTER:

- Get the players to walk around the space, using the whole space, in a 'neutral' manner
- Give them the following adjectives to express in their walk and movements: Sneaky, Strong, Nervous, Gigantic, Careful, Predatory, Lumbering, Proud
- Add in facial expression and sounds as the players get warmed up and break the ice
- Play until you think the players are ready to be dinosaurs
- In the last round, tell the players to go off the scale with dinosaur intensity and physicality! Give them permission to be as big and silly as possible with their dino-ness.
- Play along with your players to help them get in the mood - especially if you are playing!

DINO DEBRIEF:

- Come together for a few minutes after the end of the world to check in with one another. Did you have a good time? What was enjoyable? What was surprising?
- Go through a round of apologies to the player of the dinosaur that your dinosaur most grievously wronged. If you ate someone, say you're sorry.
- Thank each other for the experience, and remind one another the world is not actually ending.



VELOCIRAPTOR

You are sneaky, cunning, and fast, but think you are smarter than everyone else. You are cliquish and only like to hang out with other Velociraptors. You don't MEAN to hunt other lizards, it just happens.

(Multiple Velociraptors, may act in a pack.)



SPINOSAURUS

You are gigantic, bigger than pretty much everyone else - but they never acknowledge it, and that hurts. You think it's because you spend more time in the water. You could eat them all, but you mostly like fish. You would eat them all if you really felt like it.



TYRANNOSAURUS REX

You are huge, the king of the lizards! The king is NOT that Rajasaurus, who's that lizard anyway? You are very sensitive about your small arms. You like lizards that affirm your position as the best.



PHORUSRHACID

You are a 'terror bird', but you can't fly. That really makes you mad, so you like to bite people. You don't know where this 'terror bird' thing came from. Lizards are so sensitive, they can't take a little bite. It really makes you mad.



PTERODACTYL

You can fly and other dinosaurs can't and that makes you pretty awesome. You are definitely NOT a Pteranodon, and you get insulted if you're confused. You mostly like to eat fish and small animals, so you find carnivores a little disturbing.



RAJASAURUS

You are a giant, king of the lizards, not the Tyrannosaurus, who is clearly too sensitive about his arms to be a ruler. Your arms are small but you work on them - does that lizard even lift? You like lizards that don't like Tyrannosaurus Rex.



PTERANODON

You are winged like a Pterodactyl, but you are NOT a dinosaur, nor a Pterodactyl. Remind everyone of this. You think not being a dinosaur makes you special and different, and only really hang out with dinosaurs because there's no one else in this part of town.



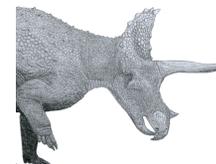
STEGOSAURUS

You move slowly, you think slowly, you decide slowly - but once you decide, you are quick to act. Your spiky tail protects you by instinct and sometimes has a mind of its own - it's terribly embarrassing. You like other herbivores; they don't make you nervous.



BRONTOSAURUS

You are massive and lumbering, and some say not terribly smart, but you are also gentle and careful. You don't often like the company of other lizards, but sometimes seek it out in times of celebration or crisis.



TRICERATOPS

You are stubborn and large. You are also loyal, with tremendous armored resilience. You don't get mad quickly, but when you do, you get very very mad and have the urge to gore lizards. You like other herbivores, you like to gore carnivores whenever possible.