

LAIKA



her emotions are stars
we are a constellation

LAIKA

A roleplaying game by Brie Rosethorn.

INTRODUCTION

This game is inspired by Laika, the first dog in space. Over the course of this game, you will play an Aspect of a dog, telling stories driven by prompts. These can be relating to your past, growing up as a puppy on earth, or your present, as you float in the void of space.

PRIOR TO PLAY

Laika deals with heavy themes. Even if all your stories are positive, one intrinsic to the game, is an animal dying alone in space. Have a discussion around what themes you are comfortable with in this game. Examples of themes to discuss are animal cruelty, dependency, science including the cost of discovery.

Safety tools are an important part of any roleplay experience. Use your favourite (X-card, script change, etc.).

Requirements: one pen/writing instrument, one large sheet of paper to use as your Constellation map, and the Stories opposite.

Optional: Aspect Cards, different coloured pens for each player.

PLAYERS (1-6)

ASPECTS

Food — Play — Territory — Smells — Comfort — Alert

If playing solo, rotate different Aspects of your dog till six stories have been told.

If playing with two players, select two Aspects of your dog each.

Three plus players, select one Aspect each.

STORIES

- ✦ What is your happiest memory, and what has reminded you of it?
- ✦ What frustrates you most about humans/your human?
- ✦ What do you do when your human is sad, and why do you want to do it now?
- ✦ When have you felt most free?
- ✦ What are you trying to forget?
- ✦ What is the most beautiful view you've seen?
- ✦ Why do you feel a connection to the stars?

PLAYING THE GAME

In the middle of the table, set out your Constellation map. Select a prompt, and tell a story from the perspective of your Aspect. Then, draw 1–3 stars on the map. If your story is relevant to others that have been told, draw lines between your stars and theirs. If the previous player did not draw any lines, then you must, explaining why your story is relevant to at least one other told.

ENDING PLAY

At the end of the game, once each Aspect has told their story, look at your groups Constellation. Discuss as a group if you think any more stars should be connected, now that you know your dog better. Draw one last star, and decide what their last wish is. Close your eyes as you say it out loud.

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Proceeds from this game will go towards sponsoring puppy training for a dog family that would struggle to afford it otherwise, at Laika Pet Training in Melbourne, Australia.



<https://www.laikapettraining.com/>

Written by Brie Rosethorn (@gartnetsiren), using the Auster and LiveSimply typefaces.

Written on the land of the Boon Wurrung and Woiwurrung (Wurundjeri) peoples of the Kulin Nation, with all possible respect to their Elders, past and present. This land was never ceded.