

## CREATING THE SUMMER CAMP

Follow these steps to create your Summer Camp. Make a map on a piece of paper. Scrawl notes as you need.

### DRAW THESE:

- The Field At The Center Of Camp
- The Lake
- The Fire Pit
- The Oldest Tree In The Woods
- The Bunks

### EACH PLAYER CHOOSES 1:

- The Nurse's Cabin
- The Creek With Mud Castles
- The Performing Stage
- The Field Everyone Dreams About
- The Best Stargazing Field
- The Sneaking Path
- The Hidden Picnic Bench
- The Petroglyph Boulders
- The Swamp Full Of Mosquitos
- The Path Covered In Cairns
- The Mushroom Log
- The Secret Kissing Grove
- The Abandoned Stone Wall

### AS A GROUP, CHOOSE 2:

- Camp Cat
- Courageous Leaders
- Culture Of Honesty
- Economic Prosperity
- Minimal Camper Drama
- Long Administrative Memory
- Protected Property
- Easy Access To Public Transportation
- Understanding Parents

### EACH PLAYER DETAILS 1:

- Where the fire pit used to be.
- Where the frogs used to sing.
- Where the faerie houses used to be built.
- Where the path used to go.
- Where you used to sneak away to watch the sunrise.
- Where you realized you weren't straight.
- Where the oldest cabins are.
- Where the witch was spotted.
- Where kids kissed when you were young.
- Where you confessed your childhood crush.
- Where the great battles of youth took place.

### WHAT HAPPENED LAST TIME?

- Half the camp danced into the lake and woke up freezing.
- Flayed animals roamed the woods.
- One of your friends died.
- The cops showed up and shut everything down.
- Each one of you got a scar in the same place on your faces.
- No one remembers—it's been too long.



## THE FIELD

The Field is young, bright, and full of life and victorious play. It is here where young warriors play under the hot sun and where happy-go-lucky teens fool around within the shade. It is a place for doing, not for talking, and its heart is the rhythm of movement and innocent joy.

The Field is a place overflowing with energy. It desires decisive action, movement, fun, happiness, peace, fast travel, and community coming-together.

The Field can be many fields in the Summer Camp, but it is always the Field.

### TIPS:

- Create invitations to play—with animals, with each other, with the land.
- Reward action in whatever form it takes.
- Ask compelling questions and build on the answers others give.

## —SLEEPAWAY—

### PICK UP WHEN:

- A scene is set in the Field.
- Someone is frantic or hurried.
- The mist clings to the grass in the morning and it feels right.

### GIVE AWAY WHEN:

- You need to take a breather from the energy.
- You need to frolic.

### CHOOSE 2 AESTHETIC ELEMENTS:

- Tall Grass
- Freshly Mowed
- Vibrant
- Mist-Covered
- Teeming with Life
- Well-Trodden
- Untouched
- Damp
- Dewey
- Exuberant
- Clearly Loved

### MOVES:

- Provide insight and fresh eyes on another Setting Element.
- Invite a moment of healthy communication.
- Resolve tensions through play.
- Cause injury without meaning to.
- Create an Item that will help.
- Create a Staff Minor Character.
- Provide another Setting Element's desire.

*After every Move, ask "What do you do?"*



## THE WOODS

The Woods are an old place, far older than the camp, and filled with the aching pain only acquired from generations of trauma. The Woods are dedicated to revealing, opening, and inspiring, but are also apathetic and filled with the weight of its own memories. If you treat the Woods with respect, it might respect you. Live within the Woods, and you'll become one of its own.

The Woods are a mournful place. It desires to be left alone, to bring together, to heal, to talk, to reveal, and to live independent of cruelty and misunderstanding.

If there is a Ropeskeeper, use their answers for information here. They should start with the Woods. Otherwise, answer those sections and write them down yourself.

### TIPS:

- Act quietly, through framing scenes and asking questions.
- Explore the majesty of something that has an emotional life independent from a human idea of feelings.
- Ask compelling questions and build on the answers others give.

## —SLEEPAWAY—

### PICK UP WHEN:

- A scene is set in the Woods.
- Something from the Woods emerges into the camp.
- The air is thick and misty and it feels right.

### GIVE AWAY WHEN:

- The Woods feel incomprehensible, deeply unsafe, or exhaustingly mundane to you.

### WRITE YOUR IMPACT:

### CHOOSE 2 AESTHETIC ELEMENTS:

- Old Growth
- Young
- Evergreen
- Deciduous
- Swamp
- Tangled
- Clearcut
- Surrounded
- Sprawling
- Intelligent
- Pained
- Healing
- Hopeful
- Distrusting

### MOVES:

- Perform your Impact (as written by the Ropeskeeper if present).
- Lead people together, even if they don't want to see each other.
- Create a Staff Minor Character.
- Reveal a new secret that must be grappled with.
- Express the Woods' pain.

*After every Move, ask "What do you do?"*



## THE LAKE

The Lake is where secrets go to die. When it is present in the story, it seems to cover up and distort truth by swallowing it under the waves. Although the Lake is not an agent of the Lindworm it can often work in the Lindworm's favor, hiding its influence and putting others in danger.

The Lake is a hungry place. It desires to conceal, to feed on secrets, to smother, to kill, to grow beyond its banks, to seduce, to lure, and to keep the truth hidden beneath its waves.

Anyone can start with the Lake except for the Lifeguard. The Lifeguard never ends up with the Lake unless it makes perfect sense.

### TIPS:

- Create good reasons for someone to either literally or metaphorically enter the Lake.
- Be filled with the alien, beyond what is expected.
- Ask compelling questions and build on the answers others give.

## —SLEEPAWAY—

### PICK UP WHEN:

- A scene is set by or in the Lake.
- The Lake has wisdom (or false wisdom) it must offer the camp.
- The air is murky, misty, and it feels right.

### GIVE AWAY WHEN:

- Your Character needs to keep a secret.
- The Lake feels too dark and too exhausting to bear.

### CHOOSE 2 AESTHETIC ELEMENTS:

- Shining
- Vast
- Rippling
- Misty
- Forbidden
- Muddy
- Algae-Filled
- Plentiful
- Deceiving
- Reflective
- Revealing
- Hungry

### MOVES:

- Work to keep a secret from being revealed.
- Push people apart, through coincidence or geography.
- Fabricate a falsehood.
- Create a Staff Minor Character.
- Feed the waves.

*After every Move, ask "What do you do?"*



## THE CAMPERS

The Campers are a diverse body of fools, fiends, and toadies, who love nothing more than to get up to terrible mischief and vex your existence. And you love every single one of them, oh so much. The Campers are young and full of confusion, but are also always capable of more than you'd expect. The Campers are capable of helping you and each other, but can never understand the stakes of the Lindworm.

The Campers are a group of kind souls. They desire freedom, autonomy, space to make mistakes, parental guidance, wisdom from elders, fun, jokes, and drama.

The Counselor never begins with the Campers, and should avoid picking them up.

### TIPS:

- Create lovable Campers, who even at their worst are relatable, and reveal their anxieties and capacities.
- Be helpful when expected to be useless, but fail when it is reasonable to fail.
- Play, fight, bicker, run around, have feelings, and be honest.
- Ask compelling questions and build on the answers others give.

## —SLEEPAWAY—

### PICK UP WHEN:

- The Campers speak up as a group.
- A Camper should have their voice heard.
- The air is warm and it feels right.

### GIVE AWAY WHEN:

- You cannot understand why the kids are this way right now.
- You want to talk to a Camper.

### FOR EACH CAMPER, CHOOSE 2 GENDERS (1 FROM EACH COLUMN):

- |                                     |                                 |
|-------------------------------------|---------------------------------|
| <input type="radio"/> Masculine     | <input type="radio"/> Cicada    |
| <input type="radio"/> Feminine      | <input type="radio"/> Fox       |
| <input type="radio"/> Full          | <input type="radio"/> Eagle     |
| <input type="radio"/> Empty         | <input type="radio"/> Pillbug   |
| <input type="radio"/> Open          | <input type="radio"/> Worm      |
| <input type="radio"/> Closed        | <input type="radio"/> Faux Wolf |
| <input type="radio"/> Ajar          | <input type="radio"/> Dragon    |
| <input type="radio"/> Adjacent      | <input type="radio"/> Robin     |
| <input type="radio"/> Crossing Past | <input type="radio"/> Coyote    |
| <input type="radio"/> Above         | <input type="radio"/> Lion      |
| <input type="radio"/> Below         | <input type="radio"/> Moth      |
| <input type="radio"/> Inbetween     | <input type="radio"/> Butterfly |
| <input type="radio"/> Overflowing   | <input type="radio"/> Tree      |
| <input type="radio"/> Vacant        |                                 |

### MOVES:

- Show someone starting something new.
- Remind everyone what they're fighting for.
- Reveal vulnerability through reflection.
- Create a Camper Character.
- Introduce drama and contention.

*After every Move, ask "What do you do?"*



## THE MAGIC

The Magic is a force, something that pervades all of existence and inhabits the secret parts of the world where humans haven't been. To guide the Magic is a process known as Crafting, something that can only be done carefully and precisely. The Magic is only as violent as its users, but it can also be a capricious and odd force. No one knows if the Magic is real, but it feels like it is in its quiet and subtle ways.

The Magic is a tricky force. It desires stories, adventures, heroes, villains, art, beauty, joy, and above all, improbable coincidences.

The Crafter begins with the Magic, but should put it down quickly.

### TIPS:

- Push for odd coincidences and unexpected events that slam disconnected plot elements together.
- Never discover whether or not Magic is real.
- You help weave the story into something cohesive. Utilize that.
- Ask compelling questions and build on the answers others give.

## —SLEEPAWAY—

### PICK UP WHEN:

- The story needs a little tying together.
- There's some electricity in the air and it feels right.

### GIVE AWAY WHEN:

- You want to ask the Magic for help.
- The Magic is taking up too much space.

### CHOOSE 2 VISUAL METAPHORS:

- Fireflies
- Cicadas
- Flaming Embers
- Smoke
- Mist
- Flashlights
- The Moon
- The Stars
- Eyes in the Darkness
- A Specific Knobbled Tree

### MOVES:

- Act through something unaware.
- Provide unexpected tools.
- Create a Villain Minor Character.
- Create a Savior Minor Character.
- Provide a moment of impossibility when needed most.

*After every Move, ask "What do you do?"*



## THE STRANGENESS

The Strangeness are the old creatures of the world who arrived to this barren Earth long before we did, and carry with them the rats and pests and squirming pieces of faraway lands. They have blood on their hands but they do not allow it to phase them, preferring instead to dwell on what could've been. The Strangeness knows about things they shouldn't, and have many secrets and truths to offer—if you'll listen. Sometimes, the Strangeness is just a possum that keeps walking after getting hit by a car. Sometimes it is an entire commune beneath the hills, with their own laws and a god made of broken concrete. They are not the Lindworm, but perhaps they can help.

Read the Act instructions for whether or not the Strangeness should be in play, or if there's something more explicit (such as a Strange Setting Element, found later in this book).

### TIPS:

- Be subtle at first, so subtle that people don't realize you're playing as the Strangeness.
- Imply something larger that no one can understand.
- Imagine something more bizarre than you started with.
- Ask compelling questions and build on the answers others give.

## —SLEEPAWAY—

### PICK UP WHEN:

- The world is alien and uncomfortable and it feels right.

### GIVE AWAY WHEN:

- You need to confront something profoundly odd.

### KEEP TRACK OF STRANGE EVENTS:

Whenever you think an event meets with a specific theme, mark it on the Strangeness Table. When you consult the Strangeness Table, follow whichever has the most tallies by it.

### MOVES:

- Foreshadow Strangeness.
- Decide something about the world.
- Offer an unexpectedly useful Item, without your presence being known.
- Hint at a secret that changes everything.
- Quietly push people in weird directions.
- Cause injury under mysterious circumstances.
- Create a Minor Character with ominous intentions.

*After every Move, ask "What do you do?"*

### THE STRANGENESS TABLE:

If the Strangeness is in play, keep track of the themes of the game using this table. Whenever a Strangeness has more than 3 tallies its associated themes, begin to foreshadow that Strangeness using the aesthetic elements next to its name.

|                             |                           |   |
|-----------------------------|---------------------------|---|
| <b>THE MURDER OF CROWS</b>  | Destiny, Heartbreak       | Feathers, objects in groups of three, tangled thread  |
| <b>OUR LADY OUBLIETTE</b>   | Cold, Forgetting          | Unseasonable cold, unrecognized kids, Fuzzy memories  |
| <b>THE SLUMBERING BEAST</b> | Dreams, Conquest          | Haunting dreams, omens, mist from holes in the ground |
| <b>THE UNDERHILL KING</b>   | The Underworld, Authority | Dirt, strange calls from the mountain, hoofprints     |