

Get Your Ducks In A Row

A short LARP
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GET YOUR DUCKS IN A ROW

This is a short GM-less LARP about stressed out ducks.

It requires 6 to 20ish players

You will need writing utensils, index cards, and nametags

This LARP is good to play with children

People may come and go during the game

This is a great game to play outside

Someone should read this document. You could pass it around and have each person read a paragraph.

You are all very stressed out ducks. Very soon you must fly south for the winter. You have so many worries and questions about this process. Do you even know what that means? Have you ever done it before? What will you find there?

The safety of your fellow ducks is very important to you. **You shouldn't touch another duck without their permission. No adult topics should be brought up in this game, even if only adults are playing.** Let's just be wholesome together. Death may come up as a topic because it is something to be anxious about on a journey. Please handle this topic with care and gentleness. If at any time any topic or question becomes too much for anyone just quack three times quickly in a row and the topic will be ended.

Lets all practice quacking quickly three times in a row! *Wait for everyone to quack quickly three times.*

If you need to leave for any reason go ahead and go and don't worry about the game. It works just fine when people drop in and out.

For the purpose of this game we're all going to use whatever name you decide to write on your nametag. If it's your real name that's fine. If it's some dope duck name like FyreQuacker or SparkleFeather that's fine too.

Now let's all come up with one question about your upcoming journey, your own role in helping everyone on the journey, or about another duck character. You can write this question down on an index card or you can just remember it in your head. Think of creative questions that someone else might not ask, but if you can't think of a question don't stress, ask one of these:



How can I help us get to the south?



What dangers will we encounter on our journey?



Where, exactly, are we going?



What is a mountain?



How is it that we can fly?

Give a few minutes for players to think of and write their questions.

Great! Now here's what we're going to do!

If you're very little, like 2 or 3 years old, you're just going to pretend to be a duck. It's duck time! Fly around! Quack! Hang out with your fellow ducks! Heck, you don't have to be little to take this track. If just being a duck is your speed, then be a duck.

Everyone else:

As ducks, you need to get in two rows in a V shape to fly south. However, you can't get it together because you're so stressed and confused! You all have so many questions! **You must ask your question to three different ducks.**

If you are asked a question you should make up an answer. Anything you want! Be silly! If all three ducks give you the same answer, great, start forming rows. But if the three ducks do not agree you must talk to them all again until they all agree. Feel free to get them together and hash out an answer. If one of your ducks leaves just ask another duck! If you get frustrated feel free to quack it out. Just remember that if you quack quickly three times in a row that means the topic is over.

The goal isn't to get in the row fast. It's to ask interesting questions and have interesting conversations about our journey. Once you're done having conversations and three ducks give you the same answer you can start getting in the rows to form a flying V with your duck friends.

Play for 40 minutes (or until all ducks are in V formation) then continue reading.

END OF GAME

Once you're all in the flying V rows flap your wings and fly south off on a new adventure!

It's okay if the ducks never get into rows. After 40 minutes the game is over no matter what. We can't always line our ducks up into tidy little rows. Did you have fun being ducks? If so you still win!

DEBRIEF

Now we are no longer ducks. We are people again. As people, stand or sit in a circle depending on your needs. Go around the circle and each person should say one thing they really liked that another player did. Then, go around the circle again and each person has a chance to say what, if anything, they found hard or frustrating about the game, and maybe people can talk about it a little bit. Lastly, read the definition below and chat about why it might be important in communities:

CONSENSUS(noun): a generally accepted opinion or decision among a group of people.

When you are done discussing, the game is over! Thank you for playing Get Your Ducks in a Row!