FOUR KIDS PLAY A GAME

AN RPG CREATION MYTH

DESCRIPTION

Four Kids Play a Game is a tabletop role playing game about the creation of a new world and the personal development of those who would become its gods. gods. Inspired by Andrew Hussie's Homestuck and similar stories, the goal of this game is to define the adventures of a small group of children as they fight and work to create a new world after the apocalypse.

WHAT YOU'LL NEED

To play this game you will need:

- Three to Five People (One GM, and Two to Four Players)

- Several Sheets of Paper

- Pens and/or Pencils

- A Good Amount of Time

STARTING

To start the game, get each player a piece of paper (This is the Character Page and is used to track the player character and their story), and then put a piece of paper between all the players (This is the World Page and is used to track the world the player characters inhabit and create). Then each of the players should go through the character creation process, completing one step at a time before letting another player complete their next step. Then the GM should follow the steps of the Establishment section to get the game started.

CHARACTER CREATION

1. Define your characters name as well as up to two interests and hobbies they have. Write these on your Character Page.

2. Define your characters Class and Aspect
-A class is a traditional RPG class such as knight or wizard, and represents the way you express your interaction with the world and your aspect.
-An aspect is a metaphysical concept such as time or soul, and represents something that is integral to your characters development and their domain as a god of the new world.
Write your class and aspect onto your Character Page.

3. Define your powers. As you start the game, you have unique powers unusual for people of your world. Your power is based on your previously defined interests as viewed through the lens of your class and aspect. Write your powers down on your Character Page.

4. Each other player defines a weakness in your powers. This could be a separate weakness or something that despite your powers definition you can not do. Then, you define what is holding you back from overcoming this weakness. Write all of this in your Character Page.

ESTABLISHMENT

1. The world is about to end, there is nothing anyone can do about it, it's not by human means, its simply the cyclical nature of universes. As part of this cycle, the universe spawns a sort of egg for a new universe in the form of a game that the player characters will have access to an early version of. Work with the players to describe what kind of game this is and its name. Write this description on the World Page.

2. Before the game begins, the players are already tied together such that they would always play the together. Each player should describe how they know the player to their left and why they talk regularly. Each player should then write their connection to their left and right character on their Character Page.

3. Personal development is not only internal, but is also about understanding the world better then you did before; the players are about to be sent into a strange world they do not understand; here, their characters will need to learn about the world without traditional means. Work with each player to establish a mystery, this mystery could be about the origin of something in the world, a strange mechanic of the game, or maybe the meaning to a piece of strange knowledge. Let the players create things about the world as you establish these mysteries. Write each mystery on the World Page.

4. As the players begin the story they will be immediately thrust into a dangerous situation. The world is ending and they need to get to safety within the game, where they can find home and avoid the end of the universe. Using the Problem rules on the next page start by giving each player a goal of getting to safety within the game and establishing whats getting in their way. Each player should write their problem on their character page.
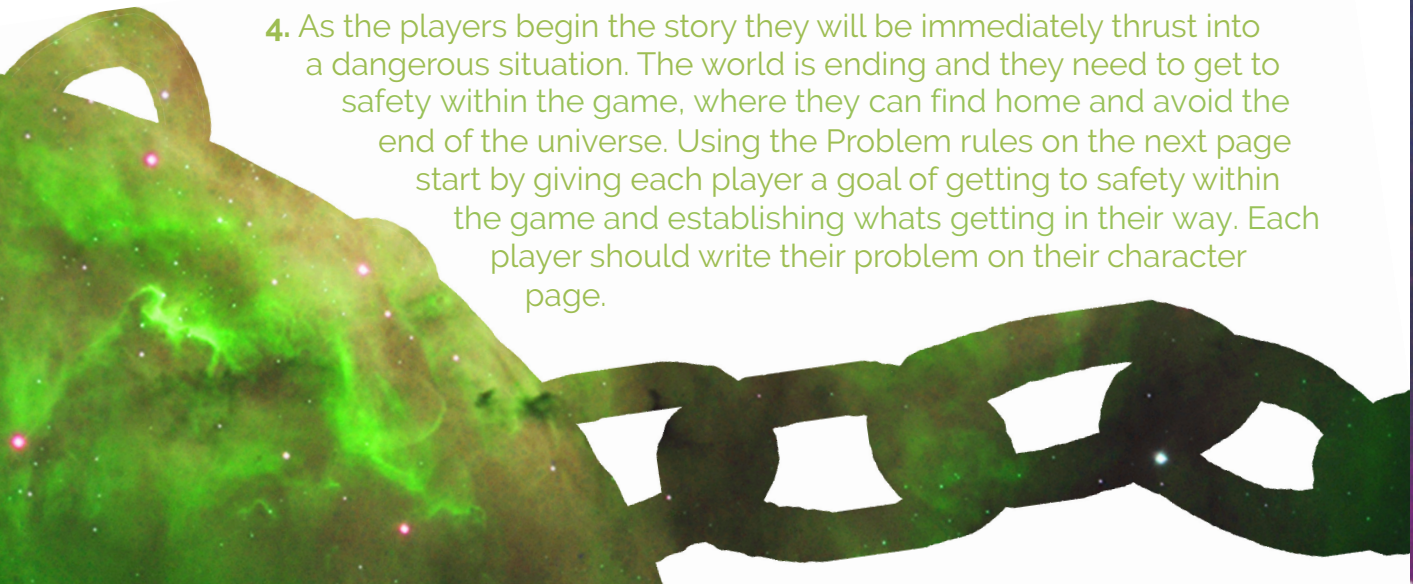
PROBLEMS

Players are never in a position where they do not have problems, not until the point where they succeed at creating a new world can they even have the potential to be in a situation without problems. Whether caused by the world around them, or as blockages on their way to completing goals and solving mysteries, the players should have an established problem at all times.

To create a problem, first establish the actual blockage, such as "The Red Hat is impeding my progress to The City of Stars" or "The code of the game does not allow me to create new life". This should never be something a player could already overcome. The player with the problem should write this on their character page. Then the GM should define the things the player needs to do to be able to overcome this problem. The player always has the following task necessary to complete a problem:

-Overcome an insecurity that is keeping your powers weak.

Then select 0-2 of the following additional tasks based on the relative difficulty of overcoming the problem:

-Get the assistance of a new and/or untrustworthy character
-Sacrifice something meaningful to you
-Make a hard choice about the future of the game and the world you create
-Create a problem for another player
-Find a maguffin that will get in the hands of villains eventually

The player should then write the tasks needed to resolve the problem below the problem on the player sheet.

Players complete tasks through defining collaboratively with the GM and other players how the tasks would be completed and then role-playing the developments. Players should take turns with role-play scenes to get towards completing their goals. The next page describes in more detail how to create scenes. When a player overcomes an insecurity they should cross off the insecurity and weakness from their Character Page. When a player has completed all the tasks necessary to overcome a goal, create a scene where the player gets to finally overcome their goal. Then, create a new goal for the character. If completing the goal answered a question from the world page, cross it out and add the answer.

SCENES

Scenes begin as player characters reach points of resolution in their story, completing tasks or overcoming milestones. Players take turns creating scenes to complete tasks needed to resolve problems, and players may always have a scene when they complete a goal. Of course, if the players and GM agree a scene may be started at any time to cover an interesting moment or fill in the story.

To start a scene, first, the player who the scene is the focus for and the gm should establish what is to happen in the scene aswell as any characters present. Players always role-play their player characters, however non-player characters can be role-played by the GM or other players who's character is not present.

A scene can be many things, it could be a moment of conflict between a player and an enemy, a moment of discussion between two players as one reveals secret actions to another, a moment of realization about your life matched with a flashback to the origin of your insecurity, or anything else.

While playing out the scene, players act in character and describe the world around them until the point that the meaning of the scene has been completed and resolved to a level where the player starting the scene is happy with it.

If during a scene something is established about the world that is not on the World Page, write it onto the World Page. If at any point a fact about the world is no longer true, cross it off.

ASCENSION

When a player has resolved at-least half (rounded up) of their insecurities they may choose to ascend instead of the GM creating a new problem. When a player ascends they became a god in the form of their class and aspect. When a player does this they must answer the following questions:

- How do you want the new world you create to be different then the one you lived in before and the game you play in now?
- What greater metaphysical power do you manifest that allows you to create your world in this image?

The player writes the answers on their Character Page. The player then gains a special problem; "Manifest your will on the new world by _____ using your awakened abilities". As with other problems the player has tasks they need to complete to resolve it - however the player does not need to "Overcome an insecurity that is keeping your powers weak.". Once this problem is resolved the player character gains a new problem as normal unless the players can enter the endgame at this point as described below.

THE END GAME

When atleast one player has ascended and resolved the problem gained at their ascension, and all the mysteries established at the beginning of the game have been the resolved, the players may choose at any time to start the end game.

When the end game starts, the players take turns creating scenes where they may resolve any loose ends, defeat any enemies in their way, or overcome any necessary obstacles. Players simply succeed at this time, although they may still have issues arise during a scene, the scene always ends with success. Players with unresolved insecurities at the time of the end game keep those insecurities, the hope being that they may resolve them in the new world and continue to grow.

A final scene is had where the players may describe the final moments where they create the new world, and express the changes that any player who had completed the problem given to them by their ascension was able to make.