

## Camping

***GM: Please read the Preparation section in GM Guidance (p4) before hosting players.***

*After the GM is prepared, the GM and players should first go around to read aloud the Introduction, Safety Tools, and Gameplay sections.*

### **Introduction**

You are some college students on a school camping trip to fulfill a mandatory “outdoor education experience” in order to graduate. It was almost a full moon night. The next morning, you find that one student named Babb is dead.

There is no cell service in the camping site so you couldn’t report it to the police. You informed both Oscar, the instructor, and Heidi, the park ranger, about this incident. When Heidi tries to drive out of the camp site, she finds that the road has been blocked by debris from a landslide and that is the only way out of the camp site. With no way out and to talk to the outside, you decide to solve this mystery by yourself. None of you have a convincing alibi.

### **Safety Tools**

Players are encouraged to employ best safety practices while playing Camping. We highly recommend creating an “X card” to keep things safe at the table. An X card can be a notecard or other indicator on the table for players to tap when they feel uncomfortable in any situation. No justification is necessary for tapping the card -- all reasons are valid, no questions asked. When the card is tapped, the group should change, rewind, or skip the current content.

Additionally, the group may consider using an “N card” and an “O card.” The N card acts as a precursor to the X card: players may tap it to indicate that they feel like the game is progressing towards X card territory and the group should begin to steer the gameplay in a different direction. The O card can be used as a check-in between one person and the rest of the table to make sure that everyone is okay with the current content and the direction the game is going. The O card can be both a question and an answer, much like how the “ok” hand signal is used when diving underwater.

## Gameplay

Players should create their characters first (we will create them after we finish reading this section). Before you start the game, make sure you all agree on the safety mechanisms outlined above, or on another safety framework of your choice. After the game starts, the players should try to find out the murderer and protect themselves. During the game, if players want to check some character's backpack and phone, they need to convince that character to agree to it, and then let the GM describe what's in their backpack and phone. If the players want to go to investigate some places on the map (we will see the map later), they point out the place they want to go to, and the GM describes that place to them. There are some NPCs in the game, they will say certain things based on who the murder is, and the players can also talk to the NPCs about other things they may want to know. After a certain period of time based on how much time the players want to spend on the game, the night falls, and what happens later depends on what the players did previously.

*Next, players should create their characters step by step under GM's guidance.*

## Character Creation

- The GM randomly assigns each player a character sheet (p11-14).
- The GM passes a card (face down) deciding the role of their characters in this game to each player. After reading it, they pass it back to the GM so the GM knows who is who.
- Create a name and choose a major.
- Introduce your character's name, major, and read out the **backstory** section of the character sheet to let everyone know how you knew Babb. **Do not** tell the other players your motive! You may be asked about it during play, don't lie about them when questioned, but don't reveal this information right off the bat.
- Decide the relationships among yourselves as a group. During the play, try to remember your relationships and act as what your character would do.
  - Decide on a **positive** relationship your character and the player across from you's character have with each other. Possible examples could be: Childhood friends, lab partners, roommates, ...

- Decide on a **negative** relationship between your character and another at the table. It could be mutual (for example, a recent fight between your two characters), or one-directional (for example, another character stole your character's boyfriend).

*Then, the GM and players go through the map together.*

### **The map**

The map is on p15, the GM and players should figure out the following places on the map: the bathroom, the picnic area behind the bathroom, the dock, the basketball court, the forest, the mountains, the instructor Oscar's cabin, A, B, C, D, and E representing students' tents, P representing the other camper's tent, H representing the park ranger Heidi's Jeep. The map should be shown on the table to everyone throughout the game.

*You can start the game now!*

## **GM Guidance**

### ***Preparation***

#### **Checklist**

You need to create 4 cards to assign roles to characters, one should say “You are the murderer”, one should say “You are a werewolf, it doesn’t mean you are a murderer, it means you are literally a werewolf, you are a normal human in the day but you become a werewolf at full moon nights, and you are afraid of silver”, the other two should say “You are just an ordinary person, you are not the murderer”. You should prepare 1d20 and an Ouija board (see p5). Do not let the players see the Ouija board at the beginning. You can also prepare a Rubik’s cube if you want the players to actually solve it (see p6) but do not let the players see it at the beginning. Materials can be digital if you don’t have physical ones.

#### **General process and instructions**

After you have prepared the cards and the dice, please briefly go through all the materials to get familiar with how the game works. When you feel prepared to host players, you begin by reading through the Introduction, Safety Tools, and the Gameplay sections with the players. After that, you should guide players to create their characters. After you know who the murderer and the werewolf are, you can take some notes so that you can give out corresponding clues during the play. After the characters are created, you should introduce the map to the players, and then the game begins.

### ***During the play***

During the game, the players are free to investigate, discuss, and explore just like in a traditional role-playing game, but within a pre given environment. The GM should refer to the following information when running the game.

p5-Murder Scene and Babb’s body, Babb’s items, the Ouija board

p6-Babb’s wallet, Babb’s phone, Babb’s Rubik’s cube

p7-Checking each other’s items, checking each other’s phone, checking each other’s body

p8-NPCs, “afternoon”, luminol

p9-Major clues, use of dice

### *Murder Scene and Babb's Body*

The GM should describe the scene and body based on who the murderer is in this game

The soccer star: the body is outside of the tent, some dot wounds (diameter~1cm) on the head, some bricks that has some bumps (diameter~1cm) on it near the body, a cup of water in the tent (cause of death: fall asleep due to hypnotics and hit to death by soccer cleat in sleep)

The math student: a small hole wound on the wrist (diameter~2mm) (cause of death: poisoned by pen into the vein)

The theater tech: the body has a rope mark around the neck (red horizontal streaks across the neck), and at the dock there is a rope for mooring (cause of death: strangled)

The computer person: the body has a cut at neck by something sharp (cause of death: the metal piece cut the carotid artery)

### *Babb's Items*

An Ouija board, a phone, a wallet, a scrambled Rubik's Cube, a sketchbook with some sketches of supernatural creatures on it, including a sketch of a werewolf

### *The Ouija Board*

If the players check Babb's bag, they will find a ouija board in it. It uses a planchette (small heart-shaped piece of wood or plastic) as a movable indicator to spell out messages. Participants place their fingers on the planchette, and it is moved about the board to spell out words. The yes/no answer or letter or number you want to say should go into the hole of the planchette. If you want to say "goodbye", just move the planchette to the bottom with the tip of the planchette pointing towards "goodbye". The GM should explain how the ouija board works to the players. Then the GM should tell the players that if they feel stuck in their search for the killer and want to seek help from spirits, they can consult the board. The group may ask a yes/no question, or one with a short-phrase answer. After the players ask a question, the players and the GM place their hands on the ouija board planchette. Players should not apply force to the planchette. The GM should gently slide the planchette around to the answer you intend to give. If playing virtually, the GM can simply say the answer aloud. The Ouija Board cannot answer questions directly point towards the murderer or any scientific questions. If the players ask those questions, the Ouija Board will say "goodbye". The GM can decide whether to answer other questions from the player or not.

### Babb's Wallet

It says "Big Brother is Watching you" on the surface of the wallet, but the font is small so the players won't notice it unless they check the surface carefully. Inside the wallet, there is a small note with several passwords on it. (GM can change them when replaying the game)

QwQ13242048

Bbb20001122=xyz!

Bbb13242048=6

QwQ1122+1

There is also a silver coin inside the wallet mixed with regular coins.

### Babb's Phone

The password of Babb's phone is: 1984 (GM can change it when replaying the game)

If they entered the wrong password 3 times then the phone will be locked until night.

The players must figure out the password using clues, the Ouija Board can't answer that.

The apps inside Babb's phone: notes, slack, chrome (with a history of searching supernatural things), email, venmo, uber, etc.

Inside the notes app there are some notes, you need to fill in the names based on who the werewolf is in this game.

From oldest notes to most recent (took on different days):

1. *(name of the werewolf)? (name of another character A)?* One of them should be it...
2. *(name of the werewolf)* is the one!
3. Tomorrow is the camping trip! I'm so excited! Can't wait to see *(pronoun of the werewolf)* under full moon!

There are some text messages between the math student and Babb.

Babb: "If you don't pay me back by the end of the trip then I'll tell everyone!"

The math student: "I don't have cash!"

### Babb's Rubik's Cube

The Rubik's cube is secretly a recording device, it's scrambled. If the players recover the Rubik's cube, it will play a wolf howling sound.

### Checking each other's items

The characters need to convince each other to check items, then the GM should say what items they have.

The math student: if players check the calculus exams, they'll find that the earlier ones have very bad grades and are all in one particular handwriting, and the most recent one is in completely different handwriting and they got an A on it, but there's a "see me" comment on the top of the page.

The theater tech: if the players check the book in their bag, they will find a letter in it saying they may receive probation/expulsion for the theater incident with a picture of the set crashing down with Babb standing off to the side.

The computer person: if the players check their laptop sleeve, they'll find an analysis of the robot showing that it was the mechanic team's fault but it has been destroyed and taped back together.

### Checking each other's phone

the characters should persuade each other to let them check their phones, then the GM should say what's on their phones.

The soccer star: there is an email on their phone from the coach informing them that they are off the team and losing their scholarship.

The math student: there are some text messages between the math student and the victim

Victim: "If you don't pay me back by the end of the trip then I'll tell everyone!"

The math student: "I don't have cash!"

The theater tech: Slack messages in the theater tech group.

"I saw Babb in the backstage that night, I think they were the one who pushed over the main set piece."

"If not for that the play would have went smoothly and Alex wouldn't have gotten hurt"

### Checking each other's body

the characters should persuade each other to let them check their bodies, then the GM should say what's on their bodies.

The computer person: a cut on one of their fingers (by the metal piece)

The theater tech: abrade in their hands (by the rope)

### NPCs

Players can talk to NPCs through the GM, if a player wants to talk to some NPC individually, the GM and that player can just walk away from other players and talk. When asked about what they noticed last night, the GM can provide some information based on who the murderer is in the game, what alibi did the players gave, and also the NPC's personal conditions.

1. Oscar (he/him) - The Instructor

Oscar goes to bed early and he sleeps in the cabin. He feels sick today so he is still in his cabin. He is reading a school newspaper. If the players check the newspaper, they will find news about the soccer championship game lost by one point, with a little picture of Babb as the goalie missing the ball by a lot.

2. Heidi (she/her) - The Park Ranger

Heidi is the park ranger who looks after the campground.

If ever asked about anything strange/suspicious that happened in the campsite, Heidi should mention that she saw some animal tracks (that look like wolf prints) when she went on a patrol about a month ago, but she knows that there's no dangerous wild animals near the area (e.g., bears, cougars, wolves)

3. Pat (they/them) - Another camper

Pat stays up late and will not be awake until after noon time. Pat has luminol with them.

When Pat wakes up, they'll ask the players what's going on, and generously offer their luminol spray to the players. However, there is not much left so it can be used only twice.

### "Afternoon"

If people decide to finish the game (plus debrief) in 2 hours, then one hour of play equals a morning in the game. For longer play, just set noon to be half way through the play.

### Luminol

The GM should introduce luminol to the players, either introduce as Pat or introduce directly.

Luminol can be used to detect if there used to be blood in an area, and each spray can cover an area about 10cm\*10cm.



### Major Clues

The GM should give out major clues based on who the murderer is in this game.

The soccer star: there is a pair of soccer cleat and one of them is bloody, but the players can't find it initially, the soccer cleats were packed in a black garbage bag and was thrown into one of the garbage cans in the forest (there are some small paths with branches in the forest), but in the morning if the players want to get into the forest, they'll be stopped by Heidi, because the forest rangers are working in it, and they may check later (they can check the forest in the morning if the murderer is not the soccer star). There is also a small empty bottle in a garbage can in the picnic area.

The math student: the major clue is a pen that says "Math Peer Tutoring" on it inside the student's pencil case (there are also some other things inside it), if the players ask Pat to use luminol on it, they'll see traces of blood on it. There is also a small empty bottle in a garbage can in the bathroom.

The theater tech: the major clue is a rope used for rigging lights with a small label saying "school property" on it, there is a storage room in the bathroom with some ropes in one of the boxes, the rope with the label was hidden at the bottom. If players want to investigate the bathroom in the morning, Heidi will tell them that the cleaning staff is currently working in it and there are only two toilet compartments available.

The computer person: the major clue is a metal piece with some holes on it (which is a robot piece). It's inserted into a small crack on the ground under the basketball stands, but it will only reflect light and catch people's attention in the afternoon when the weather becomes sunny. If the players ask Pat to use luminol on it, they'll see traces of blood on it.

### Use of Dice

Only roll the dice in situations where it depends on probability, or when you need to make the pace of the game faster, otherwise the players should try their best to figure out exact things through careful investigation and detailed actions.

E.g. situations you may roll a dice: the players want to flip a coin to decide something; there's not much time left and you need to omit what the players exactly do to check something; there is something hard to notice but you wish they can notice it by chance

***Ending the game***

When it's about the time the players want to finish the game, the night falls, if the werewolf person is still free to move, then they'll become a werewolf and begin attacking, if the other characters collect the silver coin then they may use it to fight back. The players need to act it out by themselves, and the werewolf can be acted by the werewolf person or the GM. Finally, the GM end the story by saying that the next morning, the police comes and arrested the murderer, or everyone is killed and the werewolf is sent to a secret lab, or anything else that matches what players did at night.

**Debrief**

Camping takes players through potentially intense and triggering situations. After play concludes, we encourage players to sit down and debrief on the experience. Some questions to guide discussion include, but are not limited to,

- What was your favorite moment from the play session?
- What moment played out differently than how you expected?
- When did you find out who the murderer and werewolf were?
- Were there any moments that made you feel especially afraid?
- Was there any point during play that made you particularly uncomfortable? How would you change the game to avoid this situation?

# The Math Student

Name: \_\_\_\_\_ Pronouns: \_\_\_\_\_

Major: \_\_\_\_\_

**Backstory:** Babb is your math tutor, as you have been falling behind in your classes and you need extra help. They have been helping you with completing assignments and studying for exams. You are incredibly pressured by your parents to do well in school, and dropping out seems like it'll be the end of your world.

***Secret Motive:** You paid Babb to take your calculus exam for you, but they did too well, even though you told them not to make it obvious. The graders caught on and brought you to the academic review board. It's likely that you will get expelled because Babb didn't make a good case. If you are the murderer, then your weapon is the black pen in your pencil case and poison, you threw the empty poison bottle in a garbage can in the bathroom.*

**Backpack:** calculus book, calculus assignments, calculus exams, calculus review materials, pencil case (a red pen, a blue pen, a black pen that says "Math Peer Tutoring" on it, a pencil that also says "Math Peer Tutoring" on it, a pencil sharpener, an eraser)

**Phone:** text messages between you and Babb.

Relationship (Positive): \_\_\_\_\_  
\_\_\_\_\_.

Relationship (Negative): \_\_\_\_\_  
\_\_\_\_\_.

# The Theater Tech

Name: \_\_\_\_\_ Pronouns: \_\_\_\_\_

Major: \_\_\_\_\_

**Backstory:** You are in charge of the school's major drama production, and Babb is one of the actors.

***Secret Motive:** On the night of the production, Babb was hanging around backstage. They don't really know what they're doing back there, and they rested against a pole that was actually supporting the main set piece, causing it to fall over onto the stage. The show was cancelled as one of the other actors got hurt. You are blamed for it and you might get kicked out of school because of the incident. If you are the murderer, then your weapon is a rope with a small label saying "school property" on it, hidden at the bottom of a box of ropes in the storage room in the bathroom, and you have a bruise on your hands due to the rope.*

**Backpack:** a book with a letter about the theater incident in it, a pencil case (2 black pens, one ball pen, a yellow marker)

**Phone:** Slack messages within theater tech group

Relationship (Positive): \_\_\_\_\_

\_\_\_\_\_.

Relationship (Negative): \_\_\_\_\_

\_\_\_\_\_.

# The Computer Person

Name: \_\_\_\_\_ Pronouns: \_\_\_\_\_

Major: \_\_\_\_\_

**Backstory:** You and Babb are on a team for a robotics competition. You were part of the programming team, and Babb was part of the mechanical engineering team.

***Secret Motive:** During the competition, a malfunction caused the robot's arm to shoot off and severely damage one of your competitor's robots. This incident cost your team the competition, and an evaluation of the robot revealed that the issue was due to a programming error, which you know to be false. You ran your own tests and proved that it was a mechanical error, but [the victim] tried to silence you and make you take the fall. You can't afford to pay for both school and two robots, so you have to drop out. If you are the murderer, then your weapon is a metal piece with some holes on it (which is a robot piece). It's inserted into a small crack on the ground under the basketball stand, and you have a cut on your finger due to the metal piece.*

**BackPack:** a laptop, an analysis of the robot hidden in the laptop sleeve, a stylus pen

**Phone:** nothing special

Relationship (Positive): \_\_\_\_\_

\_\_\_\_\_.

Relationship (Negative): \_\_\_\_\_

\_\_\_\_\_.

# The Soccer Star

Name: \_\_\_\_\_ Pronouns: \_\_\_\_\_

Major: \_\_\_\_\_

**Backstory:** You know Babb because you're both on the soccer team. You play forward on a full ride scholarship, and Babb walked on the team as a goalie.

***Secret Motive:** During the national championship, Babb allowed a very easy goal to pass by and cost you the game. The coach blamed the loss on you and the other attackers and is kicking you off of the team, meaning you'll lose your scholarship. If you are the murderer, you made Babb sleep using hyptonics and hit them with soccer cleat, you packed the pair of soccer cleats in a black garbage bag and threw it into one of the garbage cans in the forest, you threw the empty hyptonic bottle in a garbage can in the picnic area.*

**Backpack:** band-aid, analgesic, Iodine tincture, cotton ball, razor

**Phone:** Email from the coach informing that you are off the team and losing their scholarship

Relationship (Positive): \_\_\_\_\_

\_\_\_\_\_.

Relationship (Negative): \_\_\_\_\_

\_\_\_\_\_.

# Map

You can find a link to the map online [here](#).

