

made for
Mote.




The Spirit of Camp Pinewood

a spooky summer camp adventure

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 3-5 players

 1-2 hours

Ghost stories, s'mores, and a dying bonfire: it's the last night of summer camp, and the counselors let you stay up late.

Under the stars, it seems like the past few weeks of fast friends, secret crushes, and shared trials have been your whole lives. Tomorrow you'll head home, but tonight the world's holding its breath.

Then someone spies a pale light shining deep in the depths of the forest—the very off-limits forest. Could the stories that the camp is haunted be true? And will you be brave enough to find out?

PREPARE YOUR STORY

Pick your camp persona.

Everyone joining the story should invent a camper to play. From each list below, **pick one or invent your own**:

Your name

What you go by at camp, and maybe in real life too.

Becca	Tater	Teresa	Sandy	Skyler
Dylan	Princess	Milk Dud	Todd	Turbo
Diesel	PJ	Moose	Donnie	Zane
Ninja	Doogie	Slugger	Vick	Bug Out
Fuego	Pyro	Shelley	Kim	Apple
Dubois	Freckles	Xander	Jamie	
Autumn	Oz	Pickles	Salvador	

Your act

What everyone at camp knows you for—it's kind of your thing

cracks jokes	follows all the rules	too cool for school
loves nature	brags	knows everything
kinda clutzy	always hungry	flexes muscles
adorably clueless	obsessed with gadgets	painfully shy
very helpful	quotes movies	smuggled a pet
sketches doodles	paranoid	

Your goal

What you want on the inside, and tonight's your last chance to achieve it this summer.

reveal my crush	get over my act	share a truth
try being brave	show someone I care	tell off someone who deserves it
make a friend	break a rule	take charge
be taken seriously	try something new	
try out a new name	defend someone in trouble	

The story unfolds over four chapters.

As a player, it's your job to improvise as your character and interact with (and sometimes become) the environment. As you tell the story, feel free to invent new details of the setting or props for yourself.

Each chapter has a title, a set-up, and a kicker. The kicker is an event any player can trigger that starts the process of moving on.

For example, once everyone has had a chance to shine around the campfire, a pale light can appear in the woods that demands investigation.

Once the kicker's been triggered, anyone who feels ready can describe their character stepping away from the action.

The remaining characters can continue playing until they feel satisfied before doing the same.

The last person to “leave” should start the next chapter by clicking the * icon, and typing the next chapter's title.

TRY USING

`/a pale light: appears in the woods`

TRY USING

`/walk into the woods toward the light`

TIP

You can always return to a scene you've “left” if you like, or give the people still on stage a nudge with custom dialogue like:

`/call out from the distance “Hey you two, come check this out!”`

Keep the tone light.

- 🔑 Somewhere between Scooby Doo and Stranger Things
- 👁️ Don't do anything unforgivable
- ★ Don't get into something so heavy or selfish it takes too much attention away from the group as a whole
- 🌙 Aim for a little spooky, a little nostalgic, and characters who tug on your heartstrings as they try to figure out how to be themselves.

Remember to perform your act, especially early on in the story.

- 👁️ This helps establish your character and is always a good fallback if you aren't sure how to react in the moment.

Each scene, try to achieve your goal, but don't be afraid to fail a few times.

- ♥️ Failure endears your character to everyone and will make your eventual victory all the sweeter. If you do achieve your goal, or get bored with it, you can just pick a new one.


Around the Bonfire.


It's late, the stars are out, the crickets are chirping. Almost everyone else has gone to bed except for you stragglers. The edge of the off-limits forest looms darkly at the rim of the firelight.

KICKER

A pale light glimmers faintly from deep in the wood.


TIPS

 Try kicking the story off with the last line of a classic ghost story, or by asking everyone about their favorite (or least favorite) part of camp.

 Don't be afraid to establish connections with other characters, like:

/slap my buddy @player on the back

/glance meaningfully at @player, then look quickly away

 Look for opportunities to introduce your character by performing their tell, or mentioning their traits or characteristics in your writing, like:

/toss my long red hair over my shoulder

In the Woods

The forest is a lot spookier at night than you expected. Everything looks eerie in the beams of your flashlights. Strange noises, spiderwebs, and weird shadows surround you. Are we lost? We're not lost, are we?

KICKER

“Is that a building up ahead through the trees?”

TIPs



Things are a little scary, but not so much you've forgotten your drives. Look for chances to try achieving goals amidst this unexpected change of venue.



Help keep the atmosphere tense:
/shine my flashlight at things, hear strange noises, wonder aloud if you're going to get into trouble...


The Creepy Cabin


It looks like one of the camp buildings, but overgrown and half-collapsed, encrusted with moss and creeping with vines. We totally have to see what's inside, don't we?

KICKER

A ghost materializes, staring mournfully down at you.

TIPS

 **The tension has been pushed to the max:** explore how this makes your character feel.

 **Maybe the tense atmosphere gives them the final push** they need to try to achieve a goal, or provide an opportunity for someone else to achieve theirs.

Playing the Ghost

Whoever triggers the kicker for this scene should create a Pet and take on the role of the ghost. (You can switch back and forth with your main character, if you're feeling agile enough.) The ghost is a former camper who died here and left their goal unfinished.

When it feels right—maybe the players have helped the ghost, realized they can't, or decided they won't—the ghost should fade away. This could be a touching farewell or a dramatic, earth-shaking exorcism, depending on how things went.

Once the ghost is gone, the person who played it should trigger the final scene.

★ Pick a wish for the ghost.

to have a friend
to be set free
for their bones to be buried
to tell their story
to share someone's body
to help someone grow
that the old cabin burn down
to play a game

★ The ghost can't talk.

So try to communicate their wish to the other players through emotes. Then see how everyone reacts. Play along with whatever the players decide to do.

Sunrise at the Lake

You've made it back to camp and the sun is rising. Parents will soon be arriving to take you home. It's a chance to decompress and reflect on your night, achieve your final goals, and make plans for next summer.

Once everyone's had a chance to have their final moment, the last person to leave should click the book icon and end the story.

KICKER

The first character heads back to their cabin to pack.

TIPs



Think about the best way to wrap up this small arc of your character's life.