

Social Media DeCryptid

A walking larp for 2 - 6 players

By Liz Stong

You will need:

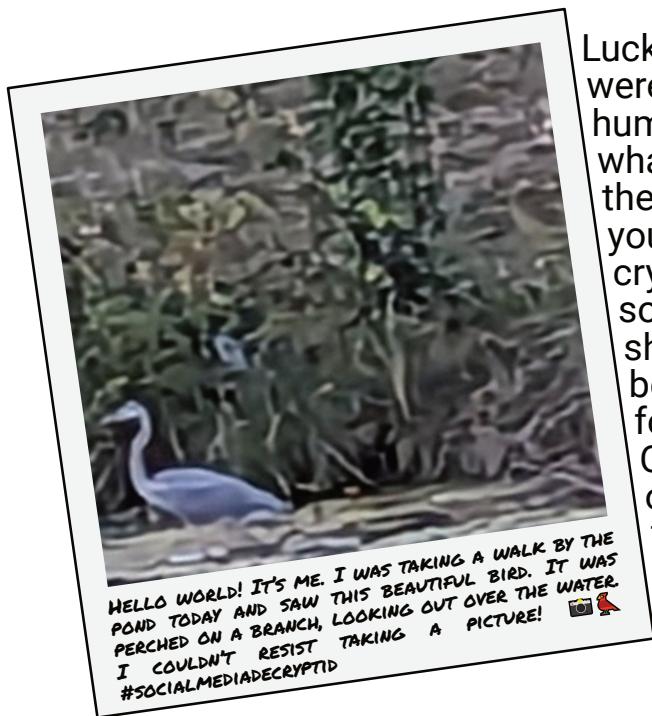
- 2 - 6 players
- Smartphones with a working camera
- A place to stroll with a group, preferably outdoors
- Cryptid costumes, optional (if you're feeling fancy)



Intro

Cryptids are mysterious creatures, and what defines a cryptid is open to debate. As such, we turn to the experts at UrbanDictionary.com, who say a cryptid is "An obscure, undocumented creature typically originating from folklore. Typically mythological in nature, but not necessarily supernatural, their existence is only recognized as pseudoscience."

You are all cryptids, going about your days. Living as a cryptid is a pretty sweet deal. You get to hang out in the woods with your cryptid friends and watch the humans go about their days. In particular, the ones who come to the most beautiful places in your woods only to take pictures of themselves with their little picture boxes seem to have the most fun. You'd never tell your other cryptid friends this, but you secretly want to try taking pictures as well.



Luckily for you, today when you and your friends were out for a stroll, you bumped into a group of humans. While you didn't get a chance to ask them what "like and subscribe" meant, they did leave their phones behind in their panic. It's time to live your best cryptid influencer dreams. However, as a cryptid, you don't know what goes into a typical social media post. You do know that you only show up in blurry and grainy photos, so that must be the key. Did you take a beautifully framed and focused shot? Get that nonsense out of here! Only the most unflattering selfies or the blurruest of landscapes will get likes for you and your friends alike.

Safety

Cryptids, while a diverse group, have a few guidelines that they are all bound by to keep themselves safe.

The first guideline , and the one that influences all others, is that people are more important than the game. If some aspect of the rules doesn't work for someone, change it! "Because the rules say so" is a poor reason for someone to feel uncomfortable.

The second guideline is that the door is always open. Okay, so this game is designed to be played outside, which means that there aren't literal doors. But this does mean that at any time, for any reason, people can leave. You don't have to give a reason, although if you are leaving the game for good, please let someone know.

The third guideline is to respect the boundaries of not only your fellow players, but others in your space. This is a game that is designed to be played in a public place. As such, there will be people going about their lives. Do not engage with people who are not part of the game. If you are recording something, stop recording if someone approaches you. If you want to include someone in your photo or filming, get their consent first.

If you're not comfortable with playing in public, this can be played with a little modification around the house. It's all right to make this change, because people are more important than the game.

Gameplay

First, make your character. You are all cryptids who have found a phone that was dropped by influencers. Decide what cryptid you are. This could be an established cryptid, such as Bigfoot or the Flatwoods Monster, or a brand new creation. Introduce your cryptid to the group, including what type of cryptid you are, your name (and any nickname that humans have given you), your pronouns, and what sort of posts sounds the most fun to make. Do you long to be a food reviewer? Or maybe you want to give advice about cryptidcurrency (mostly shiny rocks and bugs)? This is just to give you a bit of direction for what pictures you might want to take.



As a group, decide how long of a walk you all want to take. This could be a short half hour jaunt around the block, or a longer multi-hour hike. If there is some dispute, take the shorter walk. It's better to add onto a walk if people still have gas in the tank than find yourselves far away if someone is running on empty.

Go for a walk with your fellow cryptids, taking note of anything that would make a great social media post. This could be anything that catches your cryptid's eye – an interesting plant, a wildlife encounter, something uncanny and unusual, or something that belongs firmly in the mundane human world. This is entirely up to an individual cryptid's discretion.

When you encounter something interesting, the group will pause to take a photo. But not any photo will appease your expert social media skills! There is only one proven thing that drives engagement on social media, and that is absolutely terrible photos. These are the photos that look like an especially energetic toddler took them.

Every cryptid should draft a social media post about each of the prompts below. You don't have to go in order, but you should answer every prompt. You can post these online (but still read them out to the group as you write them!) or say them out loud. If none of the prompts speak to you, go ahead and make your own prompts. Start every post with "Hello world, it's (name)" and end it with the phrase "#SocialMediaDeCryptid."

- Rise and Grind
- Live, Laugh, Love
- Compliment Chain!
- Throwback Thursday
- Thirst Trap



If you are not posting this to social media in real time, show the picture to the group, and dictate what your post would be.

At the end of the walk, take a (terrible) group photo. Everyone should draft one final social media post about the most meaningful moment that happened to you during this walk.

Find a place where everyone can sit down and rest. As a group, review the photos and footage you've taken. Take the opportunity to talk about your favorite moments from the journey and about what lies ahead for your cryptid as a result of your wild human adventure. Once the last photo has been shared with the group, the game is over.

Thanks

This game was inspired by an odd mixture of The Scarred Land by Charlotte Dragga and Kate Hill (larping while out on a walk, focusing on the scenery for views that resonate with the players), and They're Onto Me by Banana-Chan (the pervasive play/uploading to social media, the standardize salutation and sign off of each post, as well as some of the safety rules about public play while filming).

