

The Spirit of Camp Pinewood

A Mote scenario by Aaron A. Reed

Ghost stories, s'mores, a dying bonfire: it's the last night of summer camp, and the counsellors let you stay up late. Tomorrow you'll head home, but tonight the last few weeks of fast friends, secret crushes, and shared trials seem like everything.

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

Pick your Camp Persona

- Your **name** is what you go by at camp, and maybe in real life too:

Becca, Dylan, Diesel, Ninja, Xander, Fuego, Dubois, Autumn, Kim, Tater, PJ, Pyro, Freckles, Moose, Rissa, Pickles, Sandy, Donnie, Vick, Salvador, Shelley, Skyler, Turbo, Zane, Bug Out

- Your **act** is what everyone at camp knows you for—it's kind of your thing:

cracks jokes; loves nature; kinda clutzy; adorably clueless; always helpful; brags; perpetually hungry; obsessed with gadgets; follows all the rules; quotes movies; paranoid; too cool for school; know-it-all; flexes muscles; painfully shy

- Your **goal** is something you want, but don't yet know how to get:

make a friend; do something brave; reveal my crush; show someone you care; be someone's protector; try on a new name; make a promise; break a camp rule; try something new; trust someone with a secret; show you're more than just your act

Telling the Story

The story unfolds in **four scenes**, described below. In a scene, improvise as your character and react to the other characters. **Perform your act** and **try to achieve your goal**, though it's endearing to **fail a few times** before you succeed. If you achieve your goal or get bored with it, you can pick a new one.

Keep the tone light: somewhere between *Scooby Doo* and *Stranger Things*. Don't do anything unforgivable, and don't get into material so heavy it takes too much attention away from the rest of the group.

Once it feels like most characters have had a chance to shine in a scene, anyone can **trigger the kicker**, an event that offers an excuse to leave the stage and let others have the spotlight. Each scene has a different kicker, like a pale light appearing in the forest. Once the kicker's triggered, anyone who feels