

# LET'S GO CAMPING



a role-playing poem by Bryan Hansel

The value of recreation is not a matter of ciphers. Recreation is valuable in proportion to the intensity of its experiences, and to the degree to which it differs from and contrasts with workaday life. By these criteria, mechanized outings are at best a milk-and-water affair.

- Aldo Leopold, "Wilderness" from *A Sand County Almanac and Sketches Here and There*, Oxford University Press, 1949

Let's Go Camping: a Parlor Game by Bryan Hansel  
a game for 3 to 6 players

The Summer of Love. Haight-Ashbury. The '60s. Hippies. The Outdoors. Free love. Expand your mind. Sunshine and Love. Turn on, tune in, drop out.

In the spring after the Summer of Love pregnancy happens while listening to Cream sing about sunshine. You are 22.

I'm with you my love,  
The light's shining through on you  
Yes, I'm with you my love,  
It's the morning and just we two  
I'll stay with you darling now,  
I'll stay with you till my seas are dried up

I've been waiting so long  
To be where I'm going  
In the sunshine of your love

- Cream, Sunshine of Your Love

Summer Solstice of 1969, longest day of the year, you start an annual tradition of taking the family camping. The tradition lasts decades. You watch your kids have kids who have grandkids and great grandchildren. And they camp with you each Summer Solstice – the day with the most sunshine – the day that gives you the greatest chance to break with workaday life and renew spirits.

The end of the decade is especially important, it's a time to reminisce around the fire and enjoy the company of family while reflecting on what you and the family did on the camping trips over the last 10 years. You start your tale in 1969, and then the next round is in 1979, followed by 1989, 1999, 2009, 2019, 2029, 2039 and finally 2049.

During each round, each player gets a turn. A turn is asking each other player a single question and getting an answer (see **Around the Fire**). At the end of your turn, you add up your score (see **Scoring Your Turn**). Then play passes on to the next player. Once every player has a turn, you play the next round. After the final round (2049), fill out **The End of the Game** worksheet.

Before play begins complete the **What's the Park Like?** and **Technology Innovations by Decades** worksheets. You may also choose to fill in your **family tree** or fill it in as the decades pass.



## What's the Park Like? Worksheet

Before starting, everyone at the table tells us what the park is like. What is there to enjoy? What are the features? Is there a river? Is there a lake? What are the trails like? What is the campground like? Are there cliffs? Are there mountains? Are there woods? How big is it? How close to the roads is it?

At the beginning of each subsequent round, each person says one thing that has changed. Is there a new visitor center? Have the tent pads been paved for RVs? Are there new trails? Was there a flood or a storm that changed some of the landscape?

Write Park Description Here

Write New Park Features Here and Label by Decade



## Technology Innovations by Decade

Camping doesn't exist in a void – the workaday life always intrudes. Some technology innovations might disrupt the peace on your camping trip, and the ever increasing presence of technology becomes more distractive as the years go on. Before you begin, each person should add technology that might intrude on a camping trip to its respective decades.

For the 20s, 30s and 40s, each person should add one technology innovation per decade. Make a prediction about what you think technology looks like at the end of each decade. The type of technology you predict should have some type of impact on a camping trip – even if that technology isn't related to camping at all.

See the examples on the **Technology by Decades** worksheet.

# Technology by Decades Worksheet

60s: The pill, astroturf, heart transplants, 8-track, freestanding tent, lightweight metal poles, plastic cooler, closed cell foam pads, popup trailers, fifth-wheel trailers, motorhomes, skateboards, indoor climbing wall

70s: Pocket calculator, Walkman, VCR, microwave ovens, Atari, backpack tents, U-locks, Thermarests, Headlamp

80s: Arcade games (Pac-Man), Commodore 64, synthesizer, VHS, Boombox, rollerblades, fleece, wireless heart rate monitor, multitool, Advil

90s: Y2k, CD, Pager, PC, mobile phone, truck-tents

00s: Internet, wireless internet, Facebook, digital cameras, DVD, text message, 3G, email, GPS navigation, motorhomes become massive 40-foot long, iPod, Spot PLB, iPhone

10s: Action camera, camera phone, smartphone, social media, digital marketing, selfie stick, 4G, smart watch, smart glasses (contacts), tablet (iPad), streaming media

20s: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_

30s: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_

40s: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_  
\_\_\_\_\_

## Around the Fire

Sitting around the fire and reminiscing about the last decade, during your turn you ask each other player if they remember what happened when someone tried something on the camping trip. For example, do you remember when Sunshine jumped off the train bridge? Do you remember when we thought Sunshine got lost?

The other player has to say what happened except before they do, they have to roll a die. On a result of a 1 or 2, they remember what happened and tell you about it. It could be funny or sad or adventurous or anything that would be a memory from that event.

On any result of 3 or above, they have to say how a type of technology got in the way of them being there during that part of the camping trip. You pick the technology that prevented them from sharing that moment with the rest of the family. Then they say how that technology made them miss the moment, and why they thought it was important to use that technology at the time. Was it worth missing that family moment?

60s	Coin (Head=1, Tails=2)
70s	d4
80s	d6
90s	d8
00s	d10
10s	d12
20s	d20
30s	d30
40s	d100

To figure out the size of the die to roll check the Dice by Decade Chart.



## Scoring Your Turn

You keep score using Alarm Points. Alarm Points represent the building overall alarm you have at the progress of technology taking over your annual camping trip. Each player has their own Alarm Points.

At the beginning of the game, you have zero Alarm Points. For each question you ask, you either gain or lose an Alarm Point. If the player you questioned can remember the event (a roll of 1 or 2), then you subtract an Alarm Point. A negative score is better than a positive score. If the player you questioned didn't share the family event because technology got in the way (a roll of 3 or above), then you gain an Alarm Point.



## The End of the Game Worksheet

At the end of the game, after 2049, compare your Alarm Points to every other player's Alarm Points. As a group answer these questions:

Who has the lowest Alarm Point total?

Who has the highest Alarm Point total?

How has technology changed your lives?

What did you miss in your kids and grandchildren's lives?

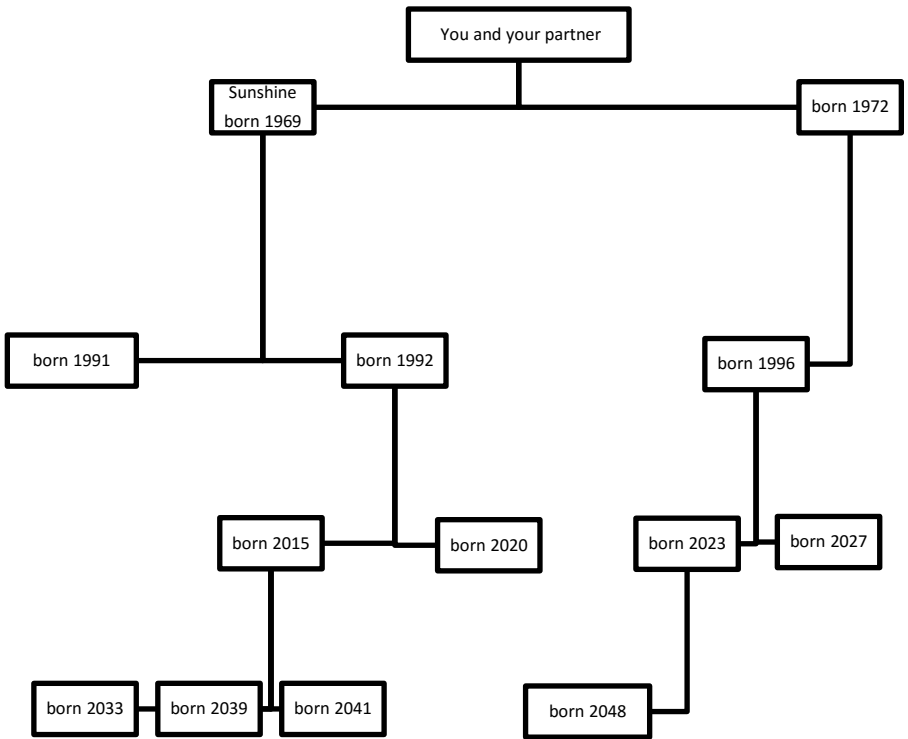
How did technology cause you to miss your life?

Was what technology did alarming?

Was technology worth it?

# Family Tree Worksheet

Add the names of your children, your name, your partner's name, and your children's and grandchildren's spouses. Change the birthdays if they are incorrect and add more descendants as necessary.



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[www.emptygamebox.com](http://www.emptygamebox.com)

Designed for Game Chef 2016

- Theme: Technology
- Ingredients: Alarm, Sunlight



