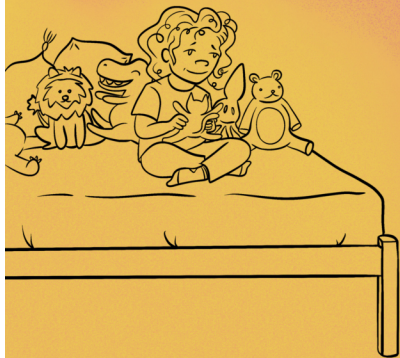
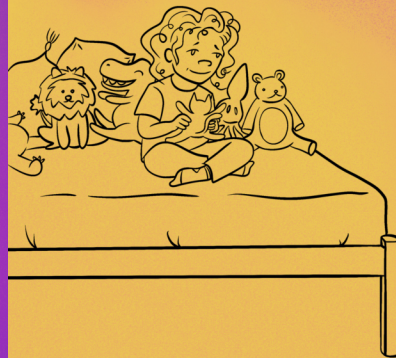


DAYTIME



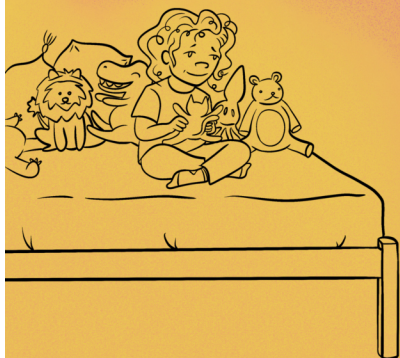
ACT 1  
SCENE 1

DAYTIME



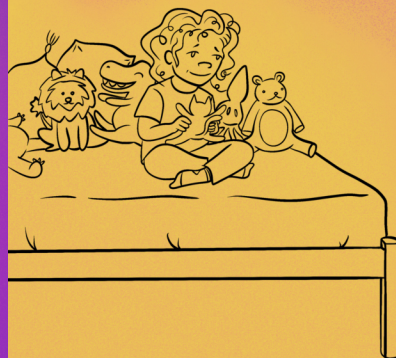
ACT 1  
SCENE 2

DAYTIME



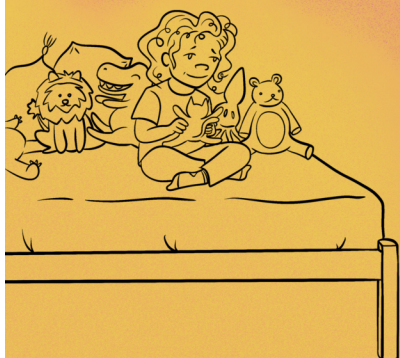
ACT 1  
SCENE 3

DAYTIME



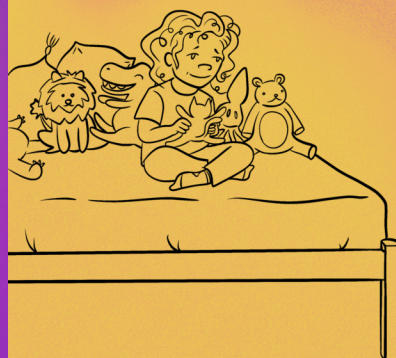
ACT 1  
SCENE 4

DAYTIME



ACT 1  
SCENE 5

DAYTIME



ACT 1  
SCENE 6



## A New Friend

What's their name?

Age 5

## First Day of School

What was your favorite part?

Age 5

## Your birthday

Did you have a party?

Age 6

## Bad Day at School

Did someone say something mean?

Did you lose your favorite pencil?

Did your teacher give you a time-out?

Age 5

## A New Pet

Dog? Cat? Iguana?

What are they called?

Age 6

## Fight with a Sibling

What did they do?

Age 6

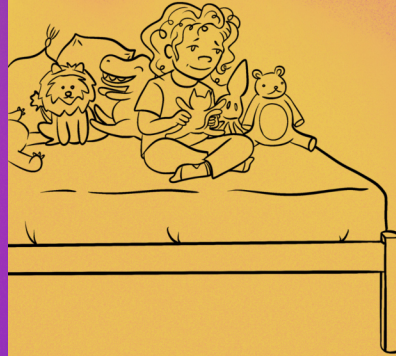


DAYTIME



ACT 1  
SCENE 7

DAYTIME



ACT 1  
SCENE 8

DAYTIME



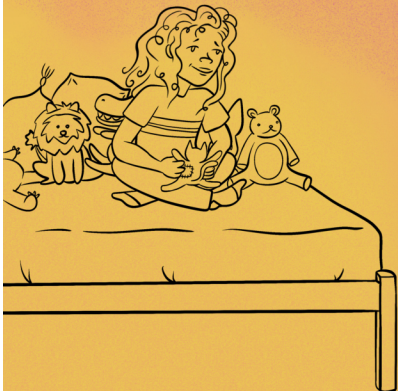
ACT 2  
TEENAGER

DAYTIME



ACT 2  
SCENE 1

DAYTIME



ACT 2  
SCENE 2

DAYTIME



ACT 2  
SCENE 3



## Last Day of School

You had to say goodbye to everyone. That was sad.

Age 6

## Field Trip

Where did you go?  
Was it fun? Scary? Exciting?

Age 6

## First Day of School

Somebody likes me!

Age 13

## Act II: Teenager

*Pass this card to the GM.*

*Now we're going to skip forward a few years in the life of the child.*

*Everyone: how is your stuffed animal is showing its wear after 8 years of use?*

## Sleepover Last Night

Where were you? Did you miss your stuffed animals?

Age 13

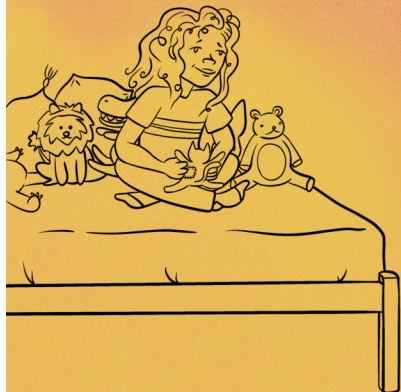
## Got in Trouble

At school? With your parents?  
Did you deserve it?

Age 13



DAYTIME



ACT 2  
SCENE 4

DAYTIME



ACT 2  
SCENE 5

DAYTIME



ACT 2  
SCENE 6

DAYTIME



ACT 2  
SCENE 7

DAYTIME



ACT 2  
SCENE 8

DAYTIME



ACT 2  
SCENE 9



## Ice Cream!

Chocolate? Vanilla? Raspberry  
chip?

Age 13

## That person doesn't like me after all.

How are you consoling yourself?

Age 13

## Your birthday

What are you most excited about  
for being fourteen?

Age 14

## Bully at School

And you have to go back  
tomorrow. Are you worried?

Age 13

## School Dance

Do you like to dance?  
Did you dance with anyone?

Age 14

## Failed a Test

What class? Did you study? Do  
your parents know yet?

Age 14

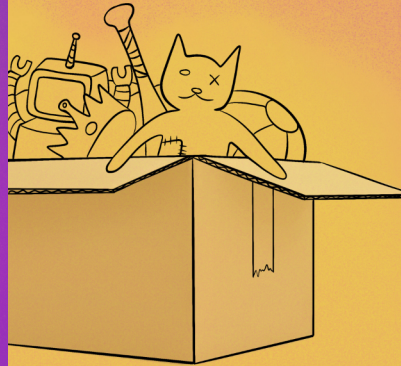


# DAYTIME

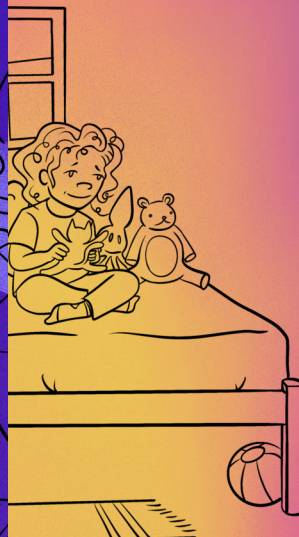
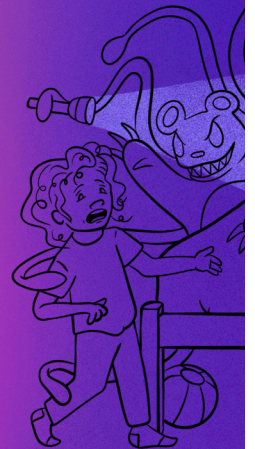


ACT 2  
SCENE 10

# DAYTIME



ACT 3  
ADULT





## Act III: Adult

**Read aloud:** The child has grown up; they're an adult now, almost. They've come back to their childhood home for one reason or another. Maybe for Thanksgiving? Or summer break from college? They're back in their childhood room looking through their old things, and they come upon a box they hadn't touched in years.

Age 20

Why did you even have all these stuffed animals, anyway?

These are little kid things. You're a big kid now. Throw them in the closet.

Age 14

## 2. Fears

Everyone is afraid of things, and especially all children are afraid of things. Together, we're going to decide what *this child* is afraid of.

Fears take the form of "What if's" written on a card. Everyone should have a few cards. Fears can be either something that might happen or something that might be true. Be creative. Some examples:

What if my brother is a vampire?	What if I got lost in the woods?
What if there was no more orange juice?	What if nobody loves me?
What if I was doomed to hell?	What if the aliens came?
What if the monsters under the bed decided to eat me?	

You can go as light or heavy as you want. When you've decided on some fears, write them each on a card and put them in the pile.

## 4. Monsters

Monsters wear masks so they can be scarier. **Put on your mask now.**

Monsters don't use traditional names. Instead, their names are faces or poses. Is your name a scary pose? A mysterious one? Is it unintelligible? Does it show your heart? **Choose a name. What did everyone pick?**

**Practice scaring your neighbors.** Make a scary gesture or face, or pretend you're going to eat them. Take turns so everyone has a chance to scare and be scared.

Take off your masks, but save them for when you resume being monsters.

## 1. Pregame

**Masks:** Everyone, please take a mask to decorate. While we get started, feel free to decorate your mask. Delight and bring out your inner child.

**Intros:** Name, pronouns, what were you afraid of as a child, what your favorite childhood thing (toy, stuffed animal, etc) was.

**Safety:** Ok-checkin, freeze. Waking up. Open door. Lines and veils. Touch.

## 3. Stuffed Animals

**What stuffed animal are you inhabiting?** Is it a tiger? a mouse? a sandwich that for some reason has a smiling face sewn onto it?

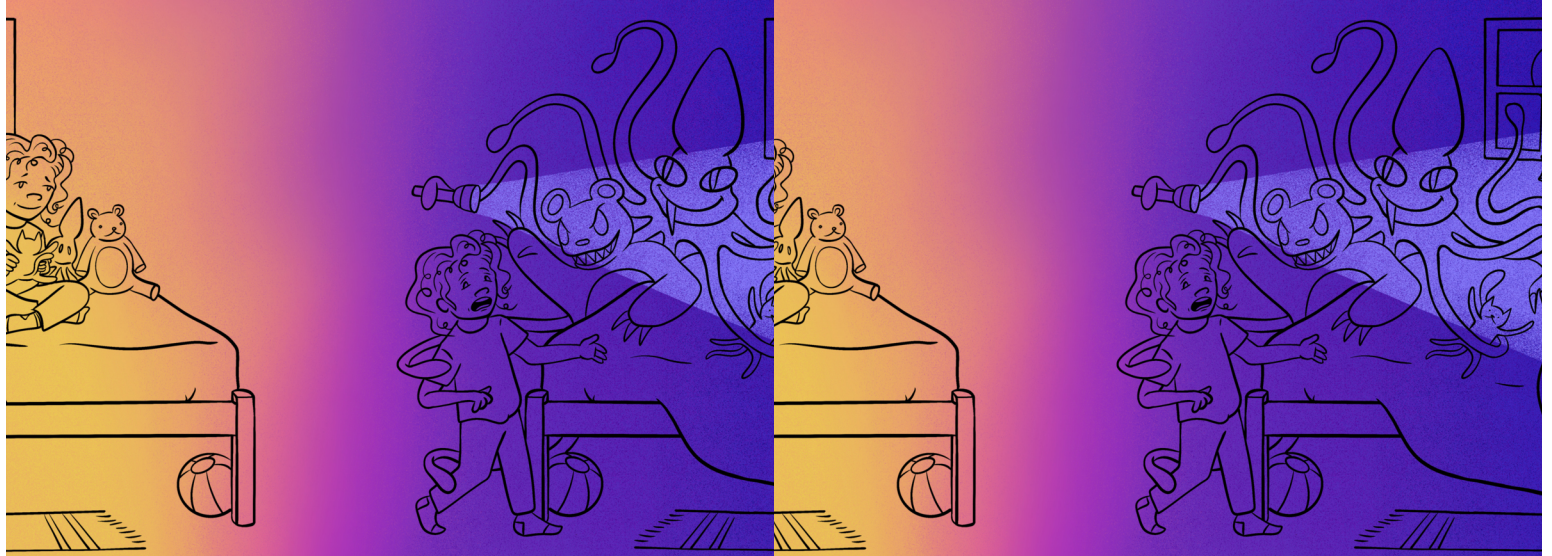
**Name your stuffed animal.** A cutesy name? One that was written on your tag? One you earned? Is it from a book or TV show? **Make a nametag.**

Most of the time, stuffed animals don't speak. In moments of high emotion, they may say their own name. Otherwise, they comfort with presence, small movements, and nonverbal sounds. **Think about what kind of comforts your stuffed animal offers.**

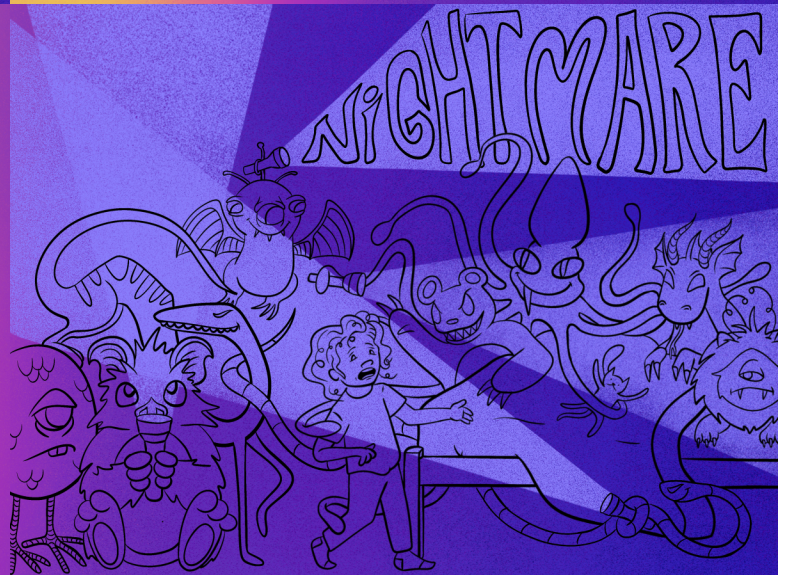
**Practice comforting.** Partner up. One partner will play the child. The child says "I'm sad". Comfort them. Maybe with a smile, or a funny face? Or a hug? You're welcome to incorporate consensual touch. Whatever stuffed animal likes to do.

**Switch roles and do it again.** This time, the child is happy.

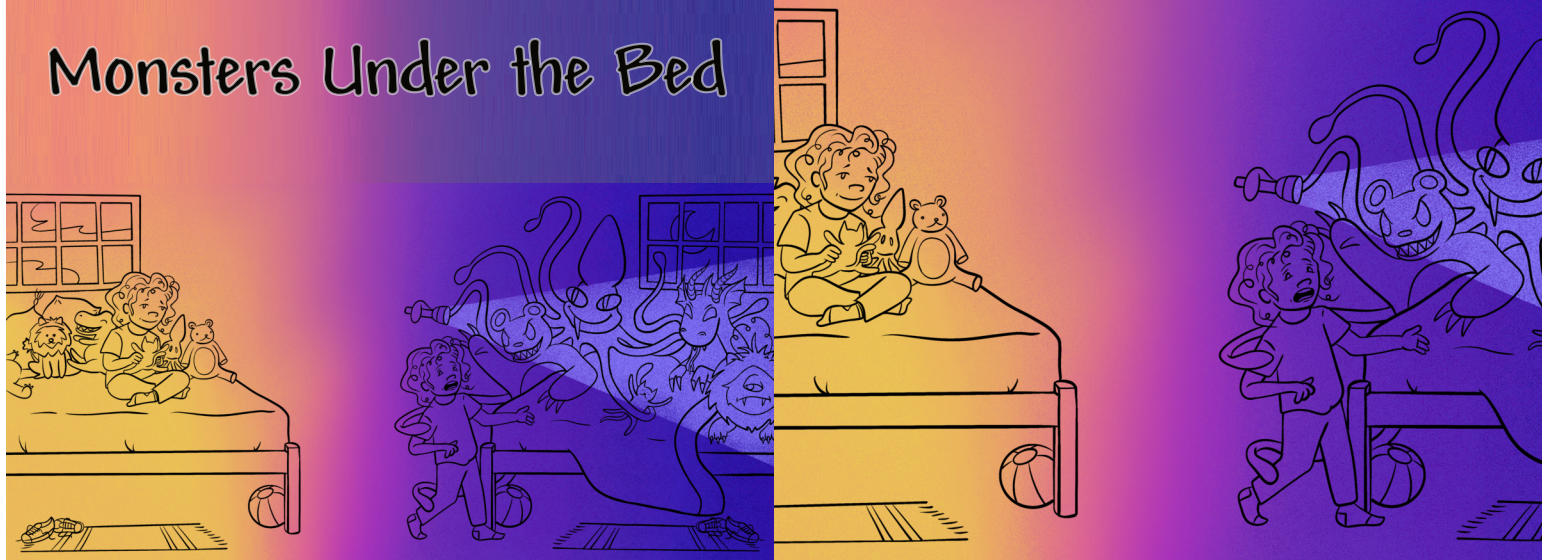




# The Child



## Monsters Under the Bed





Let's take a 5-minute break before we get started.

## 6. Prologue

Before we begin, let's establish some shared facts about the child. Everyone should answer at least one question. The child is five years old.

1. What does the child like to do in their spare time?
2. Where do they live? Apartment? House? City? Country?
3. What's their favorite food?
4. They have a sibling. Older? Younger? Name and pronouns?
5. How easily do they cry?
6. What is their favorite toy outside this room?
7. Are their parents nice? Mean? Hands-off? Overprotective?
8. Do they have a nightlight?

## 5. Round Structure

**Setup.** Next player takes the child nametag, grabs a daytime card, reads it, and walks out of the room, waiting to be called back in.

**Planning.** Last child plays the lead monster. They choose from the top 2 nightmares. Monsters plan the nightmare briefly then call the child in.

**Daytime.** Child tells stuffed animals about their life, emotions, etc. When done, they turn out the light, lie down (or sit), and go to sleep.

**Nightmare.** Monsters put on masks. Lead monster sets the scene and narrates. Other monsters don't usually say words, but they can move and make scary noises and point scary flashlights.

**Waking up.** The nightmare ends when the child wakes up with a start (gasps and goes wide-eyed). Monsters shout "disperse!", extinguish their lights, and go back under the bed where they belong.

**Repeat!** Pass the child nametag, grab new cards, do it all over again.

What if I was a  
kid again?

The  
Child

## Debrief

Lights on. Bio Break.

Debrief prompts:

The monster and stuffed animal you were playing.

Real name & pronoun.

A moment you found impactful or memorable.

Something you want to thank someone for.

## Setup Instructions

1. Distribute blank scary masks to players, as well as markers to decorate them with.
2. Make sure you have at least four times as many index cards or blank nightmare cards as players. Distribute them roughly evenly.
3. Arrange the daytime pile with Act I cards, ordered by increasing scene number, then Act II cards (starting with the act II intro card), then the Act III card.
4. Lead the pregame briefing, using the outlines on cards 1-5.
5. During the break, sort the fears by how old a child might be who fears them, younger nearer the top. Put the "what if I was a kid again?" card at the very bottom.
6. Monitor the nightmare deck throughout to ensure that all cards have an opportunity to be chosen.