

JURASSIC CENTRAL PARK

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Introduction

Dinosaurs didn't go extinct, they live in New York, just like normal warm blooded Americans. Sure, they knock down a building or two, or eat a bus, but they are generally normal. They avoid attracting too much attention, hold down their dino-job, go on dino-dates, celebrate dino-holidays, get in wacky dino-situations and dodge being exposed by Jack Horner, famous paleontologist. **Jurassic Central Park** is a roleplaying game where you take on the role of one of these prehistoric titans. **Jurassic Central Park** is different from your run of the mill dinosaur simulator in two very distinct ways.

1. *The game has no dice and the base mechanic revolves around eating chicken wings and celery.* **Jurassic Central Park** is being written as part of the Something Awful Traditional Games August Game Design Challenge, where in we are tasked to write a game that does not include dice. This game forgoes dice for you counting as your friend attempts to eat a chicken wing or a piece of celery.

2. ***Jurassic Central Park is timed.*** A game lasts exactly thirty minutes, no more, possibly less. **Jurassic Central Park** is supposed to be played as part of lunch or dinner. Cold wings are not as good as hot wings, so a time limit is needed. **Jurassic Central Park** is a comedy game, and steals many tropes from sitcoms. Things should be wrapped up in an episodic manner, in 30 minutes. Dinosaurs don't have time to sit for three hours, moving in a grid-like manner down 2nd Ave. Play is frantic but controlled, much like a herd of gallimimus flocking to get to their job downtown.

So if you are ready to enter the wilds of the Big Apple, distribute pamphlets about how Barney degrades us all, try and get a duemila(2000 oz) iced coffee with one-hundred sugars, or squeeze into the Subway without derailing it, welcome to Jurassic Central Park.

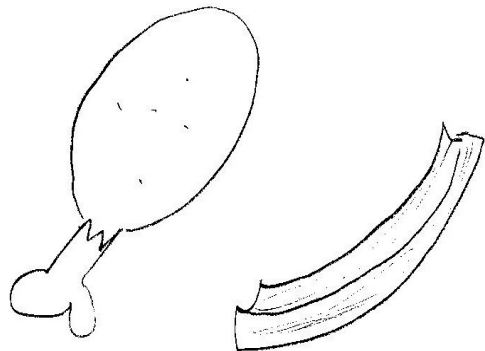
What Do You Need

Each player will need

- 6 chicken wings, bone in
- 6 sticks of celery
- Some accessory, like glasses, a hat or a wig,
- A dino-sheet

The table as a whole will need

- A timer
- 6 additional wings
- 6 additional pieces of celery



How to Play

First, get some friends together. **Jurassic Central Park** is intended for four to five players, one of them taking the role of the GM, the others taking the role of a dinosaur. The GM's role is to provide an initial scenario, play NPCs that the dinosaurs encounter, call for challenges to occur when dinosaurs do something where the outcome is in doubt, and narrate what happens in the case of failure. The player's job is to complete challenges, and do interesting things in New York as dinosaurs.

The Goal

The goal of **Jurassic Central Park** is to have a good time eating wings and pretending to be dinosaurs.

The Mechanical Goal

The mechanical goal **Jurassic Central Park** is to engage in enough challenges within the thirty minute play period that each player has eaten all of their wings and celery, but not so quick such that a player has done so before the twenty-five minute mark. If either a player eats all his or her food before the twenty-five minute mark, or does not eat all the food before the thirty minute mark, a tragedy should befall the dinosaur of that player. A good baseline is Jack Horner, famous paleontologist, whom you will meet later, exposes them as dinosaurs and takes them away. Maybe a meteor hits their apartment, or their girlfriend breaks up with them, or they are audited by the IRS. Some sort of undesirable outcome must occur.

Setup

Players create their dinosaurs and fill out their dino-sheets. See the **Dinosaur Creation** section for more on how to do that. This can probably be done in the amount of time it takes to get your wings and celery ordered from a fine establishment. Don't forget a tasty beverage. Place six wings and six pieces of celery in front of each player. Place six wings and pieces of celery in the center of the table, reachable by all. Players are allowed to trade according to the rules (see the **Diet** section of the Dinosaur Generation chapter for trading rules) before the game starts. The GM should set and start the timer for twenty-five minutes, and then start the game by setting up an initial scenario.

The Timer

It is essential that the timer be kept secret from both the players and the GM after its initial setting. iPhones are ideal for this kind of thing. Other than the timer, the play area should be clock and cell phone free. After the twenty-five minutes expire, the GM sets the timer for five minutes, and again, keeps the timer secret. The secrecy of the timer has three objectives, to

keep the game play during the time that the wings are still hot and edible, keep the gameplay at a certain pace, and to ensure the spotlight moves from player to player. In order to complete the session without being exposed by Jack Horner, famous paleontologist, each player needs to engage in a challenge every two and a half minutes. With four dinosaurs playing, that means a challenge has to occur every thirty seconds (this is only true if players are not engaging in opposed challenges but more on that later).

Challenges

Whenever the outcome of an action is in doubt, a challenge occurs. For example

Tim(A t-rex): All right, I'm going to to cook a great meal

Bob(A Gm): With those tiny arms? How are you going to reach the stove?

Tim: I'll just bang my tail against the stove till it turns on

Bob:That sounds like it wouldn't work

Tim:We'll see about that (Picks up a chicken wing)

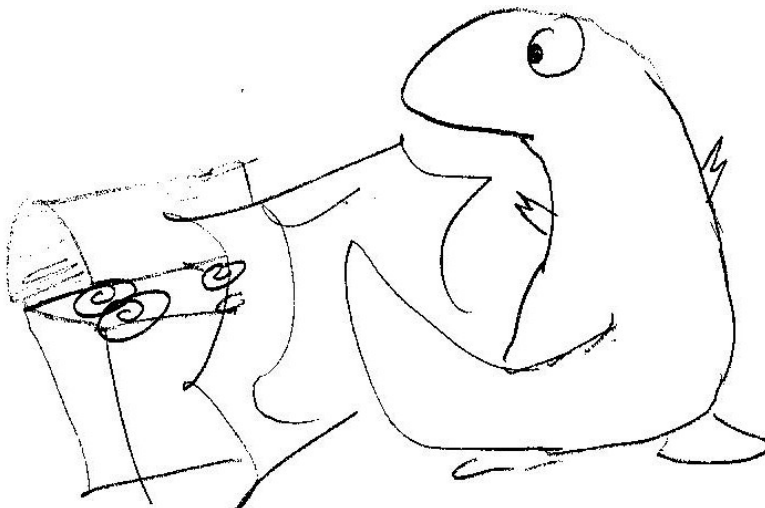
Lisa: I'll count! 1..2..3..4..5..6

Tim: DONE

Bob: 6 seconds is a success. What happens?

Tim: The stove gets a little dented, but it turns on!

Challenges are divided into two types, **carnivore** and **herbivore**. When you engage in a **carnivore** challenge, you eat a chicken wing. When you engage in a **herbivore** challenge, you eat a piece of celery. You determine the type of challenge by your dinosaur's approach to it, not the actual challenge. **Carnivore** challenges are taken on in an aggressive or



assertive manner. Type A personalities will engage more readily in **carnivore** challenges. Using intimidation, violence, or the direct approach are all examples. **Herbivore** challenges are those more subtle or passive. Type B personalities will favor **herbivore** challenges. Lying, sneaking, or executing a

carefully planned action are examples. The above example is a **carnivore** challenge because Tim is being direct, using violence and/or being assertive. If Tim had carefully switched the stove on by delicately flicking his tail, carefully constructing a Rube Goldberg device, or making use of a long pole to turn the stove, it would be a herbivore challenge. A player can only engage in an appropriate challenge if they have a piece of the corresponding food.

In the above example, Lisa counts for Tim. The resolution of a challenge is determined by how long it takes you to eat the chicken wing or the celery. One of your fellow players should count for you. Players may count as quickly as they like (remember, you'll be asking people to count for you soon). A challenge can resolve in four ways.

Critical Success - The player gets to narrate the outcome of the challenge, plus they may include an additional positive outcome unrelated to the challenge.

Tim: The stove gets a little dented, but it turns on! Also Frank walks in carrying two bottles of wine and sets them down

Success - The player narrates the outcome of the challenge

Tim: The stove gets a little dented, but it turns on!

Minor Failure - The GM narrates the outcome of the challenge, but the player gets to include an additional positive outcome, unrelated to the challenge

Bob: The stove gets thrown through the wall.

Tim: The microwave is still there though!

Critical Failure - The GM narrates the outcome of the challenge and gets to include an additional complication

Bob: The stove gets thrown through the wall. A gas pipe breaks, and catches aflame. The kitchen is on fire!

It is left to the group what is considered "Done" on a chicken wing, but it is suggested that all edible meat is devoured. Remember, time is ticking and arguing just wastes it. Celery is easier to judge, as it must be wholly consumed.

Also it is important to point out that a player does not have to narrate a positive outcome. Tim could have had the oven explode, throwing out ash and grease everywhere. This could be done to create more challenges, or just because it's funny. The same goes for the narrator too, as a positive outcome might be more interesting than a negative one.

The count of your fellow player is used to determine the level of success or failure. **Carnivore** challenges are categorized in five second intervals. **Herbivore** challenges are categorized in three second intervals. Counting isn't a scientific thing, so give a challenging player a success if you are halfway through saying "eleven" in a carnivore challenge. You also don't have time to argue anyway. Here is a helpful table.

	Carnivore	Herbivore
Critical Success	5 seconds or under	3 seconds or under
Success	between 6 and 10 seconds	between 4 and 6 seconds
Minor Failure	between 11 and 15 seconds	between 7 and 9 seconds
Critical Failure	16 seconds or longer	10 seconds or longer

Opposed challenges

If two or more dinosaurs are directly opposing each other, then a Opposed challenge occurs. Opposed challenges are great, because two or more pieces of food get eaten instead of just one.

Tim(A t-rex): I'm going to grab the last toy on the shelf! The boss's kid will be getting this from me!

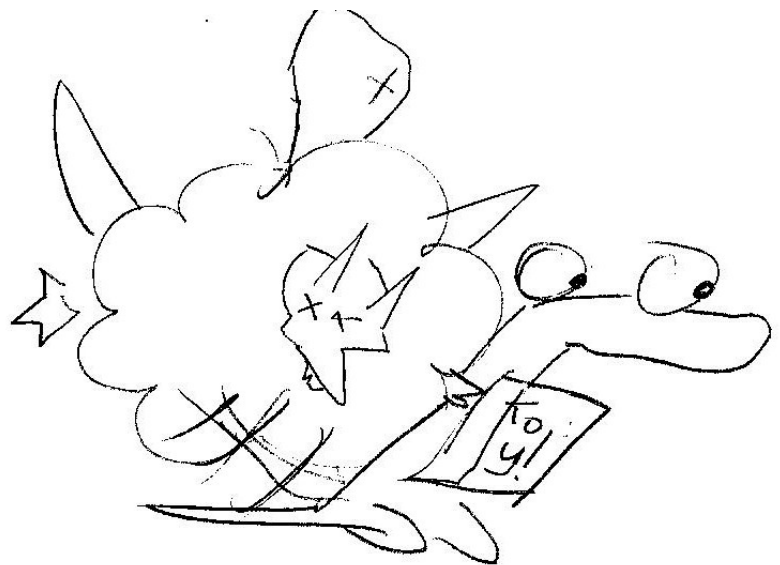
Lisa(A triceratops): Not if he gets it from me! I'm crashing into the aisle to stop you!

Frank (a saltasaurus): Can I steal it while they're fighting?

Bob(The GM): This seems like an opposed challenge

Tim and Lisa pick up chicken wings because of their aggressive approach to the challenge. Frank picks up celery stick because he is acting sneaky.

Bob: Go!



All: Munch Munch Munch!

Frank: Done!

Lisa: Done!

Frank: Crap!

Frank: I scoop up the toy as the aisles start to collapse

Lisa: You may have the toy, but it's UPC is scratched, good luck checking out!

Frank : The scuffle throws me through the wall, conveniently in the parking lot next to my car.

Opposed challenges are races between the players to eat their pieces of food. Players determine (or justify) if they are engaging in a **carnivore** or **herbivore** challenge in the same way that they would in normal challenge. The player who finishes their food first, Frank in the above example, gets to narrate the outcome of the challenge, similar to as if he had gotten a **Success** in a normal challenge. Then, in order of finishing time, the players who participated get to narrate a smaller detail.

Players should attempt to engage in opposed challenges as much as possible. Not only does this consume more food more quickly, but it also keeps more players engaged at a time. It also gives the GM a break to scarf down one of their own chicken wings.

Triggering Urges

Urges are something that all dinosaurs have. Urges are anti-social behaviors that dinosaurs try to suppress in order to fit into modern human society. Urges are actions like eating people, charging red objects, pooping in the street, smashing building, or careless tail wags upturning things. For more on specific urges, see the urges section in the Dinosaur

Generation chapter. If a player accidentally takes a bite of the food set aside for challenges, they should stop (chew and swallow the bite if it's in your mouth), and the dinosaur engages in one of these terrible behaviors. If a player wants to intentionally trigger one of the dinosaur's urges, the wings and the celery in the center of the table are there for that purpose. Triggering an urge can lead to a challenge to get out of situation, but a challenge can not be used to stop the urge from happening. Dinosaurs may be somewhat civilized now, but there is a reason dinosaur means

“terrible lizards” in Latin.

Bob: Tim! Did you just bite a piece of celery

Tim: Oh crap! I guess I will roar REALLY loud, terrifying everyone in the audience

Bob: This will certainly liven up Lisa’s opening night of “Our Town”

Urges are there to keep players from just eating food outside of a challenge, but also are a useful tool for stirring the pot if things start to go too smoothly for the dinosaurs.

Disguises

All dinosaurs have to wear disguises, like wigs or glasses, in order to fool the general public that they are not towering thirty ton monsters. Generally these disguises are pretty flimsy and are prone to falling off, but if glasses can work for superheroes, then they can work for dinosaurs. The players should wear an accessory, like a pair of glasses or a hat, that if they remove or fiddle with, the disguise will fall off their dinosaur. This can definitely lead to some challenges scrambling to put the disguise back on, and the fallout of suddenly having a dinosaur appear and then disappear while in a coffee shop.

Dinosaur Creation

Dinosaurs have four mechanical characteristics **Diet**, **Urges**, **Job**, and **Species**. These four characteristics go on your character sheet, which should be in front of you while you play the game, maybe on a napkin.

Diet

Dinosaurs are either **Carnivorous**, **Herbivorous**, or **Omnivorous**. **Diet** does **not** affect challenges directly. Also, your **Species** has no bearing on your **Diet**. These are modern dinosaurs, and there are plenty of herbivorous t-rexs and carnivorous triceratops and there is no social stigma, unlike back in the 1950s and 1960s (B.C.). Diet determines what kind of trades of food you are allowed to make before and during the game. **Carnivorous** dinosaurs can trade with **Herbivorous** dinosaurs, exchanging wings for celery in a 1:1 ratio. **Omnivorous** dinosaurs can make two trades with anyone, also in the 1:1 ratio.

The important thing to remember is that everyone should have the same number of pieces of food at the end of the trade that they had at the start of the trade

Trading one flavor of wings for another flavor, or trading celery and carrots is not considered a trade. Go ahead!

Urges

Dinosaurs are still pretty primitive and wild, despite living in the hip and urban New York city. This wildness is expressed occasionally in the forms of **Urges**. **Urges** are generally behaviors you would smack a dog on its nose with newspaper for, except now the dog is several tons. Every dinosaur needs three **Urges**. **Urges** can be triggered accidentally or intentionally (see the Triggering Urges section above for more detail on how). When an **Urge** triggers, the the player of the dinosaur in question picks one of their three urges to perform, and narrates the dinosaur acting out in that particular way. Below is a list of urges. Feel free to pick from the list, or to come up with some **Urges** of your own. If you do, **Urges** should be big, splashy, and hard to hide.

Smash a building

Bite a random person

Build a nest

Charge a car or train

Scratch your back on something

Roar loudly

Throw the nearest thing

Tail whip someone

Spit acid on someone

Eat a live animal

Make a several pound pile of poop

Knock over everything

Fight someone for a mate

Eat all the plants around

Do a cannonball into a body of water

Crash through the nearest wall

Alert everyone around about the possibility of predators

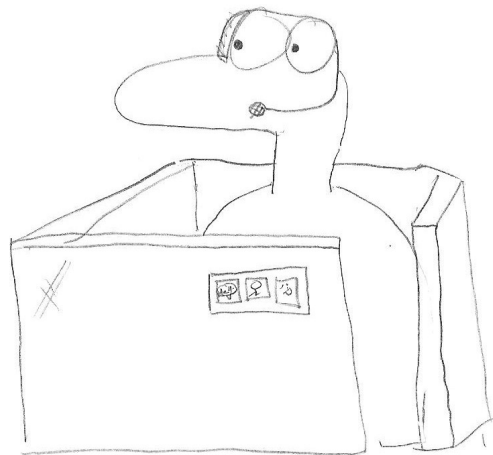
Say something hurtful about mammoths

Jobs

This is a modern world, and a dinosaur needs to make money. In addition to bringing home the Entelodont backfat, **Jobs** provide you with special skills to help you out in the concrete jungle. Pick a **Job** for your dinosaur. Several are listed below. The list is no way complete, so if your favorite profession is not listed, add it yourself. Whenever you have a challenge that relates to **Job**, you may choose one of the three

- you automatically get a **critical success**
- you can eat celery for a **carnivorous** challenge, or a wing for a **herbivore** challenge
- In an opposed challenge, you can't place less than second

Regardless of your choice, you must eat a piece of appropriate food.



Pilot

Construction Worker

Janitor

Banker

Lawyer

Wall Street Executive

Deli Owner

Cook

Software Engineer

Child care

Maid/Butler

Dog Walker

Telemarketer

DJ

Sales Associate

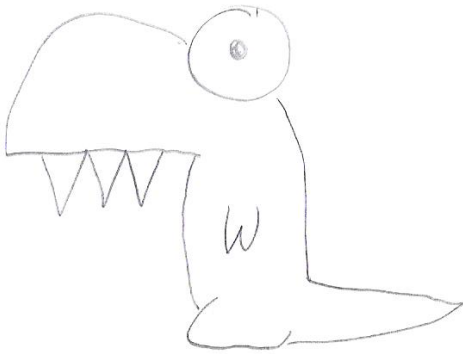
Species

There are an estimated 2.1 million total dinosaurs living in New York. Lots of them didn't leave a fossil record because they cremated their dead instead of the more old fashioned practice of becoming a fossil or jumping into a tarpit. Plus, since America is melting pot, there are tons of mixes living and loving in New York. There are currently about seven hundred known species of dinosaurs. Some are listed below, but there are many more. Please

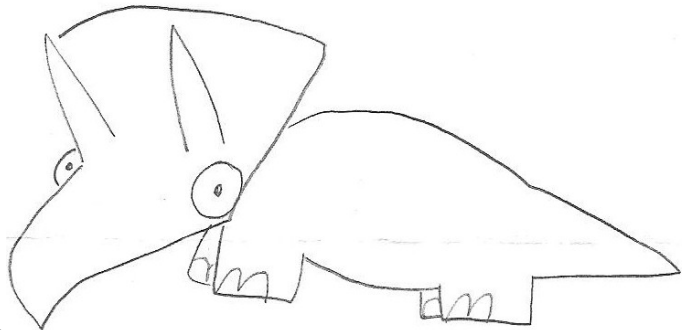
update our records as appropriate. Also many **Species** have regional variants, so the advantage may vary. **Species** matters to your dinosaur because it gives you a very specific advantage. When the very specific kind of challenge comes up listed in your **Species**, you may choose **all** of the three

- you automatically get a **critical success**
- you can eat celery for a **carnivorous** challenge, or a wing for a **herbivore** challenge
- In an opposed challenge, you can't be less than second

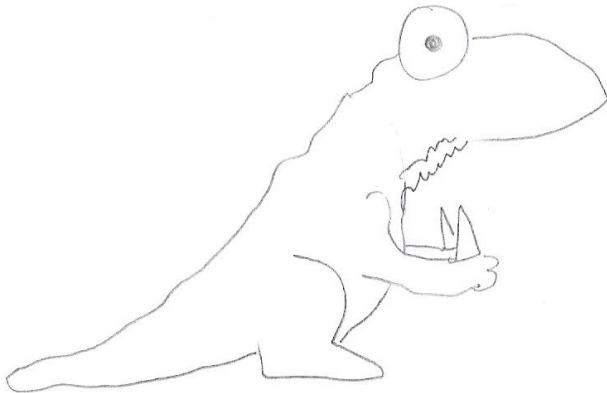
Regardless of your choice, you must eat a piece of appropriate food.



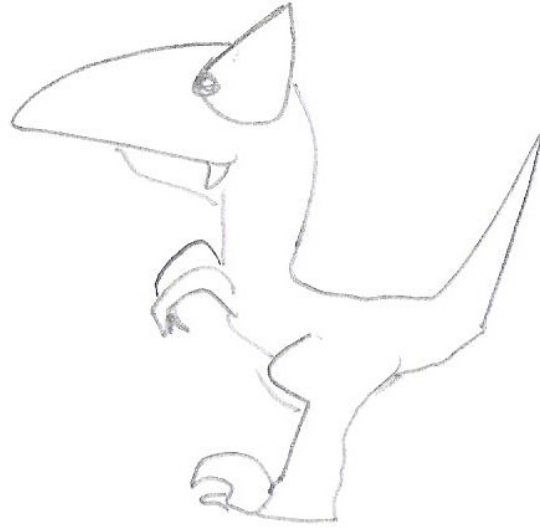
Tyrannosaurus Rex - Always can get into the club.



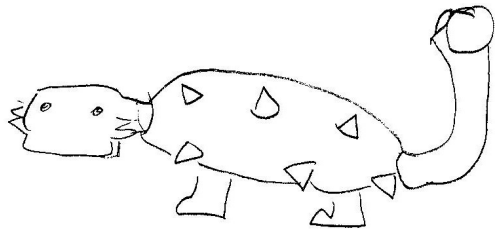
Triceratops - Always can knock over things.



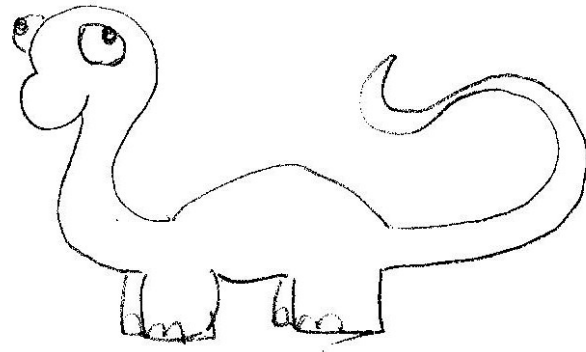
Iguanodon - Always can get a ride.



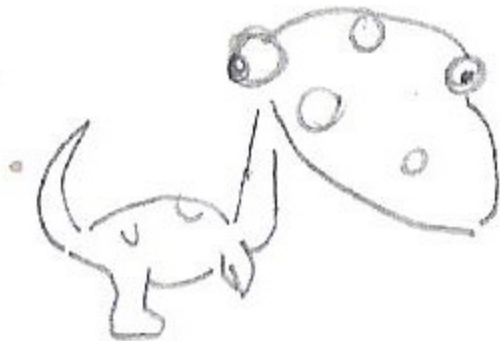
Velociraptor - Always can find a food cart.



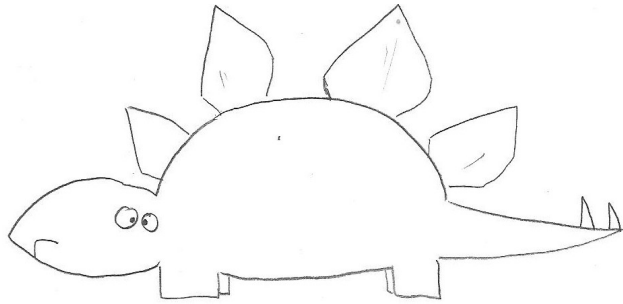
Ankylosaurus - Always can get downtown fast



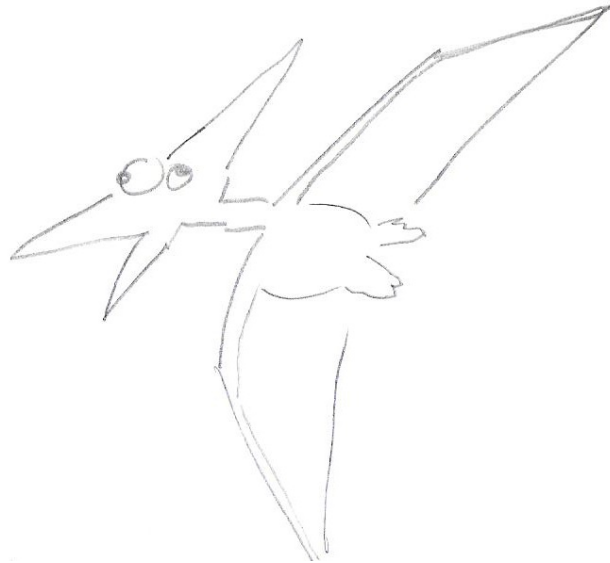
Brontosaurus - Always can get cell signal



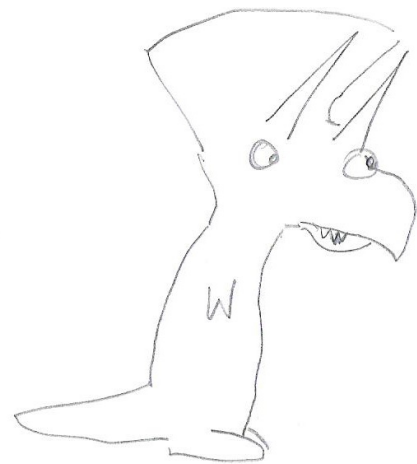
Saltapus - Always can get you frontsies in line



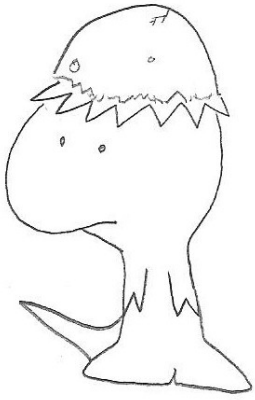
Stegosaurus - Always can paint well



Pterodactyls - Aren't dinosaurs. Dummy.



Tyrantops (Trex/Triceratops) - Always are good mediators



Pachycephalosaurus - Always do well in car accidents

Guess Who's Coming to Dino

A Story Module for Jurassic Central Park

Your significant other Jordan has started to get suspicious, asking to meet your parents, whom you've said are perfectly normal humans. Jordan tricked you into agreeing to dinner with them TONIGHT at your place. The problem is your parents are bones in the Natural History Museum, but not to worry. Your friends have agreed to pose as your parents and make the evening magical. The only problem is you and your friends actually are dinosaurs, and if Jordan finds out, its end of relationship. Of course, this is the worst time for Jack Horner, Famous Paleontologist to show up, so of course he does. Did I mention Jordan is expecting a home cooked meal?

This is a story module for Jurassic Central Park, as such, you need to have read the core module or have someone explain the rules and premise of Jurassic Central Park to you for this to make sense at all.

This module is written for four to five players, a GM and a three or four dinosaur players. Like all games of Jurassic Central Park, it takes thirty minutes, plus about fifteen minutes of setup.

Summary

One of the dinosaurs significant others, Jordan, a human, has cajoled them into setting up a dinner with their parents. The problem with that is the dinosaur's parents are extinct, and the dinosaur has already lied about them being perfectly normal humans. This dinner needs to go off with a minimal of fuss.

Themes

This module attempts to recreate the old sitcom plot of a character lies to his girlfriend about who his parents are and makes a vain attempt to construct a web of lies with the help of friend and family. There is also a subplot of kitchen hijinks. If you are looking for inspiration before running this module you might want to view *The Birdcage* (1996) with Nathan Lane and Robin Williams, or *The Muffin Tops* episode of *Seinfeld*, *Rent-A-Pop* from *Save by the Bell*, or that episode of *Dinosaur* where everyone pretends Bonehead is the leader.



Everyone should be familiar with plot on the conceptual level concept, and ok with the fact that perhaps instead of everyone getting away with it, we instead learn a valuable lesson about honesty and not being ashamed of who you are. Or perhaps everyone will get away scot free, whichever is more interesting.

Kitchen hijinks will also probably play a part of this story. It is recommended that players do **not** take the roles of professional cooks, or at least the professional cook have

no part in preparing the food. Jurassic Central Park isn't a game where easy is desirable, since getting into challenges is how food is eaten, hence getting rid of it before the deadline.

Special Rules

Before the timer starts, the following roles should be assigned and read out loud to the players

The Significant Other - One player has to be the significant other of Jordan. At the start of the module, this player has agreed to host a dinner with their parents at their apartment tonight. The last time Jordan broke up with someone, it was because they turned out to be a dinosaur in disguise, and you don't want this to happen.

The Pretender - One player has agreed to pretend to be the parent of the Significant Other and have a lovely evening meal with Jordan. This has been thrust upon you, but you have take up the role with gusto.

The Chef - One player has agreed to cater the evening with normal human food. What a perfect opportunity to be helpful.

If there is a 4th player, they may take the role of the spouse of the Pretender.

Important NPCs

Jordan Bronson - the significant other of one of the dinosaurs. Jordan is a native New Yorker. Tough, blunt and has the bad luck of important people in life turning out to be dinosaurs on a weekly basis. Jordan just found out that the landlord, who insisted he was not a triceratops actually is a triceratops. Jordan was so thrown by this she just had to move, and it was a nice



apartment. Needless to say, if Jordan found out someone else was a dinosaur, that would break any relationship.

Jack Horner, Famous Paleontologist - Of course he's going to show up. Jack Horner, Famous Paleontologist, hunts down dinosaurs and exposes them with religious fervor. Mostly because most people think it's ridiculous, and that last dinosaur he exposed was just a fluke. What are the chances that there is ANOTHER dinosaur in New York. It's almost impossible. Which drives Jack Horner, Famous Paleontologist crazy. Jack Horner, Famous Paleontologist has a hunch about the dinosaurs played by the players and has devised a plot to break into their apartment and expose them by posing as an air conditioning repair man. This will allow him to bring in some high powered fans into the apartment which will be handy for blowing away those pesky disguises dinosaurs wear.

Opening

"[Significant Other] and [The Pretender] are cleaning [SO] apartment. Jordan will be here in 5 minutes, and the place is still a mess. [The Cook] is still missing. Lots of incriminating dinosaur things are strewn about, like a nest of giant palm leaves you used to sleep in last night in the middle of the living room. Suddenly there's a knock at the door"



Jordan is on the other side of the door, early for dinner, excited to meet the parents of the significant other. If the dinosaurs try to hide, or otherwise bar entry, Jordan will not go away. Jordan will escalate the situation quickly, calling either the landlord or the police to open the door. Either way, the dinosaurs will either have to hide or excuse the dinosaur related messes on the ground. All these situations are good fodder for challenges. At the first mention of food by the dinosaurs, or after a few minutes Jordan should mention food, move the spotlight to the dinosaur playing the cook.

Potential Challenges

- Keeping Jordan outside the door
- Cleaning the room quickly
- Distracting Jordan from the mess in the room
- Convincing Jordan that this is indeed your parent

Scene 2

"[Cook] you turn the corner in the local market to see an elderly woman grab what appears to be the last bit of meat in the entire place, a whole chicken. The was the plan! That was the main course!"



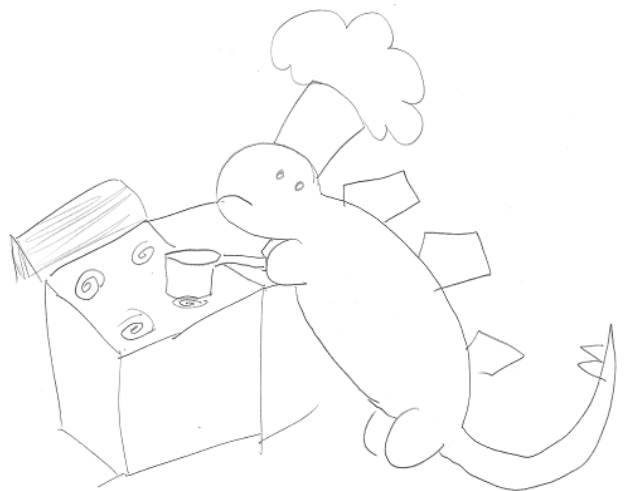
The dinosaur who has promised to cook now needs to come up with a solution of all the meat in the store being gone. The elderly woman has a chicken in her cart. She will provide resistance to you taking it, and other patrons will probably not take kindly to you taking it from her. There are other things to make vegetarian options out of in the store, but remembering a recipe will probably prove challenging. There's also probably some really frozen food too. Checking out quickly will also probably be challenging. Don't spend too much time just focused on the one dinosaur, but do enough to get them out of the supermarket (with or without food) and headed back to the apartment.

Potential Challenges

- Stealing chicken from the old woman
- Remembering another recipe
- Hunting something down in the alley
- Ordering something from a nearby restaurant and making it look homemade
- Getting to the front of the checkout line quickly

Scene 3

Have all the dinosaurs end up at the apartment. If the dinosaur playing the Cook doesn't make their entrance subtle, make sure to require a challenge to distract Jordan or explain to why your friend is cooking dinner and not you. At this point the air conditioning should click off loudly, followed by a knock on the door. It will be Jack Horner, Famous Paleontologist, poorly disguised as an air conditioning repair man. If the dinosaurs try and bar his entry, Jordan will intervene, as she is a good friend of Jack Horner, Famous Paleontologist. Even if the dinosaurs succeed in initially driving him off, he will be back. Eating Jack Horner, Famous Paleontologist, or just outright killing him, is not an option, as Jack Horner,



Famous Paleontologist, has taken precautions against these eventualities, such as covering himself in hot sauce, and wearing dinosaur proof impact resistant comfy clothing. Jack Horner, Famous Paleontologist will explain the AC is broken, and he will be bringing in fans while he works on it. These fans will be strong enough to blow off disguises from dinosaurs. As this is happening, Jordan will start interrogating the dinosaur playing the parent, asking uncomfortable questions.

Potential Challenges

- Sneaking in
- Explaining to Jordan why you don't want Jack Horner, Famous Paleontologist in the apartment
- Keeping cool in the hot apartment
- Putting away groceries
- Preparing food
- Questions from Jordan

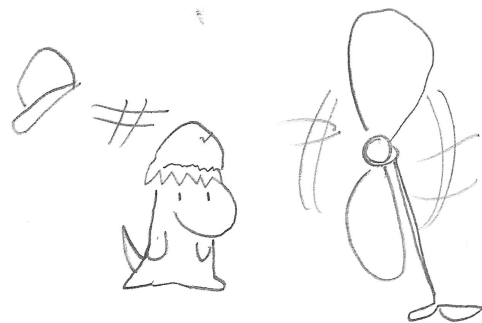
What To Do Next

At this point, your game will probably go off the rails if it hasn't already. Jack Horner, Famous Paleontologist will become increasingly more brazen, intentionally pointing fans, escalating to straight up trying to grab disguises off. Jordan will pursue any lie she can detect, also pop into the kitchen at inopportune moments to see if she can help.

Jordan may ask Jack Horner, Famous

Paleontologist to eat with them if the food ever actually gets prepared, at which point, Jack Horner, Famous Paleontologist, will bring the conversation to dinosaurs, and how Jordan always seems to meet them.

If the dinosaurs are the more violent sort, the scenario might end with how will they hide Jordan's body after she discovers that they are in fact dinosaurs. Hopefully this will not happen, but who knows with PCs.



Potential Challenges

- Cooking food
- Salvaging food after it gets burnt and unusable
- Keeping Jordan from realizing you are ruining the kitchen
- Eat food in a manner that looks like you are human
- Explaining why Jordan can't use your toilet, which is crushed.
- Answers awkward questions from Jordan
- Avoiding fans from blowing away your disguise
- Explaining why you were wearing a toupee and are in no way a dinosaur
- Swatting away Jack Horner, Famous Paleontologist
- Explaining why you just assaulted Jack Horner, Famous Paleontologist
- Explaining why you just ate and threw up Jack Horner, Famous Paleontologist
- Creating a distraction so Jack Horner, Famous Paleontologist, will leave
- Fixing the AC
- Hiding a body

Bringing To A Resolution

At some point, Jordan will probably realize you are dinosaurs. She will probably act very hurt, and depending on how you want to play it, may walk out on you, or you might have a touching scene where everyone feels warm and fuzzy. Jack Horner, Famous Paleontologist needs to be dealt with in some way, or he will expose the dinosaurs. Either way, everyone should have a touching moment, or be running for their lives.



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