

# BEESCAPE FROM PLANET X

## INTRODUCTION

The year is 8335 BĒ, and long ago Earth's bees, facing inevitable extinction, left their planet to find a new world to call their home. You are Beeple, a peaceful race who have evolved to communicate through dance! Your team is a part of a scouting ship sent to explore new worlds to establish a new colony of your own.

While on a mission though disaster strikes as your entered the atmosphere of Planet X, an alien and inhospitable planet. Your ship was rocked by the dense atmosphere and broke apart, forcing you to crash land. Your crew must now send scouts out into the inhospitable surface in hopes of locating your ships missing pieces.

But Planet X's sun is too deadly to stay out too long, and the beacons too large for the scout to carry alone so they must provide directions for a pilot to return later to locate the beacon. Worse still, you only have ten days' worth of rations to survive before you will all die. Can you work together to survive?

## SET UP

The Bee-Master (BM) chooses a safe and easily accessed area to play the game. This is the *Crash Zone*. There must be a large distinguishable feature opposite *The Ship* to act as *The Sun*, for orientation purposes.

The BM will identify several landmarks and unique items in the Crash Zone and scatter "Beecons" and "Flowers" around the area. Beecons are red markers (poker chips, flags, coins, etc.) which represent parts needed to fix the ship. Any time a Beacon is found, add one more resource for the ship to use (explained in *Phase 1 - Extrapolation*). Flowers are yellow markers which represent a food source. Locating a Flower will increase the remaining rounds by one, up to a maximum of 13. All colors are interchangeable with whatever is more convenient.

There must be a separate space that can play as The Ship where the rest of the beeples will remain while the scout searches, unable to see what the scout is doing. In The Ship arrange 7 cups into a honeycomb shape on a table on one side, and a bowl of pingpong balls on another.

The most important rule of the game is that there is **NO VERBAL OR WRITTEN COMMUNICATION**. You are sophisticated, evolved beeples, so you may only communicate through dance! And buzzing. You are also encouraged to use the available paper and pencils to draw maps and visual representations of things being described, but no human language may be used.

The gameplay plays over 10+ rounds, over the course of three phases in four parts:

**Phase 1:** Exploration & Extrapolation; **Phase 2:** Explanation; **Phase 3:** Excision

## ABOUT

Beescape From Planet X is a wordless freeform LARP that can be played in 30-60 minutes.

This game was designed by **Jeremy Alva** and **Ryan Griffith** in nine days for Game Chef 2016. The theme of the challenge was Technology, and the ingredients used were Alarm, Dance, Sketch, and Sunlight.

Special thanks to the Games To Gather storygaming community of Portland, OR for all of their support and inspiration.

## MATERIALS

1. 3+ "Beeple" players
2. Timer with alarm
3. Several sheets of paper
4. Several pencils
5. 7 "Beecons" - Red markers or flags
6. 3 "Flowers" - Yellow markers or flags
7. 7 Cups, in "honeycomb" arrangement
8. 10+ pingpong balls

\* = For visually impaired players you can swap visual markers for audio markers.

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## PHASE 1

At the start of Phase 1 the BM will choose a single scout to take part in *Exploration* portion of the round. Simultaneously, the remainder of the beeples will participate in the *Extrapolation* portion.

At the start of the round the BM will set the timer according to the table below, according to round:

Round 1 - 3 : 60 Seconds

Round 4 - 6 : 50 Seconds

Round 7 - 9 : 40 Seconds

Round 10 + : 30 Seconds

Once the alarm goes off the sun is too hot to continue working and the scout must immediately return back to the ship, and all work inside the ship must cease.

### EXPLORATION

The Scout will venture out of the safety of the ship to scour the play area for beacons or flowers.

When the scout leaves the ship, it is important to take note of where **The Sun** is located! This will be your point of reference when giving directions in the Explanation portion of the game.

Once you locate a beacon or a flower, **DO NOT TAKE IT**, your tiny bee arms cannot move it on your own. Just make a note of where it is in relation to the The Sun! Angle and distance are important factors!

The Scout is free to explore wherever you wish in the Crash Zone, and locate as many items as they wish, but be mindful of your time and how much information you will be able to convey to the other beeples.

Once the alarm goes off you must immediately turn around and head back to the ship! The bright sunshine is too much for your tiny bee body to handle at this point.

### EXTRAPOLATION

After the Scout leaves the ship, it's time for the rest of the industrious beeples to get to work repairing the ship!

On one side of the ship you will find several cups in the shape of a honeycomb; on the other side you will find a bowl of pingpong balls which is the beeswax that you will use to repair the ship.

Once the timer begins, each beeples must one-at-a-time collect a pingpong ball by their mouth and pop it into the cups. The goal is to have a different ball in a different cup, to "plug the holes" in the ship. All seven cups must have a ball in it to successfully repair the damage for that day.

If the players are uncomfortable using their mouths like a proud bee would, they may instead toss the balls from across the room.

In round 1 you will start with 10 pingpong balls, and each subsequent round the number of balls will be reduced by one to represent dwindling supplies. Every new beacon that is collected gives you back another pingpong ball to use.

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## PHASE 2

After the alarm goes off and the Scout returns to the ship, the beeples will come together to find out what the Scout has learned.

### EXPLANATION

The Scout must express to the crew where they found a new item, and how to find it. They are not allowed to use words, but instead must use the Waggle Dance, and the Pantomime Dance.

During this time the other beeples may use paper and pencils to draw maps and sketches of what they believe is being described.

**Nobody may speak, only dance!**

REMEMBER: Dances end when you stop moving. If you aren't dancing, you aren't communicating, so don't simply make the shape with your body and hope for the right guess.

### The Waggle Dance

This dance will explain where in relation to The Sun the becon or flower is.

To start, face The Sun and then walk in a semi-circle to begin, while keeping your eyes/face in the direction of the sun. Next, walk in the direction of, in relation to The Sun, the becon or flower while wagging your body.

Waggle forward a short distance, then walk a semi-circle back to the start.

Additional passes will explain how far it is from the ship.

1. One pass means it is close.
2. Two passes means it is medium distance.
3. Three passes means it is far.



You may use this method to give more complex directions by replacing The Sun with other landmarks, but only after a landmark has been discovered. It's up to the scout to determine how to do this best.

### The Pantomime Dance

This dance is how you will express what the landmark the becon or flower landed near is through dance. You must express the shape and what it might feel like to be that landmark through physical expression.

Remember, you have no idea what this thing actually is so you cannot demonstrate its usage, as a human might.

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## PHASE 3

After the dancing stops and all information is relayed, the remaining beeples must come together to compare notes to try and determine where the beehive or flower is in relation to The Sun.

### EXCISION

Once all of the information is compiled, the beeples must elect another individual to act as the Pilot of a small vessel to venture out to quickly collect the beehive or flower. The Pilot is not permitted to look for new items, as they only have enough fuel for a quick pick-up trip.

The BM must set a timer for 30 seconds to allow the Pilot to go and collect the beehive or flower. If the Pilot fails to locate the item based on the information provided, move onto the next round.

If the Pilot attempts to return with more items than were described during Phase 2, the BM must decide if the Pilot had enough fuel to carry this much of a load. If not, they may ask the Pilot to “drop” some of their cargo, and the BM must now place it in a new location.

## END GAME

You win if all seven beehives are recovered before the rounds run out. With all beehives located the beeples are able to fix the ship and escape the planet, and return back to their colony ship to resupply and move onto their next adventure! Hooray!

You lose if not all beehives are recovered before the rounds run out, or all of the beeples die due to exposure to the sun. Next time you're trying to communicate, try using your hips more.

Regardless of the outcome, celebrate your extricate with a tasty beeverage and dance party! Put on some music, flicker the light switch, and shake your thorax like you're not going extinct!

Bee's Knees: 2 cups soda water - 1/2 cup lemon juice - 2 tbsp honey - Mix well and serve chilled.

## BEE END

If you enjoyed the game consider making a donation to a bee-friendly charity.

**North America:** <http://www.pollinator.org/>, <http://thehoneybeeconservancy.org/>, <https://beeinformed.org/>

**United Kingdom:** <http://www.givebeesachance.org.uk/>

**Europe:** <http://sos-bees.org/>

**Africa:** <http://beesabroad.org.uk/>

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