

You are Drew's Pants

Intro

This game was written at the Intercon XVI dead dog party. Drew was showing off his pants and having had a severe lack of sleep that weekend, I decided to write a game about it. The character parts in the game are all famous, or infamous, items of the core LARPA community.

This is a trading game where the objects traded actually form the characters. Players get three items and then use those three items to form a character. However, if a player can guess what items another player has, he can steal an item from that player, trading him an item in return. The new items now comprise the character's personality.

Each item is worth a number of Pants Points. The object of the game is to end up with the most Pants Points. Pants Points are determined by a number of factors including, size of object, niftyness of object, and closeness to Drew's Pants. They range from 5 (Drew's Pants) to -1 (Mike's Foam Armor).

Wardrobe Points are bonus Pants Points based on matching clothes. Clothes match if the names of the owners match, even if they are different people. Eric's Loincloth goes with Eric's Cloak event though they technically belong to two different Erics. You get two Wardrobe Points if two of your items match, and five Wardrobe Points if three or more of your items match.

Once you have the hang of the game, forget these items and replace them with items from your own gaming group.

Setup

Print and cut out the cards on the following pages. Shuffle the cards and deal each player cards based on the chart to the right. There are 30 cards. Ideally, the game holds ten players. If you have fewer players, remove cards based on the chart. The game is suggested for 6-10 players.

Players	Remove Cards	Deal each Player
6	-	5 Cards
7	1 Burgermeister T-shirt Lord Boulton's Moustache	4 Cards
8	1 Burgermeister T-shirt Lord Boulton's Moustache Jeannie's Parrot Slippers The Scooby Doo Outfit Jeff Jordon's Prosthetic Katrianna's Purple Boots	3 Cards
9	1 Burgermeister T-shirt Lord Boulton's Moustache Jeannie's Parrot Slippers	3 Cards
10	-	3 Cards

Play

The game lasts for seven minutes.

How to steal: If you think you know a specific item a player has or is being, you can announce that to your target. If you are correct, you get to choose a random card from your target then your target gets to choose a random card from your hand (not including the one you just stole). Remember, the steal is really a trade. Everyone should end up with as many cards as they started with. If you guess wrong, there is no effect.

Afterwards, you cannot attempt to trade cards (steal an item or have an item be stolen from you) with a particular player until both of you have traded with someone else. For example, if Marc steals Suzanne's "Drew's Pants," giving her "Mike's Armor," in return, Suzanne cannot attempt to get "Drew's Pants" back until both of them have traded with someone else. If Marc had guessed incorrectly, he cannot try again until both of them have traded with someone else.

If you are "locked out," and cannot trade with anyone because of failed guesses, then you completely reset and can try again with all the players.

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You are Dave's Laptop.

You are no longer attached to Dave Wood.



You are worth **2** Pants Points.

You are An Outpost X Blue Jacket.

You must be in charge.



You are worth **3** Pants Points.

You are Drew's Pants.

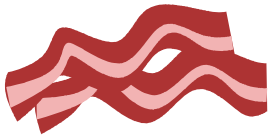
You are waterproof. People like to touch you.



You are worth **5** Pants Points.

You are Denis' Facial Bacon.

You are secretly a scar.



You are worth **1** Pants Point.

You are Denis' Godzilla Costume.

You are scary.



You are worth **3** Pants Points.

You are Dirk's Trollskin Armor.

You regenerate and sometimes come to life. You attract trolls.

You are worth **3** Pants Points.

You are Eric's Cloak.

You have many pockets. The Spirit of Vengeance does not make nummy noises.

You are worth **3** Pants Points.

You are Christine's Corset.

Your name is "The Widomaker." You are black and studded.

You are worth **2** Pants Points.

You are Greg's Animal Shirt.

You are both ferocious and harmless.



You are worth **2** Pants Points.

**You are Lord
Boulton's
Moustache.**

You are removable.



You are worth **1** Pants Point.

**You are An
Outpost X
Turtleneck.**

You are everywhere
and futuristic.



You are worth **2** Pants Points.

**You are Eric's
Loincloth.**

You are made of suede.
You are best worn with
tan underwear.



You are worth **3** Pants Points.

**You are
Brandon's Coffee
Pot Helmet.**

You require some
disassembly.



You are worth **2** Pants Points.

**You are
Hugh's
Trenchcoat.**

You are made of
leather.



You are worth **3** Pants Points.

**You are Joe's
Straightjacket.**

You are a shirt with the
sleeves of another shirt
sewn on to your
sleeves.



You are worth **3** Pants Points.

**You are Hugh's
Jumpsuit.**

You have many, many
zippers.



You are worth **3** Pants Points.

**You are
Katrianna's
Purple Boots.**

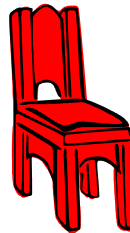
You can destroy
religions.



You are worth **2** Pants Points.

**You are Paul's
Chair Hat.**

You are a hunka-
hunka-burning love.



You are worth **1** Pants Point.

You are Mike's Foam Armor.

You are bulky and unwearable.

You are worth **-1** Pants Points.

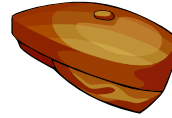
You are Jeannie's Parrot Slippers.

You can sing! You like to sing, "You Are My Sunshine."

You are worth **2** Pants Points.

You are Ellen's Hat.

You are made of Suede. You add to the wardrobe of anything else made of Suede.



You are worth **1** Pants Point.

You are Mike's Formalwear Collection.

You are vast and uncharted.

You are worth **4** Pants Points.

You are Eric's Cheshire Cat Shirt.

You are ubiquitous.

You are worth **2** Pants Points.

You are Paul's Shirt.

You are never actually on Paul Nelson's body.



You are worth **2** Pants Points.

You are a Robotic Lemming Suit.

You were built on the fly. You are never a part of any wardrobe.



You are worth **4** Pants Points.

You are a Scooby-Doo Costume.

You are never a part of any wardrobe.

You are worth **4** Pants Points.

You are a Minx Outfit.

You are from the 1950s.

You are worth **3** Pants Points.

**You are a
Burgermeister
T-Shirt.**

You can be the third
part of any wardrobe.
The customeister is
master.

You are worth **2** Pants Points.

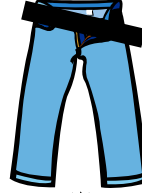
**You are a
Burgermeister
T-Shirt.**

You can be the third
part of any wardrobe.
The customeister is
master.

You are worth **2** Pants Points.

**You are Jeff
Jordan's
Prosthetic.**

You are well endowed
and detachable.



You are worth **3** Pants Points.