Playing a Child

Welcome to Playdate! You have all been invited to the Fairchild home to play together. Please put your cell phones and player belongings into your "cubbie hole" (OOC space) and only bring items fitting to your character onstage.

Once you enter the game, you leave your adult self behind and are a child or a "small human being" as they are sometimes called.

Expectations

Some players may be more familiar with young children and how they think/ feel/ act than others. As it turns out, your GMs have some expectations of how we want children depicted in the game, so hopefully, the following tips will help:

1. Today the children are playing pretend. The children in this game are familiar with each other and are very comfortable playing pretend together. This is so much so that imaginary friends are integrated into the imaginations of everyone- not just the person who created the imaginary friend. So, if your friend has an imaginary sibling, then you know to interact with this person as if they were real.

2. Imaginary or not, all the young kids can see, hear and interact with everyone. We explain this as being possible by the intricate nature of children's imaginations that sync with pretending together for a long period of time. If you don't accept this explanation, than we offer this alternative.... "childhood imagination magic".

3. We want you to play your character with the logic and the unbounded creativity of a child. Children are used to some things not making sense. They ask a lot of questions. They don't always understand the answers. When things don't make sense, children insert details of their own within their own context to make them make sense.

4. Adults or older kids who offer explanations to your character are often believed (unless there is observable or obvious conflicting information in game to make you doubt).

5. The parents of the children are unavailable during this game. There are no cell phones, and the kids know that once dropped off, they won't talk to their parents until picked up. Ms. Fairchild is upstairs and unavailable during the game. When your character is physically hurt or not able to solve problems, you go to your babysitter/older child for help.

6. Part of this game is centered around how small children deal with serious issues. Your character may encounter issues such as sickness, alcoholism or death in the family to name a few. Young children can exhibit all sorts of defense mechanisms to deal with undeveloped feelings or confusion when encountering things they don't understand. We expect for this to be part of your play.