

MORTON VS

CROWVID

13



30 QUESTS FOR STREAMING

A MORTON'S LIST GAME

Morton vs Crowvid 13
30 Quests for Streaming
A Morton's List Game

By

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1 or more Players

All Ages

1 Hour Gameplay

Morton vs Crowvid-13 was made to be played and
shared freely in the name of ending boredom
worldwide.

www.mortonslist.com

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A dark and trying time. Public events are still closed, and people everywhere are trying to break the mind-numbing cycle of staring at screens, subsisting on delivered food, and improvising face masks. Overhead, Crowvid-13 blots out the sun and whips pestilent winds across the land. Isolated in their stockpiled homes, weeks became bleak months for the besieged. A tightening web of anxiety, social distance, perpetual decontamination, and unrelenting boredom.... Until rumors spread of a new offering from the classic game, Morton's List: The End to Boredom. A potent magic to weaken the grip of pandemic monotony....

Morton vs Crowvid-13 focuses players' creativity into one of thirty short inspiring Quests to find a simple yet elusive treasure: a memorable, real-life experience. Quests are issued seemingly at random, yet influenced by your desires and surroundings. You and your group will decide how to interpret your Quest, but signs of success generally include laughter, good times, and an entertaining story.

Technological Set Up

Before a Quest begins, it can streamline play if one player volunteers as the Host and coordinates a central account on whatever video-conferencing platform the group will be using. This player schedules the event, sends any invitations, logs in prior to the established start time, and is ready to welcome others as they join. Arriving players should get acquainted and adjust their audio video technology as needed.

While players continue to join, the Host should establish a group chat or text thread which everyone can reference for the duration of the Quest. This can be used to track any information related to the Quest itself, or for notes made by individual players. The host might find that a full keyboard is the easiest way to enter any text, but any input device will do.

Ingroup & Setting

First, establish who is present for the Quest: the Ingroup. Before, people gathered freely in person to Quest together. Under Crowvid-13's fearful gaze new ways of connecting must be found for those in different shelters. Quests, phones, and webcams are now integrated, allowing social and distance for players in all areas.

Four friends, Quinn, Milan, Tenzin, and Alexis, all decide to play. Quinn and Milan shelter together, while Tenzin and Alexis each live in separate locations. Milan installs a video chat platform and everyone can now hear and see each other. The game begins when they've all verbally committed to their shared Quest experience, whatever it may be. Establishing an end time is also useful; they agree on one hour.

Leader

Before every Quest, the Ingroup needs a Leader to help everyone stay on target and dodge indecision. The only qualification for Leader is being the best at a fair challenge - rolling dice is unbiased,

armwrestling is not. Wise Leaders advance the Quest by drawing on everyone's ideas to create space for the best group experience.

The Ingroup rolls 4 dice each, agreeing that the highest combined roll will be Leader. With a total of 18 Tenzin wins and promises to be a diplomatic Leader, despite anyone's preconceptions.

Roll

Morton vs Crowvid-13 harnesses the random power of dice to determine the Ingroup's direction. To select their Quest, the Leader rolls a 30-sided die called a Morton Boulder, or uses an app like Dice by 7pixels. Before rolling, the Leader focuses the Ingroup's attention and intention on the die. Players can take turns, like saying a powerful word, or all chant at once until the Morton Boulder lands on the number of their Quest.

Tenzin decides to have everyone each gather one meaningful object and to share a related word. Milan lights a candle and says, "Fire!" Tenzin waves a peacock feather, whispering "Iridescent." Quinn, a succulent houseplant, "Beauty." Alexis closes by showing an impressive scar, "Connection." Tenzin tosses the spinning die, and it lands to reveal... 7! Beastly Beauty, so their Quest is about changing appearances.

Quest

The Leader shares the Quest details with everyone, and encourages brainstorming and interpretation. Would it be more fun if the Ingroup competed against each other? Will one player record it all and #mortonslist the highlights? This is where ideas become action, and how the same Quest will be different every time for each Ingroup. How will everyone have the most fun with this Quest right now?

Tenzin asks everyone for an idea. Quinn, "I think the game is trying to tell us that everyone is looking a little haggard, and we could freshen up!" Milan, "It makes me think of J-pop hair for some reason." Alexis, "Yes! And we could all draw sweet marker tats." Tenzin, "Why not all of it? Let's meet back in 20 minutes for a photoshoot. We'll post the pics with a poll for sharpest outfit, hottest hair, and best photos. Let's go!"

Hovering high above, Crowvid-13 recoils with a screeching hiss. The creative energy and sensible chuckles radiating from below sting and slice the menace, dissolving it into abysmal night. Quests are about real-life actions and results, and creating good memories under even the most constrained of circumstances. With each new Quest, Crowvid-13 is thwarted and boredom ended, for now....

Morton vs Crowvid-13

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1. Innovation

Invent something. Work out an idea on paper or in a software sandbox. Gather tools and a pile of junk and materials. Create code, diagrams, schematics, etc. Draft and playtest rules for a new game inspired by favorites. Playtest to work out issues. Draw inspiration from popular inventions and famous inventors. Look around for household or global problems to solve. Experiment with a hypnagogic state for inspiration.

2. Strengthening

Practice spiritual and physical movements and poses. Release intense feelings of calm with stretching, stances, or the many asanas of yoga. Do calisthenics, bodyweight exercises, and/or lift weights. Sustained activity raises the heart rate, leading to an exhilarated state. Use ancient movements or forms of meditation to attain inner balance, flexibility, and calm. Roll dice for a number of push-ups, burpees, or leg-lifts. Do proper warm ups, wear comfortable attire, and stay hydrated.

3. Prized Obsessions

Start, add to, discuss, or enjoy a collection or hobby. Seek out new or rare additions to an existing collection or clear the dust from one that hasn't been touched for years. Learn about each others' hobbies. Share insights from deep dives into an author, artist, or director's work. Show off precious treasures and scrapbooks, then share related stories. Inventory, arrange, and meticulously care for someone's collection.

4. Flat Out Art

Make visual art. Grab paints, markers, charcoal, pastels, crayons, clay, ink, etc. Coloring books. Draw or photograph portraits of everyone present, pen out a movie poster, create expressive cartoon faces, pencil and ink comic books, etc. Assemble a flipbook. Make origami. Tell a story through photographs. Use lighting and angles, such as from a high window, to capture a specific mood or feeling. Draw an Exquisite Corpse, in which each player takes turns adding to a character for about 10 minutes without seeing what's already been drawn. Use graphics software or make digital drawings on tablets and phones.

5. Tussle

Challenge a person, organization, or idea. Discuss what's worthy of opposition. Determine winning criteria. Compete for a prize, trophy, or bragging rights. Consider speed, strength, stamina, skill, and smarts. Guess who will win. Spar or compete one-on-one in any range of contests. Protest an infringement of rights. Infiltrate and subvert social media groups. Contact those in power with letters or emails. Hold a rock paper scissors tournament, trivia showdown, or push-up contest.

6. Connect More

Socialize with others. Get to know each other on a deeper level. Track down and reconnect with someone. Make a new friend. Find people using social media. Share what you desire in a friend or

partner. Be vulnerable and open. Call anyone. Talk to people on or from a porch or balcony. Arrange a socially distanced date. Talk about those who aren't around, or people who are no longer living. Introduce the Ingroup to someone only one of you knows.

7. Beastly Beauty

Change the appearance of a person or space. Use cosmetics, exfoliants, body oils and scents, and at-home beauty products. Trim facial hair, learn to braid, or up your eyebrow game. Try a total style makeover including a change of hairdo and clothing. Or make over a room or home by moving furniture, changing window dressings, or painting an accent wall. Dress up as if going on a big date, or to an interview, wedding, etc. Cosplay a favorite character or one you happen to resemble. Design and sew new clothing and accessories. Use set dressing and photography to finish the look.

8. Write Stuff

Compose with words. Write descriptions of characters, a memory, stream of consciousness, or a plot outline. Write poems or haikus to read or share. Take turns contributing a paragraph to a continuous story. Re-write an iconic scene or ending of a well-known book. Lucidly articulate the intimate moments of life. Seek inspiration from (in)famous poets and authors. Express the inexpressible.

9. Pure Imagination

Play with your imagination. Act out scenarios with figurines, dolls, or other collectables. Play make-believe. Remove toys from original packaging to enjoy fully. Make new structures, vehicles, robots, or machines with construction toys. Play with timeless, hand-crafted toys to support local artisans. Create props and incorporate background and setting. Re-create a scene from a film using dolls, possibly altering the outcome.

10. Move to the Groove

Dance to music. Rehearse to an instructional video. Choreograph a dance to a song. Study or imitate the masters. Develop special shoes to enhance footwork.

Learn about and practice the somatic arts. Dance blindfolded or with eyes closed. Invent new moves.

Do the limbo. Hold a dance-off.

11. Brave the Outside

Travel out of doors. Walk, run, skateboard, rollerblade, or bike to a destination such as an essential business. Journey via motor vehicle to a natural area. Walk around in an inflatable costume. Sunbathe. Visit from a distance, like organizing a cruise or drive-by birthday parade. Scavenge for supplies. Harvest food. Lounge in a yard. Decorate it with lights, add a hammock, and grill out.

12. Testing 1 2 3

Compare, test, or evaluate. Rate players and others on criteria like personality, skills, and abilities. Plan and execute a survey. Create a format, such as multiple choice or true or false questions using email, phone, social media, etc. Conduct a taste test - or challenge hearing, smell, sight, or touch. Test for ESP and other sixth sense candidates.

13. Crowvid-13: Fight or Flee?

Your attempt at revelry has brought Crowvid-13 from the skies, sniffing out and snuffing all enjoyment of life.

Will you Fight or Flee?

To Fight, sacrifice a valued object to ward off Crowvid-13, then roll again for a new Quest and better Leader. The object may be something cherished and personal or created expressly to be destroyed, such as a work of art, puzzle, model, mandala, or house of cards. Burn! Bury! Smash! Bash! Casting into the sea! Sentimental objects like printed photos, collectibles, journals, or old toys are especially powerful against Crowvid-13.

To Flee, stop playing immediately and hide Morton vs Crowvid-13 until sunrise, when it will again be safe to play.

14. Treasure Hunters

Find or obtain something. Seek a hidden or long lost treasure. Hold a scavenger hunt for items or pictures, either physical or digital. Find love, honor, camaraderie, or something equally intangible.

Locate a missing person or old friend. Replace a broken item or upgrade obsolete clothing. Recruit new people for your next Quest.

15. Game Player

Play a game. Seek out real or digital board games, wargames, role-playing games, or card games - be they traditional, collectable, or deck building. Learn rules for a new game. Improvise bowling with water bottle pins or croquette with tennis balls. Practice beer pong or cornhole techniques. Learn about ancient games. Wager on the outcome.

16. Givin'

Help others. Recipients may be friends, frenemies, relatives, neighbors, established charities, work or schoolmates, lovers, or strangers. Choose a cherished item to pass along, or create something unique. Randomly determine recipients. Volunteer time and effort, and donate material possessions to a cause without compensation. Foster an animal. Search closets, basements, and garages for gently used clothes, canned goods, household items, and legal tender to give away. Donate blood. Start or contribute to a crowdfunded drive or collect donations from those close to you. Give life to a seed by growing an indoor plant or herb garden. Buy gift cards from local businesses. Fully decontaminate all gifts.

17. Oracle

Consult someone or something for advice. Use divination methods like tarot, astrology, tea leaves, Magic 8-Ball, and runes. Find guidance regarding wealth, love, career, travel, health, and happiness. Foretell what others will be doing at various points in their lives. For posterity, write down predictions about future technologies, political trends, etc. Explore revelations within the Bible, Quran, Book of Mormon, and Mayan and Hopi Fifth Cycle prophecies. Seek advice from someone at least 30 years older, and learn from their philosophies and life experiences with wars, pandemics, parenthood, etc. Fold a square piece of paper into a fortune teller.

18. From the Ground Up

Make or repair objects or structures. Construct using materials like toothpicks, Legos, popsicle sticks, metal, or stone. Use pocket knives, nails, saws, power tools, or hammers to shape construction. Find or make instructions for an indoor structure, such as a cat condo or speaker box. Make a resin casting with molds. Repair or restore a broken object to like new condition.

19. Spectate

View and share media. Curate pictures and videos that express something worth sharing. Critique what others recommend, and share opinions about what you're watching. Make up dialog to a muted show. Seek out obscure, lost, banned, or unearthed

footage. Share media passions, expertise, and interests. Watch livestreams.

20. Hustle Harder

Receive compensation for goods or services. Use word-of-mouth to land job or gig opportunities. Freelance. Find someone who needs assistance. Sell off superfluous items. Invest in stocks or bonds. Discuss side hustles. Crowdfund. Court venture capital. Apply for assistance or grants. Collect debts. Start a new business and assign C-level executives.

21. Make a Film

Record a scripted or documentary video. Decide what to film and procure a camera. Discuss a story outline, cast actors, develop costumes, and potentially rehearse from a script if you're really going for it. Other techniques include storyboard, improvised props and scenery, stop-motion, and digital VFX. Tripods, angles, and lighting may help set a specific mood. Use a microphone for live sound, and add sound effects and background music in post-production. Interview people and get to the truth about real-life situations. Stage reenactments or edit found footage. Re-create or mash-up favorite and perhaps mockable scenes from a book, movie, or play. Make a montage.

22. Musicality

Create music. Practice on anything that can be manipulated to make sound. Improvise percussion instruments. Start a drum circle, hippie style.

Compose digital music with any computer, app, sampler, or synthesizer. Mashup two songs. Scratch on turntables, twang rubber bands, rub wine glasses, or just hoot on a jug. Play instruments in unintended ways, like an electric guitar with a violin bow, or a harmonica under a facemask. Sing, scat, yodel, whistle, rap, or beatbox over instrumentals. Freestyle until failing to rhyme, ending your turn. Form a new band with these combined talents and release an EP.

23. Circle of Words

Discuss, share, or debate. Disclose your deepest beliefs or most trifling opinions about life, love, or entertainment. Play a conversation game where everyone thinks of a deeply significant question to ask everyone else, one at a time without interruption. Randomly assign sides of a judged debate. Discuss topics ranging from serious to silly. Reflect on the past year, accomplishments, goals, and gratitude.

24. Science!

Learn about or conduct scientific research. Use critical thinking and the scientific method to delve into any issue or field. Get up to date with unified physics possibilities. Take a genetic test to learn about ancestry. Glean knowledge from wikis, videos, lectures, libraries, articles, knowledgeable acquaintances, and experts. Research random topics to share with the Ingroup. Learn not to confuse correlation with causation. Safely explore kitchen chemistry. Develop and test hypotheses.

25. The Entertainer

Perform a song, routine, or talent. Showcase your standup comedy, athletic abilities, monologue, pro-wrestling, dramatic scene, etc. Imitate a favorite scene or come up with something entirely new. Make up new endings or spoof existing works. Improv. Do what no other can. Incorporate costumes, lights, music, and an announcer for maximum effect.

26. Tension Release

Let go of pent-up energies. Relax signs of stress through massage, soaking, or facials. Pop bubble wrap, roughly knead dough, punch a punching bag, or tear sheets of newspaper into tiny pieces. Wildly and aggressively beat durable items with heavy things. Scream battle cries. Yell into the wind. Bring inner hostility to the surface in ways that do no harm. Play with fidget gadgets like spinners. Tense then relax muscles.

27. Neo-feasting

Quench your appetite with experimental food and drink. Make or invent a new dish or beverage. Combine two or more recipes together, use trial and error, modify existing recipes, substitute ingredients, etc. Order food from different restaurants and combine them, plating the delivered food to make it look more delicious. Discover new recipes for beverages, adult or otherwise, and approximate the ingredients. Use scents to enhance the dining experience. Eat blindfolded to focus on

texture and taste. Hold an elaborate banquet or toast. Find a recipe by rolling on Morton's Dish: The End to Hunger.

28. Tales of Yarns

Share stories or jokes. Stories may be famous fables, true-life accounts, embellished, or entirely made up. Jokes may be one-liners, blue, original, or paraphrased from a known comedian. Take turns retelling the details of an event that all players witnessed, as best you can recall. Take turns adding to a story with one continuous character.

29. Trickery

Surprise someone. Fool others in good fun. Leave a surprise or plan a surprise party. Execute a traditional practical joke, or tailor the perfect deceit. Stage a hoax or spread a meme. Switch signs. Pretend to be someone else.

30. High Roller

With a roll of 30 you've banished Crowvid-13! Nicely done. Now roll 3 times and choose the best Quest, re-rolling any 13s or 30s.

Morton vs Crowvid-13 was created to be played and shared freely.

Events, photos, and more:
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