

ICARUS

FREE CONTENT FRIDAY

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SESSION 0

KIDS ON BIKES

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GETTING STARTED

Though games of Icarus can stand on their own, they can also serve as an interesting and exciting way to collaboratively create the backstory of a certain location within a longer campaign of another game. Today, we're going to look at how to use Icarus to shape the history of your small town in a Kids on Bike's campaign, as well as provide a few setting suggestions to get you off and running.

When using Icarus for Kids on Bikes, it's best to do it as a Session 0 game. This means that you'll be getting together with your friends before you start Kids on Bikes and playing a game of Icarus to help establish important information before your larger campaign begins. Because Icarus plays in around 2 hours, you should still have time to make your characters for Kids on Bikes together afterwards. But how do we take a game about the fall of a great civilization and make it apply to a game about kids riding around on their bikes in the 80's? The answer here is **history**.

Every town has a secret; a past that haunts it even to this day. Through Icarus, you will create this fabled past together, use it to shape the rumors and urban myths of your city, and in turn, some of the mysteries you may investigate throughout your campaign. By turning the clock back a few hundred years, you will discover the strange place your current town was built upon, the people who made an impact on its troubled history, and the threadlines that carry on to its existence today.

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For the setting suggestions, we are going to include one that is in the Icarus rulebook already, as well as two new ones made specifically for using with Kids on Bikes.

THE WESTERN HAVEN

Positioned at the edge of a monumental canyon, Icarus is the last stop for pioneers traveling west on the railroad. Originally founded as a shanty town for those working construction on a bridge across the ravine, when the project proved too dangerous to continue, the bridge was abandoned, leaving Icarus as their final destination. Soon, with the discovery of gold in the hills to the south, the city went from a temporary shelter to a booming, prosperous society unlike any other the West has ever known.

IMAGERY

Dusty sunsets, trains billowing steam, gunfights in the streets, saloons with swinging doors, riding on horseback, a river glinting with gold, a solitary cactus, mine carts on tracks

RESOURCES & TECHNOLOGIES

Gold and other metals, revolvers, steam, wagons and horses, black oil, whiskey, tobacco, locomotive trains, morphine and other medicines, windmills, barbed wire, telegraph machines

NAMES

Annabelle, Atticus, Beatrice, Billie, Charlotte, Creed, Delia, Desmond, Emelie, Friedrich, Gwendolyn, Hazel, Isaac, Jesse, Josefina, Lucas, Mathilda, Prescott, Rosie, Tobias, Sophie, Wyatt

THE SOVEREIGN NATION

In the early 1900's, a bustling Ohio town called Icarus became the first sovereign nation formed inside of the United States of America. A secret society known as the Rabbit's Foot, headed by a few of the city's most prominent families, was instrumental in passing legislation that did away with almost all of the laws within the new nation, and because of this, Icarus soon became a place of wild refuge. People flocked from the surrounding country to act as they pleased within the confines of the city, and as a result, Icarus became one of the most popular and controversial places in all of the new world.

IMAGERY

Large brick buildings, signs lined in edison bulbs, corsets and dark suits in store windows, bowler hats pulled low, busy barbershops, hanging telephone wires, bottles of moonshine

RESOURCES & TECHNOLOGIES

Cobblestone streets, horse and buggies, T-model cars, pocket watches, swathes of farmland, steam trains, large riverway, sewing machines, traditional factories, electric railcars, speakeasies

NAMES

Amelia, Andrew, Annabel, Bertha, Dorothy, Doris, Willis, Elizabeth, Florence, Frank, George, Helen, Henry, James, John, Joseph, Margaret, Marie, Mildred, Ruth, Shirley, Thomas, Walter

THE TREASURE COVE

On the shores of what is now modern-day North Carolina, the port city of Icarus used to be one of the most important places of trade for all of the European ships sailing to North America. But as more of the coast was settled and trade became prominent across the entire coastline, Icarus soon became the anchorage of one very dangerous, very powerful group of people: Pirates. and larger colonial ports like Philadelphia, the legendary buccaneers of the Atlantic soon claimed the beautiful city of Icarus for their own, bringing back stolen ships, powerful weapons, and mountains of plunder, and establishing it as one of the wealthiest places in all of the region.

IMAGERY

Sandy beaches, doubloons in a chest, ships coming over the horizon, pegged legs and eyepatches, spilled rum in the streets, gold teeth glinting in the sunlight, dense green forest

RESOURCES & TECHNOLOGIES

Sails on wooden ships, blunderbusses, wooden limbs, the compass, cannons and lead balls, torchlight, herbal medicines, gold, silver, gemstones, incomplete maps, diving bell

NAMES

Anne, Ada, Bartholomew, Benjamin, Charles, Charlotte, Dalia, Edward, Fiona, Flora, Grace, Henry, Howell, Jack, Mary, Melinda, Phoebe, Peter, Rachel, Samuel, Thomas, William

WHEN YOU'RE DONE

When you finish playing Icarus, you can use the story you've told as the history or legend of the town you're all going to inhabit during Kids on Bikes.

As a player, you might choose to be descended from one of the characters someone created, or have your character be particularly interested in one piece of the lore. If you're GMing, you might pull on the mysteries and narratives you all generated during your session to create story hooks for your table. Maybe where the great pirate Bartholomew Williams buried his cursed treasure is rumored to be right beneath the local library, or the ghosts of the Dead End speakeasy are said to still haunt the old house on Carlisle Street. You could also choose to use the characters from Icarus to name some of the places your players go or to give a last name to an NPC to hint at their family's lineage.

As always, take the pieces that work for you and your group and don't be afraid to leave things behind that don't matter. Icarus is about creating a setting you all get to contribute to and are invested in, and hopefully works to enhance the collaborative storytelling you all will do in your Kids on Bikes campaign afterwards. Good luck and have fun!