

PLOTYPUS: COLLABORATIVE STORYTELLING CARD GAME

Plotypus is a collaborative storytelling game; it enables any group to tell an epic story with a gripping plot. Modify any rule in favor of telling a better story or having more fun.

Context Phase: Establish the story's setting, antagonist, and hero.

Story Phase: Explore the tale while proceeding through the Storybook Deck.

Player's Turn: Spend two to three sentences describing the scene, draw a card if you need inspiration. Flip to the next chapter if you've met the criteria.

At a high level, the story arc is:

- 1) Hero has a routine; incident disrupts the routine; hero vows to resolve disruption.
- 2) Hero prepares to resolve disruption; almost succeeds; the stakes are raised.
- 3) Hero surges toward a final confrontation, succeeds, but there is a cost.

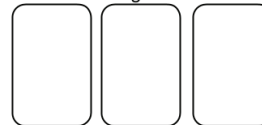
Context Phase

- 1) Selecting three cards from the Settings deck.
Discuss the context they create.
- 2) Choose a villain and character archetype to form the antagonist. Discuss his / her background and motivation.
- 3) Choose a character card for your Hero but don't discuss them yet.

Settings, Character, Villain, Catalyst, Narrative Device Decks

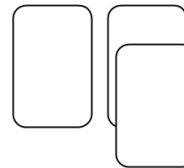


Settings Cards

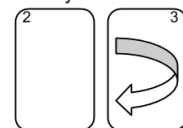


Hero

Villain



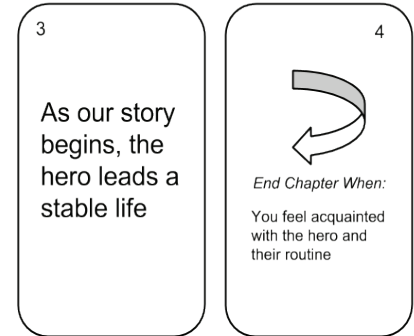
Storybook Cards



Story Phase

This phase is the core of the game. Go around describing the Hero's story as it escalates through the classic points of a plot - what we call Chapters.

The card on the left describes the topic for the Chapter. The card on the right contains the criteria for moving on to the next Chapter. When that criteria is met, flip the criteria card over to reveal the next Chapter.



On Each Player's Turn

- Spend two to three sentences advancing the plot. Do so by describing scenes that move the story toward the end of the chapter.
- At the end of your turn, check if you've completed the chapter's requirements.
- If you get stuck, draw from the Narrative Device, Character, or Settings deck. Then briefly describe a scene introducing the new element.

Extra Tips

- Always move the plot forward
- Keep your turns short
- Don't interrupt others mid-turn
- Don't contradict what other players have established

For the full manual, go to plotypus.com/manual