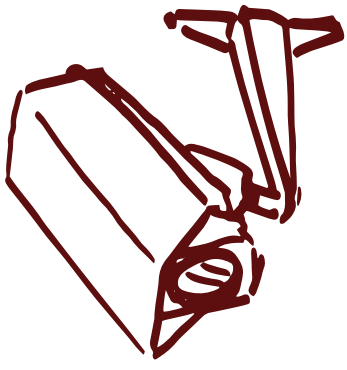
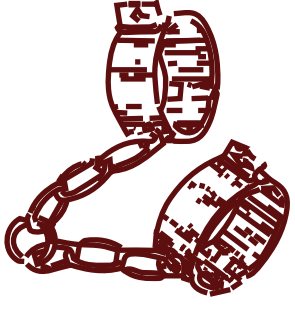


SETTING



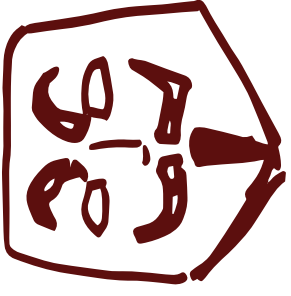
**SURVEILLANCE STATE**

SETTING



**SYSTEMIC SLAVERY**

SETTING



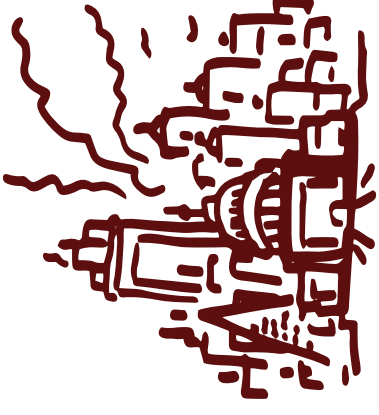
**MASSIVE INEQUALITY**

SETTING



**DEEP SPAACE**

SETTING



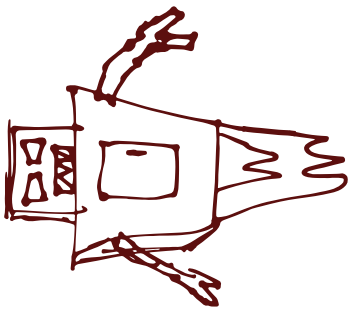
**THE CAPITAL**

SETTING



**RED MARS**

SETTING



**TECHNOLOGY RUN AMOK**

SETTING



**WIDESPREAD ANARCHY**

NARRATIVE DEVICE

**EPIC SPEECH**

Give a speech as though you are the character

NARRATIVE DEVICE

**MONTAGE**

Each player briefly describes part of the montage

NARRATIVE DEVICE

**FLASHBACK**

Narrate a character remembering something from the past

NARRATIVE DEVICE

**ROLEPLAY DIALOGUE**

Act out the scene with other players

**ON YOUR TURN...**

- Advance the story a few sentences...

- If you get stuck, draw a character, setting, or narrative device

- Be concise and move toward the chapter's end

**ON YOUR TURN...**

- Advance the story a few sentences...

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**ON YOUR TURN...**

- Advance the story a few sentences...

- If you get stuck, draw a character, setting, or narrative device

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NARRATIVE DEVICE

**ELSEWHERE...**

Describe a scene taking place away from the main characters

NARRATIVE DEVICE

**DESCRIBE ENVIRONMENT**

Each player quickly describes an aspect of the setting

NARRATIVE DEVICE

**INNER MONOLOGUE**

Reveal a character's private thoughts

SETTING



LEGENDARY  
ATLANTIS

SETTING



THE  
FRONTIER

SETTING



ADVANCED  
ALIENS

SETTING



UNASSUMING  
SUBURBIA

SETTING



SUPER  
POWERS

SETTING



POST APOCALYPTIC  
WASTELAND

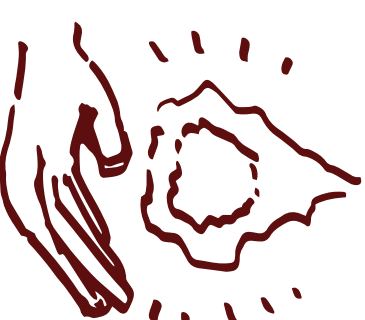


SETTING

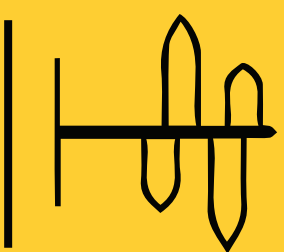


INDOMITABLE  
BUREAUCRACY

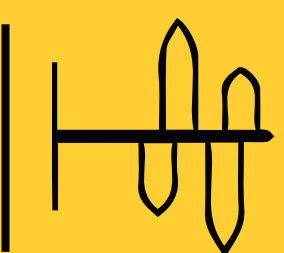
SETTING



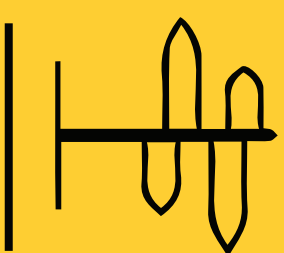
POWERFUL  
MAGIC



NARRATOR



NARRATOR



NARRATOR



**END CHAPTER WHEN:**  
Our Hero has attained what's necessary to resolve the disruption

8



## ACT 2

20



**END CHAPTER WHEN:**  
You've shown the aftermath and our Hero's new place in the world

4



**END CHAPTER WHEN:**  
You've defined the disruption and our Hero has vowed to resolve it

2



## ACT 1

12



**END CHAPTER WHEN:**  
You've raised the stakes for our Hero

10



**END CHAPTER WHEN:**  
Our Hero is on the verge of success

# PLOTYPUS

-R&R-

**ACT 1**  
OPPORTUNITY  
KNOCKS

**ACT 2**  
VILLAIN REVEALS  
LARGER PLOT

**ACT 3**  
THE HERO'S  
DEED MUST  
STAY SECRET

**ACT 1**  
OMINOUS  
TIDINGS FROM  
AFAR

**ACT 2**  
THE CLOCK  
IS TICKING

**ACT 3**  
THE VILLAIN HAS  
A SECRET VIRTUE

**ACT 1**  
MISTAKEN  
IDENTITY

**ACT 2**  
BETRAYAL

**ACT 3**  
THE HERO  
IS VILIFIED

**ACT 1**  
HERO'S HOME  
DESTROYED

**ACT 2**  
COLLATERAL  
DAMAGE

**ACT 3**  
HERO CAN NEVER  
RETURN HOME

**ACT 1**  
KIDNAPPED

**ACT 2**  
THIS WAS THE  
VILLAIN'S PLAN  
ALL ALONG

**ACT 3**  
THE HERO FEELS  
DEEP REGRET

**ACT 1**  
TRAGEDY STRIKES  
CLOSE TO HOME

**ACT 2**  
THERE ARE MANY  
MORE VILLAINS

**ACT 3**  
THE VILLAIN IS  
TURNED MARTYR

## SETUP

- Choose 3 Settings Cards
- Choose & Discuss Villain
- Choose Hero & Start Act 1

1

**AS THE  
STORY  
BEGINS,  
OUR HERO  
LEADS A  
STABLE  
LIFE**

3

**UNTIL  
ONE DAY...**



Draw and place  
Catalyst card here  
Use 'Act 1'

5



Draw a third character  
card if you haven't yet,  
then begin Act 2

7

**OUR HERO  
ADVENTURES  
AND GROWS**

9

**OUR HERO  
STRIKES AT  
THE HEART  
OF THE  
DISRUPTION**

11

**HOWEVER...**



Draw and place  
Catalyst card here  
Use 'Act 2'

1



Draw a Narrative  
Device card and  
begin Act 3

15

**OUR HERO  
REGROUPS  
AND SURGES  
TOWARD  
THE FINAL  
SHOWDOWN**

17

**OUR HERO  
FACES THE  
ANTAGONIST**

19

**AND YET  
THERE'S  
A COST...**



Draw and place  
Catalyst card here  
Use 'Act 3'

9

**THE END**  
**OUR HERO WILL  
RETURN IN:**

\_\_\_\_\_  
Insert sequel title here





RUTHLESS  
POLITICIAN



Place character  
card here

BLACK MARKET  
KINGPIN



Place character  
card here

BUSINESS  
MOGUL



Place character  
card here

POWER HUNGRY  
COMMANDER



Place character  
card here

CULT LEADER



Place character  
card here

MAD SCIENTIST



Place character  
card here



**THE HERMIT**

+ WISE  
+ PATIENT  
+ PEACEFUL  
- ASOCIAL  
- GROTCHELY  
- OBSTINATE



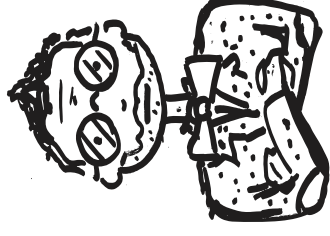
**THE ZEALOT**

+ CHARISMATIC  
+ INSPIRING  
+ CONSISTANT  
- UNYIELDING  
- CALLOUS  
- MARTYR



**THE EVERYMAN**

+ LIKABLE  
+ RELATABLE  
+ GROUNDED  
- BLAND  
- UNPREPARED  
- UNHEROIC



**THE SCHOLAR**

+ LOGICAL  
+ ENCYCLOPE-  
+ DIC  
+ QUICK  
+ LEARNER  
- NAIVE  
- FLIGHTY  
- OBSSIVE



**THE VETERAN**

+ BRAVE  
+ EXPERIENCED  
+ TACTICAL  
- JADED  
- AGGRESSIVE  
- PTSD



**THE ROGUE**

+ CLEVER  
+ CHARMING  
+ CONNECTED  
- SELFISH  
- UNETHICAL  
- GAMBLER

## PLOTYPUS

Thanks for getting this  
game!

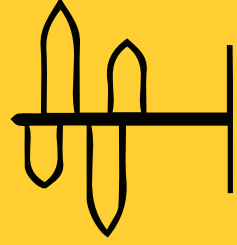
The manual is online:  
[plotypus.com/manual](http://plotypus.com/manual)

We're still playtesting  
and refining and would  
love to hear feedback.

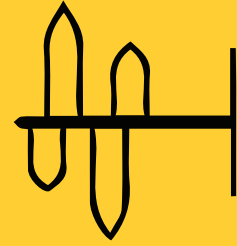
Email it to:  
[randy@plotypus.com](mailto:randy@plotypus.com)



**DIRECTOR**



**NARRATOR**



**NARRATOR**



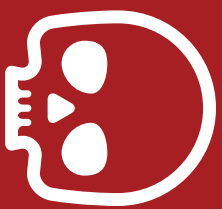
**THE TINKERER**

+ INVENTIVE  
+ SCRAPPY  
+ OPTIMISTIC  
- MANIC  
- SMUG  
- IMPATIENT



**THE ARISTOCRAT**

+ CULTURED  
+ CONNECTED  
+ WEALTHY  
- SNOBBY  
- ENTITLED  
- OBLIVIOUS



TAHOW-

## THE ROGUE

+ CLEVER  
CHARMING  
CONNECTED

- SELFISH  
UNETHICAL  
GAMBLER

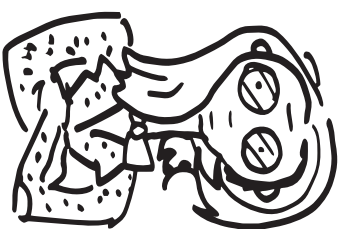


THE HORROR- THE HORROR-

## THE VETERAN

+ BRAVE  
EXPERIENCED  
TACTICAL

- JADED  
AGGRESSIVE  
PTSD



OBVIOUSLY-

## THE SCHOLAR

+ LOGICAL  
ENCYCLOPEDIAIC  
QUICK LEARNER

- NAIVE  
FLIGHTY  
OBSESSIVE



YIKOAH-

## THE EVERYGAL

+ LIKABLE  
RELATABLE  
GROUNDED

- BLAND  
UNPREPARED  
UNHEROIC



TEHTERS-

## THE ZEALOT

+ CHARISMATIC  
INSPIRING  
CONSISTANT

- UNYIELDING  
CALLOUS  
MARTYR



...

## THE HERMIT

+ WISE  
PATIENT  
PEACEFUL

- ASOCIAL  
CROTCHETY  
OBSTINATE



LET THEM EAT CAKE-

## THE ARISTOCRAT

+ CULTURED  
CONNECTED  
WEALTHY

- SNOBBY  
ENTITLED  
OBLIVIOUS



YANGONE HAVE DUCTTAHER-

## THE TINKERER

+ INVENTIVE  
SCRAPPY  
OPTIMISTIC

- MANIC  
SMUG  
IMPATIENT

## AS THE DIRECTOR...



- Guide the plot forward
- Prevent player rambling
- Flip to the next chapter when the moment is right.

## ON YOUR TURN...

- Advance the story a few sentences...
- If you get stuck, draw a character, setting, or narrative device
- Be concise and move toward the chapter's end

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