

PLOTYPUS

-R&R-

2



ACT 1

4



END CHAPTER WHEN:
You feel acquainted
with our hero and
their routine

6



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

8



ACT 2

10



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

12



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

14



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

16



ACT 3

18



END CHAPTER WHEN:
Our Hero is ready for the
climactic showdown
with the antagonist

20



END CHAPTER WHEN:
Our Hero has
defeated the
Antagonist

22



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

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**

11

OUR HERO STRIKES AT THE HEART OF THE DISRUPTION

9

OUR HERO ADVENTURES AND GROWS

7



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



5

UNTIL ONE DAY...



Draw and place Catalyst card here
Use 'Act 1'

3

AS THE STORY BEGINS, OUR HERO LEADS A STABLE LIFE

1 **SETUP**

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

THE END

OUR HERO WILL RETURN IN:

insert sequel title here

21

AND YET THERE'S A COST...



Draw and place Catalyst card here
Use 'Act 3'

19

OUR HERO FACES THE ANTAGONIST

17

OUR HERO REGROUPS AND SURGES TOWARD THE FINAL SHOWDOWN

15





Draw a Narrative Device card and begin Act 3

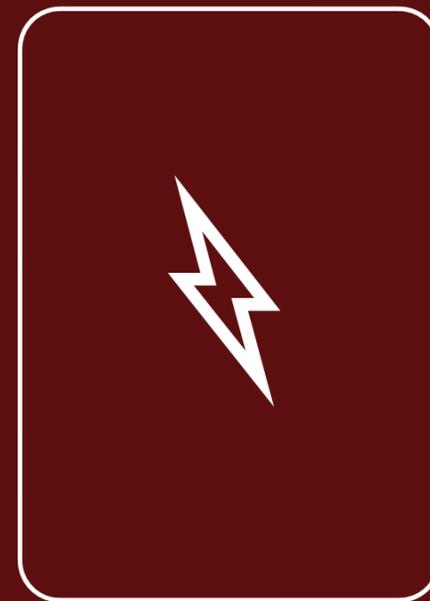
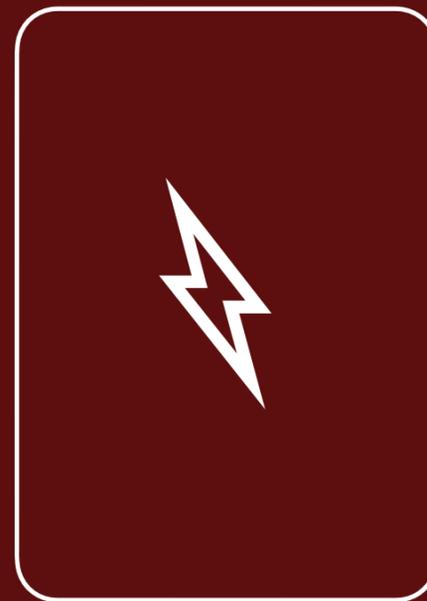
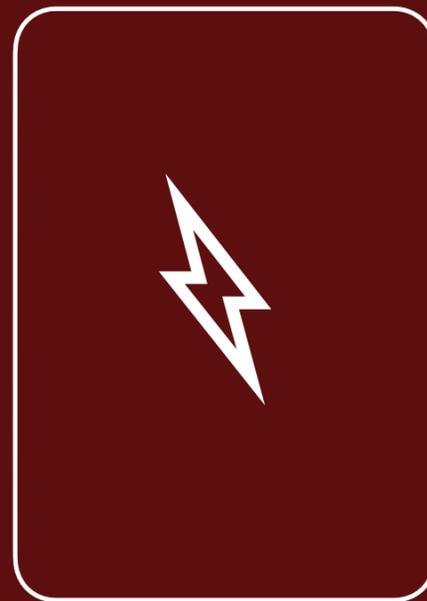
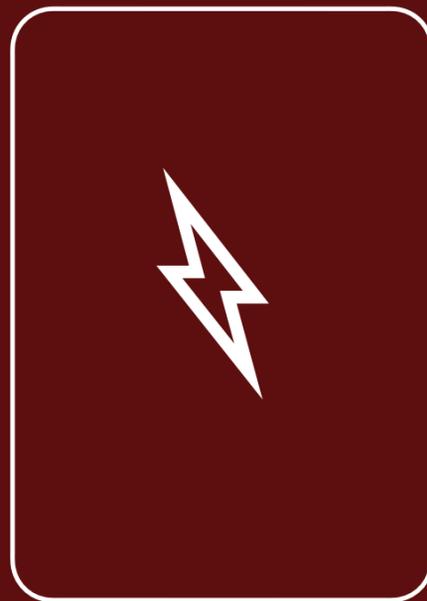
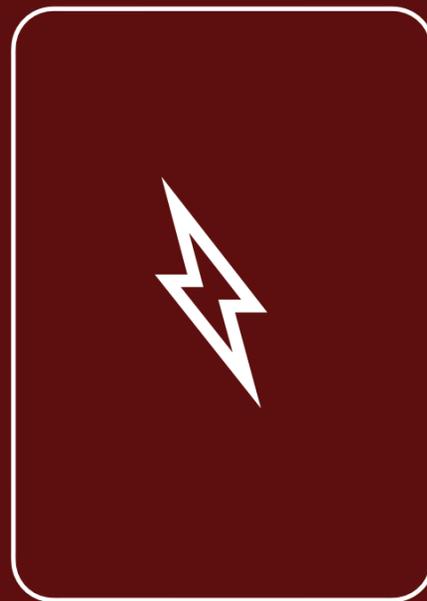
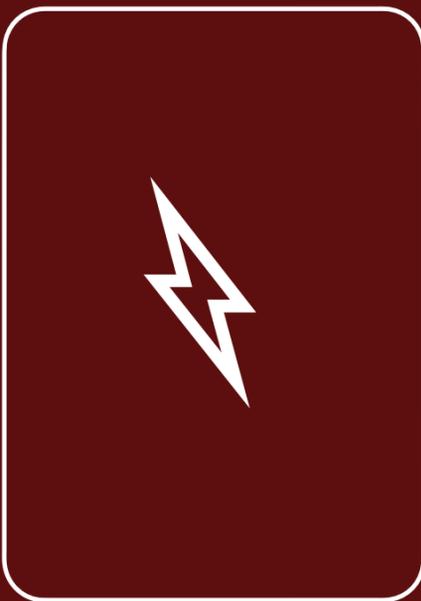


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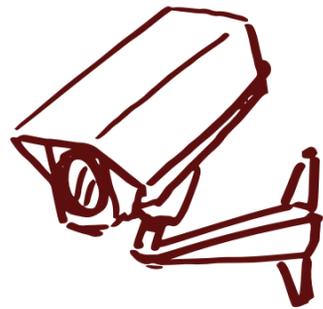
HOWEVER...



Draw and place Catalyst card here
Use 'Act 2'



SETTING



SURVEILLANCE STATE

SETTING



SYSTEMIC SLAVERY

SETTING



MASSIVE INEQUALITY

SETTING



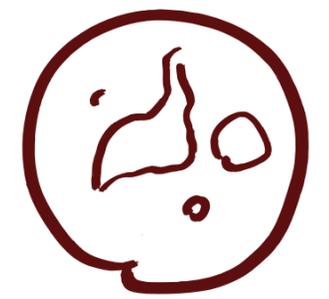
DEEP SPAAACE

SETTING



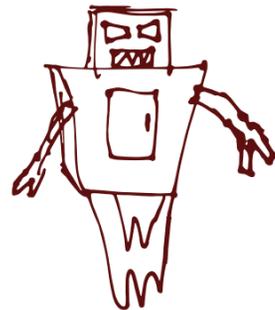
THE CAPITAL

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

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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



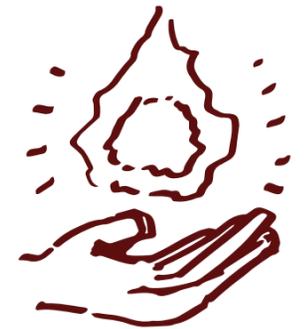
POST APOCALYPTIC
WASTELAND

SETTING



INDOMITABLE
BUREAUCRACY

SETTING



POWERFUL
MAGIC



NARRATOR



NARRATOR



NARRATOR

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
- CROTCHETY
- OBSTINATE



THE ZEALOT

- + CHARISMATIC
- + INSPIRING
- + CONSISTANT
- UNYEILDING
- CALLOUS
- MARTYR



THE EVERYMAN

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



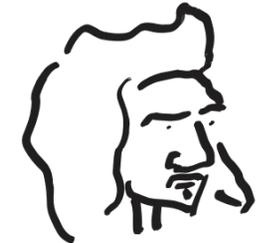
THE SCHOLAR

- + LOGICAL
- + ENCYCLOPEDIAIC
- + QUICK LEARNER
- NAIVE
- FLIGHTY
- OBSESSIVE



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

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

Email it to: randy@plotypus.com



NARRATOR



NARRATOR

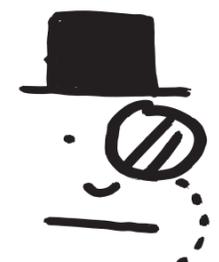


DIRECTOR



THE TINKERER

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



THE ARISTOCRAT

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



^{"I KNOW"}
THE ROGUE

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



^{"THE HORROR, THE HORROR"}
THE VETERAN

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



^{"OBVIOUSLY"}
THE SCHOLAR

- + LOGICAL
- + ENCYCLOPEDIC
- + QUICK LEARNER
- NAIVE
- FLIGHTY
- OBSESSIVE



^{"WHOAH"}
THE EVERYGAL

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



^{"HEATHENS"}
THE ZEALOT

- + CHARISMATIC
- + INSPIRING
- + CONSISTANT
- UNYEILDING
- CALLOUS
- MARTYR



^{"..."}
THE HERMIT

- + WISE
- + PATIENT
- + PEACEFUL
- ASOCIAL
- CROTCHETY
- OBSTINATE



^{"LET THEM EAT CAKE"}
THE ARISTOCRAT

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



^{"ANYONE HAVE DUCKTAPE?"}
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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