

# PLOTYPUS

-R&R-



## ACT 1

2



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

4



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

6



## ACT 2

8



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

10

14



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

12



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

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

21

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

Insert sequel title here

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



15

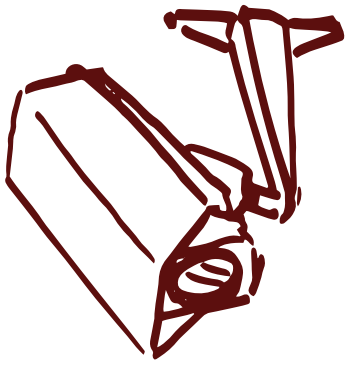
**HOWEVER...**



Draw and place Catalyst card here Use 'Act 2'

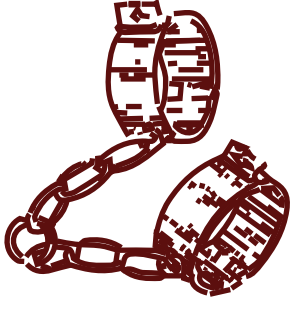


SETTING



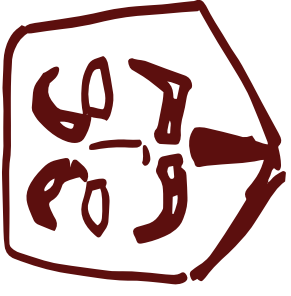
**SURVEILLANCE STATE**

SETTING



**SYSTEMIC SLAVERY**

SETTING



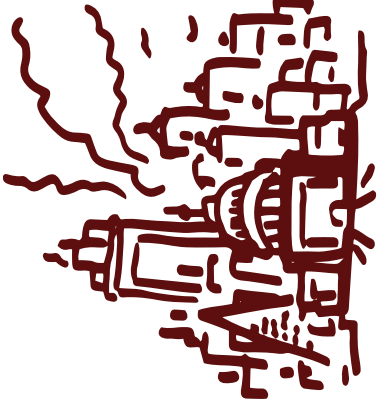
**MASSIVE INEQUALITY**

SETTING



**DEEP SPACE**

SETTING



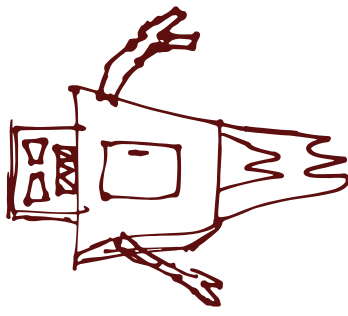
**THE CAPITAL**

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**

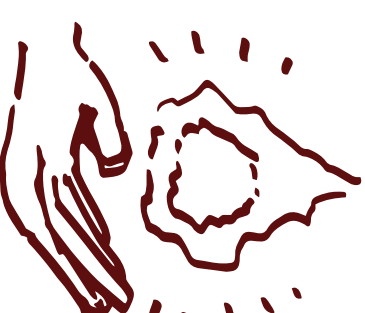


SETTING

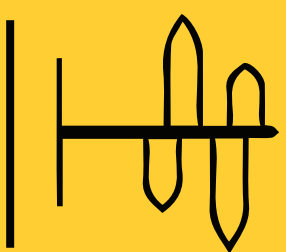


INDOMITABLE  
**BUREAUCRACY**

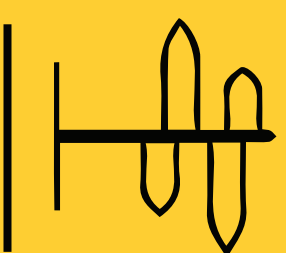
SETTING



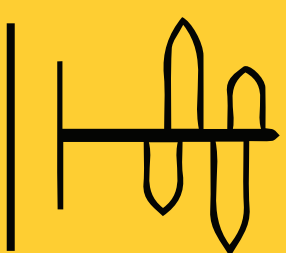
POWERFUL  
**MAGIC**



**NARRATOR**



**NARRATOR**



**NARRATOR**

## RUTHLESS POLITICIAN



Place character card here

## BLACK MARKET KINGPIN



Place character card here

## BUSINESS MOCUL



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



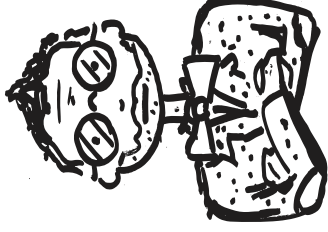
### THE ZEALOT

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



### THE EVERYMAN

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



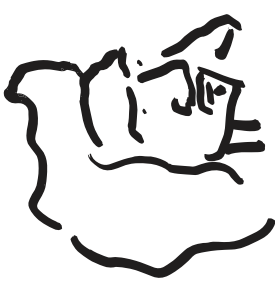
### THE SCHOLAR

+ 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!

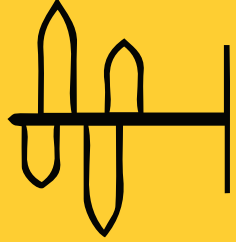
The manual is online: [plotypus.com/manual](http://plotypus.com/manual)

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

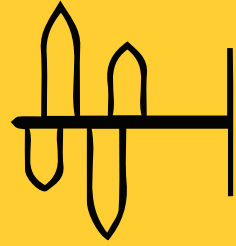
Email it to: [randy@plotypus.com](mailto:randy@plotypus.com)



## DIRECTOR



## NARRATOR



## NARRATOR



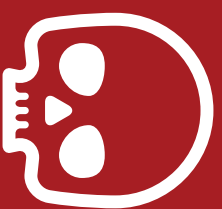
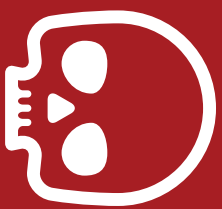
### THE TINKERER

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



### THE ARISTOCRAT

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



KNOW-

### THE ROGUE

+ CLEVER  
CHARMING  
CONNECTED

- SELFISH  
UNETHICAL  
GAMBLER

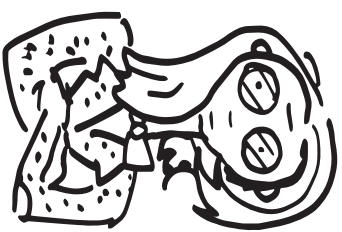


THE HORROR - THE HORROR

### THE VETERAN

+ BRAVE  
EXPERIENCED  
TACTICAL

- JADED  
AGGRESSIVE  
PTSD



OBVIOUSLY-

### THE SCHOLAR

+ LOGICAL  
ENCYCLOPEDIAIC  
QUICK LEARNER

- NAIVE  
FLIGHTY  
OBSESSIVE



YIKOAH-

### THE EVERYGAL

+ LIKABLE  
RELATABLE  
GROUNDED

- BLAND  
UNPREPARED  
UNHEROIC



TEETHERS-

### THE ZEALOT

+ CHARISMATIC  
INSPIRING  
CONSISTANT

- UNYIELDING  
CALOUS  
MARRYR



...!

### THE HERMIT

+ WISE  
PATIENT  
PEACEFUL

- ASOCIAL  
GROTCHEITY  
OBSTINATE

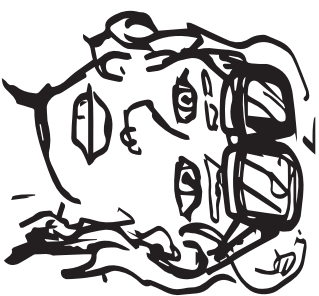


LET THEM EAT CAKE-

### 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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