



HOW TO PRINT

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- TO SAVE PAPER AND INK, DON'T PRINT THIS PAGE, THE RULES, OR THE COPYRIGHT STUFF**
- +USE PAPER OR CARDSTOCK**
- NO NEED TO CUT THE PLOT MAPS, BUT YOU CAN TAPE OR GLUE THEM TOGETHER, OR HOLE PUNCH AND PUT THEM IN TRAPPER KEEPER.**
- +USE SCISSORS, ONE OF THOSE BIG CHOPPY ARM THINGS, OR A STRAIGHT EDGE AND EXACTO KNIFE TO CUT ALONG THE DOTTED LINES OF THE CARDS**

HOW TO PLAY



SETUP:

1. Pick your premise:
 - Choose a genre of trope cards
 - Choose a plot map to play on
2. Arrange play area:
 - plot map in the middle
 - deck somewhere you can reach
 - replay cards nearby
3. Deal 3 cards to each player
4. Game's owner (whoever cut out all those cards) makes up a rule to decide who's the first narrator

VARIANTS:

FREESTYLE:

Instead of taking submissions, the Narrator chooses a card from hand. Players can draw cards whenever they don't like their options. Fewest cards at end of story wins.

CYBER:

For online play, set up your camera to show the board and a row of cards and play freestyle. For a prime example of how this can be done check out our livestream!

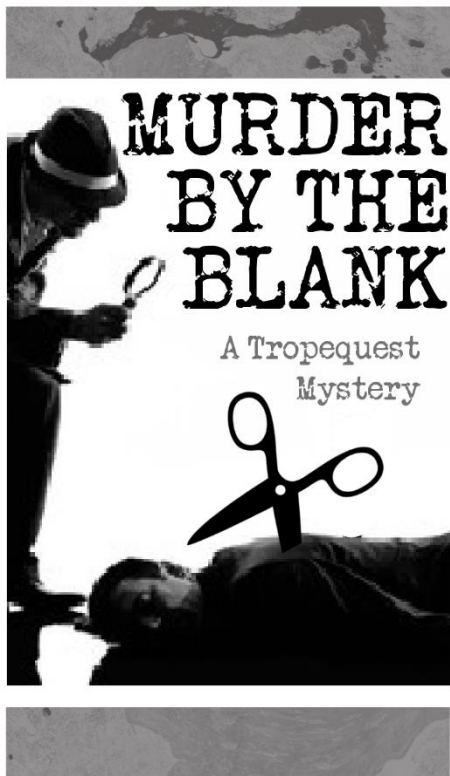
For way more variations on how to play, check out TropeQuest.com

YOUR TURN:

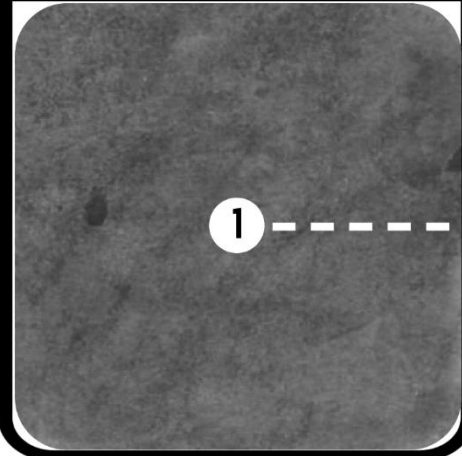
1. You're the Narrator! Read the next prompt on the plot map.
2. Players to your right and left each submit a card face down. Add one more face down card from the deck.
3. Shuffle these cards a bit, turn them over, and announce which one you think finishes the prompt best. You can also use a Replay instead to copy any card on the board.
4. Explain how your choice makes sense and impress the other players with your storytelling abilities.
5. Each player who played a card draws one. A player whose card was chosen draws an extra one. The player to your left goes next.

WINNING:

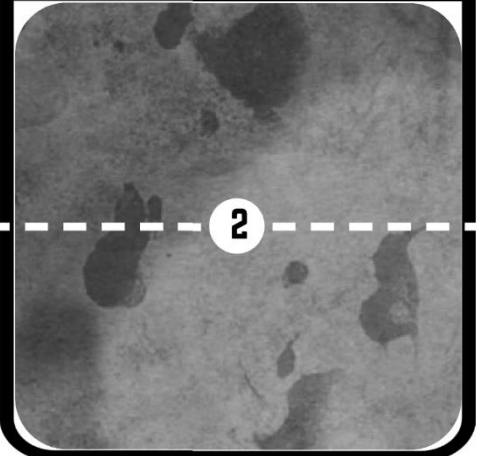
1. In a way, there is no single winner in a game of TropeQuest. Everyone wins. By having fun.
2. But in another, more realistic way, the person with the most cards at the end of the game is the winner
3. The winner then recounts their favorite scene narrated by another player. That player then becomes "The Chosen One" and actually wins.
4. The Chosen One reminds everyone that there is no real winner in a game of TropeQuest. No, everyone wins. By having fun.



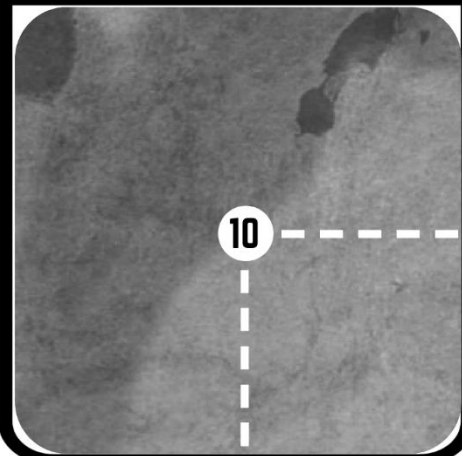
**A BODY IS FOUND,
CAUSE OF DEATH
SEEMS TO BE...**



**THE VICTIM WAS
WELL KNOWN
BECAUSE OF...**



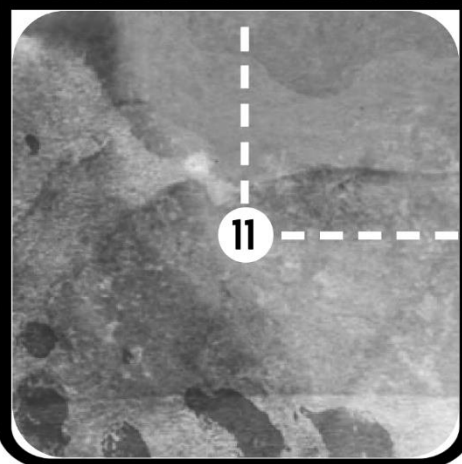
**P.I. GETS
ANONYMOUS TIP
ABOUT...**



**A THIRD SUSPECT
KNOWS VICTIM
THROUGH...**



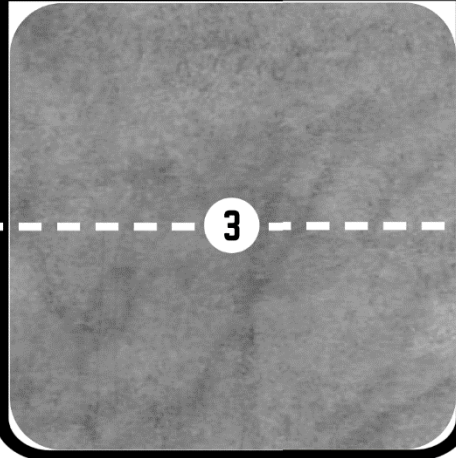
**ONE OF THE
SUSPECTS DIES.
CAUSE OF DEATH:**



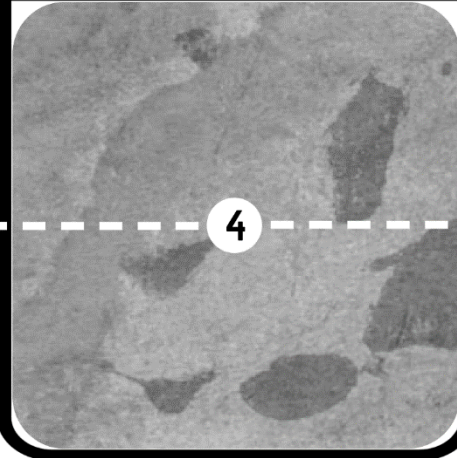
**ANOTHER SUSPECT
ARRESTED ON
EVIDENCE OF...**



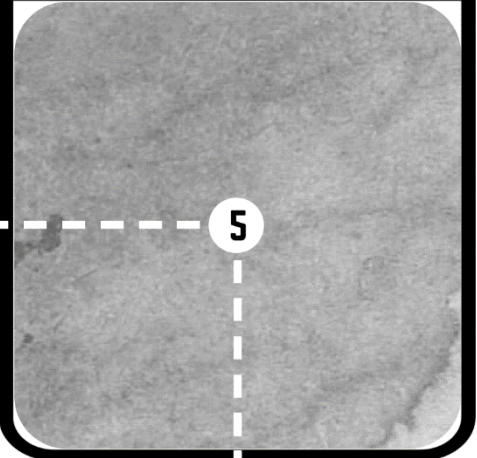
POLICE ARE BUSY WITH CRIME WAVE RELATED TO...



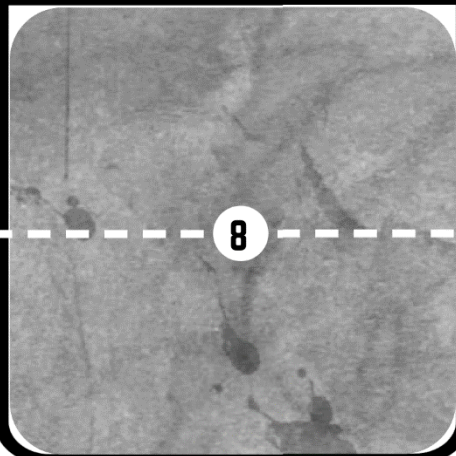
VICTIM'S SPOUSE HIRES A P.I. FAMOUS FOR...



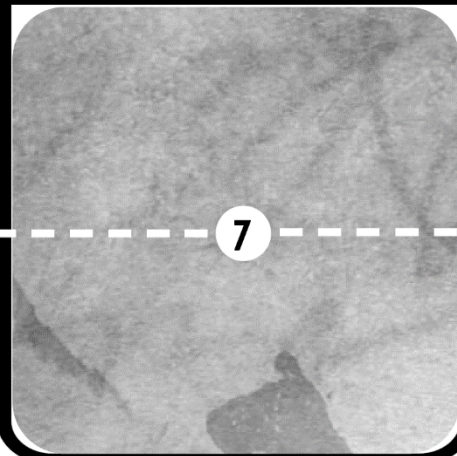
P.I. TAKES CASE AFTER HEARING DETAIL ABOUT...



SIBLING IS A SUSPECT BECAUSE OF...



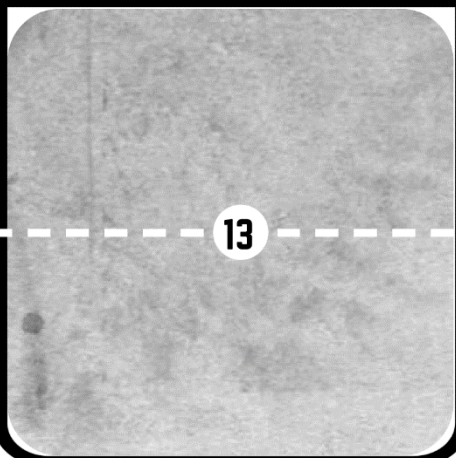
COLLEAGUE IS SUSPECT BECAUSE OF...



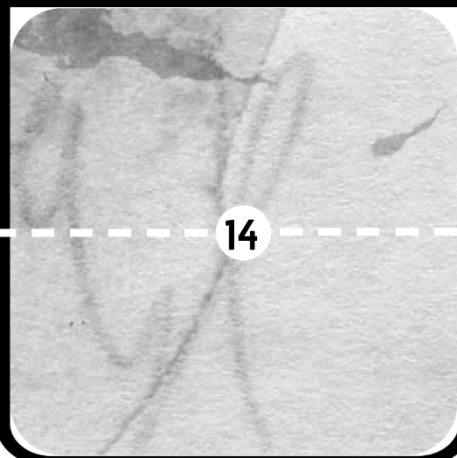
AT SCENE, P.I. NOTICES A CLUE RELATED TO...



P.I. NAMES REAL KILLER AFTER REALIZATION ABOUT...



KILLER ARRESTED AFTER STRUGGLE INVOLVING...



P.I. LEAVES, ALREADY ON NEW CASE INVOLVING...





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Any similarities to other fictional characters or works is
either a harmless coincidence or ruthless, biting satire.