



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.



Head Blank



**HERO'S LIFE
REVOLVES
AROUND...**

1

**HERO IS SINGLE
MOSTLY
BECAUSE OF...**

2

**THEY SHARE
ROMANTIC MOMENT
FEATURING...**

10

**INSTEAD, THEY
FORM GENUINE
CONNECTION OVER...**

9

**THEY START TO
HAVE PROBLEMS
BECAUSE OF...**

11

**THEY BREAK UP
AFTER NASTY
FIGHT INVOLVING...**

12

**HERO MEETS NEW
LOVE INTEREST
THANKS TO...**

3

**HERO THINKS IT
POINTLESS TO TRY
BECAUSE OF...**

4

**ENCOURAGEMENT
COMES IN THE
FORM OF...**

5

**HERO HAS
ANOTHER PLAN
THAT INVOLVES...**

8

**THE ATTEMPT
FAILS BADLY
DUE TO...**

7

**HERO TRIES TO
IMPRESS LOVE
INTEREST WITH...**

6

**HERO REALIZES IT
WAS TRUE LOVE
THANKS TO...**

13

**HERO MAKES
GRAND GESTURE
INVOLVING...**

14

**THEY GET BACK
TOGETHER AND
CELEBRATE WITH...**

15



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