



Rules for Plot Twist

Plot Twist is a storytelling card game for four to seven players. All players are **Storytellers** and use **Plot Cards**, combined with a little imagination, to tell short stories prompted by **Trope Cards**.



Trope Cards provide a familiar story prompt inspired from all over fiction, media, and history. **Storytellers** use this information to tell a story using their hand of **Plot Cards**.



Plot Cards contain story clichés, action beats, hilarious moments, random events, or badass maneuvers. **Storytellers** use up to five **Plot Cards** to tell simple, exaggerated, or outright insane stories based on the selected **Trope Card** prompt.

After all stories have been told, **Storytellers** cast votes for their favorites. The story with the most votes wins a point. The **Storyteller** with the most points at the end of the game becomes the **Master Storyteller** – and the winner of the game!

What's Included in this Print and Play?:

70 **Trope Cards** / 430 **Plot Cards**

What Else Do You Need?:

Three **Voting Tokens** per **Storyteller** – coins or pieces from other games work best.

Setup:

Shuffle the **Plot Cards** and set them in various stacks around the table. Place the **Trope Cards** in the middle of the table.

All **Storytellers** draw a hand of eight **Plot Cards**. Give three **Voting Tokens** to each **Storyteller**. The **Storyteller** who most recently finished reading a book is the first **Editor** of the game.

The **Editor** chooses the **Trope Card** for the round, votes first after all stories have been told, keeps the game moving if **Storytellers** are taking too long, and casts the deciding vote in the event of a tie. **Remember, Editors will also tell stories during each round!**

How To Play:

The **Editor** draws three **Trope Cards**. They choose their favorite to be used for the round and place the remaining **Trope Cards** at the bottom of the deck. In a dramatic voice, the **Editor** reads the **Trope Card** aloud to the other **Storytellers**.

Storytellers each tell their version of the prompted story using up to five **Plot Cards** from their hand. Any **Storyteller** can tell their story first. **Storytellers** should place each **Plot Card** they use on the table as they get to that point in their stories. Leave them on the table to use as reference for the voting round.

After all **Storytellers** have told their stories, voting begins. All **Storytellers** should quickly recap their stories to the group. Starting with the **Editor**, and then moving around the table to the **Editor's** right, **Storytellers** cast their three votes. **Storytellers** place as many of their **Voting Tokens** as they'd like on the story of their choice, while explaining their reasoning. **Remember, Storytellers can't vote for their own story!**

In the event of a tie between two or more stories, **Storytellers** recast their votes for only the stories that tied. Winning **Storytellers** don't vote in the event of a tie, leaving the remaining **Storytellers** to recast their votes. If the vote is tied again, the **Editor** of the round casts the tie-breaking vote and declares a winning story, even if one of the tied stories is their own.

The winning **Storyteller** takes the **Trope Card** from the round and keeps it face-down in front of them to act as their winning point. All **Storytellers** draw back up to eight **Plot Cards** and collect their three **Voting Tokens**. Discard the previous **Plot Cards**. The person to the right of the **Editor** becomes the next **Editor** and begins the next round.

Winning The Game:

The winner is decided after everyone has been the **Editor** once. After the final round of stories has been told, determine which **Storyteller** has the most points.

If there is a tie, the tied **Storytellers** tell one last story. The other **Storytellers** vote as normal to decide the winner. The **Editor** for the tiebreaker round is the next **Storyteller** in the order who is not involved in telling a story.

The winning **Storyteller** is crowned the **Master Storyteller** and reigns in glory – until the next game of **Plot Twist**, that is!

Example Story

This picture shows your hand of **Plot Cards** and the chosen **Trope Card** for this round.



You pick five **Plot Cards** from your hand and use them to tell the story of how you escaped from being **Stuck In An Elevator**. As you get to each **Plot Card** you chose, you place it on the table in front of you:

"So, there I was, stuck in this elevator. I've never gotten stuck in one before, but - of course - there's a first time for everything.

"I didn't have any water or food, my phone battery was dead, and - hilariously - I really had to use the bathroom. So, all in all, this wasn't the best time for this to happen!

"But - thankfully - I grew up with **terrible scientist parents!** They subjected me to all sorts of horrific **genetic alterations** by making me sleep in a **hot tub of stem cells** every night until I turned twelve. I always judged them for this, until the day I realized I could **shoot beams of energy from my hands!** And that's when I got my revenge, using my power to **crush them both into cubes**, which I still use today as ottomans and coasters!

"So, thanks to the foresight of my late, terrible parents, I was able to use my energy beam shooting powers to melt the door and climb right out without a second thought. And after I used the bathroom and made my way home, I sat down on the couch, put my feet up on my ottoman father, put my drink down on my coaster mother, and enjoyed some excellent take out!"



Quick Tips For Telling An Awesome Story

Use Broad Strokes! | These stories should be told in broad strokes - ignore punctuation, grammar, and tenses on **Plot Cards** and **Trope Cards** and change them to tell the story you want to tell. Use the cards as inspiration, not law!

How Do I Story? | Tell stories creatively by stitching together **Plot Cards** that exactly match the prompt, completely unconnected **Plot Cards**, or even by conjuring up ridiculous events to pair random **Plot Cards** together. If you can justify it - you can do it!

First Person Is Best Person! | There's no need to invent a city full of characters - tell stories as if they're happening to you.

Go First, Or Don't! | Tell their story whenever you're ready - feel free to go first, or wait and tell your story last. There's an advantage to waiting to see what everyone else does, but if you wait too long, you may have to top an excellent story!

Don't Be So Literal! | You don't have to use your Plot Cards literally - every **Plot Card** can be used in many ways. For example, **Putting Your Foot In Your Mouth** could mean 'saying the wrong thing and getting yourself in trouble,' or it could mean 'actually putting your foot in your mouth!'

See How It's Done! | Veteran **Storytellers** may want to begin with their stories so new **Storytellers** can hear an example story.

Put Your Cards Down! | You may want to choose **Plot Cards** in advance and place them on the table until it's your turn, or hunt through your hand for **Plot Cards** as you tell your story - whatever works best for you is right!

No Comments From The Peanut Gallery! | Don't interrupt others with comments, suggestions, or arguments about story logic or plot holes - let them tell their story the way they want!

Forgot The Prompt? | If you get halfway through your story and realize you forgot to actually follow the prompt on the **Trope Card**, don't worry - just keep telling the story you came up with - everyone might like your story better that way!

Whatever Works For You! | Start your story however you'd like - start by immediately using a **Plot Card**, or spend a bit setting up the scene before using your **Plot Cards** all in a row!

Make 'em Laugh, Make 'em Cry! | Don't worry about telling the funniest story, or leading up to a punchline - tell whatever kind of story you'd like. If a poignant, heartfelt, dark, depressing, sad, ridiculous, evil, or random story comes to mind, tell it!

Still want more tips? | Check plottwistgame.com for videos, story samples, and additional advice on how to craft amazing stories!

Quick Tips For Casting Your Vote

Don't just vote for the funniest story – if there's a thoughtful, horrific, or poignant story that really gets your attention, vote your heart!

Reflect for a moment before you cast your vote, so you can remember what you liked about each story. Use the **Plot Cards** left on the table to jog your memory. Don't just give your votes to the last story that was told or to kiss up to the host of the party!

If you can't decide which was your favorite story, throw your weight around – give one person all your votes, or split the pot among many stories!

Feel free to explain what you liked best about each story, or to explain your reasoning for choosing which stories get your votes – just don't be a mean critic!



FAQ

I'm bad at improv. Will I be bad at Plot Twist?

No way! The cards really do a good job providing inspiration. Let your brain do some pattern recognition as you look at the **Plot Cards** in your hand – you'll be surprised at what connections pop out at you!

Will I be able to purchase Plot Twist anytime soon?

Yes! I'm planning to launch a Kickstarter campaign in March 2016. Subscribe to our newsletter on plottwistgame.com or follow us on Twitter, Facebook, or Instagram ([plottwistgame](https://twitter.com/plottwistgame)).

I have an amazing question for you.

Feel free to email me at plottwistgame@gmail.com or message me on Twitter, Facebook, or Instagram ([plottwistgame](https://twitter.com/plottwistgame)) and I'll do my best to answer your amazing question.

Plot Twist – A Storytelling Card Game

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Thanks to Pavel Lishin, Yatri Trivedi, Scott Smitelli, and Leila Whitley for listening while I never shut up about this game, Scott Smitelli again for his help in coding various playtesting tools, and to all the amazing playtesters who have helped make this game actually fun to play!

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Print and Play coded by **Scott Smitelli**

Published by **Runaway Orange LLC**

Print and Play vo.3 – Created February 2016

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