

Cheat Your Own Adventure

Needed to play | At least 3 people, two dice (2d6), 30-45 minutes.

You eagerly open the book at page 1 and begin your journey of page-flips and hard choices. Ahead of you lies an adventure in which you decide your destiny! Maybe this is the book you will get through without dying? If not, there's always a do-over. What are you waiting for? Go and cheat your own adventure!

Setup | Lay out this sheet. The right-hand column is the reader's Stamina. Decide who will be the first Reader; that person rolls 2d6 once for the first half of the book's title and once for the second half.

First Half

2. The Forest
3. The Caverns
4. The Keep
5. The Crypt
6. The Dungeons
7. The Catacombs
8. The Port
9. The Swamp
10. The Island
11. The Hills
12. The Ring

Second Half

2. Of Doom!
3. Of Evil!
4. Of Misery!
5. Of Despair!
6. Of Zalkir!
7. Of Death!
8. Of Midnight!
9. Of War!
10. Of Ice!
11. Of Fire!
12. Of Madness!

Play | The Reader narrates a short piece of text from an adventure book, stopping at whatever point he chooses. (See "Advice" below.) Each of the other players then presents the Reader with a choice in the style of "To xxxx turn to page xx". The Reader passes the dice to the player who presented the option he thinks is the most interesting.

That player then makes a 2d6 Skill Roll against the lowest Stamina number. If the total is equal to or greater than the Stamina the choice is safe. The roller then crosses out that Stamina number (or you can use a penny as a counter and move it along the track), and repeats the process as the new Reader, incorporating a successful outcome from the previous Reader's choice into the new text.

If the Skill Roll is less than the Stamina, the roller narrates a horrible scene of death or failure and passes the dice back to the Reader, who quickly "flips back through the book" to make another choice! This second choice is always safe and play carries on from this choice. The lowest number is still crossed out!

Ending | The game ends when the number 12 is crossed off. If the roller fails on the 12 roll, she still narrates a positive ending instead of a death scene, but it must contain a bittersweet note: something lost, a missed opportunity, a regret, etc.

Advice | Adventure books were written in a particular style; try to recreate it if you can. Always address the fiction in second person, "You were born in a tiny village..." Occasionally slip in references to items or previous books, for example "If you chose the rope turn to page 948", "If you helped the Dwarves in a previous book turn to page 43". And don't be afraid to go "over the top" or be a little arbitrary!

Source: http://www.ukroleplayers.com/wiki/Cheat_Your_Own_Adventure

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