

ROAD RAGE

You are driving like hell through a futuristic wasteland; chased by a pack of howling-mad Junkers. They are gaining. If you slow down, you die.

In this game, 2-6 players work together to tell a post-apocalyptic road story. Each takes on the role of a character and says what happens from that character's point of view. The goal is to tell a cool story and answer the final question before everyone dies. The group will need a six-sided die, a pen, and this card to play.

Turn on some fast-pace music suitable to a post-apocalyptic road race. Sit in a circle and pass this card left. Each player chooses a trait from list A. The last player also chooses a trait from list B and passes the card back to the right. Everyone then introduces their character by name. ("I'm Cyke, an insane fixer.") The person who drives the coolest car starts. Feel free to argue about it! Roll the die and select a focus question by counting down the list until you reach the number rolled. Hold the die and begin telling the story with the aim of answering that question, but don't just blurt out an answer. Make your answer part of the story and try to get other players excited about what is going on.

When your character does something risky, roll the die. On a 1 your character dies! Tell everyone how it happens and make it awesome. Afterward, pass the die to the player on your left, who will continue the story. On a 2 or better, you may add 1 to the roll if either of your character traits is applicable (explain). On a 5+ the character succeeds, otherwise he/she fails. Either way, pass the die. *The player to your left says what happens* and continues the story.

You may not answer more than one question before doing something risky, but you may do something risky without answering a question. When you answer a question, mark it off and roll for a new one, skipping over answered questions as you count down the list. The game ends when the last character dies or the last question is answered.

If your character dies, you still take turns. Narrate in third person, setting up dangerous situations for the remaining characters. A player *who still has a character* will say what the character does and roll. That player then passes the die to the player on *your* left, who says what happens and the story continues. (The turn order remains consistent.)

Character Traits

A: Insane, Sexy, Cold, Selfless, Furious, Deceitful
B: Driver, Fixer, Trickster, Shooter, Fighter, Loser

Questions

- Why are the Junkers after you?
- What do the Junkers do to those they catch?
- What dangerous/desirable cargo are you carrying?
- What important thing did you leave behind?
- What promise/dream lies ahead?
- You once had a Junker friend, what happened?
- What landscape did you just enter that favors the Junkers?
- How do you fix the problem with your vehicle without stopping?
- How did you use your vehicle to regain distance on the Junkers?
- What happened when the Junkers boarded your vehicle?
- Who just betrayed you and what did they do?
- How did you personally take out Chromax, Lord of the Junkers?
- You made it! Why is it not all that you had hoped?

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THE PYRAMID

You and your team of specialists, genetically altered to function in deep-sea environments, work for Atlantic Power, Inc. While surveying near some hydrothermal vents for potential new plant locations, you discover a massive pyramid rising from the ocean floor! It challenges everything you know about human history. Who built it and when? You are due back at the command center in 12 hours. Once your superiors learn of your discovery, they will send out a team of experts who are better qualified to study the structure. You will probably never get this close again. Your only chance to explore it is right now!

In this game, 2-6 players work together to solve a great mystery, each telling a part of the story. Each takes on the role of a character and says what happens from that character's point of view. The goal is to tell a cool story and answer the final question before everyone dies. You will need a four-sided die (d4), a pen, and this card to play.

Sit in a circle. Take turns choosing traits until everyone has two, then introduce your character by name. If you are the person who last swam in an ocean, roll the die to select a focus question. (Count down the list until you reach the number rolled.) Begin telling the story from your character's point of view with the aim of answering the question. Don't just blurt out an answer; make it a part of the story and try to get other players excited about what is going on. When you do something risky, roll the d4. On a roll of 1 fill in a circle of the "Doom!" track. If it is an "X" circle, you die. Tell everyone how it happens, and then the next player continues the story. If you survive, add +1 to your die roll for any relevant traits you have and explain how they apply. On a 4+ you succeed, otherwise you fail. Regardless, *the next player* says what happens and continues the story. When you answer a question, mark it off and roll for a new one, skipping over answered questions. The game ends when the last character dies or the last question is answered.

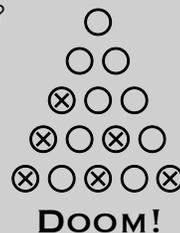
After your character dies, you continue taking turns. But now you narrate in third person, setting up dangerous situations for the remaining characters. A player who still controls a character will say how that character responds and roll the die. As the game progresses, players with characters may be outnumbered by those without!

CHARACTER TRAITS

- brawling conspiracy theorist drilling engineering
- fearless history buff geography geology intuition
- marine biology math persuasion skepticism survival
- teaching trivia weightlifter _____

QUESTIONS

- You are angry with the others, why?
- What happens if you don't get back in time?
- What dangerous thing are you carrying?
- How do you get into the sealed pyramid?
- What strange thing do you alone see?
- What problem is caused by your genetic mods?
- How do you discover the pyramid is guarded?
- How old is the pyramid? How can you tell?
- What is the purpose of the pyramid?
- How do you learn the identity of the builders?
- What do you uncover of value to humanity?
- You are trapped! How did it happen?
- What strange fate befell the builders?
- You get out alive! What did you take?



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