



**CONGRATULATIONS! YOU ARE AMONG THE FIRST** people in the world to take part in a new kind of theme park attraction: a guided vehicle tour featuring real, live, cloned dinosaurs! Some of you may be Over-Qualified Experts, others, Businesslike Professionals; some of you may even be *Literal Children*, or else Underpaid Park Staff. Whoever you are, we are looking for your honest opinion about our park, and... if we've earned it, a glowing endorsement!

*Welcome... to Dinosaur Island Park!*

*CHAOS THEORY RPG (v1.0)* by Ender Smith, Aubrey Dangel, & Julia Rutledge is a *Jurassic Park*-inspired homebrew for *LASERS & FEELINGS: THE DOUBLECLICKS TRIBUTE RPG (v1.2)* by John Harper, whom you can [support on Patreon](#).

## PLAYERS: CREATE CHARACTERS

1. Choose a style for your character: Enthusiastic, Rock-Star, Greedy, Adventurous, Nerdy, Jaded, or Skeptical.
2. Choose a role for your character: Park Staff, Lab Technician, Big Game Hunter, Paleo-Expert, Philosophiser, Suit, or Kid.
3. Choose your number, from **2** to **5**. A low number means you're better at **CHAOS** (intuition; survival; speeches; quick thinking; wild, passionate action). A high number means you're better at **THEORY** (science; technology; rationality; planning; calm, precise action).
4. Give your character a cool dinosaur adventure name.

You have: a radio, that works most of the time; a park map, whose accuracy is in doubt; an instant camera, with limited film; a park badge, which should let you through some doors; a flashlight, with new-ish batteries.

Player goal: Get your character involved in some crazy dino survival adventures and try to make the best of them.

Character goal: Choose one or create your own: See Dinosaurs Up Close, Kill Dinosaurs, Enjoy Your Vacation, Finish Your Research, Prove You Were Right, or Find a Way to Market This.

## PLAYERS: CREATE THE TOUR VEHICLE

As a group, pick two strengths for your Tour Vehicle: Fast, Tight Turns, Strong, Well-Stocked, Well-Armed, All-Terrain, Amphibious.

Also pick one problem: Fuel Hog (always runs out of gas), Used First-Aid Kit (just like, a few band-aids and a tongue-depressor), Faulty Ignition (doesn't always start up the first time).

## ROLLING THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. (The GM tells you how many dice to roll based on your character and the situation.) Roll your dice and compare each die result to your number.

🎲 If you're using **CHAOS** (survival, passion), you want to roll **above** your number.

🎲 If you're using **THEORY** (planning, reason), you want to roll **below** your number.

❌ If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.

1 If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.

2 If two dice succeed, you do it well. Good job!

3 If three dice succeed, you get a critical success! The GM tells you some extra effect you get.

!! If you roll your number exactly, you get **CHAOS THEORY!** You get a special insight into what's going on. Ask the GM a question, and they'll answer you honestly. Some good questions:

*What should I be on the lookout for? What's the best way to \_\_\_\_? What/who caused this?*

You can change your action if you want to, then roll again.

**Helping:** If you want to help someone else who's rolling, say how you try to help them, and make a roll. If you succeed, give them **+1d**.

## GM: CREATE A DINO ADVENTURE

Roll or choose on the tables below.

### A BAD ACTOR...

- |                             |                               |
|-----------------------------|-------------------------------|
| 1. Dr. Elm, lead geneticist | 4. Billie Guin, dino wrangler |
| 2. Lee Lewis, CEO's sibling | 5. Jordan Teague, janitor     |
| 3. Lane Geyek, programmer   | 6. Chef LeSar, head chef      |

### SECRETLY WANTS TO...

- |                              |                         |
|------------------------------|-------------------------|
| 1. Steal Dino Embryos        | 4. Rescue the Dinosaurs |
| 2. Cover Up a Security Flaw  | 5. Win a Bet            |
| 3. Make the Tour Interesting | 6. Get the Day Off      |

### BUT THEY ACCIDENTALLY...

- |   |                                       |
|---|---------------------------------------|
| 1. Turn Off the Power                             | 4. Create Super Hybrid Dinosaurs      |
| 2. Open the T-Rex's Pen                           | 5. Kidnap a Baby T-Rex                |
| 3. Teach the Raptors to Open Cages, Doors, & Jars | 6. Cause a Stampede of Brontosauruses |

### WHICH WILL GET EVERYONE KILLED UNLESS YOU...

- |                               |                              |
|-------------------------------|------------------------------|
| 1. Escape Via the Helipad     | 4. Signal from Radio Tower   |
| 2. Escape Via the Boats       | 5. Stay Hidden Till Daylight |
| 3. Get the Dinosaurs to Fight | 6. Bring Down Their Leader   |

## GM: RUN THE GAME

Play to find out how they survive. Introduce the danger first with evidence that something has gone wrong, then at a distance, and then right up close. Before a threat attacks the characters, show signs that it's about to happen, then ask them what they do. "*The Tyrannosaurus Rex turns when it sees the flashlight moving, putting its eye level with the Tour Vehicle. What do you do?*"

Call for a roll when the situation is uncertain. Use failures to move action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers.