



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 RPG \(v1.2\)**](#) by John Harper, whom you can [support on Patreon](#). Both games are licensed under a [**CC BY-NC-SA 3.0 license**](#).

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 Dinos Up Close, Kill Dinos, 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
- ☐ Maneuverable
- ☐ 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 bandaids 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.

0 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 Dinos |
| 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 Dinos |
| 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 Dinos 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 Tyranosaurus 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.