Unscripted

This is a game for people who love collaborative storytelling, improvisation, and roleplay.
Our goal is to collaboratively improvise an awesome movie from scratch, with no preparation.

We'll take turns pitching movie ideas, pick our favorite one, and then improvise the three most memorable scenes we'd like to see in this movie: an exciting beginning of the story, a dramatic complication in the middle, and an awesome climax resolving the story at the end.

Pitch Movie Ideas

One player becomes the **Narrator**, their goal is to make a short (1-2 min) pitch for a cool movie idea.

The other players take turns, each player suggests one of the key story elements to the Narrator:
Setting, **Character**, and **Objective**.

> **Setting Examples**
> Wild west, magic library, spy school, abandoned spaceship, post-apocalyptic wastelands.
>
> **Character Examples**
> Enthusiastic princess, broken robot, unlucky viking, nerdy pirate, well-meaning cult leader.
>
> **Objective Examples**
> Defeat a monster, find treasure, deliver an item, go on a rescue mission, capture a creature, escape from captivity, sabotage an event, defend a location, survive a disaster, seize power, negotiate a deal, investigate a mystery, solve a crime, go undercover, do a heist.

The Narrator pitches a movie based on these elements, trying to make it as exciting as possible:

> Describe the **world** of the story, the **main characters** (protagonist and antagonist), and the **central conflict** (an exciting but difficult problem the main hero must solve, or the goal they will strive to achieve and the biggest obstacle on their path).
>
> You can also describe some dramatic or cinematic moments from the trailer.

The other players can ask questions about the story, or suggest ideas to incorporate into the pitch.

Take turns pitching movies, listen for the most fun ideas, and vote on the one we'd like to improvise.

Improvise Scenes

Then we'll improvise the three most exciting and memorable scenes we'd like to see in this movie:

> **An exciting beginning of the story**
> A scene that introduces the main conflict and draws the heroes into action.
>
> **A dramatic crisis in the middle of the story**
> A big obstacle the heroes must overcome on their path towards their goal.
> An unexpected complication, twist, or reveal that will escalate the conflict and raise the stakes.
>
> **An awesome climax that resolves the conflict at the end**
> The final, most important and dangerous challenge the heroes will face.
> The biggest obstacle they must overcome to achieve their goal and resolve the main conflict.

Establish the scene

Each scene, a new player becomes the **Narrator**.

The other players take turns, each player suggests one of the key scene elements to the Narrator: **Location** for the scene, **Characters** who are in the scene, and the **Challenge** the protagonist will strive to overcome on the path to their objective (what do they want, and why is it difficult to get).

The Narrator will use these suggestions to establish the scene, describe it in a cool way.
Then the Players will pick which characters in the scene they'd like to play.

Play the scene

The Narrator will describe the world around the characters, narrate the consequences of their actions, and introduce the complications the characters will face.

The Players will describe their characters' actions, act out their dialogue, pursue their goals, and creatively overcome obstacles on their path.

Each scene is about the characters actively trying to overcome obstacles as they pursue their goal. During the scene, we will aim to progressively escalate the conflict and raise the stakes. The scene ends when we resolve its conflict - our heroes have successfully taken a step closer to achieving their goal, or failed and suffered some setback taking them farther away from what they want.

We "win" this game if we can create a fun story that makes sense and resolves in a satisfying way.

Come join our **Discord Community** to play with us!
If you need help coming up with ideas - use our **adventure prompts tool**.