



## 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 Ideas

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

Other players suggest 3 key story elements - **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.

Take turns pitching movies, listen carefully for the most fun ideas, and vote on the best one.

## Improvise the 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.

One player becomes a **Narrator**. They will establish the scene's location, the characters who are in the scene, and the challenge the heroes will strive to overcome (what do they want, and why is it difficult to get). As we play the scene, they will describe the world around the characters, narrate the consequences of their actions, and introduce the complications the characters will face.

The other players pick which characters they'd like to play. They will describe their 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, our goal is 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 have successfully created a fun story that makes sense and resolves in a satisfying way.

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Come join our **[Discord Community](#)** to play with us!

If you need help coming up with ideas - use our **[adventure prompts tool](#)**.