

# Rules

## Rounds

When all players have taken a turn, that counts as one round.

If a whole round goes by and no new cards have been placed, the final player in the round rolls the die and draws the first card from the deck. Place the card face-up in the slot according to the number rolled on the die (for example, if you roll a 2, place the card in the slot marked PLOT POINT 2). If that slot is occupied, place the card in the slot marked PLOT POINT 7. That card is now permanently in that slot, and you will have to change and shape your story accordingly!

## Subplots

There are four SUBPLOT cards in the event deck, and they work a little differently from other event cards. In movies and other media, subplots flesh out character relationships and expand on events in the main plot. The SUBPLOT cards work very much the same way: rather than placing them in an empty slot, you place them beneath an already-placed card. Under that card, three slots open up below the main plot line – you must now fill those slots the same way you fill normal slots.

When you place a SUBPLOT card, you must place another card in the first slot of the suggested subplot, and explain why you think a subplot is necessary at this point in the plot. Players vote on this combo of two cards the same way they would vote on any one regular event card.

SUBPLOT cards can be placed under main slots OR under SUBPLOT slots. In other words, it is possible to have a sub-subplot!