

DRAMA! DRAMA (AND THE QUEEN)

You are a professional actor with a talent for the dramatic. Today is the big day:

The performance of your lifetime.

You must impress the Queen with your skills, do your best to finish the play, and be smarter, more beautiful, and more breath-taking than your peers.

Drama! Drama! (and the Queen) is a fast-paced humorous game about impressing the Queen, while outperforming the other players. To play you need 2-3 players, 5 d6 per player and a piece of paper with a pen.



FIRST: MAKE A CHARACTER

You have two stats: **Drama Queen** and **Artist**. You may divide a total of 6 points between these stats, e.g. a +2 to Drama Queen and a +4 to Artist.

Give your character an impressive stage name, determine your outfit and appearance, stage experience and favourite play. Be bold, you are one of a kind!

Choose which one of you is the Protagonist, the Antagonist and the Sidekick. With only two players, the Sidekick can be removed.

SECOND: WRITE YOUR PLAY

Work together with your fellow players to write the play you are about to perform. Fill in the following blank spaces to write the plot, or roll on the provided tables.

A (adjective) (protagonist) must (goal) in order to (motivation), while being aided by their (adjective) (sidekick). He is opposed by (adjective) (antagonist).

THIRD: PERFORM!

You must **impress the Queen** and **finish the play**.

Each player writes down how often they have impressed the Queen on a shared piece of paper. This is your **Impression Tracker**. Whoever has the most points at the end of the game wins.

To finish the play, you must fill the **Play Tracker**. The length of the play tracker is equal to the number of players x3, e.g. 9 boxes to fill for 3 players.

Whenever you do something toward either goal, you roll 1d6. If you roll a 4 or lower, you fail the check. If you roll a 5 or higher, you succeed.

To impress the Queen, you roll a 1d6 **+Artist**. If you succeed, describe how your character performs the next part of the play, and add one point to your tally of how often you have impressed the Queen. If you fail, describe how your character fails in his performance, and you must grant another player a +1 to their next roll (you may choose who receives this bonus).

To finish the play, you roll a 1d6 **+Drama Queen**.

If you succeed, you cause a (beautiful, fantastic, wonderful, show-stopping) scene on stage and give it an extra kick. Describe what happens and add one point to the play tracker. If you fail, you cause a (horrible, embarrassing, cliched, uninspired) scene, and fail to move the play forward. Describe what happens.

Take the d6 you rolled and place it in the middle of the table. If another d6 is already placed, put your d6 on top of it, building a tower.

WHEN THE CURTAIN FALLS

The game ends when the play tracker has been filled, one player has run out of d6s, or the d6 tower falls.

If the game ends with the tracker filled, you finish the play successfully, and everyone receives a +1 per die they still hold to their Impression Tracker.

If the game ends when a player has run out of d6s, you do not finish the play, and everyone receives a -1 for every die they are missing to their Impression Tracker.

If the d6 tower falls, the play was a dramatic disaster and the player to last attempt to add to the tower receives a -3 to their Impression Tracker.

The player with the most points on their Impression Tracker wins the Queen's support, a stipend for the entire year.



Play Generators

Adjectives for the Protagonist

1	Over-confident
2	Risk-taking
3	Overly cautious
4	Patronising
5	Humourless
6	Insecure

Adjectives for the Antagonist

1	Overly invested
2	Mustache twirling
3	Oversharing
4	Clueless
5	Know-it-all
6	Insecure

Adjectives for the Sidekick

1	Bumbling
2	Bored
3	Snobbish
4	Overqualified
5	Clumsy
6	Deadpan

Protagonist Type

1	Archaeologist
2	Olympic Swimmer
3	Dye Merchant
4	Lion Tamer
5	Haute Cuisine Chef
6	Adventurer

Antagonist Type

1	Scientist
2	Duke
3	Tax Collector
4	Criminal
5	Artist
6	Bug Collector

Sidekick Type

1	Doctor
2	Detective
3	Bee Keeper
4	Astronomer
5	Knight
6	Priest

Goal

1	Rescue a Maiden
2	Find an Artefact
3	Solve a Riddle
4	Find Allies
5	Save the World
6	Start a Revolution

Motivation

1	Get Married
2	Become a God
3	Save the Dog
4	Become Rich
5	Serve Justive
6	Achieve a Dream



Drama! Drama! (and the Queen) is a game by Fateful Seven. Thank you for playing, and have a great day!