Seven Scenes

This game is a GM-less TTRPG to be played in oneshot for 2-4 players. It's meant to be played at the end of long campaigns done in other systems, or at any rate in detailed settings where a lot of things are going to happen in rapid succession.

As a group, share your visions about the cool scenes you have in mind. Create a **LIST** with 8 empty slots. Fill the first 4 with small phrases that convey the cool scenes you have in mind, enough to spark the imagination.

Additionally, put 8 tokens (4 **POSITIVE** and 4 **NEGATIVE** ones) on the table. This concludes the preparations for the game!

Play begins! Going clockwise (starting from anyone) each player takes a turn being the GM for the rest of the group. This GM picks one of the prompts from the list (or fills one of the empty slots, then selects that one) and begins to narrate what happens. Negotiate who gets cast as which character(s) for this scene.

Any other player can stop the GM at any time by taking either a **POSITIVE** or a **NEGATIVE** token and taking over as GM for the rest of that scene. They say how the scene ends: something good if they used a **POSITIVE** token or vice versa if they used a **NEGATIVE** one. At this time, the token that was expended is permanently removed from play.

The initial GM for each scene should keep saying what happens next if the players don't do anything. Keep escalating things, go for those drama points, *dare* the other players to step in and use a token, or else!

The GM mental mantra should be: *"Are you going to use a token? Otherwise I'm going to keep going. I don't care. Everything is flammable."*
(Insert pic of smug cat surrounded by knives here.)

After seven scenes, play the **EPILOGUE**: every player gets a scene where they can make happen whatever they want. The last remaining token sets the mood for whether the **EPILOGUE** should overall be good or bad.

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