

# Your Own Adventure

## Quest Master Instructions:

Welcome to the Carrot & Stick Template for creating your own adventure. This template follows a very simple and fun story pattern you can easily set up and lead your friends through the adventure, using only your imagination and the C&S cards. If you would like, have a quick read of the story beforehand. This will help you run it faster and smoother.

### How to read the game:

The adventure includes all instructions and examples you will need to lead the game. Here is how to read the instructions:

1. *Written in green italics are all the instructions for you, the QM. These passages are there to give you all the information you need to lead the game. They shouldn't be read to the players.*
2. Written in black text is the story itself. Read these passages to the players, preferably using funny voices.
3. *Written in red italics are instructions for the players - how to build their characters, how to solve an encounter etc. Read these instructions to the players in a very serious voice.*

### Basic info:

*This template gives you a very simple way to create your own story using the Carrot & Stick cards. Instead of a story, this template contains basic instructions on how to run an adventure and space to fill in your own story. Be creative and have fun - it's super easy and very very funny :)*

## Set up the game

### Set up the decks:

1. *Separate the cards from the game into **Peeps**, **Locations** and **Draw Deck** and place them in their spaces on the template, face down.*

## 2. Remove all Judgement cards

*That's it - everything you need is below - write your story, have fun, be hilarious ...*

## Play Your Story:

## Introduction:

QM: (add instructions for yourself, so you know what cards to draw for each encounter. This will help you to run your adventure smoothly.) .....

Story introduction: *(write the story introduction and don't forget to add details of cards you need to draw and other instructions you may need)* .....

[illegible]

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*Now your players know what they are in for, they must create their characters:*

*QM: Help the players set up their characters by:*

- 1. Each Player draws or chooses one card from the Peep deck. This will be the character they will play the game as.*
- 2. Deal six cards from the Draw Deck to each player.*
- 3. Pay close attention to the players as they discuss and set up their characters. Their characters must be relevant to the cards they use to make them and they cannot be all powerful. You may need to rein some ideas in.*

*You now have everything you need to create your character for the game. Each of you has a Peep card and this is who you will be throughout this adventure. Still, your character is incomplete and you now need to add a background story, abilities and personal traits. To add a bit of umph to your persona, use the six cards in your hand to describe and enhance the special your skills and abilities and your personal traits. You will be using a mixture of word and picture cards and you can be as creative as you like with them. Use as many or as few of the six cards as you like, but remember that your character cannot be all powerful.*

*QM: When all the characters are set up, read this:*

*Your characters are all set. Keep your Peep and modifier cards in front of you, visible to all players, so you can all clearly see your team members.  
Discard all cards left in your hand.*

*! Players must now draw cards for the next stage of the game, depending on the number of players:*

*For 2 players, draw 6 cards each from the Draw Deck*

*For 3 players, draw 4 cards each from the Draw Deck*

*For 4 players, draw 3 cards each from the Draw Deck*

*As from now on the players will use their cards together to come up with solutions as a group, this means that the group will always have 12 cards in total to work with. From now on all players must replenish their hand to the appropriate number at the end of each encounter. If you run out of cards, mix the Discard Pile well and place it as a new Draw Deck.*

*QM: read the instructions for the next stage:*

*Good luck*

*QM: (add instructions for yourself, so you know what cards to draw for each encounter. This will help you to run your adventure smoothly.)* .....

Encounter 1: (write the first encounter and don't forget to add details of cards you need to draw and other instructions you may need) .....

Objectives:

*Each encounter presents three objectives, which must be solved for a successful encounter*

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2. ....  
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3. ....  
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*You must now work as a team to solve these three issues. Using your characters as you have created them and combining their skills and abilities with additional cards from your hand, you must find the best, most creative and funniest way to resolve the situation. Discuss your solutions as a team and when you are ready, present them to the QM as one continuous story.*

*QM: After the solutions have been presented to you, it's your time to judge. If you have questions, ask them. If you see problems, ask the players to resolve them. When you are satisfied that the situation has been managed, read the encounter conclusion:*

Encounter conclusion:

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*QM: You must now judge the encounter. Judging is entirely up to you and uses a simple point system. You must decide how well the group as a whole has done with every objective, according to each criteria. You can award up to 5 points for each judgement criteria in the encounter - a total of 15 points. If the group has been awarded 12 or more points during the encounter, they can select one member of the team, whose character will 'level up'*

*If you have awarded the group 12 points or more for the encounter, read the following:*

*Level Up:*

*Congratulations! You have been extremely efficient and your solutions have brought success to your first mission. As a reward, you may now choose one member of the crew to 'level up'. To do this, draw one card from the Skill/Training or the Item deck (your choice) and two cards from the draw deck. You must use these two cards to describe your new skill or special item. Remember, you cannot be all powerful. You must be reasonable in your power hunger or the QM will punish you with vigorous tickling!*

QM: End of encounter:

*When the encounter is complete, fill your hands back up to the appropriate number.*

**Encounter 2: .....**

QM: (add instructions for yourself, so you know what cards to draw for each encounter. This will help you to run your adventure smoothly.) .....

Encounter 2: (write the first encounter and don't forget to add details of cards you need to draw and other instructions you may need) .....

Objectives:

*Each encounter presents three objectives, which must be solved for a successful encounter*

1. ....  
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2. ....  
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3. ....  
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*Discuss your solutions as a team and when you are ready, present them to the QM.*

*QM: After the solutions have been presented to you, it's your time to judge. If you have questions, ask them. If you see problems, ask the players to resolve them. When you are satisfied that the situation has been managed, read the encounter conclusion:*

Encounter conclusion:

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*QM:*

- *Judge the encounter and award points.*
- *If the team have been awarded 12 or more points, help them 'Level Up' one of the crew members.*

*Before we continue, fill your hands back up to the appropriate number.*

**Encounter 3:** .....

*QM: (add instructions for yourself, so you know what cards to draw for each encounter. This will help you to run your adventure smoothly.)* .....

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Encounter 3: *(write the first encounter and don't forget to add details of cards you need to draw and other instructions you may need)* .....

Objectives:

*Each encounter presents three objectives, which must be solved for a successful encounter*

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2. ....  
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3. ....  
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*Discuss your solutions as a team and when you are ready, present them to the QM.*

*QM: After the solutions have been presented to you, it's your time to judge. If you have questions, ask them. If you see problems, ask the players to resolve them. When you are satisfied that the situation has been managed, read the encounter conclusion:*

Encounter conclusion:

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*QM:*

- *Judge the encounter and award points.*
- *If the team have been awarded 12 or more points, help them 'Level Up' one of the crew members.*

*Before we continue, fill your hands back up to the appropriate number.*

**Encounter 4:** .....

*QM: (add instructions for yourself, so you know what cards to draw for each encounter. This will help you to run your adventure smoothly.)* .....

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*Encounter 4: (write the first encounter and don't forget to add details of cards you need to draw and other instructions you may need)* .....

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*Each encounter presents three objectives, which must be solved for a successful encounter*

*Discuss your solutions as a team and when you are ready, present them to the QM.*

[illegible]

- Judge the encounter and award points.
- If the team have been awarded 12 or more points, help them 'Level Up' one of the crew members.

QM: (add instructions for yourself, so you know what cards to draw for each encounter. This will help you to run your adventure smoothly.) .....

[illegible]

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Objectives:

*Each encounter presents three objectives, which must be solved for a successful encounter*

1. ....
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*Discuss your solutions as a team and when you are ready, present them to the QM.*

*QM: After the solutions have been presented to you, it's your time to judge. If you have questions, ask them. If you see problems, ask the players to resolve them. When you are satisfied that the situation has been managed, read the encounter conclusion:*

Encounter conclusion:

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QM:

- Judge the encounter and award points. How did the team do? Was your story a success?

*That's it!*

*We really hope you enjoyed it! If you would like to share your story with us, we would love to play it too :)*

*Happy gaming!*