# THE TROUBLE WITH ROSE: One Page Trouble

Here's the game in a nutshell.  Start with a deck of playing cards, some double six dominos, pencils, paper, and imagination.

1. Determine the setting.  You can use of the many play sets already created or you and the other players can have a quick world building chat.  As part of the setup, you need to determine who Rose is, what kind of trouble he or she is in, add a few locations where the story takes place, and some supporting cast that the characters can interact with.

2. You deal each player a playing card that they keep secret.  This is their hidden agenda card (hearts = romance, clubs = protect/defend Rose, diamonds = seek fame/power, spades = revenge/betrayal.)  Each player seeks to apply their agenda to the story and earn bonus points at the end.

3. Create or choose characters that are part of the story.  Perhaps Rose is a relation or they work closely together.  If you're using a play set, you can quickly choose from one of the characters provided.  Otherwise, create a short description and a list of six traits numbered from 1 to 6.

*Traits with low numbers are things that add color to the character or represent something they are very good at.  High numbers are troubles and flaws that haunt the character and add tension to their story.*

4. Place all the dominos face down and scramble them.  Then draw facedown four (for 6-7 players) or five (for 3-5 players) dominoes to form your hand.  The pips on each domino match the trait numbers on your character sheet.  A blank is special, it is a wild card that can match any trait but it always resolved as a failure or bad turn of fortune.  For scoring purposes, blanks are worth zero points.  Playing doubles always cranks the given trait up to eleven.  You should play the double blank domino last from your hand as it represents a major setback for the character (death, imprisonment, serious injury.)

5. Play begins with the owner of the dominos or a willing volunteer.

6.  The current player sets the scene.  They have the option to add other characters and supporting cast to the scene.  The other players play their character or take the a role as one of the supporting cast as directed.

7. The player then reveals the domino they want to use and acts out the scene trying to invoke the character's traits as indicated on the pips.  They're free to narrate, soliloquize, or play out a dialog with the other characters and cast.

8. At the end of the scene, the audience (the other players and bystanders) determines how well the player did in acting on their pips.  The audience can also vote to embellish the scene with a twist or reveal at the end.

9. The player earns points equal to the pips on their domino if the audience agrees that they played to those traits.  They can earn partial points if they played up one of their traits but failed to bring the only one along as well.  Play then passes clockwise until everyone has played all the dominos in their hand.

10. The players now reveal their secret agendas.  If the audience feels that they have accomplished their goal, award the player a ten-point bonus.

11. The player with the highest score wins the right to narrate the epilogue and wraps up the story.

12. Everyone takes a bow (optional, but highly encouraged.)