



The Trouble with John

Setting:

Inspired by Michael B. Sullivan's *Everyone is John*, The Trouble with John is the comedic story of a terribly insane man that is controlled by the voices in his head. The players act as those voices. When a player throws down a domino, they're the controlling voice for John and the audience gets to play everyone else in the scene.

The NPCs:

Rosie York, John's neighbor that sometimes looks in on him to make sure he's okay and hasn't duct-taped himself to the wall, again.

Mr. Stern is John's boss. He knows that John isn't the most stable of employees, but he likes John's can do attitude and ability to think outside of the box.

But what if John isn't (totally) insane...

Agent Beck is who the Company calls when they needs a dirty job done, even if that job is to 'retire' one of their own agents. John is one of Beck's few failures.

Dr. von Evil is a retired super villain. After all, being a capitalist was more profitable and you don't have Company men like John 'the Trigger' gunning for you.

Amanda St. John is a stunningly beautiful daughter of a mob boss. In a whirlwind romance, 'Casanova' wooed and married her but wandered off during the honeymoon. It's unknown if Amanda wants John back or dead.

Max'nasti hates his job. Being a xeno-cop on a backwards planet like Earth is killing his career and living in their clumsy forms is awkward and uncomfortable. Now his scanner is on the blink and says 'sometimes' there is an illegal alien in the City.

Prof. Steam Weasel is a brilliant and sneaky mad inventor, but decidedly more on the sneaky side. He thought he had dispatched his rival with his psychic displacer ray, but somehow his victim's work keeps showing up in the most unusual places.

Freya of Thule, better known as Freya Norse, CEO of Thule Corp, rose quickly to the top on a trail of bodies and broken hearts. But, she's still trapped in this Gods forsaken realm until she can find Jonn and complete the ritual to reopen the gate.

Special Rules:

Normally the current player has full control of the scene. But in this play set, the player's control is limited to just John. In the first scene or in any scene that starts with John waking up after falling asleep, the current player selects their domino and places it face down on the table. The audience then decides where John wakes up before the domino is revealed. In most scenes, the audience plays the world against poor hapless John.

The hidden agenda cards are usually applied with regard to the player's relationship with Rose. In The Trouble with John, these cards can be applied to anyone (since the current player has far less narrative control.) With hearts John can look for love or perhaps act as a match maker. With clubs he can defend/rescue anyone in need. Diamonds are still greed and power, but it doesn't have to be at Rose's expense. And, with spades John is free express those homicidal and destructive tendencies.

Blank tiles are still wild and should be used to place John in harm and trouble. Blanks do restore some of the current player's narrative powers. In this play set, the double blank domino is not fatal for John. In fact, the double wild card does give the player their best chance at achieving their hidden agenda.

Name: Secret Agent Man

Details:



The other voices are not authorized to know what you do or who you work for.

This secret message must not fall in the wrong hands. Destroy it immediately.



A secret agent is always prepared.



Ah! There's Agent Beck. Obviously assigned to help me on this mission.



Karate... Chop!



Dr. von Evil, we meet again.



Always cut the blue wire.

Name: Casanova St. John

Details:



Your smooth moves, your boyish charm, you're irresistible to man, woman, and beast.

Breath spray, never leave home without it.



Disarm with the charm.



Personal space is meant to be shared.



Baby, I am the party!



Nothing says hello like a good smack on the rump.



The taser, the pepper spray, the large kitchen knife; they say "No", but your eyes say "Maybe."

Name: Alien Inside

Details: You don't know how you got trapped in this primitive meat sack. You need to escape.



How do I drive this body again?



A trivial problem for my advanced alien intellect.



Oh, I didn't know I was allergic to that.



The label is written in Mandarin. It says, "Those round eyed fools can't read this anyway."



The unnatural craving can't be denied.



Shape shifting assassins! How did they find me?

Name: Jonn the Barbarian

Details: Gornax's blood! What vile sorcery is this?



Luckily, I keep a spare axe or sword handy.



Jonn has the stamina of a bull.



I must find the sorceress's tower.



What? Fire roasted beast is good for you.



What manner of evil creature is this?



It doesn't even know how to bleed properly.

Name: Mad Science, it's just not for breakfast anymore.

Details: Well, this is an interesting development, even if the results are rather unexpected.



I need more parts!



I can fix that.



Oh, you can't blame me if they used inferior parts.



Proper tools for a proper job.



There might be some side effects.



It would be advisable to evacuate to a safe distance.

Name: _____

Details: _____

