



# ACTORS' SCRIPT

Description

## Relationships

Starting with the Lead, each player establishes a relationship with the player to his or her left. Roll 2d6 or make something up:

- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_
- 6 \_\_\_\_\_
- 7 \_\_\_\_\_
- 8 \_\_\_\_\_
- 9 \_\_\_\_\_
- 10 \_\_\_\_\_
- 11 \_\_\_\_\_
- 12 \_\_\_\_\_

## Gear

Each player should pick one gear combo listed below. Unlike the Script's moves, there is no limit to how many players may pick each gear combo.

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## Moves

Each move may only be picked by two players. As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.

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# DIRECTOR'S SCRIPT

## Description

### Gear

The bad guys will probably be using the same kind of things as the heroes, just not as well.

### Villain

\_\_\_\_\_ – Wants \_\_\_\_\_

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

\_\_\_\_\_ – Wants \_\_\_\_\_

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

\_\_\_\_\_ – Wants \_\_\_\_\_

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

MOVIE TITLE

CAMARADERIE



NOTES

