**A PRIMER ON TABLETOP ROLE-PLAYING GAMES:**

For those unacquainted, these games take place in the collective imagination of those playing. While players may or may not use maps or game pieces as visual aids, the overall goal is to create an imagined world with original characters, and live through various adventures with no limitations to what players might do while in this world. In essence, they're halfway between an "open-world" video game and long-form Improv.

Specifically, this script is modeled after *Wizards of the Coast* LLC's game: ***Dungeons & Dragons®.***

This game, and those like it, will have all but one of the players create their own character that they will play as, with a unique appearance, backstory, abilities, personality, and so on. These are the "Player Characters".

The other player takes the role of the "Dungeon Master" (or DM): outlining and planning a full story (or "Campaign"), which may be either pre-made from a book, inspired by other stories, or built from scratch using only their imagination. During the game, the DM serves as the narrator of the action, and also acts as every person in the story not already spoken for (the "Non-Player Characters", or NPCs).

The DM tells the other players what happens in the world of the game and everything their characters see and hear; and then the Player Characters are free to do as they like in order to progress the story. The players will say what they want to do, describe how they go about doing it, and then roll dice to determine the result of the attempt. It is often up to the DM to determine whether or not the number rolled is sufficient to succeed in what the player is trying to do. Games such as *Dungeons & Dragons®* will use 20-sided dice (called a "d20") for most of these rolls, with results ranging from a 1 (an automatic penalized failure), to a 20 (a perfect success, regardless of the odds).

The draw of these games is the absolute freedom to solve puzzles in any way imaginable. Player Characters often confound the DM with unanticipated tactics. Reasonable approaches may be undermined by poor dice rolls, and ludicrous actions may be reinforced by high rolls. Everyone is bound to the results of the dice, so the actions of the players always have an impact, and the story can go in directions no one anticipated.

This potential for spontaneity, inventiveness, and fun is something I hope to have captured in this script.