

AFTER THE PARTY

A MAP-DRAWING ROLEPLAYING GAME
OF ROAD TRIPS & RELATIONSHIPS
BY ADAM VASS / WORLD CHAMP GAME CO



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Jan 2019

In this game, you will portray a group of people on a road trip, abruptly leaving one location because of an Incident and driving towards a Goal, recounting Memories, testing relationships, and driving many long roads along the way. You will use playing cards to generate prompts to explore and you'll write & draw on a fictional map to preserve and share your memories.

To play, you need

- 2-6 players
- One notecard per player to write details about characters (covered in "*We Were Both Lookers*")
- 6-10 six-sided dice (these will represent time as explained in "*Your Wild Years*")
- A standard deck of playing cards with jokers removed (these will prompt events in your story and are detailed in "*Your Wild Years*")
- A large piece of paper to use as a map (detailed in "*Subtle Brush Strokes of Memory*")
- Permanent writing utensils like pens or markers

*Note on randomization: Occasionally, lists in this game are numbered one through six or two through twelve. This allows you to use dice to randomize choices instead of making deliberate choice. A single die will give results 1-6 and the sum of two dice will field 2-12.

CREATING CHARACTERS

Each player will take a notecard on which they will write details about their character. For games with 2-3 players, you may wish to each play multiple characters, combine multiple traits into one character, or simply play with less characters, but each player should have one character minimum. This is the imaginary person you will portray as you play the game: speaking in their voice, making their decisions, and reciting their memories.

Listed on the next two pages are six character archetypes and traditional traits associated with them. Consider these starting points, building upon their personalities as you play the game and learning more about each of the characters in your story. You may also decide to ignore these archetypes entirely and come up with your own characters whole cloth; this is your game, play it how you want.

Once you've decided the type of person you'll portray in your game, give them a name and briefly jot down any defining traits like their pronouns, their physical appearance, or any other things that make them unique that are absent from their description.

*This game is designed as a group of friends recounting tales from their 20's and their lives changing as they enter their 30's, but it can easily be adapted to fit other genres or groups of people.

WE WERE BOTH LOOKERS

• DRIVER

- You tend to consider yourself the main character of your own story, whether that is true or not.
- You're known to make important decisions on behalf of the group.
- Your hubris can be interpreted as confidence to some and egotism to others.
- Also, maybe most importantly, you are often the one driving the vehicle.

• SHOTGUN

- You are a loyal companion.
- You bring up people around you with encouragement, jokes, sarcasm.
- You often accept responsibility for the betterment of the group and occasionally to your own detriment.

• NAVIGATOR

- You are traditionally intelligent.
- You know how to solve simple problems with simple solutions but can panic when things become dire.
- Your own nerves can get to you and cause you to lash out.

You can easily use the same rules to play as a family on vacation, a band on tour, a caravan of cowboys, a group of scoundrels on the run in space, anything you like.

WE WERE BOTH LOOKERS

• SNACKS

- You easily cheer up those around you and tend to look at the bright side.
- You always know a good place to eat around wherever you may be.
- You tend to use humor to deflect conflict and it doesn't always work.

• NAPS

- You don't offer much to the greater good and consider your own desires before those of the gang.
- Despite the perception that you are a space case, you are very aware of your surroundings and the actions/feelings of those around you.
- You can usually find drugs on the road or know someone who can help find them.

• DJ

- You have a keen sense on the general attitude of the group and can amplify or suppress it accordingly.
- You strongly dislike confrontation, whether you are directly involved or not.
- You like to have bits of control and you don't react well to having that control restrained or removed.

ESTABLISHING RELATIONSHIPS

Go around the table and have each player briefly introduce their character, offering their name, pronouns, and a brief description. When all players have a feel for the sort of gang that you're a part of, you will decide upon relationships between your characters and explain why you are in this vehicle together.

You may choose to establish relationships with other characters to tell a particular type of story or you can randomize relationships using the table here. Each character should have a relationship with at least one other character in your group, but you don't have to establish relationships with everyone. Some of these relationships will change over the course of the game.

- 1. Romantic** (partners, unrequited love, mutual crush)
- 2. Best Friends** (roommates, lifetime friends)
- 3. Family** (siblings, step-siblings, cousins)
- 4. Childhood** (neighbors, family friends, long lost friend)
- 5. Professional** (classmates, work friends, similar industries)
- 6. Adversarial** (ex-partners, annoying friend of a friend, frienemy)

SETUP THE MAP

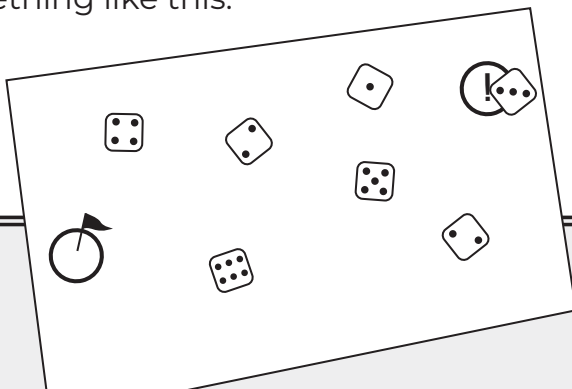
Set the piece of paper that you will use as your map in the center of the table accessible by each player. At one end of the paper, draw a circle with an exclamation point inside. This is **The Incident**, the location where your story will begin. Place a 6-sided dice here with a value of 3.

At the opposite end, draw a circle with a small flag inside. This is **The Goal**, a location where your story will end.

Next, roll six 6-sided dice (6d6) in the center of the map between the two drawn circles. The spot on the map where a dice lands is the location of a **Memory** that you might visit on your journey. Before continuing, you may reposition dice slightly if they are too crowded or roll off the map but make sure not to change the numerical value shown.

Your map could represent any distance: cross-town, cross-country, even cross-planet. You'll fill in that information as you play.

Once setup, your map should look something like this:



THE INCIDENT

Your journey begins with a spot on the map referred to as The Incident. Something happened here that has caused your gang to get in the car and go, generally something bad. Decide as a group what the event was but refrain from going into too much detail, make The Incident something you can summarize in just one sentence. Over the course of the game, you might explore The Incident in further detail, or you might ignore it and never talk about it.

Here are a few things about The Incident that should remain true:

- The Incident directly affects at least one of your characters in a dramatic way.
- Aftermath of The Incident could have been resolved in a different way but impulsively leaving was simply the way you chose.
- Not all characters need to be aware of The Incident, some might just be along for the ride.
- Whether they are aware of it or not, each character's life before and after The Incident are undeniably different.
- The date that you reach your Goal isn't as important as leaving the location of The Incident as quickly as possible.

I KNOW YOUR SECRET

Below are examples of events you could use as The Incident in your game. Feel free to mold and adapt them to the story you want to tell.

- 2.** A friend from another town contacts you in desperate need of help.
- 3.** The place you live in is suddenly put in danger.
- 4.** A big scheme backfired putting one of you in dire straits.
- 5.** Someone receives a new job offer in a place far away.
- 6.** Someone got involved with the wrong crowd and needs to get away.
- 7.** A long term relationship dramatically ends.
- 8.** Someone is fired from their once-stable job.
- 9.** Someone has been evicted from their residence.
- 10.** A death in the family.
- 11.** Someone wants to celebrate an important milestone.
- 12.** Someone has learned a very dark truth about a person they trusted.

*Confused about why there is no #1 on this list? Re-read the footer on the first page of this book about using dice to randomize choices from lists.

USING CARDS & DICE

To setup your playing cards, separate the deck into two decks: **Red** (hearts & diamonds, these are referred to as Memory cards) and **Black** (spades & clubs, referred to as Travel cards). Shuffle each of the two decks, keeping them separated, and place both near the map.

On your turn, you will do the following things in order:

A) If you are in an unmarked Memory location, draw on the map.

B) Draw a card from the corresponding Memory or Travel deck and resolve its prompt.

C) Reduce the current Time Die by one (this number may be changed by the card you draw).

D) If the group is leaving a Memory location, draw a Travel route on the map.

Each turn takes 1-5 minutes. When you've finished, the player to your left will then take their turn, continuing this cycle around the table until your group reaches the Goal space on your map.

The person playing as The Driver should begin the game, but if no one chose to be The Driver, the person who most recently went on a trip will start instead.

A) Drawing Memories on the Map

At the start of the game, your map will look quite boring: just a stark white landscape with a few placeholder dice as locations. During play, you will populate this map with sketches, scenes, symbols, etc. to represent locations of Memories your characters have and the Travel taken between them.

Your game begins at The Incident location which has no drawing yet, so the first player will always draw something on the map on their first turn. Draw something in this area that represents The Incident in some way. It can be a literal depiction of the event, a symbol of something that represents a larger idea, a doodle, an emoji, anything you think portrays a Memory of The Incident.

Whenever your group arrives at the location an unmarked Memory that is depicted by a d6, the person who is about to take their turn will draw something here to represent that Memory. Each Memory is something that happened in the past involving at least two of your characters. Again, you can depict these Memories in any way you deem appropriate, but avoid writing words on the map. You want to be able to look back on the map and remember the game you played and the story you told but some Memories will be more abstract than others.

YOUR WILD YEARS

A Memory doesn't have to be inherently positive or negative. In fact, as the relationships change between your characters and as The Incident has rippling effects on your lives, those Memories and your perspective are likely to change.

If you're having difficulty making them up on the spot, here is a collection of possible Memory locations you can use in your game:

- 2.** Going Swimming
- 3.** Where You Went To School
- 4.** The First Kiss
- 5.** A Memorable Concert
- 6.** An Exceptionally Wild Party
- 7.** A Big Old Fist Fight
- 8.** Where Your Parents Live
- 9.** The Time We Ran from Cops
- 10.** A Classic Roadside Attraction
- 11.** Where Someone Came Out
- 12.** A Grave

*Generally, the Memories on the map depict places you have visited in your lives before The Incident. However, some new Memories can also be formed on your trip. The terms "Memory" and "Location" are mostly interchangeable in this game.

YOUR WILD YEARS

B) Drawing Cards

The next step of your turn is to draw a card. Draw from the Memory deck if your group is in the location of a Memory and draw from the Travel deck if you are between Memories.

After drawing your card, consult the table on the last page of this book to see what scene it will prompt you to take. Generally speaking, Memory cards will have you telling stories, acting out scenes, and waxing poetic about things that happened before The Incident, while Travel cards are more likely to have you interacting in more dramatic ways with your surroundings and fellow characters in your post-Incident lives.

If a prompt asks you to share details about a Memory or The Incident, you are always encouraged to do so by acting out a scene with other characters who were present. Any player whose character was not present in that story can act as any necessary roles of tangential characters in your story, people who are not along for the road trip but were still at some point pivotal to the story.

When resolving a prompt, feel free to set the scene as you would in a play or a movie; describe the setting in detail, what the weather is like, what people are doing there, what the viewer in the movie-version of your story

*Your game begins at The Incident location which is considered a Memory location for the sake of drawing cards.

YOUR WILD YEARS

might be seeing. It will help all players paint a vivid image in their minds and become more immersed in your game.

After resolving your card, place it face up in a discard pile next to the deck from which it came. If either draw pile becomes empty, immediately shuffle the relevant discard and make it the new draw pile.

C) Reducing Time Dice

After resolving your card-given prompt, you will manipulate the die at your current location. Do this step even if the card you drew forced you to change the value on another die this turn.

If you are at a Memory location, spin the die down so the value shown is one less. This represents the amount of time you spend in any location. The longer you stay in a particular place, the more you will learn about that place and how the Memory there shapes your characters.

If your Memory die was at 1 and you need to spin it down, you instead will leave this location. Take that die off the map, roll it, and place it near the Travel deck. This now represents the amount of time you will spend traveling to the next Memory location.

YOUR WILD YEARS

While you are in Travel, you still spin down the die by one after resolving your prompt cards the same way you would in a Memory. However, since this die is not on the map, be sure not to forget about it.

If your Travel die was at 1 and you need to spin it down, your group instead arrives at the objective Memory location. When the next player begins their turn, they'll draw in this Memory and carry on as normal.

D) Drawing Travel On The Map

When, in the previous step of your turn, you spin down a Memory die from 1 to 0 and that die becomes a Travel die, it is your responsibility to draw a road on the map. You will draw a route from the Memory that you're currently leaving towards any other unmarked Memory on the map.

You don't need to go to the nearest or most obvious Memory, you can choose to draw the route in any direction, so long as you continue to generally move towards your goal.

When drawing, give your route some character. Let the pen glide and wiggle in your hand to show curves in a road or path instead of quickly drawing a straight line on the map. You may consult other players for which Memory you should travel towards but it is ultimately your decision.

*It is rare but possible for a single player to draw both a memory and a route on the same turn. This is ok, you aren't breaking any rules.

GAME END/EPILOGUE

Your story continues with various characters resolving prompts, drawing on the map, creating Memories, having conversations, and building routes until you reach The Goal.

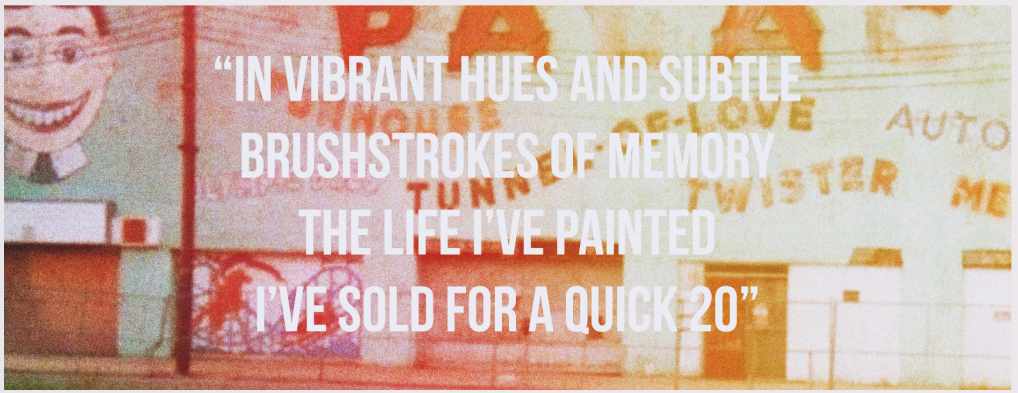
As soon as the Travel die on the way to The Goal reaches 0, you will stop drawing cards or illustrating the map; your journey is complete.

Starting with The Driver character (or, if not available, whoever would've been next in the turn order), each player offers an epilogue for their character. Think of this as the mid-credit scenes at the end of a movie. Each of you should say 2-3 sentences about what happens to your character now that the journey is over. Is their outlook hopeful? Do they plan to stay here? How has their relationships with other characters changed? Are they still friends? How does their story end?

Once each player has given a brief epilogue to their character, the game is over.

	MEMORY (RED)	TRAVEL (BLACK)
2,3,4	Share your character's feelings or additional details about a Memory located here.	You're having a bad day. Take it out on someone else.
5,6,7	Something makes you want to stay at this location, what is it? Add 1 to the current Memory die (max 6)	Something makes this leg of the journey slow down, what is it? Add 1 to the current Travel Die (max 6) or reduce 1 from any Memory.
8,9,10	Make a new memory in a nearby location, draw it on the map, and add a Memory die there with a value of 2.	You meet an interesting person on the road. Who are they and how did they make you feel?
JACK	One of the other characters has been acting strangely, confront them about it.	Two of the other characters get into a fight (verbal or physical). Choose who and what they are fighting over then let them briefly act it out.
QUEEN	Your plans have changed, why do you suddenly want to get the hell home? Reduce any unmarked Memory die value by 1 (min 1).	You has the bright idea to make a stop. It could be a tourist trap, a friendly visit, or something else entirely. Draw a new Memory on the map then roll an available die and place it on the new Memory.
KING	In character, share additional details about The Incident.	
ACE	Something happened that forces you to leave town early, what was it? Draw it on map if possible and immediately move into Travel towards a different Memory.	Something happened that forces you to arrive in your next location early, what was it? Draw it on map if possible and immediately move to the Memory.





After the Party is a gm-less roleplaying game for 2-6 players unofficially based on the album of the same name by The Menzingers.

This is an exploration of nostalgia and memory, how present day can diminish or magnify the effects of rose-tinted glasses. You will wax poetic about times you once had together and trudge through times you're making now.

This is a map-making game, exploring space and time together and seeing how changes in one can beget the other. You will create a physical relic together representing your journey that you can look back upon fondly once your game is over.

This is a test of relationships, examining how the line between best friend/partner/sister and annoyance/enemy/antagonist can blur in dire circumstance, especially in close quarters. You will bond and bicker with other characters and see how changing relationships affect memory.

Heavily inspired by *The Deep Forest* by Mark Diaz Truman & Avery Alder Mcdaldno

Designed as part of #ReCo2k19 on itch.io in January 2019.

Published by World Champ Game Co.

www.worldchampgame.co

