DR. EVOL
Basic, Act, & Mood Moves

___ NAME   ___ PRONOUNS   ___ YOUR EX

BASIC MOVES

tick - Gain 1 token

- ♥ The Leads share a moment of disagreement, tension, or non-romance
- ♥ Rant about your favorite rom-com
- ♥ Insert yourself in the conversation
- ♥ Expound on your plans to the Leads
- ♥ Go into excessive detail about how one of your **INVENTIONS** works

BOOM - Spend 1 token

- ✳ Send a foreboding message to the Leads
- ✳ Make the bombs tick louder
- ✳ Bring back a previously created NPC and play them
- ✳ Give unwanted encouragement to one of the Leads
- ✳ Test a prototype of a new **INVENTION** that almost works

BOOM - Spend 2 tokens

- ✳ Change something about the setting
- ✳ Isolate the Leads - remove all current NPCs from the scene
- ✳ Turn an NPC into a **BEEFY HENCHMAN**

BOOM - Spend 3 tokens

- ✳ Say *"boooorrrrinnnnnggggg"* and force 1 Lead to re-roll their Mood Die until they get a new mood
- ✳ Say *"DERIVATIVE"*, rewind the timer 1 minute, and claim that the Leads were ripping-off an existing rom-com
- ✳ Say *"NEXT!"* and move the Leads to a new setting and/or cut forward in time

ACT MOVES

tick - Gain 1 token

- ♥ ACT 1: Make your presence known with tech
- ♥ ACT 2: Have doubts about whether the Leads will end up together
- ♥ ACT 3: Giggle maniacally about something a Lead said

BOOM - Spend 1 token

- ✳ ACT 1: Use the **MEET-CUTE LASER**
- ✳ ACT 2: Use the **MOOD-SETTER-INATOR 9000**
- ✳ ACT 3: Use the **MAKEOVER-BOT-MARK 3.2** to change a Lead's look

MOOD MOVES

tick - Gain 1 token

- ♥ ROM: Compliment one of the Leads
- ♥ COM: Inappropriately relate a Lead to your ex
- ♥ DRAMA: Cry over your ex
- ♥ BOMB: Be impatient with the Leads

BOOM - Spend 3 tokens

- ✳ ROM: Activate the **INNER-MONOLOGUE RAY** on the romance setting. Fill 1 spot on your Entertainment track.
- ✳ COM: Activate the **UNEXPECTED-EMBARRASSMENT CANNON** and target one of the Leads. Fill 1 spot on your Entertainment track.
- ✳ DRAMA: Activate the **INNER-MONOLOGUE RAY** on the vulnerable setting. Fill 1 spot on your Evil track.
- ✳ BOMB: Erase an NPC with your **NARRATIVE-EXPEDIENCY SATELLITE BEAM**. Fill 1 spot on your Evil track.
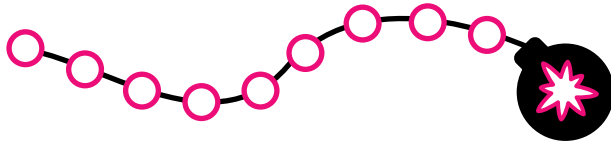
DR. EVOL
Tracks & Story-Ending BOOMs

NAME _____   PRONOUNS _____   YOUR EX _____

ENTERTAINMENT TRACK

Fill at most 3 spots per scene
if the following occurred

- 💗 You said "awwwwww", gasped, or laughed at a move made by a Lead

- 💗 You can identify an existing rom-com that you or the Leads made reference to or ripped off

- 💗 You went more than 2 minutes without making a move or interjecting

Filling the Entertainment Track unlocks
the Entertainment Story Ending *BOOM*

EVIL TRACK
PROVING YOU UNDERSTAND LOVE
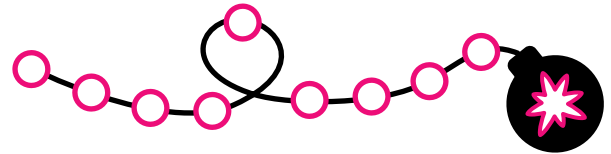
Fill at most 3 spots per scene
if the following occurred

- 🍒 The Leads ask about your ex and you get a chance to answer

- 🍒 A Lead reminds you of your ex

- 🍒 You overshare about your ex

- 🍒 You learn something new about love

Filling the Evil Track unlocks
the Evil Story Ending *BOOM*

STORY ENDING *BOOMS*
Usable in the last 5 minutes with buy-in from the whole table

ENTERTAINMENT: Spend 6 Tokens to activate the **UNEXPECTED-EX-O-TRON** to show up and attempt to steal one of the Leads away. If the Lead rejects the **UNEXPECTED-EX-O-TRON**, deactivate the bombs. **Give the story to a romantic ending.**

EVIL: Spend 6 tokens to bring your ex into the final scene. The Leads take turns playing them. **Together with the Leads, give the story an awkward ending.**

THE BOMBS: Spend 8 Tokens to activate the bombs. The Leads may use any remaining tokens to play or create NPCs. **Give the story an evil close.**

A.C.O.D
Basic, Act, & Mood Moves

_____ NAME

_____ PRONOUNS

BASIC MOVES

tick - Gain 1 token

- ♥ The Leads share a moment of disagreement, tension, or non-romance
- ♥ Rant about your favorite rom-com
- ♥ Insert yourself in the conversation
- ♥ Ask the Leads "Why?"
- ♥ Whine

ACT MOVES

tick - Gain 1 token

- ♥ ACT 1: Accidentally call a Lead "mom" or "dad"
- ♥ ACT 2: Ask an innocent question about love
- ♥ ACT 3: Purposefully call a Lead "mom" or "dad"

MOOD MOVES

tick - Gain 1 token

- ♥ ROM: Ask the Leads if your mom and dad are getting back together

- ♥ COM: Attempt to be cute despite your terrifying presence

- ♥ DRAMA: Cry about your parents

- ♥ BOMB: Tap into truths beyond your age in a demonic or angelic voice

BOOM - Spend 1 token

- ✳ Send a foreboding message to the Leads
- ✳ Make the bombs tick louder
- ✳ Bring back a previously created NPC and play them
- ✳ Share an awkward detail about your parents apropos of nothing
- ✳ Throw a small tantrum

BOOM - Spend 2 tokens

- ✳ Change something about the setting
- ✳ Isolate the Leads - remove all current NPCs from the scene
- ✳ Turn an NPC into a POSSESSED

BOOM - Spend 3 tokens

- ✳ Say *"boooorrrrinnnnnggggg"* and force 1 Lead to re-roll their Mood Die until they get a new mood
- ✳ Say *"DERIVATIVE"*, rewind the timer 1 minute, and claim that the Leads were ripping-off an existing rom-com
- ✳ Say *"NEXT!"* and move the Leads to a new setting and/or cut forward in time

BOOM - Spend 1 token

- ✳ ACT 1: Throw a HELLFIRE Tantrum
- ✳ ACT 2: Throw a PLAGUE Tantrum
- ✳ ACT 3: Throw a BIBLICALLY ACCURATE Tantrum

BOOM - Spend 3 tokens

- ✳ ROM: Perform the RITE OF TRUTHSIES; the Leads cannot lie for the next minute. **Fill 1 spot on your Entertainment track.**

- ✳ COM: Perform the RITE OF SILLIES; make the Leads clumsy for the next minute. **Fill 1 spot on your Entertainment track.**

- ✳ DRAMA: Perform the RITE OF NO TAKESIES BACKSIES; take something from each Lead. **Fill 1 spot on your Evil track.**

- ✳ BOMB: Perform the RITE OF SPOOKIES; add an element of horror to the scene. **Fill 1 spot on your Evil track.**
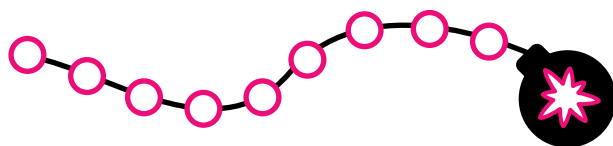
A.C.O.D

Tracks & Story-Ending BOOMs

NAME _____

PRONOUNS _____

ENTERTAINMENT TRACK

**Fill at most 3 spots per scene
if the following occurred**

💗 You said "awwwwww", gasped, or laughed at a move made by a Lead

💗 You can identify an existing rom-com that you or the Leads made reference to or ripped off

💗 You went more than 2 minutes without making a move or interjecting

Filling the Entertainment Track unlocks
the Entertainment Story Ending *BOOM*

EVIL TRACK
WORLD ENDING RITUAL
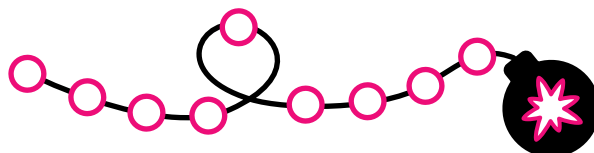
**Fill at most 3 spots per scene
if the following occurred**

🍒 A Lead says "I'm not your mom/dad"

🍒 The Leads talk down to you

🍒 Someone speaks an ancient truth, prophecy, or secret

🍒 Someone makes a biblical allusion or reference

Filling the Evil Track unlocks
the Evil Story Ending *BOOM*

STORY ENDING *BOOMS*
Usable in the last 5 minutes with buy-in from the whole table

ENTERTAINMENT: Spend 6 Tokens to have MOM and DAD possess the Leads, each choosing which they would like to play. They explain why everything is going to be okay. **Give the story a bittersweet ending.**

EVIL: Spend 6 Tokens to initiate the APOCALYPSE. Give the Leads the option to join you as two of the Four Horsemen. **Give the story a biblical ending.**

THE BOMBS: Spend 8 Tokens to activate the bombs. The Leads may use any remaining tokens to play or create NPCs. **Give the story an evil close.**

X1X2
Basic, Act, & Mood Moves

X1 _____ X2 _____ PRONOUNS _____

BASIC MOVES

tick - Gain 1 token
- ♥ The Leads share a moment of disagreement, tension, or non-romance
- ♥ Rant about your favorite rom-com
- ♥ Insert yourself in the conversation
- ♥ Do something gross
- ♥ Argue with yourself about the Leads

BOOM - Spend 1 token
- ✳ Send a foreboding message to the Leads
- ✳ Make the bombs tick louder
- ✳ Bring back a previously created NPC and play them
- ✳ Mutate yourself
- ✳ Describe how love changes the body in gruesome detail (accuracy not required)

BOOM - Spend 2 tokens
- ✳ Change something about the setting
- ✳ Isolate the Leads - remove all current NPCs from the scene
- ✳ Turn an NPC into a **MUTANT**

BOOM - Spend 3 tokens
- ✳ Say *"boooooorrrrinnnnnggggg"* and force 1 Lead to re-roll their Mood Die until they get a new mood
- ✳ Say *"DERIVATIVE"*, rewind the timer 1 minute, and claim that the Leads were ripping-off an existing rom-com
- ✳ Say *"NEXT!"* and move the Leads to a new setting and/or cut forward in time

ACT MOVES

tick - Gain 1 token
- ♥ ACT 1: Highlight one of your ex's best qualities
- ♥ ACT 2: Act jealous of one of your exes, or both
- ♥ ACT 3: Gush about how the Leads are just perfect together

BOOM - Spend 1 token
- ✳ ACT 1: Add something **GOOEY** to the scene
- ✳ ACT 2: Add something **CRUNCHY** to the scene
- ✳ ACT 3: Add something **GROTESQUE** to the scene

MOOD MOVES

tick - Gain 1 token
- ♥ ROM: Show your hearts to the Leads
- ♥ COM: Show your funny bones to the Leads
- ♥ DRAMA: Show your backbones to the Leads
- ♥ BOMB: Show your teeth to the Leads

BOOM - Spend 3 tokens
- ✳ ROM: Mutate one of the Leads to make them **SLOPPY**. Fill 1 spot on your Entertainment track.
- ✳ COM: Mutate one of the Leads to make them **STICKY**. Fill 1 spot on your Entertainment track.
- ✳ DRAMA: Mutate one of the Leads to make them **GROW**. Fill 1 spot on your Evil track.
- ✳ BOMB: Mutate one of the Leads to make them **HORRIFYING**. Fill 1 spot on your Evil track.
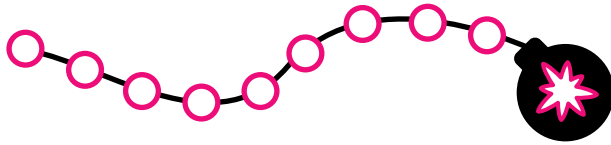
X1X2

Tracks & Story-Ending BOOMs

———— X1   ———— X2   ———— PRONOUNS

ENTERTAINMENT TRACK

Fill at most 3 spots per scene
if the following occurred

- 💗 You said "awwwwww", gasped, or laughed at a move made by a Lead

- 💗 You can identify an existing rom-com that you or the Leads made reference to or ripped off

- 💗 You went more than 2 minutes without making a move or interjecting

Filling the Entertainment Track unlocks
the Entertainment Story Ending *BOOM*

EVIL TRACK
FUSING THE LEADS
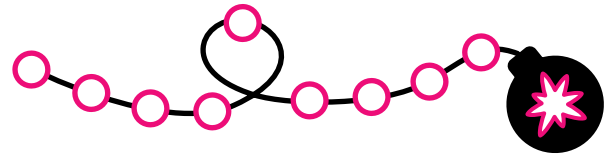
Fill at most 3 spots per scene
if the following occurred

- ❤ The Leads act similarly

- ❤ The Leads share physical contact

- ❤ You genuinely gross out the Leads

- ❤ You mutate one of the Leads

Filling the Evil Track unlocks
the Evil Story Ending *BOOM*

STORY ENDING *BOOMS*

Usable in the last 5 minutes with buy-in from the whole table

ENTERTAINMENT: Spend 6 Tokens to mutate into an **ENTIRE WEDDING** with the Leads at the center. Play as many different characters as you can stomach. If the Leads play along, deactivate the bombs and un-mutate the Leads. **Give the story a clean ending.**

EVIL: Spend 6 Tokens to change the scene to the exact circumstances of your own transformation. Absorb the Leads into you and become **X1X2X3X4**. Give the story a **disgusting ending.**

THE BOMBS: Spend 8 Tokens to activate the bombs. The Leads may use any remaining tokens to play or create NPCs. **Give the story an evil close.**

Don Coppola
Basic, Act, & Mood Moves

_____ NAME   _____ PRONOUNS

BASIC MOVES

tick - Gain 1 token
- ♥ The Leads share a moment of disagreement, tension, or non-romance
- ♥ Rant about your favorite rom-com
- ♥ Insert yourself in the conversation
- ♥ Give direction
- ♥ Say "we gotta keep things moving if we're gonna make lunch"

BOOM - Spend 1 token
- ✳ Send a foreboding message to the Leads
- ✳ Make the bombs tick louder
- ✳ Bring back a previously created NPC and play them
- ✳ Grab some prime prosciutto or another snack from craft services
- ✳ Tell a vaguely related story about your ruthlessness

BOOM - Spend 2 tokens
- ✳ Change something about the setting
- ✳ Isolate the Leads - remove all current NPCs from the scene
- ✳ Turn an NPC into a **Mobster PA**

BOOM - Spend 3 tokens
- ✳ Say _"boooorrrrinnnnnggggg"_ and force 1 Lead to re-roll their Mood Die until they get a new mood
- ✳ Say _"DERIVATIVE",_ rewind the timer 1 minute, and claim that the Leads were ripping-off an existing rom-com
- ✳ Say _"NEXT!"_ and move the Leads to a new setting and/or cut forward in time

ACT MOVES

tick - Gain 1 token
- ♥ **ACT 1:** Hide a threat in a compliment
- ♥ **ACT 2:** Be vaguely threatening
- ♥ **ACT 3:** Be openly threatening

BOOM - Spend 1 token
- ✳ **ACT 1:** Add a Prop
- ✳ **ACT 2:** Change the Lighting
- ✳ **ACT 3:** Change a Lead's Costume

MOOD MOVES

tick - Gain 1 token
- ♥ **ROM:** Gush over your daughter
- ♥ **COM:** Say _"you think this is funny?"_
- ♥ **DRAMA:** Overreact
- ♥ **BOMB:** Shoot something

BOOM - Spend 3 tokens
- ✳ **ROM:** Time for a close up! Make a Lead give a romantic monologue. **Fill 1 spot on your Entertainment track.**
- ✳ **COM:** One more take. Make a Lead repeat their last line with different direction until you are satisfied. **Fill 1 spot on your Entertainment track.**
- ✳ **DRAMA:** Give me more! Make a Lead give a dramatic monologue. **Fill 1 spot on your Evil track.**
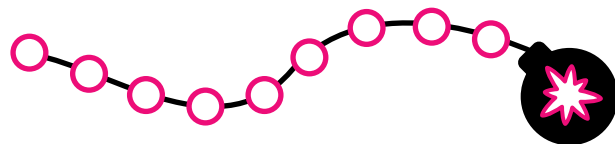- ✳ **BOMB:** Do your own stunts. Introduce an element of peril to add some excitement. **Fill 1 spot on your Evil track.**

Don Coppola
Tracks & Story-Ending BOOMs

NAME — — —

PRONOUNS — — —

ENTERTAINMENT TRACK

**Fill at most 3 spots per scene
if the following occurred**

💗 You said "awwwwww", gasped, or laughed at a move made by a Lead

💗 You can identify an existing rom-com that you or the Leads made reference to or ripped off

💗 You went more than 2 minutes without making a move or interjecting

Filling the Entertainment Track unlocks the Entertainment Story Ending *BOOM*

EVIL TRACK
PATIENCE
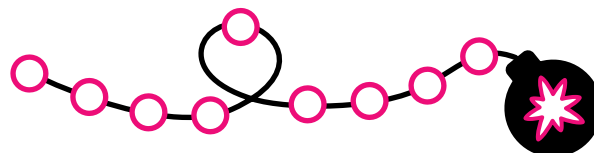
**Fill at most 3 spots per scene
if the following occurred**

🍒 You lose your temper

🍒 You give direction and it's not taken

🍒 A Lead delivers a beautiful line

🍒 You reference a director's style

Filling the Evil Track unlocks the Evil Story Ending *BOOM*

STORY ENDING *BOOMS*
Usable in the last 5 minutes with buy-in from the whole table

ENTERTAINMENT: Spend 6 Tokens to bring your daughter into the scene for a screening of the rom-com you have created. Roll her mood to determine her reaction: Rom or Com and she is delighted. Drama or Bomb? You've ruined her birthday. It's up to her if the Leads are free to go. **Give the story the ending your pride and joy would want.**

EVIL: Spend 6 Tokens to Spend 6 tokens to unleash your temper and use the full force of your influence to take out every NPC created throughout play. You let the Leads go but leave the bombs attached. They'll be hearing from you. **Give the story a threatening ending.**

THE BOMBS: Spend 8 Tokens to activate the bombs. The Leads may use any remaining tokens to play or create NPCs. **Give the story an evil close.**

Great Aunt Janice
Basic, Act, & Mood Moves

NAME

PRONOUNS

BASIC MOVES

tick - Gain 1 token

- ♥ The Leads share a moment of disagreement, tension, or non-romance
- ♥ Rant about your favorite rom-com
- ♥ Insert yourself in the conversation
- ♥ Mention how much potential one of the Leads has or used to have
- ♥ Take offense to something that has nothing to do with you

BOOM - Spend 1 token

- ✳ Send a foreboding message to the Leads
- ✳ Make the bombs tick louder
- ✳ Bring back a previously created NPC and play them
- ✳ Impose your antiquated views on courting
- ✳ Give a backhanded compliment

BOOM - Spend 2 tokens

- ✳ Change something about the setting
- ✳ Isolate the Leads - remove all current NPCs from the scene
- ✳ Turn an NPC into a "Better" Suitor

BOOM - Spend 3 tokens

- ✳ Say *"boooorrrinnnnggggg"* and force 1 Lead to re-roll their Mood Die until they get a new mood
- ✳ Say *"DERIVATIVE",* rewind the timer 1 minute, and claim that the Leads were ripping-off an existing rom-com
- ✳ Say *"NEXT!"* and move the Leads to a new setting and/or cut forward in time

ACT MOVES

tick - Gain 1 token

- ♥ ACT 1: Remind the Leads just how much money is in the inheritance pot
- ♥ ACT 2: Tsk tsk when the Leads don't play into the love story
- ♥ ACT 3: Get annoyed when the Leads haven't mentioned you in a while

BOOM - Spend 1 token

- ✳ ACT 1: Bring up an unflattering and exaggerated memory about one of the Leads
- ✳ ACT 2: Give advice that might have worked 40-50 years ago
- ✳ ACT 3: Start crying and demand to be placated

MOOD MOVES

tick - Gain 1 token

- ♥ ROM: Ask an overly personal question

- ♥ COM: Say "kids these days"

- ♥ DRAMA: Refer to an incorrect fact you saw on social media

- ♥ BOMB: Say "they don't make them like they used to"

BOOM - Spend 3 tokens

- ✳ ROM: Force the Leads to be overly complimentary to you for one minute. **Fill 1 spot on your Entertainment track.**

- ✳ COM: The Leads must give you a Token every time they cuss (yes, "damn" and "hell" are cusses) for the next 5 mins. **Fill 1 spot on your Entertainment track.**

- ✳ DRAMA: Vocally take out your frustrations on an NPC at their place of work (shoehorn in a new NPC if needed). Force the Leads to make good with the NPC. **Fill 1 spot on your Evil track.**

- ✳ BOMB: Using your TV remote, rewind and rewrite a Lead's decision from within the past 5 mins. **Fill 1 spot on your Evil track.**

ENTERTAINMENT TRACK
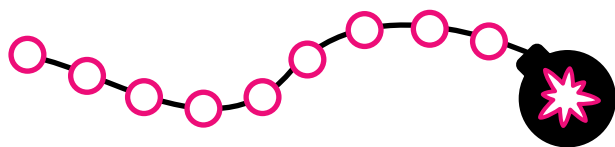
Fill at most 3 spots per scene
if the following occurred

- 💗 You said "awwwwww", gasped, or laughed at a move made by a Lead

- 💗 You can identify an existing rom-com that you or the Leads made reference to or ripped off

- 💗 You went more than 2 minutes without making a move or interjecting

Filling the Entertainment Track unlocks the Entertainment Story Ending *BOOM*

EVIL TRACK
NEXT OF KIN
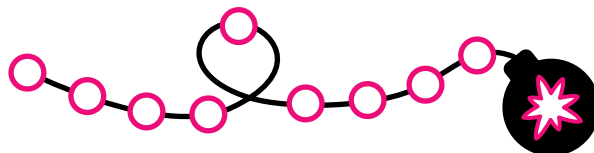
Fill at most 3 spots per scene
if the following occurred

- 🍒 One of the Leads did something that reminded you of your younger self

- 🍒 The Leads referenced or mentioned your enormous hoard of wealth

- 🍒 The Leads made you feel old

- 🍒 The Leads do not remember an event from a long time ago that you insist they must

Filling the Evil Track unlocks the Evil Story Ending *BOOM*

STORY ENDING *BOOMS*
Usable in the last 5 minutes with buy-in from the whole table

ENTERTAINMENT: Spend 6 Tokens to bring the Leads to one of your Beach Houses. Deactivate the bombs. Bring them to the enormous backyard, where there's a beautiful wedding set up. Wear white. Offer the Leads everything they could ever want, on one condition - Great Aunt Janice will be a live-in fixture in their life together. Let the Leads make their decision. **Give the story a lopsided ending.**

EVIL: Spend 6 Tokens to bring the Leads to one of your Beach Houses. The inheritance money is gathered in the great hall, a mountain of cash spilling over. Reveal the remote to your DVD player, now wired to blow up the inheritance money. Are the Leads ready for love, or were they just in it for the cash? Threaten them with the lost inheritance unless they satisfactorily convince you their love is true. **Give the story a tense ending.**

THE BOMBS: Spend 8 Tokens to activate the bombs. The Leads may use any remaining tokens to play or create NPCs. **Give the story an evil close.**