

Tropes and Time Travel

Brad Smith, Melissa Carbone, Cece Lamb, and Chris Cochrane

Our game today will center around different tropes or conventions in storytelling.

These could be types of characters, scenarios or plot devices that are common and recognizable. We will make decisions in the game and consider how these tropes might change the style, form and content of a story.

You are a group of ordinary students inside the library at a school not unlike our own. It is late in the evening, the lights are dim & everyone has gone home.

TURN OVER your character cards now.



The Band of Misfits is a common trope seen in many stories. A team of unlikely individuals must work together to embark on a quest or solve a problem...



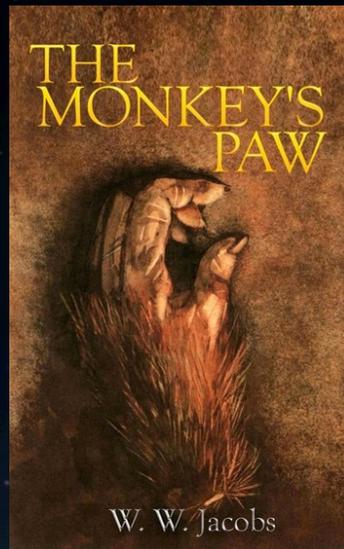
One of you notices the lost and found box sitting off in a far-away corner of the library. Looking inside, you find a strange and fancy looking watch...



As soon as you touch it, the watch begins to emit a loud humming static sound! The room is bathed in white light and everything suddenly goes quiet! You can each feel yourselves pulled out of the room by an invisible force...



A Cursed Item trope can take an item that seems harmless or helpful and make it something that has secret consequences.



The watch is a time machine, but there is no way to control when or where it takes you. No wonder someone left it in the lost and found!

Looking around you, you notice it is a long time ago. There are no buildings and no other people in sight.

Do you want to hide or explore?



As you turn a corner, you come across a hungry looking Tyrannosaurus Rex...

It's staring right at you...
or is it? Maybe it's sniffing
at one of your backpacks?

What do you do?



An Achilles' Heel is the secret weakness of someone or something very powerful. The weakness is often an ordinary object



The time machine pulses and pulls your group back through time again. Looking around, you are in Roman times standing in the Colosseum that Emperor Titus has just had built. This is the place where gladiators test their strength, agility, and skill.

Titus asks which of us would be willing to participate in a fight - honour and wealth would await the winner...



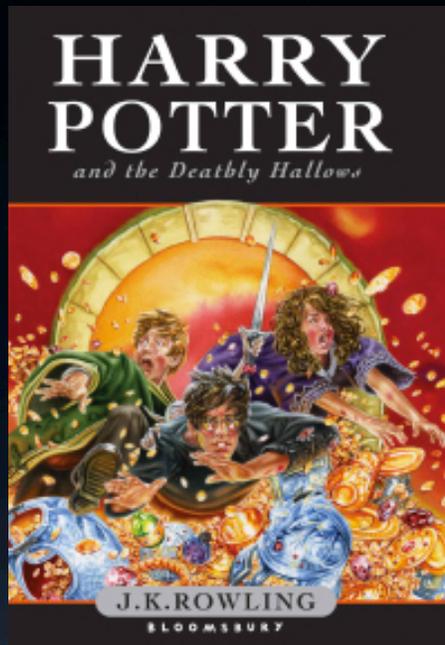
There's no escaping combat!

Your opponent is too strong and quickly pins you to the ground. The crowd cheers!

Your group will need luck to defeat this challenger. What will you do?

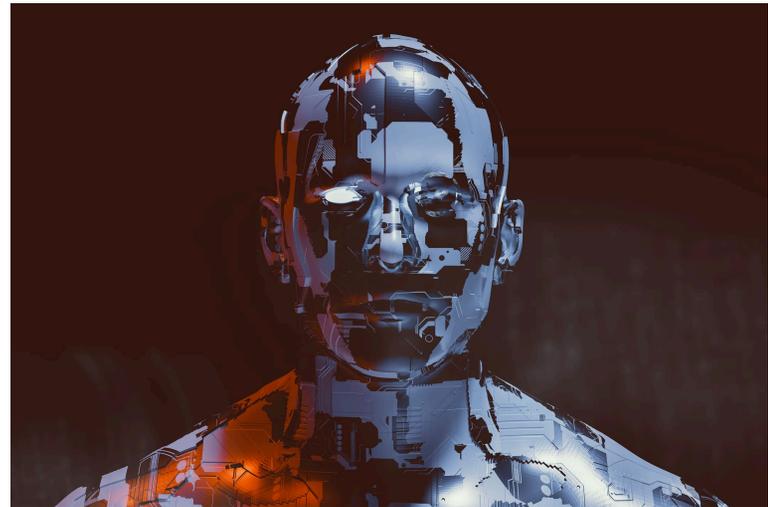


A Weirdly Helpful Item is something in a story that doesn't seem useful at first, but comes in handy just at the right time.



The watch begins to hum again & this time you are hurled forward to a time beyond our own. You are in a high-tech city of the future... but where are all the people?

“HALT!” a voice cries out. It belongs to something not quite human.

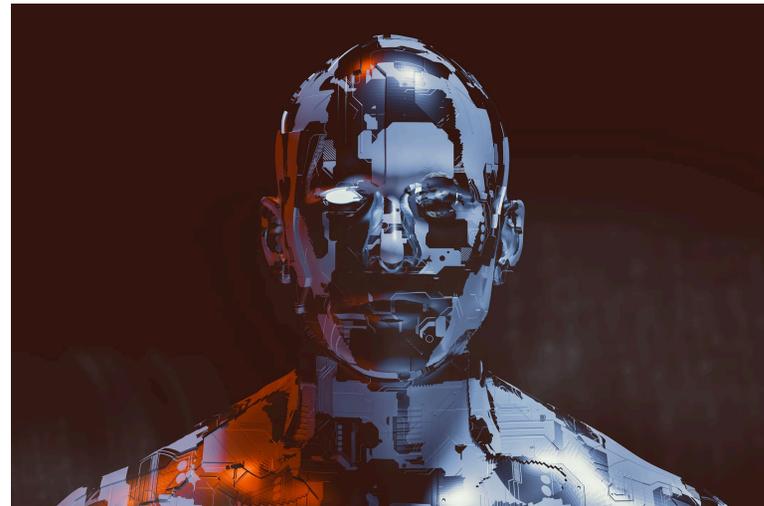


A story where Machines Take Over is common in Science Fiction, dealing with the future where humans are controlled by technology.



The cyborg guards regard you as “primitive human life forms” and insist you go with them peacefully to meet The Collector.

Do you cooperate or resist?



The cyborgs lead you inside of a massive tower. Down a long corridor, a single light shines from inside a tiny doorway. You all cram inside to find a sprawling room crammed with items old & new..



The Collector is the only human you have seen in this world.

Hearing your problem, the Collector thinks she can fix your watch... if something else rare to offer as a trade.



A Collector character is often wise, but obsessed with growing their collection above all else. They can be harmful or helpful depending what you can offer them.

