

The Last Two People on Earth

A story game for two players

To begin, set out the Setup Playsheet somewhere where both players can easily reach it. Each player then takes 6 6-sided dice of their chosen color and rolls them. Players should conceal the results of their roll (behind their hand, or a dice bag, or a piece of paper). Starting with the player who has the most 1's (if tied, the most 2's, etc.), players take turns setting one die at a time next to the corresponding number of a setup feature. Four of the features are shared features. Only one total die can be placed there – that is, if one player places a 3 to designate “What happened to everybody?” as “Aliens,” then no further dice may be placed under “What happened to everybody?” Each player may place dice on only two of the shared features, leaving the other two to be designated by the other player. Three of the features are character features. Each player will, by the end, place one die on each to designate a feature of their character. On character features, a player may not place a die of the same number as the other player. If a player ever has no legal move (for example, they need to designate “What do you need?” and have only 3's left, but the other player has already placed a 3 there), they should re-roll all of their remaining dice. At the end of the setup, each player will have one die left over.

Once die placement is complete, the players should look over the Setup Playsheet and begin to flesh out their character and the setting based on what has been selected. Once both players are happy with the initial scenario, each player reclaims their dice from the Setup Playsheet and re-rolls them. As before, players should not tell each other what numbers they rolled.

Set the Setup Playsheet aside, and place the Plot Playsheet where both players can reach it.

As before, the player with the most 1's on the

new roll begins.

The first player takes a die and uses it to designate one of the plot items on the Plot Playsheet, in the same way that items on the Setup Playsheet were selected. The second player then uses that plot item as a prompt for a scene. They describe their character's actions, dialogue, and feelings. They also take primary responsibility for describing specifics of the setting that are encountered during the scene. The other player should describe their own character's actions and dialogue if their character appears in the scene.

Players should feel free to interpret the plot items metaphorically or fancifully – for example, the item “a can opener but no cans – or cans but no can opener” need not refer literally to cans and can openers. It could refer to any sort of frustratingly incomplete situation.

When the scene comes to a natural conclusion the roles reverse, with the second player choosing a plot element and the first player describing the scene.

A single plot element may not be chosen more than once in a given game. Further, a player may choose at most two plot elements out of a given group in the course of a game.

The story ends when each player has spent four of their dice. Starting with the player whose remaining dice have the lowest total, each player now uses one of their remaining dice to claim an ending from the Plot Playsheet. The players each get one scene to narrate their character's ending.

SETUP PLAYSHEET

What happened to everybody?

- 1. The wrath of the Lord
- 2. The conspiracy nuts were right all along
- 3. Aliens
- 4. Gaia's revenge
- 5. Super-AIDS
- 6. Zombies

Who was I before it all happened?

- 1. A lawyer with a heart of gold
- 2. A grizzled fisher(wo)man
- 3. Justin Bieber, but not **that** Justin Bieber
- 4. That Justin Bieber
- 5. Eccentric host of a home remodeling TV show
- 6. Retired Lieutenant Colonel of the US Air Force who became a cat lady

How did I survive?

- 1. Took a lot of vitamins
- 2. Your silver tongue and dashing good looks
- 3. Secret government cryogenic experiment
- 4. You were out at the store when it all happened
- 5. Kicking ass and taking names
- 6. Running and hiding like a little coward

What token of the time before do I have?

- 1. A laptop full of porn
- 2. A Harley with a full tank of gas
- 3. A gun that shoots chainsaws
- 4. An autographed picture of Barack Obama
- 5. \$350,000 in cash
- 6. My trusty dog Artie

What do we want more than anything?

- 1. Revenge, if we can find anyone to avenge ourselves on
- 2. True love
- 3. To rebuild civilization
- 4. A hot shower and a nice lie-down
- 5. To figure out what it all really means
- 6. To watch the world burn

How did we meet?

- 1. Scavenging in the same burned-out Giant Eagle
- 2. A cryptic message on the radio drew us together
- 3. I found you broken and bleeding by the side of the road
- 4. Following a trail of spilled Skittles
- 5. Smoke signals
- 6. My father's dying words were "You will find her in Altoona ..."

Why might we still all die?

- 1. There's still no cure
- 2. Roving packs of wild dogs roam the ruins
- 3. Aliens
- 4. No plants grow in the wasteland
- 5. All unassimilated sentient life forms shall be exterminated
- 6. The inevitable heat death of the universe some 4 billion years from now

PLOT PLAYSHEET

I met a man the other day

- 1. The grave of someone you knew well
- 2. Death is no barrier to my call
- 3. A memory of someone you loved
- 4. Perhaps there are three
- 5. He is no longer human
- 6. We are getting a transmission

Explosions and chaos

- 1. The earth is rent asunder
- 2. Injuries are worse than they appeared
- 3. Strange and terrifying visions
- 4. So many spiders
- 5. A lose-lose choice
- 6. It all burns down

Lucky breaks

- 1. A cache of medical supplies
- 2. You get a reply from someone
- 3. A cat wanders by
- 4. A beautiful sunrise that makes all your cares melt away
- 5. An unlikely and daring escape
- 6. To go roaring across the salt flats with the wind in your hair on a jet engine

A surprise twist

- 1. Something from your past that you don't remember
 - 2. When you open it, it is empty
 - 3. What you thought was left behind was not
 - 4. A can, but no can opener – or a can opener, but no cans
 - 5. That person is not who you thought they were
 - 6. Aliens
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Endings

- 1. Reunited with those you love
- 2. A quick and painless death
- 3. A slow and painful death
- 4. Warlord of your new stronghold
- 5. Happily brainwashed
- 6. Taken away to a better place