

CATS

Description

Example

Concept



Pitch the game. At a high-level, what's it about?

Conan-like fantasy in a desert country. People are cruel, monsters uncommon, and magic is rare but terrifying.

Aim



What are we trying to accomplish? Can someone win? Everyone lose? Are we telling a specific type of story?

To have fun together, find out what happens, and fill the character's lives with adventure.

Tone



What is the tone? (serious vs. gonzo, action vs. drama) Are there options for gameplay? Come to a consensus.

Grim, but players are free to interject humor when appropriate. If things get gonzo we will break to get it out.

Subject Matter



What ideas might be explored during gameplay? Do they make anyone uncomfortable? Discuss and set boundaries.

Savage world with Tribalism, slavery, torture (off-screen), human sacrifice, and necromancy. Using the X-card.

CATS cheatsheet (v1.1) *by Tomer Gurantz*

- Based entirely on **The CATS Method: A Story Game Opening Ritual** *by Patrick O'Leary* from <http://proleary.com/2016/04/25/the-cats-method-a-story-telling-game-opening-ritual/>.
- This document found at <http://bit.ly/RPG-CATS-cs-3x5> and <http://bit.ly/RPG-CATS-cs>.