

HELL'S KITCHEN

THE ANIMATED SERIES



Protagonist Name

Player Name

Concept

Fan Mail

Edges

Connections

Issue

Episode Structure Summary

- Act 1: The problem — something the protagonists can't ignore.
- Act 2: Complications — something that adds to the problem.
- Act 3: Additional Complications/Twist — new problems replace the original problem, or things are not what they seem.
- Act 4: Resolution — the story reaches a climax.

Scene Creation Summary

- Each player requests three things:
 - Focus - plot or character.
 - Agenda - what the scene is about, in general.
 - Location - where the scene is set.
- The producer provides an appropriate conflict.
- The producer narrates the opening of the scene.
- Participating players then act out the scene. The producer plays the parts of non-protagonist characters.
- A scene is considered finished after the resolution of a conflict, if there is one, or when the players are satisfied that agenda and focus have been addressed.

Sets

- The Kitchen
- The Dining Room
- The Apartment
- The Confessional
- Ramsay's Office
- Reward Location

Cast

- Gordon Ramsay
- Jean-Phillipe, maitre 'd
- Scott, sous chef
- Heather, sous chef
- Robert, contestant

Conflict Summary

- Decide who's involved. At least one protagonist must be involved in order for a conflict to be resolved.
- Determine the intentions of the protagonists and what's at stake in the conflict.
- Players and producer decide which traits and how much fan mail or budget to apply to the conflict.
- Players draw cards: screen presence plus traits applied plus fan mail spent.
- Producer draws cards: 1 card plus 1 for every point of budget spent (up to 5 points of budget per conflict).
- Successes are red cards. Hearts trump diamonds. Low cards beat high ones.
- Highest number of successes wins the conflict, and highest individual card wins narration.

Budget-Fan Mail Ecosystem

- The producer starts each episode with budget equal to two times the screen presence of each protagonist plus three ($[\text{screen presence} \times 2] + 3$).
- The producer can spend up to 5 points of budget on a conflict. Those spend points are transferred to the Audience Pool.
- Players (not the producer) can draw points from the Audience Pool to award other players with fan mail, on a point per point basis.
- A point of fan mail can then be spent by a player to draw an additional card in a conflict.
- Each fan mail card that comes up red is converted back into budget for the producer. Those that don't are discarded.