

Introduction (1)

You've seen *It's Always Sunny in Philadelphia*, right? This is a game where you pretend to be those characters, and create an episode of the show that never was. Each player will be given a specific character to play. Throughout the game, you'll say what your character does, speak in their voice, and sometimes narrate what's going on in various scenes. This game has some rules, which ensure that you and your friends create an awesome episode that's true to form. For 3-6 people.

Character Cards (2)

To start, each player chooses a character card. You can have up to one Guest Star in the mix. Guest Stars have the line "Guest starring..." at the top of the card. Everyone else should play one of the main cast - Mac, Dennis, Charlie, Dee, and Frank.

Blank Guest Star cards are provided so that you can create your own characters, though you should play at least once before creating your own cards.

The Episode (3)

In this game, each episode follows the same format:

The Argument starts the game,

The Big Scheme sets some characters in motion,

The Counter-Scheme sets the rest of them in motion,

Quick Scenes determine how the schemes fair, and

The Resolution leaves everything exactly how it started.

In Every Scene (4)

You'll take informal turns saying where a scene starts, and what's going on in the scene. Keep it simple, like, "Alright, me and Frank are in the warehouse, and we're trying to buy a shitload of that meat by-product we were talking about. It's part of our plan."

You're in charge of saying what your character says and narrating what they do. When your character isn't in a scene, you can jump in to describe stuff and narrate for minor characters.

The Argument (5)

The first scene always starts in Paddy's (the bar), with a few of the characters arguing about something. State an erroneous fact or misguided opinion, and then try to defend it. If you're losing the argument, resort to being rude and loud. The other characters should enter the scene at some point, either joining the argument or introducing a new topic into the chaos. By the end, all of the characters should be in the scene and arguing (except, maybe not the Guest Star).

The Big Scheme (6)

At some point in that opening argument, someone will devise an idea for how to solve the issue at hand, or take advantage of the situation, or somehow set a big scheme into motion. When your character is convinced that this is absolutely the right course of action to take (which is isn't), declare this to be the big scheme. Some of the other characters will agree to join you, others will call you an idiot.

The Counter-Scheme (7)

Those involved in the big scheme will continue scheming, or maybe race out the door in order to put their terrible idea into motion. Everyone else needs to react to the big scheme by forming a counter-scheme. This might involve a plan to “prove them wrong,” or to steal their idea from them and do it better, or to do something seemingly unrelated (but secretly a mirror image). At this point, each character should be involved in a scheme. If there's a Guest Star, they've been sucked into one of the schemes, too!

Quick Scenes (8)

Alternate between scenes about the big scheme and the counter-scheme. Each scene should take 2-5 minutes. If your character is in the scene, you can set the scene by saying something like, "Alright, me and Dee are in this weird sex shop, trying to track down Rodney." Talk as your characters, and narrate how you're following up on your scheme. If your character isn't in the scene, suggest obstacles and jump in to narrate the part of any minor characters that pop up.

The Coins (9)

Each character has a trigger that lets them take coins.

When the trigger applies, take a penny and put it in front of you. You can cash in three coins in order to save *the day*.

When you do so, you overcome some big obstacles in the way of completing the scheme.

Decide whether this causes the scheme to succeed altogether.

If so, narrate how that goes down. If not, continue playing quick scenes until someone else saves *the day* again, and decide whether they cause the scheme to succeed.

The Resolution (10)

Both of the schemes will come to an end. Each might end in chaotic failure, or someone might *save the day* and cause their scheme to succeed. Both are awesome and enjoyable outcomes. Figure out a way to have everything return to the way it was in the start of the episode. Maybe one scheme backfires and steals away the profits from the other scheme. Maybe both schemes succeed, but Charlie screws up and gives away all the profits. Return everything to normal, and end the episode.

Guest Stars (11)

While Guest Stars might get involved in schemes, their power doesn't let them *save the day*. Instead, it lets them *prove something*. They take coins by building up a stereotype, and then cash those coins in to subvert that stereotype and prove everyone wrong. The catch is that if they don't end up cashing those coins in, then the thing they could have proven isn't necessarily true. It's only true if they manage to cash in those coins and *prove it*.

Hilarity vs. Integrity (12)

Don't try to be hilarious. It'll fall flat, just like Dee's comedy routines. Instead, play your character as earnestly as possible, and commit to your ideas and schemes 100%. Intentionally get facts wrong and say misguided things, but then continue to stubbornly hold to what you said. In each scene that features your character, ask your self the question on your character card. Try to work the answer into the scene in some way.