dial-a-plot CARDS

Setup: 1

An absence or lack causes disruption.

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Setup: 2

An indication not to get involved in a problem or to take action.

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Setup: 3

Help is sought to resolve a problem.

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Setup: 4

Indication of a lack requires unusual action.

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Setup: 5

Events or agents cast doubt on a decision to take unusual action.

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Setup: 6

The receipt of something important is awaited.

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Conflict: 1

Counteractions must be implemented in a search for something important.

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Conflict: 2

Help is received from an unexpected source to attain something desired.

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Conflict: 3

A confrontation ends. But, doubt is cast either on the agents involved or whether it was justified.

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Conflict: 4

A return to normal activities after the resolution of a problem or fulfillment of a lack.

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Conflict: 5

Activities are marred by the recurrence of a problem or lack.

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Conflict: 6

Resolution of a persistent problem or lack can only be achieved by unusual means.

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Resolution: 1

After overcoming a difficulty, things once familiar appear to have changed.

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Resolution: 2

Unfounded claims are made by an agent of dubious reputation.

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Resolution: 3

A test settles questions unanswered or issues unresolved.

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Resolution: 4

A deceit has harmful effects.

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Resolution: 5

Difficulties have been overcome. The reputation of the agent(s) responsible are strengthened.

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Resolution: 6

One agent's poor reputation is exposed. Another agent's good reputation is rewarded.

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