

SET UP

The Cooper Union for the Advancement of Roleplaying and Dicethrowing (CUARD) is a cooperative roleplaying game that only requires two six-sided dice. Best played in a group of 3-6, one person acts as the Director for Institutional Effectiveness (DIE) in a role similar to that of a Game or Dungeon Master in other games. The players are given a task and an obstacle standing in the way of completing that task, and the DIE guides and foils the party through the adventure. Both the players and the DIE are encouraged to take their experiences at Cooper to their comedic extreme while playing.

CHARACTER CREATION

The Cooper Union for the Advancement of Roleplaying and Dicethrowing, hereafter known as CUARD, asks each of the players (minus the DIE) to come up with a character. There are six suggested roles found below, although you're welcome to come up with your own in collaboration with your DIE. Each role has two strengths and one weakness; if creating your own, you should follow the same pattern. There should be no duplicates of roles within a party.

Aside from a role, you should pick a name for your character, their favorite meal at Frankie's, and the floor they spend the most time on.

Roll	Role	Strengths	Weakness
1	Newly hired associate dean. [Pick a school.]	Connections outside of Cooper; creativity.	Familiarity with Cooper.
2	Bright-eyed first-year. [Pick a major.]	Friendliness; willpower.	Persuasion.
3	Administrative Chair of the [Pick a school] Student Council.	Persuasion; familiarity with Cooper.	Willpower.
4	Right hand professor of the [Pick a department] chair.	Creativity; willpower.	Friendliness.
5	Tired third-year. [Pick a major.]	Familiarity with Cooper; friendliness.	Connections outside of Cooper.
6	Long suffering [Pick a department] secretary.	Persuasion; connections outside of Cooper.	Creativity.

DIRECTOR FOR INSTITUTIONAL EFFECTIVENESS

Ahead of time, roll a six-sided die once for each table below to select a task for your players to complete and an obstacle standing in their way. You should have a general idea of the narrative in your head, but beyond that, you can prepare as much or as little as you're comfortable with. Maybe think about NPCs, locations, and items the players might want to interact with.

Roll	Task
1	Put up whiteboards in the new student spaces on the fifth floor.
2	Convince a professor to run a certain elective next semester.
3	Resolve a glitch in Financial Aid affecting multiple students.
4	Run a committee meeting and end up with specific action items.
5	Distribute the April Fools parody issue.
6	Retrieve an item you left in a locked lab that you don't have the keys to.

Rolled a...	Obstacle
1	Every employee misinterprets everything you say.
2	They're doing more construction on the 3rd, 5th, and 6th floors.
3	You have an exam tomorrow that you're not ready for.
4	The person normally in charge of the relevant department is "on medical leave".
5	The president is giving a tour to the Board of Trustees at the same time.
6	Your club keeps messaging the group chat about an event only you can plan.

PLAYING THE GAME

START

The DIE should read the following aloud.

It's a beautiful late August day and the Cooper Union has started a new semester! The NAB and the Foundation building thrum with the life force of hundreds of students, faculty, staff, and administrators returning. The future is promising and no one has locked themselves in a room crying yet.

You, a motley crew of [list of present character roles] have only one objective today. [Say the task.] Unfortunately, [say the obstacle]. But that won't stop you! Navigate the bureaucracy, physical inefficiencies, and general overwhelming stress of the Cooper Union to [repeat the task].

From there, the DIE should describe settings, act as NPCs, and provide satisfying resistance and capitulation to the players' desires.

Whenever the players want to accomplish something using FRIENDLINESS, CREATIVITY, WILLPOWER, PERSUASION, FAMILIARITY WITH COOPER, or CONNECTIONS OUTSIDE OF COOPER, they should roll two six-sided dice. If their character is strong in that trait, they should add +1 to the roll; if their character is weak in that trait, they should -1 to the roll. Based on the outcome of the roll, three different things could happen:

Rolled a...	Outcome
2-5	The player does not accomplish their goal and the DIE decides a negative consequence that results from the player's actions.
6-9	The player accomplishes their goal, but they must also decide a negative consequence that results from their actions.
10-12	The player accomplishes their goal without negative consequence.

ENDGAME

The game is over when the players and the DIE agree that the task has been accomplished, when midterms and finals roll around, or when it just isn't fun anymore.