

# Worlds of Wonder

This is a game that encourages building characters and worlds in equal amounts, each reflecting off the other.

In this game, you will together assemble a world and a set of characters. Then, you will take it in turns to play your character, or GM the world around someone else's. You'll need 2-5 players, an A3 piece of paper, and a smaller sheet of paper and a token of some sort for each player. Sit around the paper in a circle.

## Setting up the world

First, the map will be created. Go clockwise around the circle. Each player should do the next instruction, in order:

- Draw a continuous, closed line on the paper, taking up most of the space. Make it as simple or complex as you want. The resulting shape is the main section of map.
- Make adjustments to the shape to add detail and complexity. For example, you can make the edges rougher, add smaller shapes inside or outside the original, or add extra lines going through the shape.
- Decide what the map is of. Maybe it's a continent, or a star chart, or a treasure map. Give whatever location it is a name.
- Briefly detail the major species and civilisations that occupy the location. Decide how long they have been here for, as a rough timescale.
- Add any one thing of your choice to the map, or detail any one thing about the world.

Next, each player should take a different coloured pencil. Decide what terrain your own colour represents. Each player may then fill as much of the map as they wish with their colour. Players are allowed to draw over each other's colours. If this creates a new colour or texture, decide together what it means.

After the map is coloured, go around the circle once more. This time, each player must draw a representation of a landmark somewhere on the map. Think about your landmark in detail, but do not describe it to anyone beyond the representation yet. You will explore it further later.

## Setting up the characters

Each character will belong to one player, but they will be created collaboratively. This time, go anti-clockwise around the circle, writing on your own piece of paper, and passing it to your right between steps.

- First, write the ambition of that character. This is what they will strive to do on the course of their journey.
- Second, write a key trait of that character. This should influence how they interact with and respond to the world around them.
- The third and final person to receive a piece of paper will play the character. With the ambition and the trait as a foundation, create any personality and appearance you wish. Think about how they relate to the world and the creatures established to live in it.

Once you have your character, place a token representing them on the landmark created by the player to your left.

## Gameplay

Once you have your characters, you can begin play. Each player takes a "turn" for approximately 10 minutes at a time. During a turn, the player narrates their character's exploration of the landmark they are in, and the creator of that landmark narrates the environment around them. The creator should feel free to make many interesting things happen in the landscape in response to the exploration of the character. If either the creator or the player propose something that should come up to chance or skill, it is up to the remaining players to decide how it should be resolved. All parties involved in narrating should keep in mind the character's ambition and trait, and use these to decide how an encounter should go. The creator may also ask the other players to join in with the narration, perhaps to play characters that interact with the player.

When it comes to narration, all players should act without bias. Stories told in this manner should seek to be as interesting and emotional as possible, and striving to kill a character or keep them alive unfairly will detract from this.

When a turn has ran its course, the player should in some way or another leave the landmark, and play passes to the left. When every player has had their turn, each player then creates a new landmark, and moves their token to a location that would make sense based on how their last turn ended. Two players may end up in the same landmark at once. If a player moves to their own landmark, they cede ownership of that landmark to another player of their choice for that turn.

Decide upon what round shall be the final round. In this round, instead of creating a landmark each, create a single landmark together, or decide upon a pre-existing one, and move all of your tokens there. This is where your tales shall end. Each player may freely narrate the environment and their own character, and when they do so, the group as a whole will narrate the outcome. If characters get into a conflict, players who are not involved in it decide how it shall be resolved. This round does not adhere to the ten minute timer. Rather, it will end when each character has met an ending of some sort. When you are finished playing, keep your map - you may be able to tell a second story in this world at a later date.