



# WORLDS WEIRD AND WONDERFUL

## ABOUT

This is a collaborative worldbuilding game about creating weird, surprising, interesting ideas and worlds that defy our expectations (the style of “Rick and Morty” and “Gravity Falls”).

We will explore the multiverse, hop between zany dimensions, discover strange worlds, and improvise absurd, epic, or dramatic scenes that take place in these worlds.

Come [join our Discord](#) to play this game with other friendly and creative people!

## 1. VISIT A NEW WORLD

The first player chooses the first setting we will explore. The setting should be something we all are familiar with, and have some assumptions and expectations about:

Wild west, wizarding school, post-apocalyptic wastelands, prehistoric world, futuristic metropolis, mars colony, secret lab, steampunk factory, space station, fantasy castle, the world of D&D, Star Wars, Pirates of the Caribbean, Avengers, Jurassic Park, Fallout, etc.



Players take turns making short statements describing what we see when we visit this world. Describe the the location we find ourselves in, the characters, creatures, or objects we see, things we sense (hear, smell, touch, feel, the emotions the scene evokes), some activity that’s happening in the scene (behaviors of people or creatures, events we observe, anything from a fire burning in a fireplace to an epic battle or a dramatic court trial).

Don’t try to be surprising or creative at this stage - say things that you normally assume about this world, naturally expect to see here, things that are obvious and generally accepted. Establish the normal, ordinary, expected facts, common tropes and stereotypes.

Start with a large establishing shot and then zoom into the details, or start with a small detail and zoom the camera out to describe the whole scene.

## 2. DISCOVER THE UNUSUAL PREMISE

The next player picks one of the statements, and describes what’s unusual about it, what makes it weird and different from what you’d normally expect.

Use one of the following methods to come up with your unusual premise:

### SUBVERT EXPECTATIONS

What do I normally assume or expect? Change it to something wildly different and unexpected.  
*“I normally expect birds to fly, but this is a bird that burrows.”*

### OUT OF PLACE

Introduce an out of place detail, something that doesn’t belong here.  
*“An old wooden ship stuck in the middle of the desert, half-buried in the sand.”*

### COMBINE INCOMPATIBLE IDEAS

Combine a statement with something unrelated, some idea it doesn’t belong with.  
*“Cowboys and Dinosaurs don’t belong together, so I combine them: cowboys riding dinosaurs.”*

### CREATE A SURPRISING CONTRADICTION

Create internal contradiction, change an aspect to something unexpected, weird, incongruous.  
*“Usually gorillas are primitive, but this is a posh gorilla inventor in a top hat smoking a pipe.”*

### REVERSE

Reverse a key characteristic, relationship, normal logic and order of things, any aspect of the idea.  
*“Instead of a knight fighting a dragon, this knight is rescuing a dragon.”*

### EXAGGERATE

Over or under exaggerate the size, shape, or another attribute. Take the idea to the extreme.  
*“Usually centipedes are small, but this is an enormous train-sized centipede.”*



You can apply the methods above to any element of the scene:

Location: Western town → is covered in green radioactive snow.  
Character: Cowboy → with fangs, and is afraid of sunlight and garlic.  
Behavior: Sheriff → obsessed with catching a particular cat at any cost.  
Dialogue: “Howdy, partner!” → “Beware of cows ‘round these parts, they steal.”  
Personality: The leader of the bandits → who looks and acts like Michael Cera.  
Customs: Friendly greetings → Everyone you say “Hi!” to challenges you to a duel.  
Trope: Bandit ties a lady to the railroad tracks → the lady ties the bandit to the tracks.  
Detail: The bartender of the fantasy tavern → has an “I♡NY” pin on his shirt.

You can try to make creative but grounded ideas, or go for comedic ideas - try to make your premise as weird, absurd, and over-the-top as possible (the stupider - the better).

### 3. DEVELOP THE PREMISE

Then the players take turns, building on top of the unusual premise.

On your turn, make a short statement using one the following moves:

<b>JUSTIFY</b>	<b>EXPLORE</b>
Justify the weird idea, explain how it came to be, describe its backstory, make it make sense.	Explore the implications and consequences. If this is true, then what else is true in this world?
<b>HEIGHTEN</b>	<b>ADD DETAIL</b>
Take what's unusual about the idea, and make it even more unusual, specific, and weird.	Add a detail that reveals more about this world - a character, a location, an event, etc.
<b>PROBLEM OR OPPORTUNITY</b>	<b>DESCRIBE</b>
State a problem the premise may cause, or an opportunity it may present to the adventurers.	Describe what the premise looks like, how it behaves, what does it do, how does it work.

Build on top of the unusual premise, or on top of what was said by the players who made their moves before you:

- ◆ If someone adds an interesting detail - you describe this detail and tell us more about it.
- ◆ If someone explores an interesting consequence of the premise - you can go deeper and explore the consequences of that consequence, describe the problems it may cause, etc.
- ◆ If someone heightens the premise to make it weirder, you can justify this heightening, or describe what it looks like, or explore the implications of it, or heighten it even more.

You can also use methods from the previous page to make the statements more unusual.



**As you add your ideas, make sure to avoid contradicting or changing the already established ideas. Embrace the other players' ideas and build on top of them.**

The players continue making statements until we're happy the world we have created (we can do 1 to 3 rounds, depending on the number of players and the amount of time we have).

### 4. IMPROVISE A SCENE

Once we have developed our world, we improvise a short fun scene that takes place in it.

The players take turns making statements to set up the key elements of the scene:

<b>LOCATION</b>	<b>CHARACTERS</b>
Where does the scene take place? What makes this place interesting?	Who are the characters in this scene? What is the relationship between them?
<b>GOAL</b>	<b>CONFLICT</b>
What do the characters want? What are they actively trying to accomplish in this scene?	What makes it difficult to get what they want, what challenges or obstacles stand in their way?

The scene revolves around the characters actively trying to overcome obstacles as they pursue their goal. Use one of the following challenge prompts to come up with the conflict:

<b>ACTION CHALLENGE</b>	<b>ROLEPLAYING CHALLENGE</b>
Physical conflict between characters/creatures. Combat (or creative ways to avoid it), chasing, racing, riding, piloting, heists, defending castles, escaping monsters, dodging explosions, etc.	One character wants something from another (information, object, favor, help, some action on their part, etc.), but can't get it, because their desires are at odds with each other.
<b>EXPLORATION CHALLENGE</b>	<b>TECHNICAL CHALLENGE</b>
Overcome environmental obstacles or hazards. Journey through, navigate, explore, enter, or escape dangerous or guarded places, bypass barriers, evade traps, survive natural disasters.	Deal with interesting or dangerous tech/magics. Repair gadgets, disarm bombs, craft things, hack robots, stop magic rituals, sabotage machinery, trick security systems, build makeshift devices.
<b>STEALTH CHALLENGES</b>	<b>SETBACKS AND COMPLICATIONS</b>
Perform any task or challenge without getting noticed. Hide, steal, spy, smuggle, sneak in and out of places, infiltrate organizations, evade pursuit, plant evidence, forge documents.	Deal with unexpected problems or misfortunes. Injury, betrayal, misinformation, getting captured, equipment failure, failed plans, time pressure, competing with rivals, cooperating with enemies.

The challenge may also come from the problem or an opportunity presented by the premise.

**Once the key elements of the scene are defined, we improvise the scene together:**

One player becomes the Narrator. They will establish the scene, describe the world around the characters, introduce challenges and complications, and play as non-player characters.

Other players pick the characters they'll play as. They will describe their characters' actions, act out their dialogue, pursue their goals, and creatively overcome obstacles on their path.

During the scene, we progressively escalate the conflict and raise the stakes. The scene ends when we resolve its conflict - the characters successfully get what they want, or fail in some dramatic or hilarious way, and suffer some setback taking them farther away from what they want.

### 5. VISIT THE NEXT WORLD

Another player decides what will be the next world we'll visit (someone who hasn't done that yet). Keep playing until each player had an opportunity to come up with an unusual premise.