



Story Wars

This is a game where you battle your friends by telling stories, inventing creative ideas, and vividly describing awesome action scenes.

Two players come up with their Warriors. Each Warrior can have one special Power.

Warrior Examples

Zombie on a hoverboard, the pope with a sniper rifle, Darth Vader with a jetpack, velociraptor who can mind-control animals, evil wizard who can levitate objects, ninja who can crawl on walls.

One player becomes the Judge. They come up with a Battlefield and pick a Victory Condition.

Battlefield Examples

Desert Oasis, Graveyard, Rope Bridge, Steampunk Factory, Subway, Moon Base, Pirate Ship.

Victory Conditions

Destroy their opponent, defeat the opponent without using violence, defend their base, win the race, win an election, convince a <come up with a character> to go on a date with them, win the dance off, gain the most twitter followers, survive the longest in a zombie apocalypse, be the first to capture a <come up with a beast>, win at hide and seek, win the game of thrones.

The players take turns, vividly describing how their warrior fights their opponent, creatively using the Battlefield and their Power to their advantage, trying to convince the impartial judge that their character would win.

Anything any player says is accepted as true, unless the Judge says otherwise. Players may challenge the opponent's claim, asking the judge to either accept or reject their action.

The judge describes the world around the warriors and the consequences of their actions, introduces exciting hazards and obstacles, and declares the winner.

The winner of the round becomes the judge for the next round.

Come join our [**Discord Community**](#) to play with us!