# Custom Story





In level one, focus on describing the setting of the story, and helping players develop

their characters.



Level two should contain the main conflict of the story. Ensure there's room for players to be creative, not just follow along.



Decide how you want to reward players for their creativity, and what kind of mood you want them to feel at the conclusion.





Do a drawing in the box if you want to set the mood.

PROMPT	First, tell players where they are.
WELCOME TO CHOMPTOWN, HOME OF THE SHARK-PEOPLE	
	Then, give players a
	chance to introduce
	themselves, and
	creatively build their
	characters a bit by
	revealing how they got to where they are
	or what makes them
	unique.
	Usually this scene
FREESTYLE	ends with the players
MOVE ONTO THE NEXT SCENE ONCE THE PLAYERS INTRODUCE THEMSELVES	introducing them-
	selves.

This scene is the first	PROMPT
chance the players	THE PRINCESS OF CHOMPTOWN SEEKS YOUR HELP, THE PRINCE IS MISSING
How can players get to	
know their surround-	
ings creatively?	
Use "How many	
heads?" tips to help	
The Wiz know how to	
respond to different flips.	FREESTYLE
	MOVE ONTO THE NEXT SCENE WHEN
	HOW MANY HEADS? QUICK TIP:

PROMPT WHEN YOU ARE WALL	KING DOWN AN ALLEY YOU SUDDENLY HEAR	Now's a great time to introduce some danger into the story How can players get ready for the main conflict in the story? Who are they up against?
		want to foreshadow
MOVE ONTO THE NE	(T SCENE WHEN	Use "Danger!" tips to help The Wiz keep the game spicy.
SILLY IDEA:	DANGER!	



PROMPT NOW THAT YOU'VE FOUND THE PRINCE, FIND A WAY TO BREAK HIM OUT	Now's the time to set up for the main creative part of the story.
	Who are players confronting or helping in this story?
FREESTYLE MOVE ON TO THE NEXT SCENE WHEN	How can players use their skills creatively to solve their problem?
HOW MANY HEADS? SILLY IDEA:	

How can you push	PROMPT
players to go deeper	YOU BUSTED OUT THE PRINCE, BUT NOW THE GUARDS ARE CHASING YOU
problem solving?	
Is there anything in	
the players' envi- ronment that they	
can take inspiration from?	
nom:	
Include "Silly ideas"	
for other referees to	FREESTYLE
mix up the format of	MOVE ON TO THE NEXT SCENE WHEN
the game with props, or fun mini-games.	
Consider involving music or food.	
	HOW MANY HEADS? SILLY IDEA:

PROMPT	This scene transitions
YOU ESCAPED! THE PRINCE ASKS YOU TO ESCORT HIM TO A SECRET WATERFAL	from the creative problem solving the players did into the story resolving.
	What needs to happen in the story for the problem to be resolved?
FREESTYLE MOVE ON TO THE NEXT SCENE WHEN	How can you make players feel satisfied that they accomplished something?
HOW MANY HEADS? DANGER!	You can use a moment of danger to move the plot of the story along, and keep it exciting.



PROMPT  AT THE WATERFALL, THE PRINCE REVEALS HIS SECRET IDENTITY	In this scene, you explain how the plot plays out in response to the creative problem solving the players did in Level 2.	
	Now's a good time to give players an opportunity to use their Level 3 abilities	
FREESTYLE MOVE ON TO THE NEXT SCENE WHEN	How can you reward players for their creativity and effort?	
HOW MANY HEADS? DANGER!		

Now is the last **PROMPT** chance for players to YOUR DINNER IS INTERRUPTED BY A GUNSHOT - THE GUARDS HAVE FOUND YOU! be creative in your story. How can you customize the ending of the story to what the players want? What do you want players to remember **FREESTYLE** in two weeks time? MOVE ON TO THE NEXT SCENE WHEN... How can you make players laugh more time, or pull off an epic feat before they SILLY IDEA: **HOW MANY HEADS?** listen to the ending of the story.

PROMPT	Now's your chance	
THE PRINCE TAKES YOU TO A SECRET GARDEN IN HIS WATERFALL FILLED WITH	to reward the players	
	for all of their hard work and creativity.	
	How do you want	
	players to feel when the story ends?	
	Is there a conflict that resolves? How do you	
	make players feel like they accomplished	
	something?	
	How can you make	
	players feel a sense of ownership over the	
	plot of the story?	

**GAME OVER. YOU WIN!** 

# Beyond the Box



This box is just the beginning.
Visit FLIPTALES.COM to find more stories to play.

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	My Story	
	Scene 1	
	Scene 2	
		SUBMIT

Got your own ideas?
Practice your game design skills and share your stories with other players.