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.

Scene 1

PROMPT

WELCOME TO CHOMPTOWN, HOME OF THE SHARK-PEOPLE...

FREESTYLE

MOVE ONTO THE NEXT SCENE ONCE THE PLAYERS INTRODUCE THEMSELVES...

First, tell players where they are.

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 ends with the players introducing themselves.

Scene 2

This scene is the first chance the players have to be creative.

How can players get to know their surroundings creatively?

Use "How many heads?" tips to help The Wiz know how to respond to different flips.

PROMPT

THE PRINCESS OF CHOMPTOWN SEEKS YOUR HELP, THE PRINCE IS MISSING...

FREESTYLE

MOVE ONTO THE NEXT SCENE WHEN...

HOW MANY HEADS?

QUICK TIP:

Scene 3

PROMPT

WHEN YOU ARE WALKING 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?

Is there anything you want to foreshadow for later in the story?

FREESTYLE

MOVE ONTO THE NEXT SCENE WHEN...

Use "Danger!" tips to help The Wiz keep the game spicy.

SILLY IDEA:

DANGER!

LEVEL
2
20 min.

Scene 1

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?

How can players use their skills creatively to solve their problem?

FREESTYLE

MOVE ON TO THE NEXT SCENE WHEN...

HOW MANY HEADS?

SILLY IDEA:

Scene 2

How can you push players to go deeper in their creative problem solving?

Is there anything in the players' environment that they can take inspiration from?

Include "Silly ideas" for other referees to mix up the format of the game with props, or fun mini-games. Consider involving music or food.

PROMPT

YOU BUSTED OUT THE PRINCE, BUT NOW THE GUARDS ARE CHASING YOU...

FREESTYLE

MOVE ON TO THE NEXT SCENE WHEN...

HOW MANY HEADS?

SILLY IDEA:

Scene 3

PROMPT

YOU ESCAPED! THE PRINCE ASKS YOU TO ESCORT HIM TO A SECRET WATERFALL...

This scene transitions 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?

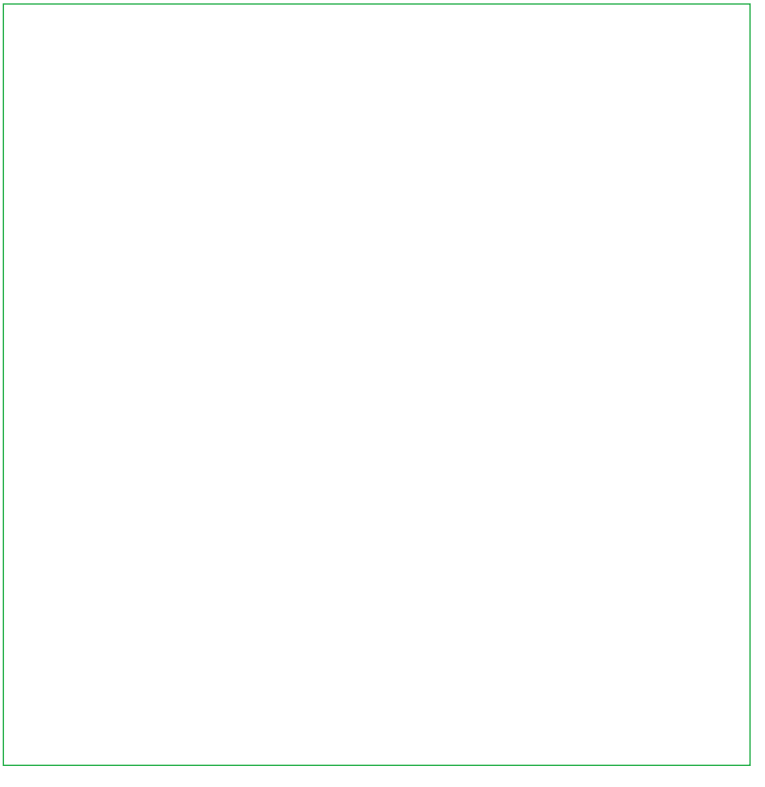
DANGER!

You can use a moment of danger to move the plot of the story along, and keep it exciting.

LEVEL

3

20 min.



Scene 1

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!

Scene 2

Now is the last chance for players to 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 in two weeks time?

How can you make players laugh more time, or pull off an epic feat before they listen to the ending of the story.

PROMPT

YOUR DINNER IS INTERRUPTED BY A GUNSHOT - THE GUARDS HAVE FOUND YOU!

FREESTYLE

MOVE ON TO THE NEXT SCENE WHEN...

SILLY IDEA:

HOW MANY HEADS?

Scene 3

PROMPT

THE PRINCE TAKES YOU TO A SECRET GARDEN IN HIS WATERFALL FILLED WITH...

Now's your chance to reward the players for all of their hard work and creativity.

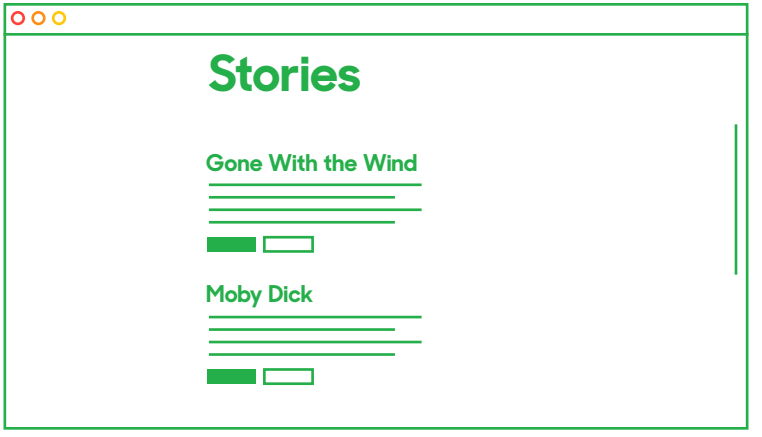
How do you want players to feel when the story ends?

Is there a conflict that resolves? How do you make players feel like they accomplished something?

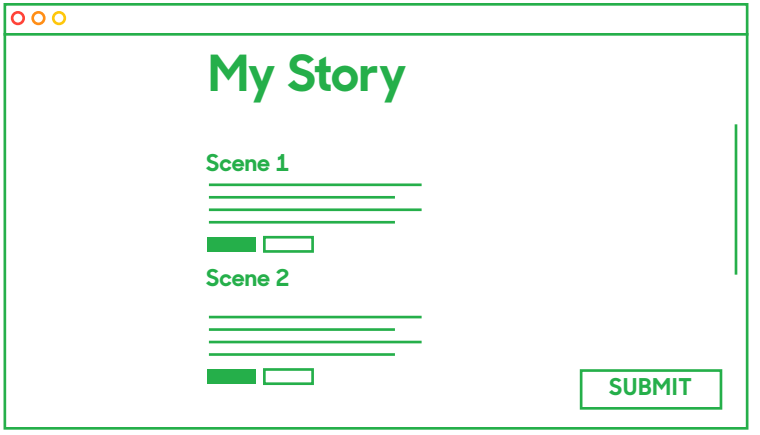
How can you make players feel a sense of ownership over the plot of the story?

GAME OVER. YOU WIN!

Beyond the Box



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



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