

Dandelion

Dandelion offers a story game to play.

Build the story from **scenes**.

Open each scene with a **pretext** that starts it off.

End a scene there or append any number of **segments** to the pretext.

A random **segment direction** attends any segment.

Each time, roll a dice.

1	Grievous failure
2 or 3	Close-run failure
4 or 5	Close-run success
6	Bountiful success

Improvise some **segment action** following the segment direction.

Consider an outcome, a reaction, a theme, a surprise, or similar.

Let segment action advance the scene, whether for failure or success.

Play more scenes like that to develop the story.

Keep track of the story in your own way.

Example story

Scene 1 Pretext, Close-run failure, Bountiful success.

Scene 2 Pretext.

Scene 3 Pretext, Close-run success, Grievous failure, Close-run success.

Scene 4 Pretext, Grievous failure.

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