

TRAVEL BETWEEN WORLDS

• VISIT A NEW WORLD •

Come up with a world you want to visit next, the place where your portal opens. Choose a setting, and a character you'll meet there. Mix and match the prompts from the tables at end of the book, or take ideas from the stories you like.

Setting: Prehistoric jungle inhabited by monsters.

Character: Alien collector who wants to capture a creature.

• SET UP THE SCENE •

As a Narrator, describe what you see when coming out of the portal.

Describe 3 things about the world around you (3 sentences in total), things like:

- ◆ The location you find yourself in.
- ◆ Characters, creatures, or objects you see.
- ◆ Things you sense (hear, smell, touch, feel, the emotions the scene evokes).
- ◆ Some activity that's happening in the scene (can be anything from a fire burning in a fireplace, to huge robots fighting or a court trial taking place).
- ◆ Obstacles, dangers, and opportunities the scene presents.

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.

Then, if there are characters in the scene, find a reason to come up and talk to one of them. Exchange 3 lines of dialogue. Or, if there are interesting objects or creatures in the scene - come up with a reason to interact with them.

(You can describe more than 3 things or have more than 3 lines of dialogue, but starting short and simple is the best way to get comfortable with the process).

• GO ON AN ADVENTURE •

Use the instructions on the following pages to go on an adventure. Play the Micro Adventures first, then Mission-focused and Mystery-focused adventures.

• TRAVEL TO THE NEXT WORLD •

Power up your portal device and move on to the next world.

Use the Association Engine to come up with the next world you want to visit:

- ◆ Take the last (or the most notable) thing you've seen in the current world.
- ◆ Associate it to something related, something similar it makes you think of.
- ◆ Associate that thing to the next thing it makes you think of.
- ◆ Continue this chain of associations until you find something fun, interesting, or inspiring you want to explore - that will be the next world you'll visit.

I just visited the floating islands world, and fought some sky pirates.

The pirates makes me think of crime, which makes me think of mafia.

Mafia makes me think of bank robberies, which make me think of heists.

Heists make me think of spies. That feels exciting, so my portal opens in the middle of the huge high-tech spy headquarters.

MICRO ADVENTURES

• WEIRDNESS-EXPLORATION ADVENTURE •

Jump between dimensions, and quickly discover many small weird ideas. Think of it as a montage of short 3-5 minute scenes in the style of "Interdimensional Cable", "Morty's Mindblowers", or the opening credits from "Rick and Morty".

- ◆ Visit a new world and set up the scene (as described on the previous page).
- ◆ Use weirdness generation methods (next page) to discover something weird.
- ◆ Invent an explanation for the weirdness (justify its existence, describe how it came to be, make it make sense). If this unusual thing is true - why is it true?
- ◆ Use the Association Engine to come up with the next world to visit (by making an association from the last thing you've seen in the current world).

Open a portal, see a T-Rex roaming through jungle. See that it cowers in fear of a hamster. Why? The hamster opens its fanged maw and drinks all T-Rex's blood. I make an association, and open my next portal into a vampire castle.

Your goal is to try each of the weirdness generation methods a few times.

• CHALLENGE-FOCUSED ADVENTURE •

Practice coming up with interesting challenges, creatively solving problems.

- ◆ Visit a new world and set up the scene (as described on the previous page).
- ◆ As a Player, establish your **desire** - something you want to do in this world.

Obtain something	Explore something	Invent something	Create something
Help someone	Defeat someone	Deal with danger	Conduct experiment
- ◆ As a Narrator, establish an **obstacle** - a challenge you have to overcome to get what you want (see the "Overcoming Challenges" page).
- ◆ As a Player, describe how you creatively overcome the obstacle.
- ◆ Describe how you get what you want, and move on to the next world.

Open a portal to the Vampire castle. Hmm, the vampire blood would be very useful for your experiments. But the vampires are hangry and can smell a mortal in their midst. Describe how you obtain some blood, and escape into the next world before you're captured.

Your goal is to try overcoming each type of challenge from the "Overcoming Challenges" page a few times. Focus mainly on the Action, Roleplaying, and Exploration challenges.

• COMEDY-FOCUSED ADVENTURE •

Improvise comedy scenes using the "Game of the Scene" approach to comedy:

<https://improvgames.io/workshop/game-of-the-scene>

Visit a new world, set up the scene ("Base Reality"), discover something weird ("The Unusual Thing"), Justify it, and Heighten the absurdity 3 times.

DISCOVER WEIRD IDEAS

○ WEIRDNESS GENERATION METHODS ○

Introduce something weird, unusual, interesting, surprising, or absurd about the scene you're in by applying one of the weirdness generation methods:

Subvert expectations

- 1 What do I normally assume or expect? Change it to something wildly different.
| A bird → I normally expect birds to fly → But this is a bird that burrows

Out of place

- 2 Introduce an out of place detail, something that doesn't belong here.
| A desert → An old wooden ship stuck in the middle of the desert.

Combine incompatible ideas

- 3 Combine an idea with something unrelated, something it doesn't belong with.
| Cowboys + Dinosaurs → Cowboys riding domesticated dinosaurs.

Create a surprising contradiction

- 4 Create internal contradiction, change some aspect to something unexpected.
| Gorilla → A posh gorilla inventor, smoking a pipe and wearing a tophat.

Reverse

- 5 Reverse a key characteristic, a relationship, normal logic and order of things.
| A knight fighting a dragon → A knight rescuing a dragon.

Over or under exaggerate

- 6 Change the size, shape, or another attribute. Take the idea to the extreme.
| A centipede → An enormous train-sized centipede.

You can apply these methods to various elements of the scene:

Location	Character	Creature	Object
Behavior	Action	Dialogue	Response
Appearance	Occupation	Personality	Beliefs
Adjective	Relationship	Specific Detail	Abstract Pattern

Location: Western town covered in green radioactive snow.

Character: Cowboy with fangs who's 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."

Response: Everyone you say hi to challenges you to a duel for some reason.

Personality: The leader of the bandits looks and acts like Michael Cera.

Detail: The bartender on this alien world has an "I♥NY" pin on his shirt.

Pattern: Instead of the common trope of a bandit tying a "damsel in distress" to the railroad tracks, it's the other way around - you see the damsel tie a bandit to the rails.

OVERCOME CHALLENGES

○ CHALLENGE TYPES ○

As a Narrator, introduce a challenge, obstacle, problem, or a complication that makes it more difficult for the hero to get what they want.

As a Player, describe how you creatively overcome the challenge (usually by inventing an improvised solution out of materials you can find lying around in the environment, using your wits, charm, or the help of your companion).

Action Challenges

Physical conflict against other characters and creatures.

- 1 Combat (or creative ways to avoid it), chasing, racing, riding, piloting, heists, defending castles, escaping monsters, dodging explosions.

Roleplaying Challenges

You want something from an NPC (information, item, favor, help, some action on their part, etc.), but their desires are at odds with yours, creating conflict.

- 2 Negotiation, deception, intimidation, interrogation, exchange of favors.

Exploration Challenges

Overcome environmental obstacles and hazards.

- 3 Journey through, explore, enter, or escape dangerous or guarded places.
| Rivers, chasms, locked doors, traps, ambushes, natural disasters, sinking ships, scaling cliffs, escaping collapsing buildings, breaking into buildings.

Technical Challenges

Deal with interesting or dangerous technologies or magics.

- 4 | Repair devices, disarm bombs, craft things, hack robots, stop magic rituals.

Stealth Challenges

Performing any task or other type of challenge without getting noticed.

- 5 | Hide, sneak in and out of places, infiltrate places, steal things, spy, smuggle.

Setbacks and complications

Deal with extra problems and misfortunes outside of your control.

- 6 | Injury, equipment failure, betrayal, misinformation, getting captured, failed plans, time pressure, rivals, innocent bystanders, cooperating with enemies.

Antagonist moves

Responding to the moves the villain makes.

- 7 | Attacks, kidnapping, hostages, traps, goons, manipulation, misdirection.

Investigation challenges

Obstacles and problems that come from trying to obtain information.

- 8 | Following tracks, searching for clues, spying on enemies,

MISSION-FOCUSED ADVENTURES

COME UP WITH AN OBJECTIVE

After setting up the scene, introduce a problem to solve, opportunity to pursue, or an antagonist to defeat. Use the prompts below to come up with an objective in the following format: [Type] [action] [difficulty] [optional difficulty] [motivation]

[Go on a mission to] [capture] [a creature].

[Stop someone who wants to] [steal] [an object].

[Help someone to] [destroy] [a vehicle] [stealthily].

TYPE OF OBJECTIVE

Go on a mission to...

Stop someone who wants...

Help someone to...

ACTION

Defeat	Destroy	Obtain	Rescue	Protect	Help
Journey to	Get through	Bypass	Overcome	Break out	Break in
Liberate	Invade	Deliver	Intercept	Chase	Escape
Steal	Capture	Kidnap	Infiltrate	Smuggle	Plant
Sneak in	Spy on	Swindle	Hide	Distract	Sabotage
Complete	Create	Repair	Fix	Stop	Prevent
Persuade	Befriend	Impress	Influence	Negotiate	Tame

TARGET

Person Group Creature Object Info Location Vehicle Event

DIFFICULTY

Stealthy No violence Low resources Time pressure Rivals

MOTIVATION

My own desire Asked for help Witness a problem See an opportunity

PLAYING AN OBJECTIVE-BASED ADVENTURE

- ◆ Describe the “story hook” - the scene where you encounter this objective.
- ◆ Formulate a 3-step plan for achieving your objective.
- ◆ Decide what you do to take the next step, and where that scene takes place.
- ◆ Introduce a challenge, describe what makes taking this step difficult.
- ◆ Creatively overcome the challenge, leading you to the next step of your plan. (Or, on a failed roll, fail to overcome it, leading to a setback or a complication.)
- ◆ Challenges should escalate, get progressively more difficult, each challenge should rise the stakes and threat level.
- ◆ Keep going until you’re ready to resolve your story in a climax (a scene where the final, most difficult challenge determines whether you achieve your goal).

MYSTERY-FOCUSED ADVENTURES

DISCOVER THE WEIRD THING

Follow instructions on the previous pages to visit a new world, set up the scene, and introduce a weird thing you’d like to investigate.

POSE A QUESTION

Ask a question about the weird thing, the core mystery you want to investigate.

What is this broken robot doing in this abandoned wild west town?

FORMULATE A THEORY

Make up a theory about the possible explanation to the mystery, a guess about what’s going on, why is it happening, how did it happen, who is behind it, etc.

Every time you’ll encounter a new clue, you’ll update your theory (modify it to explain as many clues you’ve observed as possible).

INVESTIGATE

Describe what you do to investigate the mystery and discover the next clue.

Establish the location you go to, the actions you take, what kind of clues you’re looking for, and what you hope to learn about the mystery.

To obtain a clue, you must overcome a challenge. As a Narrator, describe what obstacle or complication makes the investigation difficult.

DISCOVER A CLUE

Once you overcome a challenge, you’ll reveal the next clue (as a Narrator).

To do that, roll the number of 20-sided dice equal to the number of clues your current theory explains, and take the highest result.

- ◆ If you roll 10 or above, reveal another clue that supports your current theory.
- ◆ If you roll below 10, reveal a clue that contradicts your theory, a twist that makes the mystery weirder, takes the story in an unexpected direction.

(Use the “Clues” table at the end of the book for examples and inspiration.)

Investigate the mystery until you’re ready to reveal the truth, explain what’s going on, and establish the location where climax of the story will take place.

CLIMAX

Sometimes, solving the mystery is enough to resolve the story. Sometimes, the solution to the mystery reveals a problem that needs to be solved, a culprit that must be stopped, or some other objective you need to pursue.

In that case, the investigation transforms into a Mission-focused Adventure. If there’s a culprit, their evil scheme is nearly complete. Rush to confront the culprit, help the person in need, or have some other dramatic resolution to the story. As a Narrator, come up with the final, most important and difficult challenge you must overcome in order to succeed. Once you overcome it, the adventure is complete!

SETTING PROMPTS



ADJECTIVE

LOCATION

INHABITANTS

1 Abandoned	Wild West	Ghosts
2 Prehistoric	Jungle	Monsters
3 Mechanical	Ship	Pirates
4 Alien	Temple	Ninjas
5 Ancient	Ruins	Scholars
6 Sentient	Manor	Survivors
7 Unnatural	Castle	Priests
8 Corrupted	Base	Ancient evil
9 Fortified	Camp	Hillbillies
10 Ancient	Battlefield	Shamans
11 Strange	Wasteland	Savages
12 Automated	Metropolis	Superheroes
13 Forgotten	Island	Vampires
14 Guarded	Junkyard	Merchants
15 Decaying	Slums	Zombies
16 High-Tech	Train	Aliens
17 Living	Spaceship	Talking Animals
18 Sacred	Cave	Eldritch Horrors
19 Colossal	Nest	Bats
20 Ruined	Pyramids	Hermit

SETTING PROMPTS



ADJECTIVE

LOCATION

INHABITANTS

1 Magic	Tower	Inventor
2 Hidden	Lair	Cloaked Figures
3 Infested	Colony	Rebels
4 Secret	Laboratory	Mutants
5 Post-apocalyptic	Tunnels	Mole People
6 Deadly	Swamp	Witches
7 Steampunk	Factory	Robots
8 Illegal	Aircraft	Agents
9 Dangerous	Bridge	Warriors
10 Derelict	Space Station	Parasites
11 Extravagant	Museum	Aristocrats
12 Legendary	Floating Island	Gangsters
13 Underground	Lake	Brain Slugs
14 Tiny	Zoo	Bird People
15 Overgrown	Mountain	Yeti
16 Gigantic	Machine	Snarky AI
17 Treasure filled	Abyss	Demons
18 Chaotic	Port	Vikings
19 Forbidden	Citadel	Gargoyles
20 Whimsical	Farm	Dragons

CHARACTER PROMPTS



CHARACTER TYPE

1 A friend or ally	2 A threat or antagonist	3 Someone in need of help
4 Rival adventurer	5 Obstacle on your path	6 Source of information

ADJECTIVE

ADJECTIVE	OCCUPATION	MOTIVATION
1 Odd	Professor	Keep Secret

2 Ambitious	Treasure hunter	Obtain object
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3 Nefarious	Supervillain	Gain power
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4 Curious	Child	Get help
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5 Obnoxious	Journalist	Expose fraud
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6 Cunning	Thief	Please the master
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7 Zealous	Warrior	Prove worth
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8 Eccentric	Inventor	Build something
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9 Flamboyant	Actor	Gain fame
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10 Boring	Bureaucrat	Enforce rules
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11 Alien	Collector	Capture creature
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12 Secret	Agent	Hide identity
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13 Reckless	Rebel	Complete mission
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14 Dangerous	Pirate	Protect treasure
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15 Brilliant	Merchant	Conceal creature
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16 Primitive	Savage	Settle a score
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17 Corrupted	Priest	Revive Someone
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18 Enigmatic	Explorer	Find riches
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19 Old	Robot	Make amends
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20 Lonely	Gangster	Obtain information
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CHARACTER PROMPTS



ADJECTIVE

ADJECTIVE	OCCUPATION	MOTIVATION
1 Ruthless	Leader	Negotiate a deal

2 Rogue	Detective	Find someone
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3 Wealthy	Criminal	Gain freedom
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4 Secretive	Servant	Impress someone
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5 Runaway	Princess	Escape pursuit
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6 Arrogant	Rival	Prove superiority
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7 Unusual	Creature	Spread chaos
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8 Untrustworthy	Healer	Discover truth
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9 Fearless	Nomad	Map the unknown
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10 Famous	Monk	Rewrite history
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11 Naive	Assassin	Find redemption
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12 Impulsive	Refugee	Find safety
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13 Misguided	Philosopher	Expose corruption
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14 Charismatic	Vagrant	Strike a deal
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15 Feral	Guard	Recover memories
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16 Gullible	Bandit	Find a true love
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17 Generous	Ruler	Reclaim throne
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18 Disguised	Cultist	Evade capture
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19 Desperate	Invader	Reclaim homeland
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20 Idealistic	Hero	Restore justice
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PROBLEMS



1	Destroyed	Replaced
2	Disappeared	Framed
3	Stolen	Altered
4	Sabotaged	Lost
5	Captured	Infested
6	Malfunctioning	Exiled
7	Trapped	Hunted
8	Under attack	Imprisoned
9	Turned evil	Threatened
10	Corrupted	Poisoned
11	Impersonated	Betrayed
12	Sick	Manipulated
13	Followed	Blackmailed
14	Kidnapped	Mutated
15	Smuggled	Decaying
16	Double-crossed	Besieged
17	Stranded	Invaded
18	Deceived	Injured
19	Hijacked	Tricked
20	Spied on	Endangered

EVENTS



1	Strange creature follows you	Dense fog settles around you
2	You meet a celebrity	Stumble upon a secret meeting
3	Meet a merchant selling weird items	A meteorite lands near you
4	Your treasured posession goes missing	You get into a trap
5	Dangerous weather or natural disaster	Accidentally activate an ancient artifact
6	Odd sounds come from your backpack	Stranger mistakes you for someone else
7	You're asked to babysit/petsit for a day	You get sick or injured
8	Companion is hiding something from you	Companion starts acting strange
9	Meet a group of [roll on Setting Inhabitants]	Get pursued by the local authorities
10	Meet a wounded creature	Wake up surrounded by weird plants
11	Someone attempts to pick your pocket	Meet someone from your past
12	You've been wrongfully accused	You find a treasure map
13	You fall in love with someone	Your vehicle breaks down
14	Discover a secret location	Discover a lost item
15	Discover a priceless item	Receive a strange letter/package
16	You hear voices	You lose your memories
17	See a sneaking shadowy figure	Building appears out of nowhere
18	Discover a strange door or a hatch	You're challenged to a duel
19	You discover a priceless opportunity	Receive an invitation to a social event
20	Locals desperately need your help	Find a diary of another adventurer

MYSTERIES



Defies natural laws	Emits unknown signals
Drawn to a specific location	Has gained sentience
Attracts creatures	Covered in strange symbols
Inspires unwarranted fear	Has a duplicate
Is out of place	Alters gravity
Has transformed	Levitates
Is linked in unexpected ways	Attracts metal
Is acting strange	Is not what it seems
Appears in wrong places	Does the opposite of what it supposed to
Acts against their nature	Is older than it appears
Has been replaced	Has vanished without a trace
Has been activated	Bears strange marks
Was discovered	Holds forbidden knowledge
Is being hunted	Moves on its own accord
Has been contaminated	Is concealed
Has switched bodies	Is used for evil
Is being controlled	Has lost their abilities
Accused of a crime	Is inexplicably wealthy
Has been discovered	Is reliving the same event
Grows or multiplies	Acquired an unusual feature

CLUES



CLUE TYPE	CLUE
1 Witness talking about	Creature
2 Overheard conversation on	Treasure
3 Book or journal describing	Artifact
4 Letter or note about	Midnight gatherings
5 Tale or legend about	Secret chambers
6 Map showing the location of	Hidden corridor
7 A blueprint of	A new gadget
8 Drawings of	Strange plant
9 A newspaper article about	Famous criminal
10 Sudden appearance of	Lost place
11 Alarming report about	Forbidden experiments
12 Sudden vanishing of	Old tower
13 Strange behavior of	Robots
14 Advanced manuscript on	Seemingly ordinary object
15 Surveillance footage of	Cool vehicle
16 Startling transformation of	Someone's pet
17 Official records of	Object that came to life
18 A lost or missing	Priceless item
19 People complaining about	Peculiar person
20 Ancient scroll depicting	Legendary creature

CLUES



CLUE TYPE

CLUE

1	Mishap involving	Rare chemical
2	Unexpected discovery of	Alien ruins
3	Remains of	Science experiment
4	Peculiar habits of	Political figure
5	Cryptic message about	Art object
6	Sudden change in	Familiar place
7	Anomalies with	Device
8	Suspicious activity around	Abandoned place
9	Secret society discussing	Stolen relics
10	Whispers among locals about	A forgotten hero
11	Disguised shipment containing	A rare material
12	Strange markings on	An old relic
13	Traveler's tales of	Unusual location
14	Animals fleeing from	Ordinary person
15	Disguised vendor selling	A key
16	Strange rituals involving	A victim
17	Mysterious gift of	A map
18	Strange noises coming from	A book
19	Legends warning about	A weapon
20	Strange experimental findings about	A plant

ITEMS

Hologram Projector - Creates a hologram no larger than a car, complete with sounds, and movement. Within 50 meters, in your line of sight.

Hoverboard - Floats 30cm above ground, frictionless, supports up to 100kg of weight.

Rolodex - list of your contacts. Once per adventure, find an ally in just the right place.

Drone - A small drone you can pilot. Has a camera, a microphone, and a robotic arm. Can carry up to 50kg of weight. Other devices can be attached to it.

Neuralizer - Click on a button, and it will wipe the last 5 minutes of memories of the person who's looking at it. Can be used once per adventure.

Mission impossible mask - Assume appearance and voice of anyone you've seen.

Suction Boots - Enable you to walk on any surface, at any angle.

Portable Hang-Glider - Slowly glides, gradually decreasing altitude.

Pokeball - Stores a friendly or defeated animal.

Quantum Pocket - A small device that creates a pocket dimension, allowing you to store and retrieve items up to 200kg or a swimming pool worth of liquid.

Chameleon Cloak - Makes you perfectly blend in with your environment. Works for up to 10 minutes per adventure.

Nanohealer - Injects nanobots into your bloodstream, rapidly heals any injury. 3 uses.

Matter transmuter - Transfigures a small amount of non-living material into another material, with a maximum conversion of 1 kilogram per use.

Gravity Gun - Works like Zero Point Energy Field Manipulator from Half Life 2.

Universal Translator - Enables you to communicate with anyone, including animals.

Shrink Ray - Shrinks objects and willing creatures to one tenth the size.

Web Shooters - your wrists can shoot spider webs (like Spider Man's).

Forgery Kit - craft an identical (non-functional) copy of any object. The trick is revealed on close inspection.

Replicator - can create any cheap, mundane, non-organic object once per adventure.

Bag of Gold - Spend it to do something a rich person can do (throw a lavish party, bribe someone, hire an assassin, etc.), or trade it for another item of your choice.

Weapon - A cool melee or ranged weapon of your choice.