



# WORLDS WEIRD AND WONDERFUL

## ABOUT

This is a collaborative worldbuilding game about creating weird, surprising, interesting ideas and worlds that defy our expectations (the style of “Rick and Morty” and “Gravity Falls”). We are interdimensional explorers, we travel through the multiverse, hopping between the worlds and discovering and exploring all the crazy and weird things the multiverse contains. Come **join our Discord** to play this game with other friendly and creative people!

## 1. VISIT A NEW WORLD

The first player chooses the first setting we will explore. The setting should be something we all are familiar with, and have some assumptions and expectations about:

Wild west, wizarding school, post-apocalyptic wastelands, prehistoric world, futuristic metropolis, mars colony, secret lab, steampunk factory, space station, fantasy castle, the world of D&D, Star Wars, Pirates of the Caribbean, Avengers, Jurassic Park, Fallout, etc.



Players take turns making short statements describing what we see when we visit this world. Describe the the location we find ourselves in, the characters, creatures, or objects we see, things we sense (hear, smell, touch, feel, the emotions the scene evokes), some activity that's happening in the scene (behaviors of people or creatures, events we observe, anything from a fire burning in a fireplace to an epic battle or a dramatic court trial). Don't try to be surprising or creative at this stage - say things that you normally assume about this world, naturally expect to see here, things that are obvious and generally accepted. Establish the normal, ordinary, expected facts, common tropes and stereotypes. 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.

## 2. DISCOVER THE UNUSUAL PREMISE

The next player picks one of the statements, and describes what's unusual about it, what makes it weird and different from what you'd normally expect.

Use one of the following methods to come up with your unusual premise:

SUBVERT EXPECTATIONS	OUT OF PLACE
What do I normally assume or expect? Change it to something wildly different and unexpected. <i>"I normally expect birds to fly, but this is a bird that burrows."</i>	Introduce an out of place detail, something that doesn't belong here. <i>"An old wooden ship stuck in the middle of the desert, half-buried in the sand."</i>
COMBINE INCOMPATIBLE IDEAS	CREATE A SURPRISING CONTRADICTION
Combine a statement with something unrelated, some idea it doesn't belong with. <i>"Cowboys and Dinosaurs don't belong together, so I combine them: cowboys riding dinosaurs."</i>	Create internal contradiction, change an aspect to something unexpected, weird, incongruous. <i>"Usually gorillas are primitive, but this is a posh gorilla inventor in a top hat smoking a pipe."</i>
REVERSE	EXAGGERATE
Reverse a key characteristic, relationship, normal logic and order of things, any aspect of the idea. <i>"Instead of a knight fighting a dragon, this knight is rescuing a dragon."</i>	Over or under exaggerate the size, shape, or another attribute. Take the idea to the extreme. <i>"Usually centipedes are small, but this is an enormous train-sized centipede."</i>



You can apply the methods above to any element of the scene:

Location: Western town → is covered in green radioactive snow.  
Character: Cowboy → with fangs, and is 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.”  
Personality: The leader of the bandits → who looks and acts like Michael Cera.  
Customs: Friendly greetings → Everyone you say “Hi!” to challenges you to a duel.  
Trope: Bandit ties a lady to the railroad tracks → the lady ties the bandit to the tracks.  
Detail: The bartender of the fantasy tavern → has an “I♡NY” pin on his shirt.

You can try to make creative but grounded ideas, or go for comedic ideas - try to make your premise as weird, absurd, and over-the-top as possible (the stupider - the better).

## 3. DEVELOP THE PREMISE

Then the players take turns, building on top of the unusual premise.

On your turn, make a short statement using one the following moves:

JUSTIFY	EXPLORE
Justify the weird idea, explain how it came to be, describe its backstory, make it make sense.	Explore the implications and consequences. If this is true, then what else is true in this world?
HEIGHTEN	ADD DETAIL
Take what's unusual about the idea, and make it even more unusual, specific, and weird.	Add a detail that reveals more about this world - a character, a location, an event, etc.
PROBLEM OR OPPORTUNITY	DESCRIBE
State a problem the premise may cause, or an opportunity it may present to the adventurers.	Describe what the premise looks like, how it behaves, what does it do, how does it work.

Build on top of the unusual premise, or on top of what was said by the players who made their moves before you:

- ◆ If someone heightens the premise to make it weirder, you can justify this heightening, or describe what it looks like, or explore the implications of it, or heighten it even more.
- ◆ If someone explores an interesting consequence of the premise - you can go deeper and explore the consequences of that consequence, describe the problems it may cause, etc.
- ◆ If someone adds an interesting detail - you can tell us more about this detail.

You can also use methods from the previous page to make the statements more unusual.



**As you add your ideas, make sure to avoid contradicting or changing the already established ideas. Embrace the other players' ideas and build on top of them.**

The players continue making statements until we're happy with the result and feel ready to move on to the next world (we can do 1 to 3 rounds, depending on the number of players).

## 4. VISIT THE NEXT WORLD

Another player decides what will be the next world we'll visit (someone who hasn't done that yet). Keep playing until each player had an opportunity to come up with an unusual premise.