



# 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 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.



The players take turns, make short statements about what they assume is true about this world, what they expect to see here. Describe people, their beliefs and behaviors, creatures, places, things, events, the ways you expect the world to work and be like.

Don't try to be surprising or creative at this stage - say things that are obvious and generally accepted, establish the normal, ordinary, expected facts, common tropes and stereotypes.

## ◦ 2. DISCOVER THE UNUSUAL PREMISE ◦

The next player picks a statement, and creates an unusual version of it. Describe what makes your version of this world (or a character from it) weird and different from what's expected.

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

### SUBVERT EXPECTATIONS

What do I normally assume or expect? Change it to something wildly different and unexpected.

### COMBINE INCOMPATIBLE IDEAS

Introduce an out-of-place detail, mix an idea with something it doesn't belong with.

### REVERSE

Reverse a key characteristic, relationship, normal logic and order of things, any aspect of the idea.

### EXAGGERATE

Over or under exaggerate the size, shape, or another attribute. Take the idea to the extreme.

You can try to create interesting 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).

Location: Western town → is covered in green radioactive snow.

Creatures: Cowboys ride horses → these cowboys ride dinosaurs.

Character: Cowboy → with fangs, and is afraid of sunlight and garlic.

Behavior: Sheriff → obsessed with catching a particular cat at any cost.

Personality: The leader of the bandits → 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.

Object: In the western desert → we see an old Spanish galleon half-buried in the sand.

Detail: The bartender of the fantasy tavern → has an “I♥NY” pin on his shirt.

## ◦ 3. DEVELOP THE PREMISE ◦

Then the players take turns, building on top of the unusual premise. Pick one of the 4 moves:

### JUSTIFY

Justify the weird idea, explain how it came to be, describe its backstory, make it make sense.

### EXPLORE

Explore the implications and consequences. If this is true, then what else is true in this world?

### HEIGHTEN

Take what's unusual about the idea, and make it even more unusual, specific, and weird.

### ADD DETAIL

Describe a detail that reveals more about this world - a character, location, event, problem, etc.

Build on top of the unusual premise, or on top of what was said by the other players:

◆ If someone heightens the premise to make it weirder, you can justify this heightening.

◆ After someone explores an interesting consequence of the premise - you can go deeper and explore the consequences of that consequence.

◆ If someone adds an interesting detail - you can tell us more about this detail.

As you add ideas, make sure to avoid contradicting or changing already established ideas.

## ◦ 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.