

Project Goal:

Using drawing tools, dice for chance, and the script below you will generate a unique world map with geographic features, including the possibility of landmarks and inhabitants. The map's goal is to be used in the creation of new myths and stories.

Setup:

You will need a letter-size piece of paper, a regular pencil, some colored pencils (optional), a ruler, and a six-sided die. If you do not have a six-sided die, search "roll dice" on Google and use the web version Google has created.

Colored pencils help distinguish different landscape features but are not required to create this map.

On your letter-size piece of paper, make a six by six grid with a pencil and ruler so each square is approximately an inch in size. Number the edge of your grid from left to right (x-axis) and top to bottom (y-axis). Spaced somewhere underneath your grid draw a 1 inch box and write "Round:"

After you're finished you should have a piece of paper formatted like the diagram below. There is also a grid on page four if you'd prefer to print it out.

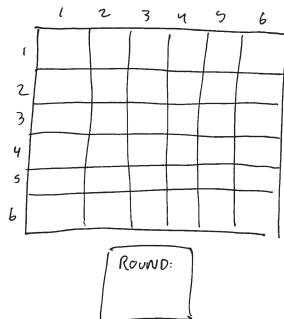
letter-size piece of paper

pencil

set of colored pencils

ruler

six sided die,
or [Google "roll dice"](#)



The map generation you're about to do will be completed in 10 rounds. Each round you will roll dice for LOCATION, GROWTH, and LANDSCAPE, and find out if any LANDMARKS and INHABITANTS reside on that tile. After the 10 rounds there will be one extra round to WORLD-FILL in any remaining empty tiles.

Step One
LOCATION

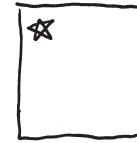
1. Mark one tally under the word "Round" to signify that you're starting a new round of map generation.

If you already have ten tallied marks skip immediately to Step Five - WORLD-FILL because you're done with Steps One - Four.

2. Roll dice twice, first roll is the x-value, second roll is the y-value.

3. Find your (x,y) coordinate and place a star in the top left corner of that tile, like shown to the right.

If your tile already has a star:
circle it, and proceed directly to Step Three.



If your tile already has a circled star:
roll dice once to assign one of the inhabitant types:

- 1 = Frogs,
- 2 = Scholars,
- 3 = Butterflies,
- 4 = Culinarians,
- 5 = Ants,
- 6 = Treasure Hunters.

Write name of inhabitant type on your tile.
And return to the beginning of Step One to start next round.

Step Two
GROWTH:

1. Roll the dice once for growth. Fill in your starting and surround tiles using the below chart:

- 1 = dot starting tile
- 2 = dot starting tile, and tile above
- 3 = dot starting tile, and tile above, and tile to the right
- 4 = dot starting tile, and tile above, and tile to the right, and tile below
- 5 = dot starting tile, and tile above, and tile to the right, and tile below, and tile to the left
- 6 = circle the star at your starting tile and proceed directly to Step Three.

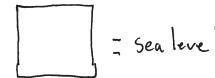
Note: Most likely you'll have to dot tiles that are not part of our small map grid. Don't create more tiles or fill them in.

If any tile you are supposed to dot already has a dot, circle it.

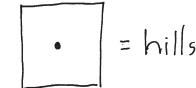
If any tile you are supposed to dot already has a circled dot, circle it again and roll the dice once for a chance at a volcano.

If you roll a 1 this tile is considered a volcano. Write "volcano" on the tile, no further dots or landmarks can be placed on this tile in future rounds.

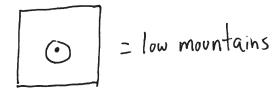
If you roll 2 - 6 proceed to Step Three.



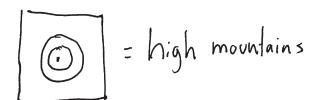
= sea level



= hills



= low mountains

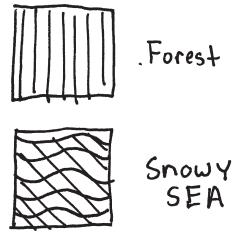


= high mountains

Step Three
LANDSCAPE:

1. Roll the dice once to decide the LANDSCAPE type of all the tiles you edited in Steps One and Two:
 - 1 = Forest (vertical green lines, evenly spaced)
 - 2 = Desert (horizontal yellow lines, evenly spaced)
 - 3 = Tidal Flats (diagonal light blue lines starting low on left going high on right, evenly spaced)
 - 4 = Snow (diagonal gray lines starting high on left going low on right, evenly spaced)
 - 5 = Sea (wavy horizontal dark blue lines, evenly spaced)
 - 6 = Jungle (wavy vertical brown lines, evenly spaced)

Note: Most likely you'll have to fill in tiles that already have landscape information from previous rounds. Landscapes can stack to make more diverse hybrid biomes.



Step Four
LANDMARK:

If you didn't circle a star in Steps One or Two return to the beginning of Step One to start the next round.

If you circled a star in Steps One or Two of this round roll the die to select a landmark for the tile.

- 1 = Labyrinth
- 2 = Fort
- 3 = Dungeon
- 4 = Greenhouse
- 5 = Temple
- 6 = Ancient Machine

Write the landmark on your tile.

Return to the beginning of Step One to start the next round.

Step Five
WORLD-FILL

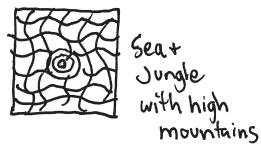
After the ten rounds have been complete you will most likely have empty tiles. Roll the die once to determine which LANDCAPE will fill in the remaining tiles.

- 1 = Forest (vertical green lines, evenly spaced)
- 2 = Desert (horizontal yellow lines, evenly spaced)
- 3 = Tidal Flats (diagonal light blue lines starting low on left going high on right, evenly spaced)
- 4 = Snow (diagonal gray lines starting high on left going low on right, evenly spaced)
- 5 = Sea (wavy horizontal dark blue lines, evenly spaced)
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Ten rounds of world generation is minimum but the world becomes even more complex the more rounds you run it.

Step Six
STORY GENERATION

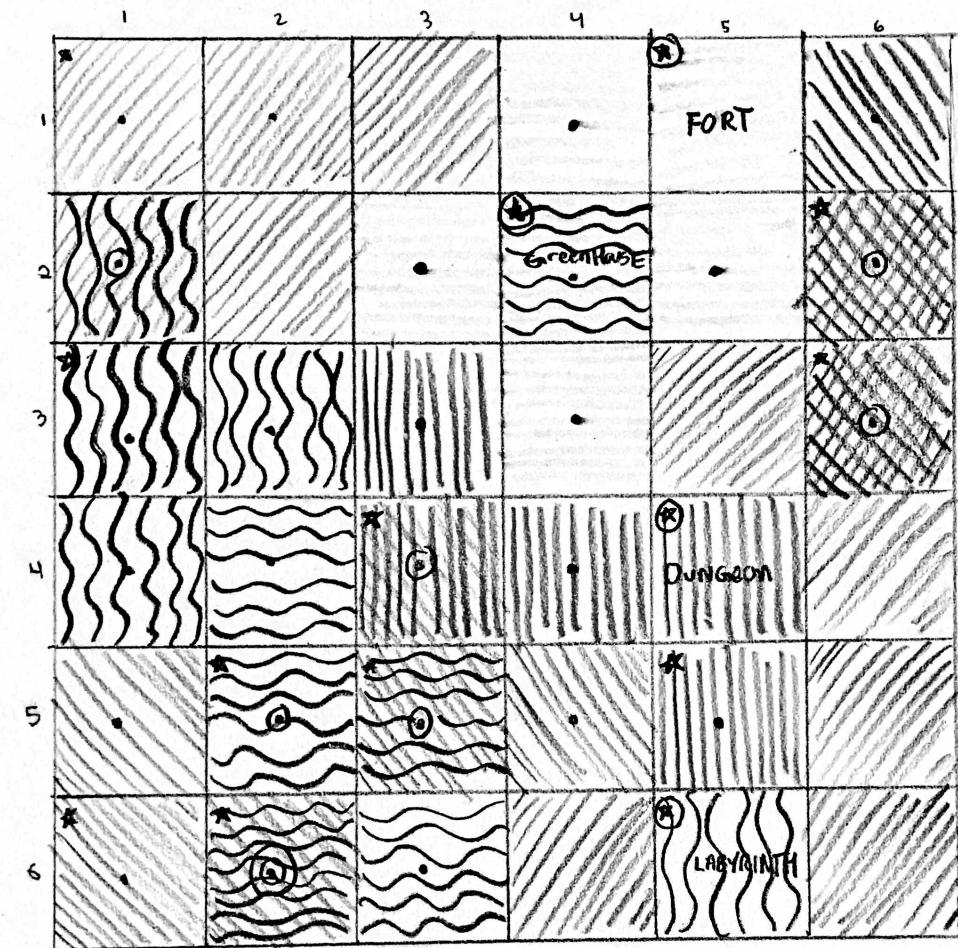
Roll the die twice to get an (x,y) coordinate on your map. Look at the surrounding landscape, the topography. Write a short description of that part of the world.



1					
2					
3					
4					
5					
6					

ROUND TALLY:

STORY GENERATION:



ROUNDS

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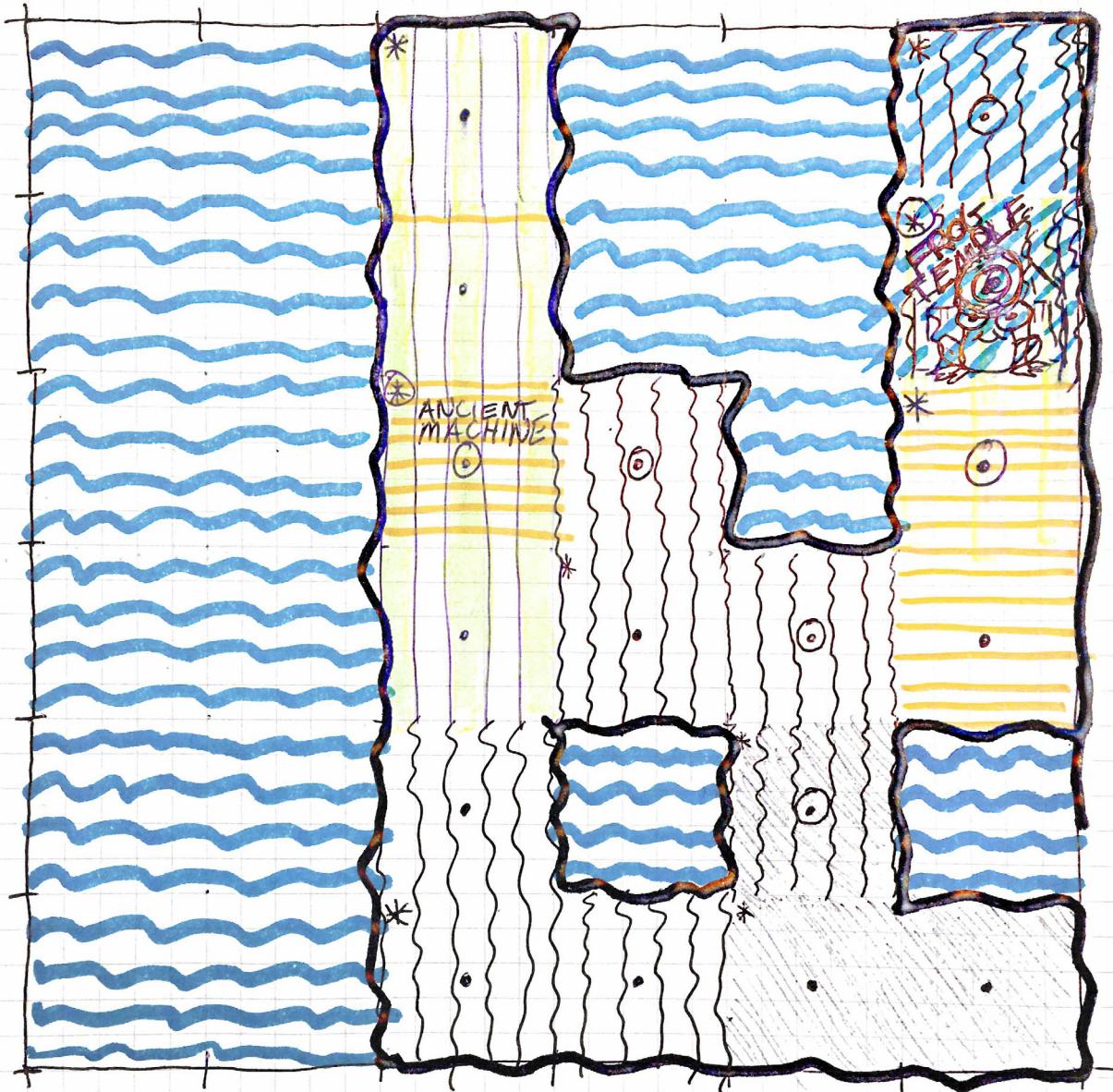
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3,3: Woods, not too thick, with meadows and light streaming through. To the South west, it thickens into jungle, while to the north the trees give way to sparse desert in places. You can see the shadow of a bulk of some rusted, ancient machine that way. Waves splash in the distance

Round:

|||||