

# Premise: Setting

In this game, 2-7 players will collectively create interesting settings by building on each other's ideas.

You can pick a common theme for your settings to share (e.g. corruption) or you can make each setting independent. You can even establish a shared setting in which the individual settings exist (e.g. create cities in the same empire).

Make sure each player has a blank Setting Sheet in front of them. Players start by simultaneously writing down a **Setting** that establishes a time and place. Examples: Ancient Atlantis, A Dwarven Stronghold, the first Martian Empire.

Once, everyone is ready, rotate your sheets to the left, silently read the **Setting** of the new sheet, and write down a major tension or conflict central to this setting. Always keep the elements internally consistent!

This cycle - pass, read, and write - continues until you fill in the **Setting Name**. When you name the setting, also write a short **Epilogue**: What happens next here?

After writing the epilogues, take turns introducing your settings to the group. Don't read the sheet verbatim, just summarize what's interesting and let the group know how the tension / conflict resolves.

*Designed by Randy Lubin  
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Setting

Setting-wide tension / conflict

Who has power?

Common sight(s)

Common sound(s)

Local tradition(s)

Setting Name

Epilogue

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