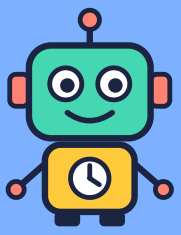
PRINT-AND-PLAY WORLD BUILDING GAME

World Forge

Draw a place and a twist, then build a world together, one fact at a time. For 2 to 5 players, about 30 minutes.



You need

The 27 cards (9 Place cards, 9 Twist cards and 9 Question cards), one world map sheet, pencils and something to keep score.

Set up

Shuffle the three decks. Turn over one Place card and one Twist card. Together they are your world. Write them at the top of the map sheet and give the world a name.

On your turn

1. Turn over a Question card and read it out.
2. Answer it by adding one new fact about the world. Say why it makes sense: "because…".
3. The other players may ask, "Does it follow?" Your fact must fit the place, the twist and every fact so far. If it doesn't, change it until it does.
4. Write the fact on the sheet and draw something for it on the map. Score 1 point, or 2 points if your fact links to a fact another player added.

Ending the game

Play until all nine questions are answered. Add up the points. Then each player tells a one-minute story that could only happen in this world. Vote for your favourite. The winner adds 3 points.

The world builder's rule

You can invent anything, but once a fact is on the sheet, it is true. New facts have to fit with it. That is what makes a made-up world feel real.

Other ways to play

- **Solo:** draw a Place and a Twist, answer all nine questions and make a visitor's guide.
- **Whole class:** one world on the board. Each table answers one question and the class checks that it follows.
- **Map maths:** choose a scale, such as 1 square = 5 km, and work out how far apart your towns are.

Print on A4 at 100% and cut along the dashed lines.

PLACE CARD

THE PLACE

A chain of floating islands

PLACE CARD

THE PLACE

A city inside a giant tree

PLACE CARD

THE PLACE

A desert of glass sand

PLACE CARD

THE PLACE

A frozen sea with towns on the ice

PLACE CARD

THE PLACE

A cave world lit by glowing mushrooms

PLACE CARD

THE PLACE

A town on the back of a huge turtle

PLACE CARD

THE PLACE

A jungle where the plants walk

PLACE CARD

THE PLACE

A mountain so tall its top is in space

PLACE CARD

THE PLACE

A city under a dome on the sea floor

Cut along the dashed lines

TWIST CARD

THE TWIST: WHAT IF…

It only rains once every ten years

TWIST CARD

THE TWIST: WHAT IF…

Nobody can tell a lie

TWIST CARD

THE TWIST: WHAT IF…

Everyone is the size of an ant

TWIST CARD

THE TWIST: WHAT IF…

Shadows are alive

TWIST CARD

THE TWIST: WHAT IF…

It is always night

TWIST CARD

THE TWIST: WHAT IF…

There is no metal anywhere

TWIST CARD

THE TWIST: WHAT IF…

Animals can talk, but only at dawn

TWIST CARD

THE TWIST: WHAT IF…

Gravity switches off for one hour a day

TWIST CARD

THE TWIST: WHAT IF…

Music is used as money

QUESTION CARD

ADD A FACT THAT FITS

What do people eat, and where does it come from?

QUESTION CARD

ADD A FACT THAT FITS

How do people travel?

QUESTION CARD

ADD A FACT THAT FITS

What are homes made of, and why?

QUESTION CARD

ADD A FACT THAT FITS

What is the most dangerous creature?

QUESTION CARD

ADD A FACT THAT FITS

What is the biggest festival, and why?

QUESTION CARD

ADD A FACT THAT FITS

What do people use for money?

QUESTION CARD

ADD A FACT THAT FITS

What happened here 100 years ago?

QUESTION CARD

ADD A FACT THAT FITS

What is one thing that is not allowed?

QUESTION CARD

ADD A FACT THAT FITS

What job does almost everyone want?

WORLD FORGE

Our world

Builders: _____

Place	Twist	Name of our world

	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								



Key

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

Scale

1 square = _____ km

Facts about our world. Each one must fit all the others.

1	2	3
4	5	6
7	8	9

HOW TO USE

Thinking prompts

Keep these cards on your desk. Stuck on a problem? Pick a card and ask yourself its question.

WORLD BUILDING · PREMISE

1

Start with what if

ASK YOURSELF

What is the one big idea?

WORLD BUILDING · SCALE

2

Map it out

ASK YOURSELF

Where is everything, and how far?

WORLD BUILDING · CONSISTENT

3

Make the rules

ASK YOURSELF

Does this follow my rules?

WORLD BUILDING · ADAPT

4

Fill it with life

ASK YOURSELF

How does it fit where it lives?

WORLD BUILDING · CULTURE

5

Meet the people

ASK YOURSELF

Why do they live this way?

WORLD BUILDING · SYSTEM

6

How it all works

ASK YOURSELF

And then what happens?

WORLD BUILDING · TIMELINE

7

Give it a past

ASK YOURSELF

What happened here before?

WORLD BUILDING · CONFLICT

8

Tell its stories

ASK YOURSELF

Who wants what, and what's in the way?