

COLLABORATIVE WORLDBUILDING

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INSTRUCTIONS

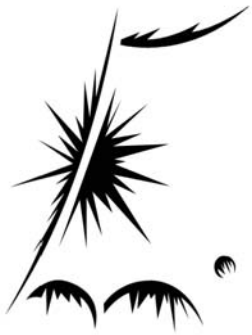
- 1) Separate cards into three decks: category cards, numeric cards, stable/trending cards.
- 2) Place the category cards in four (4) columns. There are 14 category cards in total: 3 x Governance, 3 x Economics, 4 x Social Relations, 4 x Cultural Influences
- 3) Shuffle the numeric and stable/trending cards. Deal out one numeric card and one trending/stable card face up for each of the 14 categories.
- 4) Slide the numeric card beneath the category card so the number can be seen to the left of the card, then place any Trending cards horizontally beneath the two cards. Discard all Stable cards.
- 5) That's it! You've just randomly generated your first world.

INTERPRETING RESULTS

- * Both the category cards and the values are intended to be broadly interpreted. An important part of the collaborative process is developing a common understanding of what the categories and values mean in the context of your created world.
- * The goal is to translate the categories and values into a narrative, or the story of your world. Each of the 14 categories has some connection to the others. It's up to your group to decide what conditions or causes and effects account for these values.
- * Use the Value Scale card to assess the numeric values for the 14 different categories. Low numbers (1 or 2) indicate an absence or lack of this category in the world; high numbers (4-5) indicate a strong presence or abundance.
- * It's easiest to begin by examining the lowest and highest values since these will be its most prevalent features of your world and are usually the focal point of its social tensions.
- * Trending cards indicate a level of instability in the category. You may interpret the category value as either trending up (3 to a 4) or down (3 to a 2), suggesting that this category is becoming stronger or weaker in your world. Consider the speed at which certain categories are trending. Are these gradual changes happening over decades, or revolutionary changes that are transforming the society much more rapidly?
- * Resist the urge to change any numeric values in order to make the process easier. Instead, think harder about different interpretations for the categories and the connections between them. For example, Class Relations could be defined more by Cultural Influence than Economics.
- * As you become more familiar with building worlds, try incorporating extra numeric values or additional categories. Do so slowly though, as too many extreme values and extra categories can lead to absurd worlds. See the website for different ways of incorporating the additional values and categories.

Visit collaborativeworldbuilding.com for more ways to use this deck!

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2	2	3	3



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3

4

4

4

5

5



Government
Presence



Rule of Law



Social Services



Economic
Strength



Wealth
Distribution



Agriculture
&
Trade



Race
Relations



Class
Relations



Gender
Relations



Sexual
Orientation
Relations



Military
Influence



Religious
Influence



Technology
Influence



Arts &
Culture
Influence

Trending

Trending

Trending

Trending

Stable

Stable

Stable

Stable

Stable

Stable

Stable

Stable

Stable

Stable



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