

DICE & DESTINY

By Roberto Grassi



"Dice and Destiny" is a simple story telling game thought to be played with little children. The scope is to stimulate their imagination.

All what the players have to do, in the most simple case, is to tell a story together.

This game is perfect to be played with family, in a school class or during a party. The only thing that children have to do is letting the imagination run.

The number of players is two, in our example below we assume that a child is playing with an adult. But even two grown-up players may play this game as well.

Here is how it goes:

Take 2 dice of different colors,

each player will take one.

First of all the players agree about what happens when the dice throw is even. If they should throw again or if one of the players wins (maybe who's narrating).

One player only is allowed to tell the story, better if you chose the younger one to start. The other player could only take position against the narrator.

Who's telling the story goes on until the opponent stops him.

Example:

Story-teller: Once upon a time there was a fish-

monger who was living in a house in front of the ocean. The fishmonger was really poor...

Opponent: I disagree, the fishmonger was wealthy. Let's throw the dice...

Both players throw the dice, and the possible results are:

- The narrator wins - what he was telling became true in the story. The opponent moves on the story for a while and the narration gets back to the other player
- The opponent wins - the narrator could proceed but has to change the element on which the opposition was based.

In case of tie, the players will go on as they have settled at the beginning of the game.

The game ends when the younger player decides to make the story end. Doesn't matter if the ending sounds strange for the adult.

If you like this game I can suggest you another, a little bit more complex, but very interesting for the dynamics it creates: "Nemesis" by Zak Arnston.

You can find it in Italian Language, under

"Interesting GdR" on the Levity's webpage:

http://www.levity-rpg.net/it/?page_id=2581



Play time	Variable
N. of Players	2
Level	Easy
Needed	2 Dice of different colour