

Conjured Games Coop: Sprints

Some of it might be discussion and sharing ideas, and some of it might be writing / drawing / creating “on our own”

Guidelines for Participants

Structure

Safety

- Lines and Veils, X-Card (other safety tools?)

Creative Process

- Start off with a “bucket of ideas” in the first 15 min
- Mechanic: Take turns by adding two things, crossing one out, complete rounds
 - Example: (i) person A adds x and y, (ii) person B crosses out x, adds z and c, (iii) person C crosses out c, adds v and w, process ends by the first person (A) removing one last thing.
- Discuss from there, change perspectives

Where does content go?

- All content will be in the public domain?
- Discuss with Sprint participants each time?

Ideas for Sprints

- City-Building
 - Drafting a map
 - Infrastructure
 - Government
 - Dramatis Personae/Interesting People
 - Nobility
 - Interesting Businesses
 - Based on a physical place
- Additional Content for Anthology Games
- Randomization Tables
- A narrative duet game
- A conflict resolution mechanic
 - A very basic deck building mechanic playable with a standard poker deck or tarot deck
- Relate further sprints to parts of the city (or some other white space on the map)
- Mini-Games:
 - Welters-type for AoE magic system
 - A racing game (e.g. airship games)

- A hack of an existing mini-RPG, keeping the mechanics the same but changing the theme
- [This big list of ideas](#)
- [Tools, exercises, activities](#)