

The background is a solid green color. There are several white, thick, curved lines scattered across the page, resembling stylized arrows or decorative elements. One large white arrow points upwards and to the right from the bottom left. Other white curved lines are located in the top right and bottom right corners.

# *Creators of the Universe*

Lucian Kahn

# Outline

Create a world with your fellow Gods and Goddesses and then defend it from a sinister evil.

LEVEL  
**1**  
15 min.

Create a heaven for yourself and your peers.

LEVEL  
**2**  
20 min.

Create the world that mortal beings inhabit.

LEVEL  
**3**  
20 min.

Defend the world against the great slurping nothingness.



LEVEL  
**1**  
15 min.





# Scene 1

## PROMPT

Greetings, Gods and Goddesses! It is the time before time began, and nothing yet exists, so you'd better get things started! This very moment is the beginning of your memory. Suddenly you are all seated together in a formless void like kings and queens on invisible thrones. You don't know how you got here, but somehow you know exactly who you are. Together, you will create the world.

Your character is the combination of your **CREATURE CARD** and **ABILITY CARD**, and since you are a God or Goddess, you cannot die from old age (that is the only benefit of being a God in this universe). What type of God or Goddess are you, what do you look like, and what are your powers?

## FREESTYLE

Move onto the next scene after the players introduce themselves.

## QUICK TIP:

Don't know what **PROMPT** or **FREESTYLE** mean? Check the instruction booklet for a quick refresh.

## QUICK TIP:

Since this is **LEVEL 1**, Players can use the **LEVEL 1 ABILITY** on their **ABILITY CARD**.



## Scene 2

### IF PLAYERS GET STUCK:

Materials can be elements in nature like fire, plants, or helium; building supplies like wood, chocolate, or pillows; artistic creations like songs, dances, or murals; or feelings like love, laughter, or surprise!

### HOW MANY HEADS?

Creating a structure with your Godly powers takes at least **3 HEADS** on a **SMARTS FLIP**.

### PROMPT

Yikes, vacuum slugs have appeared in the shadowy distance! Vacuum slugs are beings of pure nothingness that slurp everything that exists into non-existence – and so far, the only thing that exists is you! Quickly, use your powers to create a heavenly fortress that will protect all the Gods and Goddesses from their sinister approach!

Each God or Goddess must contribute 2 materials to the construction of Heaven.

### FREESTYLE

Move onto the next scene after each player has contributed two materials to the construction of Heaven.



# Scene 3

## PROMPT

Whew, Heaven is all set up and there are no vacuum slugs in sight. You're almost ready to start creating the world. However, world-creating requires mighty energy. No self-respecting God or Goddess would attempt such work on an empty stomach! Prepare the Divine Feast!

But be careful – Gods and Goddesses wouldn't dare to eat anything as mundane as...food. Certainly not! (What do you eat, anyway? Staplers? Planets? Fear?)

Plan, create materials, cook, and eat a three-course meal worthy of the divine: appetizer, main course, and dessert. And remember: no food!

## FREESTYLE

Move onto the next scene after the players have finished creating and eating the no-food banquet.

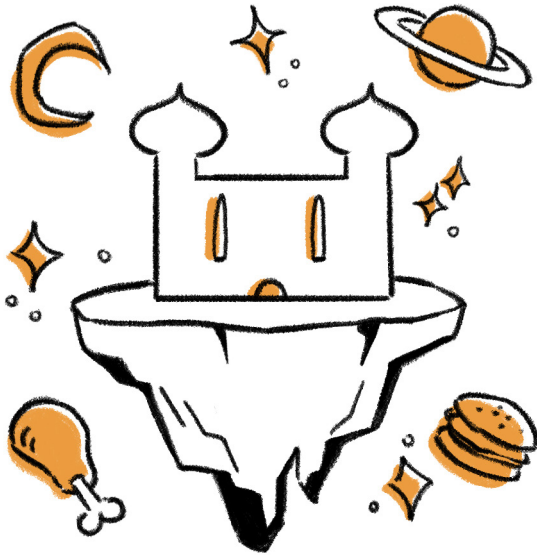
## HOW MANY HEADS?:

Creating a meal takes at least **4 HEADS** on a **SMARTS FLIP** to succeed.

## DANGER!

Consuming a meal that's not up to Godly standards will cause you to **LOSE 1 STRENGTH COIN**.

LEVEL  
2  
20 min.





# Scene 1

## PROMPT

Now that you've eaten your fill of divine delicacies, you're ready to create the world. The first step is the environment.

Since you were just born and this is your first world, you only have enough power to create one climate and ecosystem, so the whole world will look, feel, and smell more or less the same. (Sure, some species might not like it, but you can worry about them later; after all, they don't even exist yet!)

Try to convince the other Gods and Goddesses to create a world that will benefit creatures resembling yourself, or work together to develop a compromise - but you don't have enough power to create a desert hemisphere and a tundra hemisphere, it must all be the same.

## FREESTYLE

Move onto the next scene after the players have finished creating the environment.

## IF PLAYERS GET STUCK:

Shall the world be hot or cold? Light or dark? Solid, liquid, or gas? Flat or mountainous? Lush forests or sandy deserts? Is the sky purple? Is the air radioactive? Are there oceans of lava, electric waterfalls, candy trees? Does it smell like burnt popcorn?





# Scene 2

## HOW MANY HEADS?

Creating a city from scratch takes at least **7 HEADS** on a **MAGIC FLIP**. You might have to team up or complete this task in steps!

## PROMPT

The world exists and you fill it with creatures of all kinds: sauroids, humanoids, wingoids, nucleoids, crustaceanoids, insectoids, arboroids, and geoids. What a marvel to behold!

But wait – some of the creatures don't like the environment you've created one bit! Each species has sent a representative to your Holy Temple to demand accommodations for their unique needs. They accuse you of favoring some species over others. They all feel jealous and angry!

Talk with the representatives of each species about their problems with your environment and their inter-species jealousies, and decide what types of cities to help them build.

## FREESTYLE

Move on to the next scene after the representatives from each species are satisfied with your solutions.



## Scene 3

### PROMPT

Wow, meeting all the needs of so many different species sure isn't easy! To make sure that such a dreadful council of creatures never happens again, create a holiday for the unity of all species. This holiday should include all of the following: a name, a time of year, special clothing, a game or competition, and a song.

The first holiday celebration is today! Hooray, hooray! But do your creatures like it? And does it unite them, or do they begin to quarrel again?

### FREESTYLE

Move on to the next scene after celebrating the holiday for the union of all species.

LEVEL  
3  
20 min.





# Scene 1

## PROMPT

An enormous vacuum slug has appeared on the horizon and is slurping up whole chunks of your world into non-existence! Everything and everyone you have created is in danger!

Quickly, assemble that accursed council of creatures and devise a plan for how to fight the vacuum slug. What materials and powers can each God and Goddess contribute, and how can each species support you?

The fight will happen in the next scene.

## FREESTYLE

Move on to the next scene after deciding on a plan of attack against the vacuum slug.

## HOW MANY HEADS?

Creating a divine weapon or set of armor will take at least **7 HEADS** on a **SMARTS FLIP**.



## Scene 2

### VACUUM SLUG'S COINS:

3 

5 

1 

### VACUUM SLUG'S PLAN:

Vacuum slug will use her magic to drain the existence out of Gods and Goddesses until destroyed.

### PROMPT

The battle is on! The vacuum slug has slurped up the suburbs of a major city and is advancing on the metropolis itself. The time is now! Attack!

### FREESTYLE

Move on to the next scene after the Gods and Goddesses have defeated the vacuum slug with the help of the creatures.

# Scene 3

## PROMPT

After winning the battle, you start cleaning up and find the vacuum slug carcass hanging off the edge of the universe where the suburbs used to be. On one side of the vacuum slug is a tiny metal zipper. You unzip it and the suburbs fall out, along with all the other missing creatures and landscapes. Hallelujah, the world you created has been restored to its rightful glory!

Back in Heaven, you lounge around with nice steaming hot mugs of paperclips or terror or whatever Gods and Goddesses drink, reminiscing on all your works and deeds. It's not easy creating something out of nothing, you think, but it sure beats the alternative.

**GAME OVER. YOU WIN!**

## QUICK TIP:

Try to work in parts of earlier **FREESTYLES** so that the ending is satisfying for the players.