



## Sentence Stories - a Nanogame by Cynthia Mattingly

Together we'll build a short story, Mad Libs style, by rolling dice and figuring out a way to use the word that comes up. Sometimes it's easy - sometimes it's bananas!

### You need:

- Two to four players
- 4 Fate dice
- A sentence stories Words template, either printed out or as an online spreadsheet

### Setup:

If it's your first time playing, use the table below. Advanced players can skip to Appendix A for setup.

Take turns rolling **one Fate Die** (in a 3 player game, one person will roll twice). Fill in one word in the Results section below with your choice of word out of the column that you rolled.

	o	+	-
<b>PLACE</b>	in an asteroid belt	at a carrier ship	near a small moon
<b>VERB</b>	rescue	destroy	escort
<b>NOUN</b>	the last surviving Earth cat	a diplomat	an escaped prisoner
<b>ADJECTIVE</b>	super-easy	character-building	impossible

### Results:

ADJECTIVE: \_\_\_\_\_

VERB: \_\_\_\_\_

NOUN: \_\_\_\_\_

PLACE: \_\_\_\_\_

The last person to roll reads the following sentence aloud, replacing the placeholders with your results.

"We were flying a mission - just us - for our gang <PLACE>. We were supposed to <VERB> <NOUN> there and the mission was sold to us as <ADJECTIVE>."

### Running the game:

Decide if your story will be canon, using your gang members, or just for fun. As a GameQueen, you can use this nanogame to establish history (“tell me about a time when a run failed horribly”) or to create a backstory for a new group of players.

### Play:

Choose one of the Words Tables below. If this is your first game, use the Starting Words table.

Taking turns, each player rolls **four fate dice** and uses the table to find their word. Cross the word out after using it. If you roll a crossed-out word, choose the next free word to the right, left, top, or bottom and cross it out. If none are free, pick at will.

Now add 1-3 sentences to the story using your word.

The story is over when no words are left. For a longer game, continue with another Words table.

### Words Tables:

#### Starting Words

	0+	1+	2+	3+	4+
0-	trap	sensors	bandit	target strike	decisive
1-	on your six	noob	Yologram	cheese	
2-	stealthy	FUBAR	comms		
3-	rat-tat-tat	barrel roll			
4-	explosion				

#### More Words

	0+	1+	2+	3+	4+
0-	daredevil	datanet	kaboom	hundo P	no yolo
1-	overshoot	danger	underwear	brofessional	
2-	G-force	debris	lit up		
3-	break	bullseye			
4-	eject				

### Even More Words

	0+	1+	2+	3+	4+
0-	evasive maneuver	pow pow	trigger-happy	hide & seek	incapacitated
1-	on your tail	railgun	frazzled	stun	
2-	ace	bomb	bazinga		
3-	snack	oh shit			
4-	skirt				

### More More Words

	0+	1+	2+	3+	4+
0-	wormhole	straight fire	feel	catastrophe	implosion
1-	radar	thrusters	evade	crash landing	
2-	bro	whomp whomp	bogey		
3-	9G turn	gramstar			
4-	killer instinct				

### So Many Words

	0+	1+	2+	3+	4+
0-	exterminate	problem	alarm system	engine	kill shot
1-	zing zing zing	wannabro	cockpit	autocannons	
2-	bullet	ear	defensive		
3-	dust cloud	volley			
4-	victory				

### So Many More Words

	0+	1+	2+	3+	4+
0-	disappear	transform	wingpal	recipe	legend
1-	net	Gauß gun	exercise	Immelmann	
2-	180°	missile	battery turret		
3-	pewpewpew	lobro			
4-	disaster				

### Crazy Words

	0+	1+	2+	3+	4+
0-	chainsaw massacre	nap	DNA	cowabunga	unicorn poop
1-	paper-thin	kangaroo	rope burn	booger	
2-	KSSSSSSSHHHH	clown	dragon		
3-	monkeys	brolesque			
4-	fuckery				

### Final Words

	0+	1+	2+	3+	4+
0-	target lock	Loggtube	frakster	frigate	black hole
1-	trigger	ace	swoop	space wreck	
2-	fortune	provoke	emergency		
3-	firing solution	bakbakbakbakba k			
4-	kill shot				

## Appendix A

If you've already played or if you're just more adventurous, this is the setup for you.

Take turns rolling **four Fate Dice** (in a 3 player game, one person will roll twice). Fill in one word in the Results section below with your choice of word out of the row that you rolled.

	ADJECTIVE	VERB	NOUN	PLACE
○○+-	cool	steal	engine	by a space station
○++-	calm	retrieve	cyberdog	in a field of space debris
○+--	sad	fix	railgun	between two planets
○○++	electrified	find	cybercat	near a white dwarf
○○--	mournful	detach	lucky charm	near Mmboro
--++	joyful	interrupt	chopper paint	in a wormhole
○---	happy	tinker with	flight suit	near a black hole
○○○-	exciting	corrupt	antigrav module	in wide empty space
-+++	extraordinary	deactivate	long-range sensor	near a planet's rings
----+	fluffy	sizzle	chopper	too close to a sun
○○○+	tragic	recharge	comms module	on a highway
○+++	confused	clean	seat warmer	near a gas giant
----	shitty	research	exhaust tube	in a planet's atmosphere
++++	colorful	erupt	bottle of alcohol	at the devil's donut
○○○○	ludicrous	explode	sex toy	above the ruins of Earth

**Results:**

ADJECTIVE: \_\_\_\_\_

VERB: \_\_\_\_\_

NOUN: \_\_\_\_\_

PLACE: \_\_\_\_\_

Take turns reading the sentences below, replacing the placeholders with your words. If there is an X in the sentence, choose one player/gang member to replace it with. As soon as a scenario strikes everyone's fancy, start playing!

1. We were flying a mission - just us - for our gang <PLACE>. We were supposed to <VERB> <NOUN> there and the mission was sold to us as <ADJECTIVE>.
2. It was X's birthday and we decided to get them a <NOUN>, but could we have known that it was a <ADJECTIVE> cyber-transformer? Now we are <PLACE> and trying to <VERB> it.
3. We were feeling <ADJECTIVE> so we wanted to <VERB> a <NOUN>. If only the best place for that wasn't <PLACE> where Trixiebell died...
4. There was a problem with a <NOUN>, it was far too <ADJECTIVE>. We decided to go <PLACE> to <VERB> it.
5. We were <PLACE>. Suddenly someone from our rival gang started to <VERB> a <ADJECTIVE> <NOUN> and we had no choice but to react.
6. It was just another <ADJECTIVE> day <PLACE>. Things got interesting when X decided to <VERB> a <NOUN>.
7. X wanted to buy a <ADJECTIVE> <NOUN> but it was far too expensive. We decided to fix that by <VERB>ing a used one <PLACE>.
8. We heard our rival gang has a new <ADJECTIVE> <NOUN> so we're going to their base <PLACE> to <VERB> it.
9. X bet that we couldn't <VERB> a <ADJECTIVE> <NOUN> and we have to go on vacation <PLACE> with them if we lose.
10. The problem with our gang's <NOUN> is that they're all <ADJECTIVE>. X is convinced that we should <VERB> them all <PLACE>.