

playbook

Tabletop worlds

human-
made
biome

003 **Open a new world!**

This playbook is a world creation guide, but hey — you're your own world-builder, you can create everything with the power of thought! So use it (the playbook) or lose it — it doesn't matter. Have fun, Your Near-Omnipotence!

Mwa-ha-ha-ha-ha ... ABSOLUTE POWER! Can you feel it in your hands? The power to create worlds, cities, space stations, planets, and whole universes? And with great power comes great responsibility — responsibility for having fun! Because if there's no fun in the world, who needs this world?

 Scan the QR code on the back cover to access the digital version of this playbook.

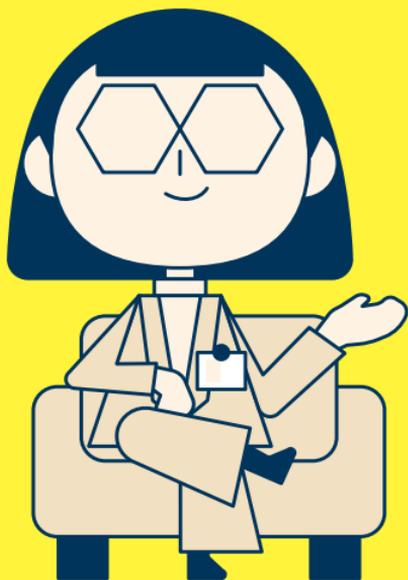
age

6–14



Warnings

Every playoddity kit is designed as a children's experience that is guided by an adult. All the described activities require adult supervision. Safety instructions for each item in the kit can be found on the item's individual packaging.



WARNING!
Choking hazard:
Small parts
Not for children under 3 years



Adult supervision required





Hi, this is The Voice speaking. I'd like to remind you that the most important part of the playoddity experience is the child or children. Without them, you'll just be an adult playing games to avoid responsibilities. So put your phone away, and follow the instructions in this playbook for having a great time! The activities also work without the playbook, if you have your own ideas, but we suggest you have a look at ours first.



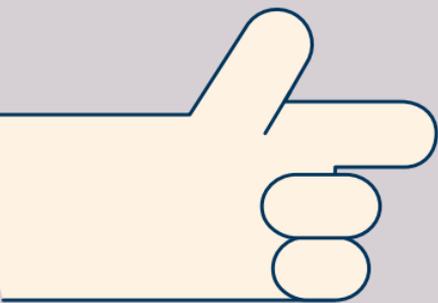
Without playbook



With playbook

Unboxing

In the box you'll find the building blocks (and characters) for your next Little Big World. Use them as you please, and remember — Rome wasn't built in a day. But you're not building Rome. Or are you? Oh, and don't forget to share pictures of your progress with #playoddity.



Each item in the kit has a colored sticker:

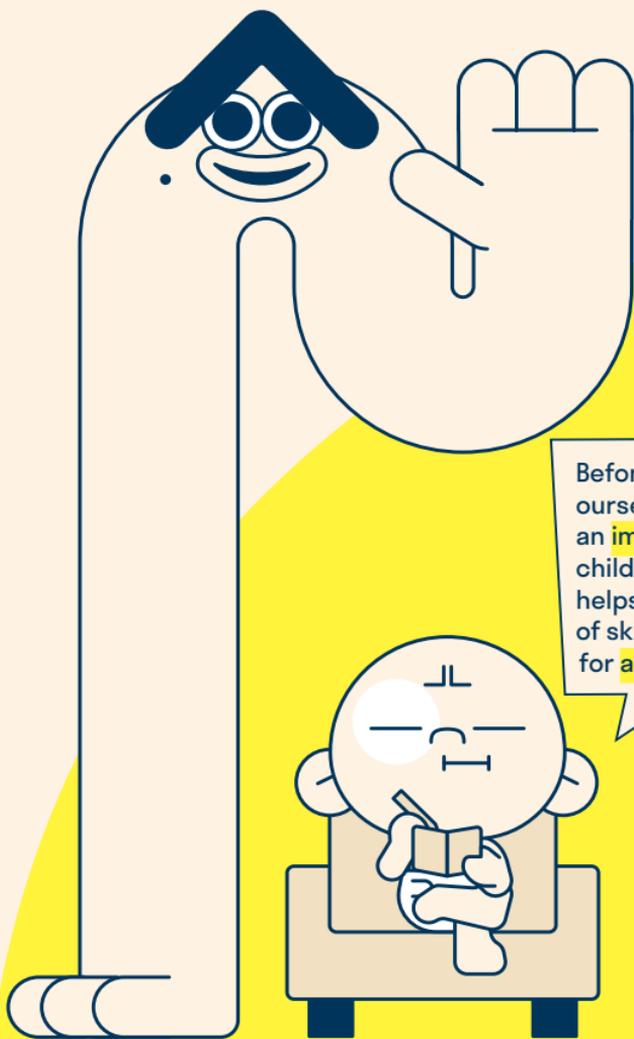
- Green sticker — item can be used by children and adults
- Red sticker — item should be used by adults only

If any items on the list are missing, or you have problems with any of the products, please get in touch.

Contents of this kit

- **01. Construction set**
More wood required!
- **02. Phone tripod**
A stable shot for a stable world!
- **03. Lazy Susan**
Some people just want to watch the world turn.
- **04. Chess set**
Straight from beyond the looking glass.
- **05. Miniature figures**
A handful of heroes!
Because they're small. Get it?
- **06. Spring toy**
Might as well jump!
- **07. Luminescent sand**
Made in the Wonder Forest.
- **08. Glass jars**
Size NSFF (Not Suitable For Fairies)!
- **09. Humidifier**
Fantasy fountain, mysterious mist, or crazy cloud?
- **10. Glass prism**
Does your world have a dark side?
- **11. Color filters**
Let's take a colorful look.
- **12. Photography effects filter**
Mind-bending!
- **13. Decorative paper**
It looks like paper, but it could be a plane. Or anything else you can think of!
- **14. Reflector**
Reflects light but not vampires.
- **15. LED strip**
Viva Las Vegas!
- **16. Miniature set**
Just can't take your eyes off it.
- **17. Play dough**
Smash it, squeeze it, shape it!
- **18. UV light**
For an out-of-this-world atmosphere.

Notes and ideas



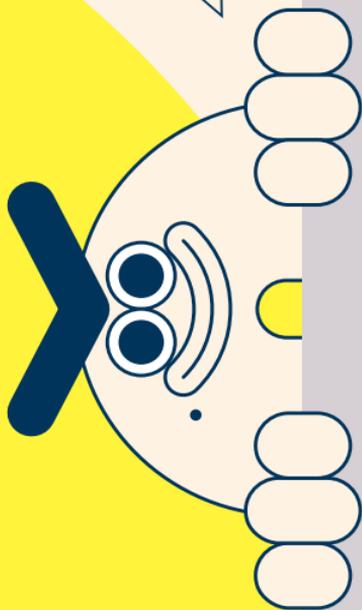
Welcome to <name of your world here>, traveler!

Before we start, let's remind ourselves that imagination is an **important** component of childhood **development**. It helps kids master all kinds of skills and prepares them for **adult life**.

OK, so what's the deal?

Most kids can happily play with sticks and stones, pretending they're magic wands, comets, sentient boiled potatoes, or Swords of a Thousand Fates. The child takes on the role of wizard, warrior, animal — even their own parent — and at the same time they learn to solve problems and exercise their creativity. This is called role-play, and it's very important as it allows us to create both the stories and the locations that these stories take place in.

When I was a dragon, I loved to take my dragon kids to a nearby village at the foot of my mountain for some plundering. But the villagers were really friendly, so I turned into a farmer instead, and my dragon babies turned into pumpkins. It was a great game!

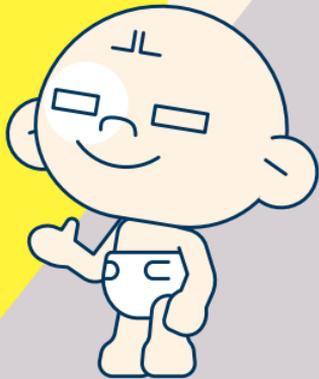


You can do it too!

First of all, you already did it when you were a child. So you have much more experience of role-play than your kids do. Remember the days when a cup could be a magic tower, a plate was a lake, a ruler was a bridge over the lake, and you were the troll that guarded the bridge? Just listen to your kids, follow their lead, and let your imagination do the heavy lifting!



But wait, it's not just about **imagination**. It's about a bit of chaos too! When a lot of things come together, what do they form? No, not a heap! They form new **combinations**. For example, many small objects can become one big object, and a flashlight can become a sun shining over it, and all this together becomes something more than just a sum of the pieces. It's **the seed of a story!**



Terraforming your world

Scatter items across a table. Make it **random** and fun — don't put a lot of thought into it. Was there an earthquake? Or maybe it's been raining objects? Then move on to the **light sources**. Place them here and there, and see how the landscape **changes** its character in the new light. Does it resemble anything? Is this the world you're looking for? Ask your kids about it, and help them build the **perfect scene**.

A seed? What? OK, on a more serious note, all these activities also help your kids learn to connect their **sensory experience** to the narrative. In other words, if something is rough to the touch, it can be used as the ground. If it's blue, it's probably water or the sky.

Documenting

Every world has a history, and it's made by those who document what happens in that world. Take a look at your creation. Is there an especially interesting place in it? Take a photo of it! Make it the first page in the history of your world, the first dawn and the first moment, before all the stories have even started. And now, explore this world with the kids, and see where the journey takes you ...



Does this have an end?

Well, you decide — this is your world, after all. Build different places and explore them with the toy characters. Take pictures of your explorations, and combine them into a journal. Share the journal with others, and ask them what they think of it.

Then, once this world has been explored inside and out, you can move on to another one. But keep the journal as a reminder of adventures in the Forest of the Golden Elves, or the SillyFace Asteroid belt, or on the planet Tattoo-Ink!

Where do ideas come from?

Ideas are combinations of what we've seen and learned before. The well-known **elements** come together in a new, unknown way, and **an idea is born**. More input produces better ideas, so make sure you **spend some time** watching movies and series, and looking at photos and paintings, or simply at beautiful scenery. The outcome of this **creative diet** for your brain will be phenomenal!

Ready-made ideas

Replicate **scenes** from movies, video games, or your own experiences. For example, **build** a famous landmark, or your home in miniature, or the whole block around your home! And don't forget that all these things need **appropriate lighting!**

DIY

It's easy to make a landscape **interesting**. Just use whatever you have around. The background can be made out of old boxes. Just take scissors, markers, glue, and paper (the paper supplied in this kit is ideal), and create **a backdrop** for your world. Or maybe even several backdrops! Don't forget the play dough for creating elements that require some **sculpting**.

Lights

Lighting changes everything. Your scene can become a completely different place at night — or during the day. Try to create **different scenes** with the help of the lighting equipment from the kit.

Focal point

To create a scene **worthy of attention**, you need a visual point of interest that **focuses** the viewer's eye. Ask the child which part of the scene is the most interesting, and **experiment** with moving the items to make this the focal point.

A different angle

Explain how the scene can be viewed from different angles, and how the overall perception is changed. For example, if you look at something from a low point, that object seems dominant and important. And if you look at a scene from behind a character's back, it puts you into "companion" mode, as if you're following the hero into the adventure.

Mystery item

A new world is a mystery, and discovering one is a **mission** undertaken only by **experienced explorers**. You can gain some additional experience by exploring this mysterious item — **research** and find a use for it, all by yourself!

Search terms

 Yoshi's Crafted World	
diorama photography	
the best tilt-shift pictures	
Midjourney	
the making of Star Wars 1977	
Tatsuya Tanaka miniatures	

Question time

 What kind of landscapes do you
• prefer — countryside or city? Why?

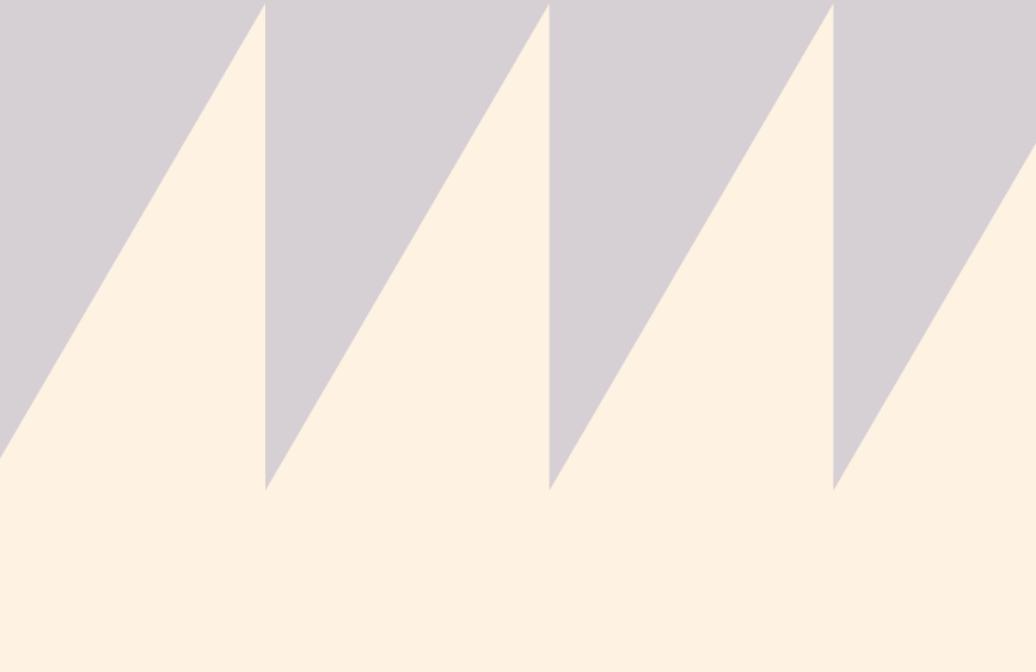
 If you were asked to draw the first thing that
• comes to mind, what would you draw right now?

 If you had a pet dinosaur/alien/pony/<insert any other
• pet your kids might like>, what would you name it?

 What film, picture, or game landscape
• do you find the most fascinating?

Creativity time

Every world needs a story. It can be a story about how this world appeared in the first place, it can be a story of the characters who live in this world — it can even be the weather forecast for the next week in this fantasy location. Use this page to outline a story that makes your world even more interesting.



There's more
out back —
follow the
arrow!



If your world-building requires you to use this playbook as a roof for a castle, or a floor for a dance hall, or a window for a stylish boutique — don't worry. You can always find the digital version online if you follow the QR code. And while you're on the website, check out our other kits. They're awesome!

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