

LET THE DICE DECIDE!

NUMBER TWO



Today, you're not writing alone -
your story co-writer is **CHANCE!**

Simply roll a dice 3 times (or ask someone you know for 3 random numbers between 1 and 6) to unlock a weird and wonderful story set-up!

Use these pre-made picks or think of your own for bonus points!

HERO!



1 Sneaky Raccoon



2 Robot Chef



3 Fart-powered Superhero



4 Grumpy Wizard



5 Pro Footballer!



6 Scaredy Ghost



1 Haunted Library



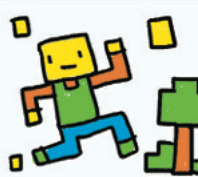
2 World's Grossest Cafe



3 Floating School



4 Jelly Jungle



5 Inside a Video game



6 Sewer Skatepark

PLACE!

PROBLEM!



1 Someone steals all the socks!



2 A TIME PORTAL opens in the bathroom!



3 A Spaghetti Monster attacks!



4 All the grown-ups turn into zombies!



5 A talking banana wants to take over the WORLD!



6 The hero forgets who they are!



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NOW TELL THAT STORY!

Use the NEXT PAGE as a space to scribble it down if you like!





LET THE DICE DECIDE!

Tell YOUR story, YOUR way!



Write it! Draw it! Act it out! It's even sublime to make some of it rhyme!

START

Introduce your **HERO**! Who are they?
Why are they in the **PLACE**? How did they get there?

Once upon a time,
there was...

Suddenly...

Uh-oh! **PROBLEM** Time! What happened?
How does your **HERO** react?

MIDDLE

END!

Does the **HERO** win? Is the **PROBLEM** too much?
Does something random and unexpected happen instead?

After all that ...



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REMEMBER!

YOU CAN USE ANOTHER
PIECE OF PAPER
IF YOU NEED TO!

