

100% Direction

Three words

Silly, Direction, Fun

Short description

In 100% Direction you will explore how a really mundane story can be twisted into something unexpected and hilarious, using tons of direction and dramatic mechanics. If you are looking for a lighthearted and silly scenario, this is the one for you.

Longer description

In 100% Direction, an ordinary conversation slowly turns into something unexpectedly silly. What starts as a simple chat gradually shifts into the absurd, as you use different tools to twist the story in new directions.

The game revolves around a deck of cards that introduces subtle yet impactful shifts—time jumps, genre changes, internal monologues, and more. With these cards, you'll find your everyday scene evolving into something unpredictable and strange, but always with a light touch of humor.

At its core, 100% Direction uses mechanics for direction, narrative tools that give players a hand in shaping how the story is told. For example, you might guide each other through different tones, from a quiet noir atmosphere to something more playful, all within the same conversation.

If you're after a scenario that mixes the mundane with the unexpected and provides a good dose of light-hearted fun, 100% Direction could be just what you're looking for.

Preparation

This scenario does not require much in terms of facilitation or gamemastering. The cards are pretty much self explanatory. But if you decide to run the scenario, it is advised to at least read through the instruction cards once, and possibly the rest of the cards as well.

In order to make the scenario ready to play you need to print it and cut the cards. The cards are printed on paper of four different colors. So make sure to get paper of a thicker quality (at least 120 g) in white, blue, yellow and orange.