

SPARK SETTING WORKSHEET

SETTING BOUNDARIES

LINES
VEILS
THRESHOLDS

STEP 1 GATHER INSPIRATIONS

GAME MODERATOR
PLAYER 1
PLAYER 2
PLAYER 3
PLAYER 4
PLAYER 5
EXTRA
EXTRA
EXTRA

STEP 2 DESCRIBE THE GENRE

GENRE TYPE
DESCRIPTOR

STEP 3 ESTABLISH FACTS

GAME MODERATOR
GAME MODERATOR
PLAYER 1
PLAYER 1
PLAYER 2
PLAYER 2
PLAYER 3
PLAYER 3
PLAYER 4
PLAYER 4
PLAYER 5
PLAYER 5

STEP 4 TITLE AND TAG LINE

TITLE
TAG LINE

STEP 5 CREATE SETTING BELIEFS

GAME MODERATOR
GAME MODERATOR
PLAYER 1
PLAYER 1
PLAYER 2
PLAYER 2
PLAYER 3
PLAYER 3
PLAYER 4
PLAYER 4
PLAYER 5
PLAYER 5

STEP 6 CREATE FACTIONS

See Faction Worksheet

STEP 7 CREATE TIES

See Faction Worksheet

STEP 8 CREATE AGENDAS