

How to play Amazing Tales

A Roleplaying Game for Children aged Four and Up

You're going to make up a story with your child. It will take between half an hour and an hour, and neither of you knows how it's going to end. At times you'll roll dice to see what happens next, and it's going to be amazing. Ready?

What Kind of Story?

That's up to you and your child. Maybe it's a fairy story, or a pirate yarn, maybe it's about superheroes or space ships. Maybe it's about fairy superheroes and pirates on spaceships. If your child is enthusiastic about it, it's good.

Make Up a Hero

Ask your child to describe a hero for the story. Once they have an idea, ask them what kind of things the hero is good at. Write down four of these. For instance a pirate hero might be good at:

Sailing his ship, fighting bad guys, reading treasure maps and singing sea shanties

While a fairy hero might be good at:

Doing magic, flying really fast, making friends and talking to animals.

Think up an original name for the hero. You can keep track of their details on [a character sheet](#), or just make notes on a piece of paper.

Assign dice

Now put those four skills in order, with the thing the hero is most awesome at first, and the thing they're least awesome at last. Next to the most awesome skill write D12, for the next most awesome skill write D10, then D8 for the next skill and finally D6 for the last one.

Your hero is ready to go.

Start telling the story

Describe a scene to your child. As soon as something happens ask your child "What do you do?" and incorporate their answer into whatever happens next.

For instance you might say: "You have been sailing for three days when the lookout yells "monster, there's a sea monster" what do you do?"

and your child says "I sail the ship toward it"

and you say "You spin the wheel and turn the ship. Ahead of you you glimpse a dozen tentacles, each the length of your ship. What do you do?"

If your child wants their hero to do something that might not work, such as climbing a mountain, casting a spell, or flying a spaceship through an asteroid field look at their list of skills. Pick the skill that seems most relevant, and ask them to roll the appropriate dice.

- **If the dice comes up as a three or more they succeed!** Let them describe the awesome way their hero overcomes the challenge.
- **If the result is a one or a two, they fail,** and things get worse!

When the hero fails a dice roll make the situation worse, but don't end it, instead describe a new problem and ask 'What do you do' as quickly as possible. For instance

"The monster catches you. It's about to eat you up. What do you do?"

Keep describing things, asking questions, rolling dice and describing the results until the adventure is over. **That's it!**

You can watch an example of a game on [Youtube](#), and you can find all the Amazing Tales products, including [free adventures to download here](#).

Gaming Dice Explained

Gaming dice are just like regular dice but differently shaped. Gamers refer to their dice using the letter D and then the number of sides. So a regular, cube shaped dice is called a D6 because it has six sides. A dice with ten sides is a D10, a dice with 12 sides a D12 and so on.

If you don't have a set of gaming dice handy you can either

- Type '[Roll a dice](#)' into Google, and use the app that appears.
- Use a different [online dice roller](#)
- Use the rules on the next page for playing with six sided dice



Tips for New Players

Ten Tips to make your game more awesome!

1. **Find a good place to play.** Snuggled up on the sofa, tucked up in bed or sitting at a table are all good choices. Make sure you've got dice, paper and pens to hand. Make sure everyone's been to the bathroom.

2. **Be creative with skills.** 'Using my psychic powers' is a skill, so is 'Being a queen' and so is 'Commanding my fleet of star-ships'. Let your child's imagination lead the game.

3. **Ask lots of questions, use the answers.** Not sure what colour the monster should be? Ask your child. Not sure what happens when the witch casts her spell? Ask your child.

4. **Don't plan too much.** You can use the free adventures you can find [here](#), but it's just as much fun to start with a simple problem like 'The king's pet Iguana has vanished' and see where your child's imagination takes you.

5. **Draw as you go.** Make sketches as you play. Ask your child to draw a picture of their hero before you start.

6. **Embrace bad dice rolls.** When something goes wrong don't hold back. Failed rolls are your chance to make things *really dramatic*. Remember, it's all going to be fine in the end, so be sure to crank up the excitement in the middle.

7. **Move quickly.** For a four year old 20-30 minutes is plenty of time for an Amazing Tale. As kids get older, they can play for longer.

8. **Don't say no.** Try and avoid saying things like 'That doesn't work' or 'That's not possible', this is an amazing tale you're telling. Look for ways to make your child's ideas come to life, however out there they are.

9. **Scary is good, too scary is bad.** Keep a close eye on your child when things get exciting. If they're making themselves small, and quiet, then things might be too scary.

10. **Look us up on social media.** You can find more about [Amazing Tales on Facebook](#), on our [Facebook discussion group](#), on [Instagram](#) and on our [website](#). You can even [join our mailing list](#), for monthly updates on what we're doing, and new ideas for adventures.

Thrilling Fights

Even in a deadly duel, only the hero gets to roll dice. When a fight starts you might say

"Baron RapsCALLION lunges at you with his rapier, how do you dodge?"

and if you want the fight to last a while you might not let the hero defeat them with their first roll. But as the storyteller you're never rolling dice to hit the hero, or keeping track of damage. Amazing Tales doesn't work like that.

Playing with six sided dice

If you've only got six sided dice to hand, don't worry! Use a six sided dice for everything with the rule that either

All rolls succeed on a three or more.

Or

For the hero's best skill, rolls of two or more succeed. For their middle two skills rolls of three or more succeed, and for their least good skill, rolls of four or more succeed.

Getting the Amazing Tales book

The full Amazing Tales book contains:

- Advice on making up stories, settings and heroes
- Tips to make magic amazing and fights thrilling
- Tricks for creating memorable characters and non-violent conflicts
- Advice on gaming with kids
- Four complete settings with suggested skills, characters and story-seeds to get you started

Amazing Tales is available in [PDF form](#) or as a print on demand hardback from [DriveThruRPG](#) and as a hardback book from good gaming stores and [Amazon \(USA\)](#).

