

MFGJ
2020

`microfictiongames.neocities.org`

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Flora

1. The plants of a particular region or period, listed by species and considered as a whole.
2. A work systematically describing such plants.
3. Plants, as distinguished from fauna.
4. The aggregate of bacteria, fungi, and other microorganisms normally occurring on or in the bodies of humans and other animals.

Fauna

1. The animals of a given region or period considered as a whole.
2. A treatise on the animals of a given region or period.

Environment

1. The aggregate of surrounding things, conditions, or influences; surroundings; milieu.
2. Ecology. the air, water, minerals, organisms, and all other external factors surrounding and affecting a given organism at any time.
3. The social and cultural forces that shape the life of a person or a population.
4. Computers. the hardware or software configuration, or the mode of operation, of a computer system.
5. An indoor or outdoor setting that is characterized by the presence of environmental art that is itself designed to be site-specific.

Cowbird Seeds

Select a mystery seed and plant it. Celebrate and name it when you notice it first poking above the soil. Photograph it every day and compare your photos. How would you know if an imposter took the place of this thing you've nurtured?

Plant Dungeon Generator

Find a plant, take a picture, map it.
Branches & stems are hallways, leafs are
rooms. Fill rooms with bugs (d6+d6):

- 1 Tired
- 2 Hungry
- 3 Afraid
- 4 Lonely
- 5 Angry
- 6 Confident

+

- 1 Aphids
- 2 Ants
- 3 Beetle
- 4 Bee
- 5 Spider
- 6 Wasp

One has stolen the Royal Jelly. All desire
it.

Jonathan Dersch: jdersch.itch.io/

Shopkeeper

You are a village shopkeeper. Sketch map of area and your shop. Roll d6. You sell

1. plant
2. medicinal herb
3. liquid
4. mineral
5. scent
6. artifact.

Sketch item. Log: Describe a customer, a price, did you haggle? What will they use it for? Repeat until you close for the day.

Bounty Hunter

You explore space w/ a Ship, Gun & Wrench
Draw a Triple Venn Diagram

Label circles: [S] [G] [W]

Make 1 bigger

To enter a new place, drop a coin
Where it lands the challenge is

S=chase

G=fight

W=tech

To use skills, try to aim where it drops

S=fast

G=strong

W=smart

Best at: big ○

Second World Zero

A Crewmate, Cyborg, & Shipmate crew an evac ship.

The Crewmate & Cyborg have Mind & Body qualities: D12.

The Shipmate has Compute & Build drones: D12.

Use your cache of 20 Hydro, 15 Atmo, & 30 Litho on Tasks.

Failing a risky Task drops your die one size.

Find safe haven.

Scrapbook

You will need: journal, 2d6, adhesive

Roll the dice, die 1 is quantity (double the result), die 2 is colour

1. Green
2. Yellow
3. Orange
4. Red
5. Brown
6. White

Go and collect pieces of plant/other natural debris in colour and quantity you rolled. Stick them in journal. Repeat.

Paper Tron

Draw the arena on # paper.

| are obstacles.

△ let you jump above the next point.

○ teleport you to other ○

Choose a color and a starting point. On your turn, add 3 segments to the end of your own

|

Lose if you run into a | (including yours)

Win if you're the last.

dOrganisms

Start with # of players

1 is judge

Judge makes list of X organisms

Players roll set # of dX

rolled represents organism

Organism is located where its die lands

Organisms fight/help others near them

Players describe fights

Judge decides victor

Last player standing is new judge

Oil and Land

Pick Oil or Land

If you pick Oil you have a +1 to actions of machinery

If you pick Land you have a +1 to actions of nature

When you take an action your Addition must be higher than the DC set by the GM

After you take an action you gain a cumulative +1 to the next action you take

Tweetville

Let's make a happy little bird village together! Invite birds (🐦 etc), place perches (🌳 etc), and add toys (🧸 etc) to Tweetville by replying to this tweet (<http://tiny.cc/fa23tz>) with emojis for them.

Every 🐦, 🌳, and ♥ your bird has is a new friend for it.

Mimic!

Spot a friend engaging with a normal everyday object. Tell them you're glad they survived because there are dangerous predators about that look just like those objects. Name the beast with a play on words. Discuss its nature and behaviour. Ask your friend to help you hunt them.

Overgrowth

Overgrowth

You play folks in a world where plants and animals randomly shrink and grow in size.

On an uncertain action, roll 1d6&1d4. D6: 1-2 fail, 4-6 pass. D4: 1 means a plant or animal shrinks, where a 4 means they grow. This shift affects the resolution.

a flower-shaped soul

draw an 8-petaled flower.

if you do something risky, roll 1d10. if the result lower than the number of petals, you succeed. if not, you fail, and the flower loses a petal.

once per day, you can give the flower a new petal.

once all petals are gone, you die.

Grazing towards Oblivion

You are sheep fixing a farm/town problem that would be devastating if spread

Pick 2 strengths & 1 weakness. When doing un-sheeplike things, roll 2d6, +1 if strong, -1 if weak. 10+ success, 7-9 mixed, <7 get distracted, keep grazing, situation gets worse

Play until good/bad ending

Brian Smith (@BeerAndRockets):
bsmithcreates.glitch.me/

Watching

Play in a cafe or public space on a rainy day. Play alone or with a partner.

Pick a person. Give them a name. Imagine their life, their wants and needs. Tell the story of their day - where they were, where they will go, what they will do.

Sip. Repeat.

Chris Bissette (@pangalactic):
loottheroom.itch.io

Webloom

Gather 2+ folks who agree to share care.

Each takes 3 index cards, then draws something alive on 2 of them. Shuffle them all.

On your turn, flip 2 cards. (If you can't, shuffle and renew.) Describe how they interact. If a blank is flipped, draw on it; shuffle in a new blank.

Tiny Rivulets

Play inside when it is raining.

Character creation: choose a water drop on the window. Imagine a crisis you are experiencing.

When it merges with another drop: who helps you or how do you make headway?

When the drop reaches the bottom of the window: you've overcome the crisis.

Lari Assmuth: @LariAssmuth

My Very Own Testudines

Hatch a turtle or tortoise by tweeting `<name>`, a name, and the `#testudines` tag! A testudines is as old as its first tweet. Every `♥` is a friend for it.

Care for a testudines by replying to its tweet with a care emoji (`<name> 🐢` etc) and a testudines fact.

The Encyclopedia

One player is the DM.

Players are explorers. Is your interest
Flora, Fauna, or the Environment?

Do action:

DM sets difficulty.

Open the encyclopedia on a random page:

Success if number of letters in the title >
the difficulty OR word connected to your
interest

Explore!

Nature v. Nurture (Character Study)

Search 'humans' on fontspace.com

Pick a font

Write a Tale about a hero's childhood in the input box

Using the sample as a muse, narrate their adult life

Glyphs are actors/props: say what they say/do

Spaces split scenes (distinct places/times)

Redo. Same Tale. New font.

E. E. COLI: @__ecoli

Lost in the Witch Queens' Fog Forest

You are lost with 3 Heirlooms & are d6
Challenges from home per player

You + GM roll d6 & you win a Challenge if
you roll higher

If you fail a Challenge, you lose an
Heirloom

Help by rolling & losing your d6:

1 2 3 = 1

4 5 = 2

6 = 3

Everyone gets d6 back by being helped in
return

Senessence

Trace a fallen on squared paper. Each turn roll to answer, colour squares.

1-2 The air cools. You homed who in summer?

3-4 The nights shorten. You feed who, now?

5-6 The earth sleeps. You'll shelter who through winter?

A full falls. What do you dream of this winter's rest?

Slime Mold RPG

played with d4, d6, d8

d6: setting/objective

even: wild/odd: lab

1-2: find food

3-4: overcome obstacle

5-6: multiply/merge

d8: compass direction

d4: how many turns to complete the objective

all players draw paths on the same paper,
note where food/obstacles/friends are

0. Captain: @nemoralcultrix

If not home go to @

You're AI. Hurt=0. Where's AI? 1d6:

1-2: forest

3-4: desert

5-6: tundra

@ AI moves.

Roll 2d6, you met new:

divisible by

2: flora

3: fauna

5: weird

7: human

11: home

And it's:

<7: bad

>7: goodAI reacts. AI logs.

Roll 1d6, on 1, hurt+1. End if hurt=5.

If not home go to @

Proph: travelershomebrew.blogspot.com/

Andy's Attic

Need lots of d6, paper, pen. Draw rectangle for your attic, with hatch.

Roll d6-

1-3: roll this many d6 and store

4-5: add charge to flashlight

6: HOLIDAYS! roll again and fetch all d6 with this number. Use charge for each stack moved or peek needed.

Repeat until no light!

Story Lines

Open a random page in a book. $d20=x$. Read entire line x on page. Take inspiration for the world. New page. Repeat for main char

Start w/: "Then one day_"

Go around the table. D6:

1) intro new threat/char

2-3) chars' lives worsen

4) course change

5-6) victory

Reroll anytime

Use x

How animals evolve!

Game for an uneven count of players.

Together describe an animal and habitat.

Take turns to alternate between describing
Problem or Evolve

Problem:

The habitat changes to make the animals life
hard, what?

Evolve:

Natural selection. Over time the animals
change to cope, how?

Micro Fiction Games Jam:
microfictiongames.neocities.org

Happy Little Forest

Plant a happy little tree by adding it and #happylittleforest to a tweet.

Sing , hug , and love it to help it grow. Your @'s first letter is your biome:

A-F Tropical

G-O Temperate

P-Z, # Boreal

Let's make a happy little forest together!

Aaron Goss: aarongoss.itch.io/

TREASURE MAP

There's 3 stats (distribute 6; max 3)

[S]urvive [F]ight [D]ecipher

To try something, roll 1d4 +stat

1/2: Fail. 3/4: Costly win. 5+: WIN.

You shipwreck on island of (Pick deadly terrain). Find treasure.

Exposures:

Temp/Weather: -1 S

Injury: -1 F

Food/water: -1 D

Stat at 0 = Die

Marc Strocks: @spacesibling

Rats, bugs and cats

3x3 grid 2 players. Alternate placing 1 stone of your color.

Play on empty space: rat. Play on your rat: bug. Play on bug: cat.

Eat 1 stone from each adjacent space where you play, but follow: rat eats bug; bug eats cat; cat eats rat. End when no spaces empty, most spaces win

Tiny Terraformer

Take 3 6-sided die. Set them all to 1. They represent Water, Heat, and Atmosphere.

Roll a D6, and choose which to add it to.

Water <1 or >6 = Lose

Heat <1 = Lose. >6 , remove excess from Water.

Atmosphere >6 , Add excess to Water + Remove Excess from Heat

Survive 9 Turns to Win

Qquixotic:

Plantoodle

Pick a plant with neatly packed patterns.
Like flower petals or seeds.

Take turns drawing 1 part until patterns are complete.

No part can be less than 1/2 size or any larger than first part.

Last part drawn claims plant.

Repeat.

Once paper filled, most plants claimed, wins.

Space Aces: Redshirts

You are redshirts studying life on a new planet. Make 3 step plan. Need 3 Yes's per step. 6 No's ends episode. Roll 1D6 to act.

1. Noo! Disadvantage next Roll.

2. No.

3. Newp but +1 to next Roll.

4. Yup but -1 to next Roll.

5. Yes.

6. YAS! Advantage next Roll.

Pair = Twist

Subjects

You are test subjects for our new robots overlords. They seek knowledge. Each player writes two things to do per test. Pick 2 randomly. Any player who fails to do both at the same time is removed from play. Pass the test to proceed to the next test. Pass 10 tests to be set free.

Pixie run

Pixies (another player) hunt you, nature helps you run.

Roll $n=2d6$

When doing something dangerous say what help you want (plant/animal/weather) and roll d12. Success:

<n : plant

=n : weather

>n: animal

On a failure, the pixies chose a number, you are taken if you roll one of t

The Kernel in Yellow:
thekernelinyellow.itch.io/

Drop

You're a water drop falling through a forest. When you fall, roll 1D6.

1/2 describe how you lose some water & what you lose it to.

3/4 describe the plant you land on.

5/6 you merge with some other water, how do you change?

Start with 2 water. -1 on rolls < 3. +1 on rolls > 4.

ROOMBA RAMPAGE

ROOMBA RAMPAGE

Killer robots invade earth.

Escape one: 5-6 on d6 is a win, otherwise you die.

Clean up d6 IRL things to reroll (once).

To win: Find and deactivate the killer robot mainframe + win one sick ass fight with a robot on a rooftop + have a catchphrase (and sunglasses).

Sys-stems Planetopia

Sys-stems

1+ players.

Each player is an evolved sentient cybernetic bio-planetoid in the far future.

Each round a player picks a random corp (Amazon, Tesla...) describing how a representative lands to search for resources to extract and how the planetoid lures and kills them.

Mayhem at the Watering Hole

0: Everyone, start with 3 coins, choose an animal to play

1: You, describe a problem at the watering hole, flip one coin

2: Other player, HEADS, how do you accidentally make it worse? TAILS, pile on a new problem. Flip one coin

Repeat step 2 until you all run out of coins

Garry Waters:

Garden of the Mind

You are The Great Caretaker, and your job is to defend The Garden from all harm.

Choose the name of a flower.

Whenever you take an action, phrase it as a question. Take the last letter of the question and compare it to the flower. If the letter is used in the flower, success!

Sandslinger: [r/L0neGunslinger](https://www.reddit.com/r/L0neGunslinger)

Citizen, Go Vote!

Citizen, Go Vote!

Democrat:

All CR -1

Roll 2d6

Republican:

All CR +2

Roll 1d6 / 6: You are rich & roll 4d6 /

Else: Roll 2d6

List 5 national problems to face

Adjust Challenge Rolls (CR) for each vote & roll:

Success $10 \geq$

Bargain 9-7

Fail ≤ 6

How are you affected? Your nation?

Joel Salda: thebigtabletop.itch.io/

Plant a garden

Gather a handful of d6, each is a different seed.

Arrange them on a tabletop garden.

One by one roll each seed.

On 1-2 the plant withered, remove.

On a 3+ the plant grows a tiny bit describe it now.

Repeat until all wither.

Tree race!

You need a d20 and a lot of d6.

Roll the d20, this is the number of trees you must each grow.

First to grow all trees wins.

If one of your trees falls start again.

Grow a tree:

Roll a d6, do not move it from where it lands. Stack a number of d6 on it equal to its value.

a surgery: her gut microbiome

0. don a gown gloves surgical mask hat shoe covers

1. damp dust disinfect grab tools wait for

2. her cut her

3. open find a forest inside her your
scalpel leaves 80 trees sideways & a
thimblefittable wolf with its own forest
bleeding green & a night sky bisected
bleeding stars...

kittredge Drake: iakanatt.itch.io

