

which
STAR MAP will
YOU use?

For
GAME CHEF
2014

THE STUFF OF DREAMS AND NIGHTMARES

A FREE~FORM ROUND~ROBIN STORY~TELLING GAME
ABOUT DREAMS AND WILDLINGS

BY DANNY WALL

FOR AT LEAST
2 PLAYERS

ALL~AGES
FUN!

ACTUAL 'STUFF' NOT INCLUDED --
You'll need modeling clay in order to play



DETAILED INSTRUCTIONS

***The Wildlings have invaded your dream!
Will it make you laugh or make you scream?
The Stuff of Dreams and Nightmares help fight or flight
Until half the Star Maps have tapped their light.
When a “Question” is posed, more Stuff you may win
Or else be lost in dream when your Star goes dim.***

~ . ~

Welcome to *The Stuff of Dreams and Nightmares*, a story-telling, role-playing game where you and your friends play both yourselves and the strange creatures called Wildlings. Will the Wildlings use the powers of the stars to absorb all the Stuff of Dreams, or will you be able to take control of the dream, and escape?

The Wildling rhyme helps explain how to play the game in general, but especially for the first time through, I'll break down each line of the rhyme to explain in more detail.

Also, the story is built by some materials you'll have to gather. First, each Player will need one five-ounce can of kids' modeling compound. This will be the “Stuff of Dreams and Nightmares” referenced in the game. You can try for a brand name product like Play-Doh®, a home-made version of such, or another kind of compound like clay, as long as everyone has an equivalent amount, about 5 ounces (about 2/3 US cup.)

Next, you'll also need the Star Maps and the map of the Dreamscape. You'll see how they are used during the play, but once you are really good at the game, or are an experienced story-gamer already, you might even choose to make these maps optional.

Finally, you'll need to two coins. Any pair will do, as long as each coin has a discernible head/tail side.

Now let me explain the rhyme:

① ***The Wildlings have invaded your dream!***

1. Create the Wildlings from the Stuff of Dreams and Nightmares and place the maps.

1.1 -- Divide your Stuff roughly into quarters.

1.2 -- Use 1/4 of the dough to create a HEAD of a Wildling. Pass the head to the player on your right.

1.3 -- Use another 1/4 of the dough to add BODY to the Wildling's head. Pass this to the player on the right.

1.4 -- Use another 1/4 of the dough to add a LOWER BODY to the Wildling. Pass this to the player on the right.

1.5 -- Choose a Star Map and place it behind this Wildling. This gives the Wildling its “power.” The last 1/4 of the dough remains the Stuff of Dreams or Nightmares, also called the reserves.

1.6 -- Place the map of the Dreamscape in the center of the table.

(The table now has one map in front of each Player, with one Wildling and one pile of dough next to each map. There's another map in the center of the table.)

② ***Will it make you laugh or make you scream?***

2. Establish the tone for the dream that will be told during the game.

2.1 -- Give a name to the Wildling in front of you and describe it. The name should indicate the tone/atmosphere of the storytelling to come. A Wildling named like Nephalarrrtyic or The Dread Eye of Bael will likely show up in a different kind of dream than Whoopaboggle or Mr. Piggins. The design of the Wildling will likely suggest to you what it can or cannot do during the story, such as a winged monster being able to fly or a fat monster being slow but durable.

2.2 -- Remember there are generally three types of dream-genres: The Terrible Nightmare (as in horror), the Whimsical (generally a real-life world with some magic), and the Downright Bizarre (weird and wild.) Stay close

2.3 -- Be careful! In general, Wildlings want to take over all your dreams, so even a seemingly “friendly” monster may kill you with kindness.

③ ***The Stuff of Dreams and Nightmares help fight or flight***

3. Make a Personal Star from the reserves of the Stuff of Dreams and Nightmares to begin the dream-story.

3.1 -- Use 1/2 of the Stuff of Dreams and Nightmares near the Wildling to create 3 shards of a Personal Star and put it in the Dreamscape. (Use the design on the map of the Dreamscape to help you shape each shard, if you want. Hint: 5 rhombuses can make a five-pointed star.) This star represents the Player and his/her progress as a participant in the story.

3.2 -- Begin each round of story-building by spending 1 shard of the Personal Star. It's like an “ante” to be able to participate. Place all antes/shards in the center of the Dreamscape.

3.3 -- Let the eldest person in the dream begin the first ante/ set the scene for the dream. Each player must add him/herself to the scene with his/her own ante.

3.3 -- Hopefully, you can return the shard to the Star after you resolve a Question later, and even grow more shards as the story continues! After all, you will need to ante again for the each part.

(The table still has one map in front of each Player, with one Wildling and one pile of dough next to each map. There's another map in the center of the table, which now has bits of dough around it, forming parts of a Personal Star for each Player.)

④ ***Until half the Star Maps have tapped their light.***

4. Continue the dream story, using the Stuff of Dreams and Nightmares whenever you add details to story, pausing only when you've covered half of one Player's Star Map.

4.1 -- Use the reserves of Stuff to continue the dream-story after each ante.

4.2 -- Add a sentence or two to the story, and each time, and add a bit of the Stuff (about a pinky fingertip-sized amount but no smaller than a pea) to tag the corresponding word on either the Dreamscape or on the Star maps. The Dreamscape will include most NOUNS (like Places, People, and Objects), while the Stars will include most VERBS and IDEAS, and ADJECTIVES and ASPECTS.

4.3 -- Feel free to shape the Stuff into shapes representing the Nouns, Verbs, and Ideas appropriate to the story you're telling!

4.4 – Go around the circle of Players, each adding as much action, as many characters, and as much tone/atmosphere (a.k.a. “color”) as needed. You don’t HAVE to add a piece of Stuff to join the story, but it will help reach a Key Question in the story more quickly.

4.5 – Pause the story when at least one of the Star Maps (not the Dreamscape) has half of its Stars covered with Stuff. This pause should be marked by posing a Key Question about the events/characters in the story.

(The table continues to have one map in front of each Player, with one Wildling and one pile of dough next to each map. It also has one map in the center of the table, which now has bits of dough forming parts of a Personal Star for each Player. As play continues, more bits of dough are added to parts of both maps.)

⑤ When a “Question” is posed, more Stuff you may win

5. Resolve the Key Question that paused the story by using the coins.

5.1 – Note that any number of “normal” questions can be asked and resolved before this, in the natural development of the dream-story. These might usually more open-ended anyway, like “What does he say?” “Where should we go?” or “What’s behind the door?” It’s only when half the Star Maps are covered that you need a Key Question that requires a more random decision to resolve.

5.2 – The Question should be a Yes/No question that would answer something specific about the story at that point, such as “Does he win the fight?”, “Will she get away?” or “Does it eat the strange fruit?”

5.3 – The Player posing the Question takes two coins and flips them at the same time.

– a **HEADS/HEADS** result is positive in favor of the Player(s), answering Yes to the Question. The Player can narrate a success/positive resolution to the story in favor of the Players.

All the Players take all the Stuff currently displayed on all Star Maps and Dreamscape (including the shards of Personal Star in the ante) and divide it however they wish among themselves, such as making new shards and/or replacing shards of Personal Stars. Any leftover Stuff remaining is removed from play.

– a **TAILS/TAILS** result is negative for the Player(s), answering No to the Question. The Player can narrate a failure/negative resolution to the story in obstacle or detriment to the Players.

All Players take all the Stuff currently displayed on all Star Maps (including the shards of Personal Star in the ante) and absorb it into the reserves next to their Wildling. Any Stuff used on the Dreamscape is removed from play.

– a **HEADS/TAILS** result is mixed in favor of the Player(s). It’s a “Yes, but” kind of resolution. The Player can narrate a mixed success/complicated resolution to the story. The Player who posed the Question/flipped the coins can remove the Stuff on the Star Map in front of him/her and absorb it into his/her reserves next to his/her Wildling and can restore his/her shard to the corresponding Personal Star. All other Stuff from the other Star Maps (including the other Players’ shards) and any Stuff used on the Dreamscape map are removed from play.

5.4 – If the Wildlings have used all their Stuff on reserve due to the Players winning the coin toss, they must sacrifice a part of their body to fill their reserves again. Each sacrifice must be the entire Lower Body, Upper Body, or Head, as created in the beginning of the game. This now becomes the reserve of Stuff used to create details for the dream-story.

5.5 – If the Wildlings have used all their Stuff on reserve due to the Players winning the coin toss, they must sacrifice a part of their body to fill their reserves again. Each sacrifice must be the entire Lower Body, Upper Body, or Head, as created in the beginning of the game. This now becomes the reserve of Stuff used to create details for the dream-story.

⑥ Or else be lost in dream when your Star goes dim.

6) Players aim to complete their Personal Star and/or deplete the Stuff used by the Wildlings in order to win the game.

6.1 – Each shard fills a Personal Star to the next level:

Brilliant (the highest level)
Bright
Shining
Glittering
Dim (the lowest level)

6.2 – If at any point a Player goes below the Dim level, he/she cannot narrate themselves as an active agent in the story. Other players may use the player’s dream-self, however, such as making that dream-self into a ghost or villain, but it’s possible the dream-self may disappear entirely from the game. The Player can still participate in the story if his/her Wildling has Stuff, of course. Similarly, any Player at any time can always offer suggestions to others in more control of the story. **However, any Stuff that is won through Questions/Coins cannot be given to a Player below Dim level.**

6.3 – If at any point ALL Players go below the Dim level, then the Players have lost themselves in the dream, and the Wildlings have triumphed, taking over all of Dreamspace. Each Player can narrate their own demise and end the dream in tragedy.

6.4 – If all Players complete their Personal Stars to the Brilliant level, the Players win over the Wildlings! Each Player can narrate their “escape” from the dream and thus end the dream to their benefit.

6.5 – Whenever a Wildling has used up all the Stuff on reserve, and has no more body parts to sacrifice, that Wildling is removed from play, from the dream-story (if appropriate), and its Star Map is no longer active. If the Players deplete and remove all Wildlings from play, the Players defeat the Wildlings! Each Player can narrate their “take over” from the dream and end the dream in triumph!

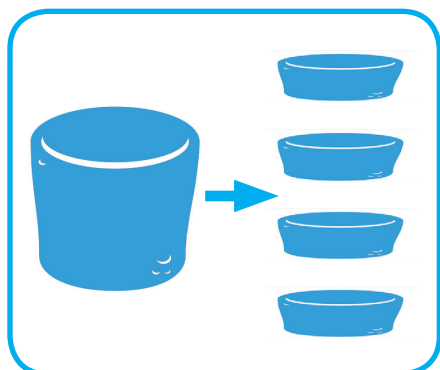
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THE STUFF OF DREAMS AND NIGHTMARES
BY DANNY WALL

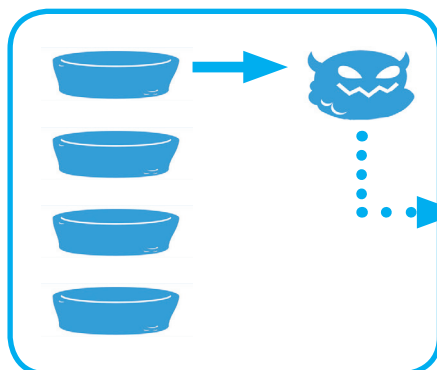
FOR GAME CHEF 2014

HOW TO MAKE AND USE A WILDLING

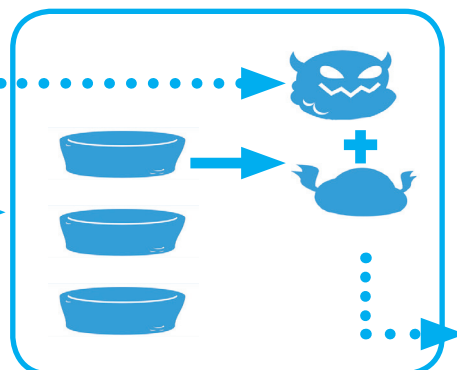
(SEE THE DETAILED INSTRUCTIONS FOR MORE INFO)



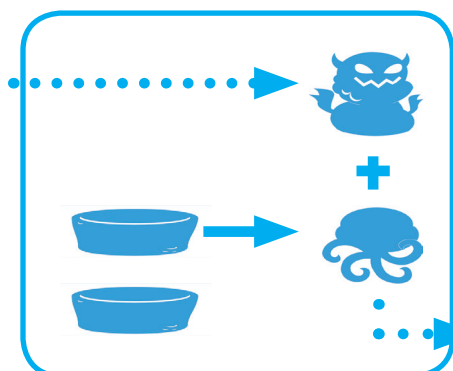
Get a five-ounce can of kids' modeling compound, a.k.a. This will be the "Stuff of Dreams and Nightmares." Divide your Stuff roughly into quarters.



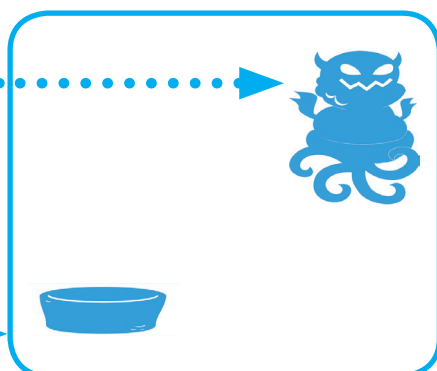
Use one quarter of the dough to create a HEAD of a Wildling. Any kind of head will do. Pass the head to the Player on your right.



Use another quarter of the dough to add an UPPER BODY to the Wildling's head. Any body will do. Pass this to the Player on the right.



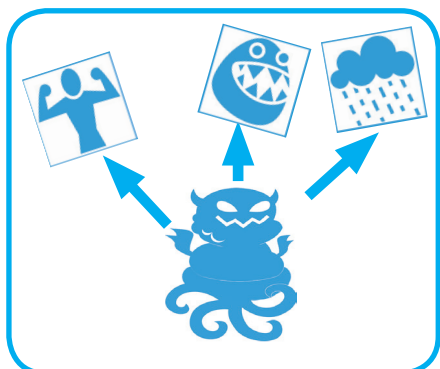
Use another quarter of the dough to add a LOWER BODY to the Wildling. Any body will do. Pass this to the player on the right.



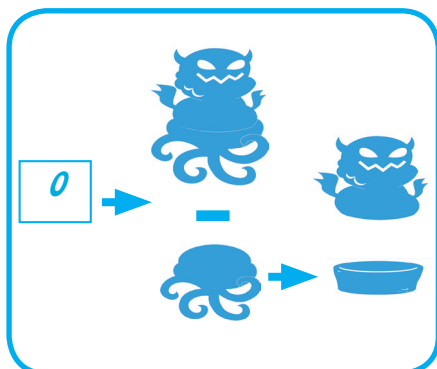
The remaining quarter is your reserves of Stuff. Keep your reserves handy for the storytelling.



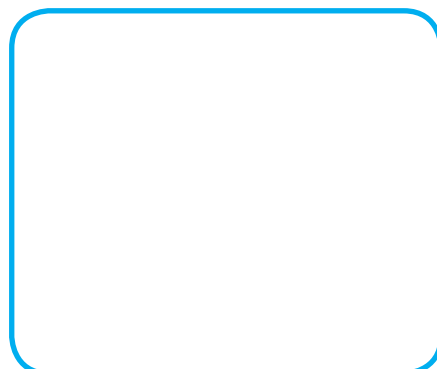
Choose a Star Map, either randomly or because you like it. Place it behind this Wildling; place both in front of you.



When establishing the tone for the story to be told, give a name to the Wildling in front of you and describe it.



If you lose all your Stuff on reserve due to the Players winning the coin toss, you must sacrifice a part of their body and use that as your reserves.

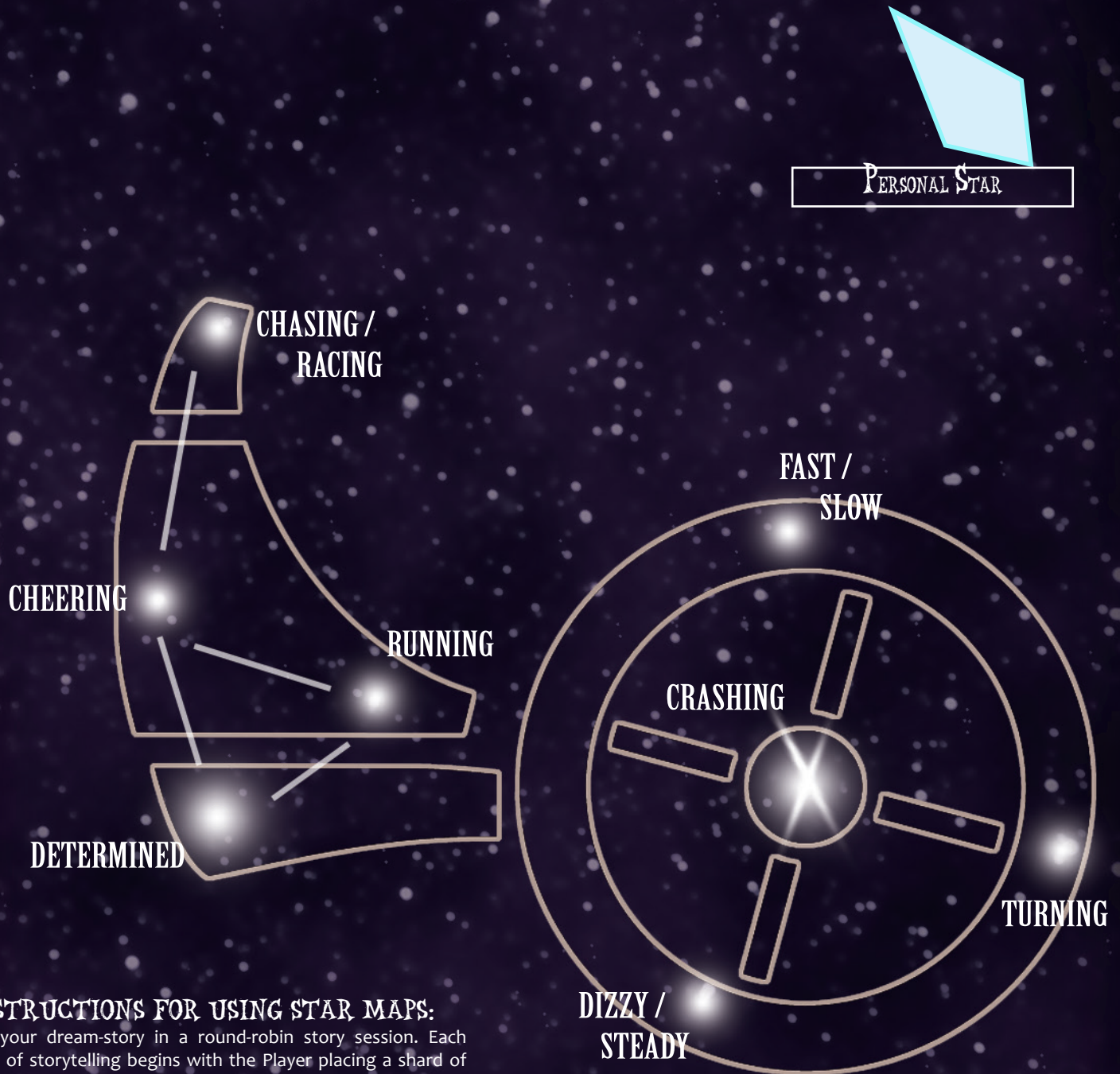


Whenever a Wildling has used up all the Stuff on reserve, and has no more body parts to sacrifice, that Wildling is removed from play.

THE CHARIOT STAR MAP

Wildlings powered by the stars of the Chariot are usually concerned with movement and spectacle.

Place this Star Map in front of you, next to a Wildling and your reserves of the Stuff of Dreams and Nightmares. Use the Star Map for as much inspiration as you need for roles, setting, actions, tone, etc. when telling a story about a dream starring you, your fellow players, and maybe even the Wildlings themselves.



INSTRUCTIONS FOR USING STAR MAPS:

1. Tell your dream-story in a round-robin story session. Each "round" of storytelling begins with the Player placing a shard of their Personal Star in the Star Map.
2. Each Player contributes a sentence or two about the dream-story, featuring their dream-selves, setting, objects, conflict, etc.
3. Place a piece of Stuff on a Star on the Star Map or a Word in the Dreamscape if it matches something from your sentence.
4. When any Star Map has half of its Stars tagged with Stuff, a Key Question can be posed and resolved using the Coins. Remove the Stuff and Personal Star shard from the Star Map (and/or the Dreamscape) according to the resolution.
5. Begin another round of storytelling, until all Stuff of Dreams and Nightmares have been used and you either are consumed by the dream or triumph over the Wildlings!

THE DRAGON STAR MAP

Wildlings powered by the stars of the Dragon are usually concerned with fantasy, imagination, and luck.

Place this Star Map in front of you, next to a Wildling and your reserves of the Stuff of Dreams and Nightmares. Use the Star Map for as much inspiration as you need for roles, setting, actions, tone, etc. when telling a story about a dream starring you, your fellow players, and maybe even the Wildlings themselves.



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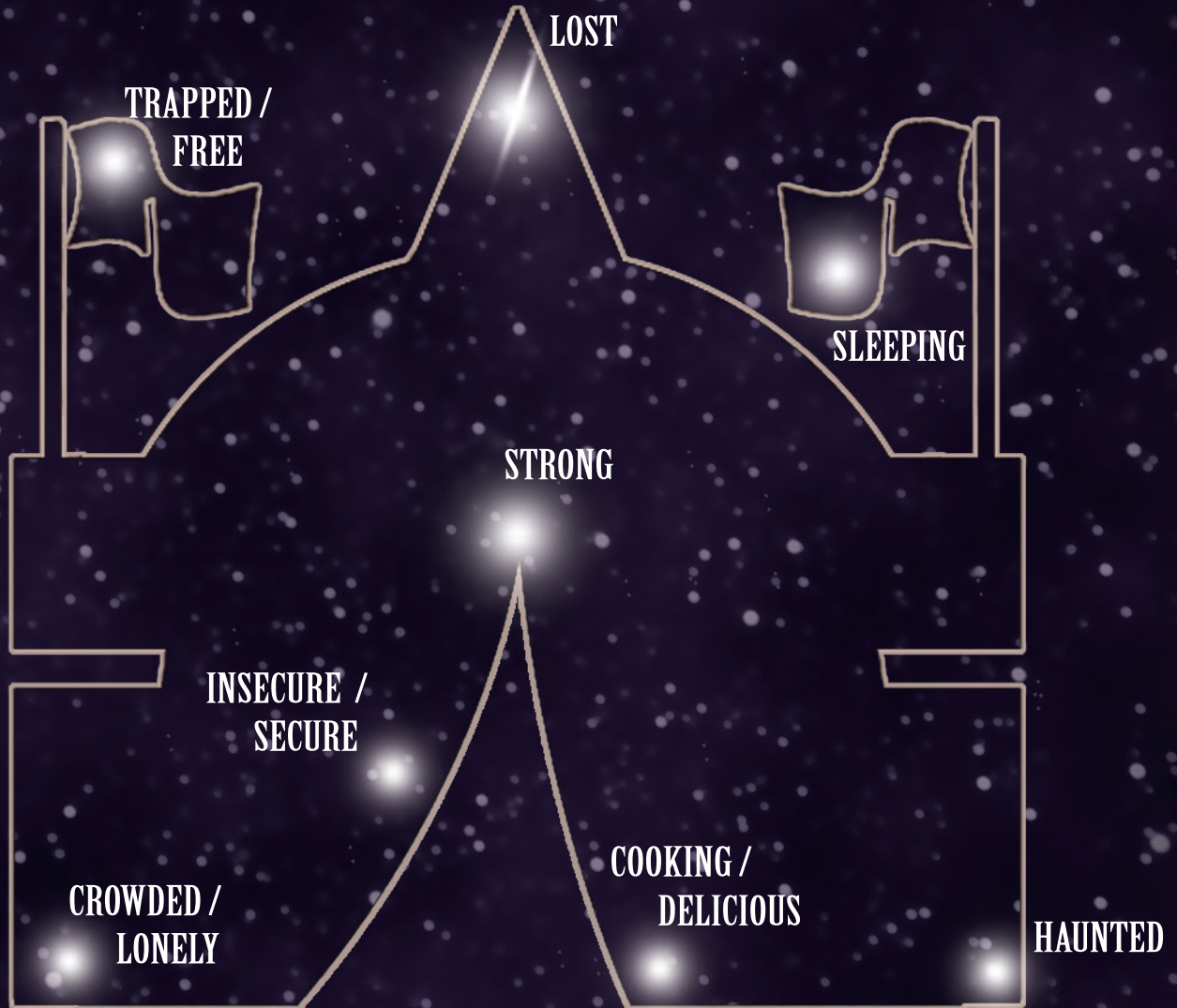
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PERSONAL STAR

THE ENCAMPMENT STAR MAP

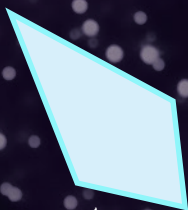
Wildlings powered by the stars of the Encampment are usually concerned with connections, protection, and hearth.

Place this Star Map in front of you, next to a Wildling and your reserves of the Stuff of Dreams and Nightmares. Use the Star Map for as much inspiration as you need for roles, setting, actions, tone, etc. when telling a story about a dream starring you, your fellow players, and maybe even the Wildlings themselves.



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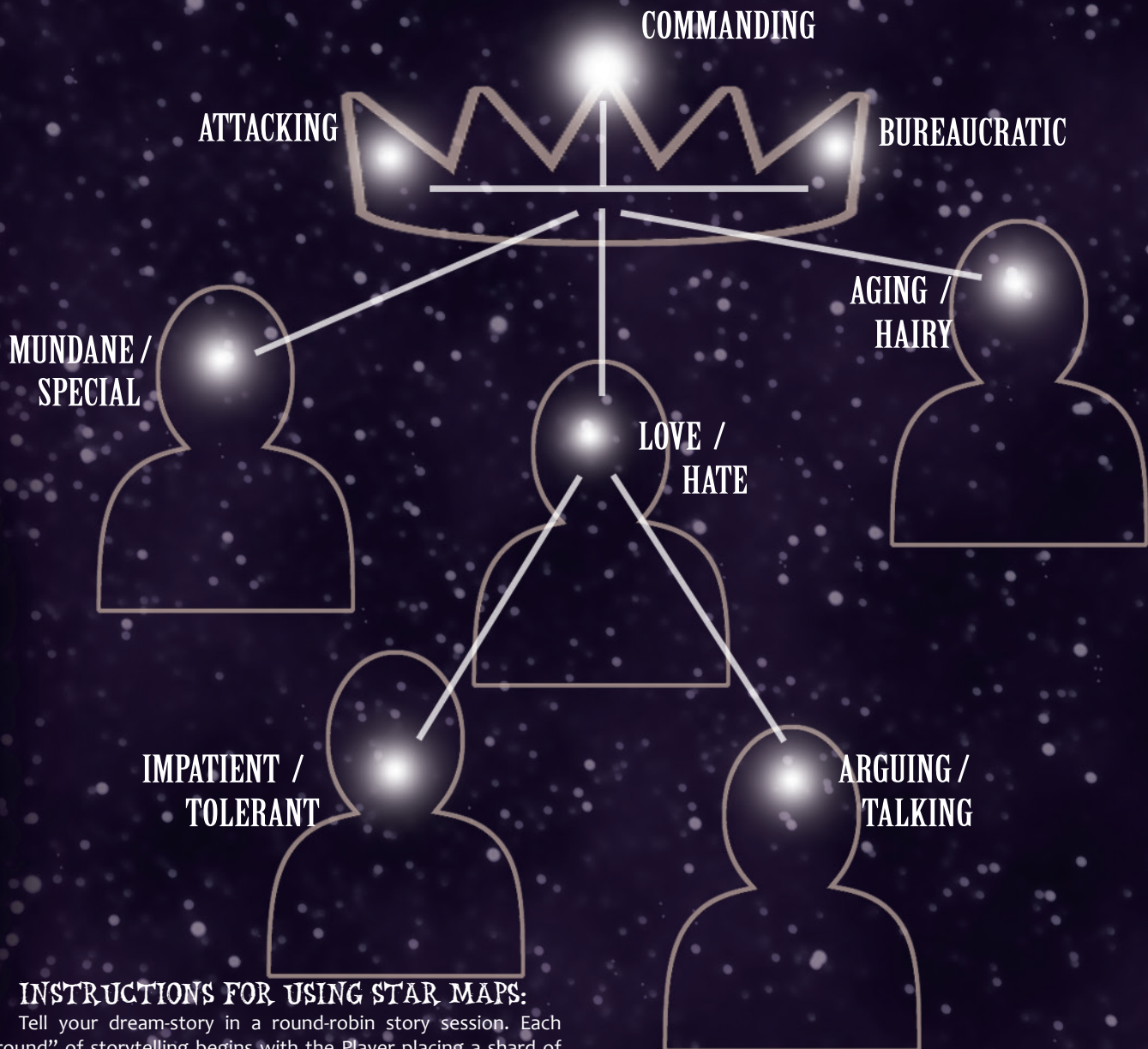


PERSONAL STAR

FIVE CELESTIAL KINGS STAR MAP

Wildlings powered by the stars of the Five Celestial Kings are usually concerned with order, diplomacy, and structure.

Place this Star Map in front of you, next to a Wildling and your reserves of the Stuff of Dreams and Nightmares. Use the Star Map for as much inspiration as you need for roles, setting, actions, tone, etc. when telling a story about a dream starring you, your fellow players, and maybe even the Wildlings themselves.



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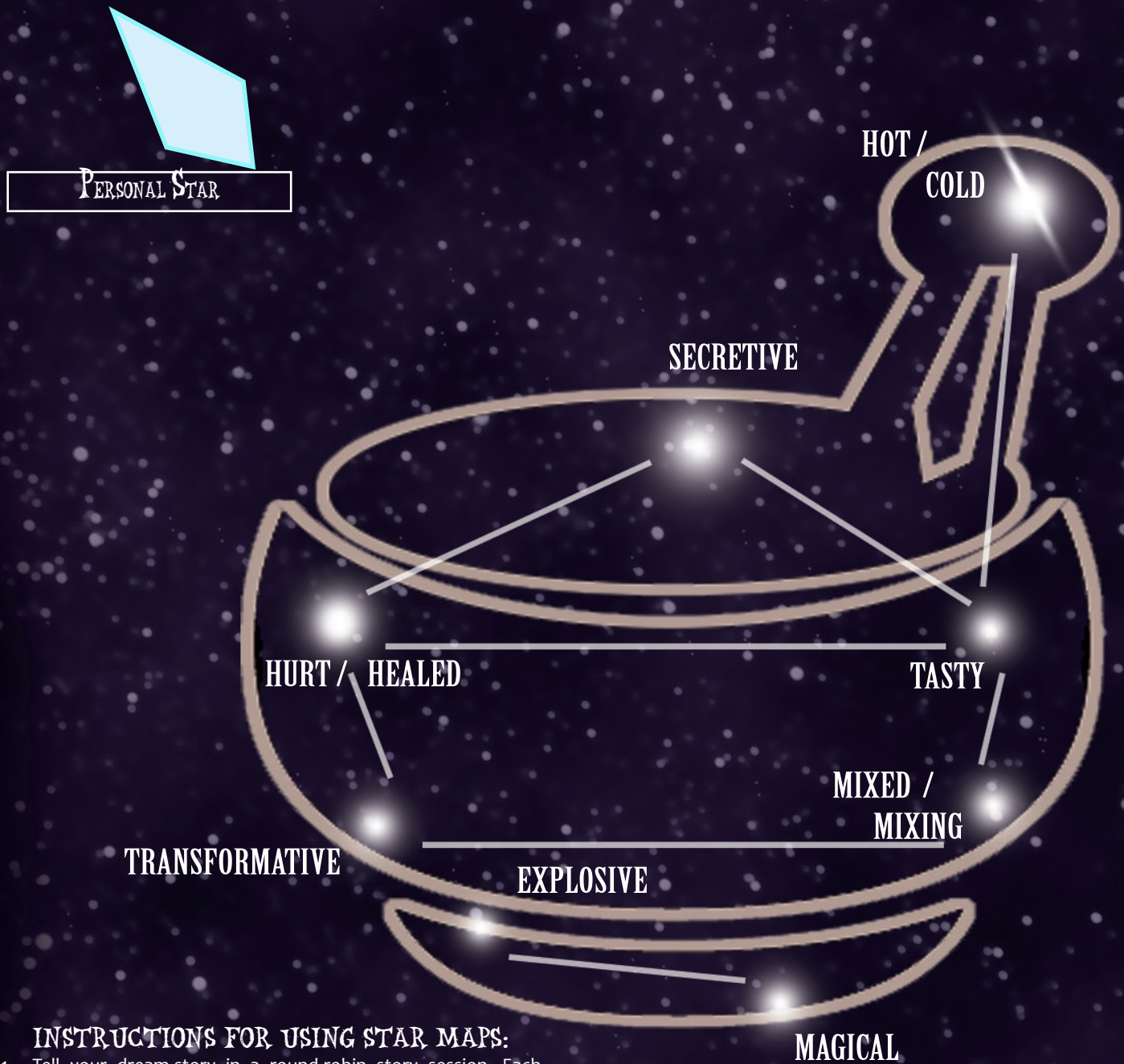
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PERSONAL STAR

THE PESTLE STAR MAP

Wildlings powered by the stars of the Pestle are usually concerned with magic, mixing, and secrets.

Place this Star Map in front of you, next to a Wildling and your reserves of the Stuff of Dreams and Nightmares. Use the Star Map for as much inspiration as you need for roles, setting, actions, tone, etc. when telling a story about a dream starring you, your fellow players, and maybe even the Wildlings themselves.



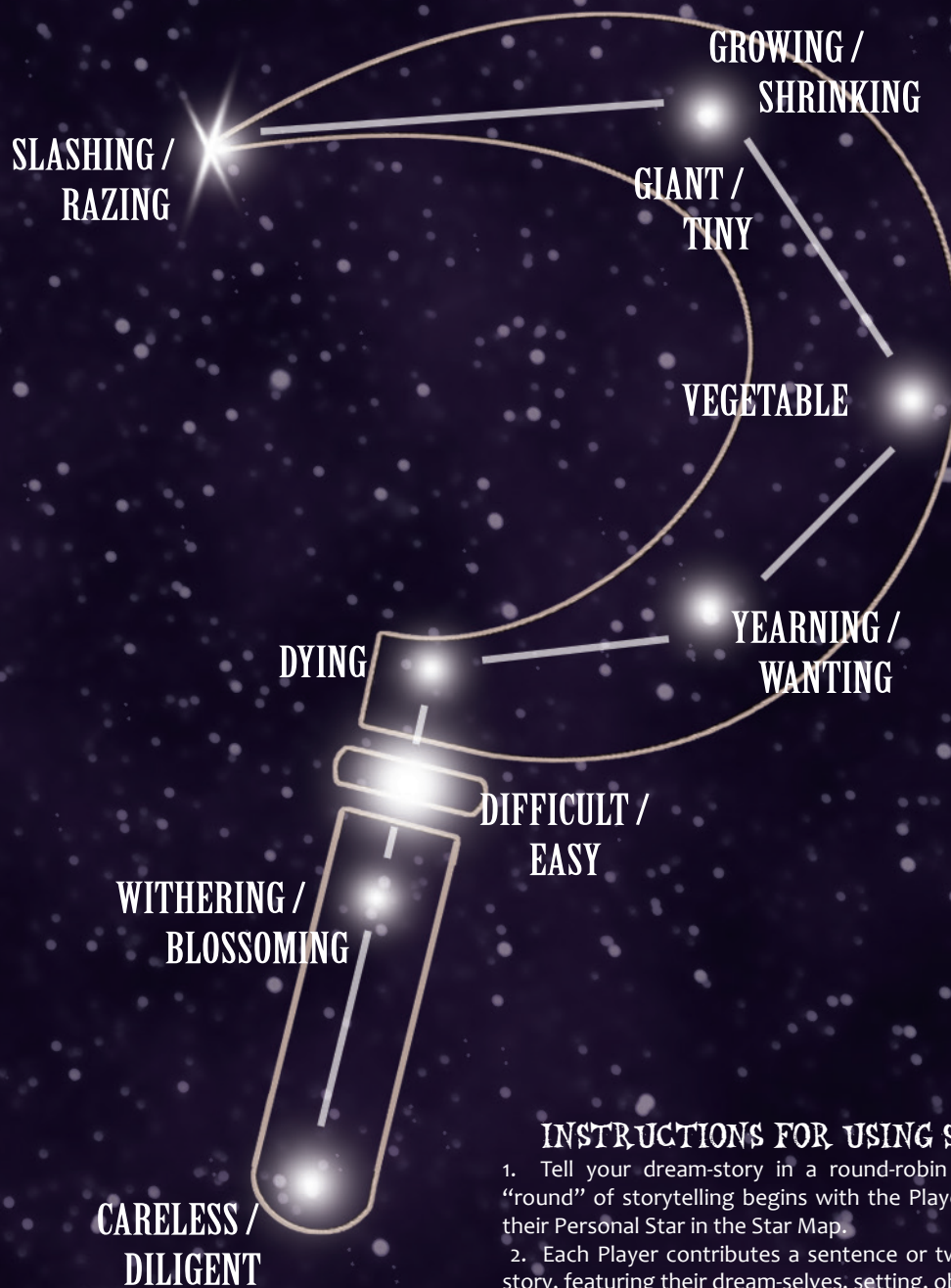
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THE SICKLE STAR MAP

Wildlings powered by the stars of the Sickle are usually concerned with life and death, plants and earth, and hard work.

Place this Star Map in front of you, next to a Wildling and your reserves of the Stuff of Dreams and Nightmares. Use the Star Map for as much inspiration as you need for roles, setting, actions, tone, etc. when telling a story about a dream starring you, your fellow players, and maybe even the Wildlings themselves.



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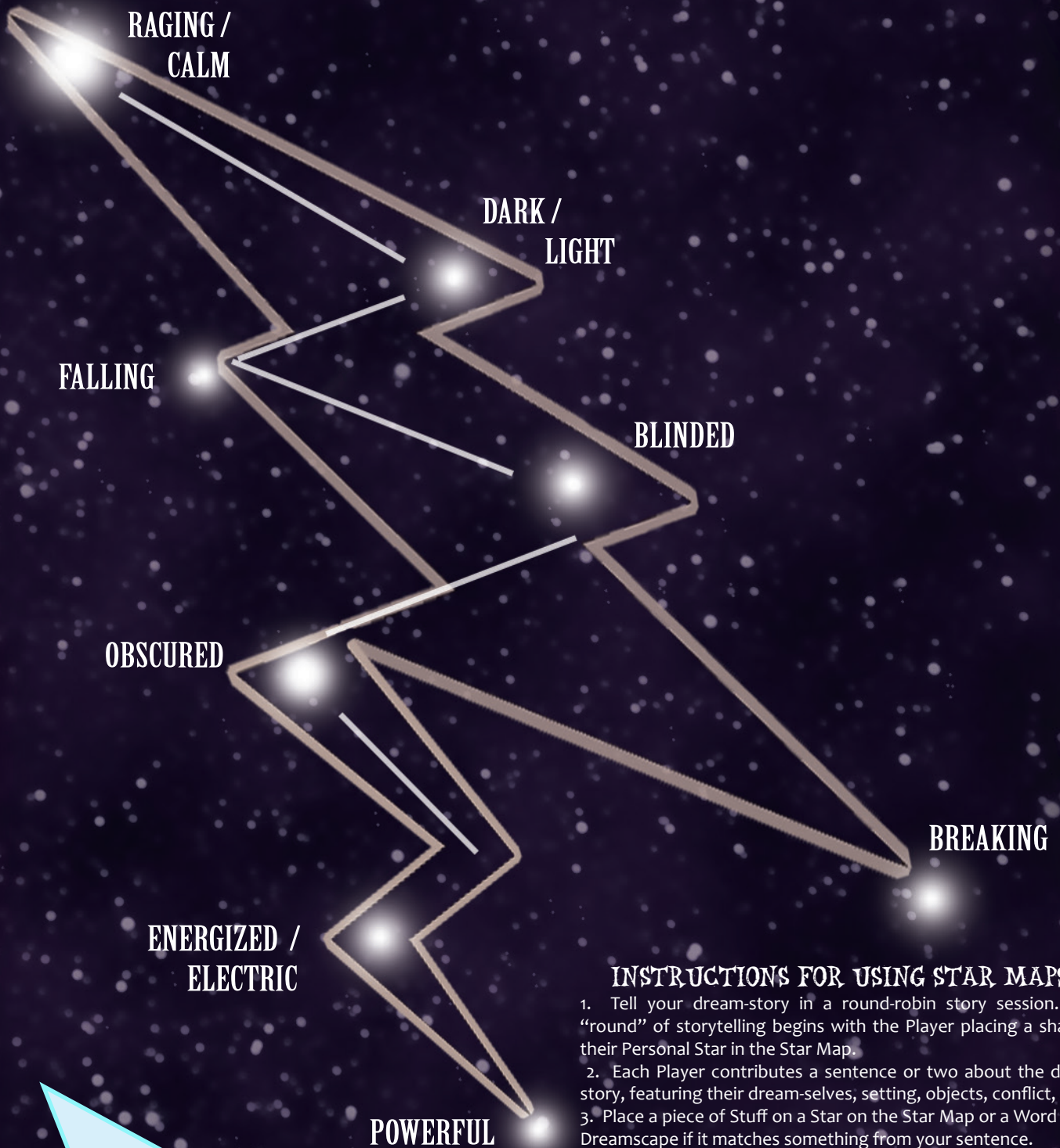
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PERSONAL STAR

THE THUNDERBOLT STAR MAP

Wildlings powered by the stars of the Thunderbolt are usually concerned with power and light/darkness.

Place this Star Map in front of you, next to a Wildling and your reserves of the Stuff of Dreams and Nightmares. Use the Star Map for as much inspiration as you need for roles, setting, actions, tone, etc. when telling a story about a dream starring you, your fellow players, and maybe even the Wildlings themselves.



PERSONAL STAR

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THE TIGER STAR MAP

Wildlings powered by the stars of the Tiger are usually concerned with quickness, cunning, and force.

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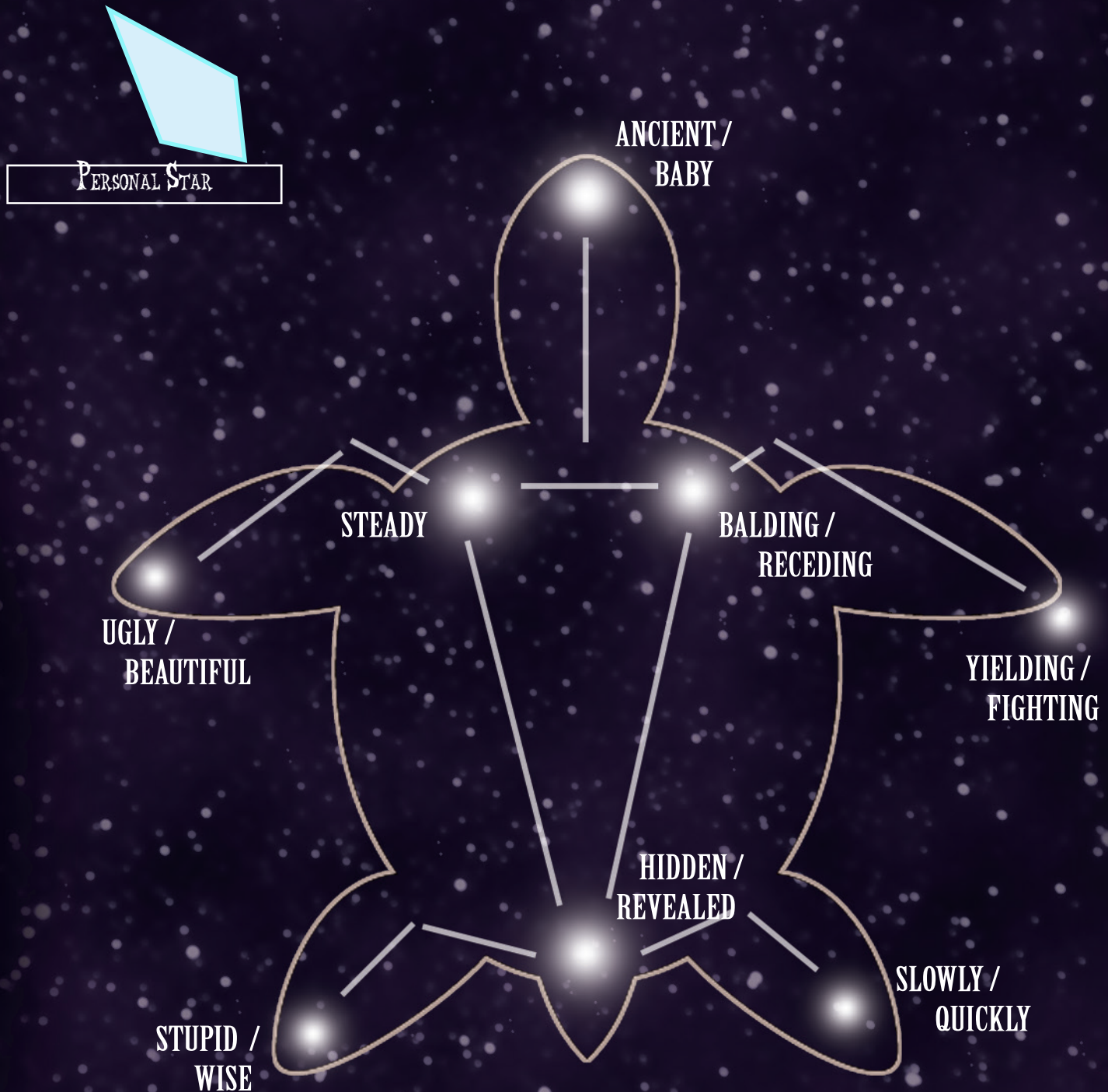
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THE TORTOISE STAR MAP

Wildlings powered by the stars of the Tortoise are usually concerned with age and beauty and wisdom.

Place this Star Map in front of you, next to a Wildling and your reserves of the Stuff of Dreams and Nightmares. Use the Star Map for as much inspiration as you need for roles, setting, actions, tone, etc. when telling a story about a dream starring you, your fellow players, and maybe even the Wildlings themselves.



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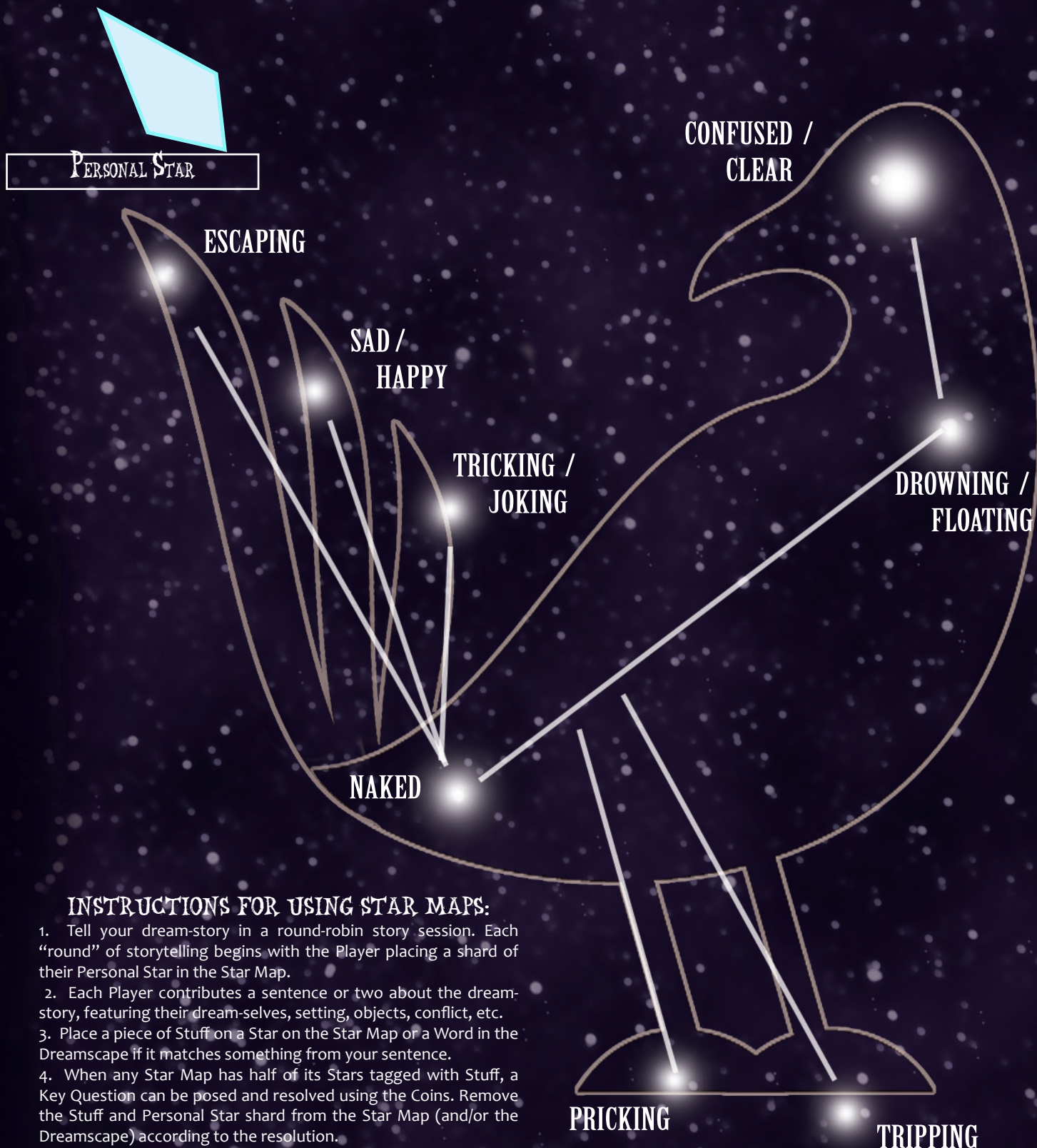
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WILD COCKEREL STAR MAP

Wildlings powered by the stars of the Wild Cockerel are usually concerned with guile, trickery, and playfulness.

Place this Star Map in front of you, next to a Wildling and your reserves of the Stuff of Dreams and Nightmares. Use the Star Map for as much inspiration as you need for roles, setting, actions, tone, etc. when telling a story about a dream starring you, your fellow players, and maybe even the Wildlings themselves.



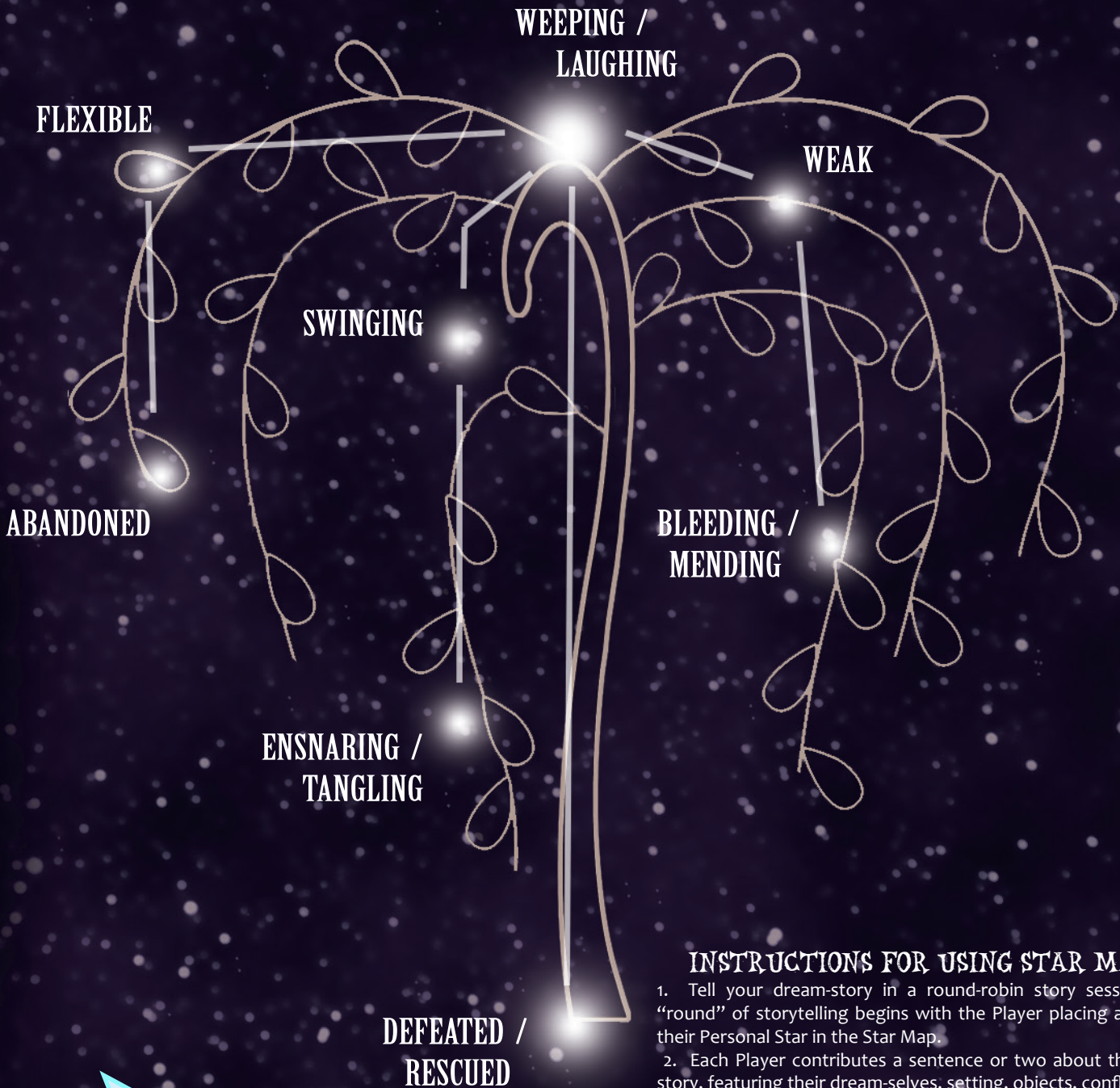
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THE WILLOW STAR MAP

Wildlings powered by the stars of the Willow are usually concerned with deep feelings, emotional and physical health.

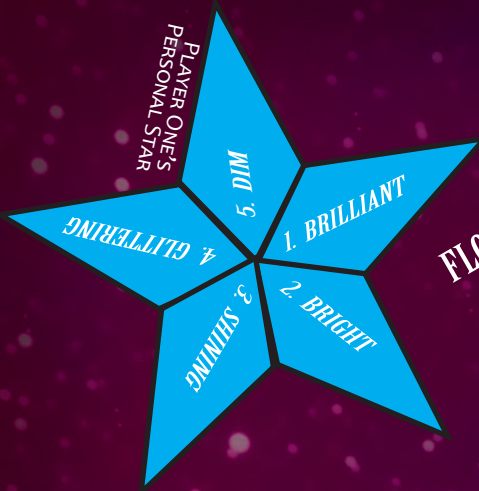
Place this Star Map in front of you, next to a Wildling and your reserves of the Stuff of Dreams and Nightmares. Use the Star Map for as much inspiration as you need for roles, setting, actions, tone, etc. when telling a story about a dream starring you, your fellow players, and maybe even the Wildlings themselves.



INSTRUCTIONS FOR USING STAR MAPS:

1. Tell your dream-story in a round-robin story session. Each "round" of storytelling begins with the Player placing a shard of their Personal Star in the Star Map.
2. Each Player contributes a sentence or two about the dream-story, featuring their dream-selves; setting, objects, conflict, etc.
3. Place a piece of Stuff on a Star on the Star Map or a Word in the Dreamscape if it matches something from your sentence.
4. When any Star Map has half of its Stars tagged with Stuff, a Key Question can be posed and resolved using the Coins. Remove the Stuff and Personal Star shard from the Star Map (and/or the Dreamscape) according to the resolution.
5. Begin another round of storytelling, until all Stuff of Dreams and Nightmares have been used and you either are consumed by the dream or triumph over the Wildlings!

THE DREAMSCAPE



MONSTER

SNAKES

FROGS

UNICORN

MONKEY

BIRD

FARM
ANIMAL

PRISON

GUN

FLOOD

WILD
ANIMAL

TEETH

TRAIN /
SUBWAY

BICYCLE

TORNADO

EXPLOSION

ICE

OWL

MACHINERY

CAR

PENGUINS

HORSE

ROCKET

BOAT

WHEEL

BUGS / INSECTS

WOLF

CLAMS

SWORD

CLOCK

MIRROR

GARbage

SPOON

TELEVISION

KNIFE

UNDERWEAR

PHONE

CHAINS

BASEMENT

ROOFTOP

WINDOW

HOUSE

CLOSET

FOOD

BED

PAINT

PUPPET

TREASURE

JEWELS

KITCHEN

PAINTING

TOYS

BOOK

ROCK

RING

WALL

LADDER

MONEY

MAP

THE STUFF OF DREAMS AND NIGHTMARES

THE WIDLINGS HAVE INVADED YOUR DREAM

WILL IT MAKE YOU LAUGH OR MAKE YOU SCREAM

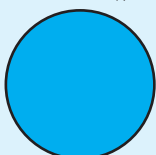
THE STUFF OF DREAMS AND NIGHTMARES HELP FIGHT OR FLIGHT

UNTIL HALF THE STAR MAPS HAVE TAPPED THEIR LIGHT

WHEN A QUESTION IS POSED MORE STUFF YOU MAY WIN

OR, ELSE BE LOST IN DREAM WHEN YOUR STAR GOES DIM

COINS



HEADS/HEADS: Answers "Yes," a positive resolution for the Players. Players win all Stuff on all Maps.

TAILS/TAILS: Answers "No," a negative resolution for the Players. Players return all Stuff on all Star Maps to the Wildling's reserves, losing any shards, and discarding all Stuff on Dreamscape.

HEADS/TAILS: Answers "Yes, but," a mixed resolution for the Players. The Questioning Player returns all Stuff on his/her map to his/her Wildling's reserves, returns his/her shard to his/her Star, but discards all other Stuff on all other maps/Dreamscape

1 Players create the Wildlings from the Stuff of Dreams and Nightmares and choose a Star Map.

2 Players establish the tone for the dream-story that will be told during the game.

3 Players make 3 shards of a Personal Star on the Dreamscape to show their progress during the dream-story. Players place a shard of the Personal Star in a Star Map whenever beginning a round of storytelling.

4 Players tell the dream-story round-robin style, placing bits of Stuff to tag corresponding words on the Dreamscape and the Star Maps. When one Star Map has half the stars tagged, pause the story to ask a Key Question.

5 The Player who asked the Key Question during his/her turn uses the Coins to resolve the question. This may allow Players to win some Stuff to continue to fill shards of your Personal Star.

6 If ALL Players reduce their Stars to below "Dim" level, the Players have lost themselves in the dream, and must end their story in tragedy. If ALL Players fill their Stars to "Brilliant" (or if the Players deplete ALL the reserves of Stuff/remove all the Wildlings) the Players end their dream-story in triumph!

FOREST / WOODS

ISLAND

TUNNEL

OCEAN

BRUSH / IVY

BEACH

WATERFALL

FAR-AWAY PLACE

EMPTY PARK

STREET

FARMLAND

SAND / EARTH

MUD

SWAMP

MOUNTAIN

CANDY / CHOCOLATE

MUSHROOM

FRUIT

DESSERT

APPLE

FLOWERS

ICE CREAM

TREE

RAIN / STORM

MIST

RAINBOW

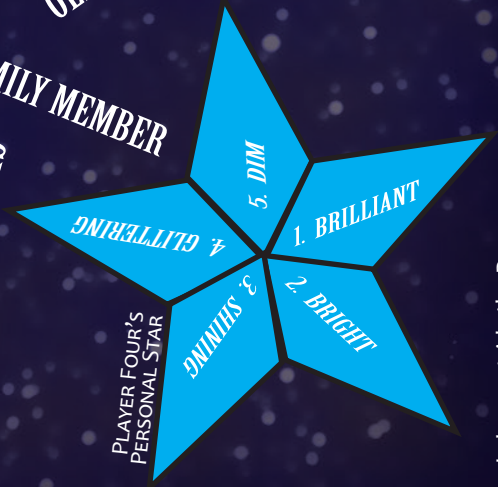
WIND

FOG

NIGHT / DAY

CLOUD / SKY

THE DREAMSCAPE



- Words scattered in the Dreamscape:
- ALIEN
 - SPACESHIP
 - AMUSEMENT PARK
 - CLOWN
 - CIRCUS
 - ELEPHANT
 - BUSINESS
 - BOSS
 - OFFICE
 - POLICE OFFICER
 - CELEBRITY
 - LINCOLN / EX-PRESIDENT
 - MOVIE SET
 - PYRAMIDS
 - MUMMY
 - JUNGLE
 - LABORATORY
 - WAR ZONE
 - PLAYGROUND
 - CLASSROOM
 - DIVORCE
 - WEDDING
 - CHURCH
 - PRINCIPAL'S OFFICE
 - DOCTOR
 - ASYLUM
 - HOSPITAL
 - WAITING ROOM
 - MANSION
 - CASTLE / PALACE
 - SOLDIER
 - PIRATE
 - BUTLER
 - MAGIC POTION
 - WITCH
 - GHOST
 - ZOMBIE
 - VAMPIRE
 - DEVIL
 - CEMETARY
 - ANGEL
 - ELF
 - DWARF
 - FAIRY
 - KING / QUEEN
 - EYE
 - BABY
 - HAND
 - SUPERPOWERS
 - SPELLBOOK / WAND
 - EX-GIRL/BOYFRIEND
 - PARENTS
 - CHILD
 - OLD MAN / OLD WOMAN
 - LIVING ROOM
 - IN-LAWS
 - FAMILY MEMBER
 - GROUP OF FRIENDS

For each Player over 4, create an additional Personal Star

and place outside the Dreamscape.

VARIATIONS

Alternative Materials

While it's great fun and inspiration to create a Wildling from modeling clay, it's entirely possible to play with beads, tokens, or other materials, as long as they can tag the appropriate words on the playing areas. Players should start with 40 tokens each, creating a pool of 30 tokens for the Wildlings with 10 tokens available on reserve for Storytelling. Follow the rules to absorb or discard tokens accordingly.

Additional Words

You can use any word, of course, in your storytelling, but you may want the opportunity to have additional words to tag physically with Stuff in the Dreamscape. (For example, if you want to be more specific in the setting you want to use.) Feel free to add additional words to the Dreamscape only, by placing a separate paper on the side of the Dreamscape map. These words should be NOUNS of people, places, and objects. You may only decide these words with the other Players during the second stage, when you are all deciding on the tone and atmosphere of the dream-story.

Advanced Storytelling

More experienced or advanced Players may enjoy playing without the Star Maps or Dreamscape. This would be truly free-form storytelling, and a Player is free to add a bit of Stuff for any key word they choose when it's his/her turn. Designate a place for STAR-words, for ideas/aspects/verbs, and DREAM-words, for nouns of people/places/objects. This advanced level allows for Players to decide whenever it's dramatically appropriate to ask/resolve a Key Question and absorb/discard the Stuff accordingly.

~ ~ ~

FOR REFERENCE

FIVE CELESTIAL KINGS

Wildlings powered by the stars of the Five Celestial Kings are usually concerned with order, diplomacy, and structure.

- arguing / talking
- aging / hairy
- impatient / tolerant
- love / hate
- bureaucratic
- commanding
- attacking
- mundane / special

THUNDERBOLT

Wildlings powered by the stars of the Thunderbolt are usually concerned with power and light/darkness.

- raging / calm
- blinded
- breaking
- dark / light
- falling
- obscured
- powerful
- energized / electric

WILD COCKEREL

Wildlings powered by the stars of the Wild Cockerel are usually concerned with guile, trickery, and playfulness.

- escaping
- drowning / floating
- sad / happy
- pricking
- naked
- confused / clear
- tricking / joking
- tripping

SICKLE

Wildlings powered by the stars of the Sickle are usually concerned with life and death, plants and earth, and hard work.

- yearning / wanting
- slashing / razing
- giant / tiny / growing / shrinking
- vegetable
- blossoming / withering
- dying
- difficult / easy
- diligent / careless

TORTOISE

Wildlings powered by the stars of the Tortoise are usually concerned with age and beauty and wisdom.

- baby / ancient
- ugly / beautiful
- slowly / quickly
- stupid / wise
- hidden / revealed
- steady
- yielding / fighting
- balding / receding

TIGER

Wildlings powered by the stars of the Tiger are usually concerned with quickness, cunning, and force.

- cunning
- silent / loud
- hunted
- clawing
- wild / tame
- whispering
- vengeful
- jumping

ENCAMPMENT

Wildlings powered by the stars of the Encampment are usually concerned with connections, protection, and hearth.

- lost
- haunted
- crowded / lonely
- strong
- trapped / free
- cooking / delicious
- sleeping
- secure / insecure

WILLOW

Wildlings powered by the stars of the Willow are usually concerned with deep feelings, emotional and physical health.

- weak
- weeping / laughing
- bleeding / mending
- abandoned
- ensnaring / tangling
- defeated / rescued
- swinging
- flexible

CHARIOT

Wildlings powered by the stars of the Chariot are usually concerned with movement and spectacle.

- running
- dizzy / steady
- fast / slow
- chasing / racing
- cheering
- turning
- determined
- crashing

DRAGON

Wildlings powered by the stars of the Dragon are usually concerned with fantasy, imagination, and luck.

- fantastical
- flying
- evil / blessed
- unlucky / lucky
- piercing
- brave
- frightening
- swallowed / expunged

PESTLE

Wildlings powered by the stars of the Pestle are usually concerned with magic, mixing, and secrets.

- secretive
- hurt / healed
- cold / hot
- magical
- mixed / mixing
- explosive
- tasty
- transformative

THANK YOU

Thanks to the heads of Game Chef 2014, and to all you liked and commented on my ramblings in Google Cirlces. In particular, much respect and kudos go to Avery Mcdaldno for officiating this year's competition. Thanks also go to Lorc and the folks at game-icons.net for some absoultely amazing open source game icons, which I humbly use and/or tweak here and could not have made the game without.

happy gaming to all!