

Developing Your Paracosm

- 1 Create a holiday for your world. What is worth celebrating? How is it celebrated?
- 2 What kind of food is eaten in your world? Are there such things as meals where people eat together? How do inhabitants of your world eat? Do they chew?
- 3 What is the weather in your world? Are there regions of your world that have different climates and therefore different weather?
- 4 Who are you in this world? Write your biography.
- 5 Does your world have a manifesto/motto/creed/declaration? What it is? When was it developed? How do inhabitants of your world learn it?
- 6 What is used for currency/money in your world?
- 7 Are there clothes in your world? Do people change clothes? How often? Are there closets?
- 8 Give yourself (or someone else in your world) a secret identity.
- 9 Do people gather in your world? If so, where? Why do they gather in those places?
- 10 What are the daily activities of beings in your world? Does every creature have a job?
- 11 Who are the significant historical figures in your world? Write their biographies and/or paint their portraits.
- 12 How did your world begin? Where did it come from? Write the story of your world's origin.
- 13 Design the central headquarters of your world.
- 14 Does your world change at night? What is night like in your world?
- 15 Are magical powers available in your world? Available to everyone? Or only a few? Why?
- 16 Create an area in your world based on something you love. Should there be cookie dispensers on every street corner (if there are streets and corners)? Soccer goals built into buildings so you can practice your kicks. Gardens where you can pick free brussels sprouts?
- 17 What is a skill that every being in your world should have/know? Why that skill?
- 18 How do inhabitants move around? Are there machines for moving (like cars, trains, etc.)? Must every inhabitant move under their own steam?
- 19 Draw a map of your world.
- 20 What things would be in a museum in your world?
- 21 Create a dictionary for your world. What words are needed by/in your world? Do place names mean something?
- 22 How are stories passed on in your world? Written? Printed? Told orally? Mental telepathy?
- 23 Does anyone in your world have plans for future expansion? Is the plan healthy or dangerous?
- 24 What exists just beyond the edge of your world? Add that to your map.
- 25 Is there tourism in your world? Does your world want people to come visit? Do they want others to stay away? Draw a tourism poster with an invitation to visit or reasons to stay away.
- 26 What if there is a secret world inside your paracosm? What would it be? How would you get there? What would someone find there?

