

Basics

Roles

Sprouting Tales plays best with a group of 3-5 people.

Once you've gathered a group, discuss what role each person prefers. Roles are not permanent, and a group should make adjustments when needed.

At least one person takes on the role of the Guide.

Guide

The Guide(s) describes the environments and the characters the Party interacts with. If there is a dispute or the rules do not cover something, the Guide is an arbitrator and makes rulings.

Players and Adventurers

Participants other than the Guide are Players, who act as Adventurers in the fiction. Adventurers are the main characters in the fictional story. Together, the Adventurers form a Party, a group journeying together through the fictional narrative.

Core Loop

The core gameplay is a conversation.

1. The Guide begins the conversation by describing the environment and the characters Adventurers interact with.
2. The Players respond and describe what their Adventurer does in that situation.
3. The Guide describes what happens as a result of the Adventurers' actions, and then repeats the first step.\

Rule Adjustments

The rules only exist as tools to facilitate fun for the participants.

If certain rules are a barrier to fun, discuss them and create adjustments together as a group.

Playtest rules may not be reflective of future experiences.

Revision #3

Created 2026-06-26 19:43:09 UTC by sabrinateenlich

Updated 2026-09-03 10:24:57 UTC by sabrinateenlich