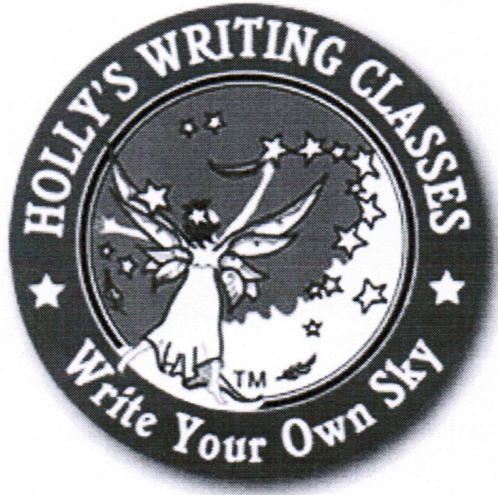


30-Minute Worldbuilding



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Simple answer

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Most writers take "write what you know" to the brutal extreme of "write only

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Fiction is asking "What IF?"

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Onward.

What 3 things ^{but} act the same **in your world** as in this world? (Places, people, creatures, physics — anything is fair game.)

1) THE WHOLE WORLD VISIBLE TO AND LIVED IN BY MOST PEOPLE IS MUNDANE AND "TODAY" — NO MAGIC, NO SURPRISES.

ACTION_EXAMPLE: FOLKS SHOP AT WALMART OR THE MALL, GO TO JOBS THEY LOVE OR HATE, ARE BORN, LIVE THEIR ENTIRE LIVES, AND DIE NEVER SEEING ANYTHING THEY CAN'T EXPLAIN (OR EXPLAIN AWAY).

2) PEOPLE HAVE ORDINARY JOBS, AND ORDINARY TECHNOLOGY ~~things~~

ACTION_EXAMPLE: COMPUTERS WORK, THE INTERNET EXISTS, CARS ARE THE PRIMARY MEANS OF TRANSPORTATION, AND PEOPLE GO TO WORK, RETURN HOME, FLOP ON THE COUCH TO WATCH TV, HAVE CELL PHONES AND COMPUTERS

3) SMALL TOWNS IN "FLY-OVER" STATES ARE MOCKED BY PEOPLE IN DENSELY POPULATED URBAN AREAS AND "COASTS."

ACTION_EXAMPLE: POPULATIONS POUR OUT FROM THE CENTER TO COASTAL CITIES AND SOUTH TO WARMER REGIONS.

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WHAT IF 3 things act differently in **your** world than in this world? (Places, people, creatures, physics — again...anything is fair game.)

1)WHAT_IF ~~OLD~~ ~~SMALL~~ SMALL HOLDS MAGIC THAT BIG
CANNOT ?

EXAMPLE: TRANSFER & TRADE MAGIC REQUIRES A LOW
POPULATION DENSITY AND A STABLE ENVIRONMENT OVER
A LONG PERIOD OF TIME TO ESTABLISH SECURE
TRADE ROUTES AND NOT BREAK THE MAGIC

2)WHAT_IF OLD CONSTRUCTION IS MAGIC FRIENDLY ?
NEW CONSTRUCTION ISN'T. ?

EXAMPLE: KNOB & TUBE ELECTRIC VS 3-WIRE SYSTEMS,
LATHE & PLASTER VS. SHEET-ROCK, BRICK, STONE, OR
WOOD VS CONCRETE

3)WHAT_IF REALITY INCLUDES THE WHOLE REST OF THE
UNIVERSE, AND A HANDFUL OF OUR FOLKS CONNECT TO ^{THAT.} ?

EXAMPLE: FOR THE LAST THREE THOUSAND YEARS, HUMANS
HAVE BEEN TRADING WITH PEOPLE ~~THE~~ FROM OTHER
WORLDS / OTHER REALITIES IN REAL TIME, IN PERSON,
WITHOUT EVER GOING ANYWHERE

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WHY do the elements that act differently in YOUR world act that way?

Example 1 Why?

ESTABLISHING TRADE CONNECTIONS REQUIRES DEEP
GROUND, LACK OF ENVIRONMENTAL VARIANCE, AND
PERMANENT SURROUNDINGS.
BARE MINIMUM, A BASEMENT AND A HUNDRED YEARS.

Example 2 Why?

MAN-MADE CONSTRUCTION MATERIALS CONTAIN COMPOUNDS
NOT FOUND IN NATURE. THESE COMPOUNDS CAN
BE BRIEFLY IN CONTACT WITH THE TRADE ENVIRONMENT,
BUT OVER EXTENDED TIMES WOULD ERODE THE
MAGIC

Example 3 Why?

TRADE IS DANGEROUS BUT PROFITABLE - TRADE GOODS
FOODS, TEXTILES, ART, MUSIC
INCLUDE IDEAS, SIMPLE TOOLS, PRODUCTS WITH NO
MOVING PARTS. NO ^{WORKING COMPLEX} TECHNOLOGY - BECAUSE TECHNOLOGY
DISCOVERED, CAN, TRADERS, HAVE DISRUPTIVE EFFECTS THAT CAN
COME BACK TO EAT THEM.

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HOW can you use these differences to bring wonder into your story?

Example 1 HOW?

SHOW THE TRADERS & THE TRADES, SHOW THE "ART OF THE DEAL" AND HOW IT CAN BACKFIRE, INTRODUCE THE MAGIC OF PLACES UNIMAGINABLE TO MY CHARACTER" AND BRING HER INTO CONTACT WITH PEOPLE SHE COULD NEVER HAVE IMAGINED

Example 2 HOW?

SHOW THE BEAUTY AND WONDER OF SMALL TOWNS, OLD HOUSES, LITTLE NETWORKS OF PEOPLE WORKING QUIETLY AT SOMETHING AMAZING

Example 3 HOW?

MOSTLY, SHOW THINGS GOING UNEXPECTEDLY WRONG
OCCASIONALLY SHOW SOME AMAZING WIN IN TRADES,
BUT MOSTLY SHOW THE COOLNESS OF TRADING CONCEPTS
AND INFORMATION.

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