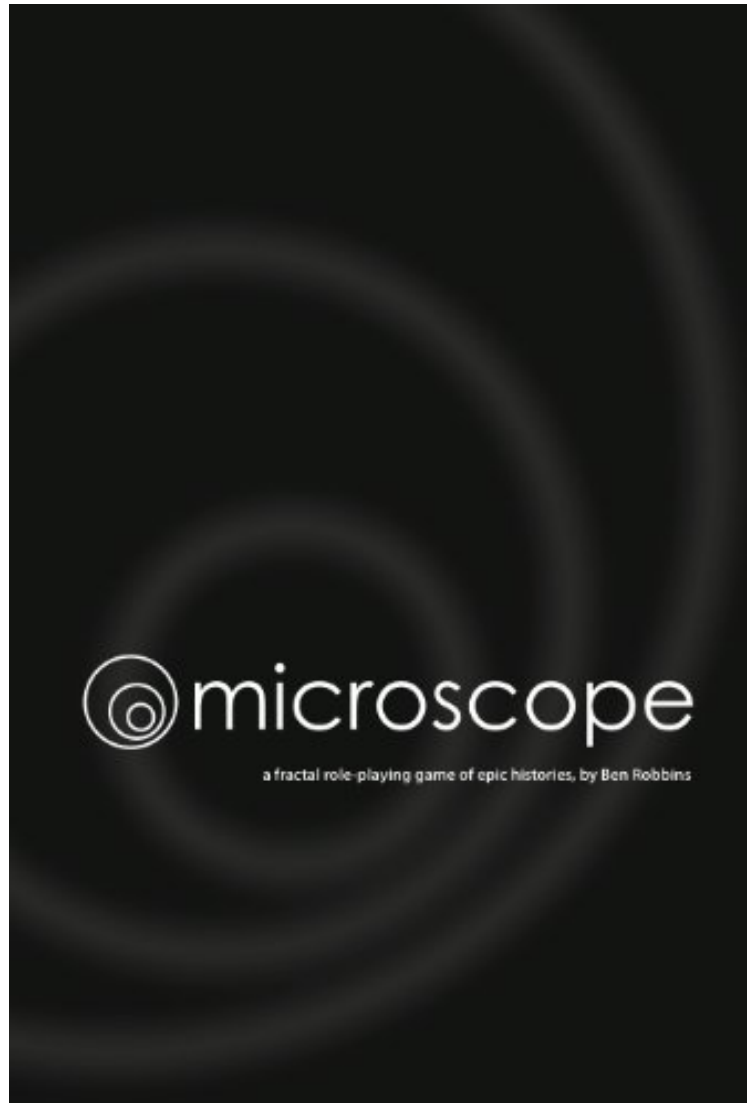


# Microscope

*Ben Robbins*

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#87356 in Books 2011-02-23PDF # 1Binding: Perfect Paperback80 pages | File size: 79.Mb

**Ben Robbins : Microscope** before purchasing it in order to gage whether or not it would be worth my time, and all praised Microscope:

3 of 3 people found the following review helpful. Tell wonderful false histories with your friends!By ClaudeIt is not entirely fair to consider this product a "role playing game". Since one does not play a singular role it is not fair to call it role playing. Also, it is not a game. This is because it has little if any objectives. However, it is a set of guidelines for a small group of people to tell a collaborative false history. At this one goal it wonderfully succeeds. After about 10 short pages of reading most anyone will be reasonably ready to participate in this endeavor. All that is needed in addition to the booklet is a pack of loose 3x5 index cards and a pen. After the first 15ish pages the rest of the booklet is

simply tools and tips to help you along. The concepts of how this process works are simple and quite like a timeline. In one evening (3-5 hours) we had a really great setting to play that we were all very interested and invested in. This system is not unlike the Fate rpg setting builder module but has much more to its structure. I can't understate how much fun our group had with it, especially for its price. 10 of 10 people found the following review helpful. Interactive history

By Edward MacGregor

By 'interactive,' I mean, you create the history, and you interact with the other players. And by history, I mean the logical, yet incomprehensible story that leads people or places or nations or whatever from one point in time to another. Parts are well understood and well documented. Parts are vague or completely hidden. In this game, you get to decide which parts are which and why, and make a grand tapestry of a story that belongs to you and the other players. The rules are phenomenally well written, making the counterintuitive subject matter easy to understand. The examples are inspirational. The game is fun, and can last as long as you want. 8 of 9 people found the following review helpful. "My god, it's full of stars..."

By B. Monroe

This game is just completely awesome. I hosted a game of this recently at a local games convention (BigBadCon, in Oakland, CA). We went from "what do you guys want to play?" to a detailed epic history of a world in just under 3 hours. We started with a nothing but a stack of blank index cards, and ended up telling the story of a civilization's rise, fall, and rebirth. It all began with a "war in heaven" which caused the fertility goddess and a cosmic dragon to die, creating water on the world. Then over ages and epochs, we described a war between humans and Kaiju. The rise of humanity's saviors and eventual tyrants, the demigods. Then humanity rebelled against the demigods, and finally stormed the gates of the heavens, and wrested the magic of "souls" from the remaining gods. We ran the game with six players, including myself. We had four hours to play, but ended up stopping after three and a half. That was the point where each player had had a chance to be the "Focus" (IE: "First Player" of each round, who gets some special narrative options that round). Three of the other players had read the book, but never played the game. One of the players ran to the dealers room during a break and bought a copy of the game, and the other two said they were going to their FLGS tomorrow to buy it. I'm really happy with this game. I'm already trying to figure out a time during the holiday madness to set up a few more sessions of it to show it off to my pals. Looking forward to playing it for many years. I can see tons of potential in this game for world builders and storytellers. Buy it.

Winner Most Innovative New Product, 2011 Gaming Genius Awards Nominated RPG of the Year, 2011 Golden Geek Awards

What is Microscope? A fractal role-playing game of epic histories. Humanity spreads to the stars and forges a galactic civilization... Fledgling nations arise from the ruins of the empire... An ancient line of dragon-kings dies out as magic fades from the realm... These are all examples of Microscope games. Want to explore an epic history of your own creation, hundreds or thousands of years long, all in an afternoon? That's Microscope. You won't play the game in chronological order. You can defy the limits of time and space, jumping backward or forward to explore the parts of the history that interest you. Want to leap a thousand years into the future and see how an institution shaped society? Want to jump back to the childhood of the king you just saw assassinated and find out what made him such a hated ruler? That's normal in Microscope. You have vast power to create... and to destroy. Build beautiful, tranquil jewels of civilization and then consume them with nuclear fire. Zoom out to watch the majestic tide of history wash across empires, then zoom in and explore the lives of the people who endured it. Mock chronological order. Defy time and space. Build worlds and destroy them. A role-playing game for two to four players. No GM. No prep. Microscope was playtested for two years by over 150 awesome gamers.

Ben Robbins' Microscope may be the clearest-written game text I've ever read - which is helpful, because it is also one of the most innovative games I've come across in a long time. Microscope engagingly challenges assumptions and upends long-held conventions of play while delivering a singular and satisfying evening of gaming. And "fractal role playing" is no joke - the minute you finish, you'll want to dive back in and explore some interesting sliver of the vast history you just built. --Jason Morningstar, designer of Fiasco

Microscope is incredible! A truly brilliant design. Also, the book is extremely well done. Highly recommended. --John Harper, designer of Agon

Danger Patrol

Having trouble building a world? Play a game of Microscope, and let your frustration turn in to excitement. Microscope is possibly the most valuable world-creation tool that exists, and is a great game in itself. 10/10 --reddit