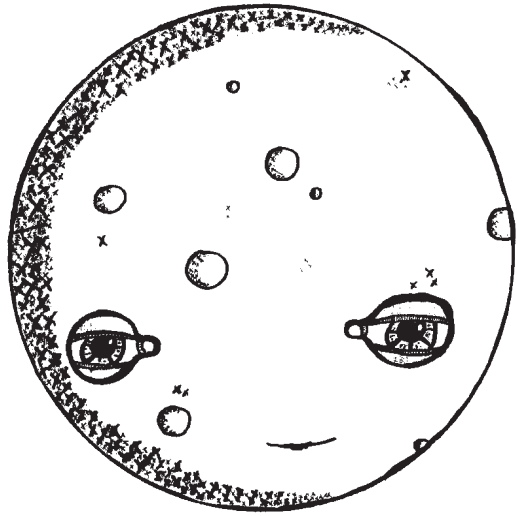


'“THE CREATION OF A
SINGLE WORLD
COMES FROM A HUGE
NUMBER OF FRAGMENTS
AND CHAOS.”

HAYAO MIYAZAKI

Hi!





*This little activity book will help you
create your own world - or part of one!
A hotel filled with weird and wonderful
characters and stories waiting to be told...*

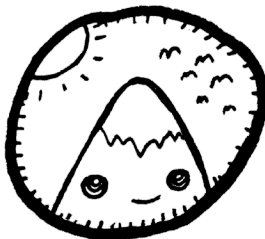
THERE ARE THREE TECHNIQUES
YOU WILL USE TO HELP YOU
BUILD WORLDS

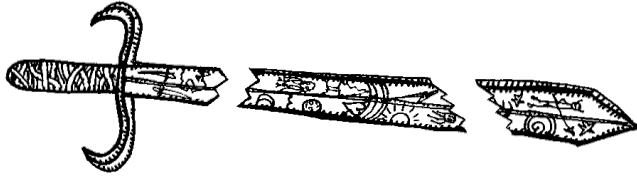
1. Steal and Borrow!

Take ideas from things you love! Make a big list of your favourite books, movies, music, video games, tabletop games, images, historical figures, fictional characters, real and imagined places, animals and plants.

2. Bash and Smoosh!

Break your favourite things into bits!
Bash them together. Smoosh them all up to
make cool new things...



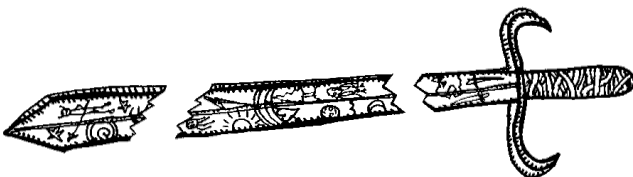


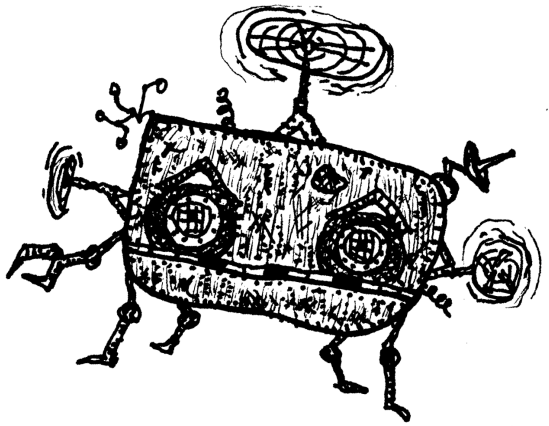
3. Ask Good Questions

I'll get you started by asking 5 good questions... once you've answered them you'll almost certainly start to get a feeling for what your world is like.

You will hopefully start to think of your own questions: things you want to know about the world you're creating!

Write those questions down -
answer them!





On the next page are the 5 questions you will answer to begin creating your Hotel and its inhabitants!

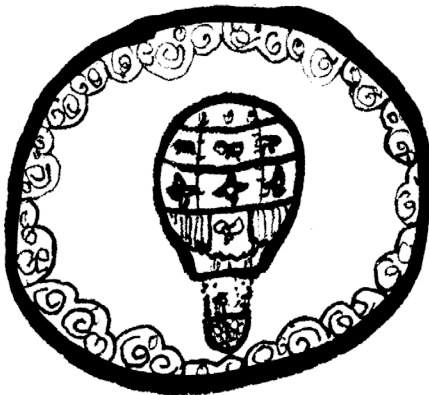
Then you'll find some examples of other people's responses to the questions - and a big list of ideas and examples of ways to steal & bash & smoosh, in case you get stuck...

After that i'll remind you about asking your own questions, give you some bonus questions, plus a bunch of other fun things!

1. Who created the hotel,
and why did they create it?

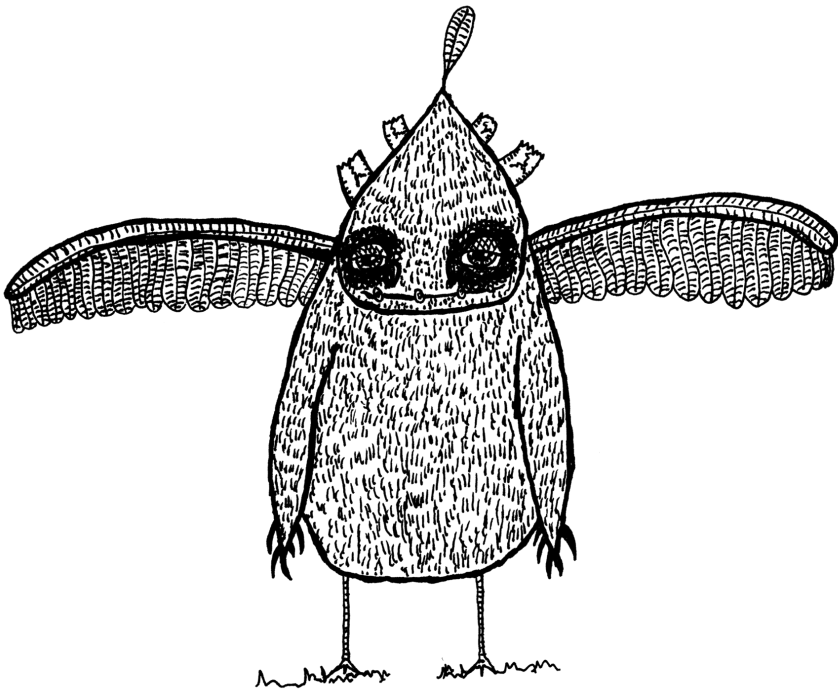
2. What kind of guests stay at the hotel -
why do they stay there?

3. The hotel is hard to find - how is it
hidden?



4. The hotel has lots of staff! Who are they?
What jobs do they do?

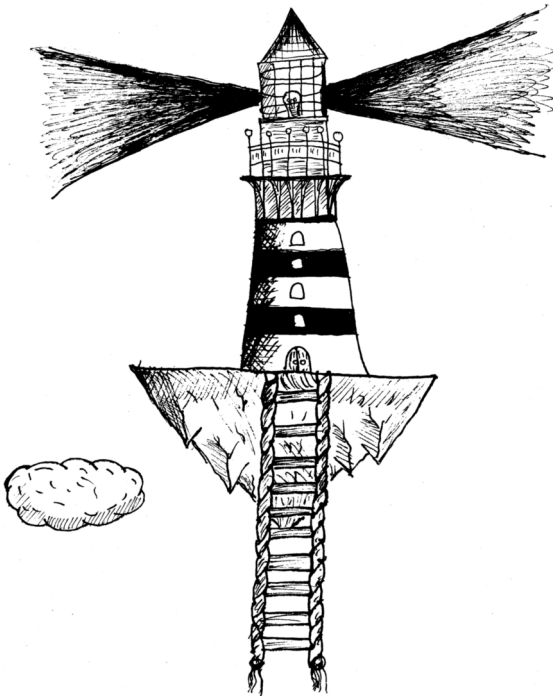
5. There is a secret or locked room in the
hotel - what's inside?



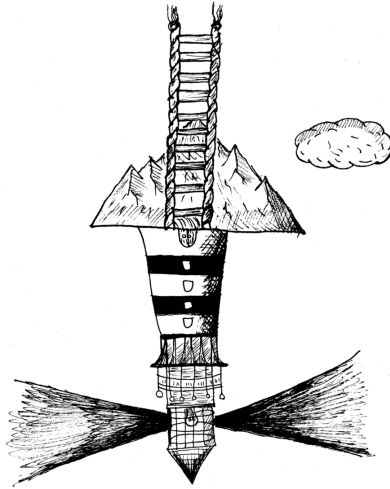
The Floating Lighthouse Hotel

by
Sebastian Winter

1. The floating lighthouse hotel was created by Mister Flick Maco. He was an astronaut, but he became a lighthouse keeper when he grew old. He created The Floating Lighthouse Hotel for lonely lighthouse keepers to have somewhere to get together, and for astronauts to remember space!



2. The Hotel's guests are astronauts who miss space, and lighthouse keepers who are feeling lonely. There are several rooms with no gravity for the astronauts to float around in, and there is a large, fancy common room for the lighthouse keepers to socialise in.

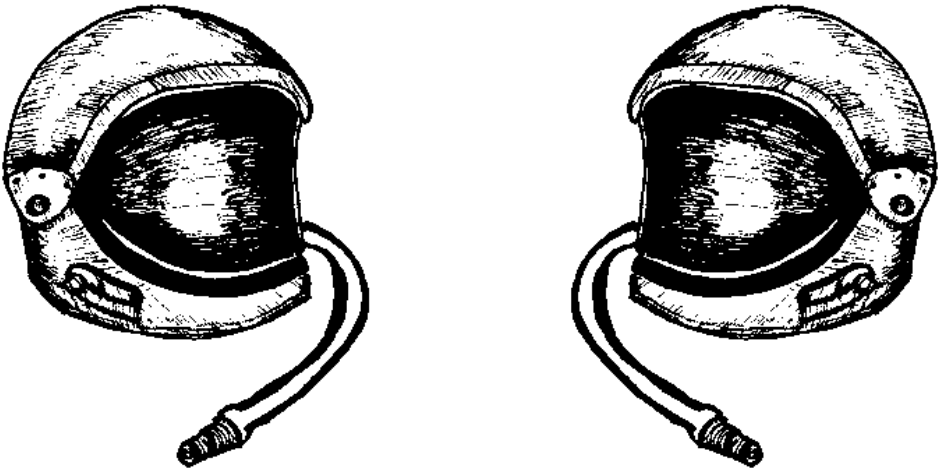


3. The Floating Lighthouse Hotel floats on a little island, and is constantly moving. Therefore it is very hard to find.

The light from the beacon is brighter than most - this lets astronauts and lighthouse keepers know when the hotel is near...

4. People in space suits
serve the drinks.

Tall men in suits and top hats
do the sweeping and cleaning.
Seagulls carry the luggage.



5. The lamp-room has been locked since the hotel
was founded. Some say that the lamp is
actually a small moon.

Others say that Mister Flick is still up there,
tending to his garden.

The key was lost years ago, so nobody is quite sure
what happens there.

The Lazybones Hotel

by

Lu Quade

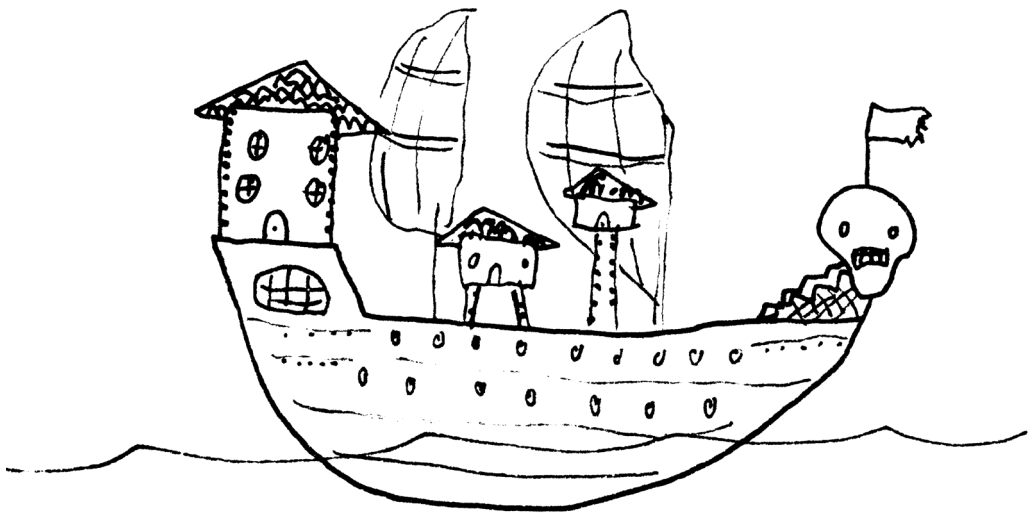
1. The Lazybones Hotel was built by Captain Scurvy Shivermebones using the wealth from his many, many years of piracy. The Hotel is a hideaway for retired pirates.

LAZYBONES  HOTEL ☆



2. All types of ancient pirates stay at The Lazybones. Ghost Pirates, Skeleton Pirates, Grandmother Pirates. This is the only hotel for scary pirates in the world. They couldn't stay anywhere else, everyone would be terrified.

The screaming would be very annoying!



3. The Lazybones hotel is a gigantic ship, sailing from island to island in The Carob Bean archipelago. Captain Shivermebones has an old deal with Neptune, God of the Sea: Neptune will call up ocean mists to hide the ship whenever he is called upon.

4. There is a busy crew of octopi on board, serving as waiters and musicians. They can get a LOT done because they have so many arms. One of their main jobs is reassembling old skeleton pirates after they fall to pieces. Chef Chops is famous for his squidink pasta garnished with kelp. *(Note: The original image contains a redacted area over the text.)*



5. The Captain's cabin is always locked, and no one is allowed to step inside of it - what do you think is in there? What secrets might you discover if you snuck inside!?

These are ideas for the type or location of your hotel. Steal them, bash them and smooch them. You can roll a six sided dice twice if you want a random one. If you rolled a 6 and 2, then a 5 and 2: you'd get a Timetraveling Train Hotel!

1. Upside Down
2. Genie Lamp
1. 3. Space
4. Submarine
5. Ship
6. Tower

1. Pyramid
2. Forest
3. 3. Giant Robot
4. The Moon
5. Desert
6. Tunnels

1. Underground
2. Train
5. 3. Sea Shell
4. Whale
5. Shrink Ray
6. Ship Wreck

1. Volcano
2. Underwater
2. 3. Cloudtop
4. Treetop
5. Mountaintop
6. Jungle

1. Ocean
2. Swamp
4. 3. Dinosaur
4. Giant Insect
5. Temple
6. Crystals

1. Giant Bird
2. Time Travel
6. 3. Dreams
4. Island
5. Glacier
6. River Boat

These are ideas for the founder, staff or guests of your hotel. If you rolled a 1 and 1, then a 2 and 6: you'd get Robot Clowns! Roll at random, or just grab and combine the ideas in any way that is fun and inspires you!

1. Robots
2. Astronauts
1. 3. Artists
4. Animals
5. Pirates
6. Inventors

1. Mermaids
2. Genies
3. 3. Children
4. Giants
5. Super Heroes
6. Gods

1. Wizards
2. Sailors
5. 3. Old Ladies
4. Monsters
5. Detectives
6. Gladiators.

1. Ninjas
2. Aliens
2. 3. Explorers
4. Spies
5. Shapeshifters
6. Clowns

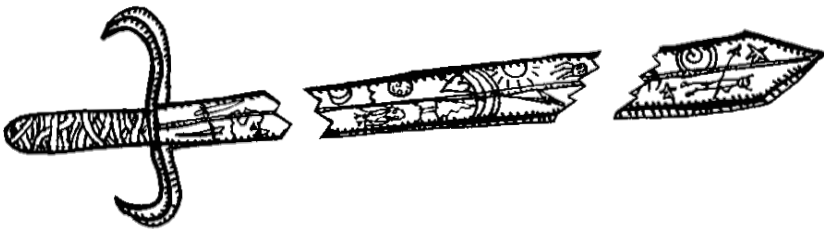
1. Dragons
2. Royals
4. 3. Ghost Hunters
4. Knights
5. Super Villains
6. Story Tellers

1. Warriors
2. Mechanics
6. 3. Faeries
4. Ghosts
5. Jewel Thieves
6. Vampires.

What Next!?

Hopefully now you have answered the five questions and know some things about your Hotel! Write some more questions if you want to know more about the place, the characters and their stories - Answer them! Here are some **BONUS** questions if you're stuck...

1. One of the guests is very famous. Who are they? Why are they famous? What special treatment are they given?
2. Something very valuable has been stolen from a guest's room. What is it? Who stole it? Why?



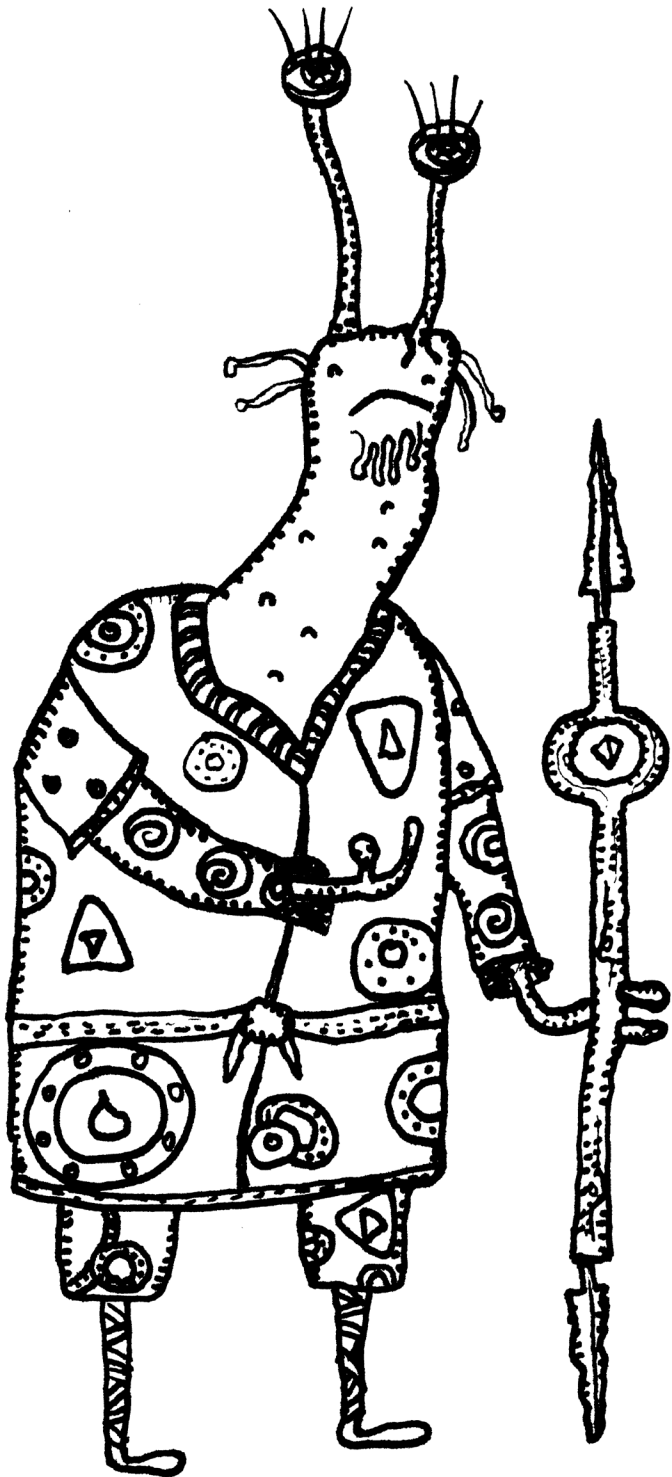
There's More!

3. There is a rumour that the hotel will have to close down. Why might it have to close, and how can it be stopped?

4. The Head Chef is famous for inventing a signature dish. What is their special recipe - what secret ingredient/s does it contain?

5. One of the guests is not who they appear to be. Describe their disguise. What is their secret identity, and why are they hiding at the hotel?





USE YOUR SMARTS!!

Did you know that there are lots of different ways to be smart? Usually people just think of reading and writing and maths smarts - they forget about movement, visual, speaking, music, emotional, nature, and social smarts!

The aim of this book is to help you create a little world to tell stories in - mainly written and illustrated stories.

But! Here are a bunch of ideas for ways to use all of those different kinds of smarts to build your little world and tell stories in it...

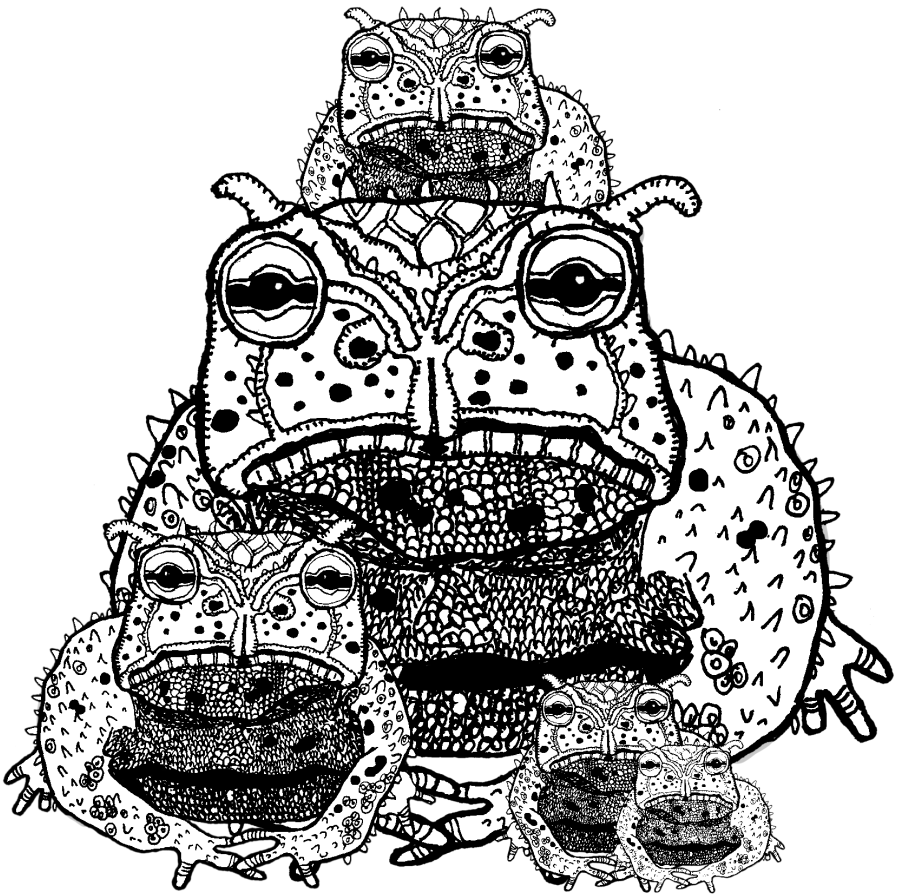
HAVE FUN!!!

- * Make a playlist of songs -the soundtrack of the movie of your Hotel's Story.
- * Write a big list of names from memory to use for staff and guests of The Hotel.
- * Research and make a list of real world famous Hotels.
- * Coreograph a dance that was performed at the opening of the Hotel.
- * Create a timeline of important events in the history of your hotel.



* There is a wilderness near the Hotel. A forest, jungle, desert, untouched lake, etc. What strange plants and animals are found there?

* Get some plasticine or clay and create some models of the hotel and the people in it!



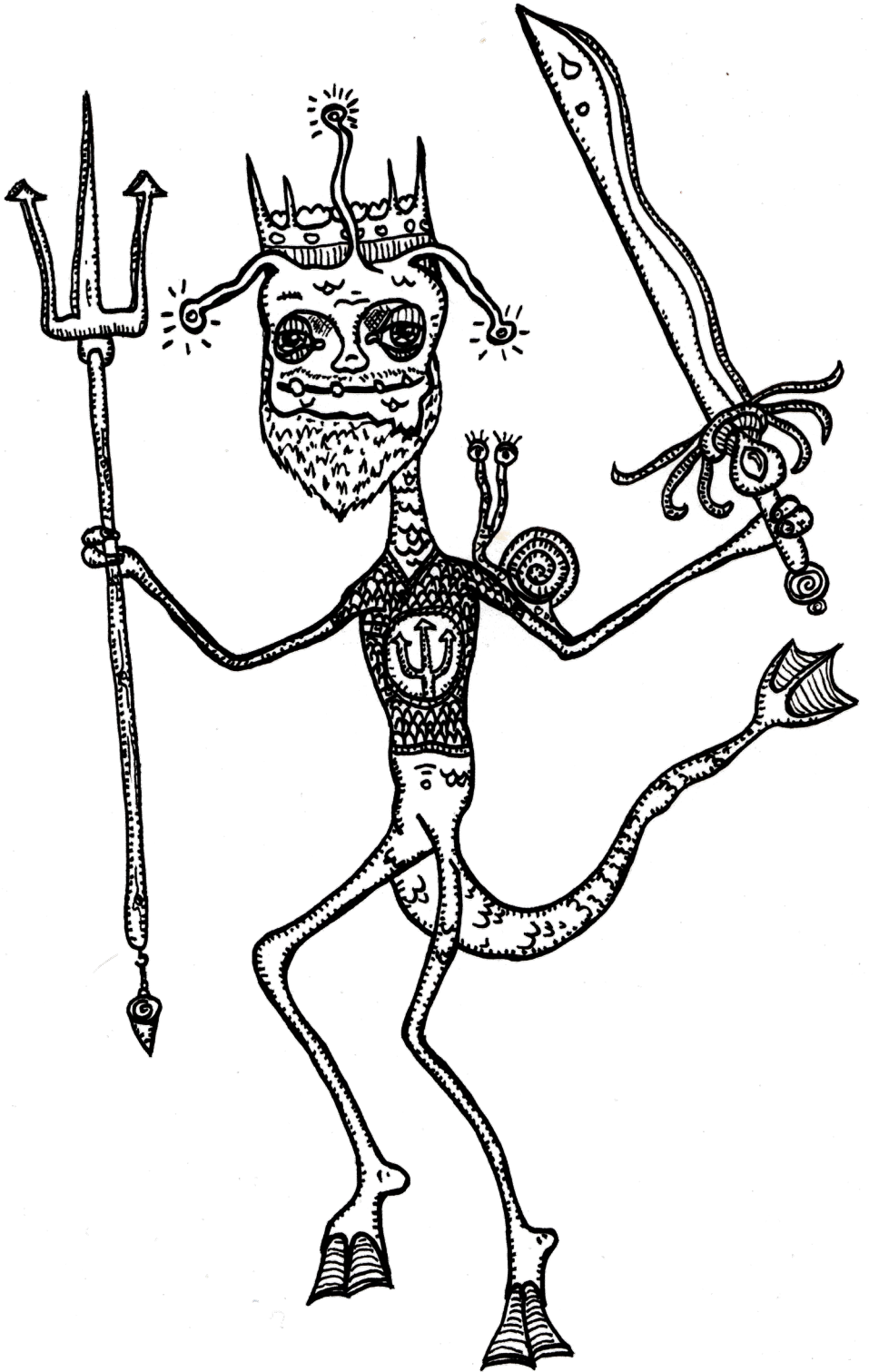
* Write two reviews from the perspective of two different guests. One of them LOVED staying there, the other one HATED it.

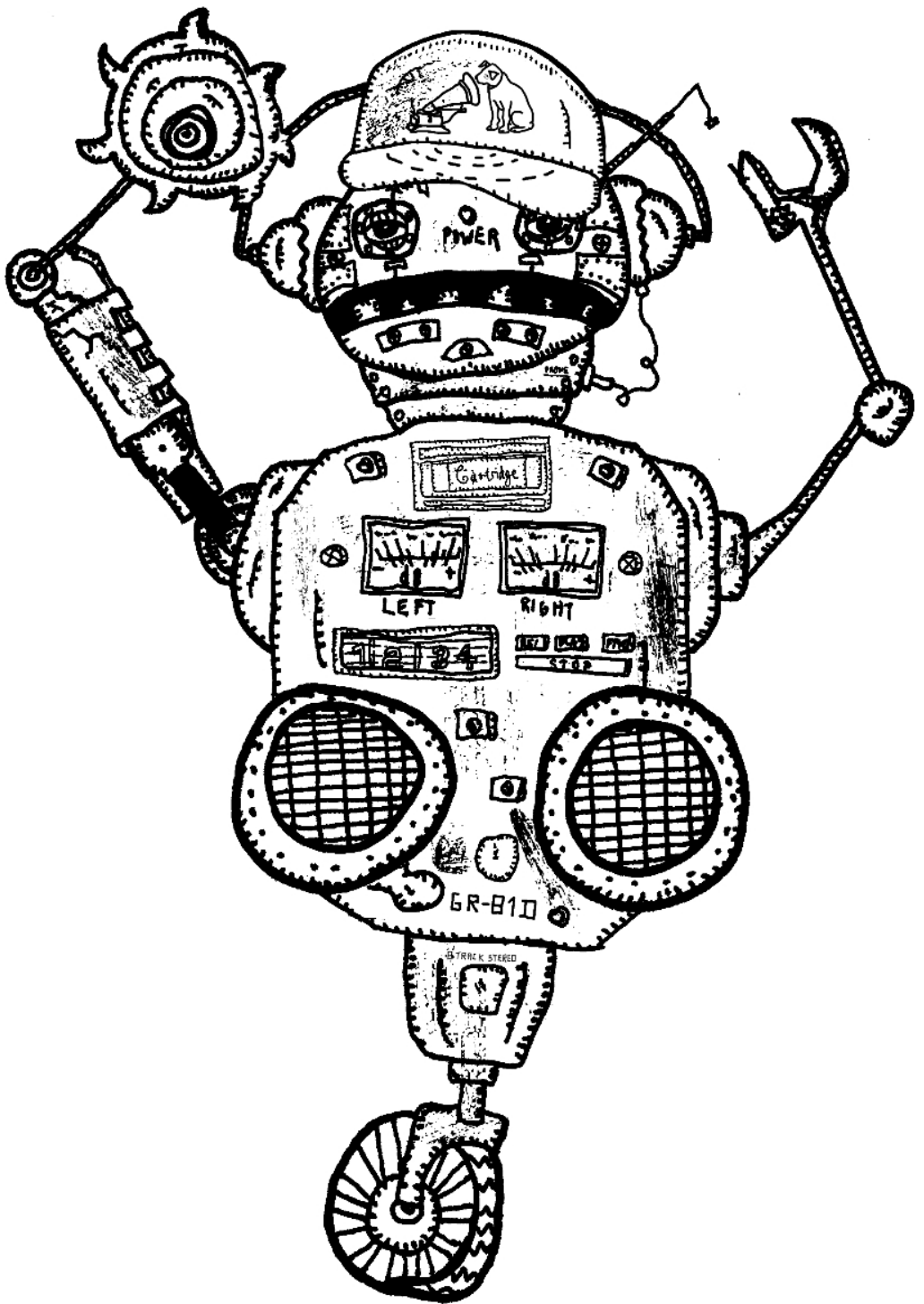
* Place yourself in the world of your Hotel, how would you feel if you suddenly appeared there. Write a story, and concentrate on describing your emotions.

* There is a small museum in the Hotel, a cabinet of curiosities. Draw and describe some of the strange objects in there... (if you want an extra challenge describe each object using exactly 55 words!)

* Or write a drabble! A drabble is an extremely short work of fiction exactly one hundred words in length (not including the title.)

- * Research and try to say names from diverse languages (like German, Japanese, Swahili and Esperanto). Use them for characters in your Hotel.
- * Draw lots of pictures of the Hotel and its staff and guests.
- * Create, sing and record/perform a radio advertising jingle for the Hotel.
- * Draw a birdseye view map of the Hotel.





STAY TUNED FOR THESE EXCITING
FUTURE VOLUMES! *

VOLUME 2 - SPACE SAFARI

VOLUME 3 - THE DESERT ISLAND

VOLUME 4 - WEIRD SCIENCE AND
SECRET AGENTS

VOLUME 5 - THE QUEST

VOLUME 6 - SUPERHEROES AND VILLAINS

VOLUME 7 - SPACE OPERA

VOLUME 8 - THE MAGIC SCHOOL

VOLUME 9 - SHRINKYDOOZ

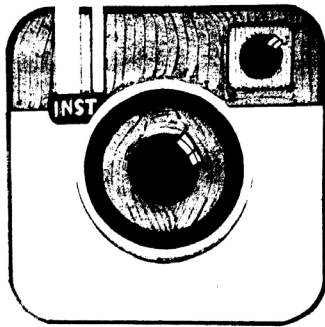
VOLUME 10 - MOTORBIKES AND
DINOSAURS

* MAYBE NOT IN THAT EXACT ORDER :)



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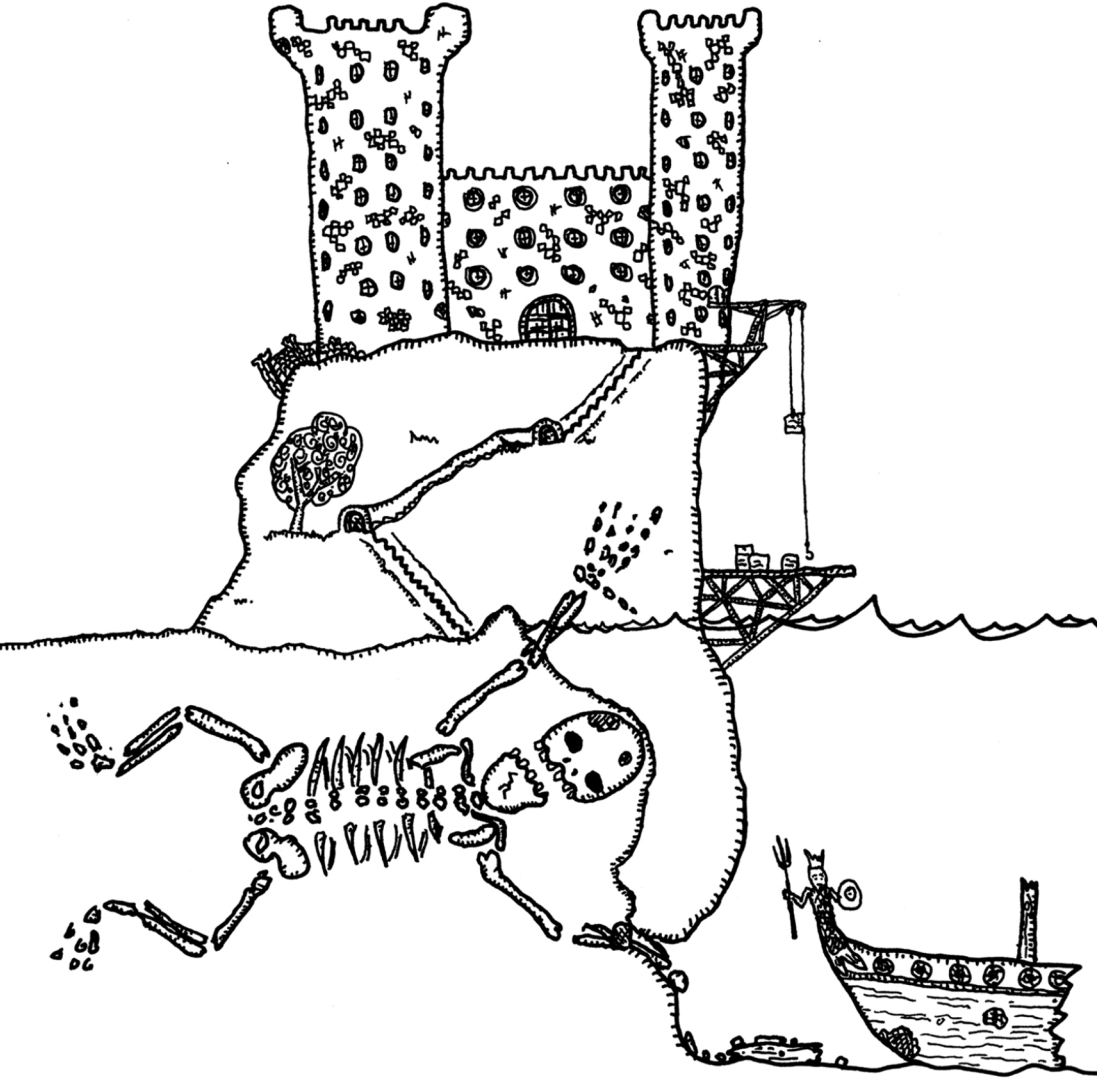


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THE END ?



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