

Welcome to Weird & Wacky Writing Prompts

In your hands, you're holding the world's greatest dice-rolling story builder for wild imaginations, just like yours.

Do you have a brain full of bananas?

A pencil that's itching to scribble strange stories?

A wild imagination that refuses to sit still?

Well then—WELCOME! You've just opened the weirdest writing prompt book this side of Jupiter. This isn't just a book. It's a **weird-o-matic story generator**, powered by nothing but your imagination... and a trusty six-sided die.

The best part? These prompts can be used over and over again because each time you roll the die, you're generating different story elements.

Here's how it works:

STEP 1: Grab a die.

You know, a six-sided cube with numbers 1–6. You can use one from a board game, an app, or make your own if you're feeling crafty (and a little chaotic).

STEP 2: Roll the die once per element.

Each writing prompt gives you all the elements you need to build your story.

1. Your main character
2. The setting
3. The problem (aka the juicy part!)
4. The genre or tone (this is where things get weird)
5. How the story might end (or at least something to aim for)

Roll the die for each element, match the number to each option, and BOOM—you've got the bones of your very own bizarre tale. You just have to fill in all the wild and wacky details to bring it to life.

It looks like this:

Create your outline and roll the die to find each element. Roll a 3 for Main Character? It's a penguin in a bowtie! And so on.

Main Character: _____

Setting: _____

Plot Problem: _____

Genre/Tone/Twist: _____

The Ending: _____

Roll 1 – Main Character

1. A secret agent cat
2. A kid with a marshmallow launcher
3. A penguin in a bowtie
4. A wizard with the hiccups
5. A time-traveling baker
6. A giant worm with stage fright

Roll 2 – Setting

1. The world's biggest bubble bath
2. A playground made of spaghetti
3. A flying school bus
4. A haunted vending machine
5. Inside a video game
6. A dragon's cozy living room

Roll 3 – Plot Problem

1. Bubbles are taking over everything
2. The bus won't stop bouncing
3. Their shadow has escaped
4. Their magic spell backfired
5. The spaghetti is alive
6. Someone's stolen the cookies

Roll 4 – Genre/Tone/Twist

1. Make it a comedy
2. Make it spooky
3. Make it fast and wild
4. Make it full of surprises
5. Make it mysterious
6. Make it all rhyme (or try to!)

Roll 5 – The Ending

1. It ends with a dance party
2. They find out it was all a dream—or was it?
3. The villain becomes their friend
4. They open a bakery together
5. It ends with a fart and a high-five
6. A mysterious door opens to a new adventure

Once the die has decided your story structure fate, it's time for the real fun... create your story title. Use the prompt title for inspiration or completely make up your own.

STEP 3: Write your story!

Use a notebook, a laptop, a napkin, the back of your math homework—whatever you've got. Let your imagination go full squirrel-on-a-trampoline and write the weirdest, silliest, most creative story you can. No pressure to be perfect. Just have fun! Try and write a story related to the prompt theme. Will it make sense? Probably not... that's why they're *weird & wacky*. Will it be easy? Depends on how silly you allow yourself to be. Will it make you laugh? Definitely!

STEP 4: Tell someone. Or don't.

Share it with your best friend, your grandma, your goldfish, or keep it top secret in your Wacky Writer's Notebook (not an official thing... but you can make one. Totally your call.

Wait... what kind of stories are we talking about?

Good question. You might meet:

- A time-traveling toaster
- A llama who teaches gym class
- A backpack that burps black holes
- Or a villainous banana peel on the run

Basically, nothing normal. Normal stories have to sit in the corner. This is a book for the wonderfully weird.

Final Words of Wackiness:

If your story ends with a talking sandwich? Perfect.

If your detective is a marshmallow with a mustache? Brilliant.

If your ending makes no sense but made you laugh? You nailed it.

This is not homework... this is FUN!

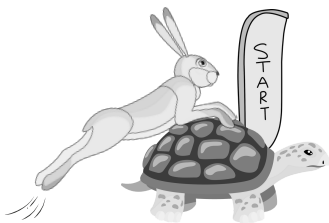
You've got stories inside you that no one else can tell—so get rolling, get writing, and get ready to let your weird, wacky, and wild imagination run loose!

Let's write!

What You'll Need

- ✓ This book
- ✓ Dice... actually, just one (die)
- ✓ A notebook
- ✓ A pen
- ✓ A wild imagination

We've created a free storyboard sheet that you can download and print to create your story outline (as mentioned on page 3). It's totally optional. Feel free to grab it at **www.boxbookpublishing.com/storyboard**, or just write your story elements down on a piece of paper. Whatever works for you and your wild imagination!



The Great Friendship Race

Roll 1 – Main Character

1. Speedy kid racer
2. The relay baton
3. Mischievous snail mascot
4. Determined racoon
5. Robot built for racing
6. Shy turtle with hidden skills

Roll 2 – Setting

1. School playground track
2. Park trail with twists
3. City streets during parade
4. Beach course in the sand
5. Forest path with bridges
6. Obstacle course full of surprises

Roll 3 – Plot Problem

1. Mystery racer trips others
2. Finish line vanishes mid-race
3. Upside-down map confuses route
4. Race turns into dance-off
5. Prize disappears before finish
6. Everyone wants to win alone

Roll 4 – Genre/Tone/Twist

1. Silly sports drama of blunders
2. Breaking news on race chaos
3. Rhyming race-day poem
4. Slapstick comedy
5. Told from trophy's point-of-view
6. Musical about friendship

Roll 5 – The Ending

1. Friends finish the race together
2. True prize is friendship
3. Water jug dumped on winners to celebrate
4. New game invented for all
5. Ribbons for everyone's talents
6. Laughter in a mud puddle