



## Game Tips...

### Theme

- Will your game be designed after a book or movie, will it be set in the medieval days, the present or the future?

### Object

- What is the object or goal of the game?
- How many people can play the game? What steps will you take to advance through the game - will you have game cards, a spinner, jump spaces?
- How is the winner of the game determined?

### Design

- Draw your game on paper first.
- Make sure your game is functional before you put it on the board.

### Pieces

- What pieces will you use for your game and what will they represent?

### Rules

- Decide what the rules are
- Make the rules fair and consistent
- Write down the rules for all players to review
- What happens to a player that doesn't follow the rules?

### Have fun playing!

- Plan a game night so you can introduce your game to your friends or classmates.
- Take turns playing each others games.