

Rules

Copy and paste the text below into your own rules.

You don't need to use this format if you have a better idea of your own.

This game is called xxxxx

Number of players xxxx

Time to play xxxx

Don't put your own name on the rules, as we're judging them without knowing the designer's name.

The game objective

— What is this game about?

Example: in this game you are mining for different types of gemstones.

— What are players trying to do?

Example: players are trying to collect either a set of four identical gemstones, or one each of five different types. Players score points for better quality gemstones or for bigger sets.

What's in the box (not essential)

— What are the game components?

Example: this game is made up of 120 cards. 60 cards have blue backs and 60 cards have red backs. Each card shows one of five different types of gemstone and a value from -1 to 4. The cards with red backs are worth 1, 2, or 3. The cards with blue backs are worth -1 or 4.

Before you play

— How do you set up the game?

Example: take all the cards out of the box. Find all the cards with red backs, shuffle them, and deal three red-backed cards to each player. Put the rest of the red-backed cards face down in a stack in the middle of the table. Take all the cards with blue backs, shuffle them, and put them face down in the middle of the table, next to the red-backed cards.

How to play

— Who starts?

Example: the youngest player starts.

— What does each player do on their turn?

Example: on their turn, each player takes two actions. They can take a card from either the red pile or the blue pile, or they can swap a card with another player. They could do one of each type of action, or they could take two cards, or they swap two cards.

— Do players score during the game? Is that an action?

Example: if a player has a set of gemstones in their hand, they can place it in front of them and add to their score.

How the game ends

— When does the game end?

Example: the game is triggered by one person getting rid of all of their cards. When that happens, all other players get one more go.

— How do you win?

Example: the winner is the person with the highest score on the cards in front of them.

Your rules document should probably be one or two sides of A4, possibly three if you have added diagrams to help players understand the rules. You don't need to add diagrams if you don't think it works for your game.



Are you interested in designing more of your own board or card games?

Submit your ideas to the Tabletop Game Design Challenge, a contest for anyone based in the UK and aged 7-16. Find out more at kidsgamedesign.org.