

Videos and photos

In order to submit your game as part of the challenge, you'll need to show us what it looks like. Either take some photos or use a script like the one below to create a video. The video should ideally be 1-3 minutes long.

Introduce the game

— “Hello! This game is called [whatever it's called]. It's a game for [1/2/3/4/whatever] number of players and takes [10/20/30/whatever] minutes to play.”

Don't say your own name, as we're judging games without knowing the designer's name.

The game objective, or what you're actually trying to do

— “In this game we are [doing whatever the main theme of the game is] and we want to [do whatever thing we do in order to win].”

For example, you might say: “In this game we are mining for different types of gemstones, and each of us is trying to collect the best set to score the highest points!”

Make it sound more fun and bubbly that you did in the rules. Be enthusiastic!

What does the game look like?

— “We have these [cards/pieces/whatever] which have these symbols.”

Just give one example of a card or component. It's simply to give the judges an idea of what sort of game it is. If it's quite a small game or big game, say something like “it's just one pack of cards” or “it's all these components” so they get a sense of the scale.

Show a turn

— “In a turn, you might do this, or you might do this. Start like this.”

For example, you might say: “I draw two cards at the start of every turn. Then I can use cards from my hand to buy higher value cards OR I can play cards on to the space in front of me.”

You don't need to include absolutely everything.

Show how you win

— “The game end when this happens. The winner is the player who has the most points [if that's how you win].”

Be careful not to over explain it. Your rules cover all this, so really you're just going over the basics.

End with a short summary

— “This game is [nice description]!”

Have just one sentence about it.

It's ok if you don't want to do a video. If so, we recommend the following photos:

- The initial set up
- The game halfway through playing
- A close up of a board or some cards



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.