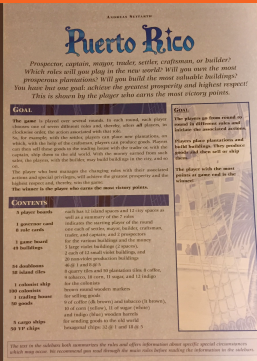
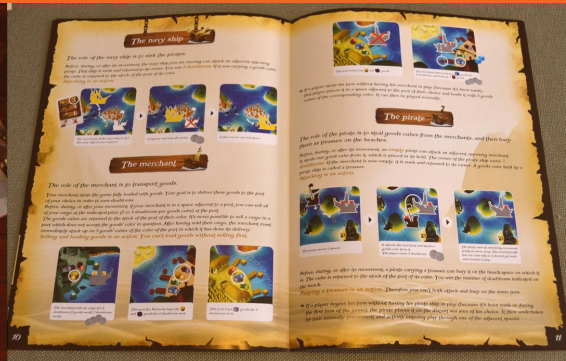


Board Game Design



Week 3: The Rulebook

Week 1: Brainstorm

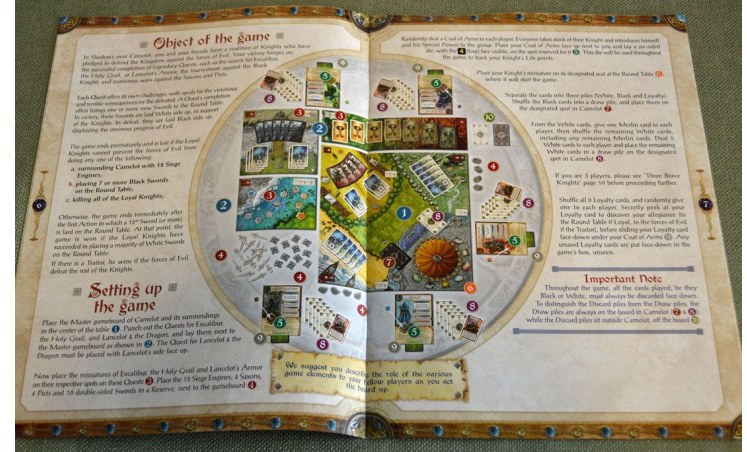
Week 2: Start Design

Week 3: Prototype & Rules

Week 4: Playtest

The Rulebook

A very important part of
your game design.



Shadows Over Camelot

People need to be able to read the rules and understand how
to play without you being there to explain it.

A Good Rulebook

1. Tells us **who can play**: # of players, suggested age
2. Describes the **contents** (10 of this, 5 of that, etc.)
3. Gives a brief **introduction**: “fluff” “flavor” “story”
4. Shows how to **set up** (with words, pictures, and diagrams)
5. Tells us **how to play**
6. Explains **how to win**
7. Explains **when the game ends**
8. Discusses any **extra rules** that people need should know.

Making Your Rulebook:

2 Options

On Computer Download the template, fill it in, then print it.

By Hand Take a paper template and fill it in.