

RULES

Make your rules one step at a time.

1st STEP

How do you set up the game?

2nd STEP

What can a player do on their turn as they try to meet their goal?

3rd STEP

What can a player do to affect other players during the game?

4th STEP

How do players lose the game?

5th STEP

How does a player win and what happens?



FRIENDS & FAMILIES BOARD GAME BUILDING GUIDE

THEME

A great place to start building a game is to decide what you want your game to be about. Pick the theme you want your game to be about and write it below!

BACKSTORY

A backstory helps the designer focus in on what game they want to create. The experience they want players to have while playing. We breakdown the backstory into three critical parts.

1. **What is the problem?** (Within the theme of your game, what is the big problem?)
2. **What is the solution?** (How does someone or something go about fixing this problem? Don't be rhetorical, we need a specific answer here.)
3. **Who is going to do it?** (These are your players.)

COMMON PITFALLS FOR CREATING A BACKSTORY

- **Too much going on** - You have about 2 hours to make an entire game. Start small and add later. You can always rework/add in more content to your game later.
- **Lack of a clear solution** - This needs to be crystal clear because it is tied to the board. A clear solution allows the designer to make a great board.

BOARD

The board is the solution in your backstory. There are many types of boards but the board will at its core, be a visual representation of the solution.

Quick example of a board being a solution is Candyland's backstory:

Problem ▶ Kids don't have shelter

Solution ▶ Kids find shelter

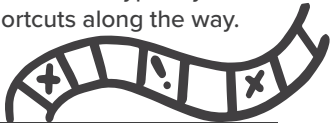
Who's going to do it ▶ The kids

Since the solution is *finding* shelter, the entire board of Candyland is *finding* shelter.

Here are some common board types, feel free to combine or stray away entirely to what you feel is best!

A to B

Players start at A and progress to B. There are typically obstacles or shortcuts along the way.



Games like this: Candyland, Chutes & Ladders

Battler

These are excellent for strategy games or games that need the player to move about in an orderly fashion. Some games will block off certain areas of the board to incorporate theme or add strategic value (Stratego). Sometimes they will change the shape of the grid (Risk) to reflect the environment more accurately.



Games like this: Chess, Checkers, Stratego, Risk

Racetrack

Players go around and around the board while progressing towards solving the problem in their game. Often games like this will pit players against each other and have spots where players have a mini event. Events in Monopoly are collecting \$200 when passing go, going to jail, chance cards, or buying property.



Games like this: Trouble, Aggravation, Monopoly, Sorry

Locations with Paths

Have a game with specific areas the players need to go in order to solve their problem? This board might be perfect for you. Consider adding shortcuts to go from one area to another to save time for the players.



Games like this: Clue, Ticket to Ride, Detective Games

COMPONENTS

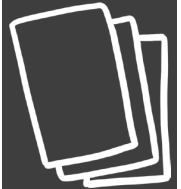
In board games, the board is used to **show** progress of a game. The bits and pieces in board games are used to **make** progress in a game. Without the bits and pieces, the game is frozen and players can't work towards solving the problem. The bits and pieces are called: Components.



6 Sided Die

These are used to add a little dash of random to the game. Use to see how far a player can go, or who wins a battle. Who knows who will win because there is a lot of variety. Also each number can represent an outcome of your choosing.

Both cards and punchboard tokens are perfect for being whatever you need them to be. Resources, items, magic, units, any noun you can think of, can be a card. The reason to use a card is because they are great for holding in the hand or because they stay off the board. The board is already holding a lot of information, a card is going to take up too much space. If you need something on the board, leave that to the punchboard tokens.



Cards



Punchboard Tokens

Unlike cards, punchboard tokens are meant to go on the board. They are smaller and thicker so can be picked up and placed many many times without showing wear. These also are perfect for being anything you need them to represent.

Similar to punchboard tokens in that cubes can represent anything you would like them to. The reason to use a cube is because they are significantly smaller than punchboard tokens. They are fun to move around or stack up if the game requires it. The trade off here is that it is very difficult to add art to cubes.



Wooden Cubes



Meeples

These are more often than not your players. Sometimes games like Sorry, a player will have 3 of 4 of the same color meeple, other games like Monopoly, everyone will have 1 meeple to represent their player and where they are on the board. Let us know if you'd like to swap out meeples to better reflect your game!