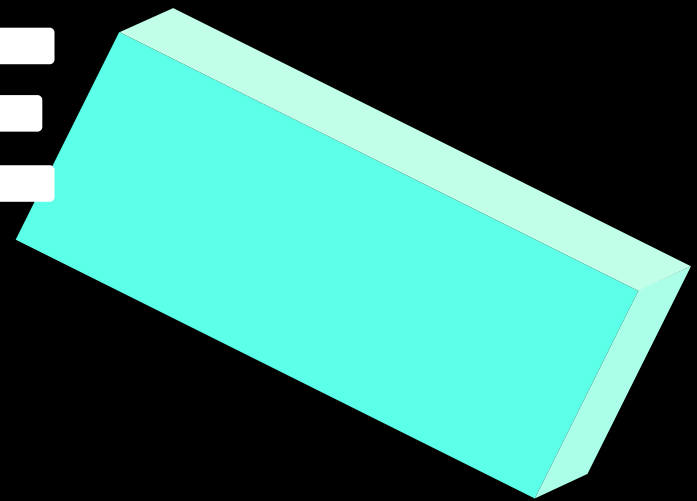


**CREATE
YOUR OWN
GAME**

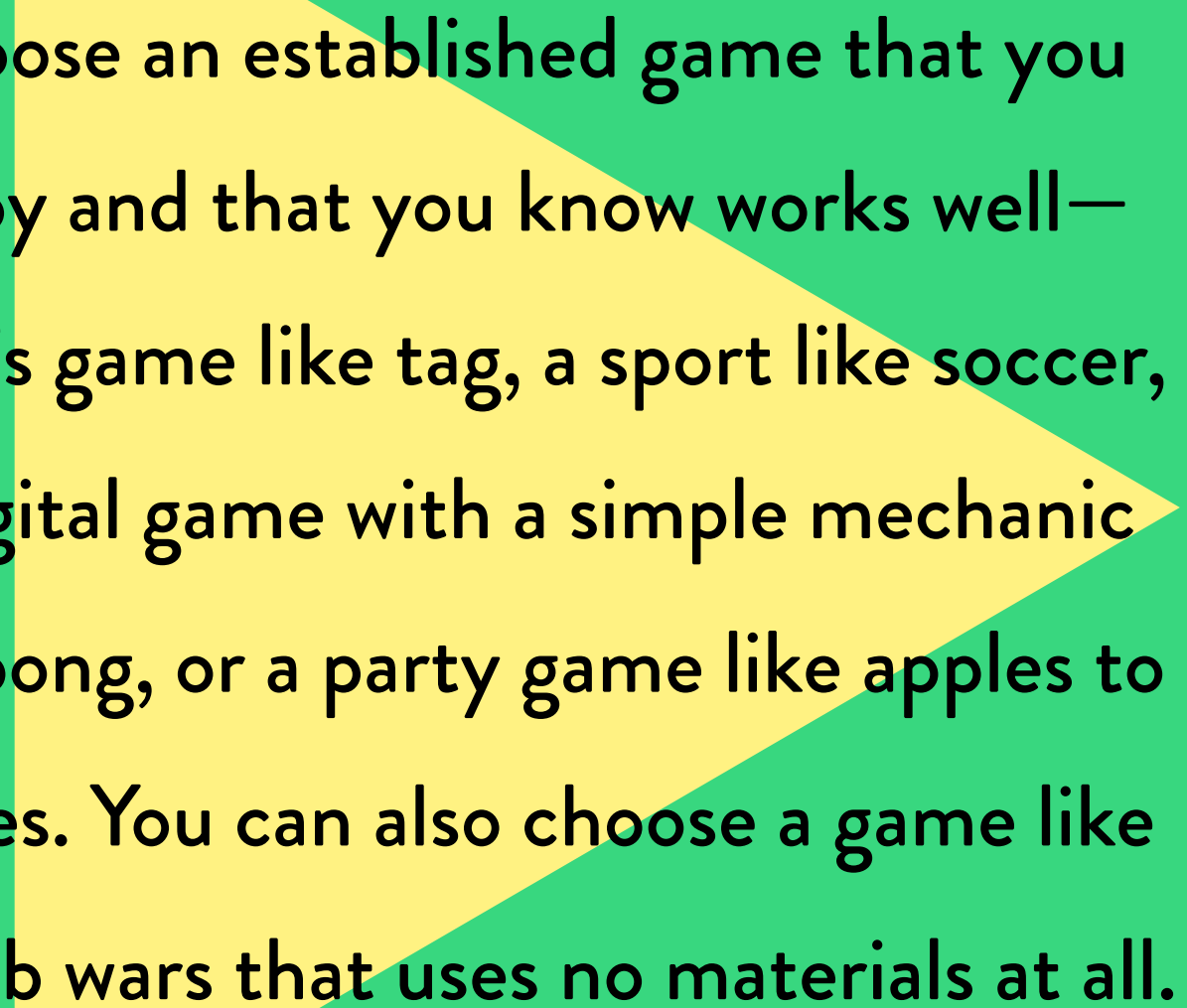


A toolkit by CHLOE VARELIDI in collaboration with

GOOD



GET STARTED



Choose an established game that you enjoy and that you know works well—a kid’s game like tag, a sport like soccer, a digital game with a simple mechanic like pong, or a party game like apples to apples. You can also choose a game like thumb wars that uses no materials at all.



FAST AND FURIOUS

An ideal challenge for the player who doesn't want to waste any time. Make a super-fast game that lasts no more than one minute. Ready, Set, Go!




2
CHALLENGE



BEAT THE HEAT / STAY COOL

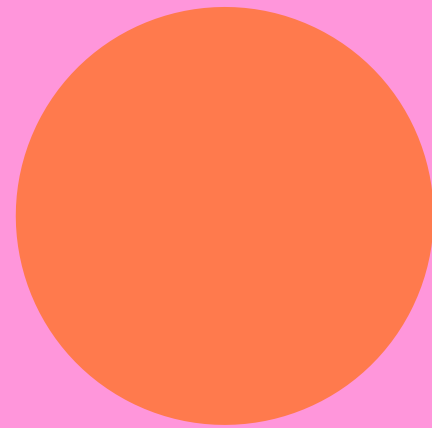
Perfect for a warm day. Whether you are at a beach, a park or your backyard, equip yourself with the right accessories like water pistols, buckets, and beach balls and design a game meant to cool your friends down.



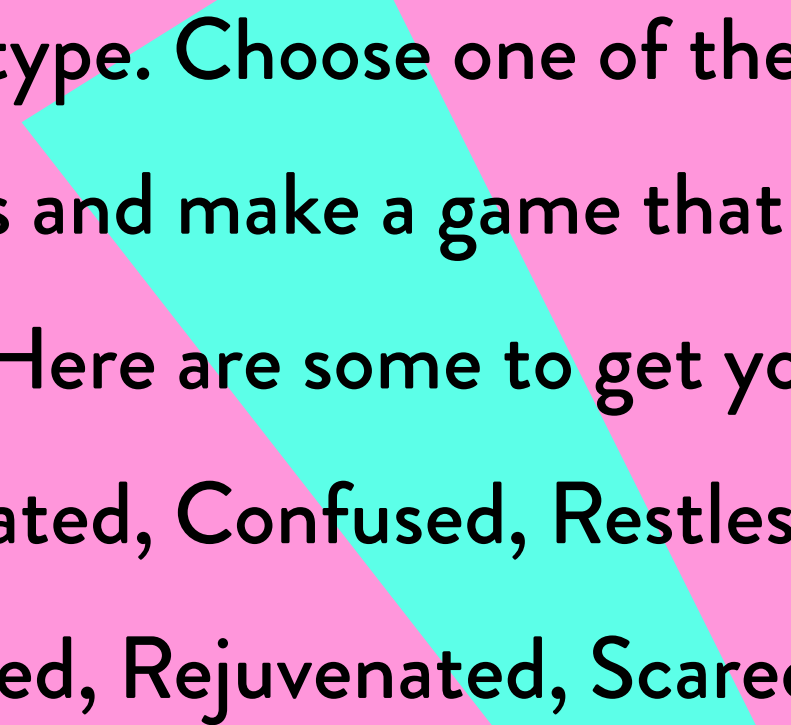


CHALLENGE

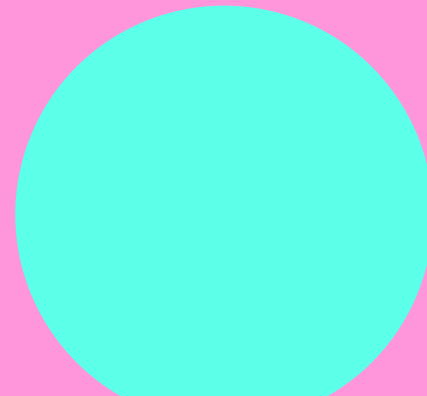
3



WHAT A FEELING



For the emotional type. Choose one of the following emotions and make a game that evokes that feeling. Here are some to get you started: Joyful, Agitated, Confused, Restless, Suspicious, Enchanted, Rejuvenated, Scared.





4
CHALLENGE



SUPER MECHANICS

Reveal your inner super-powers and create a game where the core mechanic is inspired by your favorite superhero. You can also choose one of the superheroes below if you are having trouble getting started.

THE QUESTION:

Superpower is that he/she has no face. The Question is also a proficient acrobat, has genius-level intelligence and is a master detective.

STAINBOY: Superpower is to stain. “Can’t fly around tall buildings, or outrun a speeding train—the only talent Stainboy seems to have is to leave a nasty stain.”

ICEMAN: Superpower is to freeze any moisture in the air around him/her into unusually hard ice, and thereby form simple objects such as slides, ladders, shields, and bats.

BLING!: Able to produce diamonds of varying quality; can expel diamond shards from his/her body at high velocity; enhanced durability.

DAZZLER: Superpower is to dazzle by transmuting sonic vibrations into light energy, controlling its hue and intensity. Dazzler can also manipulate this energy to form lasers, hard-light constructs, fog-effects, and holograms.

ANESTHESIA:
Superpower is to sleepwalk.

CABLE: Possesses vast psychic power, most often manifested in the forms of telepathy and telekinesis.

GAMBIT: Bilingual in English and French, and also possesses the ability to throw small objects, including knives, throwing spikes, and playing cards with extraordinary accuracy. Gambit is also a skilled duelist and fencer.



5 CHALLENGE

BOARD GAME GEEKS

We know you are ready to build your own 3D video game smash hit, but almost every game starts as a board game. Take apart some of the board games you have at home and make a game that only uses playing cards, or only uses dice, or just the annoying Taboo buzzer.



UP FOR DEBATE

A perfect challenge for the political junkie. Choose a controversial topic to make a game that will heat up discussions between players. Make sure your crowd is ready for some arguments.

A GUIDE TO THE BASIC INGREDIENTS TO A FUN GAME

COMPONENTS: whether it's the players that make the game, little wooden pawns or extraterrestrial obstacles, your game needs Items.

SPACE: well, it all needs to happen somewhere right?

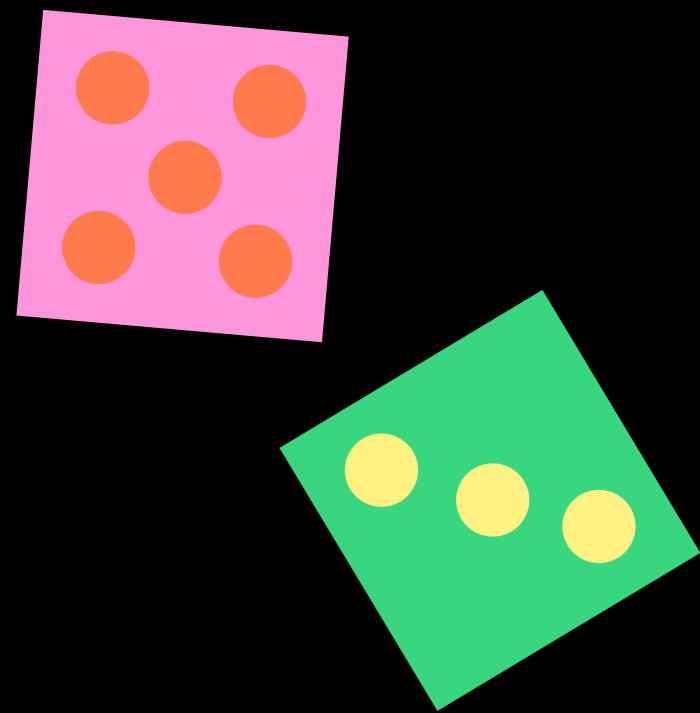
MECHANICS: this is a fancy word, and game designers use it to describe the actions you take in the game. Think of verbs like jumping, negotiating, singing!

GOALS: Make your game have multiple goals that allow your players to make interesting choices.

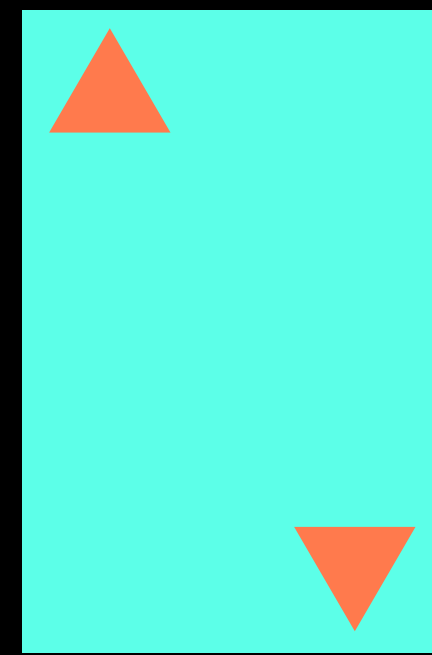
STRATEGY: even if you are making a very simple game make sure that it allows for some strategy so that if played again the game will not give the same outcomes. Bottom line; if the same person is winning over and over, something is wrong.

SURPRISES: you might not be the surprise type, but a game is no fun without some unexpected moments.

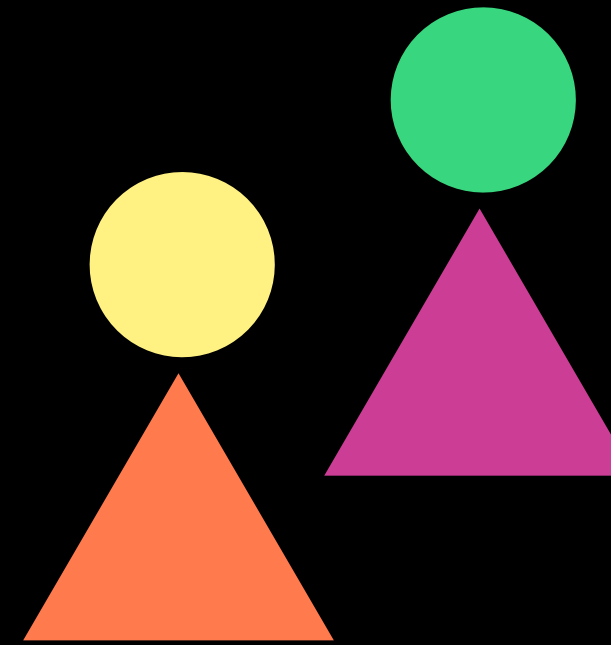
MATERIALS



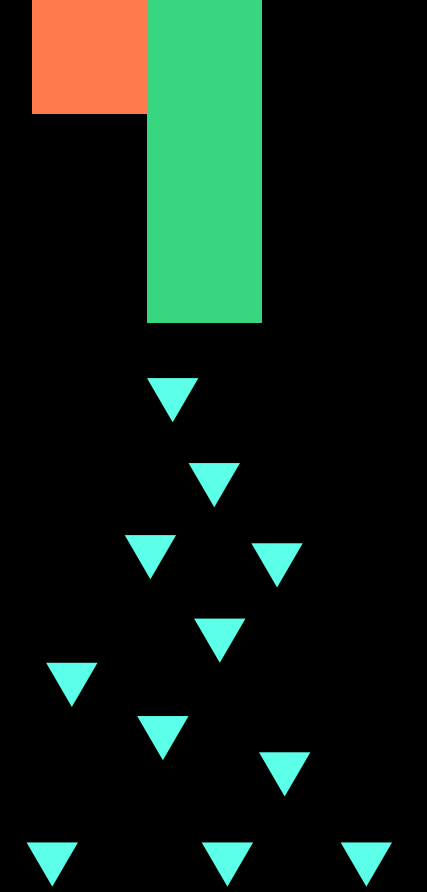
DICE



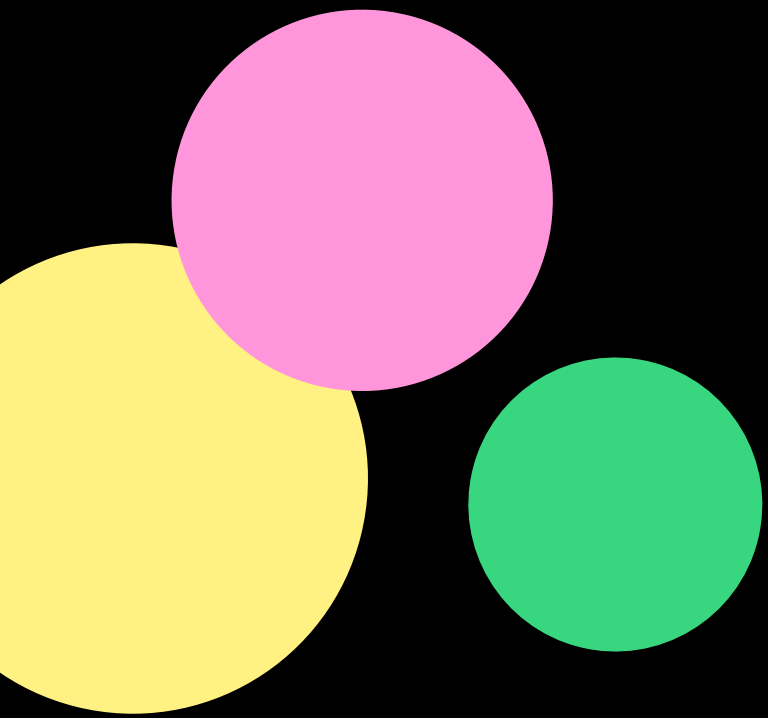
PLAYING CARDS



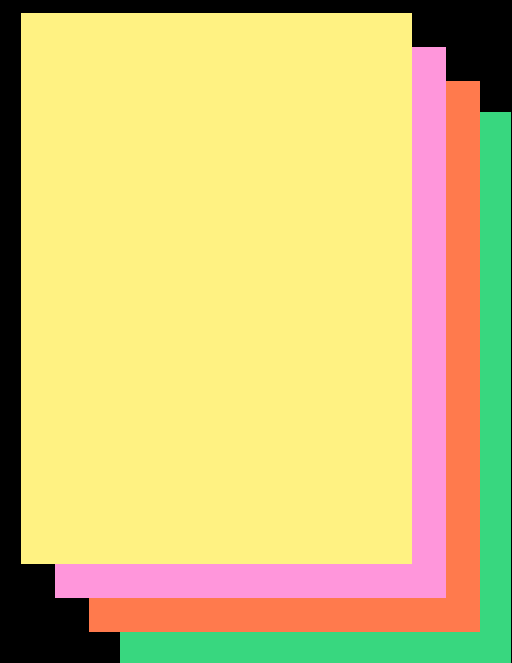
**OLD BOARD
GAME PIECES**



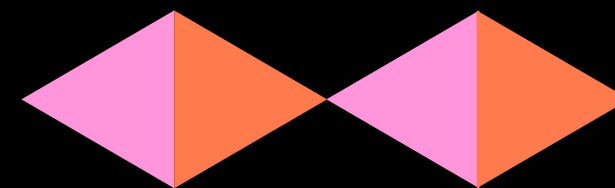
WATER GUNS



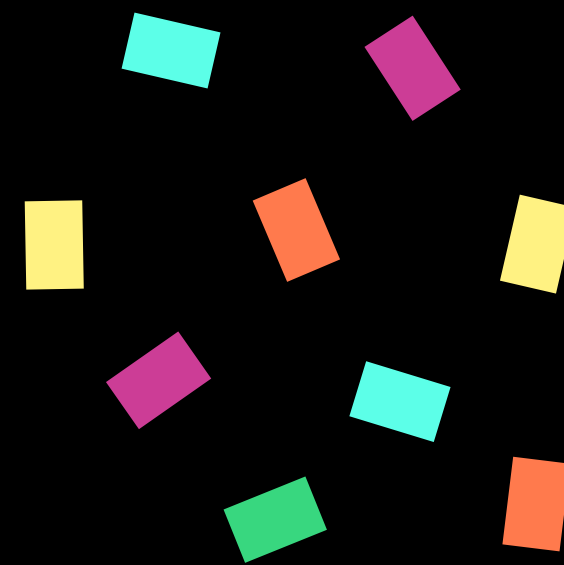
BEACH BALLS



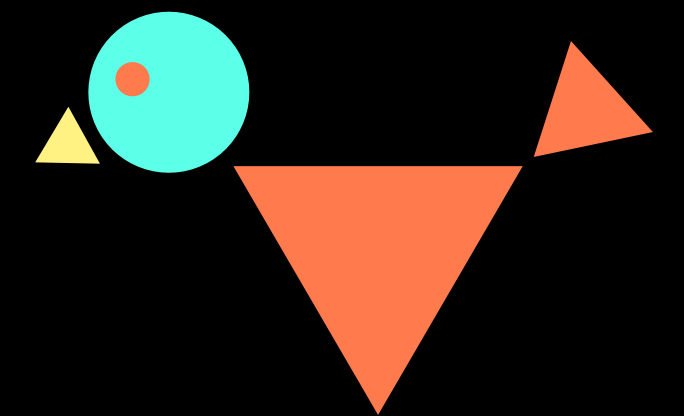
PAPER



MASKS



**JELLY BEANS
(DOUBLE AS A SNACK)**



**(AND THE ALWAYS CHARMING)
PLASTIC ANIMALS**



**THANK
YOU!**