

WRITING RULES

(Originally developed by Matt Anderson)

GOAL(S)

- To be able to write digital and tabletop rules

SET-UP

- Paper, pencils, analog game parts

TOTAL TIME OF ACTIVITY: 45 Minutes

MAIN ACTIVITY

- Introduce parts of games (15 min.)
 - Start with tabletop rules outlining game basics,
 - Narrative overview: short story into the universe
 - Gameplay overview in a paragraph: number of players, playtime, what players will be doing, cooperative or competitive, the game's goal
 - Make a components list (dice, character tokens, etc.)
 - Make a components overview with a description of those components
 - More detailed directions
- Set-up to prepare a game to be able to be played (10 min.)
 - Use call out boxes with highlighted important rules
 - Turn order section
 - Content are the instances in the game that are attached to the components
 - Keyword glossary, alphabetical
- After explaining the rulebook structure to the students outlined in the video, ask them to pair up and write rules for a board or card game they are familiar with (chess, checkers, uno, poker, blackjack are all acceptable). If they are not familiar with any board or card game, rules for a sport will work just as well. (10 min.)
 - Encourage students to use diagrams or drawings when helpful.
- After the students have finished writing their rules, have them swap rules with another group and then critique the rules they received on completeness and usability. (10 min.)

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