GAME MAKER KIT

INSTRUCTIONS

Get Ready To Be Inspired!

GoVenture Game Maker Kit is an amazing collection of components, templates, and how-to guides for designing board games, card games, and tabletop games! Everything you need to be inspired to build your own games is included in this box and on GoVentureGames.com

Start Here — Let's Play!

Let's start by playing a few simple games. These games will help you become familiar with basic game mechanics and the various components in the kit. The game instructions are included as separate sheets in the kit — check them out. More games are on GoVentureGames.com

Once you start playing, add your own rules to expand the gameplay. This is an easy and fun way to practice game design.

When you are ready to start designing your own games, use the **Game Design Worksheet** included in this booklet.

Components

Gameboards

Two gameboards are included. Each gameboard is printed on both sides with designs that you can use to start building your own games right away.
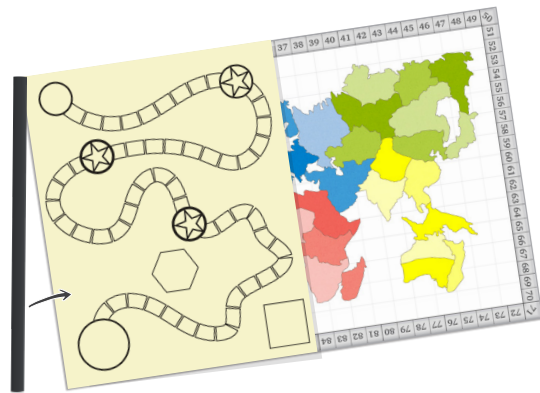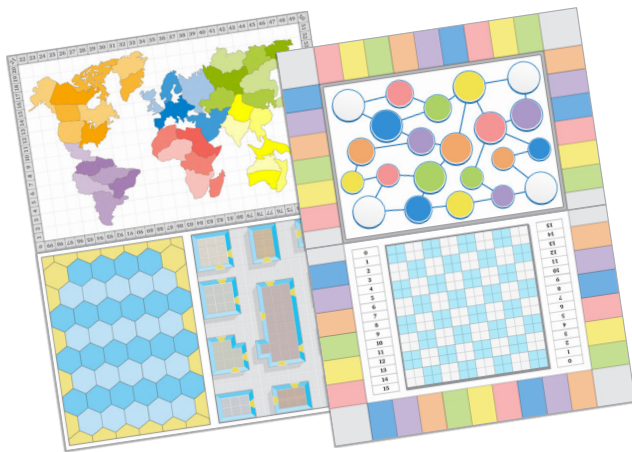
Design your own gameboard! Draw or print your design on paper and attach it to one of the gameboards using a sliding bar. The ideal size is 8 x 10 inches (203 x 254 mm). You can also apply stickers or draw directly on the gameboards, but we recommend using paper templates so you can update your design as often as you want. Access more templates on GoVentureGames.com

Dice

Dice can be used for moving on a gameboard, making decisions, competing, or counting. Various types of dice are included to help you build your game. 6-sided dice are the most common with 8, 12, and 20-sided dice providing additional flexibility. Blank dice can be customized with your own designs.

Spinner

A spinner can be used to create random choices and events, such as moving on a gameboard, making decisions, or competing. Assemble the spinner by attaching the plastic arrow to the cardboard square. One side of the spinner has various sections that you can use for your game. The other side has blanks where you can design your own sections. Templates are on GoVentureGames.com

Sand Timer

A sand timer is used to set a time limit on specific actions that players may take. A 30-second timer is included. To reset the timer, stand up the sand timer until all of the sand is in the bottom bulb. To start the timer, flip the sand timer upside down so the sand is in the top bulb and begins to flow downward into the bottom bulb. When all the sand is in the bottom bulb, time is up.

Money

Money is provided as paper bills in three denominations — 1, 5, and 10. Customizable money templates are on GoVentureGames.com

Cards

A variety of cards are included for ideas and inspiration and to use in your games. Cards can be used as characters, resources, random events, scoring, and more.

Each card includes an image and 9 shapes — use any combination of these items for your games.

-25	-25 to +25 in increments of 1 with 0 included 2 times.
-125	-125 to +125 in increments of 5 with 0 included 2 times.
-3	-3, -2, -1, 0, 1, 2, 3 — each repeated 7 times, 0 repeated 10 times.
M	Letters A through Z — each repeated twice.
	Earth, Air, Water, Fire, Void — each repeated 10 times, Void 12 times.
	Left, Right, Down, Up — each repeated 13 times.
LOSE	Win, Lose, Draw — each repeated 17 times, Draw 18 times.
	Rock, Paper, Scissors — each repeated 17 times, Rock 18 times.
	Blank to add your own metric.

Design, print, and cut your own cards on paper or cardstock. Insert them into the plastic card sleeves to make them easier to handle. If the paper is thin, insert thicker paper or another card in the same sleeve to add rigidity. Card designs and templates are on GoVentureGames.com

Standees

Standee characters and objects are included as cards that can be cut and folded so they stand upright. For easier folding, use a ruler or other straight edge or score the fold lines. More standee templates are on GoVentureGames.com
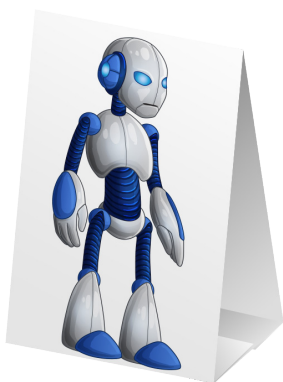
Dial Counters

Dial counters can be used to keep track of game metrics, such as power, health, energy, lives, and more. Paper dial counters are included on cards that can be cut and folded. More templates are on GoVentureGames.com

Box Contents

A list of all the components included in this box can be found on GoVentureGames.com

Bases

Cards and paper character designs can be inserted into plastic bases to make them stand upright. These can be used as pawns, characters, and other components.

Pawns, Cubes, Chips, and More!

A variety of game components are included to help you build your game or gain inspiration.

If you need more components, consider making your own with paper or cardboard. More components and links to parts suppliers are on GoVentureGames.com

GAME DESIGN WORKSHEET

Access more templates, guides, and resources on
GoVentureGames.com

Join our community!

Game Design Worksheet

This worksheet makes it easy for you to design your own game! Follow the steps below. Examples are included to help guide you. Some questions may have more than one answer — check all the boxes that apply.

Game design is not a linear activity. You will find yourself jumping from one idea to another. Do the same with this worksheet. Fill in the boxes in the order you feel most comfortable. And change things as you go. There are no right or wrong answers — keep designing and playing!

A printable copy of this worksheet is available on GoVentureGames.com

Game Name
_____   Every game needs a name. Choose one to start — you can change it later.

Inspiration

	List the ideas or games that inspired you to create this game. Identify the gameplay, mechanics, theme, or other inspiration.
_____ _____ _____ _____ _____ _____	

Player Profile

☐ Children

☐ Teenagers

☐ Adults

☐ Family

☐ Friends

☐ Everyone

☐ _____

Select who the game is designed for.

Games designed for younger children tend to have simpler and shorter gameplay. Rules should be easy to follow. Components should be easy to handle. Text should be large and easy to read and understand. Games designed for teenagers and adults can be more complex — but they don't have to be.

Objective

☐ Entertainment

☐ Education

☐ Practice

☐ Socializing

☐ Strategic Thinking

☐ _____

Select the objective of the game.

Entertainment games are played for fun. Education games are played to learn. Practice games are played to repeat a certain activity or skill. Socializing games are played to interact and converse with other people. Strategic Thinking games are played to use logic, pattern recognition, and memory skills.

Achievement

_____
_____
_____
_____
_____
_____

Describe how the game achieves the objective.

If the objective is entertainment, describe how the game is fun to play. If the objective is education, describe how the game will be effective for learning. Do the same for any other objective you are trying to accomplish.

Type

- ☐ Abstract
- ☐ Adventure
- ☐ Auction
- ☐ Deck Building
- ☐ Deduction
- ☐ Dice
- ☐ Mystery
- ☐ Party
- ☐ Puzzle
- ☐ Role Playing
- ☐ Strategy
- ☐ Token Placement
- ☐ Trivia
- ☐ Word
- ☐ _____

Select the type of game.

Type refers to the category or genre that a game falls into based on its gameplay.

Examples

- ◉ *Chess* and *Checkers* — Abstract, Strategy
- ◉ *Monopoly* — Strategy
- ◉ *Risk* — Strategy, Dice
- ◉ *Dungeons & Dragons* — Role Playing, Dice, Strategy
- ◉ *Clue* — Deduction
- ◉ *Scrabble* and *Bananagrams* — Word
- ◉ *Carcassonne* — Token Placement

Competition

☐ Players compete against each other

☐ Players cooperate to beat the game

☐ _____

Select the type of competition.

Games can be competitive where players or teams compete against each other, or cooperative where players work together to achieve a common goal. Some games may include elements of both competition and cooperation.

Number of Players

☐ 1

☐ 2

☐ 3

☐ 4

☐ 5

☐ 6

☐ _____

Select the number of players.

Games are typically designed for a range of players, often 2 to 4. Games sometimes include variations to the rules so that they can be played by 1 player on their own, or by many players. Some games are specifically designed for many players.

Theme

- ☐ Animals
- ☐ Construction
- ☐ Civilization
- ☐ Business
- ☐ Crime
- ☐ Fantasy
- ☐ Farming
- ☐ Food
- ☐ Fighting
- ☐ Geography
- ☐ Historical
- ☐ Horror
- ☐ Humorous

- ☐ Medical
- ☐ Nature
- ☐ Nautical
- ☐ Political
- ☐ Racing
- ☐ Real Estate
- ☐ Religious
- ☐ Sports
- ☐ Science
- ☐ Science Fiction
- ☐ Space
- ☐ Trains
- ☐ War

- ☐ _____
- ☐ _____
- ☐ _____

Select the theme of the game.

The theme of a game is the subject, setting, or story on which the game is based. A game may have multiple themes. The theme may be applied to the visual style of the game and the activities players undertake. A theme that matches the gameplay is more fun and engaging.

Theme Details

_____
_____
_____
_____
_____
_____

Describe the theme in more detail.

Play Area

- ☐ None
- ☐ Gameboard
- ☐ Playmat
- ☐ Tiles
- ☐ Terrain
- ☐ _____

Select the type of play area used.

Games may use a small or large gameboard, or a gameboard that is assembled using tiles or cards — or they may not use a gameboard at all. Some games feature multiple types of play areas.

Progress

- ☐ Move along a set path
- ☐ Players take turns
- ☐ Players play at the same time
- ☐ Dice
- ☐ Spinner
- ☐ Draw Cards
- ☐ _____

Select how players progress through the game.

Examples

- ◉ *Chess* — Take Turns
- ◉ *Scrabble* — Take Turns
- ◉ *Poker* — Draw Cards, Take Turns
- ◉ *Monopoly* — Set Path, Dice, Take Turns
- ◉ *Candyland* — Set Path, Dice, Take Turns
- ◉ *Game of Life* — Set Path, Spinner, Take Turns
- ◉ *Sushi Go!* — Same Time, Draw Cards

Actions & Mechanics

Describe the primary actions players do in the game and the mechanics of how they take those actions.

Examples

- Draw or Play Card
- Draw or Place Tiles
- Place or Move Token
- Roll Dice
- Buy Items
- Use Items
- Take Action
- Place Bid
- Remove Items
- Discard Items
- Spin For Result
- Negotiate
- Trade
- Activate Tokens
- Gather Resources
- Attack
- Accuse
- Peek At Cards
- Score Cards, Tokens, or Tiles

More examples and details are on
GoVentureGames.com

Metrics

☐ Achievements
☐ Cards
☐ Energy
☐ Equipment
☐ Health
☐ Influence
☐ Lives
☐ Money
☐ Points
☐ Power
☐ Resource
☐ Score
☐ Territory
☐ _____
☐ _____
☐ _____

Select the metrics that are tracked in the game.

Metrics are the elements that represent a player's attributes, status, or possessions within the game.

Examples

● *Checkers* — Each player starts with 12 pieces represented by round tokens.

● *Chess* — Each player starts with 1 King, 1 Queen, 8 Pawns, etc. — all represented by uniquely shaped pieces.

● *Monopoly* — Players collect money, properties, houses, hotels, and cards.

● *Risk* — Players build armies using infantry, cavalry, and artillery tokens and hold territory cards.

● *Scrabble* — Players collect and place letter tiles to earn points.

Tracking

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Describe how each metric is tracked.

Examples

- Achievements can be tracked with cards.
- Energy can be tracked with small tokens.
- Lives or health can be tracked with cubes.
- Equipment and resources can be tracked with cards for unique items or tokens to identify the quantity of the same item.
- Money can be tracked with plastic coins or paper bills.
- Points can be tracked by placing a token on a scoring table or pad.
- Territory can be tracked with tiles or a map on a gameboard.

On Your Turn

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

List the series of actions players may do on their turn — whether required or optional.

Player Interaction

_____
_____
_____
_____
_____
_____

Describe how players interact with each other.

End

_____
_____
_____
_____
_____
_____
_____

Describe how the game ends.

How a game ends depends on the gameplay. This could be at the end of a path, or after a certain number of turns, or when a particular achievement is earned, or when another condition is met. Clarify if players may complete their final turn after the end condition is met.

Winning

_____
_____
_____
_____
_____

Describe how the winner is determined.

Most games have one way to win, but some games provide more than one way. Having multiple ways to win can increase strategy and engagement. Be sure to identify how ties are handled.

Duration

- ☐ Few Minutes
- ☐ 20 Minutes
- ☐ 30 Minutes
- ☐ 45 Minutes
- ☐ 1 Hour
- ☐ 1.5 Hours
- ☐ 2 hours
- ☐ 3 hours
- ☐ _____

Select how long the average game takes to play.

Games take longer to play the first time players are learning the rules. The more rules, the longer it takes to get started. You may identify both durations here — the play time for first-time players and the play time for players who are familiar with the rules.

Components

- ☐ Box_____
- ☐ Rules_____
- ☐ Gameboard_____
- ☐ Playmat_____
- ☐ Spinner_____
- ☐ Sand Timer_____
- ☐ Tiles_____
- ☐ Cards_____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

- ☐ Dice_____
- ☐ Money_____
- ☐ Pawns_____
- ☐ People_____
- ☐ Dials_____
- ☐ Stands_____
- ☐ Clips_____
- ☐ Bags_____

List the components that are needed. Include quantities, sizes, and other properties.

Sketch The Game

Next Steps

When you have completed most of the worksheet above, you are well on your way to designing your game — congratulations!

The next step is to start play-testing the game and the various actions and mechanics to see how you like the gameplay. Assemble the components that you need and play the game on your own while trying to visualize the gameplay with more players.

Make adjustments and then play again. Ask friends and family to play test the game with you. Observe how players interpret the rules and interact with the game and each other. Keep notes for future reference.

Continue to make adjustments to the game. It's common to make many changes before you are pleased with the results. You may even decide to abandon the game altogether — and that's ok. Try again with a fresh start.

Keep designing and have fun!

Design Considerations

Consider these design and gameplay issues as you perfect your game.
More can be found on GoVentureGames.com

Depth

Games with fewer rules are easier to start and play than games with many rules. But fewer rules usually means less depth in the gameplay. Less depth may reduce engagement or replayability — or not. Achieving this balance can be difficult, so it's important to know the type of player your game is designed for. You may also consider creating both basic and advanced rules to give players a choice of gameplay.

Progression

Progression allows players to do more as the game develops. This provides simpler gameplay early on while introducing more depth as the game progresses. Progression makes it easier for players to begin with simpler rules while retaining engagement with deeper gameplay.

Actions & Mechanics

Actions are the activities players do in the game and mechanics are how they do them. Test out different actions and mechanics to find the best combinations.

Randomness

Most games have some form of random result, often created with dice, spinners, or drawing cards. Randomness in gameplay makes a game less predictable and better for playing the game multiple times. But too much luck can make players feel as though they have little or no control over the outcome of the game. Players should feel that their actions have an impact on the game and their chances of winning. Otherwise, they may get bored or discouraged. Randomness is good but too much luck can be problematic.

Winning

Games typically have clear rules on how to win. Winning often requires achieving one specific goal, such as earning the most points, resources, or other metric. With only one way to win, some players may fall behind early in the gameplay with little chance of catching the leaders. This may result in players losing interest in the game. An alternative approach is to provide multiple ways to win. If one strategy is not working out well for a player, they can choose an alternative strategy to remain competitive and engaged in the game to the end.

Balance

The best games keep players engaged from start to finish. Gameplay that is properly balanced keeps all players as evenly matched as possible so that everyone has a good chance of winning. No specific action should be too powerful. Metrics and strategies should be balanced in terms of pros and cons.

Waiting

Many games are turn-based, which means each player has to wait for other players to complete their turns each round. If the waiting between turns takes a long time or has no strategic benefit, players may become bored. Consider how to reduce this waiting time or how to create activities that can keep players engaged while waiting. Some games allow players to take action at the same time.

Competition

Many games use zero-sum competition. This means for one player to win, all other players must lose. Competition can be fun but may also create a negative experience for some players. To balance this, games may include cooperative play such as trading, negotiating, or other gameplay that encourages players to work together even though they may also be competing. Some games are designed to be entirely cooperative where all players collaborate to compete against the game.

Rules

Game rules should be written with proper grammar and clarity, making them easy to read and understand. Graphics, photos, and bullets can help. Every possible gameplay situation should be addressed so there is no uncertainty about how to play.

Replayability

The best games motivate players to play them multiple times. Shorter games are more likely to be replayed than longer games. Longer games can have more depth to engage players to want to play again. Finding the right balance in gameplay is challenging. Games can be designed with expansion packs that add more depth to the gameplay by introducing new elements or components. Games can also be republished using different themes with similar rules.

Components

Games must include enough components to accommodate all possible gameplay situations. Determining the right quantities requires considering the most extreme gameplay situations and doing basic math to sum the number of components needed.

Manufacturing

Manufacturing and selling a game can be costly. The types and quantities of components included in the game directly impact the cost of making the game. Custom components typically cost more than ready-made components. Manufacturing a few dozen or few hundred games costs much more per game than manufacturing thousands of games. The size and weight of the game impacts shipping costs. Shipping costs are typically incurred twice — first when moving the game from the manufacturer to a warehouse and then from the warehouse to individual customers. Keeping costs low while maintaining good quality is a challenge.

GoVenture

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