

# BOARD GAME IN 5 MINUTES

## LEARN ABOUT GAME COMPONENTS:

- Game objective - "What am I trying to achieve?"
- Gather all the facts - "What does a player's turn look like?"
- Know your team and/or opponent - "Does my team or opponent have any advantages/disadvantages?"
- (Optional) Exceptions - "What special situations should I know about?"
- (Optional) Incentives - "What bonuses or special features can a player gain during game play?"
- End of Game - "What criteria needs to be fulfilled to signal the end of the game?"

## LET'S GET DESIGNING!

Using the shapes/board design on the back of this card, pawns, & die, create your 5 minute game by completing the components below. (We got you started by completing some components for you!)

1. Number of players: 2
2. Goal: The player who \_\_\_\_\_  
\_\_\_\_\_ will be considered the winner.
3. What does a player's turn look like? (Must use at least 1 pawn and die)
4. Do players have any advantages/disadvantages?
5. Any special situations or incentives?
6. End of Game: All players have traveled around the board twice.

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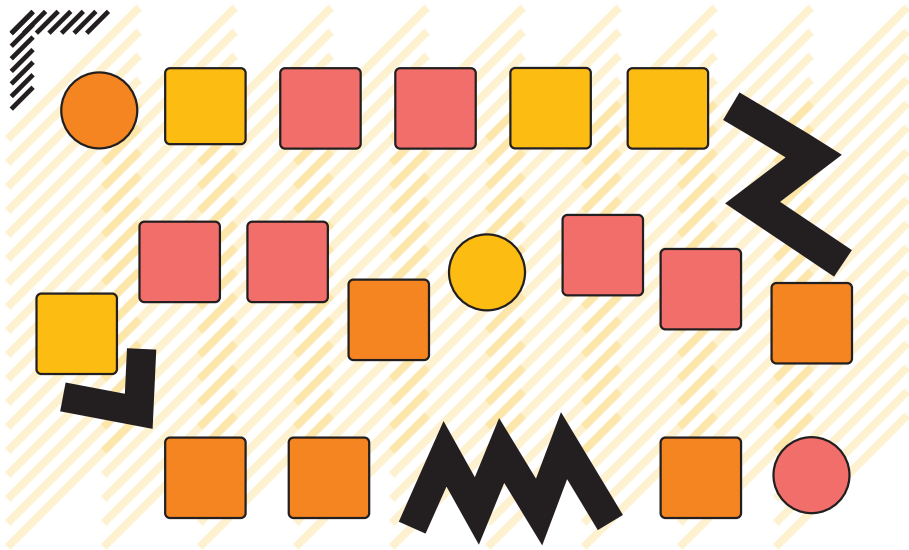
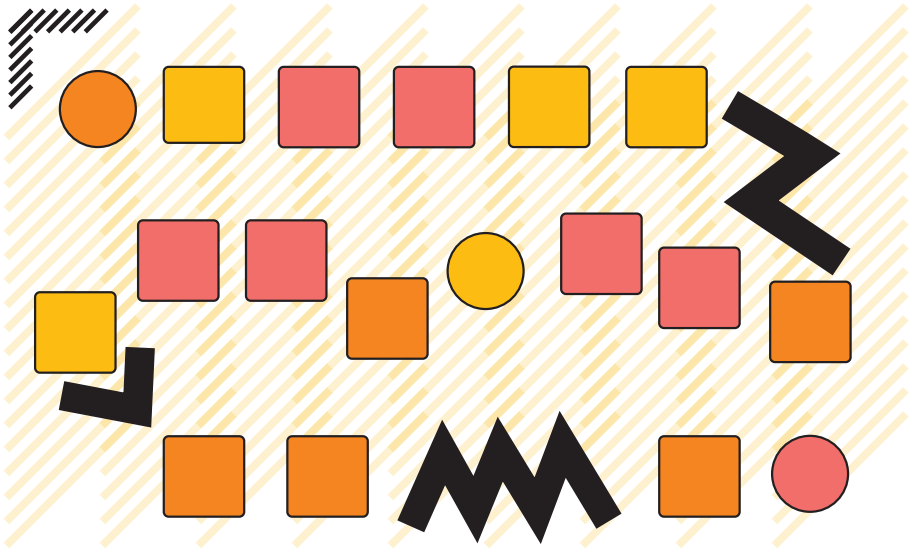
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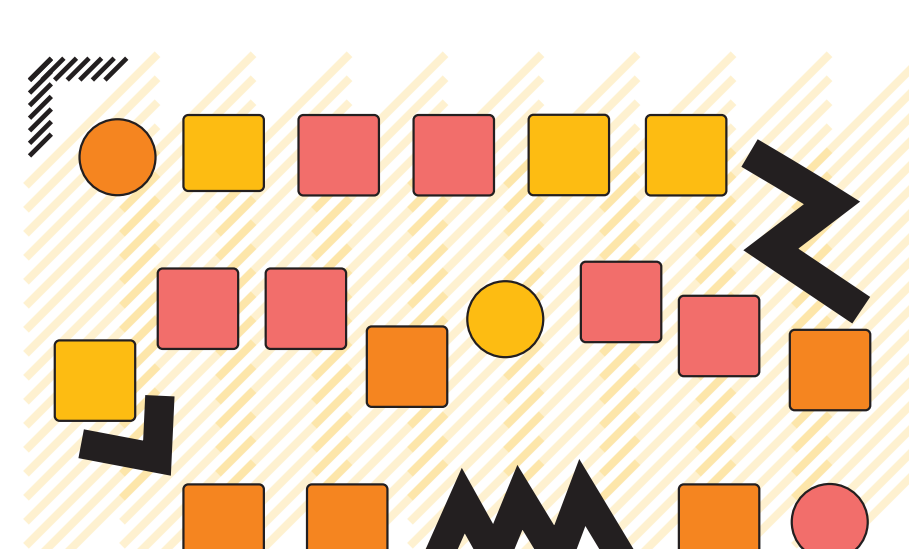
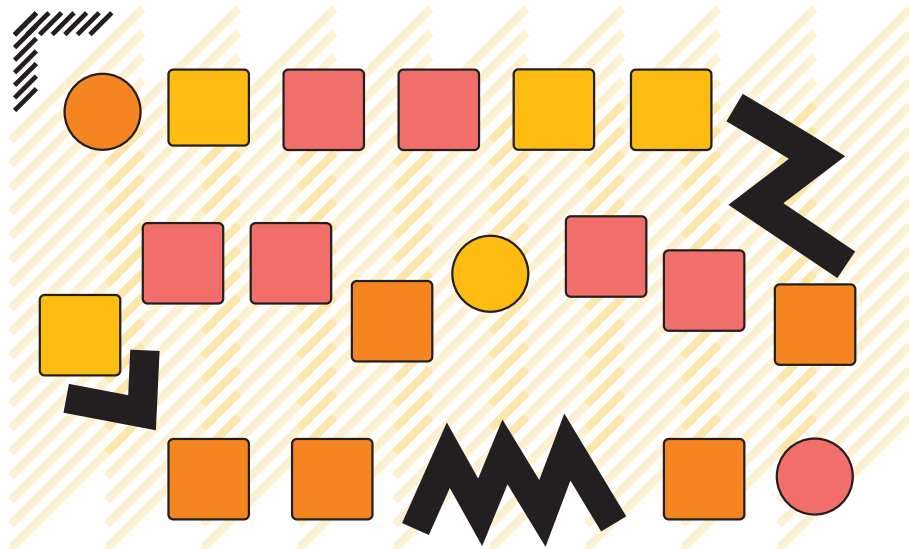
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