1. **Rulebook Writing Tips**

1) Use plain, conversational language and short, simple sentences whenever possible.

2) Assume your reader knows nothing about your game. Be careful about overly explaining things that are obvious.

3) Be willing to change a rule to make it easier to play and explain.

4) Be consistent when using game terms. If you call a game piece the Lion in one section, do not call it the Cowardly Lion later in the rules. Especially be careful with terms like “phase” or “turn.” 6) Use examples whenever the rules might not be clear. Italicize examples or use different sized margins so that it looks different from the actual rules.

5) Playtest the game by having someone else read the rules and play the game. If they do not understand how to do something without you verbally explaining or physically showing them, your rules are not clear enough. Remember that people need to be able to pick up the game and play it out of the box.

Find an English major to read your rules over. They will be able to tighten your writing, clarify any poorly constructed sentences and check your grammar. If an English major’s not available, any fresh set of eyes will help.” – Cory Anotado, Pacdude Games “

Play test, play test, play test! Then, if two or more people give the same suggestion… seriously consider it.” –Jeremy Southard, Wastex

**Games 7 Game Design Tips**

Think about what would make a player want to play this game. Players should have fun. What makes your game fun? Consider the following:

1) Does your game have an interesting theme?

2) Is your game easily playable? It should not take too long to learn how to play or to set-up.

3) Is your game balanced? Does each player have an equal chance of winning?

 a. Is your game challenging? If it is too easy to win, it is no fun.

4) Does your game reward players who use good strategies?

5) What sort of board would make the game rules the most interesting?

6) Should your game be cooperative or competitive? a. How do players affect one another and interact in your game?