THE SAGE DAD

SMALL ADVENTURES. TIME TOGETHER.

Board Game Prototype Kit: Design, Test, Improve

SD-B183 / THINKERS · AGES 13+

Design your own board game, play-test it with family and make it better.

YOU NEED: pencil, colored pencils, dice, tokens, scissors

1 DRAW YOUR PATH: number the squares and decorate some as special spaces.

START	2	3	4	5	6	7	8	9
18	17	16	15	14	13	12	11	10
19	20	21	22	23	24	25	26	27
FINISH	35	34	33	32	31	30	29	28

2 PLAN YOUR RULES

Game name: _____

How you win: _____

How you move: _____

3 special spaces: _____

What happens on a tie? _____

3 PLAY-TEST LOG

Players: ____ Game length: ____ min

Most fun moment: _____

Boring or unfair part: _____

One fix to try next: _____

Play-test 2 result: _____

Rate your game 1-5: Fun ____ Fair ____ Easy to learn ____

GROWN-UP GUIDE: Designers rarely get it right the first time. Play it once with no changes, note what felt boring or unfair, then fix one thing and play again. Celebrate the revision, not the first draft.