

## Your Move, Seattle

The Seattle area is home to a plethora of large- and small-scale board game companies, plus a robust player community that makes for a rich testing ground. In addition to the big names in board games that have emerged from this area throughout history (Pictionary, Cranium, Magic: the Gathering), the MOHAI collection contains some lesser-known games that were inspired by and/or invented locally:



"Dungeon!" was developed by TSR (Tactical Studies Rules) in 1989, which is now owned by Renton-based Wizards of the Coast. "Dungeon!" features a map of a simple six-level dungeon with hallways, rooms, and chambers. MOHAI, 2013.104.1

"Seattle-opoly" (1989) is based on the famous *Monopoly* game, and features actual Seattle businesses, industries, and organizations such as Safeco, Cutters, Warwick Hotel, Victoria Clipper, and KOMO 4 TV. Each property has an address and phone number for the business named. MOHAI, 2000.57.1



This four-way "Superchess" was developed by Rolf W. Jacobson, and manufactured by Green Island Games Company in Seattle, Washington. The game was introduced to the public at the Fremont Market in the fall of 1992. MOHAI, 1993.18

"Climb the Needle" is a souvenir board game from the Century 21, Seattle World's Fair (1962). MOHAI, 2019.75.1



*Add to the fun by designing your own board game!*

## Designing A Board Game

*Watch the video introduction on the MOHAI YouTube Channel (@mohaiprograms).*

### Step 1: Find your Inspiration!

Think about your own favorite games – what makes it fun to play?

What sort of a theme do you want it to have, if any? It could be something from everyday life, or something imaginary.

Who do you want to play your game, and what kind of fun do you want to have?

**Step 2:** What kind of a game will it be? There are many different genres of board game; here are some common types:

- Abstract – these games don't have much of a theme and tend to incorporate minimal or no chance.
- Educational – these games are designed to teach players something while playing.
- Cooperative – players are working together towards a common goal rather than competing against each other.
- Strategy – game play heavily relies on players' decision making skills, and players interact minimally or tangentially with each other.
- Hidden traitor/social deduction – players are trying to uncover each other's hidden role or secret allegiance.
- Role playing – players take on a character, and game play is driven by imagination and storytelling.
- Roll and move – players roll dice then move on the game board accordingly.

**Step 3:** What is the goal or objective of the game (how do you win)?

**Step 4:** Establish the game's mechanics (what you do to win or achieve the goal). This includes things like...

- Turns – when does a player's turn start and end, and what are they allowed to do?
- Chance – common ways to incorporate randomness and surprises include things like rolling dice, shuffling cards, and drawstring bags.
- Skills – will players need to do things like matching, drawing, spelling, etc.

- Player interactions – some games are low interaction (players simply alternate taking turns), while some are high (players must negotiate with each other). Other forms of interaction include blocking, responding/reacting to moves, and communication.
- Strategy – how much does winning the game rely on strategy (thinking and planning moves)?
- Obstacles – things like traps, puzzles, or terrain features.
- Player count – what is the minimum and maximum amount of people playing?
- Size – both in terms of how large the board, pieces, and other components are, but how many players must learn and understand.
- Teams vs. Individuals – will players compete alone, all together (cooperative game), or in teams?
- Time - pacing & duration of game play.

**Step 5:** Use the above decisions to write the rules of the game. Rules tell players how to play and establish limitations. Keep it simple at first then add things like secondary objectives, penalties, random events, etc.

**Step 6:** Decide on what kinds of components or objects your game will use. Game pieces help you track the progress of the game, enforce rules, and can help add chance into game play. These are things like:

- |                 |            |
|-----------------|------------|
| • Board         | • Counter  |
| • Player pieces | • Dice     |
| • Cards         | • Spinners |
| • Tiles         | • Timer    |
| • Tokens        | • Buzzer   |
| • Notepad       |            |

**Step 7:** Once you have the basics down of how your game will work, it's time to build a prototype! The following pages have instructions for building your own board game pieces out of everyday materials.

- A lot of game developers make prototypes using existing pieces from other games – raid your games! Check with other people in your house before taking pieces from other games and make sure to keep track of what came from where.
- Don't forget design – The look and feel can greatly impact game play, whether it's to help players navigate the board or enhance the fun. Watch out! Poor design can hinder game play.

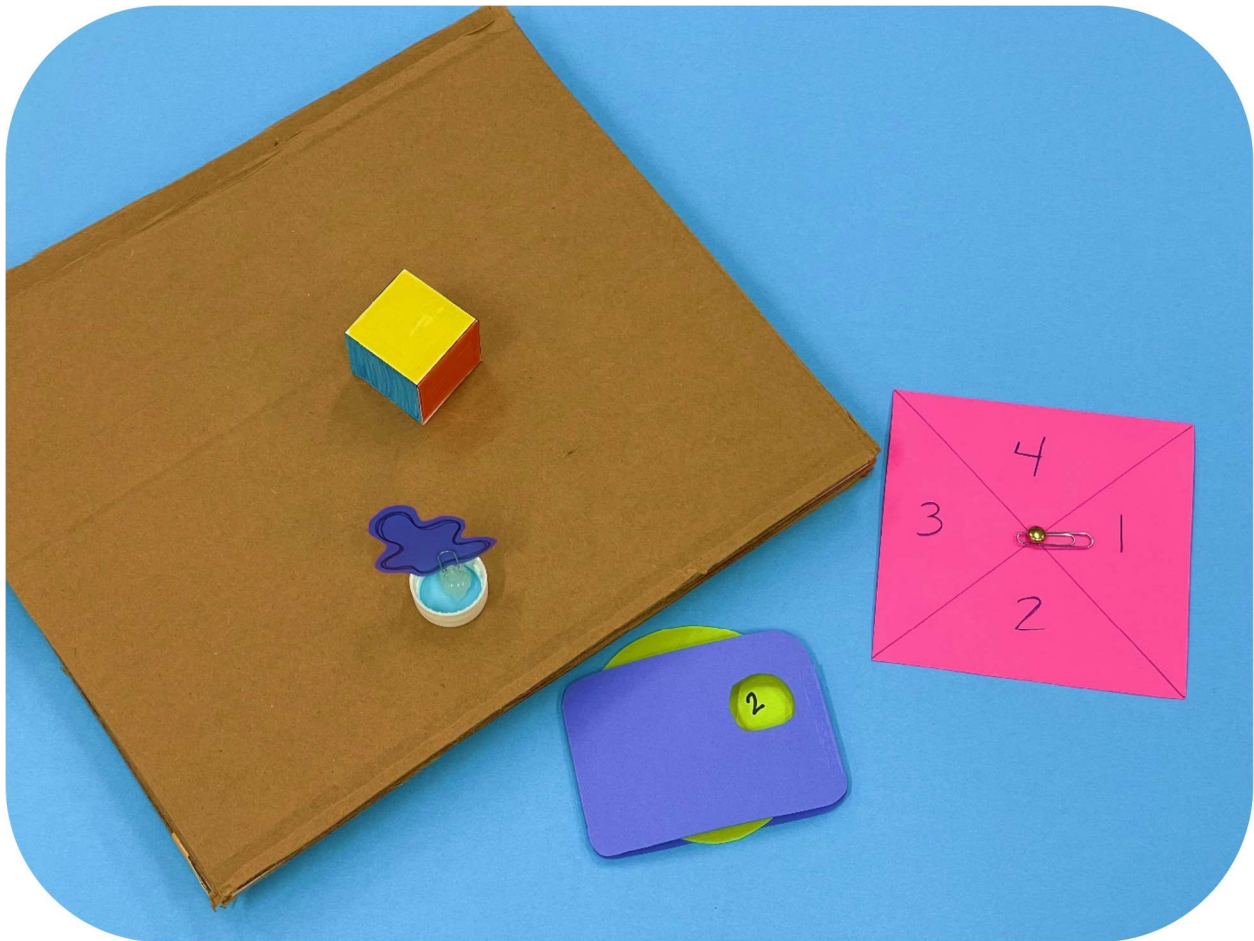
**Step 8:** Test your game!

- Solo test and play through as each player – try to “break” your game (can a player prevent the game from ending or always win with a specific strategy?).

- Find people to play your game and take notes! Where do the rules make sense? Does the final score match how the game was played? Did it last too long, or was it too short? Did people have fun? Feel free to help them out and answer questions they may have as well – this style of play testing can help you write your rule book.
- Blind playtesting: let others play it without your interference - can they learn the game and successfully play solely from the rules and materials you provide?

## Step 9: Iterate!

- Make changes to your game to improve it and continue testing and altering it until you are satisfied.



## Prototyping Your Game

### Tokens, coins, markers, and tiles

- These items can easily be made with existing materials like coins, bottle caps, or quickly prototyped out of cardboard.

### Cards

- A standard deck of cards are sized 2.5 x 3.5 inches.
- You can use a standard deck of cards as placeholders, or you can create your own cards out of a thicker paper like cardstock or index cards.

### Board

- Common types of boards:
  - Abstract – examples include chess, checkers, go.
  - Map – usually for games where players are competing to control territory.
  - Track – these provide a specific path that players travel on.
  - Build as you go – in some games the board is created as players place tiles down during game play (example: Carcassone or Bananagrams)
- Here's how to build a foldable game board out of cardboard and duct tape:

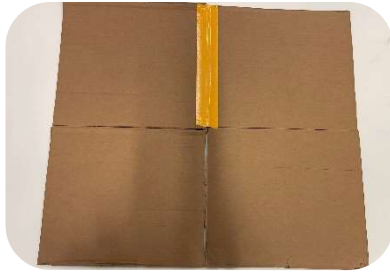


1. Cut four equally sized rectangles out of cardboard and line them up with each other 2 x 2.

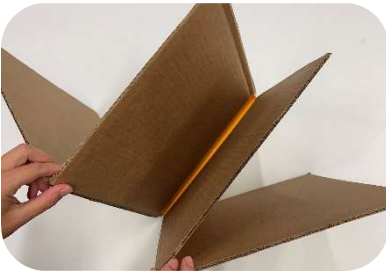


2. Using two pieces of duct tape, create two pairs of cardboard by taping them together horizontally across the middle of the board.





3. Flip over your board and tape the two pairs of cardboard pieces together where they are unconnected, vertically and only along one half. You should have one joint remaining that is un-taped.



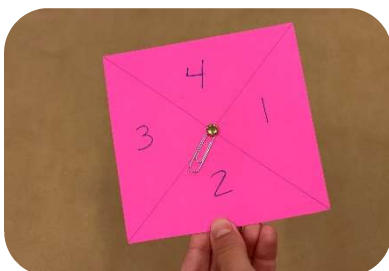
4. Your board should be able to fold down into one fourth of its size. Now you're ready to decorate your board!

## Player pieces

- Common types of player pieces include figurines (miniature sculptures), meeples (human-shaped pieces), pawns (abstract pieces), and standees (usually made from cardboard placed into a stand).
- You can build a simple standee using a binder clip or by hot gluing a paperclip into a bottle cap. A standee allows for easier customization of player pieces.



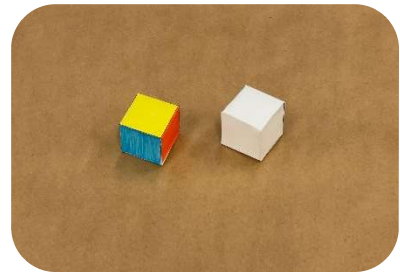
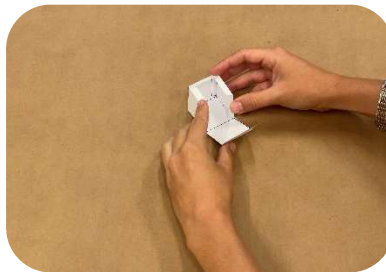
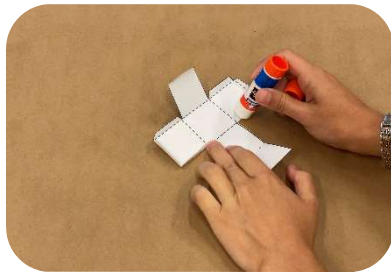
## Spinners



- Spinners are a great way to incorporate chance into your game. You can include as many or as few spaces for the spinner to land as you would like, and they can be picture, color, or number-based.
- You can build a simple spinner using paper, a brad, and paperclip.

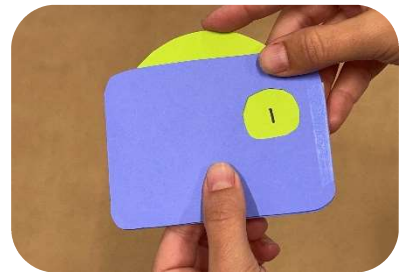
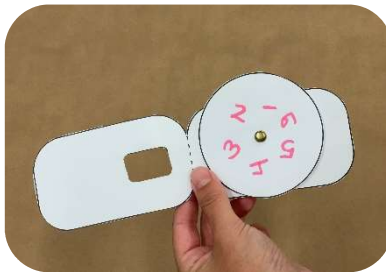
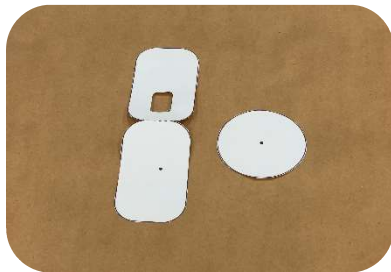
## Paper cube

- A die or dice are another great way to incorporate chance into your game. A die can also be used as a counter/tracker.
- Print, cut, and glue the included template to build a die out of paper. See instructions on template page.
- We recommend decorating your cube before assembly!



## Counter

- A counter is a tool that helps you keep track of game play (ex: turns left, progress).
- In addition to the included template, you will need scissors, tape/glue, and a brad.



Share your board game on social media with us!

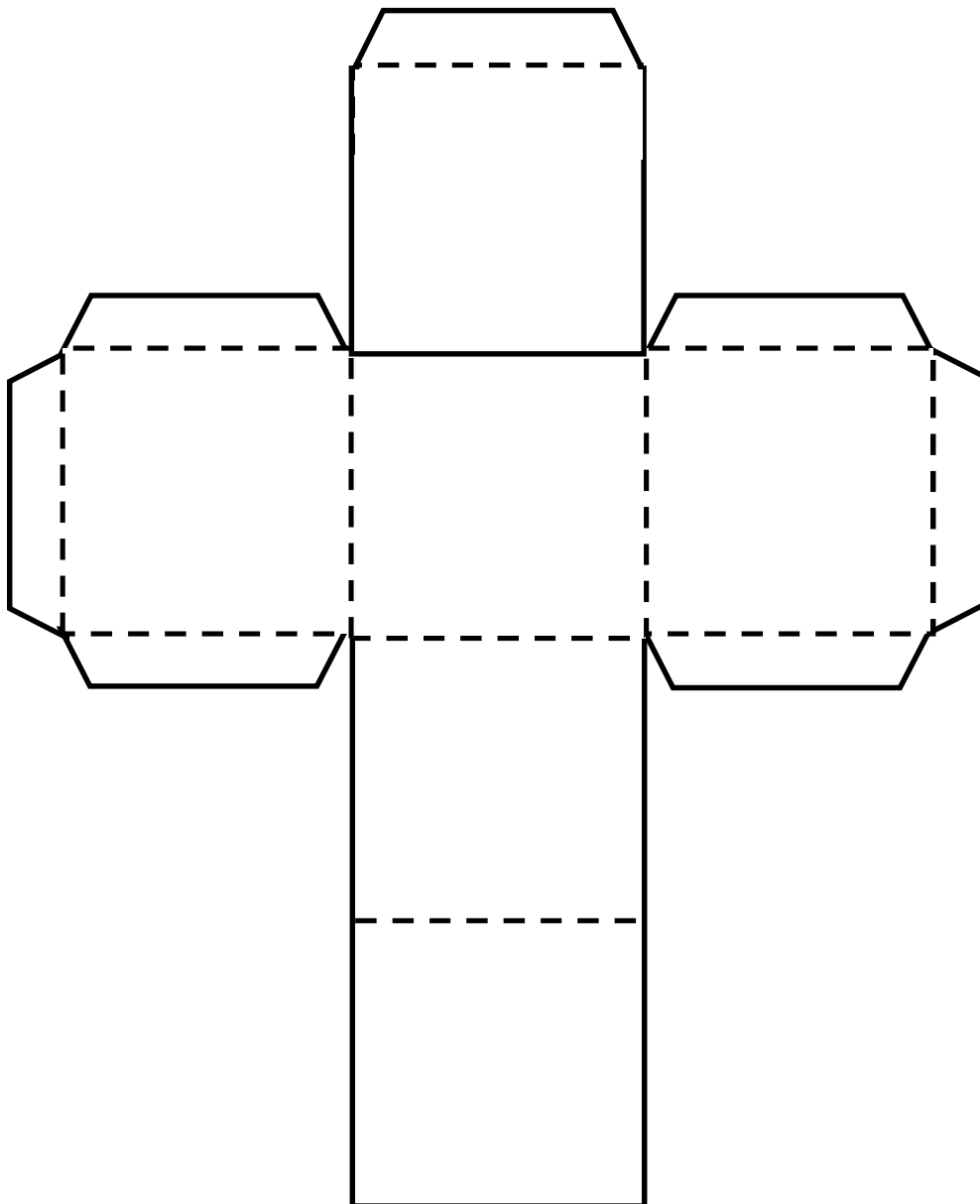


## 1.5 Inch Paper Cube Template

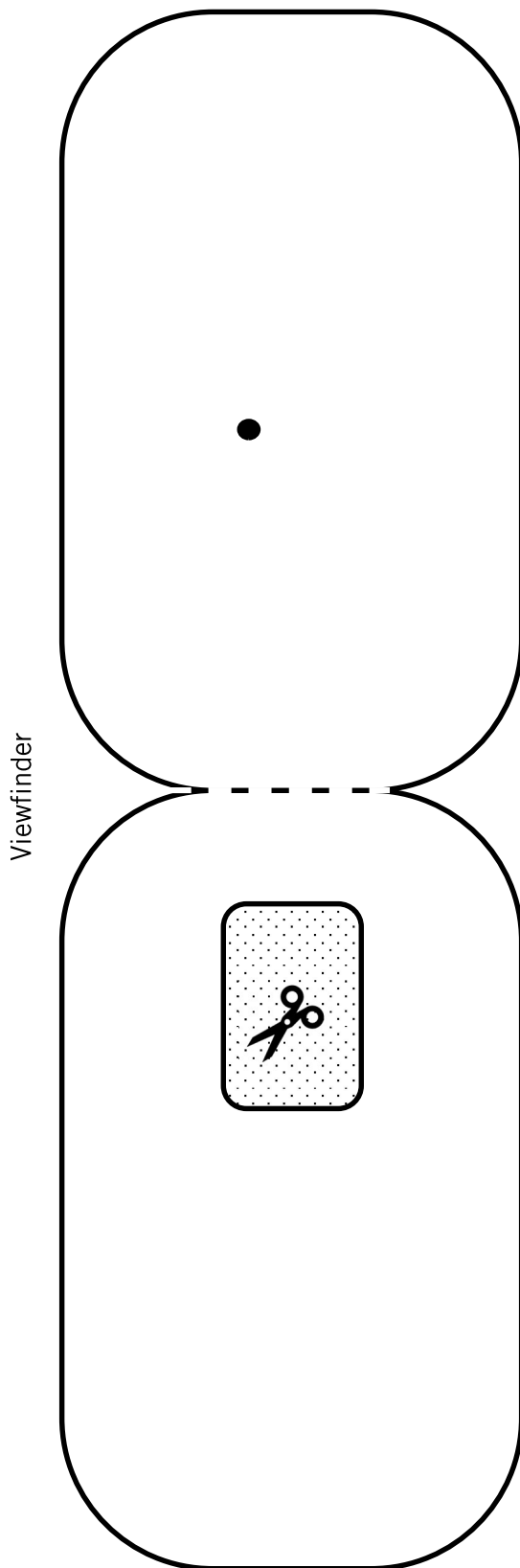
Cut along the solid lines and fold inwards along the dotted lines.

Put glue on the tabs to seal your cube together.

It will be easier to decorate your cube before assembling, rather than after.







Viewfinder

## Counter

1. Cut on the solid lines and fold on the dotted line so the dot is on the inside of the viewfinder.
2. Place the dial inside of the viewfinder and line up the two dots with each other.
3. Place a brad through both dots and secure loosely so the circle still spins.
4. Tape or glue the other end of the viewfinder together.

Dial

