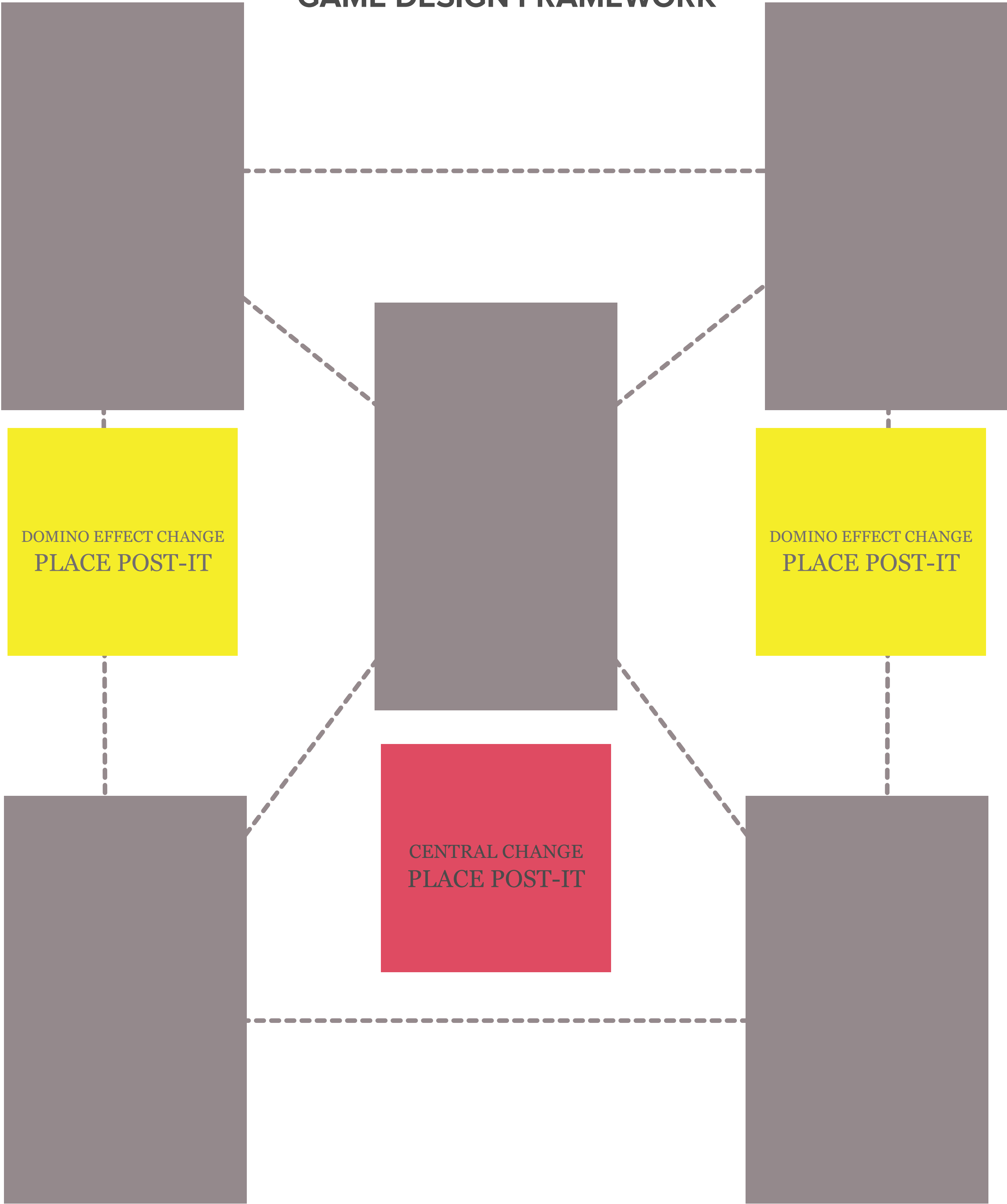


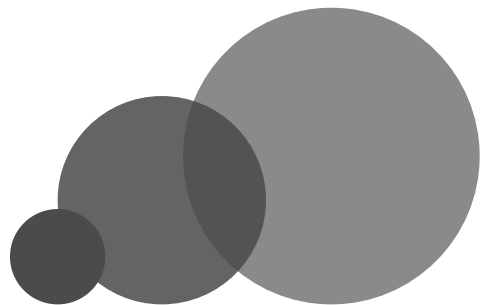
PAPER PROTOTYPING GAME DESIGN FRAMEWORK



INSTRUCTIONS

- * Explore the pairs of cards in the prototyping deck.
- * Place one card related to the most important part of your game's value proposition in the middle of framework.
- * Put post-it underneath with how you think the game would change thanks to the card.
- * Place one card of each of the pairs in the rest of the card slots. Remember: only one card per pair.
- * In post-its, write the "domino effects" of your main card on surrounding cards.
For example, if you change the winning condition, would that change the scale of the game?

SCALE UP



Augment the scale of your game.

Guiding questions:
What if the board was the city?
What if this was played by whole countries?

Guiding concepts:
materials, location, economy

RESTRAIN

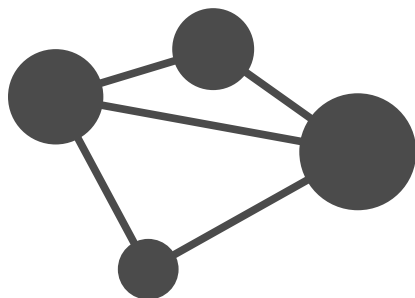


Put more rules into your game

Guiding questions:
What if a new rule was added?
What if rules were very strict?

Guiding concepts:
mechanics, rules, rituals of play

COLLECTIVIZE



Make your game more social.

Guiding questions:
What if the game had more players?
How could we make the game more socially engaging?

Guiding concepts:
community, player interactions, rituals of play

WIN DIFFERENTLY



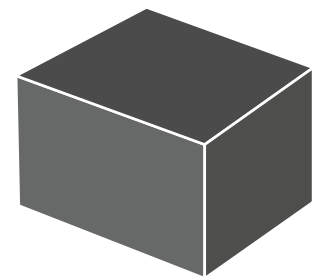
Add or change the winning condition.

Guiding questions:
What if players could win in more ways?
What if players could win in a completely different way?

Guiding concepts:
goals, player interactions

Trophy icon by Ken Messenger

SOLIDIFY

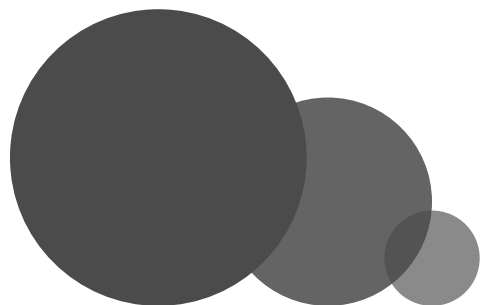


Make your game more tangible.

Guiding questions:
What if time was slower?
What if the materials were sturdier?
What would happen if you could take the game with you?

Guiding concepts:
materials, time, physicality

SCALE DOWN

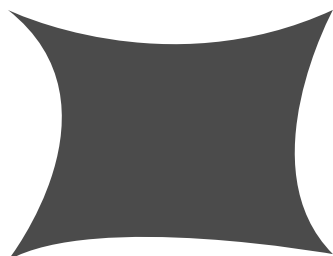


Minimize the scale of your game.

Guiding questions:
What if the board was smaller?
What if this was played in a tiny space?

Guiding concepts:
materials, location, economy

BEND

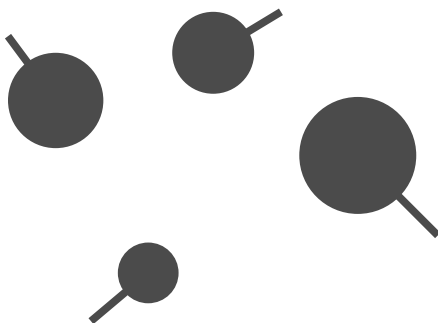


Take out some rules from your game.

Guiding questions:
What if this rule didn't exist?
What if players were welcome to cheat?
What if rules were loosely defined?

Guiding concepts:
mechanics, rules, rituals of play

INDIVIDUALIZE

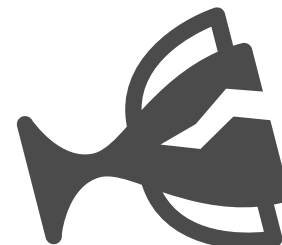


Make your game less social.

Guiding questions:
What if the game had less players?
How could we make the game more about contemplation and solitude?

Guiding concepts:
community, player interactions, rituals of play

LOSE DIFFERENTLY



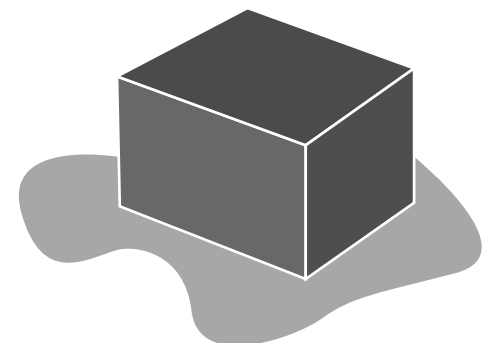
Add or change the losing condition.

Guiding questions:
What if players could lose in more ways?
What if players lose in an unexpected way?

Guiding concepts:
goals, player interactions

Trophy icon by Ken Messenger

LIQUIFY



Make your game less tangible.

Guiding questions:
What if time was quicker?
What if the materials were flexible/less sturdy?
What would happen if the game was hard to see/hear/feel?

Guiding concepts:
materials, time, physicality