

# FRISCO PUBLIC Library

# Activities at Home

## Board Game Ninja: Make Your Own Boardgame

Sometimes the fun of family game night isn't in playing but in creating. Take your family game night to the next level and build your own board game. Finally, a board game in which you decide the rules and create the game play!

### 1. Brainstorm

- a. Theme ideas, goals for the game, and inspiration games.

### 2. Decide Upon Type / Mechanics

Below are some different types and game mechanic elements. Many board games have more than one of these elements. Think about the games you enjoy playing and what you can incorporate. Here are just a few of the typical game types:

#### a. Area Control

Example: Risk

The board has a map or spaces that players compete to control by either claiming or blocking other players from accessing.

#### b. Campaign

In these the choices and actions can result in temporary and permanent changes to the game itself. The elimination of cards, adding additional spaces, a rule or condition being invoked.

#### c. Deck Builder / Deck Construction

In these games you can collect your own special deck of cards by trading and acquiring cards before the play of the game begins (Deck Construction). Or both players start off with identical decks, and through the game cards are eliminated, added, or altered (Deck Builder).

Deck Builder example: Harry Potter: Hogwarts Battle

Deck Construction example: Magic: The Gathering

d. Dexterity

These games involve the player to physical skill such as balancing, flicking, speed, etc.

Example: Jenga

e. Drafting

This is where players must choose from a selection of resources (cards, tokens, board spaces) and leave the rest for others to choose from during the game.

Example: Settlers of Catan

f. Path Race

This usually involves a path in which the players race by rolling or drawing cards to advance around the board.

Example: Sorry, Monopoly

g. Social Deduction

There are players who know something you don't, and you must figure out from clues either who or what they know.

Example: Are You a Werewolf, Codenames, Love letters

3. Decide upon some of the rules and flow of play.
  - a. You will want to write these down and refer to them as you try out your game.
  
4. Sketch out your board, tokens, and other pieces.
  - a. Paper is the way to go here. Make the board, the tokens, etc. with paper for that first play.
  - b. You can borrow pieces from your other games as needed too.
  
5. Try it out. Play a few rounds and then review what needs to be tweaked! But most importantly, have fun!