

Gamestorming Play Quick Reference

Setup:

- Separate cards into blue (actions) and yellow (settings) piles and shuffle.
- Deal each player 4 action (blue) cards.
- Give each player 5 point tokens.

Play:

1. Flip over the top setting card – everyone shares it.
2. 2-4 minutes: Each player picks two of their action cards and thinks up a game, in the setting revealed in step 1, where those two actions would be used. Prepare to describe:
 - What kind of game it is (shooter, Mario like, matching puzzle, etc...)
 - What the player is controlling (character, object, puzzle pieces, etc...)
 - How the actions will happen in the game – including why the player is doing them and what they do them to/with.
If you can, describe how the actions interact with each other.
3. Each player describes their ideas in 1 minute or less.
4. Each player gives 1 point token to the player whose idea (other than their own) they like the best.
5. Game ends after 5 rounds. Most points win.

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