



# Now What? Rules and Publishing

Christina Wodtke

377g | Serious Games



LEBOOK  
OOKBOOK  
SETUP

Learn how to  
... write better rules  
... save time & energy  
... avoid common mistakes

Helping You  
write better  
rules

# Rules

From <https://www.theindiegamereport.com/category/feature/rulebook-cookbook/>

# The Ingredients

- Thematic Introduction
- Game Overview
- Component List
- Setup
- Gameplay
- End Game
- *Optional Extras*

# Thematic Introduction

- Tell the story of the game
- Describe the setting: Who, What, Where, When, Why?
- Use exciting, compelling language
- Do NOT use game terminology



# 5 W's

- **Who are we?**  
The cliché phrase, “You take on the role of...” exists for a reason. It gives the players a perspective from which they can view the game.
- **What will we do?**  
Think of what happens over the course of a turn or a game and summarize. Remember this is from a purely story-based perspective. You’re not moving meeples, you’re sending workers to the fields. You’re not collecting resource cubes, you’re harvesting grain and lumber.
- **When and where does it happen?**  
Many games are set in ambiguous times or places, “the far future” or “a fantasy kingdom.” While these are perhaps the least important Ws, when appropriate consider providing specific details to enhance the setting. A game set in the seventh year of Kanng’s dynasty on the planet Ceto may be more interesting than a generic, unnamed planet.
- **Why?**  
Perhaps most importantly, what is our motivation? Epic games deserve epic conditions. The fate of the universe rests on your shoulders! More subdued games can have more humble goals. Please the sultan, and you could be his new vizier.



## IT'S YOUR WORLD.

In 2128, after years of global warfare, theoretical physicists joined together with astronomers, engineers, and particle physicists to announce a breathtaking breakthrough: the ability to create new Earths.

Instead of warring over ever-scarcer resources and ever-diminishing supplies, factions and populations could transport to a verdant Earth, untouched by humans.

With great fanfare, the colonists departed for the first earth clone created, ready to leave war behind.

It took two months for the first battle to take place.

It turns out that factions weren't so ready to share, to give up past grudges, or to forgive trespasses.

As future Earths were colonized, future wars followed.

You have one of these Earths. It is waiting for your story, your wars. As of now there are no cities, no wars, even the continents are unnamed.

**But all that will change.**

**The wars will come.**

**They always do.**

### YOUR FACTIONS

- **Die Mechaniker**  
Heavily armored and highly defensive, Die Mechaniker rely on surviving what their enemies throw at them.
- **Enclave of the Bear**  
Savage and primal, the Enclave of the Bear are genetically altered humans who terrify their enemies with their ferocity.
- **Imperial Balkania**  
Pure humans who are organized and diligently trained. The Imperial Balkanians want to spread their world vision to this new planet.
- **Khan Industries**  
Well-armed but not well-trained, Khan Industries is overpopulated with members from all genetic backgrounds. Their motto: people and guns are cheap to make.
- **The Saharan Republic**  
Savvy warriors who fight with old equipment and guerilla-like tactics. The Saharan Republic exists to be mobile and hard to find.

## OBJECTIVE

Castle Panic is a cooperative game with a twist. The players work together as a group rather than competing against each other. Players use cards to hit and slay Monsters as the Monsters advance from the Forest toward the Castle. Players trade cards and plan strategies together to stop the Monsters from smashing the Castle Towers. They either win or lose together, but only the player with the most victory points is declared the Master Slayer. To win, players must play through all 49 Monster tokens, slaying all the Monsters that are revealed. Players lose if the Monsters destroy all the Castle Towers.

# Game Overview

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- Outline the flow of the game at a high level
- Very briefly and generally tell the structure of gameplay and what happens on a turn
- Define the objective, how to win, and what triggers the end of the game
- Do NOT describe details, fringe cases, or minor exceptions

## OVERVIEW

To see a Pandemic teaching video, go to:  
[www.zmangames.com/pandemic-online-rules.html](http://www.zmangames.com/pandemic-online-rules.html)

In *Pandemic*, you and your fellow players are members of a disease control team. You must work together to develop cures and prevent disease outbreaks, before 4 deadly diseases (Blue, Yellow, Black, and Red) contaminate humanity.

*Pandemic* is a *cooperative* game. The players all win or lose together.

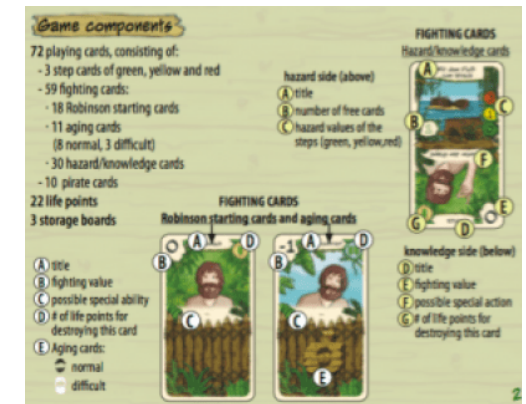
The goal is to discover cures for all 4 diseases. The players lose if:

- 8 outbreaks occur (a worldwide panic happens),
- not enough disease cubes are left when needed (a disease spreads too much), or,
- not enough player cards are left when needed (your team runs out of time).

Each player has a specific role with special abilities to improve the team's chances.

# Component list

- Give complete, detailed, and specific inventory with quantities
- Ideally, include pictures of all components
- Either here or at the start of Gameplay, define component terminology and general usage (diagrams help)
- Do NOT include rule details



## Corporation Cards

There are six types of Corporation cards: identities, operations, agendas, ice, upgrades, and assets. All cards except the identity card are shuffled into the Corporation's deck at the beginning of the game. Corporation cards are installed facedown, and are inactive unless rezed (see "Rezed and Unrezed Cards" on page 12).

## Operations

Operations represent singular occurrences and are always trashed after being played.

The Corporation pays credits equal to the play cost (1) of an operation to play it. When played, an operation's abilities as listed in its text box (4) are resolved. Then, the operation is immediately trashed. Operations are never installed.

**Corporation Card Anatomy Key**

1 Play cost	6 Influence value	11 Agenda points
2 Title/Subtitle	7 Set info	12 Res cost
3 Card type/Subtype	8 Minimum deck size	13 Trash cost
4 Text box	9 Influence limit	14 Strength
5 Faction affiliation	10 Advancement requirement	



## Corporation Identity Card

Identity cards indicate which identity the Corporation has assumed.

# PATCHWORK

BY UWE  
ROSENBERG

*Patchwork is a form of needlework that involves sewing together pieces of fabric into a larger design. In the past, it was a way to make use of leftover pieces of cloth to create clothing and quilts. Today, patchwork is a form of art, in which the designers use precious fabrics to create beautiful textiles. The use of uneven pieces of fabric in particular can result in real masterpieces and is therefore being practiced by a large number of textile artists.*

*To create a beautiful quilt, however, requires effort and time, but the available patches just do not want to fit together. So choose your patches carefully and keep a healthy supply of buttons to not only finish your quilt, but to make it better and more beautiful than your opponent's.*

## Components



**1 central time board**  
(two-sided; the two sides only differ in appearance - choose the one you like better)



**2 quilt boards**  
(1 per player)



**1 neutral token**



**time tokens** (lime green and yellow)



**5 special patches** (leather patches)



**1 special tile**



**33 patches**



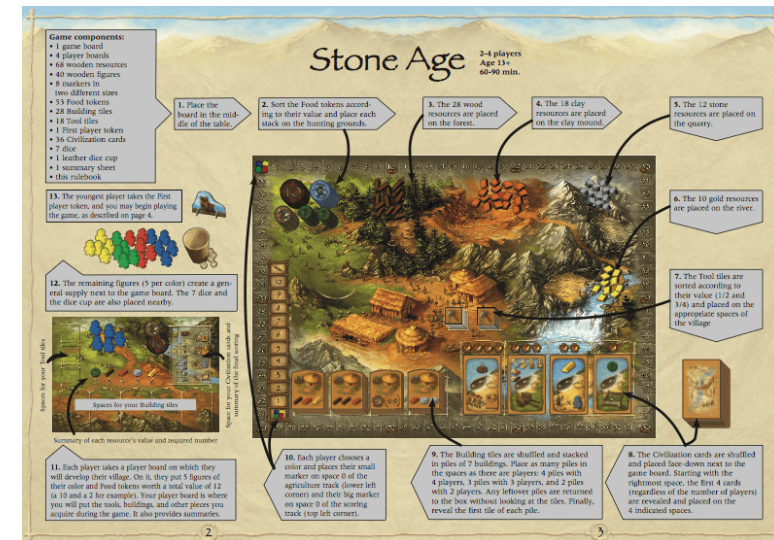
**button tiles**

32 "1 button" tiles  
12 "5 buttons" tiles  
5 "10 buttons" tiles  
1 "20 buttons" tile









# Set Up

- Separate one-time setup from every time
- Show exactly what to put where
- Tell exactly what to give to each player
- Be explicit; remember sorting and shuffling
- Include all actions required before standard play, including choosing the first player
- Do NOT include any recurring actions



# Just enough information

- 4. Assemble token pool.** Place the damage, horror, clue/doom, and resource tokens within easy reach of all investigators.
  - ◆ *The token pool serves as a repository for all tokens that are not being used at a given moment.*
- 5. Assemble the chaos bag.** Place the 16 chaos tokens indicated below into an opaque container such as a bag, bowl, or cup. This container is referred to as the “chaos bag.” Return the other chaos tokens to the game box.  
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4,      
  - ◆ *Throughout the game, the investigators are asked to randomly reveal tokens from the chaos bag to modify their chances of success or failure in a variety of situations.*
- 6. Take starting resources.** Each investigator takes 5 resources from the token pool and places them near his or her investigator card. This is the investigator’s resource pool.
  - ◆ *Resources are spent by an investigator to play cards from his or her hand.*

# Gameplay

Work from general to specific, giving the reader context

Describe play in the order things happen, avoiding excessive page flips and cross-referencing

Use call-out boxes and typography to help organization

Whenever possible, write in simple imperative sentences (commands)

Distinguish clearly between mandatory and optional actions

Conduct many blind playtests to find ambiguities and missing rules

Do NOT give new rules in examples or use game terms before they have been defined

# Patchwork!

## Setup

**1** Each player takes a quilt board, a time token and 5 buttons (as currency). Keep the remaining buttons on the table close at hand.

**2** Place the central time board in the middle of the table.

**3** Place your time tokens on the starting space of the time board. The player who last used a needle begins.

**4** Place the (regular) patches in a circle or oval around the time board.

**5** Locate the smallest patch, i.e. the patch of size 1x2, and place the neutral token between this patch and the next patch in clockwise order.

**6** Lay out the special tile.

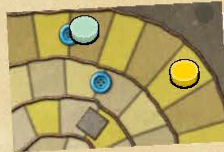
**7** Place the special patches on the marked spaces of the time board.

**8** Now you are ready to go!

## Course of Play

In this game, you do not necessarily alternate between turns. The player whose time token is the furthest behind on the time board takes his turn. This may result in a player taking multiple turns in a row before his opponent can take one.

If both time tokens are on the same space, the player whose token is on top goes first.



*It is the lime green player's turn. Unless her time token moves more than 3 spaces forward, she may immediately take another turn.*

On your turn, you carry out **one** of the following actions:

**A: Advance and Receive Buttons**

or

**B: Take and Place a Patch**

**A: Advance and Receive Buttons**

Move your time token on the time board so that it occupies the space directly in front of your opponent's time token. **You receive 1 button (i.e. a button tile of value 1) per space you moved your time token.**



*The lime green player moves her time token 4 spaces forward so that it is now in front of the yellow time token. She receives 4 buttons for that.*



## B: Take and Place a Patch

This action consists of 5 steps that must be carried out in the given order:

### 1. Choose a Patch

You can choose from the three patches in front of the neutral token (in clockwise order).

*In this example, you can choose from the 3 marked patches. You cannot choose any other patch at the moment.*



### 2. Move the Neutral Token

Place the neutral token next to the chosen patch.

### 3. Pay for the Patch

Pay the depicted number of buttons to the supply.

*The label indicates the number of buttons to pay for the patch.*



### 4. Place the Patch on Your Quilt Board

The patches on your quilt board may not overlap. You may turn the patch any way you like before placing it on your quilt board.



# End Game

- Tell what triggers the end of the game
- Explain who plays how many more times before the actual end
- Detail all sources of points in a logical order
- Include tie-breakers, so there is always a winner
- Do NOT tell players to “rejoice in their shared victory”

# Patchwork

## 5. Move Your Time Token

Move your time token on the time board by a number of spaces as depicted on the label.

If your time token ends up on the same space as your opponent's time token, place your token on top of it.

### The Time Board

Regardless of the action you take, you always move your time token on the time board. Some spaces of the time board are marked. Whenever you move onto or past one of those spaces, resolve the corresponding event:

### Special Patch:



Take the special patch and place it on your quilt board immediately. **The special patches are the only way to "patch" single spaces of your quilt board.**

### Button Income:

You receive a number of buttons according to the patches on your quilt board.



You will receive 2 buttons for this patch every time you receive button income.

### The Special Tile

The first player to completely fill a 7x7 square of spaces on his quilt board receives the special tile, which is worth 7 points.



This patch requires you move your time token by 2 spaces.

### End of the Game

The game ends after both time tokens reach the last space of the time board. If a time token were to move past the last space, it simply stops on the last space. In case of action A, you only receive buttons for the actual number of spaces moved.

### Scoring

Determine the number of buttons you have left, adding the value of the special tile if available. From this score, subtract 2 points for each empty space of your quilt board.

The player with the highest score wins. In case of a tie, the player who got to the final space of the time board first wins.

#### Example:

Doris and Andrea are playing. At the end of the game, Doris has 14 buttons left and she got the special tile. There are 5 empty spaces left on her quilt board. Her final score is 11 points.  
 $(14 + 7 - 10 (5 \times 2) = 11)$

Andrea has 18 buttons left and only 2 empty spaces on her quilt board. She wins with 14 points.

Designer: Uwe Rosenberg

Editors: Stefan Stadler & Rolf Raupach

Graphic Design: Klemens Franz | atelier198

Translation: Grzegorz Kobiela



© 2014 Lookout GmbH  
Hildesheimer Straße 37  
D-27804 Berne, Germany



MAYFAIR GAMES  
[www.mayfairgames.com](http://www.mayfairgames.com)

Mayfair Games, Inc  
8060 St. Louis Ave.  
Skokie, IL 60076

# Optional Extras



Extended example of play



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FAQs

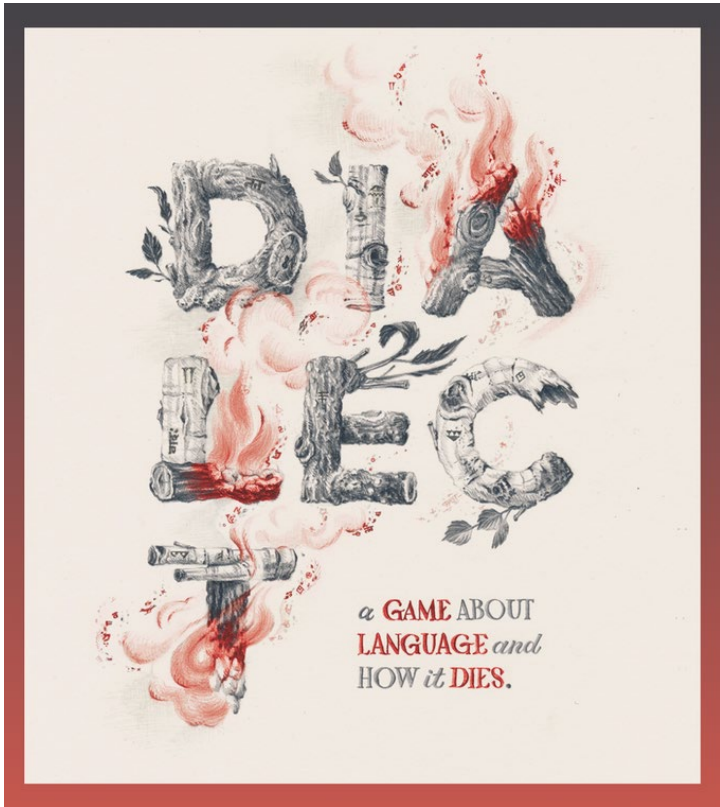


Strategy hints

# What do we do next?







# Kickstarter



# Game Crafter



Fongo Bongo Games



Boardgame Revolution



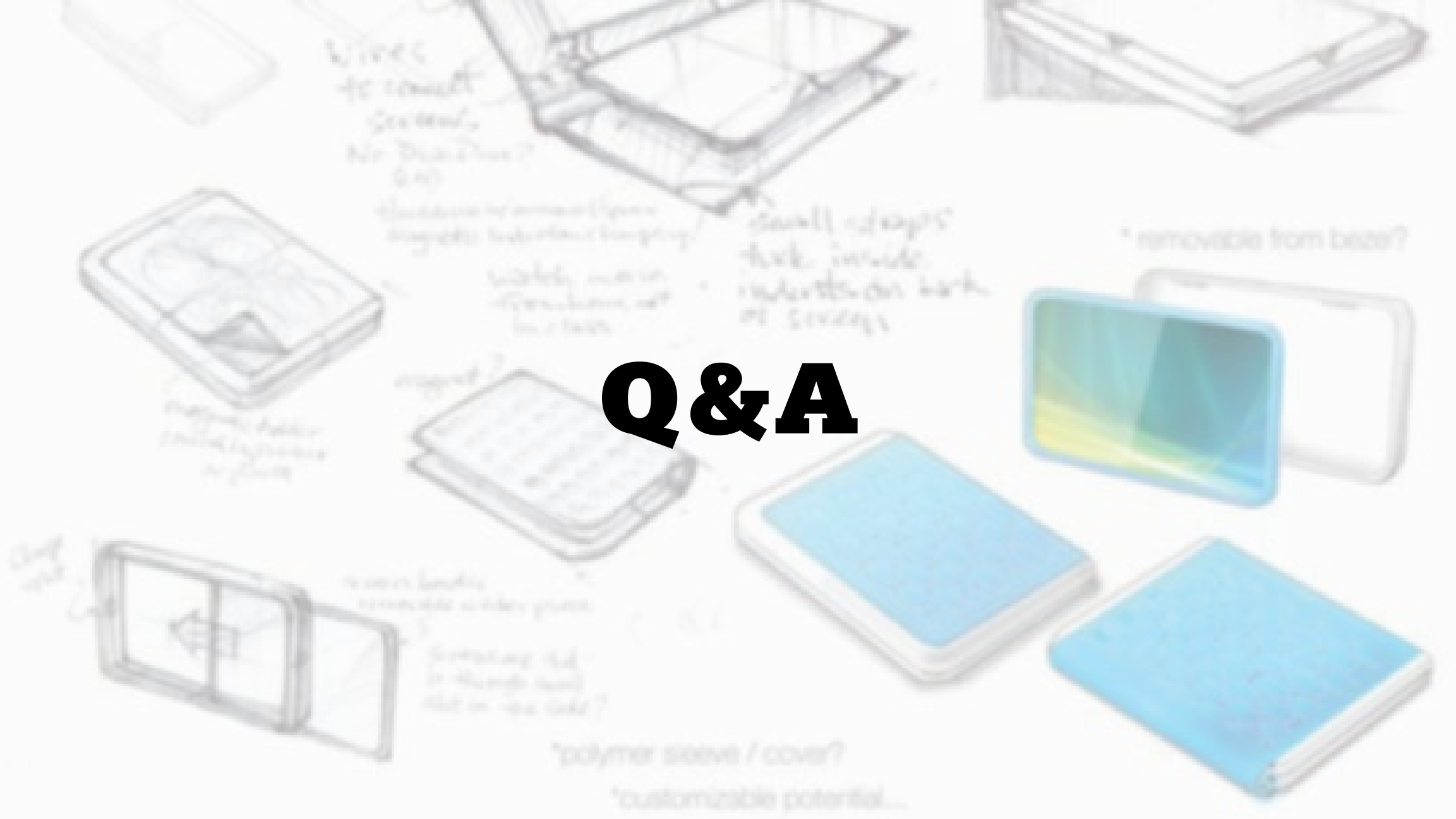
BLACK TEA



# Publishers



# Q&A



Direct to small screen, No D-pad?

Small clips  
hook inside  
insertion on back  
of screen

\* removable from base?

\* polymer sieve / cover?

\* customizable potential...