World Studies

**DIRECTIONS for \_\_***name of game***\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Troubleshooting and/or Strategy Tips (if any)**

**Game Play Variations (if any)**

*List any advanced and optional rules for a harder (or easier) game.*

**Winning / Scoring**

*If scoring occurs in your game, explain how you score / points earned for certain actions / how score should be recorded (provide score sheets if applicable)?*

*How is the winner determined? Do you have to win by exact count? What if there is a tie?*

**Chance Cards**

*When do you take one? Are there any Special Cards / what do they do?*

**Board Spaces**

*What happens on special spaces?*

**Game Play**

*Who starts play and how is this determined? Who plays next? Does play pass*

*to the left? If not, what is the turn order? Define terms (if necessary).*

***Turn Sequence*** *- On a player’s turn, what is the sequence of actions? What happens at the end of a round? Is there scoring? Does the order of play change?*

***Special Conditions*** *- For instance, what happens when you land on another player?*

**Game Set Up**

*How do you setup the game for each playing? Does the game setup differently for different numbers of players?*

**Game Contents and Assembly**

*List all components and how many of each (board, pawns, cards, tokens, etc. Does anything need assembled / how do you assemble it?*

**Object of the Game**

*No more than three lines about how the game “works”, including the ultimate object.*

**Background Story / Intro to the Game**

*This is the part that explains the theme of the game - just a paragraph or two with lots of adjectives.*

**Created by**

*Group member’s names*