

# Play Styles

Grow-a-Game can be used as many ways as you can imagine, but here are a few suggestions to get you started.

Once you've tried a couple of these versions, you're ready to invent your own ways to use the cards.

Which categories do you want to combine? How many cards do you want to use? Is it a team or solo activity?

With Grow-a-Game, the choice is yours!

# Card Types

Hello designers!

This deck has four card types:

**Challenges:** There are problems in your neighborhood and around the world to express in games.

**Games:** Your favorite video games are on these cards. Use them as launch pads for your own designs.

**Values:** Our most treasured ideas and beliefs are our values. Make games that express these ideas.

**Verbs:** These cards have actions on them, things that the players will do in the game.

**Every card category has blank wild cards for you to customize the deck.**

Play Style

# Challenge Problem

3-6 players  
20-40 minutes

1. Separately shuffle the orange challenges cards, then the pink games cards.
2. Each player or team draws one card from each of these sets.
3. Brainstorm for 10 minutes. Each player or team develops a game about the challenge on the pink game card drawn.
4. When time's up, each player or group pitches the game idea.

May the wildest idea win!

Play Style

# Game for Good

3-8 players  
20-40 minutes

1. Separately shuffle the blue values set and the pink games set.
2. Each player or team draws one card from each of these sets.
3. Brainstorm for 10 minutes. Each team develops a game idea that changes the game on the pink card so that it expresses the value on the blue card.
4. When time's up, each player or group pitches the game idea. Vote on 'em!

Play Style

# Game Sandwich

3-8 players  
30-60 minutes

1. Separately shuffle the blue values cards, the pink games cards, and the green cards.
2. Each player or team draws one card from each of these sets.
3. Brainstorm for 10 minutes. Each team develops a game idea that changes the game on the pink card so that it uses the verb on the green card and the value on the blue card.
4. When time runs out, a member from each group presents the design.

Play Style

# Values Hunt

1+ players  
10-30 minutes

1. Shuffle the blue values set. Each player chooses one of the cards.
2. Think of existing games that communicate that word, and how the game expresses it-- tell the group how it works.

Example: If you drew the cooperation card, you could talk about how Halo and World of Warcraft are games that require cooperation.