

Introduction

Welcome to Grow-a-Game, the card deck that helps you discover your inner game designer. Use these cards to do a series of fun activities that will have you understanding and designing games in no time.

Once you know how to use the deck, Grow-a-Game can be used to help you kickstart serious game projects for yourself, a friend, a non-profit, a class project, or for a business.

Card Types

Challenges: Social, political and economic problems to incorporate into game designs.

Games: Your favorite sports, classic arcade games, and boardgames are on these cards. Use them as inspiration for your own designs.

Values: Values cards have principles and beliefs that might make the world a more just place. They're used to help with brainstorming games that are both innovative and socially conscious.

Verbs: These cards have actions on them, and are used to imagine new things for players to do.

Note: Every card category has blank wildcards for you to customize the set.

Play Styles

Grow-a-Game cards can be used a number of different ways. Any mix of the four card categories can be used to analyze existing games, or imagine new ones. Suggested card combinations are included.

New to game design? Begin with our one card exercise and then progress to two and finally three cards. By that point you'll be familiar enough with the cards to start designing games using any combination.

Play Style

One Card

1+ players or teams of 3-8
20 minutes

1. Shuffle the blue values set.
2. Each player chooses a values card.
3. Each player thinks of an existing game that expresses or requires the concept on the card.

Example: If one player draws the 'cooperation' card, basketball or pictionary could be used as games that express cooperation. Both games require teamwork and communication for players to succeed.

Play Style

Two Cards

3-8 players or teams of 3-8
20-40 minutes

1. Shuffle the blue values set, then the pink games set.
2. Each player or a team representative chooses one of each card.
3. Brainstorm with each player (or team) developing a game idea that modifies the game on the pink games card to express the value on the blue card.
4. When time runs out, each player or team shares the game idea. Teams can compete to see which group pitches the best game.

Play Style

Three Cards

3-8 players per team

30-60 minutes

1. Shuffle the blue values set, the pink games set and the green verb set.
2. A team representative chooses one card from each set for the team.
3. Take 10-40 minutes to brainstorm with each player (or team) to develop a game idea that modifies the game on the pink card with the green card's verb in order to express the value on the blue card.
4. When time runs out, each player or team shares the game idea. Teams can compete to see which group pitches the best game.