

How to Make Your Own Board Game

Three Parts

1. Designing the Game
2. Testing it Out
3. Creating the final product

Want to impress everyone on your next game night? Do you have an idea for the ultimate game that only you and your friends will understand? Creating your own board game can be a rewarding project for yourself, your kids, your friends, or your class. Follow this guide to learn how to make your board game idea a reality.

Write down your ideas. Keeping a log in a sketchbook or on a computer can really help get good ideas flowing. Use this log to write out every idea you have about your game as you begin designing it. This will help you quickly separate good ideas from weak ideas. There are two basic approaches to starting your design: Themes and Mechanics. These two concepts are the foundation of all board games.

- Themes are the “feel” of the game, and can also be referred to as the “genre”. Games like Sorry! have a simple theme of beating your opponent around the board, while complex wargames have the theme of large conflicts and player strategy.

Determine the age range of your players. Knowing the age range of your tentative players would allow you to design the game as simple or as detailed as you wish it to be and would allow you to create age-appropriate rules.

Set your goals. Once you have the basic ideas behind your game written down, set yourself some design goals that will help shape your game. Consider how much of your game will be based on luck and how much will be based on skill.

Decide how players will win. The end of the board game is one of the most crucial aspects, because the players need a goal to use as an incentive to win.

Write out the basic rules. These will undoubtedly change during the course of your game being developed, but a basic set of rules will allow you to quickly begin testing and experimenting.

Part 2 of 3: Testing it Out

Create a test game. Before you begin work on the actual game, create a rough test game so that you can play around with the mechanics.

- Sketch a rough draft of your board design. This will allow you to determine whether you need to in

- Sketch a rough draft of your board design. This will allow you to determine whether you need to include more or less details in your final design.

Test your prototype. Once you have all of the basic pieces assembled for your rough draft, you can start testing the game to see how it plays. Always write down what works and what doesn't and make changes as you see fit to the board and the other components.

Refine your test game. As you finish each play test, make any changes or adjustments to your board, rules, and components that you think will help playability.

Part 3 of 3: Creating the Final Product

Illustrate your board. Your game board is the centerpiece of your board game, so feel free to get creative with the design. Make sure that the path or playing field is clearly marked and that any instructions on the board are easy to read.

Create the game pieces. You can use images or solid objects.

Create any additional materials. If your game involves the use of a dice or spinner, cards, you can just use the ones from your existing games, or create your own from cardboard and markers.