

The Game Idea Game

A brainstorming tool for game concepts

In the typical game design process, lots and lots of ideas are created, iterated, improved, sometimes fleshed out and developed, sometimes discarded. When searching for that next brilliant game concept, it can be very useful to get a few people together for a brainstorming session and just start pumping out ideas and talking about them. Coming up with a wide variety of game ideas is a skill that does not come naturally to everyone, but it is something that can be practiced and trained.

This set of cards was developed to give aspiring game designers those initial sparks. Staring at a blank page can be daunting, so the cards give keywords from various categories that can foster and steer creativity, to be used in any way that gets the ideas flowing.

Print this document on A4 paper (or larger if you want bigger cards) and cut along the lines. Glue to colored cardboard for extra sturdiness.

Suggested gameplay: Shuffle objective cards separately, shuffle all white cards in a big pile. Each player draws six white cards and keeps them on hand. Starting with the most experienced player and then going clockwise, each turn the current player flips over an objective card and adds three cards from their hand to it. They then have 30 seconds to explain a game concept that incorporates all those elements. They may add as many cards from their hand as they can incorporate into the idea. Afterwards they draw two new white cards from the pile. If they cannot come up with an idea at all, they have to take the three cards plus one from the pile back on their hand. The first player to completely clear out all cards on hand during their turn wins the game.

Reminder: Above all, this is a creativity tool. If something about this doesn't work or isn't fun, change it! Add or remove any cards you want, change the rules to be less competitive (or more competitive), just do whatever works for you and have fun!

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http://www.julian-fietkau.de/game_idea_game

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Mood List – <http://moodlist.net/>

Kathy Steffen – <http://howtowriteshop.loridevoti.com/2012/08/creative-writing-prompts-start-with-a-setting/>



BUILD

Objective

CAPTURE

Objective

CHASE

Objective

DESTROY

Objective

ESCAPE

Objective

EXPLORE

Objective

OUTWIT

Objective

RACE

Objective

RESCUE

Objective

SOLVE

Objective

Objective cards

Recommendation: Print these three times for easier mixing and stacking.

BUYING AND SELLING Activity	CATCHING Activity	COLLECT ING Activity	CON STRUCT ING Activity
DANCING Activity	DEMOLISH ING Activity	DRAWING OR PAINTING Activity	DRIVING OR STEERING Activity
EATING Activity	FARMING Activity	FINDING OR SORTING Activity	FLYING Activity

Activity cards (1/2)

JUMPING Activity	KICKING Activity	PACKING Activity	PUNCHING Activity
PUSHING OR PULLING Activity	REARRANG ING Activity	SINGING Activity	SPINNING Activity
SWIMMING Activity	TALKING Activity	THROWING Activity	WRITING Activity

Activity cards (2/2)

<p>BLOOD</p> <p>Resource</p>	<p>BOOKS</p> <p>Resource</p>	<p>CARDS</p> <p>Resource</p>	<p>CARS</p> <p>Resource</p>
<p>CLOCKS</p> <p>Resource</p>	<p>DREAMS</p> <p>Resource</p>	<p>FLOWERS</p> <p>Resource</p>	<p>FOOD</p> <p>Resource</p>
<p>GEM STONES</p> <p>Resource</p>	<p>HUGS</p> <p>Resource</p>	<p>INSECTS</p> <p>Resource</p>	<p>LASERS</p> <p>Resource</p>

Resource cards (1/2)

LAVA Resource	MAGIC SPELLS Resource	MONEY Resource	PAPER CLIPS Resource
PENS AND PENCILS Resource	PILLOWS AND BLANKETS Resource	RAIN DROPS Resource	SHOES Resource
SMOKE Resource	TENNIS BALLS Resource	WATER Resource	WOOL Resource

Resource cards (2/2)

AIRPORT Location	ANCIENT PYRAMID Location	AQUARIUM Location	BEACH Location
CASTLE Location	CASINO Location	CIRCUS Location	CITY STREET Location
COAL MINE Location	FORT Location	GARDEN Location	GRAVE YARD Location

Location cards (1/2)

HOSPITAL Location	JUNKYARD Location	LIGHT HOUSE Location	NUCLEAR REACTOR Location
NURSING HOME Location	SCHOOL Location	SEWER Location	THEATER Location
TRAIN STATION Location	TREE TOPS Location	WINDMILL Location	ZOO Location

Location cards (2/2)

ALONE Mood	ANGRY Mood	BOUNCY Mood	CALM Mood
CHEERFUL Mood	COLD Mood	CONFUSED Mood	DARK Mood
GIGGLY Mood	GLOOMY Mood	GRIM Mood	GRIMY Mood

Mood cards (1/2)

HAPPY Mood	LAZY Mood	LONELY Mood	MELAN CHOLIC Mood
PEACEFUL Mood	RELAXED Mood	SAD Mood	SCARY Mood
SILLY Mood	SLEEPY Mood	UPBEAT Mood	WEIRD Mood

Mood cards (2/2)

<p>ANCIENT CHINA</p> <p>Setting</p>	<p>ANTARC TICA</p> <p>Setting</p>	<p>CLOUDS</p> <p>Setting</p>	<p>MAGIC KINGDOM</p> <p>Setting</p>
<p>MEDIEVAL EUROPE</p> <p>Setting</p>	<p>RAIN FOREST</p> <p>Setting</p>	<p>SAHARA</p> <p>Setting</p>	<p>SPACE</p> <p>Setting</p>
<p>STONE AGE</p> <p>Setting</p>	<p>UNDER GROUND TUNNELS</p> <p>Setting</p>	<p>UNDER WATER</p> <p>Setting</p>	<p>WILD WEST</p> <p>Setting</p>

Setting cards

<p>ELIMINATION TOURNAMENT</p> <p>Player constellation</p>	<p>EVERYONE HAS TO WORK TOGETHER</p> <p>Player constellation</p>	<p>EVERYONE LOSES IN THE END</p> <p>Player constellation</p>	<p>EVERYONE WINS IN THE END</p> <p>Player constellation</p>
<p>EVERY PLAYER HAS A DIFFERENT ROLE</p> <p>Player constellation</p>	<p>MASSIVELY MULTI PLAYER</p> <p>Player constellation</p>	<p>ONE PLAYER VS ALL OTHER PLAYERS</p> <p>Player constellation</p>	<p>ONE TEAM WINS</p> <p>Player constellation</p>
<p>ONLY ONE PERSON CAN WIN</p> <p>Player constellation</p>	<p>PLAYERS CAN COL LABORATE</p> <p>Player constellation</p>	<p>PLAYERS CAN SABOTAGE OTHERS</p> <p>Player constellation</p>	<p>SINGLE PLAYER ONLY</p> <p>Player constellation</p>

Player constellation cards

Customizable cards