A1 G1: A game from your childhood.

Video Game (age 7-10)

Draw random, simple lines at various angles on a blank sheet of paper. About 5-7 should do. At least half of them should go all the way off the edge. Many should intersect. Orient the paper in such a way that the lines present an interesting or difficult challenge for what follows:

You will navigate a stick figure across this landscape using sequential art and your imagination.

Choose a start point and draw a small stick figure there, about 1-1.5 inches tall. Then, without thinking too much about it, place the end point someplace that doesn’t look easy or obvious to get to. Trust yourself to solve this problem soon.

Presuming a force similar to 1 Earth gravity pulls the figure “downward” (towards the bottom of the page), and that touching the page’s edge spells death, navigate the unlucky adventurer safely to the exit.

To move the figure, draw it again, next to itself sequentially, performing the actions it must take to traverse its 2-dimensional environment. Often this will simply be running, jumping, and falling. The figure can jump about equal to its own height, a little more if it crouches first. Doing action-movie stuff is more effective, for instance tucking its knees in midair might make a daring long-jump just long enough to catch the edge with its hands and pull itself up. Think Prince of Persia (the game not the movie) and Die Hard (the movie not the game).

Occasionally, grit and determination will not be enough. Fortunately, the figure has an inexhaustible supply of tools and gadgets to aid this journey. The figure can reach “behind” itself to produce these at will – such as a handheld helicopter rotor, a pneumatic drill, or anything else you can draw. Each device may only be produced once per page, but alternative tools with the same function are allowed. A parachute and an umbrella, for instance, could each slow one long fall. A whip, a grapnel gun, and Spider-Man’s web-shooters could each provide a way to swing across a gap.  
 The loophole to this is that the item remains wherever it was left (or continues falling, if it was left in midair, until it either lands on a line, or drops off the edge and vanishes). Should your figure cross its own path he object can be picked back up and, if reusable, reused.

A1 G2: A game of motion.

A1 G3: A game of stillness.

A1 G4: A game of unplayful objects.

A1 G5: An unplayable game.