**Inversion Technique**

1. Create a game plot.

2. Inverse the game plot: Turn every plot object on its head by asking yourself “What if that plot element were reversed?”

3. Discuss results. Is it a unique game? Is it interesting? What new ideas did you find interesting?

4. Improve initial ideas

5. *Optional* Inverse the result: Turn every plot object on its head by asking yourself “What if that plot element were reversed?”