

Game Rulebook Template

For each of the following elements, try to describe the various components and rules of your game. Make sure that you use full sentences. Also, your grammar and vocabulary need to be clear and precise. You can add examples as well as illustrations whenever possible. A video with a demo would be perfect to help the other students understand what your game is about.

1) Name of the game: Dr Hike's investigation

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2. General Administrative Details

How many players can play the game?

One or more

What are the suggested ages for players of this game?

5 to 55 years

On average, how long does it take to play a single game?

3. Introduction

What is the background story or theme?

It's an imaginary investigation where Dr.Hike needs help to find the mysterious killer of Great Britain.

He can't solve this himself because another killer is on liberty. He trusts you to do some tasks for him.

What can you say that will draw the players into the game world?

The player has to find some objects in a messy room, so he can feel like a detective and learn new words.

4) Summary of the game system and objectives

In GENERAL terms, how is the game played?

The player has 5 levels throughout he travels Great Britain from town to town with different settings and different atmospheres. He needs to find clues to advance the investigation.

In GENERAL terms, what is the objective of the game

If he finds the number of clues asked he can skip the level and go to the next one.

The objective of the game is to find some objects in the room and learn some new vocabulary.

Components of the Game

In GENERAL terms, what are the game elements and what do they represent?

Different settings that represent different levels.

What game specific vocabulary do players need to know?

The player needs to know the vocabulary related to the house.

6) Set-Up

How do you set-up everything at the beginning of the game?

The player can sit down in front of his PC.

What components do each of the players need to start the game?

Any.

7) Basic Game Structure

In what order does a turn/round/phase/etc. occur?

Any.

8) 8. Specific Game Structure

Step by step, what happens on a turn? Explain concepts as they occur during a turn.

Would it be helpful to give an example?

There is no specific event.

Are there any special cases with circumstance specific rules?

Any.

9. Ending the Game

How do you know when the game is over?

Dr Hike appears at Dublin to join the player and take the further investigation.

He thanks you for your help.

How do you know who won the game?

When Dr. Hike appears.

10) Appendix

Is there any extra information that would be helpful or fun for players to know even if it's not necessarily a part of the rule system?

Any.