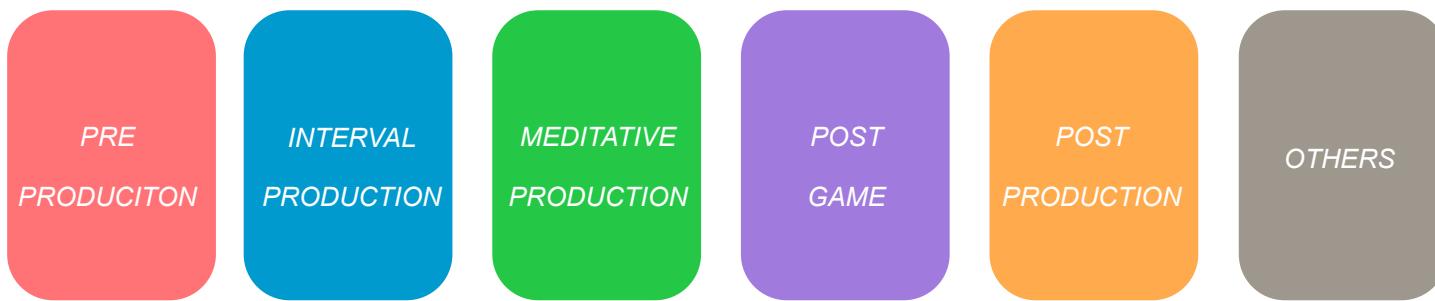


# MANUAL 1 OF 3

**This card set is designed to guide game developers through the development process of a game. It contains methods, rules, tasks and questions which inspire you to create games with a joyful and relaxing experience for the players.**

**Please read the manual to understand the terminology and the overall idea of this set.**

1. The main idea of this set is to provide game developers with a guide which helps them through the development process.
2. This set contains six topics. Each card is colored in their respective topic: Pre-Production (Pink) / Interval-Production (Blue) / Meditative-Production (Green) / Post-Game (Purple) / Post-Production (Orange) / Others (Gray)



3. Each topic contains quest cards and their respective toolcards. A quest card gives you a task to fulfill. The tool cards presents methods, rules or questions which you can answer to accomplish said task. Quest cards have a title which are underlined. Both are marked with the equal amount of the same symbols on the bottom. As a rule you can: use all the tool cards to fulfill a task, shuffle the tool card and pick a number or choose which tool you want to use to fulfill the respective task. Some Quest cards will explicitly demand you to use all the tool cards.



4. The cards are numbered with symbols in the bottom. The amount of symbols indicate the progression of the process. Feel free to skip cards which you think are not helpful.
5. In addition to this card set you need: pen & paper, your computer, dice (or a dice-app).
6. This set was carefully created to help other game developers. Every feedback helps the community: [mail@malben.ch](mailto:mail@malben.ch)
7. After reading the manual start with the first card of the "PRE-PRODUCTION" topic called "GAME IDEA". Prepare pen and paper.

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