

# MANUAL I

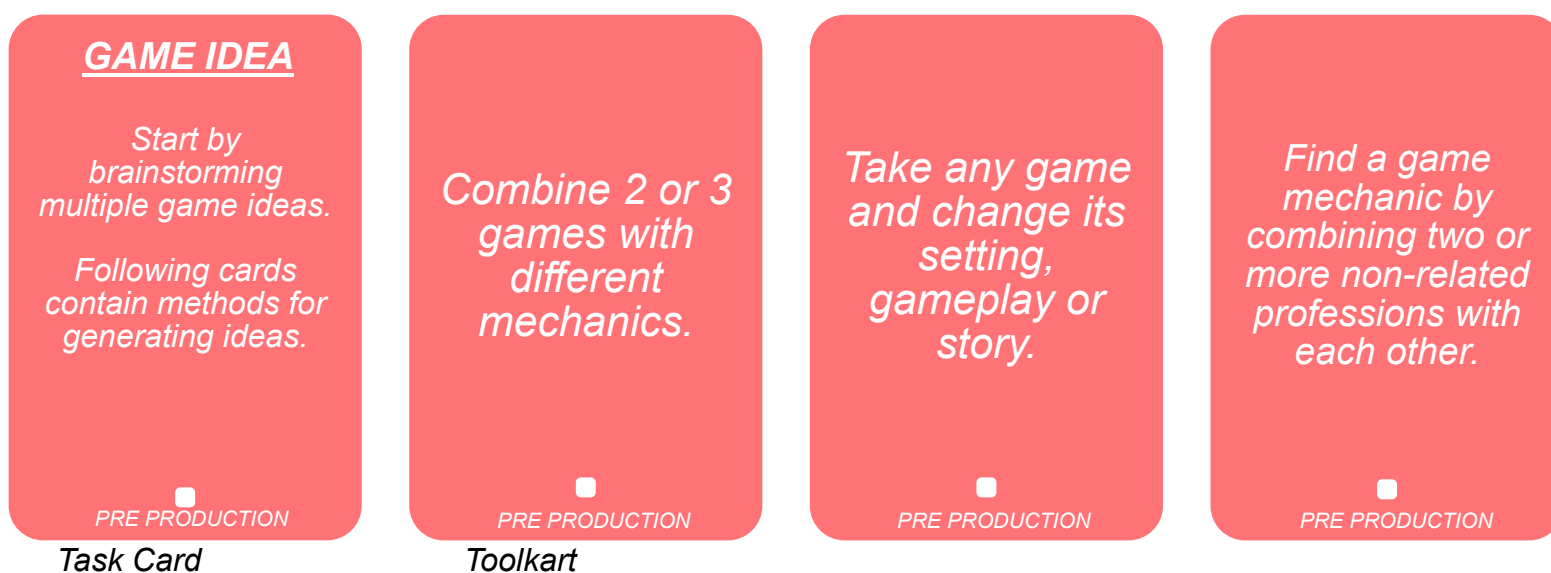
***This card set is designed to guide game developers through the development process of a game. It contains methods, rules, tasks and questions which inspire you to create games with a joyful and relaxing experience for the players.***

***Please read the manual to understand the terminations 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. If you think, that some of the cards don't help or worse, confuse you, skip them and continue with the next card.*
- 2. This set contains five topics. Each card is colored in their respective topic: Pre-Production (Pink) / Interval (Blue) / Meditative (Green) / Post-Production (Orange) / Others (Gray)*



- 3. Each topic contains task cards and their respective tool cards. A task card gives you a task to fulfill. The tool cards presents methods, rules or questions which you can answer to accomplish said task. Task 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.*



- 4. The cards are numbered with symbols in the bottom. The numbers indicate the progression of the process. Feel free to skip cards which you think are not helpful.*
- 5. Some task cards will explicitly demand you to use all the tool cards.*
- 6. In addition to this card set you need: pen & paper, your computer, dice (or a dice-app).*
- 7. This set was carefully created to help other game developers. Every feedback helps the community. So if you think that some cards or categories are missing, if you find any misspelling, if you think some cards could be formulated differently or if you have any other ideas in regards to this set let me know at: [mail@malben.ch](mailto:mail@malben.ch)*