

**LEAVING THE GAME**

Try to relax the players after a play session.

Following cards contain methods to this topic.

Pick 1 card.



Design saving and save spots in your game, as relaxing as possible.



Let the players leave with a positive feeling of achievement.



Communicate positively with the players or their character before they leave.



**AFTER THE GAME**

Creating a relaxing experience after the game can be quite challenging.

Following cards contain methods to achieve this experience.

Pick 1 card.



Try to implement a relaxing method or an experience in your game which players can use in real life (For instance the in game character overcomes stressful situation by breathing calmly)



Provide your players with fun memories of your game which bring them joy after playing your game. (i.e. funny situations, cool actions, relaxing places)



Create a welcoming community which player may exchange their game experience.



**BEFORE CONTINUING**

After the game is before the game.

Following cards contain ideas on how to relax the players before they continue the game.

Pick 1 card



Give the players a summary of their progress.



Give your players a warm welcome and let them continue in a safe zone.



Don't overwhelm them with informations immediately after starting the game.



**THE ENDING**

Some players feel sad at the end of your game. Especially if you have good written story with great characters.

Following cards contain tips on how to help the players through this time.

Pick 1 card



Create an "Endless mode".



Tease the players at the end of the game if you're planing to make a second part.



Give the players full control over taking the leave. Don't force the ending on them if they're not ready.

