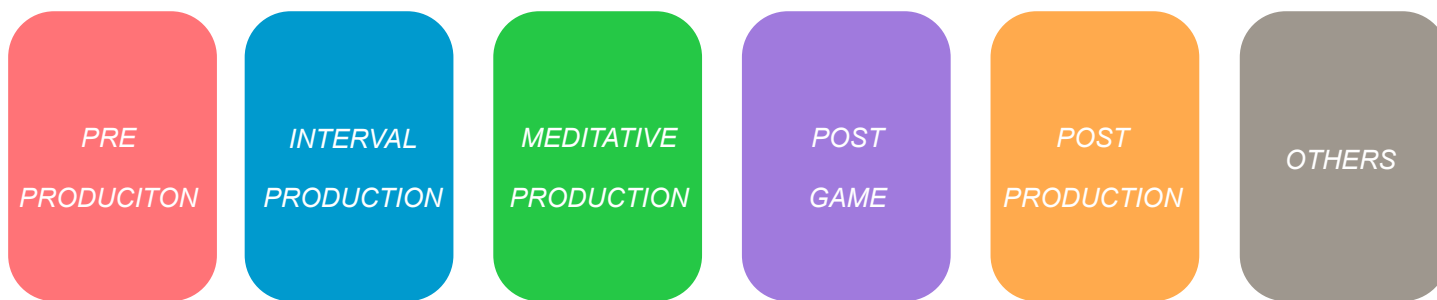


# MANUAL 1 OF 3

***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.*

Special Thanks to Larissa Wild for the Illustrations.

*This toolkit was created at the Zürcher Hochschule der Künste (ZHdK).*

**Z**

hdk

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