

LEAVING THE GAME

Try to relax the players after a play session.

Following cards contain methods to this topic.

Pick 1 card.

POST-GAME

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



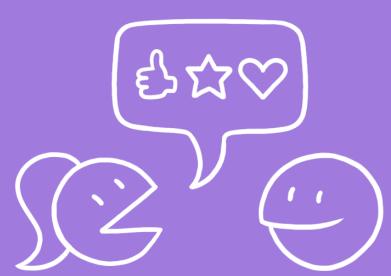
POST-GAME

Let the players leave with a positive feeling of achievement.



POST-GAME

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



POST-GAME

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.

POST-GAME

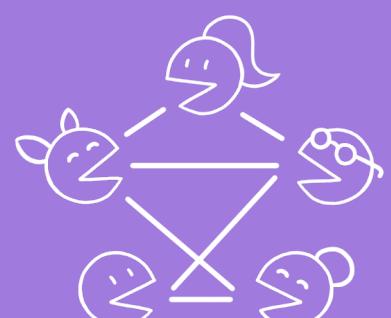
Try to implement a relaxing method or an experience in your game which players can use in real life (For instance the in game character overcomes stressful situation by breathing calmly)

POST-GAME

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

POST-GAME

Create a welcoming community in which players may discuss their game experience.



POST-GAME

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

POST-GAME

Give the players a summary of their progress.



POST-GAME

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



POST-GAME

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



POST-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

POST-GAME

Create an "Endless mode".

POST-GAME

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

POST-GAME

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

POST-GAME