Game Title

1. If there is drinking, add a warning to remind folks to be careful and to not let their friends drive drunk
2. Why did you make this game? Why is it an improvement over one of the base components? Sell the soul of the game WITHOUT explaining how to play
3. Set Up
   1. Set Up instructions should go from largest to smallest. If you need to move tables or chairs, start with that.
   2. Now explain how the board/game is set up
   3. Is there anything needed that’s not out of the box? Index cards, coin towers, etc? Write them up in their own section if it’s cards; write them as a subsection under board/game set up if it’s part of that
   4. Would it be difficult to successfully play without something, like alcohol for drinking games, cushions for games that take 14 hours but needs the area of a dining table? Finish this section with your optional tips for getting the most out of life while you’re playing this game
4. Outline of Gameplay, in Specific then General Terms
   1. Starting the Game
   2. What Is A Turn/Round?
   3. How do Bad Things happen to you? How do Good Things happen to you? How are new rules added?
   4. How Do You Win?
   5. Finally, the Outline in General Terms
5. Appendix
   1. Example Cards
   2. Other alterations you’ve made
   3. What \*hasn’t\* worked so others avoid it – or find an improvement!!
   4. Do you have any house rules you assume but might not be the norm for others?
      1. Can cards go around the horn?
      2. Can jokers be played in the first/last turn? Can they be replaced from the board or only from the hand?
      3. Costumes?
   5. Photos!