

1

Designing

☐

How many people can play? Choose between 1 and 4.



x3

Take photos of your design at the beginning, middle, and end of a game.

Do you have extra parts? Show in the beginning photo and list below.

2

Starting

☐

How many markers does each player receive? Choose between 1 and 6.

☐

OR

Start **ON** the grid-set
(as shown in SECTION 1 photos).

☐

OR

Start **OFF** the grid-set.

☐

Another (a hybrid) way to start:

3

Moving: pawns

☐

How many pads do you move on each turn?

☐

OR

☐

If you move more than one pad,
Do you go **straight**?

Do you **turn**? If yes, how?

Do pawns have restrictions?

☐

OR

☐

YES. Pawns cannot move backwards, unless they've been 'promoted' to a king.

NO. Pawns can move in any direction at any time.

3

Moving: kings

☐

How many pads do you move on each turn?

☐

OR

☐

If you move more than one pad,
Do you go **straight**?

Do you **turn**? If yes, how?

Do kings get special benefits?

☐

OR

☐

YES. Kings can move twice in a row, in any direction.

NO. Kings move only one pad at a time, but in any direction.

☐

Other details on how kings move:

4

Capturing

PICK ONLY ONE

☐

Jump over your opponent.
As seen in checkers.

OR

☐

Land on top of your opponent.
As seen in chess.

OR

☐

Surround your opponent.
As seen in Othello.

OR

☐

No capturing! Its a race to the finish
line. As seen in Chinese Checkers.

OR

☐

Another way no one has ever
thought of! Specify below.



5

Winning

PICK ONLY ONE

☐

A timed game with points.
Use the scoring system listed below.

- Kings you captured 4 points
- Pawns you captured 3 points
- Kings you have left 2 points
- Pawns you have left 1 point

OR

☐

Another scoring system:

OR

☐

Last player standing.
Winner is the last player left.

OR

☐

Grid Blitz!
A hyper-speed game

OR

... continued next column

5

Winning

PICK ONLY ONE

☐

Capture the flag
The first one to complete a course or
the objective listed below wins.

?

Anything else?

List any rules you created that were
not covered in the prior sections.
