

CAPTAIN OBVIOUS SAYS



What do we do now? We do a game jam!!

Components:

This rules

A dice

Lot of paper and one pen per player

A lot of creation, at least

Number of player: as you are at this moment!!

How to use this rulebook?

With this game, the players must... create a game!

The players have 48 hours to create his game! (Does it remember you something?)

How to create a game?

Roll a dice for each sector and sign the element selected by the dice...

Each player must create a game with the signed element.

Enjoy your jam!!

End of the game:

You win if your game works, you win a lot if your friends ask you to play the game other time..

You are the official champion of the game if the game is published and also lot of people want to buy it...

Enjoy this game and good luck!!

Roll a dice for

What



A Narrative-game

Once upon
a time...



A Placing-game



A Dexterity-game



A War-game



A management-game

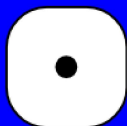


An Investigative game



Roll a dice for

Do



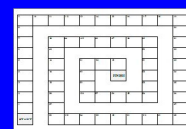
With dices



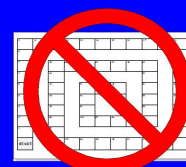
Without dices



With a board game



Without a board game



With tokens



Without tokens

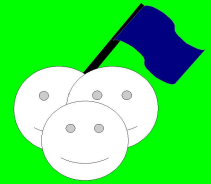


Roll a dice for

We



For only one team



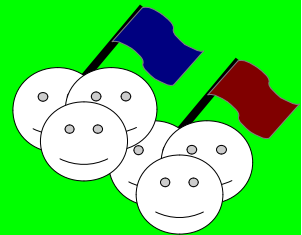
For only two players



For 3-6 players



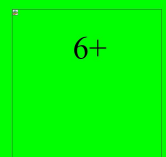
At least two Teams



For 2-5 players



More than 6 players



Roll a dice for

Do



With cards



Without cards



With pieces



Without pieces



With text-dependence












a



Without text-dependence



Roll a dice for

Now		
	Less than 20 minutes	
	From 30 to 45 minutes	
	From 30 to 60 minutes	
	More than 60 minutes	
	Time depends from the players number	
	Impossible to evaluate	

Roll a dice for

?



With Abstract setting



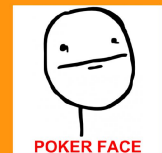
With Fantasy setting



With Cultural setting



No-complete information game



No Alea influence



Asymmetric game

