

GAMESTORMERS



ages 9+



3-6 players



45-60
minutes



GAME PLAY

PARTY VARIANT

INSTRUCTION MANUAL

OBJECTIVE

Score the most Victory Points to win the **Game Builder Award**.
Players who receive the most votes for their game narrative at the end of the game win the **Designer's Choice Award**.

Victory Points



Ways to earn
Victory Points

Players use cards from their hand to fill out the *Storyline*, *Mechanic*, and *Item Card* slots on their *Notebook Playmat*. Each card played adds to the player's game narrative and helps in scoring Victory Points!



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SETUP

Give each player:

- A Notebook Playmat
- 3-4 Dry erase Theater/Voting cards
- Dry erase marker



Shuffle the *Character Deck* and give each player **two (2)** cards. Players select **one (1)** of the cards and place it on their playmat, discarding the other.

Shuffle the *Mechanic*, *Item*, and *Storyline Decks*. Give each player **one (1)** *Mechanic* and **one (1)** *Item* card. Then, set the three card types into draw piles. Leave space for discard piles of each card type.

Flip over **six (6)** *Item* cards into the play area for the *Item Market*. Set the *Theater Dice* and *Arena Tokens* into the play area and place the *Turn Marker* in front of the youngest player.

PLAYER TURN

Starting with the player with the *Turn Marker*, each player will select **two (2)** actions to take. (*Actions can be taken in any order.*)

Once a player takes their actions, the player to their left begins their turn. The round is over once each player has taken a turn.

Depending on a player's *Character Card*, they may have an ability that can be used once during the entire game, or only when taking certain actions. Character card abilities do **not** count as an action unless specifically stated on the card.



SAMPLE TURN

Sloane chooses to take the **Forum** action. Drawing three cards from the *Mechanic* deck, she selects one card to keep, discarding the rest.

Next, Sloane takes the second *Arena Token* of the round. She will face another player in a game pitch to attempt to win their token.



TURN ACTIONS

ITEM MARKET



The Player can take any **one (1)** card in the *Item Market* and add it to their hand. If the last card in the *Item Market* is taken, add **six (6)** new cards from the top of the *Item* deck into the Market.

THEATER

Roll the *Theater Dice*. Using **one (1)** of the images from the dice roll, players create a *Storyline*, *Mechanic*, or *Item* card using a blank dry erase card. After adding a card name and the dice image to the card, players place it in their hand. The card is worth **+2 Victory Points**.



FORUM



OR



The player can look at the top **three (3)** cards of the *Storyline* Deck **OR** the *Mechanic* Deck. Placing **one (1)** of the cards in their hand, the player discards the remaining cards into the appropriate piles.

TEMPLE

The player can use the ability of an *Item* or *Storyline* card from their hand and then discard the card. *(Players cannot use card abilities from cards in their Notebook.)*



Discard



6

ARENA

The Player may take an *Arena Token*, placing it in front of them. Announce, "I have entered the Arena!" (*Up to two players can use the Arena action per round.*)



At the end of the round, the players who entered the Arena will draw a *Storyline*, *Mechanic*, and *Item* card from each deck. Using these cards, Players in the Arena will pitch a game narrative to the other players (**1 minute or less**). Each player then votes for who they thought had the best pitch. The player that receives the most votes keeps their *Arena token* **and** the other player's *Arena token*. In a tie, each player keeps their token. Competing players also keep **one (1)** card from their pitch and discard the other **two (2)** cards. (*If only one player enters the Arena, they keep their Arena token.*)

END OF ROUND

After each player has taken their turn, the following steps occur in order:

1. RESOLVE ARENA



Players who entered the Arena pitch their narratives to the other players. See the 'Arena' action section for more information.

(If only one player entered the Arena, they keep their Arena token.)

2. NOTEBOOK



Each player must place **one (1)** card from their hand into an empty slot of their Notebook Playmat.

(The card must match the slot type on the Notebook.)



3. RESTOCK MARKET



Move any remaining *Item* cards from the *Item Market* to the discard pile. Place **six (6)** new *Item* cards into the play area from the top of the *Item* deck.

4. DISCARD EXTRA CARDS



If any player has more than **five (5)** cards in their hand, they must discard until they have exactly **five (5)** cards. *Theater* cards can be discarded during this phase, but they are not put in the discard pile.

5. MOVE TURN MARKER



Move the *Turn Marker* one player to the **left**. This player will start the next round.

END OF GAME

At the end of the **5th round**, all players will place their 5th and final card in their *Notebook Playmat*. (If a player missed putting a card in their *Notebook* because they did not have a matching type, they may not have a full *Notebook*.)

GAME PITCH

Once all players have taken their final turn, each player will give an overview (**2 minutes or less**) of their game narrative using the cards in their *Notebook*. Players then hold an anonymous vote for their favorite game pitch. Tally up who received the most votes - this player will receive the **Designer's Choice Award!**



SCORING

Each player now adds up the total number of *Victory Points* in their Notebook. *Victory Points* are earned in the **top left corner** of cards and via the *Mechanic* and *Character* cards. The player with the most cards of **one (1)** theme gets **+2** *Victory Points*. The player with the most card of varying themes gets **+2** *Victory Points* (**+1 for ties**). Anyone who voted for the winner of the *Designer's Choice Award* gets **+2** *Victory Points* as well.



PLAYERS	SLOANE
VICTORY POINTS CORNERS OF CARDS & CARD MECHANIC	9
MOST OF 1 TYPE +2 POINTS OR +1 FOR TIES	0
MOST OF ALL TYPES +2 POINTS OR +1 FOR TIES	2
ARENA VICTORIES +2 POINTS OR +1 FOR TIES	2
VOTE FOR WINNER +2 POINTS	2
TOTAL	15

SAMPLE SCORING

Sloane had the most cards of varying themes, giving her **+2** *Victory Points*. Sloane also won an *Arena* vote to earn **+2** *Victory Points*. Voting for the winning designer, she adds another **+2** *Victory Points* to her score. After adding these points to the total points she earned from the cards in her Notebook, Sloane has a total of 15 points.



ELDER GAMESTORMER

PARTY VARIANT

In the Gamestormers Party Variant, one player will assume the role of the Elder Gamestormer. Players must prove their worth by creating game narratives that impress the Elder!

OBJECTIVE AND SETUP

Each round, players must construct a **five-card game narrative** and pitch their creations to the player designated as the *Elder Gamestormer* – the judge for the round. After each player has given their pitch, the Elder Gamestormer will award an *Arena Token* to the winner. The player with the most *Arena Tokens* at the end of the game wins!



Shuffle the *Storyline*, *Mechanic*, and *Item* decks and place them in the center of the play area. Place all *Arena Tokens* in the play area as well. Give each player a *Notebook*, dry erase card and dry erase marker.

Select a player to be the *Elder Gamestormer* and give them the *Turn Marker*. The *Elder Gamestormer* will deal each player **two (2)** *Storyline* cards, **four (4)** *Mechanic* cards, and **four (4)** *Item* cards.

GAME PLAY

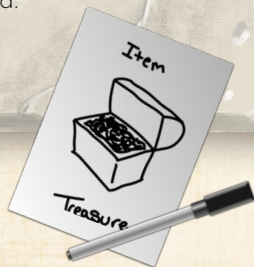
DESIGN PHASE



Each player will have **two (2) minutes** to construct a game narrative in their Notebook. They must use at least **one (1) Storyline**, **two (2) Mechanic**, and **two (2) Item** cards in their game.

CREATE A CARD

A player may choose to create **one (1)** card themselves instead of using one of the cards they were given. To do so, the player will draw a sketch on the dry erase card and add any additional text needed.



GAME PITCH

Once all players have created their game narrative, the player to the **left** of the Elder Gamestormer pitches their game to the group. Players continue pitching their game narrative until all have had a turn.

GAME PITCH EXAMPLE

A good game pitch could include:

- The game narrative
- What is fun or clever about the game
- A potential name for the game
- Why the Elder Gamestormer should pick the game

SCORING AND GAME END

After all players have given their game pitch for the round, the Elder Gamestormer selects the player who gave the **best** game pitch. That player receives **one (1)** Arena Token. The winning player now becomes the *Elder Gamestormer* for the next round. The game is over, in a 3-4 player game, when any player has **four (4)** Arena Tokens. In a 5-6 player game, the game is over when any player has **three (3)** Arena Tokens.



ARE YOU THE NEXT GAMESTORMER?

In the futuristic world of Fjerogard, games influence all aspects of society. Behind every great game is the Elder Gamestormer, a master designer of extraordinary narratives.

Word is spreading that the Elder Gamestormer is looking for an apprentice - the next master Gamestormer to design unique worlds for the people of Fjerogard. The only question is: who will rise to the challenge?

Are you able to conjure a game the world will never forget?



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