

ADDITION TO PDF-VERSION:
THIS BOOK WAS ORIGINALLY DESIGNED
AS A GUIDEBOOK FOR GAMESPACE IDEA
GENERATION STUDY PACKAGE.



1001 GAME IDEAS

KULTIMA, PAAVILAINEN, NIEMELÄ,
KUITTINEN & SAARENPÄÄ

1001 GAME IDEAS



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GameSpace is a research project focused on the design and study of mobile multiplayer games, aiming to develop a game design and evaluation method, which would be suitable for the special characteristics of mobile devices and gaming. In practice, this research involves organising workshops that are focused on creating novel multiplayer mobile game concepts, but also on expanding the game design space and systematising the methodology for mobile game design. Also the potential issues related to the connections between casual games and money or lottery games are studied in this project. The project will involve work on various game theories, methodologies and practical game concepts, and will also produce a game methodology tool, in addition to research papers.

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INTRODUCTION TO 1001 GAME IDEAS

This book is about 1001 new game ideas. Instead of providing them ready and refined, we are giving you six different tools, techniques and games to generate your original collection of ideas. As an example and for an inspiration, we did include almost 70 ready made ideas that were generated with our tools.

This toolset for your 1001 game ideas was developed in GameSpace project during the years 2006 and 2007. GameSpace is a research project focusing on the design and study of casual mobile multiplayer games, aiming to develop a game design and evaluation method, which would be suitable for the special characteristics of mobile devices and gaming. In practice, the research involves organising workshops that are focused on creating novel casual mobile multiplayer game concepts, but also on expanding the game design space and systematising the methodology for casual mobile multiplayer game design.

Early versions of our idea generation tools were tested by our industry partners, Nokia, TeliaSonera, Veikkaus (Finnish National Lottery), Sulake and Sumea/Digital Chocolate, within the three game concept workshops held by the GameSpace team during autumn 2006 and spring 2007. For those workshops our team developed total of 15 different tools, techniques and approaches for generating new game ideas and from them, six most promising ones were selected for this package.

The toolset was designed to help you to produce new game ideas systematically, on demand and with fun and inspiring ways, together or alone. The focus of our tools is to support idea generation for casual mobile and multiplayer games; however, they can be applicable for other games as well.

On the pages of this book you can find the short introduction to idea generation and systematic creativity, detailed and illustrated instructions for the use of the GameSpace tools and the philosophy behind the different features of our techniques.

CAN WE WORK SYSTEMATICALLY TOWARDS CREATIVITY?

Producing new ideas can be seen as an easy task. You do not need to be more than an experienced gamer to come up with an idea or two for the next game that you would like to play. Generating new ideas is always based on some experience of old ones. Producing innovative ideas however, will need the act of creativity which is traditionally seen as a work of creative individuals. Most of us do not have any educational background for systematic creative work, and in general, the school system has not been heavily concentrating on giving us tools for this task. We have been left alone to gain our experience on creativity.

It is common to think that creativity is something mysterious. Ideas and creative solutions seem to “just happen” and “appear out of nowhere”. However, the complexity of creativity does not make it unreachable even though it may seem so for the individual. The modern creativity research has come far from the early days and can already recognize parts and influences in creative processes all the way from the initial generation of an idea to the delivery of an innovative product.

As stated above, creativity is easily considered as a personal factor. It is common to hear a statement that some people just are creative and others will never be. However, creative processes involve skills that can be learned and enhanced. Even though the personal trait may be strong as we all have different skill sets based on our individual experience on creative tasks, it is evident that any individual can improve his/her creative input. Studies about creativity training and using

creativity techniques support the belief that systematic means and ways have strong impact for innovation.

Even though generating new ideas is only one part of the creative process, it has a great value that is easily discredited. It is common to hear that “we don’t need new ideas, since we already have more than enough of them and too little time to execute them”. This kind of thinking could be an indication of losing the competitive advantage in the future. Studies show that there is a strong relation between the amount of ideas and successful business. Idea generation should be treated as an ongoing process and quantity of ideas as a tool for quality. Generating new ideas is based on exploring the space of possibility where most of the ideas will work only as steps towards the good ones.

BRAINSTORMING IS JUST AMONG ONE OF THE SOLUTIONS

People may have developed their own ways to enhance their creative work. Some people read large numbers of different magazines or other sources to draw an inspiration from or take long walks to have different perspective to the ongoing issue. The workload of exploring the possibility space, i.e. space of ideas, can be also enhanced with the different techniques that are especially designed for the generation of new ideas. The most famous such technique is brainstorming.

Brainstorming was developed in 1941 by A.F.Osborne, an advertising executive, and has ever since become so popular that it is used almost as a synonym to any kind of group meeting that has a purpose to come up with ideas. More strict sense of brainstorming usually refers to a group session where generation of ideas is separated from evaluation. Ideas are developed by taking turns and working on one shared idea or several parallel ideas. During the session, ideas are documented for later evaluation. In further development, ideas can be combined and organised into groups in order to select the best ones.

The basic assumption behind group brainstorming is that presence of others triggers you to ideate in the way that you would not be able to do alone. During the brainstorming, the atmosphere should be relaxed and approving to all different kinds of ideas without the evaluation of their applicability. All of the participants should be allowed to speak equally despite their position or relation between each others. All ideas are recorded and later on evaluated and selected to further development.

Even though brainstorming is widely used, it has its problems. Several studies acknowledge problems such as social loafing, evaluation apprehension, and production blocking. The identification of the problems has led to development of hundreds of other techniques such as Brainwriting, Six thinking hats, Mind-mapping and Bunches of Bananas to name a few. Nevertheless, based on the nature of creative thinking, the search for the ultimate technique might be in vain. Using different kinds of approaches will activate different thinking processes supporting the idea generation and the combinative use of several techniques will most probably provide the best results.

OUR BASIC ASSUMPTIONS FOR IDEA GENERATION

These basic assumptions for successful idea generation are important to remember while using our techniques, tools and games:

1. Quantity leads to quality

Finding creative solutions is not a process of logical reasoning but more of an exploration of wide range of possibilities. The more ideas you produce and the wider range you tackle, the more likely you will end up having a great idea.

2. Generation without evaluation

Good ideas might not seem great ones from the first glance. Rather than screening every thought you have, writing down the ideas that might not seem applicable, reasonable or even fresh, will get you towards good ideas. Ideas ignite other ideas and combination of different ideas may lead to results you did not see coming. Unnecessary judgement may also put a blockage for your thoughts. Be brave and express your thoughts, since it is part of the process to produce loads of ideas that will not be valuable as such.

3. Good documentation and further iteration rounds

While idea generation session is concentrated on creating large numbers of ideas without the evaluation, the importance of documentation will become crucial. Even though an idea may seem very clear right after the session, it is easily forgotten. Making the documentation part of your idea generation practice will also help you to defer the judgement for later evaluation session.

4. Threefold impact of the use of creativity techniques

Even though we strongly believe that our techniques will help you to come up with good ideas on demand and during the session, we believe that ours and also techniques of others have two other important impact factors for ideation processes. Additionally to the evident results of the sessions, the use of the techniques will trigger your creative processes that carry on over the session. You might be "hit" by a new idea even few days after the session for example while walking to the work or waiting for the bus. After a successful and inspiring idea generation session, your head keeps on going by looking for influences outside the session room and working on unconsciously with the ideas. Use of different formal techniques will also improve your skills on creative thinking and give you ideas how to develop your working habits towards more creative ones. Threefold impact of creative techniques is: results of the session, triggering effect and learning creative thinking.

GAMESPACE IDEA GENERATION TECHNIQUES ARE GAME SPECIFIC

We believe that there is no such thing as a general form of an "idea". It is a different process of making ideas for better car engines from creating the next winter jacket collection. We believe that every idea generation session is specific. Usually this is handled on the go by setting a specific design problem or theme for the session. Our techniques are implemented with the support of the specific features of game ideas and especially support for certain types of games, i.e. casual, mobile and social aspects of gaming. The implemented specificity makes our techniques easier to use and faster to set off. They create good possibilities for more frequent idea generation sessions than one day workshops lead by the creativity professionals. However, we would strongly recommend that you keep on looking for different kinds of techniques and change your ways to generate ideas regularly. Being creative is keeping your mind fresh.





VNA (VERBS, NOUNS & ADJECTIVES)

| VERB / ACTION | NOUN / ENTITY | ADJECTIVE / PROPERTY |
|------------------|----------------|--------------------------|
| ROTATE ROTATE | BOGEY BOGEY | GLIMMERING GLIMMERING |
| | | ADJECTIVE / PROPERTY |

VNA is a fast and simple technique for 2-5 persons to produce casual game ideas where one game idea is produced by three random words that each person describes while taking turns.

CASUAL GAMES WORD-SET

While observing the workshop idea generation with similar deck of words based on games in generally, we noticed that selected words do count. Word set was many times imposing hard-core game ideas with words such as "warfare" or "horror". After realising this, we remade the word set by analysing 40 games: non-digital and digital casual games. In this way we came up with a word base of 240 words, 80 of each category and tested to find out that it was much easier to come up with casual game ideas with this selected word set.

WHY CARDS?

We are all familiar with playing card games. While group brainstorming may be drawn into situation where some people never use their voice even though they would have ideas, with cards people are more accustomed in taking turns. Cards also provide "outer" input and it may then feel more "safe" to speak your mind since "it is not you, it is the card".



EASY TO START AND SIMPLE TO USE

The ideal group size for using VNA-cards is 2-5 persons, but it can be used individually also. Cards are put on the table upside down and the process is started with first person drawing a verb card, explaining what kind of game idea comes to his/her mind from that word and letting next one draw a noun and continue what this means in that game idea. Last one draws an adjective and applies his/her thoughts to the idea. The initiator is then changed and turns proceeds by taking first verb, then noun and last adjective.

The order of the cards can be changed to get variations to the process and participants should challenge themselves to interpret the words more widely and associatively than taking the first thing that comes to his/hers mind. One should also try to describe as much as comes to his/her mind and not settle on just giving flat explanations of the word added to the game idea. In example by getting the card "JUMP" one should not only say that "this is a jumping game" but more like describe who jumps, how and why: "This is a game, where zoo keepers are jumping with jump sticks in order to herd escaping kangaroos back to the pen".

BOUNCE

BOUNCE

VERB / ACTION

NOUN / ENTITY

WORM

WORM

NOUN / ENTITY

ADJECTIVE / PROPERTY

SIMPLISTIC

SIMPLISTIC

ADJECTIVE / PROPERTY

MAKE YOUR OWN VNA

Even though there is only 240 cards, this amount provides over 500 000 different possible combinations of verbs, nouns and adjectives. When direction are varied, combinations will rise up till over 3 000 000 different possible combinations. If taken further, it could be thought that with different people and different associations on different days, this deck provides unlimited amount of game ideas, in theory. The same deck, however, may not be that stimulating over and over again. Making new word set will give you new inspirations and different kind of ideas.

Start by selecting games that you think has some of the features that you are going after and then detach two verbs, two nouns and two adjectives that are describing the game in some way from each game. They don't have to be conclusive verb-noun-adjective descriptions of the games "essence", as long as the games do associate with these words. Coming up with a word stack without the game analysis can be quite hard and you easily end up repeating yourself.



QUICK START

1. Mix verb, noun and adjective card decks separately and put them to the table face down.
2. First person draws verb and describes what kind of game idea comes to his/her mind.
3. Second draws a noun card and adds to the game idea described before.
4. Third one closes the game idea by drawing adjective card and describing how the adjective affects to the game idea.
5. Repeat the above with different initiator.

TIPS FOR A SUCCESSFUL SESSION

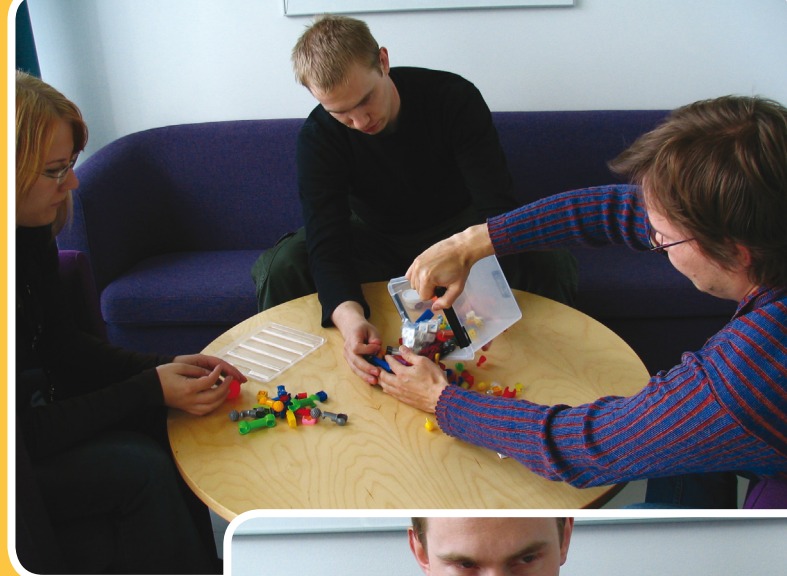
Do not settle to say "This is a jumping game" with a card "JUMP", instead try to be more specific or search for other than the obvious interpretations of the word, such as "In this game one has to build a huge trampoline". You can also leave something intentionally open for the next one to fill, like: "In this game one has to build a huge trampoline in order to get something... I am not sure what it could be".

PIECEBOX BRAINSTORMING

PieceBox is a brainstorming technique that is developed especially for generation of new *casual game* ideas. The principle for using PieceBox is simple: make the box available always when you are brainstorming for new casual game ideas.

WHY PIECES IN A BOX?

While using different techniques in GameSpace project, two things were perceived: if the brainstorming session is stimulated with play-session of board games or using board games while brainstorming new game ideas, the ideas easily imitate the games played and would be too close to the original games providing little innovation. On the other hand, if only traditional brainstorming technique is used, the ideas and inspiration is drawn from other occasional surroundings: that is if brainstorming is done while drinking coffee: the coffee mug on the office table might give the inspiration for coffee(mug)-games. Hence surroundings and inspirational materials do matter in two ways: there should be some and they should be selected according to the purpose with enough generality.





HOW DOES PIECEBOX WORK?

PieceBox was developed to suit to casual game ideation. Casual games are usually based on something familiar and with relative simplicity in the game play. Hence the inspirational box consists of game pieces such as dice and general play equipments such as play clay, super balls, Lego pieces, play money etc. The content of the box helps brainstorming attendees to draw inspiration out of pieces and also try out and communicate their ideas more concretely and still keep the level of simplicity and familiarity without creating only clones and variations of existent games.



BASICS OF BRAINSTORMING TECHNIQUE

Brainstorming usually refers to a group based ideating session where generation of ideas is separated from evaluation. Recommended group size is under seven attendees, but smaller groups usually functions better. Ideas are developed in turns with working on one shared idea or several parallel ideas.

The basic assumption behind group brainstorming is that presence of others triggers you to ideate in the way that would not be able to do alone. In the brainstorming session the atmosphere should be relaxed and approving to all different kinds of ideas without the evaluation of their applicability or innovativeness. All of the participants should be allowed to speak equally despite their position or relation between each others. All ideas are recorded and later on evaluated and selected to further development. It is practical to select a facilitator for the session that records all the ideas and guides the process if it gets stuck.



MAKING YOUR OWN PIECEBOX

The specific compilation of the box is not that relevant as soon as it provides as many as possible functions and elements such as: stacking, counting, writing, moulding, bending, connecting, bouncing, rolling, building, chance, time, value, different colours and shapes, general and specific characters, different materials etc. that are all familiar to us but not complete games (or easily perceived as such). Also the box itself may function as one "piece" providing levels and space.

Here is one tested compilation of PieceBox:

1. Two see-through boxes
2. Hourglass and letter cubes from word puzzle game
3. A 3D puzzle game pieces
4. Dice
5. Rubber band
6. Play pieces from Settlers board game
7. General board game characters
8. Play money
9. Triangle shaped pen holders
10. Play clay of different colours
11. Play diamonds
12. Super Balls
13. Fanta Color Mosaic pins
14. Connecting play pieces
15. Shaped erasers
16. Glass marbles
17. Magnetix -pieces
18. Stacking game pieces
19. Numbers form a bingo game
20. Lego pieces



QUICK START

1. Take the box onto the large table and spread the pieces so that everyone can reach them.
2. Start brainstorming and use pieces to:
 - a. inspire new game ideas and/or
 - b. demonstrate others what you mean
3. Remember to document ideas while you go (preferred to choose somebody as a facilitator).



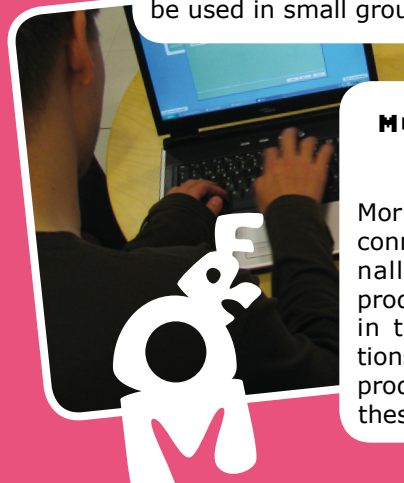
TIPS FOR A SUCCESSFUL SESSION

Don't try to come up with a complete game idea at your turn, express your thoughts as they come to your mind for the others to develop.



MORF

MorF is a game idea generation technique that combines analytical playing and forced connections approach. After playing and analysing a game that has good features, the ideas are produced by forcing components together that one would not normally combine. The technique can be used in small groups or alone.



MORPHOLOGICAL FORCED CONNECTIONS

MorF is based on Morphological forced connections technique, which is originally developed for innovating new products based on old ones. Basic idea in this technique is to make variations of the components of an existing product and then randomly combining these to create ideas of new products.

WHY FORCED CONNECTIONS?

While one usually does not see connections between common things, making random combinations of them and forcing to think how they would fit together, will give ideas that one would not have come up otherwise.



HOW TO MAKE GAME IDEAS WITH MORF?

MorF is developed especially for the game idea generation by providing a given structure for the analysis. The chosen game is broken into six different components:

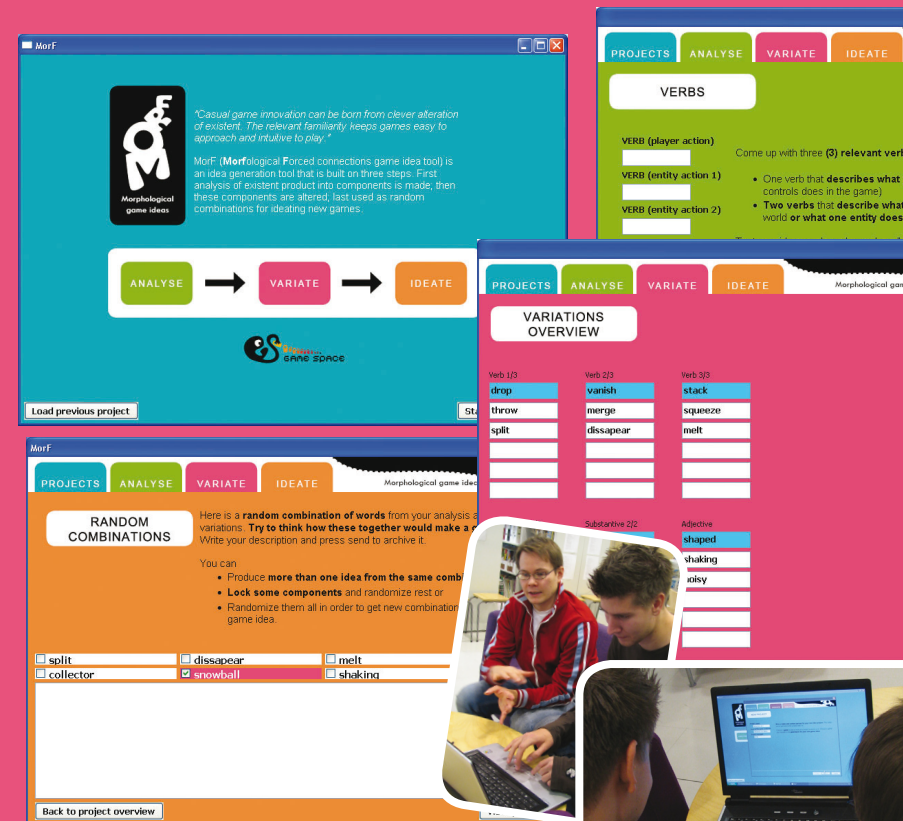
1. **verb** that **describes the action that player does**
2. **verb** that **describes action that happens between game entities**
3. another verb that describes action that happens between game entities
4. **noun** that **describes player**
5. **noun** that **describes any other thing** in the game
6. **adjective** that **describes something specific** in the game

Every word is then varied, giving alternate possibilities to each. The more alternatives there are the more different combinations one will get. After the analysis and variations, words of each categories are randomly put together to form groups of three verbs, two nouns and one adjective. This combination of six words is then used as a starting point for creating a new game idea. By forcing yourself to create ideas from random word sets can end up an interesting result. The more difficult the combination may seem, the more interesting the result may be.

If the technique is used in a group, the process can be fastened by taking quick turns in the variations phase.

MORF COMPUTER PROGRAM

MorF is easier to use with technological aid. The computer program will guide you through the process step by step and help the randomization of components. Additionally the program will ease your document phase by providing options of printing your ideas and restoring them digitally.



PAPER VERSION OF MORF

You can also make pen and paper versions of the technique:

Make a table consisting of six columns and at least 6 rows. First three columns are for the verbs, next two for the nouns and last for adjectives. Reserve the first row to the analysis and next rows to variations. For randomization of components you can throw a dice and pick a row indicated by the dots on the dice.

Making the random combinations easier, you can also make separate card stacks for each module and then mix up every stack and draw one card from each stack.

QUICK START

1. Pick a game that you think has some of the qualities that are also needed in your idea. Play the game for a while.
2. Analyse the game into three verbs, two substantives and one adjective
3. Come up with five different variations to each word.
4. Mix the words by picking randomly one of each word categories.
5. Try to think how this combination composes a new game idea.
6. Repeat by different combination.

TIPS FOR A SUCCESSFUL SESSION

Try to make your **analysis** characteristic; don't use too general words to describe the game that you have played that could apply to any existing game. For example if you are analysing a casual game, an adjective such as "colourful" can be too general for all the casual games that you might have difficulties in coming up with fruitful variations to the word.

Remember to challenge yourself with the word combination: do not settle in composing an idea such as "jumping frog -game where alive diamonds are falling and attacking you" when facing words "jump", "falling", "attacking", "frog", "diamond", "alive". Instead let your mind associate freely e.g. like this: "You are a little boy who is stuck in a surreal dream world when you fall a sleep. Frogs in your pyjama come alive and start attacking you and stealing your diamonds that you have to collect back in order to pay the fee for the dream world gate keeper, if you want to wake up (and win the game)."

Do not be too hasty to skip over on difficult word combinations, because you might be losing something really interesting!



MECANO

Mecano is a method for searching and isolating real world functionalities as basis for game idea. It is a collaborative idea generation technique with individual analysis phase at the beginning. Mecano is based on handling and exploring everyday objects, their functionalities, parts and interactions.

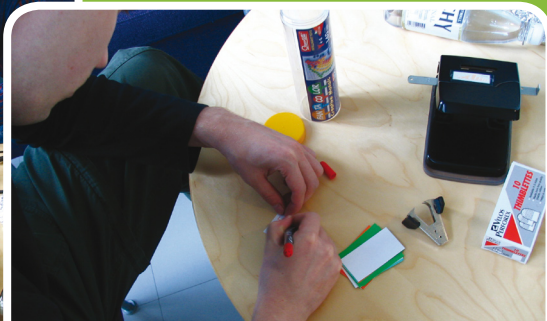
WHY MECHANICS FROM EVERYDAY OBJECTS?

Many people regard mechanics as a core of the game. Therefore identifying the mechanic is an integral part of a game idea. If there is nothing provided, inspiration is drawn out from the environment of the brainstorming session. If the provided inspirational elements lack mechanical or functional qualities, it can be hard to come up with interesting and new core game mechanic. Table full of generic objects with different operational features will boost idea generation in a fruitful way. Any kind of object includes several mechanical aspects that we are not necessarily conscious about: forcing ourselves to examine everyday and common objects in a new perspective can trigger imagination.



WHAT DO YOU NEED FOR MECANO?

You need a selection of different everyday objects and little pieces of paper. Objects can be anything that you find at your home or office. Objects such as staplers, wires, boxes, bottles, toys, scissors or ballpoint pens already provide good starting point. You can ask participants to bring something from their home or office table. However, try to instruct them to pick something special or interesting. Although a pen can be just enough: five different pens may not provide enough variation to the analysis.



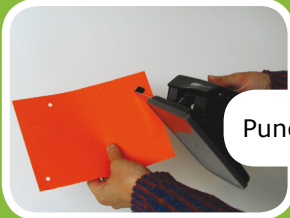
HOW TO MAKE IDEAS WITH MECANO?

1. Place objects on the table so that everyone can reach them.
2. **Examine and explore all the objects.** Feel them; take them to your hand. Take pieces apart and play with them.
3. Try to **find different kind of mechanics** involved. These can be found in the objects themselves or in their interaction with other objects and environment. Examine them really closely. Don't just think for what purpose the object was made for and what are the typical functionalities. Think about ***what you could do with them*** and ***how you could misuse*** the object. Here are some questions that can help you to identify mechanics:
 - What does the object do? What is its main function?
 - What else can you do with the object?
 - What isn't a standard use of the object?
 - If you take it apart, what do the inner-parts do?
 - Take two objects, how do they interact? How do the parts of different objects interact?
 - How is this thing effecting to its environment or how is the environment affecting to it?
 - What happens if you change the affecting physics? Can object modulate the physics?



4. **Write each mechanical aspect to the small pieces of paper.** Flesh out the finding and push it towards a game idea. Try to say more than "slide". For example "slide tiles to make uniform area" could be better. This individual analysis and examination phase can take about 10 minutes.
5. **Put little papers to the center of the table facing down.** If you have come up with a fairly ready game idea and you want to continue developing that, you can keep the paper with you.
6. Take some random papers from the table and start thinking a game idea involving those mechanics.
7. Somebody starts by **presenting an idea containing a couple of mechanics.** Take turns to discuss and develop the idea further.
8. If you don't come up anything on your turn while elaborating the idea, you can pull one paper from the middle and try to combine mechanic described into the idea at hand.
9. When it feels like the idea is ready or group wants to develop new one, document the idea and repeat the above for another idea. Do this as long as you want or the time runs out for this session.

ANALYSIS EXAMPLE: MECHANICS OF A PUNCH



Punching holes



Removing
by gliding



Getting
through



Bending
and lifting

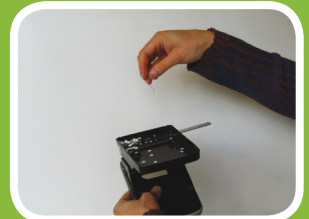


Squeezing
and turning



Pushing
aside

Gathering and
sprinkling



Hanging and
holding

Pushing and
holding



VARIATION SUGGESTION

Another way to carry out Mecano could be the dividing of individual and group phases apart. Individual part could be done alone beforehand and when the group session begins, participants would just bring the little pieces of paper containing fleshed out mechanics.



QUICK START

1. Gather items to the table so that everyone can reach them.
2. Analyze their functionalities and write them down on the piece of the papers
3. Put papers in the middle and shuffle, start drawing them to get more inspiration.
4. Take turns in describing the idea; draw another paper if you are running out of inspiration.
5. Document the idea.
6. Take another round.



TIPS FOR A SUCCESSFUL SESSION

Share your thoughts, discuss and get suggestions from other participants. Leave your thoughts open for others to supplement. Don't ponder too long on your own turn.



GAMESEEKERS

GameSeekers is a collaborative game-like idea generation technique for two to five players. Players contribute to one shared game idea by elaborating and refining it according to the cards and rules of the game.

WHY CARD GAME?

We are all familiar with playing card games. While brainstorming may be drawn into situation where some people never use their voice even though they would have ideas, with cards people are more accustomed in taking turns and contributing to the game. Cards also provide "outer" input and it may then feel more "safe" to speak your mind since "it is not you, it is the card".

CASUAL GENRES AND SOCIAL ASPECTS

GameSeekers card deck consists of two different kinds of cards; others provide stimuli for free association and others reference points to casual game structures. As game structures, descriptions of typical casual game genres and casually interesting social aspects were chosen to the card set.

GAME



HOW TO PLAY?

GameSeekers is best played in groups of 2-5 people. Cards are used to communicate and draw an inspiration to the shared game idea. Group members are contributing to one shared idea by taking turns in playing one card at the time to the table and elaborating the idea according to it. Turns progress clockwise and the initiator is changed for every new idea.

CARDS

Every red, purple and green card represents an inspiration source for one part of a shared idea. Players add meanings and structures to the game idea and thoughts are communicated through the cards. These cards are always played on the table and player explains what they mean for the game idea and how do they relate to the connecting cards.

Blue cards represent different actions made to the shared idea. Cards may be used to remove one part of an idea, force the coherence to the shared idea or simplify its elements. These cards are discarded after played and the player are required to explain how the action changes the idea.

Meanings (red cards):

Red cards contain pictures of objects, people and details. Images are used in a session **associatively, not literally**. This means that the player can freely interpret the image as any part of the game and use it to inspire to think the game idea differently. It is not advised to use the first, or the most obvious interpretation of the pictures, but to challenge in making free associations, metaphors or analogues.

Pattern (purple cards):

Pattern cards contain abstract figures that can be used similarly to the red cards, or specifically to represent the **basic structure of the game setting**.

Game structures (green cards):

There are two types of game structures cards: **genre and social aspect cards**. With genre card a player can specify the general aspects of the gameplay. Social aspect cards specify for example whether a game has multiplayer elements in it or not. Players can use these cards creatively and are not bound to them. Cards include short descriptions of the genre or social aspects to help the communication between players. If the player chooses to use only part of the genre or social aspect reference, she/he should explain more specifically how the card is interpreted.

Idea action (blue cards):

With idea action card player can refine the game idea. There are three different types of idea action cards: **remove, rethink, and simplify**. These cards are useful if the game idea is starting to get too complicated or there are some elements that just don't seem to fit with the concept anymore.





PREPARATIONS

1. Take half of the red cards and shuffle them with the rest of the deck. Put other red cards aside. Pictures may gradually create a stigma, this way you can provide variation to the deck in time.
2. Deal six cards to every player.

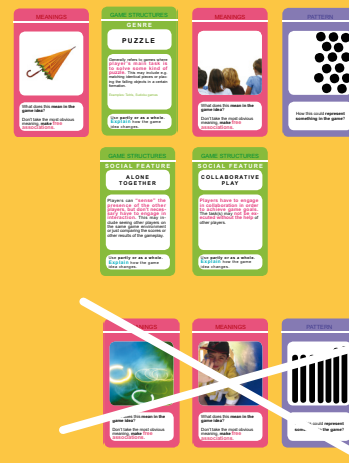
GAMEPLAY RULES

1. On each turn:

- a. Player can play one card.
- b. Player may draw one new card from the deck after playing one card on the table. Drawing new card is optional.
- c. Player may pass his/her turn.

2. When player plays a card:

- a. S/he should explain what the card means to him/her and how does this convey into a part of the game idea
- b. S/he should connect the card to at least one card on the table by the sides, head or bottom (if not the first one) and explain the relation with the connecting cards.



3. Placement of the cards:

- a. Red and purple cards should not be connected more than two other red and purple cards.
- b. Green cards can be connected to any amount of other cards.
- c. Blue cards are discarded after they are played.

4. Removing cards:

- a. If a card is removed, all cards directly connected to this one and cards left alone should be removed. If any cards are left, player recaps what are the remains of the idea. If two "islands" of cards are left on the table, ideating proceeds on two separate game ideas (it is possible to connect the ideas later on).



5. Ending the game

- a. If player is playing his/her last card to the table, he/she can announce the idea ready without the content of other players.
- b. If all the players pass their turns in a row, the idea is considered as ready.



QUICK START

1. Shuffle the deck and deal six cards for every player
2. Initiator plays the first card onto the table and describes the starting point for the game idea according to the card.
3. Second player plays new card by connecting to it to the first one from the sides, head or bottom and elaborates the idea.
4. Turns progress clockwise and cards are played according to the rules.
5. Idea is ready when everybody has passed their turn or someone has used all his/her cards and calls the idea ready.
6. Document the idea.
7. Reshuffle the deck, change the initiator and repeat the process to come up with another game idea.

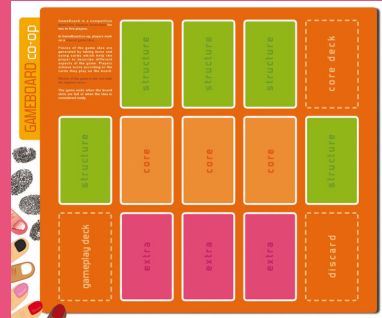


TIPS FOR A SUCCESSFUL SESSION

Try to use the picture cards associatively and challenge yourself to come up with associations that are not the most obvious. Even though the technique is a tool for creativity, it can be used in an uncreative way.

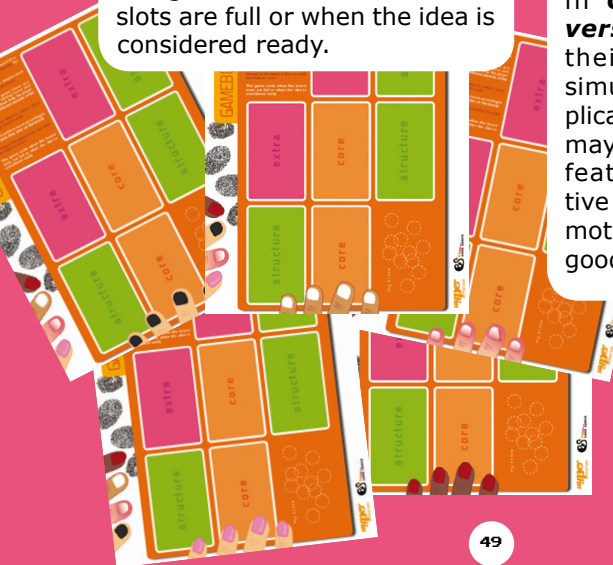
GAMEBOARD

GameBoard is a competitive game-like idea generation technique for two to five players. There are two versions available: players either work on a shared game idea (co-op version) or everyone has their own unique idea (solo version). Pieces of the game idea are generated by taking turns and using cards which help the player to describe different aspects of the game. Players achieve score according to the cards they play on the board and the winner of the game is the one with the highest score. The game ends when the board slots are full or when the idea is considered ready.



ALONE TOGETHER

While other GameSpace techniques are mostly based on collaboration, in **GameBoard solo version** players create their own game ideas simultaneously. The explications of other's ideas may act as inspirational feature while competitive setting might create motivation for creating a good game idea.



WHY COMPETITION?

Competition can be considered as an antagonist to creativity. However, in GameBoard the competition is not about the idea, but about the game that produces the ideas. Playing a game may also force the group to make ideas ways they would not normally do. Playful competition can create fun atmosphere in where the pressure is not on creating innovative ideas and people make choices they would not otherwise do. This way the evaluative nature of the idea generation session may shift to other activities and provide more space to relaxed creative input.





CONTENTS OF THE GAME

- 1 GameBoard co-op version board
- 5 GameBoard solo version boards
- 80 Core cards
 - 40 Mechanic cards
 - 40 Theme cards
- 70 Gameplay cards
 - 32 Structure cards
 - 18 Feature cards
 - 20 Joker cards
- 27 Special cards
- 50 Finger markers, 10 each colour
- 50 Score tokens

THE CARDS

There are two different decks of cards: **Core** and **Gameplay**. Core deck consists of **Mechanic** and **Theme** cards and Gameplay deck of **Structure**, **Joker**, **Feature** and **Special** cards. Core cards are used for creating the core of the game idea and Gameplay cards for elaborating and refining the idea. Special cards have also functionalities to the GameBoard gameplay.

Core cards (orange)

Mechanic

Mechanic card describes the core mechanic of the game. As a stimuli for mechanical aspect of the game idea, verbs like "collecting" or "climbing" are provided. Mechanic describes what the player does in the game or what happens in the game.




Theme

Theme card gives the setting for the game. As a stimuli for coming up with the theme nouns like "nature" or "space" are provided. Theme describes the general atmosphere and environment of the game.

Gameplay cards

Structure (green)

Structure cards describe the different parts of the game. There are eight different structure cards:

- 
1. Goal – Describes the main goal of the game.
 2. Sub-goals – Describes the minor goals in the game which aid player in his/her task.
 3. Win and lose conditions – How the game is finished in either way.
 4. Environment – What is the gameplay environment? How the gameworld is perceived by the player?
 5. Rewards – What are the rewards and bonuses that give the game a twist and aid the player in his/her task.
 6. Challenge – What makes the game challenging for the player.
 7. User interface – What kind of user interface is used in the game?
 8. Controls – With what and how the player controls the game?

Each structure cards can be played only once to the board. For example, if there is already one Environment card on the table, another Environment card cannot be played during this idea.

Joker (red)

Joker cards work as a random stimuli for free association. Joker cards can describe anything in the game. Players are free to interpret the card in the way they feel is applicable for the game idea.

Feature (red)

Feature cards are technological assets of the game. They could refer to network technologies such as Bluetooth or WLAN, or visual technology like 2D or 3D graphics.

Special (blue)

Special cards alter the normal gameplay. Unlike other cards, player has to pay for usage of special cards. Each special card has a price that must be paid with score tokens.

There are seven different special cards:

1. Change Mechanic – Change one mechanic card on the board.
2. Change Theme – Change one theme card on the board.
3. Remove Card – Remove a structure, joker or feature card from the board and discard it. The owner of the card reduces the amount of score tokens he received when he played the card. Remove card can be also used in solo mode to remove a card from other player's board.

GAMEPLAY EXTRA

JOKER

CUTE

What this could mean in the game?
Draw & describe details, nuances
or things in general level.
Associate freely.

+ ●



WHO MARKED THIS CARD?

GAMEPLAY EXTRA

FEATURE

AUDIAL PLAY

The game must not require to
listening but require to
hear what it says?

+ ●



WHO MARKED THIS CARD?

SPECIAL

IDEA READY!

Here is your ready and closed
idea. You have to play it and
the others to see. You have to
play it and the others to see
around the table.

CHANGE
MECHANIC

CHANGE
THEME

REMOVE
CARD

4. Remove All – Remove all cards from the board.
Can be used also in solo version to clean up other player's board.
5. Lose Turn – The player you choose loses his turn.
6. Ditch'n'draw – Discard your hand and draw new cards.
7. Idea ready! – Game is finished in the co-op version and it is time to check who won. In solo version, the Idea ready! will "freeze" the player's board and score tokens, so others cannot discard his cards and score tokens, and the player himself cannot add cards to his board.



STEP-BY-STEP RULES

These rules govern the co-op version. For the solo version, see next page bottom for the alterations in the rules.

Preparations

1. Place the GameBoard co-op board in the middle of the table.
2. Create and shuffle two separate card decks: core deck and gameplay deck.
3. Deal 10 finger markers for each player, one colour for each player.
4. Distribute one score token to each player.

Setting the core

5. One player starts by drawing one core card and places it to the board's core card slot. Player explains the card to others, describing the initial game idea.
6. Second and third player continue in same manner. Notice that the board's core card slots must have at least one mechanic and one theme!
7. Discuss about the initial game idea based on the core cards. When there is consensus about what the game idea could be, the actual game can start.

Gameplay

8. Deal five cards from gameplay deck to each player.
9. One player starts.
10. On each turn, player can:
 - a. Place one structure, feature or joker card into table and receive score tokens according to the card. The player is not allowed to play similar card that is already on the table or if there is no slot available for the card. After playing the card, player explains how the card affects the game idea and marks the card by putting a finger marker on top of it.
 - b. Receive or pay tokens according the card played.

- c. Discard two cards from his hand and draw two new cards from the gameplay deck.
- d. Play a special card. Note that for special cards, player has to pay score tokens according to the card!
- e. Pass the turn.
- f. Restock the hand from the deck.
The player must always have five cards in hand, so after playing a card, the player draws a new one from the gameplay deck.

11. Turns rotate clockwise.

Ending the game

12. The game can end in three different ways:
 - a. All card slots on the board are full.
 - b. All players agree that the idea is ready.
 - c. "Idea ready!" special card is played.
13. When the game ends, the player with most score tokens wins.
14. Once the game is finished, the game idea is documented and archived.

Rule alterations for solo version:

In the solo version the gameplay is similar to co-op mode, except for:

1. Everyone has their own GameBoard solo board in front of them. The solo board has less number of card slots and each player designs his own game idea into his own board.
2. Finger markers are not distributed.
3. Core slots must have one mechanic and one theme.
4. Players have four cards in hand instead of five.
5. If the player plays the "Idea ready!" card, his cards, board and score tokens are freezed and he is removed from the play. Other players cannot remove cards from freezed board.
6. Game ends when first player gets his board full.
7. Each player documents his own game ideas.

QUICK START (CO-OP VERSION)

1. Set three core cards into the table.
Discuss the initial game idea.
There must be at least one mechanic and one theme card on the table.
2. Deal one score token, 10 finger markers and five gameplay cards to each player.
3. Start gameplay by taking turns. Players can do one of the following on their turn: play a gameplay or a special card, discard two cards and pick two new ones from the gameplay deck or pass the turn.
4. Game ends when all slots on the board are full, "Idea ready!" card is played or when everyone agrees that the idea is ready.
5. The player with most score tokens wins the game.
6. Document the idea.



TIPS FOR A SUCCESSFUL SESSION

Don't give up! The idea of the game is problem solving and matching ideas that first might appear to be something incompatible.

Challenge your creativity! Do not pick up the most obvious interpretation of the cards. The black triangle does not have to mean that there are black triangles in the game. It could mean for example that there is some kind of layer system in the game, the game uses vector graphics or that the character has three faces.



EXAMPLE IDEAS

One idea may inspire another. Here are example ideas that were born within the three GameSpace workshops during 2006 and 2007, where concepts of mobile, multiplayer and casual were discussed and our idea generation techniques were tested. From the total of almost 200 ideas, these 70 ideas were selected based on the description completeness, innovativeness or the fact that we found them appealing. Every idea is tagged by the technique that it was generated with. Some of the ideas were given names and supplemented afterwards, and some of the ideas were produced by the early versions of the techniques or techniques that are not presented in this book. Use these ideas not only to give you the proof that our techniques do work, but also as a one approach: let your imagination take these ideas even further!

FRUIT TYCOON

EARLY VNA

Illegal fruit garden tycoon. You are in charge of a fruit garden and you are having illegal workforces. In the game there is an inspector and you can put your workers into a stealth mode.

INUIT CIVILISATION

EARLY VNA

Fight against the coldness by building huts/igloos and developing Eskimo society. If you have more Eskimos, they build faster, but fight easily. If they have warm huts, they reproduce and make more intelligent children that build better technology into the cold. Extra feature is that creatures are riding with polar bears.

PAC-MAN SCRABBLE

EARLY VNA

This is a traditional scrabble game with player moving letter blocks on a board, trying to form words. When word is formed in lateral or vertical space, Pac-Man character appears and eats the word. The game has time limit and if Pac-Man doesn't have enough words to eat in certain time, game ends.

FISHMANIA

EARLY VNA

Player controls fish and his task is to collect a shoal of similar fish and exit the area before it gets too polluted by a ship. There are also predators present which are threat to the player and his shoal.

MOBILE BETTING

EARLY VNA

Mobile betting game based on chain lettering. First player introduces theme, winning conditions and his bet. Then he invites another player by sending him in-game SMS. Another player approves the bet and sends another SMS to his friends and so on. Winners divide the pot among themselves.

BALLVENTURE

EARLY VNA

A ball bounces in a field with acts as a perimeter to be on. Player controls the balls bouncing direction and height. Enemy balls appear either moving or static, which are to be avoided.

NANNY IN BRONX

EARLY VNA

Player's mission as a nanny is to take care of children at the pre-school yard so they don't wander into different kinds of dangers or threats. First the kids are small, easy to handle and there are not many threats present. Afterwards the game gets more difficult by adding older, faster and meaner kids and more dangerous threats.

JUMP, FROG, JUMP!

PIECEBOX

Player aim and adjust power to jump a frog into a pond. Other players try to stop that frog by rocks. Same aim and power kills the frog. Difficulty: change pond's shape, crocodile tries to catch frog, distance, wind and speed.

LITTLE DRAGON

PIECEBOX

A platformer, where hero is a dragon baby. He sets out on an exiting journey to find his last Mom and encounters lots of hazards on the way. A level includes lots of diamonds and marbles as collectables and a star represents the end of the level. It turns out that Baby Dragon's mom is being held captive by an evil wizard and will have to be rescued.

BOUNCER RACE

PIECEBOX

A wacky racing game where the player controls a bouncing ball through varying tracks filled with collectables like marbles, diamonds that change the direction of the ball. A certain amount of points is required to be collected to successfully finish the level.

SHAPE SHIFTING ALIEN

PIECEBOX

A funny platformer game where the player controls a friendly shape sifting alien who came to Earth to find his buddies disguised amongst humans. He has the ability to shape shift, stretch his limbs and squeeze through the smallest of holes. He'll always have to be disguised amongst humans because he can't fight and the humans would attack him on spot. Every level has a certain number that represent's the little alien's buddies he has to find.

MIXED BEATS

MORF

DJ mixes beats that fall from the top of the screen (like beats normally do). Destroy bad vibes in the audience. Buy time so you can go to the toilet (for example). Raise the roof.

POLLUTED LITTLE ANIMALS

MORF

There are poison/pollution that is threatening little animals that are trying to reproduce. Player tries to save them by changing their places. There are different species of animals. If there is big enough units together they turn into immune. The goal in the game is to get the whole area for yourself.

COSMO'S CATWALK

MORF

Pieces of girl's clothes fall from above. Player controls a group of girls by moving them to a falling cloth. Try to create nice sets.

QUICKSILVER MAZE

MORF

Player has a blob of quicksilver that has been split into a hundred little blobs. The goal is to guide them back together through different maze-levels.

EVIL ORANGE SQUEEZER

MORF

Player is controlling an edgy orange that is running from side to side on the screen. The orange is collecting baby oranges to save them from orange juice squeezer. Big part of the game is engaging sound effects of baby oranges getting into squeezer and funny squeaky sounds of the edgy orange running.

LEAFS FROM DAWN TILL DUSK

MORF

Player's goal is to guide a falling leaf to a target on the ground. Raindrops can be collected in order to speed up. Each level has a different type of leaf to control and the time of the day changes from early morning to setting of the sun according to levels. Different leaves have different flying physics and different weather conditions (and time of the day) provide different challenges. Scenery is beautiful and relaxing providing a game with strong visual enjoyment.

BLOND CHOPPER

MORF

Player is an evil serial killer with an obsession for blonds. The goal is to lure blond characters and chop them. The game levels consist of different bars, where the player, blonds and other characters hangs. Player tries to lure the blonds with hairspray, money etc. Interact with other shady characters to get better weapons for chopping and explore the environment in order to get luring tools.

JUMBO RUMBLE

MORF

Player is controlling a rampaging elephant. The goal is to break down as many houses before being shot by a zoo keeper with a tranquilizing weapon.

KIOTO TREATMENT

GAMESEEKERS

Main items: clear air & carbon oxide. The goal is to trade own carbon oxide to fresh air. Fork can be used as extreme cause but it has some expenses. The winner is player who is last standing player on the field. You can join in clans with other players (get wired). Opponents are bystanders (i.e. women). Winner is mediatum for the next game. Loser is idiot.

PARANOID ANDROID

GAMESEEKERS

A thriller TPS game where the player controls a young man who just woke from amnesia. His only memory from before is strangers dragging him away, a falling snowflake, a champagne glass. The ones he thought to be his friends are actually the ones who betrayed him because he holds the knowledge of the plans as a biological weapon they're created together. He wanted to shut down production and now they are trying to dispose of him.

SHAVE MY BABY!

GAMESEEKERS

Find your baby, oh no, she has a beard, quick race to the barbershop to shave my baby! Multiplayer. Race, pushing your pram (perambulator) through the streets to get to the barbershop first, he can only shave one baby per day. (Hairy baby shaves are bad for business.) Obstacles: the criminal wants to steal the baby (why? Don't ask), the paranoid idiot guard. Co-operate with others to gain collective advantage, bribe or negotiate to get secret knowledge (shortcuts to route). One Winner – lots of losers.

THE HAUNTED VILLAGE

GAMESEEKERS

You play the saviour of a little medieval village whose inhabitants have started finding strange triangular pattern bitemarks on their necks and are coming down with an incurable sickness. You travel around on a segway from which the Kings of the Hill Despot tries to push you off. The villagers will be asking you for help and you can observe on the map how many of them are still left to save. The ones that are left will ask for your name.

V.I.P.

GAMEBOARD CO-OP

Goal of the game is to be the most glamorous person. Interface consists from numpad, microphone and earpiece. Game takes advantage from vocal commands (talking). Player's character is either male or female who evolves during the game. Evolving happens when character interacts with others which increase his/her charisma and self-selling. Environment of the game is Hollywood and other different famous cities/locations. There are social interactions present like favoring another player or backstabbing him/her. There are different scenes where you can get fame and bonuses. There are also fake characters present that must be exposed. The game is easy enough to play in small bits. You win the game by being the best model and you lose if you get exposed or die. Leader of the game has hexagonal mark under or over the character.

GROUPED ASTEROIDS

GAMEBOARD CO-OP

The game revolves around the idea of cleaning asteroids in space. There is WLAN multiplayer option present. Player controls a spaceship that uses missiles (limited) to destroy asteroids. The ship has also a tractor beam which can be used to group up asteroids. There is a challenge however as if the player gathers too many asteroids in one group, the missile will just scatter most of them all over the space. Players get bonuses and spaceship gets new features as the game goes onwards. There is the possibility of chain-reaction if the player shoots certain type asteroids (which might contain explosive material inside). Game features cartoony graphics and the ultimate goal is to clear the space (level).

MUSIC MATCH

GAMEBOARD CO-OP

In this music themed game, the player collects tunes and matches them to make up music. There is also multiplayer mode where two players compete against each others. Player can show up his music, convert it to ringtones and there is a ranking system. Web-brawler "insects" are used to spy, help and possibly co-operate with other players for getting new tunes for the game. Ultimate goal is just to make great tunes (=music). GPS is also used for localized ranking. There are also localized beats (tunes) available only from certain locations. Tunes are colour-coded which resemble the "attitude" of the tune. Matching colors is a bonus and you can also swap tunes with others. The gameplay has mysterious feeling and there is no clear goal, just make up good music. The duels are however scored.

SAGA OF SIGGURATHS

GAMEBOARD CO-OP

Game involves controlling an Aztech priest who tries to control Sigguraths (step-pyramids). It is a multiplayer game with turn-based playing. Game elements are the priest, virgins, sigguraths, sacrifice knife, mob and Spanish conquistadors. Game includes cartoon like violence. Player takes control of siggurath by sacrificing virgins or conquistadors, which causes the siggurath to be painted with blood. When the highest level of the siggurath is painted, the siggurath is player's property. The blood comes off eventually so player might need to sacrifice again at the same location. Ultimate goal is to own as many sigguraths as possible, sub-goal is to paint and own one siggurath as starters. Interface includes directional movement keys (up, down, left, right) and content sensitive action key. The game might have solo mode with co-op twist, but there might be balancing challenges.

WLAN THEME PARKS

GAMEBOARD CO-OP

Idea of the game is to build a theme park by using wlan hotspots as resources. The theme is funny and wacky. Each wlan hotspot generates a new game. Player's also get parts for their theme parks from the wlan hotspots. Parts are used to assemble unique items for the park ("toys"). Operator gives the player game time bonuses for playing a lot or winning a lot. Game time is also logged and players get rewards like collectibles or other stuff. What they get depends on how much they play. There are also counters for parts, full toys and ranking system. The game is turn based and ultimate goal is to be the one with unique item.

DISTINCT DANCERS

GAMEBOARD CO-OP

This dance game is based on three developing factors around the main character. Goal of the game is to beat 50 other athlete dancers. Opponents are sometimes funny looking who are unbalanced in relation to the three developing factors. This makes them to look charicatyric or grotesk. Game features mysteric or esoteric dancing which brings comedy to the game. The game is played in real-time and has many reward levels including instant rewards with "wow!" "cool!" shouts etc, short time rewards by showing off character's evolution and long time rewards with better ranking position. The game's subgoal is to do well in all three levels, local, national and international.

WATER RISING

GAMEBOARD CO-OP

Game theme is about preventing sea level rise by protesting against factories with ships which carry banderols. There are pirates who form the challenge of the game. Players receive score after the completing the level. There are bonuses to fight against the pollution and goodies to cover bananas. Game is played in turn-based mode.

BLUETOOTH PLANETS

GAMEBOARD SOLO

Each player acts as alien king with one homeworld. Players' task is to colonize other planets. Other planets are scanned via bluetooth and each bluetooth beacon represents a planet with different attributes. Player sends a reconnaissance spybot to study the planet. The spybots can be designed with various features depending on what kind of information the player needs to know. Players can also invade other players' planets.

MAKING SPACE

GAMEBOARD SOLO

Making Space is a real time hex based game where player's job is to clear land in Russia. Cleared land is needed for buildings, highways, parks etc. Player needs to bribe local and national bureaucrats, get rid of remnant land owners and pay for the mafia for heavy handed help.

VET CANDIDATE

GAMEBOARD SOLO

The setting is a pet clinic. The player starts out as a rookie vet and gets hired to the least prominent clinic at first. Her objective is to get better in her profession by treating the sick pets well. Eventually she'll be hired to better private clinics and the end goal is to get her own clinic. Rewards include slowly appearing badges, diplomas and awards on the wall. Each pet and each sickness will require different kind of treatment that the player will have to master. The interface will include your advancing skill-o-meter as a vet and the next milestone you've got to reach.

POSEIDON AND TRITON

GAMEBOARD SOLO

The game environment is the sea and player controls the wind. There are ships sailing at the sea and players' task is to control wind so that the icebergs won't collide with the ships. Challenge in the game is the indirect and sloppy control over the icebergs which are affected by their mass and inertia. Cartoonish graphics gives the casual look for the game with smiling sun etc.

CAPTAIN COUSTEAU

GAMEBOARD SOLO

The goal of the game is to heal the world by manipulating ecosystems of various seas. Each sea has its own unique ecosystem requiring different tactics. When the player has healed the first sea, he gets resources that make it easier to heal the other seas. The look and feel of the game is minimalist and player makes his actions in a leisure pace while the ecosystem simulation is runs in the background.

BALLOON BOXES

MECANO

Pile boxes. Use empty balloons to select a box. Inflate the balloon in order to get a grip on the box. (More air, more time.) More air in the balloon the further you can move the box.

LIGHT CATAPULT

MECANO

Stretch rubber = use catapult to shoot light balls to illuminate dark area. There are some objects which are hiding. If you find those, level is completed.

DUSK TILL DAWN – AFRICAN EDITION

MECANO

You are an elephant in a herd, around a water hole. Dusk is falling, lions are circling for an attack. As night falls your ability to see drops, but lions can see just fine. Keep in the herd to stay safe. Trunk1: suck up and blow out fireflies to illuminate an area. Trunk2: Suck up water, aim, fire at lion. Direct hit immobilizes lion for some time. Charge: Charge at lions. Vulnerability: Retreating leaves your back vulnerable to attack from lion pride. End conditions: Lions make a kill (or X kills). Elephants: Survive the night.

DAM BALLOON

MECANO

You control a hot air balloon to pick up bricks to build and repair the dam. The water rises all the time and if the valley floods you loose. The faster the balloon moves and more rapid turns you make the more difficult it is to pick up and place bricks.

MANUAL AIRBAG

MECANO

Medieval jousting and 50's car racing / chicken... You have a crappy lada, with a manual airbag button. Lose conditions: 1. You streer away. 2. If both inflate airbag, you inflate. 3. You don't inflate, so you crash and die. Win conditions: 1. You inflate airbag last. 2. Other steers away. Drawing included in idea paper.

3D MOUTH + HAND PUZZLE

MECANO

Blowing to a microphone controls the feather height. Buttons while it is falling down. 3D maze that you have to go through to finish. There's a nail pistols on the mazes. Player has to duck the nails by quickly blowing into microphone.

SEAQUEST TREASURE

MECANO

Underwater treasurehunt. Player controls a diver with a pear who is looking for treasure chests underwater. Hazards would be drowning, sharks, boat anchors and jellyfish. Goal is to find some legendary treasure. Player has some tool to trap objects in water to catch them. Combine fragments found in water into bigger ones. Player can get stuck in certain areas to avoid. "Vatupassi" indicates whether your going up or down. You have to avoid going too deep or too up and this is your tool for that. Multiplay: the player 1. is on surface blowing air via tubes to player 2. at a submarine underwater. Player 2. van go deeper with submarine (unreachable in a single player mode) Better treasure, coordination required. End goal is to find the legendary treasure of Atlantis.

HOT AIR BALLOON ADVENTURE

MECANO

Switching fire on/off rises/lowers the balloon. One button game, collect stuff from sky & avoid sharp objects. Catch enemies to steal stuff and to drop them. Finally press button to get the big muff. Growing the balloon by combining other balloon to one's own.

SNOWFLAKE IN MONASTERY

EARLY GAMESEEKERS

It starts in a monastery. It's a big place with rooms, and a secret is kept in a special hidden room, and the player must find it; it's an adventure game. There's a group of monks: 2 of them are bald and 1 of them has hair, is blind and is enlightened. The player has to talk to the monks in order to get information. The secret is sometimes ugly. They keep on speaking about a beautiful place to ["mislead you" struck through]. The key to bringing the keeper dog to your side is finding out his name – which is Snowflake. * They talk about snow to mislead you; the secret is that they want to leave to a tropical island. Characters' names are essential to the game's solution.

KEEP ON MOVING!

EARLY GAMESEEKERS

The players have to keep moving as long as possible. They'll drive their Segway's around and swim, collecting food that acts as fuel but that has to be unwrapped to be used. Segwaying is dangerous – you might fall off... Swimming is less dangerous but the food doesn't appear underwater.

MARCHING SOLDIER FORMATIONS

**IT'S A GAME !
(EARLY GAMESEEKERS)**

(Parade) Players must align shapes with each other. Not directly moving but "herding" with yelling commands. Some soldiers can become outcasts, trying to leave formation and become anarchists. Ultimately players have to "deliver" the soldiers in a parade. When failing – not having soldiers in good enough formation – the penalty is shared between players. There's ultimate judge which decides score ("Stalin" / "Kim Jong-il"), density etc. of groups must stay similar.

COFFEE ADDICT – THE GAME

**IT'S A GAME !
(EARLY GAMESEEKERS)**

Multiplayer game of getting coffee in an office building, and winning by being the last man standing (=awake). Every Character has two meters: a) caffeine meter, b) sugar meter. When you have caffeine, you are awake and alert. When you have sugar, you have energy to walk. You need someone else to get you the coffee. You cannot leave your desk for your own sake. Thus, game becomes one of contracts and alliances: when to get coffee (+ sugar) for someone, when not? One can, however, decide to keep an entire coffee machine for oneself, becoming a "despot" (that a "saviour" can fight against?) – but you never know??? How much coffee is in one machine, it can run out (and no-one will trust a despot again). Thus, the life of a coffee addict is one of alliances, betrayals, coffee, sugar, and trying to stay awake as long as possible.

CASTLE BUILDING

**GAMEBRAIN
(EARLY PIECEBOX)**

Player builds a castle with tile-like cards which must fit each other visually/structurally. Cards determine if multiple tiles can be used on same time. Math is used to add additional constraint/challenge rules for using the tiles. Card colors are linked to each player's castle color. "Side board" shows current score by castle size & surroundings. Dice are thrown to make a bet each turn, if you get right number, you get to do something. Better you do in the game, the more people will live in your castle (kings, queens ...) – shown visually or seen.

CHEET-ASS

GAMEBRAIN
(EARLY PIECEBOX)

Monkeys reach the heights. There is a limitation of how many monkeys you can use or limitation in environment, they are reaching the highest tree. Certain amounts of monkeys in one turn based on cards. Every player has different types (colors) of monkeys, different types has different special abilities like good hanging skills or strength. The winner replaces the Tarzan's monkey cheetah. Players are dealt cards and with those cards they can add or remove monkeys, their own or others. If player collapses the pile he gets a one collapse card. Maximum of three collapses is permitted.

CUPID

GAMEBRAIN
(EARLY PIECEBOX)

It's a cupid game in which you spread love and make pairs by shooting people with arrows. It's a collaborative and each player is responsible for one gender. There are questions/answers for boys and girls. You have to match those. People are distributed in a scene and the shooting will only work if people are close enough. At some point in the game, the player's goal reverses: the one in charge of boys become in charge of girls and the other way around (just for a while). If you shoot a person from the opposite gender, both players suffer penalty: the character freezes for a while and cannot be shot. You can make couple with different questions and answers, but you get higher score if you match them; before the game starts players already know the questions. There can be obstacles in the scene, like walls that may block the arrows.

FUNNY DOMINO QUESTIONS

GAMEBRAIN
(EARLY PIECEBOX)

A deck of funny questions & deck of funny answers. One picks a q and other picks a and player can submit their own funny answers and receive a piece of domino to accomplish the long term goal of the game to build domino track from starting point thru several milestones to end point.

DOMINO EFFECT

GAMEBRAIN
(EARLY PIECEBOX)

Players try to form a domino-effect in this board game. You have dices, cones and domino blocks as game elements. Throw the dices to see how many blocks you have to place into the field. Try to form a queue of standing domino blocks without breaking the queue by accidentally creating a domino-effect. Who reaches the goal first is the winner. There might be multiple goals which pop up as the game goes on. Domino block which consists of same value on both edges creates a fork in path and creates this way an alternative goal to be placed on the game area.

TURING TEST CHAT GAME

GAMEBRAIN
(EARLY PIECEBOX)

Player contacts a "chat channel", asking all kinds of questions – or, alternatively, taking the role of "answerer" (meaning an impersonator, who pretends to be a chat-bot, as [unclear] as possible). Questions are answered either by the real bots, or by real people who impersonate being chat-bots. Player gets a score, based on how soon (s)he spots correctly whether it is a person or a bot. Alternatively, persons get a score based on how successful they are in bot-impersonating. Daily high-score and best conversation snippets are displayed in the popular website.

MULTIPLAYER INCREDIBLE MACHINE

BRAINSTORMING

Build traps for other players in a "Jackass" environment and at the same time avoiding traps made by other players. Community based judging and scoring with replays. Some trap parts can be hidden or invisible and experienced players get the ability to see / detect them when they are close. Form big teams for bigger scores. Tournament/championship structure, so gangs compete with each other (Gangs have different characters with different skills). Every team brings one "gadget" to the championship.

OFFICE COFFEE MUG STICKER GAME

BRAINSTORMING

In every coffee break everybody gets to the coffee corner and gets to pick up a mug, and put ones own name-sticker into it. The last one Is forced to put their name in the Black Mug. Winning condition might be that you collect a mug with a "full house" of e.g. all graphical artists' names attached to it. Series of your names attached to Black Mug is very dubious honour... (hard working, slow to get to coffee breaks).

STORY RECORDER

BRAINSTORMING

Co-op story. Player calls server and records a story. Another player calls and listens to the last 10 seconds of the story and records an addition to the story. After 10 recordings, the story is considered done and becomes available for people to listen fully. People listening to full stories can vote on how good and funny it is. The best author might win prices.

BONZAI BONANZA

BRAINSTORMING

Bonzai Tree Application. Downloadable Bonzai application: nurture your plant, it reproduces seedlings which consists of e.g. three attributes (flower, fruit, bacteria). Player can send the seedling to a) a friend, b) auction house, c) public garden. Plant (bonsai tree) growing out of seedling can contain inconsistent bacteria in current environment which makes it poisonous. If player poisonous plant in the garden, plan that cures the disease has to be found. It's like a trading card game. You can also download multiple trees (applications) into your phone and trade the items between the applications.

STEAM STUNT ROLLER

OUT OF THE OFFICE

You drive a steamroller in stunt track. You must heat the mobile device thermo sensor to set speed with your finger. Don't heat too much or boiler explodes. The track is a classic loupe that tightens on a time base.

RUNNING MAN

OUT OF THE OFFICE

GPS-game which follows how much the player runs per day and how fast. Ranks per day are saved to personal profile. Follow your history and see how sporty can you get!

GRANNIES IN HEAT

OUT OF THE OFFICE

During a heat wave, old ladies are collapsing while they are walking / cycling in a park. The player has to revive the grannies or provide shade for them to keep them cool.

CRAPPY CAR

OUT OF THE OFFICE

Drive as fast as you can from A to B while fixing your car that keeps on falling apart constantly. Goal is to reach point B before time runs out.

FIND & CATCH

OUT OF THE OFFICE

Players move in the area, but they cannot see each other. The target is that one player drops items that other players try to find based on navigation and position tips that are communicated to other players.

IMITATE THE SONG

OUT OF THE OFFICE

Player hears piece of music and objective is to repeat the piece accurately. There are also scratching sound that are heard randomly or based on user's actions. The better the user's repetition is more scratching sound are added.

FAMILY OF BATS

EMO

Player controls mother bat which is followed by baby bats. Baby bats learn more independent by following their mothers' example. They gain more IQ or AI. Mother teaches babies by showing good sources of food and to avoid dangerous places. When the babies are all independent the level is complete.

OFFICE X-RAY

EMO

In this multiplayer game player is burnout suffering office worker – office rat. They are so burdened by their stress that they start to eat staplers, phones, pens and all sorts of office equipment and tools. After the round ends, there is a x-ray photograph session of the players stomach. A player gives points according to heaps and piles of stuff seen on a x-ray images. If you form an interesting shape to your stomach, you get more points.

MILKMAN OF THE FUTURE

EMO

Milkman delivers milk to customers. Game is located in futuristic scenery where milk is delivered by flying to customers. Idea involves social interaction of the milkman and his customers. Good social interaction by talking gives milkman more tips, suggestion of the new potential customers and knowledge of secret places. Dialog between player and customer is dealt like in Monkey Island games. Flying is inspired by Space Taxi and maybe Paper Boy.

LEAKING SPACESHIP

EMO

Spaceship is leaking precious air! The ship can be fixed if the right stuff is get from the women of the ship. In exchange player has to collect something and deliver it to the women. So collect, deliver to women, get stuff and repair the ship before time or air runs out. Kind a like a resource game.

ELEPHANT MILKSHAKE BAR

There is a milkshake bar but without electricity. Power is generated by elephants. Player is a bartender trying to produce as much milkshake as possible. Milk is shaken by steering elephants to stomp, rumble and march them to walls, tables and customers. The tremble produced makes the milk to shake into a milkshake. This is a absurd and anarchist game with big and cute elephants. There are also a lot of rumble, action and over foaming milkshake.

CAPTAIN OF THE ZEPPELIN

Player is the captain of the zeppelin air ship. Zeppelin must be steered through the course. The Zeppelin is kind of heavy and slow in turns. It's like an oil tanker which is not so agile in movements. This slow motion gives time to captain to fight against a little and speedy fighter planes that are teasing the Zeppelin. Wind condition could make steering harder but maybe too hard for a casual game.

POPUP KILLER – THE GAME

Popup Killer – The game levels are web sites of varying difficulty (from Google to sexdwarfs.com). The player, equipped with a six-shooter, has to destroy pop-up advertisements before his annoyance meter fills up and he ends up in a shopping frenzy. When a pop-up is killed, it explodes in a peaceful, enjoyable manner. Harder advertisements shoot dangerous sensory impulses at the player. The bonus stage has a peaceful green land (Windows background) that the player has to stay on as long as possible before he's tossed to the next stage.

