

Name: _____ Section: _____ Date: _____

Cell Board Game:

You must design a board game themed around the cell.

You must include the structure and function of parts of the cell.

Plant Cell	Function:	Animal Cell	Function
Cell Membrane		Cell Membrane	
Nucleus		Nucleus	
Cytoplasm		Cytoplasm	
Mitochondria		Mitochondria	
Golgi Body		Golgi Body	
Endoplasmic Reticulum		Endoplasmic Reticulum	
Ribosome		Ribosome	
Cell Wall		Lysosome	
Chloroplast		Cytoplasm	
Central Vacuole		Vacuole	

Planning:

1. Make a list of your favorite games.

2. What are your favorite parts of those games?

3. How can you incorporate the cell as a theme to your game?

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Creating Board Game Rulebook

1. Title of Game: _____

2. General Administrative Details:

- How many players can play the game? _____
- What are the suggested ages for players of this game? _____
- On average, how long does it take to play a single game? _____

3. Introduction

- What is the background story or theme?

- What can you say that will draw the players into the game world?

4. Summary of the game system and objectives

- In GENERAL terms, how is the game played?

- In GENERAL terms, what is the objective of the game?

5. Components of the Game

- In GENERAL terms, what are the game pieces and what do they represent?

- What game specific vocabulary do players need to know?

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6. Set-Up

- How do you set-up the game board at the beginning of the game?

- What components do each of the players need to start the game?

7. Basic Game Structure

- In what order does a turn/round/phase/etc. occur?

8. Specific Game Structure

- Step by step, what happens on a turn? Explain concepts as they occur during a turn.

- Would it be helpful to give an example?

- Are there any special cases with circumstance specific rules?

9. Ending the Game

- How do you know when the game is over?

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- How do you know who won the game?

10. Appendix

- Is there any extra information that would be helpful or fun for players to know even if it's not necessarily a part of the rule system?
