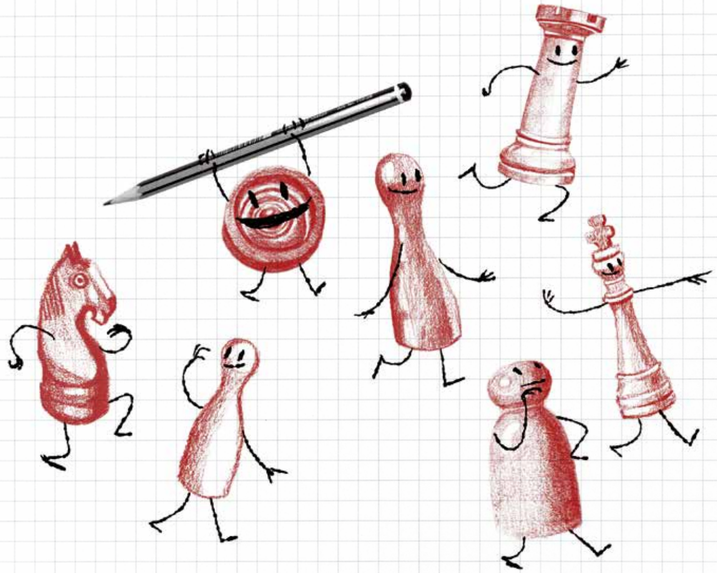


WHAT'S INSIDE?

How Does This Book Work? 4

What Do I Need to Play? 5

THE BOARDS 6

YOUR FIRST GAMES

Scribbling the Squares 126

Writing the Rules 128

Doing the Doodles 130

THE CHEAT SHEET 132

STUCK FOR IDEAS? 134

THE RULES 141

Helpful Hints 166

Snaddering Lingo 168

CARDS & TOKENS 169

How Does This Book Work?

Are you ready to invent some games?

With this book and the joint creative power of your friends and family, you can make a game right now – about anything you like!

We've come up with a new way to make tabletop games that we call 'snaddering'. It's a process that starts with a simple board – one step up from games you might have played as a kid – and you take it from there. Quickly sketch out a game together, agree on some rules, add some dice and counters and play it out to see what happens. No need to overthink – just have fun and the games will work themselves out.

This book gives you a stack of blank boards and a set of different rules to try out; starting with easy ones, then building up into more complex and tactical games as you go along. You can mix and match the boards and the rules however you like.

Some of the games you make will be great and some of them will be terrible, but there's still a lot of strategy and fun to be had in trying to win a terrible game that you, your friends and family just made.

To get started, turn to pages 126–131 to make and play three simple games. These will introduce the three parts of snaddering: squares, rules and doodles. There is also a cheat sheet (see page 132) for a quick reference to this process.



+



=



RULES

The rule page you pick gives some suggestion of what the players will be doing in the game – you might be collecting things, chasing each other, running away from a monster or something else entirely. You can come up with tweaks or your own rules, too.

BOARD

The board determines where your game takes place. How you interpret each board is up to you – is this board a luxury hotel, a haunted house, a secret research facility or something else? You can add some drawings to bring out your take on the setting. Some boards are already doodled to get you started.

GAME!

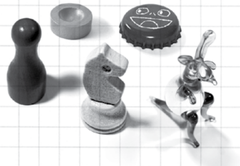
What Do I Need to Play?





A SIX-SIDED DIE (OR NOT)

You'll usually just need one die, but it can be useful to have a few more. If you don't have any dice, don't worry, as there are lots of replacement movement rules (look for the red diceless icon for rules that don't use any dice at all).



THINGS TO USE AS PAWNS

One per player, sometimes more. You can raid old board games, your pockets, your kitchen cupboards, or whatever's nearby.



FRIENDS AND FAMILY

All of the games in this book are for two or more players. You can work your way through the whole book with the same group, or you can make games with different people on different boards. The games always adapt to fit the groups who are playing it; if you're playing with a mix of ages, have a look at the suggested pairings on page 139 for games that work well with younger players.



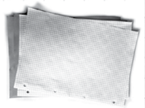
PENS OR PENCILS

Ideally something fine-lined to write on the boards and something colourful for decoration. Every player should have their own implement to write with.



THINGS TO USE AS TOKENS AND MARKERS

You won't need them for every game, but it'll be good to have some miscellaneous little objects handy. Over time you can build up a collection of useful bits and pieces. Or you can cut out some tokens on page 173.



SCRAP PAPER

You'll need some paper to note down the rules of your games.



ABOUT AN HOUR

On average it takes about half an hour to make a game and another half to play it through.

Snaddering Lingo

These are some terms that have been used in the pre-written rules and squares. You don't have to use the same language yourself, but it can help to keep rules and squares concise if everyone agrees on, for example, the distinction between a 'blank' square and an 'empty' one.

BLANK SQUARE

A square is blank if it has no text written in it.

DISCARD PILE

Discarding a card means putting it on a discard pile. This is a face-up pile of cards that players have played so far in the game. Anyone can look through the discard pile to check what's been played.

DRAW PILE

A face-down pile of cards that players draw from. When it runs out, shuffle the discard pile to make a new draw pile.

DRAWING

Drawing a card means taking the top card of the draw pile and adding it to your hand.

EMPTY SQUARE

A square is empty if there are no pawns on it. (It can still contain tokens or have text written in it.)

HAND

When players hold cards in a hand, their opponents can see how many cards they have but not what those cards are.

LANDING

You land on a square if you end your move there, or if you're moved there by something else happening.

LOSING TOKENS

Losing a token means removing it from the game, most likely returning it to a pile at the side of the board for later use.

PAWN

An object representing a player (or something which moves around on the board like a player).

POOL

An area to the side of the board where items are kept until needed. A pool can be shared, or each player can have their own limited pool of tokens or pawns.

START OF THE GAME

Some rules tell you do something when the game 'starts' – this is when you've finished all the doodling, rule-writing and square-filling and are ready to play.

TOKEN

Any object on the board that isn't a pawn. In some games players might keep tokens on the table in front of them, to keep track of something.

