

Placeholder for unique game patch or generic "Community Game" patch (1" square at 240-300 dpi)	<Title> (28pt Arial)		 1 – 5
			 Fast
	Designed by <Name>	Version 1.00	 Complex

Placeholder for optional image of the game all setup for play or at an exciting point mid game. Should be taken on a neutral background. Delete if not using. (3" x 2" at 240-300 dpi)

Image credit: acknowledge if not your own & be sure to ask permission!

EQUIPMENT

- <number & colors of pyramid trios required>
- <other components (if needed)>

OVERVIEW

Short paragraph explaining in general terms what the game is about. Does not need to be very long; just enough to give them an idea for what to expect.

GOAL

What are the players trying to accomplish? In short, how do they win or lose? Long, detailed instructions and scoring should NOT be given here.

TERMINOLOGY

- **Bulleted list:** if your game uses special terminology, it can be helpful to clearly and briefly define each term before using it (particularly if used in the setup instructions). Can also be a nice reference during game.
- **A Common Alternative:** many games are simple enough that designers choose to define terms along the way or as part of the setup section

SETUP

Depending on how long and complex the process is, either a paragraph or a numbered list will make the most sense for maximizing readability and minimizing incorrect setups (which could give them a bad impression of your game).

WHO STARTS

Some games include an optional (and often humorous) rule for deciding who goes first. This could also be an important rule for game balance depending on how setup is handled.

HOW TO PLAY

Main rule section. Should start out fairly high-level with a general turn overview and game mechanics before zooming in to give specific details on available turn actions, piece movement, color powers, etc...

USE LOGICAL ORGANIZATION

A good set of rules should utilize multiple sections and subsections to keep everything neat and tidy. The exact number of section and their titles will, naturally, depend on the game. Good organization will help players grasp the concepts quicker and can be very useful for reference during the game.

ADVICE FOR BETTER READABILITY

- Short, succinct sentences and/or bulleted lists are easy to read and understand.
- Underline or **bold key rules** that might be overlooked (particularly when embedded within a paragraph of text)
- Clearly state the all of the exceptions to each rule. Some important, key rule exceptions will not discovered until you playtest the game with other people who are all trying to bend the rules in their favor (often breaking an early draft of the game entirely).
- Pay attentions to how text blocks flow between columns and pages. You can force text to start in the next column or page by adding a "section break" (CTRL + SHIFT + ENTER on Windows computers)

EXAMPLES AND LOWER SUBSECTIONS

Some rules are best explained using an example. *Italicized example text in-line with the rules is often good enough (if only a short sentence).* However there is a limit to how much of an example is useful at a particular time.

Separate, indented blocks of text are better for long examples (also should be in italics). Particularly long examples showing a series of moves or multiple turns are best placed at the end of the ruleset as "Example Gameplay" after everything else has been explained.

Level 3 Topic: Some designers like to preface rule paragraphs with a bold word or two naming the concept explained followed by a colon. This is most often used for a third level of formatting below a section and subsection.

HOW TO WIN

When does the game end? How do you determine the winner?

SCORING

If your game includes a moderately involved or fine scale scoring system, it can be useful to include a separate scoring subsection.

OTHER NOTES

Some games list reminders, optional advanced rules, or variant games modes in a section(s) at the end. Other games give strategy tips, show long scoring/gameplay examples, or share design history notes with the reader. Again, the sections are up to you.

A FEW SUGGESTIONS

Try to keep your sentences simple and avoid overly verbose explanations. The best rules are those that are only 1 – 4 pages long (quick to read, easy to print). However, this is not a hard limit. Complex games will naturally require more space. Also, example figures, while a fantastic teaching aid, can really bump up the number of pages. Use as much or little space as you want and / or need to explain your game properly.

Please playtest your game ideas at least once or twice before posting them online as “complete”. This allows you to iron out the obvious rough edges. Few things will scare a potential new player away from your game than a bad experience trying to muddle through incomplete rules and half-finished ideas. Online forum threads discussing game mechanics and ideas are perfectly fine (and even encouraged!). The online community of Pyramid fans is generally supportive and quite happy to discuss ideas and provide feedback on early game concepts.

Keep a copy of this template around so you can reference the guide text while writing your game rules. Don't worry about getting the formatting and page flow perfectly right until the rules are final (saves you work if the rules change due to feedback you get).

TECHNICAL FORMATTING SPECS

Golden rule: these are just suggestions for consistency. Feel free to change things to better fit your taste and style.

TITLE BAR

- Game title – 28pt Arial font, **Bold format**
- Designer line – 16pt Arial font
- Info boxes (upper right) – 12pt Arial font
 - Use terms of “Fast”, “Medium”, or “Long” for game length and “Simple”, “Medium”, or “Complex” for game complexity

Note: if you need more room in any of the title bar boxes, just decrease the font size as needed. Try not to let the text spill over to a second line in any given box.

IMAGES

- Game patch (upper left) – 1 inch square. Suggested resolution of 240-300 dpi
- Overview image (optional) – maximum width of 3.5 inches. Suggested size of 3” x 2” at 240-300dpi (i.e. 720 x 480 pixels to 900 x 600 pixels)

Note: Hopefully a general use “Fan Made Pyramid game” game patch will be available in the future of everyone to use.

MAIN RULE TEXT

- Tip: Use the formatting “Styles” in MS Word to define the how heading text will be formatted. This save time and effort and ensures uniform formatting .
- Section Title (“Heading 1” style – 13.5pt Arial, **bold ALL CAPS** format, dark red text color, 12pt spacing before (in the “Paragraph” formatting dialog)
- Subsection Title (“Heading 2”) – 12pt Arial, **bold SMALL CAPS** format, 10pt spacing before
- Body text – 10pt Times New Roman, no spacing before or after paragraphs, 1.15 line spacing. You can decrease the font size to save space but it is not recommended to go below 8pt font size.

Note: new bulleted lists may need to be adjusted such that the bullets are even with the left side of the body text (just highlight the text and then click and drag the indentation markers in the ruler at the top of the editor.