

NAME: \_\_\_\_\_ CLASS: \_\_\_\_\_ DATE: \_\_\_\_\_

# D11 Game Rules Evaluation Worksheet for: \_\_\_\_\_

(Name of the Game)

## Briefly Describe the Game:

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## Setup Rules: *(Rules that exist to get the game started, at the beginning)*

What setup rules exist? Explain at least 3 of them:	If you could change or add one such setup rule, which would it be? Explain why:
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## Progression of Play Rules: *(Rules that determine how the game will progress)*

List and explain at least 3 rules of this type:	If you could change or add one such rule, which would it be? Explain why:
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## Resolution Rules: *(Rules that determine how the game ends)*

List and explain at least 3 rules of this type:	If you could change or add one such rule, which would it be? Explain why:
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## Mechanics & Systems:

Are there any identifiable mechanics or systems for these rules? Explain:
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