Tips on Writing Rules

1. Rules are there to explain the game when you’re not there. What kinds of questions may come up? What are potential areas of confusion?

2. Rules dispel ambiguity—no good to have arguments over what a rule means!

3. At the same time, they can’t be so long that they take forever to read and understand: a balance of completeness and conciseness.

4. Sometimes it’s necessary to define terms in a vocabulary, so players understand basic concepts—but some concepts are “common sense” or well-understood conventions (“high card wins” and “play passes to the left”).

5. The order matters. One potential order:
   - Objective
   - Setup
   - Gameplay Procedures
   - Scoring
   - Ending the Game

6. Use second-person imperative (“place your piece on the start square”)

7. Leave out strategy tips (that’s a separate document)