















































































STEP 2: RECONSTRUCTING

It is time to create a variant of your game. You can either:

Add a new Mechanicard or upgrade the importance of a «secondary» one;

OR

Take out a Mechanicard: remove one aspect of the game to emphasize the others.

Discuss the elements that can be altered to reflect this change.

Advice:

As soon as you get an idea, test it to assess its benefits and disadvantages. Each idea can play out in different ways: these changes will modify the length of the game, its difficulty, or even the reason you enjoy it. Don't be afraid of repurposing the material already available in the game: anything is possible! You can add material if need be.

STEP 3: CREATING (CONTINUED)

Then pick one Mechanicard at random from each category, face down.

Flip one over, discuss it, try some options; when you start feeling less inspired, flip over the next one. Integrating them all into the game is not an obligation: if a better lead comes up, follow it!

This tool is only here to guide your creativity.

Advice:

At first, do not focus on the visual aspects of your game: some elements will disappear as it evolves. Concentrate on the vital characteristics and worry about less essential elements later. Test your game: this is the most important part! Each version must be tried out as soon as possible and as many times as possible.

VARIANTS

Game Roulette : draw a card at random from each category. The first game you can think of that includes those three characteristics will be what you play tonight!

Riddle : make your friends guess your favorite games using as few cards as possible!

Knowledge quiz : make two teams, then draw a card at random. In turns, mention a game that matches the card. The first team to run out of ideas loses!

CREDITS

Prismatik :

Aurélien Lefrançois, Léo Capou, Axel Fleury

Partners for the Ulule campaign :

Jeux Opla, Flip Flap, Tout pour le jeu

Miryam Houali (designer of the deck)

TL Prod (recording & editing), Amaia (voice)

Karyne Murray-Événement K, L'Acariâtre, La Ludo de Valence, LaCaverne, Laetitia, Laetitia, Laraldie, Laura Lamotte, Laurent92320, Laurent Pontisara, Laurent Sengmany, Laurinourse, Le Stéphane Lastère, Leignier Sylvain, LeMaf, Lény BREUIL, Lets play together asbl, Libs, Lola B., Loreilleenfeu, Louis Berthomieu-Lamer, Lowanixen, Ludi Tery, Ludilab, LudoBrousse, Ludovic Morero, Luluarf, Lutine, Mahaultitz, Malikbrajan, Manu, Manuel Bedoutet, Marcellus Lesendar, Marie-Jo «Créatrice d'harmonie», Marion Nagy, Marion Tessier, Martin D, Mary et Valentine Pumpkins, Mathieu Haratyk, Mathieu Lagadec, Mathieu Nourry, Mathilde M., Maxence Legalle, Mcu, Miaoul, Michaël Ferrari, Mickaël Amorim, Minou, Mohreann, Morgane «Ailys» Lainard, Mr Oni, MrSemouL, Mysterarts, Naderius, NadiyahAha, Nathalie Macoux, Nathaniel, Nguyen Hô Duy, Nhg, Nicolas Brignol, NicoReimsDesJeux, Noémie, Olivier «Okko» Kowalczyk, Olivier Buliard, Olivier Guéret, Patrice Leser, Paul Vauvrey, Philippe Thibault, Pierre Buty, Pierre Stempin, Pierre-Guy Auger, Pierrec, Pitpipo, Plhu, Poiret Ludovic, PupuSensei, PYM, Radine N'Doog, Raoul Fesquet, Raphaël Robert-Bouchard, Raton Larveur, Rémi Destigny, Renho, Richard Le Fur, Romain Savioz, Romain Soual, Roman Vaidis, Romane, Ron, Sanne Stijve, Seb L M, Sébastien Planard, SebFou, Segolroh, Seisson Julien, Simon Gervasi, Simon P, Simon Trucchi, Smajys, Solunacisv, Sophie Stucki, Soso, Spielgoud, Stéphane Michel, Steve Jakoubovitch, Strelitzia, Suzannette36, Swann, Sylvain, Sylvain la-passoire, Tanglyon, Tempus Ludi, Theo F, Thibaudlaurent, Thibaut «Peabee» Mermet, Thierry Nouza, Thomas Chomyez, Thomas OMaley, Thorgal (Dylan Mabilais), Timothée Chevalier, TL, Tom, Tom Février, Tonio, Toto le Chocobo, Treestime, Un ninja non anonyme, Valentin Nelis, Victor Lebec, Vivian crettol, Vivian Dépoues, XaB, Xavier Lardy, Yann & Eloïse, Yann Partiot, Yohann Bertrand, YomYomNuts, Yvon Borri, Zeitan, π² Entertainment

Ateliers Mécanicartes



Prenez part à des ateliers de création de jeux de société guidés par les Mécanicartes, en famille ou entre amis !

Soirées Enquêtes

Vous cherchez un événement original ?
Incarnez un personnage, cachez vos secrets et résolvez un mystère !



Création de Jeux



Vous avez un projet de création de jeu, physique ou digital ?
Nous accompagnons votre démarche !