# Invent a Start to Finish Board Game

Answers and adult support.

## A small game that can be tested

There is no single correct design. Use the twelve spaces as a route from START to FINISH. Use large counters and choose a fair movement method, such as drawing paper slips marked 1, 2 and 3. An adult prepares materials.

## Make the rules complete

Decide who starts, how a turn works and how to win. State what happens if a move would pass space 12: for example, stop at 12, or stay put until an exact move is drawn. Either can work if everyone knows the rule.

## Keep actions clear and fair

Add at most two special spaces and explain their effects. Avoid loops that can make finishing impossible. Every player follows the same published rules. Decoration must not cover numbers or confuse the route.

## Playtest, then improve

Try a complete game with another person. Record a point of confusion or a rule that made play less enjoyable. Change one detail and try again. An adult may scribe. Judge clear communication and revision, not drawing skill or winning.