

### **IDEAS AND TIPS FOR CUSTOMISING THESE GAME TEMPLATES:**

On the bottom of each template it says what 'style of game the template best suits. Below are some tips/ideas of how to customise but let your imagination run wild! These are just guides to get you started...

For 'SNAKES AND LADDERS' where you need to get from start to finish you could:

- Create Tempest themed objects to move up or down spaces rather than the classic snakes and ladders, e.g. a flash of lightning to go down, a magic wand to move up
- Have objects on squares which means somethings happens, e.g. a ship means you move back two, a wand means you move forward two.
- Have instructions on squares, e.g. miss a turn, throw again

For 'MONOPOLY' where you need to go round the board and collect items you could have

- Places on the island to buy, e.g. Caliban's cave/Prospero's house/Beach
- Different characters to buy
- Different items, e.g. magic wand, potion bottle and spell book

For 'CARD TEMPLATES' you could use to

- Make a snap style game
- Use in your Monopoly style game
- Use to make money for a game

For 'TOP TRUMPS' you could

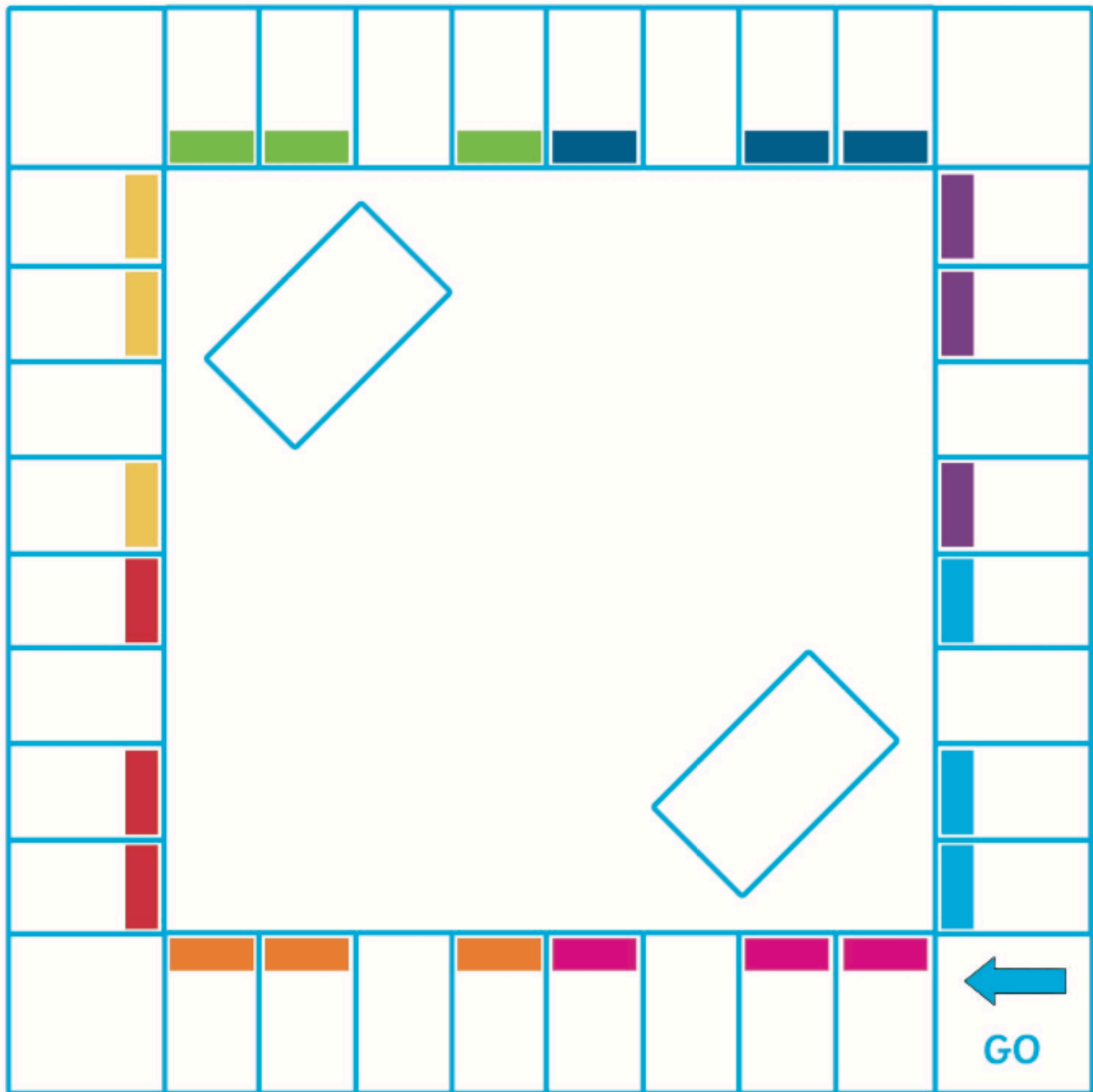
- Have objects as well as characters, e.g. a magic wand
- Change the categories from the ones in the templates

For 'PATHWAY' where you need to get from start to finish you could:

- Create short cuts from one space to another
- Create 'fall backs' 'from one space to another
- If you don't have a dice you could make a spinner
- Colour code different squares, for example if you land on a blue square you get an extra turn, if you land on a red square you have to go back to the start
- Make your own pathway using different shapes or 'trees'

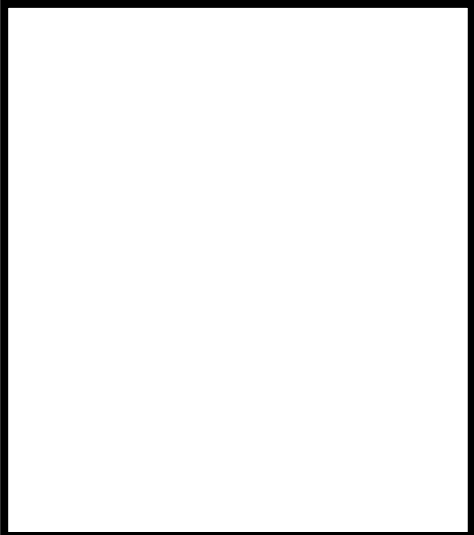
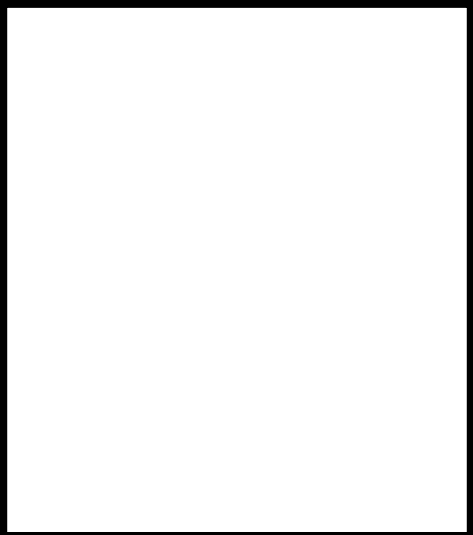
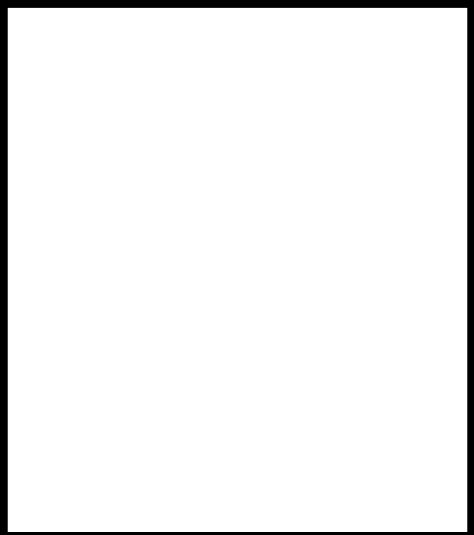
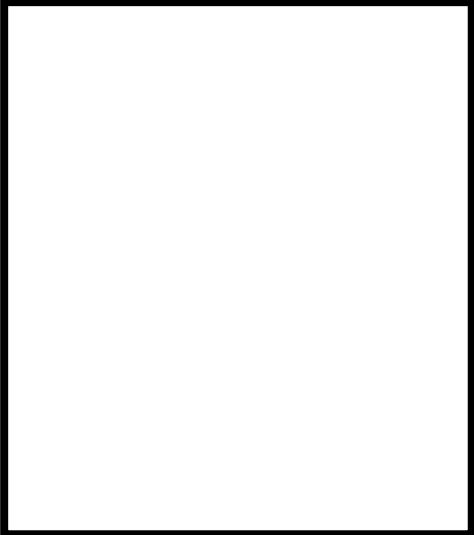
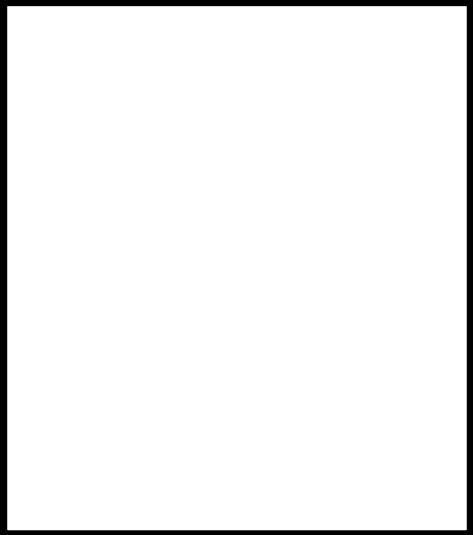
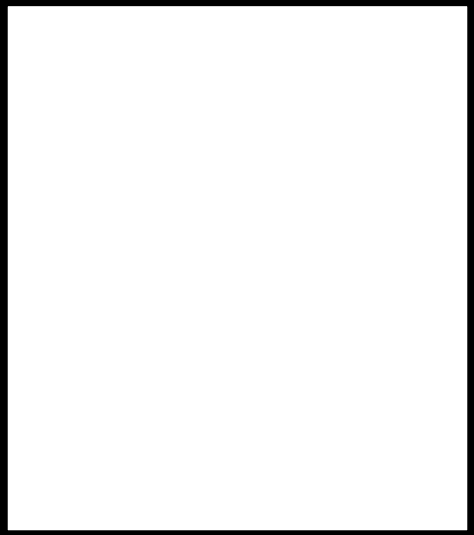
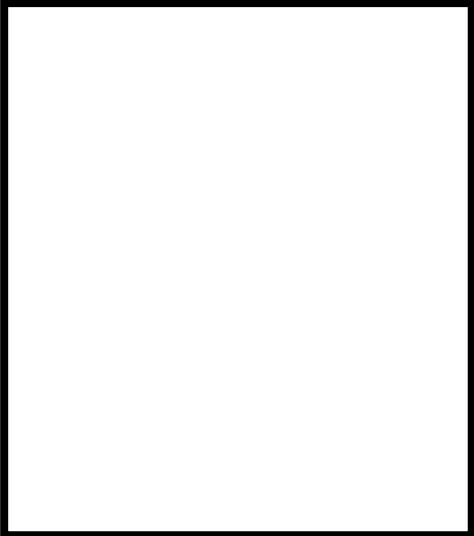
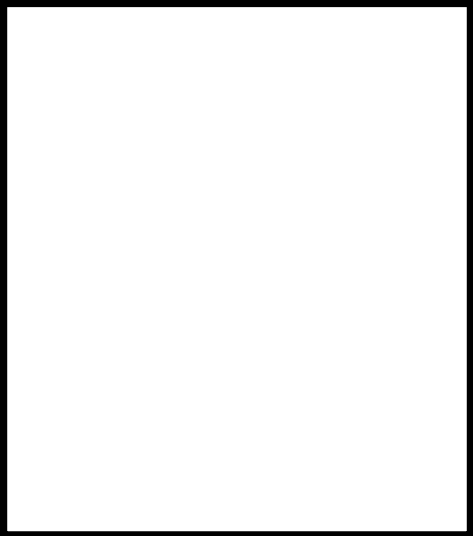
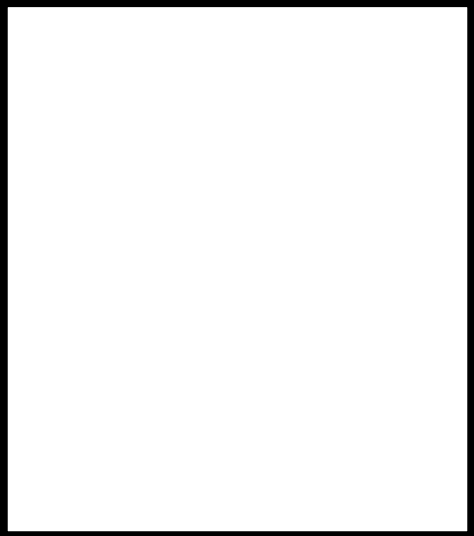
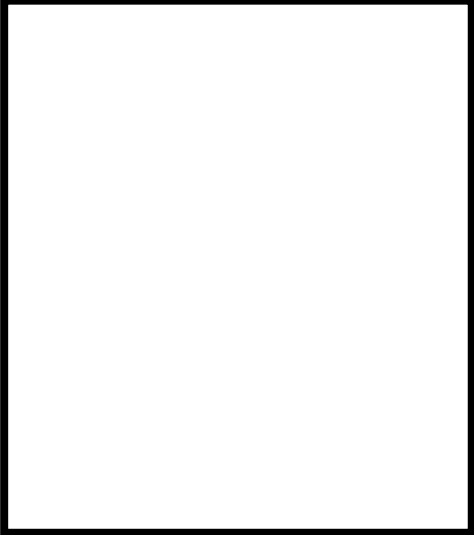
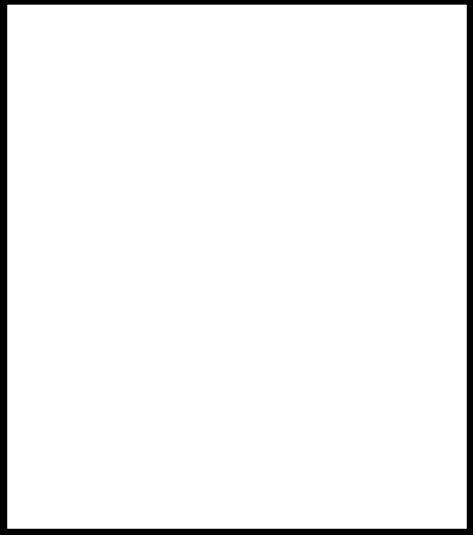
**FINISH**

**START**



**CARD TEMPLATES**

You can use these templates for any game- to make a snap game, for a Monopoly style board game, for a memory game, for a collecting game.



NAME	
MAGIC	
KINDNESS	
STRENGTH	
INTELLIGENCE	
BRAVERY	

NAME	
MAGIC	
KINDNESS	
STRENGTH	
INTELLIGENCE	
BRAVERY	

NAME	
MAGIC	
KINDNESS	
STRENGTH	
INTELLIGENCE	
BRAVERY	

NAME	
MAGIC	
KINDNESS	
STRENGTH	
INTELLIGENCE	
BRAVERY	

4

5

14

15

3

6

13

16

2

7

12

17

1

8

11

18

START

9

10

FINISH

PATHWAY STYLE

4

5

14

15

3

6

13

16

2

7

12

17

1

8

11

18

START

9

10

FINISH

PATHWAY STYLE