

MLA Play

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TinyGame Design Competition

You are the designers, playtesters and judges!

To enter, come up with a simple but fun game for 1-4 players than can be played today with a die per person. Get together with others and playtest! Write down the rules for your TinyGame on an index card and tape it to the wall.

To judge, play the games!! When you find a game you like (that you didn't design), put a sticker on it. Prizes will be awarded at 11:45am.

Games donated by:

Alderac Entertainment Group – www.alderac.com

Cheapass Games - <http://www.cheapass.com/about>

Free Games you can print and play—<http://www.cheapass.com/freegames/major>

Looney Labs - <http://www.looneylabs.com/contact-us>

Mayfair – www.mayfairgames.com

North Star Games - [http://northstargames.com/North Star Games/Contact Us.html](http://northstargames.com/North_Star_Games/Contact_Us.html)

Privateer Press – Charles - agel@privateerpress.com

Rio Grande - riogames@aol.com

Smirk and Dagger – www.smirkanddagger.com

Steve Jackson – www.sjgames.com

Other resources:

<http://hideandseek.net/projects/tiny-games-app/> - Tiny Games app

<http://www.thinkfun.com/content/biggames> - Big Game Ideas

League of Librarian Gamers - for Librarians who Play - Facebook Group

TinyGame Design Submissions:

Die Categories—2 players—1 player names a category, the other player rolls their die and must name that number of things in the category in 20 seconds, vice versa until a player can't name their number of things in the time limit—created by Christy Schink & Maureen Willmann at ALA Play 2013

Dewey Die Relay—4 players & up—need 2 6 sided die, 2 10 sided die and space savers—Split into 2 teams. First person on each team rolls the 10 sided die to find out what 100's category of nonfiction to look in. Then they roll the 6 sided die to find out how many books to get from that category. Repeat for each player of the team. First team to get their books (& checked by teacher) wins. Then they reshelve the books. (Must use space savers!) - Marissa Tague—Winner!

6 Degrees of Wikipedia—2+ players & access to Wikipedia—1. Players take turns giving each other random topics (ex. Kevin Bacon). 2. Then you hit "RANDOM ARTICLE" on Wikipedia. 3. From the random article page, the player must find the page for your topic in 6 links or less, using ONLY links on the Wikipedia pages.

Die Busters—2 or more players—Each person gets 1 die; players count to 3 & roll their die; 1 point per # (ex. 1=1pt, 2=2pts or 1 dot=1pt, 2 dots=2pts); First player that reaches 30 pts is out (you can change the total # of points to play longer or shorter); Play until one player remaining.—Lisa Garro

Rocket Dice! - 1 to ∞ - Players roll the dice as fast as they can. They must add the rolls together in their heads. First person to roll a total of 100 wins! For faster, crazier games, have a partner keep track of your points for you.

Sequence—Players roll the dice as fast as they can until they roll one. After rolling 1, they repeat step 1 until they roll a 2. They repeat trying to get 3, 4, 5 & 6. First one to 6 wins!