



**THE MUSEUM OF MAN ANNOUNCES:
Game Design Contests for Kids**
We want to see your game!

The San Diego Museum of Man invites you to design an original game for its exhibition **Counter Cultures: The Secret Lives of Games** opening June 11. One contest will be conducted for kids up to 9 years old and one for kids ages 10 through 14. There will be three winning designs from each age group. Winners will be invited to an awards reception and their games will be displayed in the exhibition.

How to Design Your Game

1. Your game should be as attractive, challenging, and fun as you can make it.
2. If it has a board or cards, they can be drawn or colored or have pictures pasted onto them any way you like. Cards can be left uncut in a sheet. Instead of sending in game pieces, you should describe in the rules any pieces, counters, dice, or spinners your game will need.
3. Your game must not take more space than a card table to play, nor may it use a computer.
4. Both the way your game plays and the way it looks should be new.
5. Games designed by 10- to 14-year-olds must include party depend upon thinking and not just luck.
6. Playing the game must not require agility, the way Jenga does.
7. The complete rules should be typed or printed legibly.
8. Your parents or others should not write the rules for you or help you design the game.

How to Make Your Game Really Good

9. The contest is more than a test of how well you draw and color. It also shows how well you can invent a new way of playing and winning, with new rules and new kinds of decisions to make. (How about a race game where you can sometimes go backwards? Or a battle game in which you're penalized for capturing too many of your opponent's warriors?) Please, no Monopoly clones.
10. If you invent a game like Chutes and Ladders, which depends all on luck, older children will find it boring. If the players have to make decisions, they will try harder to play well and they will stay interested longer. In fact, the more they play, the better they will get!
11. Write down all the rules your game needs, and state them clearly. Even if your game is the best one, the judges can't tell how good it is if they can't understand how to play it.
12. Even though adults can't help you make the game, you can ask them to read the rules to make sure they're clear and play the game with you to make sure it plays well.
13. If you have questions about whether your idea is right for the contest, please ask the curator (organizer) of Counter Cultures, Dr. Wayne Saunders, at wsaunders@museumofman.org.

How to Enter the Contest

14. Mail your game in an envelope no larger than 9" x 12" to the San Diego Museum of Man, 1350 El Prado, Balboa Park, San Diego, California 92101, ATTN Dr. Wayne Saunders. (Please photocopy your game before you mail it, as the Museum will not be able to return what you send.) Include your name age, as well as postal and e-mail address.
15. All entries must be received by July 1, 2010.
16. Unfortunately, if either of your parents is a contest judge or a member of the staff at the San Diego Museum of Man, you will not be eligible to win.
17. A panel of judges selected by Dr. Saunders will choose the three best games of each contest based on how original, beautiful, challenging, and fun they are. Good luck!