

Control for variables

Eliminate randomness

*Confrontation is not the
only kind of interaction*

Fix one thing

*Ask why
 why
 why
 why
 why*

Recall the inspiration

What's it feel like

Less exceptions

Remove a rule

*The narrator is
unreliable*

Invert one rule

Turn it upside down

*Try a different
randomizer*

Change the scope

Change the scale

Imagine the box

End the game

Stop keeping score

What did he just say

*Provide small rewards
along the way*

Sabotage

*Assume a benign
universe*

Be more consistent

Let them dream

*Do something
impossible*

Think in three axes

Steal something

*What's the last thing
they'd expect*

*Do something
dangerous*

Disguise it

Everybody wins

*Allow multiple paths
to victory*

Provide multiple goals

Enable solo play

What would a girl do

Let the game win

Share the pawn

*Apply clever
technology*

Get messy

You're it

Get a drink of water

Plant a seed

Build something

Go backwards

*Build something
together*

Share a secret

Drop the other shoe

Tell a lie

Ask a riddle

Simplify the U.I.

*Pick a card...
Any card*

Present a mystery

*Raise the level of
abstraction*

Manipulate time

Consider the ecosystem

*Make all knowledge
public*

Simplify scoring

*Obscure hidden
knowledge*

*Increase player
interaction*

Add a randomizer

Express gratitude

Go play outside

Hidden forces

Sing the theme song

Let them race

Get rid of the board

Find. Lose. Recover.

Gain. Lose. Gain.

*Monkeys.
Everybody likes
monkeys.*

Enable betrayal

What's the lesson

Ask a question

Knock it down

Whole > Σ parts

*Make them
different colors*

Lay a trap

Get a second opinion

It's not Opposite Day

Reward engagement

Let someone else win

Switch roles

Play the odds

Switch sides

Represent it with cards

Predict the future

Simplify

*What's in your
pockets*

Level the playing field

Trust physics

Mind your manners

Resist temptation

Add some levity

This is not a card

Bury your treasure

*Take it completely
seriously*

Be irreverent

Reward risk taking

Diversify your assets

Make a mistake

*Calculate the
probabilities*

Use a bead bag

Try it with lots of dice

Ignore restrictions

Draw again

Draw it

*Repurpose something
at hand*

*Teach an old dog
a new trick*

Be the ninja

Hold it for later

*Take a different
perspective*

Eradicate boredom

Make one special

Make a puzzle

Take turns

*Synchronous phased
play*

Simultaneous!

Pop-O-Matic Bubble

Who eats whom

Tell the story

Play as the villain

Embrace uncertainty

*Reply hazy.
Try again later.*

Say anything

Play it now

Follow the leader

Break a rule

Extract a bribe

Grant a favor

Resurrect the dead

Pay it forward

Get rid of the dice

No hands

Keep silent

Talk to someone else

Talk more

Make it timeless

Tap a meme

Set it on fire

Flout an assumption

Make it tangible

*Draw a hasty
conclusion*

Connect the dots

Imply someth

Add a constraint

Give me more choices

Mock something

Help the underdog

Evoke an emotion

Distill the fun

Assert yourself

Go back to the beginning

Revisit core principles

Be fearless

Allow a finite number of turns

Let the players end the game

Change the point of view

What happens in Act III

Make it more obvious

Choose a totem

Swap out the bits

Transmogrify

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