

	Get Your Gear	Set The Scene	Get In Position	Set Your Mission	Get Set, Go!	Set Your Roles	Get Your Groove
1							
2			Wild!				
3							
4					Wild!		
5							
6							Wild!
7		Wild!					
8							
9				Wild!			
10							
11						Wild!	
12	Wild!						

## HOW TO PLAY:

Start BRAINSTORMING and fill in your own play components.

- Get Your Gear** Grab the Equipment you will use.
- Set The Scene** Pretend what the Environment is and how this will influence the game.
- Get In Position** Get in a line, circle...or some other type of Structural position.
- Set Your Mission** What will your primary Objective of the game be?
- Get Set Go** What Action is occurring throughout the game?
- Set Your Roles** Some or all players may have a certain Responsibility.
- Get Your Groove** Something like a Ritual done before, during and/or after.

Fill in all of the open squares - randomly select a 12 digit number - and remember - if you select a WILD - pick anything you like from that column.

Start playing by first - grabbing your Gear - then Set the Scene - then add in one more component at a time.

The name of this really cool game is: \_\_\_\_\_



**It's time to get Back 2 Basic Play!**

\*PlayMaker games grid is adapted from More New Games, Doubleday & Company; 1981-OOP

[www.Back2BasicPlay.org](http://www.Back2BasicPlay.org)

Log on to obtain Complete Game/Gear Kits and/or Laminated Posters - complete set of instructions - or to contact us for questions