

MY 70:20:10 Game Board

Following are some guidelines for the board design:

Size

- a) A3. To be printed full bleed.
- b) Initially each game kit will include a cardboard tube to store the game boards when not in use.

Structure

See the pdf: MY 70.20.10 Game Board Format.

- a) The name of the game goes in the centre of the board.
- b) The board has a Monopoly style layout, i.e. game spaces around the four sides. The design doesn't have to be rectangular, but we currently favour this style.
- c) There are five types of 'spaces' on the board, which correspond to five different colour cards:

Type	#	Description
Surprise	4	These cards are used to add humour and to provide bonuses and penalties.
10%	3	There are twice as many 20% spaces as 10% spaces, and three times as many 70% spaces. Each 70%, 20% and 10% space must include the relevant percentage, perhaps reversed out or like a watermark.
20%	6	
70%	9	
Instructions	6	Roll Again, Miss a Turn, Any Card. Each instruction has 2 spaces.

- d) The spaces are currently shown as squares, but they don't have to be square.
- e) The Surprise spaces do not have to be the same size as the others, but the other spaces must all be the same size.
- f) To inject more fun into the game, the Surprise spaces each contain a different exclamation: Yikes!, Oops!, Crikey!, and Uh-Oh!. The idea is that participants will be inclined to verbalise these words when playing the game.
- g) All text in the spaces must face outward. The text in the Surprise spaces should probably be at an angle.

Colours

- a) Each space should have a distinctively different colour.
- b) The Surprise spaces should probably be red. [Red = emotionally intense; the color of fire and blood, associated danger, passion, etc.]

- c) Traditional Monopoly style boards are pretty boring. The MY 70:20:10 board should be really attractive and appealing. Words like smart, bold, modern, and impactful come to mind.
- d) It will be beneficial if the game board incorporates the ILP colours, but this is not required as the game should have it's own identity. Do not use the ILP logo.

	CMYK	RGB
Blue	c100 m55 y0 k55	0, 34, 64
Green	c20 m0 y100 k19	155, 169, 33

- e) As mentioned previously, the colours of the cards match the spaces on the game board.

There may be a fifth type (and therefore colour) of card called Rule Breakers. These are 2-3 cards given to each player at the start of the game, which allow them to behave contrary to the rules for one turn, e.g. a 'Pass Without Penalty' card.

Copyright

The game board needs to include the following copyright statement:

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The text should be small/unobtrusive, perhaps repeated more than once.

Keep in mind that the game is for adults who participate as professionals (e.g. designers/ facilitators of training) or as managers/leaders (if used as part of management/leadership development training programs).