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Games are passion projects, so never lose that passion. Step 2: write your rules. Every game needs rules to govern what players can and can't do. Your rules will change as your game evolves but it's important to create a first draft so that the game can be playtested, an important part that will be covered later. Your rules should cover how to set up the game, what players do in their turn, how to score, and how to win.

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