

Navigation

[Welcome](#)

[Acknowledgements](#)

The Guide

- [Where do I start?](#)
- [Collections Citadel](#)
- [Ideation Workshop](#)
 - [Preparing for your adventure](#)
 - [Mapping your story](#)
 - [Packing your bag](#)
 - [Organising transport](#)
 - [Mechanic's crash course](#)
 - [Future adventurers](#)
 - [Submit your itinerary](#)
- [Education Town](#)
- [Prototyping Advice](#)
- [Game Design City](#)
- [User Testing Strategies](#)
- [Some Case Studies](#)
- [Designing for Longevity](#)
- [How to engage contractors](#)
- [Final Boss Fight](#)
- [All videos](#)

Inventory lists

- [Tools and Software](#)
- [Game inspiration](#)
- [Learn more about game design](#)
- [Game designers & studios](#)
- [Production & printing options](#)

Forums

- [Public Q & A](#)
- [What are you up to? forum](#)
- [Archive of project boasts](#)

From:

<https://mail.collectionsgames.au/> - **Games for Collections**

Permanent link:

<https://mail.collectionsgames.au/doku.php?id=sidebar&rev=1768438983>

Last update: **2026/01/15 01:03**

