

# Boardgame Prototype

## Bil-Der

2 – 6 Players | Ages 7+ | ~30 min

A visual memory game for learning German articles

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Image 1: Image cards

Gameplay Video: <https://drive.google.com/file/d/1AA-vuAiwM4NDhRFJGw6zUqOOZ9JpRV6e/view?usp=sharing>



Image 2: Word cards and the back of the cards

# 1. Game Overview

This game is a language-learning memory card game that combines **visual memory** with **vocabulary acquisition**. Players match illustrated cards with their corresponding word cards in order to collect sets and earn points. The game focuses on **German nouns and articles (der / die / das)** and encourages strategic thinking through category bonuses and customizable cards.

## What's in the Box?

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Component	Quantity
Illustrated image cards	36
Word cards with articles	36
Blank custom cards	3
The Rulebook	1

## Game Components

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The game consists of 36 cards divided into 4 thematic categories, with 9 cards per category. Within each category, cards are distributed equally by grammatical gender: 3 cards belong to *der*, 3 to *die*, and 3 to *das*. Each card displays either a word or an illustration alongside a point value.

Essen <i>Food</i>	Tiere <i>Animals</i>	Kleidung <i>Clothes</i>	Haushalt <i>Household</i>
Der Käse	Der Vogel	Der Hose	Der Schrank
Die Kartoffel	Die Ganz	Die Brille	Die Tür
Das Brot	Das Schwein	Das Armband	Das Bett
Der Spargel	Der Hase	Der Schmuck	Der Müll
Die Zitrone	Die Biene	Die Tasche	Die Pfanne
Das Ei	Das Pferd	Das Tuch	Das Messer
Der Joghurt	Der Igel	Der Rock	Der Herd
Die Avacado	Die Schlange	Die Mütze	Die Schüssel
Das Hähnchen	Das Reh	Das Sakko	Das Fenster

## 2. Rulebook

### Setup

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1. Shuffle all cards together.
2. Place all cards face down on the table.
3. Player who pooped the last starts the game.
4. Play proceeds clockwise.

### How to Play

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On your turn:

1. Flip four cards face up.
2. If the cards match (image card + correct word card), keep the pair and score points.
3. You must correctly identify the article aloud to collect the pair. *(If a player cannot identify the matching word correctly, they are not allowed to collect the pair, even if the images match.)*
4. If the cards do not match, turn them face down again.
5. Play passes to the next player.
6. At any point after the first card is flipped, any other player may slap the table and shout "Bilder!" to steal the pair (see Stealing Mechanic for full rules).

The game ends when all the cards have been collected.

### Game Mechanics

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**Memory:** remembering card locations

**Set Collection:** collecting pairs from the same category to gain more points

**Risk vs Reward:** choosing to pick up the card or not

**Language Recall:** learning verbs and articles with images

### Stealing Mechanic — "Bilder!"

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**Overview** At any point during the game, a player whose turn it is not may claim they know the location of the matching card. This mechanic adds risk, attention, and social tension to the gameplay. **Trigger** The moment the active player flips their first card, any other player may slap the table and shout "Bilder!" The steal must be declared before the second card is flipped — claims made after are invalid. **Claiming** The stealing player must state the exact location of the matching card. **Defense** The active player may slap the table and shout "Block!" to contest the steal. If the stealing player turns out to be wrong, the penalty applies only to them and the active player's turn continues normally.

Resolution Outcome Result
Slap the table and shout "Bilder!"
Declare the exact location of the matching card.
The active player may shout "Block!" to contest.
If correct: the stealer takes the pair and scores.
If wrong: the stealer sits out the next round.

## Design Notes

- The steal action may be limited to once per turn per player (optional rule).
- The penalty covers the player's entire turn — not just their card flip.
- This mechanic keeps passive players engaged at all times, adding timing and risk-taking as active decision layers alongside memory.

## 3. Scoring System

Each matched pair scores points based on its card number.

Condition	Points
Matched pair (cards 1–3)	Card pt
Two pairs from the same category	+2 bonus pts
Successful Bilder! steal	+1 bonus pt

## 4. Interactive / Custom Card System

At the start of the game, 2–3 blank cards are placed on the table. The winner of each round may create a custom card:

- Choose a German noun.
- Draw an image on the blank card.
- Assign a point value.
- Replace the standard card of your choice.

Custom cards allow players to adjust difficulty, add new vocabulary, and create strategic advantages.



Image 3: Empty Card Front and Back view

## Winning the Game

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The game ends when all cards have been collected. The player with the most points wins!

## 5. User Experience

**Art Style:** Minimalist line art

**Visual Clarity:** Simple shapes for fast recognition

**Learning Feedback:** Article + image association reinforces memory

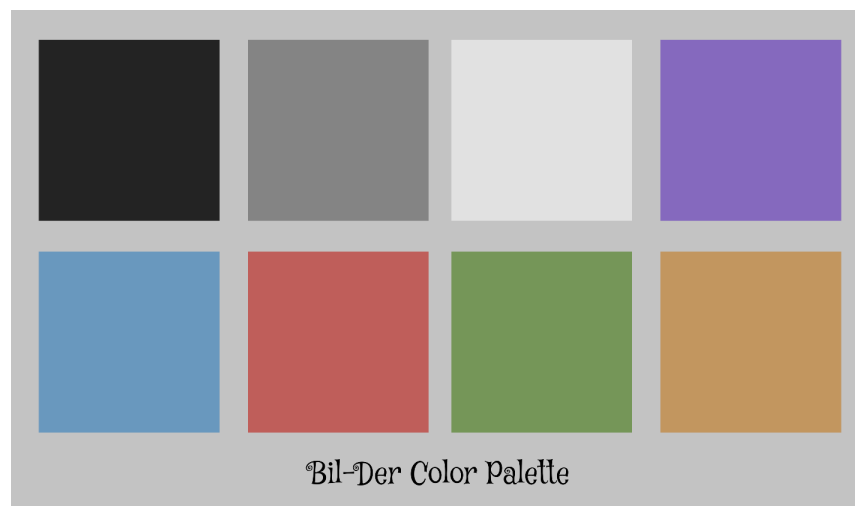


Image 4: Game Color Palette



Image 5: Essen Category Cards

## 6. Progression & Expansion

Future expansions may introduce new categories such as:

- Verkehr (Traffic / Transport)
- Natur (Nature)
- Umwelt (Environment)

A digital version may later include:

- Timed rounds
- Difficulty modes
- Online multiplayer
- Choice to turn on and off the articles

## 7. Playtest Results

Date: 15.01.2026

Players: 9

### Notes after Playtesting

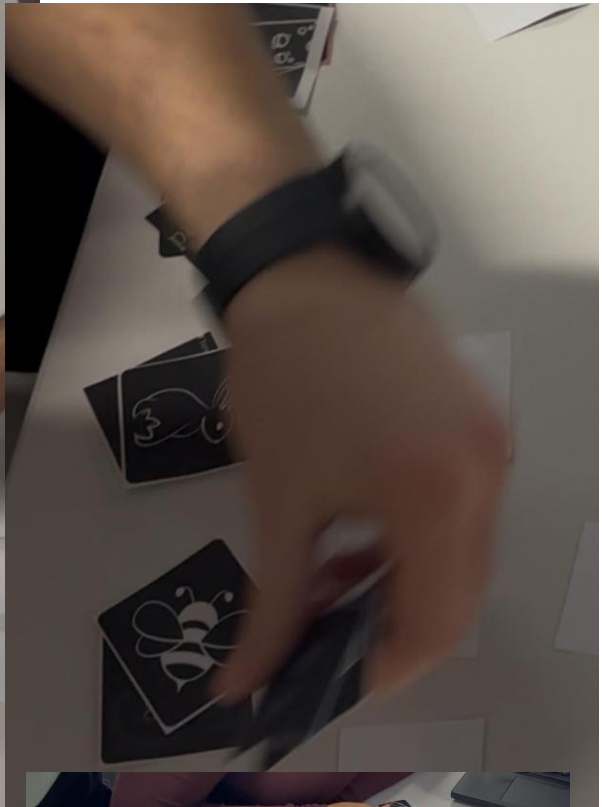
- Number of cards was successful.
- Can be a multiplayer version.
- Mütze art looked more like a hat.
- Stealing mechanic should be added: Slapping and defend that you know where the double is, stealing the card. If the player is not correct, they cannot play the next round.

### What Worked

- The total number of 36 cards was well received and felt balanced for the session length.
- The game showed strong potential as a multiplayer experience, with engagement increasing with more players at the table.

### Changes Made

- Mütze illustration resembled a hat rather than a beanie, which is the more common usage of the word Illustration updated to depict a beanie.
- Gameplay lacked active engagement for passive players between turns Stealing mechanic added (see Section 7)
- Designed different backs for the word cards and the image cards so the players can separate them easily.



The pictures from the playtesting

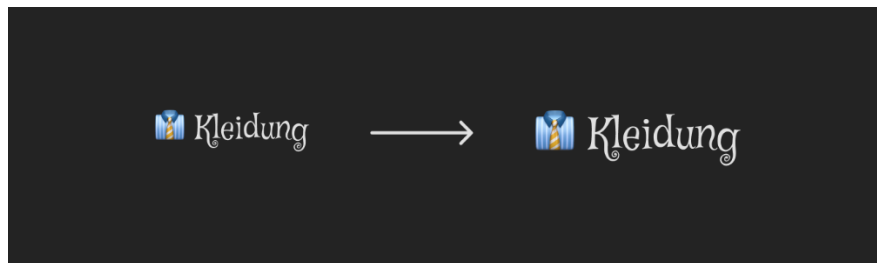
## Visual adjustments

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- The card composition was changed to an equal split between image cards and word cards to make the gameplay more fluid and meaningful.



- The category label on each card was too small to read during play. The font size was increased for better readability.



- A The leaf detail on the Avocado illustration was removed to keep the art style consistent with the other cards.



- The Mütze illustration was redesigned. The previous design resembled a top hat. It was updated to a beanie, which reflects the word's usage.



- The Fenster illustration was redesigned to more clearly resemble a glass window.



- A back design was created for image cards.



- A back design was created for word cards.



## Outstanding Issues

Issue	Priority	Status
Das Reh is feminine. The image should be redrawn.	High	Ongoing
Der Hose is wrong it should be die Hose.	High	Ongoing