# Design a game with more than one way to join

**Which rule changes create a real participation choice?**

## Objective

What must any completed route include?

## Restriction

Which original rule unnecessarily limits how a move is communicated?

## Equivalent options

Show two modes that convey the same complete choice.

## Still to ask

Name one remaining clarity or access question without assuming an answer.

Keep it, change it or leave it here. Sharing is optional.