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.

Explain a movement sequence on paper

What order and timing information would a diagram need?

Positions and start

Label the coordinate convention and initial position.

Order

Draw the arrows for each schedule.

Arrival times and intervals

Subtract consecutive times; keep units visible.

Missing information

What movement detail is not fixed by the three position records?

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

What does a scoring rule reward

How can the same fictional play produce different results under two scoring systems?

Raw record

Keep near/far counts separate from point totals.

System 1

Show the calculation for each route.

System 2

Show weights, multiplication and totals.

What the rule rewards

Explain the changed comparison and one thing neither score measures.

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