



## Ten Ground Rules for Becoming a Great Game Master | Part 2

Full video link: <https://youtu.be/8w5rxJEI9qc>

This is the continuation from last week's video of the 10 ground rules that every game master, dungeon master and role-player should know before starting their roleplaying game.

### 6. The game is meant to be fun

- Everyone at the table should be contributing and should be responsible for making sure that the game is fun for everyone.
- Communicate with your players regarding what you need to have fun in the game.

### 7. You don't need anything to roleplay

- Except for two people – a GM and a PC.
- You do need two things – mechanics and one other person. But that's it.
- Financial security first. Gaming second.
- Any stuff that you get for the game must work for you. It must inspire you, make your life easier, and drive more fun into your game. If it creates work – it should not be included.

### 8. Not everyone will like you...r game

- There are many ways to play – accept it.
- As long as you like your game and you have at least one other player at the table with you – then you are doing a great job!

### 9. You will make mistakes

- Accept them, 'nearn' from them and move forward.
- There is no such thing as an irreparable mistake – you can always fix your mistakes made in the game.
- Not all mistakes are actually mistakes – sometimes you can be too harsh on yourself.

### 10. Play multiple roleplaying systems

- Each one makes you a better GM.
- Increased options – 'nearn' from others and draw on the power of multiple possible solutions and ideas.



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