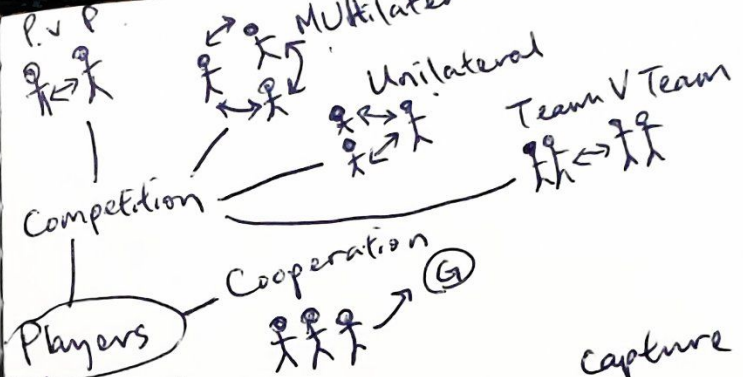


"the voluntary attempt to overcome unnecessary obstacles." - B. Suits



Players

How many?
Relationship?

Objectives

Outcomes

FORMAL ELEMENTS of game design

Rules & Procedures

Setup

Requirements that must be followed

How the game flows from state to state

Boundary & the Magic Circle
parallel to sports → within the field/arena/court
"context from which meaning can emerge" - Zimmerman

LARPing extends boundaries

Resources
Lives, Currency, Units, Special terrain, Health, Actions, Inventory, Power-ups, Time

Objectives: rescue, capture, solution, outwit, exploration, construction, race, forbidden act, alignment, chase
Outcomes: Hide & Seek vs Sardines, zero-sum vs Non zero-sum
alignment (similar objective, diff. outcome)

= Mechanics