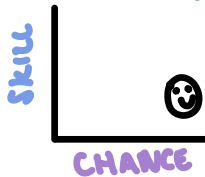


Consider Target Audience...

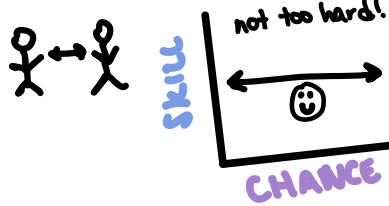
Children

Goal = Fun!




Social Gamers

WIN = LOSE = FUN!



Families

- simple rules
- luck (for kids)
- skill (for adults)
- Not too long 

Professional Players





- Poker, chess
- little/no luck

Playtesting

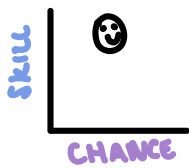
for luck/skill balance



WARNING signals:

- Boredom 
- Confusion 
- wide margin win

Competitive Gamers



Some luck can...

- Make losing bearable
- Make it more fun for uneven players



Combining Luck/Skill

Exchanging Luck/Skill



- + randomness \leftarrow die rolls
- + randomness \leftarrow shuffle
- Conceal info from other players
- Players make decisions



Games of...

- Chance
- Twitch skill
- Strategic skill