

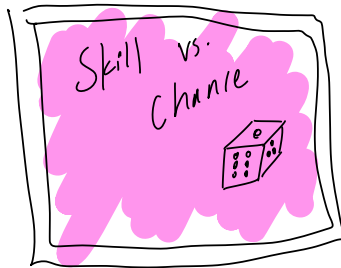
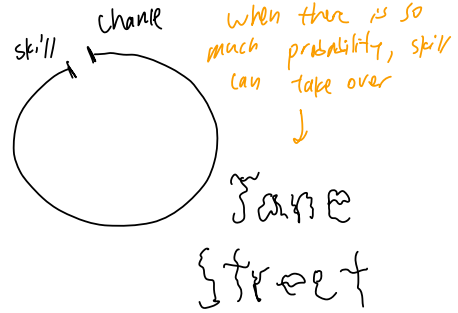
luck \neq inclusion of probability

luck = likelihood of the underdog winning

DEFINITION



OR



Audience

Children

pro games

families

socializing

ISSUES



one person keeps winning

lower barrier to learning / increase luck

TYPES of skill

twitch skills (mechanical, physical)

strategic skill (decision making)



players are bored

all the time

increase freq. of meaningful decisions (skill)

on others' turns

look into mechanics to engage them

strategy is best combined w/ luck, not mechanics