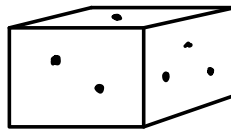


Skill

vs

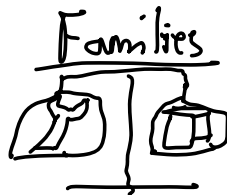


Luck

How To Balance

1. Target Audience

Children/Social Competitive Games, Professional



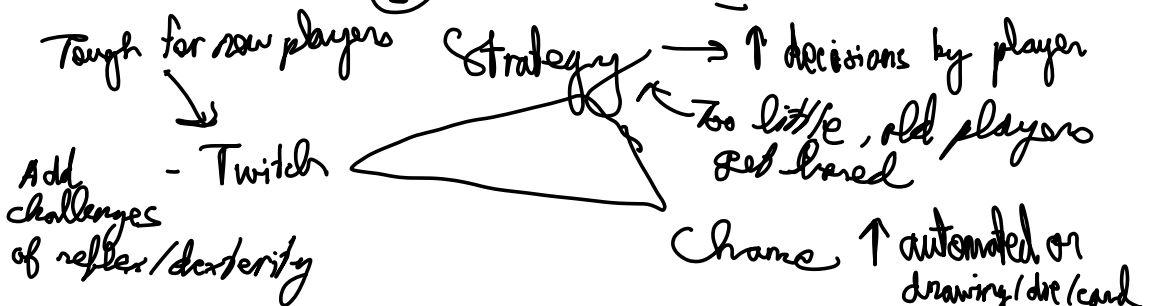
If you want to make more accessible games, luck is good.
If you want games that take money, skill is good

2. Playtest



BAD!

Keep players **ENGAGED**
at all times.



All 3 are necessary to balance game play for new and old.

