


Who's playing?

↳ influences luck v.s. skill balancing

- increases unpredictability & replayability
- evens playing field.

- children's "stupid" games
or casinos "free-will chance games"

luck

- older people
- strategy > chance.
- over-abundance of info (experts can exploit those info)

skill

Audience: - young v.s. old people

- playing to "win" v.s. playing to have fun
(Chess, Poker)

- are you mixing ppl with similar or diff skillsets? If yes, increase wins by luck.

Red Flays,

- Boredness....

- ... or if players are bored when it's not their turn

- One player beats everybody else by a wide margin. ⇒ (too much skill & too little luck).

Ways to Balance:

- Determine if this rule is "skill" or "luck"
- Change rules to be the opposite type
- Don't add rules -..... REDUCE COMPLEXITY
- Change playing time according to the audience.