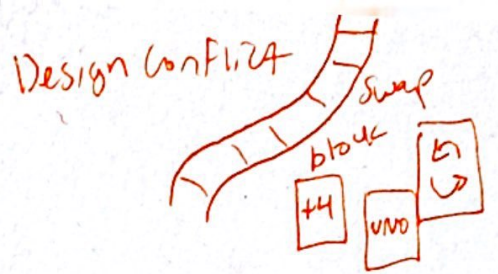


Rules  
Players Objectives Outcomes  
Game Mechanics: rule based system to encourage exploration of possibility space w/ feedback mechanisms  
Procedures Resources Boundaries



Players

Unilateral comp: Mafia

Multiplayer coop: Pandemic

Team v Team

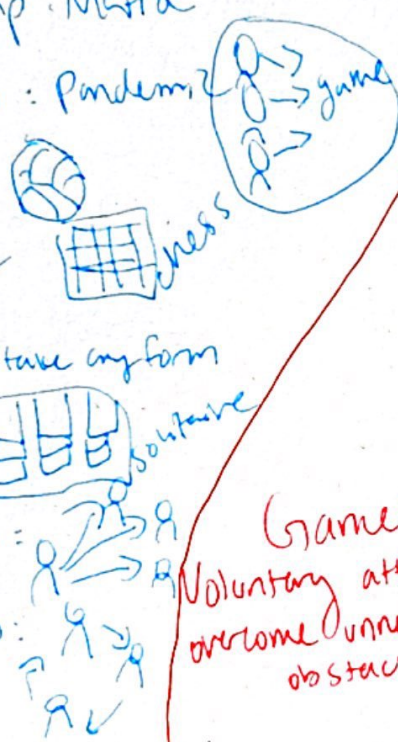
Player v Player

(Race to end) can take any form

Single Player

Unilateral comp:

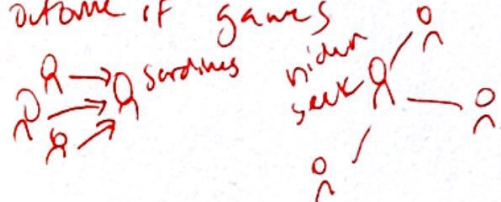
Multilateral comp:



Games: Voluntary attempt to overcome unnecessary obstacles

Outcomes: why do this?

Dramatic elements  
non dramatic  
Players/goals affect outcome of games



Rules similar to mechanics  
puzzle of play, creates obstacles

Boundaries  
temporary world w/ ordinary world dedicated to enact



Goals: Hunt, Solution, Exploration

Construction, Forbid/act, Rescue/Escape

Alignment Race Chase Capture

Aesthetics, Learning

TWISTER



dark fall, don't laugh games..