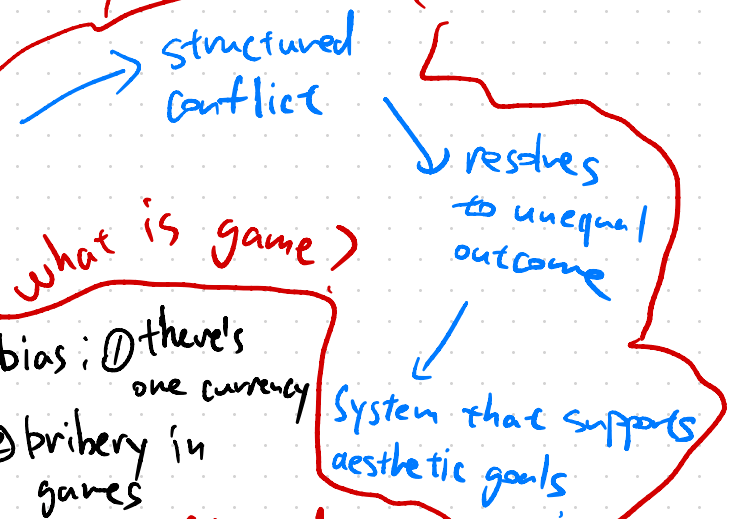


(closed, formal system)



what is game?

- procedure
- steps
 - 1
 - 2
 - 3
 - see up
 - boundaries
 - physical...
 - magic circles
- bias:
- ① there's one currency
 - ② bribery in games
 - ③ cheat codes in player v player.

- game design tips
- observe biases
 - menus → accessible
 - buttons
 - adjustable

needs to force adapt

first order optimal strategy