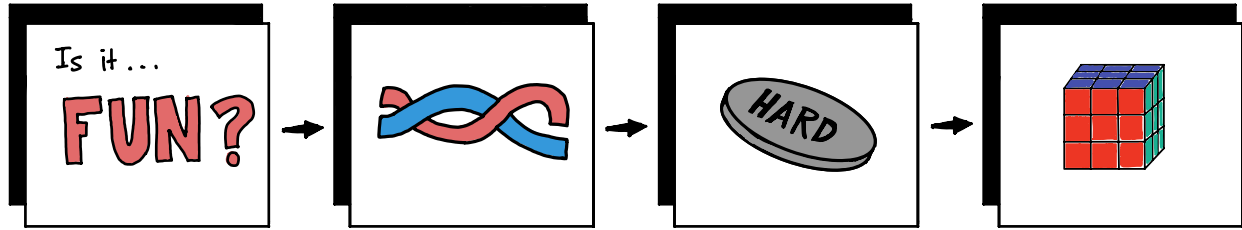


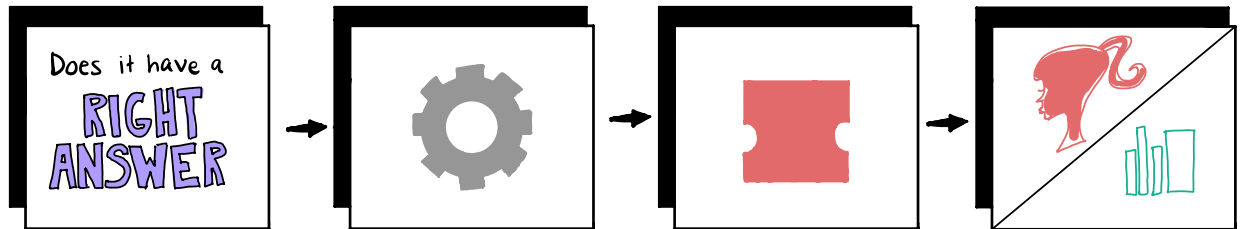
WHAT IS A PUZZLE



Take something familiar and give it a novel twist.

Puzzles are not too hard or too easy.

Perpetual shifts



Rule based system for one player to win.

Rule based system to find a solution

Toys have no goals, but are malleable
Stories cannot be manipulated

Designing the PUZZLE

Types of puzzles:

GOOD

- > Fairness
- > Natural to environment
- > Amplify a theme
- > V-8 response !

BAD

- > "Restore" puzzles
- > Arbitrary puzzles
- > "Designer" puzzles
- > Binary puzzles
- > "Hunt the pixel"

