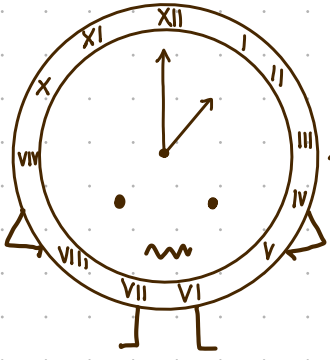


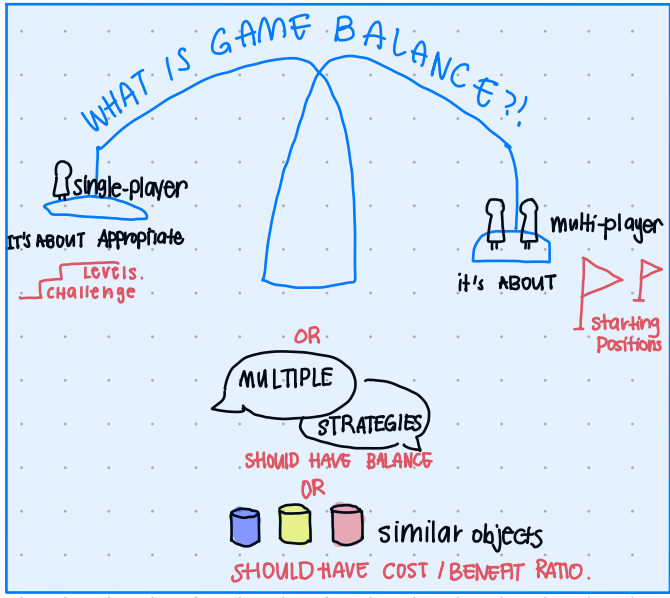
Level 16: Game Balance



WHY COVER THIS NOW?

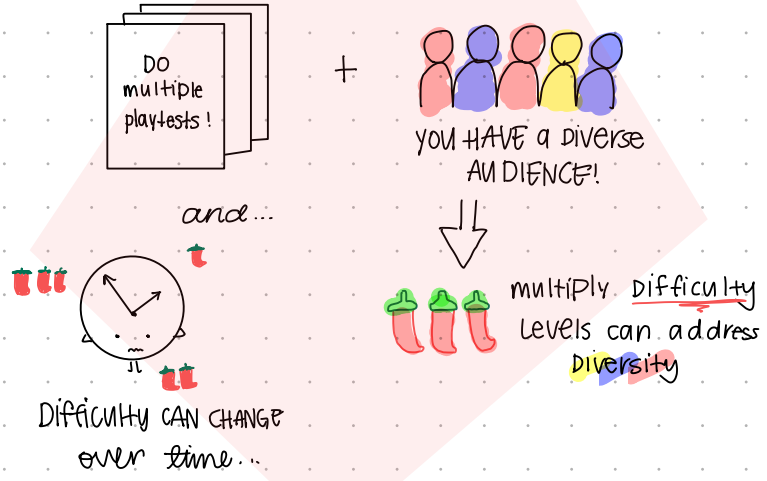
- we first need to cover
- we need to hit
- we need to complete

core game mechanics
 design goals
 multiple playtests

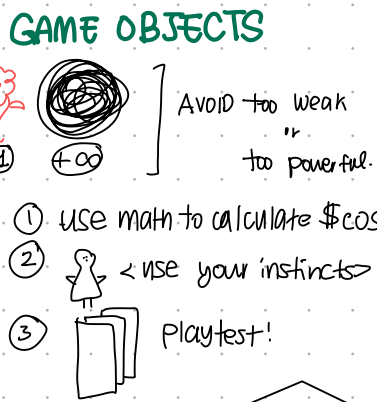
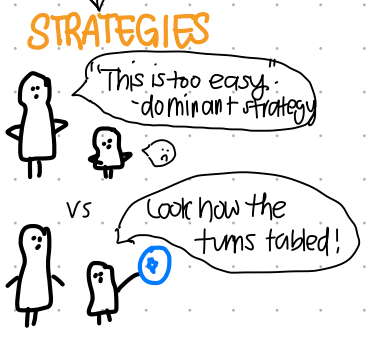


SINGLE-PLAYER GAMES

< IF IT'S TOO HARD, I DON'T WANT TO PLAY ...



Balance between



- more techniques**
- make one change @ a time
 - use spreadsheets
 - balance 1-turn advantages
 - Document rules + experiences
 - Balance techniques are ~~strict~~ tools!

