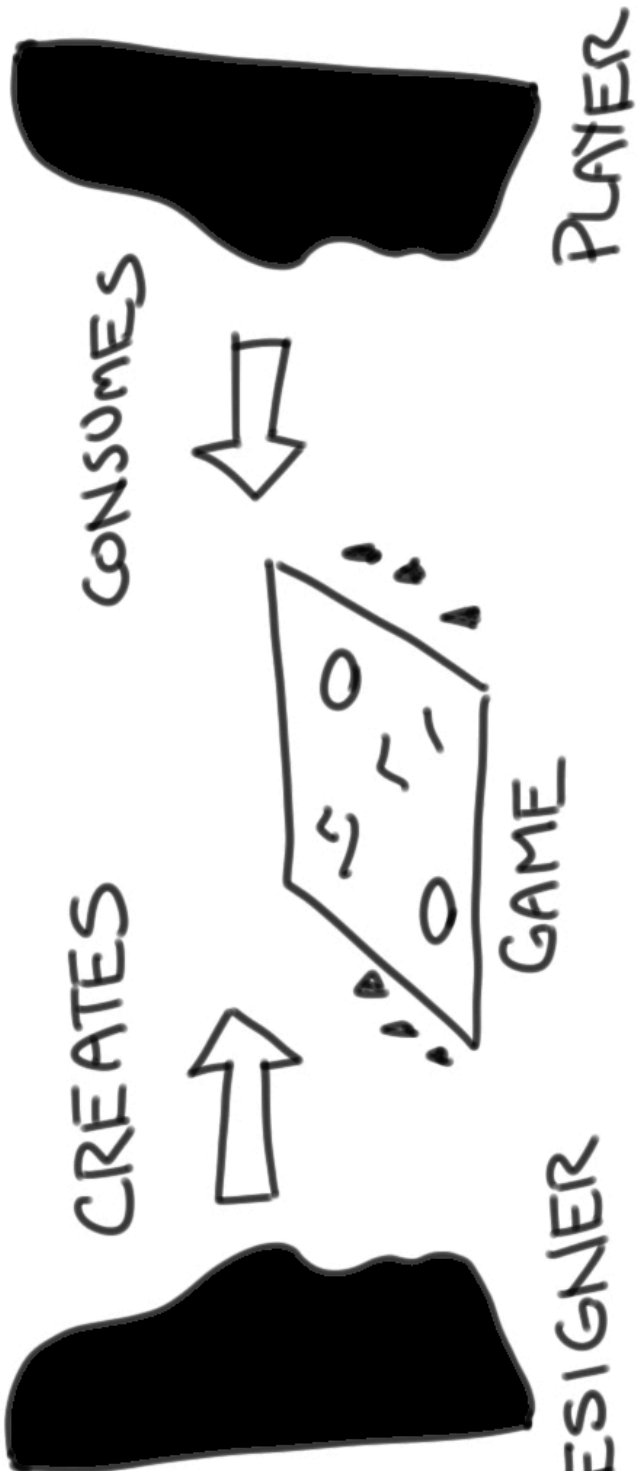
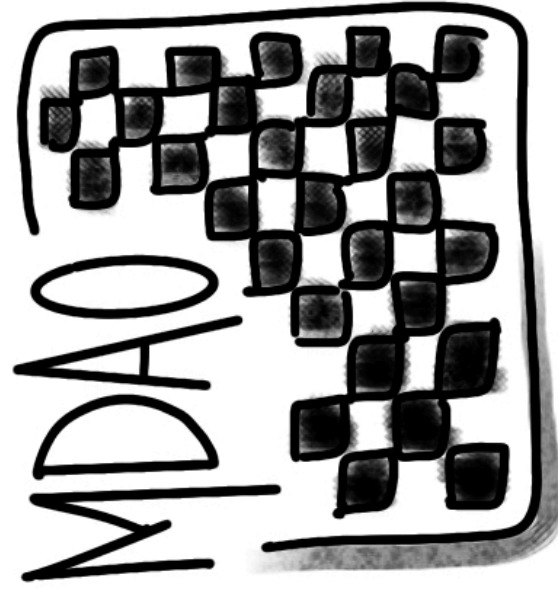
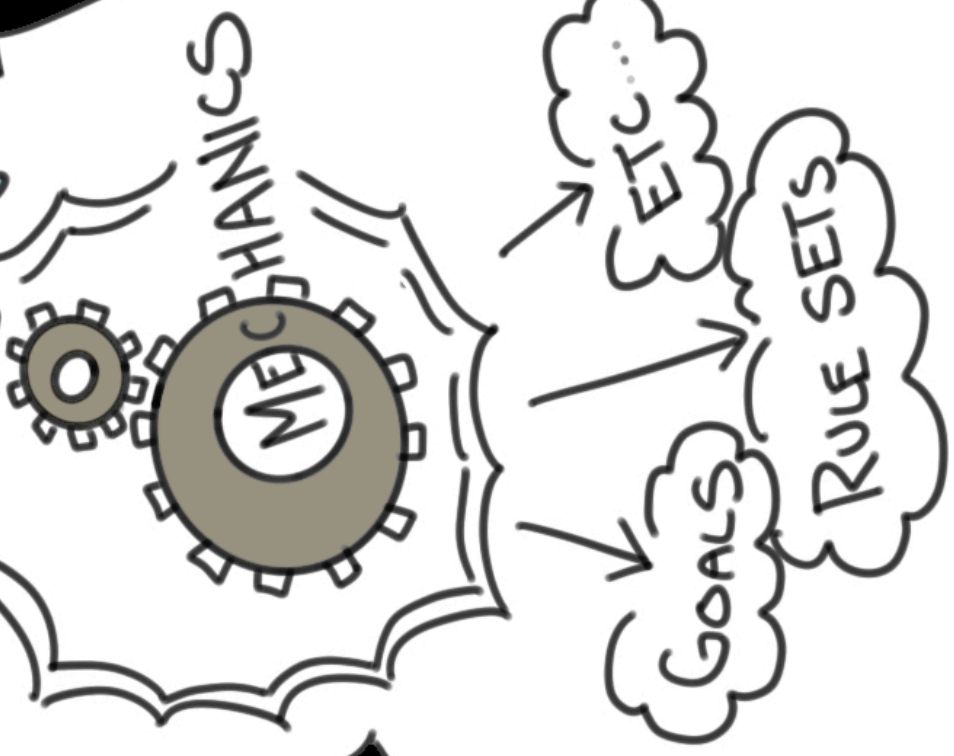




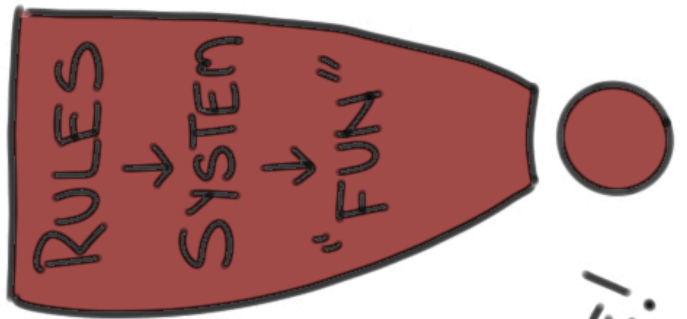
RULES ← SYSTEMS → FUN



CREATE...

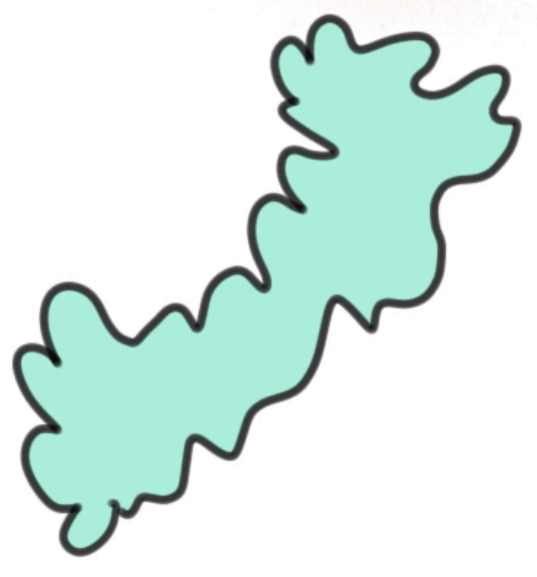


EMERGENT
PLAYER
BEHAVIORS



WORK FROM
PLAYER'S
PERSPECTIVE!

HOW IT COMES!



AESTHETICS



Behavioral + Intellectual Consequences