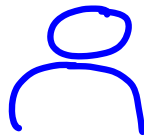


Game Balance

1 Single Player

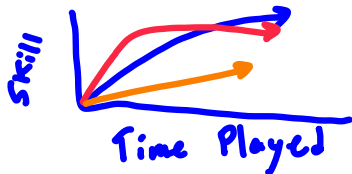


VS



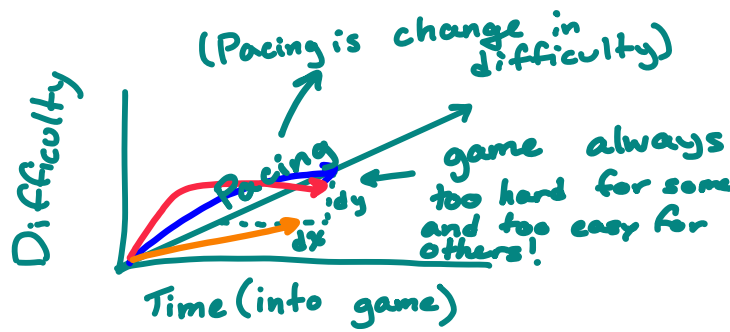
Is Challenge level appropriate to audience?

(generally goes up as people play!)



Diff Players = Diff Skill Levels + learning!

More Playtesters = Better insight!



2 Multiplayer



VS



Asymmetric!

Not balanced if one start pos easier than the other.



Balanced, just means $\neq$ Symetric, check other kinds of Balance!

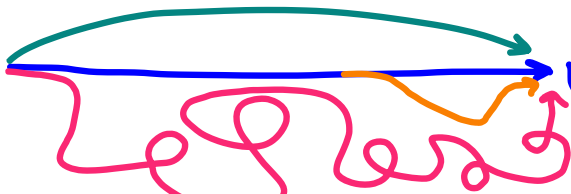


→ In games, players don't expect automatic advantage/disadvantage.

→ Hard to balance half $\square$ half Δ , but still possible!

3 Multi-Strategy

Start



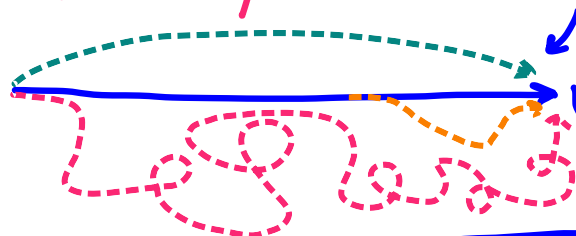
Victory

Once Dominant Strategy Found, Players will ignore the others!

The non optimal paths become false decisions

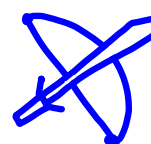
Multiple Paths only Interesting if Balanced.

Start



Victory

4 Multi-Object



→ Need To Balance Items

Too much can be bad!

$\$50$ vs $\$50$

→ Stick Useless Compared to Sword

$\$500$ vs $\$1$

→ Stick more cost effective!

Intransitive



(or Pokémon!)

Can solve w/ matrix (Pokémon Type Chart)



Can assign numerical values to benefits to quantify them

Sharp = 2
Fire = 2

Sharp = 2
Fire = 2