

# PUZZLES IN GAMES, PUZZLES AS GAMES

WHAT IS A PUZZLE??

FUN + RIGHT ANSWER = PUZZLE

DESIGN PUZZLES THAT TELL SOME STORY

**FUN** + **RIGHT ANSWER**

tricky, novel, not too easy / hard

Discoverable by thinking, not luck.

GAME	PUZZLE	TOY	STORY
Beat an opponent	Find the solution	no fixed goal	no interaction

## OBJECT PUZZLES

**ORDINARY**  
"item there → use it"  
simple puzzle

**UNUSUAL**  
exploit secondary properties

## MORE PUZZLE TYPES

Building	Information / code	People	Timing	Sequence
Combine / transform; may only feel obvious to designer	Tell player what they're hunting	Solving = learning more about character	Action now → effect later; hard to predict	Right steps, right order

## BAD PUZZLES

you unlocked new clues! [redacted]

giving clues after death

Binary puzzle

Hunt the pixel

## GOOD PUZZLE

**FAIR**  
it's all here, just gotta read!

**THEME**  
action for character

OF course! How didn't I see it sooner???

get V8 Response

**NATURAL**

HELP!

gotta help him to get in a quest