BALANCE

Asymmetric

No starting spot is easier

Single Player

Pacing = Challenge (?)

Game Objects

Same Cost / $ Benefit Ratio

Strategies

NO Dominant Strategy

"Balance is a tool. NOT a master!"

Techniques

1. MATH
2. INSTINCT
3. PLAYTESTING

How

1. Transitive cost curve
2. In-transitive Objects
3. "Fruity" ? $