CMS.608 / CMS.864 Game Design
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Notes by Clara Rhee

<u>Bending and Breaking Rules</u>
- first, revisit emergence
    - as many interactions as possible between game elements
    - designing a system with emergence
        - examples
            - in chess, every piece affects every other piece
            - in go, each piece changes the entire board
    - surprise is a complicated thing to design into a game
    - emergence is good for…
        - allowing replay
        - creating different experiences

<u>The five different players</u>
- standard, dedicated, unsportsmanlike, cheat, spoil-sport
- have you cheated?
    - cheat codes, stealing money in Monopoly, lying in sport
- do you feel like you're doing something wrong?
    - depends on the other players
    - cheating by mistake?
- the transgressive pleasure
- is a cheat code cheating?
    - depends on the game – single or multiplayer
    - on your goals
    - on what the code does
    - difference between cheat codes and secrets
    - or is it determined by the releaser of the game?
        - an "official" wrong way
    - you can end up skipping the enjoyment
- is it <u>immoral</u> to cheat in multiplayer?
    - what if everyone is cheating?
    - if it's official?
    - convention – agreement between players
- is it immoral to cheat in single player?
    - is a walkthrough cheating?
- Fluxx – a game about changing the rules
    - it's not really changing the rules
    - it's just changing the state of the game
        - the things called "rules"
    - the Meta-rules don't change