CMS.608 / CMS.864 Game Design
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April 8: Bending & Breaking Rules

Game Design
CMS.608/CMS.864

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Sorry about that

- Zimmerman/Salen, *Rules of Play: Ch. 21*
- Callois, *Man, Play, Games: Ch. 4*
- Sniderman and DeKoven, *The Game Design Reader*

Today

- Emergence revisited
- Bending & breaking rules
- Cheating
- Exercise: Add rule changes (and perhaps cheating) to your game

Emergence revisited

- How do you create emergence?
- What is it good for?

Bending & Breaking rules

- Standard Player
- Dedicated Player
- Unsportsmanlike Player
- The Cheat
- The Spoil-sport

- **Who are you? When?**

Is a cheat code cheating?

- Distinguish between:
  - There is an official right way of playing the game.
  - An official *wrong* way of playing the game.
  - There are also *unofficial* wrong ways of playing the game.

Cheating in multiplayer

- It **is** immoral to cheat in multiplayer?
  - Always?
  - What is, and what is not cheating? Bots? Scripts?
  - What are the criteria by which we argue?

Cheating in single player

- **Is** it immoral to cheat in single player?
  - Is a walkthrough cheating?
  - Is a cheat code?
  - Is action replay?

Cheating in single player

- **Is** it immoral to cheat in single player?
  - Is a walkthrough cheating?
  - Is a cheat code?
  - Is action replay?
- **Yes**: The game is a social contract.
- **No**: The game can be used however you like it.

Can you make a game about changing the rules?

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http://www.looneylabs.com/Resources/images/fluxx/fluxx_3_1_prodshot_bw.tif

Can you make a game about changing the rules?

Distinguish between

- Meta-rules

- Rules

Changing parameters vs. changing rules

- Parameters: Unit X now moves 3 squares pr. turn
- Rules: The goal is now to end with the fewest points.

- No hard distinction between these two?

Rules changed by the game: An example

- Conclusion
  - Players like rule changes that change strategies
  - But dislike rule changes that cause difficulty spikes (in single player)

Do you want to prevent or support the breaking of rules?

- **Prevent** for the **right** reason: The game would become less fun.
- **Prevent** for the **wrong** reason: I have the right to decide how players play.
- **Support** for the **right** reason: Give players a sense of ownership; more content in the box.
- **Support** for the **wrong** reason: Because it is cool.

Exercise: Changing rules in your game project

- Make an addition to your design that allows players to change rules in the game
  - "Change rules" as in "players accept that it is called 'changing rules'".
  - Test to the extent possible

- *Optional*: Make a change that makes "cheating" an official part of the game
  - "Cheating" as in "you call it cheating".
- Back at 16:25

The use of rule changes and cheating

- What does it do?
- Support/prevent?
- Players as co-designers or *illusion* of players as co-designers?
- Single vs. multiplayer