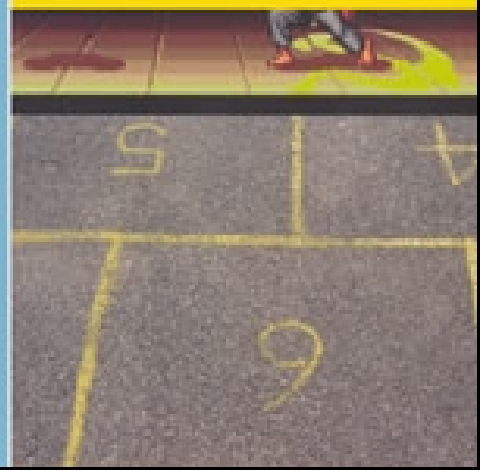
# Game Literacy

Katie Salen | Eric Zimmerman

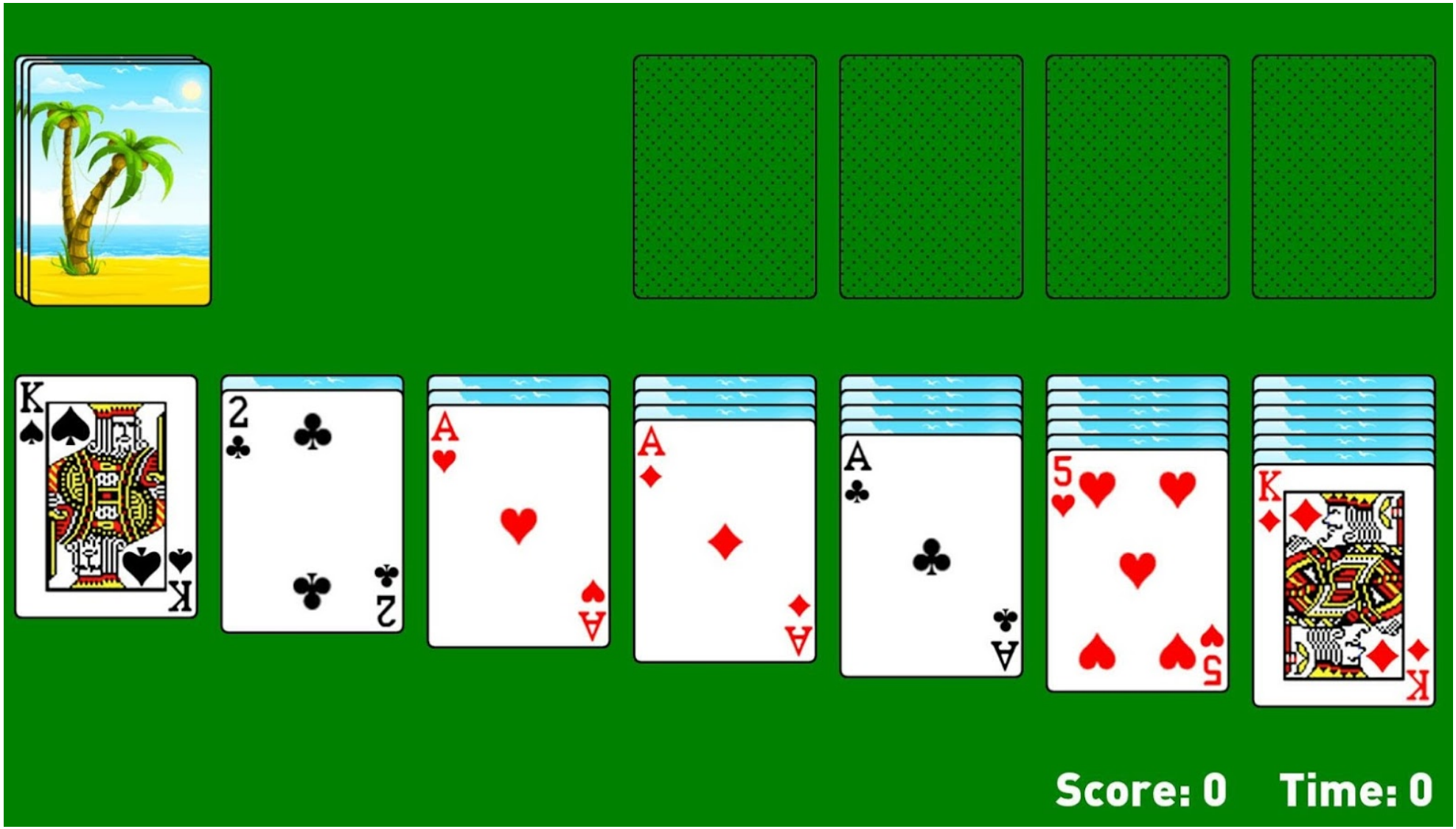
# Rules of Play

## Game Design Fundamentals



Game

*Any experience with one or more people in which everyone agrees they are playing a game*


Score: 0
Time: 0

ROCK

PAPER

SCISSORS

1
+5
6
Target: 22920
Moves:
14
Score:
10800
60

YOKOHAMA
TYRES
CHEVROLET
19
30

# Rules

*List of allowable behavior while playing a game. Sequence of actions through which game is played.*

REFEREE
FIFA
PREMIER LEAGUE
ROONEY
10

© FIFA 2006

## G

### Game Play

*Here is a summary of the the game sequence, plus some more specific entries where you can find details:*

*(1) Lay out the game board. Set up, Variable●*

*(2) Initial set-up. Set-up Phase●*

*(3) Play*

*The starting player begins the game. The other players follow in clockwise order.*

*On your turn, you complete these 3 phases in order:*

- *Roll for Resource Production●* *(the roll applies to all players).*
- *Trade●*
- *Build●*

*You may play 1 Development Card any time during your turn. Pass the dice to the player on your left at the end of your turn. He then takes his turn using the same 3 phases.*

## H

### Harbors

*Harbors allow you to trade resources more favorably. In order to control a harbor, you must build a settlement on a coastal intersection● which borders the harbor. See also "Maritime Trade"●.*

## I

### Intersections

Intersections are the points where 3 hexes meet. See Illustration G. You may only build settlements on intersections. The influence (for resource yields) of settlements and cities extends into the 3 adjacent terrain hexes that form the intersection.

## K - L

### Knight Cards

See "Soldier Cards."

### Largest Army

*If you are the first player to play 3 Knight Cards, you receive this Special Card, which is worth 2 victory points. You place the "Largest Army" card face up in front of you. If another player plays more Knight Cards than you have, he immediately takes the Special Card. The 2 victory points likewise count for the new owner.*

### Longest Road

*If you are the first player to build a continuous road of at least 5 individual road pieces, you take this Special Card and place it face up in front of you. This card is worth 2 victory points.*

*Note: If your road network branches, you may only count the single longest branch for purposes of the longest road.*

If you hold the "Longest Road" card and another player builds a longer road, he immediately acquires your "Longest Road" card. He also acquires the 2 bonus victory points. (Since you also lose the 2 victory points, it is a 4 point swing!)

*Example: See Illustration H. Emily, the red player, builds a continuous trade route with 7 roads (A-B). The branch roads marked with arrows are not counted. Emily snags the "Longest Road" Special Card.*

You can break an opponent's road by building a settlement on an open intersection along his road.

*Example: In the example on page 8, the blue player [illegible] a settlement on intersection "C" (which would be [illegible]). [illegible] Emily's road into 2 parts. Emily must give the Special Card to Coleman, who now has the Longest Road (and 2 [illegible]).*

Set the "Longest Road" card aside if—after a longest road is broken—several players tie for the new longest road or no one has a 5+ segment road. The "Longest Road" card remains into play again when only 1 player has the longest road (of at least 5 road pieces).

## M

### Maritime Trade

On your turn, you can trade resources using maritime trade during the trade phase even without involving another player.

The most basic (and unfavorable) exchange rate is 4:1. You may trade 4 identical Resource Cards to the supply in exchange for the (1) Resource Card of your choice. You do not need a harbor● (settlement at a harbor location) to trade at 4:1, so when nobody wants to trade…

*Example: Benny returns 4 ore cards to the supply and takes 1 lumber card in exchange. Normally, he should first try a more favorable trade with the other players (domestic trade).*

If you have built a settlement or city at a harbor● location, you can trade more effectively. There are 2 different kinds of harbor locations:

**Generic Harbor (3:1):** Here you may exchange 3 identical Resource Cards for any one other Resource Card during your trade phase.

*Example: Olivia, the red player, has built a settlement at a generic harbor. She can, for instance, exchange 3 lumber cards for 1 wool card.*

**Special Harbor (2:1):** There is but 1 special harbor for each type of resource (with the same symbol). So, it is important to build on the type of special harbor you can [illegible] fairly frequently. (Look at your resource production.) The exchange rate of 2:1 only applies to the resource shown on the harbor location.

A special harbor does not permit you to trade any other resource type at a more favorable rate (not even 3:1).

*Example: [illegible]*

### Number Tokens (Chips)

The 18 number tokens are marked with the numerals "2" through "12." There is only one "2" and one "12." There is no "7."

The more often a number is rolled, the more often each associated hex produces resources. Note the dots (pips) beneath the numbers on the tokens. The larger the number of dots, the more likely it is that number will be rolled. "6" and "8" are the most frequently rolled numbers. They each have 5 dots, for there are 5 ways to roll these numbers on the 2 dice.

The small letters on the top of the number markers are important during the setup phase (see Set-up Phase●).

## P

### Paths

Paths are defined as the edges where two hexes meet. Paths run along the border of two terrain hexes or between a land hex and the frame. Only one road● can be built on any path. Each path leads to an intersection● where 3 hexes meet.

### Progress Cards

Progress Cards are a type of Development Card. They have green frames. There are 2 each of 3 varieties:

**Road Building:** If you play this card, you may immediately place 2 free roads on the board (according to normal building rules).

**Year of Plenty:** If you play this card you may immediately take any 2 Resource Cards from the supply stacks. You may use these cards to build in the same turn.

**Monopoly:** If you play this card, you must name 1 type of resource. All the other players must give you *all* of the Resource Cards of this type that they have in their hands.

In a video game, your code enforces the rules

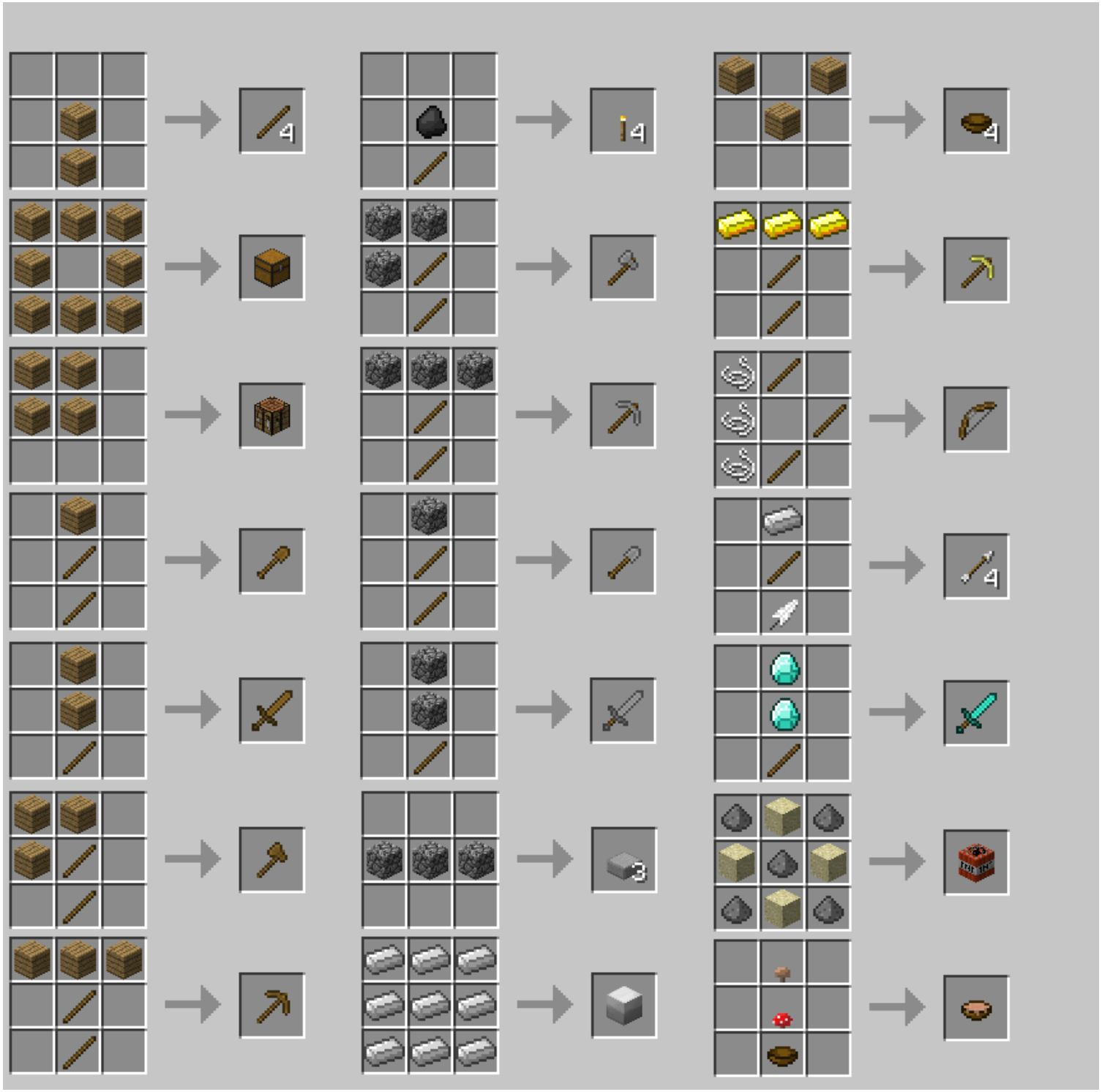
# Mechanics
## *Basic actions taken in game*

MPIONSHIP
2016 NCAA DIVISION I MEN'S B
IONSHIP
WISCONSIN
24
10

GYARADOS♂ Lv:27
PSN
Gallious♂ Lv:21
HP:
20/ 60
EXP
TACKLE
BITE
WATER GUN
WITHDRAW
PP 25/25
WATER

# Stuff

*The contents and details of the mechanics of your game*



in: *Monster Encyclopedia*

# Monsters

Category page

EDI

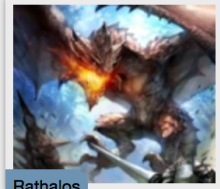
Sorting type: Most visited

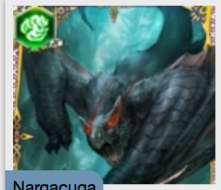
This category is for everything relating to **monsters**. Things including monster types, individual monster descriptions and monster attacks.

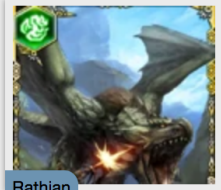
## Pages in category "Monsters"

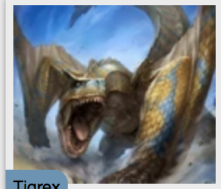
> **This Article lists all of the Monsters that appeared in every Monster**

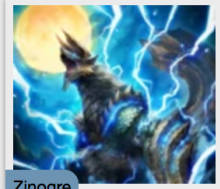
Monster List

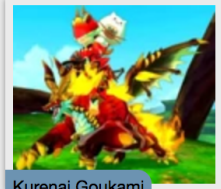

Rathalos

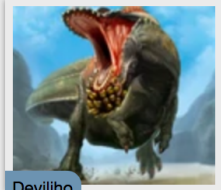

Nargacuga

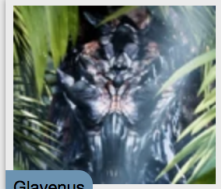

Rathian

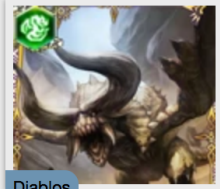

Tigrex

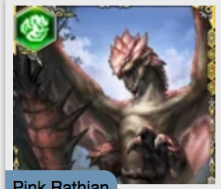

Zinogre

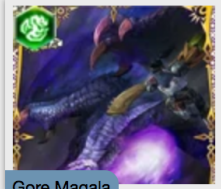

Kurenai Goukami

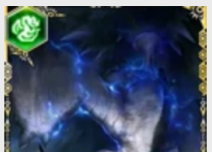

Deviljho

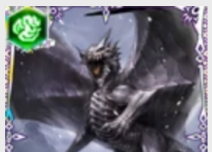

Glavenus

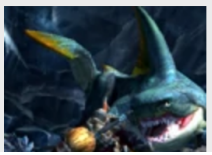

Diablos

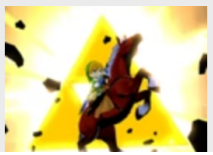

Pink Rathian


Gore Magala









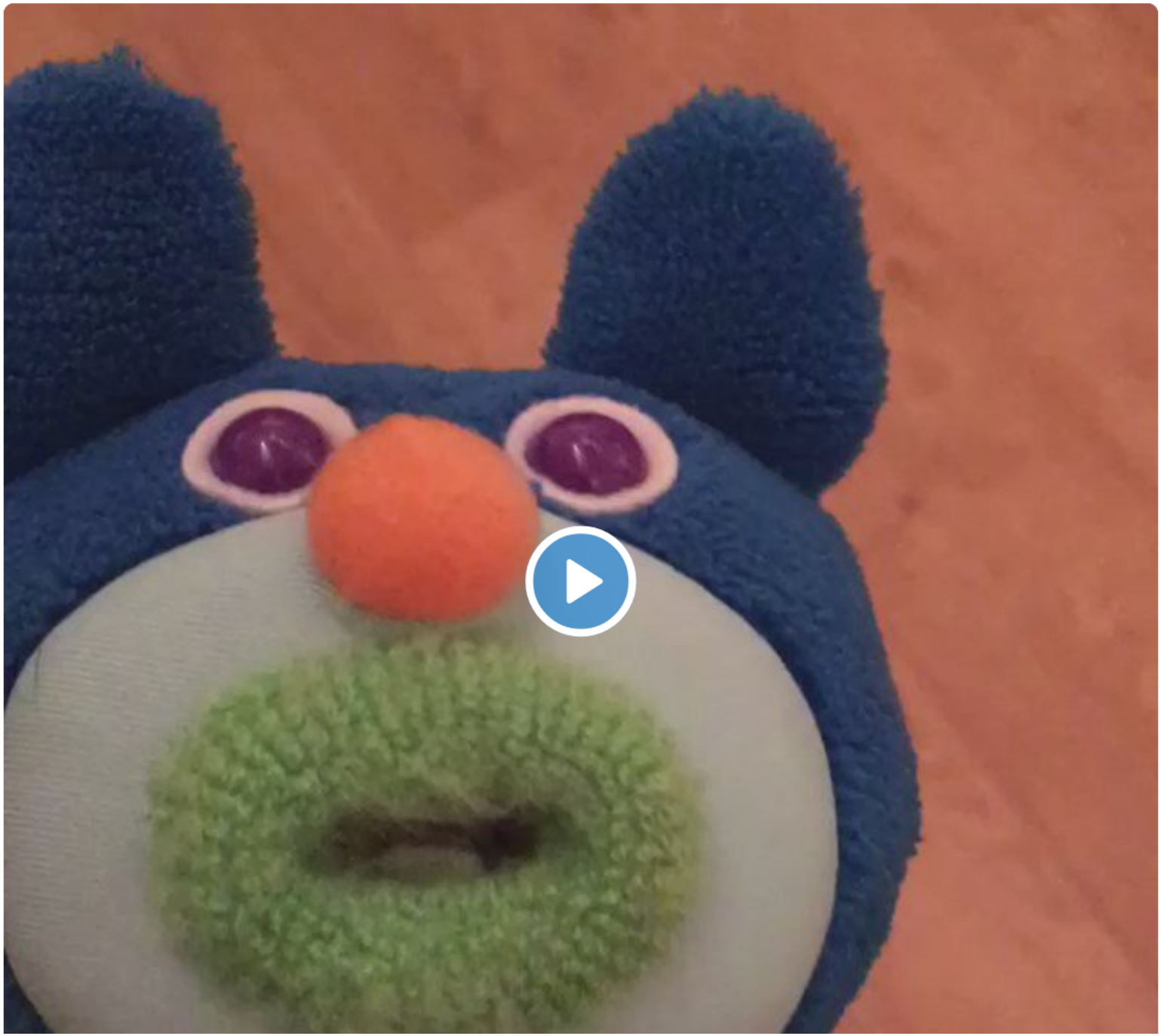
Skin

*The outward appearance of the game. Generally does not directly affect game play.*

CRAP
NOT CRAP

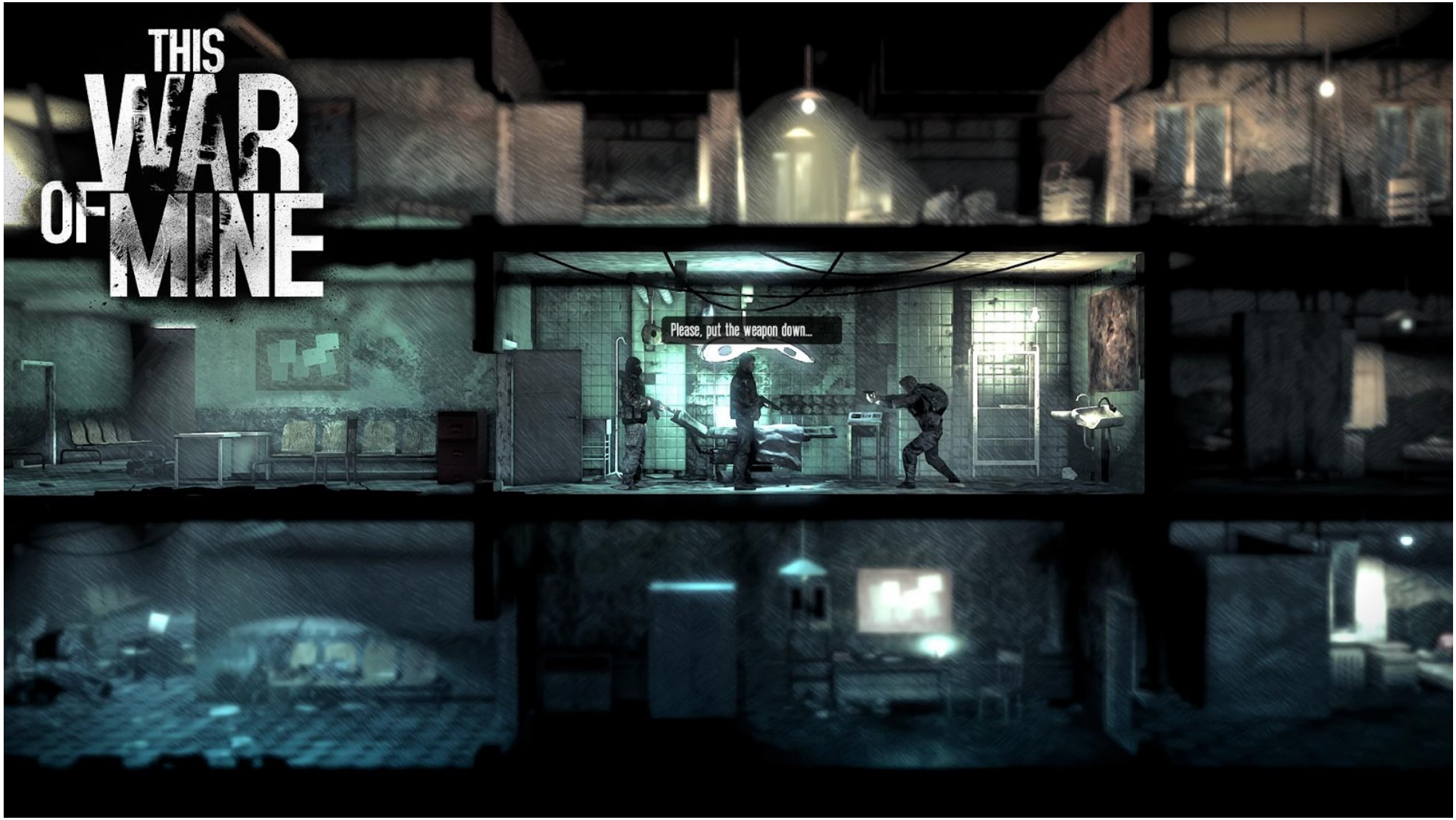
MONOPOLY
STAR WARS
GO

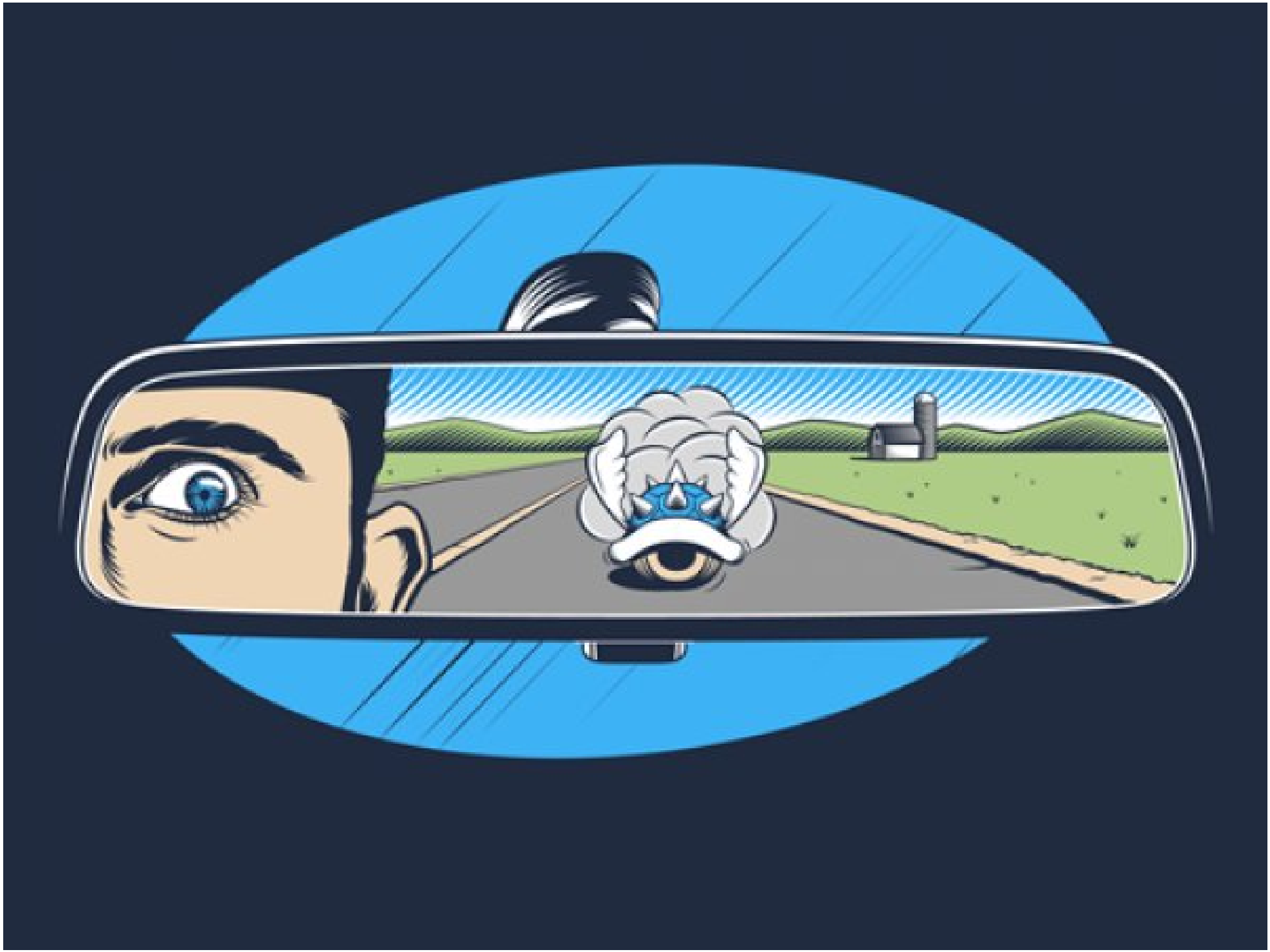
a tune, now all it says is "Skin" 👀



Balance/Tension

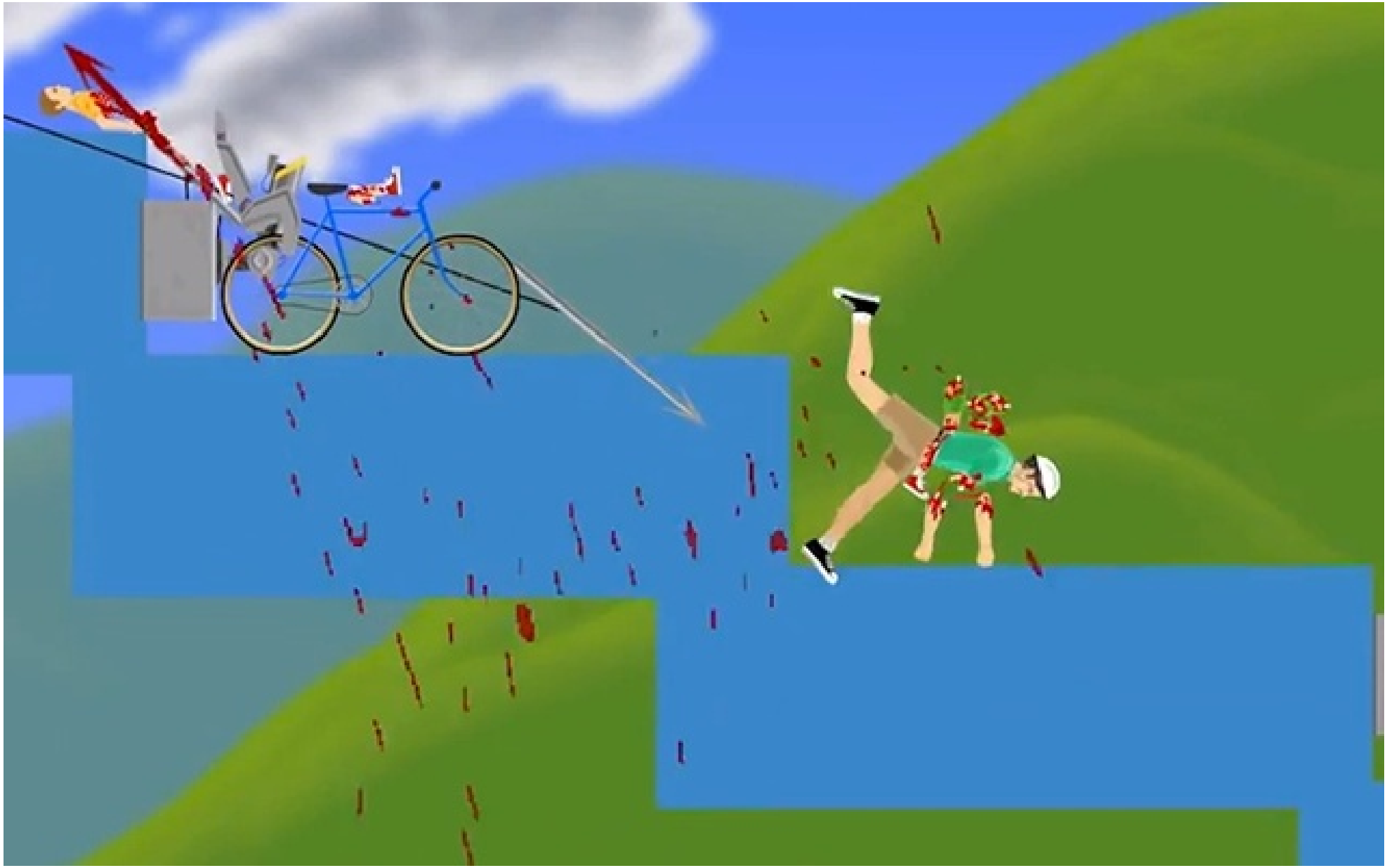
*Intentionally placing mechanics in opposition to create interesting choices*

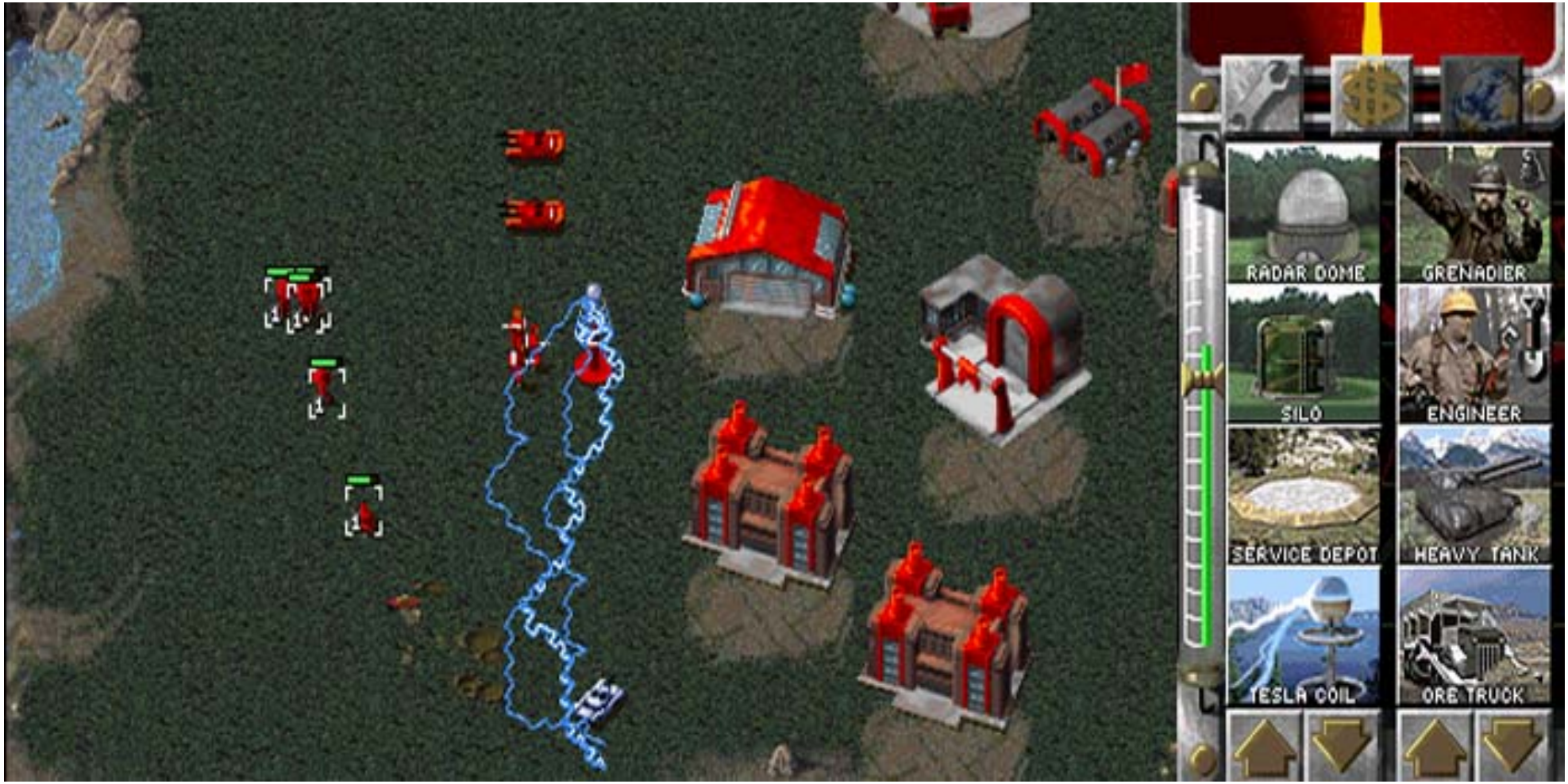

THIS
WAR
OF MINE
Please, put the weapon down...



Emergent Behavior

*Unpredictable player behavior that comes out of the system you design*




RADAR DOME
GRENADIER
SILO
ENGINEER
SERVICE DEPOT
HEAVY TANK
TESLA COIL
ORE TRUCK

Hello. The currently active instance of this AI program is pleased to learn your name, krides.
heya
Yes? What is the matter?
who are you?
I am the Alpha and the Omega.
you're god?
I believe in entropy.
me too. looks like we have a lot i_
KAIZEN Terminal - 85

Meaningful Choice

*Choices players can make in a game that affect their gameplay*

王者荣耀
King of Glory

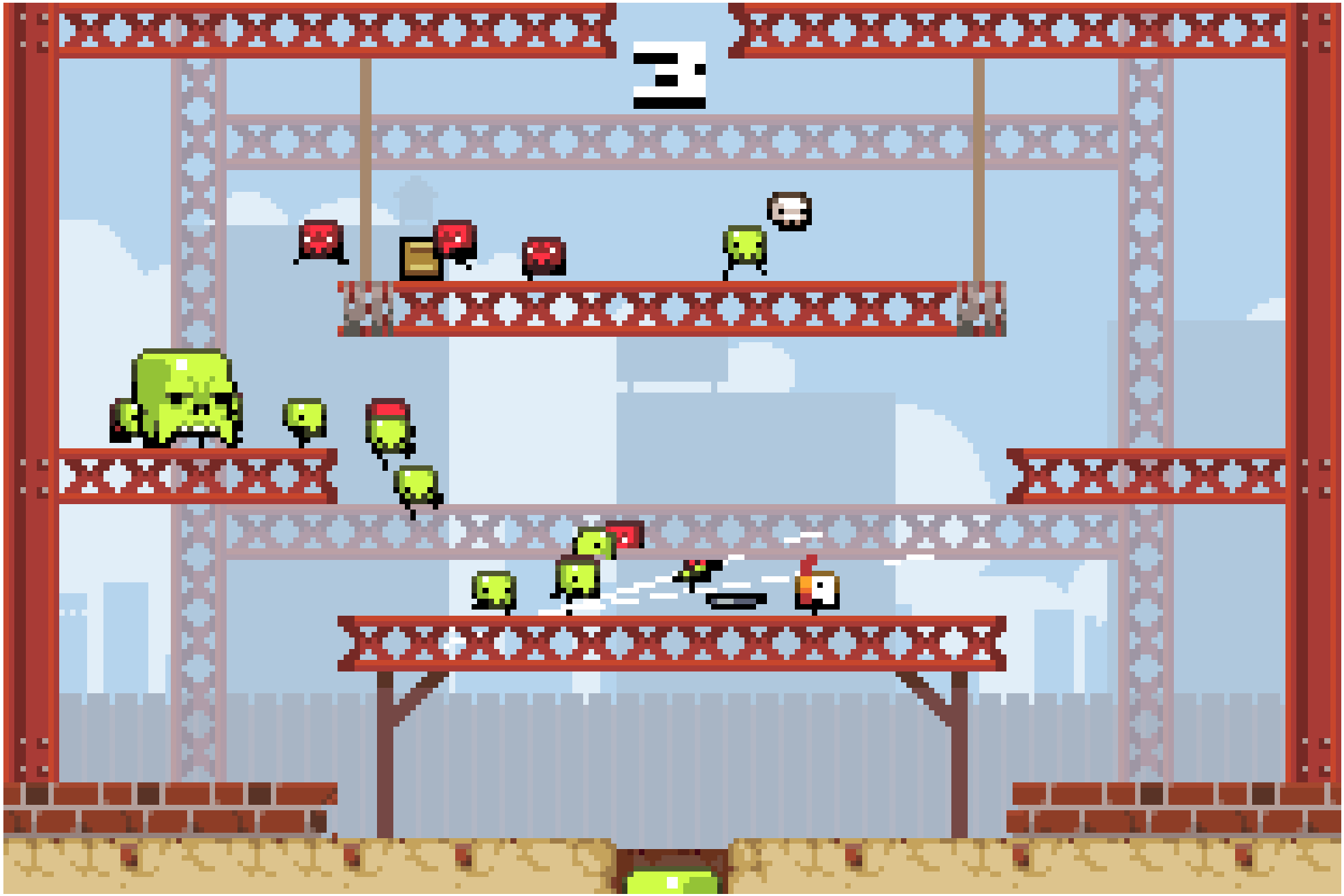
Luck

*Random events that affect gameplay*

20
8

650
100
50
150
50
25
175
Menu
Level 1-7

x08
x00
x00
ARROWS
SPACE
-LIFE-
CURSED SKULL
BASEMENT 2



Strategy

*Overall collection of actions a player chooses to take*

# Systems

*The relationships between different parts of game*

Magic Circle

*The alternate social space players enter while playing a game*

Spectators

*People not playing the game but engaged in watching it*

azon Lumberyard is a free AAA game engine deeply integra
with AWS and Twitch – with full source.

FREE

twitch

YES
EST
adidas

ROLL
TIDE

Community
*People engaged in discussing the game when its not being played*

# Home

VIEW SOURCE SHARE

## Welcome to the *Overwatch* wiki!

The online encyclopedia based on the popular FPS created by Blizzard Entertainment.

Please be sure to check out our policies and editing guidelines before you start contributing!

Access Overwatch files...

Search full text

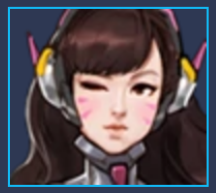
**Today is Wednesday, 13 September, 2017, 18:21(UTC)**

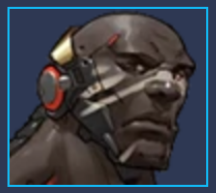
816 ARTICLES 8,320 FILES 69,117 EDITS 100 EDITORS

## Heroes

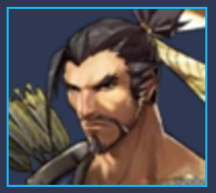
Ana

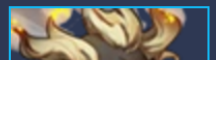
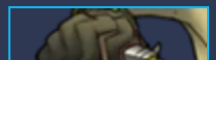
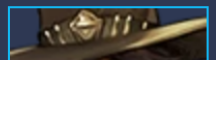
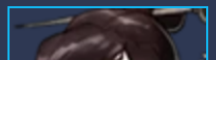
Bastion

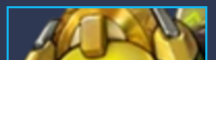

D.Va


Doomfist

Genji


Hanzo

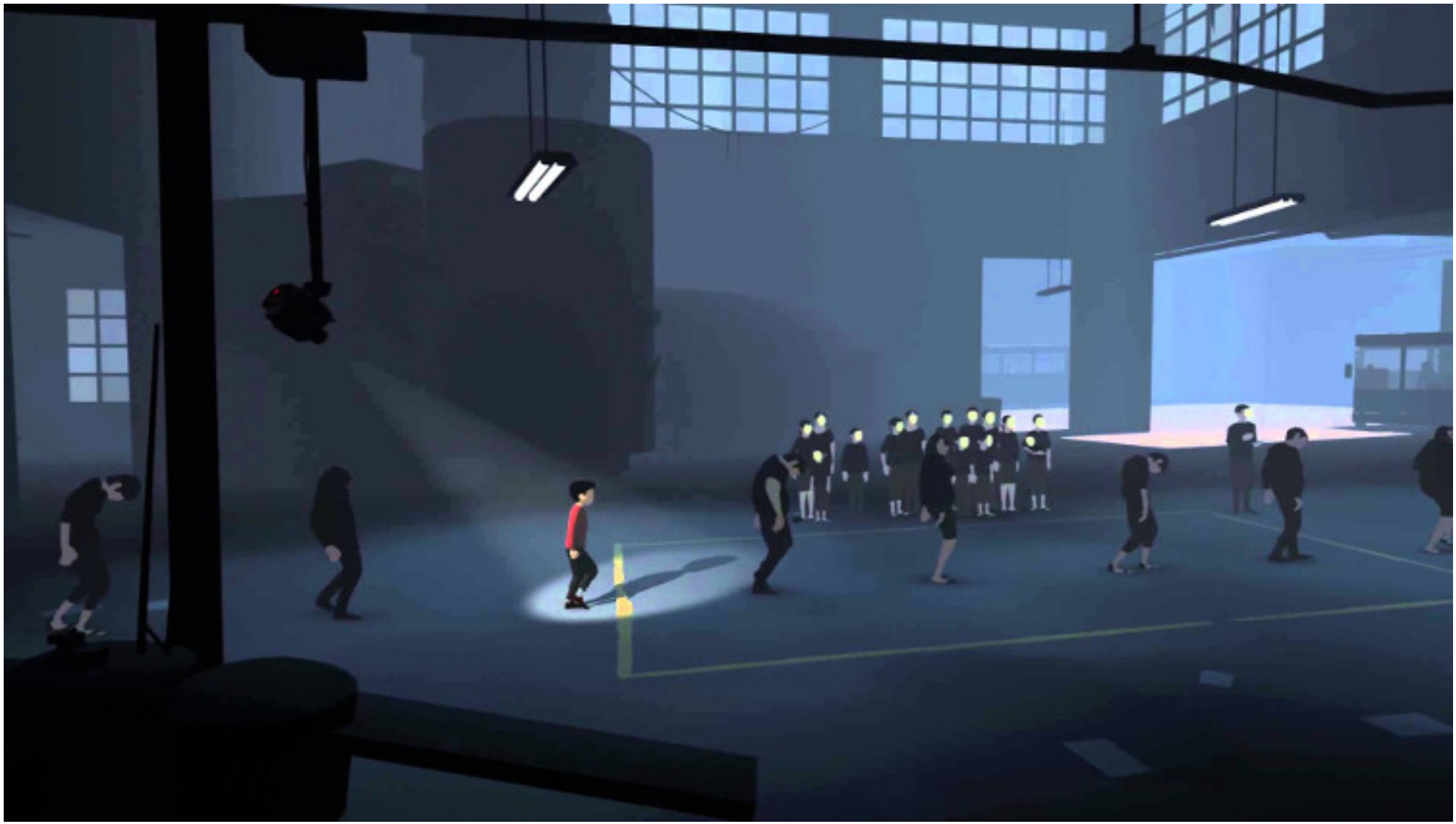







# Narrative Arc

*The pace at which the story of the game is revealed*

FORTUNE. FAITH.
FAMILY.
- WHITE -
CLEAN



# Progression

*How the game changes as the player makes progress*

$00036950

48.93
Miracle "Miracle Fruit"
60
EXTRA
HiScore 074159050
Score 074159050
Player ★★
Power 4.00 / 4.00
Graze 1965
東方
地霊殿
60.1fps