Bending and Breaking Rules
- 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

The five different players
- 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 immoral 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