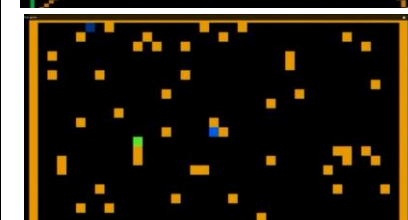
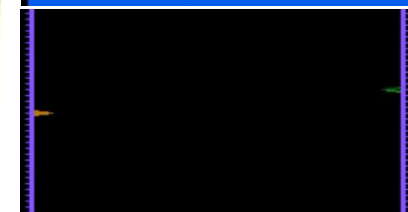
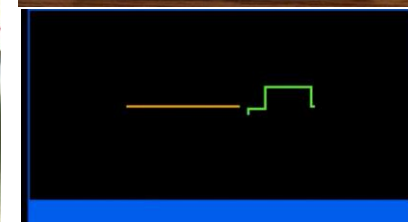
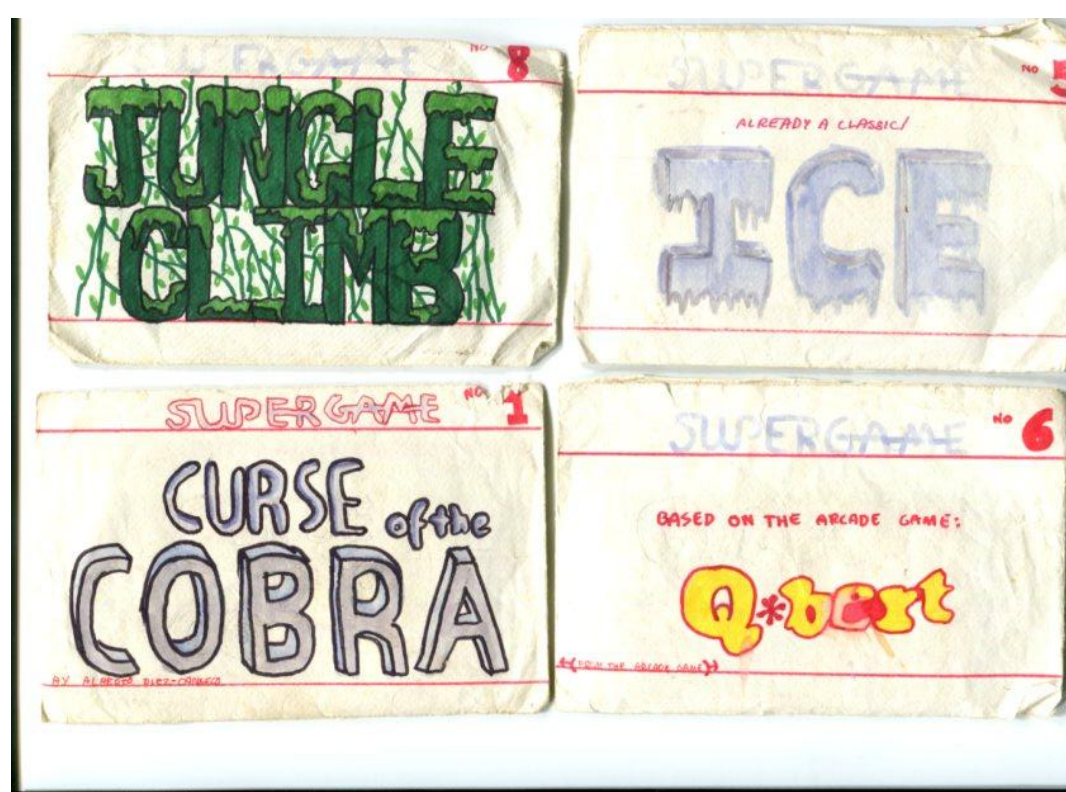
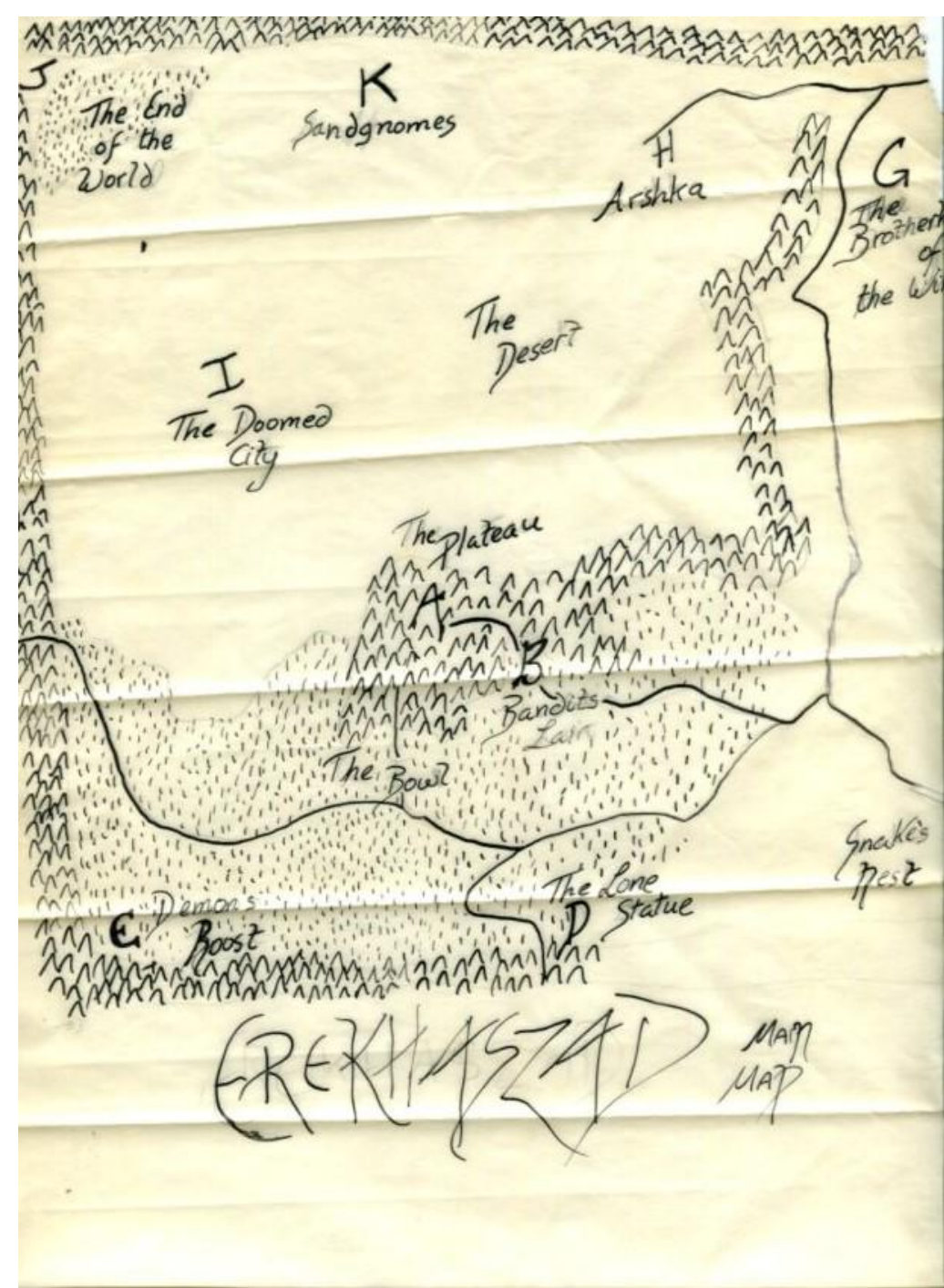


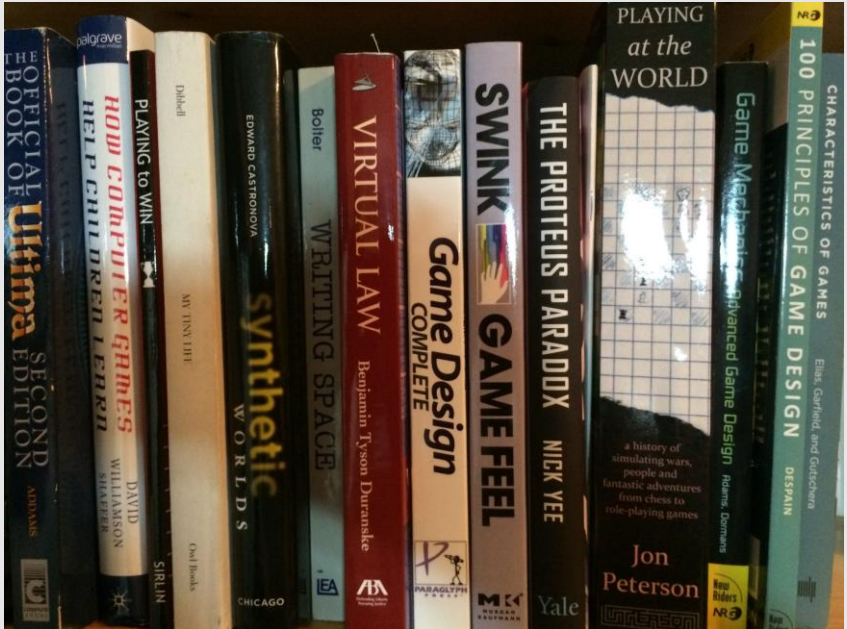
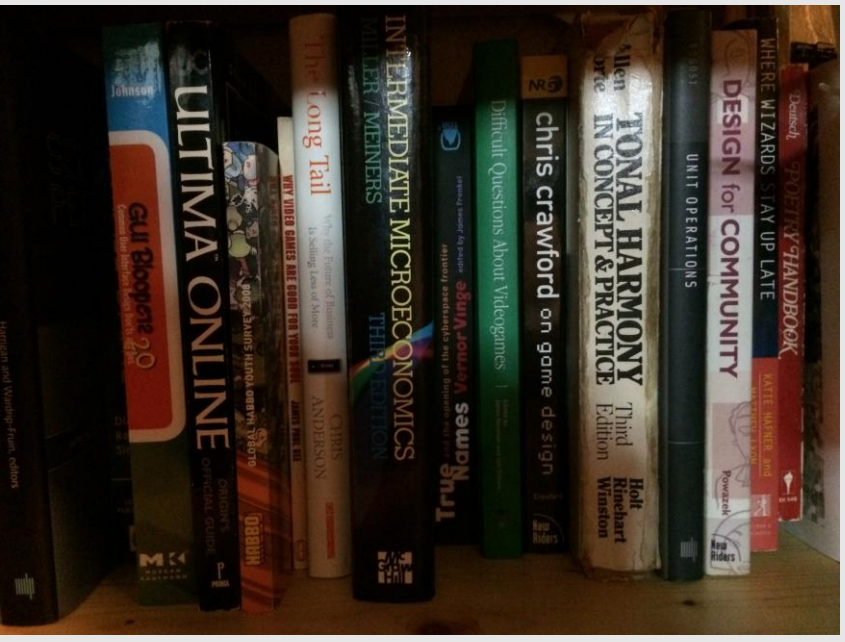
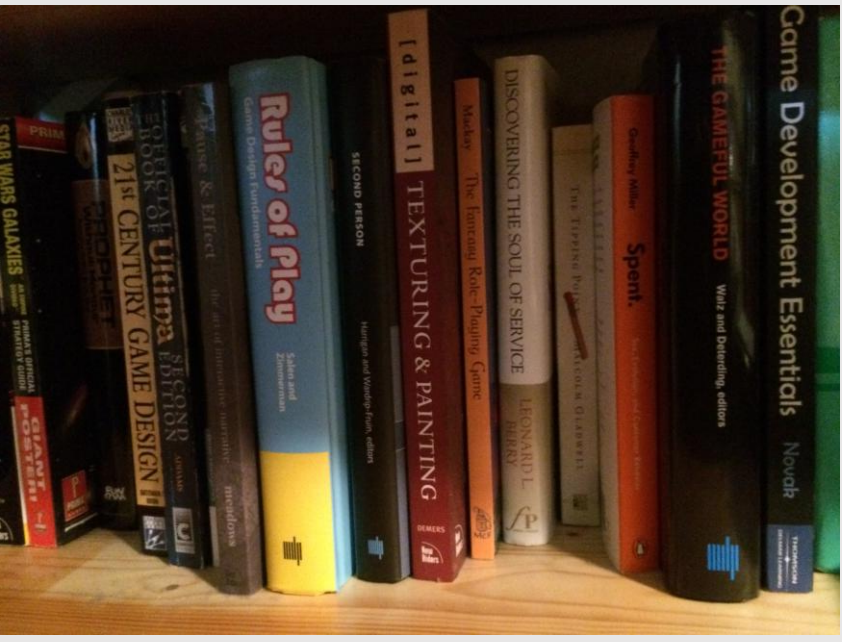
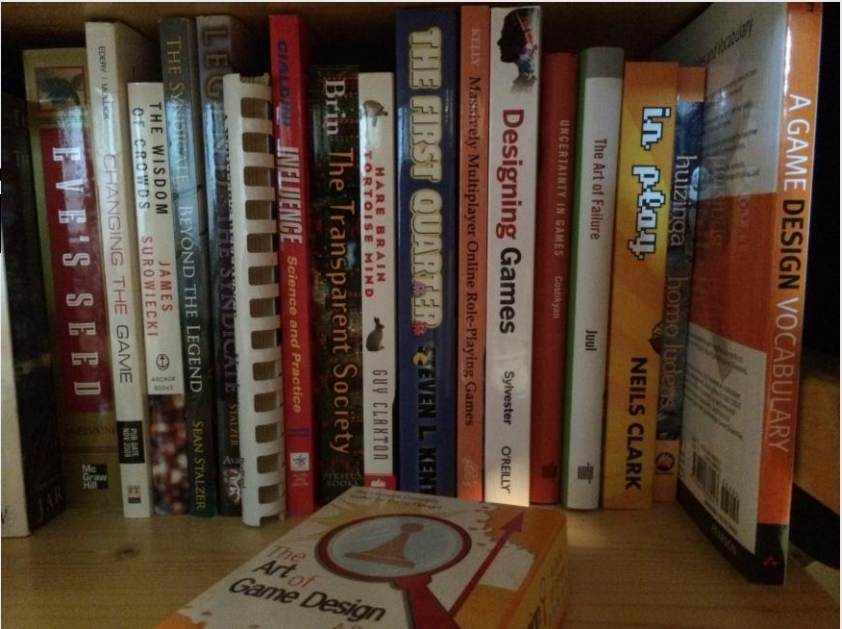
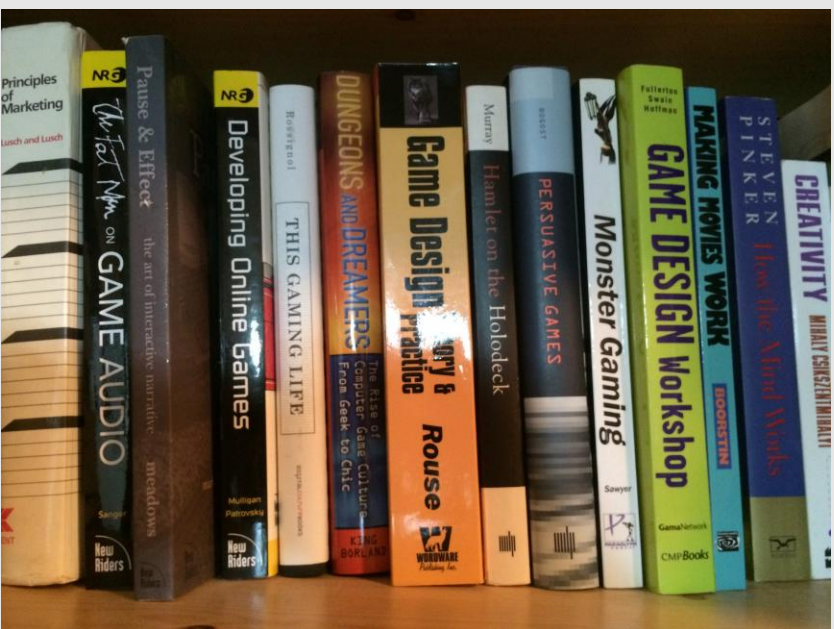
Ten Lessons Learned

Raph Koster

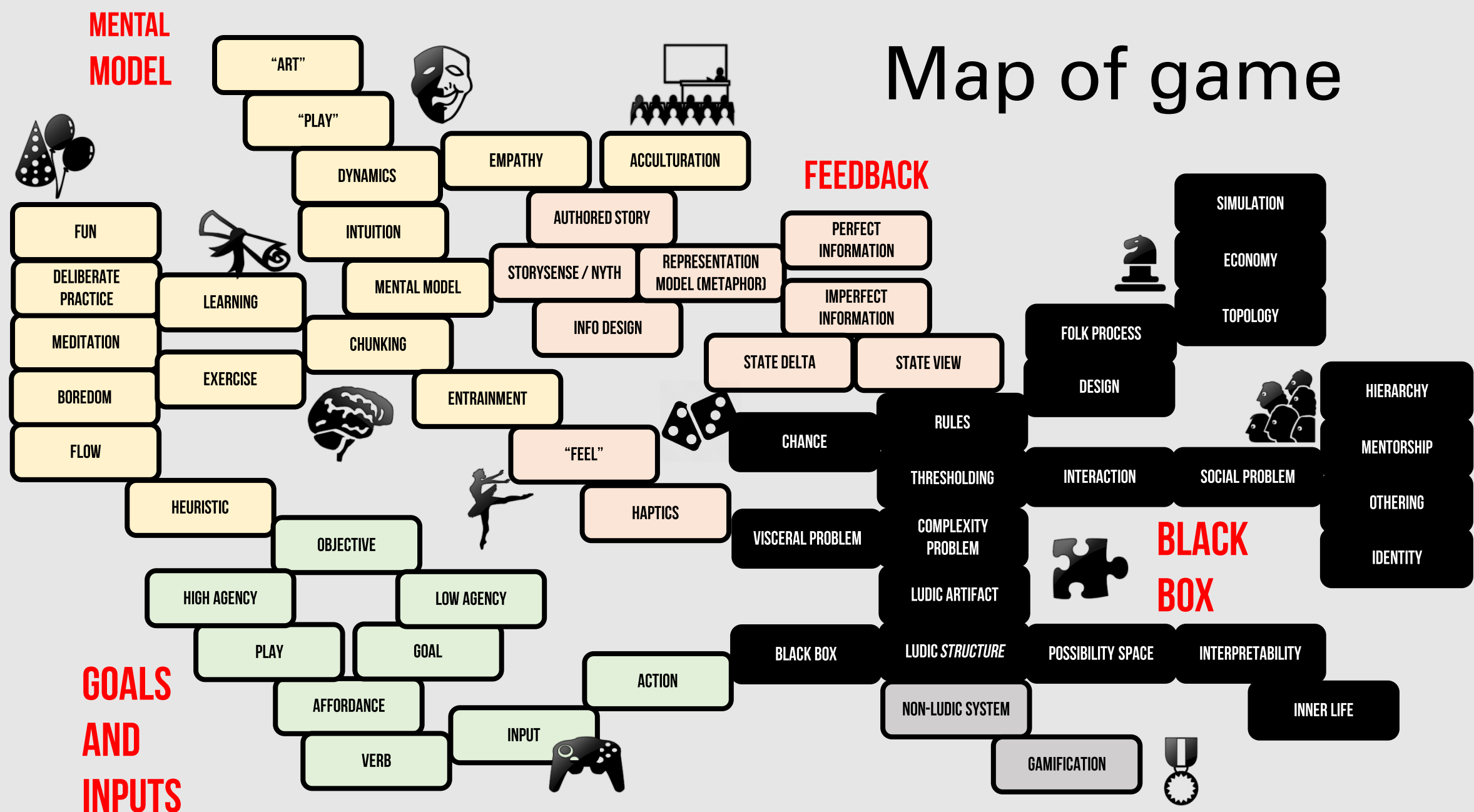
Independent game designer

#1. Learn everything

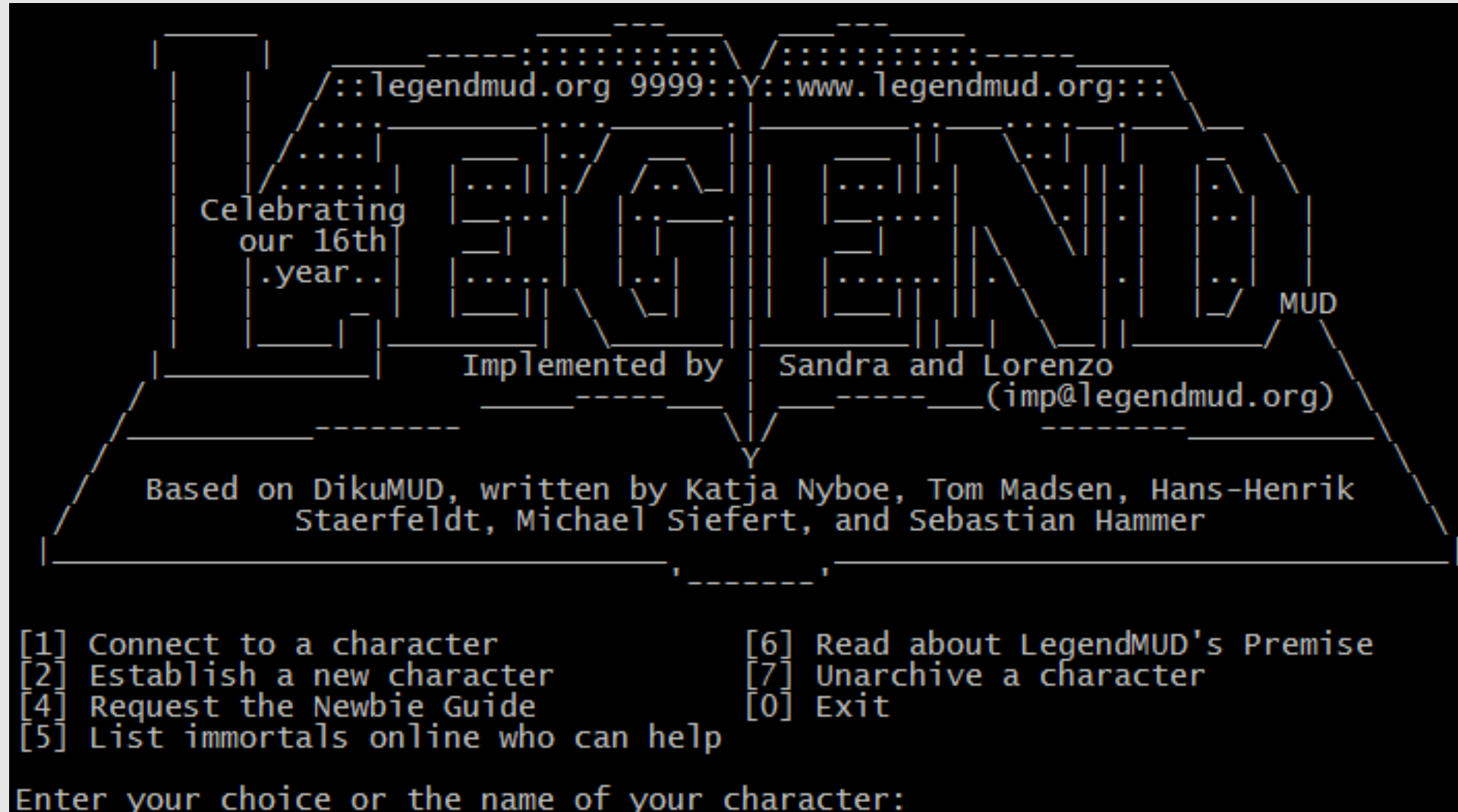




Map of game



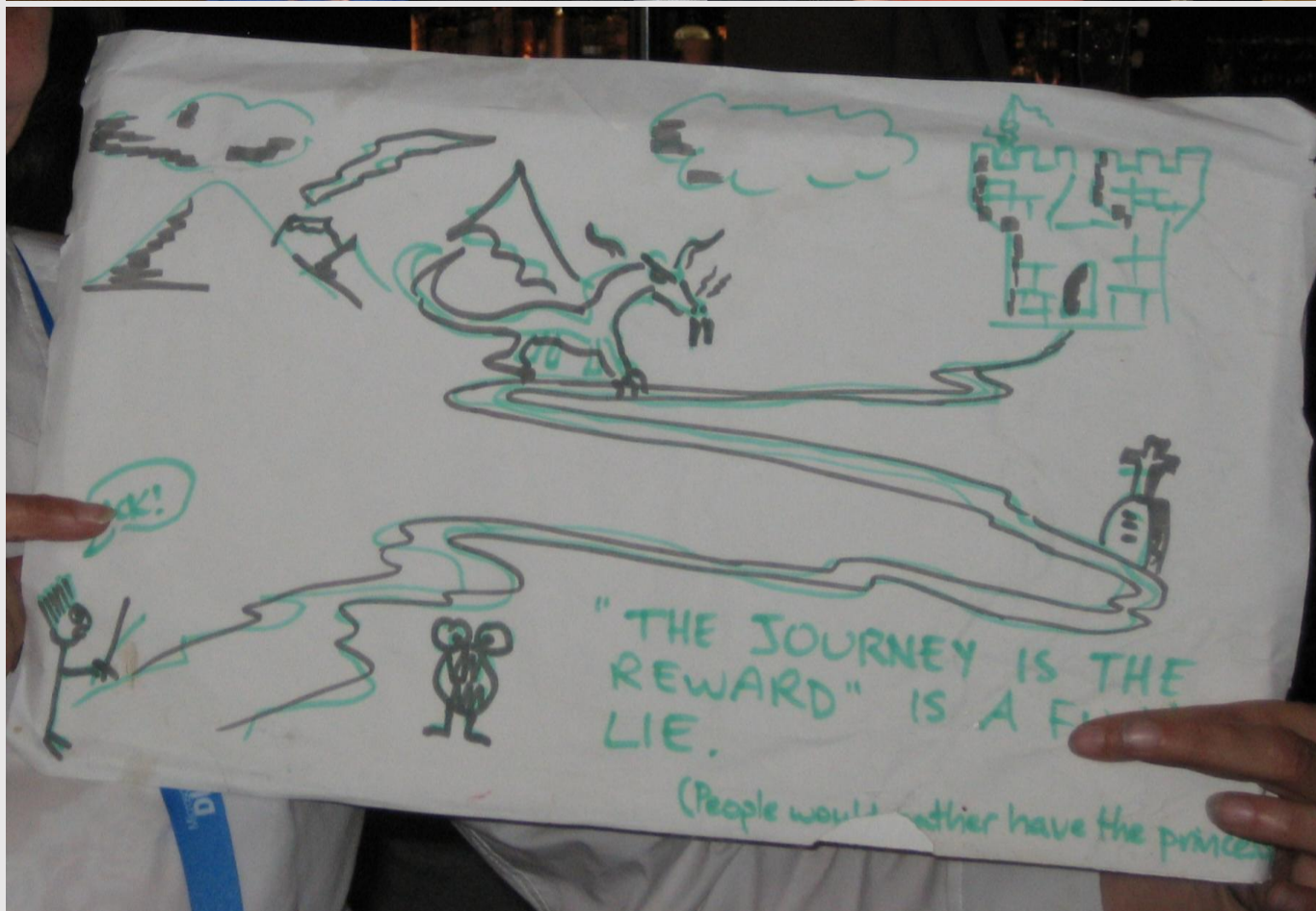
#2. Find your tribe

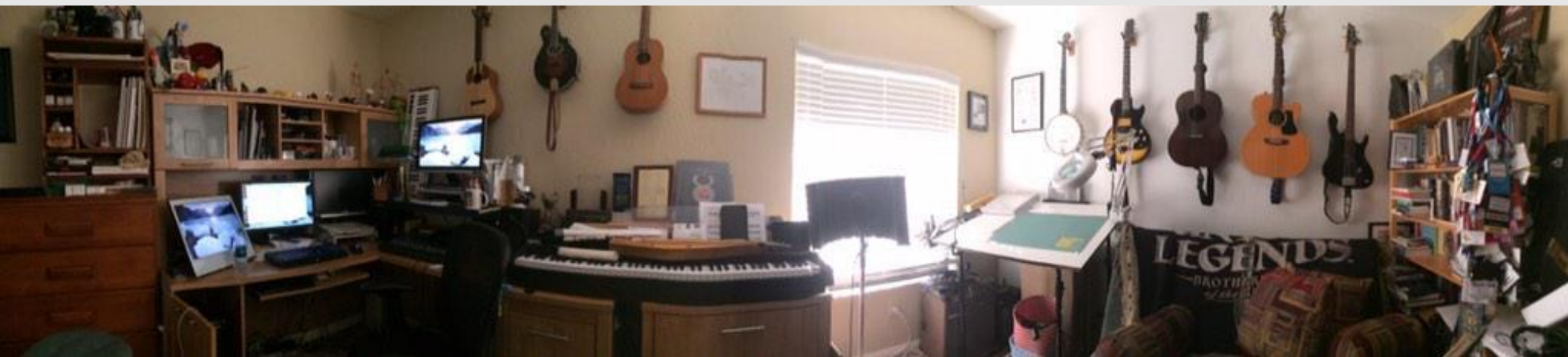


MUD-Dev

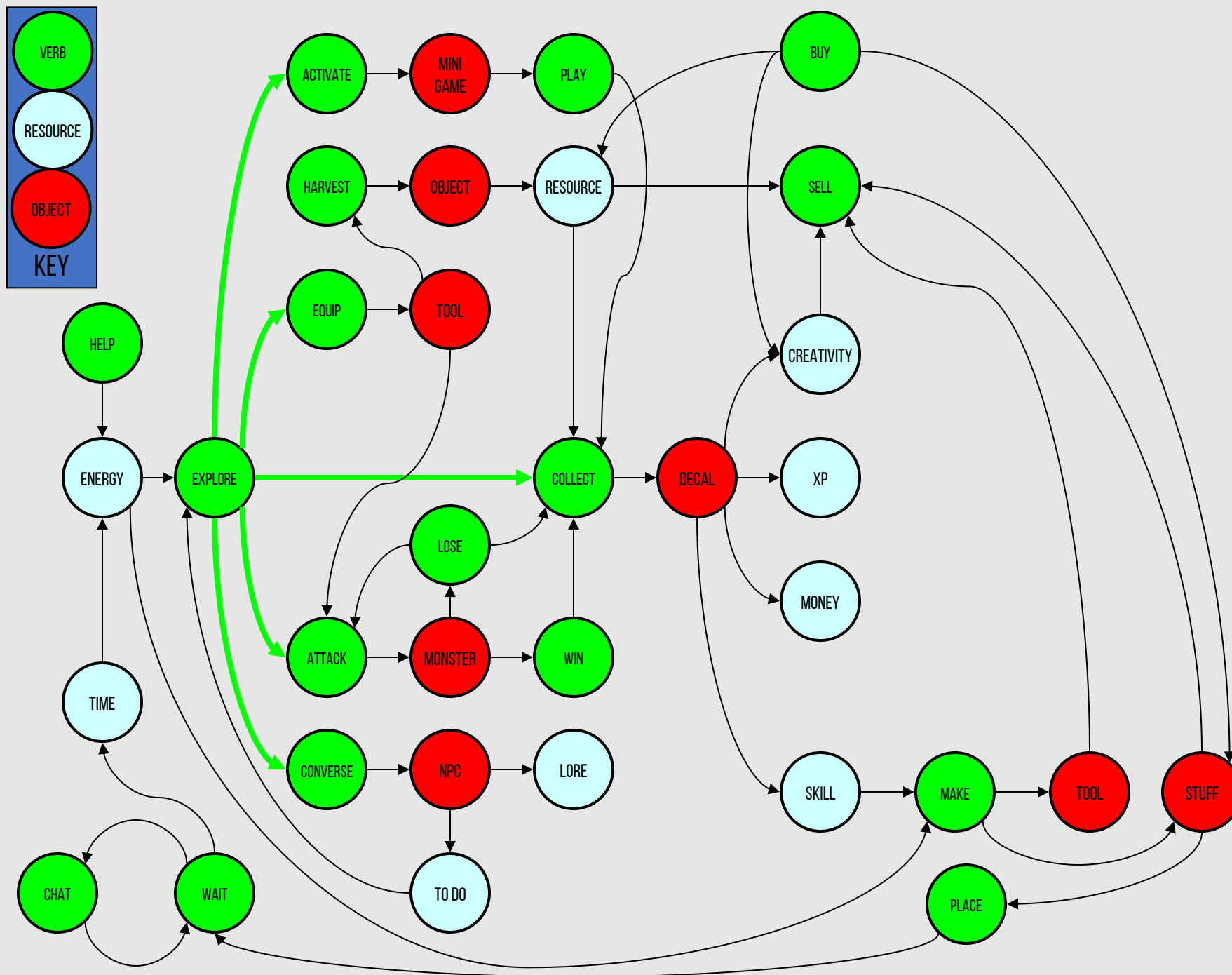
MUD-Dev (or **MUD Development mailing list**) was the principal mailing list concerned with the development of [virtual worlds](#), including [MUDs](#) and other online games. Participants included the designers of *Dark Sun Online*, *EverQuest*, *Meridian 59*, *The Realm*, and *Ultima Online*,^[1] as well as many experienced hobbyist MUD developers/administrators, and others. MUD-Dev served to facilitate the exchange of knowledge for the MUD community and the nascent [MMORPG](#) design community,^[2] and was notable for the rigor, detail, and usefulness of discussions.

Material produced on MUD-Dev is considered an important primary source for the cutting edge of MUD design in the late [1990s](#) and early [2000s](#)^[3]. Citations for MUD-Dev articles and references to discussions on the list appear frequently in presentations and publications from the period, such as the book *Designing Virtual Worlds* written by [Richard Bartle](#).^[4]

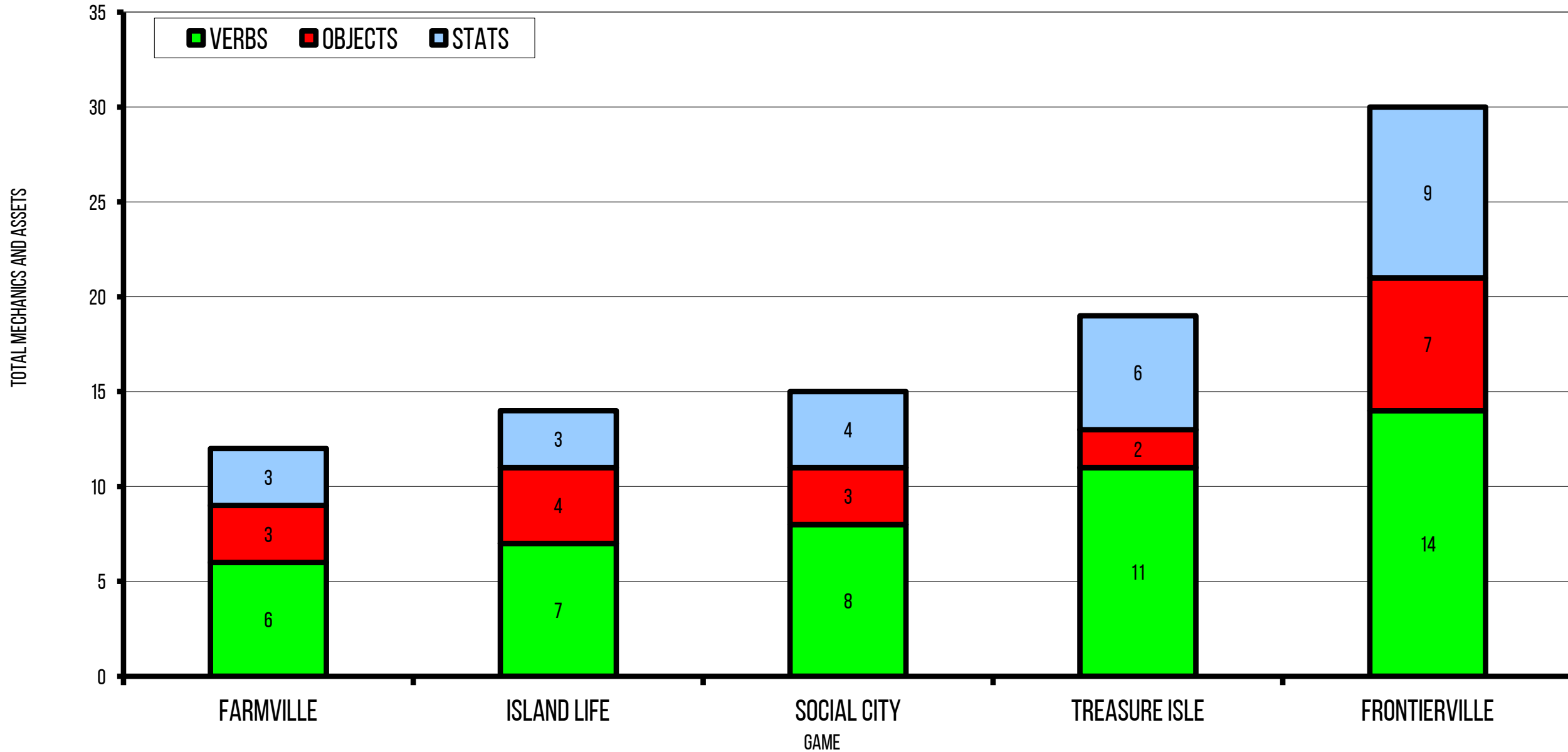




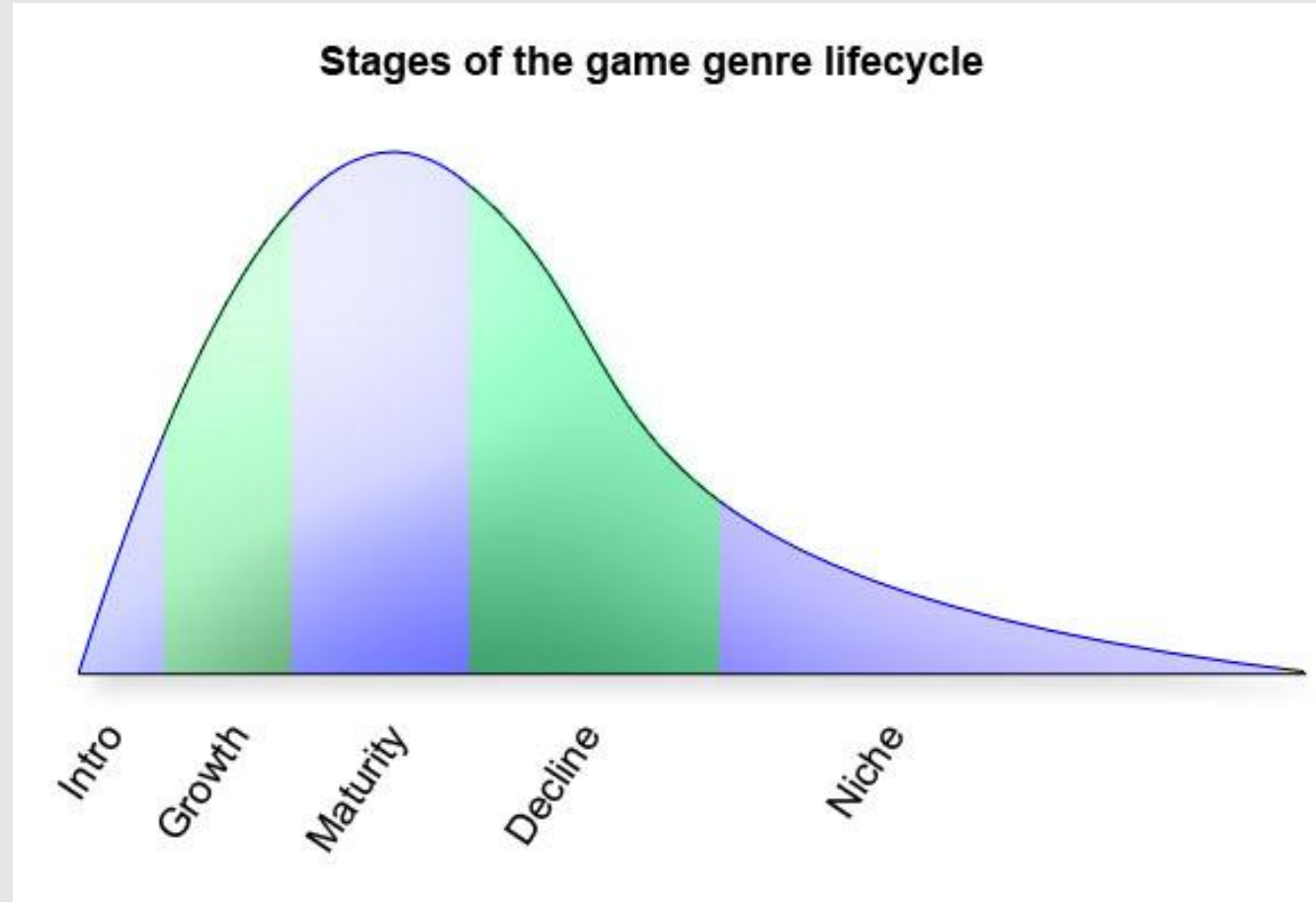
#3. Look to the craft



SOCIAL GAME COMPLEXITY



Design for others, not yourself



150

Orientation

50

**Exploratory
affective**

15

Affective

5

Stable

Introduction

Find common ground

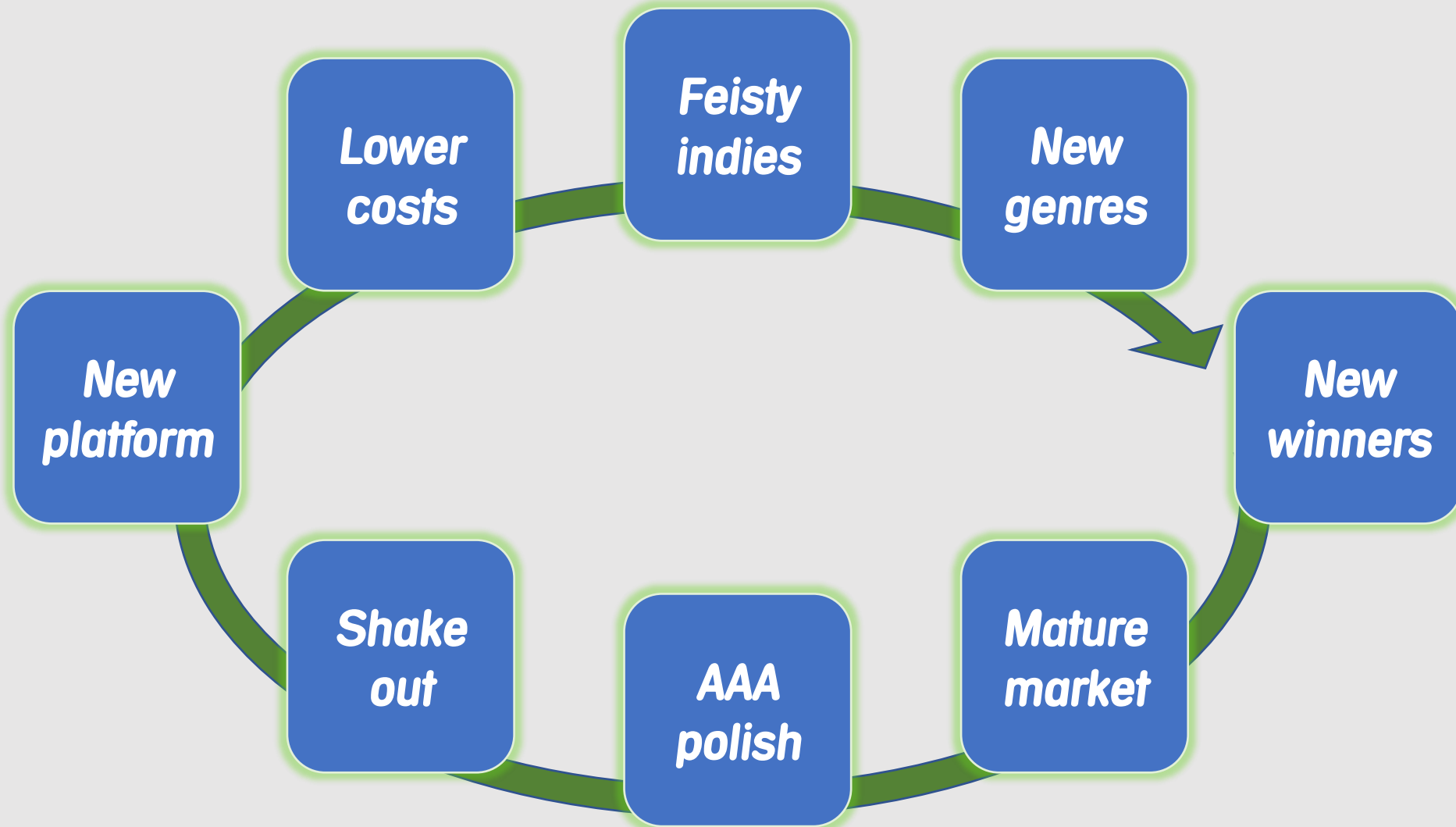
Get to know you

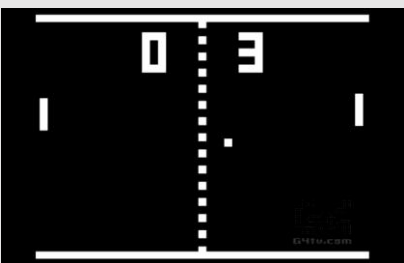
Form the bond

Test the bond

Trust the bond

The systemic to narrative cycle





- Audiences who came up during blue oceans grew up on mechanical innovation.
 - To them, that is what games are!



- Audiences who came up during mature periods grew up on brands and stories.
 - To them, that is what games are!



#4. Be ambitious *and* practical

The screenshot shows a player in the game RuneScape. The main focus is an open book titled "Goodman's Rune Library". The left page of the book lists several locations with a "Drop rune" option and coordinates (380 4'N, 380 10'W). The right page lists a "Rename book" option and a "Recall (Spell)" option. The player's inventory is visible at the bottom, showing various items and a total of 105/105. A map is shown in the top right corner, and a chat window is visible on the left side of the screen.

Goodman's Rune Library

Charges: 0/10

Left Page:

- Honor Beach House
- Goodman's Rune Libra
- Delucia Bank
- Ter Mur Bank Roof
- Yew Moongate
- Luna Moongate
- Britain Bank West
- Heartwood Gate

Right Page:

- Rename book
- New Haven Inn Upstai
- Lord British's Conserv
- Teleporter Hub
- Empty
- Empty
- Empty
- Empty
- Empty
- Empty

Inventory:

105/105

Map:

Trammel

World

Chat:

You eat the food, but are still extremely hungry.

You see: A Turkey

You see: An Energy Vortex

You see: A Turkey

[Llysel]: Take a look at your goods.

[Ewin]: Take a look at your goods.

Opening door...

You see: A Turkey

Player Stats:

158/158

Skills:

Eval Intelligence 115.0/115.0%

Focus 26.3/100.0%

Magery 115.0/115.0%

Meditation 110.0/110.0%

Musical Inst 120.0/120.0%

Peacemaking 120.0/120.0%

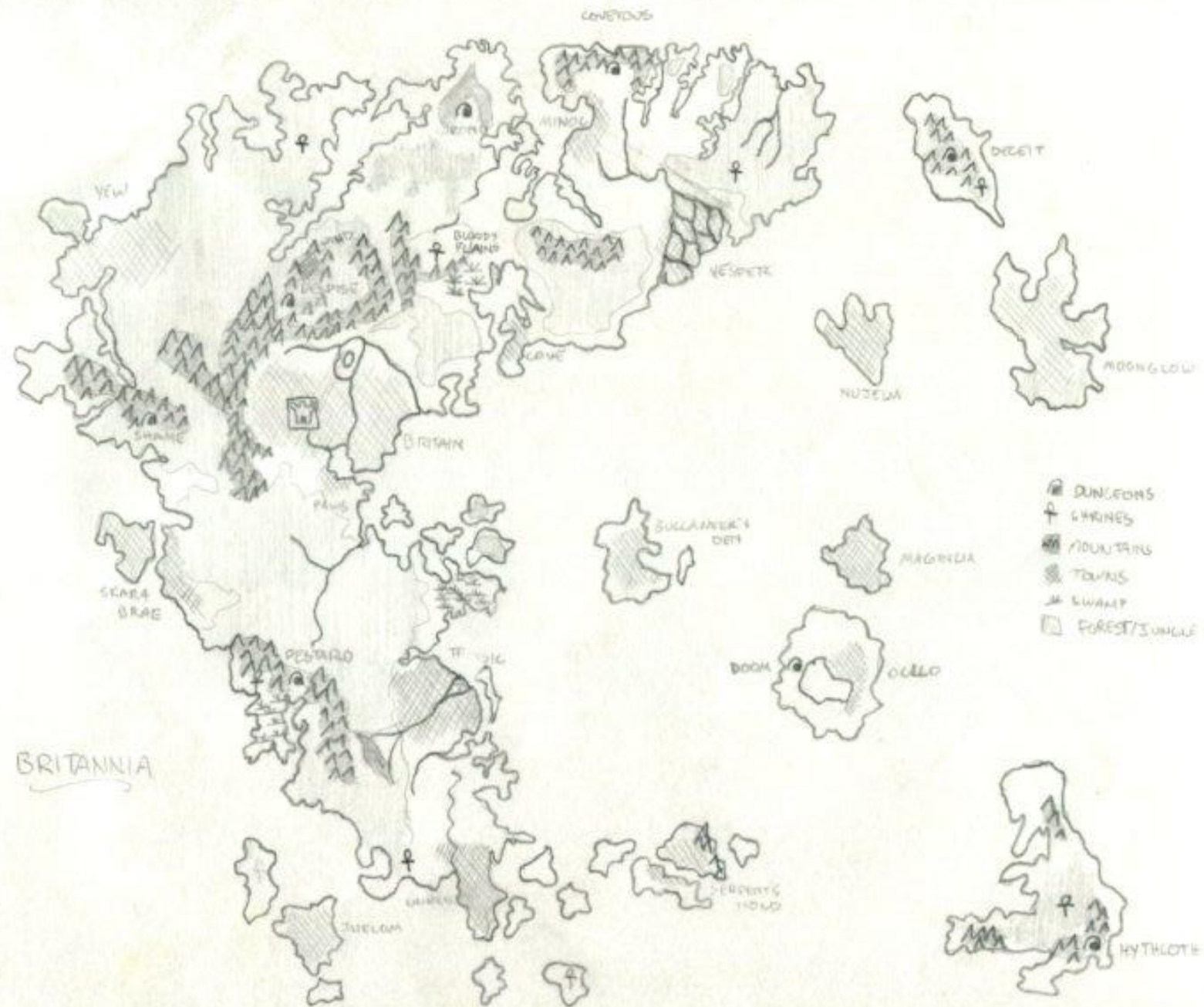
Provocation 113.7/120.0%

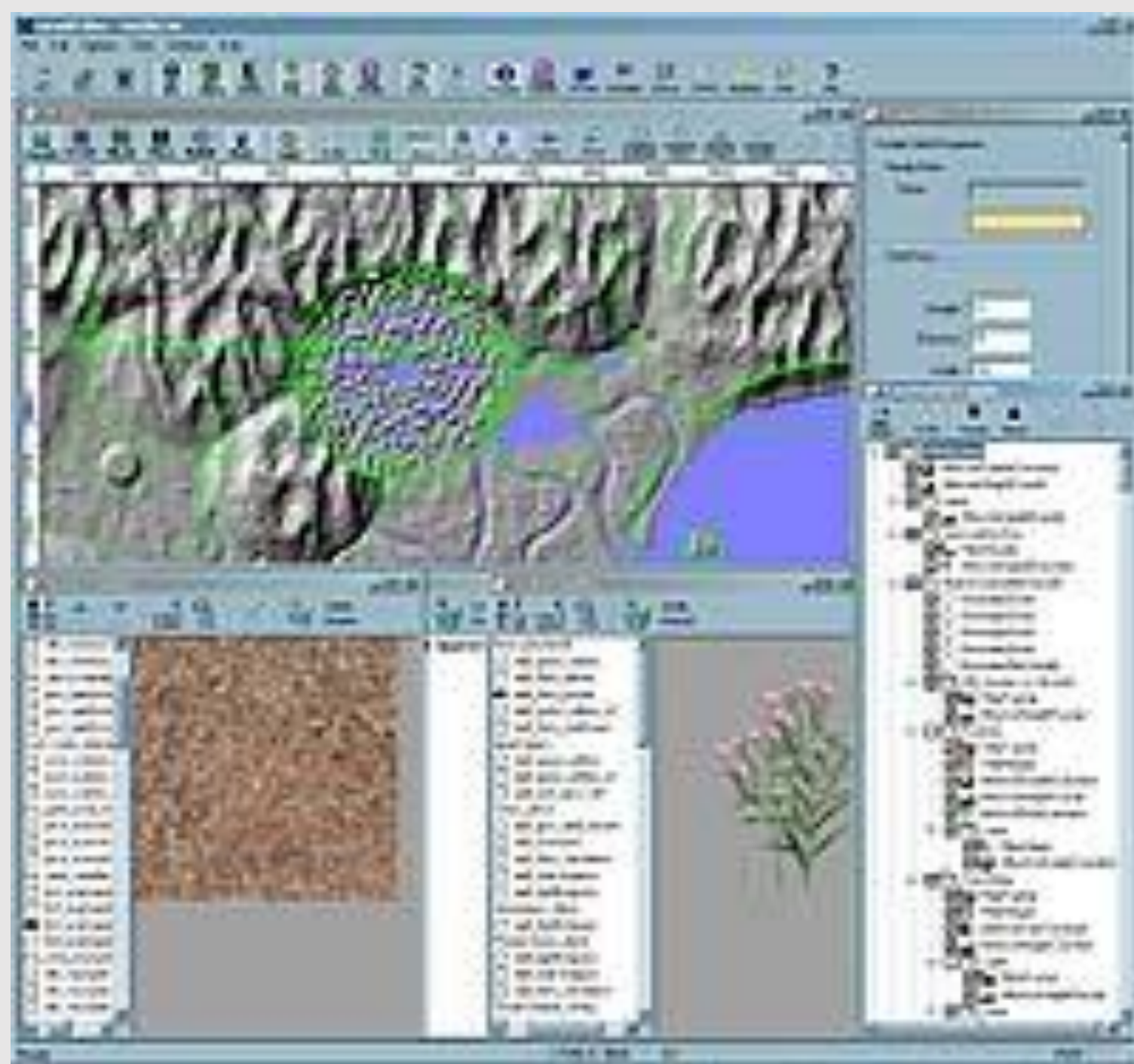
Character:

The Noble Lady Sarsoora

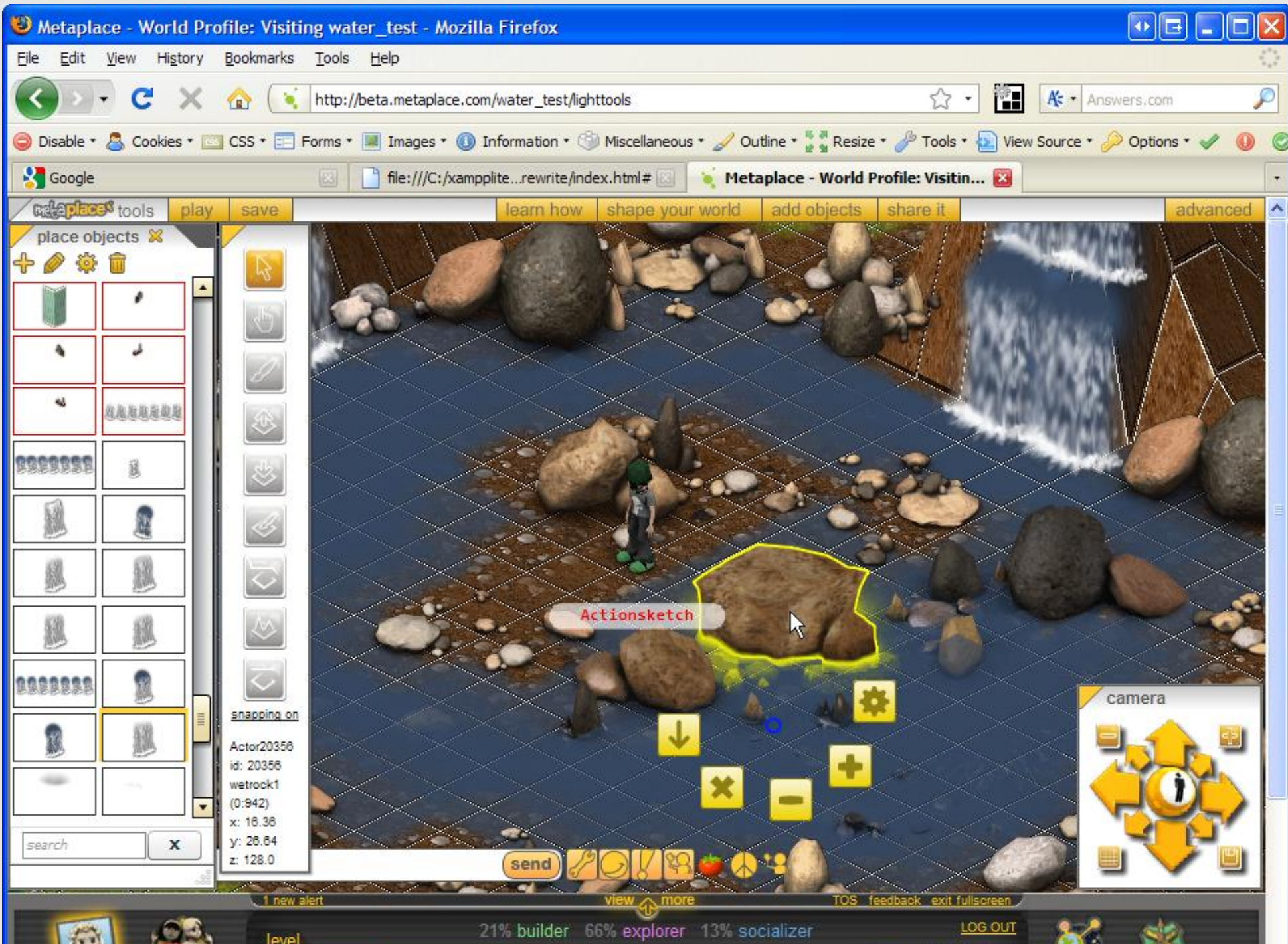
Legendary Bard

Contents: 18/125 items, 40/550 stones









#5. Surrender control

Modthryth curtsies. 'And now may I return to my barrow, to rest once more beside the quiet bones of my lord and husband, Fadhmir, who is now forever at peace.'

Modthryth bows her head, and her hair curtains her face. As you watch, her skin crumbles away from her bones, until she stands a gruesome skeleton.

The wind begins to rise.

Then she collapses in a heap of bones, flesh carried away by the wind, and before your eyes falls to ash, her remnants borne away by the swirling breezes and the sudden smell of spring flowers.

Rares





International Chess Composition Day 2011

Authors' names & sources will be mentioned in solutions!

A)



#2 Mate in two

B)



#2 Mate in two

C)



#2 Mate in two

D)



#3 Mate in three

E)



#8 Mate in eight

F)



#2 Mate in two
Where is black King?

#6. We change people and the
world



PK, nerf, mob, theme park, sandbox...

Wizards and Witches are as follows:

*1 ROY		24 Egor	Wally	47 Saavik	Ian
*2 RICHARD	Polly	25 Endora	Sue	48 Lordant	Sumal
*3 Nigel	Alia	26 Cesil	Foo	49 Balastor	Zak
*4 BRIAN	Degriz	*27 Foxy	Karen	50 Kronos	Epcilone
5 Philip	Evil	28 Denise	Simon	51 Happy	Prslog
6 Gwyn	Merlin	*29 Alan		52 Limhongch	Suntan
7 Nic		30 Gorpli	Kalorn	53 Bwian	Ken
8 Andy	Zarquon	31 Roddy	Lintilla	54 Faratol	Elena
9 Shadow	RONAN	32 Lacrima	Radagast	55 Frobozz	Felice
10 Helmut		33 Madmax	Gary	56 Paysul	Paul
11 Gnome	Nasty	34 Tremble	Exidy	57 Bytor	Wobbly
12 Eric	Wilma	*35 Century		58 Gripper	Bambi

“When a time comes that new modes and venues exist for communities, and said modes are different enough from the existing ones that question arises as to the applicability of past custom and law; and when said venues have become a forum for interaction and society for the general public regardless of the intent of the creators of said venue; and at a time when said communities and spaces are rising in popularity and are now widely exploited for commercial gain; it behooves those involved in said communities and venues to affirm and declare the inalienable rights of the members of said communities. Therefore herein have been set forth those rights which are inalienable rights of the inhabitants of virtual spaces of all sorts, in their form henceforth referred to as avatars, in order that this declaration may continually remind those who hold power over virtual spaces and the avatars contained therein of their duties and responsibilities; in order that the forms of administration of a virtual space may be at any time compared to that of other virtual spaces; and in order that the grievances of players may hereafter be judged against the explicit rights set forth, to better govern the virtual space and improve the general welfare and happiness of all.”



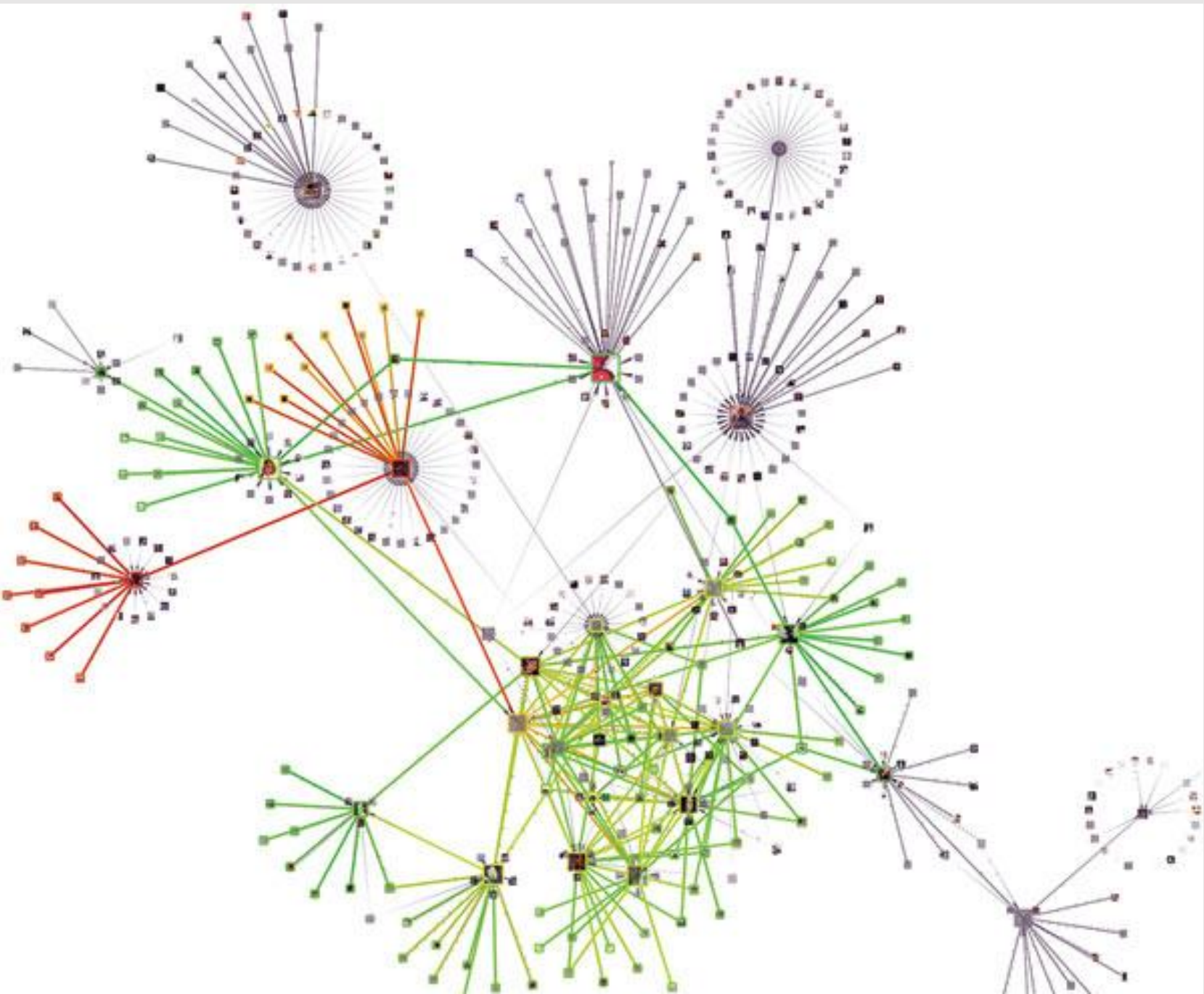
Cambridge
Analytica

Game version	Social media version
Say	Wall
Public chat	Twitter
Tell	IM
Board	Forum
Mail	Message
In-game item	Gifting
Guild	Group
Intangible reputation	Klout
Badges	Achievements
Trade	RMT
Content creation	Content curation
Assistance	Quora
Classes and levels	LinkedIn
Auction houses	eBay
Gold coins	Facebook credits
Stats	Quantified self
Friends list	Circles

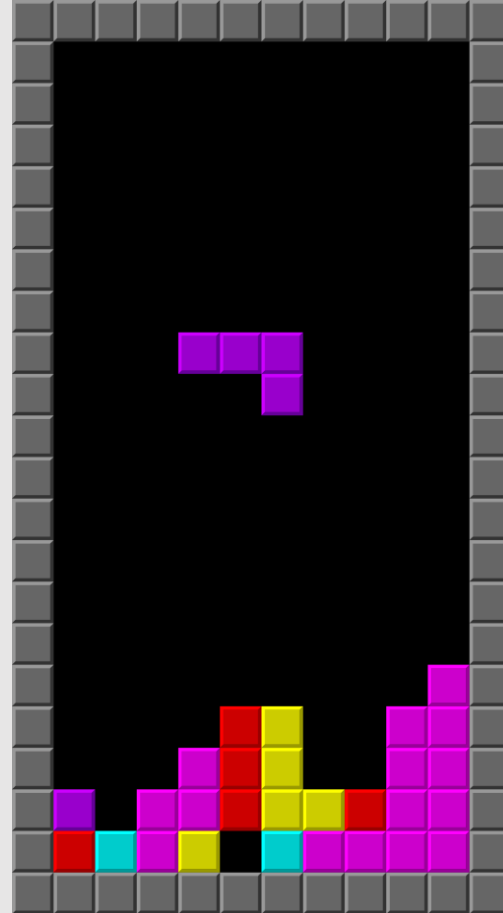
#7. Don't be inspired by games



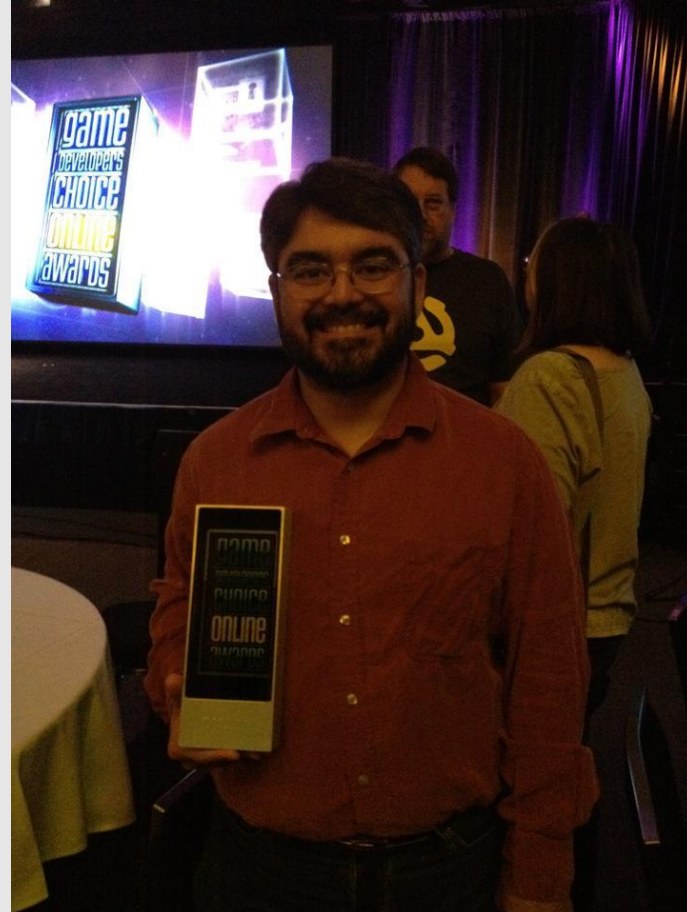




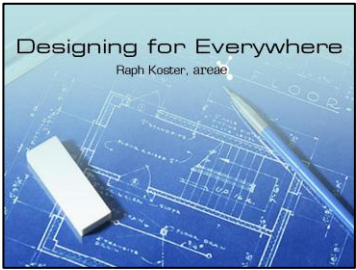
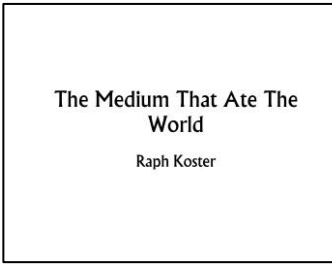
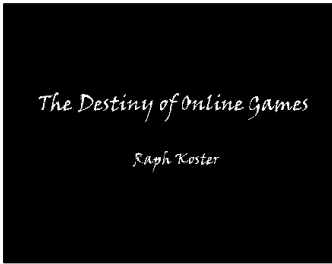
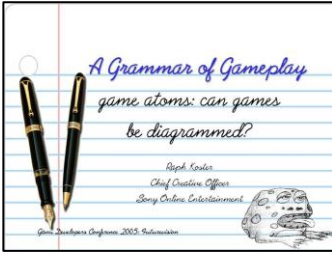
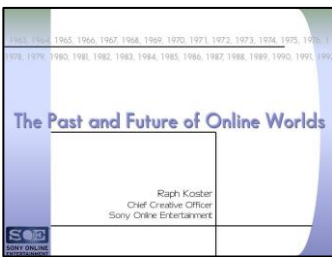
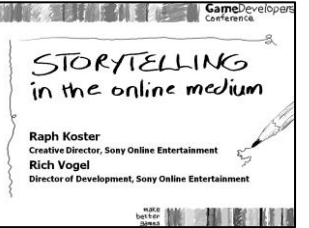
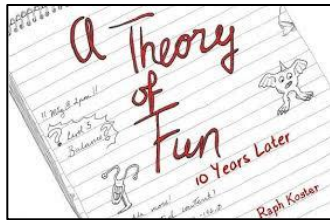
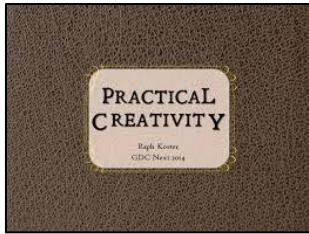
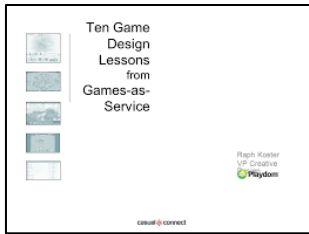
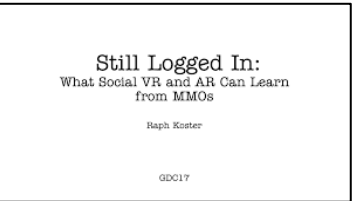
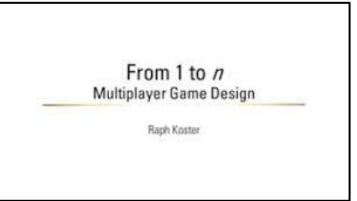
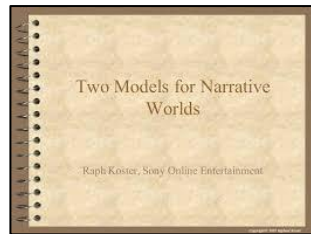
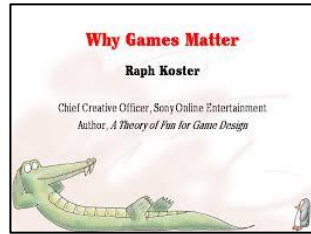
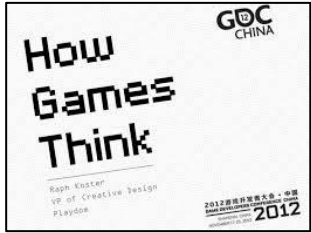
#8. Games are meaningless

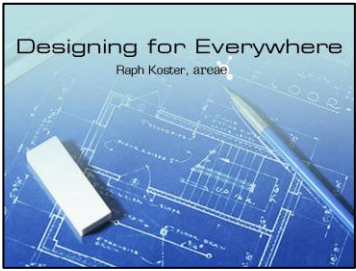
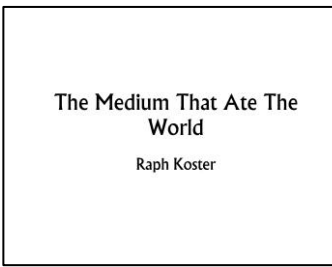
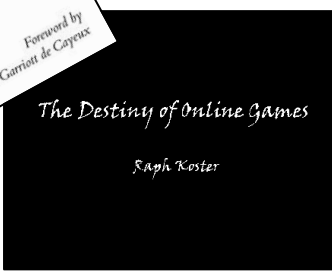
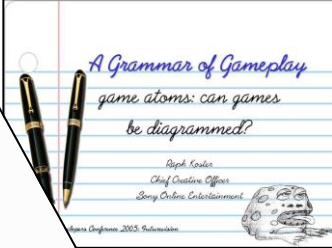
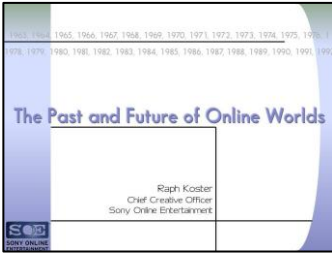
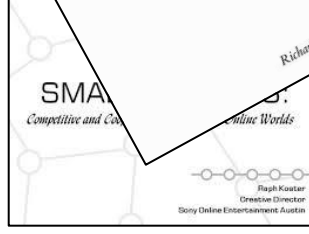
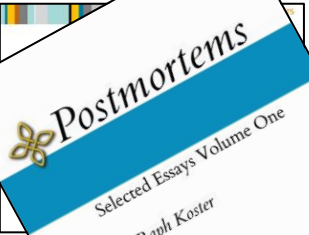
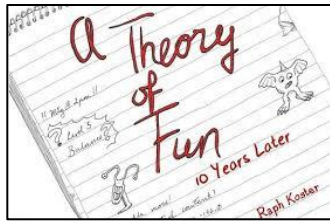
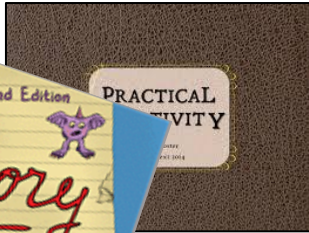
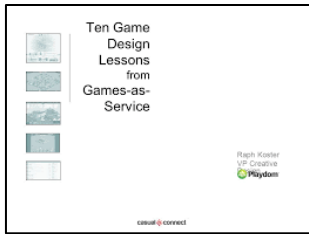
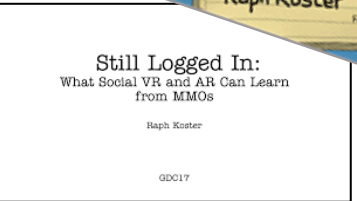
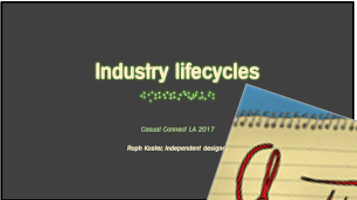
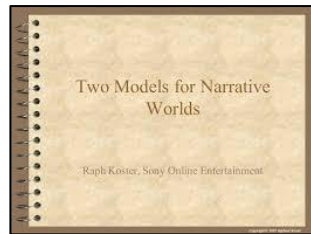
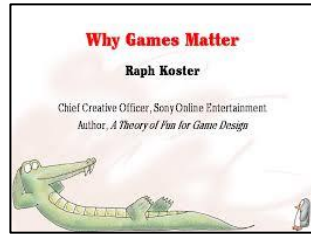
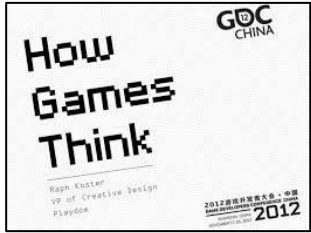






#9. Share learnings





I promised you ten.

#10. Ignore me.

#10. ~~Ignore me.~~
No, don't do that.

