

# Rules and Game Play

## Audience and Operant Conditioning

- R+ add something you like; increase behavior  
*(kill enemy to get health, powerup)*
- R- remove something you hate; increase behavior  
*(avoid enemy that is stronger than you)*
- P+ add something you hate; decrease behavior  
*(enemy pummels you, less likely next time to fight it)*
- P- remove something you like; decrease behavior  
*(when pummeled by enemy you lose a life and all your gold)*

Used by *Half Life* designer, Gabe Newell, to make sure a regular enough schedule of reinforcement during game play *(better weapon, stronger enemies, new places to go)*

## Uses in Training User to Play Game without Rules

*UNLOCKER* – goal is to unlock as many doors as possible and avoid enemies – how to you instruct user to play game where this is not known...

## Short term Goals & Long term Goals

### Rewards

- Rewards of Glory *(no impact on game play but positively affect pleasure)*
- Rewards of Sustenance *(health, healing, armor)*
- Rewards of Access *(new locations and resources)*
- Rewards of Facility *(abilities new, increased options)*

## **Kinds of Rules**

Rules represent a 'system' within which we accept a position. A system does not have to be formal or feel restrictive but needs to represent the following in part to the people who comply.

**Constraints** (can't leave path, leave world, jump out of window, etc.)

**Limitations** (can't use more bullets than you have, loss of health, etc.)

**Consistencies** (game world behaves within bounds of narrative)

**Anticipation** (know that if you do A will get B, if you do B will get C, if you don't do B will lose A)

**Interaction** (choices & outcomes: rules allow for you to make mistakes appropriate to play and pay you for them; they also allow you to make right decisions and pay you appropriately for them)

**Genre** (in with genres: genres ANTICIPATE certain rules, are CONSISTENT in some ways with each other, INTERACTION is specific to genre and CONSTRAINTS, LIMITATIONS match the game genre in formula to some degree)