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Universal Principles for Game Balancing (18) Universal Principles for Troubleshooting (21) There is also a full alphabetical listing, which is helpful as most of the articles have cross references to others, and an index with over eight hundred entries which also helps you locate the topics you are interested in.

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As much fun as dice-based war-games are, at the 3 to 4 hour mark my friends and I started to get sick of playing. We'd usually give up and go play smash brothers, which is a shame because war-games take a lot of effort to setup and an entire night would have to be set aside to at least have a chance of finishing.

Principles and Board Game Design

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used the world over by great game designers; it is called Universal Principles of Design, by William Lidwell, Kritina Holden, and Jill Butler. So many great game designers I know count this as a valuable part of their professional library. However, when we started introducing this book to students in the Game Design

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"100 Principles of Game Design" presents a great deal of useful information in a small book. On the left side of the open book is an article on the relevant topic with an illustration on the right side. While this was aesthetically pleasing from a design viewpoint, I would have preferred to have had a smaller picture (or none at all) and more ...

100 Principles of Game Design by Wendy Despain

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