

Part A · Atom audit

Groups of 3–4, 20 minutes. Break a game you all know into atoms, then trace them up to the feelings they produce. Worked example: Pac-Man, on slides 13–15.

Games to choose from: Minecraft · Breath of the Wild · Fortnite · Dark Souls · League of Legends · Stardew Valley · Hades · The Witcher 3 · Among Us · Super Mario Odyssey

Our game _____

1 · ATOMS (AT LEAST TWO OF EACH)

Actions	
Resources	
Goals	
Rules	
Feedback	

2 · MECHANICS (THREE, WITH THEIR ATOMS)

Mechanic	Atoms it combines	What happens

3 · DYNAMICS AND 4 · AESTHETICS

Dynamic (what players do)	Emerges from	Aesthetic (what they feel)

5 · DRAW THE CHAIN FOR ONE OF THEM

Atom →	Mechanic →	Dynamic →	Aesthetic

The one atom we'd change to make it a different game, and what would happen:

Part B · Design a rule, prototype it, test it

Groups of 3–4, 30 minutes: design 10, prototype and play 10, test 5, then present for 2 minutes.

WARM-UP: NOUGHTS AND CROSSES, THREE MARKS EACH

Normal rules, plus one: you may only have **three marks** on the board. Placing a fourth **removes your oldest**. Play a game or two below. What changes?

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OUR RULE CARD

Starting game	Pick a simple game (noughts and crosses, snakes and ladders, rock-paper-scissors, tag, dominoes...) or invent one.
Actions	
Resources	
Goals	
Rules	
Feedback	
The rule we added or changed	

Dynamic we predicted	Dynamic we got

TEST IT (AFTER AT LEAST TWO PLAYS)

- **Clear?** Could a new player follow the rule card without you explaining?
- **Consistent?** Does the rule always work the same way? Any arguments about what it means?
- **Exploitable?** Is there one strategy that always wins?
- **Feel?** What did playing it feel like, and was that the aesthetic you wanted?

Rules that changed games (prompts): chess pieces each move differently · Monopoly rent · BotW weapons break · Dark Souls souls dropped on death · Fortnite storm shrinks the map · Tetris clears full lines.

Present (2 min): the rule, the dynamic you predicted, the dynamic you got, and one change you'd make next.