

THE INSCRIBED LAYER

Topics

Topics

- **The Inscribed Layer**

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- **The Inscribed Layer**
- **Inscribed Mechanics**

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- **The Inscribed Layer**
- **Inscribed Mechanics**
- **Inscribed Aesthetics**

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- **The Inscribed Layer**
- **Inscribed Mechanics**
- **Inscribed Aesthetics**
- **Inscribed Narrative**

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- **Inscribed Mechanics**
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 - **Traditional Dramatics**

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- **Inscribed Mechanics**
- **Inscribed Aesthetics**
- **Inscribed Narrative**
 - **Traditional Dramatics**
- **Inscribed Technology**

The Inscribed Layer

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- All elements that are directly designed and encoded by game developers

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- Agency and Control

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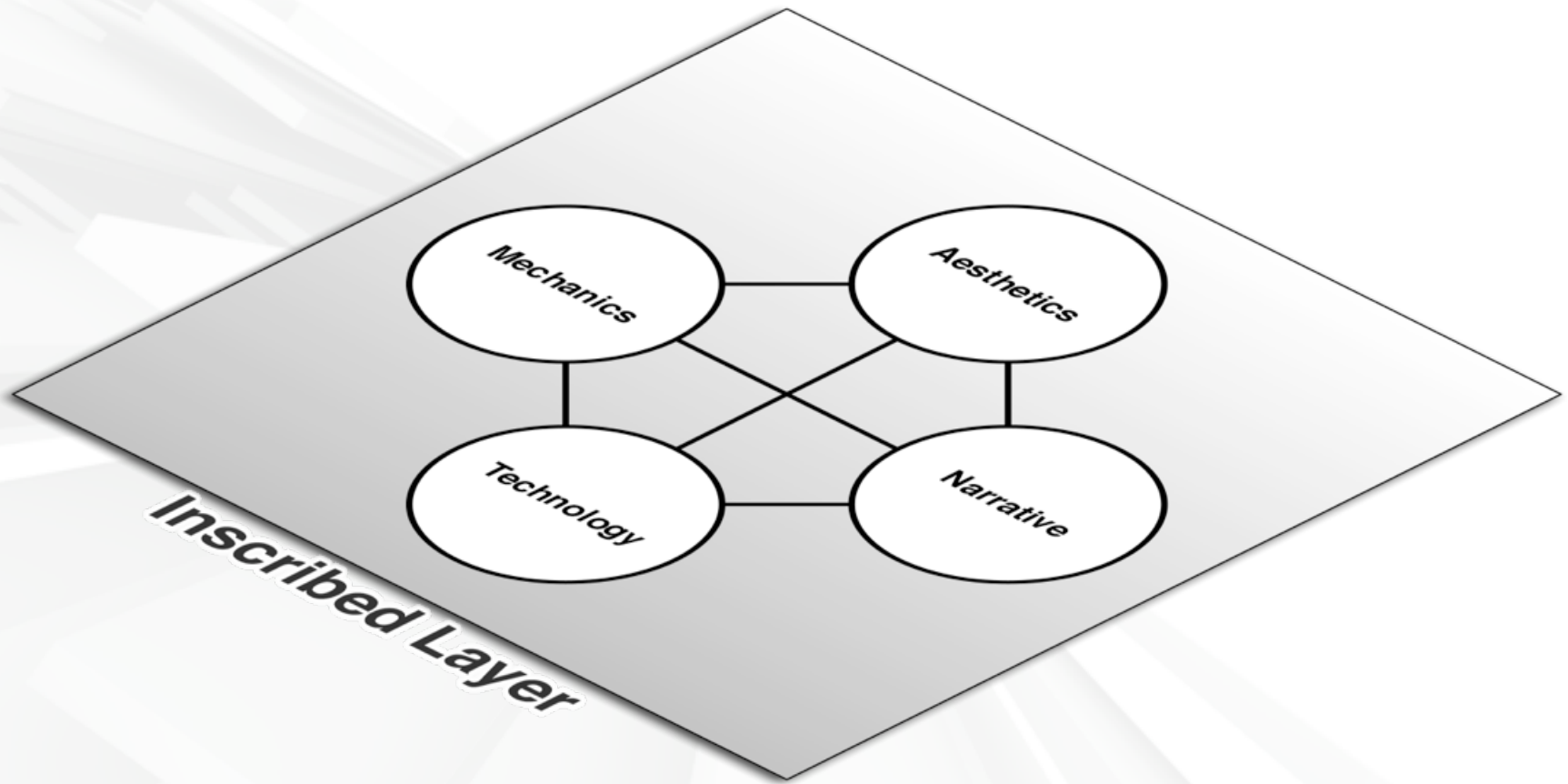
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- Authored premise, characters, and plot

Inscribed Mechanics

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- The job of a "game designer"

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- **The job of a "game designer"**
 - **Board Games**

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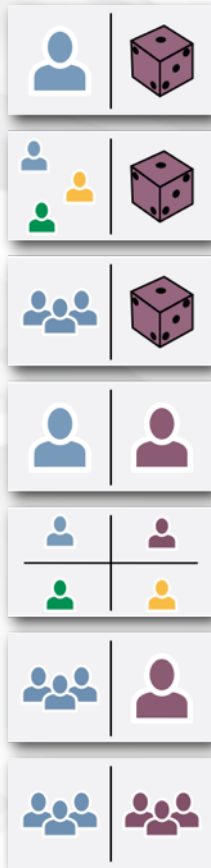
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Inscribed Mechanics: Player Relationships

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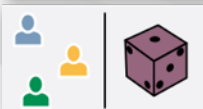





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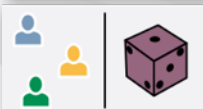
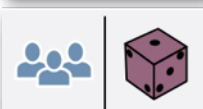




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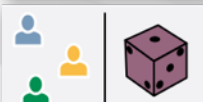





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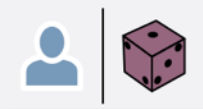
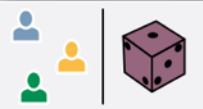




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- **Player relationships and roles are defined by objectives**
 - Each player has several conflicting, layered objectives
- **Player roles in the game include**
 - **Protagonist:** Player attempting to conquer the game
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- **Each player in a multilateral game can play all of these roles at different times relative to other players.**

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- Within the boundaries, game resources have value, and the rules must be followed
- Boundaries are the edge of the "Magic Circle"
- Alternative Reality Games (ARGs) work by perforating the boundary of the magic circle.

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 - **Experiences**
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 - **Objectives**
 - Does the space contain short-, medium-, and long-term objectives?

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- **Tables are grids of game information**

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Traditional Dramatics

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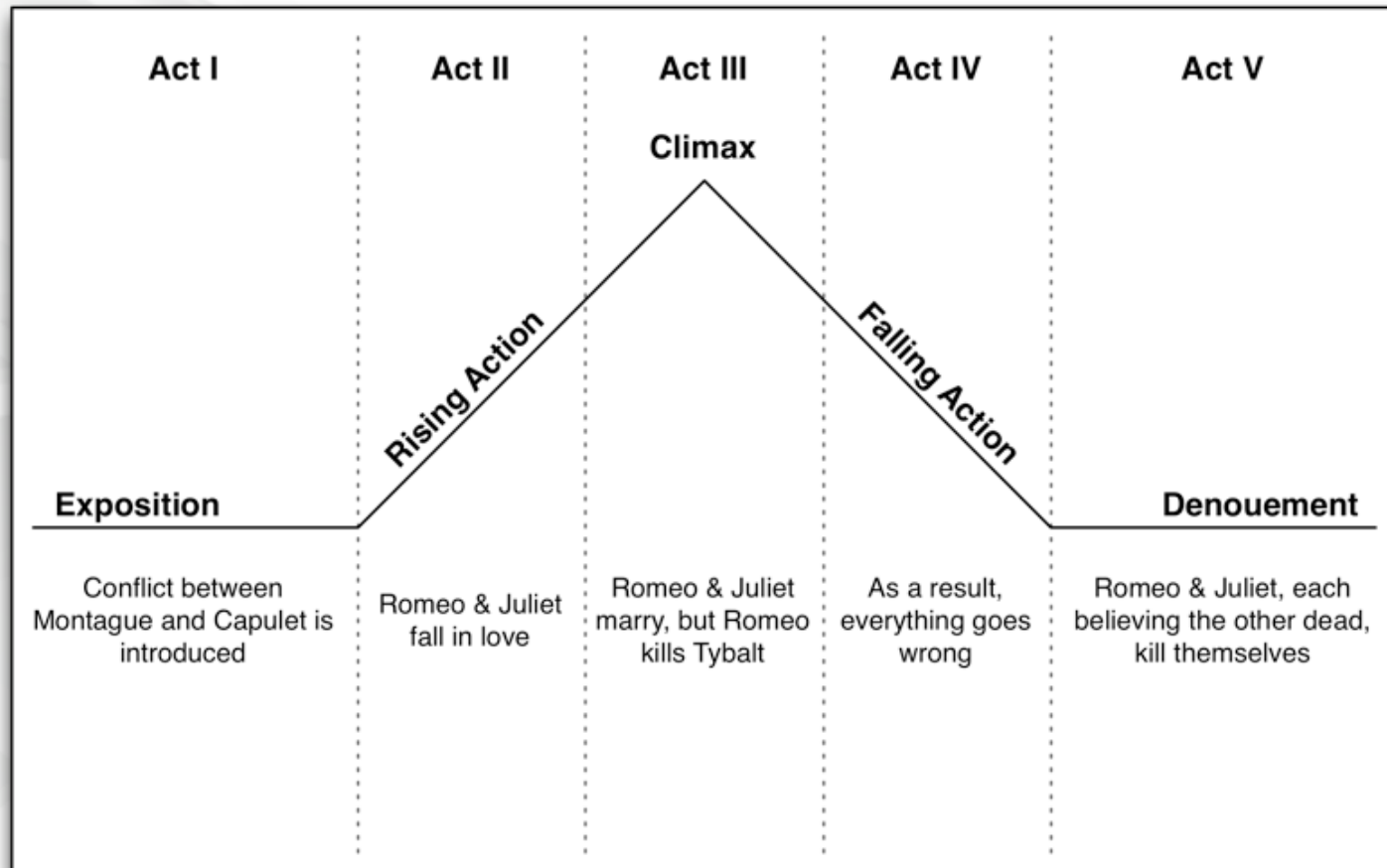
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Traditional Dramatics

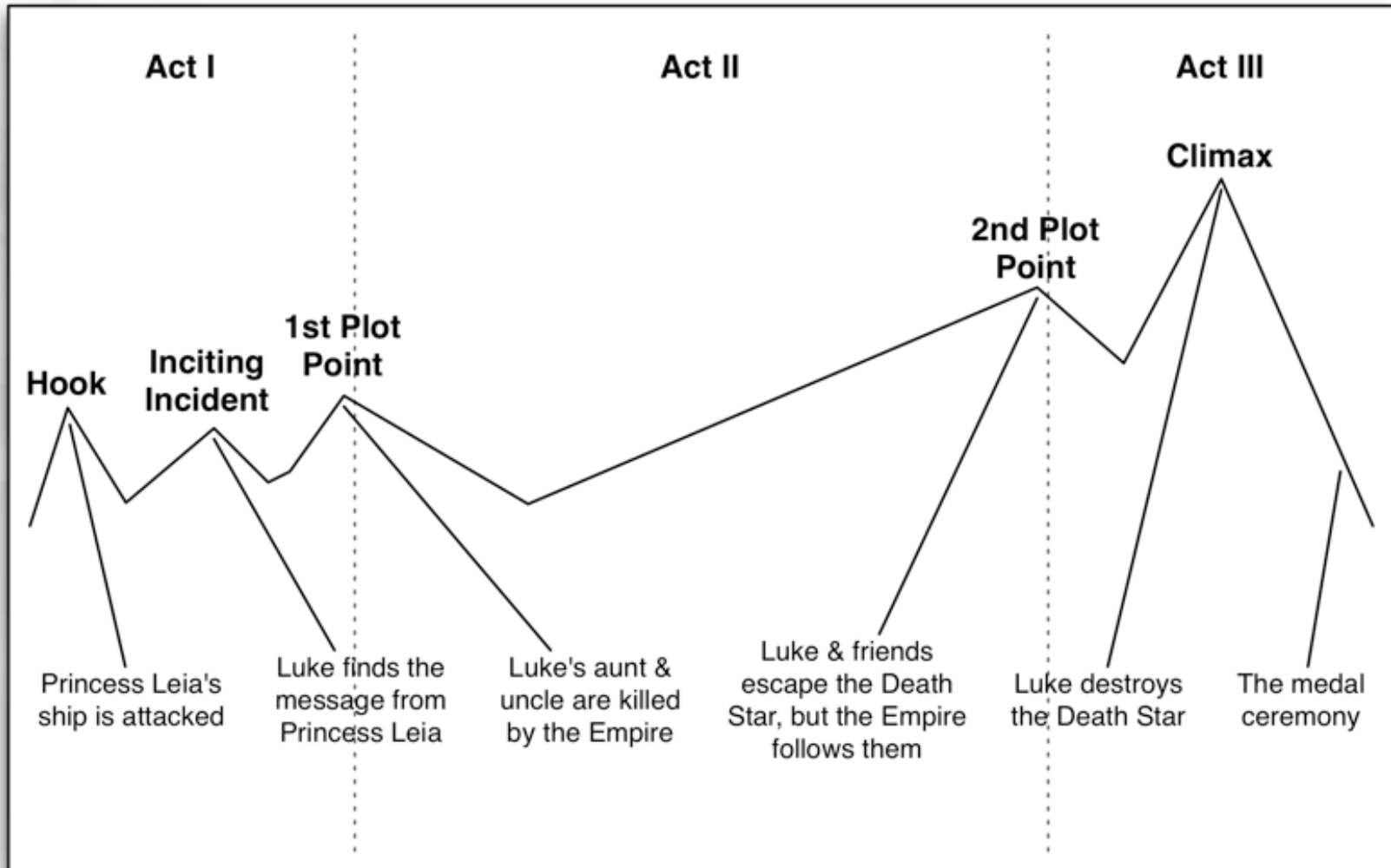
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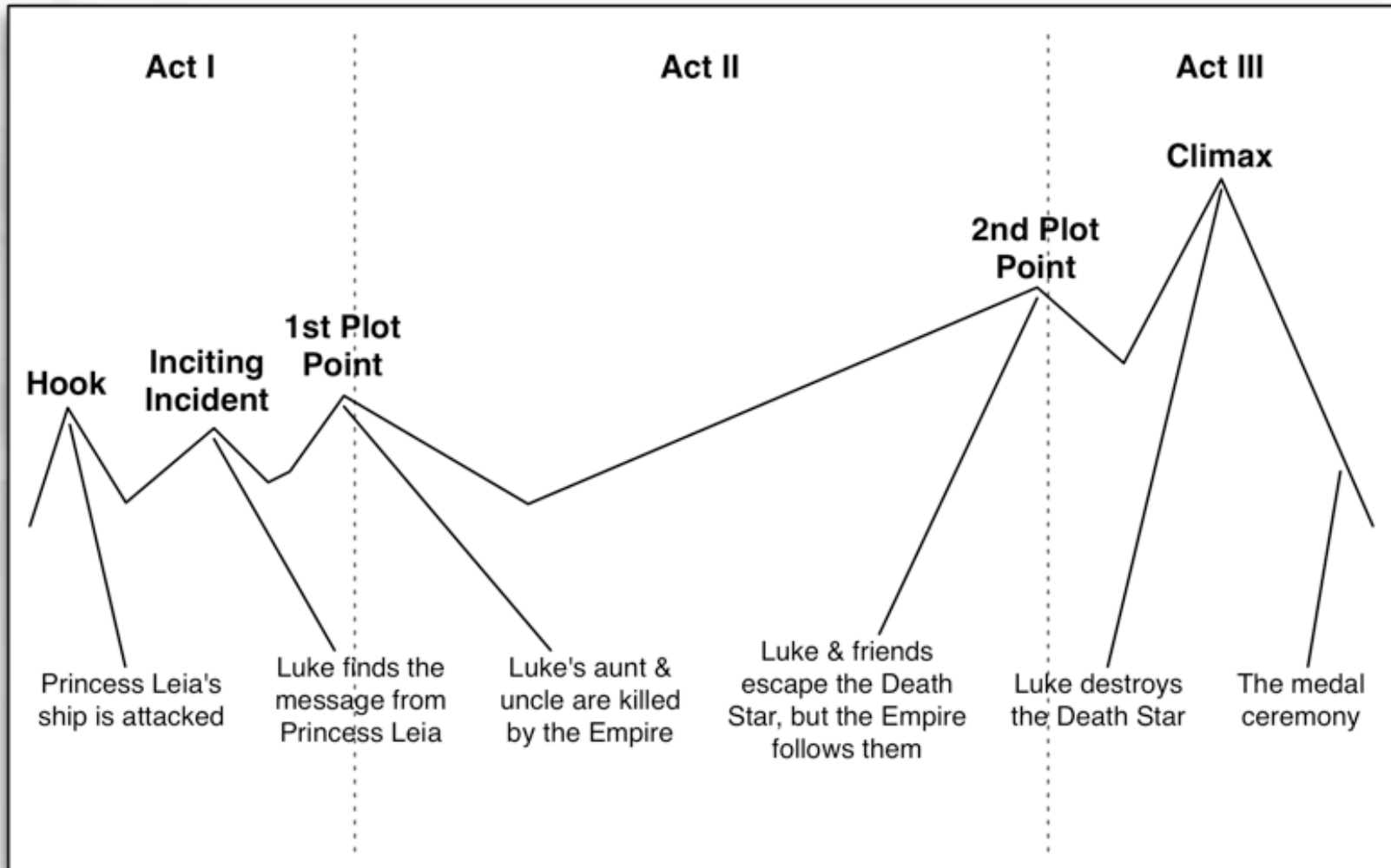


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 - **Develop minor NPCs into major ones** - If the player fights a number of minor NPCs, let the last one get away and turn into a nemesis for the player. This is most often used in pen and paper roleplaying games.

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- In board games in particular, narrative can help players remember the rules and understand them (e.g., *Up the River*)

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