Mini-Outline

- Broadly, game balance includes:
  - Player-Player (next)
  - Player-Gameplay
  - Gameplay-Gameplay

Player/Player Balance (1 of 2)

- Players should have "fair" chance of winning
  - Advantage only in skill
  - Any luck should be infrequent, minor and equal to both
- Ex: Virtua Fighter
  - Say, Sarah Bryant beats Lion every time.
  - Does that mean unbalanced?
    - Not necessarily, look more closely

Player/Player Balance (2 of 2)

- Allow to arrange victory by skill and judgment
  - Right from the start or magnified as game progresses (ex: start close to gold mine provides escalating advantage)
- Simplest way is to have symmetry
  - Same weapons, maneuvers, hit points (sports do this – teams are nearly always symmetric)
  - But note, not always the most interesting. Want different moves on fighters, say... (More later)

Symmetry - Example

- Two heroes square off for duel, poised in kung fu stances. Both are equally matched.
- They wait for an advantage.
- Hours pass... Days pass.
- Breeze comes by, flicks spec of dust in one's eye
- Blinks, frowns then bows
- Know result without fight → tiny asymmetry enough to decide outcome!
- If breeze or dust decided game, is that ok?
  - No — you'd want your money back!
- Don't want to decide by factors out of user control
  - Keep symmetric
Symmetry
- Symmetry is fine in abstract games (ex: chess, basketball)
- In realistic games, would be problem (ex: U.S. versus Iraq, game symmetry would be bothersome since not realistic)
- While easy, kind of an insult
  - Ex: LOTR BfME Warg’s same as horses ... but Wargs can bite in book/movie!
- Better is **functional** symmetry that is not obvious

Symmetry in Game Design (1 of 2)
- Make all choices for players functionally the same
  - Ex: Warcraft 2 – humans have griffons and orcs have dragons; both flying toughies.
- But even slight differences make interesting
  - Ex: Warcraft 2 – orc player’s runes explode, making use in mountain passes good
- ”Just broken” asymmetry easier to manage than total asymmetry (can compensate)

Symmetry in Game Design (2 of 2)
- Making choices for players different, yet balanced is tougher
  - Ex: Starcraft: Protoss, Zergs, Terrans – all very different (Same with Command and Conquer – Generals)
    - Imagine the hours of playtesting!
    - Recommend only for deep pockets
    - Starcraft is often a “benchmark” against which to judge other RTS game balance
- Also, if re-creating historical simulation, tradeoff between fairness and authenticity
  - Ex: Conquistadors vs. Aztecs – Aztecs are doomed, but may be no fun. Not symmetric

Mini-Outline
- Broadly, game balance includes:
  - Player-Player
  - Player-Gameplay (next)
  - Gameplay-Gameplay

Player/Gameplay Balance: Introduction (1 of 3)
- Means remembering that the business is about interactivity
  - Think about player’s relationship to the game
  - Ex: If had to “tune” the T.V. every time channel surf, would not do it much
  - Likewise, should not struggle for small reward
- Ex: Baldur’s Gate
  - Attributes are 3-18
  - Why?
  - Can re-roll if don’t like your numbers.
  - So, re-roll until all 18’s.
  - Test of endurance!
Player/Gameplay Balance: Introduction (2 of 3)

- Player/Gameplay balance entails balancing challenges against player's improvement curve
  - (We talked about this previously, see Gameplay slides with graphs)

Player/Gameplay Balance: Introduction (3 of 3)

- Often, have difficulty settings (player manually selects)
  - Still challenge of making the "Normal" level right.
- Compromises
  - Could ask player up front some questions (ex: have you played FPS before?), then recommend setting
  - Could have player do tutorial level, then recommend setting

Sub-Outline

- Again, true balance is an art, but three guidelines that can help
  1) Reward the player
  2) Let the machine do the work
  3) Make a game that you play with, not against

Reward the Player

- Player will have to learn. Will make mistakes (discouraging)
- Want to offset with reward when they do something right
  - Ex: Virtua Fighter, takes longer to learn complicated moves
  - Sarah's backflip. Reward comes from seeing flip (eye candy) and punch in kidneys (payoff)
- Best when expand game options
  - Ex: *Now with backflip, I can see new use for reverse punch*
- In general, better to reward player for something right than punish for something wrong
  - Punishment makes players not want to play

Let the Machine do the Work

- Interface should show player the world and let him/her manipulate
- Computer is tool to take care of wide-range of tedious tasks
  - If tasks are not fun, don't make player do them
- Blur of boundary between chore and game feature
  - RPG could provide graph so player can manually draw map as they explore... but is that fun?
  - Ex: In D&D, can tell D.M. "We go back to the dungeon entrance". Easy, fun. What if a game makes player walk back over map that has been seen? Boring, no fun.
  - Ex: Myst provides lightning bolt move to avoid tedium
  - Other examples?
- Also, if option is no-brainer, then AI should take care of it!

Mini-Outline

- Broadly, game balance includes:
  - Player-Player
  - Player-Gameplay
  - Gameplay-Gameplay (next)
Gameplay/Gameplay Balance: Introduction (1 of 2)

- Consider Warcraft 2, with dozens of units.
  - Nearly perfectly balanced.
  - No unit costs so much you don't want it
  - No unit too weak you can do without it
- Either got lucky or lots of play testing (probably the latter)
- Strong Rock-Paper-Scissors relationship
  - Have to play all units, none are dispensable

Gameplay/Gameplay Balance: Introduction (2 of 2)

- Challenges when balancing aspects of gameplay?
  - Want variety of interesting choices, rather than single, dominant choice
  - Best choices depend upon choices of other players (or on AI)
  - As a designer, not easy to see how frequently different choices will be worth making, but need to know to balance game
- Sounds like catch-22? Can use simple concepts to make first guess
  - Then lots of play testing to fine tune!

Game Balance (1 of 3)

- Establish the value of each game choice
- For game balance, each choice must not be reducible to simple value (else easy to determine if dominates or dominated)
  - factors must even out
- Example where evens out: Pirate game
  - Dreadnoughts > Galleons > Brigantines
  - All have identical functions
  - If Dreadnoughts 2x more power, then (for balance) Galleons should take ½ time to spawn so will have 2 Galleons for each Dreadnought

Game Balance (2 of 3)

- Example where doesn’t even out: Starcraft
  - Mutalisks fly over any terrain, but cannot fight other fliers
  - Wraiths are not as tough, but can attack other fliers
  - Observers can see enemy, but not fight
  - There is no expression for values since different things!
- Another example, in the Pirate game
  - Instead of spawn rate, compensate by making Dreadnoughts slowest, Brigantines fastest
  - Getting more interesting gameplay, but what about balance?

Game Balance (3 of 3)

- Use weights to combine to get average set combining all factors based on perceived importance
- Then, adjust component values so all units are useful
  - How to adjust? Lots of play testing!
- Often need tools so level designers can balance
  - Ex: new_tank2.gm6

Group Exercise

- Consider RPS, but if win with Rock get 4 points
- Break into groups
  - 2 players play, 1 player keeps track of what is thrown and score (use tally marks)
- When done, tally for entire class
  - (Put all winners in Player A column, for ease)
Intransitive Game Mechanics (1 of 3)

<table>
<thead>
<tr>
<th>Rock</th>
<th>Paper</th>
<th>Scissors</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>-1</td>
<td>+2</td>
</tr>
<tr>
<td>+1</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td>-2</td>
<td>+1</td>
<td>0</td>
</tr>
</tbody>
</table>

Payoff Matrix

Say payoff is R, P, S and frequency r, p, s
Want to know how often used (r, p, s)

Intransitive Game Mechanics (2 of 3)

Net payoff R is (0 x r) + (-1 x p) + (2 x s)
1) R = -1p + 2s
2) P = r - s
3) S = -2r + 2p

Sum must be zero (zero sum game
Both cannot have net gain.)
R + P + S = 0
All net costs must be equal else would favor (remember, triangle example)
R = P = S

Intransitive Game Mechanics (3 of 3)

Solve:
(eq2) r - s = -1p + 2s (eq1)
4p = 8s \Rightarrow p = 2s \Rightarrow r = s
Since r + p + s = 1 (sum of probabilities)
s + 2s + s = 1
4s = 1 \Rightarrow s = 0.25, r = 0.25, s = 0.5

Ratio \rightarrow Rock and Scissors 25%, Paper 50%

Often result ... if one option more expensive, others are most affected

Combinatorial Explosions

How many components should there be to make interesting?
- Too few? Then becomes trivial (Ex: in Hastings, only way to change power base is to put infantry on hill)
- Too many? Then too hard to have skilled play

Rule of thumb: N factors that could modify core mechanics, and each boolean (hill or not, rain or not ...) \Rightarrow 2^n possible combinations ... explodes rapidly
Remember, N=24 gives about 16 million combinations!

On the side of caution
"In Populous (EA god-game), should have lots of characters or half-dozen? Noticed would be easier to understand game experience with few, versatile units rather than many specific ones." Richard Leinfellner (executive in charge of Bullfrog)

Design Scalability

Intransitive designs are inflexible
- If have balanced relationship and remove one, will have dominated strategy
- Ex: RPS and remove R ... always choose S!
- If project lead says behind schedule, so don’t include 5th orc type
- Elegant design falls like a house of cards!
- But is relatively easy to add components
- Doesn’t have to be symmetrical, can be redundant or useful in only a few cases
- Ex: scout, or special spell

Lesson
- If you are going to scale, scale up not down

A Game Balance Checklist (1 of 3)

- Player-Player
  - Ensures game is fair
  - Especially important for multiplayer games
  - Symmetry works for this, but asymmetry may be needed or more appealing (try “just broken”)
  - Make sure any asymmetry doesn’t magnify imbalance as game progresses
- Golden rule: a player should never be put in an unwinnable situation through no fault of their own
A Game Balance Checklist (2 of 3)

- **Player-Gameplay**
  - Ensures player never becomes frustrated
  - Continually brings player back for more
  - Interface should not present obstacles
  - Small rewards are needed to guide player
    - Ex: Fancy animation or new powers
  - The best rewards *widen options*

- **Golden Rule**: The game should be fun to learn as well as to play, and it should be *more* fun the more you master it.

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A Game Balance Checklist (3 of 3)

- **Gameplay-Gameplay**
  - Ensures no element redundant or useless
  - Can do briefly by making factor table for each attribute (Ex: fire, range …)
  - Make sure each unit is best at something
  - Each component dynamically best, not statically so
  - Oblige player to alter tactics
  - Don’t have to have every component equally useful
  - Cost, availability, and ease of use should reflect value
  - Get right through play testing

- **Golden Rule**: All options in game must be worth using sometime, net cost of each option must be on par with payoff.

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*Based on Chapter 5: Game Architecture and Design, by Rollings and Morris*