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Rules of Play Wikipedia

Rules of Play: Game Design Fundamentals is a book on game design by Katie Salen and Eric Zimmerman, published by MIT Press. Will Wright, a game designer for Sim City, when describing this book, said "This is the most impressive book on game design I've ever seen. Broad in scope yet rich in detail, Rules of Play sets a new standard for game analysis".

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RULES OF PLAY Appendices sections, but the goal is to impart the basic rules of the game through the key concepts and sequence of play, so please read

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