

Creating Games

Mechanics, Content, and Technology

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The cover design is a Japanese *tomoe*, a kind of three-way yin-yang. It represents the trinity of game creation: mechanics (symbolized by the die), content (the artist's palette), and technology (the gear). It is a graphical introduction to the book's spiral organization through those topics. The *tomoe* is also a reference to the notion of Zen-like *balance* in game design between the three pillars fairness, stability, and engagement. It is a theme throughout the text, with related cyclic structures appearing in the main loop of software code, the art revision process, the rock-paper-scissors and air-land-sea game mechanics, and the plot-character-action cycle of narrative.

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