**RULES OF PLAY**

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|  | **Players:** How many? Cooperative or individual? Teams? |
|  | **Artificial conflict:** What is the test? Getting the most points? Collecting the most money? Running the longest distance? Regardless of the conflict, it should not affect a person’s real-life well-being, hence the word “artificial.” |
|  | **Rules:** What is allowed or not allowed? Consider difficulty – Basketball would be much easier without dribbling, but more difficult without fouls. |
|  | **Quantifiable outcome:** When is the game over? How is a winner determined? |

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