

Gaming in the BrawlFactory

People play games to have fun: *This is not news.*

Another unremarkable fact: *What counts as fun differs for everyone.*

Given those two premises, I feel that it is worth my time to compose a bit of what the BrawlFactory considers to be fun (or at least what I try to inject into the designs) so that you may better consider whether it is worth your time to play one of its games.

Put another way:

This serves as "Fair Warning" to any who roll dice in the Factory, which has long operated under brother Dave's foundational question:

"Fairness? ...what's that?"

Third time's the charm: *None of what follows is at all original or remarkable.*

Picture a meeting of neighborhood kids (varying in number and age and capability, along with an equally variable stock of supplies) in a yard or street or field faced with the question of *"What are we going to play?"*. A similar gathering could be had with siblings relegated to a room in a house with a grab-bag of toys or 'stuff'.

Things and surroundings (and players) become what they need to become: One simply makes do with what is available. "Rules" are made up, enforced, and dismissed as (*and if*) they serve the purpose of producing enjoyment for all involved.

On the line between *Chess* and *Calvinball* the Factory lies much closer to the latter. While complete chaos is not a goal, it can sometimes be seen from the playing field.

In trying to describe the goal (or purpose, or winning, or ...?) of a Factory game, the best solution would be something that involves enjoyment of the process of creating a narrative (both "in game" as well as amongst the players) as dice are rolled, cards are drawn, and pieces-parts are moved on the tabletop.

This is (imo) the sort of collaborative mindset that role-playing games highlight.

Relying on the usual *"being first"* or *"having the most"* to measure satisfaction when playing in the Factory will, I fear, lead to disappointment.

...or not.