Five

The Elements Support a *Theme*

There are two simple steps to using a theme to strengthen the power of your game’s experience.

**Step 1:** Figure out what your theme is.

**Step 2:** Use every means possible to reinforce that theme

A unifying theme is good — it focuses your design on a single goal. But some themes are better than others. The best themes are ones that resonate with players — themes that touch players deeply. The “fantasy of being a pirate” theme is powerful because it is a fantasy that everyone — kids, adults, men, and women — has had at one time or another. In a sense, it resonates with our desire to be free — free from our obligations, free from our worries and cares, free to do what we want, when we want to.

*The Lens of Unification*

To use this lens, consider the reason behind it all. Ask yourself these questions:

● What is my theme?

● Am I using every means possible to reinforce that theme?

The Lens of Unification works very well with the Lens of the Elemental Tetrad. Use the tetrad to separate out the elements of your game, so you can more easily study them from the perspective of a unified theme.

*Lens #10: The Lens of Resonance*

To use the Lens of Resonance, you must look for hidden power. Ask yourself these questions:

●  What is it about my game that feels powerful and special?

●  When I describe my game to people, what ideas get them really excited?

●  If I had no constraints of any kind, what would this game be like?

●  I have certain instincts about how this game should be. What is driving those instincts?