Striking a balance among randomness, skill, and strategy could be key to great game design. Fun games usually take up at least two of these traits whereas boring ones usually only contains one of them.

Backgammon, as a gambling game, surely engages a lot of randomnesses: the result of the game depended heavily on the roll of the dice. However, it will not be such an everlasting game if not for the strategic component embedded in the gameplay. After the roll of the dice, players decide how to move the piece based on the dice. Even though a good roll could turn the table in one round, nullifying all efforts the opponent has been building up, the decision on how to move the piece is still in players' control. The illusion of control gives player fun experiences because they are making meaningful choices. Lots of gambling games involve only randomness, such as Craps. Games like this only involve one of the three important traits and thus are not fun in their core. Player's choice is meaningless and does not influence the result of the game.

Chess and Go are quite similar by the distribution of randomness, skill, and strategy. They both have almost none randomness expect who goes first. Their core is filled with strategy with some skills, calculating future moves and counter-moves, required on the side. Imagine Go without a strategy. Imagine it being a game where it was only Life and Death problems. It would be much less interesting since the only thing a player needs to do is to calculate counter-moves. Adding the strategy layer in the game creates a sense of depth where current moves could strongly influence future moves and even the result of the game.

Many games that are publicly regarded as boring only has one of the three cores. Memory, a game where two players take turns to flip and take same cards, has a gameplay where players are mostly agonizing the entire process. It only involves skill, that is, to memorize the location of the cards. Player's choices on which cards to choose is purely random and have no result for further consequences whatsoever. Players have terrible gameplay experience overall, especially when memory is the skill that they lack. Only having skill tested in a game is more or less like work, where workers utilize their skills to maximize outputs. Game of Pure Strategy, on the other hand, goes to the other extreme where the only strategy is involved in the game. The game will go into a serious mind game "I think you think that I think…" quickly and burn the player's head so much that they would play randomly in the end.

Games could depend heavily on one of the three characteristics. It could be heavily depended on randomness like Backgammon, or it could be heavily depended on strategy, like Chess and Go. But fun games never only take up one trait. They take up at least two of them. By only taking up one trait the game becomes something more serious than fun.