Miguel’s argument against procedurality is well structured and executed. The critical review on procedural rhetoric provokes interesting thoughts on the limitation of proceduralists, and on how ignorant they could become in terms of acknowledging the value of the players. Miguel’s conclusion to not downplay the importance of proceduralist is thought-provoking as he is the one arguing against it. To quote McLuhan, “The medium is the message”, the game as a medium can always emit two messages, the embedded system, and emergent play. Neither of them should be neglected while analyzing a game.

If we downplayed the importance of emergence in a game, most of the game would have lost meaning as merely looking at the rules produce nothing. In 100 Zombies, players come up with the characters, the relationship between them and their special abilities. The initial rule does not display much as zombies will quickly overwhelm the player. However, with characters and relationship defined, the play becomes completely different than the rules. What emerges out of the characters are infinite possibilities of stories and meanings, which in this case made up of most of the game because without it the game is quite mundane, depicting a story of infinite zombies invading the village.

On the other hand, if we devalue the importance of the embedded system, the game would lose its essential meaning as a medium to express using process. In 100 Zombies, the act of the zombies is pre-defined in rules to chase the player. They are also defined to not know how to get pass buildings. These pre-determined systems define the foundational meaning of the game: players are in a zombie-apocalyptic world trying to achieve their goals, fighting unintelligent zombies. If we analyzed this game with only the emergent play, nothing would make sense since such play exhibits no values without the system. For example, during one play the two players made up their characters as genetically mutated crab and its creator who love and want to protect each other. Without the zombie apocalypse, such behavior is trivial and meaningless. The rule and setting give such love greatness.

In all, procedurality is important as it encourages the production of serious games; regarding players as creative agencies is also important as they are what makes games different from other media in essence.