Rewarding the Multiplayer

How rewards and objectives influence Multiplayer games.

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Abstract

In this thesis I analyse the reward systems of cooperative and competitive Multiplayer games – the games I have chosen were built for a Single-player campaign with Multiplayer as additional content. My main focus is on the Multiplayer and the reward systems of that game mode. The reward systems are important to consider when designing a game for fans of Multiplayer games, as a faulty reward system might hinder the aspect which makes Multiplayer games special – to be playing together and go for the same goals with other people whether it is of a competitive or cooperative nature.

The games I research are as recent as they were first released in 2012. These games are Kid Icarus: Uprising and Resident Evil: Revelations – the latter receiving a port to the HD consoles in 2013. The games were primary made for a single-player experience and therefore may not be fully implemented to support social needs of a Multiplayer game.

To do my research I have played and tested the reward systems of the games myself and analysed how they may influence player behaviour and what effects that may have on the Multiplayer experience.

Key words: Multiplayer, Rewards, Objectives, Player behaviour
**Phrases**

Designer = A developer in charge of creating the rules, setting and characters of the game.

Developers = The people who are creating the design, graphics and programming of a game.

Extrinsic rewards = A reward in that is tangible and visible in a game.

Farming = To stay in one specific place with the aim of collecting large amounts of rewards.

Gameplay = The features of a video game, such as how a game is played.

Grind = Hard dull work

HD = High definition, games playable on a larger screen.

MMORPG = An Online role-playing game with a very large number of people participating simultaneously.

Multiplayer = A game involving several players.

NPC = Non-Playable Character. A character controlled by the computer.

Respawn = Game asset returning to the active game after being removed during gameplay.

Single-player = A game involving a single player.

Speedrunning = A playing style to clear a game as fast as possible.
1. Introduction

I have chosen to research how rewards and objectives in Multiplayer games may affect the way the game is played and how that can be negative for the Multiplayer experience. As a gamer I have often played games that use rewards as a method to motivate the players to discover the extra features of a game. Most of the time the extra features is a Multiplayer mode when the game is primary a Single-player experience.

The developers may set an objective to encourage the players to try out the Multiplayer mode – but sometimes it could damage the Multiplayer experience if done incorrectly. When we complete an objective we are often rewarded in the game, the rewards can range from new abilities, better equipment, or the more basic higher rank to show that we have mastered the game. These rewards are extrinsic rewards within the game and designed by the developers (Sudan 2013). Implementing extrinsic rewards to a Multiplayer game have some time created a bad experience for other players if the rewards become the focus instead of the player interaction.

Players who seek the rewards will often take any available method to make the rewards easier to achieve. A lazy objective implemented by the developers may be to play the game a certain amount of times. By increasing the numbers the developers can make a game last for hours even if playing the game require a few seconds of activity. To make the objective seem worth it the developers may offer a reward upon completing it. Players seeking this reward would take the easy path by losing on purpose – as the objective is to play the game and not win it.

This can be damaging to Multiplayer games as other opposing players may not get a fair chance to play the game due to reward-seeking players.
2. Background

Many games with a primary single-player mode offer a different form of game play in the form of a Multiplayer mode. According to Adams (2010) a Multiplayer game is about the relationships between players. Multiplayer games are when people can compete and cooperate with one another in the same game session. Multiplayer games can be played locally together with friends while sharing the same screen or online where you can connect with other players worldwide. It is no longer about immersion or the relationship with the designer; it is about the relationship with other players.

However, to encourage players to try the Multiplayer mode the designers may implement objectives and extrinsic rewards to coincide with the single-player mode and overall completion of the game. Every extrinsic reward in a game comes with required objectives that the player has to accomplish to earn their reward. According to Lockton, Dan, Harrison, David (David J.) and Stanton, Neville (2010) it is called to Design with Intent Method to influence user behavior. Game designers influence the behavior of the players by introducing them to a goal and a method of achieving it. By doing this they can direct the players to discover what the game has to offer in terms of gameplay. As spoken by Adams (2010) the designers have to know what the players want in a game. The closest a designer is to the player is when designing a single-player mode. The goals and objectives are allowed to be more varied as long as they’re possible to complete. After completing the single-player mode of a game there is usually additional content to add to the replay value and allow the designer to show part of the game that the player might have missed.

Using rewards as a motivation in a Multiplayer game have the potential to affect how the game is played depending on what the objectives are. As a Multiplayer game is about the interaction between other players the designer have to be careful to not break this dynamic. Even if the game play of a Multiplayer game can be fun to play, many feel they need to give players rewards and incentives to keep playing (Robinson 2014).

For a game to be successful and profitable the developers have to keep the players happy and entertained, it is a common belief that players may otherwise feel aimless and frustrated which could lead to them to stop playing if the game feel directionless (Koster 2007).
According to Robinson (2014) the fifth most common reason the players may leave a game is due to lack of rewards or incentive, the highest being harsh monetization.

Therefore it is important that the designer create a game that the players want to return to and keep playing. The designers will use player behaviour and desires to keep the incentive at a maximum. Frequent rewards that the players may deem worthy to strive for will often ensure that the player returns to play the game. It is good to keep players coming back – but what matter is what their objectives are and what they will do to accomplish them.

As Multiplayer games are a shared experience with other people - a faulty objective may hinder the social, competitive or co-operative interaction. A common problem that occurs when the designer set an objective for a goal is to reward players for the simple task of participating in the game. Dedicated players will seek for an easy solution that allows them to play without using much of their energy. This can result in them not putting much effort into playing as long as they are within the requirements of their goal – in extreme cases the player may not be nearby their game systems after entering a game session as the game mechanics and objectives allow it.

If there is anything in a Multiplayer game that may hurt the player to player interaction the most is when there are no players to interact with – even though the servers are full of active player characters. Selfish behavior to earn easy rewards may cause other players to not be able to make progress or enjoy the game as it is intended.

2.1 Why we play Multiplayer games

Multiplayer games should be designed with the player interaction as the focus. To develop a new video game the gaming companies use a lot of their time and resources to get a finished product ready to be sold. To earn profit on the games they need to be enjoyable and popular enough for its development to have been worthwhile.

In the case of Multiplayer games, According to Adams (2014) how people play together is what creates the experience. In an article written by Houkes on Gamasutra he explains why local Multiplayer games are often preferred to online Multiplayer games. Local multiplayer is all about the interaction with your friends and the games themselves turn out to be more enjoyable. Online Multiplayer games rarely replicate the same experience and that can be disappointing for some people.
2.2 Playing online and player profiles

When playing a multiplayer game online the player are often given their own save files and account where they can store their achievements and use their earned abilities while playing together with others. Rewards are often used as the incentive for players to challenge themselves or try out the different modes of the game. These rewards may be anything from new weapons that can use or trophies and achievements to show their abilities in the game.

To earn these rewards an objective must be fulfilled and the players have to meet those requirements to earn it. If the objective is not carefully designed by the developers it has the potential to directly alter the way people are playing the game. If the rewards become the focus for the players the grind for them may overshadow the Multiplayer aspects and according to Ducheneaut, Yee, Nickel and Moore (2006) it can have damaging impacts on the games social fabric.

2.3 Damaging to others

Other players who are there for the Multiplayer experience may not receive what they expect from the game due to other players playing on their own terms. If the experience is negative some players will not feel the incentive to continue. A Multiplayer game may be a great experience at its core but what defines the user experience is often how they interact with other players. By offering rewards in online Multiplayer games they may eventually damage the aspects that make Multiplayer games highly considered, which is why people like Houkes (2014) prefer to play local Multiplayer games.

2.4 Theories

2.4.1 Compulsion Loop

To create an addiction in games many developers use the concept of a compulsion loop. The definition of a compulsion loop according to Kim (2014) and Crowe (2012) is as following.

\[
A \text{ habitual, designed chain of activities that will be repeated to gain a } \\
\text{ neurochemical reward: a feeling of pleasure and/or a relief from pain. Not } \\
\text{ doing the behaviour cause discomfort.}
\]

By offering the players repeated rewards the developers can influence the player behaviour to ensure that people will return to play the game. Introducing randomness to a reward system
may cause a Compulsion Loop especially if the activity is easy to perform. As commented by the user Aurelien Nucreum on Kim’s Article on Compulsion Loops the randomness is key part in creating Compulsion Loops.

In the case of Multiplayer games the core has to be the player to player interaction (Adams 2010). An addictive compulsion loop may keep some players in the game but the player dynamic may suffer.

The problem arises when the most dedicated players seek easy solutions for their goals. The rules of the game may be exploited and the gameplay get distorted due to players not playing as intended and still reap the rewards.

2.4.2 Reward Grinding and Farming

In video games there is a term to describe the process of repetitive tasks when the player seeks some form of rewards. The term is called Grinding and is most frequent in Role-Playing Games where the player may fight random generated monsters to receive loot or level up their characters to grow stronger.

As explained by Colchester (2012) one of the reasons why players grind are often to reach the maximum level, this is so they will be able to defeat stronger enemies and make further progress in the game. According to Sorens repetitive grinding is seen as a problem and his solution is to offer more varied and fun activities. Once the player has reached their goal from grinding they will not feel the same appeal to continue the grind.

Grinding is not exclusive to powering up the player, it can occur if the player seek extrinsic rewards such as rare items or a goal of completing a task requiring the player to repeat content a certain amount such as use a feature within the game two hundred times.

Related to the term is farming, often associated with Gold Farming in Massive Multiplayer Online Role-Playing Games or MMORPGs for short. In an article by Scott (2007) on BBC News they say Gold Farming have created a market where virtual goods are sold for real money. Legitimate players may feel penalized by the system as they are unable to compete with the Gold Farmers as they have less time to play while the Gold Farmers can be logged in at every hour and use up all of the resources.
Buying and selling virtual goods is said by Scott (2007) to be a highly controversial subject in most games and will often result in the player being banned from the game. Despite its controversy it is a popular market that proves there is real value to virtual goods in video games.

2.4.3 Player types and goals

According to Ernest Adams (2014) he explained that he think it is the most dedicated players, often called hardcore players, that seek completion of a game and may resort to behaviour that can be viewed as inappropriate in a Multiplayer setting. These players will take the easiest and most efficient path that the game may allow. In Single-player games it is often called Speedrunning when the player may exploits or strategies to reach rewards and progress as fast as possible.

For a single-player game there is no harm done and is often encouraged by the developers. One of the first games that encouraged Speedrunning was Metroid (1986) released by Nintendo. The game had multiple ending screens and if the player managed to clear the game within a certain time limit they would be rewarded with a screen revealing the true identity of the games protagonist.

Some player may prefer a Single-player experience as Multiplayer games do not appeal to them. It is unlikely these players would want to invest their time to play with others if their goal is to complete the game by themselves. A game with a rewarding Multiplayer mode would be a grind for these players if they aim for full completion.

Single-player and Multiplayer games have different gameplay goals and what might be acceptable for a Single-player game might ruin the experience for other players in a Multiplayer game. Reward-seeking players who aim for completion may not be as fun to play to play with as others who are there to compete or cooperate for the multiplayer experience.

3. Purpose and Research Question

The purpose and research question of my work is based on a lecture by Adams (2010) as he explains what the core of a Multiplayer game is and what the developers should take into consideration when designing such games. The core of a Multiplayer game is according to Adams the interaction among other players. Even if the game is primary a single-player game,
if it have a game mode for Multiplayer the design should revolve around the players’ interaction with each other.

3.1 Purpose

The purpose of this thesis is to analyze the reward systems in cooperative and competitive Multiplayer games and how the extrinsic rewards and objectives required to achieve them can affect how people play and experience the game.

3.2 Research Question

The questions that should be answered are as following:

Can the extrinsic rewards and objectives influence the expected player behavior and the way they play and interact with each other in a Multiplayer game, and do that leave a negative impact on fellow players?

4. Method

The method used in this thesis to research how reward systems and objectives may influence player behaviour, and how that may have a negative Multiplayer experience, is to first make a thorough analysis of the Multiplayer modes of the games. Previous research on rewards studies the effects on the player themselves as they receive their reward. This thesis focuses on the objectives, rewards and requirements in the game and other gameplay elements which may have an effect on the outcome.

According to Adams (2014) this subject is not as widely researched. Due to there not being enough previous research I had to bring up a few examples of my own from games that I have played. The games chosen for this thesis were developed for a Single-player campaign, the Multiplayer modes is extra features to appeal to a broader audience. This is because a game primary designed for Multiplayer would be more aware of the Multiplayer dynamics.

By making the assumption that players will use any available exploits to their advantage it is possible to predict player behaviour if they strive for the available rewards. According to Adams (2014) the player types do have an important factor in how people play their games – but it is usually the dedicated gamers that seek rewards with the aim to complete and master the games that they play. These players do not necessarily put value into the social factor of a game and only focus to complete their objectives. They may have to use exploits to advance
in the game quicker than the average player. The exploits may make the rewards easier to achieve and according to Williamson (2014) easy rewards are only effective in motivating people to pursue easy rewards.

4.1 Explaining the games

The games analysed in this thesis are primarily a Single-player game but with additional game modes for Multiplayer to appeal to a broader market. To understand the purpose of a game and how it is supposed to work I first explain the design and what objectives the players have to accomplish to be rewarded if the game offers such rewards.

The games are explained in explicit details of the Multiplayer modes to give a full picture on why rewards or player interaction are important for that specific game. Video games hold many variables on what can make them enjoyable; in the case of Multiplayer the social factor plays a large part. By definition Multiplayer is a game designed for or involving several players. From this principle we can deduce that Multiplayer is not solely a Single-player experience and is played by several people. The core definition by Adams (2010) is that Multiplayer games are about player-to-player interaction. This can be confirmed by bloggers of Gamasutra such as Houkes (2014) as he prefers Local Multiplayer for the social experience.

By design, cooperative games should encourage teamwork by making the players have the same goals and competitive games should make the players fight and prove which one is the strongest. The themes of the Multiplayer games are important to decide whether the rewards and objectives may cause a problem or not.

One of the games in the analysis received an update by being ported to other consoles of a larger market. The differences of that game and its predecessor should give me a clear view of what content the developers decided should be changed to make it a better game. Whether the game is considered to be better or not is unimportant, the developers made those changes for a reason which can be assumed to fix the faults of the previous version.
4.2 Analysing the objectives

The objectives in each game are analysed by examining them in each game and drawing a table in the document with six categories to explain their part of the game. This allows each objective to be closely examined to see whether it is balanced, encouraging completion or take Multiplayer into consideration. The chosen objectives are exclusive to the Multiplayer modes of each game and do not take the single-player campaign into consideration.

The variables in a game are not solely based on the objectives or requirements, the method of reaching those objectives and also meeting the requirements can greatly affect the gameplay. The variable which may affect the objective and requirements is called modifier in this analysis. A modifier can be level design or an unintended feature in the game which may affect the overall objective as a whole. It does not necessarily have to be something unintended, it can be anything which may affect the gameplay such as stronger than average enemy or a unique feature exclusive to a certain stage.

To clear an objective the requirements may be to defeat an enemy - but with a modifier, which could be a strong boss character, the difficulty and player strategies will change which will affect the overall experience when clearing the objective.

In the analysis the Effect parameter examines the behaviour of a reward-seeking player according to the requirement, rewards and modifier. It can be assumed this type of player will strive for efficiency with no regard to other players if it is not necessary for the end goal. The analysis examines the potential negative effects on Multiplayer from the reward systems alone. It is not whether players do play their games in such way, it is whether it is possible to do so and if it has an effect on the Multiplayer experience.

4.3 Gathering the results

Games usually have online communities where players can discuss the game with each other. One of the popular gaming communities is GameFaqs where players can write walkthroughs and share in-depth information of a game. Other sources such as Steamcommunity are also used. The players have played the games and share their opinions and experiences openly between each other. If there is any issue that they may have in the game it will be discussed on these forums.
To gather the player feedback to support the analysis of the objectives; quotes are used from these forums where a player explain their experience. The focus of this thesis is the reward systems in the Multiplayer modes so forum topics about certain game features or the Single-player campaign are ignored.

The quotes will answer if the analysis of the effects on the game and Multiplayer are valid and if such behaviour occurs in the game. It should be considered that there are different personalities and player types who value the game differently which might give a biased opinion on the matter. To avoid biased opinions if there is an issue or not the thesis focuses on the nature of the game design itself. For example, if the game is about fighting monsters and the survival of both players is required to win then the game is meant to be played cooperatively. If the behaviour go against the design it is judged as inappropriate for Multiplayer as some players may want to play it as intended.

In short there are two core principles in the analysis which is interaction between players and the purpose of the game design.

5. Results

5.1 Analysis of games

In this chapter the Multiplayer modes of each game are first explained in explicit details. Afterwards the document will show a table to answer the questions:

- What are the objectives?
- What is required?
- What are the rewards?
- Is there a modifier?
- What is the effect?
- What does it do with Multiplayer?

The objective is the task set in the game for the players, content to play through. The requirements are what actions the player has to make in order to complete their objective, be it reach a goal or defeat a certain enemy. The rewards are what is rewarded upon completing the objective. Rewards can range from in-game equipment; unlockable content or bonus points. The Objective, Requirement and Reward are directly connected with each other and will often remain the same as they were designed by the developers.
Modifier is part of the game design that could influence the gameplay and player behaviour. It is not as directly connected with the design of the reward system but may have great effect on the game. If the requirement is to reach a certain point, a modifier can be a glitch that allows players to cross the game outside the level map and avoid every challenge that was set before them. The effect on such requirement and modifier would be that players have an easy shortcut to their goal; rewards will usually remain as great as it were even if the player did not use exploits.

By assuming exploits are used by a player without any regard to Multiplayer and yet play together with other people if that is required; the final parameter explains how the social fabric is affected by the reward system and player behaviour.

5.1.1 Resident Evil: Revelations. 2012. Nintendo 3DS

Image 1: The game cover for Resident Evil: Revelations on the 3DS.

The game Resident Evil: Revelations, first released on the portable Nintendo 3DS system in 2012 is a survival horror game developed by Capcom. The main game mode is Single Player - but as you make progress in the Single Player campaign, additional stages in the cooperative Multiplayer Raid Mode will be unlocked. When selecting Raid Mode the player is offered the options to play Raid Mode by themselves on SoloPlay, local Multiplayer using Nintendo 3DS Local Play or online with OnlinePlay.

The stages of Raid Mode are tied with the Single Player campaign. The setting of the game is on the abandoned ship named Queen Zenobia. On board the ship are hordes of monsters that
are created by the fictional T-Abyss virus. The players have to fight through and survive the horrors of the ship. In Raid Mode the stakes are even higher as the stages features stronger enemies with various gameplay modifications to add to their difficulty. Unique to Raid Mode, the players are able to gain levels and upgrade their weapons to have a better chance of survival.

![Image 2: Two players face a monster in Raid Mode](image)

To complete a stage in Raid Mode the players need to fend off the monsters and reach the end which is in the shape of a gold medal. To end the stage one player have to touch the medal by pressing the assigned interact button, used in most parts of the game to pick up items or shoot when a gun is drawn. Touching the medal end the stage and the game calculates their performance and they will be rewarded accordingly. The player ranks and levels are based on their performance. Performance is calculated from the following areas;

- Accuracy
- Enemies (Number killed)
- Damage (How much damage the player received; the lower the number, the better)
- Clear Time

The highest rank that the player may receive is the S Rank on every stage. Skilled players will have their username change to a different colour if they receive the S Rank on every stage. Also when completing a stage the player may earn bonus points from a so called Trinity bonus if they never missed a shot, killed every enemy and received no damage.

Completing the main campaign also unlock a bonus stage called “Ghost Ship”, the difficulty is increased drastically from level 1 monsters to 50 as the players move further into the stage
until they reach an arena where they have to fight waves of boss monsters that are much stronger than they were in the campaign. On the 3DS version the “Ghost Ship” bonus stage have multiple end-of-game medals scattered across the ship in almost every major area. If the player touch them the stage end prematurely and their performance will be graded lower.

Upgrading the equipment and leveling up the characters is recommended if the player want to complete all the stages of Raid Mode including the difficult “Ghost Ship”. By leveling up their characters the player can complete stages faster and use fewer resources such as ammo, grenades or healing herbs. The maximum level a player can reach is 50 but the levels can be modified to any lower number if the players want a more challenging experience.

The advantages of leveling up also allow the players to equip stronger weapons. I.e. if the players obtain a weapon with the required level of 35 the player will be unable to equip the weapon at level 34 or lower. To upgrade the weapons themselves the player need to find Custom Parts and apply them to the chosen weapons.

![Image 3: Weapons can be upgraded with Custom Parts to make them more effective.](image)

Weapons and Custom Parts can be earned in various ways when playing Raid Mode. During stages the player can find and collect up to ten Weapon Cases which contain random weapons with levels to match the difficulty of the stage. Custom Parts are hidden as well on the stages and can be found from defeating monsters or picking them up. Weapons can also be bought in the game store by spending Battle Points or BP for short, which the players have earned from playing Raid Mode and completing missions.
Raid Mode can be played alone but have optional Local and online Multiplayer. When the players log in to the servers to play online they will find themselves in the lobby where they can search for suitable users to play a stage together with. The players are unable to communicate directly with each other and have to rely on player levels and honors which is the colour of their username, before they decide to invite them. When playing a stage players can only communicate by selecting voiced in-game dialogue to call out commands such as “Go”, “Thank you”, “Come on”, and “Wait”.

Raid Mode was designed to be a cooperative game mode - so to encourage players to meet and play together online or locally the developers use the StreetPass features exclusive to the 3DS to trade information with fellow players.

Nintendo developed the 3DS to be a social gaming system and to influence players to bring it with them outside they introduced StreetPass. When two players meet each other in the local area or play together online they can collect information from each other. The built in software of the 3DS let the players view information such as the last played game or send messages to each other when they meet the next time. 3DS-games often have their own uses for StreetPass which often offer great benefits to the game.

In Resident Evil: Revelations StreetPass is used to send supplies such as ammunition, healing herbs, grenades or sometimes special StreetPass missions which can offer great rewards if the player manages to complete them.

Image 4: Illustration on how StreetPass on the 3DS work.
StreetPass on Resident Evil: Revelations may assign a Wanted or an Infection mission to Raid Mode for the players who have the StreetPass feature activated. The Wanted missions send the player on a hunt to find and destroy the other player characters who have transformed into a monster on a random Raid Mode stage while the Infection missions give the player a random type of the fictional viruses in the game. If the players have an Infection mission they have to encounter a certain number of players locally or online using StreetPass that may also have the same virus type. Once the required amounts of encounters are met the player will clear the mission and collect the reward that is written on the mission.

![Image 5: Supplies from StreetPass go to both the main campaign and Raid Mode.](image)

The amount of players varies on what type of “Infection mission” virus the players have. The rarer viruses require a low amount of encounters to compensate while the more common viruses can be up to twenty StreetPass encounters.

For a StreetPass encounter to be registered the players have to meet unique players at least once after passing them or playing a stage. After each encounter there is a chance to receive one of the special StreetPass missions but it is not guaranteed that they will appear.

The players can collect and store up to 25 missions from StreetPass for both the campaign mode and Raid Mode, totaling up to 50 missions. If the player wishes to receive new StreetPass missions without clearing the previous ones they have to choice to delete the selected missions. Otherwise if a mission is cleared it will be removed once the player claims their reward.
Every mission show what rewards they will receive upon completion making it easy for the player to pick and choose what they want to receive. Managing the missions from StreetPass frequently is recommended if the player want to find certain weapons or supplies that they need. The rewards from completing missions are often extra points to spend in the game shop, Custom Parts for weapon upgrades or weapons including the extra rare and powerful “Legendary Weapons” - four special weapons, one for each weapon type that is Machine Gun, Shotgun, Rifle and Magnum.

The Legendary Weapons are desired for having the highest firepower of any other weapon and in the game as well for having a unique appearance to difference them from the rest of the weapons. True to their name they are very difficult to obtain and will often require the player to hunt for missions that reward them – they can only be found in Raid Mode if the player comes across them by chance.
Other rewards from Raid Mode are playable characters and costumes. They are unlocked after completing the stage related to their appearance in the campaign. Some of these characters were not playable in the campaign – but held great importance to the story. This includes the character Morgan who is unlocked after completing the difficult “Ghost Ship” stage.

Resident Evil: Revelations is primarily a single-player game but the Raid Mode can be appealing to players seeking a cooperative Multiplayer experience.

5.1.2 Reward system table

This table for the reward system list every unique objective related to Multiplayer mode. Objective, Requirement and Reward is constant and were predetermined by the developers. Modifier is specific gameplay features, a glitch or something unexpected which may influence the gameplay either positively or negatively. It is not connected with the reward system itself.

Effect is, assuming the player complete the challenge using any exploits in the modifier, is the results after completing the objective. It is how they are rewarded for their efforts and how it may influence their behaviour. A modifier that make the objective easy to complete will only encourage the player to continue- As explained by Williamson (2014) easy rewards are only effective in motivating people to pursue easy rewards.

As the games are for Multiplayer the final parameter explains how the reward system and player behaviour may influence that aspect. Does it encourage teamwork, competition or other social interaction or is the game more suitable for Single-player?
# Resident Evil: Revelations. 2012. Nintendo 3DS

## Cooperative Survival Horror Game

<table>
<thead>
<tr>
<th>Objective</th>
<th>Requirement</th>
<th>Reward</th>
<th>Modifier</th>
<th>Effect</th>
<th>Multiplayer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear any stage in Raid Mode.</td>
<td>Reach the goal without dying or quitting. Can be played alone.</td>
<td>Battle Points, Experience, Custom parts, Weapons, Legendary Weapons, StreetPass missions</td>
<td>Little communication. Grenades may damage other players. Death or quitting earns no rewards. Teamwork not required.</td>
<td>Decent rewards based on performance. Making progress into the game.</td>
<td>Teamwork can make it easier to clear. StreetPass missions encourage Multiplayer.</td>
</tr>
<tr>
<td>Trinity bonus</td>
<td>100% Accuracy, Defeat all enemies, Receive no damage</td>
<td>Extra Battle Points</td>
<td>A mistake will make the player not receive the Trinity bonus.</td>
<td>High amount of Battle Points to be used for buying items.</td>
<td>Teamwork can make it easier to clear.</td>
</tr>
<tr>
<td>StreetPass with people who have an Infection mission</td>
<td>Clear a stage with someone who have the same Infection mission</td>
<td>Custom parts, Weapons, Legendary Weapons</td>
<td>&quot;Ghost Ship&quot; can be cleared in a few seconds by ending it early. Unknown if players have the same StreetPass mission.</td>
<td>High rewards for little effort. The majority of the stage will be unplayed.</td>
<td>Ending the stage early hinder the progress of others. Two players with the same goal will not play through the stage.</td>
</tr>
<tr>
<td>Clear a Wanted Mission</td>
<td>Defeat a monster with the StreetPass player name and clear the stage.</td>
<td>Custom parts, Weapons, Legendary Weapons</td>
<td>Teamwork not required.</td>
<td>Decent rewards based on performance and luck finding the monster.</td>
<td>Wanted missions are assigned to a single player. This player is the one who should defeat it.</td>
</tr>
<tr>
<td>Clear Ghost Ship</td>
<td>Battle through every major area of the game. Survive monsters of increasing difficulty. Find the correct goal.</td>
<td>Battle Points, Custom parts, Weapons, Legendary Weapons, StreetPass missions, Unlock a playable character.</td>
<td>Multiple end goals scattered across the map. Long 30+ minute stage. Increasing difficulty make the ending hard to reach for most players.</td>
<td>High rewards based on performance. New character to be used in Raid Mode.</td>
<td>Teamwork can make it easier to clear. Players will spend 30+ minutes together.</td>
</tr>
</tbody>
</table>

Resident Evil: Revelations was re-released for Playstation 3, Xbox 360, Wii U and Microsoft Windows a year after the 3DS version. The game was enhanced by updating the graphical capabilities to better fit a larger screen and additional changes to the gameplay such as introducing new enemies in the campaign, alternative costumes to use in the campaign, increasing the difficulty and strength of enemies and bosses, and modifying the stages and missions of Raid Mode. In terms of setting and general gameplay the game remains the same as the Nintendo 3DS version.

One of the most notable changes when comparing the HD console re-release with the first Nintendo 3DS version released the previous year - is the removal of the StreetPass feature and missions. StreetPass is exclusive to the Nintendo 3DS and is best suited for portable gaming as it allow the players to go outside and find other players – but this is not possible on the HD consoles.

To replace the StreetPass the console versions are linked with the residentevil.net website. There Capcom may post Present Codes that the players can enter in the game to receive special weapons distributed at a limited time. Once a code is posted the players have to redeem it within 48-hours - and if they input too many codes whether valid or not within a certain time frame they may receive a temporary ban from the service as the game judge it as suspicious behaviour. Once the ban has been lifted the players can resume to using the service. Aside from promotional content residentevil.net sell playable characters to be downloaded for Raid Mode as well as weapon packs advertised on the website as “having a higher rarity than usual and feature an additional slot” for extra Custom Parts.
New gameplay features in Raid Mode includes hidden star-shaped medals that will grant the player bonus points if they manage to find and shoot them. The interaction among players were also improved by allowing players to register friends or block disruptive players so they will not have to encounter and play a stage them again in a game session. The communication while playing a stage were also improved as the players can now use their microphones for voice chat and speak directly to their partners. The game still have in-game voice commands like the ones in the Nintendo 3DS version for players who do not wish to speak or do not own a microphone.

The “Ghost Ship” stage on the HD console versions received a lot of changes to the stage itself to difference it from the stage which appeared in the Nintendo 3DS version. No longer does the stage have multiple end-of-stage medals, which could be used to end the stage before the first enemy encounter, and instead the players have to reach the furthest point at the end. Like in the Nintendo 3DS version at the end the player have to fight waves of bosses – but in the HD consoles they have been increased from level 50 to level 60, making the stage near impossible to clear if the player is not at their maximum level.

The Trinity bonus received a slight update by replacing the 100% accuracy requirement with clearing a level with a lower than recommended level. The Trinity bonus is also an achievement which is a feature for the HD consoles players can earn to prove their skills in the game.

Image 9: The enemies of Raid Mode are stronger in the console versions.

Cooperative Survival Horror Game

<table>
<thead>
<tr>
<th>Objective</th>
<th>Requirement</th>
<th>Reward</th>
<th>Modifier</th>
<th>Effect</th>
<th>Multiplayer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear any stage in Raid Mode.</td>
<td>Reach the goal. Shoot hidden medals for bonus points. Can be played alone.</td>
<td>Battle Points, Experience, (Less if dying or quitting.) Custom parts, Weapons, Legendary Weapons</td>
<td>Grenades may damage other players. Teamwork not required.</td>
<td>Decent rewards based on performance. Making progress into the game.</td>
<td>Teamwork can make it easier to clear. Players have it easier to communicate.</td>
</tr>
<tr>
<td>Trinity bonus</td>
<td>Lower than the recommended level, Defeat all enemies, Receive no damage</td>
<td>Extra Battle Points or a Legendary custom part, Achievement, Unlock a playable character</td>
<td>A mistake will make the player not receive the Trinity bonus.</td>
<td>High amount of Battle Points to be used for buying items or a Legendary custom part to upgrade weapons.</td>
<td>If the player makes a mistake some may quit as their goal is to earn the achievement.</td>
</tr>
<tr>
<td>Use Present codes</td>
<td>Receive codes from the residentevil.net website. Use codes within 48 hours.</td>
<td>Custom parts, Weapons, Legendary Weapons</td>
<td>Player will be banned if 10 codes are inputted within a certain time frame whether they are valid or not.</td>
<td>Rare and special rewards are distributed to players using the codes as they are available.</td>
<td>Players can inform their friends. Weapons can be used in Raid Mode to play with others.</td>
</tr>
<tr>
<td>Clear Ghost Ship</td>
<td>Battle through every major area of the game. Survive monsters of increasing difficulty. Defeat bosses in an arena at the end.</td>
<td>Battle Points, Custom parts, Weapons, Legendary Weapons, Pirate costume</td>
<td>Long 30+ minute stage. Increasing difficulty make the ending hard to reach for most players.</td>
<td>High rewards based on performance.</td>
<td>Teamwork can make it easier to clear. Players will spend 30+ minutes together.</td>
</tr>
</tbody>
</table>

#### 5.1.4 Kid Icarus: Uprising, 2012. Nintendo 3DS

[Image 10: The cover artwork for Kid Icarus: Uprising]
The Kid Icarus: Uprising title is a game released on the 3DS developed by Project Sora and directed by Masahiro Sakurai. Kid Icarus: Uprising is an action game with single-player as its primary gameplay mode but have an additional mode called Together which is Multiplayer with support for local and OnlinePlay. Players can choose to play together with registered friends by selecting “With Friends” when playing online or “Nearby” for local multiplayer. If they wish to play online with strangers they can choose the option “With Anyone” when creating a room.

Together mode is also possible to be played alone if the player chooses the Nearby option. CPU, computer played characters, will fill the empty spots if no other player is registered.

Together Mode features two game modes called Light vs. Dark which divide six players into two teams, three fighters on each side. The other game mode is called Free-For-All which pits the players against each other without dividing them into teams. After playing Together mode the player is rewarded with Hearts which is the currency of the game and sometimes a random weapon.

The weapons of Kid Icarus have unique attributes - so no weapon is the same as the other. Weapons can be earned from playing any activity and is not exclusive to Multiplayer. The StreetPass feature for this game involves trading weapon gems with players met in a local area. The weapon gems can be used to unlock any weapon the other player has on store or to combine the gems with other weapons to create something stronger with unique abilities. Part of the game is to find the weapons that best fit your playing style. The player may also receive and use special moves called Powers to gain an advantage on the battlefield.

**Light vs. Dark**

![Image 11: Two angels clash in Light vs. Dark](image)

In Light vs. Dark the players have to fight the opposite team until an angel is summoned to the opposite team. As they fight each defeated player will fill a gauge and once it is filled the
last killed player will spawn as an angel, a light or dark angel to match the side they fight for. To win this mode the players have to defeat the opposite angel first before their own angel is summoned and defeated. All players will be rewarded for their performance.

**Free-For-All**

![Image 12: Players fight each other in Free-For-All](image_url)

In Free-For-All the players fight under a time limit, the objective is to defeat as many players as fast as possible and the one with the highest overall score is the winner. Defeated players will respawn at a random location giving them an advantage to sneak up on the opposite players when they rejoin the battle. Free-For-All is a great opportunity for the players to try out their weapons against other players and see which one is the strongest.

**Treasure Hunt**

![Image 13: Open panels in Treasure Hunt to earn rewards.](image_url)

Kid Icarus: Uprising have a reward system with a wide variety of objectives based on the challenges of the game. Most of the objectives are related to the single-player campaign or how many times the player have performed certain actions such as dodging or even get killed.
This reward system is called Treasure Hunt and is designed to unlock rewards as the player makes progress in the game and later offer more difficult challenges. The rewards are anything from weapons, powers, idols or music tracks. Weapons and rewards can be earned from other means and is not exclusive to the Treasure Hunt table. Idols are trophies with descriptions of each character, item or location featured in the game. They can be earned from Idol Toss which is a feature unrelated to Multiplayer but some Idols only come from the Treasure Hunt. A music track is the only type reward that can only be earned from the Treasure Hunt. There are three sets of Treasure Hunts each with a difficulty of easy, medium and hard. Each Treasure Hunt contains 120 boxes with unique objectives and rewards.

Some of the Treasure Hunt objectives are based on the Together multiplayer mode. The tasks include playing “Nearby” once; defeat an angel in Light vs. Dark, Play Free-For-All 10 times etc. On the hard Treasure Hunt table the objectives for Together mode are play Together mode 200 times, play Light vs. Dark 30 times, play Nearby in Together mode 50 times etc.

![Image 14: Limited-use Feathers to open any Panel](image)

A limited number of objectives can be skipped by using feathers to open the panels and clear the challenge. The developers use similar reward systems in their other games where the players are given a choice to skip challenges by using a special item available at the reward table. The item, a feather in Kid Icarus, will clear any challenge no matter how difficult it is to achieve. In Super Smash Bros. Brawl (2008) the reward table uses Golden Hammers to open up the panels.

Competitive Action Shooter Game

<table>
<thead>
<tr>
<th>Objective</th>
<th>Requirement</th>
<th>Reward</th>
<th>Modifier</th>
<th>Effect</th>
<th>Multiplayer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Play Together mode</td>
<td>Play either Light vs. Dark or Free-For-All in Together mode</td>
<td>Hearts, Weapons, Powers</td>
<td>If no players are available they will be replaced by NPCs.</td>
<td>Together mode is playable at all times.</td>
<td>Players compete against each other.</td>
</tr>
<tr>
<td>Treasure Hunt</td>
<td>Complete unique tasks such as clearing stages in single-player mode, defeat enemies, use special weapons etc. Use Feathers to open any panel.</td>
<td>Open panel, Hearts, Stage, Idol, Music track, Feather</td>
<td>120 panels to open each with unique tasks on three difficulties. Total amount of 360 challenges.</td>
<td>Each panel opens as soon as the player meets the requirements. Set goals and objectives for the player. Undesired tasks can be opened with a limited use item.</td>
<td>Some challenges are related to the Multiplayer mode.</td>
</tr>
<tr>
<td>Treasure Hunt – Play Together mode</td>
<td>Play Together mode a certain number of times. Achieve victory in Light vs. Dark. Rank 1st a certain number of times.</td>
<td>Open panel, Hearts, Stage, Idol, Feather</td>
<td>Some objectives require the player to play a high number of times such as play Together mode 50 or 200 times.</td>
<td>Players seeking to unlock Treasure Hunt panels may play against NPCs to increase their count and achieve easy victories.</td>
<td>Local multiplayer is required for Nearby in Together mode.</td>
</tr>
<tr>
<td>Treasure Hunt – Play Far Away in Together mode</td>
<td>Play Far Away in Together mode a certain number of times.</td>
<td>Open panel, Power</td>
<td>Low amount of objectives exclusive to Far Away. Highest amount to play is 50 times.</td>
<td>Online play is required for Far Away. Low amount to reduce farming.</td>
<td>Players not interested in Online multiplayer may use feathers to open the panels.</td>
</tr>
</tbody>
</table>

5.2 Analysis of player behaviour

When these games were released in 2012 they were at their peak of popularity and players would often play Multiplayer online. When playing the games online certain player behaviour
could be observed. The player behaviour seemed to be based on whatever the objectives required were, such as StreetPass missions in Resident Evil: Revelations, the player had no desire to continue playing with the same players on Ghost Ship after playing it once with them.

If the situations listed in the reward system tables are true then players will express their opinion on the game community forums. By searching for relevant topics on forums such as GameFaqs or Steamcommunity it is possible to determine if reward systems did influence player behaviour and if it were seen as an issue.

5.2.1 Resident Evil: Revelations 3DS

As the game increase in difficulty it is highly desired by the players to level up their character and unlock stronger weapons to be able to proceed in the game. At first Raid Mode is a challenge when the player have not earned stronger weapons or leveled up their character. As they make progress the previous challenges pose no threat anymore and if the players want to grow even stronger they have to continue on the harder missions. The player may repeat the stages in order to grind their characters to reach the higher levels they need for the next set of stages.

As the game reward players for playing together using the StreetPass features of the 3DS it becomes highly desirable to meet as many unique players as possible. For StreetPass either meeting Local or playing Online and completing a stage count for earning scores and finding missions. The “Infection” missions require players to meet another with the same mission and virus. The virus types in Raid Mode differ in rarity and the amount of players people needed to StreetPass with are related to what virus their “Infection mission” have assigned. The rarer viruses only require eighth encounters while the more common viruses can be up to twenty different players as more are likely to posses it.

Infection missions are known to reward players with Legendary Weapons, the rewards are random but there is a greater chance of obtaining them through Infection missions. The missions are assigned at random when people StreetPass so the best method to find the missions and meet the requirements of unlocking the rewards is to play with as many players as possible while they delete unwanted missions.

If the player wishes to farm the stage they will often change their displayed level to 1 when searching for players to start the stage. The level is used as a sign of what their intention is but
not everyone use their levels as a communication tool. One other way to distinguish player skill is by the colours of their username, pink or for some purple being the highest rank. On the 3DS version the communication had to be subtle and after joining a stage they were only able to play voiced in-game commands. They could see a list of names of who are available to play with but only after joining the game they would show their intention.

In the 3DS version of Resident Evil: Revelations, “Ghost Ship” has an end-of-game medal at the start of the stage and if a player touches it the stage is ended for both players. At that point of the stage not a single monster has appeared yet - both players still get their StreetPass points or missions that they can use to unlock powerful rewards.

The Legendary Weapons can be earned from the”Infection missions – but the amount of missions the player can hold at a time is limited so they have to delete unwanted missions to get a better chance at finding those with Legendary Weapon rewards. With their missions deleted they need to fill it up once again by StreetPassing.

Players use Ghost Ship as a quick way to farm Infection missions and to complete them as fast as possible because in the 3DS version that mission has an end-of-game medal at the start of the stage before they get to fight any monsters.

The rewards of playing through Ghost Ship to the end unlock a new playable character, as the monsters grow stronger the further the players get on the stage it is known as the most difficult stage in the game. Without the strongest weapons and max level it is nearly impossible to clear on your own. Players want to player cooperatively to be able to clear it but with players that farm StreetPasses on “Ghost Ship” is available it can be difficult to find serious players that also want to reach the end.

“Ok so I am a level 32 at current, and I love playing through the Ghost Ship. However, I have been noticing a pattern that people tend to do. 9/10 I will play with someone who's level is 50, but when I join they will set their level to 1, go to the first goal point they see, shoot, then hit the goal. Once we are back in the lobby they drop the session. It always tends to be people in purple colored text, from what I have noticed. Anyone else have this issue?

Just curious if there is a joke or point to it or something. Lately I have been beating them to it, but I still don't get it.” Son28 (2012) – Gamefaqs
A reply by another player to the author explains how the StreetPass missions work and give a valid reason to why players may have this behaviour which cause the author to have an issue.

“There is a point. Sometimes when using streetpass with people, you get special missions called infected missions. I believe they have to have it to transfer it. You can get really good weapons and custom parts. Most people set their level to 1 to show the other player they don’t intend to go through the whole mission. Tons of level 50s join ghost ships to quickly do the mission and exchange infected missions.” Halorockzyou (2012) - Gamefaqs

On various forums the players express their frustration and confusion upon joining a game hosted by Ghost Ship farmers. They view these players as rude or “trolls” as well as “griefers” because farming the stage seems pointless for them; the point is to reach the end after all. Some players have a need to receive these missions even though they already are skilled at the game – but due to their rarity and the player is uninformed about a certain method he has to ask on the forums.

Hi there, I'm new to the boards and I have a question.
I'm living in the Netherlands and I don not know whether this has anything to do with the mission but I NEVER EVER seem to receive an infection or a wanted missions. I'm a level 50 purple colored player and I'm already familiar with the farming techniques. I've been doing some reading around the board and some users made it very clear that these missions are actually not so hard to get. Even online I keep on seeing people with grenade launcher or auto load. Why does Capcom make us want to street pass and do this? It's just so hard to get. I hope some of you will give me tips/tricks. thanks in advance!” Dialgatron (2012) - GameFaqs

Another player writes a short reply on how to farm missions and rewards and another player shows up and confirms that the Ghost Ship stage can be exploited for its early end-goal.

“you dont necessarily have to streetpass someone, well from the streets. you can streetpass anyone on this game even online. just farm ghost ship & hit the first goal just like he said (online)” hunter1307 (2012) – GameFaqs
5.2.2 Resident Evil: Revelations HD

The console versions received some major updated to the Raid Mode according to the feedback from players. Infection missions are removed even though the developers could create something equal to it. With improved communication and friend lists the players now have an easier time to know the objectives of the other players.

With Ghost Ship having been redone to require reaching the end for completion the stage is no longer as easily farmed for its rewards. Reward farming still occurs on stages but they are related to receiving loot from defeating monsters instead of searching for Infection missions and ending the stage early.

“Also what is the point of farming parts on the Ghost ship, because once you beat the Ghost Ship you are done with Raid mode :/ You dont get any godly things for beating Ghost Norman either and there is no achievement or anything just random parts you wont need lol” AlucarD (2013) - Steamcommunity

Now people play the game as intended as the Infection missions are removed and the stage that made it easy to farm them. The players are given a more fair chance to be able to play the Ghost Ship stage together with a player they meet in the lobby. As I read forums about the game on PlayStation 3 I did not find any of the problems that occur in the 3DS version. However, some players request to be escorted through the more difficult levels as they do not have the skill or levels to complete them and yet want to receive the rewards from the stage.

The only problems, if any, is the social behavior by the players as some play to get their partner killed by monsters. This is unrelated to the reward system and is more of a personality problem. As the game have less shortcuts for the rewards, reward-driven players focus more on completing the stages and even go to such extreme lengths to try going for the trinity bonuses by killing every monster, receive no damage and clear the stage with a lower than the recommended level.

Capcom had the benefit to explore how people were playing the 3DS version before releasing it to the HD consoles which is a bigger market for this type of game.

5.2.3 Kid Icarus: Uprising

The Treasure Hunt of Kid Icarus: Uprising does have a few challenges related to the Together Multiplayer mode. However as the game automatically fill empty player spots with NPCs it is
possible to create your own game session without playing with any other. This make it possible to farm the Multiplayer mode for the rewards in the Treasure Hunt feature.

The Treasure Hunt panels for the Far Away mode, which is playing online with friends or strangers, are much fewer than the general term for Together mode. This means if you play online it will still count as playing the Together mode and the only specific requirements are when it mention Nearby or Far Away. This add some flexibility to the challenge.

Even if the players do not want or cannot go online to play Far Away mode they may use the Feather item to open up any panel which they desire – no matter how difficult or time consuming the challenge is.

Even tough online play is not a full requirement to complete the Treasure Hunt, Kid Icarus have a strong online community with clans forming and battling each other regularly. One such clan is called Demon Hunters.

“Hi, I'm happy to announce the clan I am part from, Demon Hunters.
In this clan you will:
-Play With friends or team members
-Have Fun
-Chat and Talk about different subjects
-Train and Practice
-Kill Time XDDXDDD
-Participate in clan wars against other clans “

SilentXD (2012) – Nintendo3dscommunity

A clan is a group of players with a strong common intrest and they often keep in touch with each other and make plans for the next game sessions. The Demon Hunters clan of Kid Icarus: Uprising suggest players should converse with each other, practice their skills and participate in wars against other clans. Their focus is to play with each other instead of earning the best rewards.

6. Discussion

Dedicated players will often take shortcuts to reach their objectives as fast as possible. According to Ernest Adams (2014) only they and not casual players or anybody else would
consider to selfishly exploit games at the expense of others. These players may also just prefer to play Single-player but their dedication to complete the game forces them to the Multiplayer mode.

Raid Mode and Together mode of Resident Evil: Revelations and Kid Icarus: Uprising could be played alone as a Single-player but certain objectives were restricted to playing with other people online. If the player wanted to complete the StreetPass missions in Raid Mode the most efficient method is to go online and play with unique players to increase their chances of success. Kid Icarus: Uprising has the free-panel system using feathers to open them and complete any objective. Even if certain tasks had the requirements of 50 play sessions online it could be avoided by using a feather to open the panels. This allows players who prefer Single-player to not force them into content that they do not enjoy and the grind to complete the objective does not affect other players.

When players do force themselves into a grind for rewards it may be because of the Compulsion loop; the grind grows into a habit encouraged by repeated rewards. The Compulsion loop influences the player to farm the rewards of the game. Reward farming often occurs if there is randomness in the reward systems. The players will continue to test their luck until they finally reach their goal which could have taken them multiple hours of playing.

Random rewards can be seen as a Compulsion loop as they often require easy repeatable tasks. The randomness will make the player think they can reach their goal soon so they continue to repeat the content. If the task is as easy as to walk just a few steps to touch a medal, as seen in the 3DS version of Ghost Ship, only that part of the game will be played while the other content such as reaching the true ending is ignored.

As Williamson (2014) write on Gamasutra easy rewards are only effective in motivating people to purse easy rewards. The difficult challenge of Ghost Ship was not worth it as they were able to finish the stage and earn easier and yet worthwhile rewards in mere five seconds by ending the stage from the earliest ending point. The problem with Ghost Ship on the 3DS is that not every player may have a suitable StreetPass mission to benefit from the exploit and the lack of proper communication would be frustrating if their goal is to reach the end of the stage.
Kid Icarus: Uprising managed to handle the different type of players better by allowing them to choose themselves what panels they want to clear. Somebody who prefers Multiplayer in that game is allowed to clear any of the difficult panels related to the Single-player campaign and still play through 50 online games on their own. The opposite is also true as a player who prefers Single-player would not have to play online once. Social gamers will most likely play together with others who enjoy the Multiplayer mode.

This reward system does not alienate any type of player. Players with lower skills are also able to clear the most difficult challenges – but as the items are limited they have to be careful on what they use them on.

7. Conclusion

The reward systems in games are important to consider when developing a game with a Multiplayer mode. Rewards can be used as a form of motivation and introduce players to new content and features that they would not bother to play otherwise. The Multiplayer mode is often a completely new experience even if playing it can be similar to the Single-player mode. They can offer new gameplay elements that the main campaign did not feature such as modifying the enemies to be stronger and require different tactics.

The point of playing a Multiplayer game is to play together with several players. Rewards are not as important if there is a strong social connection between the players. In Kid Icarus the players formed clans because they enjoy playing the game together. This is by definition a successful Multiplayer game, as players join together and engages in the game. The rewards are not as important as their bonds - and even if the rewards are viewed to be important in this game they can be earned by other means.

Resident Evil: Revelations proved that the objectives and rewards can have a negative influence to the social fabric of a Multiplayer game. The 3DS version featured StreetPass missions – but with the modifier of early ending points at the Ghost Ship stage it caused players to farm StreetPasses without considering the wishes of other players. Raid Mode were supposed to be a two-player cooperative game but easy rewards from StreetPass made online play difficult for some players.

Even if both players had agreed to farm StreetPasses with each other they would only meet once and both would be ignoring the most challenging part of the game.
Capcom seem to have learned from their experience with 3DS-version of Resident Evil: Revelations as they re-released the game to the HD consoles a year afterwards. This version did not have the same problems as the previous version. Instead players focus more on playing through the game instead of aiming for easy rewards. Ghost Ship which previously had multiple endings now only have one which is at the end of the stage.

When designing reward systems for Multiplayer games the social interaction between players should be considered. If there are rewards they should be earned in such a way that does not interfere with the goal of the game whether it is to defeat angels or mutated beasts. If the game is primary a Single-player game then that demographic should not be forced to participate in online sessions. By giving them a chance to use limited items to clear an objective anyone can choose to skip grind that they do not really want to be a part of. In the end they will still be able to say that they have completed the game.

Addictive games and extrinsic rewards are great at keeping players occupied – but if not properly balanced to be played by several people it can ruin the experience for those that may want to enjoy a competitive or cooperative Multiplayer game.

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**Image 7.** Resident Evil: Revelations Legendary Weapon. Nintendo 3DS.  


