



## What Your Players Expect & How This Can Help You

Full video link: <https://youtu.be/zQ1kjEL07Dg>

Today we are revisiting expectations.

Previously we spoke about expectations in the context of giving us constraints – find that video here: [https://youtu.be/B8dyRC5\\_sjc](https://youtu.be/B8dyRC5_sjc)

We're going to be doing that even more and revisiting some of the older concepts because we need to begin to rely on expectations when we are creating our own world space. By doing so it will empower you to create stuff on the fly and allow your players to create stuff in their own minds and you can incorporate into your game.

- Expectation is personal
  - We all expect something slightly different.
  - We as game masters must play upon the expectations of our players. We need to be aware of how we can control and manipulate those expectations – in a good way! We need to control the game and we need to surprise our players from time to time.
  - Always ask yourself first – what do you, as the game master, expect?
  - Then ask yourself – why is it this way? You need to understand why it is this way and not another expected way.
  - Work through options – use your constraints and understand your goals, then explore the options.
  
- How do you do it?
  - Entrench, subvert, alter, abandon.
  - Combine these and use them as you need.
  
- Entrench it
  - Lean into what has been established before so we all know what is expected.
  
- Subvert it
  - Give it a twist of your own – something new.
  
- Alter it
  - Add to it or expand upon it.
  
- Abandon it
  - Make something totally unique to your game.



