

Game Literacy

Mechanics

What you do in the
game

MARIO
000000

0 × 00

WORLD
1-1

TIME
913









Position
1/12

Lap
2/2

0:15.145

Total Time
2:10.433

Best Lap
1: 1:55.288
1: 1:55.288

- 1 Debug Geddes
- 2 M.Ito
- 3 V.Salminen
- 4 I.Reinikainen
- 5 S.Steiner
- 6 F.Gronholm
- 7 G.Villa
- 8 L.Velasco

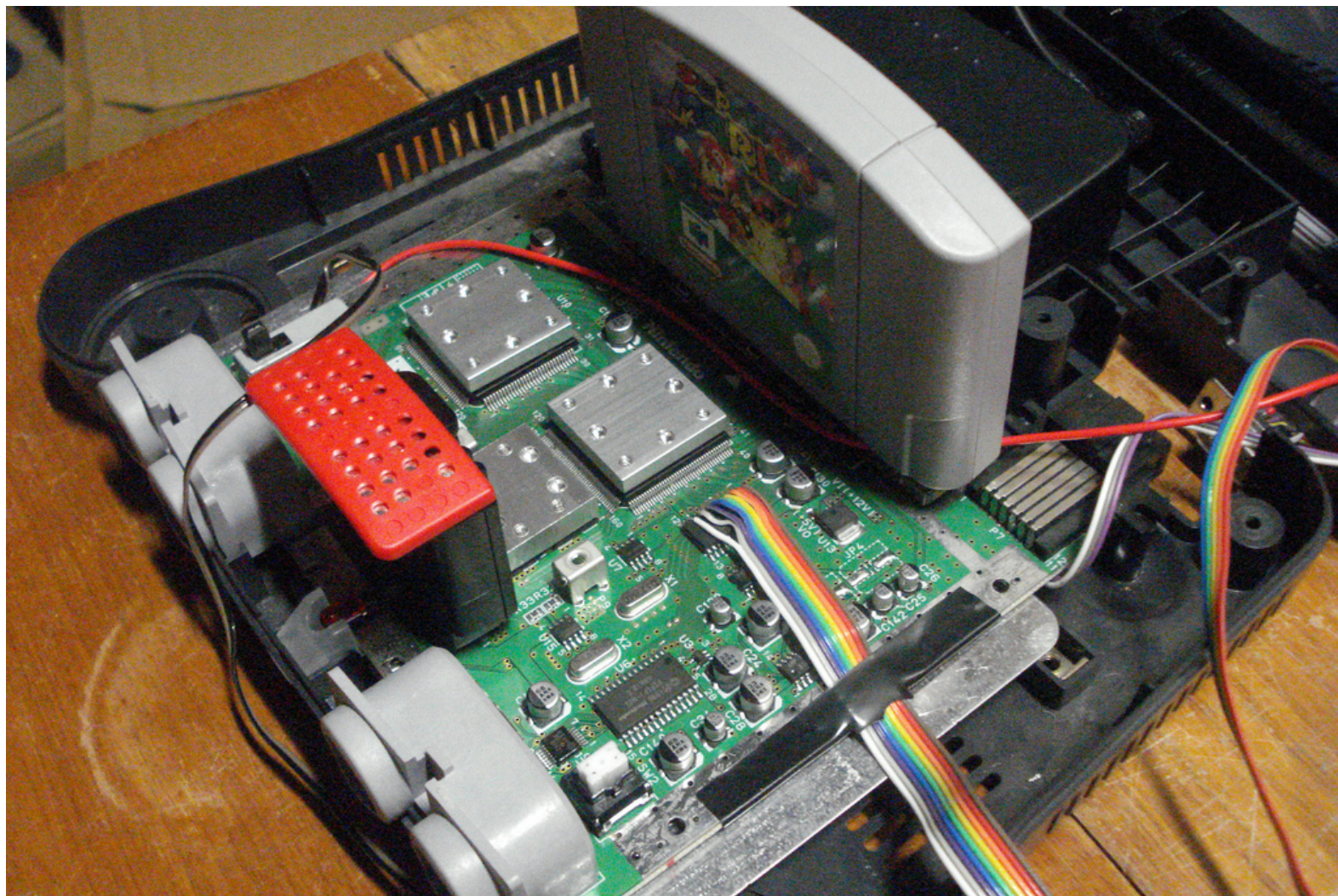
43
mph

2

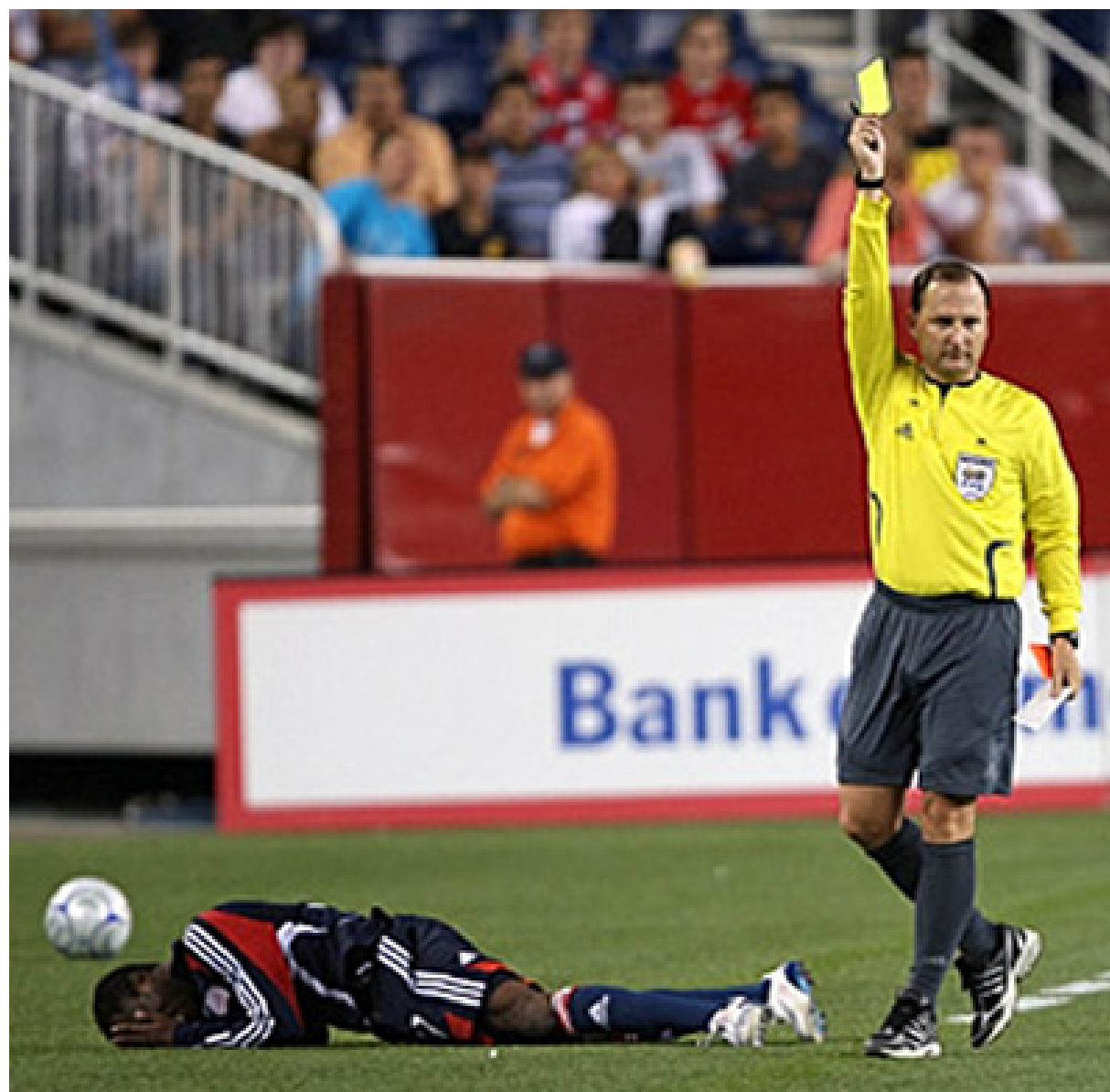


Rules

What you are allowed to
do in a game









Goal

Player's motivation



RANK	SCORE	NAME
1ST	007650	HAM
2ND	006100	MIY
3RD	005950	ZOO
4TH	005050	MSA

Stuff

Content in the game
that builds on a
mechanic



Daybreak Ranger

2



Creature — Human Archer Werewolf

☞: Daybreak Ranger deals 2 damage to target creature with flying.

At the beginning of each upkeep, if no spells were cast last turn, transform Daybreak Ranger.

4/4

— Steve Prescott

2/2



Nightfall Predator



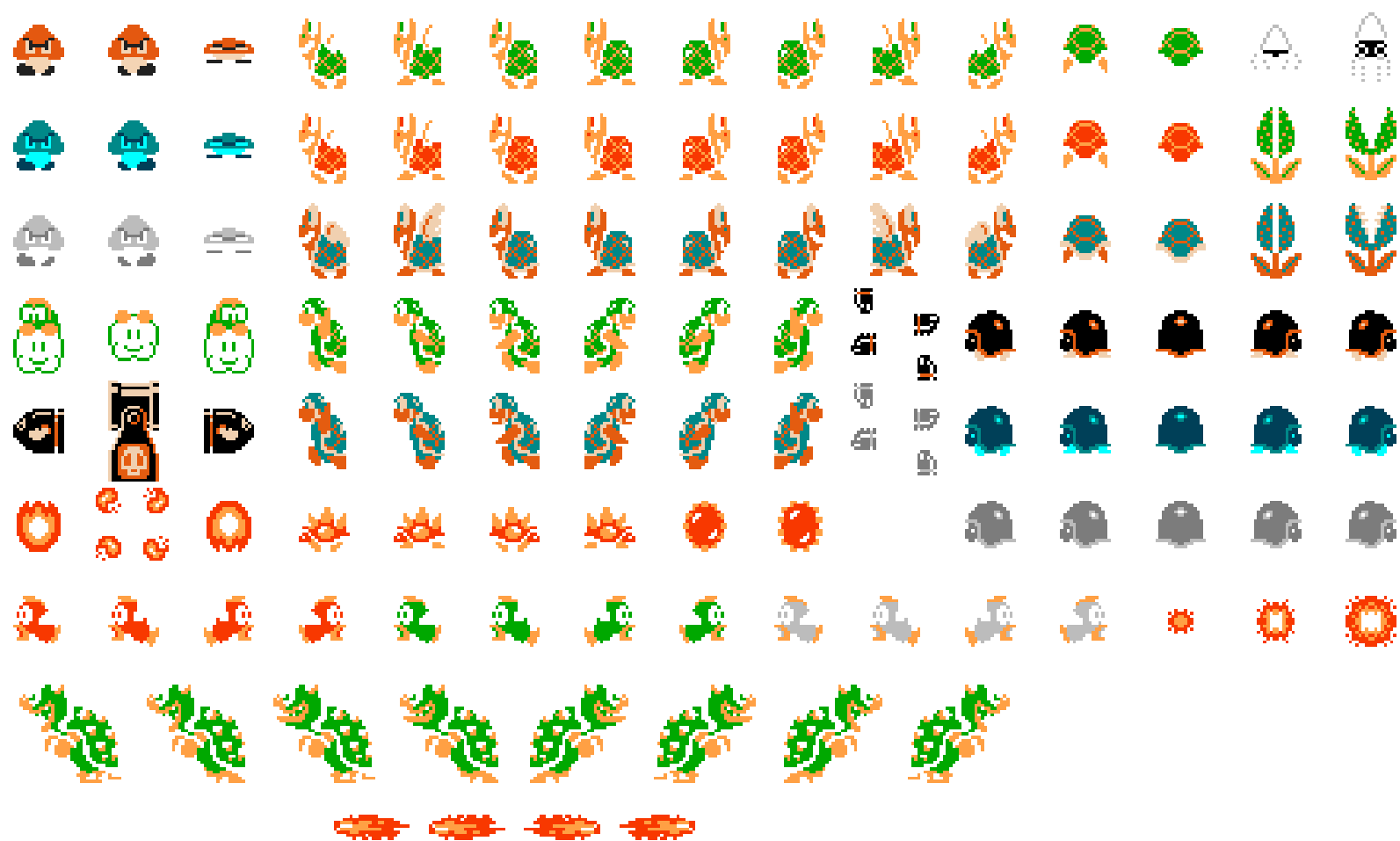
Creature — Werewolf

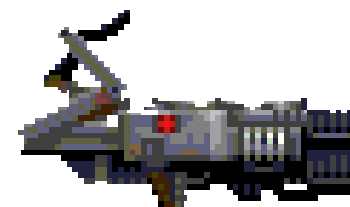
☞, **☞**: Nightfall Predator fights target creature. *(Each deals damage equal to its power to the other.)*

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Nightfall Predator.

4/4

— Steve Prescott





Skin

Visual/audio theme













Narrative

The story told by the
game

Score: 59 of 210

0:38:30

Sound: on



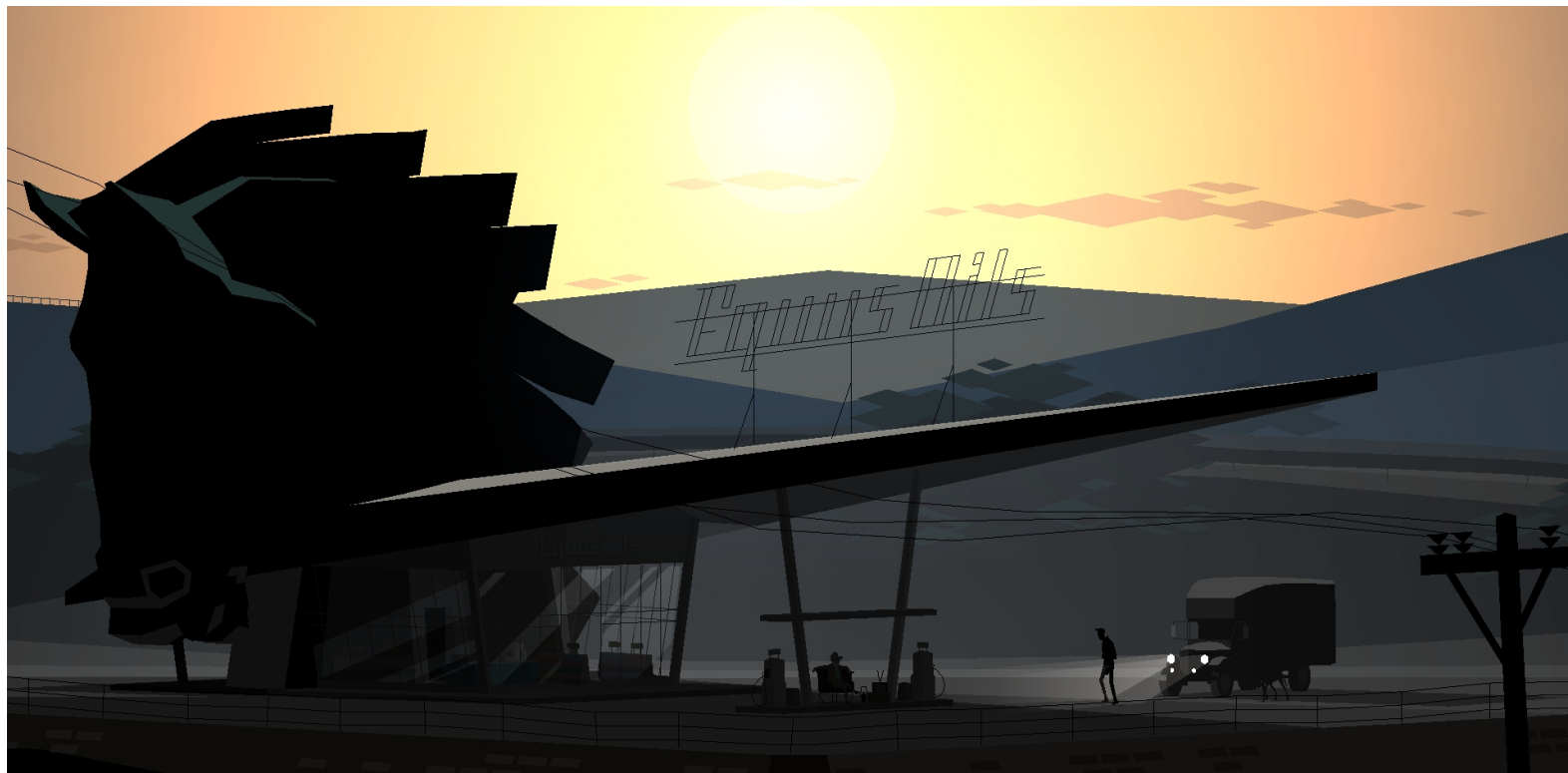
KING'S QUEST III: TO HEIR IS HUMAN

Space Quest IV - Roger Wilco and The Time Rippers



Space Quest III - The Pirates of Pestulon





WEAVER: I was just thinking what a lovely house we have. Do you like it? Have you been here before? Did you happen to see an owl?

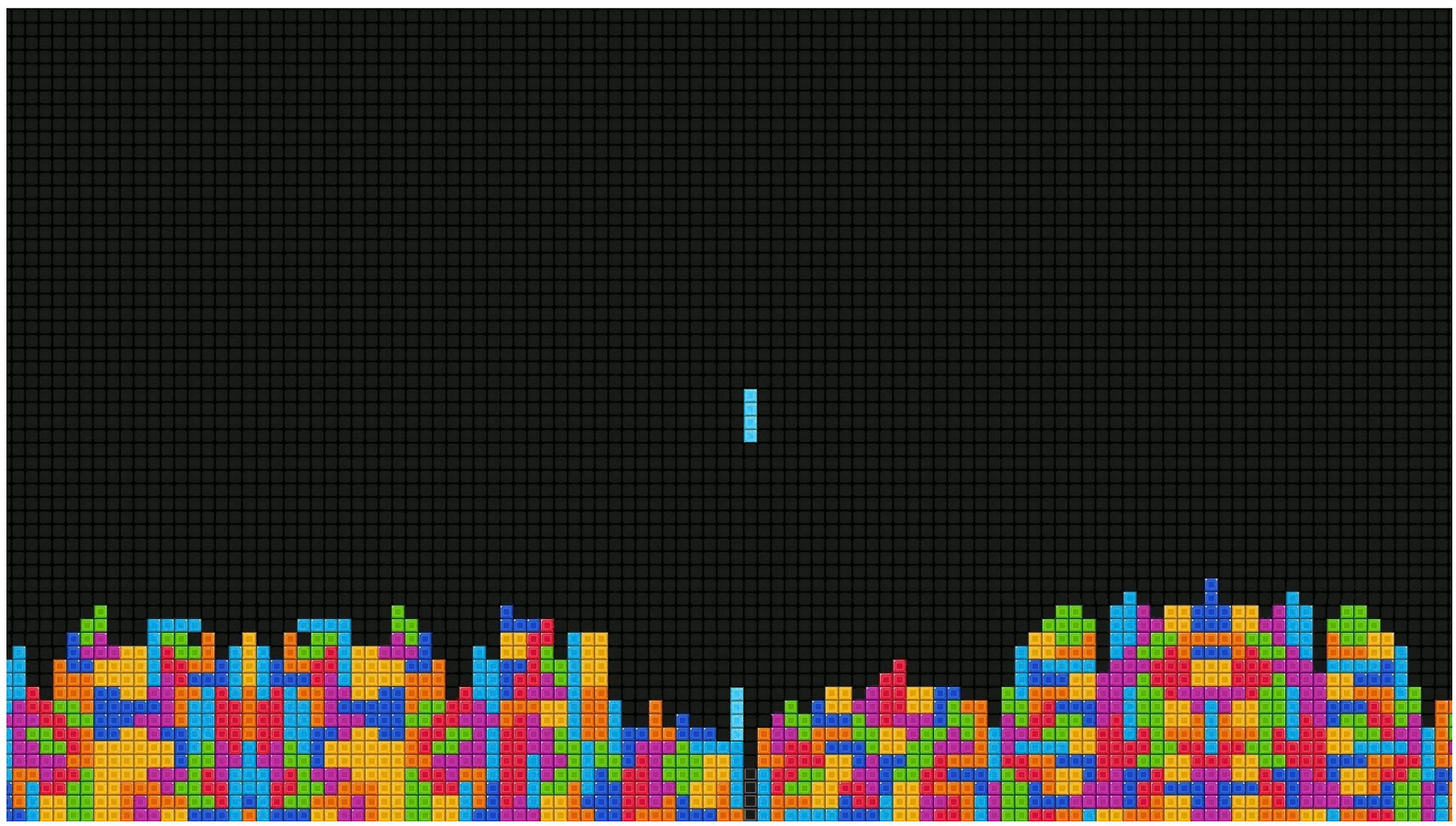
CONWAY: Sure, it's a nice house.

CONWAY: No, I've never been here before.

CONWAY: I didn't see any owl.



5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6					2	8	
			4	1	9			5
				8			7	9



Homework





