

Game Literacy

Mechanics

What you do in the
game

MARIO
000000

0x00

WORLD
1-1

TIME
913





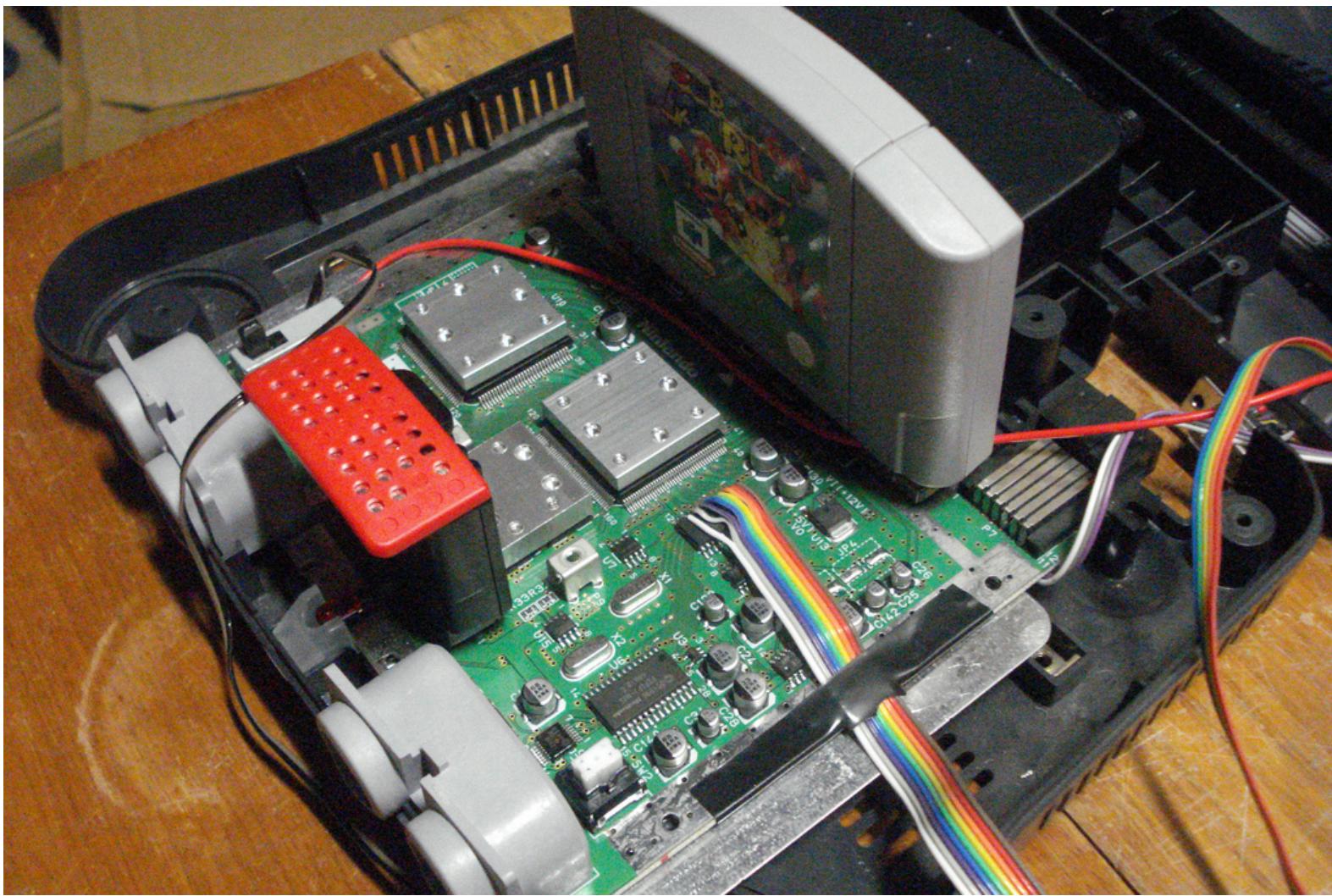




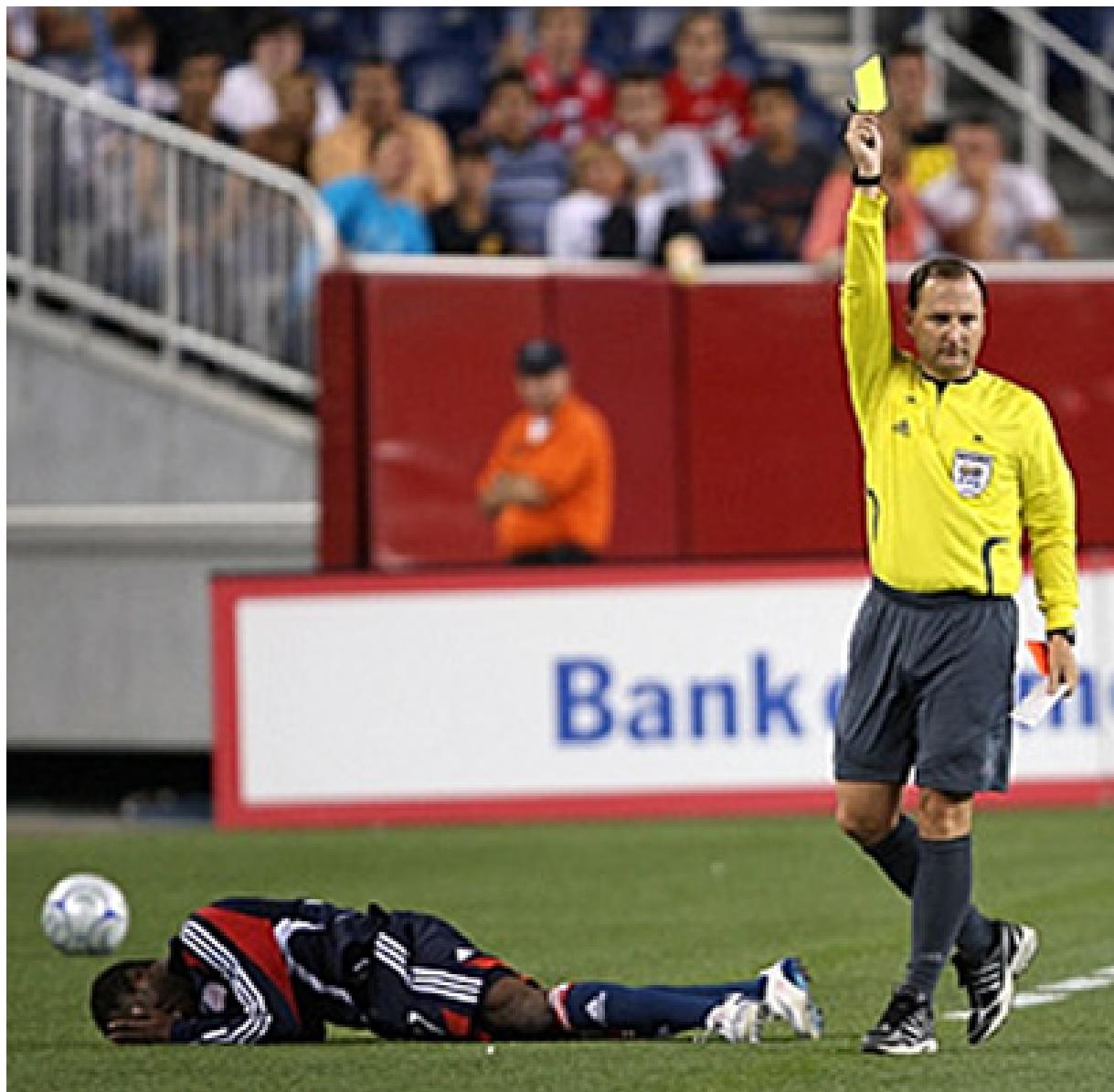


Rules

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

2/2

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

W

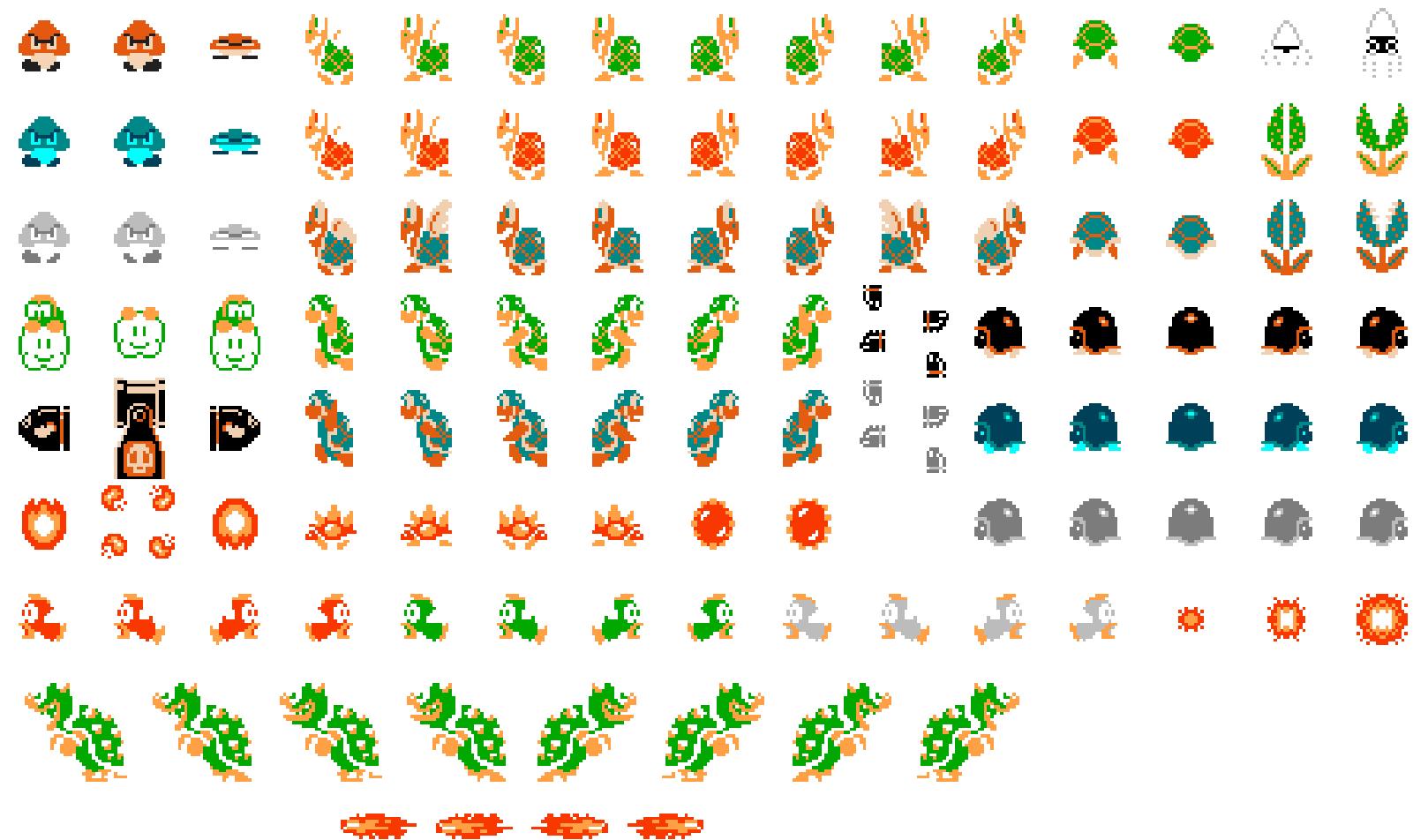
Creature — Werewolf 

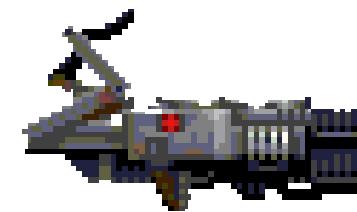
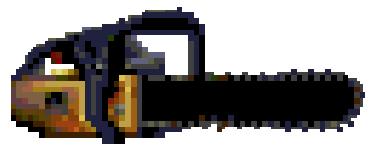
●, ●: Nightfall Predator fights target creature. (*Each deals damage equal to its power to the other.*)

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



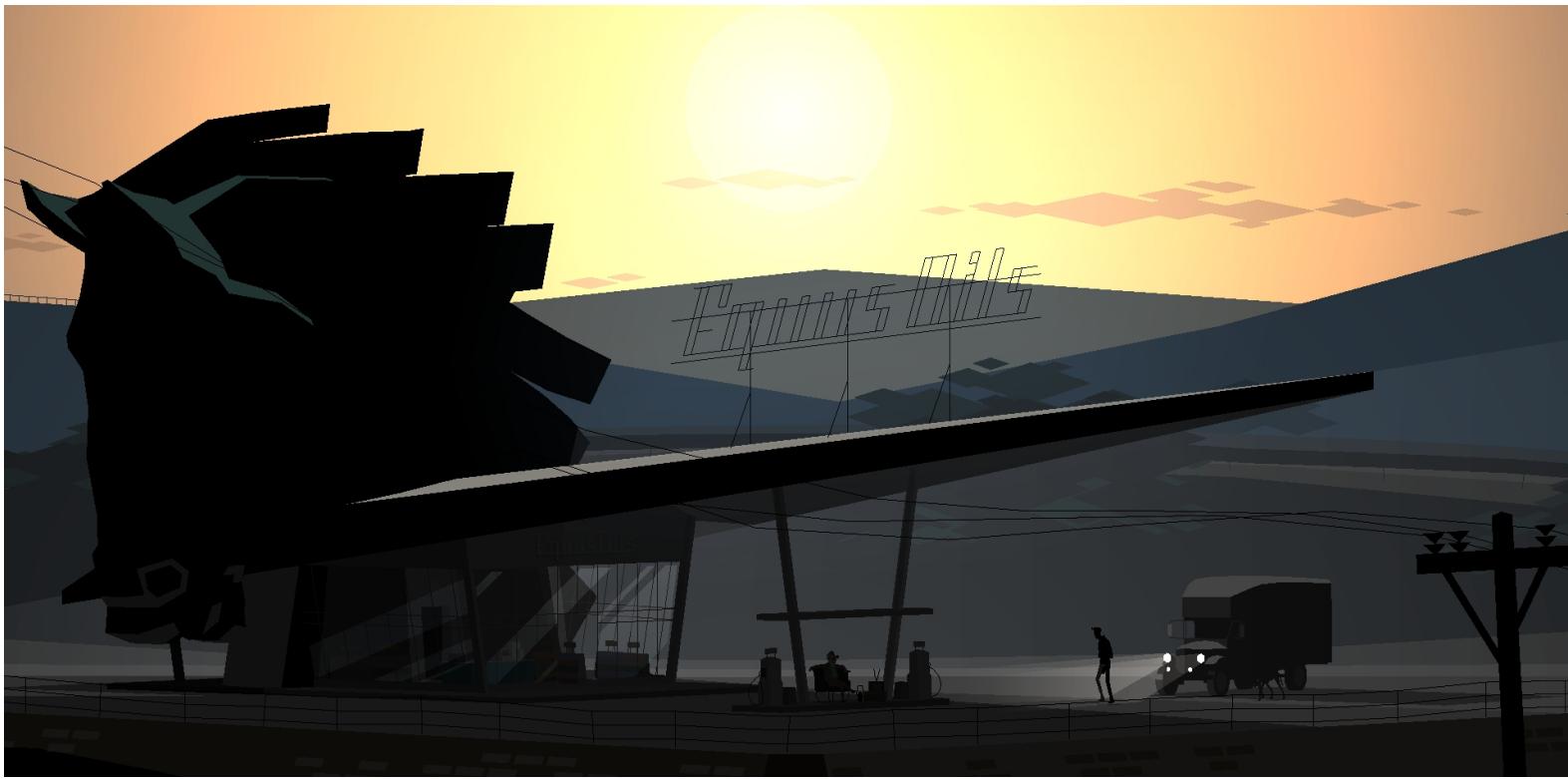
KING'S QUEST III: TO HEIR IS HUMAN

Space Quest IV - Roger Wilco and The Time Rippers



Space Quest III - The Pirates of Pestulon



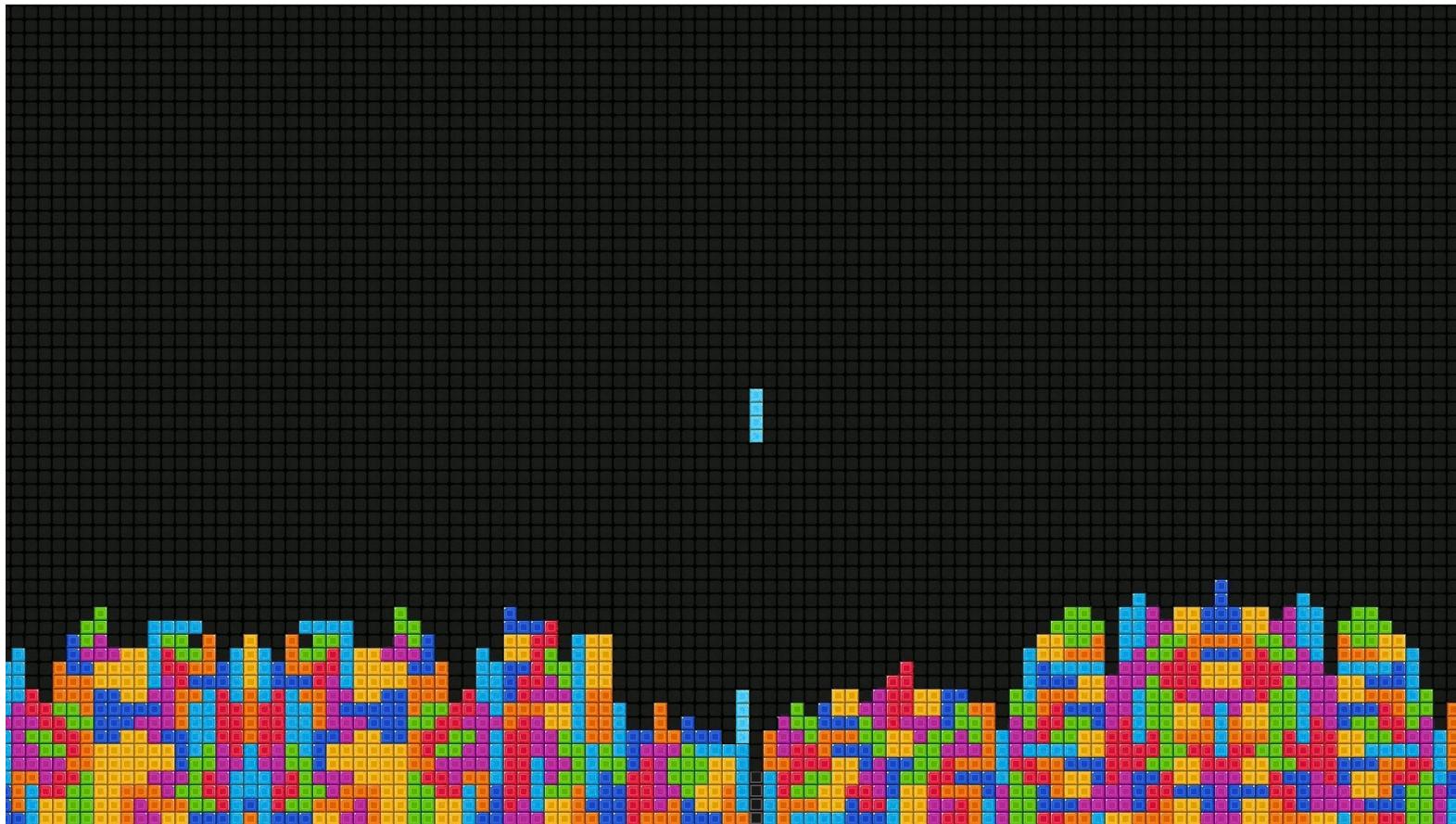




WEAVER: I was just thinking what a lovely house we have. Do you like it? Have you been here before? Did you happen to see an owl?

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





