

what games are!

games are teachers!



& are not

and...
FUN is...
(which)



EASY



PERFECT
= fun!!



HARD

and

about

PA **TI** **ER** **NS**

aka. ↓

!! it's predictable

→ →
a sum of parts!

- 1 practice 
- 2 storytelling 
- 3 meditation 
- 4 comfort 

for

but...
why else do we play games?



predictability

ec a good game teaches players everything it has to offer bt the player utups playing!!

