

① Blend tutorial into game



⑩ Leverage what ppl already know

SORDRICE

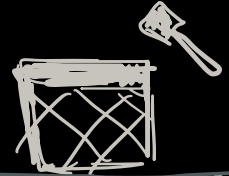


⑨ Use visuals

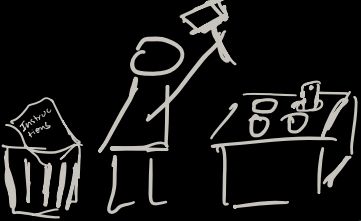


DANGER!

⑧ Don't create noise



② Have player do, not read



⑦ Use adaptive messaging



Tutorials

③ Stagger learning



④ Just get the player to do it once



⑤ Use fewer words



⑥ Use unobtrusive dialogue

