

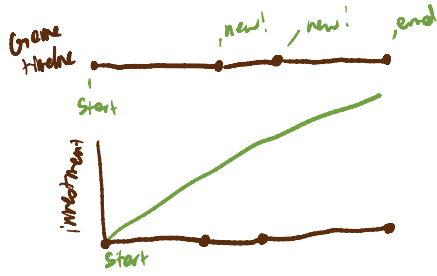
1. Blend the tutorial into the game



2. "Do", not "Read"



3. SPREAD

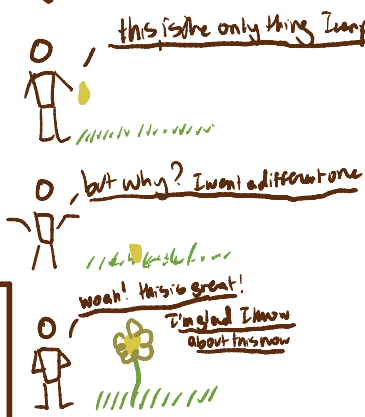


PAZING keeps things interesting

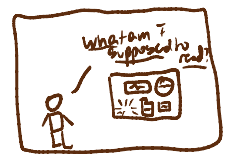


Shops can teach!

4. Just do it (once)



8. Don't make Noise

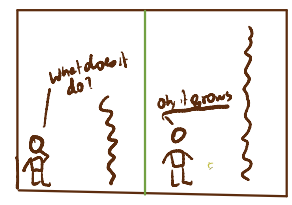


Keep messages important

9. Use Visuals

You should know what something does by looking at it

or get it by seeing what it does



5. Less words



10. Leverage what people already know

6. Unobtrusive Messaging



7. Instead, try Adaptive Messaging



Using common knowledge can explain a lot to players for you

Keep it simple, let gameplay shine