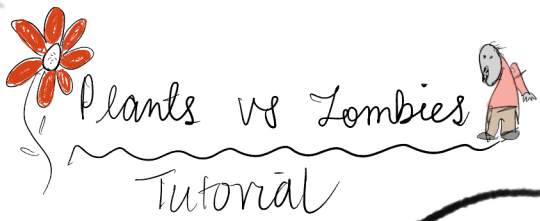


add tutorial message

use unobtrusive, adaptive messaging



stagger the teaching of game mechanics

Level 5: shovel
Level 1: money
1 new zombie every level

Give them some time to use old new mechanics before moving to a new one.

playtest to learn what messages to display!

gameify learning
"was there even a tutorial?"



better to do than read
SHOW
TELL

mini games in a safe environment

trick them into learning!

1 Get the player to do it once

in-game shops can teach

Use visual messaging



snout makes it look like he shoots

leverage what people already know

