Difficulty: Breadcrumbs   Proximity   Alternate

Real Henry
Steering the player

Types

What's? (G)

Fun :)
Right answer ✓

Play + games & toys

Puzzles

→ Novel
• Not 'easy' or hard'
• Tricky

details on player

Games → win
Puzzle → solve → Manipulate
Toys
Stories → fantasy

- Ordinary usage
- unordinary usage
- building
- information

`10010 0101?`

- codes
- excluded middle a:c→b-d
- preparing the way
- people puzzle ✓ R→R
- timing ⊙
- sequence a→b→?
- logic a→b
- classic game
- riddles
- dialog
- trial&error
- alternate interfaces
- mazes
- overall 'gestalt' puzzles
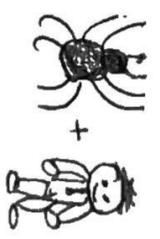
→ Restore puzzles   GOOD ✓
- fairness
- natural to environment
- amplify a theme
- VS response

A) history
Designer
B) many
Hunt the pixel

BAD