CH.1 THE PROBLEM W/ZINESTARS:



games cater to narrow demographic white male protagonists

exclusionary to people who dont

GATEREEPING IN GAMING





in games defer

BUT IN COMES



INDIF GAMES: response to limitations.

- Challenge to norms



experiment w/ diff gears g ameplay mechanics art styles.

DIY GAME CREATION:



development took

become more ACCESSIBLE

which leads to

and Piverse Creators!





Share experience interactively.

self-expression



ARE AT THE promoting.

FINESTER ETHOS:



We prioritize personal expresion expenimentation,

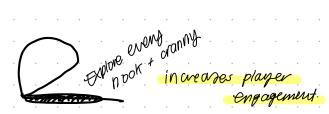
individual areativity

We are anti-commerciatism

CH7: YOU FOUND A SECRET AREA!



motivated to





give player sense of agency and moistern

HOW TO DESIGN SECRETS

uncorporate MYSTERY

- cryptic clues



Environmental uncover through Story telling

discovery.

roles of Secrets in Player Communities																													
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