

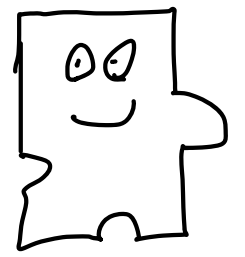
What games are & aren't

Catch on

NOT
STORIES



PUZZLES



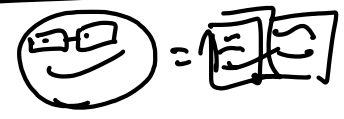
all abt brains
feeling good

↑
depths of
the world


once learned
all patterns
gets
boring & disposable





Learning = fun




• social
status
↳ prime
in the
me
KKK

- physical
mapping
receptors


- exercise
of
mind
(mastery)


- aesthetics
beauty
&
delight


learning is the
drug → fun

boredom
is
the opposite
of
learning


Why play?
Practical
Story
Combat
Meditation
