



1 (Cave man Dialogue)
↳ "High range, low damage!"

Give player time to try with mechanic & ingrain into memory

2

SPREAD mechanics

Willingness to learn

Investment

New mechanic

Do > Read

- Safe environment for experiment & witness

~~TEXT~~ Fun Prevails!

Blend Tutorial Into Game

~~Play~~
~~Tutorial~~
~~quests~~

- Learn as you play

- Don't make it obvious where tutorial "ends"

1

Use Fewer words!

- Break bars out quickly.

- Limit to most important sentence.

3



Make Player Do It Once

- (Can force them to certain choices through other mechanics)

4

Use Fewer Messages! Don't Break Flow

msg

Travel continues

~~Don't pause game to explain~~

6

Use adaptive msgs.

- Beginners get a message if fail

- Experts don't feel hand-held/habituated.

7



Don't create noise

Achievements and such distract

- Display messages so player knows it's valuable

8

Use Visuals to teach

↳ Use visual to give clue to use

↳ Player should know what it does after watching

9

Leverage Players' Knowledge

plants can't move

① money buys stuff

plants need sun

10

Incorporate learning at the start

Prefixes / Suffixes for mechanics teach players

Onboarding in Plants vs Zombies

Justin Nease

