

1. Blend tutorial
~~TUTORIAL~~
with game ↗

2. Let Player
learn by doing

3. Spread out
learning
lvl. 1 ... lvl. 5

4. only teach once

Tutorial
makes sure everyone
can play

more time investment = more willing to learn

6. Don't break flow
btw you should know...

8. Attention!
Don't create noise
Pop up

7. leave room for exploration

9. Teach w/ visuals
oh they can drive..

10. Leverage Existing Knowledge
my HP is down who will help me...

Introduce new nouns
you vs. Baby
on easy levels

Additional Tips:

Add tips only if player fails to find them

hey think I'm stupid... I'll show them

ong that makes sense!