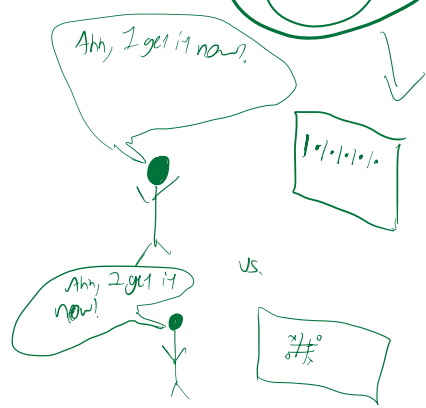
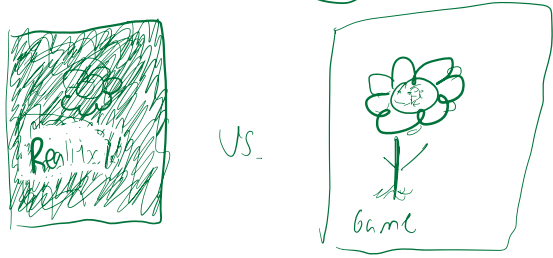
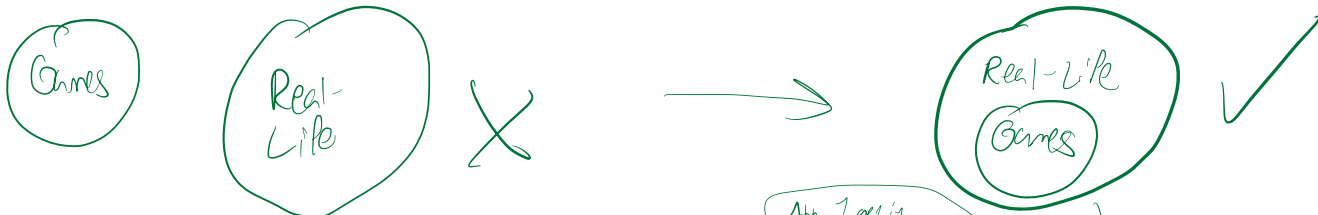
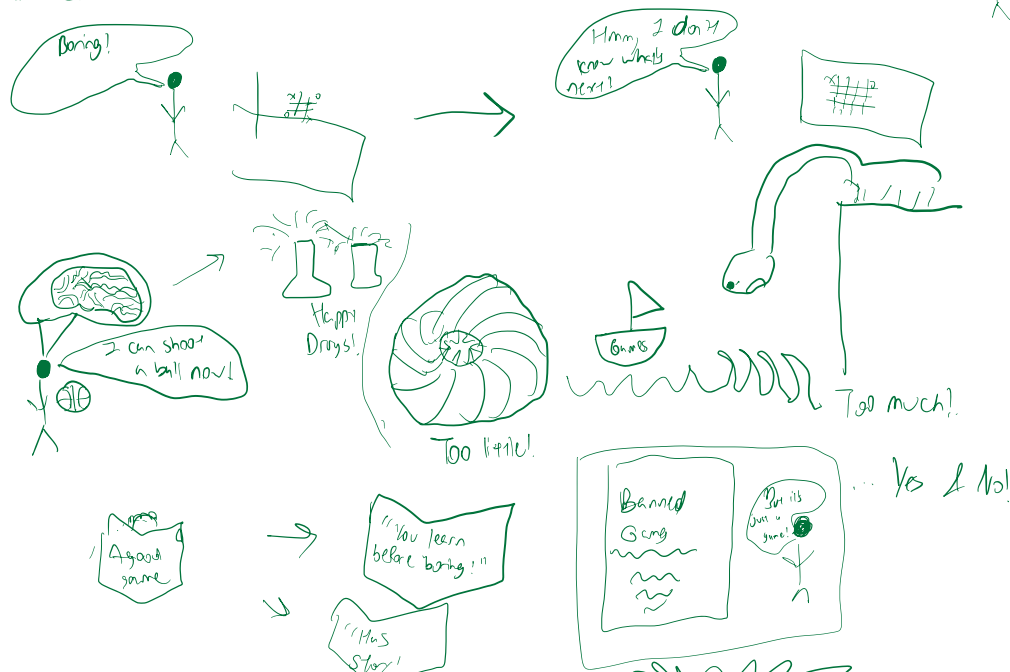
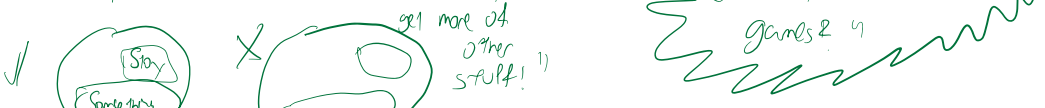




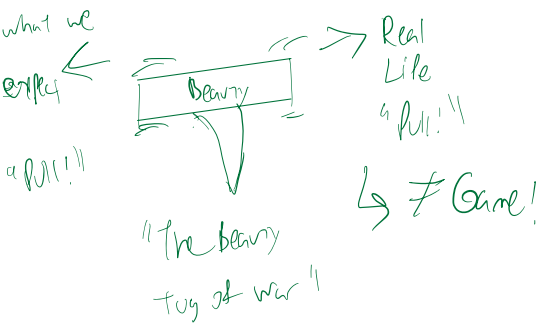
Issue:



Story in Game



What is fun? → To learn & master a thing!
 Not chan the master!



"Flow" → Issues = Skills!
 ↳ ≠ Game!