

1 BLEND THE TUTORIAL INTO THE GAME



2 HAVE THE PLAYER DO, NOT READ

fun previews 😊

3 SPREAD OUT TEACHING OF GAME MECHANICS



5 USE FEWER WORDS

"sophisticated caveman"



4 JUST GET THE PLAYER TO DO IT ONCE

6 USE UNOBTUSIVE MESSAGING

Don't break flow ~~xxx~~

7 USE ADAPTIVE MESSAGING

don't give everything to all



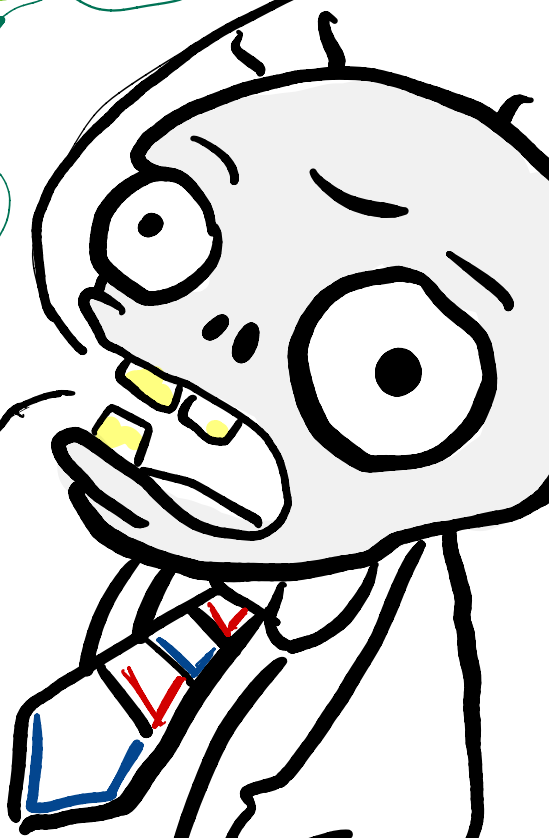
9 USE VISUALS TO TEACH



8 DON'T CREATE NOISE



10 LEVERAGE WHAT PEOPLE ALREADY KNOW



# ONBOARDING IN PLANTS vs ZOMBIES