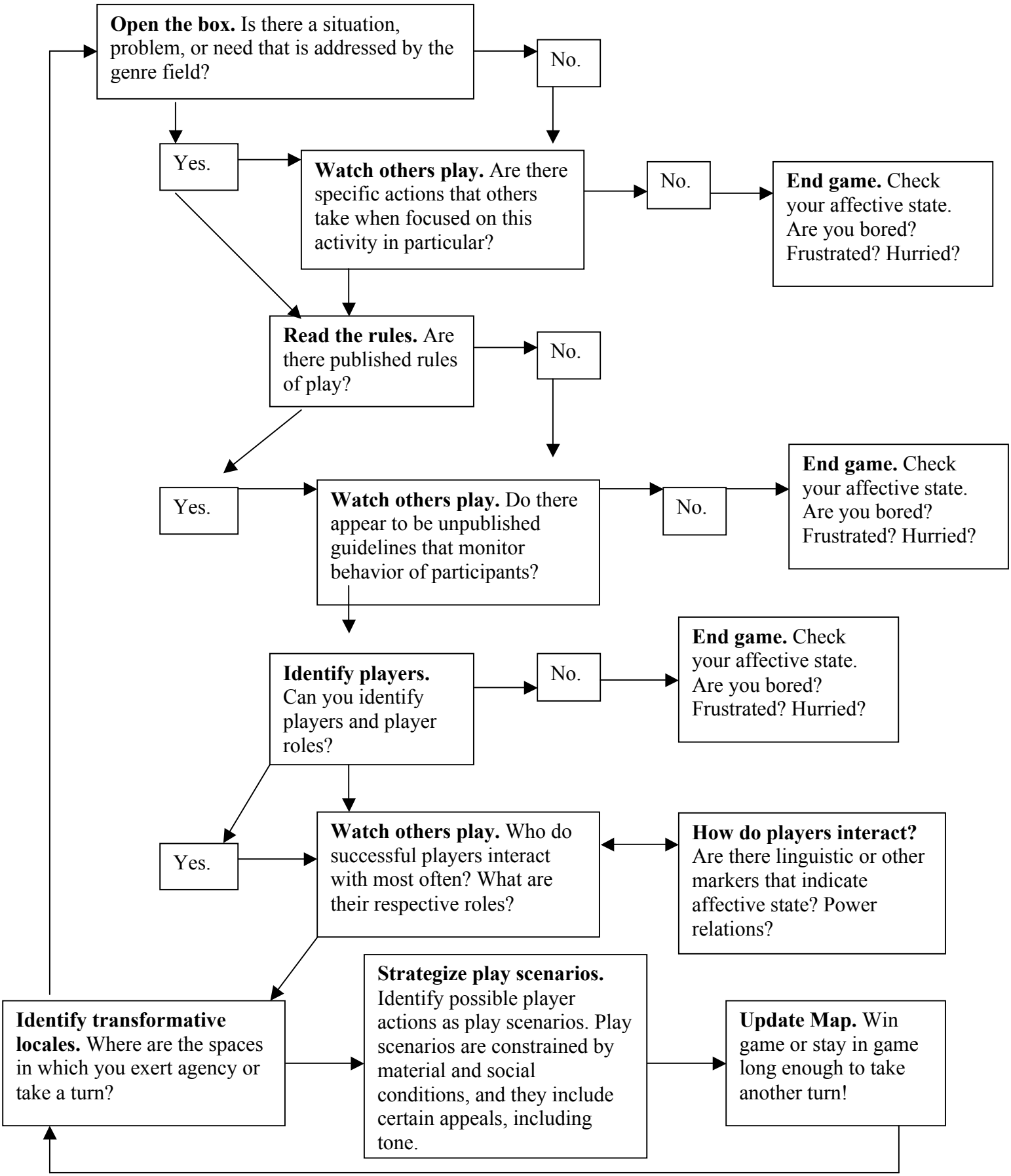
**Open the box.** Is there a situation, problem, or need that is addressed by the genre field?
No.
Yes.
**Watch others play.** Are there specific actions that others take when focused on this activity in particular?
No.
**End game.** Check your affective state. Are you bored? Frustrated? Hurried?
**Read the rules.** Are there published rules of play?
No.
Yes.
**Watch others play.** Do there appear to be unpublished guidelines that monitor behavior of participants?
No.
**End game.** Check your affective state. Are you bored? Frustrated? Hurried?
**Identify players.** Can you identify players and player roles?
No.
**End game.** Check your affective state. Are you bored? Frustrated? Hurried?
Yes.
**Watch others play.** Who do successful players interact with most often? What are their respective roles?
**How do players interact?** Are there linguistic or other markers that indicate affective state? Power relations?
**Identify transformative locales.** Where are the spaces in which you exert agency or take a turn?
**Strategize play scenarios.** Identify possible player actions as play scenarios. Play scenarios are constrained by material and social conditions, and they include certain appeals, including tone.
**Update Map.** Win game or stay in game long enough to take another turn!