According to Zimmerman/Salen’s *Rules of Play*:

(1 pt) Name two of the four common “failure states” of an action > outcome chain:

(1 pt) What two games are compared in the “Anatomy of a Choice” chart?

(1 pt) What game does David Sudnow get obsessed with in the book “Pilgrim in the Microword”?

According to Anna Anthropy’s *Rise of the Videogame Zinesters*:

(1 pt) What ability makes videogames have especially great potential for storytelling?

(1 pt) Name two games Anthropy uses as significant examples.

According to Adam Pennyman’s *Catalogue of Obsolete Entertainments*:

(1 pt) What feature makes Pac-Man the world’s first metaphysical videogame?