

MAIN QUEST | THE HAUNTED CITY

PHASE 1: ROLL FOR INITIATIVE!

WEEK 5
DUE: 2/11



With the power of ludic magic at your hand, now it's time to send you out into the real world. In this Haunted City, reality is what you make it.

Quest Objectives:

1. Don't forget to [submit your first boss fight!](#)
2. Post your short response to the prompt on the following page.

Completing this Main Quest grants you 50 NAPS.

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Before we move too far into the Haunted City, it's important to see the ghost field already around you. Take a look around. Who's already haunting you? Let these specters be your guide, so that we don't lose you to the psychic maelstrom.

This week's reflection is short and sweet, but will have some lasting consequences. As we move forward into Unit 2, we'll be exploring **analog games** (board games and roleplaying games) and before we do that, we'll want to embed ourselves into the circles of design that surround this space.

In a short post to your blog, list at least 5 of your favorite board, card, or roleplaying games and briefly explain why you enjoy them. That's it!

Once you have done this, you are going to go on Twitter (if you don't have a Twitter account, or don't want to use your own for the purposes of this class go ahead and make a 'throwaway' account) and find **the designers, or companies behind these games and follow them**. If you aren't sure who to follow, you may have to do some quick searching: what are the companies behind your favorite games? Who is/are the designer(s) give them a follow!