

# Adventure Strategy Checklist - Play Consistently

Adventure | Play Consistently | Asset ID GAME-02-05-06

**Player goal: make the opening, recovery and review routine repeatable. Success means you can narrow the gap between best and typical results.**

## How to use this download

This is a genre-level learning resource, so it works across original browser games that share adventure mechanics. Read one section, test it in a short session, and write down what happened. Keep the part that helped; change the part that did not.

| Planning field | Write or choose                                    |
|----------------|----------------------------------------------------|
| Category       | Adventure                                          |
| Resource       | Strategy Checklist                                 |
| Player goal    | Play Consistently                                  |
| Session length | Choose 10, 20 or 30 minutes                        |
| Baseline       | Record one normal attempt before changing anything |
| Review rule    | Change one variable, then compare like with like   |

## Category fundamentals

The useful starting point in Adventure games is to explore carefully, connect clues and keep a useful record of the journey. These six fundamentals give your practice a clear order.

| # | Fundamental            | Player cue                  |
|---|------------------------|-----------------------------|
| 1 | Navigation             | Notice it before acting     |
| 2 | Observation            | Practise it slowly          |
| 3 | Inventory use          | Name the cue                |
| 4 | Clue linking           | Use it in one safe attempt  |
| 5 | Choice tracking        | Record one result           |
| 6 | Checkpoint preparation | Retest under light pressure |

## Before the first attempt

- Write the exact result you want from this session.
- Check the game's own rules and controls; this guide does not replace them.
- Pick one metric from page 3. More numbers are not automatically better.
- Use the same short warm-up and session length for a fair comparison.
- Stop the session while you can still describe what changed.

## Strategy Checklist

A usable strategy survives contact with the next obstacle. For Adventure, use this checklist to decide early, act simply and recover without turning one mistake into three.

| Moment   | Questions to answer                                                                  |
|----------|--------------------------------------------------------------------------------------|
| Before   | What is the objective? What information is visible? What resource must be protected? |
| Opening  | Which safe action tests navigation without committing the whole run?                 |
| Pressure | What changed? Which option preserves a recovery route?                               |
| Behind   | What small objective can be recovered without forcing a low-value risk?              |
| Ahead    | What risk can be removed? What resource should be held?                              |
| After    | Which decision mattered most, and what evidence supports that view?                  |

### Decision ladder

- See: describe the current state without judging it.
- Choose: name a safe option and a higher-risk option.
- Act: use the smallest input that tests the choice.
- Read: watch the result before the next input.
- Recover: return to a stable position or plan.

## Adventure Practice Lab

Pick one drill. Run a normal attempt first, then three focused attempts, then one normal attempt again. The final attempt shows whether the practice transferred back into play.

| # | Drill                             | Skill tested           | Record               | Result        |
|---|-----------------------------------|------------------------|----------------------|---------------|
| 1 | Map a small area from memory      | Navigation             | Areas mapped         | Result: _____ |
| 2 | Inspect one room in a fixed order | Observation            | Clues resolved       | Result: _____ |
| 3 | Test each inventory item once     | Inventory use          | Unused items         | Result: _____ |
| 4 | Write a three-clue theory         | Clue linking           | Backtracks avoided   | Result: _____ |
| 5 | Compare two dialogue choices      | Choice tracking        | Objectives completed | Result: _____ |
| 6 | Prepare before a checkpoint       | Checkpoint preparation | Areas mapped         | Result: _____ |

## Common traps and a cleaner response

| Trap                                | Cleaner response                                        |
|-------------------------------------|---------------------------------------------------------|
| Rushing past interactable details   | Pause at the trigger and state the intended action.     |
| Carrying clues without linking them | Return to one dependable input before rebuilding speed. |
| Forgetting locked routes            | Use a fixed marker, route or rule for the next test.    |
| Changing several variables at once  | Compare the attempt with the same starting state.       |
| Leaving without saving notes        | End the run, write the cause and reset deliberately.    |

## Small signal dashboard

Choose one main signal for the week. A score can rise while decision quality gets worse, so keep one behaviour measure beside the result.

| Signal               | Start           | Latest         | Decision             |
|----------------------|-----------------|----------------|----------------------|
| Areas mapped         | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Clues resolved       | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Unused items         | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Backtracks avoided   | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Objectives completed | Baseline: _____ | Current: _____ | Keep / change: _____ |

## Session Sheet for Play Consistently

Today's focus is to make the opening, recovery and review routine repeatable. Use the same short warm-up and session length for a fair comparison.

| Session field      | Entry                                        |
|--------------------|----------------------------------------------|
| Player or initials | _____                                        |
| Date and game      | _____                                        |
| Input method       | Keyboard / touch / gamepad / other           |
| Session target     | _____                                        |
| Main signal        | Areas mapped                                 |
| Comfort check      | Visual / audio / motion / reach / break plan |

## Twenty-minute practice shape

| Time      | Action                                                             |
|-----------|--------------------------------------------------------------------|
| 0-2 min   | Warm up with familiar inputs. No score target.                     |
| 2-7 min   | Focused drill: Map a small area from memory.                       |
| 7-12 min  | Focused drill: Inspect one room in a fixed order.                  |
| 12-17 min | Return to normal play and use the skill only when its cue appears. |
| 17-20 min | Record the result, one cause and the next test.                    |

## Attempt log

| Attempt | Outcome       | Observation        | Decision           |
|---------|---------------|--------------------|--------------------|
| 1       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 2       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 3       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 4       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 5       | Result: _____ | Cue noticed: _____ | Next change: _____ |

## Close the session

- What improved when I slowed down? \_\_\_\_\_
- Where did the first avoidable error begin? \_\_\_\_\_
- What setting or instruction should stay the same next time? \_\_\_\_\_
- Next session's single focus: \_\_\_\_\_

## Controls, Comfort and Accessibility Lab

A strong setup removes friction without playing the game for you. Record the current setup, change one option and replay the same short section before deciding what to keep.

| Area           | One option to test                         | Question after the replay                    |
|----------------|--------------------------------------------|----------------------------------------------|
| Visual clarity | Text size, contrast, effects or camera     | Can I read the next cue in time?             |
| Audio clarity  | Cue balance, captions or output device     | Can I identify the useful sound comfortably? |
| Input reach    | Binding, grip, gesture area or handedness  | Can I repeat the input without strain?       |
| Motion comfort | Camera speed, shake, blur or field of view | Can I track movement without discomfort?     |
| Session pace   | Pause points, reminders or break length    | Can I finish focused rather than fatigued?   |
| Interface load | Notifications, clutter or pointer size     | Is the objective easier to find?             |

## One-change comparison

| Test field             | Record                               |
|------------------------|--------------------------------------|
| Short test section     | _____                                |
| Original setting       | _____                                |
| Single change          | _____                                |
| Old result             | Areas mapped: _____                  |
| New result             | Areas mapped: _____                  |
| Comfort before / after | ___ / 5 ___ / 5                      |
| Decision               | Keep / revise / restore / test again |

## Stop-and-adjust signals

- Repeated wrong inputs after slowing down
- Text, targets or hazards remain hard to distinguish
- Headache, eye strain, dizziness, numbness or pain
- Audio is uncomfortable or masks the cue you need
- Frustration makes the next attempt less deliberate

## Adventure Scenario Cards

Use these cards away from a live attempt first. Say what you notice, choose one action and name the evidence that would make you change course. There is rarely one universal answer; the value is in making the decision visible.

| # | Situation                                                          | First question               | Small response                         |
|---|--------------------------------------------------------------------|------------------------------|----------------------------------------|
| 1 | The opening plan stops working earlier than expected.              | Check navigation             | Use: map a small area from memory      |
| 2 | A tempting reward appears while the safe route is still available. | Check observation            | Use: inspect one room in a fixed order |
| 3 | One mistake has just broken the rhythm of the run.                 | Check inventory use          | Use: test each inventory item once     |
| 4 | The useful cue is visible, but the input keeps arriving late.      | Check clue linking           | Use: write a three-clue theory         |
| 5 | The result improves once, then drops on the next two attempts.     | Check choice tracking        | Use: compare two dialogue choices      |
| 6 | You have enough time for only one more focused attempt.            | Check checkpoint preparation | Use: prepare before a checkpoint       |

## Work one card fully

| Decision field       | Notes                                                                   |
|----------------------|-------------------------------------------------------------------------|
| Chosen card          | _____                                                                   |
| What is known        | _____                                                                   |
| What is assumed      | _____                                                                   |
| Safe option          | _____                                                                   |
| Higher-risk option   | _____                                                                   |
| My choice and reason | _____                                                                   |
| Evidence to watch    | Clues resolved: _____                                                   |
| Goal connection      | This helps me make the opening, recovery and review routine repeatable. |

## Debrief

- What did I notice early enough? \_\_\_\_\_
- Which assumption was wrong? \_\_\_\_\_
- Did the result come from the decision or the input? \_\_\_\_\_
- What would make the safer option too passive? \_\_\_\_\_

## Seven-Session Evidence Tracker

Use the same main signal for all seven sessions. The purpose is to see whether work on play consistently transfers into normal play, not to manufacture a perfect upward line.

| Session | Focus                  | Signal               | Result | One useful note |
|---------|------------------------|----------------------|--------|-----------------|
| 1       | Navigation             | Areas mapped         | _____  | _____           |
| 2       | Observation            | Clues resolved       | _____  | _____           |
| 3       | Inventory use          | Unused items         | _____  | _____           |
| 4       | Clue linking           | Backtracks avoided   | _____  | _____           |
| 5       | Choice tracking        | Objectives completed | _____  | _____           |
| 6       | Checkpoint preparation | Areas mapped         | _____  | _____           |
| 7       | Navigation             | Clues resolved       | _____  | _____           |

## Compare the pattern

| Review                 | Value | Context                      |
|------------------------|-------|------------------------------|
| Baseline result        | _____ | Conditions: _____            |
| Typical result         | _____ | Based on sessions: _____     |
| Best repeatable result | _____ | Repeated how often? _____    |
| Largest drop           | _____ | Likely trigger: _____        |
| Comfort pattern        | _____ | Break or setup change: _____ |

## Evidence-based decision

- Keep: the routine that produced a repeatable gain.
- Change: the smallest cause linked to the repeated error.
- Pause: a metric that adds logging but no useful decision.
- Next target: one behaviour and one result for the next seven sessions.

## Personal Playbook and Next-Step Plan

Finish by turning your notes into a short playbook you can actually remember. Write actions in your own words and keep only the cues that changed a decision or result.

| Moment        | My rule                                                  |
|---------------|----------------------------------------------------------|
| Before play   | I will check the objective, comfort and navigation.      |
| Opening cue   | When I notice _____, I will test observation.            |
| Pressure rule | When the plan breaks, I will _____.                      |
| Recovery rule | After an error, I will use compare two dialogue choices. |
| Risk rule     | I will take the higher-risk option only when _____.      |
| Stop rule     | I will pause or finish when _____.                       |
| Review rule   | I will record areas mapped and one cause.                |

## Two-week continuation plan

| Session   | Practice                          | Purpose                       |
|-----------|-----------------------------------|-------------------------------|
| Session 1 | Map a small area from memory      | Set a clean baseline          |
| Session 2 | Inspect one room in a fixed order | Repeat one visible cue        |
| Session 3 | Test each inventory item once     | Apply under light pressure    |
| Session 4 | Write a three-clue theory         | Retest the weak section       |
| Session 5 | Compare two dialogue choices      | Check transfer to normal play |
| Session 6 | Prepare before a checkpoint       | Review: Play Consistently     |

### Completion review

- I can now narrow the gap between best and typical results: yes / partly / not yet
- The clearest evidence is: \_\_\_\_\_
- The most useful page in this workbook was: \_\_\_\_\_
- My next small target is: \_\_\_\_\_

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