

**John Keene**

**Professor Stillman**

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**Walkthrough - How to Write the Most  
Helpful Level Tutorial**



## Level 1: The Situation

**Location:** The Forge

**Rewards:** +1000 XP in understanding genre, audience, purpose, exigence, and constraints affecting video game walkthroughs.



**This game starts in The Forge, where all excellent writing in the world is created. While you are at the Forge, you are met by master builder Emmett. Use the Arrow Keys to approach him and press X to interact. He will explain his favorite form of writing to you, video game walkthroughs.**



“Well, it is nice to meet you, traveler! My name is Emmett, and I am the top dog around here. Hey, have you ever read a video game walkthrough? I am working on one right now! Let me tell you about it. Video game walkthroughs are meant to be seen by players of all levels . Whether the reader has never touched a video game in the past or has been playing them their whole life, the walkthrough provides a comprehensive guide to ensure that any gamer can make it through the game with ease while also making sure to include every detail even the most skilled players might miss. One of my favorite games growing up was Pokemon, and In IGN’s walkthrough of Pokemon Omega Ruby, they wrote, “After obtaining a few badges, fly back to Littleroot Town and speak with your mother. She will give you the Amulet Coin.” There are 8 total badges in the game, meaning a “few badges” is about half way through. This is an event that the game does not tell the player about and could be easily missed even by an experienced player. By adding this, IGN ensures that their walkthrough can be helpful for players of all levels.”



**After your interaction with Emmett, find Milan. He will be in the back corner. Use the arrow keys to navigate over to him and press X to interact with him. You can do this!**

“Well, hello there, what is your name? That’s lovely. Did Emmett yap your ear off about video game walkthroughs? He does that with everyone, but I have some more knowledge for you if you would like. Although writing a video game walkthrough is very casual, it still has constraints. Due to the audience for a walkthrough being players of all levels, the author must ensure that every detail is included, even though it may seem obvious to someone more experienced. In another IGN walkthrough for Marvel’s Spiderman, they wrote, “Hold R2 to start swinging from your webs (they’ll automatically stick to the nearest walls so long as you are near them).” This is information that the game tells the player directly, so it seems almost redundant to state it again, right?

Another example would be in that same IGN Pokemon walkthrough Emmett was talking about, the author writes, “Choose wisely, this will be your one and only Starter Pokemon. You won’t be able to choose another later, nor will you be able to find the others in the wild.” This feature occurs in every Pokemon game, so to an experienced player, this detail seems unnecessary. Still, to someone who has never played Pokemon before, it would be a handy tip as it is something the game does not warn you about. In this way, the audience directly affects the author’s constraints. It was nice talking to you, traveler!”



**To complete Level 1, you must interact with one more character. This character is named Ivor, and he can be found striking his anvil and crafting a new sword. Use the arrow keys to walk over to him and press X to interact. You are almost there!!**

“Yeah, I’m Ivor. What do you want? Can’t you see I’m busy? Did you come to talk to me about video games? Who have you talked to so far? Emmett and Milan? All those guys care about is how the walkthroughs are written. What I’m going to tell you is the “WHY” they’re written. Video game walkthroughs are written to allow players to enjoy their game fully. No matter how skilled a player may



be, they could always get stuck while playing a video game, and it is the walkthrough's job to assist that player in advancing in the game by giving them very clear instructions. This purpose helps to explain why the language in a walkthrough seems so simple. The author must ensure that what they write can be helpful for players of any level."



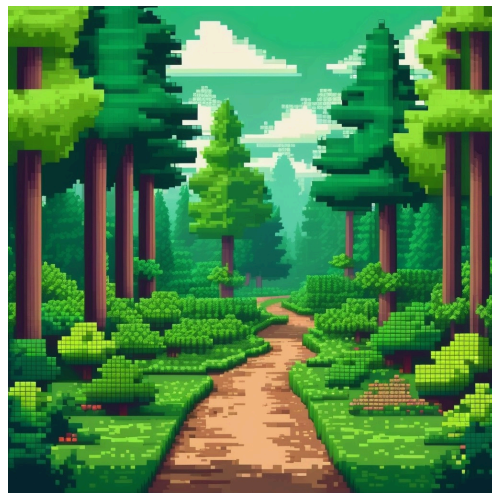
**Congratulations on completing the first level! Now that you understand the why and the how of writing video game walkthroughs, advance to Analyzation Alley to dive deeper into what the author specifically does to make a compelling walkthrough.**



## Level 2: The Moves

**Location:** Analyzation Alley

**Rewards:** New move: Counterattack (A powerful attack which uses an opponent author's writing against them), +2 Skill points in Analyzation



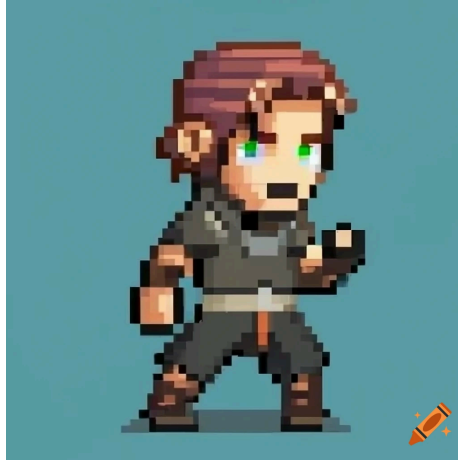
After exiting The Forge, make your way to Analyzation Alley. This is located to the right of you. Press M to open up your map, guide the map arrow using the arrow keys, and press X on Analyzation Alley. Once you are transported here, walk down the path using the arrow keys.



After walking down the path for a little while, you will encounter Croamious the Knight. Press X to interact with him. Is everyone obsessed with video game walkthroughs?

“Here ye here ye! I am Croamious! The most thoughtful and introspective knight in all of the land! Tell me, traveler, where are you coming from? The Forge?! That is my favorite place! Seeing that you know of video game walkthroughs now, how about I tell you more about the specific moves authors make to write the perfect walkthrough?”

Typically, the writing in a video game walkthrough is very casual, including lots of pictures to assist the player in traversing whatever level they are on. In an IGN walkthrough for Marvel’s Spiderman game, the author includes many photos and videos of the level to help further assist the player. These photos with captions explaining the different parts of the level are all ordered in the way they appear during the game, which helps minimize confusion. Considering the purpose of the walkthrough itself, it makes perfect sense! The walkthrough’s job is to help the player as efficiently as possible. Adding pictures and small captions lets the player match the images to their game and complete the level as easy as riding a horse on a Friday! Oh, you don’t get that one? It must be a knight thing.”



**After talking to Croamious, continue walking down the path. Using the arrow keys, walk forward. As you approach the exit of Analysis Alley, a rogue man drops down in front of you. It's Roman, the Rhetoric Rogue! Listen to what he has to say and defeat Roman in battle to escape Analyzation Alley!**

“STOP THERE! My name is Roman, the rhetoric rogue! Our battle will be legendary! I will let you pass me on one condition, you must outsmart me and find a better use of rhetoric in the two articles you have heard about so far. I'll start!

Building upon the casualness of video game walkthroughs, authors will typically use pathos, a form of rhetoric used to invoke emotion in the reader. By using calls to action, the author helps motivate the player to defeat enemies or find certain items! An example of this can be found in the same IGN walkthrough for Spiderman, where the author writes, “As you get closer to your target, you should see police cars converging on the scene. As the cutscene unfolds, you'll find the cops are no match for these enemies - now it's your turn!” By laying out the upcoming battle and ending the sentence readying the player to fight, the author excellently uses pathos to inspire an emotional response, helping the player become even more immersed in the game. This is very useful for the audience, who is likely stuck at whatever point in the game they are in. By providing encouragement the player will feel inspired to push on.”



**You have unlocked a new move!! By anticipating the opponent's moves, you can ensure you dodge properly and deliver a powerful returning blow! To use this, press B to engage protection mode, and press B again right after the opponent attacks to counter attack! Use your new move to defeat Roman!**

"Your analyzation of that article's rhetoric was pretty good Roman, but I'll do you one better!", you exclaim. "During my time in The Forge I was introduced to another IGN article for the game Pokemon Omega Ruby, in which the author very skillfully uses logos! Logos is the form of rhetoric in which the author uses facts and reason to convince their audience of something! While explaining the starter choosing event in the beginning of the game, the author write, "Choose wisely, this will be your one and only Starter Pokemon. You won't be able to choose another later, nor will you be able to find the others in the wild. This is one of the reasons why you should save before choosing." The author uses the knowledge they know to present a fact to the audience, in this case the fact is that the player will only get to choose once, and they can not change their pick. Using this fact, the author presents a logical argument that the player must choose carefully, and even suggests that the player saves their game before hand so they can go back if they change their mind. By doing this, the author has a higher probability to pesruade their audience into listening to them."



Roman staggers backwards, completely in awe of your amazing use of Rhetoric. “You truly are worthy, carry on traveler, I hope we can battle again one day, it was truly legendary.” The sun has begun to set and you look onward to Writing Kingdom. Use the arrows keys to continue walking forward, and exit Analyzation Alley.



**End Credits:**

### Sources:

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### Images:

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