Press the START button to access the park editor menu.

- Change set of pieces
- Change piece in set
- Raise ground
- Lower ground
- Zoom camera out
- Zoom camera in
- Delete piece
- Rotate piece
- Move piece
- Move camera
- Place piece
The destruction of a land surface by the combined effects of abrasion and removal of weathered material by transporting agents is called erosion. ...
**ARMED NINJA**

**[WARRIOR/EFFECT]**

FILL: Destroys a Magic Card on the field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

**ATK/300 DEF/300**
**Description:** "When this card is Normal Summoned, Flip Summoned, or Special Summoned successfully, select and activate 1 of the following effects: Select 1 equipped Equip Spell Card and destroy it. Select 1 equipped Equip Spell Card and equip it to this card."

**Rarity:** Common
Your internal nano-processors keep a very detailed record of your condition, equipment and recent history. You can access this data at any time during play by hitting F1 to get to the Inventory screen or F2 to get to the Goals/Notes screen. Once you have accessed your information screens, you can move between the screens by clicking on the tabs at the top of the screen. You can map other information screens to hotkeys using Settings, Keyboard/Mouse (p. 5).
Learning Principles
Offer players strong identities and clear goals
Lower the consequences of failure.
Performance before competence.
Place Learners high on the agency tree (make choices matter)
Order Problems Well
Cycles of challenge, consolidation, and new challenge (expertise).
Stay within, but at the outer edge, of the player’s “regime of competence”.
Encourage players to think about systems and relationships, not just isolated events, facts, and skills.
Give verbal information “just in time”—when players need and can use it—or “on demand” when the player asks for it.
Situate ("show") the meanings of words and symbols. Don’t just offer words for words ("definitions")
Make Learning Embodied and Affective (Emotion)
To [Allele]: I got the heart—another guy was helping
1. General - Duskwood [Drakos]: thottbot.com
[Allele] whispers: good
To [Allele]: I am standing over your body—mourning
[Allele] whispers: I died for you
To [Allele]: so touching
[Allele] whispers: it is a long way back
To [Allele]: I know—I’ve done it.
Encourage learners to explore thoroughly, to think laterally, not just linearly, and to rethink one’s goals from time to time.
Give learners smart tools; distribute knowledge; and use cross-functional teams