



A DECK  
OF **FUN**

**RICHARD BARTLE**  
*MUD Player Types*

**STUART BROWN**  
*Developmental Play*

**STUART BROWN**  
*Player Personalities*

**ROGER CAILLOIS**  
*4 Types of Games*

**CI COMPANY**  
*Taxonomy of Fun*

**NICOLE LAZZARO**  
*4 Keys to Fun*

**MARK LEBLANC**  
*8 Kinds of Fun*



RICHARD

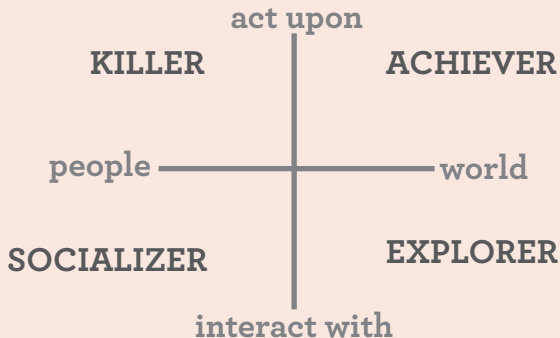
**BARTLE**

*MUD Player Types*

# RICHARD BARTLE

1960

**Richard Bartle** is a writer, professor, and researcher focused on massively multiplayer games and online worlds. His seminal work identified 4 player types found in Multi-User Dungeons (MUDs) and the systemic interactions between them.



**EXPLORER**

# EXPLORER

RICHARD BARTLE

Explorers, dubbed “Spades” for their tendency to dig around, are players who prefer discovering areas, creating maps and learning about hidden places. They often feel restricted when a game expects them to move on within a certain time, as that does not allow them to look around at their own pace. They find great joy in discovering an unknown glitch or a hidden easter egg.

## EXAMPLE PLAY:

- Lore & Worldbuilding
- Attention to Detail
- Emergent Systems
- Open Worlds
- Immersive Experiences
  
- Minecraft
- Grand Theft Auto III
- Assassin’s Creed

**ACHIEVER**

# ACHIEVER

RICHARD BARTLE

Also known as “Diamonds,” these are players who prefer to gain points, levels, equipment, and other concrete measurements of succeeding in a game. They will go to great lengths to achieve rewards that confer them little or no gameplay benefit simply for the prestige of having it.

## EXAMPLE PLAY:

- New Game +
- 100% Completion
- Leaderboards
- Collections
  
- World of Warcraft
- Cookie Clicker
- Gamer Score



**SOCIALIZER**

# SOCIALIZER

RICHARD BARTLE

There are a multitude of gamers who choose to play games for the social aspect, rather than the actual game itself. These players are known as Socializers or “Hearts.” They gain the most enjoyment from a game by interacting with other players, and on some occasions, NPCs with personality. The game is merely a tool they use to meet others in-game or outside of it.

## EXAMPLE PLAY:

- Chat Rooms
- Guilds
- Gifting
- Mentorship
  
- Role-playing Boards
- The Sims Social
- World of Warcraft

**KILLER**

“Clubs” is a very accurate moniker for what the Killer likes to do. They thrive on competition with other players, and prefer fighting them to scripted computer-controlled opponents.

Some genuinely enjoy competition and the well-played game. Others are trolls and derive pleasure from notoriety and schadenfreude.

## EXAMPLE PLAY:

- Fighting Games
- MOBAs
- PvP, PvE Games
  
- Super Smash Bros.
- EVE Online
- Street Fighter



STUART

**BROWN**

*Developmental Play*

**Stuart Brown** founded the National Institute for Play to further his studies about the benefits of play to individuals and society. In his research, he identified different types of play that humans engage in throughout their development and how they affect capacities later in life.

**ATTUNEMENT**

**SOCIAL**

**BODY & MOVEMENT**

**STORYTELLING &  
NARRATIVE**

**OBJECT**

**TRANSFORMATIVE-**

**IMAGINATIVE**

**INTEGRATIVE & CREATIVE**

**TRANSFORMATIVE-  
INTEGRATIVE  
& CREATIVE**

# TRANSFORMATIVE- INTEGRATIVE & CREATIVE PLAY

STUART BROWN

*“Creative play takes our minds to places we have never been, pioneering new paths that the real world can follow.”*

Transformative-Integrative & Creative Play goes beyond imagination and focuses on the tangible real-world effects of play. People are using their playfulness to innovate and create in the real world.

## EXAMPLE PLAY\*:

- Playful Brainstorming
- Daydreaming
- Fantasizing
- Playtesting
- Visualization

\*Transformative-Integrative & Creative Play is one of the only types of play defined by its outcome more so than its activity.



**ATTUNEMENT**

# ATTUNEMENT

STUART BROWN

*“[When mother and child lock eyes...], their brain currents are actually in sync. [...] Their brain rhythms are getting in tune, performing a kind of mind-meld that is a very pure form of intimacy.”*

This type of play, also called bonding, is foundational. Without attunement, people are worse at regulating emotions and forming healthy attachments.

## EXAMPLE PLAY:

- Flirting
- Mirroring
- Synchronized Interaction

# BODY & MOVEMENT

# BODY & MOVEMENT PLAY

STUART BROWN

*“Movement is primal and accompanies all the elements of play we are examining, even word or image movement in imaginative play. [...] Learning about self-movement creates a structure for an individual’s knowledge of the world - it is a way of knowing.”*

Movement play fosters learning, innovation, flexibility, adaptability, and resilience.

## EXAMPLE PLAY:

- Tag
- Dancing
- Physical Sports
- Skydiving
- Yoga
- Spatial Conceptualization

OBJECT

# OBJECT PLAY

STUART BROWN

*“Curiosity about and manipulation of objects is a pervasive, innately fun pattern of play, and represents its own state (intrinsic pattern) of playfulness.”*

Physical manipulation of objects and playing using one's hands is correlated to better understanding and problem-solving of all sorts.

## EXAMPLE PLAY:

- Building/Repairing
- Putting Together Puzzles
- Yoyos
- Juggling
- Popping Bubble Wrap
- Legos

**IMAGINATIVE**

# IMAGINATIVE PLAY

STUART BROWN

*“Imagination is perhaps the most powerful human ability. It allows us to create simulated realities that we can explore without giving up access to the real world.”*

Fantasizing, or imagining what life is like for others, is key to developing empathy, understanding, trust of others, and personal coping skills.

## EXAMPLE PLAY:

- Playing House
- Imaginary Friends
- Contextualizing Behaviors
- Creative Writing
- Nonsense Stories



**SOCIAL**

# SOCIAL PLAY

STUART BROWN

Social Play has three subcategories:

## **Friendship & Belonging**

From parallel play to fellowship, play creates strong bonds between players.

## **Rough-And-Tumble Play**

Testing limits develops social awareness, cooperation, fairness, and altruism.

## **Ritual & Celebratory Play**

Ritual is useful for adults to provide an official excuse to play.

## **EXAMPLE PLAY:**

- Sandox
- Cops & Robbers
  
- Wrestling
- Red Rover
  
- Wedding Reception
- 7th Inning Stretch

# STORYTELLING & NARRATIVE

*“Storytelling has been identified as the unit of human understanding.*

*[...We] continually make up stories about why things are the way we are, which becomes our understanding of the world.”*

Storytelling enables us to make judgments about right and wrong, based on our mental model for what happened and why.

## EXAMPLE PLAY:

- Novels
- Film
- Oral Storytelling
  
- Mass Effect
- Heavy Rain
- Howling Dogs



STUART

**BROWN**

*Player Personalities*

**Stuart Brown** identified 8 different “player personalities” - or types of play that people tend to prefer over time. Most people have one dominant personality, but several other types of play they enjoy.

**JOKER**

**DIRECTOR**

**KINESTHETE**

**COLLECTOR**

**EXPLORER**

**ARTIST/CREATOR**

**COMPETITOR**

**STORYTELLER**

**JOKER**

*“The most basic and extreme player throughout history is the joker. A joker’s play always revolves around some kind of nonsense.”*

From practical jokes to laugh-inducing behavior, Jokers are always eager to get reactions out of others. They fully embrace silliness, nonsense, and foolery.

## EXAMPLE PLAY:

- Comedy Clubs
- PUNK’d
- Whose Line Is It Anyway?
- Class Clowns
- April Fools Pranks
- The Onion



**KINESTHETE**

# KINESTHETE

STUART BROWN

*“Kinesthetes are people who like to move, [... people who] find themselves happiest moving as part of dance, swimming, or walking.”*

Movement itself is the reward for Kinesthetes. They derive pleasure from speed, rhythm, and proprioception. Even in sports, competition is not the focus so much as the motion of bodies.

## EXAMPLE PLAY:

- Yoga
- Football
- Running
- Trapeze
- Trampoline

**EXPLORER**

*“Each of us started our lives by exploring the world around us. Some people never lose their enthusiasm for it.”*

Exploration isn't just physically wandering the world: it can be mental, emotional, or spiritual exploration and discovery of all kinds.

## EXAMPLE PLAY:

- Taking A New Class
- Learning An Instrument
- Research
- Travel
  
- Proteus
- Knytt
- Minecraft

**COMPETITOR**

# COMPETITOR

STUART BROWN

*“[These players] enjoy a competitive game with specific rules, and enjoy playing to win.”*

Competitors love keeping score, reaching the top of the leaderboard, and crossing the finish line. This isn't just in games: it can be reaching the top of the career ladder, or being the best athlete in a group of friends.

## EXAMPLE PLAY:

- Sports
- PvP, PvE Games
- Leaderboards
- Solo, Quantified Experiences

**DIRECTOR**

# DIRECTOR

STUART BROWN

*“Directors enjoy planning and executing scenes and events. Though many are unconscious of their motives and style of operating, they love the power [...]”*

Directors are natural organizers and love to watch their planning unfold. They throw the best events but can sometimes be manipulative.

## EXAMPLE PLAY:

- Hosting Parties
- Coaching
- Managing Teams
- Organizing Events



**COLLECTOR**

# COLLECTOR

STUART BROWN

*“What good is a world of random objects? The thrill of play for the Collector is to have and to hold the most, the best, the most interesting collection of objects or experiences.”*

Collectors organize, maintain, categorize, curate, and hoard physical objects, experiences, and even people. Their play is in managing sets.

## EXAMPLE PLAY:

- Pokemon
- Stamp Collecting
- Travelling to 50 States
- Pikmin
- Bucket Lists
- Wikipedia

ARTIST/  
CREATOR

*“For the Artist/Creator, joy is found in making things. [...] The point is to make something - to make something beautiful, something functional, something goofy. Or just to make something work.”*

Artist/Creators don't just derive joy from self expression, but from the visible, tangible output of their efforts.

## EXAMPLE PLAY:

- Painting
- Sculpture
- Construction
- Repairing Things
  
- Minecraft
- Little Big Planet
- Scribblenauts

**STORYTELLER**

*“For the Storyteller, the imagination is the key to the kingdom of play. [...] Because the realm of the Storyteller is in the imagination, they can bring play to almost any activity.”*

Storytellers love the inherent joy of narrative and delight in infusing drama and intrigue into their everyday activities.

## EXAMPLE PLAY:

- Movie Buffs
- Novelists
- Actors
- Talk Show Hosts
  
- Mafia
- Dungeons & Dragons
- Role-playing Boards



ROGER  
**CAILLOIS**

*4 Types of Games*

# ROGER CAILLOIS

1913-1978

**Roger Caillois** was a French intellectual who studied play, games, and the sacred. In his book, ***Man, Play and Games***, he discusses four fundamental categories or types of games.

**AGON** / COMPETITION

**ILINX** / VERTIGO

**ALEA** / CHANCE

**MIMESIS** / ROLEPLAY



**AGON**

Agon is an ancient Greek word meaning struggle or contest. Caillois uses the term to describe zero sum or **competitive games**.

*“... a rivalry which hinges on a single quality (speed, endurance, strength, memory, skill, ingenuity, etc.) excersized, within defined limits and without outside assistance, in such a way that the winner appears to be better..”*

## EXAMPLE PLAY:

- Competitive Sports
- PvP, PvE Games
- Races
- Leaderboards
- Solo, Quantified Experiences

**ALEA**

# ALEA

ROGER CAILLOIS

Alea is the Latin word for dice, used more broadly by Caillois to refer to any game of **chance**.

*“...all games that are based on a decision independent of the player, an outcome over which he has no control, and in which winning is the result of fate rather than triumphing over an adversary.”*

## EXAMPLE PLAY:

- Casino Games
- Dice Games
- Collectible Card Packs
- Raffles
- Lottery
- Spin the Bottle

**ILINX**

Ilinx, or **vertigo**, refers to games that distort player perception.

*“[games which consist of] an attempt to momentarily destroy the stability of perception and inflict a kind of voluptuous panic upon an otherwise lucid mind. In all cases, it is a question of surrendering to a kind of spasm, seizure, or shock which destroys reality with sovereign brusqueness.”*

## EXAMPLE PLAY:

- Ring Around the Rosie
- Recreational drugs
- Roller Coasters
- Tilt-A-Whirl
- Somersaults
- Merry-Go-Round

**MIMESIS**

# MIMESIS

ROGER CAILLOIS

Mimesis, or mimicry, refers to games about **role-play**.

*“Play can consist not only of deploying actions or submitting to one’s fate in an imaginary milieu, but of becoming an illusory character oneself, and of so behaving. [...The player] forgets, disguises, or temporarily sheds his personality in order to feign another.”*

## EXAMPLE PLAY:

- Theatre
- LARP
- Role-Playing Games
- Cops & Robbers
- House
- Cosplay





CI  
**COMPANY**

*Taxonomy of Fun*

**The Career Innovation Co (Ci)** set out to make the workplace more fun, and did so by studying what people find energizing and motivating. This helped them create their taxonomy of 21 different types of fun.

FELLOWSHIP

APPLICATION  
OF ABILITY

ALTRUISM

DISCOVERY

HUMOR

PROBLEM-  
SOLVING

COMPLETION

CREATION

CHALLENGE

POWER

LOVE

IMMERSION

EXPRESSION

NARRATIVE

REFLECTION

SENSATION

DANGER

COMPETITION

IMAGINATION

PHYSICAL  
ACTIVITY

SUBMISSION

**FELLOWSHIP**

Joy or pleasure from interacting and bonding with other people.

## EXAMPLE PLAY:

- Social Events
- Team Bonding
- Collaborative Games
- Cooperative Games
- Guilds
  
- World of Warcraft
- Speedrun Communities
- Mario Party

# APPLICATION OF ABILITY

# APPLICATION OF ABILITY

CI COMPANY

Joy or pleasure from exercising one's skills and capacities: mental, physical, or otherwise.

## EXAMPLE PLAY:

- E-Sports
- Tests
- Profession/Career
- Master Work
  
- Super Smash Bros
- Spelunky
- Chess

**ALTRUISM**

# ALTRUISM

CI COMPANY

Joy or pleasure from bringing positive emotions to others, whether known or anonymous.

## EXAMPLE PLAY:

- Charity Donations
- Volunteer Work



**DISCOVERY**

Joy or pleasure from novel situations, experiences, or knowledge.

## EXAMPLE PLAY:

- Wandering
- Reading a New Book
- Exploring Wikipedia
- Watching Documentaries
  
- Minecraft
- Proteus
- Starseed Pilgrim

**HUMOR**

# HUMOR

CI COMPANY

Joy or pleasure from comical, nonsensical, or laughter-inducing experiences or material.

## EXAMPLE PLAY:

- Sitcoms
- Cards Against Humanity
- Jokes
- Puns
- Improv

**PROBLEM-  
SOLVING**

Joy or pleasure from finding a solution to a problem, puzzle, or sub-optimal situation.

## EXAMPLE PLAY:

- Crosswords
- Proving Theorems
- Point & Click Adventures
- Diplomacy
- Brain Teasers

**COMPLETION**

Joy or pleasure from fulfilling a set or finding an intrinsic conclusion to an experience or abstract journey. This can also apply to reaching self-imposed goals or extrinsic benchmarks.

## EXAMPLE PLAY:

- 100%, 10/10, A+ etc
- Finishing a Project
- Earning a Degree
- Visiting Every Continent
  
- Puzzles
- Seeing Every Ending
- Hitting Level Cap
- Hexcells



**CREATION**

Joy or pleasure from producing something as a result of one's effort.

## EXAMPLE PLAY:

- Crafting
- Reproduction
- Blogging
  
- Little Big Planet
- Breeding Games
- Legos

**CHALLENGE**

Joy or pleasure from being pushed to exercise one's skills and abilities to their fullest. This often requires stretching beyond one's comfort zone and acting in an exceptional way, physically, mentally, or otherwise.

## EXAMPLE PLAY:

- Marathons
- Tournaments
- Personal Records
  
- VVVVVV
- Ikaruga
- Rogue Legacy

**POWER**

Joy or pleasure from the capacity to influence or control other people or things. This goes beyond physical strength and encompasses authority, hierarchy, domination, and superiority.

## EXAMPLE PLAY:

- Wrestling
- Blackmail
- Leadership
- Machine-Assisted Motion
  
- Prototype
- Call of Duty
- Sonic the Hedgehog

LOVE

Joy or pleasure from a deep emotional connection and affinity towards someone or something. This can be the act of loving or of receiving love from another.

## EXAMPLE PLAY:

- Familial Relationships
- Romantic Relationships
- Patriotism
- Friendships
  
- Portal
- The End of Us
- Mass Effect



**IMMERSION**

Joy or pleasure from being enveloped in a cohesive, detailed, rich experience. The type of media does not matter, nor does its proximity to “real life”. Text can be as immersive as film or games.

## EXAMPLE PLAY:

- Travel
- IMAX
- Spas
  
- Uncharted
- Final Fantasy X
- Dear Esther

**EXPRESSION**

Joy or pleasure from realizing one's inner values, personality, preferences, emotions, or experiences. The joy doesn't necessarily come from outside validation or sharing; it can be purely intrinsic.

## EXAMPLE PLAY:

- Sketching
- Personality Quizzes
- Customization
- CYA games
- Art & Craft

**NARRATIVE**

Joy or pleasure derived from drama, storytelling, or the way events fit together and change over time.

## EXAMPLE PLAY:

- TV Series
- Novels
- Lost Odyssey
- Planetfall
- The Rat King

**REFLECTION**

# REFLECTION

CI COMPANY

Joy or pleasure from introspection and consideration of oneself and one's life.

## EXAMPLE PLAY:

- Journaling
- Memoirs
- Personality Quizzes
- Show & Tell
- Vesper5



**SENSATION**

Joy and pleasure derived from the sensuousness of an object, location, or experience. This can be joy from any sense: tactile, temporal, aural, olfactory, oral, visual, etc.

## EXAMPLE PLAY:

- Roller-Coasters
- Fine Dining
- Perfume
- Light Shows
- Travel
- Textures

**DANGER**

Joy and pleasure derived from risk, not necessarily physical but emotional, financial, mental, and social as well.

## EXAMPLE PLAY:

- Gambling
- Russian Roulette
- Chicken
- 5 Finger Filet
- Dare Devils

**COMPETITION**

Joy and pleasure derived from comparing one's skill either to others' skill or generally accepted benchmarks (eg: high scores, world records).

## EXAMPLE PLAY:

- Competitive Sports
- PvP, PvE Games
- Races
- Leaderboards
- World Records

**IMAGINATION**

Joy and pleasure derived from fantasy and mental exploration, storytelling, and creation.

## EXAMPLE PLAY:

- Daydreaming
- Fantasizing
- Brainstorming
- Visualizing



**PHYSICAL  
ACTIVITY**

Joy and pleasure derived from moving one's body and exerting energy. This doesn't need to be strenuous, athletic activity. Yoga, Tai Chi, and casual strolls all count.

## EXAMPLE PLAY:

- Exercising
- Tag
- Dancing
- Sports
- Hiking
- Martial Arts

**SUBMISSION**

Joy and pleasure derived from surrendering control, authority, or autonomy to an outside force, such as another person, a system, or an experience.

## EXAMPLE PLAY:

- Simon Says
- Loved
- Stanley Parable
- BDSM
- Voluntary Servitude



NICOLE  
**LAZZARO**

*4 Keys to Fun*

**Nicole Lazzaro** studies player experience design with a focus on fun and emotion. She founded XEODesign to research player engagement with games and discovered four keys to fun, of which the most successful games tend to provide at least three.

**HARD FUN**

**SERIOUS FUN**

**EASY FUN**

**PEOPLE FUN**

**EASY FUN**

# EASY FUN

NICOLE LAZZARO

“Grab Attention with Ambiguity, Incompleteness, and Detail”

Easy Fun arises from immersive, enchanting experiences. Ambiguity, incompleteness and detail trigger emotions like awe, wonder, and mystery. These games are often rich, if not graphically or sensuously then in the depth of their stories or systems.

## EXAMPLE PLAY:

- Journey
- Gone Home
- Half-Life
- Fallout 3
- Proteus



**PEOPLE FUN**

“Create Opportunities for Player Competition, Cooperation, Performance, and Spectacle.”

People Fun is derived from fellowship within or outside of the game. Multiplayer games, spectacle games, or games with social structures like guilds or clans all create People Fun.

## EXAMPLE PLAY:

- J.S. Joust
- Spelunky Challenge
- Multiplayer Minecraft
- Clash of Clans
- Ibb & Obb
- Portal 2

**SERIOUS FUN**

# SERIOUS FUN

NICOLE LAZZARO

“Generate Emotion with Perception, Thought, Behavior, and Other People”

Serious Fun is about players entering altered states during play. This can be the pleasure or zen of repeated actions or heightened focus from playing a fast-paced level. It can also refer to real world benefits derived from playing, like self-confidence.

## EXAMPLE PLAY:

- FarmVille
- Tetris
- Flappy Bird
- Lumosity
- Sudoku

**HARD FUN**

# HARD FUN

NICOLE LAZZARO

“Emotions from Meaningful Challenges, Strategies, and Puzzles”

Hard Fun arises from goals and challenges that focus player attention and bring out their best performance. Hard Fun inspires creative problem-solving and strategizing, and rewards players for their skills with progress and positive feedback.

## EXAMPLE PLAY:

- Mario Kart
- Crosswords
- Escape the Room
- Halo
- Super Meat Boy



MARC  
**LEBLANC**

*8 Kinds of Fun*

**Marc Leblanc** is a game developer and theorist whose most popular frameworks are his MDA (Mechanics, Dynamics, Aesthetics) breakdown and his 8 kinds of fun website: [8kindsoffun.com](http://8kindsoffun.com).

“So Far No Children Fell Down Except Abner.”

**SENSATION**

**FELLOWSHIP**

**FANTASY**

**DISCOVERY**

**NARRATIVE**

**EXPRESSION**

**CHALLENGE**

**ABNEGATION**



**SENSATION**

# SENSATION

MARC LEBLANC

Sensation fun is derived from the sensuousness of stimuli. This can arise from any sense-appeal: physical, auditory, olfactory, oral or visual. Players experience pleasure as a result of different images, textures, sounds, movements, emotions, etc.

## EXAMPLE PLAY:

- Far Cry 3
- Furby
- Kiss Controller
- Balls
- Gooze
- Mirror's Edge

**FANTASY**

# FANTASY

MARC LEBLANC

Fantasy fun is derived from imagination, roleplay, and pretend. When players make believe and conceptualize a world separate from reality, they are free to control, affect, and explore in normally impossible ways. They can also step into new roles and test existence from a new perspective.

## EXAMPLE PLAY:

- Dungeons & Dragons
- Madden
- Dating Sims
- Pandemic
- Body Swap

**NARRATIVE**

# NARRATIVE

MARC LEBLANC

Narrative fun is derived from compelling stories, characters, and worlds. Drama and narrative can be implicit in art, environment, and mechanics without needing written text.

## EXAMPLE PLAY:

- Canabalt
- BioShock
- Phoenix Wright
- Fire Emblem
- Tales of the Abyss

**CHALLENGE**

# CHALLENGE

MARC LEBLANC

Challenge fun is derived from exercising one's skills to their fullest. Players can fail again and again and again and remain motivated, not discouraged, because the game is pushing them to perform better.

## EXAMPLE PLAY:

- Ikaruga
- Go
- Train Games
- Plate Spinning
- Mountain Climbing
- The Impossible Game



**FELLOWSHIP**

# FELLOWSHIP

MARC LEBLANC

Fellowship fun is derived from interacting and bonding with other people. It doesn't necessarily imply cooperation: competition between two-well matched players creates a bond via the well-played game and pursuit of shared excellence.

## EXAMPLE PLAY:

- Sports Teams
- Left 4 Dead
- Game Communities
- Animal Crossing
- Monster Hunter

**DISCOVERY**

# DISCOVERY

MARC LEBLANC

Discovery fun is derived from uncovering new information of all sorts. It can be physical/spatial discovery, but also learning new facts and theories, finding new interpretations of known information, or experiencing new events and sensations.

## EXAMPLE PLAY:

- Starseed Pilgrim
- Bobo Explores Light
- Proteus
- No Man's Sky
- The Sims

**EXPRESSION**

# EXPRESSION

MARC LEBLANC

Expression fun is derived from putting forth one's values, morals, experiences, memories, or sense of self.

## EXAMPLE PLAY:

- Character Creation
- Black & White
- Mass Effect
- Set Design Games
- Roleplaying

**ABNEGATION**

# ABNEGATION

MARC LEBLANC

Abnegation fun comes from surrender or submission to other forces or activities. It refers to a zen-like mindlessness or automation of action, where consciousness is not at the forefront.

## EXAMPLE PLAY:

- FarmVille
- Sorting Cards
- Cow Clicker
- Poppit
- Curiosity Cube
- Flow