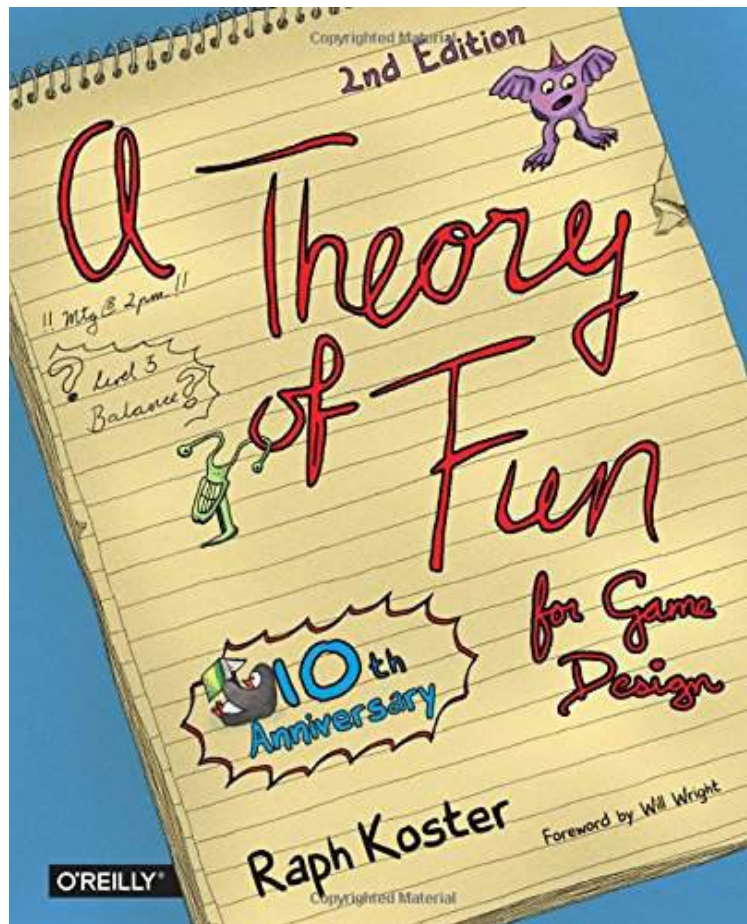


Theory of Fun for Game Design

By Raph Koster



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