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Written by long-time game designer Zack  
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The key to making this decision interesting is for the player to know that the golden arrow is the right choice, but also to know that if he uses the golden arrow now, he won't be able to use it...

Gamasutra - Improving Player Choices

Tiny Decisions is an app that makes decisions fun & easy! Just input your question, add/import options, and spin the wheel to get a random answer.

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