Koster’s main points for this chapter are that games teach us about spatial reasoning, mathematical truths and have us reflect the underlying reality. He claims that despite our society’s evolution most games still teach us the primal basics:
• aiming
• timing
• hunting
• territory
• power projection

I agree. I think many games stick to the basics because they are safe for game developers. Koster states that we have evolved a heightened sensitivity to visceral challenges and this is easy to tap into. I think he is calling us to action. To realize what we have been doing, and not necessarily abandon the basics but think of ways to evolve games to our new survival skill needs like networking and thoroughness, organization, time management. I know many of these can be linked back to the basics but there is a new context not being addressed in most games.