**The Royal Game of Ur**

Date: ~3000 BCE

Developer: Unknown

Platform: Board Game

Region of Origin: Mesopotamia

How to play is unknown.

Dice:

* Triangular dice

Result: 0 1 2 3 4

# of Ways: 1 4 6 4 1

Use Dice make the game strategy.

* The Royal Game of Ur: The Relationship between dice, luck and fate.

Deep connection in ancient people life.

**Senet (Can play today)**

Date: ~3000 BCE

Developer: Unknown

Platform: Board Game

Region of Origin: Ancient Egypt

Game is social thing.

Playing for fun. 2 People play it.

Why?

Theme and Mechanics

No meaning. Jus for fun. How soul is going to reach after life.

Some terms here…

**Backgammon**

Date: ~3000 BCE

Developer: Unknown

Platform: Board Game

Region of Origin: Ancient Persia

Still play today, still popular in some places of the world. Smart person’s game. Things Younger than backgammon (means this game is really old).

Now, sometime use for playing for money.

Mancala

Date: ~600 CE

Developer: Unknown

Platform: Board Game

Region of Origin: Eastern Africa

This has different version depend on different areas in the world. A family of deep game.

The concept of “depth”: Depth is the capacity to support long-term serious study and play.

Mancala has: no randomness. No hidden information. Not many choices per move.

The Game tree of tic-tac-toe is here.

**Go**

Date: ~2000 BCE

Developer: Unknown

Platform: Board Game

Region of Origin: Ancient China

围棋，国画，古琴，书法

Go is “elegant” game.

The concept of elegant: Depth and simplicity; Simple rules lead to complex situations; The idea of “emergence”

**Checkers (Draughts)**

Date: ~1500 CE

Developer: Unknown

Platform: Board Game

Region of Origin: France

Version: 1, Alquerque(aka quirkat), 2, International Checkers.

The concept of solved

English Draughts (8x8) is considered solved. When you can correctly predict the outcome of the game from andy po

**Chess**

Date: ~600 CE

Developer: Unknown

Platform: Board Game

Region of Origin: India

Indea – mid east – China - Europe.

Form of pieces is different. Abstract and cleared form. Pieces name have it’s own meaning.

Chess has different and a lot of formats and also has version for video game.

Why?

Chess has “stuff”.

Chess is based on countries culture.

**Snakes and ladders**

Date: ~1500 CE

Developer: Unknown

Platform: Board Game

Region of Origin: India

Changing a lot for graphic design, cause of snake is bit of.

Meaning & Choice