Games 101 Modern Card and Board games

Cards: from Europe to India. Pictures to Index & Pictures

1600s Card is expensive, because the print and production

Card was started from 4th century

So long as anyone is left to wield a card there will always be intelligent games reflecting the basic set-up of life, which starts us all off from unplanned and unequal opening positions, and itself is nothing if not the ultimate game of 'imperfect information'. - David Parlett, *The Oxford Book of Card Games*

**Key Game - Poker**

Date: 19th Century

Originators: Folks

Platform: 52-Card Deck

Region of Origin: USA

Why it Matters:

* Most popular skill-based gambling game
* Can be played for small stakes at home, or staggering stakes on TV
* A mind game of the highest order
* Still a folk game with many variants

Straight Flush > Four of a Kind > Full House > Flush > Straight > Three of a Kind > Two Pair > One Pair > High Card

Straight Poker: Dealt all cards and bet

Draw Poker: exchange cards for new ones

Stud: cards up and down

Community Stud: most cards shared

Poker Hands are Brittle

Poker: The Strategy of Luck

“Poker, one of the most skill-demanding of all card games. Cards themselves are not the instruments of play” - David Parlett, *The Oxford Book of Card Games*

Poker: Emotion Matters

**Key Game - Contract Bridge**

Date: 1925

Originator: Harold Vanderbilt

Platform: 52-Card Deck

Region of Origin: USA

Why it Matters:

* Classic partnership-based trickster
* Highly sophisticated bidding system
* Wildly popular in the mid-20th century
* Still played globally and competitively

Tricks: Whist, Tarock, Hearts, Bridge

Melds: Mahjong, Rummy, Gin, Canasta

Trickish: War, I doublt it, President

Meldish: Poker, Cribbage, Cassino

**A quick History of Tricks:**

War > War w/Choice > War w/Choice & teams > Tricks > Karnoffel > Tarots > Trump > Hombre > Whist > Briscola > Skat > Hearts > Bridge – Whist > Auction Bridge

Communication and Conventions;

Cultural Impact;

Contract Bridge Today – Bring Bridge back to the Table;

Probably More Popular than Contract Bridge:

Spades, Hearts, Bid Whist, Oh Hell!

**Key Game – Monopoly**

Date: 1904 – 1933

Designer: Lizzie Magie, et al.

Platform: Board Game

Region of Origin: USA

Why it Matters:

* Most influential folk roll-and-move game of the 2oth century
* Most successful commercial board game of the 20th century
* Most derided board game among modern game designers
* A case study of how one rules change can make all the difference
* A universal pop culture symbol