**MODERN CARD AND BOARD GAMES!**

* Playing Cards
  + No one no where they started
  + Maybe china 8th century?
  + Cards migrated to Europe 13th-14th century
  + Went through India
  + Just pictures, no iconography
  + Hearts Spades Diamonds Clubs formalized in France
    - French deck
  + Hidden information
  + Until the end of the 18th century, card backs were white
* Poker
  + 19th century, folk, 52 card, USA
  + 3 card hands, with wagers on the strength
  + 5 card hands originated in Ne Orleans
  + **WHY**
    - **Most popular skill based gambling game**
    - **Can be played at home for small stakes or huge stakes**
    - **A mind game of the highest order**
    - **Still a folk game with many variants**
  + Straight Poker
    - You get your cards, you bet
  + Draw Poker
    - Exchange old cards for new ones
  + Stud
    - Cards up and down
    - Generally dealt in a series of rounds
  + Community stud
    - Communal set of cards that everyone shares
    - Multiple rounds of betting
  + Poker hands are brittle
    - One card can make a huge difference
  + Poker: the strategy of luck
    - Meta skill of poker is evaluating probabilities and reading players
  + Characteristics of games by George Elias
  + Bluffing not in the rules explicitly
* Contract Bridge
  + 1925, key games list
  + WHY
    - **The classic american trick game**
    - Highly sophisticated bidding system
    - Wildly popular in mid 20th century
    - Still played globally and competitively
  + Tricks
    - Whist
    - Tarock
    - Hearts
    - Bridge
  + History of tricks
    - Sometime around 1400
    - 4 players, one person leads
    - First recorded is Karnoffel
      * Proto-trick
      * Means Hernia
    - Halfway to establishing a trump suit which beats anything
    - Tarot decks were card games used for trump cards
    - Mid 1530, Trump cards
      * One suit picked randomly to beat others
    - Follow; trump or renounces
    - Whist
      * Mid 1600’s
    - Hombre
      * First game to auction off the suit for trump card
      * 3 player game
    - Hearts
    - Bridge-Whist
    - Auction-Bridge
    - Contract Bridge
      * Rewards risk
      * Only the tricks you bid on give you good points
  + Communication and Conventions
    - Communicating important information to partners
    - Bridge is pure deductive play
  + A game for married couples
  + Today
    - Old people tell you to play
* Monopoly
  + 1904-1933, Lizzie Magie, Boardgame, USA
  + **WHY**
    - **Most influential roll and move game**
    - **Most successful board game**
    - **Universal pop culture symbol**
    - **Most derided board game among designers**
    - **A case study of how one tules change can make all the difference**
  + **The Landlord’s Game**
    - Edutainment
    - Whats wrong with owning property
    - Patents it in 1904
      * You go around the board 5 times, whoever has the most wins
    - This ends up spreading by word of mouth
    - Arden Village, 1905, color groups come in
    - Folk Monopoly starts developing
    - Genuinely strategic game and cutthroar because of original rules not found in modern one
      * Chips replace the three smallest bills
      * Price for a house/hotel is equal to the mortgage value
      * **If a player lands on an unowned property they do not have the option to purchase it, it just goes up to auction**
    - Charles Todd learn.s about the game
      * Introduced quaker rules
      * If you land on a thing you can buy it
    - Charles Darrow, 1933 designs modern board
  + Monopoly Draw Edition 1933
  + Screwed over original maker
  + Grognard capture
    - A game is most liked by its expert players
    - The opposite is true for super popular games
  + Free parking
    - Tons of mods
    - Mostly dumb
* Diplomacy
  + 1958, Allan B Calhamer, Boardgame, USA
  + **WHY**
    - **Bets politics game**
    - **Favored game of military strategy and game theorist**
    - **Few peices, simultaneous turns, contingent outcomes**
    - **Classic example of “bleed” that presages RPG’s and MMO’s**
    - **Procedural representation of real world multilateralism**
  + A game about negotation
  + 3-7 players
  + Simple rules
  + **Simultaneous movements**
  + Contingent outcomes
  + Games and Representation
    - Represents diplomacy through diplomacy
  + Diplomacy and context
    - WW2
  + Diplomacy, Politics, and influence
  + If whining can be a strategic move, it’s a politics game
  + Games of Social Strategy
    - Survivor
    - Influenced
  + Modern descendants are EVE Online, Neptunes Pride, Subterfuge
* **Set**
  + **1990, Marsha Jean Falco, Card Game, USA**
  + **Tried to figure out if epilepsy in german shepherds was genetic**
  + **WHY**
    - **Perfect intellectual abstract game**
    - **MESNA game**
    - **Can be placed by all ages**
    - **Classic one hit bullseye**
* **Jenga**
  + **1983, Leslie Scott, Boxed Game, Ghana/England**
  + **WHY**
    - **Perfect physical abstract game**
    - **Archetypal light family/party game**
    - **Can be played by all aged**
    - **Classic one hit bullseye**
    - **An arc of tension and drama that can be translated to other forms**
  + **Originally the setup to play ratio was too short**
* Magic: The Gathering
  + 1993, RIchard Garfield, Trading Cards, USA
  + WHY
    - Most influential tabletop game since D&D
    - Allowed players to feel like game designers by customizing decks
    - Mana as a system of balancing power and creating arcs
    - Five colors of magic
    - Maintains a vibrant culture of competitive and casual play
  + Collectable (Customizable) Card Game
  + Cosmic Encounter is super influential
  + **3 great innovations**
    - **Collectng cards**
    - **5 colors**
    - **Mana**
  + **Timmy- The power gamer, the big card, the big dramatic winner**
  + **Johnny - Making the weirdest possible best**
  + **Spike- the min/maxxer, most likely playing in tournaments**
  + **MTG Metagame Clock**
    - **Aggro decks (beats Control)**
    - **Combo decks (beats Aggro)**
    - **Control decks (Beats combo)**
  + Sim City: The Card Game, yes that existed
  + Vampire: The Eternal Struggle
    - Next game from MTG creator
    - Originally named Jyhad
  + Then he makes Netrunner (1999)
* LCC
  + Living card game
  + You buy a set of cards and that’s it
* Hearthstone
  + 2014, Blizzard Entertainment, Desktop/Mobile, USA
  + **WHY** 
    - **Most successful digital card game**
    - **A clear control experiment on what works in digital vs non digital**
    - **Appeals to casuals and is still an e-sport**
    - **Thoughtful balance between free to play monetization and maintaining player experience.**
  + World of Warcraft card game based on this
  + Works well as a digital game
  + You can’t do anything when it’s not your turn
  + Great sound design
  + Has secrets (trap cards) instead of counter spells (instants)
    - **Phases in MTG is better in person because phases are difficult digitally**
  + More mana than magic, but done by getting rid of a lot of the randomness of MTG
* Settlers of Catan
  + 1995, Klaus Teuber, Boardgame, Germany
  + **WHY**
    - **The Eurogame that started the Eurogame boom of the last 20 years**
    - **Now popularity considered the thnking persons monopoly**
    - **Updates familiar tropes with eurogame twists**
      * **No direct aggression or player elimination, no player avatar, constructive instead of destructive victory conditions.**
  + Originally a more complicated game
  + There is variety, so there’s a different layout
  + 5 types of land
    - 5 types of cards
  + You almost always start with 2 points
  + The only real direct method of attack is the “Robber”
    - Those hexes wont produces resources
  + The Empire of Catan
    - Catan: Seafarers
    - Catan: Cities and Knights
    - Caran: Travel
    - Settlers of Cannan
    - Catan: The Card Game
    - Catan Dice Game
  + Super successful
* Euro Games
  + Acquire
  + Coaster Proclamation
    - Bunch of designers agree not to sell games unless name is on the game
  + **Interesting choics**
  + **Some randomness, little luck**
  + **Moderate complexity and length**
  + **Constant multi-player interaction**
  + **Indirect conflict**
  + **Loose relation to theme**
  + **Attractive but abstract pieces**
* Ameritrash
  + American games, I beat someone up
  + **Interesting choices**
  + **More luck, lots of dice**
  + **More complex, longer**
  + **attacker/defender**
  + **Direct conflict**
  + **Tight relation to theme**
  + Chrome emphasizes theme
* Dominion
  + 2008, Donald X. Vaccarino, Card Game, USA
  + Card building deck
  + **WHY**
    - **Introduced deckbuilding the more influential new boardgame mechanic of the last 20 years**
    - Winner of the Spiel des Jarhres in 2009 and considered a gateway game
    - **Combination of deckbuildng and deadweight victory cards creates a complex loop of cause and effect**
    - Modular setup leads to endless expandability
  + Cause and effect keeps twirling in on itself
  + Pros
    - Addicitive basical loop with variation
    - Semi-hidden scoring
    - Low politics
    - Set ups generate puzzles
    - Everything usually in the cards
  + Cons
    - Bland and themeless
    - Semi-hidden scoring
    - Passive-aggressive
    - Front-loaded strategy
    - Endless shuffling/chaining
  + Ascension was most successful knockoff