I’m not really a board game player, but there is a game that I often play with my friends, it’s called UNO and I guess almost everyone knows how to play it. In my opinion, the game would be much more fun if there are more players, 7 to 8 people would be great. The general rule is that, there are 108 cards, this includes many different kinds of functional cards, each kind has its own function, and can beat another kind. To start the game, each person should take one card and the top card of the deck should be flipped over and set aside to begin the discard pile. In a turn, players could gain more cards or lose cards, depends on the cards they have and luck, the first person who has two cards left in hands should yell out ‘UNO!’ in order to win the game, if the person is interrupted by other players before saying the word ‘Uno’, the person should take two more cards.

The game allows players to have meaningful play and there are couple reasons for this. First, because each action or decision made by the player has significant influence on others and the result of the game, the players are interacting with each other. On the other hand, people need to have their strategy in order to win the game. Unlike ‘heads or tails’, all you need to do is flip a coin and guess its heads or its tails, there is no significance in this game, which means there is no meaningful play.

One important strategy in the game, is to count cards. You need to be focus on how many cards left on other players, so you can take some actions point to them, because you don’t want anyone except yourself to win. An important tactic in the game is that, use your functional cards correctly, such as Skip, Reverse, or Draw-two cards. The reason is quite clear – to win the game or stop other players to win the game. For example, if the player on the left side only has three or four cards left, he is getting closer to win the game, so you can use a Reverse card to let the player gain more cards.

From class, I thing fail states it’s when communication breaks down between the game designer and players. In this particular game, I think if the player won the game and start to watch people playing, or the player choose to quit the game, that fail states.