



Analysis of a game- Sueca

Vasco Silva



Game Overview

Name: Sueca

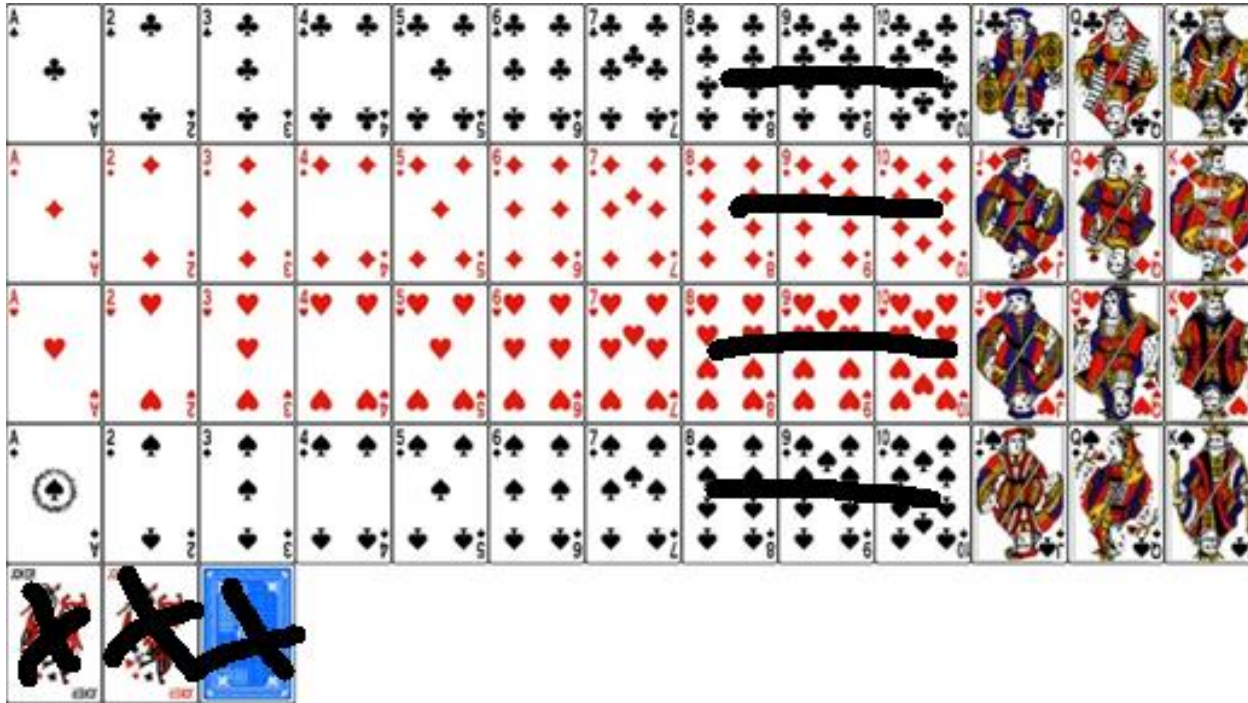
Type: Trick-taking card game

Players: 4 (2 teams of 2)

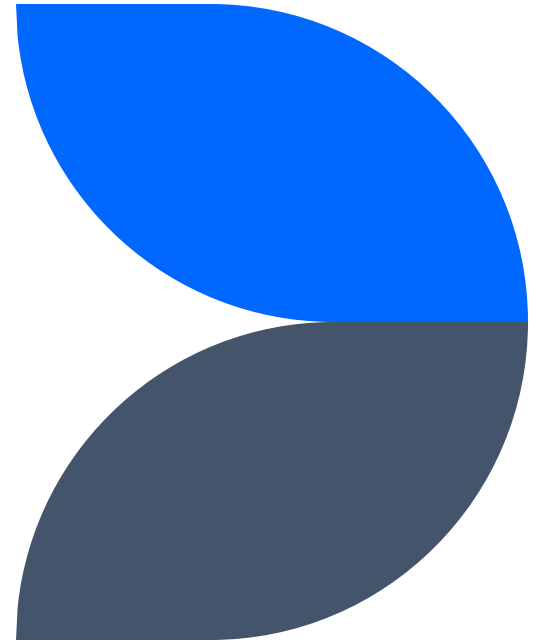
Duration: 30-45+ minutes

Age Range: 10+

Components and setup



Rules



♣ VALORES DAS CARTAS NA SUECA

     = 0 PONTOS

 = 2 PONTOS

 = 3 PONTOS

 = 4 PONTOS

 = 10 PONTOS

 = 11 PONTOS



Playing a round



Team play, strategy and mind games



Team Synergy is key

Early Game Strategy

Adapting to the Hand

Mind Games & Psychological

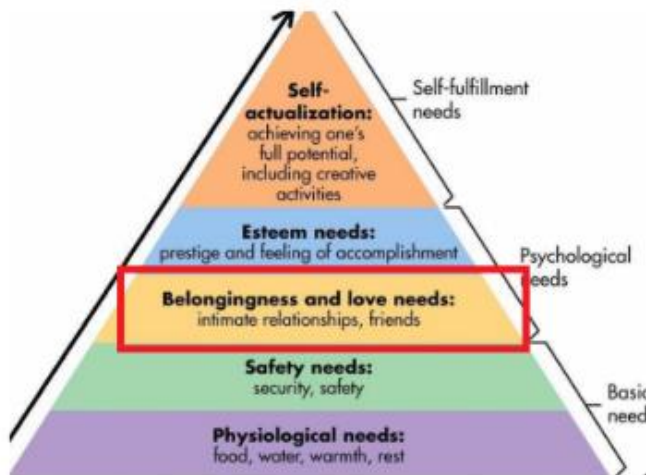
Play Non-Verbal Communication

Pre-Match Planning



Motivation Profile

Maslow's Hierarchy of Needs



16 Basics Desires of Human Nature

			
Action "Boom!"	Social "Let's Play Together"	Mastery "Let Me Think"	Achievement "I Want More"
Destruction Guns. Explosives. Chaos. Mayhem.	Competition Duels. Matches. High on Ranking.	Challenge Practice. High Difficulty. Challenges.	Completion Get All Collectibles. Complete All Missions.
Excitement Fast-Paced. Action. Surprises, Thrills.	Community Being on Team. Chatting. Interacting.	Strategy Thinking Ahead. Making Decisions.	Power Powerful Character. Powerful Equipment.

Gamer Motivation Model



Betting





Thank you