

Games we could play

(Feel free to add suggestions!)

- [COST Monopoly](#) (Monopoly with Harbinger taxes)
- [Nomic](#) (All rules can be changed)
 - Nomic is more fun when you play it in some existing context, e.g. [Nomicopoly](#)
- [CASHFLOW](#) (Investing boardgame by Rich Dad/Poor Dad)
 - Needs the boardgame
- [Secret Hitler](#) (Mafia-style political game)
 - A suggestion was to [play variations with different voting systems](#)
 - Alternatives - Werewolf, Mafia, Coup
- [Hanabi](#) (cooperation with limited information)
 - Needs the card game
 - Julia B can bring the card game
- [Out of Character](#) (from Joe Edelman's Human Systems course)
- [Full Practice](#) (from Joe Edelman's Human Systems course)
- [The We-Ness](#) (create a collective consciousness)
- [Honorbound](#) (LARP about toxic masculinity and systemic coercion)
- [Warbirds](#) (LARP about women in WW2)
- [Winterhorn](#) (LARP about activist groups)
- [The Evolution of Trust](#) (Online playable prisoner's dilemma)
- [To Build a Better Ballot](#) (Online interactive voting systems)
- [Mapmaker](#) (gerrymandering board game)
- [Diplomacy](#) (the most intense people game you will ever play)
- The Game
- [Prom Week](#) (UCSC digital social sim research game based on the concept of a "social physics engine")
- [Bay Area Regional Planner](#) - cooperatively plan future urban development in the Bay Area to balance and hopefully meet multiple conflicting policy imperatives
- [So Long Sucker](#) - Nash game theoretical nonverbal negotiation game
- [Container](#) - Board game which creates a small macroeconomic model including pricing and competition

Resources

- Human Systems course [Starter Games](#)
- [Golden Cobra](#) - LARP game design competition
- [Feminist game anthology](#)
- Games from Keith Johnstone's Impro
- Randy Lubin's [Diegetic Games](#)

