



# Definitions: Play

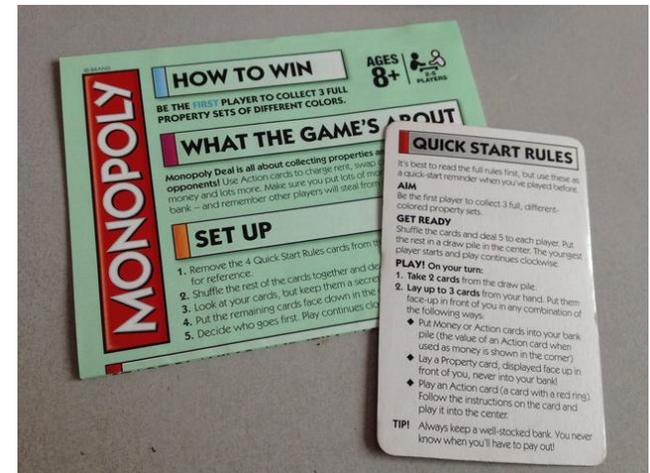
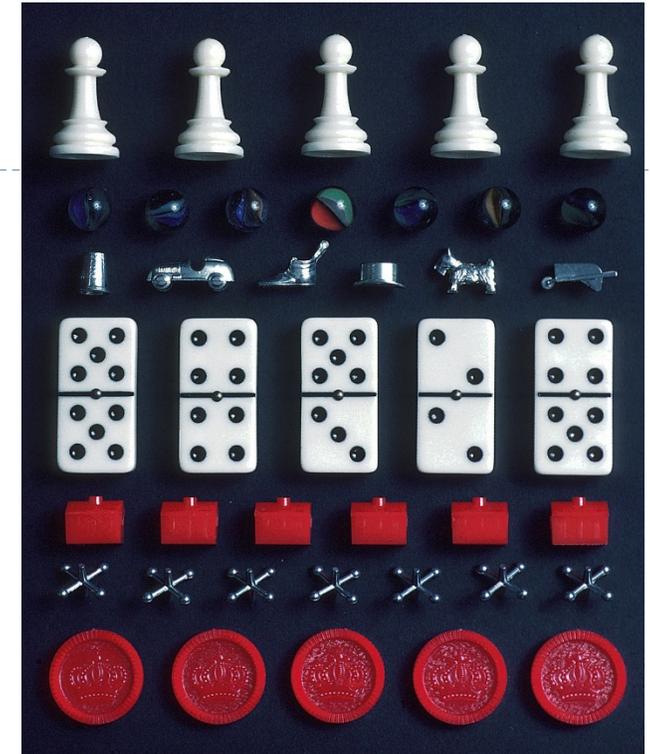
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- ▶ Range of activities done for recreational pleasure and enjoyment.
- ▶ Playing is done by many animal species:
  - ▶ Usually associated with juvenile activities but occurs at any life stage.
  - ▶ Possible between species.
  - ▶ May be used to determine social rank.
  - ▶ Provides opportunity for learning/training.



# Definitions: Game

- ▶ Structured form of play governed by rules.
- ▶ Participants are referred to as players.
- ▶ Gameplay characterizes what players do.
  - ▶ Tools and rules that define the overall context of the game.



# First Games? Sport

- ▶ Ritualized forms of other activities (hunting)
  - ▶ Running
  - ▶ Spear throwing
  - ▶ Archery
- ▶ Gameplay features
  - ▶ Produce a *measure* of *physical skill* by *competition* against other person



# First Games? Divination

- ▶ Randomizers
  - ▶ Objects used for divination
- ▶ Evidence
  - ▶ Staves found in Tutankhamen's tomb (~1323 BC) together with game board
  - ▶ Similar staves found in the royal tombs at Ur together with another game board
  - ▶ I Ching divination (~1000 BC)
- ▶ Gameplay features
  - ▶ Produce a *random outcome* within *well-defined limits* and *clear states*



Source:  
Parlett, David, *The Oxford History of Board Games*, Oxford University Press, 1999

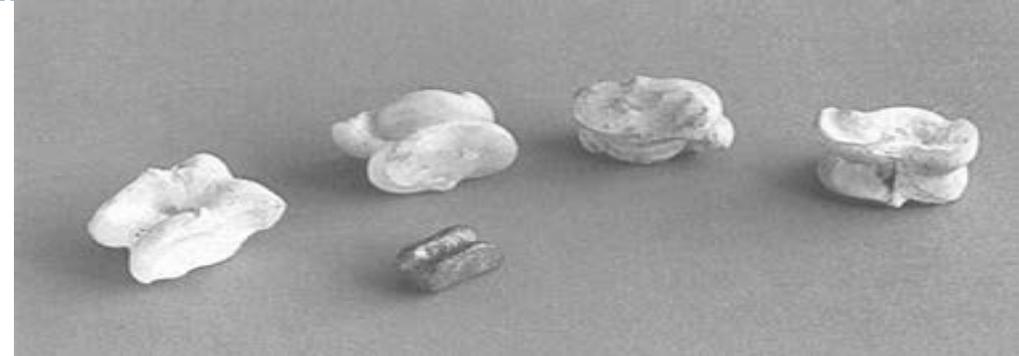
# First Organized Games

- ▶ **Gladiator Games**
  - ▶ Celebrate battles at funeral
  - ▶ Changed when Julius Caesar organized games in honor of his father and then his daughter
- ▶ **Religious festivals**
- ▶ **Olympic Games, 776 BC**
  - ▶ Judges
  - ▶ Truces between countries,
  - ▶ Participants status as religious pilgrims



# Dice Games

- ▶ **Inventors**
  - ▶ Lydians of Asia according to Herodotus
- ▶ **Predecessors**
  - ▶ Binary Lots
  - ▶ Astragals
    - ▶ Depicted ~800 BC
- ▶ **Gameplay features**
  - ▶ Provide *variety of ranges* for randomizers and tie results to abstract measures – *numbers*
  - ▶ *Meta game* – betting on outcome (but equally possible from sports)
    - ▶ Will of the gods - not taxed!





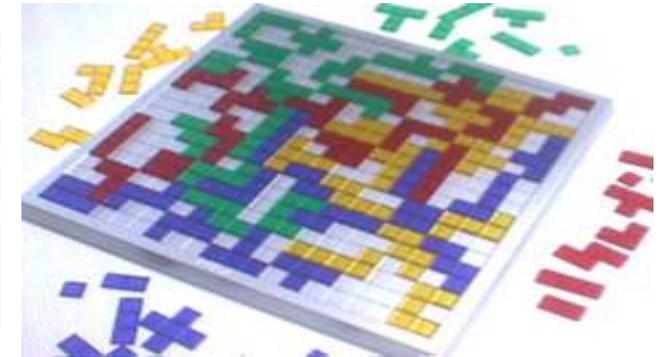
# Racing games

- ▶ Interpreting movement on board as physical movement
  - ▶ Ludo (from Pachisi, ~700 BC)
  - ▶ Backgammon (from Senet & Mehen, 2650+ BC)
- ▶ Gameplay features
  - ▶ Introduction of the concept of a *game world*
  - ▶ Introduction of *several game tokens* controlled by one player introduced *choice*
  - ▶ *Capturing* other tokens meant that effects of changing one part of the game state by have additional effects – *abstract events*



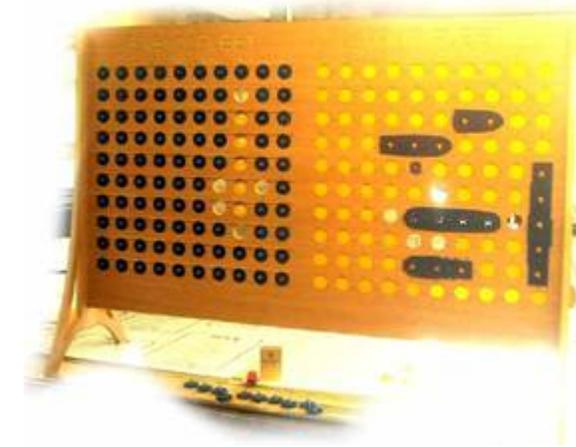
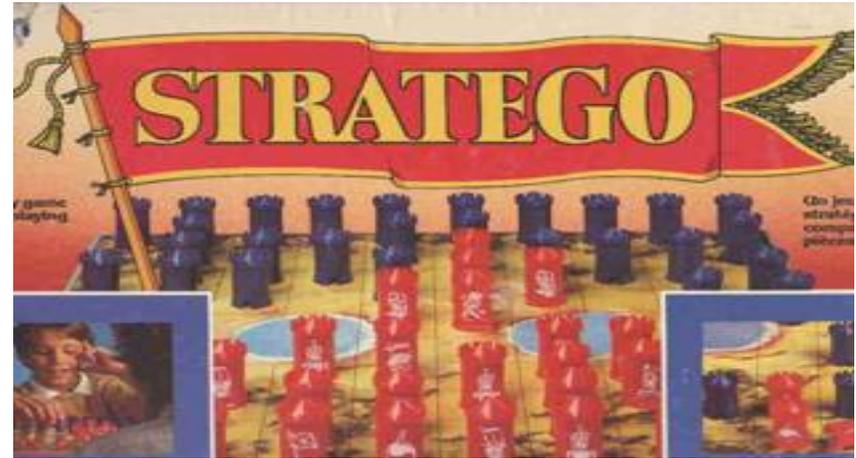
# Perfect Information Games

- ▶ Removal of randomness from board games
  - ▶ Chess (referred ~600 AD)
  - ▶ Go (from Wei-qi, 2000 BC)
- ▶ Gameplay features
  - ▶ *2D* game world
  - ▶ Focus on *mental skills*
  - ▶ Actions defined by tokens
    - ▶ *Context-dependent actions*
    - ▶ *Functionally different tokens*
  - ▶ Possible to *predict opponent*
  - ▶ Additional goals based on *space control*, *space filling*, *connection*, and *collection*



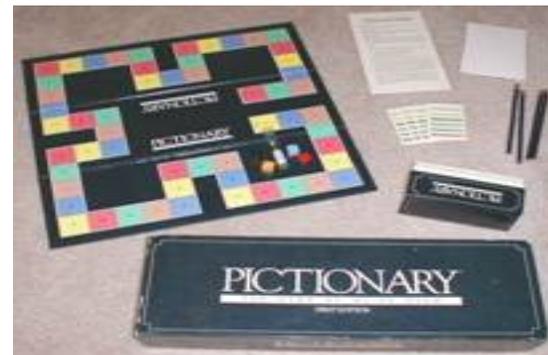
# Imperfect Information Games

- ▶ Making part of the game state unknown to players
  - ▶ Stratego
  - ▶ Battleship
  - ▶ Blind Chess/Kriegspiel
- ▶ Gameplay features
  - ▶ *Hidden game state*
  - ▶ *Heterogeneous information availability*



# Skill Games

- ▶ Board games where movement is determined by successful action or performance
  - ▶ Scrabble
  - ▶ Trivial Pursuit
  - ▶ Pictionary
  - ▶ “Normality Game”
  - ▶ Balderdash (Rappakalja)
  - ▶ Apples to Apples
- ▶ Gameplay features
  - ▶ Introduction of variety of *skills* – social, artistic, intellectual



# Tabletop or Miniature Games

- ▶ Origins in forms of kriegspiel
- ▶ Similar to board games but use graphically depicted miniatures
  - ▶ Warhammer 40K
- ▶ Gameplay features
  - ▶ *Continuous game world*
  - ▶ Players *own game tokens* they use
  - ▶ Requires players to do *extra-game activities*



# Card Games

- ▶ Background intertwined with Dominoes & Mah-Jong tiles
  - ▶ Modern variants probably Persian origin
  - ▶ Brought to Europe by Arabs 13th century
  - ▶ Specialized decks quite late
- ▶ Gameplay features
  - ▶ *Game systems*
  - ▶ Random but *fixed distribution*



# Collectable Card Games

- ▶ Combines card games with idol cards
  - ▶ Magic: the gathering
  - ▶ Illuminati: new world order
- ▶ Gameplay features
  - ▶ Cards have *self-contained rules* within a rule framework
  - ▶ *Physical rarity affects value* of game token



# Roleplaying Games

- ▶ Expansion from miniature games
  - ▶ Dungeons & Dragons, 1974
  - ▶ The Basic Roleplaying System
- ▶ Gameplay features
  - ▶ *Unclear winning conditions*
  - ▶ *Unclear end conditions*
    - ▶ campaigns
  - ▶ *Game master*
    - ▶ Unequal power structure
    - ▶ Open-ended rule set
    - ▶ Mediates the Game World
  - ▶ *Character development*
  - ▶ *Roleplaying*
  - ▶ Novel narrative structure – *adventure modules*



# Live-Action Roleplaying Games

- ▶ Arose from roleplaying games, improvisational theatre and re-enactment societies
- ▶ Earlier similar activities
  - ▶ re-enactments of battles between Osiris and Seth in ancient Egypt
  - ▶ ‘carrousel’ games at European courts during the 17th and 18th centuries
  - ▶ psychoanalytic methods in the 1920s
- ▶ Gameplay features
  - ▶ Players represent their characters
  - ▶ Players *physically act out* what they do in the game
  - ▶ *Extra-game activities* may take a majority of time spent



# Novelty Games

- ▶ Machines that provide gameplay or lets players test skills
- ▶ Gameplay features
  - ▶ *Coin-op*
  - ▶ *Machine controls game flow*



# Pinball

- ▶ Gameplay features
  - ▶ Flippers
  - ▶ *Electro-mechanical game system*
- ▶ Pinball games were initially used for gambling.
  - ▶ Lead to legal issues and then banning in certain places.
  - ▶ Generally considered games of skill rather than chance now.
  - ▶ *Pachinko is a similar electromechanical game system that is used for gambling in Japan.*

