History of the Book: The Game

Play Test Feedback

February 2, 2016

January 24, 2016 with Muzel Chen

Framework

- Both Muzel and I played as two people each.
- Hard to remember what country you are, need a token?
- If that token was on the board, maybe it can move up and down the power chart.

Gameplay

- ~~Need more ability to attack as it's too easy to accrue collections/credits.~~
- ~~If lose educational challenge, you have to pay the cost of the book in credits or in books (can go in debt).~~
- ~~Can choose not to do anything in a round (save credits).~~
- ~~Minimum 3, maximum 6 players.~~
- ~~Number of rounds in the same century is number of players in the game divided in half (and rounded down if need be).~~
- Present to faculty as: play generic game to get the concept, a project to design game boosters, then play again to test knowledge gained during the research and development of boosters.
- Add new rules, then print. Make into a little brochure.
- What about illustrations to help portray concepts?
- ~~Order: the same order as the emphasis of each century (power ratio).~~

History Cards

- ~~Need to add new cards to the timeline.~~
- ~~Then print the cards to put in the slips.~~
- ~~If you pull the country you represent, the repercussions are times two (doubly better or worse).~~
- ~~Events cards should stay weighed one +/-, but wars should be 2+ for the victor and 2- for the loser if both countries represented in the game (loser gives credits to the winner; if not enough credits, must give them in subsequent rounds until clear of debt). If internal fighting, can be minus 2 from the same country!~~
- Not going through enough of these cards: think about as a way to fix.

Book Cards

- ~~Can buy more than one book per turn.~~
- ~~Fix ? mark costs (perhaps just ascribe them one * or find a new option).~~
- ~~Check number books in each genre, put this in the catalog.~~

- ~~OK to have non-winning genres.~~
- ~~OK to collect countries that are not your own.~~
- ~~Organize catalog according to same order as events cards. (Lower priority: not yet)~~
- ~~Create section of catalog dedicated to outlining the winning strategies.~~
- ~~Problem: duplicate book in 15th/16th century Spain: Reglas de ortografia and gramatica de la lengua castellana (choose new book).~~
- ~~Have to read book title out loud when you purchase it so that others know what you have.~~
- ~~Mock up card design to show: country, genre, MVB status, and century. (Commission student)~~
- ~~Delete value of book, place that on the spreadsheet.~~
- ~~Should books be able to have more than genre? Perhaps, occasional ones can be wild cards. (No)~~
- ~~Literature genre needs to be more granular depending on how many they are when I count: split into poetry, prose, plays.~~
- ~~Win by getting a national canon that is one book for each century? But then what if the game ends early. Think about this.~~
- ~~Only four facts should be on the card.~~
- ~~Reprint book cards.~~
- **Print off catalog as a little brochure.**
- ~~Shorten importance. Muzel wondered if importance too hard/relative.~~
- No 1400s America; 3 1800s England??

Chance Cards

- ~~Revise chance cards and then format for slips.~~
- ~~Like God cards.~~
- ~~Rename? Think about this.~~
- Sell to private buyer.
- ~~Way to get books permanently out of the game.~~
- ~~Can have a player attack you by buying you a chance card (they spend 6 credits or an equivalent amount of books) but can backfire as some chances are good.~~
- ~~They can also buy themselves a chance card.~~
- Print off chance as a little brochure.

Board

- Place the timeline on the board with relative weights of each country per century.
- This could be a power chart that also lets players move from century to century together.
- Then would need a piece (like chess piece) representing each player.
- Illustrations from seminal moments in history (reformation, printing press, colonization, American pop culture, war).
- I make the mock up of the board. Then have classes compete with proposals to create the design. Get funding to reward winning designer (grant?) to commission them with the project.

Boxes

- ~~Make dividers for each century.~~

Curricula

- Write out what would be required to make a booster pack, including projected amount of in class/out of class time.
- Create discussion guide based on relative decisions (for example, +/- on history cards)
- Update curricula for full-length class (mine) and show as example.

Outreach

- Once these changes are made, schedule meeting with: Jennifer, Greg, Carmelita, Paul.