The History of the Book: The Game

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Description

The year is 1439. Johannes Gutenberg is building his printing press, the first in the world. When he succeeds, the book is born. Follow the history of the book through the next five centuries, through technological advancements, scientific breakthroughs, artistic triumphs, shifts in the socio-political climate, and the fluctuating financial market.

Each player represents a country aiming to collect the most valuable printed books of Western civilization. Choose to be England, Germany, France, Spain, Italy, or America. As each century passes, your country will gain and lose power. When you gain power, you will be issued more money with which to build your collection. When you lose power, you will have to sell your assets to stay financially afloat.

Be strategic when you decide to buy and sell. Your objective is to create one of the following collections:

- National Canon: Collect one of each of the six most important books from your country
- Most Valuable Books: Collect the four most valuable books (as listed on book cards)
- Specialty: Collect six books within the same category (science, literature, religion, history)

The first player to amass one of these collections wins.

To Play

<u>Set Up</u>

Lay out the playing board in the center of the table.

Each player chooses a modern-day COUNTRY (and/or region) to represent: the options are Germany, Italy, Spain, England, and the Americas.

Double check that all EVENTS cards are sorted according to their century. Shuffle each century's EVENTS cards and place them into their designated spot on the board. There should be individual shuffled stacks for the 15th, 16th, 17th, 18th, 19th, and 20th centuries so that as the EVENTS cards are drawn, players are moved through the social, political, and economic activities of history.

Double check that all BOOK cards are sorted according to their century. Shuffle each century's BOOK cards and place them into their designated spot on the board. There should be individual shuffled stacks for the 15th, 16th, 17th, 18th, 19th, and 20th centuries so that as the BOOK cards are drawn, players are moved through the history of the book.

Shuffle the CHANCE cards. They do not have a designated order. Place the shuffled CHANCE cards in their designated spot on the board face down.

CREDITS stay in the bag. Credits are distributed as each player takes a turn at the dice.

Comment [K1]: The way you frame game play and from our conversations, playing as an institution within a country, rather than a country makes sense. I wonder, how would game-play work if you had more than institution per country? That would require you have more books per country, per century, but gameplay might be made interesting for those dueling for a limited set of resources.

Comment [K2]: Is it necessary to play through each century for this to happen?

Comment [K3]: Is it necessary to play through each century for this to happen?

Comment [K4]: I assume that this objective could be met without playing through each century.

Rules

This game must be played with six players. Germany always takes the first turn, because the inventor of the printing press, Johannes Gutenberg, was from Germany. The game begins in the 15ᵗʰ century.

Roll the Dice

Germany rolls the dice. The ~~number of~~ number on the dice corresponds to the amount of credits the country gets in order to start its collection, so Germany can receive anywhere from 1 to 5 credits. Germany retrieves the number of credits it is given from the bag.

Make a Purchase

If the dice lands on a number between 1 and 5, after the credits are withdrawn from the bag, Germany can choose either to purchase a book or save their credits.

If Germany chooses to purchase a book, he or she must select from among the books available in the current century with a price equivalent or lesser than the amount of credits ~~the country~~Germany currently owns.

If Germany decides to save his or her credits, the turn moves to the next player: Spain.

Gamble with Chance

Or, if the dice lands on a 6, Germany chooses a CHANCE card. Follow the CHANCE card's instructions completely before moving to the next player.

Exception: When~~if~~ the game is in its first round (each player's first turn/the 15ᵗʰ century), if the dice lands on a 6, re-roll to get a number between 1-5 rather than selecting a CHANCE card.

Compete to Create a Collection

After Germany, each country takes its turn in geographic clockwise order: Italy, Spain, France, England, and then the Americas.

At each turn, each country can choose to purchase one of the books remaining on the market, offer to make a trade to obtain a book already held by another country, or issue an educational challenge.

Trading can occur when one player has a book the other player wants. The book's price is now determined by the owning country, who can choose to make the book worth more or less than its original value to facilitate a trade, keep it at the current market value and accept a trade, or refuse to negotiate entirely. If a book owner refuses to negotiate a player can issue an educational challenge and

answer correctly. ~~The only way to win a book off the market if the owner refuses to negotiate is to issue an educational challenge and answer correctly.~~

Educational challenges are when the current player can correctly cite 3 of the 5 facts on a BOOK card held by another player. If 3 facts are correct, the current player obtains the book without spending any credits, effectively stealing the book.

Cope with World Events

Once every country has had a turn, each player draws an EVENT card from the shuffled deck for the current century. Players must follow EVENT instructions, whether positive or negative.

After the EVENTS cards are completed, the game moves into the next century and the procedure repeats.

Build a World-Class Collection Over Time

The game continues until one of the three winning types of collections is created or through the end of the 20th century. If the game continues to the present day, whoever has the most valuable collection, measured by the total number of credits required to purchase the collection, wins.

Remember: this game rewards players who remember the relative strength of each country through the centuries. Countries do not have equal opportunities in each century – history isn't fair and neither is the game! Think carefully about when you are likely to encounter the most advantages in the EVENTS card pile and when you may hit the most disadvantages to plan your collecting strategy accordingly. If you don't, you may lose all your credits – and your collection.

Cards

DICE

The dice is used to distribute credits or determine the use of a chance card. The dice used is a standard, 6-sided die. If the dice lands on a number between 1 and 5, players get the according number of credits. If the dice lands on a 6, choose a card from the CHANCE pile.

CREDITS

Credits function as a replacement for money. The number of credits each player holds is dependent on their roll of the dice as well as the dictates of the EVENT cards. Every country begins with zero credits and builds their economy over time as they take turns rolling the dice and choosing EVENT cards.

CHANCE

Chance cards are reshuffled after each draw and remain continually at play throughout the game. How many of each? Equal or different proportions of each card?

EVENTS

Each century gets its own stack of cards. They should be shuffled and withdrawn at chance. The events cards are not in date order, only in century order. Each card awards credits to a country. Each country has the same number of events per century. These events are not equally weighted in terms of positive/negative outcomes. After all, some centuries favor certain countries above others.

BOOKS

Each century gets its own stack of books. Each century should have a roughly equivalent number of books from each country, but numbers are not exact. Books are sorted by century, like the events cards, not by the specific year(s) they were printed. Each book card notes its relative value by the number of credits required to purchase and/or trade it. Five facts can also be found on each book card. When issuing a challenge, players must correctly answer three of the five facts on the book card to win the book.

Educational Booster Options

Blank BOOK cards can be issued so that the books dealt are those in your repository. Students can then research each book to generate the five facts that go on the BOOK cards.

Blank EVENTS cards can be issued so that specific events can be filled in according to the subject focus of a course. More EVENT cards can be generated in one particular century if the course needs to focus on one time period more than another.

Blank CHANCE cards can be issued so that alternative events can take place: for example, instructors might want to sub in information about the degradation of books over time, conservation practices, or other topics.

Each BOOK, EVENT, or CHANCE card can have an assigned corresponding reading. Break the semester up into five units, one for each century. Each classroom session becomes a century – or spread each century over a few sessions. Have students complete the readings that correlate to each game action as they move through the game, and students get a free reading day if they hit a topic previously covered (for example, if they land the same CHANCE card twice).