“Man only plays when in the full meaning of the word he is man, and he is only completely man when he plays.”

Friedrich von Schiller

WHAT'S IN A GAME?

- Game, play, jeu, Spiel
  (Parlett, Salen/Zimmerman)
- Huizinga (handout)

FORMAL GAME (PARLETT)

- Ends (objective: to win)
- Means (equipment, rules)

“Every game has its rules” (Huizinga)
“Every game is its rules” (Parlett)
  
  Single-player games?
  Cooperative games?
  Sports/non-sports?
OTHER DEFINITIONS

- Abt
- Crawford
- Caillois
- Avedon, Sutton-Smith
- Salen, Zimmerman

Salen, Zimmerman: Meaningful play
discernable
integrated

BOARD GAMES DICHOTOMIES (PARLETT)

- Traditional vs Proprietary
- Evolved vs Invented
- Abstract vs Representational
- Positional vs Theme

DICHOTOMIES: EXAMPLES

- Checkered Game of Life
- Tic-Tac-Toe
- Snakes and Ladders
- Twister
- Trivial Pursuit
TYPES OF BOARD GAMES

Murray    Bell   Parlett
race      race   race games
alignment  alignment  space games
hunt      chase games
war        war/hunt  displace games
mancala   mancala  theme games

CHARACTERISTICS OF BOARD GAMES (PARLETT)

<table>
<thead>
<tr>
<th>Class</th>
<th>field</th>
<th>equal</th>
<th>movement</th>
<th>interaction</th>
<th>objective</th>
</tr>
</thead>
<tbody>
<tr>
<td>Race games</td>
<td>linear</td>
<td>yes</td>
<td>dice-board</td>
<td>eat</td>
<td>attain position</td>
</tr>
</tbody>
</table>
| Space games      | areal   | yes   | free     | block capture | attain position, make patterns, 
|                  |         |       |           |              | gain territory      |
| Chase games      | reticular | no   | free     | capture     | 1 = attain position, 2 = override  |
| Displace games   | any     | yes   | free     | capture     | overwhelming        |

board: linear, reticular, areal

RACE GAMES

• # pieces
• strategic vs chance
DISPLACE GAMES

- linear
- undifferentiated
- semi-differentiated
- differentiated

EXAMPLES
- Halma
- Nine Men's Morris
- Rush Hour
- Malefiz
- Sokoban
- Mancala