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1. write down 3 multiplayer games (analog or digital as long as it's relatively well known) that have a high component of skill.
 2. do the same for 3 games with a high component of luck
 3. Prompt: Pick a game of luck and one of chance among the chosen one and redesign with their chance/skill balance inverted.
Eg. how would a luck-based chess, or a skill-based roulette look and play like?
- 10 minutes, write down a paragraph

YELLOW TEAM

SKILL

- Spit
- Shuffle Board
- Wacky Wire
- Darts
- Dominoes
- Overcooked
 - Maybe there is a chance you lack some ingredients, but you can still make the food or make a bad food
 - bombs
- Super smash bros
- Chess
 - On the opponent team there are randomized pieces that are bad pieces, if you capture all of them then you lose the game, if you don't capture those pieces then you are safe
- Celeste
- Backgammon
- **Minesweeper**
 - Game of mine sweeper where bombs move around to uncleared squares and you are not told any info about bomb locations

LUCK

- Uno
- Baldur's Gate 3
- Black jack
- Roulette
- **Scratch Off**
 - Skill based scratch off would require artistry and challenge as the player would have to imitate the correct marks/drawings while navigating the maze.
 - Knowledge based - need the correct answer under the surface
 - Pattern solving: Inference based on previous choices/what people already put down

SECRET INFORMATION GAME

- Portal 2 or other multiplayer puzzle game where one player has privileged information about how to solve the puzzle. Causes collaborating characters to compete somehow
- One person with a different goal from everyone else, being careful who to share information/clues with to solve the puzzle
- Putting together a puzzle where one person is not given any clues but has to bluff their way

Green Team

High component of skill

- Chess
- Tic-Tac-Toe
 - Roll a D9 for each move.
- QWOP
- Avalon
 - Whenever you try to fail a mission, there's a chance that it succeeds anyway, and there's a chance that you're immediately revealed. There's also a chance that a mission fails even if nobody failed it.

High component of luck

- War (card game)
 - Instead of flipping the top card, you can choose from *any* card in your deck to flip next. Strategies could be to throw out low cards early, or use high cards early to steal medium-high cards, etc.
- Poker
- Pokemon GO

Hidden Information

- Basketball
 - In the dark, with 1 flashlight per team
 - Darksketball
- Monopoly
 - You can't see whether or not other players bought certain properties.
- Archery
 - You can choose between several targets to aim for, each of which have different values, but you only know some of the values, whereas your opponent knows the other values.
- Battleship
 - Larger Map, for every successful hit you can see 5% portion of whichever section you choose of the opponent's board
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Orange Team

HIGH SKILL

1. Go
2. Chess
3. Dark Souls

HIGH LUCK

1. Craps
2. Chutes and Ladders
3. Risk
4. Blackjack
5. Gacha games
6. Rock paper scissors

Games

High luck -> High skill

- **Risk:** Rather than making territory acquisition based on dice roll, introduce a number of possible moves to make based on the map, like chess. Each time you attack a territory, the number of troops you lose is deterministic. For example, if you have 12 troops and attack a 6 troop territory, you always lose 3 troops. You start out completely evenly, so the territory you hold at the beginning of the game is equally good/bad for each player.

High skill -> High luck

- **Go:** The number of stones you place down are based on a dice roll every turn. Players must feel out the board for empty spaces before placing stones down while closing their eyes. When you place a stone you flip a coin. If heads is black, then white is tails.

Exercise: Can you come up with a novel game concept by adding secret information to a gameplay that doesn't have much of it?

- Maybe everyone gets an individual clue, but they each have to decide on whether to work in a group, collaborate, or keep the information hidden in a situation where they can't trust anyone?
- Create their own lies?

Red Team



Always rinse ur Skillets (with soap)

Super Meat Boy

Worms

Rainbow Six Siege

CS:GO

Team Fortress 2

Rocket League

Shrek Super Slam

Connect-4 (fight me)

Wii sports resort

Think yer lucky punk?

Darkest Dungeon

Mario Party

Binding of isaac

100% Orange Juice

UNO

CS:GO

Skill Based Mario Party

- Take out the dice
- rearrange the board to be more open
- Allow players to choose paths/movements/direction each turn and possibly limit other players mobility/paths

Luck Connect 4:

- Each turn, a player gets to place between 1-3 tokens (randomly chosen)

Secret Information

Fog of Connect4!

- Opponent could be setting up a connect4 elsewhere on the board
- You setup recon disks to see what the opponent is up to
- The player that goes second should get some advantage
 - A free recon disk
 - Initially get more visibility
 -

Clue

- Maybe more like an imposter game
- Maybe there is a perpetrator, and even the perpetrator doesn't know they did it
 - "You are the last person you would suspect"

Poker

- But you don't know your own hand

Werewolves

-

BLUE TEAM

SKILL:

- Starcraft
 - Random starting assets
- Chess
 - Really Bad Chess (™)
- Pong
 - Random trajectory
- Rocket League (pong with cars)

LUCK:

- Catan (seriously, fuck that game)
- Craps
- Monopoly (also fuck this game even more)
 - Each person picks their properties given some starting cache
 - Visitors are NPCs?
 - **Redlining/zoning wars**
 - **DM is legislator**
 - **Make a case for your real estate development**
 - **The state collects taxes. The DM wants to maximize tax base**
 - **It's about who ya know**
 - **Mafia**
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- Realtime strategy?

Control dynamics - elite dangerous but someones sabotaging the deck

Put someone in the brig - below deck. But then you have less people on the deck. FTL with characters who go rogue. Allocate your people.

Get spaceship from point A to point B. Not heading towards waypoint. Going too slow.

Feigning bad at driving.

"I didnt hear the pirate ship"

Information processing. Peer over at someone else's monitor.

Why is the ship going that way?

Why is the ship not *quite where im supposed to be* (not just why is that dude standing there)

Guns of icarus (airship multiplayer)

We need to go deeper

Control and interpretation of the ship steer rudder - slight shift of the rudder. Subtle changes

Negotiating tactics

Direct elimination/effective elimination
Game theory?

Codewords/Codenames??