Objective:
Practice rule evolution and understanding different types of information.

What to do:
In this exercise, you will adapt the card game "Old Maid". This is a very simple game using a regular card deck with one queen removed. Players make pairs by drawing cards from each other's hands and placing the pairs face up, until one player is left with the lone unpaired queen, the "old maid" of the title.

In "Old Maid" the information about what cards are held by the other players is private knowledge. What is public knowledge, however, is what card is the singleton "danger" card. A player holding a queen will be eager to get rid of it, especially after a pair of queens has been laid down.

Come up with new rules to the game in which

- the identity of the singleton is non-public, but not necessarily private; (That is, some players may know what it is and others not.) and
- the singleton may change throughout the course of the game.

Use the following procedure:

1. Write down your initial rule set before playing the game.
2. Play a round with your rules.
3. Critique the rules afterwards. What worked and what did not?
4. Write down your changes to the rules.
5. Play again.
6. Write down your reactions.

Continue the playtesting process until time is up.

What to turn in:
At the end of class, turn in your notes. Make sure that everyone's name (first and last) is on the notes.

Hints:

- You may need to change other aspects of the gameplay in order for the knowledge of the singleton to be strategically useful. In "Old Maid" cards change hands randomly, and there is no strategic value in knowing which card is the singleton.
- You may want to associate some sort of penalty with changing the danger card, since doing so gives the player information.