Objective:
Practice rule evolution and the use of positive and negative feedback loops.

What to do:
In this exercise, your group will adapt the card game "Crazy Eights". See the rules below. There will be two steps to this process:

1. First play the game using the ordinary rules. Then adapt the rules to include positive feedback loop of some kind that destabilizes the game. The rule change should not be too large, but enough to alter the dynamic of the game so that a winning position becomes dominant. Playtest until you are satisfied with your adaptation – the game should still be fun to play and not completely random. Then write a description of the rule change. (30 minutes.)
2. Each team will describe their rule change to the class. (10 minutes)
3. Exchange rule change descriptions with another team. Your task now is to restabilize the game that the other team has designed. You may not remove the rule added by the other team, but must come up with a counter-acting negative feedback dynamic that keeps it in check. Playtest your changes until you are satisfied with your adaptation. (30 minutes)
4. Outside of class, prepare a two-page write-up of the second part of this exercise. Describe the original rule set that you were given, and the changes that were made to re-stabilize the game. Characterize the positive feedback loop introduced by the original rule change and the negative feedback loop that you introduced.

Rules of Crazy Eights:

The dealer deals five cards to each player. The undealt stock is placed face down on the table, and the top card of the stock is turned face up and placed beside the stock to start the discard pile.

Starting with the player to dealer's left, and continuing clockwise, each player in turn must either play a legal card face up on top of the discard pile, or draw a card from the undealt stock. The object of the game is to get rid of all of your cards. The following plays are legal:

1. if the top card of the discard pile is not an eight, you may play any card which matches the rank or suit of the previous card (for example if the top card was the king of hearts you could play any king or any heart);
2. an eight may be played on any card, and the player of the eight must nominate a suit, which must be played next;
3. if an eight is on top of the pile, you may play any card of the suit nominated by the person who played the eight.
4. if an ace is played, the direction of play changes directions, to counter-clockwise if it was previously clockwise and vice-versa.
5. if a two is played, the next player must either draw two cards or play another two. If several consecutive twos have been played the next player must either play another two or draw two cards for each two in the sequence.

What to turn in:
By Wednesday 4/27, turn in (to Course On-Line) your write-up of part 4 above.