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

What to do:
In this exercise, you will adapt a variation of the card game Crazy Eights:

1. Review the Crazy Eights rules below including the positive-feedback rules (#6 and #7) below. They create a strong advantage for the first player to have 4 or fewer cards: a form of positive feedback. If we have time, we will play this version in class. Observe the effect that the modifications have on the gameplay. Is the game over more quickly? Do early losses become insurmountable? Does it feel "fair"?

2. Your task now is to restabilize the modified version of the game. You may not remove any of the rules (#6 and #7 must stay), but you may add additional rules in order to come up with a counter-acting negative feedback dynamic that keeps the positive feedback of rules #6 and #7 in check. Your goals should be that the game should be fun, not too complicated, and feel "fair".

3. Write down your rule modifications (Rule Set #1)

4. Play your modified version of the game with some friends and reflect on the experience. Write up what you learned from this playtest (Playtest #1 Results)

5. Revise your rules (Rule Set #2) and do another playtest (Playtest #2 Results).

Rules of Crazy Eights (positive feedback version):

The dealer deals eight 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.
6. A player with 4 or fewer cards can play a King in order to change the suit as in rule #2.
7. When changing suit with a King, a player with 4 or fewer cards can also lay down a card of the chosen suit.

What to turn in:
Write up your rules and findings in a Microsoft Word document with the four sections (Rule Set #1, Playtest #1 Results, Rule Set #2, Playtest #2 Results.) Submit this document to the Course On-Line site under Homework #2.