

Current design ideas in hobby gaming

1700 - 1800 Plenary 3: Broad perspectives

Charles Vasey:
Designer, Reviewer, Publisher

Unprofessional Wargaming

- Both Hobby and Professional games require *Involvement: Entertainment, Engagement*
- Both produce narrative
- Can our Hobby entertainment processes help deliver your Professional engagement?

Unprofessional Wargaming

- Limited to published and available games.
- Missing out lots of clever ideas

Unprofessional Wargaming

- What Hobby Gaming used to be:
- Predominantly Hex and Counter
- Still a lot, but it's not the new New
- And we pause to remember fallen friends



C.H.Vasey 2017

The new New

- Let's start by looking at the Bits and Bobs. The new New is highly visual
- This is a meeple. Its shape tells us it is people.



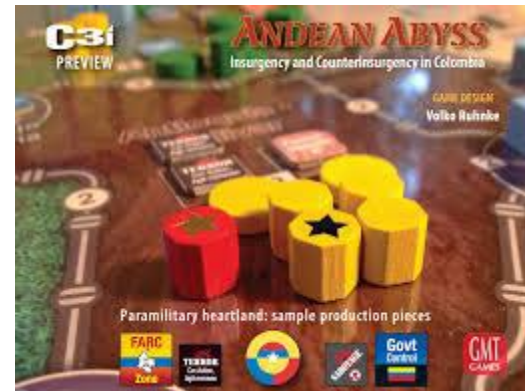
The new New

- This is a lot of cubes.
- Symbolise a different use/identity by shape or colour



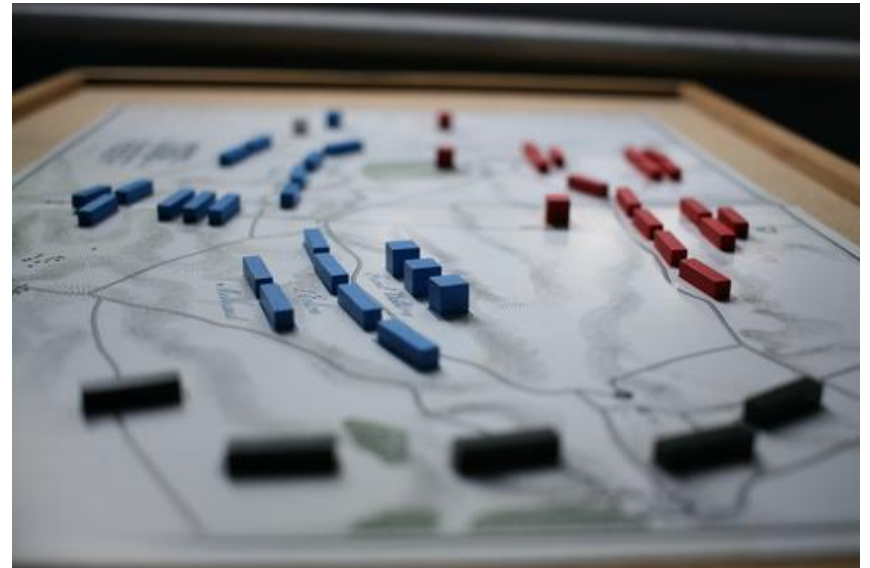
The new New

- More Meeples
- Look, a naughty Guerrilla
- or is it just a friendly local?



The new New

- These are stickles.
- Escaped from a Kriegspiel.
- All About visual information



The new New

- These are cards, lots of handy information on here
- A form of pre-printed EXCON

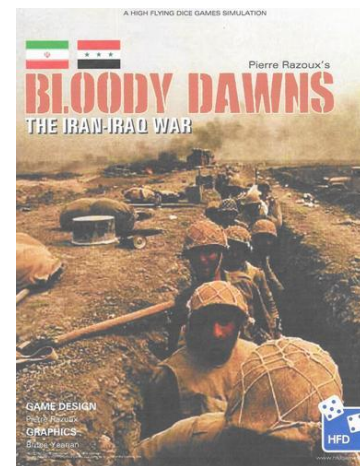
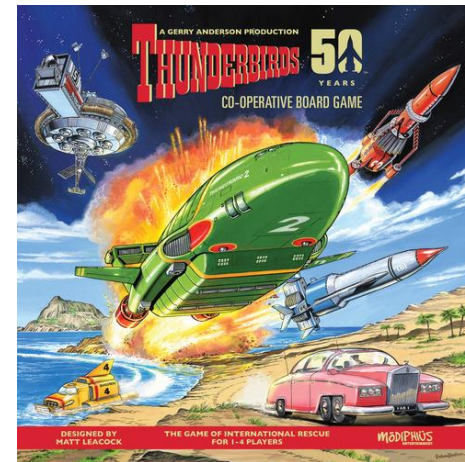


The new New

- Eurogaming: a wonderful place to harvest good ideas.
- Eurogaming: no nasty wars, but plenty of aggression.
- The co-operative game the adversarial element is provided by the system.
- It's wargaming with added kumbaya.

The new New

- A Cooperative Game by the doyen of cooperative games Matt Leacock - yes milady.
- Pierre Razoux's subversion of wargame norms - IRSEM



The old New

- Brian Train
- Forerunner of my featured series
- Published since 1995
- Nearly 50 games

- And he's with us today

The COIN Series

- Mating of the new New with old style wargaming:
- COIN series from GMT designed by Volko Ruhnke .
- Multi-player
- Four-player but can be played without any players
- It is played by non-traditional wargamers. Whoah!

The COIN Series



- Highly asymmetrical, in the Ur-COIN game, we have
- A Government player
- Two Guerrilla movements (FARC and AUC) AND
- The Drug Cartels

The COIN Series

The Colombian insurrection

The Cuban revolution (with Government, two revolutionaries and Mafia)

Afghanistan (with Coalition, Taliban, Warlord and Government)

The Gallic Revolt (with three Gauls and a Roman)

Vietnam (with the US, the Government, the Viet Cong and the NVA)

Arthurian Britain (Roman government, Roman aristocracy, and two Beardies)

The American War of Independence (with Americans, Brits, French and the Indian tribes)

The Indian Independence movement (which is still in playtest)

And a two player game on the Algerian War 1954-1962 (Games Fair)

Plus expansions.

The COIN Series

- Asymmetry? Colonial Twilight Example
- French in Algeria: Basic Activities
- Train, Garrison, Sweep and Assault
- FLN: Basic Activities
- Rally, March, Attack, Terror
- No common activities

The COIN Series



The COIN Series

- COIN has its absurdities
- But
- COIN looks right-ish
- COIN attempts asymmetry
- COIN attempts not just Blue and Red teams, but Green and White. One cannot get less traditional than the Gandhi non-violent faction.

The COIN Series

- BUT LUDICITY HAS ITS PRICE.....
- CARDS: We can predict the immediate future perfectly.
- AND
- SEQUENCE: Choices based on some non-real world concepts. Certainly not ones to attempt to push with an analyst.

Unprofessional Wargaming

- SUMMARY
- new techniques mean new gamers
- Wargaming and Peacegaming: Big big seller
TWILIGHT STRUGGLE
- Cooperative style means new audiences
- Begins to look like a simpler version of professional wargaming