

Triangle Creative Commons 10-year celebration



#cc10 | December 7-12, 2012

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New Kind



*Creative Commons,
Tabletop Games,
AND THE
Thousand-Year
Game Design
Challenge*

DanielSolis.com





goplay

Magnetic Travel Games

goplay

Magnetic Travel Games

Magnetic Travel Games

play

magnetic hangman



WARNING: CHOKING HAZARD

magnetic games for travel

In the House



THE BOARD GAME WITH OVER 100 DICE

DICEcapades!



CRAZY FUN!

WARNING: CHOKING HAZARD

TRIVIA, DRAWING, WORD & NUMBER PLAY, PHYSICAL CHALLENGES, AND A TON OF DICE!

mag

m

WARNING: CHOKING HAZARD

magnetic magnetic games

20 BEST GAME AWARDS











Color Thems
 Make 3 squares. Cut them out following lines
 and label number them.
 Make 4 squares. And label number them.
 Make 5 squares. And label number them.
 Make 6 squares. And label number them.
 Make 7 squares. And label number them.
 Make 8 squares. And label number them.

Squares and patterns
 Design
 Make 4 squares. Label them
 for color them.
 Make 5 squares. Label them
 for color them.
 Make 6 squares. Label them
 for color them.
 Make 7 squares. Label them
 for color them.
 Make 8 squares. Label them
 for color them.





THE
**THOUSAND-YEAR
GAME DESIGN**
CHALLENGE

1. ACCESS



<http://www.flickr.com/photos/dearxiety/2286745395/>



<http://www.flickr.com/photos/suzieq/308505813/>



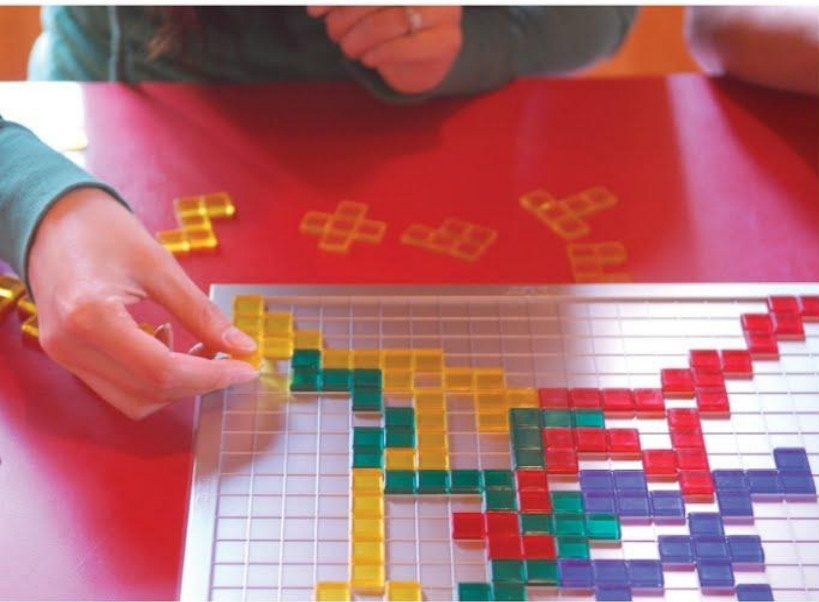
<http://www.flickr.com/photos/openseating/4081545901/>

<http://www.flickr.com/photos/revgriddler/2736706261/>

2. ELEGANCE



<http://www.flickr.com/photos/protoflux/2145723118/>



<http://www.flickr.com/photos/jdhsu/489541286/>



http://www.flickr.com/photos/chris_jd/3155458593/

3. FUN



<http://www.flickr.com/photos/nabeel/2838501738/>



<http://www.flickr.com/photos/kyletaylor/3142861139/>



<http://www.flickr.com/photos/shitebot/678239665/>

COVERAGE

THE THOUSAND-YEAR GAME DESIGN CHALLENGE



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The Nick D Show 05-31-11 (Part 4 - Your Favorite Games)
After chatting with, Daniel Solis, the man behind the Thousand Year Game Des your favorite games.

Play audio:



Jane McGonigal

@avantgame



Following

@DanielSolis I'm a big fan of the idea! :) thanks for showing such leadership to get people designing beautiful ambitious games!

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10:25 AM - 10 May 11 · Embed this Tweet



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The Thousand-Year Game Design Challenge

May 19th, 02011 by Austin Brown

Game Designer Daniel Solis has issued [a challenge](#) and he's backing it up with a cash bounty. \$1,000 will go to whomever can come up with a thousand-year game:

Create a game. The game can be of any theme or genre you desire, but there is one restriction: You're creating a "new classic," like Chess, Tag or card games. So, create a game to be enjoyed by generations of players for a thousand years.

He's published 8 entries so far and will continue accepting them until [July 31st](#) [August 31st](#) 02011.

The winner will be announced January 1st 02012.



WINNER: TAKE BACK TOE BY JAMES ERNEST



“MASS-PRODUCING ENTERTAINMENT
is a **GAMBLE.**

It's a **convoluted** way for creators to
protect their intellectual property,
by selling it in a way that is
prohibitively expensive to counterfeit...

I've decided to try a different gamble.”

JAMES ERNEST



Take-Back-Toe is a simple abstract game for two players, with roots in Mancala and Backgammon. The rules are short enough to post right here, but we've also dressed them up in the usual Cheapass Games format, which is linked below.

Short Form Rules:

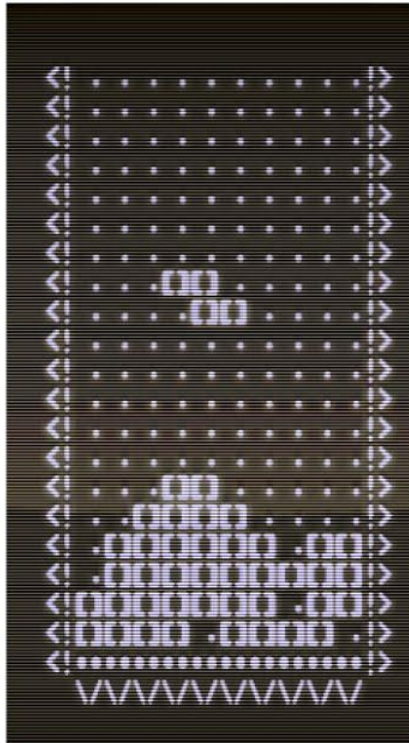
You need: 40 chips, a 6-sided die, and a board (which is actually optional).

Play: On a 3x4 board, players will take turns moving chips around. The board starts with a stack of 10 chips on each space in the center row. On each turn, you roll a 6-sided die, and then move that number of chips from one space to an adjacent space (adjacency is orthogonal, not diagonal). To win, you must be the first player to have three stacks of the same size in your home row (the row closest to you). You can't move fewer chips than the number you roll, so it's theoretically possible that you will be forced to pass. Also, you can't undo your opponent's most recent move.



www.cheapass.com/freegames/takebacktoe





PLAY

PLAY

CREATIVE COMMONS

Board Games <http://goo.gl/LVrao>
Role-Playing Games <http://goo.gl/DJThm>
Digital Games <http://goo.gl/djcDL>

DanielSolis.com