

# MAKING YOUR OWN METAGAME

Videogame Edition + Expansion  
print-and-play

## 1. HOMESTYLE

Print out pages 2-7 of this document (just the cards), preferably in color on white card stock (80lb or heavier).

OR

## 1. STORE-MADE

Go to your local copy shop and have them print the cards on 80lb or heavier white card stock.

**2. PRINT THE BACKING PAGE** (page 10) on the back of the Discussion Cards so that you can tell them apart from the Game Cards when they are face-down, like this:



**3. CAREFULLY CUT** out each card with scissors or a fancy paper cutter.

**4. PRINT THE RULES** on regular paper (front and back to save the polar bears).

**5. ENJOY!**

## FANCY TOUCHES

- If you have a corner rounder, go to town rounding the corners.
- Make a hand-crafted velvet-lined wooden box for the cards.
- Laminate the cards so that you can play underwater.

!

# meta game

METAGAME.ME

**RULES DRAFT**  
for 50-card prototype deck.  
Final game will have 250 cards

## THE METAGAME. DISCUSS.

Special thanks to: Ida C. Benedetto, Max Temkin and Esopus Magazine.

<http://metaga.me>

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Colleen Macklin, John Sharp, & Eric Zimmerman

## DEBATE CLUB

4 or more players

*This is the basic version of the Metagame. Survive each round by arguing for your clever cultural comparison. If the critics don't like what you say, you are knocked out and become a critic too. The final remaining player is the winner.*

### Setup.

Separate the cards into two face-down decks: culture cards (the cards with pictures) and discussion cards (the cards with questions). The player who most recently finished reading a book begins as the critic. The critic deals everyone else a hand of five culture cards.

### The Debate.

The critic turns over a discussion card. If it has a blank, the critic decides how to fill it. Everyone chooses the card from their hand that best matches the discussion card and places it face-down on the table. The critic calls on the players one by one to reveal their card and explain why it is the best.

### The Judgment.

The critic picks the BEST and the WORST responses. The winning player gets the reward of discarding any one card from their hand and drawing a new one. The losing player is knocked out, discards his or her entire hand, and joins the critic. Surviving players each draw a new card. On future rounds, the growing group of critics makes all decisions together (if there is a tie vote, the newest critic gets to break the tie).

### Winning.

The final player remaining is the winner and becomes the starting critic for the next game.

## DEBATE CLUB MODS

*Variations on the basic game. Feel free to mix and match and come up with your own way to play.*

### Critic's choice.

*for the critic that wants just a little more power*  
The critic draws 3 discussion cards and picks one to use.

### Point out the critic.

*a way to choose the first critic*  
Rather than starting with a critic in the game, everyone begins as a player. On the first round, draw a random discussion card. After everyone gives their arguments, at the count of 1-2-3, everyone points at the person who did the worst. The person with the most votes becomes the first critic. Then play normally.

### The hunger game.

*a strategic mod where you are starved for cards*  
Each player draws a hand of culture cards equal to the number of rounds that will be played that game. Then deal a face-up row of the same number of discussion cards. Each round, the critic picks one of the face-up cards to use as the discussion card that round. Players CANNOT draw any more cards - you have to strategize the best way to use your dwindling hand of cards.

## HEAD TO HEAD

3 players

*A strategic variant for two bitter rivals and a critic. The critic lays out 5 discussion cards and then the 2 players carefully deploy culture cards from their hands. Who. Will. Win?*

### Setup.

Pick one player to be the critic. The critic deals a hand of 7 culture cards to the two other players. Then the critic lays out a column of 5 discussion cards face-up. The critic decides how to fill in any blanks on discussion cards.

### The duel.

The critic turns her back on the game so she can't see anything. While the critic can't see, players alternate turns putting a content card face-up next to a discussion card. You can only play once on each discussion card. Also, you must avoid playing on a discussion card where your opponent just played - unless it is the only one left.

### The verdict.

When both players have played on every discussion card, the critic can look at the cards. The critic decides who wins each comparison without knowing who played which card. The player who wins the most comparisons is the victor and becomes the critic for the next game.

## CRITICS CIRCLE

3 or more players

*Round and round the critic goes... In this version of the Metagame, there is a new critic each turn. There isn't any debate or discussion - the critic picks their favorite response without knowing who played which card.*

### Setup.

Pick a starting critic and deal everyone (including the critic) a hand of 5 cards.

### The Question.

Each round, the current critic draws a discussion card and the other players submit their best culture card face-down to the critic, who shuffles them, reveals them, and then picks his or her favorite without knowing who played it.

### The Answer.

Whenever you win a round, take the discussion card from that round as a scoring token and place it in front of you on the table. The winner becomes the critic for the next round. Everyone draws back up to five cards.

### Winning.

The first player to accumulate enough discussion cards in front of them wins. Play to three cards for a quick game, four cards for a serious brawl, or five cards for an epic contest.

### Critics Circle Mod: Think fast!

Slam your chosen culture card as quickly as possible on the table. The last player to put down a card does not get to play that round.

## MASSIVELY MULTIPLAYER METAGAME

10 to 1000 or more players

*This large-scale version of the game is good for big parties or events. Once it gets going, it can last for hours or even days.*

### Setup.

Give everyone who arrives a random hand of 4 culture cards and 2 discussion cards.

### The Challenge.

You can challenge any other player by showing them a culture card and a discussion card. If they accept, the challenged player responds with one of their own culture cards.

### The Debate.

Both sides make arguments about whose culture card is the best match. Any nearby bystanders vote on the winner, who randomly draws a card from the loser's entire collection of cards.

### The End.

At the end of the event, count your cards. The player who has collected the most cards is the winner.

### What if a player runs out of cards?

You decide. You might refresh players that run out of cards, or give everyone new cards at set intervals. Or maybe you invent silly things players can do to "earn" cards. It's up to you - it's your party!

## Adventure

METAGA.ME



Tablet Infographics

DATE  
1979

PLATFORM  
Atari 2600

DEVELOPER  
Atari

PUBLISHER  
Atari

## America's Army

METAGA.ME



Tablet Infographics

DATE  
2002

PLATFORM  
PC, Xbox

DEVELOPER  
US Army,  
Secret Level  
PUBLISHER  
US Army,  
Ubisoft

## Angry Birds

METAGA.ME



Rachel E. Morris

DATE  
2009

PLATFORM  
mobile

DEVELOPER  
Rovio Mobile  
PUBLISHER  
Clickgamer  
Media, Chilingo

## Any Kinect Game

METAGA.ME



Michelle Lim

DATE  
2010

PLATFORM  
Xbox Kinect

DEVELOPER  
various

PUBLISHER  
various

## Asteroids

METAGA.ME



Nicolas Cinquegrani

DATE  
1979

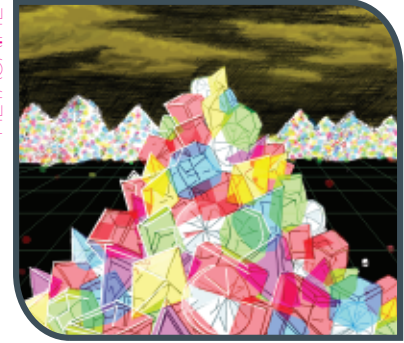
PLATFORM  
arcade

DEVELOPER  
Atari

PUBLISHER  
Atari

## Bejeweled

METAGA.ME



K. Thor Jensen

DATE  
2001

PLATFORM  
various

DEVELOPER  
PopCap

PUBLISHER  
PopCap

## Bioshock

METAGA.ME



Jeanne Kelly

DATE  
2007

PLATFORM  
PC, consoles

DEVELOPER  
2K Boston

PUBLISHER  
2k Games

## Burnout

METAGA.ME



Raymund Anlocotan / Raydiant

DATE  
2001

PLATFORM  
consoles

DEVELOPER  
Criterion Games

PUBLISHER  
Acclaim

## Call of Duty: Black Ops

METAGA.ME



Jeanne Kelly

DATE  
2010

PLATFORM  
PC, consoles

DEVELOPER  
Treyarch

PUBLISHER  
Activision

## Castlevania: Symphony of the Night

METAGA.ME



Rachel E. Morris

DATE

1997

PLATFORM

PlayStation

DEVELOPER

KCE Tokyo

PUBLISHER

Konami

## Civilization III

METAGA.ME



Nicolas Cinquegrani

DATE

2001

PLATFORM

PC

DEVELOPER

Firaxis Games,

Westlake Interactive

PUBLISHER

Infogrames

## Counter-Strike

METAGA.ME



Jeanne Kelly

DATE

1999

PLATFORM

PC

DEVELOPER

Minh "Gooseman" Le

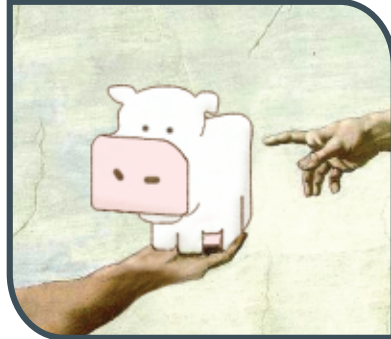
and Jess "Cliffe" Cliffe

PUBLISHER

independent

## Cow Clicker

METAGA.ME



Ian Bogost

DATE

2010

PLATFORM

Facebook

DEVELOPER

Ian Bogost

PUBLISHER

Ian Bogost

## Crayon Physics Deluxe

METAGA.ME



Jeanne Kelly

DATE

2009

PLATFORM

PC

DEVELOPER

Petri Purho

PUBLISHER

Petri Purho

## Dance Dance Revolution

METAGA.ME



Rachel E. Morris

DATE

1998

PLATFORM

arcade

DEVELOPER

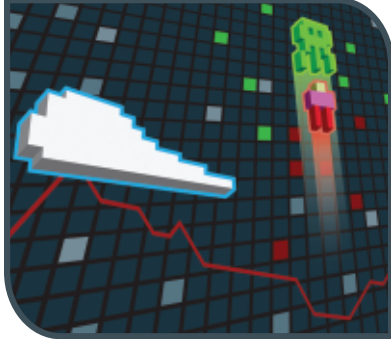
KCE Tokyo

PUBLISHER

Konami

## Defender

METAGA.ME



Tablet Infographics

DATE

1980

PLATFORM

arcade

DEVELOPER

Williams Electronics

PUBLISHER

Williams Electronics

## Deus Ex

METAGA.ME



K. Thor Jensen

DATE

2002

PLATFORM

PC

DEVELOPER

Ion Storm

PUBLISHER

Eidos

## Diablo

METAGA.ME



Adam S Doyle

DATE

1997

PLATFORM

PC

DEVELOPER

Blizzard North

PUBLISHER

Blizzard

## Diner Dash

METAGA.ME



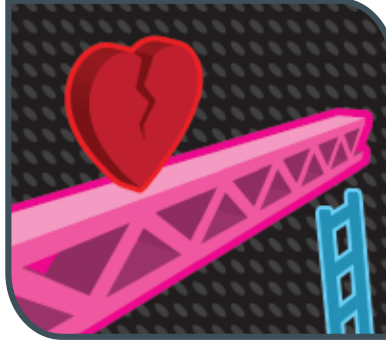
Tablet Infographics

DATE  
2003  
PLATFORM  
PC

DEVELOPER  
Gamelab  
PUBLISHER  
PlayFirst

## Donkey Kong

METAGA.ME



Tablet Infographics

DATE  
1981  
PLATFORM  
arcade

DEVELOPER  
Nintendo  
PUBLISHER  
Nintendo

## DOOM

METAGA.ME



Jeanne Kelly

DATE  
1993  
PLATFORM  
PC

DEVELOPER  
id Software  
PUBLISHER  
id Software,  
GT Interactive

## Dope Wars

METAGA.ME



K. Thor Jensen

DATE  
1984  
PLATFORM  
PC

DEVELOPER  
John E. Dell  
PUBLISHER  
independent

## Dragon's Lair

METAGA.ME



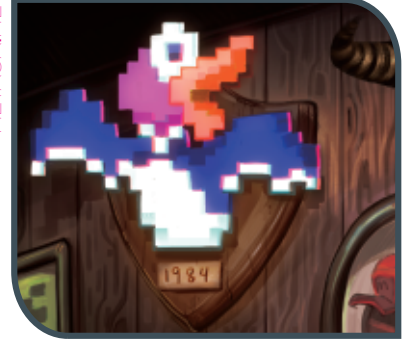
Adam S Doyle

DATE  
1983  
PLATFORM  
arcade

DEVELOPER  
Advanced  
Microcomputer Systems  
PUBLISHER  
Cinematronics, Taito

## Duck Hunt

METAGA.ME



Carolina Moya

DATE  
1984  
PLATFORM  
NES

DEVELOPER  
Nintendo  
PUBLISHER  
Nintendo

## Epic Mickey

METAGA.ME



Katie Skelly

DATE  
2010  
PLATFORM  
Wii

DEVELOPER  
Junction Point Studios  
PUBLISHER  
Disney

## EverQuest

METAGA.ME



Adam S Doyle

DATE  
1999  
PLATFORM  
PC

DEVELOPER  
989 Studios  
PUBLISHER  
Sony Online

## Far Cry 2

METAGA.ME



Jeanne Kelly

DATE  
2008  
PLATFORM  
PC, consoles

DEVELOPER  
Ubisoft Montreal  
PUBLISHER  
Ubisoft

## FarmVille

METAGA.ME



Tablet Infographics

DATE  
2009  
PLATFORM  
Facebook

DEVELOPER  
Zynga  
PUBLISHER  
Zynga

## Final Fantasy VII

METAGA.ME



Raymund Anlocotan / Raydiant

DATE  
1997  
PLATFORM  
PlayStation

DEVELOPER  
Squaresoft  
PUBLISHER  
Squaresoft

## Flower

METAGA.ME



Joseph Laquinte

DATE  
2009  
PLATFORM  
PS3

DEVELOPER  
Thatgamecompany  
PUBLISHER  
Sony

## Gran Turismo

METAGA.ME



Raymund Anlocotan / Raydiant

DATE  
1997  
PLATFORM  
PlayStation

DEVELOPER  
Polyphony Digital  
PUBLISHER  
Sony

## Grim Fandango

METAGA.ME



Rachel E. Morris

DATE  
1998  
PLATFORM  
PC

DEVELOPER  
LucasArts  
PUBLISHER  
LucasArts

## Grand Theft Auto III

METAGA.ME



Katie Skelly

DATE  
2001  
PLATFORM  
PS2

DEVELOPER  
DMA Design  
PUBLISHER  
Rockstar Games,  
Take Two Interactive

## Guitar Hero

METAGA.ME



Katie Skelly

DATE  
2005  
PLATFORM  
consoles

DEVELOPER  
Harmonix  
PUBLISHER  
Red Octane

## Half-Life

METAGA.ME



Heather Nunnelly

DATE  
1998  
PLATFORM  
PC, consoles

DEVELOPER  
Valve  
PUBLISHER  
Sierra

## Heavy Rain

METAGA.ME



Heather Nunnelly

DATE  
2010  
PLATFORM  
PS3

DEVELOPER  
Quantic Dream  
PUBLISHER  
Sony

## Ico



Adam S Doyle

DATE  
2001  
PLATFORM  
PS2

DEVELOPER  
Team Ico  
PUBLISHER  
Sony

## Jet Grind Radio

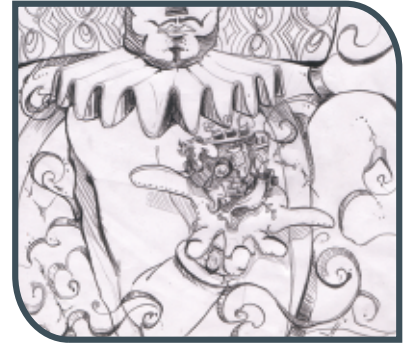


Miguel Sternberg

DATE  
2000  
PLATFORM  
Dreamcast

DEVELOPER  
Smilebit  
PUBLISHER  
Sega

## Katamari Damacy



Becky Heritage

DATE  
2004  
PLATFORM  
PS2

DEVELOPER  
Namco  
PUBLISHER  
Namco

## The Legend of Zelda: Wind Waker



Rachel E. Morris

DATE  
2002  
PLATFORM  
GameCube

DEVELOPER  
Nintendo  
PUBLISHER  
Nintendo

## Lemmings



Carolina Moya

DATE  
1991  
PLATFORM  
PC

DEVELOPER  
DMA Design  
PUBLISHER  
Psygnosis

## LittleBigPlanet



Heather Nunnally

DATE  
2008  
PLATFORM  
PS3

DEVELOPER  
Media Molecule  
PUBLISHER  
Sony

## John Madden Football

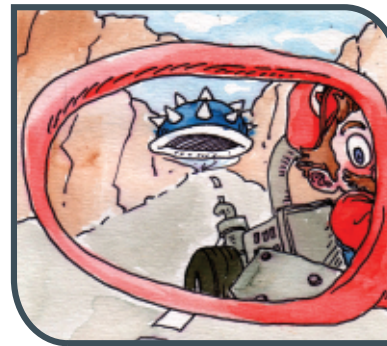


K. Thor Jensen

DATE  
1988  
PLATFORM  
PC, consoles

DEVELOPER  
EA  
PUBLISHER  
EA

## Super Mario Kart



Rachel E. Morris

DATE  
1992  
PLATFORM  
SNES

DEVELOPER  
Nintendo  
PUBLISHER  
Nintendo

## Mass Effect



Heather Nunnally

DATE  
2007  
PLATFORM  
PC, Xbox 360

DEVELOPER  
BioWare  
PUBLISHER  
Microsoft, EA

## Metagame

METAGA.ME



DATE  
2011  
PLATFORM  
paper

DEVELOPER  
Local No. 12  
PUBLISHER  
Local No. 12

## Metal Gear Solid

METAGA.ME



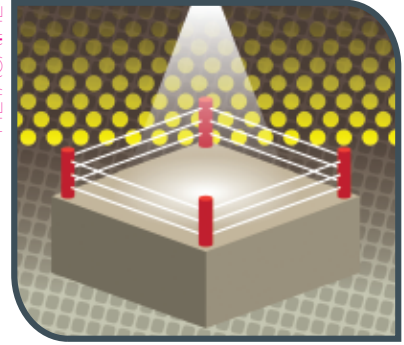
Miguel Sternberg

DATE  
1998  
PLATFORM  
PlayStation

DEVELOPER  
Konami  
PUBLISHER  
Konami

## Mike Tyson's Punch-Out!!

METAGA.ME



Tablet Infographics

DATE  
1987  
PLATFORM  
NES

DEVELOPER  
Nintendo  
PUBLISHER  
Nintendo

## Minecraft

METAGA.ME



Michelle Lim

DATE  
2009 -  
PLATFORM  
PC

DEVELOPER  
Mojang Specifications  
PUBLISHER  
Mojang Specifications

## Mortal Kombat

METAGA.ME



K. Thor Jensen

DATE  
1992  
PLATFORM  
arcade

DEVELOPER  
Midway  
PUBLISHER  
Midway

## Ms. Pac-Man

METAGA.ME



Adam S Doyle

DATE  
1981  
PLATFORM  
arcade

DEVELOPER  
Bally, Midway,  
General Computer Corp.  
PUBLISHER  
Bally, Midway, Namco

## Myst

METAGA.ME



Jeanne Kelly

DATE  
1993  
PLATFORM  
PC

DEVELOPER  
Cyan  
PUBLISHER  
Bröderbund

## Nintendogs

METAGA.ME



Nicolas Cinquegrani

DATE  
2005  
PLATFORM  
DS

DEVELOPER  
Nintendo  
PUBLISHER  
Nintendo

## The Oregon Trail

METAGA.ME



Colleen Macklin

DATE  
1971  
PLATFORM  
PC

DEVELOPER  
MECC  
PUBLISHER  
Bröderbund

## Pac-Man

METAGA.ME



Tablet Infographics

DATE  
1980  
PLATFORM  
arcade

DEVELOPER  
Namco  
PUBLISHER  
Namco, Midway

## PaRappa the Rapper

METAGA.ME



Carolina Moya

DATE  
1996  
PLATFORM  
PlayStation

DEVELOPER  
NanaOn-Sha  
PUBLISHER  
Sony

## Passage

METAGA.ME



Joseph Laquinte

DATE  
2007  
PLATFORM  
PC

DEVELOPER  
Jason Rohrer  
PUBLISHER  
independent

## Peggle

METAGA.ME



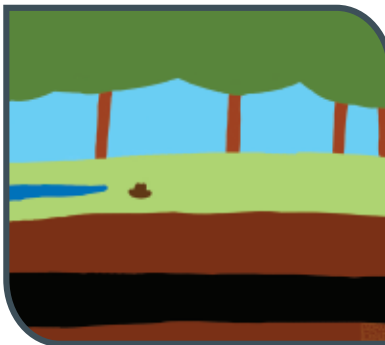
Jeanne Kelly

DATE  
2007  
PLATFORM  
PC

DEVELOPER  
PopCap  
PUBLISHER  
PopCap

## Pitfall!

METAGA.ME



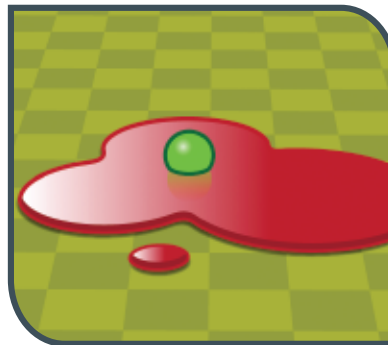
Adam S Doyle

DATE  
1982  
PLATFORM  
Atari 2600

DEVELOPER  
Activision  
PUBLISHER  
Activision

## Plants vs. Zombies

METAGA.ME



Tablet Infographics

DATE  
2009  
PLATFORM  
PC

DEVELOPER  
PopCap  
PUBLISHER  
PopCap

## Pokémon

METAGA.ME



Raymund Anlocotan / Raydiant

DATE  
1998  
PLATFORM  
Game Boy

DEVELOPER  
Game Freak  
PUBLISHER  
Nintendo

## Pole Position

METAGA.ME



Becky Heritage

DATE  
1982  
PLATFORM  
arcade

DEVELOPER  
Namco  
PUBLISHER  
Namco, Atari

## Pong

METAGA.ME



Tablet Infographics

DATE  
1972  
PLATFORM  
arcade

DEVELOPER  
Atari  
PUBLISHER  
Atari

## Portal

METAGA.ME



Raymund Anlocotan / Raydiant

DATE  
2007  
PLATFORM  
PC, consoles

DEVELOPER  
Valve  
PUBLISHER  
Valve

## Prince of Persia

METAGA.ME



Jeanne Kelly

DATE  
1989  
PLATFORM  
Apple II

DEVELOPER  
Brøderbund  
PUBLISHER  
Brøderbund

## Rez

METAGA.ME



Katie Skelly

DATE  
2001  
PLATFORM  
PS2, Dreamcast

DEVELOPER  
United Game Artists  
PUBLISHER  
Sega

## Rogue

METAGA.ME



Rachel E. Morris

DATE  
1980  
PLATFORM  
PC

DEVELOPER  
Michael Toy &  
Glen Wichman  
PUBLISHER  
independent

## Scrabulous

METAGA.ME



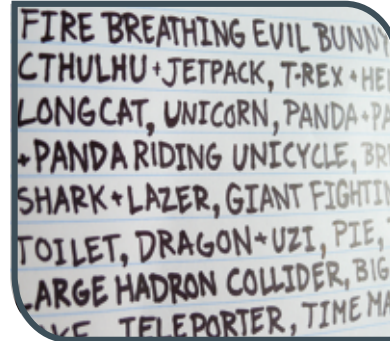
Tablet Infographics

DATE  
2007  
PLATFORM  
Facebook

DEVELOPER  
Lexulous  
PUBLISHER  
Lexulous

## Scribblenauts

METAGA.ME



Raymund Anlocotan / Raydiant

DATE  
2009  
PLATFORM  
Nintendo DS

DEVELOPER  
5th Cell  
PUBLISHER  
Warner Bros.

## The Secret of Monkey Island

METAGA.ME



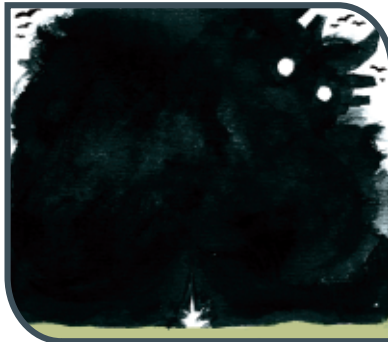
Nicolas Cinquegrani

DATE  
1990  
PLATFORM  
PC

DEVELOPER  
Lucasfilm Games  
PUBLISHER  
LucasArts

## Shadow of the Colossus

METAGA.ME



Rachel E. Morris

DATE  
2005  
PLATFORM  
PS2

DEVELOPER  
Team Ico  
PUBLISHER  
Sony

## Sid Meier's Pirates!

METAGA.ME



Adam S Doyle

DATE  
1987  
PLATFORM  
PC

DEVELOPER  
MicroProse  
PUBLISHER  
MicroProse

## SimCity

METAGA.ME



Tablet Infographics

DATE  
1989  
PLATFORM  
PC

DEVELOPER  
Maxis  
PUBLISHER  
Brøderbund

## Sissy's Magical Ponycorn Adventure

METAGA.ME



Cassie Creighton, age 5

DATE  
2011  
PLATFORM  
PC

DEVELOPER  
Cassie & Ryan Creighton  
PUBLISHER  
Untold Entertainment

## Sonic the Hedgehog

METAGA.ME



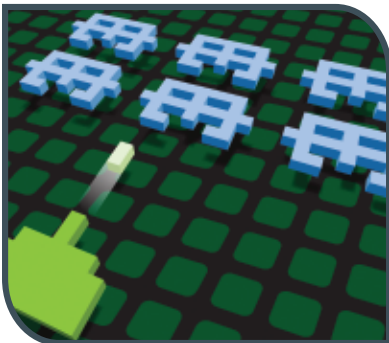
Kim Kiser

DATE  
1991  
PLATFORM  
Genesis

DEVELOPER  
Sonic Team  
PUBLISHER  
Sega

## Space Invaders

METAGA.ME



Tablet Infographics

DATE  
1978  
PLATFORM  
arcade

DEVELOPER  
Taito Corporation  
PUBLISHER  
Midway

## Spelunky

METAGA.ME



Rachel E. Morris

DATE  
2008  
PLATFORM  
PC

DEVELOPER  
Derek Yu  
PUBLISHER  
independent

## StarCraft

METAGA.ME



Raymund Anlocotan / Raydiant

DATE  
1998  
PLATFORM  
PC

DEVELOPER  
Blizzard  
PUBLISHER  
Blizzard

## Street Fighter II

METAGA.ME



Rachel E. Morris

DATE  
1991  
PLATFORM  
arcade

DEVELOPER  
Capcom  
PUBLISHER  
Capcom

## Super Mario 64

METAGA.ME



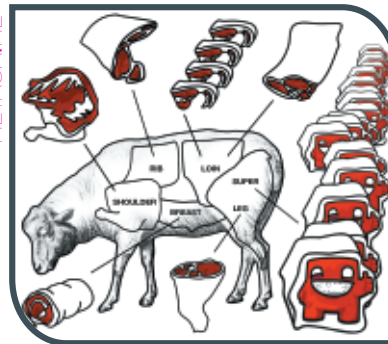
Raymund Anlocotan / Raydiant

DATE  
1996  
PLATFORM  
Nintendo 64

DEVELOPER  
Nintendo  
PUBLISHER  
Nintendo

## Super Meat Boy

METAGA.ME



Jeanne Kelly

DATE  
2010  
PLATFORM  
XBLA

DEVELOPER  
Team Meat  
PUBLISHER  
independent

## Tekken

METAGA.ME



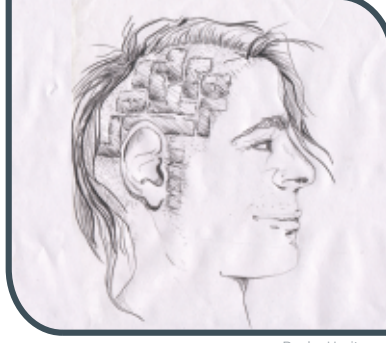
Carolina Moya

DATE  
1994  
PLATFORM  
arcade

DEVELOPER  
Namco  
PUBLISHER  
Namco

## Tetris

METAGA.ME



Becky Heritage

DATE  
1984  
PLATFORM  
PC

DEVELOPER  
Alexey Pajitnov  
PUBLISHER  
various

## The Sims

METAGA.ME



Heather Nunnelly

DATE  
2000  
PLATFORM  
PC

DEVELOPER  
Maxis  
PUBLISHER  
EA

## Ultima III: Exodus

METAGA.ME



Jeanne Kelly

DATE  
1983  
PLATFORM  
PC

DEVELOPER  
Richard Gariott  
PUBLISHER  
Origin Systems

## Uncharted 2: Among Thieves

METAGA.ME



Raymund Anlocotan / Raydiant

DATE  
2009  
PLATFORM  
PS3

DEVELOPER  
Naughty Dog  
PUBLISHER  
Sony

## VVVVVV

METAGA.ME



Rachel E. Morris

DATE  
2010  
PLATFORM  
PC

DEVELOPER  
Terry Cavanagh  
PUBLISHER  
distractionware

## Warcraft II

METAGA.ME



Adam S Doyle

DATE  
1995  
PLATFORM  
PC

DEVELOPER  
Blizzard  
PUBLISHER  
Blizzard

## WarioWare, Inc.: Mega Microgame\$!

METAGA.ME



Katie Skelly

DATE  
2003  
PLATFORM  
Game Boy  
Advance

DEVELOPER  
Nintendo  
PUBLISHER  
Nintendo

## Where in the World is Carmen Sandiego?

METAGA.ME



Tablet Infographics

DATE  
1985  
PLATFORM  
PC

DEVELOPER  
Brøderbund  
PUBLISHER  
Brøderbund

## Wii Sports

METAGA.ME



Raymund Anlocotan / Raydiant

DATE  
2006  
PLATFORM  
Wii

DEVELOPER  
Nintendo  
PUBLISHER  
Nintendo

## World of Goo

METAGA.ME



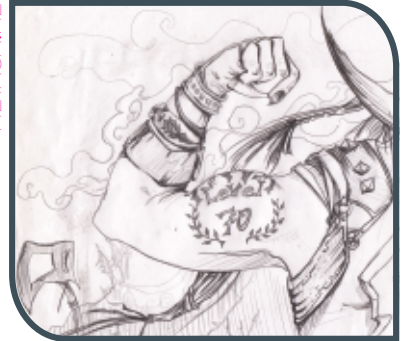
Carolina Moya

DATE  
2008  
PLATFORM  
PC, WiiWare

DEVELOPER  
2D Boy  
PUBLISHER  
independent

## World of Warcraft

METAGA.ME



Becky Heritage

DATE  
2004  
PLATFORM  
PC

DEVELOPER  
Blizzard  
PUBLISHER  
Blizzard

## Worms

METAGA.ME



Nicolas Cinquegrani

DATE  
1995  
PLATFORM  
PC, consoles

DEVELOPER  
Team17  
PUBLISHER  
Ocean

## Super Mario World 2: Yoshi's Island

METAGA.ME



Adam S Doyle

DATE  
1995  
PLATFORM  
SNES

DEVELOPER  
Nintendo  
PUBLISHER  
Nintendo

## Zork

METAGA.ME



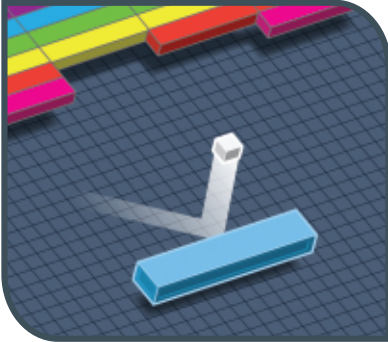
Miguel Sternberg

DATE  
1980  
PLATFORM  
PC

DEVELOPER  
Infocom  
PUBLISHER  
Personal Software,  
Infocom

## Breakout

METAGA.ME



Tablet Infographics

DATE  
1976  
PLATFORM  
arcade

DEVELOPER  
Atari  
PUBLISHER  
Atari

## Braid

METAGA.ME



Rachel E. Morris

DATE  
2008  
PLATFORM  
XBLA

DEVELOPER  
Number None  
PUBLISHER  
Microsoft

## D.O.T.A.

METAGA.ME



Carolina Moya

DATE  
2003  
PLATFORM  
PC, Mac

DEVELOPER  
Eul  
PUBLISHER  
independent

## Cave Story



Rachel E. Morris

DATE  
2004  
PLATFORM  
PC

DEVELOPER  
Pixel  
PUBLISHER  
independent

## Fruit Ninja



Carolina Moya

DATE  
2010  
PLATFORM  
mobile

DEVELOPER  
Halfbrick Studios  
PUBLISHER  
Halfbrick Studios

## Gauntlet

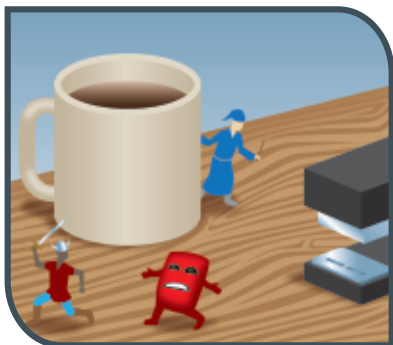


Tablet Infographics

DATE  
1985  
PLATFORM  
arcade

DEVELOPER  
Atari  
PUBLISHER  
Atari

## Desktop Dungeons



Tablet Infographics

DATE  
2011  
PLATFORM  
PC, Mac

DEVELOPER  
QCF Design  
PUBLISHER  
QCF Design

## Battlezone



Tablet Infographics

DATE  
1980  
PLATFORM  
arcade

DEVELOPER  
Atari  
PUBLISHER  
Atari

## Virtua Fighter



Carolina Moya

DATE  
1993  
PLATFORM  
arcade, Saturn

DEVELOPER  
SEGA-AM2  
PUBLISHER  
Sega

## Silent Hill



Carolina Moya

DATE  
1999  
PLATFORM  
PlayStation

DEVELOPER  
Team Silent  
PUBLISHER  
Konami

## Joust



Carolina Moya

DATE  
1982  
PLATFORM  
arcade

DEVELOPER  
Williams Electronics  
PUBLISHER  
Atari

## Fez



Jeanne Kelly

DATE  
2012  
PLATFORM  
XBLA

DEVELOPER  
Polytron  
PUBLISHER  
independent

## Legend of Zelda: Ocarina of Time

METAGA.ME



Jeanne Kelly

DATE  
1998  
PLATFORM  
N64

DEVELOPER  
Nintendo  
PUBLISHER  
Nintendo

## Cabela's Big Game Hunter

METAGA.ME



Jeanne Kelly

DATE  
1998  
PLATFORM  
PC

DEVELOPER  
Elsinore Multimedia  
PUBLISHER  
Head Games Publishing

## Xevious

METAGA.ME



Tablet Infographics

DATE  
1982  
PLATFORM  
arcade

DEVELOPER  
Namco  
PUBLISHER  
Namco

## Combat

METAGA.ME



Jeanne Kelly

DATE  
1977  
PLATFORM  
Atari 2600

DEVELOPER  
Atari  
PUBLISHER  
Atari

## Superbrothers: Sword & Sorcery EP

METAGA.ME



Tablet Infographics

DATE  
2011  
PLATFORM  
iOS

DEVELOPER  
Capybara Games  
PUBLISHER  
Capybara Games

## Lunar Lander

METAGA.ME



Tablet Infographics

DATE  
1979  
PLATFORM  
arcade

DEVELOPER  
Atari  
PUBLISHER  
Atari

## Golden Tee Fore!

METAGA.ME



Tablet Infographics

DATE  
2000  
PLATFORM  
arcade

DEVELOPER  
Incredible Technologies  
PUBLISHER  
Incredible Technologies

## Centipede

METAGA.ME



K. Thor Jensen

DATE  
1980  
PLATFORM  
arcade

DEVELOPER  
Atari  
PUBLISHER  
Atari

## The Elder Scrolls V: Skyrim

METAGA.ME



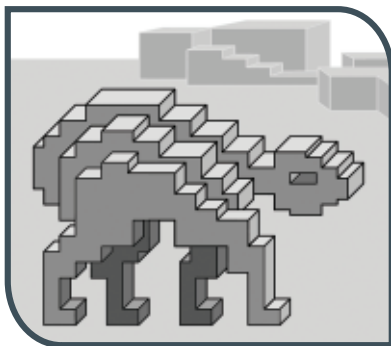
Jeanne Kelly

DATE  
2011  
PLATFORM  
PC, consoles

DEVELOPER  
Bethesda  
PUBLISHER  
Bethesda

## M.U.L.E.

METAGAME



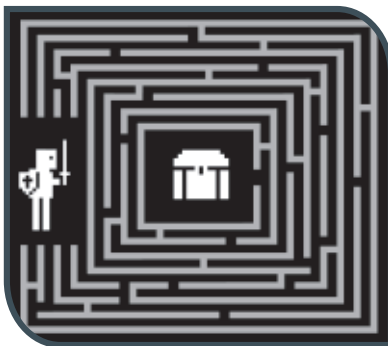
Jeanne Kelly

DATE  
1983  
PLATFORM  
Atari 400/800

DEVELOPER  
Ozark Softscape  
PUBLISHER  
Electronic Arts

## Wizardry: Proving Grounds of the Mad Overlord

METAGAME



Jon Nichols

DATE  
1981  
PLATFORM  
Apple ][

DEVELOPER  
Greenberg & Woodhead  
PUBLISHER  
Sir-Tech

## Halo: Combat Evolved

METAGAME



Nicolas Cinquegrani

DATE  
2001  
PLATFORM  
Xbox

DEVELOPER  
Bungie  
PUBLISHER  
Microsoft Game Studios

## Missile Command

METAGAME



Nicolas Cinquegrani

DATE  
1980  
PLATFORM  
arcade

DEVELOPER  
Atari  
PUBLISHER  
Atari

## Microsoft Flight Simulator

METAGAME



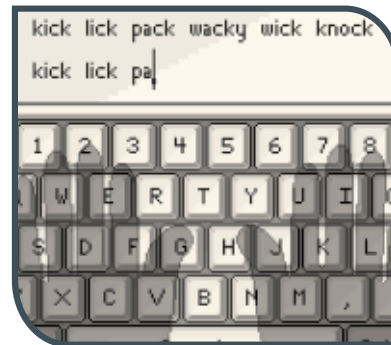
Nicolas Cinquegrani

DATE  
1982  
PLATFORM  
PC

DEVELOPER  
Bruce Artwick  
PUBLISHER  
Microsoft

## Mavis Beacon Teaches Typing

METAGAME



Nicolas Cinquegrani

DATE  
1987  
PLATFORM  
PC

DEVELOPER  
Software Toolworks  
PUBLISHER  
Software Toolworks

## Words with Friends

METAGAME



Nicolas Cinquegrani

DATE  
2009  
PLATFORM  
iOS, Android

DEVELOPER  
Newtoy, Inc.  
PUBLISHER  
Zynga

## King's Quest

METAGAME



Rachel E. Morris

DATE  
1984  
PLATFORM  
PCjr

DEVELOPER  
Sierra On-Line  
PUBLISHER  
Sierra On-Line

## NBA Jam

METAGAME



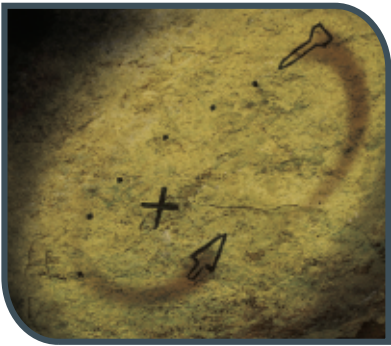
Rachel E. Morris

DATE  
1993  
PLATFORM  
arcade

DEVELOPER  
Midway  
PUBLISHER  
Midway

Spacewar!

METAGA.ME



Rachel E. Morris

DATE  
1962  
PLATFORM  
PDP-1

DEVELOPER  
Steve Russell et al  
PUBLISHER  
n/a

Super Smash Bros. Melee

METAGA.ME



Nicolas Cinquegrani

DATE  
2001  
PLATFORM  
GameCube

DEVELOPER  
HAL Laboratory  
PUBLISHER  
Nintendo

METAGA.ME



METAGA.ME



METAGA.ME



METAGA.ME



METAGA.ME



METAGA.ME



Which is a  
better way  
to spend  
10 years?

METAGAME

Which is a  
better way  
to waste  
two minutes?

METAGAME

Which  
is simply a  
better game?

METAGAME

Which gets  
better over  
time?

METAGAME

Which should  
be put in a  
1,000-year  
time capsule?

METAGAME

Which  
deserves more  
respect than  
it gets?

METAGAME

Which should  
be required  
in school?

METAGAME

Which  
created a  
more intense  
subculture?

METAGAME

Which is  
more sexist?

METAGAME

Which  
is more  
unpredictable?

METAGAME

Which  
is more of a  
work of art?

METAGAME

Which  
is more  
frustrating  
to play?

METAGAME

Which is more  
culturally  
sophisticated?

METAGAME

Which has  
been more  
influential?

METAGAME

Which had  
a bigger  
impact on  
the industry?

METAGAME

Which  
is more of an  
embarrassment  
to all games?

METAGAME

Which is a  
better guide  
to life?

METAGAME

Which  
would make  
a better novel?

METAGAME

Which  
is the one that  
everybody  
loves to hate?

METAGAME

Which  
is sexier?

METAGAME

Which  
created a  
bigger buzz?

METAGAME

Which  
lets players  
express  
themselves  
more?

METAGAME

Which  
has more  
randomness?

METAGAME

Which  
gives the  
player more  
freedom?

METAGAME

Which  
has a more  
satisfying core  
mechanic?

METAGAME

Which  
is more  
open-ended?

METAGAME

Which  
is more  
complex?

METAGAME

Which  
is more  
elegant?

METAGAME

Which is  
more realistic?

METAGAME

Which  
is a better  
simulation  
of its subject?

METAGAME

Which is  
funnier?

METAGAME

Which has  
a better title?

METAGAME

Which has  
made more  
players cry?

METAGAME

Which  
is more  
meditative  
to play?

METAGAME

Which  
is more of  
a sport?

METAGAME

Which is  
more tragic?

METAGAME

Which  
is more  
hardcore?

METAGAME

Which  
demands  
more of its  
players?

METAGAME

Which  
requires more  
finesse?

METAGAME

Which  
has better  
characters?

METAGAME

Which makes  
better use  
of space?

METAGAME

Which  
is more  
educational?

METAGAME

Which  
has more  
meaningful  
social  
interaction?

METAGAME

Which  
is more  
strategic?

METAGAME

Which  
is more  
commercial?

METAGAME

Which  
makes better  
use of audio?

METAGAME

Which is  
more like  
a movie?

METAGAME

Which tells  
a better story?

METAGAME

Which is  
more visually  
beautiful?

METAGAME

Which is more  
responsible  
for the fraying  
of our moral  
fabric?

METAGAME

Which  
is more  
culturally  
insensitive?

METAGAME

Which goes  
better with  
champagne  
and caviar?

METAGAME

Which  
takes longer  
to appreciate?

METAGAME

Which  
is more  
relaxing?

METAGAME

<p>Which is more culturally insensitive?</p> <p>METAGAME</p>	<p>Which is more derivative?</p> <p>METAGAME</p>	<p>Which is more highbrow?</p> <p>METAGAME</p>
<p>Which is a better comment on gender?</p> <p>METAGAME</p>	<p>Which is faster?</p> <p>METAGAME</p>	<p>Which conveys a more important message?</p> <p>METAGAME</p>
<p>Which is more ridiculous?</p> <p>METAGAME</p>	<p>Which feels more like first love?</p> <p>METAGAME</p>	

