

"The HipBone Games are pioneering the actualization of ideas which I only dreamed about..."



THE HIPBONE GAMES

"I look forward to multiple versions of the HipBone GBGs that will expand our understanding of intelligence, symbolism and meaning. They just might establish new levels of artificial intelligence, artificial personality, and neural networking, as well."

**– Johnny L. Wilson, Editor-in-Chief,
Computer Gaming World**

An eye-mind game, a cognitive-twitch game — like Tetris for the higher brain centers.

— Mike Sellers, *Archetype Interactive*

The cognitive processes that you are interested in developing are critical to a decent education.

— Elliot Eisner, *American Educational Research Association*

Games with a psychological depth, unequalled as far as I know.

— Walter Logeman, *psychotherapist*

A give-and-take of thinking styles and wit ... on-line match of ricocheting intellects.

— Don Oldenburg, *Washington Post*

who and what are they talking about?

Hesse's bead game lends itself so obviously to the transcendent aspirations of the Internet that it's probably only a matter of months before Microsoft buys the rights to his name for one of its software programs. The company's marketing strategists might first want to consult Charles Cameron, reachable on the Internet at hipbone@earthlink.net...

— Lewis Lapham, *Harper's Magazine*

The HipBone Games

The HipBone Games are simple games in which two players or teams compete in placing ideas in the positions on a simple board, the winner being whoever can claim the most links between his or her ideas and the other ideas in play.

Although some versions of the game can be played with no more materials than a paper napkin, the mass-market possibilities are best explored with the advantage of a full computerized implementation.

Online and CD-ROM variants on the HipBone Games would use standardized moves chosen from a preselected database of texts and images. There would be various obstacles to successful play, extended 3-D boards with eye-catching graphics, etc.

HipBone Games also have practical applications in all levels of education and in various areas of psychotherapy.

The HipBone Games have been successfully play-tested and played for over three years by private individuals, and in groups on a variety of internet mailing lists.

The Glass Bead Game

The HipBone Games are currently considered the foremost playable variants on the Glass Bead Game described by Hermann Hesse in his Nobel-winning novel, *Magister Ludi*.

The HipBone Project

The wider HipBone Project “has designs on” the computer games industry, education, therapy, artificial intelligence, the arts and other fields — designs which extend beyond HipBone’s current crop of games.

Two things we wouldn’t mind seeing happen: [1] the computer games industry getting recognition for putting out more games that encourage intelligence, and [2] real creativity, knowledge and wit becoming more fashionable among street-smart youth.

Contact, other materials, etc.

play: HipBone Game boards and rules can be printed out or downloaded from the HipBone Games website at

<http://home.earthlink.net/~hipbone>

further details: A full description of Hesse's Glass Bead Game and the HipBone Games is available as part of our "background" package containing supplementary materials on all aspects of the HipBone Program. HipBone also has some completely un(GBG)related game ideas to discuss...

people: Charles Cameron, designer of the HipBone Games, is also Editor at Large for The Cursor, a magazine for game developers, and list-owner of Magister-L, an Internet mailing list for discussion of the design of playable Glass Bead Game variants. Charles is an Oxford graduate, writer and poet based in Virginia. He is ably assisted by David Hughes in friendship, organization, finance, web-design and in-house publishing.

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**Simultaneously fun and frolic, serious and profound,
numinous and competitive...**

— *player Caroline Kenner, quoted in the Washington Post*