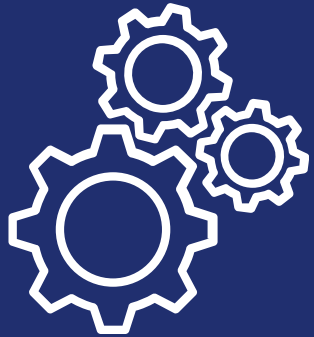
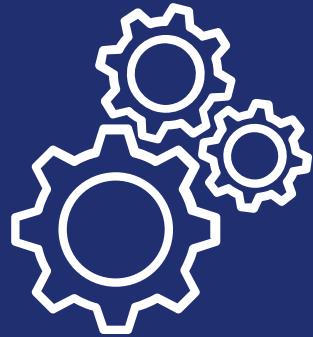


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## ACTING

PLAYERS ARE REQUIRED TO USE SOME FORM OF MIME OR MIMICRY TO COMMUNICATE TO OTHER PLAYERS.



## ACTION POINTS

PLAYERS GET A CERTAIN NUMBER OF POINTS PER ROUND TO SPEND ON A LIMITED NUMBER OF ACTIONS.



## AREA CONTROL

PLAYERS WIN OR GET POINTS FOR CONTROLLING A SECTION OF THE BOARD.



## ASSYMETRIC GAMES

EACH PLAYER'S GAME START POSITION IS DIFFERENT FROM EVERY OTHER'S.



## AUCTION / BIDDING

PLAYERS BID ON THINGS. THIS CAN INCLUDE BLIND AUCTIONS (WHEN YOU DON'T KNOW WHAT YOU ARE BIDDING ON).



## CATCH-UP

PLAYERS IN THE LEAD GET A PENALTY AND/OR PLAYERS BEHIND GET A BONUS.



## DEDUCTION

LOGIC OR DEDUCTION ARE USED TO SOLVE A PUZZLE OR COMPLETE THE GAME.



## DRAFTING

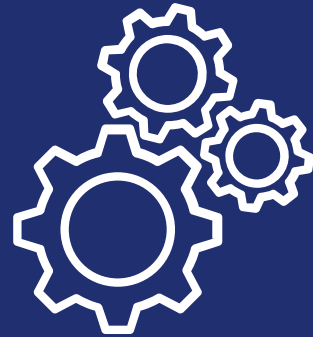
PLAYERS ARE GIVEN A SELECTION OF THINGS. THEY PICK ONE AND THEN PASS THE REST ON TO ANOTHER PLAYER.



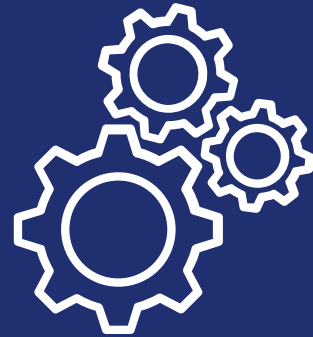
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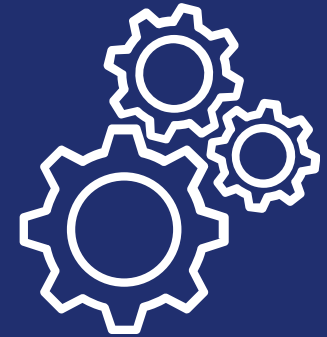
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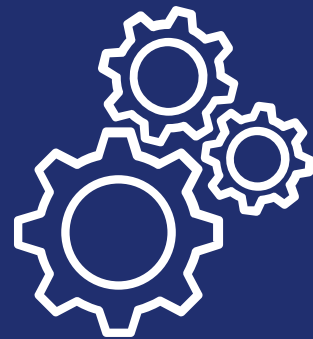
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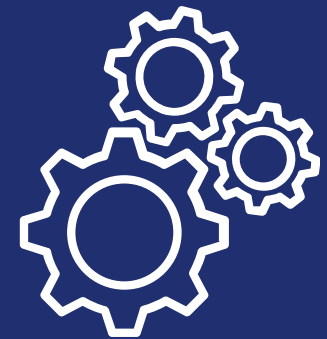
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## DECK/ BAG BUILDING

PLAYERS START OUT WITH A BASIC DECK OF CARDS (OR SET OF THINGS IN A BAG) AND PART OF THE GAMEPLAY IS ADDING TO THIS.



## DECK CONSTRUCTIONS

PLAYERS ASSEMBLE A DECK OF CARDS BEFORE THE GAME BEGINS AND THEN USE THESE TO PLAY THE FULL GAME.



## DEXTERITY

PLAYER'S ACTUAL PHYSICAL SKILLS ARE TESTED.



## DRAWING

PLAYERS HAVE TO USE A DRAWING IMPLEMENT (PEN/PENCIL/MARKER) TO DRAW SOMETHING.



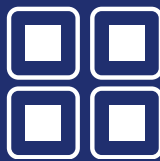
## ENGINE BUILDING

PLAYERS NEED TO BUILD SOME KIND OF SYSTEM TO SCORE POINTS. THE SYSTEM STARTS SMALL BUT GROWS AS THE GAME GOES ON.



## GRID/AREA MOVEMENT

PLAYERS CONTROL RESOURCES OR UNITS ON A BOARD. THESE CAN MOVE FROM ONE SPACE TO ANOTHER



## HIDDEN MOVEMENT

ONE OR MORE PLAYERS PLAN THEIR MOVEMENTS IN SECRET SO THAT THE OTHER PLAYERS DON'T KNOW WHAT WILL HAPPEN.

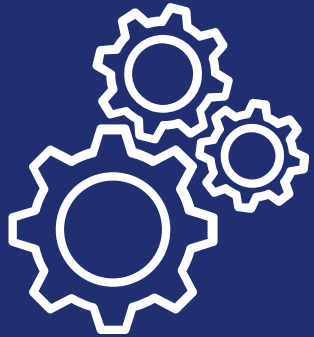


## MAINTENANCE COST

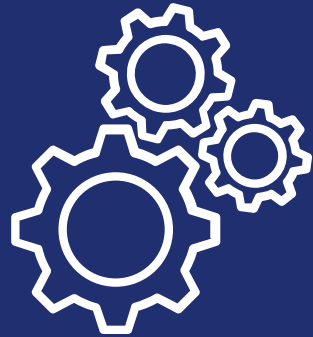
PLAYERS MUST PAY A COST OR MEET A SPECIFIC REQUIREMENT PERIODICALLY THROUGHOUT THE GAME.



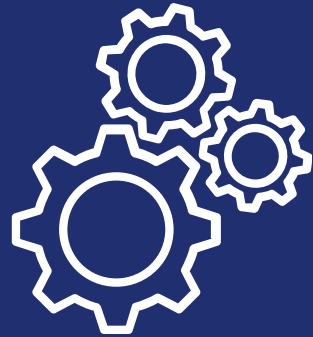
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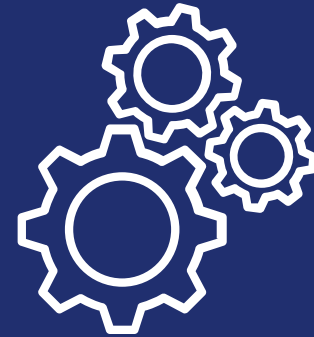
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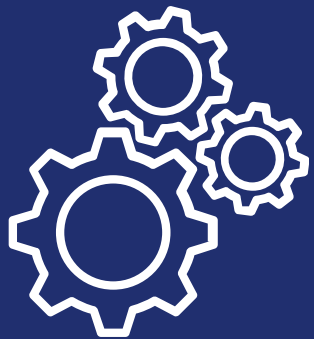
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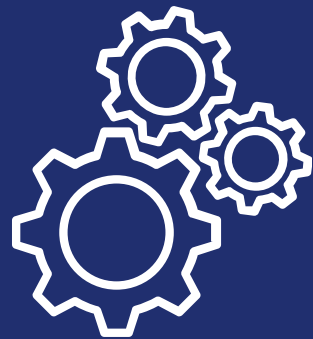
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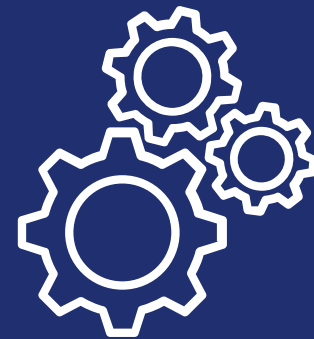
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## MEMORY

PLAYERS HAVE TO RELY ON THEIR MEMORY TO MAKE MATCHES OR CLUSTERS.



## NEGOTIATION

PLAYERS NEED TO NEGOTIATE WITH OTHER PLAYERS. THIS COULD INVOLVE DEALS OF ALL KINDS WITH YOUR OWN RULES OF NEGOTIATION.



## PATTERN BUILDING

SCORING IS BASED ON PLACING PIECES IN SPECIFIC PATTERNS.



## PICK-UP AND DELIVER

PLAYERS GET POINTS FOR SUCCESSFULLY BRINGING THINGS FROM A TO B.



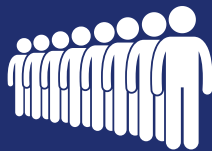
## PLAYER ELIMINATION

ONE OF THE PLAYERS WILL LOSE AND THE GAME WILL CONTINUE WITHOUT THEM.



## RANDOM PLAYER ORDER

EACH ROUND OF THE GAME THE ORDER OF PLAY COULD BE DIFFERENT.



## REAL TIME

PLAYERS HAVE TO ACT WITHIN A TIME LIMIT, OFTEN BUT NOT ALWAYS, SIMULTANEOUSLY.

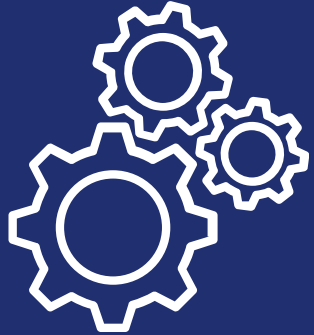


## RESOURCE MANAGEMENT

PLAYERS COLLECT RESOURCES AND MUST DETERMINE THE BEST WAY TO SPEND THEM.



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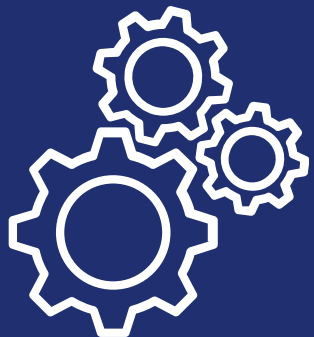
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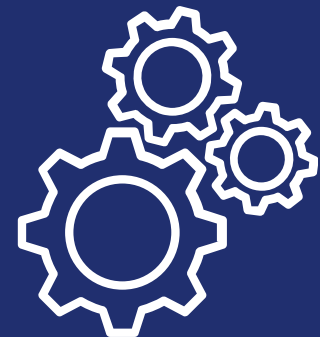
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## ROLE PLAYING / STORYTELLING

PLAYERS TAKE ON A  
CHARACTER AND/OR  
ENTER INTO A STORY.



## ROLL/SPIN TO MOVE

WHAT MOVES A PLAYER  
CAN MAKE IS RANDOMLY  
DETERMINED.



## RONDELS

A PLAYER'S CHOICE OF  
ACTION IS LIMITED BY  
MOVING AROUND THE  
RONDEL IN A CERTAIN  
DIRECTION.



## ROUTE BUILDING

PLAYERS CONNECT  
POINTS ON A MAP WITH  
AN EMPHASIS ON  
BUILDING THE LONGEST  
ROUTE OR CONNECTING  
TO NEW AREAS.



## SCENARIO DRIVEN

BEFORE STARTING THE  
GAME OR ROUND,  
PLAYERS PICK A  
SPECIFIC SCENARIO TO  
PLAY.



## SET COLLECTION

PLAYERS ARE AWARDED  
POINTS FOR COLLECTING  
SETS OF THINGS. POINTS  
USUALLY GO UP THE  
MORE YOU ARE ABLE TO  
COLLECT.



## SIMULTANEOUS SELECTION

PLAYERS CHOOSE  
SECRETLY THEIR  
ACTIONS AND REVEAL  
THESE AT THE SAME  
TIME.



## STOCKS

PLAYERS BUY THINGS  
AND THE VALUE OF  
THOSE THINGS CHANGE  
THROUGH THE GAME.

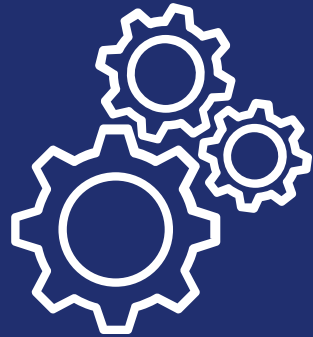




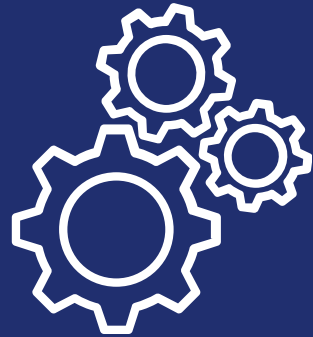
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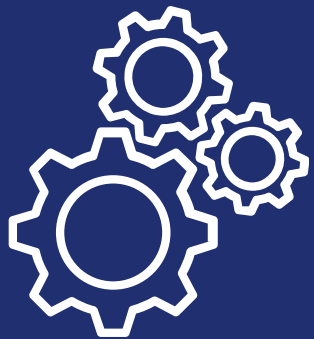
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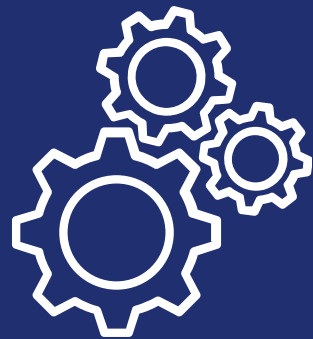
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## TAKE THAT

PLAYERS CAN MAKE MOVES THAT DIRECTLY ADVERSELY AFFECT OR IMPEDE THE PROGRESS OF OTHER PLAYERS.



## TILE PLACEMENT

PLAYERS WORK WITH MOVING TILES IN, OUT, OR AROUND THE BOARD.



## TIME TRACK

PLAYERS SELECT ACTIONS ALONG A TRACK. A PLAYERS POSITION ON THE TRACK ALSO DETERMINES THEIR TURN ORDER.



## TRADING

PLAYERS CAN TRADE RESOURCES WITH EACH OTHER OR WITH AN EXTERNAL "BANK."



## TRICK TAKING

PLAYERS DETERMINE THE RULES FOR WINNING A TRICK. THEN YOU HAVE MULTIPLE ROUNDS OF TRYING TO TAKE (WIN) THE TRICK.



## VARIABLE PLAYER TURN ORDER

THE ORDER PLAYERS ACT IN MAY BE RANDOM OR MANIPULATED BY THE PLAYERS.



## VOTING

PLAYERS MUST VOTE FOR A PARTICULAR OUTCOME. THE WEIGHT OF EACH PLAYER'S VOTE MAY BE DIFFERENT.



## ANY MECHANIC OF YOUR CHOICE

