

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.



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.



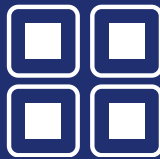
ENGINE BUILDING

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.



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.



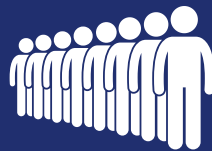
PLAYER ELIMINATION

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.



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.



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

