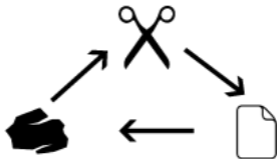




Rock Paper Scissors



(c) Edward Boatman - Diego Naive - John Maravelakis

*Rock breaks scissors. Scissors cuts paper.
Paper wraps rock. And the well doesn't exist !*

Choosing between three (or more) balanced components. The picked option depends on what the player thinks his opponent will play.



Trading



(c) Wilson Joseph

Trading gold for sheep ? Yes, why not ? It's just a matter of values and stock...

Resource trading between players. Each player involved in the trade is supposed to find some kind of advantage.



Resource management



(c) Simple Icons & Jhun Capaya

I could have lost all my wheat ! How lucky am I to have built a warehouse. Now, I can make some bread !

Using, stockpiling and managing several game elements to acquire additional resources later on.



Movement



(c) Ealancheliyan

*Here, I move my pawn 2 tiles to the left. Great.
Your turn now !*

Changing the position of various game elements, such as figurines, in the game space.



Programming



1



2



3

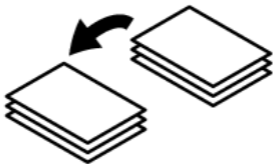
(c) Elves Sousa & Chris Kerr

So, if I do A first, I can do B - oh, but I lose C... Should I do D before then ?

Planning ahead several actions, often while guessing what opponents are going to program to hinder their plans.



Pool building



(c) Tony Michiels

Should I add a crane to my card deck ? It could be useful if I draw the stone I was keeping beforehand...

Progressive construction of a personal stock of elements (dices, cards...) chosen within stocks available for every player.



Cooperative play



(c) Krisada

Ok, I need you to fetch some water while I take care of the ghosts ! Let's move !

Collaboration between several players to achieve common goals, often impossible to do alone.



Bidding



Going once, going twice... Sold ! Good thing you had the highest bid !

Bidding a resource to acquire something else. Players bid more and more resources, until there's only one remaining player who then pays.



Secret role



(c) Emily van den Heever

Yes, yes, you can trust me, I'm with you. But I can't be sure about him, on the other side of the table...

Playing according to a role kept secret during most of the game.



Combo

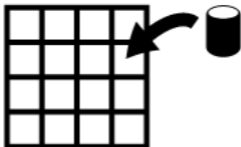


My goblin may be small... but what if I use my troll to launch it ?

Chaining several actions, leading to a greater result than the sum of each separate action.



Material placement



(c) Andrew Lynne

*I'll put a red cube here and a green pawn there.
Here we go, I have the good position... oh, and
a gold mine !*

Positionning material elements in order to control additional space or obtain additional resources and game elements.



Duelling



(c) Luis Prado

Now, it's between the two of us ! Show your hand, how many points do you have ?

Confrontation between two players according to a precise rule, leading to one of the two players winning over his opponent.



Drafting



(c) Stephen JB Thomas

I have no use of this card, but taking it would severely disadvantage my neighbour... What should I do ?

Picking a game resource (card, tile...) in a secret pack, then passing the remaining pack to a neighbour . Repeat until there's no resource left.



Press your luck



(c) Travis Beckham & Henry Ryder

*Just a last one... Yes ! Okay, another one, but
it's really the last one this time... Oh, no !!*

Choosing between either stopping an action and collecting a reward, or keep going to increase the reward while risking to lose everything.



Bluffing



(c) Marco Papa

Lying ? Me ? Come on, it's not my style ! You can trust me, of course...

Lying or hiding the truth to other players so they can be confused about your intentions, strategies and resources.



Storytelling



(c) Christoffer Skogsmo

Once upon a time was a little robot... No, wait, it was a crocodile I think. Anyway, it was flying, but one day...

Telling and/or creating a story connected with another element of the game : a card, another story...



Memory



(c) Anne-Marie Nguyen

Alan already played the ace of clubs and Sarah spent 4 coins... or maybe 5 ? I don't remember !

Memorize a sequence or a set of actions displayed by the game or other players in order to improve a strategy or gain an advantage.



Dexterity



(c) Dillon Arloff

Catch the ball, grab the totem, hit the card, but above all, protect yourself !

Doing something as quickly as possible in a common game situation (identical cards, time limit...).



Negotiation



(c) Ben King

3 hats for 20 bricks ? All right, but only if you add a glowing bulb. Yes, purple is fine. Deal !

Discussion between players in order to reach a trading and/or diplomatic agreement.



General knowledge



(c) Stephen JB Thomas

*Turkish history ?! Not my field ! I'm better
when it comes to Australian Movies !*

Using one's knowledge about various
real-life topics : history, news, science,
objects...



Observation



(c) Christopher Holm-Hansen

*Three blue lines here, two red squares there...
Ah, finally, found it : the green circle !*

Using perception to identify differences and similarities between several shapes and/or colours used in the game.



Calculation



(c) Mister Pixel

4 plus 9 times 32, then divided by 7, minus 8... Does anybody have a calculator ?

Calculating, mentally or with a tool, various game parameters according to different rules.



Deduction



(c) Takao Umehara

*My opponent can do this, so I have to do that.
And if I also play like this... Yes ! Here we
go !*

Analysis of several game data to create
or improve a winning strategy.



Dice



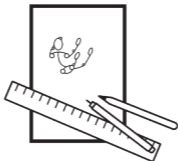
(c) Les Kleuver

Whatever the number of faces on the dice : 4, 6, 8, 10, 12, 20, 50...

Using a dice, most likely to roll it and obtain a random number used within the game.



Creative material



(c) Claire Jones

Come on, it's really simple, I'm not going to draw it for you, isn't it ? ... Isn't it ?

Material such as pencils and paper used to create or customize various elements used within the game.



Containers



(c) Brennan Novak & Ilya Melichenko

I'm going to take a chip in the bag, but I really hope it will be a blue one... Not a red again !

Opaque or transparent piece of material, such as a glass or a bag, used to contain smaller game elements.



Time tracker



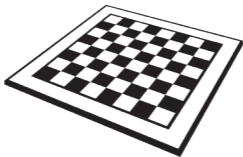
(c) Bohdan Burmich

*Tick... Tock... Yes, you have plenty of time...
Tick... Tock... There's no time left ! Hurry
up !!*

Using a way to measure time, such as an hourglass or a water clock, to limit the length of a player's actions.



Board



(c) Benni

There's a river on this tile, so my foot soldiers can't go there. But the «?» marked tiles are all right !

Surface specifically decorated used to position and interact with several game components.



Figurines



(c) Carley Miller

Go forth, my wooden army ! Bring me victory !

Pawns of various shape, size and color representing human resources such as workers, warriors... used in the game.



Cards



(c) Henry Ryder

*You have an exemple in your hands right now!
This is a cardception !*

Paper or cardboard objects of various size on which are written data specific to the game : symbols, actions...



Cubes



(c) Ryan Beck

Blue means water, red means fire, and purple means... uh... magic ?

Small objects of various size often used to abstractly represent various game resources.



Chips



(c) Hunotika

*...17, 18, 19, 20 coins : I buy this building,
and then the rest goes to the bank !*

Chips, bills or coins, most likely used to simulate a monetary value.