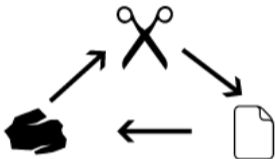




Rock paper scissors

Level 3



(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

Level 1



(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

Level 2



(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

Level 1



(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

Level 3



1



2



3

(c) Elves Sousa & Chris Kerr

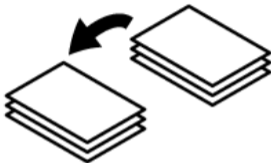
So, if I do A first, I can do B - oh, but I lose C... Should I do D before then ?

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



Pool building

Level 3



(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

Level 2



(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

Level 2



(c)

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

Level 2



(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

Level 3



(c)

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

Level 2



(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.



Confrontation

Level 1



(c) Luis Prado

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

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



Drafting

Level 2



(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

Level 2



(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.



Matching

Level 1



Two cactus ! No, wait, yours is blue ! Snap... I draw two malus cards then.

Spot and identify common points between several game components, such as identical shapes or colors.



Majority

Level 1



(c) Misirlou & Matteo Manenti

You may have three planes, I still have two balloons and two gliders : therefore, I have more flying engines than you !

Reward one player for possessing more copies of one specific resource than any opponent.



Bluffing

Level 2



(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

Level 3



(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

Level 1



(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.



Swiftness

Level 1



(c) Dillon Arloff

Catch a ball, hit a card, grab a totem - but above all, take your precautions !

Using speed of reaction to resolve a common action between several players such as hitting an object in the middle of a table.



Dexterity

Level 3



(c) Till Teenckv

So you must place this cube here, between two chips. Be very cautious... No, not like that, it will fall ! Oh noes !!

Use various body parts to do specific, often very precise actions needed in the game flow.



Negotiation

Level 2



(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.



Knowledge

Level 3



(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

Level 1



(c) Christopher Holm-Hansen

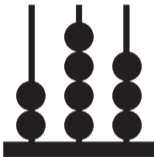
*Three blue lines here, two red squares there...
Ah, finally, found it : the green circle !*

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



Calculation

Level 2



(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

Level 1



(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

Level 1



(c) Les Kleuver

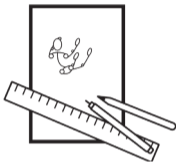
Whatever the number of faces on the dice : 4, 6, 8, 10, 12, 20, 50...

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



Creative material

Level 3



(c) Claire Jones

Come on, it's really simple, I'm not going to draw it for you, right ? ... Right ?

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



Containers

Level 2



(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

Level 2



(c) Bohdan Burmich

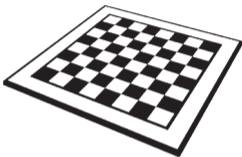
*Tick... Tock... Yes, you have plenty of time...
Tick... Tock... There's no time left ! Hurry
up !!*

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



Board

Level 1



(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

Level 2



(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

Level 1



(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...



Exotic material

Level 3



(c) Michael A. Salter

*Why would we use a man-sized net in this game ? And what's up with this wheel here !?
...Oh, so it's a game about roman circus !*

Uncommon and custom material, most often tailored to suit specific needs of a given game.



Tokens

Level 1



(c) Hunotika & Ryan Beck

*...17, 18, 19, 20 coins and three fire cubes !
I can buy this building and store the rest in
my vault !*

Various little material, such as chips or cubes, used to simulate numerical values.

How to use

Upgrade a game



- Pick a game and describe it using the fittest Mechanicards you can
- Draw another random card...
- ...and create a new game rule using the card you picked up !

(c) Murali Krishna



Create your own game

- Pick one card of each color
- These cards are your constraints : use them to design a new game !
- Don't be afraid of weird-looking combinations !

Aurélien Lefrançois - <http://www.alefrancois.com> (c) Ofer Lehr