

Contents



Foreword	<i>xiii</i>
Acknowledgments	<i>xvii</i>
Authors	<i>xix</i>
Introduction	<i>xxi</i>
1 Game Structure	1
STR-01 Competitive Games	2
STR-02 Cooperative Games	4
STR-03 Team-Based Games	8
STR-04 Solo Games	12
STR-05 Semi-Cooperative Games	15
STR-06 Single Loser Games	17
STR-07 Traitor Games	19
STR-08 Scenario/Mission/Campaign Games	21
STR-09 Score-and-Reset Games	23
STR-10 Legacy Games	25
2 Turn Order and Structure	29
Terminology	30
TRN-01 Fixed Turn Order	32
TRN-02 Stat Turn Order	34
TRN-03 Bid Turn Order	36
TRN-04 Progressive Turn Order	38
TRN-05 Claim Turn Order	41
TRN-06 Pass Order	44
TRN-07 Real-Time	46
TRN-08 Punctuated Real-Time	49

TRN-09	Simultaneous Action Selection	51
TRN-10	Role Order	53
TRN-11	Random Turn Order	55
TRN-12	Action Timer	57
TRN-13	Time Track	59
TRN-14	Passed Action Token	61
TRN-15	Interleaved vs. Sequential Phases	64
TRN-16	Lose a Turn	66
TRN-17	Interrupts	68
3	Actions	71
ACT-01	Action Points	72
ACT-02	Action Drafting	74
ACT-03	Action Retrieval	76
ACT-04	Action/Event	78
ACT-05	Command Cards	80
ACT-06	Action Queue	82
ACT-07	Shared Action Queue	85
ACT-08	Follow	87
ACT-09	Order Counters	89
ACT-10	Rondel	91
ACT-11	Action Selection Restrictions	93
ACT-12	Variable Player Powers	95
ACT-13	Once-Per-Game Abilities	97
ACT-14	Advantage Token	99
ACT-15	Gating and Unlocking	101
ACT-16	Tech Trees/Tech Tracks/Track Bonuses	104
ACT-17	Events	107
ACT-18	Narrative Choice	109
4	Resolution	113
RES-01	High Number	114
RES-02	Stat Check	117
RES-03	Critical Hits and Failures	119
RES-04	Ratio/Combat Results Table	121
RES-05	Die Icons	123
RES-06	Card Play	126
RES-07	Rock, Paper, Scissors	128
RES-08	Prisoner's Dilemma	130

RES-09	Alternate Removal	133
RES-10	Physical Action	135
RES-11	Static Capture	138
RES-12	Enclosure	140
RES-13	Minimap	142
RES-14	Force Commitment	144
RES-15	Voting	146
RES-16	Player Judge	148
RES-17	Targeted Clues	150
RES-18	Tie-Breakers	152
RES-19	Dice Selection	155
RES-20	Action Speed	157
RES-21	Rerolling and Locking	159
RES-22	Kill Steal	161
5	Game End and Victory	163
VIC-01	Victory Points from Game State	164
VIC-02	Victory Points from Player Actions	167
VIC-03	Temporary and Permanent Victory Points	169
VIC-04	Victory Points as a Resource	171
VIC-05	Hidden and Exposed Victory Points	173
VIC-06	End-Game Bonuses	175
VIC-07	Race	177
VIC-08	Player Elimination	179
VIC-09	Fixed Number of Rounds	182
VIC-10	Exhausting Resources	184
VIC-11	Completing Targets	186
VIC-12	Fixed Number of Events	188
VIC-13	Elapsed Real Time	190
VIC-14	Connections	192
VIC-15	Circuit Breaker/Sudden Death	194
VIC-16	Finale	196
VIC-17	King of the Hill	198
VIC-18	Catch the Leader	200
VIC-19	Tug of War	202
VIC-20	Highest Lowest	204
6	Uncertainty	207
UNC-01	Betting and Bluffing	209

UNC-02	Push-Your-Luck	213
UNC-03	Memory	217
UNC-04	Hidden Roles	220
UNC-05	Roles with Asymmetric Information	225
UNC-06	Communication Limits	228
UNC-07	Unknown Information	230
UNC-08	Hidden Information	232
UNC-09	Probability Management	234
UNC-10	Variable Setup	236
UNC-11	Hidden Control	238
7	Economics	241
ECO-01	Exchanging	242
ECO-02	Trading	245
ECO-03	Market	247
ECO-04	Delayed Purchase	250
ECO-05	Income	252
ECO-06	Automatic Resource Growth	254
ECO-07	Loans	256
ECO-08	Always Available Purchases	258
ECO-09	I Cut, You Choose	260
ECO-10	Discounts	262
ECO-11	Upgrades	264
ECO-12	Random Production	266
ECO-13	Investment	268
ECO-14	Ownership	270
ECO-15	Contracts	272
ECO-16	Bribery	274
ECO-17	Increase Value of Unchosen Resources	276
ECO-18	Negotiation	278
ECO-19	Alliances	280
8	Auctions	283
AUC-01	Open Auction	285
AUC-02	English Auction	287
AUC-03	Turn Order Until Pass Auction	290
AUC-04	Sealed-Bid Auction	293
AUC-05	Sealed Bid with Cancellation	296
AUC-06	Constrained Bidding	298

AUC-07	Once-Around Auction	301
AUC-08	Dutch Auction	303
AUC-09	Second-Bid Auction	307
AUC-10	Selection Order Bid	310
AUC-11	Multiple-Lot Auction	312
AUC-12	Closed-Economy Auction	315
AUC-13	Reverse Auction	317
AUC-14	Dexterity Auction	320
AUC-15	Fixed-Placement Auction	322
AUC-16	Dutch Priority Auction	325
9	Worker Placement	327
WPL-01	Standard Worker Placement	329
WPL-02	Workers of Differing Types	331
WPL-03	Acquiring and Losing Workers	333
WPL-04	Workers-As-Dice	335
WPL-05	Adding and Blocking Buildings	337
WPL-06	Single Workers	340
WPL-07	Building Actions and Rewards	342
WPL-08	Turn Order and Resolution Order	344
10	Movement	349
MOV-01	Tessellation	351
MOV-02	Roll and Move	355
MOV-03	Pattern Movement	357
MOV-04	Movement Points	359
MOV-05	Resource to Move	361
MOV-06	Measurement	363
MOV-07	Different Dice	365
MOV-08	Drift	367
MOV-09	Impulse	369
MOV-10	Programmed Movement	371
MOV-11	Relative Position	373
MOV-12	Mancala	375
MOV-13	Chaining	377
MOV-14	Bias	379
MOV-15	Moving Multiple Units	381
MOV-16	Map Addition	383
MOV-17	Map Reduction	385

MOV-18	Map Deformation	387
MOV-19	Move Through Deck	389
MOV-20	Movement Template	390
MOV-21	Pieces as Map	392
MOV-22	Multiple Maps	394
MOV-23	Shortcuts	396
MOV-24	Hidden Movement	397
11	Area Control	401
ARC-01	Absolute Control	402
ARC-02	Area Majority/Influence	404
ARC-03	Troop Types	407
ARC-04	Territories and Regions	410
ARC-05	Area Parameters	412
ARC-06	Force Projection	414
ARC-07	Zone of Control	416
ARC-08	Line of Sight	418
12	Set Collection	421
SET-01	Set Valuation	423
SET-02	Tile-Laying	427
SET-03	Grid Coverage	430
SET-04	Network Building	433
SET-05	Combo Abilities	437
13	Card Mechanisms	441
CAR-01	Trick Taking	443
CAR-02	Ladder Climbing	446
CAR-03	Melding and Splaying	448
CAR-04	Card Draw, Limits and Deck Exhaustion	450
CAR-05	Deck Building	453
CAR-06	Drafting	457
	Game Index	463