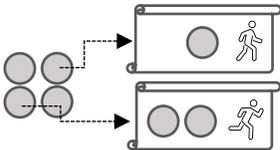
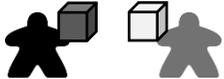
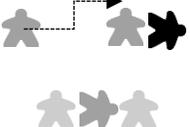
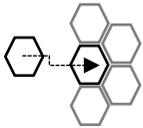
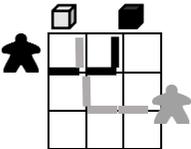
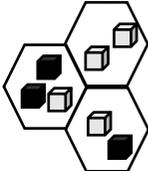
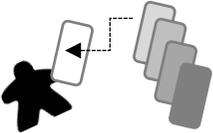
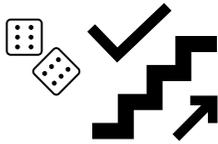
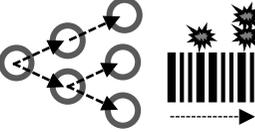
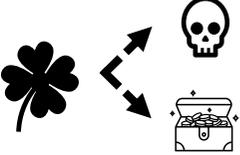


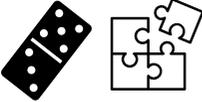
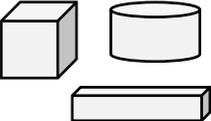
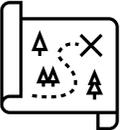
<p>Action Points</p> 	<p>Finite quantity of points to distribute over several options with different costs. The points may be renewed or not.</p>	<p>Trading / Negotiation</p> 	<p>Player trade among themselves. It can be resources or cooperation promises. It can be mandatory or not to honour the agreement.</p>	<p>Set Collection</p> 	<p>Making sets of game elements/components unlock or produce better/new effects.</p>
<p>Capture / Involvement</p> 	<p>Moving and replacing or locking game components.</p>	<p>Tile placement</p> 	<p>Adding game components to form new patterns. Placing on empty space or replacing existing pieces. Related to adjacency effects.</p>	<p>Pattern Movement</p> 	<p>Game pieces move according to specific patterns.</p>
<p>Connect / Transport</p> 	<p>Connect places and form networks of connections.</p>	<p>Area Control / Majority</p> 	<p>Adding pieces to delimited zones to represent domination.</p>	<p>Auctions</p> 	<p>Players make offers and spend resources to win something. Can be one-time, blind, incremental, etc.</p>
<p>Rondel</p> 	<p>A cycle of action that can only be repeated as defined by the circular sequence.</p>	<p>Draft / Action Selection</p> 	<p>Choose from available options, affecting what choices remain for other players.</p>	<p>Roll and Activate</p> 	<p>Roll Dice and move/activate/resolve according to results. Can be supported by tables, scales, and/or others.</p>

Mechanisms / Player Actions

<p>Finite Resources</p> 	<p>After the predefined quantity of resources is depleted, effects are triggered (e.g., end game).</p>	<p>Tech Trees / Progression Bars</p> 	<p>Linear or tree paths players progress to unlock abilities or scoring.</p>	<p>Value/Table comparison</p> 	<p>Tables or simple values to compare during the game to see effects.</p>
<p>Contracts / Objectives</p> 	<p>Predefined objectives to trigger abilities, score or endgame.</p>	<p>Push Yor Luck</p> 	<p>Players can decide to risk their luck. The higher the risk higher can be the penalty or prize.</p>	<p>Fit / Pilling</p> 	<p>Associate game components together in any direction.</p>
<p>Communication Limits</p> 	<p>Limitations for what players can say or communicate with other players.</p>	<p>Memory</p> 	<p>Memorizing information to make actions and score.</p>	<p>Bluff / Social Manipulation</p> 	<p>Manipulating other players to influence their decisions.</p>
<p>Time limits</p> 	<p>Defined time limit to play a move or end the game.</p>	<p>Events</p> 	<p>Define events that may affect the gameplay/game state. Can be random or predefined.</p>	<p>Fixed number of rounds / Actions</p> 	<p>Definition of the number of actions or rounds a game will last.</p>

Auxiliary Mechanisms

The game of Mechanisms

<p>Dice</p> 	<p>Any quantity or type (colour/format) of dice.</p>	<p>Tiles</p> 	<p>Semi-flat pieces to fit each other or overlay. With graphical representations.</p>	<p>Strings</p> 	<p>Strings of different length, thickness, and colour.</p>
<p>Cards</p> 	<p>Cards of different shapes. Can have graphical information and/or be transparent.</p>	<p>Pen and Paper</p> 	<p>Using devices to draw over a surface.</p>	<p>Sound</p> 	<p>Bells, rings, narration, or music.</p>
<p>Geometric volumes</p> 	<p>Volumes of different shapes and colours that represent different things.</p>	<p>Pawns & Miniatures</p> 	<p>Pieces that represent all kinds of entities. Can be very detailed.</p>	<p>Timer</p> 	<p>Devices that record time.</p>
<p>Boards</p> 	<p>A collective or personal board. A combination of both.</p>	<p>Bags / Pools</p> 	<p>Device to keep game pieces. Usually, it requires hiding the content.</p>	<p>Spinner</p> 	<p>Rotative system to record information or produce random results.</p>

Physical components