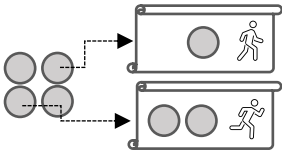
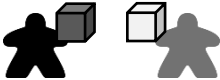

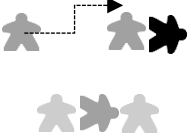
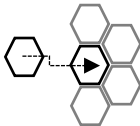

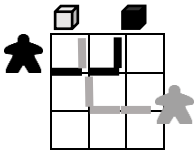
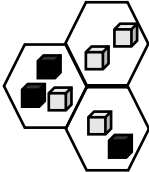
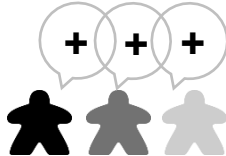

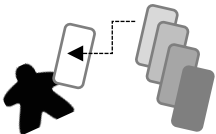
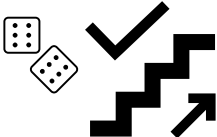

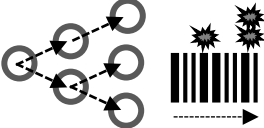


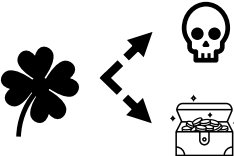










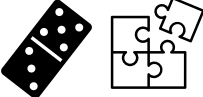

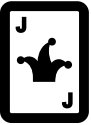


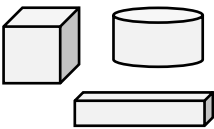





Action Points 	<p>Finite quantity of points to distribute over several options with different costs. The points may be renewed or not.</p>	Trading / Negotiation 	<p>Player trade among themselves. It can be resources or cooperation promises. It can be mandatory or not to honour the agreement.</p>	Set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

The game of Mechanisms

Mechanisms / Player Actions

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

Auxiliary Mechanisms

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

Physical components