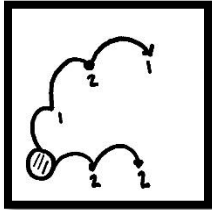


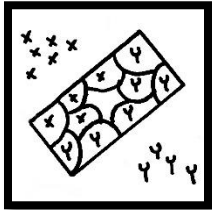
# Game Mechanics

Name \_\_\_\_\_



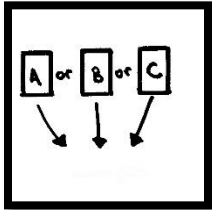
**Action Point Allowance**     *Flash Point, Survive*

Each turn, players have a finite number of points to spend on a variety of actions, each of which has a specific cost in points.



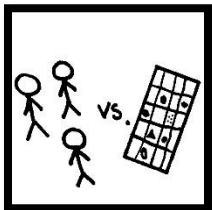
**Area Control**     *Cacao, Carcassonne*

Players work toward having the greatest number of units in a particular zone in order to “own” that space.



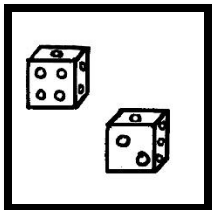
**Card Drafting**     *Machi Koro*

Players have a choice of which cards to add to their hand or play area.



**Cooperative**     *Flash Point*

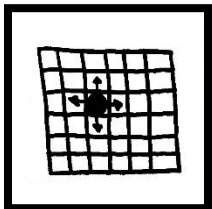
Players work together to defeat the game. All players either win, or lose.



### **Dice Rolling**

*Flash Point, Machi Koro, Survive*

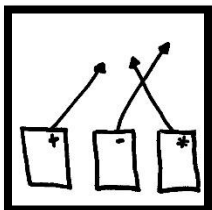
One or more dice are rolled to determine a specific outcome within the game.



### **Grid Movement**

*Chess, Flash Point, Survive*

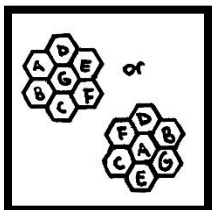
Players move their pieces upon a board arranged in a grid. Commonly, a square grid is used, however other shapes can be used as well, such as a hexagon.



### **Hand Management**

*Cacao*

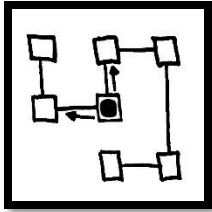
Players are rewarded for playing cards, tiles, etc. in a particular group or sequence. This refers to WHICH, WHEN, and HOW a card or tile is played.



### **Modular Board**

*Survive*

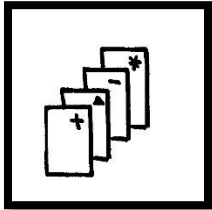
The game board is constructed of multiple pieces or tiles that allow for a variety of possible configurations.



### **Point to Point Movement**

*Mancala, Nine Men's Morris,*

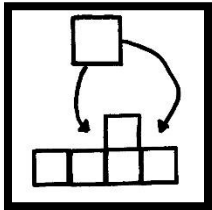
Pieces are moved upon the game board in linear paths or lines.



### **Set Collection**

*Set, Your Own Backyard*

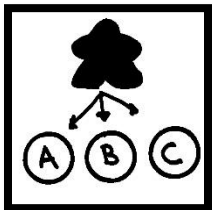
Players are rewarded for collecting a specific group of items.



### **Tile Placement**

*Cacao, Carcassonne*

Players score points by playing tiles in correspondence to tiles previously played.



### **Worker Placement**

*Your Own Backyard*

Players utilize pieces (workers) to select actions from a variety of actions available to all players. As actions are selected, they may become unavailable to other players, essentially blocking them from using it. This is also referred to as action drafting.