



**Core Concepts**

**Game Mechanics**

<p><b>Worker Placement:</b> Players place limited 'workers' on spaces to perform actions.</p> <p><b>Example:</b> <i>Agricola, Lords of Waterdeep</i></p>
<p><b>Deck Building:</b> Players start with a basic deck and acquire cards to improve it.</p> <p><b>Example:</b> <i>Dominion, Star Realms</i></p>
<p><b>Area Control:</b> Players compete to control territory on the board.</p> <p><b>Example:</b> <i>Risk, El Grande</i></p>
<p><b>Engine Building:</b> Players create a system that generates resources or points more efficiently over time.</p> <p><b>Example:</b> <i>Terraforming Mars, Splendor</i></p>
<p><b>Dice Rolling:</b> Using dice to determine outcomes or actions.</p> <p><b>Example:</b> <i>Yahtzee, King of Tokyo</i></p>
<p><b>Hand Management:</b> Efficiently using and optimizing the cards in your hand.</p> <p><b>Example:</b> <i>7 Wonders, Race for the Galaxy</i></p>

**Game Phases**

<b>Setup Phase</b>	Preparing the game components and initial board state.
<b>Action Phase</b>	Players take turns performing actions according to the game rules.
<b>Resolution Phase</b>	Resolving the effects of actions taken during the Action Phase.
<b>Cleanup Phase</b>	Preparing the board for the next round or turn.
<b>End Game</b>	Conditions that trigger the end of the game and the final scoring.

**Player Interaction**

<p><b>Direct Conflict:</b> Players directly attack or hinder each other.</p> <p><b>Example:</b> <i>War of the Ring</i></p>
<p><b>Indirect Conflict:</b> Players compete for limited resources or opportunities.</p> <p><b>Example:</b> <i>Terra Mystica</i></p>
<p><b>Cooperative:</b> Players work together to achieve a common goal.</p> <p><b>Example:</b> <i>Pandemic</i></p>
<p><b>Solo:</b> A single player attempts to achieve the game's objective.</p> <p><b>Example:</b> <i>Friday</i></p>

**Strategy & Tactics**

**General Strategies**

<p><b>Early Game:</b> Focus on establishing a foundation and securing essential resources.</p>
<p><b>Mid Game:</b> Transition to developing your engine or expanding your influence.</p>
<p><b>Late Game:</b> Optimize your strategy to maximize points or achieve victory conditions.</p>
<p><b>Risk Assessment:</b> Evaluate the potential risks and rewards of each action.</p>
<p><b>Adaptability:</b> Be prepared to adjust your strategy based on the actions of other players and unforeseen events.</p>

**Common Tactics**

<b>Blocking</b>	Preventing opponents from accessing key resources or spaces.
<b>Resource Denial</b>	Depriving opponents of essential resources.
<b>Tempo Control</b>	Dictating the pace of the game to your advantage.
<b>Information Gathering</b>	Collecting information about opponents' strategies and resources.
<b>Diversification</b>	Spreading your resources and efforts across multiple areas.
<b>Specialization</b>	Focusing your resources and efforts on a specific area to gain a competitive edge.

**Advanced Strategies**

<p><b>Metagaming:</b> Understanding and anticipating common strategies used within a specific game or gaming group.</p>
<p><b>Bluffing:</b> Deceiving opponents about your intentions or resources.</p>
<p><b>Synergy:</b> Creating combinations of cards or abilities that amplify their effectiveness.</p>
<p><b>Kingmaking:</b> Unintentionally or intentionally influencing the outcome of the game by helping another player win.</p>

**Terminology**

## Common Terms

<b>AP (Analysis Paralysis)</b>	Overthinking a decision, leading to excessive delays.
<b>Alpha Gamer</b>	A player who dominates decision-making in cooperative games.
<b>BGG (BoardGameGeek)</b>	A popular online board game community and database.
<b>Eurogame</b>	A style of board game emphasizing strategy and resource management over direct conflict.
<b>Ameritrash</b>	A style of board game emphasizing theme, player interaction, and luck over pure strategy.
<b>LGS (Local Game Store)</b>	A retail store specializing in board games, card games, and related hobby products.

## Game Examples

### Classic Games

<b>Chess:</b> A two-player strategy game involving the manipulation of pieces on a checkered board.
<b>Checkers:</b> A two-player strategy game involving diagonal moves and capturing opponent's pieces.
<b>Backgammon:</b> A two-player game involving moving pieces around a board based on dice rolls.
<b>Monopoly:</b> A multi-player game focused on real estate acquisition and development.

## Card Game Terms

<b>Drafting</b>	Selecting cards from a shared pool.
<b>Mulligan</b>	Redrawing a hand of cards at the start of the game.
<b>Stacking</b>	Arranging cards in a specific order to gain an advantage.
<b>Combo</b>	A sequence of cards played together to achieve a powerful effect.
<b>Discard Pile</b>	Where the used cards are placed.

### Modern Board Games

<b>Catan</b>	A resource management and trading game.
<b>Ticket to Ride</b>	A train route building game.
<b>Pandemic</b>	A cooperative game about curing diseases.
<b>Gloomhaven</b>	A cooperative dungeon-crawling campaign game.
<b>Terraforming Mars</b>	A game about making Mars habitable.

## Advanced Terminology

<b>Tableau Building:</b> Creating a persistent set of cards or components that provide ongoing benefits.
<b>Push Your Luck:</b> Deciding whether to continue an action with the risk of losing progress.
<b>Set Collection:</b> Gathering specific sets of cards or components to score points.
<b>Legacy Game:</b> A game that changes permanently over multiple play sessions.

### Card Games Examples

<b>Magic: The Gathering:</b> A collectible trading card game with complex rules and strategies.
<b>Pokémon Trading Card Game:</b> A collectible card game based on the popular Pokémon franchise.
<b>Yu-Gi-Oh! Trading Card Game:</b> A collectible card game involving duels with monsters, spells, and traps.
<b>Dominion:</b> A deck-building card game where players build their kingdom.