Choose random Genre, Setting, Theme, Patterns. Look at this mix. What ideas come into your mind?

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| **Genre** | **Setting** | **Theme** | **Patterns** |
| Action | Airport | Wild west | Non-diegetic features |
| Adventure | Lighthouse | City building | Game pauses |
| Casual | Old pick-up truck | Geography | Adventures |
| Experimental | Train station | Mafia | Extra-game actions |
| Puzzle | Waiting room | Conspiracy | Ubiquitous gameplay |
| Racing | Courtroom | Ships | Increasing rewards |
| RPG | Car accident | Words | Capture |
| Simulation | Elementary school classroom | Hunting | Preventing goals |
| Sports | Pasture | Adventure | Alignment |
| Strategy | Outdoor skating rink | Symbols | Character alignments |
| Tabletop | Desert | Maze | Communication channels |