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 | House fire | Economy | Solution uncertainty |
| Adventure | Yacht | Murder/mystery | Pay to play |
| Casual | Science lab | Comics | Surrendering |
| Experimental | University lecture hall | Archaeology | Extra-game actions |
| Puzzle | Yacht | Post apocalypse | Real-time games |
| Racing | Skate park | Dragons | Health |
| RPG | Farm | Winter | Tied results |
| Simulation | Parking lot | Flight | Warming-up roleplay exercises |
| Sports | House party | Environment | Cards |
| Strategy | Tropical resort | Real time | Token placement |
| Tabletop | Flower shop | Books | Player unpredictability |