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| Game Genres | Core game mechanics | Potential substitute mechanics |
| Platformer | Jumping from platform to platform | Grappling |
| Adventure | Explore, collect information |  |
| Shooter | Shoot, run | Physics and object manipulating |
| Combat | Fight to score points |  |
| Survival | Crafting |  |
| Stealth | hiding |  |
| Idle | clicking |  |
| Puzzle | matching | shooting |