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## Arrive

It is **advantageous** for players to reach one or more special **places** on their path to winning (nor not losing) the game. There should be **obstacles** to overcome along their path.

2



## Badge

If a player achieves specific goals under certain **conditions**, they receive recognition in the form of a marker or title in order to **display** this **special** achievement to other players.

3



## Reward

Players receive a **reward** for certain **achievements**. This has a **positive** effect on the gameplay and can be an incentive to take riskier actions or work towards specific outcomes in a targeted manner.



## Constrained Communication

A number of players must exchange **information** in a defined way in order to achieve a **goal**. Communication can be verbal or using mimicry or gestures, and is **constrained** in terms of medium or content.

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## Event

Events **influence** the course of the game and interrupt the **routine**. Events can be **triggered** by actions of the players or by the game.

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## Remember

Players receive **information** before or during the game that they must recall at a later **point of time** in order to gain an **advantage** that will help to win or not lose the game.

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## Feedback

Players receive **helpful** feedback regarding their **actions**. This serves to improve their **performance** or adjust their playing behaviour.

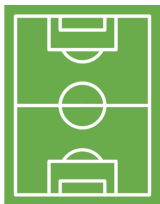
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## Question

Players must answer or **ask** other players one or more **questions** to win or not lose the game. The **answer** can be known, estimated or guessed by the players.





## Common Playing Field

A common playing field is a framework shared by all players. It stores **information** about the state of the game and is used by the players to plan their **game moves**, which they perform within the **boundaries** of the playfield.

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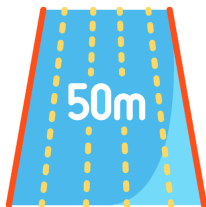
An orange folder icon with a tab on the right side. The words "TOP SECRET" are written in bold, dark grey capital letters on the folder.

TOP  
SECRET

## Information Asymmetry

Information asymmetry means not all players have the same **information** at the same time. Players keep information **secret** from other players, which is **resolved** in the course of the game or only at the end.

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## Competition

Players are in competition to **determine** who wins or loses the game at the end. This can result in the **rivalry** during the game having a positive or negative **influence** on one's own game play.

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## Cooperation

All players pursue a **common** goal. To achieve the goal, the players must coordinate their **actions** and **support** each other.



## Resources

Resources are **utilized** as a **means** to an end, i.e., to achieve goals or to defend against negative events. Resources differ in terms of their purpose, and players can **acquire** more resources during the course of the game by using or combining them.



## Roles

Players take on **roles** that differ in their **abilities**. These abilities remain consistent during the game. One or more roles can be **assigned** to one or more players at the same time.



## Collecting

Collecting refers to the gathering of particular **objects** or information. With regard to the **quantity**, a distinction can be made between collecting for completeness and accumulation. It also includes searching for individual objects and **combining** them.

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## Victory Condition

A victory condition is used to **determine** who has won the game. Such a **condition** can be of local, temporal or quantitative nature and can be reached either by only **one** or by several players.



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## Victory points

This point-type represents a quantitative **unit** that is used to fulfill the victory condition and to compare the **performance** of the players. Victory points can be earned by the players during the course of the game or they can be awarded at the end of the game as part of a **scoring system**.



## Player Progress Indicator

A player progress indicator **visualises** the **progress** of a player during the course of the game. This progress can show the **distance** to the victory or loss condition or the development of individual characteristics.



## Storytelling

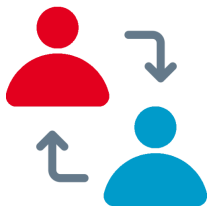
A game is based on a **story** that develops in parallel or in tandem to the game progress. Players can either actively **influence** the course of the story or **react** to it with their actions.

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## Penalty

A negative **impact** on the **game progress** of one or more players, which occurs as a reaction to a specific **action** or the inaction of the players. The cause and extent of the penalty are defined in the game rules at the beginning of the game.



## Swap

Game elements are swapped, either voluntarily or forcibly, with other **players** or a neutral entity that manages these **elements**. The **conditions**, what may be swapped in which ratio and when, are defined in the game rules.

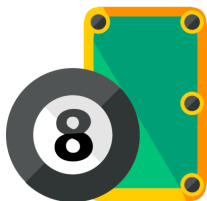
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## Team

Several players try to achieve a **common** goal and **compete** with other players or teams. However, all players involved in the game never **form** a single team.

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## Loss condition

This **condition determines** that one or more players are eliminated from the game. For them, the active competition for the victory is **over**, since they can no longer win the game.

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## Time Limit

A **limited time** after which the game, a phase of the game or a move is **over**.



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## Chance

Chance is an artificially **created** factor that **influences** the course of the game in such a way that certain events become **unpredictable** for the players.