



BoardGameGeek.com Rating

Max Garber

BoardGameGeek

Database of Games

User Reviews. Rating

Bias? Enthusiasts

Release Date

Minimum Age

Play Time

Number of Players

Designer

Publishers

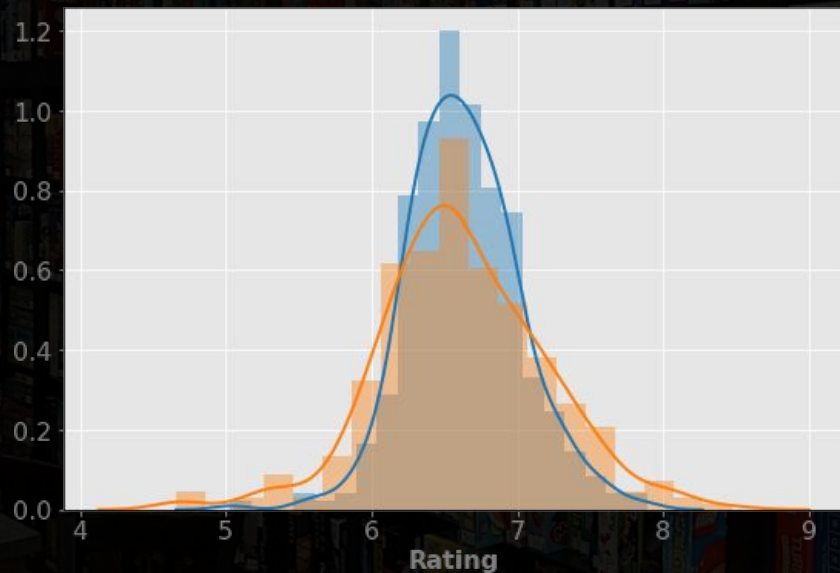
Categories

Mechanics

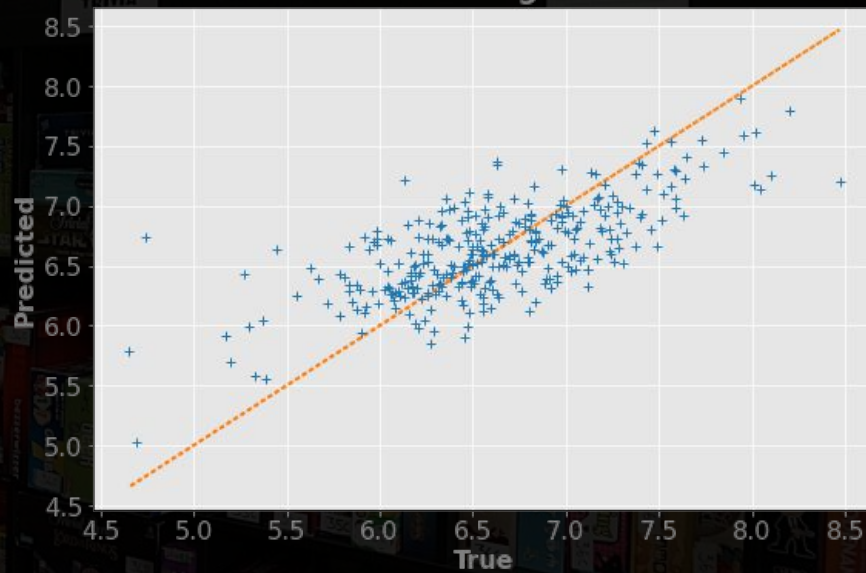
Fit - Linear Regression

Predicted and Observed

Distribution



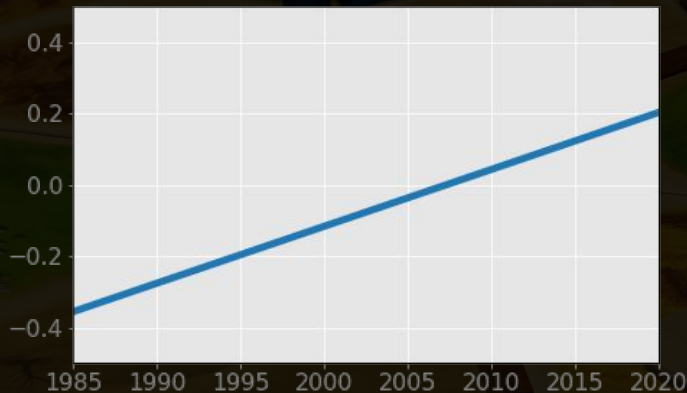
Rating



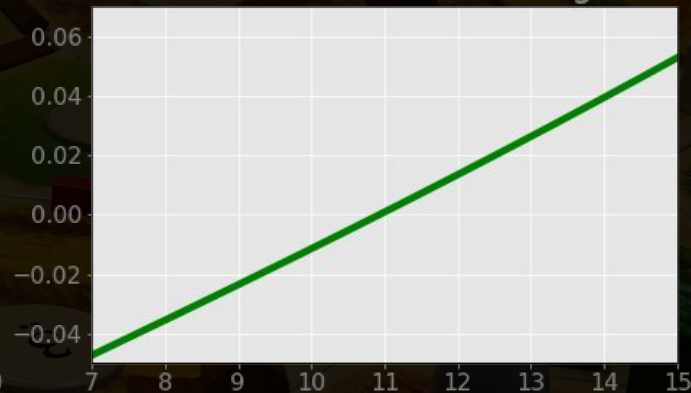
Mean Absolute Error = 0.32 $R^2 = 0.48$

Basic Game Info

Release Date



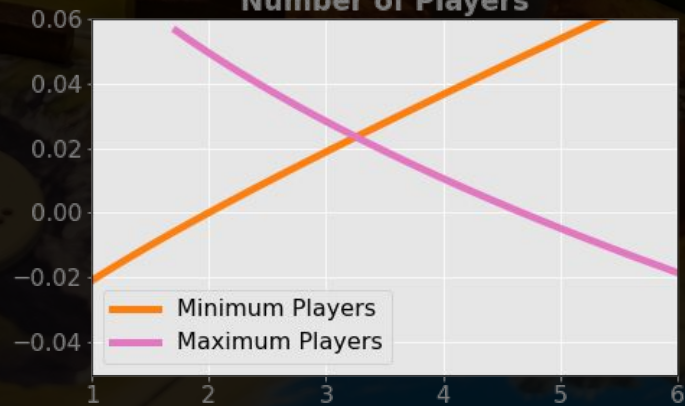
Minimum Recommended Age



Play Time

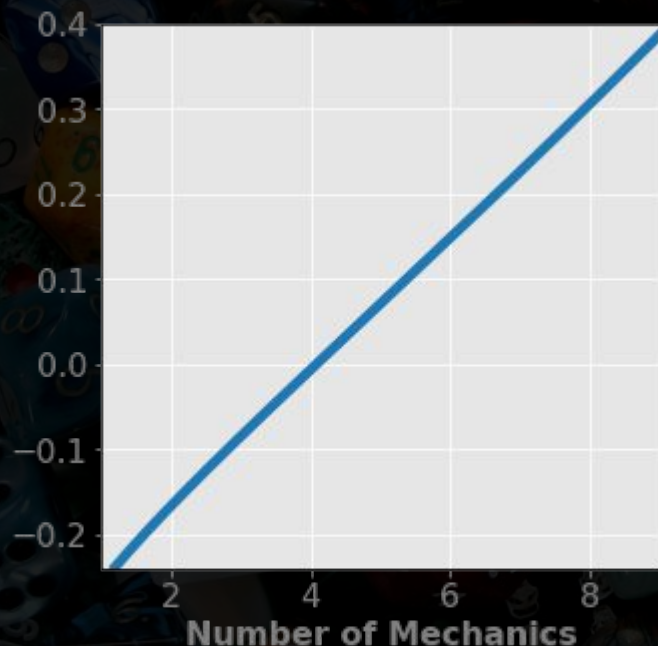


Number of Players



Game Mechanics

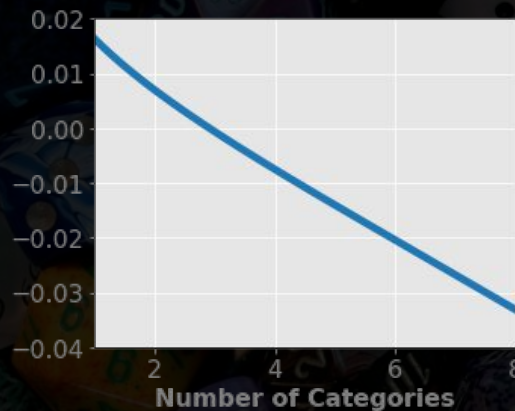
Complexity



Simulation
Roll / Spin and Move
Pattern Building
Memory
Pick-up and Deliver
Trading
Role Playing
Player Elimination
Network and Route Building
Point to Point Movement
Push Your Luck
Solo / Solitaire Game
Deck, Bag, and Pool Building
Take That
Area Movement
Team-Based Game
Simultaneous Action Selection
Auction/Bidding
Action Points
Grid Movement
Worker Placement
Cooperative Game
Tile Placement
Modular Board
Area Majority / Influence
Card Drafting
Set Collection
Variable Player Powers
Dice Rolling
Hand Management

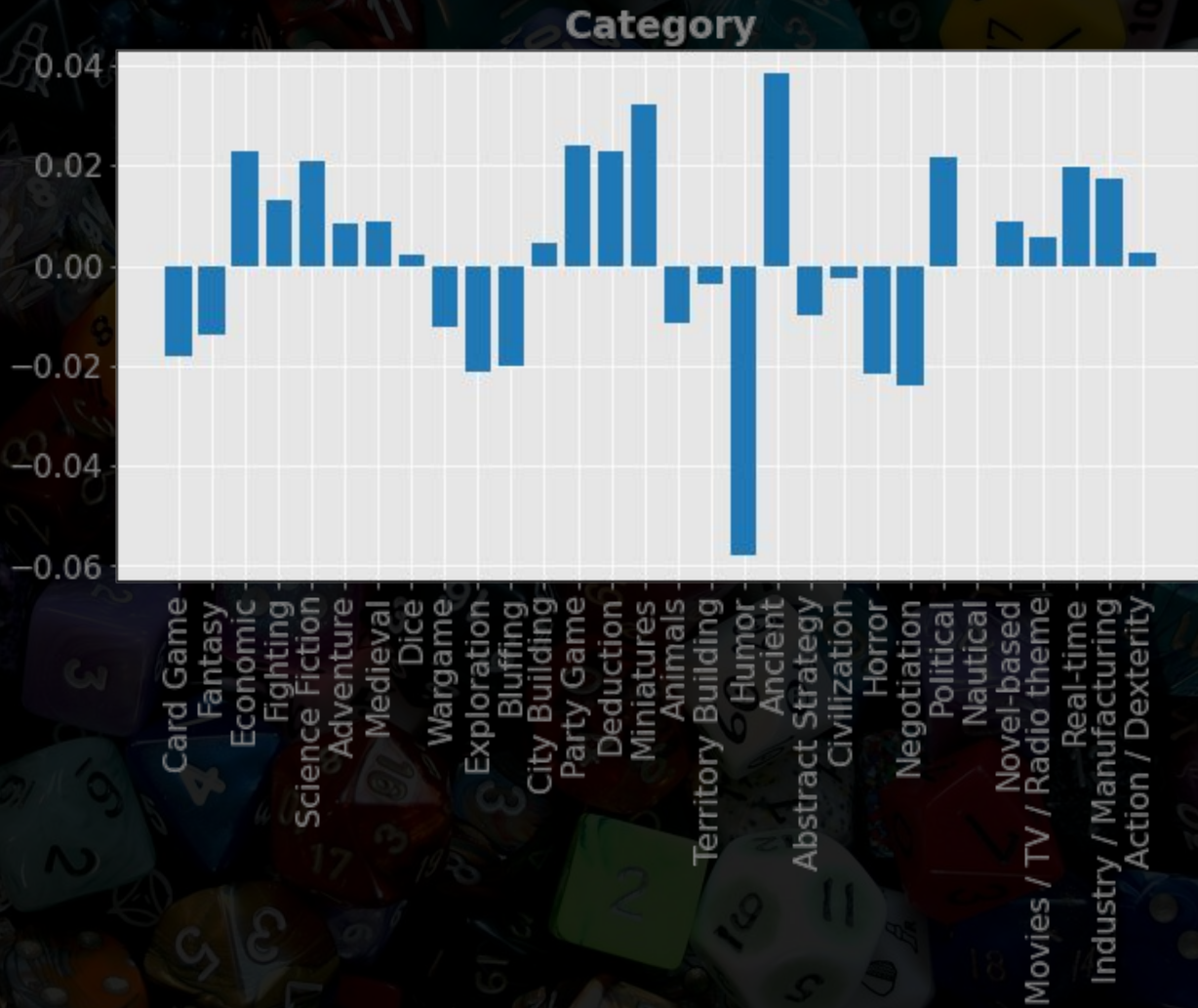


Categories



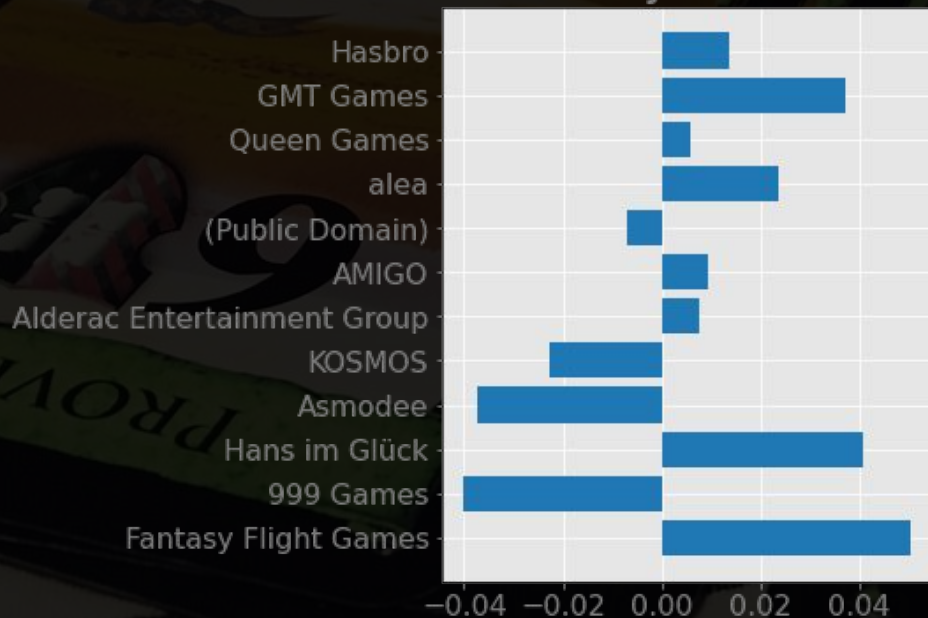
Theme

Type of Game



Publishers

Primary Publisher



All Publisher

