Theme in Board Game Design

**Instructions**: Read the following statements and decide whether they describe mechanics or themes in board game design. Write "M" for mechanics or "T" for the theme next to each statement.

1. \_\_\_\_\_\_\_ The rules that govern how players interact with the game.

2. \_\_\_\_\_\_\_ The theme or narrative elements that provide context to the game.

3. \_\_\_\_\_\_\_ The actions and strategies that players use to achieve their goals.

4. \_\_\_\_\_\_\_ The visual design and components of the game.

5. \_\_\_\_\_\_\_ The emotions and experiences that players have while playing the game.

6. \_\_\_\_\_\_\_ The specific goals and objectives that players need to accomplish.

7. \_\_\_\_\_\_\_ The backstory and characters that are part of the game's theme.

8. \_\_\_\_\_\_\_ The physical movements and interactions required during gameplay