**Ways to Give Players Choices**

**(simplified game mechanics)**

**Choosing Actions**

* Players have a set of choices they can make (buy, move, build) and can only choose a certain number per turn. (action selection)
* They can have actions or choices written on cards, and they can choose what to play (hand management)
* They can use those action cards to play one action at a time, several moves at once, or they all have to reveal one or more actions at the same time. (programmed action)

**Player Movement**

* Players can choose to move to any adjacent area on the board (area movement)
* Players have to move along certain pathways (point to point movement)
* Players can have different types of pieces that can move or act differently (variable player powers)
* Players can build pathways that they can use (route network building)

**Other Ideas to Include for Gameplay and Scoring**

* Players can collect different things, and use those to move or score points (set collection)
* Players can trade with each other or with the bank to get what they need (trading)
* Rather than one card that is available from a pile, let players choose between three cards.
* Let players hold cards, and choose the card they want to play.
* Use dice not for movement, but to determine the actions players can take, or to win battles.

**And Remember, CONFLICT!**

* Good board games must have conflict!
* **The goal must present conflict that affects everyone.**
  + Example: Cthulhu in the House
    - Players are trying to stay in the house the longest to get the most points.
* **Each player should experience some form of conflict on their turn.**
  + Example: Cthulhu in the House
    - Which piece to move, yours or someone else’s? Who to pick in a battle? Which portal to choose? If I move my piece, will others figure out that it’s mine? If I don’t pick my piece, will others figure out which one is mine? etc.