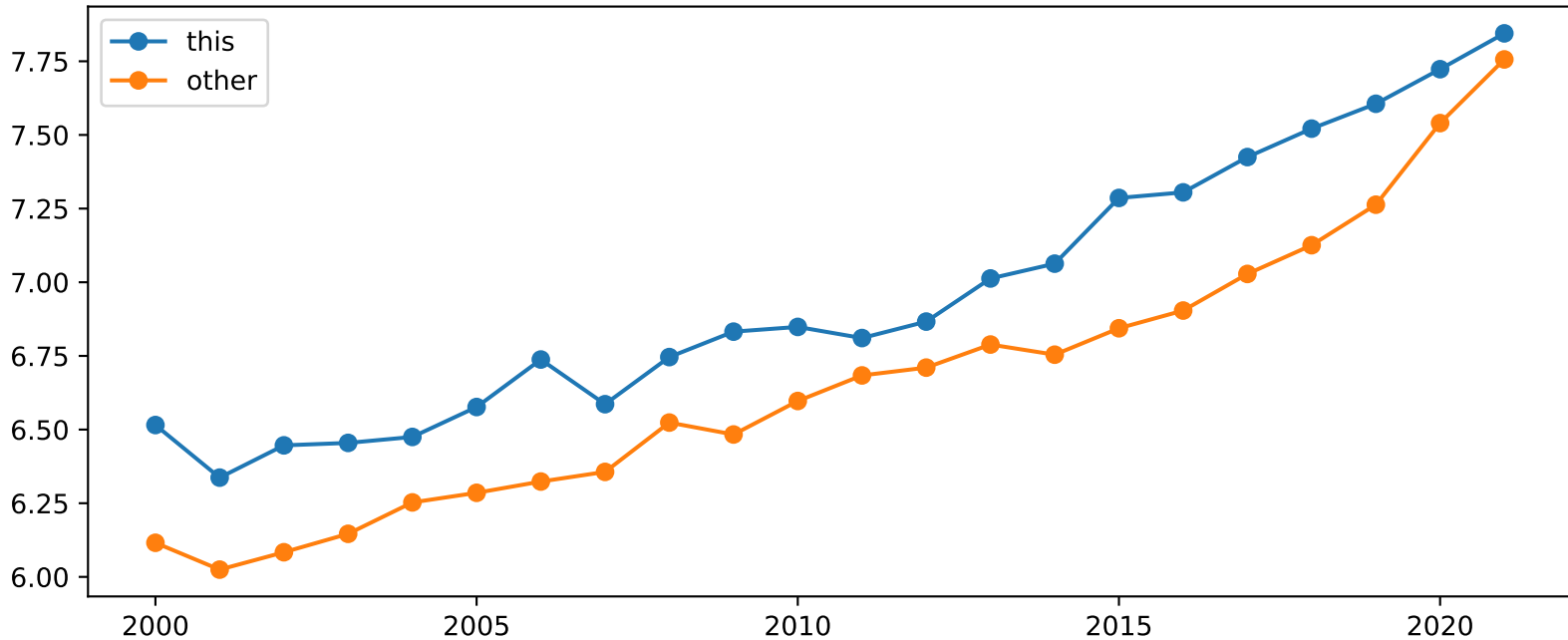
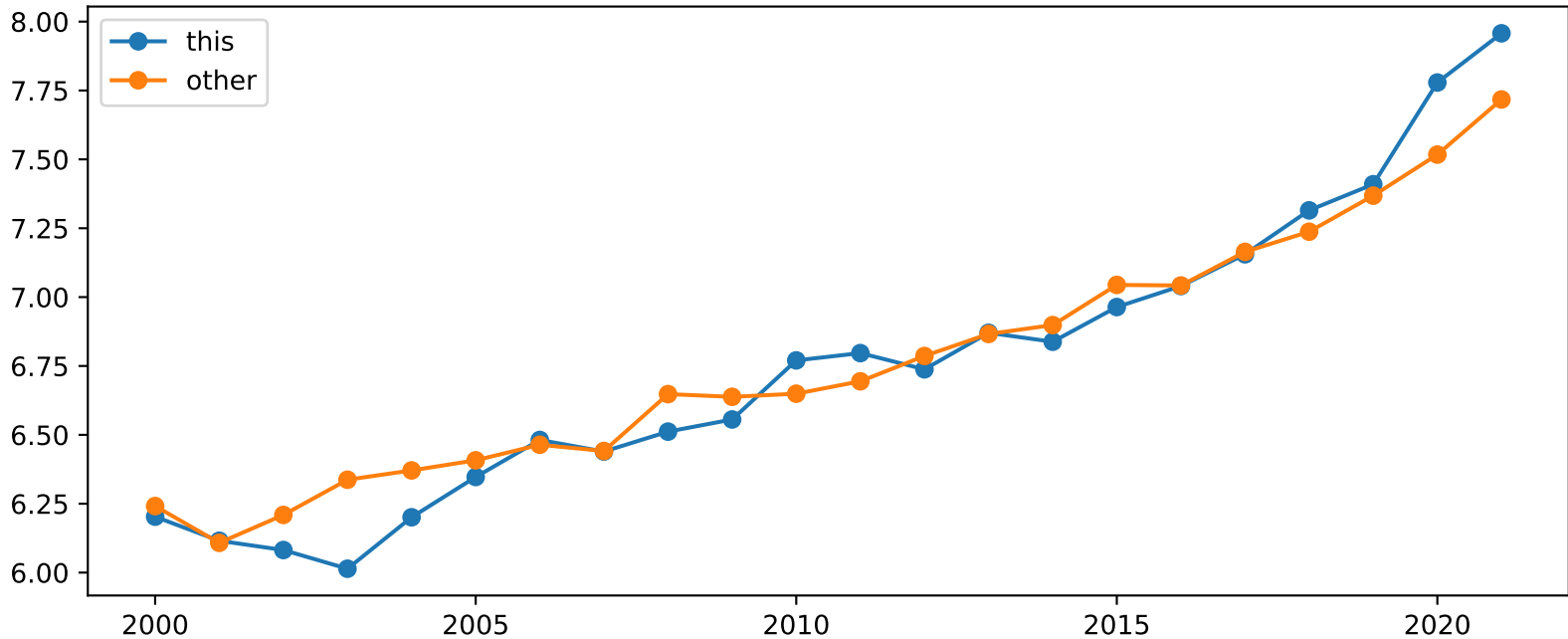


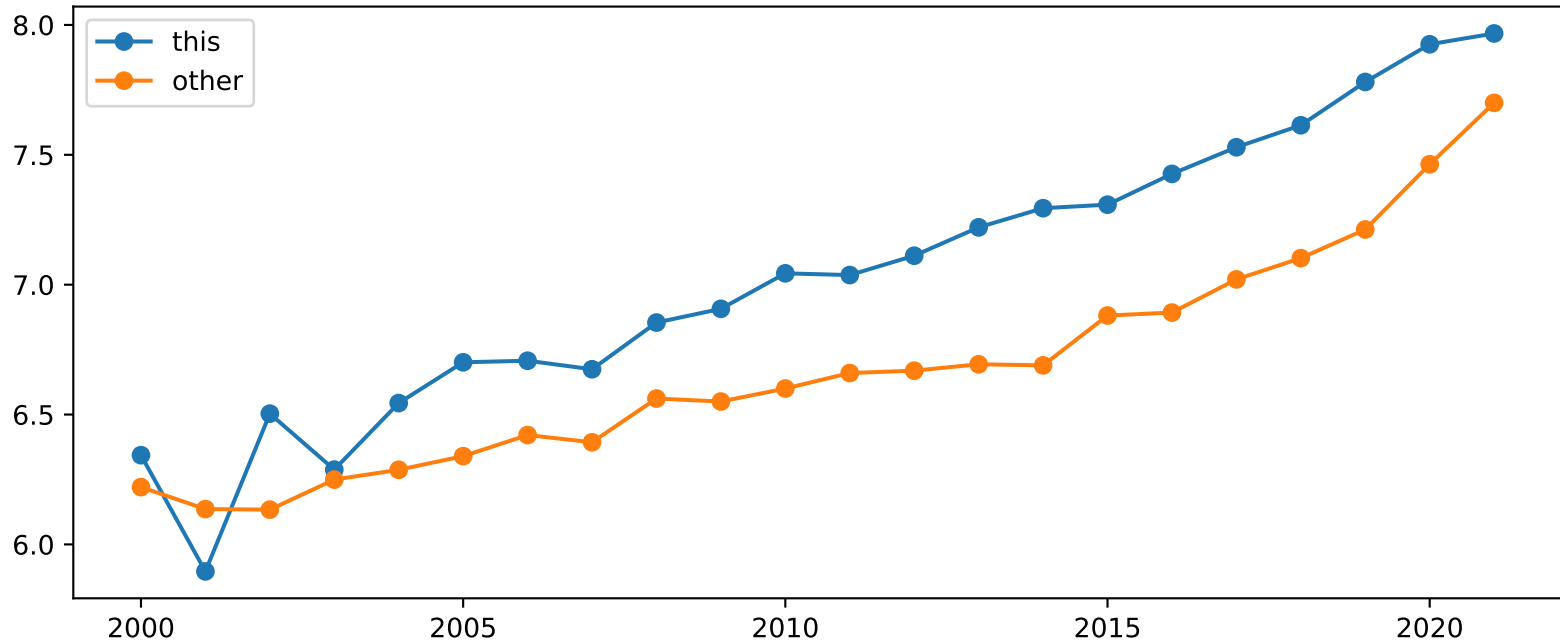
Dice Rolling



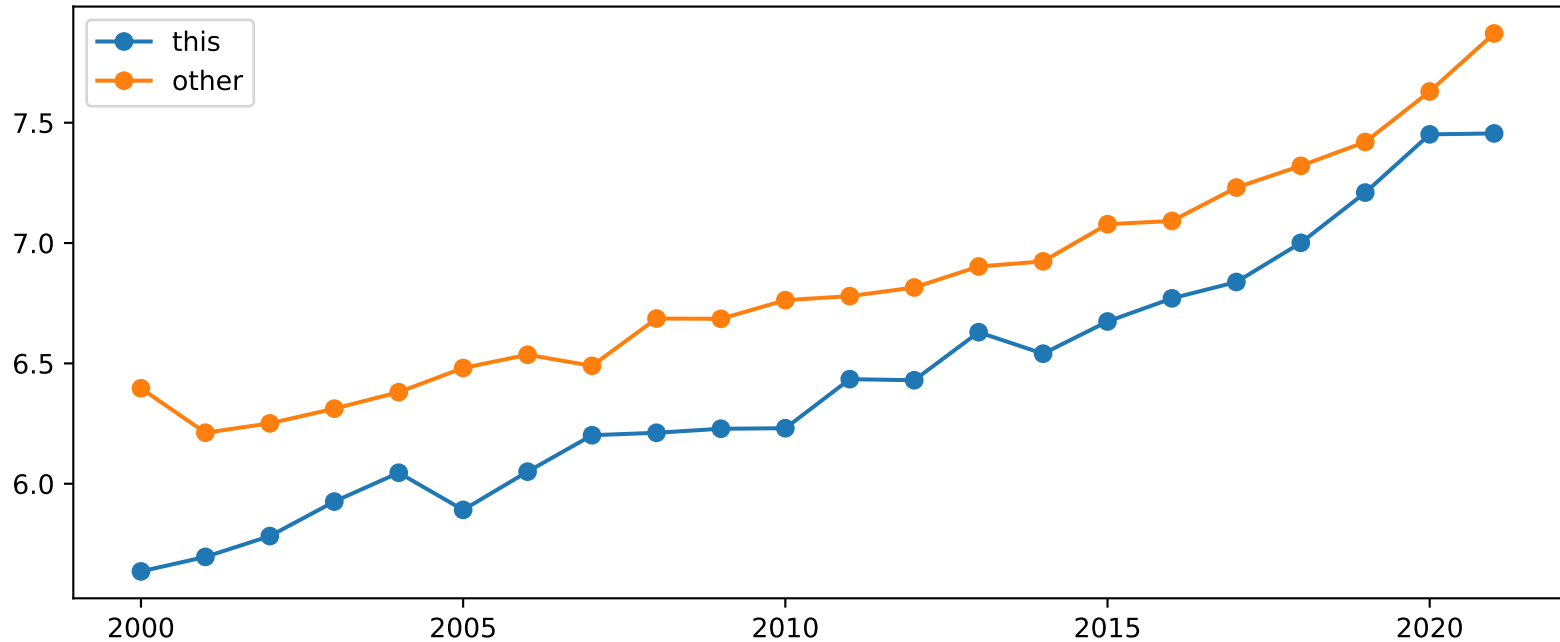
Hand Management



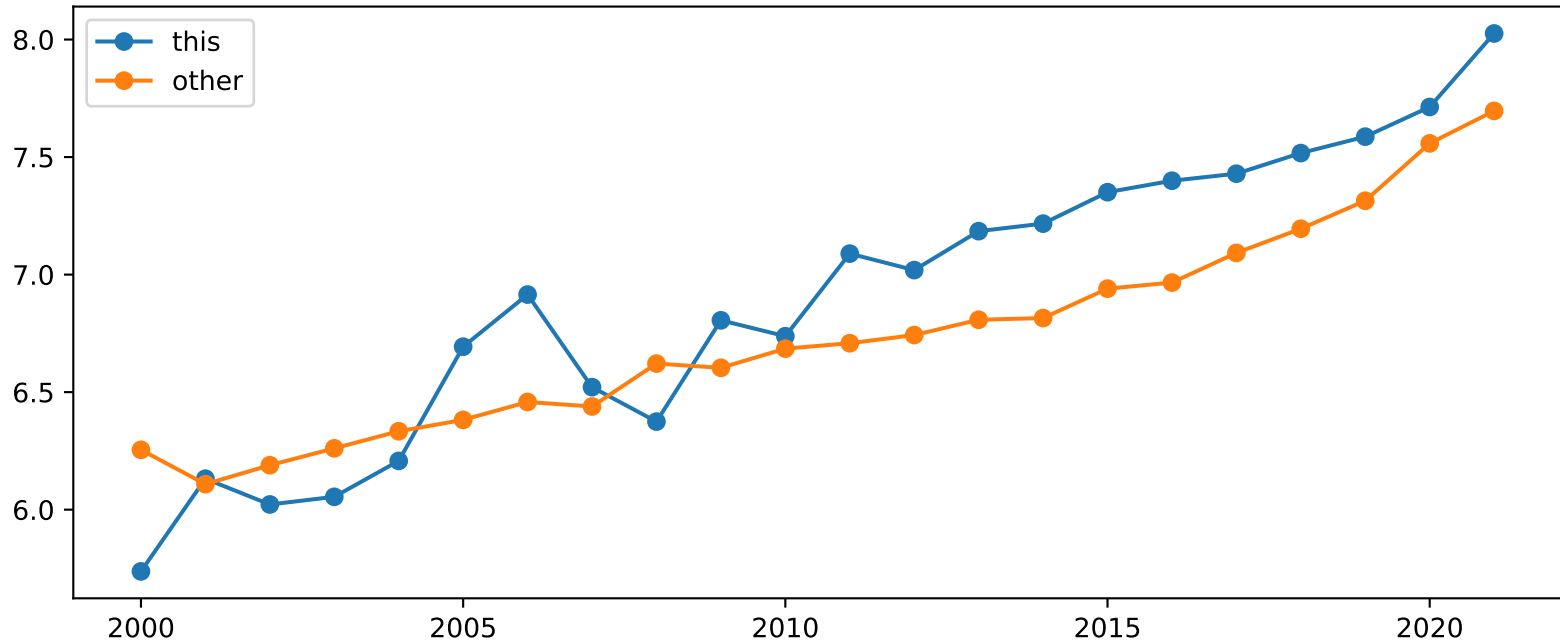
Variable Player Powers



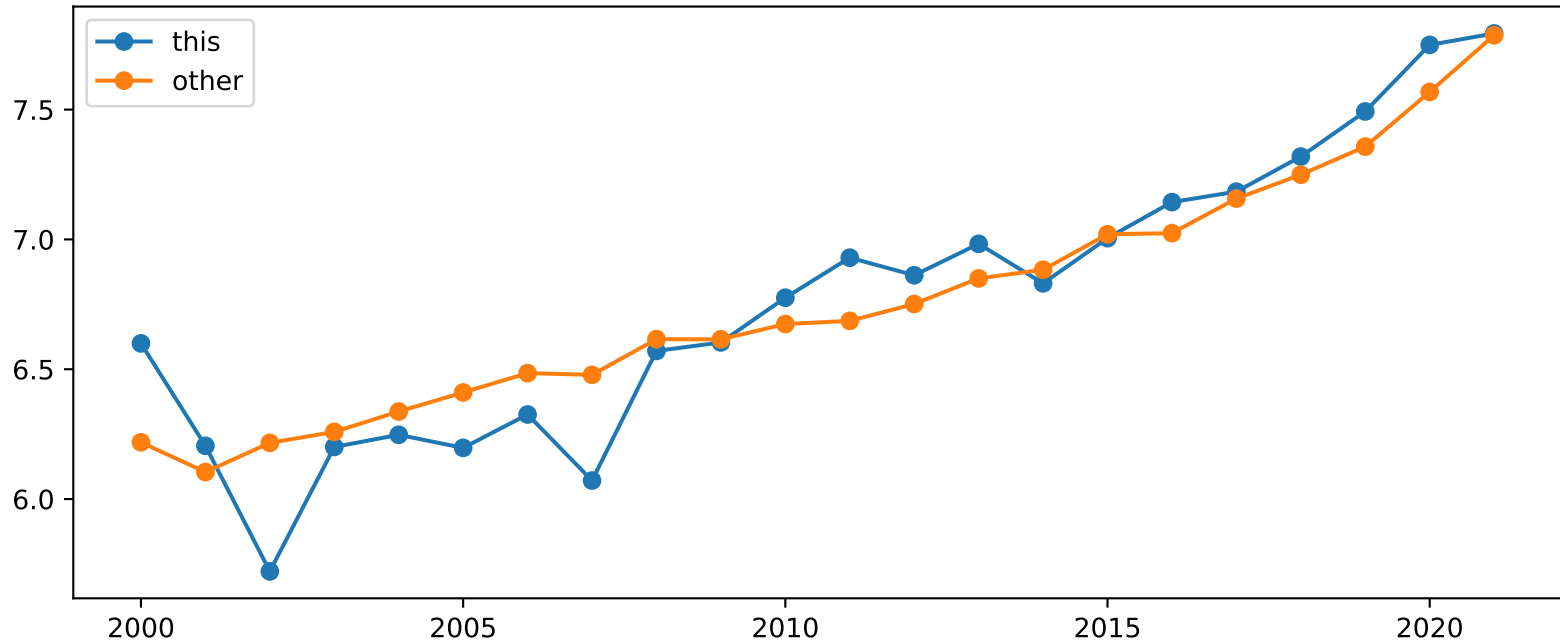
Set Collection



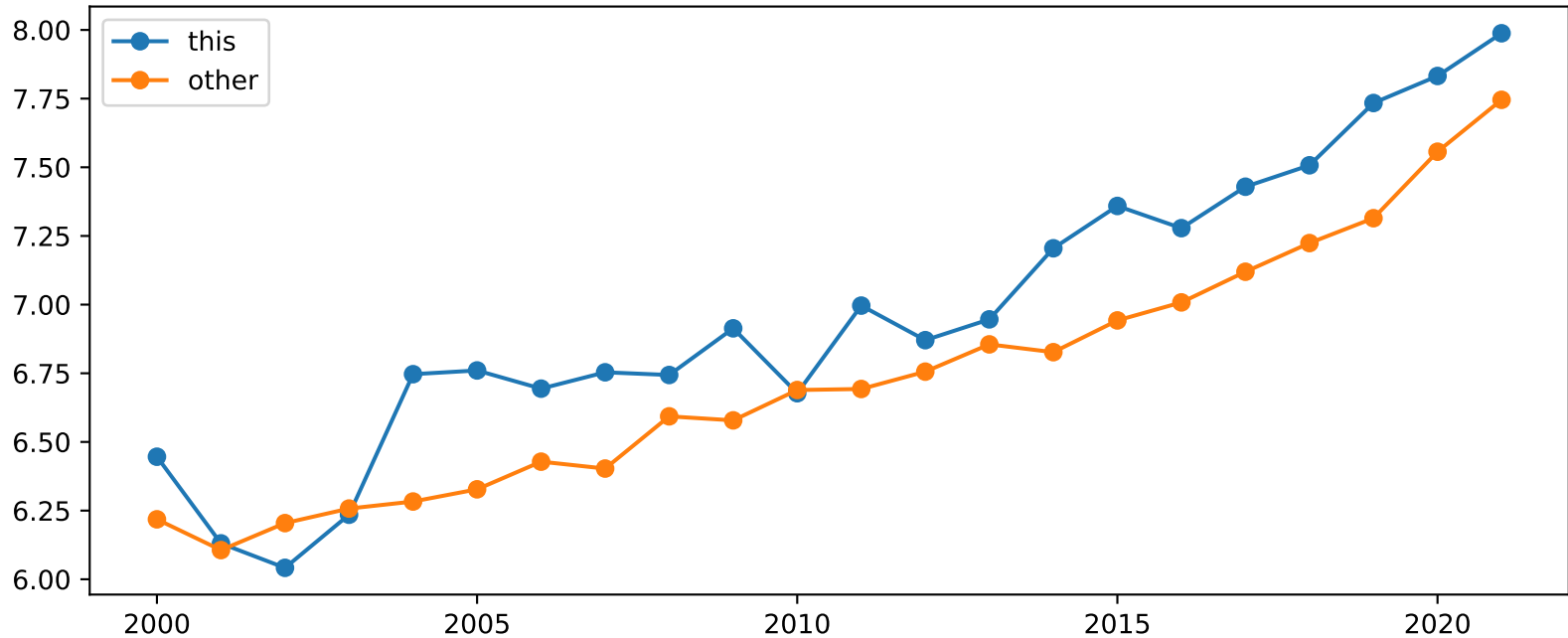
Cooperative Game



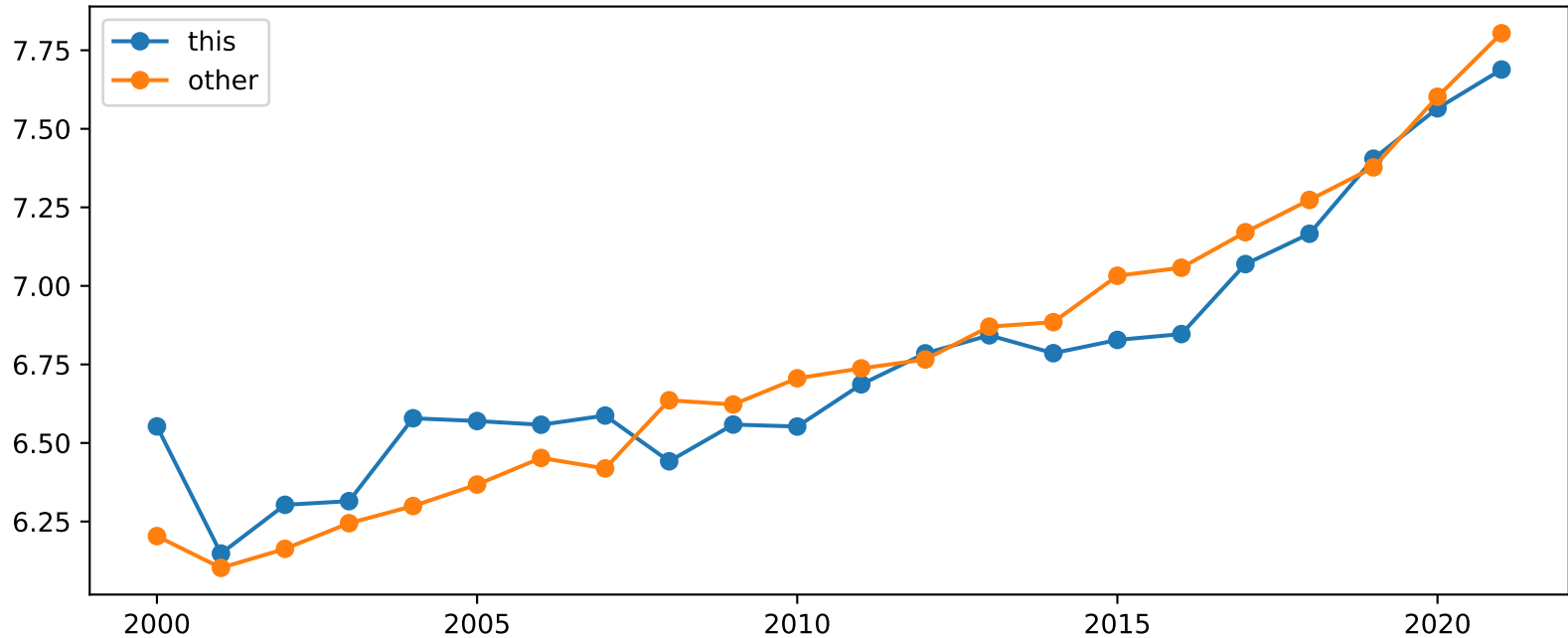
Card Drafting



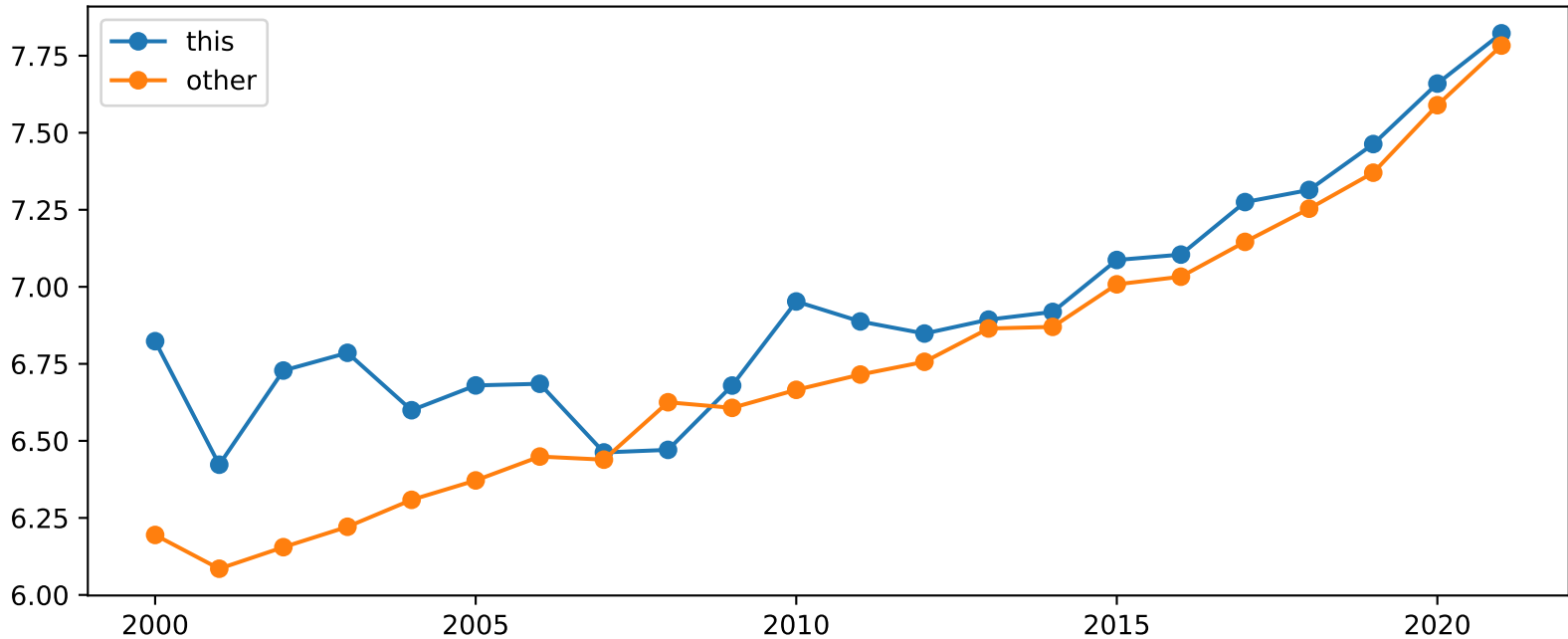
Modular Board



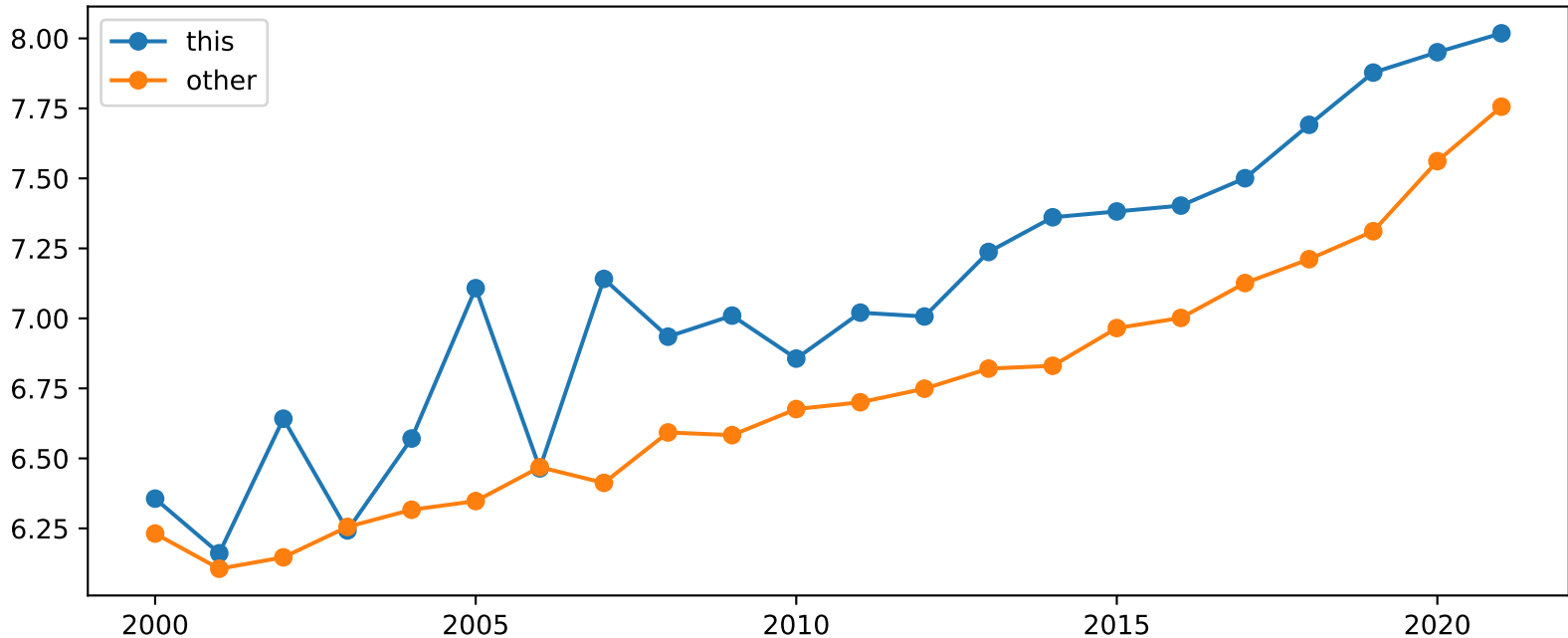
Tile Placement



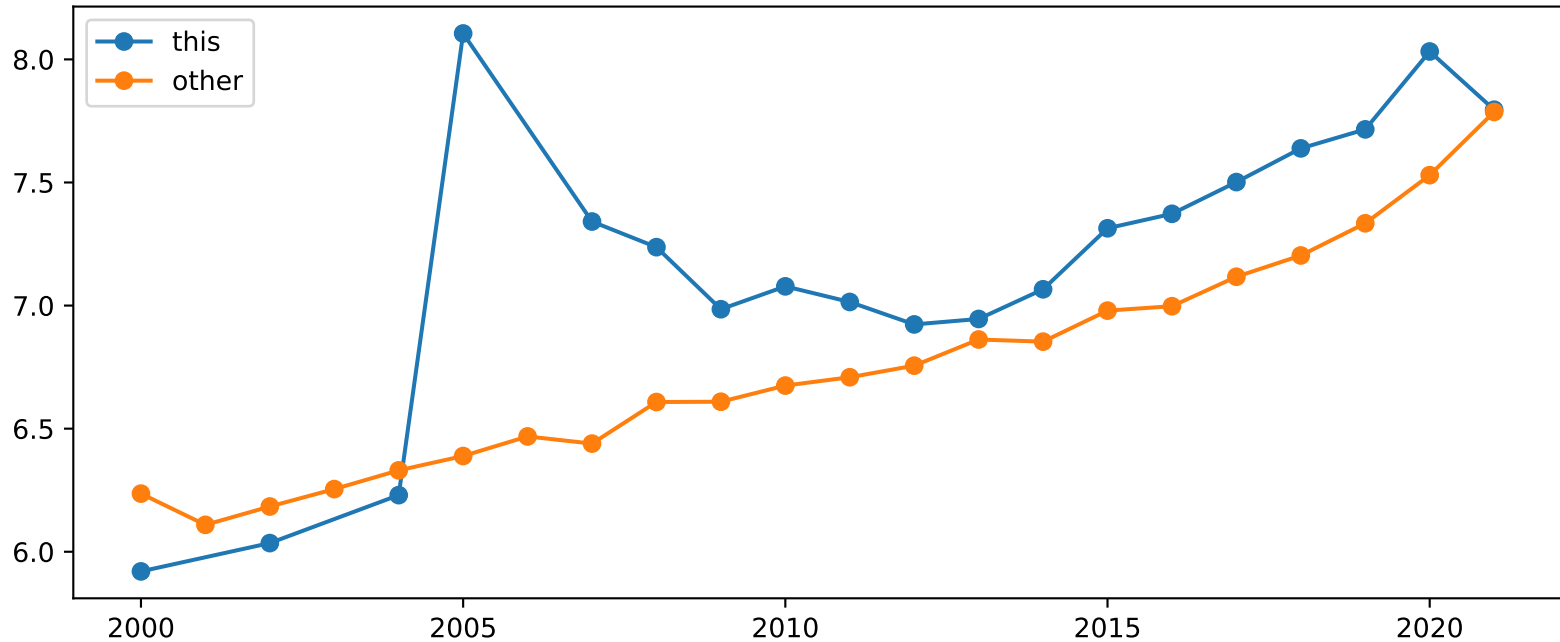
Area Majority / Influence



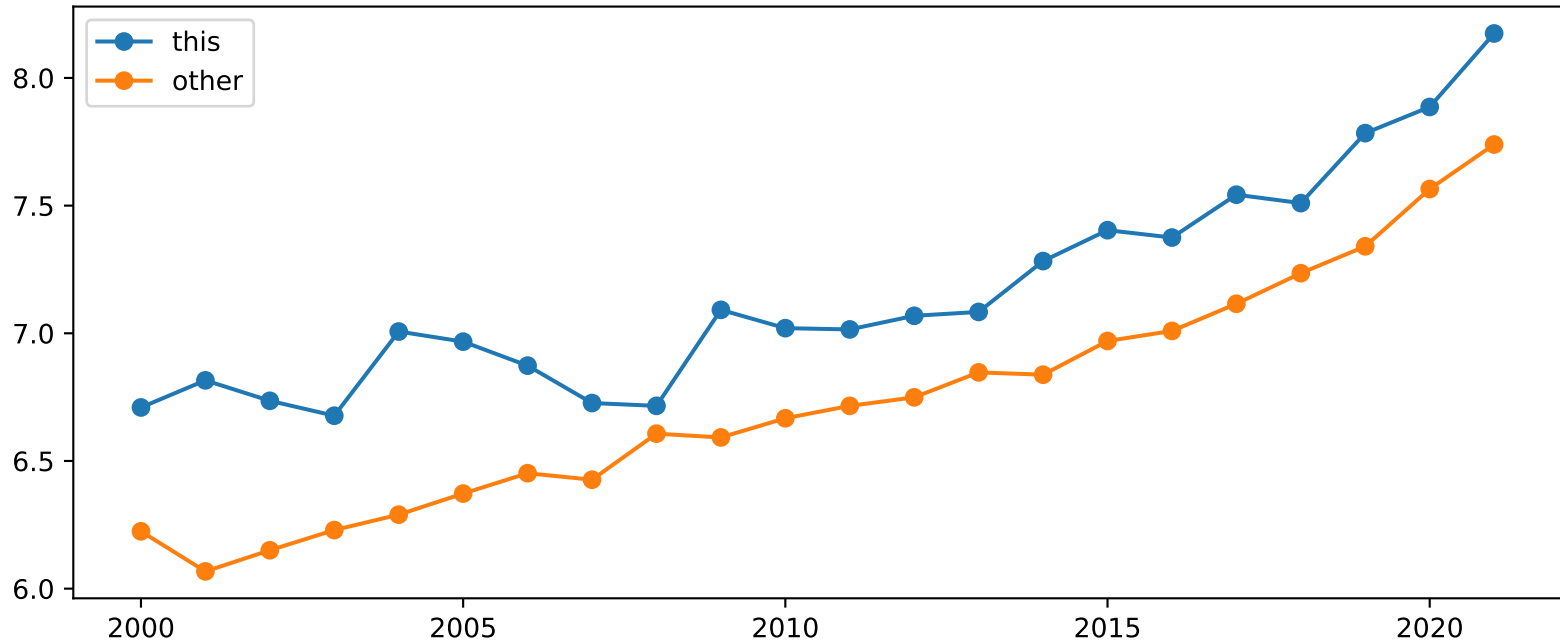
Action Points



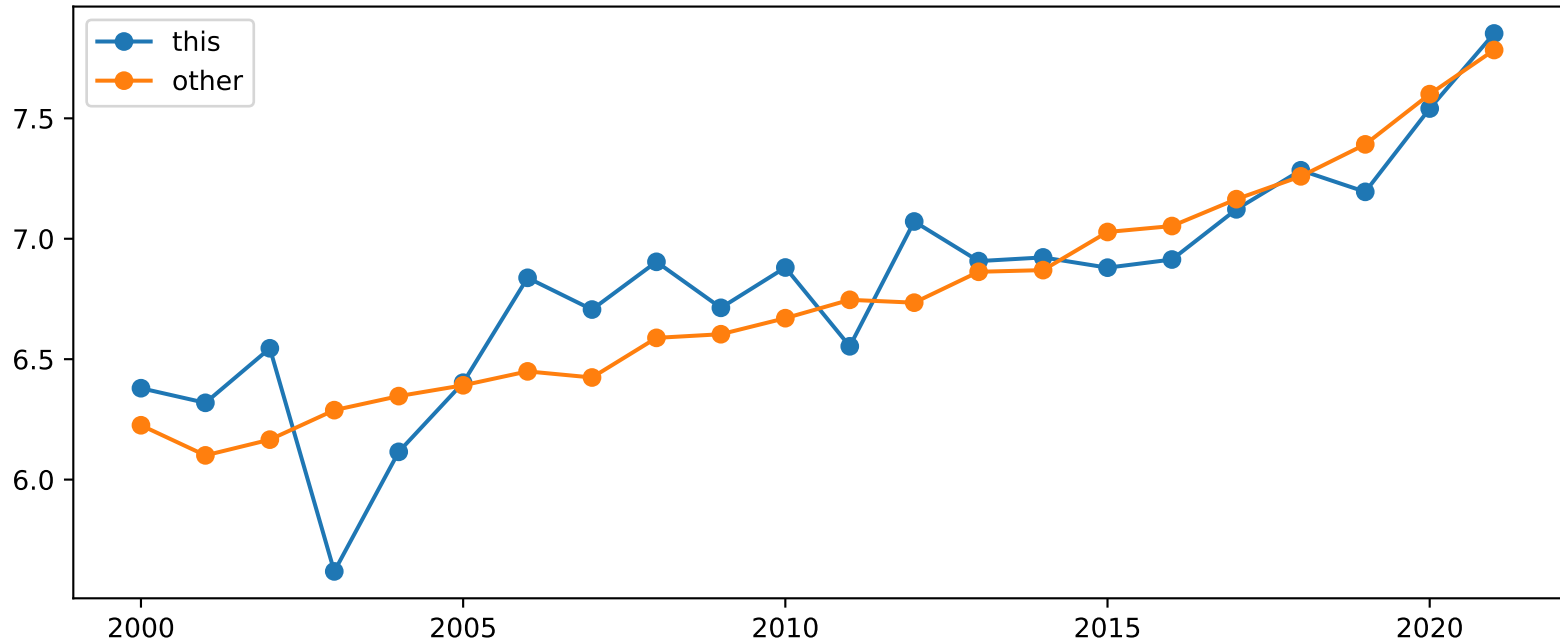
Deck, Bag, and Pool Building



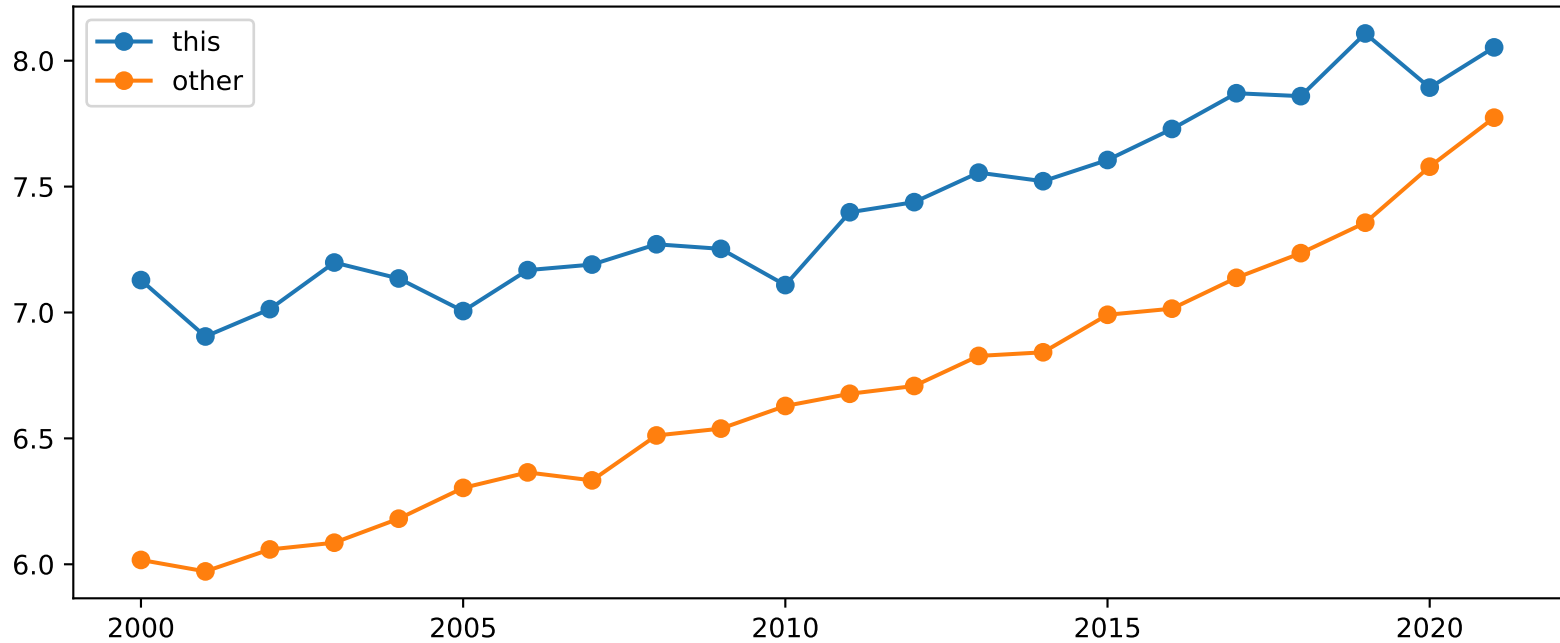
Grid Movement



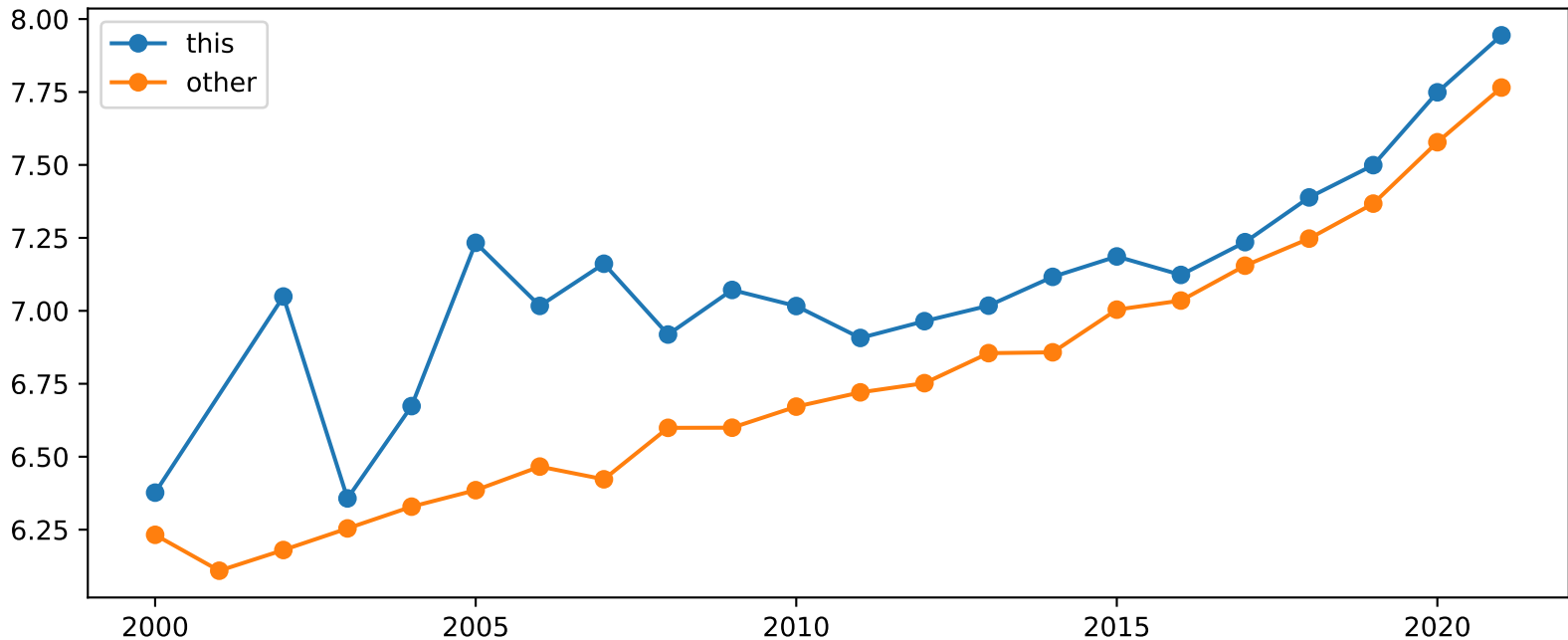
Simultaneous Action Selection



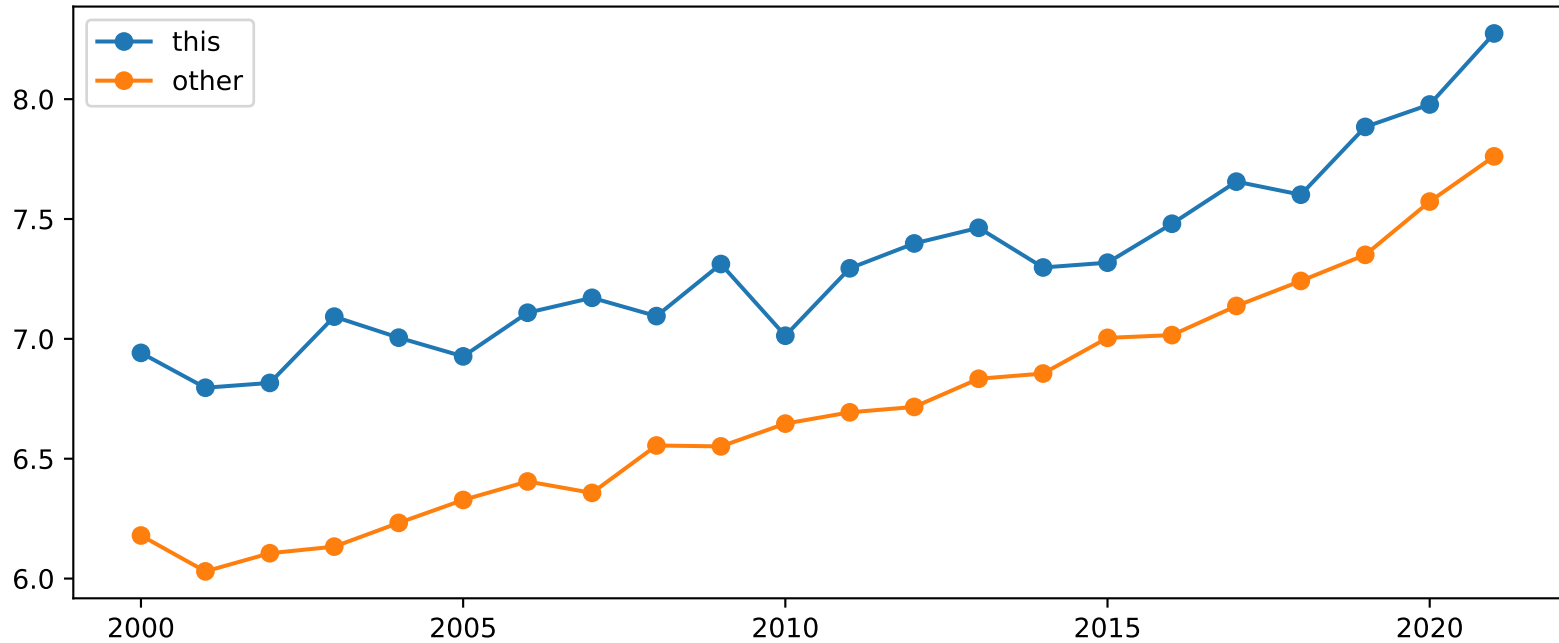
Hexagon Grid



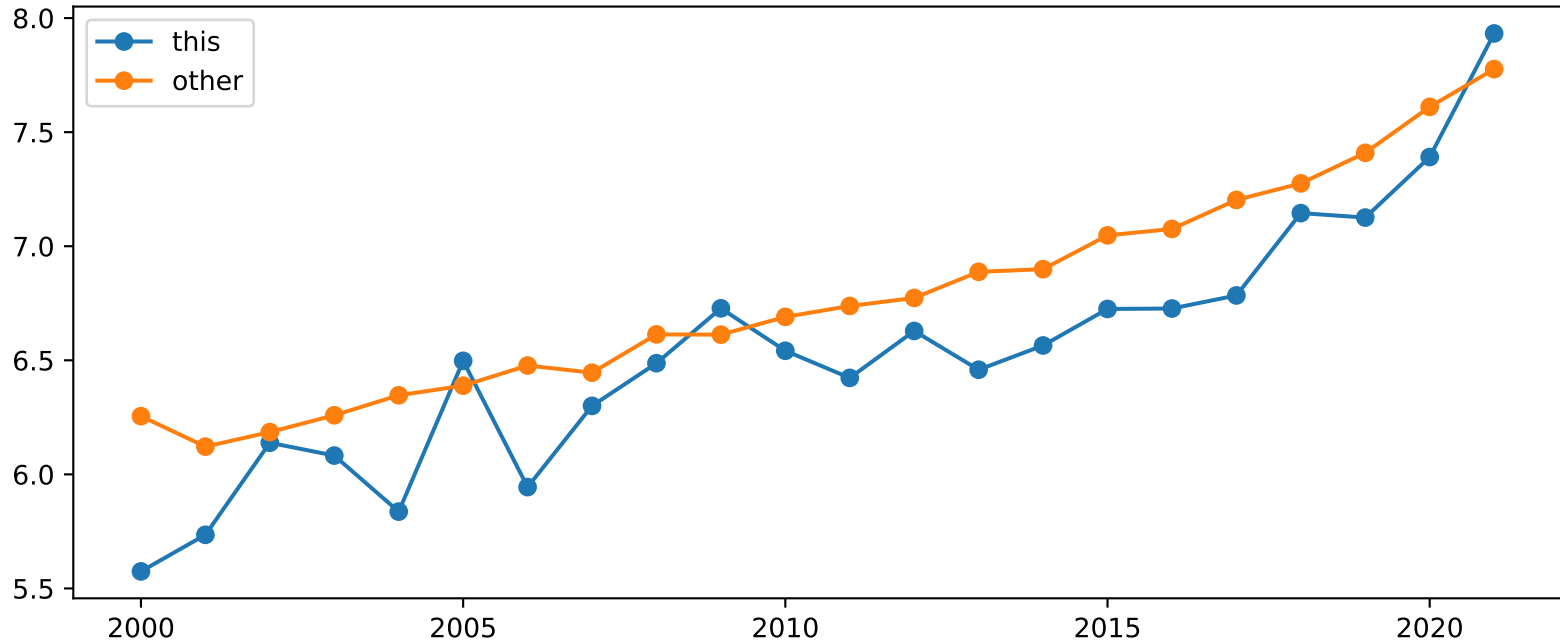
Worker Placement



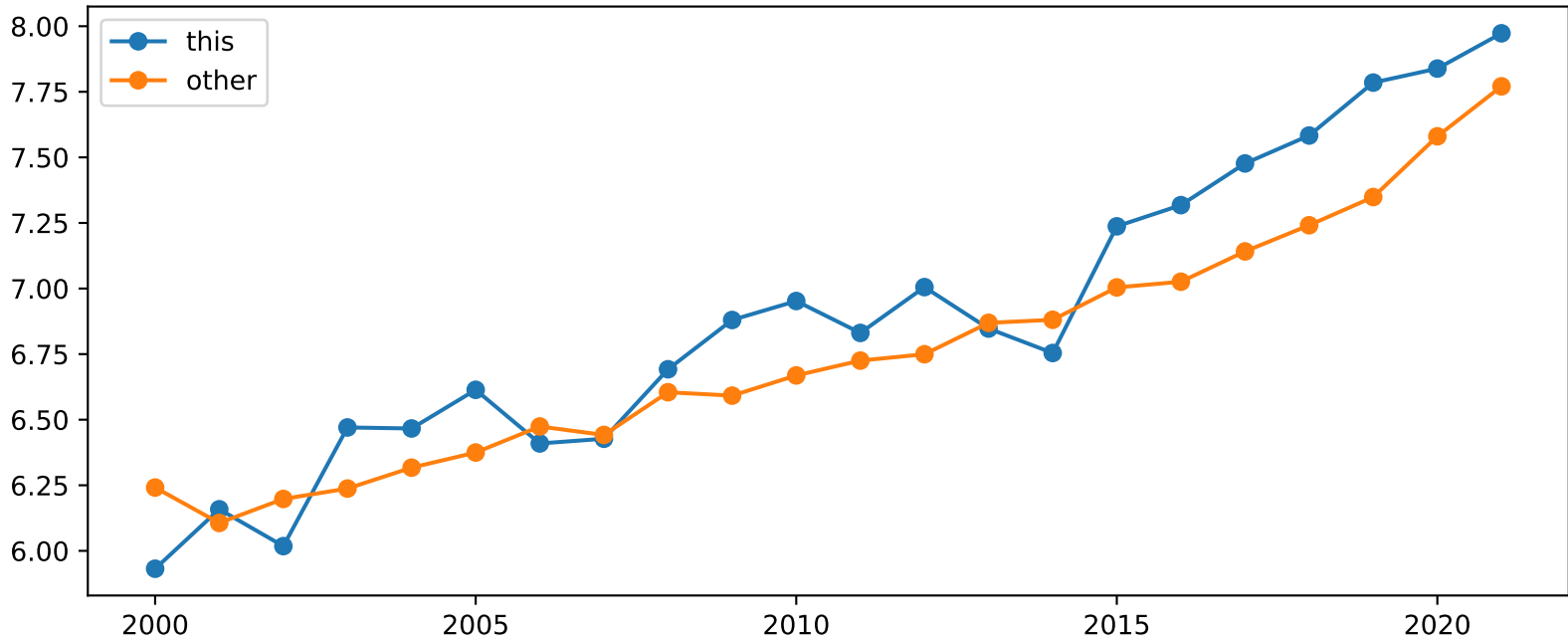
Simulation



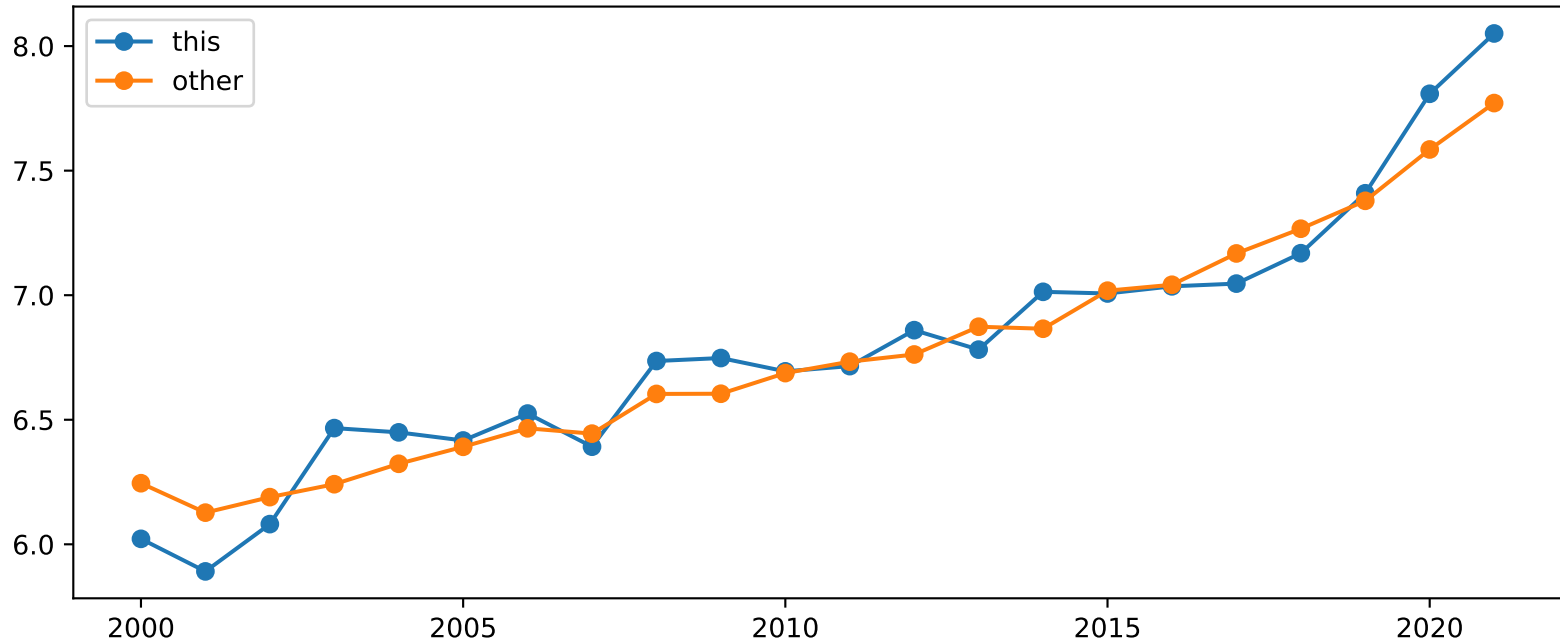
Take That



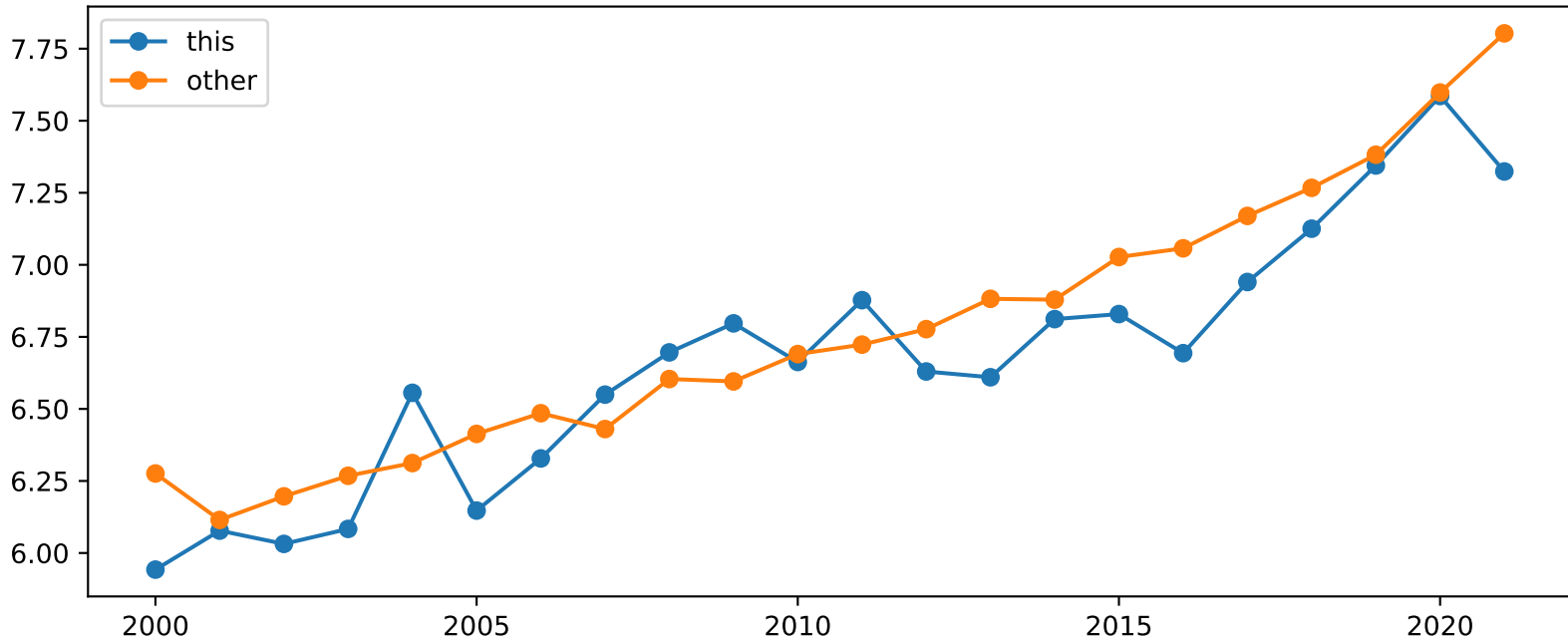
Area Movement



Team-Based Game



Auction



Push Your Luck

