**Concept Generation Table**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| X,Y | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 0 | **Modes of competition** | **Associations** | **Action phases** | **Communication** | **Knowledge** | **Goals** | **Mediums** | **Leverages** |
| 1 | **Competitive** | **Individuals** | Simultaneous | Freely show hands | Full view | Score limit | Cards | **Knowledge** |
| 2 | Comparative | Fixed ratio teams | Equal turn-based | Show certain amounts | Fixed partial knowledge | Highscore | Board & pieces | Reaction speed |
| 3 | Cooperative | Player decided teams | **Fixed sequence** | Only show to allies | Increasing knowledge | **First to X** | 3D blocks | Luck |
| 4 | Single Player | Randomised alliances | Random sequence | Can show but not talk | Decreasing knowledge | Elimination | 2D puzzles | Physical strength |
| 5 | Mixture | Changeable alliances | Complete randomness | **Can talk & persuade opponents** | Full ignorance | Surrender | Electronic | Logical abilities |
| 6 |  |  |  |  | **Mixture** |  | Sports gears | Spatial intuition |
| 7 |  |  |  |  |  |  | Materialess | Movement coordnation |
| 8 |  |  |  |  |  |  | **Mixture** | Rhythm awareness |
| 9 |  |  |  |  |  |  |  | Foresight |
| 10 |  |  |  |  |  |  |  | Psychological Manipulation |

Legend:

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| --- | --- | --- | --- | --- |
| 0,3: Who goes first, who goes next & how many actions can I perform while it’s my turn. | | | |  |
| 1,3: Everyone does everything at anytime however much & however fast they want. | | | |  |
| 2,3: Everyone gets an equal number of turns, number of actions they can perform on that turn is not predetermined. | | | | |
| 2,3: Everyone gets both equal number of turns, and equal number of actions per turn. | | | |  |
| 3,3: Turn transition is fixed, e.g. always clockwise, or always the lowest valued player. | | | |  |
| 3,4: Turn transition decided by random factors. | | |  |  |
| 3,5: All sequences & action abilities are randomly decided. |  |  |  |  |
| 7,7: E.g. a game like pass down the message or play-catch is materialess |  |  |  |  |