



CONFRONTATION

Solving a temporary in-game situation involving several players in direct opposition to one another.

All three of us landed on the same square. We need to determine who gets to stay.



MATCHING

Spotting components that have identical characteristics: same shape, same size, same color...

Here, I found the two green camels! Oh, wait, no, one of them is a horse.



MOVING

Changing the position of some components to reflect and/or trigger actions in the game.

I move my piece 2 squares to the left.
Great, your turn.



TRADING

Allowing players to exchange resources, be it in a fair or unfair way.

I'm taking your 5 sheep, and I'm giving you 2 planks!



MAJORITY

Rewarding or penalizing the player who has a numerical advantage on a resource or in a vote.

Since I have more inhabitants than all of you, I can get the inn. You own the most ships, so you get the harbour.



DRAWING

Obtaining an element by randomly picking from an unordered set.

I get to draw a new power. It had better be teleportation, or I'm done for...



COOPERATION

Players pooling efforts and resources to reach a common goal.

You take care of the leaks on the left, I'll handle the ones on the right. Let's go!



DRAFTING

Choosing an element (typically a card) from a hidden set then passing the rest to another player.

If I take this one, it will handicap the next player... But it doesn't really suit me.
What shall I do?



68



117



AUCTION

Trying to obtain something that is offered to several players by bidding some of your resources.

Going once, going twice... Sold!



RESOURCE MANAGEMENT

Hoarding, investing, or using resources to serve short or long-term strategies.

Good thing I had the warehouse, or I would have lost all the wheat I gathered to make bread!



SECRET IDENTITY

Giving players roles that they have to keep secret during most of the game.

I knew you were the traitor from the very beginning!



MATERIAL PLACEMENT

Placing elements within the field of play for strategic purposes.

I'll put my barracks in the north, and my wall will secure the southern entrance...
My mine is protected!



PRESS YOUR LUCK

Choosing to repeat a risky action to gain more profit.

Just one more... Well, OK, another one... Oh, shoot!



COMBO

Doing a series of actions for a result that exceeds the mere sum of each single action.

Oh, here is the hermit's stick! Since I already have his cloak and boots, I can finally use his secret power!



ROCK-PAPER-SCISSORS

Having a hierarchy that determines which component prevails upon which.

I thought you were going to play Fire so I played Water, but in the end, you beat me with your Rock!



3



SET CREATION

Building and changing a personal set from elements that were initially available to several players.

There's only one witch left. I'll take her, it makes sense with the 3 spell books I already have.



PLANNING

Preparing a number of actions in advance, having anticipated the opponents' moves.

I gave 3 commands to each of my units, let's see if I predicted your directions correctly!



LOGIC

Analyzing the game data in order to devise the optimal strategy.

My opponent can do this, so I must do that, and if I also do that... Ha! Victory is mine!



MEMORIZING

Mentally keeping track of certain information to be used later in the game.

If I remember correctly, I left an axe here and a saw there... Or was it the other way around?



OBSERVATION

Identifying specific visual elements
in the field of play.

Three blue lines here, two red squares
there... Ah, found it: a green circle!



SPEED

Accomplishing an action within a given time or before the other players.

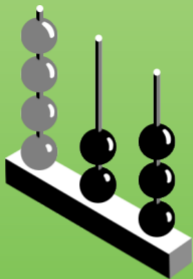
Even if I spot the blue chip, you always catch the pyramid before I do! You have better reflexes...



BLUFFING

Lying or concealing information according to certain rules to manipulate your opponents.

Yes, I have a 4 in my hand. But I'm not sure about this guy here...



CALCULATION

Determining some numerical parameters in the game, mentally or with the help of a device.

So, 3 pieces of yours on the square,
plus my bonus multiplier: you owe me
18 bronze coins!



BARGAINING

Negotiating the terms of an exchange or a deal with one or several other players.

You're offering 3 sandbags for 20 hens?
Alright, if you throw in an extra sword!



INFORMATION

Applying knowledge about real-life topics to the game.

Turkish history?! Gosh, I don't know anything about that! Let's go for Australian cinema...



DEXTERITY

Performing actions that require physical skill and/or precision.

Be careful not to touch that pillar, or everything will collapse. Yes, like that...
NOOO!



STORYTELLING

Making up and/or reciting a story while respecting specific constraints.

So, this er... famous fish had a hero's cape... made of wool...



CARDS

Two-faced documents displaying game information, which can be hand-held.

You have to show me your whole hand, then I can swap one of your cards with one of mine.



DICE

Objects that allow you to get a random symbol or keep track of a specific symbol.

Use the red 10-sided die to move, and the green one with arrows and skulls for actions.



TOKENS

Small objects standing for items or numerical values.

... 17, 18, 19, 20 coins and 3 red flame cubes: I will buy this building and deposit the rest in the bank!



BOARD

Surface where you can place different game components and interact with them.

There is a river here, my infantry cannot pass. But forest squares would not be a problem!



TIMER

Tool that is used for measuring how long the players' actions take and/or time-limiting the actions.

Tick, tock... Watch out, hurry up. Get out, get out, you've run out of time!



CONTAINER

Opaque or transparent item that holds other game components.

I will draw a token from this bag. Please, let it be a blue one and not another red one...



FIGURINES

Pieces of different shapes, sizes, and colors representing characters or objects.

Forward, my wooden army!
Bring me victory!



CREATIVE MATERIAL

Material that allows you to create or personalize game components.

No, it's a lynx, not a cat. Look, I drew the tufty ears!

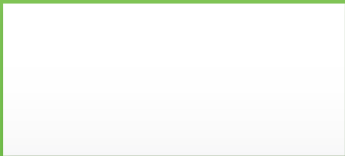


EXOTIC MATERIAL

Unusual material to meet the specific needs of a game.

This Roman circus game is amazing!
There are even nets and tridents in the
box!







STEP 1: DECONSTRUCTING

Pick any game and use the Mechanicards to identify the different components. Gather the cards that seem relevant to you and set the rest aside.



Advice

There is no single way to analyze a game. The most important thing is to talk about it and discuss it with your partners.

Shift the cards that you think are secondary to differentiate them!

Start with simple games to get some practice.

STEP 3: CREATING

There are typically 3 starting points to create a board game:

Theme: explore a universe or tell a certain story;

Material: use specific objects (original, unique, or mundane);

Mechanics: develop a particular type of game.

The thematic approach is recommended for a first experience. Here is how the process unfolds:

Start by collecting and writing down everything that goes through your mind about the theme you have chosen. Don't hold back: any idea, even the craziest, is a potential lead!

Then, as a group, put together similar ideas you have generated and try to draw goals from them: what will players do in your game? What does it take to win?

PRACTICAL INFORMATION

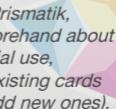
You can suggest or find examples of variants for your favorite games on the Mechanicards wiki:

www.mecanicartes.com

Have you come up with a new way of using the Mechanicards? Or created a new card? Share your ideas on the wiki or contact us!

contact@prismatik.fr

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THANK YOU!

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