**GRID**

You can put pieces on it, play on the squares or the intersections, or color it any way you like.

Recommended: a 6x6 grid, with no special colors or spaces.

**CARDS**

Have as many as you like, in whatever distribution. But no representational elements allowed: just colors, numbers, and abstract shapes.

Recommended: four sets of cards with numbers 1-10 on them (40 cards total).

**TOKENS**

Chips, coins, jewelry beads, dried beans or little glass stones: they can be whatever you like. They can all be the same, or come in many forms.

Recommended: about 50 pieces that are all the same, equally divided into five colors.

**DICE**

The classic randomizing element. Six-sided cubic dice are fine, as are D&D-style polyhedral dice. Use as many or as few as you like.

Recommended: One six-sided die for each player.

**BLOCKS**

They stack and combine in 3-dimensional space. Don’t spend time making them yourself: use pre-made blocks of some kind.

Recommended: A set of 20-30 blocks of identical size in a few colors.
**ASYMMETRICAL**

The game has unequal player teams, sides, or roles. Emphasize the difference or imbalance in the game.

Recommended: one player with a stronger position vs. three that have to collaborate and play together.

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**TEAMS**

Players must play in fixed teams in order to win the game. Teams can be of any size or number. How is the alliance of a team useful in play?

Recommended: two teams of two players each.

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**HIDDEN INFO**

The game contains information which is not known by all players at all times during the game. It can be gradually revealed to some or all of the players.

Recommended: some information is hidden from view at the start and is revealed to all players as the game progresses.

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**UNIQUE ROLES**

Each player has a unique role in the game, which can be a small difference, a major distinction, or a special power.

Recommended: each player has a single special ability which can be used once per turn or once per game.

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**GROUP GOAL**

The primary conflict of the game is not between players, but instead players coordinate their actions to accomplish a goal together.

Recommended: the players compete to defeat system-determined “enemy,” who is more powerful but less clever than they are.