155  **Abstract games**  
455  Abstract strategy games  
680  $i$ Abstract games are often theme-less, built on simple design and mechanics, perfect information games, promote one player overtaking opponents, little to no elements of luck, change, or random occurrence.  
670  boardgamegeek.com

155  **Acting games**  
555  Party games

155  **Adventure games**  
680  $i$ Games often have themes of heroism, exploration, and puzzle-solving. The storyline behind such games often have fantastical elements, and involve the characters in some sort of quest.  
https://boardgamegeek.com/boardgamecategory/1022/adventure

155  **Area of control games**  
455  Area of influence games  
555  Strategy games  
680  $i$ The Area Control mechanic typically awards control of an area to the player that has the majority of units or influence in that area.  
670  boardgamegeek.com

155  **Asymmetrical games**  
680  $i$ Asymmetrical games are games in which one player or faction of players plays the game differently from other players. An example would be Scotland Yard.

155  **Betrayal games**  
680  $i$ Betrayal games allow some players to make choices and place trust in the game or in other players. The trust can either be reciprocated or betrayed based on various choices made by the game or other players.  
670  harvardmagazine.com

155  **Bidding games**  
455  Auction Games  
555  Strategy games  
680  $i$ Bidding games require the player to place a bid, usually monetary,
items in an auction of goods in order to enhance their position in the game. These goods allow players future actions or improve a position.
670  boardgamegeek.com

155  **Biology games**
555  Science games

155  **Board games**
455  Move games
555  Tabletop games
680  *A board game is a game, played on a tabletop, which involves counters or pieces moved or placed on a pre-marked surface or “board.” The movements are defined according to a set of rules.*

155  **Card drafting games**
555  Card games
680  *Card drafting games are games where players pick cards from a limited subset, such as a common pool, to gain some advantage (immediate or long term) or to assemble hands of cards that are used to meet objectives within the game. Games where cards are simply drawn from a pile are not card drafting games - drafting implies that players have some sort of choice.*

155  **Card games**
455  Cards
555  Collectible card games
555  Deck building games
555  Tabletop games
680  *Card games often use cards as its sole or central component. There are stand-alone card games, in which all the cards necessary for gameplay are purchased at once. There are also collectible card games (CCGs), where players purchase starter and "booster" packs in an effort to compile a more and more powerful deck of cards to compete with.*

155  **Chemistry games**
555  Science games

155  **Children’s games**
555  Educational games

155  **Collectible card games**
455  Trading card games
455  Customizable card games
455  Expandable card games
555  Card games
555  Deck building games
A collectible card game is a card game in which each player uses his own deck; Magic: the Gathering was the first; cards can be acquired by trading with other players or buying them from retailers.

**Collectible component games**
- Collectible figure games
- Collectible action figure games
- Miniatures games
- Collectible card games
- Deck Building games

Collectible components games are ones where the components required to play the game are purchased incrementally, rather than all at once. These games have a transitory nature as reprints really aren't possible. Collecting a "complete set" for many of these games could be considered a hobby.

**Communication games**
- Educational games

**Cooperative games**
- Co-op games

In cooperative games the competition can be between a group of players rather than between individuals.

**Civilization games**
- Creation games
- War games

Civilization games often have players developing and managing a society of people. The aim of each player is usually to employ citizens in ways that are beneficial to society, and have them progress throughout the game so that their civilization gains superiority over others. Civilization games may have each player build their society independently, or through warfare and diplomacy, each player may find themselves benefiting or suffering from the actions of others.

**Deck building games**
- Living card games
- Card Games

Deck building is a mechanism in which players start the game with a pre-determined set of cards / player pieces and add and change those pieces over the course of the game. Many deck-building games provide the players with a currency that they use to "buy" new items that are integrated into the deck or pool. These new resources generally expand the capabilities of the player and allow the player to build an "engine" to drive their future plays in the course of the game.
Deduction games

Deduction games are those that require players to form conclusions based on available premises.

Developmental games

Developmental games are designed to teach people about a certain subject, expand concepts, reinforce development, understand an historical event or culture, or assist them in learning a skill as they play.

Dexterity games

Dexterity games often compete players' physical reflexes and coordination as a determinant of overall success.

Dice games

Dice games often use dice as its sole or principal component. Dice games traditionally focus almost exclusively on dice rolling as a mechanic.

Economic games

Economic games encourage players to develop and manage a system of production, distribution, trade, and/or consumption of goods. The games usually simulate a market in some way. The term is often used interchangeably with resource management games.

Educational games

Educational games have been specifically designed to teach people about a certain subject, expand concepts, reinforce development, understand an historical event or culture, or assist them in learning a skill as they play.

Fantasy games

Fantasy games are those that involve supernatural or imaginary elements.
Those that have themes and scenarios that exist in a fictional world. It is a genre that uses magic and other supernatural forms as a primary element of plot, theme, and/or setting. Fantasy is generally distinguished from science fiction and horror by the expectation that it steers clear of scientific and macabre themes, respectively, though there can be a great deal of overlap between the three.

Fighting games
Fighting games are those that encourage players to engage game characters in close quarter battles and hand-to-hand combat.

Geography games
Science games

Grammar games
Language arts games

Hand management games
Deck management games
Card games
Collectible card games
Deck building games
Hand management games are games with cards in them that reward players for playing the cards in certain sequences or groups. The optimal sequence/grouping may vary, depending on board position, cards held and cards played by opponents. Managing your hand means gaining the most value out of available cards under given circumstances. Cards often have multiple uses in the game, further obfuscating an "optimal" sequence. Hand management has no relationship to action/dexterity.

Hidden movement games
Secret movement games
Betrayal games
Cooperative games
Deduction games
Hidden role games
In hidden movement games one or more player’s movements are hidden from the rest of the players.

Hidden role games
Deduction games
Mystery games
Hidden role games have an element that is hidden from one or more players. There may be secret consequences for actions: killing fellow players, releasing monsters; or a group of players may be trying to find another player whose true identity is only known to themselves.

History games
Horror games
- Mystery Games

$^i$ Horror games often contain themes and imagery depicting morbid and supernatural elements.

boardgamegeek.com

Language arts games
- Educational games
- Grammar games
- Language development games
- Spelling games
- Storytelling games

Language development games
- Language arts games

Math games
- Educational games

Mystery games
- Horror games

$^i$ Mystery games often involve an unsolved murder or a mystery. A requirement of these games is usually for players to investigate, and determine the details and/or perpetrator(s).

boardgamegeek.com

Party games
- Acting games
- Trivia games

$^i$ Party games are games that encourage social interaction. They generally have easy setups, simple rules, and they can accommodate large groups of people and play in a short amount of time.

boardgamegeek.com

Physics games
- Science games

Political games
- Simulation games

$^i$ Games that encourage players to use their character's authority to manipulate societal activities and policy.

https://boardgamegeek.com/boardgamedata/1001/political

Real-time games

$^i$ Real-time games often allow for players to take their turns (or part of their turns) simultaneously. This is in contrast to turn-based games. There are also some Real-time games in which there is a consequence if a player does not play their turn in a set amount of time.
155 **Roleplaying games**
455 RPG
680 $i A game in which participants adopt the roles of imaginary characters in an adventure under the direction of a Game Master.

155 **Science fiction games**
680 $i Science Fiction games often have themes relating to imagined possibilities in the sciences. Such games need not be futuristic; they can be based on an alternative past. (For example, the writings of Jules Verne and the Star Wars saga are set before present time.) Many of the most popular Science Fiction games are set in outer space, and often involve alien races.

155 **Science games**
555 Biology games
555 Educational games
555 Chemistry games
555 Geography games
555 Physics games

155 **Set collection games**
455 Component collection games
555 Collectible card games
555 Collectible component games
555 Deck building games
555 Tile placement games
680 $i The primary goal of set collection games is to encourage a player to collect a set of items.

155 **Simulation games**
455 Sim games
455 Games of status
455 Mixed games
555 Political games
670 $a Wikipedia, Aug. 12, 2005 $b (A simulation game, or sim game (also known as a game of status or mixed game), is a mixture of a game of skill, a game of chance and a game of strategy that results in a simulation of a complex structure (like a stock exchange, or civilization flux))

155 **Spelling games**
555 Language arts games

155 **Storytelling games**
555 Language arts games

155 **Strategy games**
555 Area of control games
555  Tactical games
555  War games
555  Worker placement games

155 Tabletop games
555  Board games
555  Card games
555  Dice games

155 Tactical games
555  Strategy games
555  War games

155 Territory building games
680 $i Territory Building games have the players establish and/or amass control over a specific area. Often, these games employ Area Control and Area Enclosure mechanics, in which the areas are not necessarily delineated at the beginning of the game but are instead contained from larger territories as the game progresses.

155 Tile placement games
680 $i Tile Placement games feature placing a piece to score VPs, with the amount often based on adjacent pieces or pieces in the same group/cluster, and keying off non-spatial properties like color, "feature completion", cluster size etc.
670 boardgamegeek.com

155 Trading games
555  Economic games
555  Strategy games
555  Territory building games
680 $i In trading games the players can exchange game items between each other.
670 boardgamegeek.com

155 Trivia games
555  Party games

155 War games
555  Strategy games
555  Tactical games
680 $i War games are games that depict military actions.
670 boardgamegeek.com

155 Word games
455  Word puzzles
680 $i Word games often require players to competitively use their knowledge of language. Language knowledge in Word games is often focused on spelling and definitions.
670 boardgamegeek.com
Worker placement games
Action drafting games
Strategy games

$i$ This mechanism requires players to draft individual actions from a set that is available to all players. In a given round, drafting is done one-at-a-time and in turn order until all players have had a chance to draft individual actions.

boardgamegeek.com

This work, “Genre Terms for Tabletop Games” is licensed under CC BY-NC-SA 4.0.

In creating this work, the authors referenced the “Langsdale Game Genre Headings” list, licensed under CC BY-NC-SA 3.0.