

Genre Terms for Tabletop Games
Developed by Diane Robson, Kevin Yanowski, and Catherine Sassen
University of North Texas Libraries
Revised March 30, 2020

Key:

155 = Authorized Heading

455 = See From Tracing (Use the Authorized Heading instead of this term)

555 = See Also From Tracing (See another Authorized Heading that relates to this term)

670 = Source Data Found (Where information about the heading was found)

680 = Public General Note (Definition of the heading, if needed)

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, on

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 \$i 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.

670 sh85015134

155 Card drafting games

555 Card games

680 \$i 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.

670 boardgamegeek.com

155 Card games

455 Cards

555 Collectible card games

555 Deck building games

555 Tabletop games

680 \$i 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.

670 sh85020245

670 boardgamegeek.com

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

- 680 \$i 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.
- 670 sh2002002380

155 Collectible component games

- 455 Collectible figure games
- 455 Collectible action figure games
- 455 Miniatures games
- 555 Collectible card games
- 555 Deck Building games
- 680 \$i 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.
- 670 boardgamegeek.com

155 Communication games

- 555 Educational games

155 Cooperative games

- 455 Co-op games
- 680 \$i In cooperative games the competition can be between a group groups of players rather than between individuals.

155 Civilization games

- 455 Creation games
- 555 War games
- 680 \$i 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.

155 Deck building games

- 455 Living card games
- 555 Card Games
- 680 \$i 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.
- 670 boardgamegeek.com

- 155 Deduction games**
 555 Hidden role games
 680 \$i Deduction games are those that require players to form conclusions based on available premises.
 670 boardgamegeek.com
- 155 Developmental games**
 555 Educational games
- 155 Dexterity games**
 455 Action games
 680 \$i Dexterity games often compete players' physical reflexes and coordination as a determinant of overall success.
 670 boardgamegeek.com
- 155 Dice games**
 455 Dicing games
 555 Tabletop games
 680 \$i Dice games often use dice as its sole or principal component. Dice games traditionally focus almost exclusively on dice rolling as a mechanic.
 670 boardgamegeek.com
 670 sh92001364
- 155 Economic games**
 455 Resource management games
 680 \$i 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.
 670 boardgamegeek.com
- 155 Educational games**
 455 Instructive games
 455 Training games
 555 Communication games
 555 Developmental games
 555 History games
 555 Language arts games
 555 Math games
 555 Science games
 680 \$i 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.
 670 boardgamegeek.com
 670 sh85041126
- 155 Fantasy games**
 455 Magic games

- 680 \$i 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.
- 670 boardgamegeek.com
- 155 Fighting games**
- 680 \$i Fighting games are those that encourage players to engage game characters in close quarter battles and hand-to-hand combat.
- 670 boardgamegeek.com
- 155 Geography games**
- 555 Science games
- 155 Grammar games**
- 555 Language arts games
- 155 Hand management games**
- 455 Deck management games
- 555 Card games
- 555 Collectible card games
- 555 Deck building games
- 680 \$i 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.
- 670 boardgamegeek.com
- 155 Hidden movement games**
- 455 Secret movement games
- 555 Betrayal games
- 555 Cooperative games
- 555 Deduction games
- 555 Hidden role games
- 680 \$i In hidden movement games one or more player's movements are hidden from the rest of the players.
- 155 Hidden role games**
- 555 Deduction games
- 555 Mystery games
- 680 \$i 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.
- 155 History games**

- 555 Educational games
- 555 War games

- 155 Horror games**
 - 555 Mystery Games
 - 680 \$i Horror games often contain themes and imagery depicting morbid and supernatural elements.
 - 670 boardgamegeek.com

- 155 Language arts games**
 - 555 Educational games
 - 555 Grammar games
 - 555 Language development games
 - 555 Spelling games
 - 555 Storytelling games

- 155 Language development games**
 - 555 Language arts games

- 155 Math games**
 - 555 Educational games

- 155 Mystery games**
 - 555 Horror games
 - 680 \$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).
 - 670 boardgamegeek.com

- 155 Party games**
 - 555 Acting games
 - 555 Trivia games
 - 680 \$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.
 - 670 boardgamegeek.com

- 155 Physics games**
 - 555 Science games

- 155 Political games**
 - 555 Simulation games
 - 680 \$i Games that encourage players to use their character's authority to manipulate societal activities and policy.
<https://boardgamegeek.com/boardgamecategory/1001/political>

- 155 Real-time games**
 - 680 \$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.

670 boardgamegeek.com

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.

670 dictionary.com

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.

670 boardgamegeek.com

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

155 Worker placement games

455 Action drafting games

555 Strategy games

680 \$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.

670 boardgamegeek.com

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