**Genre Terms for Tabletop Games**
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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)

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**155  Abstract games**
455    Abstract strategy games
680    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  Area of control games**
455    Area of influence games
555    Strategy games
680    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    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    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  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.
670 sh85015134

**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.
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 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 Collectable component games**
- 455    Collectable figure games
- 455    Collectable action figure games
- 455    Miniatures games
- 555    Collectable card games
- 555    Deck Building games
- 680    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    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    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    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    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    Dexterity games often compete players' physical reflexes and co-ordination as a determinant of overall success.
670    boardgamegeek.com

**155    Dice games**
455    Dicing games
555    Tabletop games
680    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    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    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 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 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 Hidden role games**
555 Deduction games
555 Mystery games
680 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 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    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    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    Real-time games**
680    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    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    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  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  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  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  Trivia games**
555  Party games

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

### 155 Word games
- 455     Word puzzles
- 680     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     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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