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)
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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  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
Board games
- Move games
- Tabletop games
- 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.

Card games
- Cards
- Collectible card games
- Deck building games
- Tabletop games
- 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.

Chemistry games
- Science games

Children’s games
- Educational games

Collectible card games
- Trading card games
- Customizable card games
- Expandable card games
- Card games
- 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.
Collectable component games
- Collectable figure games
- Collectable action figure games
- Miniatures games
- Collectable 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 groups 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 predetermined 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
Hidden role games
Deduction games are those that require players to form conclusions based on available premises.
boardgamegeek.com

Developmental games
Educational games

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

Dice games
Dicing games
Tabletop games
Dice games often use dice as its sole or principal component. Dice games traditionally focus almost exclusively on dice rolling as a mechanic.
boardgamegeek.com
sh92001364

Economic games
Resource management 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.
boardgamegeek.com

Educational games
Instructive games
Training games
Communication games
Developmental games
History games
Language arts games
Math games
Science 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.
boardgamegeek.com
sh85041126
Fantasy games
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

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
Educational games
War games

Horror games
Mystery Games
Horror games often contain themes and imagery depicting morbid and supernatural elements.

Language arts games
Educational games
Grammar games
Language development games
Spelling games
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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