agent of change. Main game element that changes the outcome of the game.

allies. Other players, either NPCs or human players, who agree to join forces to achieve victory over a common enemy or reach a common goal.

boon. Benefit or favor granted in response to a request.

causal chain. Relates to a series of cause-and-effect events that form an ordered sequence.

causality. Relationship in which one event results in or is caused by another event.

combined arms. Combat strategy that uses dissimilar assets to complement each other in specialized units.

complexity. State of something being intricate or complicated.

conflict strategy model. Requires players to engage each other in conflict or battle.

covert clue. Clue that is hidden or hard to read.

data mining. Process of discovering patterns from a set of raw statistical information.

dissimilar assets. In-game objects that have unique characteristics.

diversion. Strategy that involves drawing the attention of the opponent to one location so an attack can be made in a different location.

drain. Occurs when a player has something taken away.

easter egg. Hidden message or special feature.

economy of force. Requires that minimal essential resources be allocated to secondary efforts.

factory. Nonmaneuverable game asset with some strategic value.

gain. Occurs when a player receives something like a resource, skill, or knowledge.

game economy. Determines which resources are available, in what amount, and at what cost.

game flow. Design of levels, processes, and gameplay integration that a player should follow.

histogram. Bar graph that uses rectangles of different heights to show the variation in data.

key mechanics of strategy. Resource management (strategic management), dissimilar assets (arms race), maneuvers (risk/reward), pacing (speed and recovery), economy (gains and drains).

maneuvering. Positioning resources at their most needed or beneficial location.

metrics. Measureable parameters that can be analyzed for performance and behavior.

nested victories. Smaller victories that lead to the ultimate victory condition.

overt clue. Clue that is easy to find and understand.

pacing. Rate at which a player must make decisions.

pattern recognition. Occurs when a player can observe repeating actions or conditions and use that to predict future game movements and events.

recon. Ability to spy on an opponent; short for reconnaissance.

resolution strategy model. Requires players to negotiate a diplomatic solution.

resource management. Using limited resources effectively to achieve a goal.

strategy. Plan for defense and offense.

sustainable community. Community that has or can obtain the resources needed to keep meeting the needs and wants of its citizens.

tactic. Method of achieving a strategy.

tell. Signal, gesture, movement, pattern, or other effect that hints to what an opponent is doing.

unit. Any maneuverable game asset.