

Mehanike u društvenim igrama



MEHANIKA (eng. naziv)	MEHANIKA (srp. naziv)	OBJAŠNENJE (eng.)	OBJAŠNENJE (srp.)	POPULARNE IGRE
Acting	GLUMA	Games with the Acting mechanic require players to use some form of mime or mimicry to communicate with the other players. A game where players must represent another/perform theatrically.	Igre sa mehanikom glume zahtevaju od igrača da koriste mimiku za komunikaciju sa ostalim igračima, igra u kojoj igrači moraju da teatralno pokažu nešto odnosno da odglume.	<ul style="list-style-type: none"> • Times Up! • Charades • Two Roms And Boom
Action/ Movement Programming	PROGRAMIRANJE AKCIJE	Players secretly choose the next X turns, and then each player plays their turns out according to the choices made. A game has the programming mechanic if it provides choice of several actions with a mechanism of executing those actions such that things could go spectacularly or amusingly wrong, because the status of the game changed in ways one did not anticipate before the action is executed.	Igrači potajno biraju narednih nekoliko poteza i zatim svaki igra svoje u skladu sa odabranim izborima. Igra ima programiranu mehaniku ako omogućava izbor od nekoliko akcija sa mehanizmom izvršenja istih tako da se situacije i status igre menjaju nepredviđeno dok se akcija ne izvrši.	<ul style="list-style-type: none"> • Shogun • Robo Rally • Colt Express • Lords Of Xidit
Action Point Allowance System (Action Points)	POENI ZA AKCIJE	Players get a set number of points each turn to devote to various actions, at their discretion.	Igrači dobijaju određen set poena na svakom potezu koje raspodeljuju različitim akcijama po sopstvenom nahođenju.	<ul style="list-style-type: none"> • Tikal • Blood Rage • Arkham Horror CardGame
Area control/Area influence	KONTROLA PODRUČJA	Control of an area is awarded to the player that has the majority of units or influence in that area.	Kontrola područja/oblasti je dodeljena igraču koji ima više jedinica ili veći uticaj u toj oblasti.	<ul style="list-style-type: none"> • Eclipse • Gaia Project • Scythe • Twilight Struggle
Area Enclosure	OGRADENO PODRUČJE	This term refers to the mechanism that has a player attempting to surround or fence off an area - usually in order to control it, cause it to score, or eliminate it from play.	Ova mehanika se odnosi na pokušaj igrača da opkoli ili ogradi određeno područje zarad kontrole, bodovanja ili eliminacije iz igre	<ul style="list-style-type: none"> • Go • Agricola • Queendomino
Area Movement	KRETANJE PODRUČJEM	A mechanism used chiefly for war games: movement traverses irregular areas rather than a grid and this choice makes the game develop on more than one front.	Mehnika koja se većinom odnosi na ratne igre gde se kretanje odvija preko polja različitog i nestandardnog oblika što omogućava odvijanje igre na više frontova.	<ul style="list-style-type: none"> • El Grande • Dead of Winter • War of the ring • Root
Area-Impulse	IMPULS PODRUČJA	Game is articulated through a series of impulses, a mean of activating map areas and moving units in those areas to accomplish movement and combat. Players subdivide turns into impulses (mini-turns) alternating between players which repeat until both players pass.	Igra je artikulisana kroz niz impulsa koji predstavljaju sredstvo za aktiviranje područje mape i pomeranje jedinica u tim oblastima radi kretanja i borbe. Igrači dele svoje poteze na impulse (mini-poteze) koji se naizmenično menjaju između igrača i ponavljaju sve dok ih oba igrača ne potroše.	<ul style="list-style-type: none"> • Storm Over Arnhem • Breakout: Normandy • Twilight Imperium • Thunder Cassino
Auction/ Bidding	AUKCIJA/ LICITACIJA	Players bid or auction on resources to get them and win.	Igrači daju ponude ili se nadmeću u aukcijama da bi dobili resurse potrebne za pobedu.	<ul style="list-style-type: none"> • Power Grid • Keyflower • Five-tribes

Betting/ Wagering/ Bluffing	ULOG/ KLAĐENJE/ BLEFIRANJE	Players act evaluating cards value, discarding them, making a guess on the result and bidding on it.	Igrači procenjuju vrednost karata, odbacuju ih, pogađaju rezultat i licitiraju za isti.	<ul style="list-style-type: none"> • Sheriff Of Nottingham • Camel Up • Western Legends
Drafting	IZVLAČENJE / BIRANJE	<p>Party evolve by planning, balancing resources, upgrading characters and facilities via decks of cards.</p> <p>Drafting is a means of distributing cards or other game elements to players through an ordered selection process. A typical implementation involves each player being dealt the same number of cards. Players then select one card to keep, and pass the rest to their left. This continues until all cards are taken.</p>	<p>Koristi se za igre koje se razvijaju planiranjem, balansiranjem resursa, poboljšanjem karaktera i objekata kroz špil karata.</p> <p>Izvlačenje/biranje - predstavlja način distribucije karata ili drugih elemenata igre igračima kroz predodređen postupak odabira.</p> <p>Najčešća primena je takva da svaki igrač dobija isti broj karata. Igrači zatim biraju jednu kartu da zadrže a ostale predaju levo od sebe. Tako se podela nastavlja dok se ne uzmu (podele) sve karte.</p>	<ul style="list-style-type: none"> • 7 Wonders • Azul • Wingspan
Co-operative Play	ZAJEDNIČKA IGRA	Players work together toward a common goal. In purely cooperative games all players win or lose together. Semi-cooperative games may have unknown traitors.	Igrači zajedno rade povodom uzajamnog cilja. U čisto kooperativnim igrama, svi igrači pobeđuju ili gube zajedno. Polu kooperativne igre mogu da imaju nepoznatog izdajicu.	<ul style="list-style-type: none"> • Pandemic • Spirit Island • Castle Panic • 7th Continent
Commodity Speculation	KUPOVINA DOBARA	Players buy and sell resources or company shares in the hopes of predicting price changes and making money.	Igrači kupuju i prodaju resurse ili akcije preduzeća u nadi da će predvideti promene cena i zaraditi novac.	<ul style="list-style-type: none"> • Clans of Caledonia • The Gallerist • Kanban: Driver's Edition • Modern Art
Stock Holding (potkategorija)	DRŽANJE UDELA	Instead of purchasing or selling an entire commodity, players purchase and sell (or hold) a share in a given company, commodity or nation.	Umesto da kupuju ili prodaju celu robu, igrači kupuju i prodaju (ili drže) udeo u datoj kompaniji, robi ili državi.	<ul style="list-style-type: none"> • Mombasa • Rapa Nui • Acquire • Imperial
Deck/ Pool Building	IZGRADNJA ŠPILA	Players start the game with a pre-determined set of cards and add and change them 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. 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.	Igrači započinju igru sa unapred određenim setom karata i dodaju i menjaju ih tokom igre. Mnoge "igre izgradnje špila" obezbeđuju igračima valutu koju koriste za „kupovinu“ novih predmeta koji su integrisani u špil. Ovi novi resursi generalno proširuju mogućnosti igrača i omogućavaju mu da izgradi „taktiku“ sa kojom će kontrolisati svoju igru.	<ul style="list-style-type: none"> • Dominion • Star Realms • Marvel Legendary • Orleans
Dice Rolling	BACANJE KOCKICE	Players roll dice to determine outcomes.	Igrači bacaju kockice kako bi dobili odlučujuć ishod	<ul style="list-style-type: none"> • Roll for the Galaxy • Mice and Mystics • The Castles of Burgundy

Grid movement	KRETANJE PO MREŽI	The board is completely covered in squares (as in Chess) or hexagons (as in Hey!, That's my Fish!) that allow unrestricted or nearly unrestricted movement in any direction and to any square or hex. This movement mechanic is commonly used in both abstract strategy games and wargames.	Tabla je kompletno pokrivena sa kvadratima (kao u šahu) ili šestougaonim pločicama (kao u Hey!, That's my Fish!) gde je dozvoljeno ili jedva dozvoljeno kretanje u bilo kom smeru, na bilo koje polje. Ova mehanika kretanja je najčešće upotrebljena u apstraktnim i ratnim igrama.	<ul style="list-style-type: none"> • Space Hulk • Kingdom Death: Monster • Hey!, That's my Fish! • Mage Knight
Hand Management	UPRAVLJANJE RUKOM	“Managing your hand” means gaining the most value out of available cards under given circumstances. Players are rewarded 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. Cards often have multiple uses in the game, further obfuscating an "optimal" sequence.	“Upravljanje sopstvenom rukom” znači dobijanje najveće vrednosti od dostupnih karata pod datim okolnostima. Igrači su nagrađeni jer su odigrali potez u određenom redosledu ili grupi. Najpogodniji niz/grupisanje može da se razlikuje u zavisnosti od položaja na tabli, karata koje se drže i karata koje igraju protivnici. Karte često imaju višestruku upotrebu tokom igre što dodatno prikriva “najpovoljnije” slaganje.	<ul style="list-style-type: none"> • Android: Netrunner • Through the Ages • Terraforming Mars • Star Wars: Rebellion
Campaign/ Battle Card Driven (potkategorija)	KAMPANJA/ Izbacivanje borbene karte	Cards or campaign text depict events, and the challenge is in making decisions and plan their usage to win. The Campaign/Battle Card Driven mechanic is a relatively recent development in wargames that focuses the players' actions on cards they have in their hand.	Karta ili kampanja koja opisuje određeni događaj koji treba rešiti/ostvariti za pobjedu u igri. Kampanja/Izbacivanje borbene karte - mehanika koja je relativno nedavno razvijena u ratnim igrama gde je fokus na akcijama igrača na osnovu karata koje ima u ruci.	<ul style="list-style-type: none"> • Twilight Struggle • Gloomhaven • Nemesis
Line Drawing	CRTANJE LINIJA	Games using the line drawing mechanic involve the drawing of lines, for example to connect objects, to isolate objects, or to create areas.	Igre koje koriste ovu mehaniku crtaju linije kako bi na primer: povezali objekte, izolovali objekte ili stvorili područja.	<ul style="list-style-type: none"> • Telestrations • Cranium • Cartographers • Roads & Boats • Sprouts • Pictionary
Memory	MEMORIJA	Players are required to recall previous game events or information in order to reach an objective. Hidden, trackable information whose tracking gives players an advantage.	Igrači su u obavezi da se prisete prethodnih događaja ili informacija u igri kako bi postigli cilj. Skrivena informacija koje se mogu pratiti, a čije praćenje daje prednost.	<ul style="list-style-type: none"> • Codenames • Hanabi • Coup • Clue
Modular Board	PROMENLJIVA TABLA	The playing area consists of tiles, cards, or other pieces, usually identical in size, that can be placed in multiple arrangements. Placement may be random or fixed according to a scenario. Board placement is randomized, leading to different possibilities for strategy and exploration.	Prostor za igru sastoji se od pločica, karata ili drugih delova, obično identičnih dimenzija, koji se mogu postaviti u više aranžmana. Postavljanje može biti slučajno ili fiksirano prema scenariju. Postavljanje table je nasumično, što dovodi do različitih mogućnosti za strategiju i istraživanje.	<ul style="list-style-type: none"> • Settlers of Catan • Mansions of Madness • Kingdom Builder • Blue Moon City
Paper-and-Pencil	PAPIR I OLOVKA	The game is developed using paper and pen to mark and save responses or attributes that, at the end of the game, are used to score points and determine the winner.	Igra se razvija pomoću papira i olovke za obeležavanje i čuvanje odgovora ili atributa koji se na kraju igre koriste za dobijanje bodova i određivanje pobjednika.	<ul style="list-style-type: none"> • Scattergories • Welcome To... • Eat poop you cat • That's Pretty Clever!

<p>Partnerships: Alliances Team Based Game</p>	<p>PARTNERSTVA: SAVEZI TIMSKE IGRE</p>	<p>Games with partnerships offer players a set of rules for alliances and/or teams. Partners are often able to win as a team, or penalties are enforced for not respecting alliances.</p> <p>Alliances - Players have formal relationships that may change over the course of the game. For example, in <i>Dune</i>, players may form alliances at each Nexus phase, which last until the next Nexus. During that time the players win together, may not attack each other, and grant their ally a special power. In <i>Struggle of Empires</i> players bid for the right to select their ally for that round, which is governed by similar rules.</p> <p>Team Based Game - teams of players compete with one another to obtain victory. There are a variety of possible team structures, including symmetrical teams like 2v2 and 3v3, multiple sides like 2v2v2, and even One vs. All.</p>	<p>Igre sa udruživanjem igračima nude set pravila za saveze i/ili timove. Partneri često mogu da pobeđe kao tim ili da dobiju kazne ukoliko ne poštuju pravila.</p> <p>Savezi - Igrači imaju formalne odnose koji se mogu promeniti tokom partije. Na primer: u igri “<i>Dune</i>”, igrači mogu da formiraju saveze u svakoj Neksuz fazi koja traje do sledećeg Neksuz. Za to vreme, igrači pobeđuju zajedno, mogu da ne napadaju jedni druge i daju svom savezniku posebnu moć. Dok u igri “<i>Struggle of Empires</i>” igrači se kandiduju za pravo da biraju svog saveznika za tu rundu, koja je regulisana sličnim pravilima.</p> <p>Timske igre - Timovi igrača se takmiče sa drugima kako bi izvojevali pobeđu. Postoji čitav niz mogućih timskih struktura, uključujući simetrične timove poput dvoje protiv dvoje, troje protiv troje, višestrani poput 3 tima po dvoje ili čak jedan protiv svih ostalih.</p>	<ul style="list-style-type: none"> • The Resistance • Dune • Tragedy Looper • Ultimate Werewolf
<p>Pattern Building</p>	<p>IZGRADNJA ŠABLONA</p>	<p>Players place game components in specific patterns in order to gain specific or variable game results.</p>	<p>Igrači postavljaju komponente igre u određene obrasce kako bi postigli specifične ili promenljive rezultate.</p>	<ul style="list-style-type: none"> • Castles of Mad King Ludwig • Sagrada • Azul • Yinsh
<p>Pattern Recognition</p>	<p>PREPOZNAVANJE ŠABLONA</p>	<p>Markers (usually with a color or pattern) are placed or added on different random or pre-determined locations relative to a board or the markers themselves. As the markers move during play the player has to recognize a known pattern created by the markers to gain a good, points or win the game.</p>	<p>Markeri (obično u boji ili uzorku/šablonu), postavljaju se ili dodaju na različite slučajne ili unapred određene lokacije u odnosu na tablu ili same markere. Kako se markeri pomeraju tokom igre, igrač mora prepoznati poznati obrazac koji su kreirali markeri da bi stekao dobitak, bodove ili pobeđio u igri.</p>	<ul style="list-style-type: none"> • Ingenious • Jungle Speed • Potion Explosion • Cryptid
<p>Pick-up and Deliver</p>	<p>POKUPI I DOSTAVI</p>	<p>Players must pick up an item at one location on the playing board and bring it to another location. Initial placement of the item can be either predetermined or random. The delivery of the item usually gives the player resources to do more actions with. In most cases, there is a game rule or another mechanic that determines where the item needs to go.</p>	<p>Igrači moraju pokupiti predmet na jednom mestu na tabli za igru i doneti ga na drugo mesto. Prvo postavljanje predmeta može biti unapred određeno ili slučajno. Isporuca predmeta obično daje igraču resurse za obavljanje više radnji. U većini slučajeva postoji pravilo igre ili druga mehanika koja određuje kuda predmet treba da ide.</p>	<ul style="list-style-type: none"> • Merchants and Marauders • Indonesia • Genoa • Istanbul

Player elimination	ELIMINACIJA IGRAČA	Player elimination occurs in multiple-player games (>2) when a player can be eliminated from the game and play continues without the eliminated player. There are also games where achieving the win condition will eliminate you from the game and the last person remaining is the loser.	Eliminacija igrača se dešava u igrama za više igrača (više od dva) kada igrač može biti eliminisan iz igre i da se ona nastavlja bez eliminisanog igrača. Postoje i igre u kojima će vas postizanje uslova za pobeđu eliminisati iz igre, a poslednja osoba koja ostaje svakako gubi.	<ul style="list-style-type: none"> • King of Tokyo • Diplomacy • Woolly Wars • Bang!
Point to Point Movement	KRETANJE OD TAČKE DO TAČKE	On a board of a game with point-to-point movement, there are certain spots that can be occupied by markers, e. g. cities on a map. These points are connected by lines, and movement can only happen along these lines. It is not enough that two points are next to or close to each other; if there is no connecting line between them, a player cannot move his or her piece from one to the other.	Na tablii igre sa kretanjem od tačke do tačke postoje određena mesta koja mogu zauzeti markeri, npr. gradovi na mapi. Te tačke su povezane linijama, a kretanje se može dogoditi samo duž njih. Nije dovoljno da su dve tačke jedna pored druge ili blizu jedne druge; ako između njih ne postoji veza, igrač ne može premestiti svoju figuru.	<ul style="list-style-type: none"> • Arkham Horror • Tales of the Arabian Nights • Friedrich • Nine Men's Morris
Push (Press) Your Luck	TESTIRANJE SREĆE	Players must decide between settling for existing gains, or risking them all for further rewards. Games where you repeat an action (or part of an action) until you decide to stop due to increased (or not) risk of losing points or your turn.	Igrači moraju da odluče između podmirivanja postojećih dobitaka ili rizikovanja istih zbog daljih nagrada. Igre u kojima ponavljate radnju (ili deo radnje) sve dok ne odlučite da zaustavite zbog povećanog (ili ne) rizika od gubitka poena ili poteza.	<ul style="list-style-type: none"> • Goa • Ra • Incan Gold (Diamant) • A Feast for Odin
Rock-Paper-Scissors	KAMEN-PAPIR-MAKAZE	A kind of unit, move, or strategy is balanced, winning against some alternatives and losing to others. The best play varies, depending on what the opponent chooses. There are three possible options, and they are cyclically superior (A beats B, B beats C, and C beats A).	Određena vrsta jedinice, poteza ili strategije je uravnotežena, pobeđuje neke od alternativa, a od nekih gubi. Najbolja igra varira, u zavisnosti od toga šta protivnik odabere. Postoje tri moguće opcije i one su ciklično superiorne (A pobeđuje B, B pobeđuje C i C pobeđuje A).	<ul style="list-style-type: none"> • Sid Meier's Civilization • Yomi • Dungeon Quest • Hoity Toity
Role Playing	IGRANJE U ULOGAMA	Some board games incorporate elements of role playing. It can be that players control a character that improves over time. It can also be a game that encourages or inspires "Storytelling".	Neke društvene igre sadrže elemente igranja uloga. Može biti da igrači kontrolišu određeni karakter koji se vremenom poboljšava. Takođe može biti igra koja podstiče ili inspiriše mehaniku "pripovedanja".	<ul style="list-style-type: none"> • Chaos in the old world • Descent: Journeys in the Dark • Mage Knight
Roll/Spin and Move	IGRE SA BACANJEM/ OKRETANJEM I POMERANJEM	Roll / Spin and move games are games where players roll dice or spin spinners and move playing pieces in accordance with the roll.	Igre sa bacanjem / okretanjem i pomeranjem su igre u kojima igrači bacaju kockice ili vrte okretače i premeštaju igračke figure u skladu sa rezultatima bacanja.	<ul style="list-style-type: none"> • Monopoly • Marrakech • Formula Dè • Colosseum • Runebound Third Edition
Route/Network building	IZGRADNJA MREŽE PUTEVA	Game play features network(s) (interconnected lines with nodes) using owned, partially owned or neutral pieces, with an emphasis on building the longest chain and/or connecting areas or fixed points on the board.	Igra se zasniva na mreži (međusobno povezanoj čvorovima) koristeći vlasničke, delimično vlasničke ili neutralne delove - sa naglaskom na izgradnji najdužeg lanca i/ili povezivanja područja ili fiksnih tačaka na tabli.	<ul style="list-style-type: none"> • Power Grid • Railways of the World • Food Chain Magnate

Crayon Rail System (Potkategorija)	SISTEM LINIJA ISCRTANIH BOJICOM	<u>Crayon Rail System</u> - Types of these games use crayon or other non-permanent methods of making connecting lines on a board, often erasable.	Sistem linija iscrtanih bojicom - Vrste ovih igara koriste bojice, krejone ili druge nestalne metode povezujućih linija na tabli koje uglavnom mogu da se obrišu.	<ul style="list-style-type: none"> • Empire Builder • Eurorails
Secret Unit Deployment	POSTAVKA TAJNE JEDINICE	Gameplay contains hidden information. Only the player controlling certain playing pieces has perfect information about the nature (or even the whereabouts) of those pieces. This mechanic is often used in wargames to simulate "fog of war".	Igranje sadrži skrivene informacije. Samo igrač koji kontroliše određene figure ima savršene informacije o prirodi (ili čak položaju) tih figura. Ova mehanika se često koristi u ratnim igrama za simulaciju "ratne magle".	<ul style="list-style-type: none"> • Letters from Whitechapel • Fury of Dracula • Captain Sonar
Set Collection	SAKUPLJANJE KOLEKCIJE	The primary goal of a set collection mechanism is to encourage a player to collect a set of items. Players seek prescribed combinations of items, such as three-of-a-kind. Turning in sets typically yields rewards or fulfills a victory condition.	Primarni cilj mehanike sakupljanja kolekcije je da podstakne igrača da sakupi set predmeta. Igrači traži propisane kombinacije predmeta, kao što su tri od iste vrste. Predavanjem sakupljenih kolekcija obično donosi nagrade ili ispunjava uslov za pobeđu.	<ul style="list-style-type: none"> • Gin Rummy • Lords of Waterdeep • The Castles of Burgundy
Simulation	SIMULACIJA	Simulation games are games that attempt to model actual events or situations.	Simulacione igre su igre koje pokušavaju da modeluju stvarne događaje ili situacije.	<ul style="list-style-type: none"> • The Castles of Burgundy • The Voyages of Marco Polo • Memoir '44
Simultaneous Action Selection	ISTOVREMENI IZBOR AKCIJA	Instead of taking turns in order, all players choose their moves and then reveal them simultaneously to be resolved.	Umesto da se smenjuju redom, svi igrači biraju svoje poteze, a zatim ih istovremeno otkrivaju kako bi ih rešili.	<ul style="list-style-type: none"> • 7 Wonders • Spirit Island • Scythe • Gloomhaven
Singing	PEVANJE	Players hum or sing familiar tunes in order to fulfill certain game requirements.	Igrači pevuše/mumlaju ili pevaju poznate melodije kako bi ispunili određene zahteve igre.	<ul style="list-style-type: none"> • Cranium • Monikers
Storytelling	PRIPOVEDANJE	Players can be provided with conceptual, written, or pictorial stimuli which must be incorporated into a story of the players' creation. Alternatively, players don't create their own stories, but instead experience a story from the inside as one of the participants. Games along those lines might present players with a particular narrative situation, after which the player will make a choice that affects which end to the narrative is told.	Igračima mogu biti pruženi konceptualni, pisani ili slikoviti podsticaji koji moraju biti ubačeni u priču koju stvaraju. Alternativno, igrači ne stvaraju sopstvene priče, već umesto toga doživljavaju priču kao da su jedan od likova iz igre. Igre u tom maniru mogu da uslove igrača sa određenom narativnom situacijom, nakon čega oni donose odluke koje utiču na ishod igre.	<ul style="list-style-type: none"> • Tales of the Arabian Nights • Once Upon A Time • Dixit • Rory's Story Cubes • T.I.M.E Stories
Take That	DIREKTAN NAPAD	Maneuvers that directly attack an opposing player's strength, level, life points or do something else to impede their progress, while usually providing the main engine for player interaction in the game. Usually used in card games.	Manevri koji direktno napadaju snagu, nivo, životne poene protivničkog igrača ili čine nešto drugo da im ometaju napredak, istovremeno pružajući glavni kontekst igre. Obično se koristi u igrama sa kartama.	<ul style="list-style-type: none"> • Saboteur • Bang • Munchkin • Dominant Species • Rising Sun

<p>Tile Placement</p>	<p>POSTAVKA PLOČICA</p>	<p>Tile Placement games feature placing a piece to score VPs or trigger abilities, 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. Players take turns in laying tiles in positions allowed by the rules.</p>	<p>Igre sa postavkom pločica podrazumeva njihovo postavljanje radi dobijanja poena ili aktiviranje određenih mogućnosti, često zasnovane na susednim delovima ili delovima iste grupe/klastera, i isključivanje neprostornih svojstava kao što su boja, završetak funkcije, veličina klastera itd. Igrači se smenjuju u postavci pločica po pozicijama koja su definisana pravilima.</p>	<ul style="list-style-type: none"> • Carcassonne • Eclipse • Azul • The Castles of Burgundy
<p>Time Track</p>	<p>VREMENSKA PUTANJA</p>	<p>There is a linear "Time Track" with many spaces. Each player has a marker on the track, which indicates where they are "in time." Markers farther on the track are further forward in time. A variable player-turn order mechanism by which the player who is last on the time track goes next. The function of this mechanic can allow a player to have multiple sequential turns due to being last after each one.</p>	<p>U igri postoji tzv. "Vremenska putanja" koja je linearna staza i sadrži polja sa razmacima. Svaki igrač ima svoj marker na toj stazi koji pokazuje gde se nalaze "u vremenu" (odnosno potezu). Marker koji su dalje na vremenskoj putanji/traci - nalaze se "napred u vremenu". Mehanika promenljivog redosleda poteza igrača po kojoj igrač koji je poslednji na takozvanoj "vremenskoj putanji" ustvari igra prvi na sledećem potezu. Funkcija ove mehanike može omogućiti igraču više uzastopnih poteza - pomeranja ukoliko ostaje poslednji nakon svakog kruga.</p>	<ul style="list-style-type: none"> • Horus Heresy • Patchwork • PARKS • Nemo's War • Tokaido
<p>Trading</p>	<p>RAZMENA</p>	<p>Players exchange/trade game items and assets between each other.</p>	<p>Igrači međusobno razmenjuju / trguju predmetima i sredstvima igre.</p>	<ul style="list-style-type: none"> • Pandemic • Tikal • Antiquity • Bohnanza • Twilight Imperium (Third Edition)
<p>Trick-taking</p>	<p>TRIKOVI (RUNDE)</p>	<p>Players play cards from their hand to the table in a series of rounds, or "tricks" which are each evaluated separately to determine a winner and to apply other potential effects. Players lay down cards, typically following the suit of the first card in each round. The values of the cards determine the winner, that collects all cards played in that round. A certain number of tricks may be needed to win, or certain cards taken in tricks may give positive or negative points.</p>	<p>Igrači igraju karte iz svojih ruku postavljajući ih na sto u nizu rundi ili "trikova" gde se svakoj rundi zasebno određuje pobednik i eventualno primenjuju drugi potencijalni efekti. Igrači polažu karte, obično prateći boju ili simbol prve postavljene karte u svakoj rundi. Vrednosti karata određuju pobednika koji osvaja sve karte odigrane u tom krugu. Određeni broj rundi može biti potreban za pobedu a određene karte dobijene u trikovima mogu dati pozitivne ili negativne poene.</p>	<ul style="list-style-type: none"> • Skull King • Haggis • Tichu • Fox in the Forest • Wizard

Variable Phase Order	PROMENLJIV REDOSLED IGRANJA	The order in which Game Phases occur can be varied throughout the game. Variable Phase Order implies that turns may not be played the same way as before and / or after.	Redosled odvijanja faza igre može se menjati tokom cele partije. Promenljiv redosled igranja podrazumeva da se potezi možda neće igrati kao što su igrani pre i / ili posle određene faze.	<ul style="list-style-type: none"> • Puerto Rico • Race for the Galaxy • Eclipse • Myth • Aeon's End
Variable Player Powers	PROMENLJIVE MOĆI IGRAČA	Each player has special Actions that only they can perform, or that modify standard actions.	Svaki igrač zasebno ima specijalne poteze koje samo on može da izvede ili koje menjaju standardne akcije.	<ul style="list-style-type: none"> • Cosmic Encounter • Dominant Species • Sentinel of the Multiverse • Gaia Project • Terraforming Mars
Voting	GLASANJE	<p>Players vote on whether a proposed action will occur or not.</p> <p>In most games with this mechanism each player has one vote. However, some give the players different numbers of votes depending on their board position or the issue being voted on.</p>	Igrači glasaju o tome hoće li se predložena akcija dogoditi ili ne. Međutim, neke daju igračima različit broj glasova u zavisnosti od pozicije na tabli ili od pitanja o kom se glasa.	<ul style="list-style-type: none"> • Werewolf • Battlestar Galactica • Patchistory
Worker Placement	POSTAVLJANJE RADNIKA	Sometimes called "action drafting" or "action blocking", players select actions to be taken each round by placement of tokens (or "workers") from a limited resource pool, on the selected areas.	Ova mehanika je poznata i kao "izvlačenje (biranje) akcija" ili "blokiranje akcija" gde igrači biraju koju će akciju odigrati tokom runde postavljajući ograničeni broj tokena - radnika na polja namenjena izboru akcija.	<ul style="list-style-type: none"> • Keydom • Agricola • Terra Mystica • Caylus • Le Havre • Orleans • Ora et Labora

Izvori:

- <https://boardgamegeek.com/browse/boardgamemechanic>
- <https://boardgaming.com/mechanics>
- https://www.reddit.com/r/tabletopgamedesign/comments/4tu27t/tabletop_game_mechanic_list/

Zahvaljujemo na pomoći i sugestijama svim hobistima koji su doprineli kompletiranju liste mehanika na srpskom jeziku.

Ukoliko je potrebno dopuniti i/ili ispraviti listu – slobodno pošaljite poruku putem društvenih mreža ili putem elektronske pošte:
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