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5 (6) game ideas that revolve around the theme of collecting

1. A collecting game that gets people out in nature, and in the fall spirit. Players would go out in search of leaves. After a set amount of time, the collected leaves would be compared side by side. Any two of a type, when collected by more than one player, would be discarded. The objective would then be to collect the most unique leaf varieties.
2. I like the idea of collecting a specific resource or points to then use for buying privileges. Maybe for something like this, there could be a Halloween themed game where players collect spirit tokens to either buy an action card, curse another player's haunted artifact or cleanse their own.
3. A cooking themed collecting game where players are dealt a recipe card and have to draw the right ingredients or make trades to obtain what they need to complete their recipe.
4. Or maybe, similar to Sushi Go, players are in a sort of rotation and must collect an appetizer, main course, and dessert, but all of the same suit.
5. A game that revolves around collecting dinosaurs. Players act as paleontologists and take turns rolling dice to determine if their dig is successful. This continues until all fossil segments that belong to a dinosaur are found. Most completed wins.
6. I think this could work alternatively as a long running collection game similarly to how people collect baseball cards, or pokemon cards. Maybe incorporating deck building when dinosaurs are complete.