

Game	SUSPENSE			Game element(s) EMBODIED INTO	CULMINATION POINTS
	Hope	Fear	Uncertainty		
	What the player hopes to achieve?	What the player fears that will happen?	What are the factors that make hope and fear uncertain?	Identification of the game elements that take part in constituting the eliciting conditions	Is there a specific game state scenario in the game that introduces a crisis goal, or intensifies emotions?
Final Fantasy VII	Win battles, explore environment get new abilities	Lose battles	Enemies, imperfect information about environment, narrative turns	Environment, Characters-of-system	Battles, narrative sequences
Billiards	Hit a ball and pot it	Mishitting a ball, shooting the white ball into a pocket	Performance-of-self, game state as the geometrical relations between the balls		One ball remaining on the table
Boxing	Punch the opponent, evade his punches	Being hit	Performance-of-self, performance-of-other	Self & Opponent	Final round, KO count
Backgammon	Remove her tokens from the board by moving the across it	Own tokens being blocked, opponent being able to remove her tokens	Performance-of-self, performance-of-other, dice rolls	Dice, environment, performance-of-other	Chances to remove tokens
Fantasy leagues	Points through athlete's real-work performances	The athletes perform badly	Performance-of-athletes, performance-of-self as choices made	Components-of-self (athletes)	The sports events where athletes perform
Connect-4	A connected line of 4 tokens	Her lines being blocked, opponent creating line	Performance-of-self, performance-of-other	Components-of-self	Lines of three emerging
Scrabble	Combine her letters into words or the board	Unable to combine letters into words, opponents words	Performance-of-self, performance-of-others	Components-of-self, components of-system on the board, environment	Combining a word, waiting for one's turn to act
Fox & Geese	As fox, eat geese; as geese, trap the fox	Lose one's tokens (fox/cheese)	Performance-of-self, performance-of-other	Components-of-self, components of-other, environment	Number of Fox or Geese decreasing
Lord of the Rings: Boardgame	Advance, win battles	Losing battles, getting killed	Card attributes, dice rolls	Components-of-self, components of-other	Battles, Sauron approaching
Draughts / Checkers	Capture opponent's pieces	Opponent capturing pieces	Opponent moves	Components-of-self, components of-other, environment	Successive jumps in capturing pieces
Risk	Good dice results	Bad dice results	Chance	Components-of-self, components of-others, Dice, environment(s)-o self, environment(s)-of-others	A player about to be defeated
Starcraft	Build resources, win battles	Opponent attack, resources lost	Performance-of-other	Components-of-self, components of-other, Information, environment-of-system	A player about to be defeated
Cribbage	Being able to play cards form hand as the last one, scoring points	Unable to play cards from hand, opponents scoring points	Cards played by opponents	Components-of-self: points and cards, components-of-others	
Dominoes	Connect a domino	Has to pick up a domino due to not being able to connect	Domino attributes played by other players	Components-of-self, components of-system	One or more players having only one domino left
Rummy games: Gin, Canasta	Gain points by taking tricks	Other players gaining points by taking tricks	Other players decisions, chance	Components-of-self, components of-other	
Magic the Gathering	Collect resources, Win battles	Lose battles, lose cards	Opponent decisions and resources	Characters-of-self, characters-of-other	Constructing the deck
Mastermind	Guessing/deducing correct code	Not guessing correct	Imperfect information about the code	Components-of-self, components of-system	Final digit of the code missing
Frequency	Hit the rhythm	Losing rhythm, not keeping in pace	Music tempo	Environment-of-system	Modifiers, chains of hits

embodiments

World of Warcraft (MMORPGs)	Various: gold, mounts, weapons and other resources, abilities, character levels, explore environment	Health decreasing, Character getting killed Other players getting more profit	Other	Character-of-self, characters-of-others, characters-of-system, environment, components	Raids
Modern Art	Sell paintings with profit	Other players getting more profit	Other players' decisions & paintings	Components-of-self, components of-others	Hidden auctions
Missile Command	Protect cities by shooting down missiles	Missiles hitting the cities	Performance-of-self, increasing tempo of missiles	Components-of-self, components of-system	One city left
FallOut	Explore, find resources, survive	Health decreasing, Getting killed	Performance-of-self, opponents, events	Character-of-self, characters-of-system, components, environment	Boss fights
Rez	Shoot enemies, gain points and health	Health decreasing, character getting gkilled	Performance-of-self, Enemies	Character-of-self, characters-of-system	Boss fights
Silent Hill	Explore, find resources, survive	Health decreasing, Getting killed	Performance-of-self, opponents, events	Character-of-self, characters-of-system, components, environment	Boss fights, scripted events
Chu-Chu Rocket	Catching mice	Other player catching mice	Other players actions, chance events	Components-of-self, Environment of-self, Components-of-others, Environments-of-others, Character-of-self, character-of-other, components	"Mouse mania" and other events
Bomberman	Blow up the opponent	Getting blown up	Opponent actions	Character-of-self, characters-of-system, components, environment	Scripted events
Half-life	Explore, find resources, survive	Health decreasing, Getting killed	Performance-of-self, opponents, events	Character-of-self, characters-of-system, components, environment	Mission goals Finding pairs or other combinations which are one symbol away from a prize
Grand Theft Auto III	Explore, find resources, survive	Health decreasing, Getting killed	Performance-of-self, opponents, events	Character-of-self, characters-of-system, components, environment	Mission goals Finding pairs or other combinations which are one symbol away from a prize
Scratch ticket	Scratch open similar symbols etc to win a prize	No combinations of symbols found	Draw from ticket database	Draw procedure	Mission goals Finding pairs or other combinations which are one symbol away from a prize
Manga Manga!	Discarding cards of matching colour before opponents	Opponents discarding cards before self	Performance-of-self, Performance-of-others	Components-of-self, components of-others	
Bejeweled	Finding jewels that potentially make combinations of three	Being unable to find combinations, time running out	Performance-of-self, Time	Components-of-system	Time nearing zero
Breakout	Manoeuvring to hit the ball, hitting the bricks with the ball	Missing the ball, missing the bricks	Performance-of-self	Component-of-self, components-of-system	Ball speeding up, final brick left
Arkanoid	Manoeuvring to hit the ball, hitting the bricks with the ball, shooting the bricks	Missing the ball, missing the bricks	Performance-of-self, system procedures	Component-of-self, components-of-system	Ball speeding up, final brick left Proportional to consecutive hits or misses
Skeet	Hitting the clay saucer	Mishitting	Performance-of-self	Components-of-system	
Super Monkey Ball	Staying on the course, collecting bananas	Falling off the course, missing the bananas	Performance-of-self, system procedures	Component-of-self, components-of-system, environment	
Tug of War	Pulling the opposing team towards oneself	Being pulled forward	Performance-of-self, Performance-of-others	Components-of-self (the team), the rope, environment-of-self, environment-of-others	The rope marker nearing the position on the ground that marks victory condition for either team
Sudoku	Deducing the correct numbers	Unable to figure the numbers out	Performance-of-self in relation to the difficulty of the puzzle	Components-of-self, components of-system, environment	One number missing, completing a row
Niagara	Being able to move diamonds with boats to home base	Losing boats to rapid, opponents being able to move diamonds, opponents stealing diamonds	Performance-of-self, Performance-of-others, movement of rapid as rule procedure	Components-of-self, components of-other, environment	Final diamond nearing home base, boats on the verge of the edge of the rapid
Zuma	Hitting balls of same colour with the ball shot	Mishitting balls of similar colour,, chain of balls reaching the skull	Performance-of-self, movement of chain as rule procedure	Components-of-self, components of-system, environment	Ball chain nearing skull, balls decreasing towards none left
Musical Chairs	Find a vacant chair	Others occupying vacant chairs quicker	Performance-of-self, Performance-of-others	Components-of-system: the chairs, environment, music	Music stops
Yenga	Pull a block out of the tower	The tower collapsing	Performance-of-self, tower configuration	Components-of-system	Tower shaking

embodiments

Croquet	Hitting own ball through gate, hitting opponent's ball	Other players proceeding through the gates, hitting one's ball	Performance-of-self, Performance-of others, distance and angle to gate	Components-of-self, components of-others, environment	Having a chance to hit through gate having a chance to hit goal marker, having a chance to hit opponent's ball
Black Jack	Being dealt cards the sum of which is 21 or below	Hitting over 21	Performance-of-self, Performance-of other (the house), chance in the draw of cards	Components-of-self: cards and stake, components-of-other	Making choice of being hit more cards or not, achieving 21 or close, revealing of dealer's hand
Petanque	Throwing the ball nearest to the marker	Other players throwing nearer, other players hitting one's ball	Performance-of-self, Performance-of others	Components-of-self, components of-others, environment	Each throw
Diner Dash	Seating customers, getting their orders, delivering food, billing customers	Making misdeliveries, not being able to do the tasks in time	Performance-of-self, system procedures	Character-of-self, characters-of-system, environment	Number of customers an task increasing, customers getting angry, customers leaving meeting other dogs, playing with the dog, taking the dog out, teaching tricks
Nintendogs	Teaching the dog tricks, keeping it happy	n/a	Dog behaviour	Character-of-self: the dog and its behaviour	
Bowling	Hitting the pins so that as many as possible fall	Mishitting the pins	Performance-of-self, pin configuration	Component-of-self: the ball, Components-of-system: the pins. environment	Seeing the ball roll towards the pins
Halo	Defeating enemies, exploring and traversing the world	Losing health, getting killed	Performance-of-self, system procedures	Character-of-self, characters-of-system, components-of-self, environment	Scripted events
Hundred meter sprint	Outsprinting opponents to the finishing line	Opponents being quicker, reaching the finishing line first	Performance-of-self, Performance-of others	Oneself, finishing line	Ready-set-go start procedure
Deal or No Deal	Opening briefcases with low sums of money, receiving a high offer from the banker	Opening briefcases with high sums of money, receiving a low offer from the banker	Performance-of-self, banker's offer	Components-of-self: own briefcase, components-of-system: other briefcases, information-of-system as sums in the briefcases	Opening of each briefcase, Banker's offer
Who Wants to be a Millionaire	Choose the correct answer out of four options in order to win as much money as possible	Make an incorrect choice	Knowledge, question subject, four options	Information-of-system: questions and the four options, prize level	Using the lifelines: Narrowing choices to two/asking the audience/phoning a friend, Million dollar question
Singstar	Carry the tune	Sing out of tune	Performance-of-self: singing ability	Music as information-of-system, system feedback procedure	Song choruses etc.
Mancala	Move her stones across the board	Other player moving her stones across	Performance-of-self as choices, performance-of-other	Components-of-self: Stones, components-of-other, Environment	Proximity to end condition
Darts	Hit the board and sectors worth high points in the board	Miss the board, hit low point sectors	Performance-of-self	Components-of-self: darts & points, Components-of-others: points, Environment: the board and its sectors	Someone nearing zero in the points count
Mario Kart	Stay on the track, reach and stay in the lead until finish, collect weapons, hit opponents with weapons, evade their weapons	Fall behind, drive off the track, get hit by opponent weapons	Performance-of-self, performance-of-others	Character-of-self, character-of-system, environment	Race start & finish, final lap, using weapons, driving off the course
Rock Paper Scissors	Make a choice that defeats the opponent's choice	Making a wrong choice	Opponent's choice, choice relations	Informations-of-self & Information of-other: Rock-paper-scissors	The reveal procedure
Pokemon	Collect resources, Win battles	Lose battles, lose resources	Opponent decisions and resources	Characters-of-self, characters-of-other	Constructing the deck
Lost Cities	Start expeditions, combine cards with each other in order to explore	Being unable to combine cards, lose expeditions	Cards acquired, opponent cards	Components-of-self & other: cards and points	Completing an expedition
Max Payne	Shooting enemies, exploring environment, finding health packs, weapons and ammo	Losing health, getting killed, getting stuck, running out of ammo	Opponent actions, imperfect information about environment	Character-of-self, characters-of-system, components-of-self	Scripted events and narrative turns
Puzzle Bobble	Combining bubbles of same colour by shooting them	Misfiring, the bubbles falling downwards	Performance-of-self, system procedures	Components-of-self, components of-system	Balls moving downwards

embodiments

Werewolf / Mafia	As villager, to stay alive and defeat the mafia; as mafia, to assassinate all the villagers	Getting killed by assassins or nominated for vote	Imperfect information about players' identity	Players and their roles, the cycle of day and night	The night turn
Labyrinth Wooden Maze	Guide the ball through the maze without it falling through the holes	Losing control of the ball, the ball falling through a hole	Performance-of-self, ball movement	Component-of-self: ball, Environment	Constant; Nearing the finish
Qix	Enclose areas without getting hit by the enemies	Running into enemies in the process of enclosing	Performance-of-self, Enemy movement	Component-of-self: craft components-of-system: enemies Environment	Constant: Enemies closing in, proximity to required percentage of enclosure
Loop	Enclosing similar butterflies	Enclosing different butterflies	Performance-of-self, butterfly movement	Environment-of-self: the loop created, components-of-system: the butterflies	
Twister	Being able to connect dots with two limbs	Inability to enact the required posture	The game state in the form of other players' posture	Self, others & postures	Bodily contact
Hopscotch	Traverse the grid with the correct sequence of jumps	Losing sense of sequence	Performance-of-self, grid formation	Environment	Final grids; progress towards them
Bingo	Get a line of five on the grid on one's bingo ticket	Other players getting the five first on their ticket	Chance: draw procedures of numbers and bingo cards on the ticket	Components-of-self: the numbers on the ticket, Components-of-system: numbers drawn	Having a line of four numbers
Bonnie's Bookstore	Creating words from letters or hyphens available, thus using grid spaces	Unable to produce words, unable to use all grid spaces, running out of turns	Performance-of-self as lexical ability Distribution of letters through system procedures	Components-of-system: letters, Components-of-self: words created, points, turns	Few unused grid spaces, uncommon letters or hyphens appearing
Snake	Guide and grow the snake by eating food	Hitting oneself or border	Performance-of-self, Snake and environment relation: As the snake grows, its space for manoeuvring decreases	Character-of-self: snake, points, component-of-system: food, Environment	Snake speed accelerating, own high score approaching
Flow	Evolve through eating other organisms	n/a	Performance-of-self: guiding the organism, movement and constitution of other organisms	Character-of-self, characters-of-system, Environment	
Asteroids	Hitting, Evading	Being hit	Performance	Physical Proximity to component-of-system	Constant
Doom	Hitting, Evading	Being hit	Performance-of-self, Performance-of-system, Imperfect information about environment	Physical Proximity/relation to character-of-system, Environment design	Boss monster
Paintball	Hitting, Evading, Capturing	Being hit, Flag captured	Performance-of-self, performance-of-others, imperfect information environment	Physical Proximity to Flag/Others, Environment design	Flag capture
Soccer	Possessing ball, Scoring a goal	Losing possession, Conceding a goal	Performance-of-self, Performance-of-others, Time	Ball ownership, Physical proximity to goal location	Penalty shot, Full time
Ice Hockey	Possessing puck, Scoring a goal	Losing possession, Conceding a goal	Performance-of-self, Performance-of-others, Time	Puck ownership, Physical proximity to goal location	Power play, full time
Basketball	Possessing ball, scoring a basket	Losing possession, Conceding a basket	Performance-of-self, Performance-of-others, Time	Ball ownership, Physical proximity to basket	
Figure Skating	Performance success	Performance failure	Performance-of-self, Performance-of-others	Choreography	Choreography, Music
Vampire the Masquerade (Tabletop RPG)	Performance success	Performance failure	Imperfect information about characters-of-system & environment Performance-of-self, Performance-of-others, Dice	Game World	Dice throws, narrative turns
Texas Hold'em Poker	Good hand, accumulating chips	Bad hand, losing chips	Deal procedure, Performance-of-self Performance-of-others	Card attributes, Chip totals Tile & Farmer attributes (configuration, number), Points counter	All in
Carcassonne	Gaining occupancy	Losing occupancy	Tiles, Performance-of-others		Few tiles remaining, Hovering closures
Go	Enclosing & capturing stones	Being enclosed & captured	Performance-of-self, Performance-of-other	Environment grid	Hovering closures
Jigsaw puzzles	Finding suitable piece	n/a	Piece size / visual resolution / number	Piece attributes	Hovering closures
Tetris	Aligning a full row	Misplacing a block	Block form and movement tempo	Blocks and Environment	Space towards top diminishing, tempo accelerating

embodiments

Botfighters	Hitting, Evading	Being hit	Imperfect information about character-of-others: location, attributes	Mechanics,	Being found
Lotto	Matching numbers	Not matching	Draw procedure, number matrix	Prizes in money	Draw result revealed number by number
Legend of Zelda: Ocarina of Time	Various relating to combat & exploration	Link character dying	Performance-of-self, Performance-of-system, Imperfect information about environment	Game World	Boss monsters, World events
SSX	Taking lead, Finishing first	Losing lead & race	Performance-of-self, Performance-of-system, Imperfect information about environment	Physical Proximity/relation to character-of-system, Environment design	Finishing & Starting lines
Tekken 4	Hitting, Evading	Being hit	Performance-of-self, Performance-of-system	Physical Proximity to character-of-system, Character attributes (health)	Health decrease
Civilization	Various relating to combat, construction, invention & exploration	Own civilization being defeated	Performance-of-self, Performance-of-system, Imperfect information about environment	Physical Proximity to character-of-system, Component & Environment attributes	Conflicts
Ticket to Ride	Completing destinations	Failing destinations	Imperfect information about components, Performance-of-others	Cards, destination itineraries	Destination conflicts
Da Vinci Code	Guessing/deducing correctly, solving code	Guessing wrong, own code being solved	Imperfect information about components-of-others, Performance-of-others	Component bipolarity	Code information increasing
Ricochet Robot	Solving puzzle fastest	Incorrect solution, others being faster	Performance-of-self, Performance-of-others	Robot locations in the environment	Other player announcing a solution
Monopoly	Buying & building	Others buying & building	Dice, Imperfect information about Chance cards	Physical proximity to environment of-self/other/system	Landing on environment-of-other
Snakes & Ladders	Taking lead, Finishing first	Losing lead & race	Dice	Environment attributes	Landing on a snake
Pac-Man	Evading, Eating	Being captured	Performance-of-self, Performance-of-system	Physical Proximity/relation to character-of-system & components-of-system, Environment design	Eating a power pellet
Pong	Hitting	Mishitting	Ball speed, Performance-of-self, Performance-of-other	Component-of-system	Constant
Tic-Tac-Toe	Combination of three	Other's combination of three	Performance-of-other	Grid attributes	Other achieving a pair
Trivial Pursuit	Knowing the answer	Not knowing the answer, Others knowing	Dice, Performance-of-self, Performance-of-others	Questions, Environment attributes	A player achieving all theme tokens
Pictionary	Drawing / Understanding the drawing	Not understanding	Performance-of-self (oneself & pair)	Drawings	A Pair reaching probable distance to finish
Alias	Managing to explain / understanding the explanation	Not understanding	Performance-of-self (oneself & pair)	Words	A Pair reaching probable distance to finish
Chess	Eliminating opponent figurines	Losing own figurines	Performance-of-self, Performance-of-other	Physical Proximity/relation to components-of-other	Check situation
Uno	Discarding cards	Not being able to discard	Imperfect information about deck & others hands, Performance-of-others	Card attributes, Points	"Uno!"
Solitaire (Windows)	Combining & discarding cards	Not succeeding in combining	Imperfect information about deck & cards-of-system	Card attributes	Deck running out
Tag	Catch / evade others	Being caught	Performance-of-self, Performance-of-other	Physical Proximity/relation to others	Near misses
Space Invaders	Hitting, Evading	Being hit	Performance-of-self, Performance-of-system	Physical Proximity to component-of-system	Constant: Shields crumbling, Invaders advancing downwards
Dance Dance Revolution	Hitting correct pad in time	Missing the beat & symbol	Performance-of-self, Music tempo	Music and the corresponding beats as symbols	Constant

embodiments

Animal Crossing	various	Character-of-system moving out	Character-of-system behaviour, Component-of-system behaviour, System procedures	Characters-of-self/others/system, Components-of-self/others/system	Various: Encounters with characters, competitions, etc.
The Sims	Positive moods for Sims	Negative moods for Sims	Sims' erratic behaviour, random system procedures	Sims and their attributes, behavioural cues	Sims interaction with other characters & environment
MS Flight Simulator	Reach destination	Crash, technical problems	Performance-of-self, Weather (system procedure)	Environment	Waypoints, landing
Track & Field	Outplay others	Get outplayed	Performance-of-self, Performance-of-others	Character-of-self, chracter-of-others/system	Start/Finish/Third tries in jumping/throwing
Roulette	Match draw number/colour	Mismatch	Draw procedure	Chip, environment, ball & roulette wheel	Draw procedure, ball slowing down
Slot machine	Match symbols to prize tiers	Mismatch	Draw procedure	Components-of-self: symbols & stake	Draw procedure sequence
Rush Hour	Configure pieces	Misconfiguration	Performance-of-self	Components-of-self: Pieces	Hovering closures
14/15 Puzzle	Configure numbers	Misconfiguration	Performance-of-self	Components-of-self: numbers, Environment	Moving onto next combination
Rubik's Cube	Configure colours	Misconfiguration	Performance-of-self	Cube configuration	Spotting potential combinations
Hex	Connecting tokens across the edges	Opponent blocking with her tokens	Opponent choices	Components-of-self: tokens, Components-of-others, Environment	
Myst	Find clues, make deductions concerning puzzles	Inability to solve puzzles	Performance-of-self	Information, components, environment	Solving of puzzles
ICO	Guard Yorda & traverse ahead	Lose Yorda or get stuck	Performance-of-self, system procedures	Characters-of-system, environment	Enemy attacks, puzzles
Zork	Find treasures, survive	Get killed	Imperfect information about environment, creatures	Environment, Characters-of-self	Creatures attacking