The Joy of Components
ProtospielSeminar 2007

What's So Important About Components?
- Components are required for the game
- Components reflect quality
- Components imply status
- Components become synonymous with the game

What Makes a Good Game Component?
- Visually appealing
- Good tactile quality
- Appropriate for game use
- Quality is appropriate for the game use

Examples of Good Components
- Catan hexes
  - Board quality
  - Use-appropriate
- Carcassonne meeples
  - Distinctive
  - Variable
- Barnyard Critters
  - Visually uncluttered
  - Use-appropriate
- Sky Runner
  - "Eye candy"
  - Thematically appropriate
- Kapitan Wackelpudding
  - Component quality
  - Age-appropriate
- Citadels
  - Quality
  - Fan mandated
- Starship rockets
  - "Toy"
  - Multi-use

How Do I Know if a Components is Good?
- User reviews (BoardGameGeek, others)
- Product shots (box back, ads)
- Component lists

Components Considerations
- Will they hold up with use?
  - Wood, plastic, tiles
  - Card quality
- What happens if I lose a piece?
  - Essential vs. non-essential
  - Card games
- Can I replace a piece?
  - In-print and cost
  - Bit sellers
- Can I use them for something else?
  - Rage deck
  - Empire Builder map
- Do I want to play with them?
  - Setup and footprint
  - Generating interest

The Reveal
- Eye candy vs. distraction
- Will the component make the rules more difficult to teach?

Q&A