

StrategyForge — Concept Poster

Print this and pin it up — an at-a-glance map of the StrategyForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Foresee	Forward planning + multi-move look-ahead — three moves ahead is enough; look further only when the position asks
Trade	Piece-value reasoning + exchange evaluation — equal value isn't equal worth; position-value matters more than piece-value
Read	Pattern recognition + position-reading — patterns repeat; the shape tells you the move
Bide	Patience + tempo discipline — slow is a move too; sometimes the best move is to wait
Concede	Graceful loss + post-game analysis — losing is a teacher; winning is too; I write down both

Key ideas at a glance

The big concepts this cast helps you master:

- Introduction to Strategy Games
 - Chess Fundamentals
 - Pattern Recognition in Games
 - Decision Trees & Planning Ahead
 - Risk Assessment & Probability
 - Game Theory Basics
 - Historical Strategy Games
 - Advanced Strategic Thinking
 - Strategic Thinking
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