

TableForge — Concept Poster

Print this and pin it up — an at-a-glance map of the TableForge 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
Bones	Dice + randomness + probability — chance is design craft, NOT betting; gambling-adjacency gate anchor
Hand	Cards + hidden information — what-you-HOLD is information; what-you-SHOW is a different question
Move	Turn-structure + action economy — every turn is a question and an answer; turn-as-question framing
Trial	Playtest + iteration — what-they-DID matters more than what-they-SAID; first-playtest-supposed-to-fail framing
Theme	Game-mechanic + theme integration — the-game-IS-its-mechanics; Habgood intrinsic-integration anchor; theme-MUST-do-work framing

Key ideas at a glance

The big concepts this cast helps you master:

- Dice Probability
 - Card Math
 - Board Layouts
 - Components
 - Game Balance
 - Simulation
 - Rulebooks
 - Playtesting
 - Kingmaker Problem Player Elimination
 - Victory Condition Design
 - Game Theory Basics
 - Production And Manufacturing
 - Cross Topic Connections
 - Real World Board Game Careers
 - Misconceptions And Reasoning
 - Advanced Synthesis
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Keep exploring online

- **Play it now:** [https:// sparkanvil.org/play/tableforge](https://sparkanvil.org/play/tableforge)
- **Meet the cast:** [https:// sparkanvil.org/cast/tableforge](https://sparkanvil.org/cast/tableforge)
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