

## **Common Patterns for five games.**

Disciples 2

Fallout 2

Heroes of Might and Magic 3

Worms Word Party

### **1. Turn-Based Games**

All these games are turn-based.

### **2. Alliances, Betrayal**

Although Fallout 2 is not a multiplayer game, you can make alliances with NPC, you can later sell NPC from your party as a slave if you want. In Disciples 2 and Heroes of Might and Magic 3 when there are more than two players, diplomacy is an important part of the game. WWP can involve social interaction of this kind when there are a big number of hot-seat players.

### **3. Eliminate**

All these games' main goals or sub goals is to eliminate your enemy. In Fallout 2 to complete the game you need to eliminate main enemy, although it's not stated as a goal at the beginning.

### **4. Replayability**

High level of replayability in Disciples 2 and HoMM 3 is achieved through set of different campaigns and multiplayer games. Players can create their own maps using map editors. WWP provides high level of replayability generating different maps. Fallout 2 has so many possible ways of development and exploration possibilities that a campaign can be completed in different ways.