

# Board Game Nights Achievements

Start date \_\_\_\_\_ End date \_\_\_\_\_

This spreadsheet is an achievements tracker for your game night escapades. You can use a single sheet over the course of 1 month, 1 year, or even several years—whatever works for your group. It is intentionally fuzzy and open to interpretation.

## How to use?

After each gaming session, every participating player can add their name to the sheet in two places if they've successfully fulfilled the requirements of that category, as long as the blanks are still available. Each player can also make 1 nomination for Tabletopies (*page 2*) or support a nomination another player has made.

<b>High score</b>	
If a game's high score is a record for the group, write down the name of the game, the score, the player's name, and the date in one of the blanks below. Choose carefully; each board game <b>can only be added</b> to the table <b>once</b> .	
Board game	Score - Player - Date

<b>Win a game that lasted</b>		
	Date	Player - Game
≥ 30 min		
≥ 60 min		
≥ 90 min		
≥ 120 min		
≥ 180 min		
≥ 240 min		

<b>Win as a type of player</b>		
For the below categories, before a player can add their name to one of the blanks, <b>at least one other player must agree</b> that (within a specific game played) the criteria has been fulfilled.		
	Date	Player - Game
<b>Rookie</b> <i>It's the first time you've played this game, and everyone else has already played it before.</i>		
<b>Pioneer</b> <i>It's the first time any of you have played this game.</i>		
<b>Underdog</b> <i>You were losing most of the game, and nobody expected you to win.</i>		
<b>Warlord</b> <i>You got a little carried away with this victory. The other players are now scared of you.</i>		
<b>Creative</b> <i>You were able to find an unusual way to win. Nobody that the group knows of has won that way before.</i>		
<b>"Can I change my mind?"</b> <i>You won, but you constantly changed your mind throughout and requested to take back your move at least once.</i>		
<b>Lucky</b> <i>You know who you are. If you don't, other people will tell you.</i>		
<b>Rules Lawyer</b> <i>You knew the rules inside and out. If you weren't sure of a specific edge case, you found a related BGG thread in the blink of an eye. You kept everyone in check.</i>		
<b>Versatile</b> <i>You won 3 different games within a single session.</i>		
<b>Fast</b> <i>The opposite of analysis paralysis; you were efficient with your moves and nobody had to wait for you.</i>		

<b>Win a game as the</b>		
	Date	Player - Game
Blue player		
Red player		
Green player		
Yellow player		
Black Player		
White player		

<b>Win as the player who went</b>		
	Date	Player - Game
1st		
2nd		
3rd		
4th		
5th		
Last		

# Tabletopies: Best of an Era Awards

Tabletopies are different from the other achievements in that each one accepts up to 3 different nominations. Every player can, once per session, either A) make 1 nomination, or B) support a nomination another player has made. You cannot nominate or (support a nomination for) yourself. A nomination can only be written down if at least one other player supported it.

The final winners for each of the tabletopies will be voted on when the group decides it's time for a new sheet, with the method of voting up to the group's discretion.

Tabletopies - Players		
	Date	Player(s) - Game
<p><b>Best Strategist</b> They have a strategy, they stick to it, and it works! After seeing the win and understanding the strategy, every move now makes so much sense.</p>		
<p><b>Best Tactician</b> No matter how much the situation changes, they can come up with a new tactic that is clever, successful, and pays off, and they know how to make the best out of any position.</p>		
<p><b>Most Helpful Player</b> They are happy to answer any question and help ensure that everyone at the table is on top of their game.</p>		
<p><b>Most Entertaining Player</b> They make everyone laugh, and they make even lousy games a memorable experience.</p>		
<p><b>MVP</b> Your team (in either a competitive or a co-op game) would not have won without them. They support everyone on the team, and they make great moves. They do not boss others around.</p>		
<p><b>Most Graceful Loser</b> They're always great to play against. They will try their hardest, but will also acknowledge when you were the better player and thank you honestly for giving them the chance to play against you.</p>		
<p><b>The Best All-Around</b> They're kind, helpful, fun, and always nice to be around, both in-game and out. Any gaming group would be lucky to have a person like this.</p>		

The person who appears the most throughout the sheet can write down their name:

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## Tabletopies - Memorable Experiences

	Date	Player(s) - Game
<p><b>Best Gaming Experience</b> This is the only award that goes to the group as a whole. Sometimes it's just nice to remember those great gaming experiences where at the end, everyone went, "What a game!"</p>		
<p><b>Best Game</b> This is the only award that doesn't go to the player(s), but to the games themselves. "Best game" is highly subjective, so it's up to the group to decide what it means and which games were worth nominating.</p>		
<p><b>Best Victory</b> The game was well-played, and the win was well-deserved. Even the players who lost can't help but be impressed.</p>		
<p><b>Flawless Victory</b> This was an absolute steamroller of a game without a single mistake or a single take-back move.</p>		
<p><b>Surprising Turnaround</b> What a twist! In an astonishing board game upset for the ages, the underdog surged up from behind for a win.</p>		
<p><b>Unstoppable</b> They were public enemy #1: so far ahead, the other players teamed up against them. Against all odds, they still won. Nothing could've stopped them.</p>		
<p><b>So Close</b> They missed the win by a single point, would've won if they'd only had 1 more turn, or lost due to a tiebreak.</p>		
<p><b>Best Play</b> One for the history books. This player's single play had the entire group memorizing it and studying it furiously, in hopes they'd be able to use it themselves next time.</p>		
<p><b>Best Move by a Newcomer</b> Was it pure luck or sheer brilliance? No one thought the newest player could whip up a move that would astound even the experts.</p>		
<p><b>Worst Mistake by a Veteran</b> Sun Tzu once said: "You can still step in your own crap." Despite playing this game a hundred times, this player's downfall was of their own design.</p>		
<p><b>"I Trusted You!"</b> We all know about the uspokan alliances of competitive board games. This player was part of one, and yet they spectacularly betrayed their "partner" in a bid for higher ground.</p>		