78 Unique Ready-to-Play Game Designs by Members of The Game Crafter Community



the GAME CRAFTER Community Anthology VOLUME 1



Games from the TGC Community Anthology Contest

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WINNER



FINALIST



COMMUNITY SEMI-FINALIST



JUDGE SEMI-FINALIST

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ZOMBOMINATION

RAMPAGE GAMES

A HEAD-TO-HEAD, ASYMMETRICAL, REAL-TIME DICE GAME OF HUMANS VS ZOMBIES

2 | < 5' | 12+

In ZOMBOMINATION, every game is a desperate fight for survival. Zombies swarm the city, hungry for flesh and brains, while Humans scavenge for scraps. Is this really living? Will the Humans just settle in their Safehouse to live one day at a time? Or will they risk it all to destroy the Laboratory and end the Zombie infestation? Will the Zombies end the Human race?

COMPONENTS



SETUP

1. Place the Board (next page) between the players.
2. Place all the Humans (4 Blue and 1 White meeples) at the SAFEHOUSE in front of the Human Player along with two Blue D6.
3. Place all the Zombies (3 Red and 3 Yellow meeples) and the LABORATORY (1 Red disk) in front of the Zombie Player along with two Red D6.
4. Place 3 Supplies (White cubes) on the Market, 2 on the Gas Station and 1 on the Pharmacy.

HOW TO PLAY

Roll your 2 D6's simultaneously and continuously taking the **Available Actions** based on their results.

When a **Winning Condition** is met, the game ends immediately and that player is considered the **Winner.**

A meeple can only move/sprint/wander to a Location that is connected to their current one.

If a Zombie is killed, place their meeple on the NEUTRAL ZONE. If a Human is turned/killed, replace their meeple by a Zombie meeple from the NEUTRAL ZONE (if any) and remove the Human meeple from the board for the rest of the game.

When a Human picks up a Supply, place the respective White cube on top of their meeple.

HUMAN AVAILABLE ACTIONS

ROLL SEVEN

Move 1 Human (with or without Supply) 1 Location
OR
Pick up 1 Supply if at least 2 Humans are at the respective Location.

ROLL DOUBLE

Sprint with 1 Human (move 1 Location w/o Supply)
OR
Kill 1 Zombie at a Location with at least 1 Human
OR
Destroy the LABORATORY (Red Disc) if it has at least 1 Human and no Zombies at that Location.

NOTES

- If a Human carrying a Supply is killed/turned, the Supply is dropped at the respective Location.
- A Human can freely drop a Supply at any time.

HUMAN WINNING CONDITIONS

- Gather 4 Supplies at the SAFEHOUSE.
- Clear all Locations (i.e. Kill all the Zombies at once)
- Destroy the LABORATORY.

ZOMBIE AVAILABLE ACTIONS

ROLL SEVEN OR DOUBLE

Spawn 1 Zombie at the LABORATORY
OR
Wander with 1 Zombie (move 1 Location)
OR
Turn 1 Human into 1 Zombie at a Location with more Zombies than Humans.

ROLL SNAKE EYES (DOUBLE 1s)

Spawn 1 Zombie at any Location
OR
Turn 1 Human into 1 Zombie at a Location with at least 1 Zombie.

NOTES

- Zombies can be spawned indefinitely (up to 6 at any given time).
- If 6 Zombies are in play, Humans are just killed instead of turned.

ZOMBIE WINNING CONDITIONS

- Turn or kill all the Humans.
- Swarm the SAFEHOUSE with 5 Zombies.

Zombomination (2021) is a collaboration between Chris Rossetti (Rampage Games) and Gus 'Scary' Tontini (Sneaky Pirates)

LABORATORY
MARKET
GAS STATION
PHARMACY
SAFEHOUSE
NEUTRAL ZONE
ROLL 7 OR DOUBLE
Wander
Spawn at LABORATORY
Turn outnumbered Human
ROLL SNAKE EYES
Spawn Anywhere
Turn any Human (need 1 Zombie)
OPTIONAL RULE
UNSTABLE
If you Roll Double 6s, you can kill one of your Yellow meeples to remove from its Location one uncarried Supply from the game.
ROLL 7
Move (with or without Supply)
Pick up Supply (need 2 Humans)
ROLL DOUBLE
Sprint (without Supply)
Kill Zombie (need 1 Human)
Destroy LABORATORY*
OPTIONAL RULE
THE LEADER
When the White meeple is turned or killed, before removing it from the game, kill all Zombies on that same Location.







Mine Your Own Business

When in the business of gem mining, one must find, forge and polish their gems into their most valuable form. However, it doesn't end with the dirt of the mines, or the cutting room floor - business is cutthroat and those that wish to survive must learn to evaluate trends and even manipulate the market to their own advantage.

In every game you will need all the following components in Red, Blue, White and Yellow:

- 8x Shards
- 4x Golems
- 6x Gems
- 2x Polish Dice

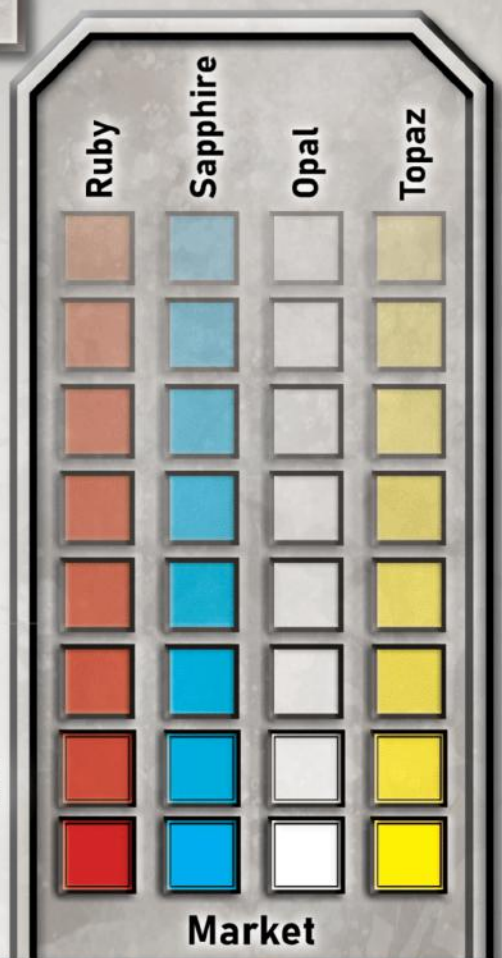
SETUP

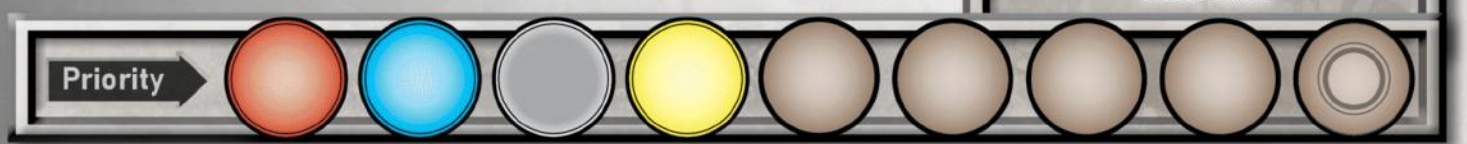
Each player sits at one of the four Workshops located at each corner. *Use the red and blue Workshops in all games.*

Give each player one Golem of each of type shown next to their Workshop.

Place two Shards of each type in the lowest spaces of the matching Market lanes and two Shards of each type on the table next to each Shaft on the right hand side (numbered 1, 2 and 3).

Sort the Gems into stacks of the same type and place them on the matching spaces of the Priority Track.





CLARIFICATIONS

Sell - place the Shard being sold into the lowest space of its respective Market lane.

Discard - Shards being discarded are placed into Shaft(s) of your choice in any combination.

Priority - determined by the order of Gem stacks from left to right on the Priority Track.

No more left! - if a component runs out then it is no longer available. It cannot be substituted by other types of components.

SCORING

Gem Value

Each Gem is worth VPs depending on their scarcity in the market. The type with the fewest Shards in the Market is worth 5 VPs, second fewest is 4 VPs, third is 3 VPs and fourth is 2 VPs.

The Gem with Priority wins ties.

Polish Value

Gems are worth an additional VP for every level of Polish they have.

Flawless Gems

If the Gem has a Polish level of '6', then it is worth an additional 2 VPs.



Game Design and Artwork
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Playtesting Troupe
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PLAYING THE GAME

Turns are played simultaneously. Players will secretly place their Golems in their Workshops, then all actions are resolved from left to right.

When a Gem is placed on the furthest right space on the Priority Track then the game will end after the following round.

Players then calculate their scores based on the Gems they have accumulated. The player with the most VPs wins.





GAME ROUND

1) Assign your Golems



All players secretly place their Golems on Workstations in their Workshops. *Use your hand to hide what you are doing.*

When all players are ready, placement is simultaneously revealed.

Workstations
Numbered 1-8

2) Take Actions

Resolve Workstation 1 for all players who have placed a Golem on that Workstation. If more than one player has assigned a Golem to their Workstation 1, then the assigned Golem with Priority resolves the action first. If both Golems are of the same type, then the Priority of the Workshop wins ties.

Repeat this process for all other Workstations in ascending numerical order.



ACTIONS

Mine *(workstations 1 & 2)*

Choose a Shaft and take a random Shard from it.

OR

Sell a Shard. Choose a Shaft and take two random Shards from it.

In either case, if one or more of the Shards you drew match the Golem that took this action, you may draw another random Shard from the same Shaft.

Proper Mining Technique: *Pick up all the Shards from the Shaft, shake them in your hands and then let one (or two) drop out.*

Trade *(workstations 3 & 4)*

Sell a Shard. Choose a different type of Shard to the one you just sold.

In the Market, if the number of Shards of the chosen type equals or exceeds the number of Shards of the type you have just sold, you may gain two of those Shards from the Market, otherwise gain only one.

Forge: Golem *(workstations 5 & 6)*

Discard two Shards of one type and one Shard of a different type, then gain a Golem of the same type as the two Shards you discarded.

Forge: Gem *(workstations 5 & 6)*

Discard three Shards of the same type then gain a Gem of that type from the stack. Then move that stack to the next available space to the right of all other Gems. *Note: a Gem stack that is lowest in Priority will not move.*

The last Gem in a stack cannot be gained.

If a Gem stack is moved to the right-most space, then push all Gem stacks as far left as possible. After this round, one more round will be played before the game ends.

Polish *(workstations 7 & 8)*

Increase the Polish level of one of your Gems.

If the Golem used for this action is the same type as the Gem being polished, then increase it by an additional level.

Proper Polishing Technique: *The first time a Gem is polished, place a die of that type showing a value of '1' on top of it. Each subsequent polish will increase the value of the die to a max of '6'.*





SLINKY GIBBON GAMES
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BILL

Pizza by the Slice

ALL SLICES COME WITH MEDIUM DRINK

1. Lazy Pete	JUST CHEESE	$1
2. Italian Stallion	PEPPERONI	$2
3. Lonely Bachelor	PEPPERONI & ANCHOVY	$3
4. Happy Hawaiian	PINEAPPLE & ONION	$3
5. Sailor's Delight	PINEAPPLE, ONION, & ANCHOVY	$4
6. Prontosaurus Works	EVERYTHING	$5

"PIZZA PRONTO" Designed by Brian A. LaPorte. ™ & © 2022 Brian A. LaPorte. All Rights Reserved.

1-4 PLAYERS • AGES 12+ • 30-60 MINUTES

PIZZA PRONTO



"The Only Pizza in Town!"™

COMPONENTS: Use these parts to play the game:

CUSTOMERS - 2 meeples of each color (8 total)
MONEY - 6 discs of each color (24 total)
INGREDIENTS - 8 cubes of each color (32 total)
DICE - 2 of each color (8 total)

GOAL: Work together to keep your customers happy and earn the most money by the end of the game!

STARTING A NEW GAME: Put one meeple of each color at "0" (zero) on the Customer Satisfaction Survey, and one meeple of each color on the "ORDER" ticket above the pizza. Put all the cubes in their labeled prep bowls around the pizza. Put all the discs to one side of the board (the POT). Give all the dice to the first player.

TAKING YOUR TURN: Each turn has four parts done in this order: **PICKUP**, **ORDER**, **PREP**, and **LINE**. Skip any parts that don't apply to your turn.

PICKUP: For each customer on the "PICKUP" ticket:

1. Compare the customer order die to the ingredients on the pizza slice. EXAMPLE: The customer is red and the red die on the pizza slice shows a 2, so the customer ordered a slice of pepperoni pizza.

The customer will be either **HAPPY** or **UNHAPPY.**

If the ingredient cube colors on the slice match the colors on the menu (with no extra colors), the customer is **HAPPY**! Collect the money for the slice from the pot and place it on the bill. Move the survey card customer meeple one space towards "10". Move **ONE** cube of each ingredient from the slice back to the correctly labeled prep bowls. Then move any cubes remaining on the slice off the board (and into the DUMPSTER). Any cubes in the dumpster are out of play for the rest of the game.

If the slice is missing ingredients or has any wrong ingredients, the customer is **UNHAPPY**. Don't collect any money, move the customer meeple on the survey card one space towards "0", and move **ALL** the cubes on that slice off the board and into the dumpster.

2. Take the die off the slice and put it with the other dice in front of you.

3. Move the customer meeple to the "ORDER" ticket.

ORDER: For each customer on the "ORDER" ticket:

1. Roll the pair of dice matching the customer color.

2. Choose one die of the pair to be the customer order. EXAMPLE: You choose the die that reads 2, so the customer orders a pepperoni slice. Place the order die on any pizza slice that doesn't already have a die on it.

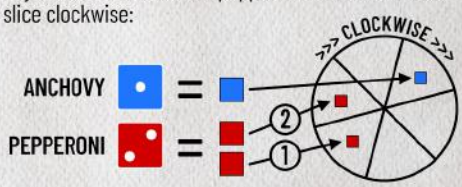
The other die is now the wait die. EXAMPLE: The wait die shows a 5, so move the customer meeple from the "ORDER" ticket to the "005" ticket. A ticket might have more than one customer on it at a time.

PREP: Roll all four dice in front of you to see how many cubes of each ingredient you can put on the pizza. EXAMPLE: You roll , so you can put 2 red pepperoni cubes, 4 yellow pineapple cubes, 6 white onion cubes, **AND/OR** one blue anchovy cube on the pizza. You can place more than one ingredient type on your turn, and you **MUST** place at least one cube on the pizza. EXAMPLE: You choose to place the blue anchovy cube and both red pepperoni cubes on the pizza.

You must have enough cubes in the prep bowl to put them on the pizza. EXAMPLE: The white die shows a 6 but you only have 5 onion cubes in the prep bowl, so you can't put any onion cubes on the pizza on this turn.

To reroll a prep die, move **ONE** ingredient cube from **ANY** prep bowl to the dumpster. You can reroll any die as many times as you want as long as you can move one ingredient to the dumpster for each reroll. EXAMPLE: To reroll the white die, move one cube from any prep bowl to the dumpster, then reroll the white die once.

For each ingredient you place, move one cube from the prep bowl to any slice, then the next cube to the next slice clockwise, and so on. EXAMPLE: Place the anchovy cube on any slice. Then put the first pepperoni cube on any slice, and the second pepperoni cube on the next slice clockwise:



LINE: Move each customer one ticket towards "PICKUP". EXAMPLE: If the blue customer is on ticket 005, move them to ticket 004. If a customer is on ticket 001, move them to the "PICKUP" ticket. Make sure to move every customer! At the end of your turn, give the player on your left the four dice in front of you.

ENDING THE GAME: The game ends as soon as no ingredients can be put on the pizza **OR** all money is on the bill **OR** all customers are at 10 on the survey.

SCORING: Add up the money on the bill plus the happiness of each customer to get your final score. EXAMPLE: You have $50 on the bill and your customers are at 7, 5, 4, and 2 on the survey, so your final score is 50 + 7 + 5 + 4 + 2 = 68.

Customer Satisfaction Survey: "How Are We Doing?"



In the space below, please tell us about your dining experience:


ORDER
006
005
004
003
002
001
PICKUP
PEPPERONI
PINEAPPLE
ONION
ANCHOVY

PG 7 | 1 | 12+ | 10-20 MIN

ABDUCTED

Designed by Lucas Lindstrom

Oh, no! You've just been abducted by aliens. The aliens put you in a small room filled with power cubes, shock traps, and a laser wall. Why have they put you in here? For their own entertainment, of course. Wait... is that laser wall moving toward you?! Quick, grab enough power cubes to open the door and escape! If you can escape, the aliens will take you back to Earth. However, if you die, they will simply clone you and put you in a new random room.

Components

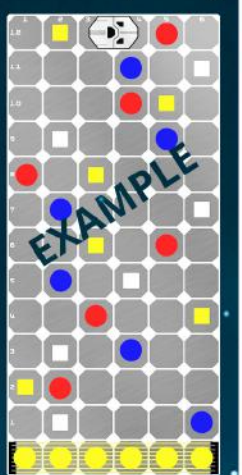
- 1 blue meeple
- 8 D6 dice (2 blue, 2 yellow, 2 red, 2 white)
- 13 cubes (1 blue, 6 yellow, 6 white)
- 18 discs (6 blue, 6 yellow, 6 red)

Objective

To win the game, you must collect at least **15** ϟ (power) worth of power cubes to open the door and escape before you die to the laser wall or the shock traps.

Setup

1. Place the **blue** cube on the HP space with the full heart.
2. Place the **6 yellow** discs on the spaces below row **1**.
3. Roll **1** die and place a **white** cube in the corresponding column in row **1**.
4. Roll the die again and place a **blue** disc in the corresponding column in row **1**. Reroll the die if the disc would be placed in the same space as the cube.
5. Roll the die again and place a **yellow** cube in the corresponding column in row **2**.
6. Roll the die again and place a **red** disc in the corresponding column in row **2**. Reroll the die if the disc would be placed in the same space as the cube.



7. Continue this way, placing **white** cubes and **blue** discs in odd numbered rows and **yellow** cubes and **red** discs in even numbered rows, until all **12** rows are filled.
8. Roll all **8** of the dice and place them to the side of the board. Any die showing a 6 may be rerolled at any time.

Play

1. On your first turn only, place the **blue** meeple on any empty space in row **1**.
2. Choose **1** available die from next to the board and place it in the first available action space.
3. Move the meeple the number of spaces shown on the die face. The die color determines the direction. **Yellow** = forward. **White** = right. **Red** = backward. **Blue** = left. The meeple stops moving if it hits a wall. If the meeple hits the laser wall, the game ends. If the meeple is already against a wall you cannot choose a die to move that direction.
4. If the meeple moved over or landed on any power cubes, remove them from the board and place them in the collected power cube space of their color. **White** cubes are worth **1** ϟ and **yellow** cubes are worth **2** ϟ.
5. If the meeple moved over or landed on any trap discs, remove them from the board and move the HP cube down **1** space for each **blue** trap and **2** spaces for each **red** trap. If the HP cube reaches the skull space, the game ends.
6. Repeat steps 2 - 5 **twice** more, for a total of **3** actions.
7. Move the laser wall (**6 yellow** discs) up **1** row if playing Easy Mode (see Modes section for more difficult modes), discarding anything in that row. If the meeple is hit by the laser wall, the game ends.
8. Reroll all **8** dice and begin the next round with step 2.

Winning

If at any time you have collected **15** ϟ worth of power cubes, and the HP cube is not on the skull space, you may attempt to escape up through the door shown on columns **3** and **4** in row **12**. You must move forward off the board to escape. If you escape, congratulations!

Alternative Modes

Medium Mode - Don't move the laser wall after the first round, then move it forward **2** rows after each round.

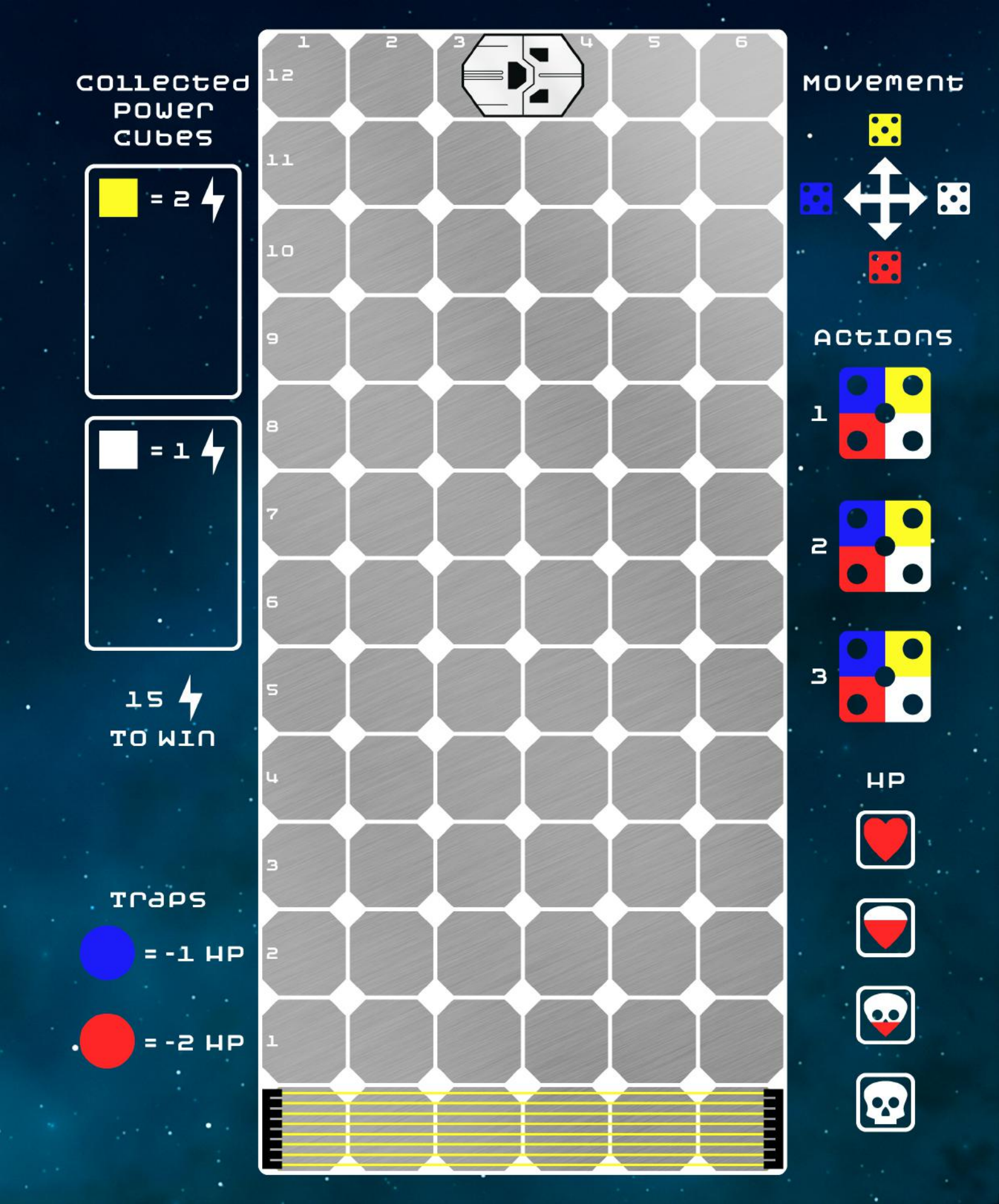
Hard Mode - Same as Medium Mode, but move it forward **3** rows after each round.

Crazy Mode - Same as Hard Mode, but start with the HP tracker **1** space below the full heart space.

Impossible Mode - Same as Crazy Mode, but move the laser wall after the first round.

Make your own modes by changing laser wall movement, starting HP, # of ϟ needed to open the doors, etc.

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lucas@dragicorn.games


Collected Power Cubes
= 2
= 1
15 TO WIN
Traps
= -1 HP
= -2 HP
1 2 3 4 5 6
12 11 10 9 8 7 6 5 4 3 2 1
Movement
Actions
1
2
3
HP

Alien Atrocity

Objective

The red aliens are trying to abduct the people in their saucers. The humans are avoiding the aliens and the cows want to be abducted.

Components

7 meeples (3 yellow, 2 red, 1 white, 1 blue)
8 dice (2 red, 2 yellow, 2 white, 2 blue)
23 cubes (8 red, 8 blue, 7 yellow)
16 discs (6 red, 6 blue, 4 yellow)

Set up

Each player takes 2 dice of a selective color, 1 yellow cube, and one yellow disc. Then place 8 cubes, and 6 discs of red and blue into the Supply sections of their color. The remaining yellow cubes are just put to the side for now.

Take the red, white, and yellow meeples, and put them in an opaque container like a cup or bag.

Each player selects one meeple randomly not showing anyone else what they got. Make sure no one sees what you draw and that no one sees the remaining meeples that were not selected. Hide the meeple where no one can see it until the end of the game. *Use a pocket, or tuck it under your leg, etc...*

If you have a red meeple you are an alien, if it is yellow you are human, and if white you are a cow.

Start player is the shortest player. They take the blue meeple to signify this.

Turn Breakdown

1. All players roll their 2 dice
2. You can subtract a pip from one die and add it to your other die. This can be done multiple times as long as no die goes under 1, and no die goes over 6.

So if they rolled a 4 and a 6. They could make that two 5's by subtracting 1 from the 6 and adding it to the 4.

3. Once you have your die numbers set place them both on the numbered spaces matching what they show now.
4. After all dice are placed, starting with the start player, remove ANY die of your choice and do what the space says. Continue this until all dice are activated.
5. Pass the start player meeple to the next player. If the red or blue supply is out of cubes or discs then the game goes to the Call out Phase. Otherwise repeat steps with the new start player.

Call Out Phase

Each player will be given 1 yellow, white, and red cube. If you needed to get a red or white cube from another player make sure they get it back after this step.

You cannot call out another player as the same team as yourself. Choose 1 cube matching a role you think someone is. Hold with your fist outstretched towards a player. You do not have to call anyone out but all are revealed at onece.

Everyone reveals at the same time. If you are correct they get 1/2 the points (rounded up) they would of normally gotten. If you are wrong they get +4 points.

If more than 1 person calls out the same person effects can stack. So for example if someone has 6 points and are called out correctly twice it would first halve to 3 then halve to 1.5 rounded up to 2.

Game End

When either the red or blue Supply is empty of cubes or discs the game will end at the end of that turn.

Scoring Phase

At this time everyone reveals what they are.

Red players gains 4 points for every cube + disc combination they have of the same colors.

Yellow players get 2 point per cube they have, and -1 points for every disc they have.

White player gets 2 points for each disc they have and -1 point for every cube they have.

Each team adds the scores of all members together. If there are only yellow players and the score is under 10 then everyone loses.



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1

Source: All Players
Everyone pass one cube or disc left
Start player returns a cube to the supply.

2

Source: You
Give one player a cube or take one cube from a player.

3

Source: 1 Player
Give or Take a disc or cube from a player.

4

Source: Supply
Gain a Red Cube
Gain a Blue Disc

5

Source: Supply
Gain a Blue Cube
Gain a Red Disc

6

Source: All Players
Everyone pass one cube or disc right
Start player returns a disc to the supply.

Supply

Supply

AstroHello

BY ALLEN LAMB

2-4 PLAYERS

12+

5 MINUTES PER PLAYER

PG 11

Setup

Each player chooses a different color meeple and set of 8 cubes

Players place thier meeple on any unoccupied zodiac symbol. Choose a player to go first.

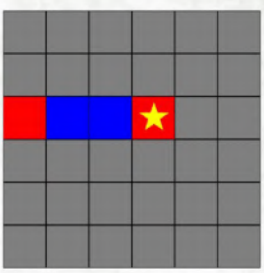
Player Turn

On your turn, move your meeple clockwise around the zodiac rondel 1, 2, or 3 spaces skipping spaces that are occupied by other meeples. Each zodiac symbol points to a column or row of the play table. After you move your meeple, place one of your cubes on an empty space of the column or row that your meeple's zodiac symbol points to.

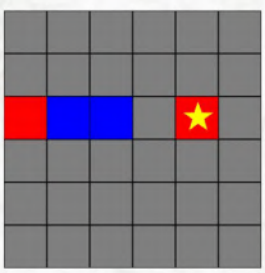
Capturing Cubes

If, by placing your cube, you have enclosed a string of **one** other player's cubes between your own cubes, you capture that player's cubes. Place the captured cubes in front of you. It is possible to capture cubes in multiple directions on the same turn.

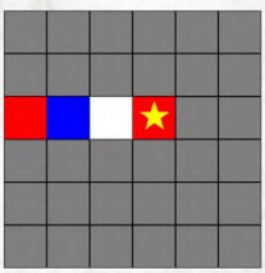
In the following examples, red plays the cube marked by the star.



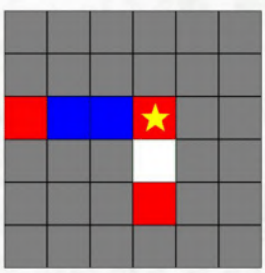
Red captures 2 blue cubes



Red captures nothing



Red captures nothing



Red captures 2 blue cubes and 1 white cube

End of Game

The game ends after all players have played all eight of their cubes. You earn one point for each cube you captured. Each cube that you have on the play table at the end of the game is worth 0 - 3 points as indicated by the number in that square.

The player(s) with the highest score win.

Stone Manah Games


0 1 1 1 1 0
1 2 2 2 2 1
1 2 3 3 2 1
1 2 3 3 2 1
1 2 2 2 2 1
0 1 1 1 1 0

Attack on Station Centauri

4 Players

Overview – This is a cooperative game for 4 players. It uses all of the available dice, discs, meeples, and most of the cubes. Each player commands a different crew aboard a space station. Together, they must defend the station against a coordinated attack from multiple aliens. Each disc represents an alien ship. Its color shows which portion of the station it is attacking. Each meeple represents a crewmember. Its color shows which crew it belongs to. Cubes are used as various tokens. Players use the dice of their color to determine which actions the team can perform each turn.

Setup – Begin the game by performing the following steps:
1) Decide which player will command which crew. They should sit around the game in the position of their crew to make it easier for them to read their crew ability, which is found on the edge of the board.
2) Give each player both dice of their crew's color.
3) Each player places all four of their crewmembers on the designated spaces around the station.
4) Place each disc on the board covering a ship space of its color.
5) Set aside three cubes of each color.
6) Place 15 of the remaining cubes (colors irrelevant) on the available spaces of the special abilities found at the bottom of this page.
7) Setup is complete. Now begin the first turn.

Game End
All players win or lose the game together. They lose if all crewmembers of one color are lost, or if the station ever has 6 hull damage. They win when 5 alien ships of each color are destroyed.

Gameplay – The game is played one turn at a time. Each turn, follow these steps:
1) Check the current station hull damage. If it is 2 or higher, the team suffers a Communications Outage: Pick up one unused cube of each color, shake them in your hands, and drop one at random. The player of its color is not allowed to communicate in any way until step 4 this turn. If the station hull damage is 5, the team suffers a second Communications Outage (use the remaining three cubes to choose a second player).
2) Each player rolls their dice. The results should be visible to everybody.
3) Each player gives one of their two dice to another player without changing its result. This decision should be discussed and agreed upon by the entire team. (A player who is not allowed to communicate must still participate in this step, but only as directed by the rest of the team. The team decides who they give their die to. They are not allowed to influence that decision in any way.) At the end of this step, every player must have two dice, one of their own and one from a teammate.
4) Each player may perform one action, determined by the total number of their two dice:
• Destroy an alien ship if the number displayed on its space matches their total. Remove that ship from the board. The crew that matches the ship's color does not lose any crewmembers this turn. All ships have a number 9-12.
• Use an available special ability found on the bottom of this page. Its number must match their total, and they must remove a cube from that ability. Each special ability has a number of 4, 5, 6, or 8.
• Use their crew ability if their total is 7. It can be found at the edge of the board, facing that player.
The order in which these actions are performed is up to the team.
5) Each player must lose one crewmember unless: a) a ship of their color was destroyed this turn; or b) no ships of their color remain, or c) an ability protects that player from losing crewmembers this turn. When a player loses a crewmember, remove one of thier meeples from the board. If a player ever has 0 crewmembers on the board, all players lose the game.
6) If 5 or more alien ships of each color have been destroyed, the players win the game. If not, the station hull suffers one damage. Add a cube to the "Station Hull Damage" tracker on the board. If this is the 6th damage on the board, the station is destroyed and all players lose the game.
7) If the game has not ended, return all dice to their original owners. Then proceed to the next turn.

Credits
Game designed by Hyrum Baker. All icons created by Delapouite and provided by game-icons.net. The background image is public domain.

Orders – Whenever a player gains orders, give them that many unused cubes of their color. (You set them aside during setup.) A player cannot have more than two orders at a time. A player with an order can discard it at any time to change the result of one die of their color. Pick up that die, turn it to any side, and return it.

4 **Recharge:** Restore a missing cube to a special ability.

4 **Emergency Comms Channel:** Ignore any Communications Outages next turn.

6 **Onsite Medical Attention:** You regain two lost crewmembers.

8 **Automated Emergency Repairs:** Remove all damage from the station hull.

5 **Rapid Recovery:** You regain a lost crewmember.

5 **Defensive Reinforcements:** You cannot lose crewmembers this turn.

6 **Direct Orders:** You gain two orders (maximum 2).

8 **Fire at Will:** Destroy a ship that matches your color.

6 **Repair Drones:** Remove two damage from the station hull.

Station Hull Damage

1	2	3	4	5

Bridge Crew

Engineering Crew

Medical Crew

Defense Crew

7 Captain's Orders: One teammate gains two Orders (maximum 2).

7 Repairs: Remove one damage from the station hull.

7 Emergency Procedure: One teammate regains a lost crewmember.

7 Shields Up: One teammate cannot lose crewmembers this turn.

attack on station centauri

by Kyrum Baker

Avoidance

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@NathanBryanGames
nbgames.org

Objective
You are trying to knock cubes not matching your color off the board through a line of your color.

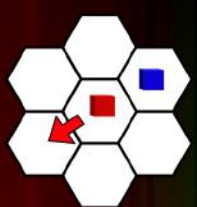
Components
32 Cubes (8 red, 8 blue, 8 white, 8 yellow)
8 Blocker Discs (2 red, 2 blue, 2 white, 2 yellow)

Set up
Each player takes all pieces of their color.

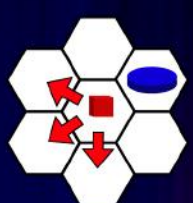
The player that has talked to the least number of people today goes first.

Game Turn
Each turn you take one action:
- Place a Cube of your color in a white space
- Place a Blocker of your color in any white or light gray space. You cannot place a blocker next to a blocker.
- Remove a blocker of your color replacing it with a cube then place that blocker as above.

Cube Reactions
Any time you place a cube adjacent to another cube, push the original cube one space away from the placed cube.



Any pushed cube acts as a newly placed cube if it is pushed beside a different cube. Current player can choose the order of pushed cubes.



Blocker Reactions
At any time a cube is next to a blocker. The player whose color the blocker is will choose to push the cube directly away as a cube reaction or to push it slightly to one side or the other.

A cube cannot be pushed into a space it already traveled through this turn. If it cannot be pushed again it will stop and continue being pushed next turn.

Dark Grey Hexes
No cube or blocker can be placed here. Cubes can only be pushed onto them.

Light Grey Hexes
Cubes cannot be placed on here but blockers can.

Pushed off the Board
When a cube is pushed off the board there can be two cases we need to look at.

- If the line it passes through is a different color than the cube, then the player matching the line color collects the cube as a victory point.
- If the line it passes through is the same color as the cube or there is no line, then the player whose cube it is has the cube go back into their supply.

Cube Beside 2 Blockers
The current player or the next player in play order that has one of the 2 blockers gets to push the cube.

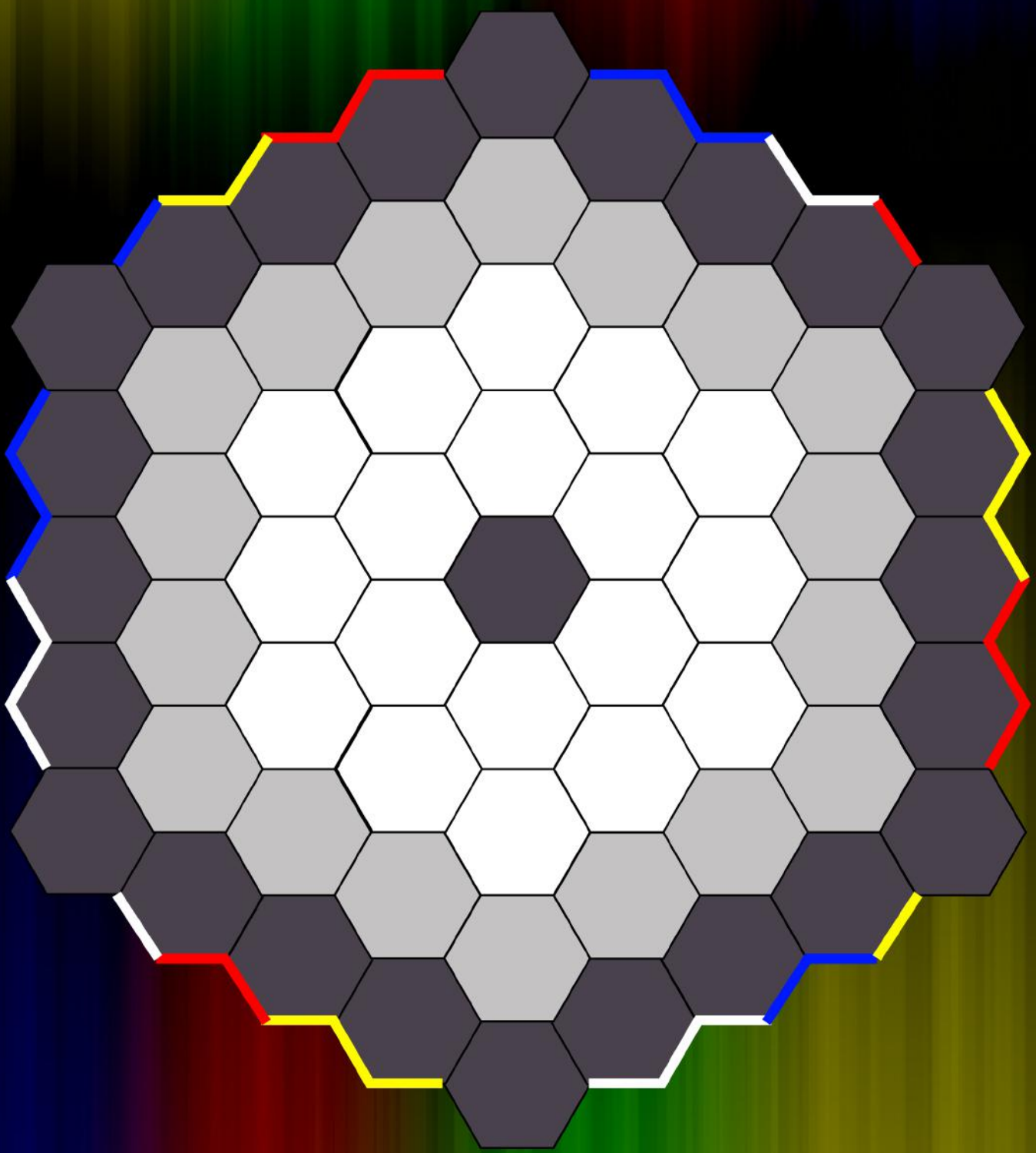
Game End
When a player starts their turn with no cubes of their own color they can place the game is over.

Final Scoring
The player that claimed the most opposing cubes wins. In the case of a tie the player with a cube closest to the center of the board wins.

2 Players
Each player chooses 2 colors but only gets the peices for 1 color. The 2nd color is just used for scoring color lines. *(See Pushed off the Board above)*

3 Players
The color not chosen acts as no color for Pushing off the Board *(see above)*





BLACK HOLE FUN

PG 17

The Strategic Space Control Game

A Game By Dustin Hendrickson

2 Players

15-45 Minutes

Story:
The Humans and Xenoblorps have lived peacefully in the same sector for thousands of years. But a new scientific breakthrough has altered the balance, both races have devised a way to harness the energy of the Black Hole at the center of their sector. This amount of energy could expand either race's power to unimaginable heights and they both know it. So a new war has begun and new commanders have risen to lead their people into the Black Hole.

Setup:

1. Each player picks a side of the game board on the right page, each side has it's own species, the Humans or the Xenoblorps, each with their own unique Tech Board and Abilities.
2. The Human player will take 6 White discs, 8 White cubes, 4 White meeples and 4 Red cubes. The Xenoblorp player will take 6 Blue discs, 8 Blue cubes, 4 Blue meeples and 4 Yellow cubes.
3. The colored discs are your 'Control Discs', White/Blue cubes are Light Ships and Red/Yellow are Heavy Ships and your meeples represent your people who have colonized a planet.
4. Each player will take, 1 Red, Blue, Yellow and White dice and place them on the Tech Level, Control Points, Resource and Energy slots, setting each die to 1. When you end up having 0 Resources or Energy, simply remove the die to signify having 0.
5. Each player will place one of their colored discs, known as their 'control disc', inside the dotted line circle of the planet with their Race icon, this is your home planet, losing this disc will result in an instant loss. A single Control action on this planet will remove the control disc.
6. Pick a player to be first, they will start the game with 1 Light Ship cube on their home planet.
7. The second player will now place 2 Light Ships on their home planet. You're ready to play!



How To Play:

1. Before a player's turn, the Income phase will trigger. The player will collect all benefits above the Income icon from planets that have their control disc on them.
2. Starting with the first player, each player will alternate taking turns performing 2 Actions from the list below until a player has been eliminated or earns their 7th control point. Actions can only be used once per turn.

-Action List-

Command Fleet: Spend 3 movement points to move one or more of your ships to connected planets. A ship can move up to its Speed value for each movement point used on it. You may not move past planets with enemy ships. Only 4 friendly ships can occupy a planet at any time. Ships need a ship module before they can move along dotted blue lines.

Build Ships: Spend Resources, listed on your Tech Board, to build any number of Light or Heavy ships on Colonized planets.

Upgrade Tech Level: Spend Resources, listed on your Tech Board, to increase your Tech Level by 1. Higher Tech Levels will offer new ships to build, upgrade old ships or give you access to Abilities to use as actions during your turn.

Use an Ability: Abilities can be used if you have enough Energy to spend and have unlocked them on your Tech Board.

Control or Colonize Planet: If you have a ship on a planet that has no enemy ships on it, you may use this list below to determine how the action plays out on the planet it's used on.

You Control: Place a meeple in the Colonization zone by the planet. Gain benefits above .
NOT Controlled: Place a control disc in the dotted circle area to take control of the planet.
Controlled by Enemy and NOT Colonized: Remove the enemy control disc from that planet area.
Controlled by Enemy and Colonized: Remove the enemy meeple from the Colonization zone.

Controlling planets can unlock new actions or give persistent bonuses.

+1 Action A Turn	+1 Ship Speed	Gain bonuses each turn you start with the planet controlled

Trade: As an Action. Trade x / For x /

Combat: (Can only trigger after a Command Fleet Action has been used and completed)

After all ships have ended their movement, any ships ending on a planet with at least 1 enemy ship, trigger combat. The attacking player will add all the damage done by their ships on that planet and apply it to any enemy ships in the planet zone, 1 by 1, until all damage has been dealt or no more enemy ships remain. If more damage is done than a ships life, you may apply leftover damage to another ship as long as it would destroy it. Damage that does not completely destroy an enemy ship is ignored. The attacking player decides the order in which to deal out the damage. If there are any enemy ships remaining in the zone, the attacking ship or ships are destroyed and removed.

How to Win:

The first player to obtain 7 Control Points wins.
If you ever lose control of your Home Planet, you lose.

Frequently Asked Questions:

1. Does my home planet count as Colonized? Yes.
2. Do I have to spend all my movement points or action points during my turn? No.
3. Can I take control AND colonize in the same turn? No, not unless you have an ability that says you can.
4. Can I remove control discs or colonized meeples after I have already placed them? No, once placed they cannot be moved or removed unless an enemy player uses a control or colonize action on it.
5. What does this mean? / Pick 1 of the 2 listed.
6. Do / gained from , build on that planet? Yes.



Energy
Resources
Control Points
Tech Level
Chapek-9
Aldrax
Persei-8
Charr
Erebos
Caseus
+1 Ship Speed
The Hole
Stella
+1 Action A Turn
Asteroids
Grogg
Braxus
Rakdu
Lorris-7
Xenoblorps Tech Board
Light
2 Damage
1 Life
Speed 1
Light
2 Damage
2 Life
Speed 1
Heavy
3 Damage
2 Life
Speed 1
Improved Gestation
3
Build 1 at each planet you have colonized.
wormhole
4
Move all owned from any planet, to a planet under your Control.
Planet Seeding
5
Take Control of any empty planet that is connected to a Controlled planet.
Humans Tech Board
Light
2 Damage
1 Life
Speed 1
Planetary Defense
3
Destroy 1 on any planet connected to any planet you Control.
Light
1 Damage
1 Life
Speed 1
Dropship Support
5
Colonize a planet that you Control. You do not need a ship on the planet.
Heavy
4 Damage
3 Life
Speed 1
Light
1 Damage
1 Life
Speed 2
Tech Level
Control Points
Resources
Energy

BLOCK LIKE AN EGYPTIAN

Predating Daedalus and surpassing his famous labyrinth in size, was an amazing Egyptian complex comprised of many chambers and corridors. The first female pharaoh, SobekNeferu, expanded this ancient attraction during its heyday. Block Like an Egyptian imagines what it may have been like for visitors from foreign lands navigating this monumental site. Players take on the role of visiting parties from distant lands, experiencing the wonder and adventure of the place, entertaining the pharaoh and her people as they compete with other teams to manipulate and navigate the maze.

Goal – Complete your team's obelisk

Impress the pharaoh by winning the labyrinthine challenge of reuniting your 3 team members in the maze.





Each round of competition that you win adds another disc to your obelisk. The game ends when a player completes their obelisk (6 discs high).

Set Up

Initialize the maze by setting up the blocks as obstacles in specified chambers, matching the barrier with the color indicated. *Note dice and block colors are not related to players meeple and disc colors.*

Each player takes meeples and discs of their chosen color. Place 3 meeples in their indicated starting positions in the underground chambers of the maze. Place 3 discs to represent your team's unfinished obelisk at the top right.

One player takes the remaining meeple for each player in their hand, shakes and "rolls" the meeples in front of the turn/action area of the board. Player order proceeds from left to right.

Note you can agree to have a longer or shorter game by adjusting the number of discs on the obelisk at the start. You may also agree to a different initial maze set up.

Turns

The player whose turn is first rolls all the dice.

Each player then places their action meeple standing up on the action space that they would like to play for their turn (proceeding left to right based on meeple order).

After all action meeples have been placed, the player whose meeple is on the furthest left action space performs their action(s) then puts the meeple into a position lying down below the action space to indicate that they have taken their turn. This position is used to determine the order in which players will choose their next action. Players cannot play the same action two turns in a row so must move meeple to a different available action space

Actions

Players select dice from the supply matching the colors indicated on the action space (if available). For each of these dice the player may either move blocks of the same color as the die **OR** move one of their meeples regardless of dice color. Note, the first die must be completely used before the second die is used. Once you start using the second die you can no longer do any further moves with the first die.

Block (Moves blocks of specific dice color)	**Walk** (Move 1 meeple - dice color not relevant)
Move any number of blocks (of the same color as the selected die) to adjacent spaces. The maximum total number of moves is the number of the selected die. (May move multiple blocks)	Move one of your meeples in the labyrinth as many spaces as you want up to the number on the selected die. You may only move one meeple per die. (Move only one Meeple)

Example:



Turn order at the start is Blue, Red, Yellow. Blue decides that the blue and white dice would be a good to use for actions, so moves the action meeple to that action space. Red chooses Yellow +Blue, Yellow wants to go first next turn, so chooses the "Any 1 die" space.

Yellow Player goes 1st and chooses to take a blue die and since moving a meeple isn't an option, can make up to 5 moves of blue cubes, clearing space for the meeple in the bottom right to move in the future.

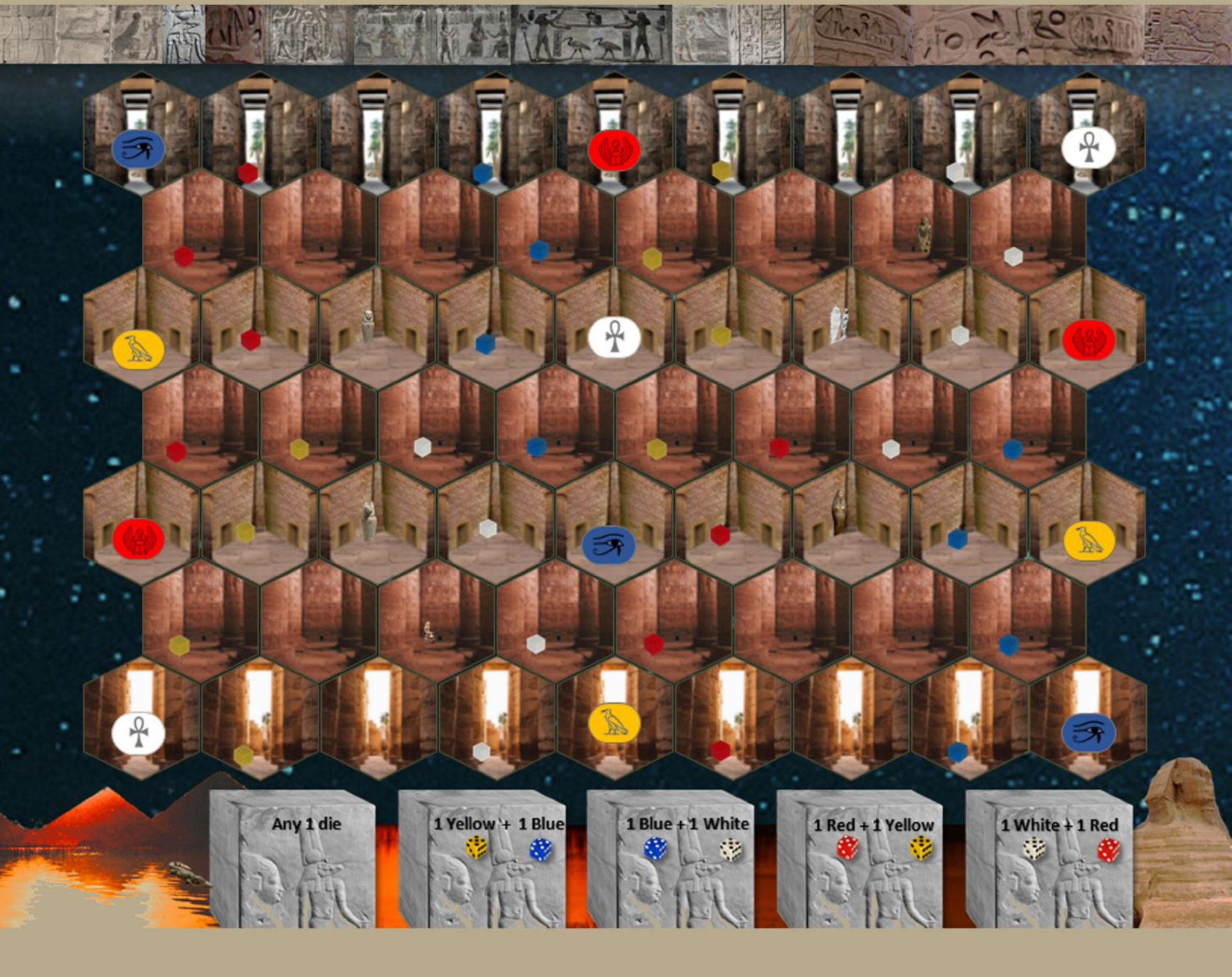
Red Player goes 2nd and chooses to take a blue and yellow dice. First uses the yellow die to move yellow blocks and clear a path, then uses the blue die to move the meeple on the left side of the labyrinth.

Blue Player goes 3rd and since there are no blue dice left, only gets one white die and can decide whether to move white blocks to clear a path for his meeple on the right side as well rearrange some of the white blocks in the middle, or to move the meeple on the left as the red player cleared a path for blue to move up to 2 spaces before being blocked.

Turn order for selecting the next action goes: Yellow, Red, Blue. Then actions are done from left to right based on what action players have selected. (Players cannot play the same action two turns in a row)

Game by JAMES GJALTEMA www.jamesgjaltema1.wixsite.com/james-games ©2020



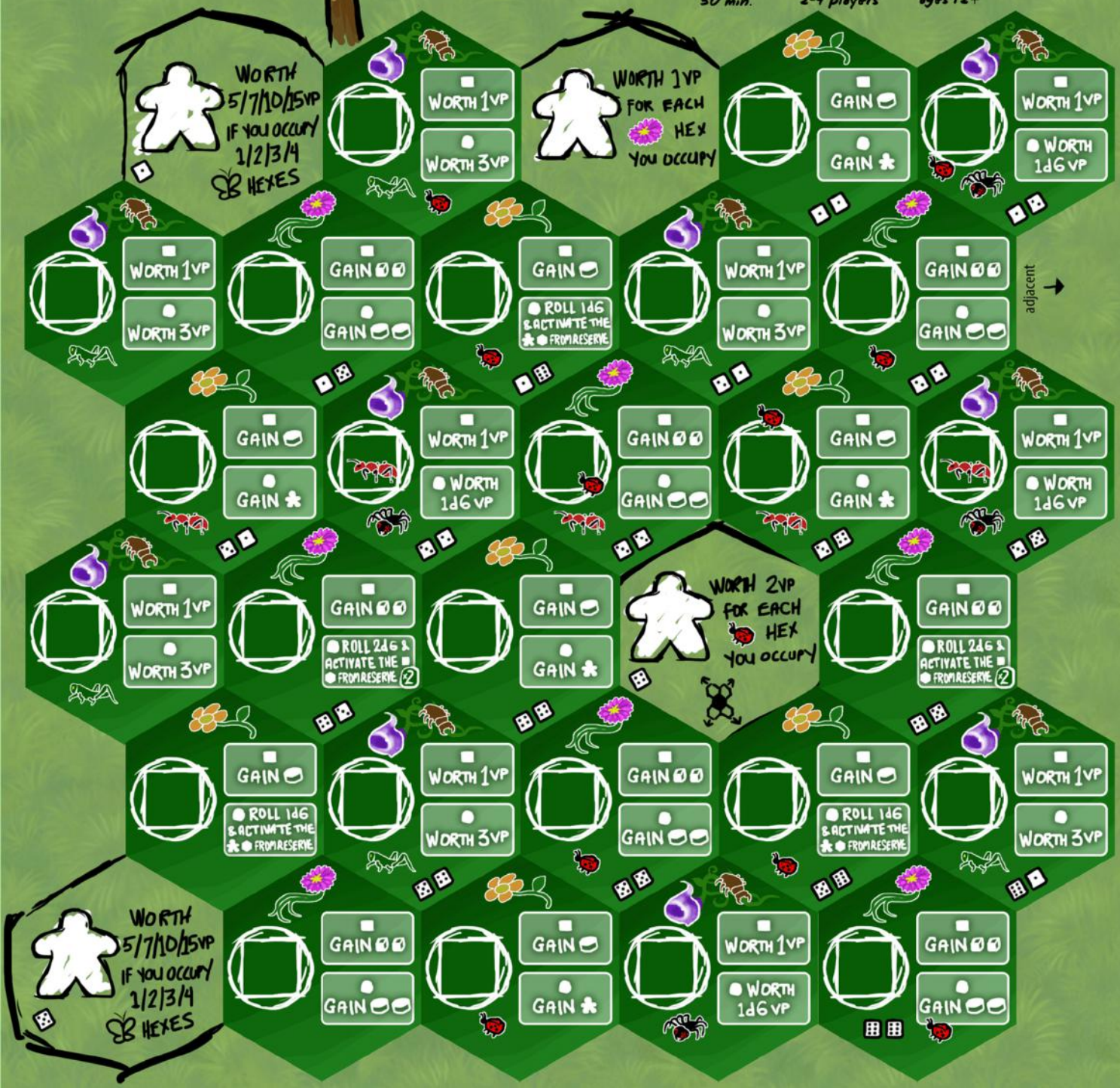

Any 1 die
1 Yellow + 1 Blue
1 Blue + 1 White
1 Red + 1 Yellow
1 White + 1 Red

Bug Wood

by Andrew Wilson

You and the other kids have your trusty nets and baskets and are headed into Bugwood in search of the coolest bugs! Find awesome insects and beautiful flowers to collect the best stuff and win the game!

30 min. | 2-4 players | ages 12+



Setup — Each player chooses a color and adds to their **supply** 4 cubes (■), 2 discs (●), and 1 meeple (♣) in that color. The rest of those pieces are in their **reserve**. Randomly choose a first player. Roll 2d6 *(one for the first digit & one for the second digit)* and note the matching numbered hex on the board (□□).

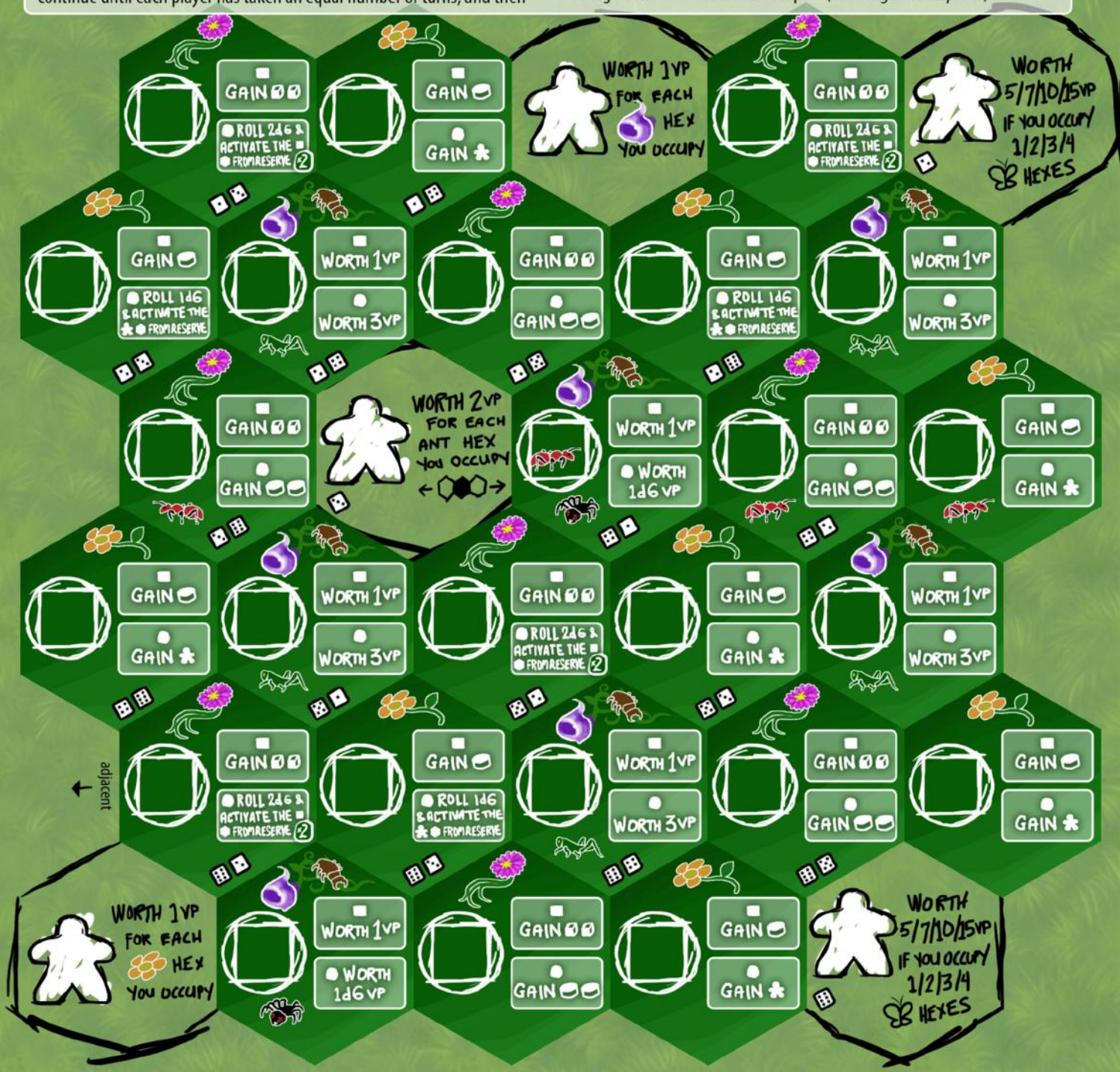
Gameplay — The first player can activate the noted hex or any adjacent hex (see **Activating a Hex**) and then pass the the turn to the next player. That player may activate any hex adjacent to any occupied hex, and then proceed to the next player, who does the same.

Game End — When a player places the last piece from their supply, continue until each player has taken an equal number of turns, and then the game ends. The game also ends if all hexes are occupied.

Players score their VP *(victory points)* based hexes their pieces occupy. **The player with the most VP wins.**

Activating a Hex — To activate a hex (⬢), you need a piece in your supply that matches a piece icon there. Place your piece so it's occupying that hex and then perform any of its effects based on which piece you placed (■, ●, or ♣). If a hex is worth VP, resolve values & count them during scoring.

Notes: To "gain" a piece, add it to your supply from your reserve. Activate a hex "from reserve" only if you have the needed piece in reserve, and do so regardless of whether it's occupied *(allowing 2+ occupants)*.



BUYER'S BAY

PG 23

BY CHRIS WILLIAMS

2-4 Players 15-30 Minutes Ages 13+

Grab yer traps and tighten them straps as we cast off to Buyer's Bay.
Where the waters are rich with pinchy fish and the market's not far away.
We'll sail out fast as fishermen pass and drop our traps down deep.
We've got our crew. There's nothing we can't do! In the bay, we play for keeps.
In the bay, we play for keeps...

Buyer's Bay is a disc flicking area control game about catching lobsters and selling them to an ever-changing market. Players will flick their discs and load them up with traps in hopes of bringing in the most valuable catch. Welcome… to Buyer's Bay!

OBJECTIVE: The first player to score 80 points, wins! Once a player has reached 40 points, they must go around a second time to reach 80 points. Stack 2 meeples on top of one another to show when a player is over 40 points.

COMPONENTS NEEDED


24 Boat Discs (6 per color)


12 Lobster Trap Cubes (3 per color)


8 Lobster Dice (2 per color)


12 Meeples (3 per color)


1 Rules Page


1 Map Page

SETUP

1) Give each player discs and cubes in the color of their choice based on the number of players.
-2 Players: 6 discs and 3 cubes.
-3 Players: 5 discs and 3 cubes.
-4 Players: 4 discs and 2 cubes.
2) Place all 8 dice near the map.
3) Each player must place 1 meeple of their color on the score track starting at 0.
4) Randomly place 1 of each color meeple on the market track below. Use all 4 colors regardless of the number of players.
5) Determine the starting player randomly. Turn order moves clockwise.
6) Place the Map/Rules in front of the first player.

SAILING INTO OPEN WATERS

On your turn, you must flick one of your discs from anywhere on the docks shown at the bottom of the map. You may choose to flick either a disc from your personal supply or you may first retrieve one of your discs already on the map. If a retrieved disc has a cube on it, it is also retrieved and returned to your personal supply.

After flicking your disc, you may choose to place one of your cubes from your personal supply onto the disc you just flicked. Discs without cubes can be used as a way to protect your discs with cubes from being hit by other discs.

If any cubes are ever knocked off a disc or if any discs ever fall off the map page, immediately return them to their owner's personal supply.

CATCHING LOBSTERS

You must end your turn by catching lobsters. One at a time, you may choose to roll dice for each of your discs that ALSO have a cube on them. If you have multiple discs to score, you may choose the order that you roll for them. The dice rolled must match the colors of the icons shown in the zone the disc is in. Zones are separated by the lines in the water. A disc is considered to be in a zone if more than half of it is within the zone.
For example, if you have a disc with a cube on it in the top-right zone, you will roll 1 yellow, 1 white, and 1 blue dice.

Of the dice rolled for a disc, you must choose only ONE die to score per disc and must finish scoring before rolling for the next disc. When a die is scored, earn points equal to the value rolled multiplied by the number shown on the market track that the matching meeple is currently on. Track your points by moving your meeple along the score track. Once scored, immediately move the matching meeple on the Market Track down by swapping it with the meeple to its left. You must adjust the market before rolling for any additional discs. You may never score a die whose Market Meeple is on the x0 space.

For example, if you score a blue die that rolled a 3 and the blue market meeple is currently on the third space (x2), you score 6 points. You must then swap the blue market meeple with the meeple currently in the second space (x1).

Once you have flicked one disc and scored any of your discs with cubes on them, end your turn and CAREFULLY pass the map to the player on your left. Continue playing until a player has reached at least 80 points, winning the game.





CELL BLOCK

CAN YOU MEET THE CHALLENGE

PLAYERS 2-4 | TIME 30 MINUTES

CELL BLOCK PREMISE

Four rival gangs occupy the maximum-security prison. The guards are mysteriously not present and it's your opportunity. Congregate your GANG together first at the dining room table before the other gangs gather for power over the Cell Block.

GAME PIECES

Prison Inmate: Represented by a colored meeple.



Red Gang: 4 red meeples
Blue Gang: 4 blue meeples
Yellow Gang: 4 yellow meeples
White Gang: 4 white meeples

Drop Site: Represented by a colored cube.



Each player has 1 colored Drop Site token.
A Drop Site can occur at any intersection of the travel lines whether it be on the floor, dining hall tables, chairs, prison walls or gates.



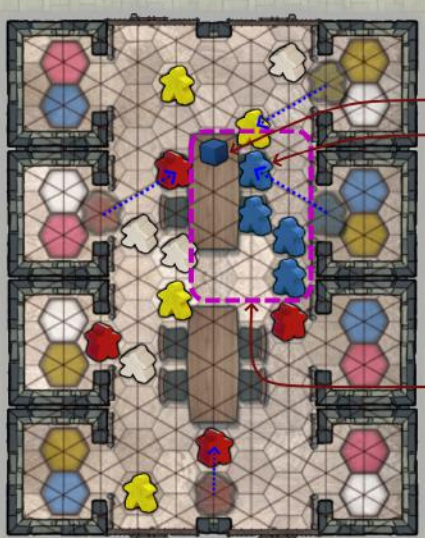
Maximum Security Prison: Represented by the Cell Block game board.
Hexagon Cell: a floor area where only one inmate may occupy at a time.
Diagonal and Vertical Lines: represent the path of travel for the Prison Inmates.
Travel Limits: Prison Inmates may only travel on the floor area or sit on a chair beside the prison cell tables. They may not travel through cell walls or tables.

GAME SETUP

A. Each player chooses a color and places one of their Prison Inmates on each of the 4 corresponding-colored spaces withing the prison cell blocks.

B. The shortest person starts the game. Play will move clockwise.







HOW TO PLAY

1. On your turn, place your Drop Site token on any intersecting line.
2. All player's Inmates are attracted to your drop site and must move along the path of travel as close to the drop site as they can but not on the drop site. REMINDER - Prison Inmates may not travel through prison walls or tables as these are barriers.



HOW TO WIN

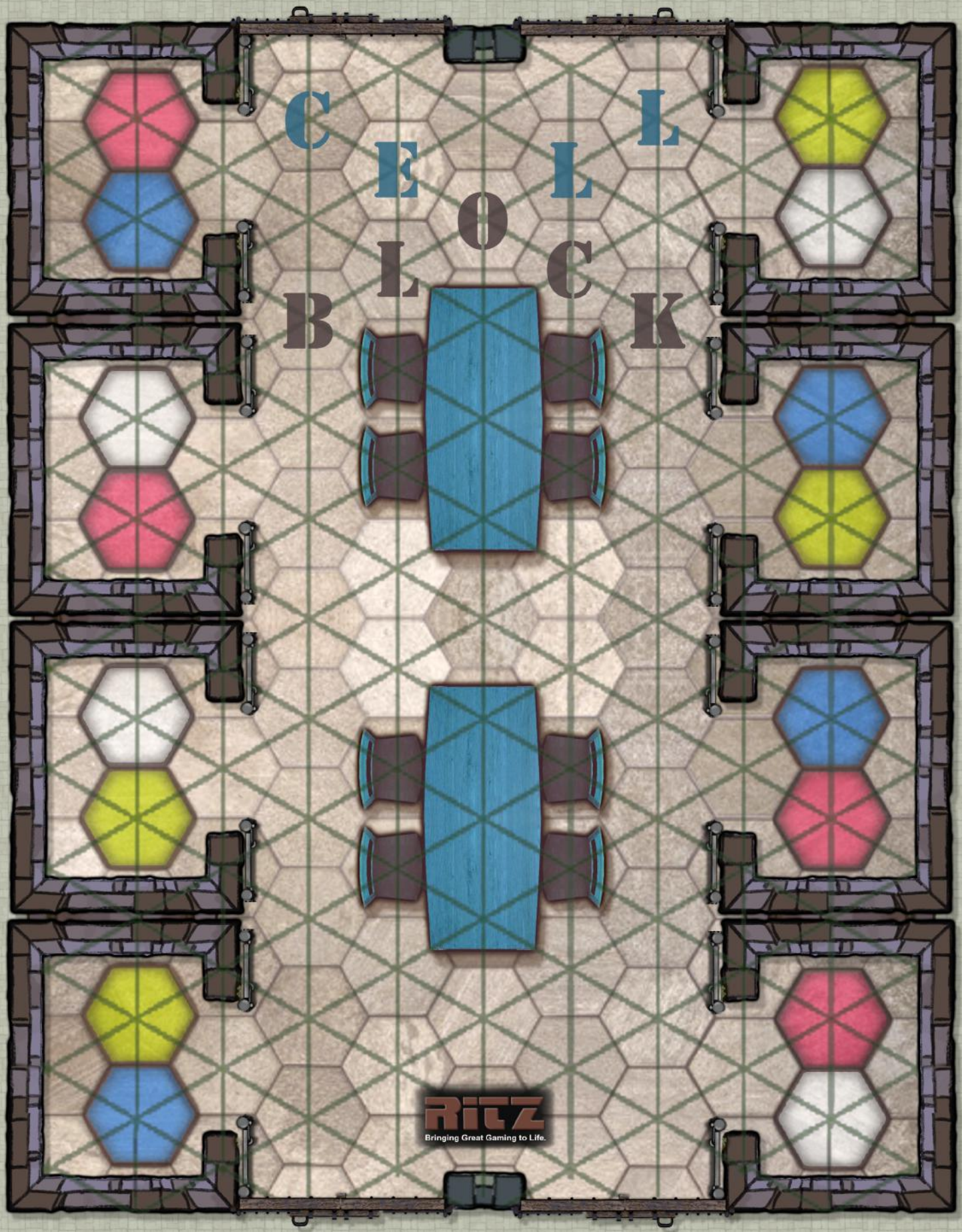
There are 2 requirements to win the Cell Block Challenge:
All four of your Prison Inmates are connected
One Prison Inmate is occupying a chair beside a table





The 1st player to meet both requirements wins the CELL BLOCK Challenge.

RITZ
Bringing Great Gaming to Life.


CELL BLOCK
RITZ
Bringing Great Gaming to Life.

COMPONENTS

Player 1	Player 2
yellow die	red die
white die	blue die
6 yellow creature discs	6 red creature discs
6 white creature discs	6 blue creature discs

DARWIN'S DESERT

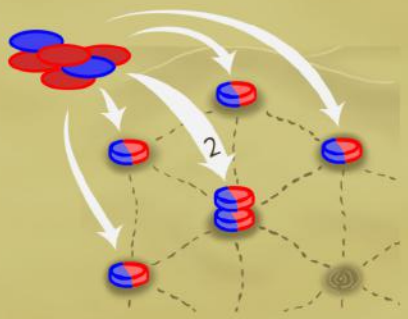
by CHARLIE McCARRON

2 PLAYERS
15 MINUTES
AGES 8+

SETUP

Randomly place all red and blue creature discs onto the red/blue icons on the board.

Stack 2 creature discs where there are 2 disc icons.



Randomly place all the yellow and white creature discs in the same way.

GAMEPLAY

One player controls red and blue dice and creatures, and the other player controls yellow and white.

Your goal is to get 8 or more of your creatures onto green spaces or remove 5 of your opponent's creatures. This ends the game and you win! If both players have 8 or more of their creatures on green spaces in the same turn, the player with the most creatures on green spaces wins. If tied, the player whose turn it is wins.

To start, players roll their 2 dice. Lowest combined roll goes first. Take turns until someone wins.

YOUR TURN

First, reroll one or both of your dice.

MOVE CREATURES AND USE ADAPTATIONS

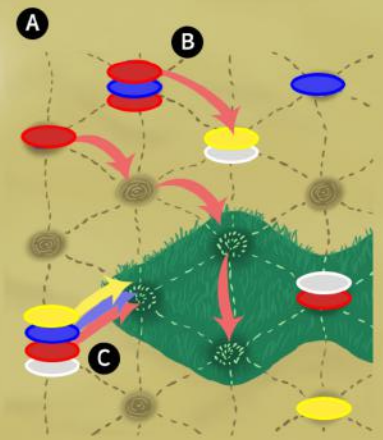


Choose one of your dice. The die color determines which color creatures you move. The die number determines how many spaces you can move those creatures.

The dice numbers also determine which **ADAPTATIONS** your creatures have (see chart below).

NOTE: adaptations may not be used by creatures that are covered by other creatures.

MOVEMENT RULES



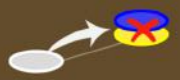
A Movement points from the die number may be split between any creatures of that color. For example, if you rolled a red 5, you could move one red creature 3 spaces and two other red creatures 1 space each.

B A creature on top of other creatures can move on top of neighboring creatures if it stays the same height or lower. For example, a creature on top of 2 creatures could move onto a stack of 2, a stack of 1, or an empty space.

C Creatures can still move if they're covered by other creatures. Creatures on top move with it. Creatures beneath stay where they are.

ADAPTATIONS

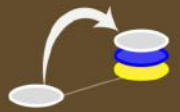
EAT
Movement can be into an occupied space; remove all creatures there.



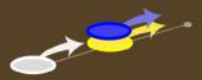
FLANK
Remove all creatures directly between two of the chosen color, any number of times during this turn.



POUNCE
Movement can be on top of creatures regardless of stack height.



SHOVE
Movement can be into an occupied space if you can push creatures there forward into an empty space.



PLAN
After moving with this color, set this die to any side, ending your turn.

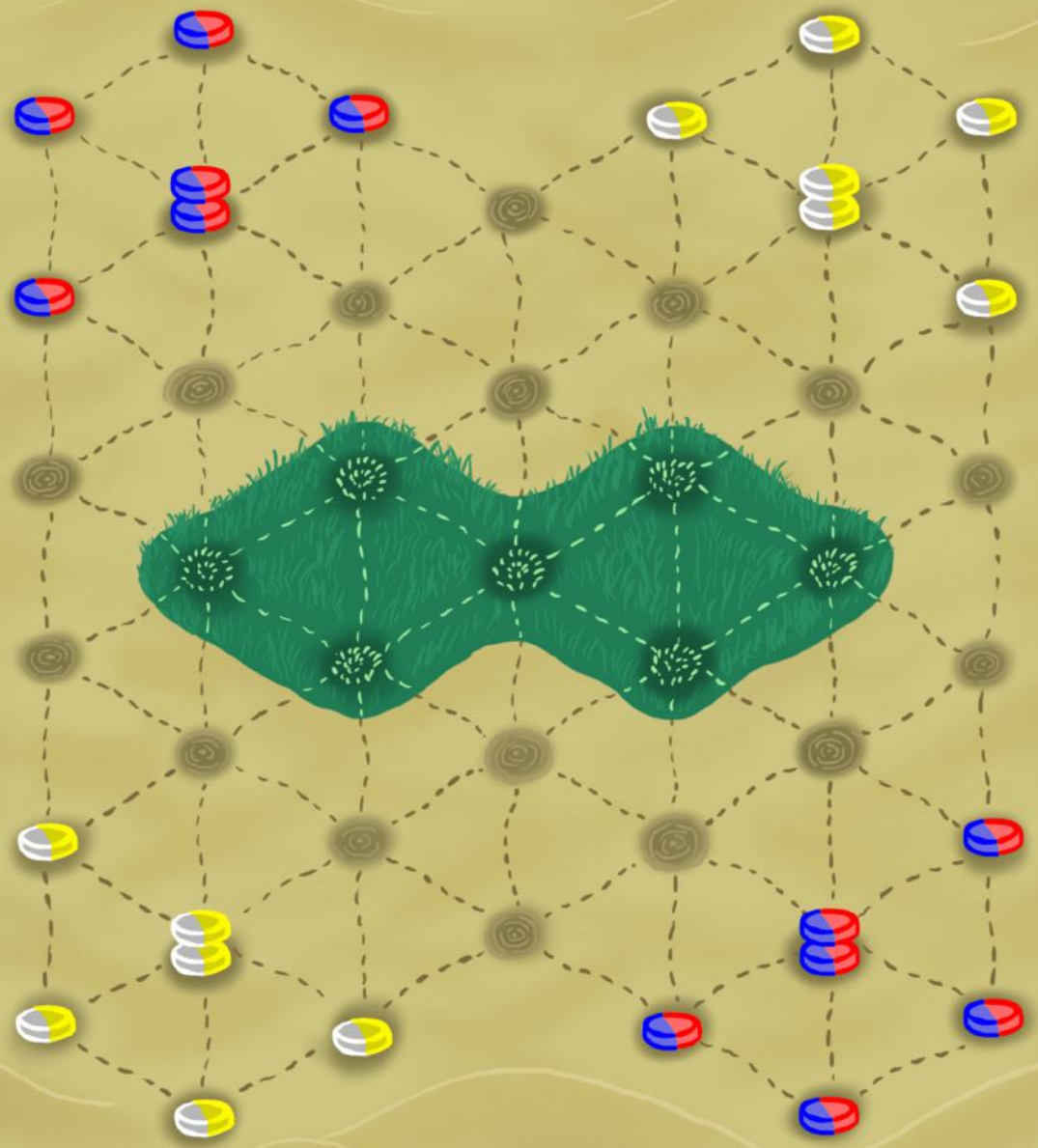


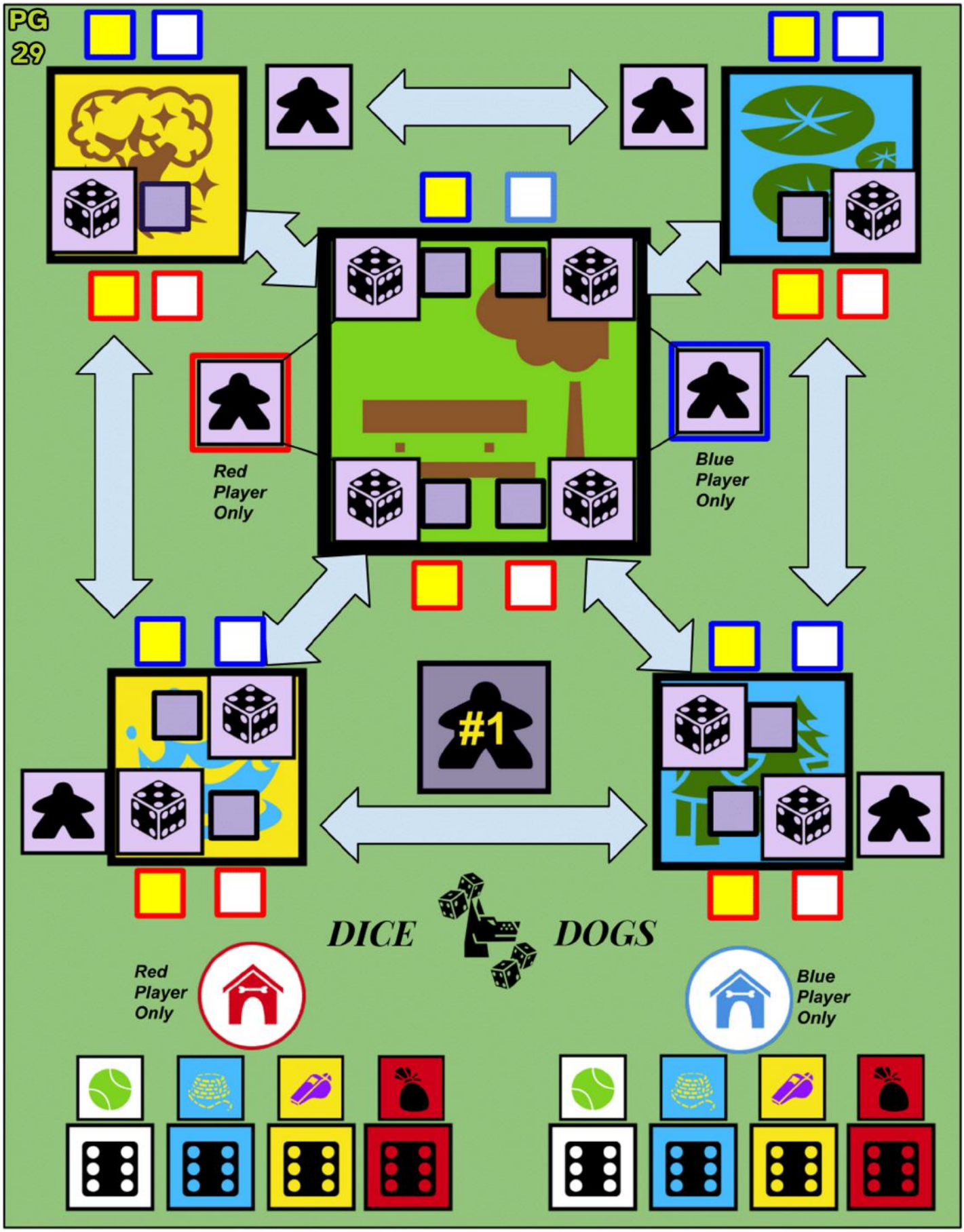
SHELL
Creatures of this color and any beneath are immune to removal while a 6 of their color is showing.



YOUR TURN: Reroll 1 or 2 dice, choose one. Color determines which creatures move, # determines how much and which adaptation.

GAME ENDS and you win if 8 of your creatures are on green spaces or 5 of your opponent's creatures are removed.




Red
Player
Only
Blue
Player
Only
#1
DICE
DOGS
Red
Player
Only
Blue
Player
Only

DICE DOGS:

A Game by: Galen McCown.

Overview:

In the elite world of dog care, the competition is stiff! Compete with your opponent to return your canine charges more quickly; and in a happier state. It's a dog-walker eat dog-walker world out there!

Objective/ Winning:

Place and move your Workers and your Dogs to best meet their needs and increase their Die Values to score more Points. ***The Final Round is triggered when one player returns their 4th Dog. Highest score wins! In the event of a tie, the player who finished first wins.***

Components:

One White Disc (1st Player Marker).
Each Player Gets: ** 3 Meeples (Red or Blue. "Workers") * 1 White, 1 Blue, 1 Red, and 1 Yellow Die (Dog Dice) * 4 Cubes Matching Player Color ("Tracking Cubes") * 4 Yellow (Marking Cube) and 4 White Cubes (Visited Cube)**

Gameplay: Roll for 1st Player. Then, starting with the first Player, alternate Turns, placing Workers to do one of the following each turn:

1. Place a Worker on any empty . Then you ***may*** either:
   a) Place one of your unplaced Dog Die, at Value 1, at that location on a  place your Tracking Cube next to it.
   b) Move one of your Dog Die from an adjacent space to an available  on this space.

2. Place a Worker on  to claim 1st Player next Round.

3. Place a Worker on  or  to Score any one of your Dog Die **4 or Greater** and unlock the corresponding ability for the remainder of the Game. (see: **Abilities**). ***May Repeat.***

Dog Dice:

- Start at Value 1 and increase or decrease during a turn or at the end of the Round based on that Dog's scoring rules (see below).
- Use the corresponding colored cubes to show that a spot has been **Visited** (White) or **Marked** (Yellow).
- Remove from the Park if reduced to **Less than 1**. Remove their associated cubes. They can be brought back on a future Action.

End of the Round: (When there are no more Workers to be Placed).

1. Check for any End of Round Dog Dice Effects
2. If any Dog Dice are **Abandoned (**not in a space with their Player), remove them and their cubes.
3. Retrieve all Workers
4. If no one claimed 1st Player, pass the disc to the next Player.

*Abilities**



Once Per Round *Avoid reducing a Die Value*



Once Per Round: *Avoid returning an* ***Abandoned*** *Dog.*



You may move a dog from 2 spaces away when placing a Worker.



Once Per Round: *Remove one of your Dog Markers.*

**Free Actions*



+1 for moving to or through a **new** space (add a White Cube). 1*st Placement doesn't count*
-1 for not moving by End of Round



+1 for **Marking** a space (Yellow Cube)
+2 for **Marking** a space marked by the opponent.
-1 for a Round w/out **Marking**.



+1 for being in the same space as another Dog at End of Round
+2 if with the other Blue Die at End of Round
-1 for being alone at End of Round



+2 for moving to or through a spot w/o other dogs
-1 for moving through or being with other dogs at End of Round
-2 for being with other Red Die at End of Round

Disoville Heroes

PG 31

by Andrew Wilson

10-15 min. per player

2-5 players

ages 12+

Fight crime, earn prestige, and become the town's greatest hero!

SETUP

Each player chooses one of the three heroes, takes the matching colored cubes, discs, and dice, and places one of their discs on the **Strength** track at 0 and one on the victory points (VP) track at 0. Randomly determine a first player and give them the red dice. Perform a **Big Spawn** for each player's zone.

PLAY

The game is played in rounds. Each round, **Spawn** crime and then roll all the players' dice. On a player's turn, they will select *any* one player die and perform an **Action** based on its value. If the die was another player's color, the player whose die was used gains 2 VP. Then, the next player in clockwise turn order takes one of the remaining dice and performs an **Action**, and so on. In this way, each player will peform two **Actions** each round. As soon as a player has finished their second **Action**, they sum their two selected dice and perform the matching building ability *(e.g. ⚀ + ⚁ = 6, Police Station)*. When the round is over, the second player from that round becomes the first player for the next round.

When any player has 45 or more VP, the current round will be the final round. Afterward, the player with the most VP wins.

SPAWN

To start each round after the first, perform **Little Spawns** equal to the number of players (P#). For each disc on the 15+ VP space, upgrade one of the **Little Spawns** to a **Big Spawn**. For each disc beyond P#, perform an extra **Big Spawn**.

Whenever a player's zone *(outlined in their color)* is empty, that player gains 3 VP and then performs a **Big Spawn** for their own zone.

To **Little Spawn**, roll the two red d6, noting which die is the first and which is the second, & place a Minion *(red cube)* in the corresponding space. If there's already a Minion, replace it with a Lieutenant *(red disc)*. If there's already a Lieutenant, replace it with a Villain *(red meeple)*.

To **Big Spawn**, do a **Little Spawn**, but the initial piece is a Lieutenant instead of a Minion; also, Spawn Minions in each street space adjacent to the initial spawn, upgrading existing pieces as necessary.

When Spawning for a particular zone, reroll first-die results that don't match the indicated zone *(e.g. the first die for yellow's zone must be ⚀ or ⚁)*.

Component limitations may necessitate upgrades or downgrades of Spawns. The current first player makes Spawn decisions as necessary.

ACTIONS

On your turn, choose an **Action** to perform that matches the die you selected.

⚀ ⚁ ⚂ ⚃ ⚄ ⚅ **Fight** — Add your hero's **Strength** *(current position on the Strength track)* with your die value to create your Fight Strength (FS), and choose any group of contiguously adjacent Crime. Spend FS to defeat Crime in that group, one piece at a time, until you run out of FS for this **Action**. Refer to the Crime Chart for the FS required for each piece, the VP gained for defeating it, and the VP zone bonus (ZB) for each piece you defeat in your zone *(outlined in your color)*. **Each piece requires +1 FS if it's not next to an emtpy street space and +1 FS for each lower-level Crime piece it's next to.**

⚀ ⚁ **Train Strength** — Move your disc once on the **Strength** track. Note that not every space creates a **Strength** increase.

⚂ ⚃ ⚄ ⚅ **Superpower** — Either train a **Superpower** or use one that's already trained. To train a **Superpower**, place one of your player cubes on an open cube icon on the row of your character's **Superpower** space that matches your **Action** die *(e.g. Reignstone's **Sidekick** = 6 & needs 2 training)*. Alternatively, if all the cube icons on that **Superpower** space are filled, use this **Action** to perform the **Action** of the **Superpower**. Note that some **Superpowers** are passive once trained and do not need to be activated.

HEROES

REIGNSTONE *yellow*

Passive: Once per round, after selecting a die, give it +1 or −1 before choosing an **Action**. ⚂

Action: Defeat a Villain. ⚃

Action: Train Strength twice. ⚄

ROYAL SIDEKICK
Passive: When you **Fight**, either add your **Strength** again or make a separate **Fight** with FS equal to your **Strength**. ⚅

THUNDER CLAP *blue*

Action: Fight each Crime in a line with FS 2 + **Strength**. ⚂

Passive: Once per round, after selecting a die, you may reroll it before choosing an **Action**. ⚃

Action: Train Strength or any train **Superpower** and then **Fight** for 2 + **Strength**. ⚄

SOUNDSPEED FLURRY
Action: Perform any combination of non-training **Actions** with combined die requirements 5 + the number of cubes here *(or less)*. Put another cube here. *(This can be trained beyond 2, up to 5).* ⚅

INFRARED *white*

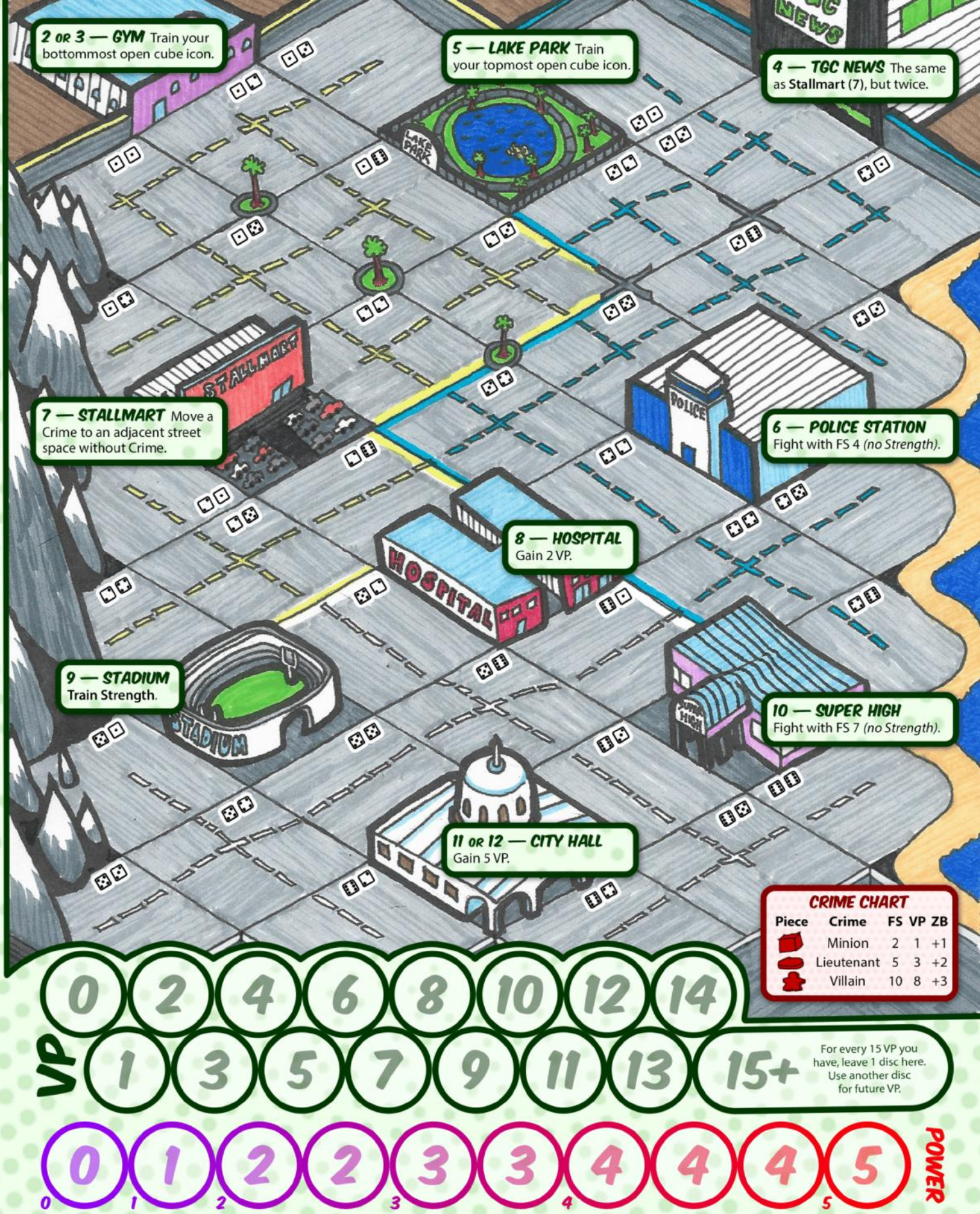
INFRARED BOMBS **Passive:** 6 of your white cubes are Bombs & can be placed in the city; 3 start ready & 3 spent. When 3+ Crime *(2 for 1-way spaces)* are in a Bomb's space and/or adjacent, defeat them all & the Bomb is spent.

Action: Roll a random space and place a ready Bomb there **OR** make 2 spent Bombs ready. ⚂

Action: Place a ready Bomb in a space without Crime **OR** make 2 spent Bombs ready. ⚃

Passive: Once per round, after selecting a ⚀ or ⚁, you may add 2 to it before choosing an **Action**. ⚄

LASER ONSLAUGHT
Action: **Fight** with FS 6 + **Strength** + 2d6. Lose a cube from here. ⚅



CRIME CHART

Piece	Crime	FS	VP	ZB
	Minion	2	1	+1
	Lieutenant	5	3	+2
	Villain	10	8	+3

VP

0 2 4 6 8 10 12 14

1 3 5 7 9 11 13 15+

For every 15 VP you have, leave 1 disc here. Use another disc for future VP.

POWER

0 1 2 2 3 3 4 4 4 5

0 1 2 3 4 5

Don't Wake The Drake

Designed by: ROBBINS NEST GAMES

Treasure Seekers across the land know about The Drake's Den, home to the slumbering Drake and her mountain of treasures. Only the desperate and foolish would attempt to steal The Drake's treasure, let alone a precious scale off The Drake herself. But you aren't like the others. Yes, you're desperate. Yes, you may be a bit foolish, but you're also something the others weren't. Lucky.

Don't Wake The Drake is a 2-4 Player, dice-rolling game where Players play as different teams of Treasure Seekers looking to gain riches beyond imagining. Players will have different kinds of luck stealing treasure from the different areas around The Drake's slumbering body. Will your band of Treasure Seekers be lucky enough (and quiet enough) to make it rich and live to tell the tale?

Setup

Place all of the cubes and discs in the middle on top of The Drake. Each Player gets four meeples of the same color. These are the Players' Treasure Seekers. The Player who most recently discovered loose change starts first (or whoever the group decides.)

How to Play

The starting Player places one of their Treasure Seekers in any of the four spaces around The Drake. The remaining Players go around clockwise and place one of their own Treasure Seekers in any of the four occupied or unoccupied spaces. Players may also choose to pass and not set down a Treasure Seeker.

Once all Players have taken their turn, Players roll the number of dice indicated on their Treasure Seeker's space. Players must roll equal to or lower than the number indicated on their space in order to steal Treasure and not wake The Drake.

If the Player succeeds, gain the amount of Treasure indicated. (All Treasure is precious, so it doesn't matter what color the Treasure is. See "How to Win" for Treasure reference) If a Player fails, then their Treasure Seeker was too loud and has woken The Drake! All Treasure Seekers who wake The Drake are eaten and removed from the game. If more than one Player occupies the same space, all Players in that space must succeed. If one Player fails to roll low enough, then all Treasure Seekers in that space are eaten by The Drake and removed from the game.

After all Players have resolved their rolls, any remaining Treasure Seekers on the board are returned to their Players. Play resumes starting with the Player left of the starting Player and rotates for each consecutive round.

How to Win

The game ends when any of the following occur:

- Players are unable to deal out the exact amounts of Treasure to everyone. (When this happens, no new Treasure is given out.)
- A Player has lost all of their Treasure Seekers.
- All Players decide to pass on the same round.

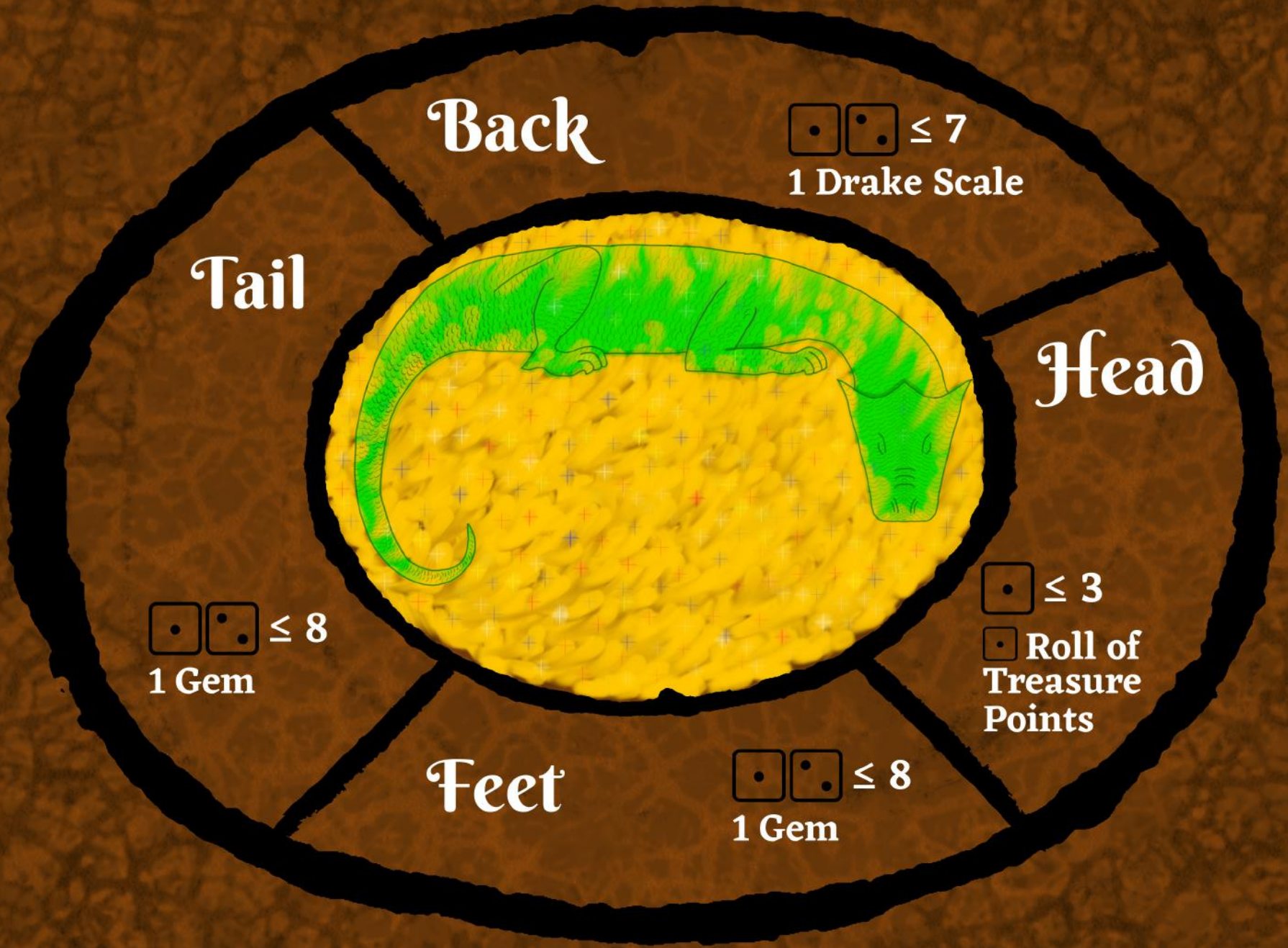
Players then count the number of Treasure Points they have earned.

- Gem (Cube) = 1 Point
- Drake Scale (Disc) = 2 Points

The Player with the most Treasure Points wins. A Player must have at least one Treasure Seeker left in order to win. If a Player loses all of their Treasure Seekers, even if they have the most Treasure Points at the time, they cannot win the game.

Example Turn

A red Treasure Seeker occupies the Head and a blue Treasure Seeker and a yellow Treasure Seeker both occupy the Tail. The blue and yellow Treasure Seekers roll two dice each and the red Treasure Seeker rolls one die. The red Treasure Seeker and yellow Treasure Seeker succeed their rolls but the blue Treasure Seeker fails. Both the yellow and blue Treasure Seekers are eaten by The Drake and removed from the game. The red Treasure Seeker gets a die worth of Treasure Points. The Player rolls their second die and rolls a 3. The Player gains Treasure in the form of either 3 Gems or 1 Gem and 1 Drake Scale.


Back
≤ 7
1 Drake Scale
Tail
Head
≤ 8
1 Gem
≤ 3
Roll of Treasure Points
Feet
≤ 8
1 Gem

Double Docker

by Allen Lamb

PG 35

2-4 players

12+

10-15 minutes per player

You're a Docker docking cargo. Dock more of your own cargo than anyone else to double your score.

Setup

Each player chooses a different color die and score marker. Stack the score markers on the 0 space of the score track.

Place all 32 cargo cubes by the board. x8 x8 x8 x8

Rounds

The game is played in rounds. Each round starts by adding cargo cubes at random to the spaces on the dock until it is filled (pull cubes from another player's cupped hands). The spaces with 3+ or 4 on them should only be used if there are that many players. Then, all players secretly set their die to a number from 1 to 6. All players reveal their number at the same time. The number on a player's die indicates how many actions the player will take this round, but is also used to determin the order that the players go. The players take their actions in order from the player with the lowest die to the highest. Ties are broken in order of the player's score from lowest to highest. If players have the same score, go by the order of the score markers from top to bottom.

A player action is used to move **any** cargo cube from the dock to a space on any ship. Players **must** take all their actions unless there are no more cargo cubes left. If a ship is completely filled, it is immediately scored and the cargo cubes are removed from the board to be used again later.

Unused cargo cubes remain on the dock to be used next round.

Scoring

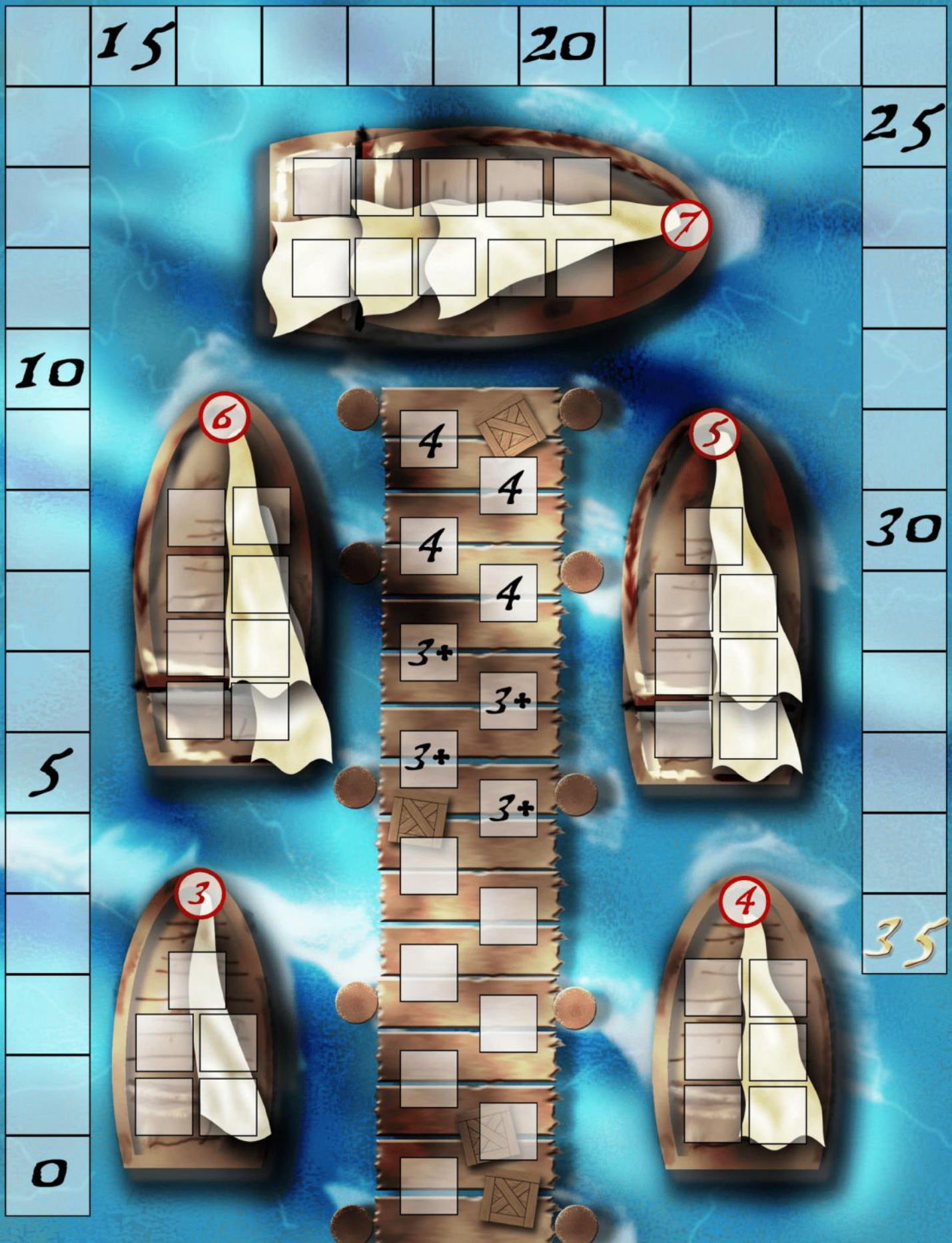
The player who fills a ship moves up on the score track by the number in the red circle on the bow of the ship that was just completed. If the cargo on the completed ship has **more** cubes that match the current player's color than any other single color, then the player's score for this ship is doubled.

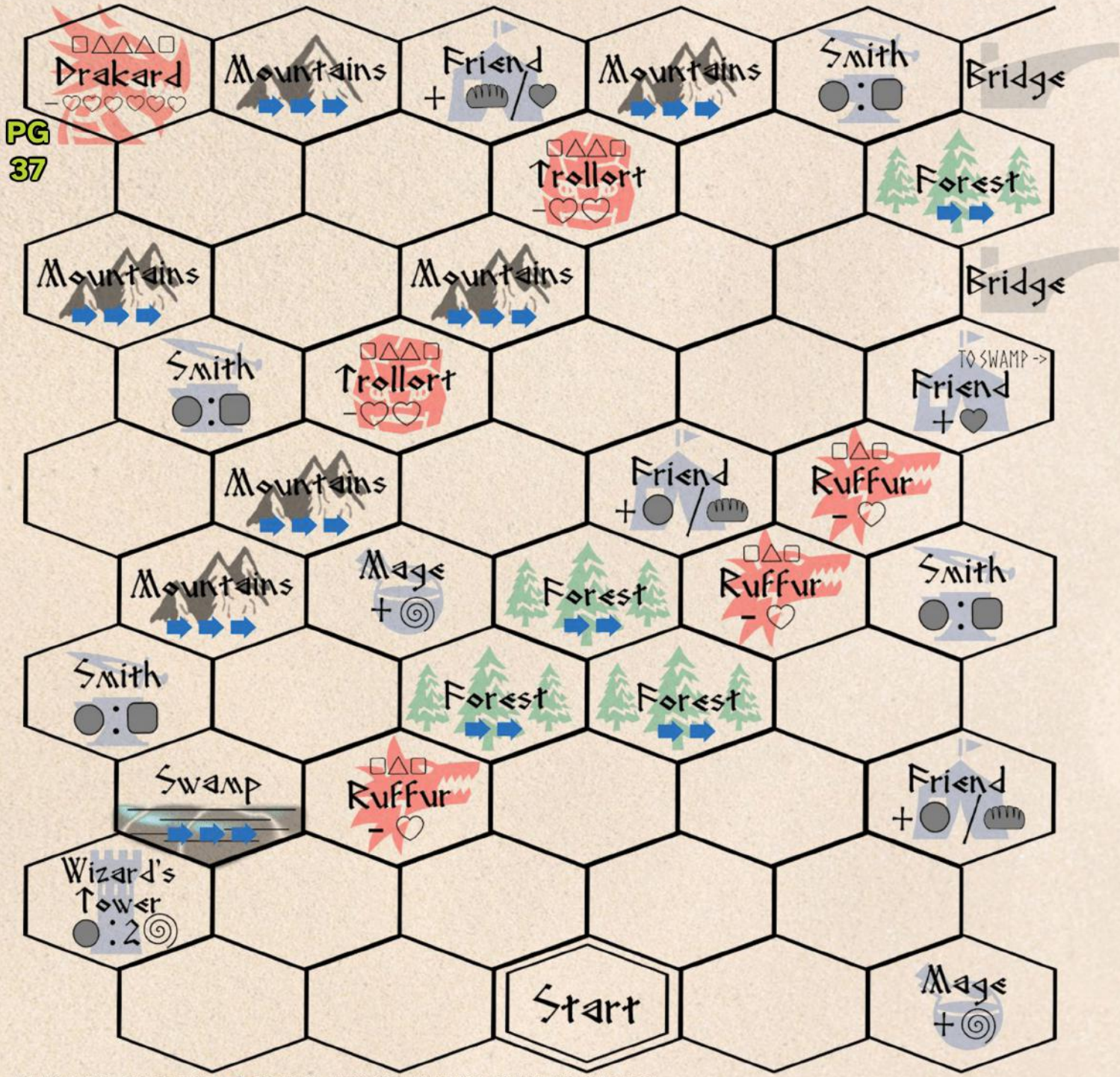
If, after scoring, you have the same score as another player, place your score marker on top.

Winning

The first player to reach or pass 35 points on the score track wins.

Stone Manah Games


15
20
25
10
30
5
35
0
7
6
5
4
3
4
4
4
3+
3+
3+
3+



ALL UNMARKED SPACES COST 1 ➡ TO MOVE. MUST STOP ON ANY BEAST HEX AND COMBAT IT.

IF HEALTH IS 4 OR MORE, GAIN 3 MOVEMENT POINTS PER FOOD. IF 3 OR LESS, GAIN 2 MOVEMENT POINTS.

Health ♡ -1 ➡ -1 ➡ -1 ➡

Food

Coins ○

Magic

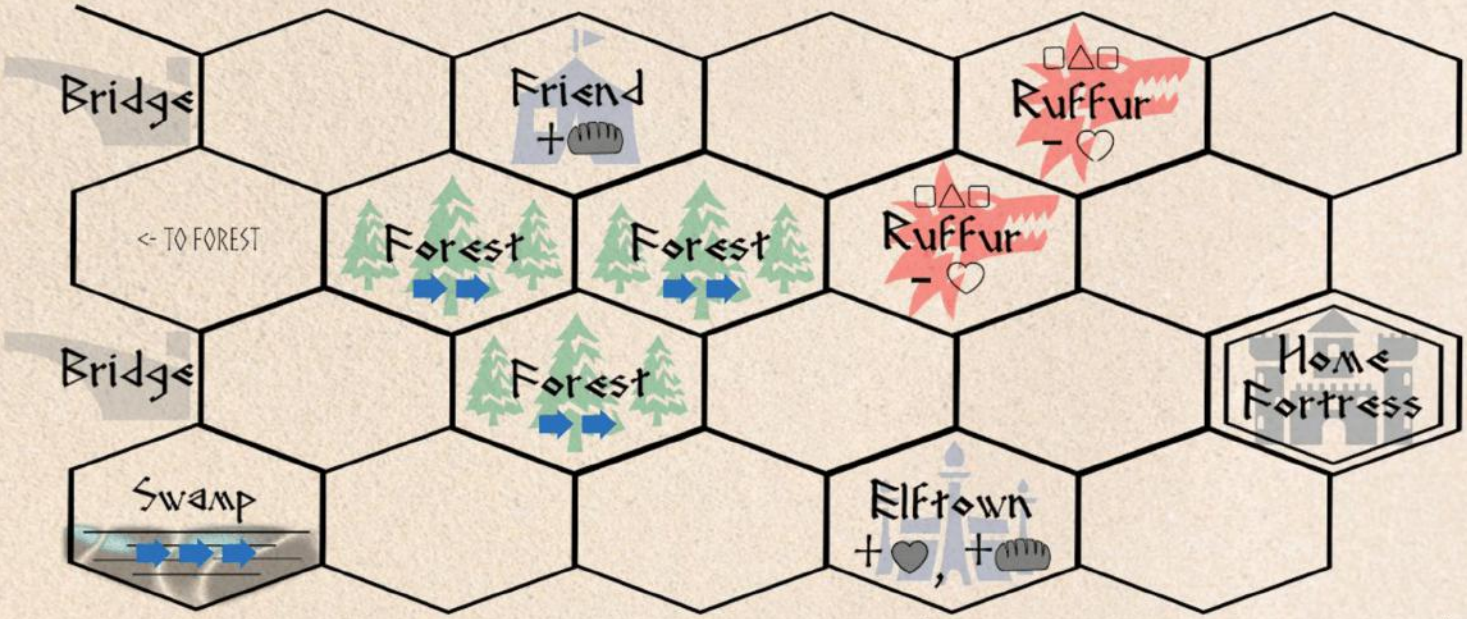
SPEND 1 MAGIC FOR 2 RE-ROLLS (ANY NUMBER OF DICE)

Weapons **3** 4 5 6

NUMBER OF DICE TO ROLL WHEN COMBATING BEASTS.



EXAMPLE BEAST HEX: MUST ROLL 4 SYMMETRICAL DICE TO DEFEAT, LOSE 2 HEALTH IF BEAST IS NOT DEFEATED.



Drakard

A SOLO JOURNEY THROUGH THE GREAT BEAST DRAKARD'S DOMAIN.

ADDITIONAL COMPONENTS: 1 MEEPLE (RANGER), 5 TRACKING CUBES, 6 D6 DICE.

GAME OVERVIEW: MOVE NORTH TOWARD DRAKARD, ENCOUNTERING BEASTS AND FRIENDS ALONG THE WAY. DEFEAT DRAKARD IN HIS MOUNTAIN LAIR, THEN JOURNEY EAST TO YOUR PEOPLE'S FORTRESS. ARRIVE AT THE FORTRESS TO WIN THE GAME.

YOU WIN THE GAME IF YOU ARE ABLE TO DEFEAT DRAKARD, AND MOVE TO THE FORTRESS WITH AT LEAST 1 HEALTH.

---- SETUP ----

1) PLACE YOUR RANGER MEEPLE ON THE START HEX.

2) PLACE A TRACKING CUBE ON THE "3" WEAPON DICE LOCATION. YOU START THE GAME WITH 3 WEAPONS (DICE).

3) ROLL 4 D6. ARRANGE THEM FROM LOW TO HIGH. SELECT ONE OR TWO OF THE MIDDLE VALUES TO SET INITIAL RESOURCE(S) (HEALTH, FOOD, COINS, MAGIC).

4) REPEAT STEP 3 UNTIL THE 4 VARIABLE START RESOURCES ARE SET. **FOR YOUR FIRST FEW GAMES:** YOU MAY IGNORE AND RE-ROLL **ONE** ROLL IN STEP 3.

HINT: FOOD AND HEALTH ARE NEEDED TO MOVE AND SURVIVE, TRY TO START WITH AS MUCH OF BOTH AS POSSIBLE.

NOTE: NO RESOURCE OR WEAPONS CAN EVER BE ABOVE 6. WEAPONS CAN NEVER BE LESS THAN 3.

---- GAMEPLAY ----

1) **PAY 1 FOOD TO GAIN 3 MOVEMENT POINTS, THEN** SPEND THEM TO **MOVE** 1 OR MORE HEXES. OPEN HEXES COST 1 MOVEMENT POINT, OTHERS ARE MARKED. YOU MUST STOP AND END YOUR MOVEMENT ON A BEAST HEX AND BATTLE IT. YOU MAY, BUT DO NOT HAVE TO STOP ON ANY OTHER HEX. ONCE YOU STOP, YOUR MOVE IS OVER.

2) WHEN **STOPPING ON AN OCCUPIED HEX**, A "+" MEANS YOU GAIN THE ITEM FOR FREE, A "● : " MEANS PAY 1 COIN TO GAIN THE ITEM(S). **FOR YOUR FIRST FEW GAMES:** IF YOU END YOUR TURN ON A FRIEND HEX, IN ADDITION TO THE ACTION TAKEN, YOU MAY PAY ONE HEALTH, COIN, FOOD, MAGIC, OR WEAPON TO GAIN ANY OTHER ONE, AND/OR PAY ANY TWO RESOURCES TO GAIN ONE ADDITIONAL WEAPON DIE.

3) **DEFEAT A BEAST BY ROLLING A SYMMETRICAL ATTACK** OF THE DISPLAYED NUMBER OF DICE (3, 4, 5), FOR EXAMPLE 3 5 3 OR 4 4 4 4, OR 2 6 6 6 2. NOTE, FOR DRAKARD, YOU MUST ROLL A "FULL HOUSE": □△△△□. **YOU MAY SPEND 1 MAGIC TO RE-ROLL** ONE TO ALL OF THE DICE (YOU MUST DECIDE HOW MANY TO RE-ROLL, THEN RE-ROLL THEM ALL AT ONCE) **UP TO 2 TIMES**. YOU MAY DO THIS ACTION MORE THAN ONCE IF DESIRED (MUST PAY 1 MAGIC FOR EACH 2 RE-ROLLS).

4) **IF YOU DEFEAT A BEAST, GAIN 1 RESOURCE OF YOUR CHOICE** (NOT WEAPONS). IF YOU ARE DEFEATED, PAY THE PENALTY IN HEALTH DISPLAYED IN THE THE HEX. YOU DO NOT HAVE TO DEFEAT THE BEAST, EXCEPT FOR DRAKARD, BUT YOU DO HAVE TO COMBAT IT.

5) REPEAT STEPS 1-4 UNTIL YOU MAKE IT TO YOUR FORTRESS.

NOTES: YOU MAY RE-VISIT ANY HEX ON THE MAP, BUT NOT ON CONSECUTIVE TURNS.

THE TOP 4 ROWS OF HEXES CONNECT ACROSS THE PAGES. THE BRIDGES ACROSS THE PAGES ARE THE SAME HEXES.

NGG GAME DESIGN BY: SCOTT ALLEN CZYSZ
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1 player ages 12+ 20 mins.

DREAMT I WAS

JIREH F. OROBIA

2 Players, <30 min.

STORY: Two of you are stuck on two parallel mirror worlds of Ben Moy's dreams. Yeah, it's weird.

OVERVIEW: Game plays in turns. Players will each tell a dream story about 5 squares on the board, placing Dream Discs on it. Their Meeples will meticulously move across the board to take Dream Discs by rolling dice, while staying away from Nightmare squares on the board. Meeples move simultaneously but are totally opposite in direction. Players can also use predetermined Skills to their advantage. If you wake up after landing on 5 Nightmares, you lose the game. But if you're the first to successfully take all the 5 Dream Discs, you win the game!

INITIAL PHASE:

1. Choose a Side (a page with 7x7 squares of the board). 14x7 board is divided by the book's coil.
2. Place your Meeple on any square of your Side. Don't place it on a gray Circle (because it's not a square :)).
Your opponent will also place his Meeple on his Side.
3. Place 3 cubes on 3 random squares of your opponent's Side. Your opponent will also place 3 cubes on your Side. Note that you cannot move your Meeples on squares with cubes.
4. Each player will take a Die and place it on their Wake Life, located at the bottom of their Side, showing the 5 face of the Die. This will be your life counter in-game.
5. The player that slept the longest will be the First Player or decide randomly.

STORY PHASE:

1. First player will choose 5 squares at the opponent's Side. Chosen squares must not have a cube on it, nor the gray circle. That player will tell a dream story about the images in those 5 squares. Start the story with the phrase, "Dreamt I was...". Place a Dream Disk on each of the mentioned squares. After First Player's story, Second Player will also do this.
2. Place 5 discs on your Skills Section, located at the bottom of your Side. You may stack 2 or more discs on a skill or you may not place a disc on a skill. There must be a total of 5 discs on your Skills Section. Your opponent will also place 5 discs on his Skills Section. These discs will be the counter for how many times you can use a Skill.

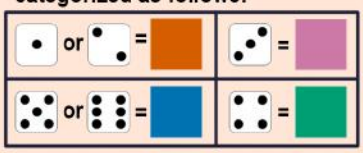
TURN PHASE: Play is done in turns. Each turn the player ROLLS, then players may use SKILLS, and simultaneously MOVE their Meeples.

1. **ROLLS:** First Player will roll 2 Dice. Then that player will choose a Die for the number of Movements. The other Die will be used to determine the Nightmare squares.

Movement Die - The number of squares you will move orthogonally your Meeple. You may move as many squares as you want within the result of the Die roll on your turn (For example, if you roll 2, you may move your Meeple one square only or you may move it two squares in any orthogonal direction on your turn.)



Nightmare Die - Determines what squares on the board will give negative points on your Wake Life. If your Meeple was placed/stayed/passed through these squares, you'll loose lives as many as the squares your Meeple touched/passed through. Squares on the board is categorized as follows:



Squares with Dream Discs are unaffected by Nightmares. So, you'll not have a negative point in your Wake Life if you land on it.

2. SKILLS: Before the First Player moves its Meeple, players may use a skill or skills on their Skills Section. Just follow the instruction on that Skill and remove one disk on it.

3. MOVE: First Player will then move its Meeple according to the following limitations:

- Movements are simultaneous, but the player that rolled the Die will determine the orthogonal movement. If you move your Meeple forward, your opponent must also move its Meeple forward. If you move backward, your opponent must also move backward. But if you move to your right, your opponent must move to his left. If you move to your left, your opponent must move to his right. Unless your opponent cannot move if it is at the edge of the board OR due to a Cube, thus it'll just stay on the square it previously landed.
- You cannot move to the same square you already passed through until end of your turn.
- You can only move your Meeple within your side, thus you cannot move passed the coil.
- If your Meeple landed to a square with a Dream Disc, take that Disc, regardless of who's turn it is.

END OF TURN: Turn ends when you decide to stop at a square. Turn ends also if you take a Dream Disc on YOUR TURN.

REFRESH TURN: Pass the 2 Dice to the next player that will take the next turn.

GAME ENDS:
The player that takes all of the 5 Dream Discs wins. Or a player loses if it has no more lives in its Wake Life.

SPECIAL CIRCLES: Immediately do the ff. if your Meeple was placed/stayed/passed thru here:



Warp Circle
- transfer it to the other Warp Square within your side.



Breakdance Circle
- roll your Meeple like a Die. Do the ff. according to the position it fell:

Laid Down Position
- your Meeple will not move until end of round



Standing Position
- nothing happens



Slanting Position
- negative point to your Wake Life



Place back your Meeple to its former spot on the board after rolling it.

www.thegamecrafter.com/games/dreamt-i-was





SKILLS SECTION









Factory Shift

Objective

Shove the boxes, sliding them towards the goal in this fast paced puzzle game.

Components

12 Sliding Cubes (3 red, 3 blue, 3 yellow, 3 white)
16 Blocker Discs (4 red, 4 blue, 4 yellow, 4 white)

Set up

Each player takes all peices of their color.

Place the cubes around the corner of the board they are going to start on.



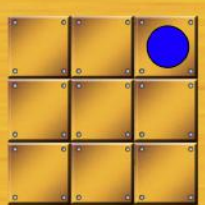
Keep the Blocker discs near the players. Each player places one of their blockers on the Player Track below the board, and the other 3 near them.



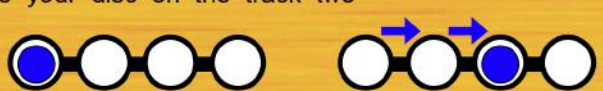
Randomly take the player discs on the track and randomly stack them the player on top is the start player.

Turn Breakdown

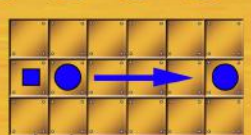
Starting with the player closest to the start space on the player track, and stacked highest in that space takes their turn. They can do one of 3 things.



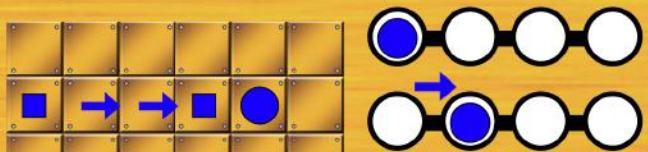
1) Place a blocker on an empty space then move your disc on the track two spaces.



2) If a cube is beside a blocker you can push that blocker causing it to slide like a cube then move your disc on the track two spaces. Blockers that land on the goal are removed from the game just as a cube is.



3) Slide a cube orthogonally (up, down, left, or right) stopping if it comes to a Blocker, Cube, or the Edge of the board. Then move your disc on the track one space.



Game End

When all player trackers hit the game end space then you move to scoring below.

Scoring

Each player counts the number of spaces each of their peices are from the goal (up, down, left, or right no diagonals) and adds them together. The lowest score is the winner.

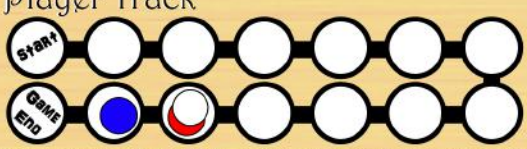
The Goal

If you slide over the goal you move right by it as if it wasn't there.

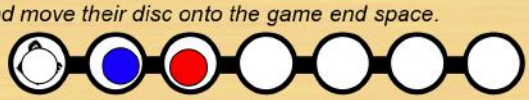
However, if you hit something that blocks you and you end up stopping on the goal your peice is removed from the board and at the end of the game it counts as 0 towards your score.

Sample Round

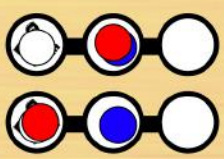
Player Track



In the example above if the white player is the farthest back in the turn order and on top of the stack. They lay a blocker and move their disc onto the game end space.

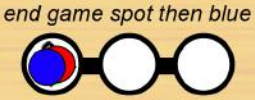


The red player then chooses to shift a peice moving red onto the blue.



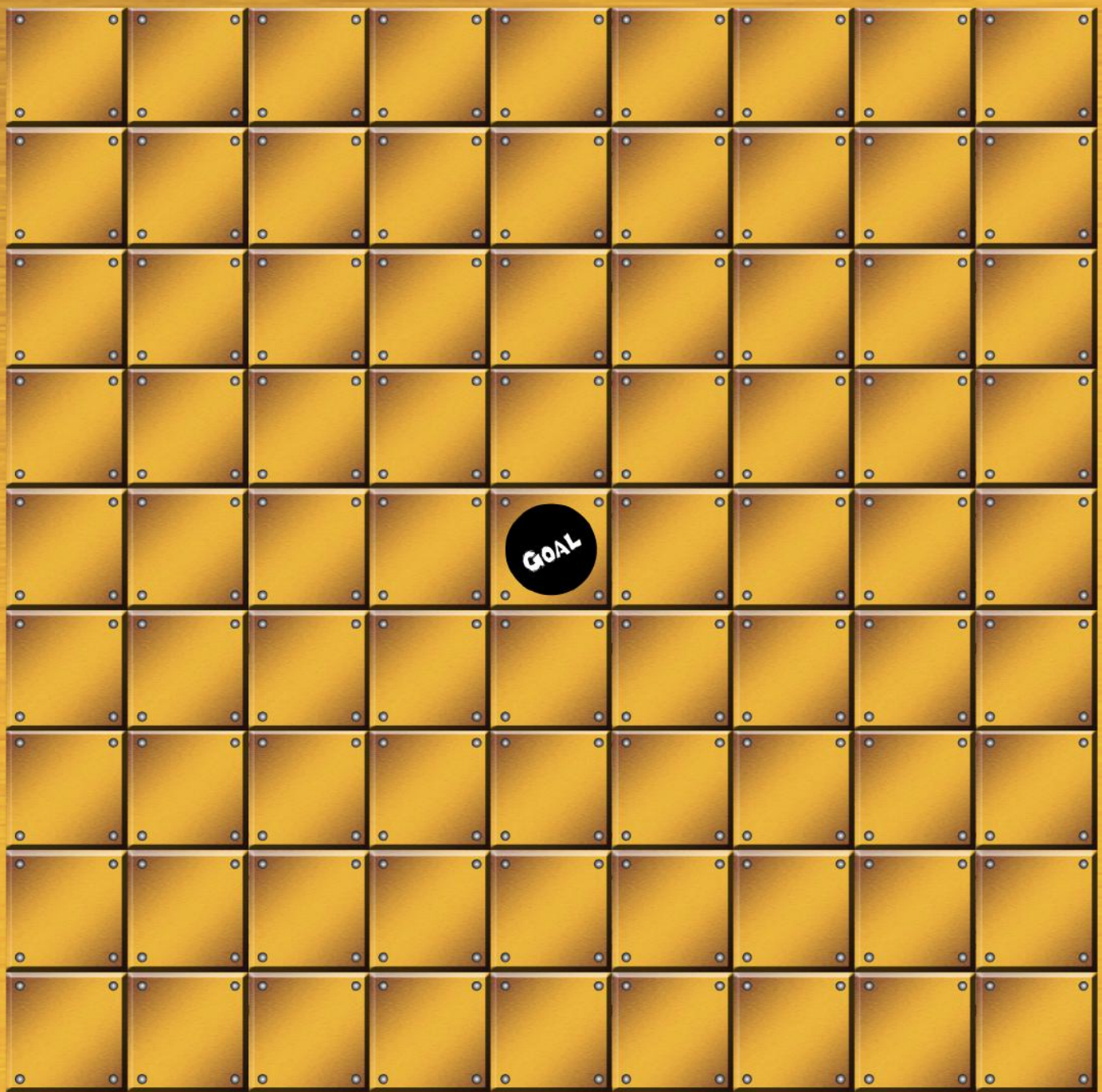
Red is on top of the stack and goes again. They shift another peice moving them onto the white disc.

Finally blue gets to go they shift a piece putting them on red. This would end the game having them move to scoring. If they were not on the end game spot then blue would go again.

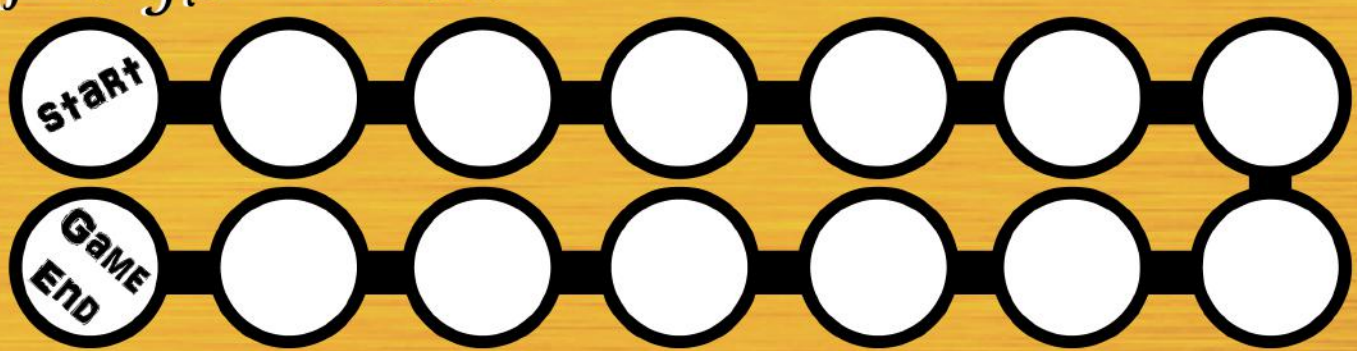




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Player Track



PG 43

Fish Feeding Frenzy

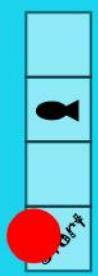
Objective

You need to feed and lead your fish around so that you will have the largest population of fish in the pond by the end of the game.

Components

12 meeples (3 red, 3 yellow, 3 white, 3 blue)
32 cubes (8 red, 8 yellow, 8 white, 8 blue)
12 discs (3 red, 3 yellow, 3 white, 3 blue)
4 dice (1 red, 1 yellow, 1 white, 1 blue)

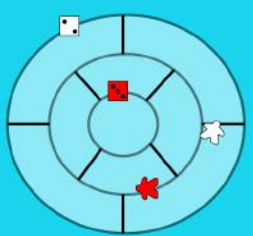
Set up



Each player takes all pieces of their color. Place one of the discs on the feeding chart on the start space.

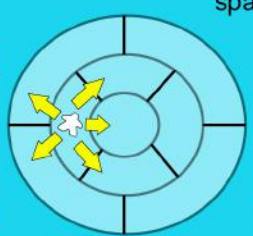
Each player rolls their die and then places them on the board in any space.

Each player places their meeple as a fish as far as they can from any dice on the board. Then one at a time each player places a waste cube on an empty space until all spaces have at least one token on them.



In the example to the left the fish are placed where they are because that is the only space that is not 1 away from a die. It is instead 2 spaces away.

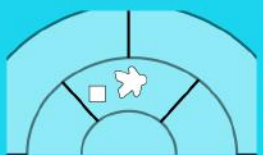
The start play is the last player to have eaten a fish.



Turn Breakdown

1. Move your fish one space to a connecting space. You must move.

2. Eat food on your space. Eat a waste cube of a different color than your fish, or a pip from the a die. Each reduction of a pip lowers the die to the next number down. If you eat the last pip it



is rerolled and placed by the player of the dies color on a space with te fewest peices on it.

Each fish that successful feeds moves your feeding chart up one space, and leaves 1 waste cube in that space.

If a fish fails to feed then the feeding chart goes down one space.

When your disc reaches the ability space. Place a disc on one of the abilities at the bottom of the right page.

When your disc lands onto a fish space you spawn a fish on a space you have at least one other fish.

The end of your turn you may shift one of your discs on the ability spaces to an orthogonal adjacent space (no diagonal movement)

Start player passes to the next player in clock wise order.

Game End

When one player reaches the top of the feeding chart and remains there until the end of the round. Tie Breaker is the number of waste cubes on the board.

Waste Cubes

At any time a single space has 5 waste cubes they are removed from the board and all fish in that space move down 2 on the Feeding Track.

Eating the Last Pip of a Die

When the last pip of a die is eaten, the player whose die it is will roll the die and place it on any empty space. In the case that no empty spaces exist choose the space with the least number of tokens in it, if there is a tie for the space the player chooses which of the tied spaces to place the die.

Chasing the Leader

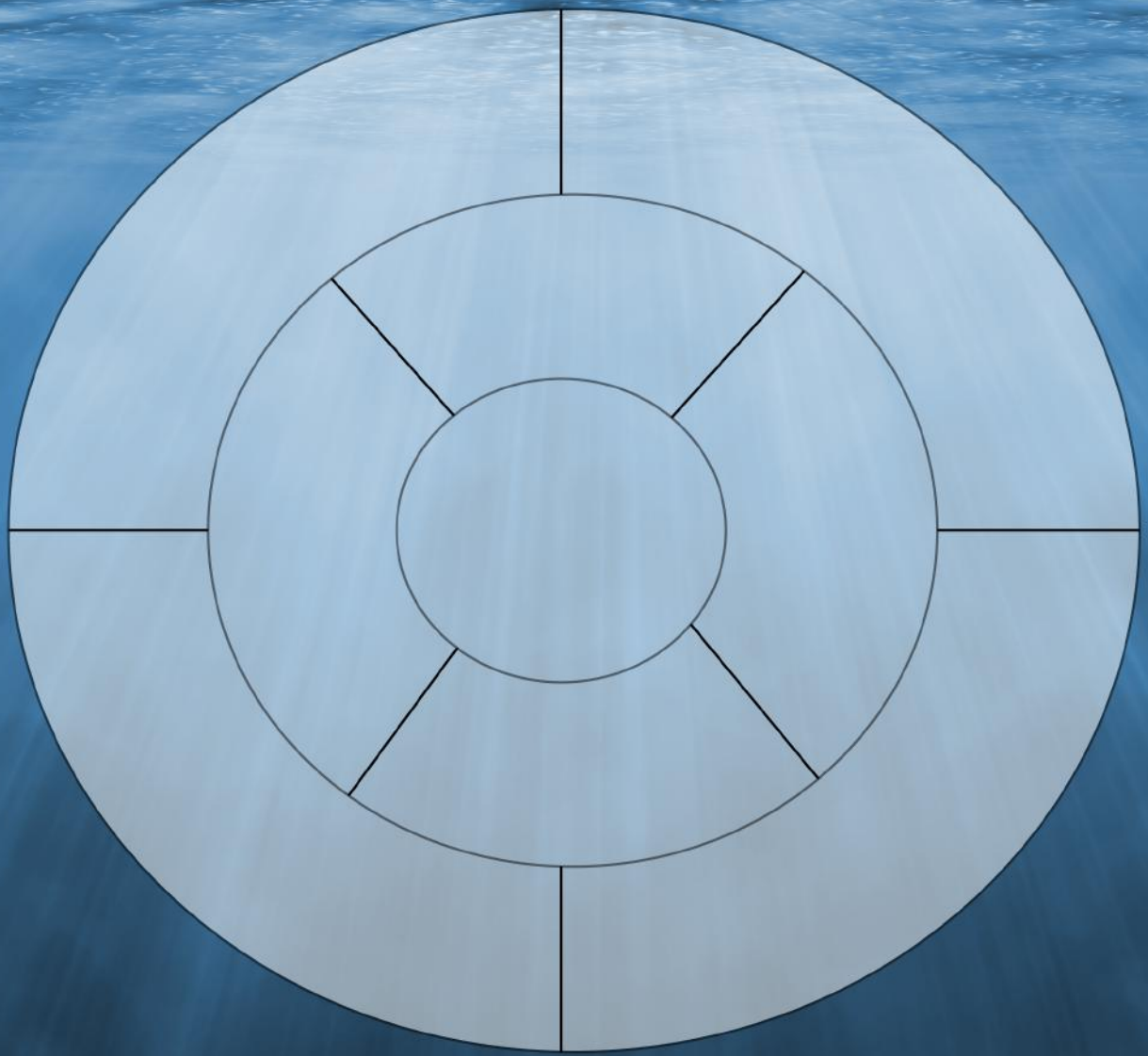
When feeding on a waste cube of the player in the lead you go up 2 spaces on the feeding chart. This only triggers once a turn no matter how much waste you eat. If there is a tie for the leader then all tied are the leaders.

Reducing Feeding Chart

When dropping in the feeding chart you cannot drop below the disc or fish spaces.



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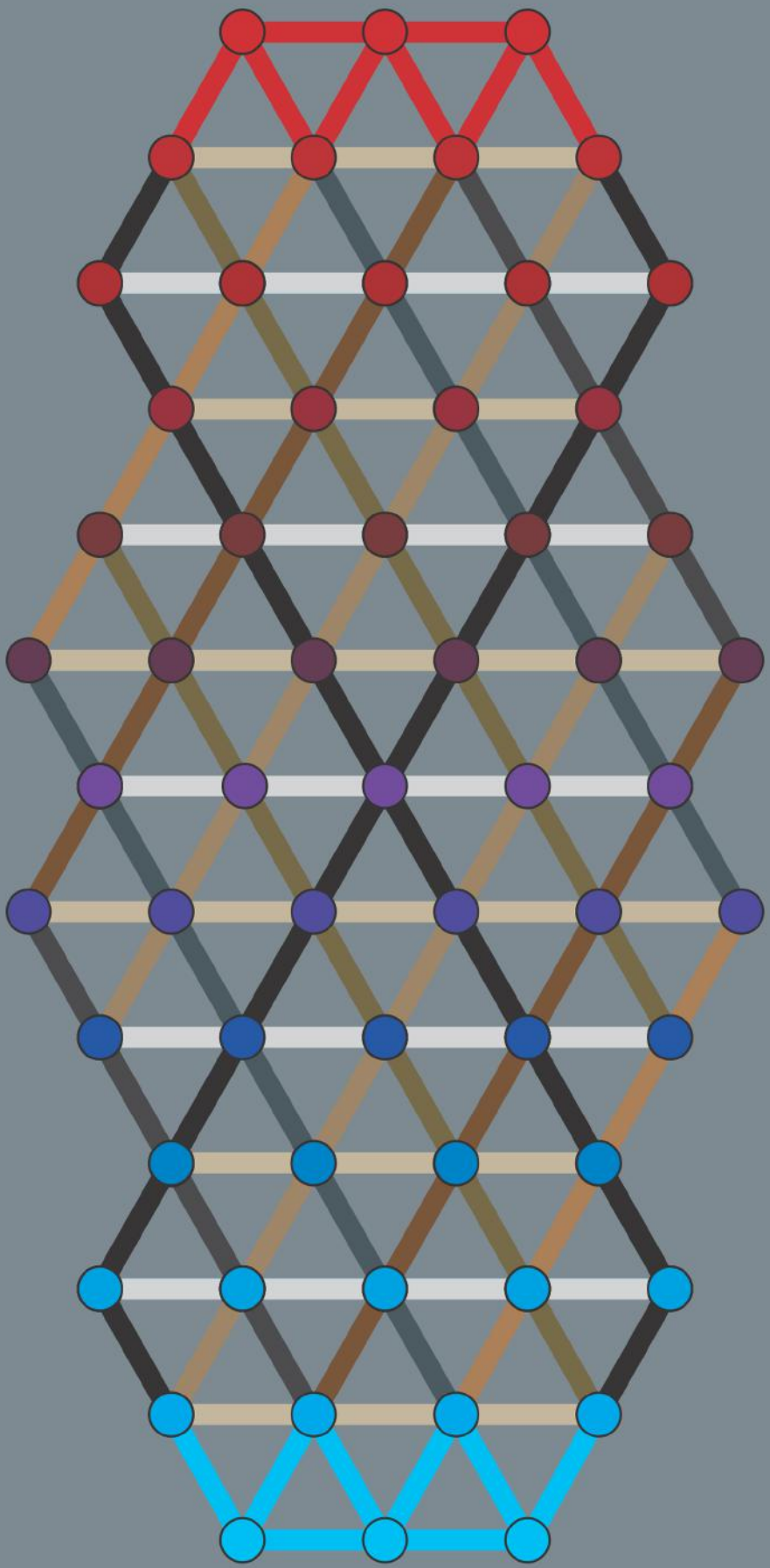
Game End

Start

Food Shifting Reroll a die	**Swimmer** +1 Move for a single fish	**Waste** One fish after feeding can choose to leave 2 waste then leave the space.
Bottom Feeder Once per turn eat one extra waste cube	**Wader** One fish can choose not to move	**Nibbler** Once per turn eat one extra from a die
Shark Once per turn feed on an opponents fish *(they get -1 food meter)*	**Survivalist** Once per turn push a food die to an adjacent space	**Currents** Once per turn move an opposing fish 1 space

PG
45

SCORE



FLING!

2 players
15-30 Minutes

Design by Thomas Hornemann, Artwork by Gregory Silverman

Objective: Position your cubes and discs so you can move and fling the cubes down the board to score points. The first player to six points wins.

Setup: Place the board between the players with your net color in front of you. Give each player 6 cubes, 4 discs and 1 die in their net color. In the row in front of your net place down all four discs and place a cube down on each. Place the remaining cubes and your die in your reserve. Roll to see who goes first, high roll starts.

Scoring: Gain a point if:
- one of your opponent's cubes is knocked off the board.
- you capture one of your opponent's discs.
- one of your cubes enters your opponent's net.

Keep track of points with the die, leaving your score die in your reserve until you score points.

Playing the game: Each turn players will take 2 cube actions and 1 disc action in any order.

Cube Actions: 2 Per Turn

• **Move a cube you control up to 2 spaces.** Cubes cannot move through other cubes. If a player **ends** a cube's movement on their opponent's disc, the disc is returned to their owner supply and the player gain a point. If you move a cube into your opponent's net, gain a point and return that cube to your reserve. Your opponent does not score a point for your piece being removed in this way. You may not enter your own net.

• **Fling a cube.** If you control two cubes adjacent to each other on a shared line, you may have one fling the other across the same shared line. The cube being flung moves until it can move no further, either by striking a cube of any color or hitting the end of the line. The player may choose either adjacent cube to be flung, but the flung cube must move through the flinger.



(Example: To strike the red cube to their right blue must fling the cube on the left.)

– If the flung cube's strikes another cube, the struck cube continues down the same line until it strikes either another cube or the end of the line. The original flung cube takes the struck cube's space. Repeat until no more cubes are struck. If the struck cube is already at the end of the line, the struck cube is returned to their player's reserve. If a cube is returned to a player's reserve their opponent scores a point.

– If a cube is struck and would enter the net they are defending the cube instead stops in the space in front of it. If a cube is on a space in front of their net when struck it is returned to reserve and a point is scored.

– If a flung cube would move over an opponent's disc, its movement ends and the opponent's disc is returned to their reserve and the player gains a point. If there was a cube on the disc, it is struck as normal. It is possible to gain two or more points in an action by capturing a discs and pushing a cube off the board.

Disc Actions: 1 Per Turn

• **Move a disc 1 space.** If there is a cube on the disc the disc may carry the cube or leave it behind. A disc without a cube may move onto a space that already has one of your cubes on it. If you do so the cube is placed on top of the disc. A disc with a cube on it must leave the cube behind if it is moving onto a space that has a cube on it. You may not move a disc onto another disc. You may not move a disc onto an opponent's piece.

• **Spawn a cube.** Take a cube from your reserve and place it on a disc that does not have a cube on it.

• **Spawn a disc.** Take a disc from your reserve and place it on a space adjacent to one of your discs.

FORKRUNNER 2086

PG 47

A 2-4 PLAYER GAME BY LUKE T. KYLE

AGES 10+ - 30 MINUTES - USE ALL CUBES, DISCS, AND MEEPLES THAT COME WITH THE ANTHOLOGY, AS WELL AS ONE OF EACH COLOR DIE

In a far flung future, limited resources have splintered humanity into roaming clans. To avoid pointless bloodshed, these clans have sent their champions, physical forms iterated by A.I. composed of the totality of the knowledge from their ancestors who were certified forktruck operators, into ritual combat at remaining warehouses that survived the great downfall so as to gather resources. The risk to the population at large is diminished, yet forkrunning still remains a deadly game...

OBJECT OF THE GAME

Use your forktruck to move the most resources—Goods (discs) and/or Scrap (cubes)—from the warehouse onto your Barge (the area in front of you).

GAME SETUP

>Choose a color. Each player takes 2 Scrap (cubes), 4 Iterations (meeples) and 1 die of the same color.

>Place 1 of your Iterations on your starting space. This piece represents your forktruck's location in the warehouse (the gameboard).

>Stack your other 3 Iterations on the indicated space of your forktruck diagram.

>Place your 2 Scrap anywhere on the Skid section of your forktruck diagram. *Note: Each quadrant of your Skid can hold up to 1 Good or 4 pieces of Scrap. These resources may be rearranged within your Skid at any time.*

>Set up the warehouse by randomly placing all other Goods and Scrap in the correct Bins on the board.

TURNS

Each player rolls 1 die. (Re-roll ties.) The player with the highest roll goes first, and play continues clockwise. On your turn, take 1 of the following 3 actions.

ACTION: MOVE & LOAD

Roll 1 die. Divide the result by two, rounded up. You may move your forktruck up to this many spaces up, down, left, or right within the warehouse. You may not move through spaces with Bins or other forktrucks.

You may move 1 extra space on your turn IF:

>You move in a straight line (Example: if your roll gives you 2 spaces, you may move 3 spaces in a straight line).

>You discard 1 piece of Scrap from your Skid (remove the Scrap from the game).

As you move, you may choose to do one (and only one) of the following, if possible:

>*Load your Skid:* If you end your movement adjacent to any full Bin(s) or on a space with dropped Goods, you may move 1 resource onto your Skid.

>*Load your Barge:* If you end your movement on a Barge Loader space, take ALL Goods and ANY AMOUNT of Scrap on your Skid and place them on your Barge (the area in front of you).

ACTION: RAM

Move 1-2 spaces in a single direction so that your forktruck is adjacent to another player's. Each player rolls 1 die, then adds 1 for each quadrant of their Skid that contains any resource(s). The forktruck of the player with the lowest result becomes Disabled (See "Disabled Forktrucks," below). *Note: In the event of a tie, neither forktruck becomes disbled.*

ACTION: FLING

Take 1 Scrap from your Skid and remove it from the game. Choose a forktruck up to 3 spaces away. Roll a die. If you roll a 5 or 6, the targeted forktruck becomes disabled. If the path to the target crosses a bin, it is only disabled by a roll of 6.

DISABLED FORKTRUCKS

If you are Disabled:

>Take all Goods from your Skid and place them on the square where you were disabled.

>Take all Scrap on your Skid and remove it from the game.

>Remove your current Iteration from the game.

>Place another Iteration on ANY starting space. (If you have no Iteration left, you may not take any more turns).

GAME END

The game ends when all Goods have been loaded onto Barges, or when only 1 player remains in the game, whichever comes first. Then each player adds up their scores.

SCORING

Each player scores points for the resources in their Barge:

>5 points for each Good of their own color

>3 points for each Good of other colors

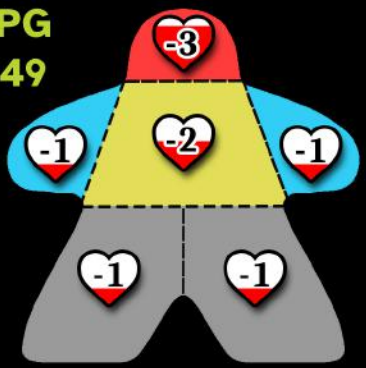
>1 point for each cube of Scrap (any color)

WINNING THE GAME

The player with the highest score wins. *(If there is a tie, players may nod knowingly at each other in mutual respect, or engage in a round of Greco-Roman wrestling to determine the true champion.)*

BRENDA 73
Goods Bin
Scrap Bin
LOA-L
HAROLD
Starting Space
Barge Loader
HOOIS

PG 49



FPS

[Flick-Person Shooter]

A Fast Paced Strategy/Dexterity Tactical Shooter
2-8 Players - Ages 12+ - 15-30 Minutes
by Dustin Hendrickson
www.thunkboardgames.com

Setup:

1. Each team, Attackers and Defenders, get 2 meeples of each color and 4 Red or 4 Blue disks, the disks will go below your meeples and identify team color.
2. Take three colored cubes and 1 d6 for each color, per team. Two of these cubes are used as markers, the other one will be your Bullet cube for that character color.
3. The 4 extra meeples should be used to cover and hide dice.
4. Each player starts with the Pistol and 4 health, place your matching colored cube on the slot and the slot for each character that you're controlling.
These track your health and current equipment.
5. Each team starts with $300, use a red cube for Attackers and a blue cube for Defenders to mark on the money tracker.
6. Divide up the 4 meeples among the human players of your team as evenly as possible and place them and their team color disc on the starting room for your team. A meeple for the Attackers and the B meeple for the Defenders.
7. Place a Red cube and a Blue cube by the Rounds Won area, these will be placed to identify round wins per team.
8. Attackers will take a Yellow cube, this is their Bomb cube.

Round Start:

Spend earned team money to buy gear for the round.
Check the Shop on the right page to see stats and how much money it costs. Place a cube, covering the bought gun on your player mat area. You may only have 1 gun purchased at a time.

Hidden Movement Phase:

Each player secretly sets their location die to a room number within 0-3 connected rooms of their current location, placing it under the hider meeple and within the A,B or C area of their player mat. Rooms must be connected to travel between them. If you control more than one character, repeat for all owned characters. Once all die have been placed for both teams, reveal each teams movement choices at the same time and move each players character to their picked room codes.

Target Selection Phase:

Players may now target enemies based on their equipped weapon range value, 3, 2, 1 or 0 spaces away. To target an enemy player, set your die and location value to the room your target is in, you may target any player in that room. A room must be in range and you must be able to draw a straight line from the room you're in to the target room without hitting any of the thick, black area. Otherwise the room is not in line of sight and may not be targeted. Once all players have made their decision, proceed to shooting phase.

Shooting Phase:

All players involved in combat will take turns in groups based on descending range order of their attacks (Highest to lowest)
A player shooting, will take their Bullet cube and and place it on the Shooting Range, to the left, behind the range line of the distance they are shooting from, 0-3 rooms away.
They will then flick it at the Hit-Box meeple, dealing [listed damage * bullet's damage modifier] (marked as 1x or 2x on the gun stats). This is repeated for each bullet the gun fires, marked in the top left of gun's stats.

For a shot to count, the majority of the Bullet cube must be within a colored target area on the Hit-Box meeple.

Total up damage, apply to targeted unit after each bullet hits. Hits cannot be spread between multiple units. After everyone shooting in the same range is done, players with 0 health, die.

Ties in range, players tied in range will shoot one after the other applying damage as they take it, you may still shoot at an opponent if you get to 0 life before taking your turn shooting during a range tie, which can lead to round draws.

Environment Action Phase:

After the shooting phase, players may perform a Plant Bomb action, Defuse Bomb action or Loot Player action if their current location matches the required area for that action.

1. Plant the Bomb

If there are 0 Defenders on the site and the bomb hasn't been planted yet, an Attacker on site may place the Bomb cube on the far left bomb slot, inside the site. After a bomb has been planted, the next time the environment action phase comes around, move the bomb up one position on the bomb track, if the bomb is moved off the track the next time the environment action phase comes around, it explodes and the Attackers win the round.

2. Defuse the Bomb

If a Defender is on a bomb site with a bomb and 0 Attackers occupy the site space, a Defender may disarm the bomb immediately during this phase before it triggers the bomb explosion and giving a round win to Defenders.

3. Loot a Player

A player may take one gun from a dead player's body within the same room as them, changing their gun to that gun and reseting the dead player to a Pistol.

End of Round:

-Repeat all turn phases until an objective is reached. The team winning the round gets 1 point which should be marked on the Rounds Won section with their team colored marker cube.
-Reset both teams characters to full health and place in their spawn zones, then start a new round by purchasing guns.
-If a character died during the round, reset their weapon to a Pistol before the buy phase.
The first team to 3 points, wins!
Round draws are not counted as wins for either team.

How to Win a Round:

1. Attackers win if the bomb explodes.
2. Defenders win if the bomb is defused.
3. Killing all members of the opposite team gives a team win.

Death:

When a unit reaches 0 hp, place it on it's back, another player may loot the body, but this unit may not perform any actions until next round. When a new round starts, place the unit back on its teams spawn zone with 4 health, setting the gun back to a Pistol.

Deathmatch Variant - FREE FOR ALL - 2-4 Players

1. Pick a meeple color and character slot, take the normal starting tokens but do not take a team color disc, instead take a unique colored disc for tracking victory points.
2. Each player places a meeple in an unoccupied room with a skull icon and selects any gun they would like. A different gun may be picked each time a new round is started.
3. When dead, remove the unit meeple, it may be placed in an unoccupied room with a skull icon in it, after all combat has been resolved.
4. When killing a player, increase your victory point count by 1 on the tracker ->

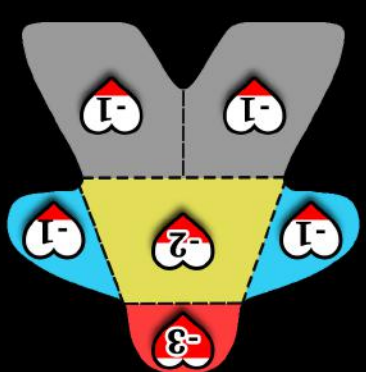
1 2 3

First to 4 Victory Points Wins!

0 - 1 / 3

2 / 2

3 / 0 - 1



A
B
C
Shop
1x
Pistol
FREE
Range: 0-1
Damage: 1x
3x
Shotgun
$200
Range: 0
Damage: 1x
2x
Rifle
$300
Range: 0-2
Damage: 2x
1x
Sniper
$500
Range: 1-3
Damage: 2x
Attacker Money
$900
$1k
$700
$800
$500
$600
$300
$400
$100
$200
A
site
B
site
D
B-5
A-3
B-3
A-1
A-5
C-5
C-2
A-4
C-6
B-1
B-2
C-1
B-6
C-4
A-6
C-3
B-4
A-8
Rewards
$100 - Kill a Player
$200 - Plant the Bomb
$200 - Defuse the Bomb
$200 - Win the Round
$100 - Lose the Round
Defender Money
$900
$1k
$700
$800
$500
$600
$300
$400
$100
$200
Rounds Won
1
2
3

Vehicle safety inspection: *Smolden Vorana GX 500*

MASSIVE SMASH chewing gum

ENGINE

5.0 litre V8

Movement is divided into 2 directions: North-South (**NS**) and East-West (**EW**).

NS is the speedometer gauge on your dashboard.

EW is the steering wheel on your dashboard.

The number on each direction is your **SPEED** (squares you move). It is represented by player coloured dice.

Normally, you can add or subtract 1 **SPEED** from each direction, each turn.

You do not have to change a value if you do not want to. Eg; (0,0) (N1,E1) (N2,E2) (N3,E1) (N4,0) (N4,W1) (N3,W2)

CHASSIS

SLR 5000

Landing adjacent to or on top of another player is a **SMASH**!

For a **SMASH** the agressor rolls 2 white d6 and takes highest.

Defender has 1 roll of a white d6 to beat aggressor.

If defender loses, remove either the **NS** or **EW SPEED** from the other players dashboard, place a damage counter on the defenders damage indicator.

Yellow for first hit, red for second, third is a **WRECK**.

WRECK means that player is out.

You cannot **SMASH** with no **SPEED** (0,0)

If defender wins. They move as normal and take no damage.

HANDBRAKE

Hydraulic M

Used for quick direction changes.

Roll a white d6 instead of your normal move.

1-2 is a **SPIN**. Take both **SPEED** dice off your dashboard. Eg: (N3,E3) to (0,0)

3,4,5 is a **SKID**. Change a **SPEED** dice from **N** to **S** or **E** to **W** or vice versa and make its value 1. Eg: (N3,E3) to (N3,W1)

6 is a **DRIFT**. Change one **SPEED** dice from **N** to **S** or **E** to **W** or vice versa and change value to any value you choose up to 6. Eg: (N3,E3) to (S6,E3)

Do not move **SPEED** from your speedo to your steering wheel or vice versa!

NITROUS

Intake Manif

Used for a speed boost. Roll a white d6 instead of your normal move.

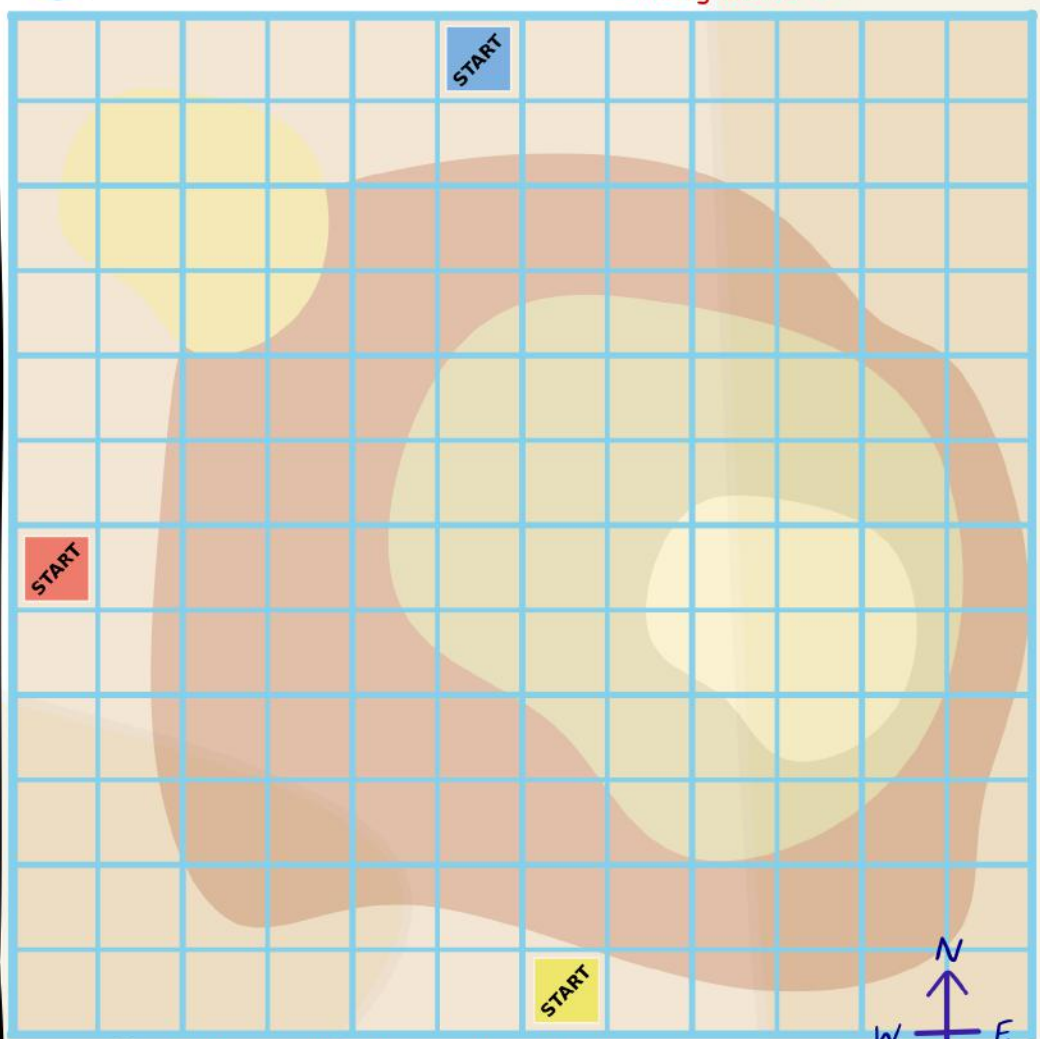
1,2,3,4 is a **BOOST**. Change one **SPEED** number to a value you choose up to 6.

5,6 is a backfire. Take both **SPEED** numbers off your dashboard.

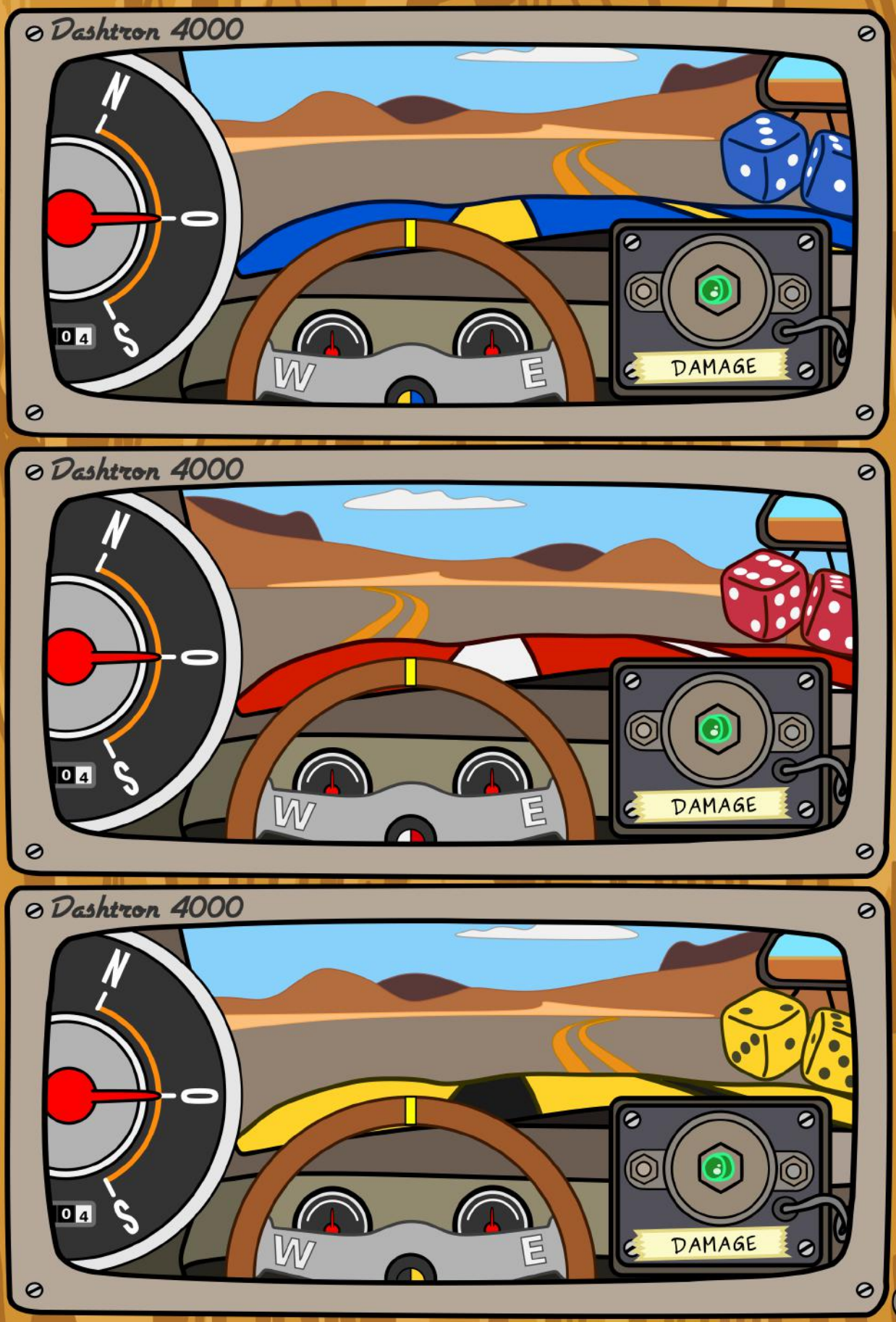
Weapons: coming soon

INTERSTATE 77

Map of the CRASHD combat driving test site.



If you hit the edge that's a SMASH, take both SPEED from your dash and put on a damage counter!


Dashtron 4000
N
S
W
E
0 4
DAMAGE
Dashtron 4000
N
S
W
E
0 4
DAMAGE
Dashtron 4000
N
S
W
E
0 4
DAMAGE
DAMAGE
SWELL
NOT GOOD
BAD
fix-o-matic
Hydraulic Hand Brake
1 2
spin
3 4 5
skid
6
drift
nitrous
DANGER
2 3 4

A
B
C
D
+0
+1
+1
+2
G
+1
+2
+3
+5
E
F
H
I
J
K
L
1st
M
N
P
Green
gold
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
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29

Green gold

Try to make more money from the family Olive Grove than your siblings. Outbid them for workers, outthink them and then outbluff them selling your olives and olive oil at the market!
Will you have the most money (points) when the game ends after 2 years (10-12 rounds)?

By Mark Bethell

WINNER = most points after 2 years

min age 9 - 99 years

2 – 4 players

30 - 45 minutes

SETUP: Roll the die to determine what type of year it will be and then place it on the die icon at 'N'.

- **1,2,3,** = *Standard year*. Place die on 'N' = 5. Each player gets 4 meeples & 7 cubes in their colour;
- **4** = *Economic crisis*. Same as standard year but only 5 cubes per player;
- **5,6** = *Long season*. Same as standard year but die at 'N' starts on 6.

At the start of each year, you each place 1 meeple on the 'olive picking row' at 'B'. Place the rest on the olive grove at 'A'. Determine a starting player who places 1 cube next to the die at 'N'. Place a disk of each player colour on zero on the scoring grid at 'P'. Give the extra red disk to the starting player.

GAMEPLAY: *There are 3 phases in a round: **BID** for Workers, **USE** Workers, **SELL** Goods.*

(1) BID: Going clockwise, starting player first, you each place a number of your cubes on 1 of the spaces H,I,J,K,LM. Continue until no one can or wants to bid (you may pass and later re-join).

- The starting player places the extra red disk on top of their *first* bid (counts as 1 cube), this can't be overbid.
- The minimum to be paid can be seen per section (e.g., each yellow space costs a minimum of 3 cubes).
- You can bid at least 1 more cube than a current bid to replace it (unless covered by the starter's disk). Overbid cubes are returned and may be reused in a new bid on that players own turn.
- You do not have to use a worker gained. You may bid on sections you cannot use.

(2) USE: Workers you have bid for are now used in order of columns (green to yellow to purple) with the order per column being top to bottom. There must be an available space for this worker to move to. Cubes are returned as you use a worker.

- Green workers pick olives (move 1 meeples from A->B), **or** box olives (1 meeple B->C)
- Yellow workers press olives (1 meeple B->E) **or** bottle olive oil (1 meeple E->F)
- Purple workers take a good to market (1 basket meeple C->D **or** 1 bottle meeple F->G).
- Black worker can used as a green, yellow or purple worker. *This will always go before the top space in that colour.*
- Brown space at 'M' controls the only mule for the round, which allows 1 purple worker to take 2 goods instead of just 1 to the market (from 'C' and/or 'F' to 'D' and/or 'G'). If the 2 goods are the same, put them both on the same market space.
- Red space at 'L' shows which player will start the next bidding round.

(3) SELL: Sell goods (meeples) that have made it to the markets 'D'&'G'. Players with meeples at 'D', each put the number of cubes shown on the die in their hands behind their back. Each place cubes in their right hand indicating their selling price, and put hands closed on the table. Simultaneously reveal your right hands.

- The market accepts the **lowest** price. The winner gain points equal to **this price + the bonus** in yellow on their market square(s). *If tied, reduce the price paid to each player further by one (unless the die is on 1).*
- The meeples that were sold no longer take part in this year, set them aside.

The unsold meeples are returned to 'D'. Now do the same to sell bottles in the market at 'G'.

- Mark the points gained with your own-coloured disk on the track at 'P'.

END OF A ROUND: No cubes on 'L'? then current starter's cube remains at 'N'. Otherwise return cube at 'N' to player, replacing it with 1 cube from the red space at 'L' (return any other cubes to the player).

- Now **reduce the number on the die by** 1 and the next bidding round starts with the starting player.
- *If the die was already on 1 then it is the end of the year.*

END OF THE YEAR: Basket meeples at 'C' get 1 point each, bottle meeples at 'F' get 2 points each.
Return all meeples to players. Follow the setup again except starter is known (cube is at 'L') & points remain.

- At the end of year 2 the game ends and the player with the most points on the track wins.

2 PLAYER RULES: Each player has 2 colours (Blue/White or Yellow/Red). Colours are played separately, e.g. A Blue 'green worker' cannot be used by White. For bidding follow the clockwise order of colours on the score track corners. A player sets only one price per market for both their colours (which will be on different spaces). Add final scores together.

CONTENTS: 4 MEEPLES & 7 CUBES & 1 DISK per player, 1 DIE, 1 extra red DISK

PG 55

15-20 min Age 12+ 2-4

Homunculus

A game of vicious minions by Chris Stone

You and your fellow players are a Wizard's minions, imps spawned out of a vat. While your Master is away adventuring, you have free run of his workshop. Experiment with his magical adjuncts to serve your Master better than your fellow minions, and you will be well rewarded when the Wizard returns. Or you COULD just get rid of your competition by doing away with your vat-mates altogether!

GOAL: To win, you must either:
- Eliminate all of the other players.
- Have the most Favor Points, and at least 4, when the Wizard returns.

COMPONENTS: Spiral-bound game board; 32 "Element" cubes in 4 colors; 8 disks (2 each color); 4 red wound disks; 8d6 dice in 4 colors; white 1st player meeple, red Wizard meeple.

SETUP:
- Each player chooses a color and takes 2 matching-colored disks. Place 1 of each player's disks on the 0 spot of the Favor Track. Keep the other to remember your color.
- Place the red Wizard meeple on the 6 spot of the Time Track.
- Place the 8 colored dice, 4 red wound disks and 32 colored cubes near the board.
- Pick a player to go first and give them the white 1st player meeple.

HOW TO PLAY:
Each round has two phases:
Research Phase. Starting with the 1st player and going clockwise, each player will:
1. Roll all 8 dice.
2. Use dice to research at up to 3 Stations in the Wizard's Workshop. You can use the same Station more than once.
   a. Match the dice needed for each Station to get the indicated Element Cubes.
   b. If you use your own color die at a Station, eliminate any one other needed die there.
3. Players' Element Cubes are public information during this phase, and must remain visible.

Action Phase. In this phase, all players act simultaneously in each of 1 or more Action Turns.
1. In this phase, you may conceal your cubes.
2. For each Action Turn, players hold the Element Cubes needed for one Action in their hand and all reveal simultaneously. Resolve the Actions.
   a. If a player is destroyed, their Action happens before they are destroyed.
   b. Multiple players can destroy each other in the same Action Turn.
   c. If order of Actions ever matters, use the player order for the current round.
3. Any players with enough Element Cubes can perform multiple Action Turns until everyone Passes.
4. You are never required to perform an Action. To Pass, put your hand out with no cubes. Once you Pass, you are done for the round.

End of Round. At the end of the round, advance the Time Track marker, pass the 1st player token clockwise, and start a new round.

End of Game. If any player is the last one standing, that player wins. After the end of round 6, the Wizard returns, and the player with the most Favor Points of 4 or more wins. (Ties go to the player with the most Element Cubes.) If the Wizard returns and there is more than one player remaining, but none have more than 4 Favor Points, all the players lose.

Actions



Healing Tincture
Advance 1 space on the Favor Track
After Master's adventure, his wounds will need mending.



Protective Circle
You cannot be affected by Actions this Round.
Your vat-mate is plotting against you! Protect yourself!



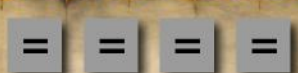
Divination
Advance 2 spaces on the Favor Track
Discover the answer to one of Master's most puzzling questions.



Sabotage
Move any 1 player back 1 space on the Favor Track
Make a mess. Blame a co-worker.



Legerdemain
Steal up to d6 cubes (victim's choice) from another player
Magic makes it easy to take what you want.



Hex
4 matching to inflict 1 wound. 2 wounds = kill. Track w/ red disks.
Master has so many ways to smite your foes!



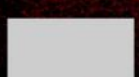
Mystery Potion
Move at random on the Favor Track

Roll a die.		
1	= -3	4 = +1
2	= -2	5 = +2
3	= -1	6 = +3



Vat-ricide!
Destroy another player of your choice!
Your vat-mate is plotting against you, and must be eliminated!

Favor Track





Wizard's Workshop

To find out what happens when you're destroyed, scan this QR code

Enchanted Blade

4 Matching ⇒

Divining Cards

⇒

Spellbook

4 Matching, each color*

* Must have all 4. Can't eliminate with player color.

⇒ 3 cubes any color

Herbs

⇒

Ritual Candle

⇒

OR

⇒

Crystal Ball

⇒

Potions

2 Matching

Trade 2 matching cubes ⇒ 1 cube any color

Pentagram

⇒

Spell Components

Any 2 dice ⇒ Reroll any other dice before using

Time Track

6 5 4 3 2 1

PG 57 HOVERSMITHS

Race to be the best Anvil-dropping, Vortex-hovering, Portal-warping Hoversmith!

OVERVIEW

Hoversmiths is a game for 2-4 players set on Hoversmith Isle in the year 3117. You are a hoversmith, pitted against other aspiring smiths, in a race to furnish the Isle's newest forging arenas with anvils to be employed for the booming hoverboard industry.

The Last Anvil: The first player to forge their last anvil triggers the final round of play. Each other player gets one final turn but cannot forge anvils. Then tally final scores.

SETUP

1. **Distribute resources:** Choose a color and have each player get their **4 smiths** (meeples), **6 hoverboards** (discs), **8 anvils** (cubes), and **2 action dice** (dice).
2. **Roll for Player 1:** Have each player roll their dice. The player with the highest roll is "Player 1" and gets to go first. Then continue by taking turns clockwise.
3. **Claim your corner:** Starting with Player 1, load up a corner's "loading bay" with 3 smiths, one per spot. Once each player has a corner, begin the game with Player 1.

ON YOUR TURN

1. **Roll the dice.** Your result is how many *Action Points* (**AP**) you can use this turn.
2. **Check roll for ODD or DOUBLES.** If your combined total is ODD you get a **Kick Bonus** this turn. If you rolled DOUBLES, you get to use a **Special Ability** this turn.
3. **Spend your APs then pass.** See the **AP Chart** below to decide what actions you want to use this turn and spend the appropriate AP cost each time you use one. Once you have spent all your APs, pass your turn to the next player.

AP CHART

AP Cost	Action
1 AP	***Recruit:*** Place a smith from your resources onto any unoccupied Loading Bay.
1 AP	***Level Up:*** Give a hoverboard to your Level 1 smith that is at a Loading Bay. Or give a hoverboard to your Level 1 or Level 2 smith that is at a Board Shop.
1 AP	***Move:*** Move your smith according to its Smith Level (see *Moving your Smith*).
1 AP	***Warp:*** Spend 1 AP when at a portal to warp to any unoccupied portal (ie. it must contain no smith or vacant board). Warps are not considered "moves".
2 AP	***Anvilate:*** If you have control of an anvilator before making any moves this turn, spend 2 AP to "anvilate" by dropzoning one of your anvils into an empty smithy in that arena (or 1 AP if you control that arena's command center with one of your smiths). Only 1 anvil is allowed per smithy. Each anvilator can only produce 1 anvil per turn except ***Anthony*** who can anvilate twice (ie. twice in the green arena or twice in the yellow arena, or once in each).

KICK BONUS *(rolling an ODD)*

If your total roll is ODD, you may use a ***Kick Bonus*** this turn: If you are within 1 space of any smith of equal or lower level, kick them to an unoccupied space of your choice by moving them 1 space in any direction (even into a vortex). Kicks do not count as "moves".

GAMEBOARD ICONS



Loading Bays: Found at each corner of the Isle are the 3 loading bays which are used to bring smiths and their hoverboards to the Isle.

✦ ***Diamonds:*** *In Hoversmiths, all circles on the gameboard are spaces players can occupy, however all ✦ diamonds in between circles are merely decorative.*



Smithereen Vortex - One of 12 swirling vortices which are used to convert the Isle's wastes into smithereens. Many a smith has accidentally chanced upon one and been converted into the "spacedust" of legend.



Portals: Allow you to travel instantly throughout the Isle by warping you from one portal to another, provided the portal you want to warp to is unoccupied.



Forging Arenas: The Isle's smitheries consisting of four colored regions, each having a *command center*, two or more *anvilators*, and eight *smithies*.

Similar Colors: The color of a forging arena has no correlation to player color.



Command Center: The dark area in each forging arena. If you ***control*** an arena's command center (ie. if you occupy it with a smith), your opponent cannot use anvilators in that region.



Anvilators: Anvilators are used to convert floating spacedust into anvils.



"Anthony": The Isle's first and finest anvilator with twice the power output. Affectionately named in honour of Anthony Hoversmith Jr., the Isle's first mayor.



Empty Smithy: A colored space in a forging arena that is ***unoccupied*** (ie. it contains no anvil, hoverboard, or smith).



Anvilated Smithy: A smithy that has been furnished with an anvil.



Board Shop: The hoverboard hotspot where smiths can buy hoverboards.

*You can play Hoversmiths in **Free-for-all** or in **Teams**!*

"But while this sleep, this dream is on ye, move your foot or hand an inch; slip your hold at all; and your identity comes back in horror. Over Descartian vortices you hover…"

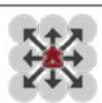
—**from *Moby-Dick* by Herman Melville**

MOVING YOUR SMITH

When spending 1 AP to move, you may move to any unoccupied space (one that contains no anvil, enemy smith, or enemy hoverboard). You cannot go off the edge.

Color Rule: Smiths are only allowed to ride boards of their own color (or team's).

1. Move according to Smith Level: When you spend 1 AP to move, move your smith based on its level. ***Note:*** If its level changes during a move, use its ***Initial-Level*** value.

Smith Level	Movement	Description
 **Level 1 Smith** *(Simplesmith)*		Level 1 smiths have no hoverboards. Each time they move for 1AP, they can travel one space up, down, to the left, or to the right..
 **Level 2 Smith** *(Hoversmith)*		Level 2 smiths have a single hoverboard. Each time they move for 1 AP, they can travel one space in any direction (including diagonals). When moving, smiths always go with their board unless they do "board-drops".
 **Level 3 Smith** *(Ubersmith)*		Level 3 smiths have two hoverboards. Each time they move for 1AP, they can move up to two spaces and in any direction. They are like a Level 2 smith that can move twice! When moving, smiths always go with their boards unless they do "board-drops".

Level 3 Limit: A smith at Level 3 is "maxed out." It cannot go up any more levels.

2. Use accompanying actions (AAs) when you move: When moving your smith, it may perform accompanying actions for free as part of its movement action:

1. ***Board-Drop:*** You may drop off any hoverboard(s) before moving to a new space with one exception: You are not allowed to leave vacant boards at Loading Bays.
2. ***Board-Hop:*** You may hop onto any vacant hoverboard(s) when moving to a new space provided you obey the "Color Rule" and the "Level 3 Limit".
3. ***Push:*** You may target a smith of equal or lower level and push it into an unoccupied space by sliding your smith into the target's location and it into the next space going in that direction. ***Note:*** You cannot do "board-drops" in tandem with a push.

Block Tactics: You cannot move to a space containing an anvil or any vacant (enemy) board. So use anvils and drop boards to block other players or to "insulate" your position.

VYING WITH A VORTEX

If your smith lands on a vortex whether by your own or another's design, see to its fate:

- **Level 1 smiths** are sucked into the vortex: return them to owner's resources.
- **Level 2 or 3 smiths** are stuck and cannot leave the vortex unless they leave one board at the vortex as a "board-drop". This ***vortex board*** is stuck there unless you spend 1 AP to drain its power and "vortex it" (return it to your resources).

SPECIAL ABILITIES *(rolling DOUBLES)*

If you roll a double you may use ONE of the special abilities below any time during your turn in addition to your normal actions. Special abilities are not "moves".

Booster Shot: Gain +2 AP this turn OR gain two **Kick Bonuses** this turn.
Shatter: Shatter any one hoverboard in play (return it to owner's resources).
Stun: Stun any smith in play (set it on its side). While stunned, a smith no longer *controls* its location and its owner cannot use it for any purpose (even for points in final scoring!). Any player may spend 2 AP on their turn to "revive" a smith (stand it back up).
Hoverport: If you have any vacant hoverboard(s) in play, spot one of your smiths to "hoverport" there and claim it (go on top). Leave behind any boards it had before (if any).
Pulverize: Target an opponent's smith in play and have its owner roll their dice. **If EVEN:** Nothing happens. **If ODD:** The target smith is "pulverized": return the smith and any hoverboards it had to owner's resources. *You've been reduced to fine particles!*

FINAL SCORING

At the end of the game, tally your score and the player or team with the most points wins. There are four categories to add together to determine your final score:

1. **Tally Smith Points:** Award points for each of your smiths in play according to its level: **1 point** per Level 1 smith, **2 points** per Level 2 smith, **3 points** per Level 3.
2. **Tally Command Points:** Award **2 points** for each command center you *control*.
3. **Tally Anvil Points:** Award **1 point** for each of your anvils in play.
4. **Tally Anvilator Bonus Points:**
   - **Last Anvil:** **+3 points** to the player or team that forged "The Last Anvil."
   - **Diversity:** **+1 point** for each different forging arena you or your team occupies with at least one anvil.
   - **Majority:** **+1 point** for each forging arena you occupy with more anvils than your opponents (**+2 points** if your opponents have no anvils there).

In Ties: In a tie, you both win! Or, play a tie-breaker game to settle the score!

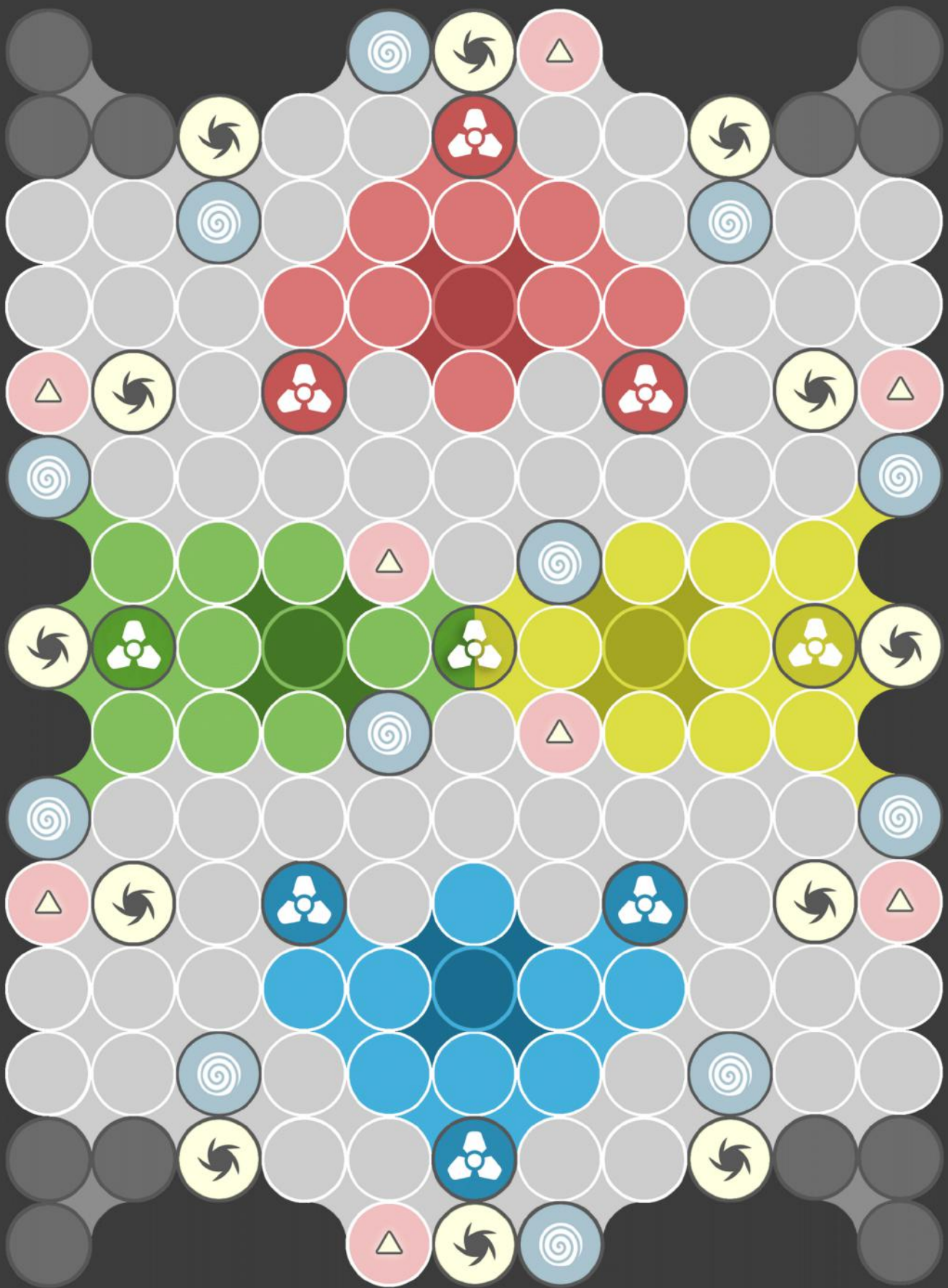
"INTO THE VOID" VARIATION

In standard gameplay, players cannot be pushed off of Hoversmith Isle. Not so in this variation! When playing "Into the Void," any smith that is pushed off the edge of the map is lost along with any boards (returned to resources). Follow all other standard rules. In the final scoring, players get **+1 point** for each time they pushed an enemy into the void.

CREDITS

Game design: Rob Gosselin. © 2020 Birdlight Games.
Text fonts: ELEKTORA and Arimo. Game icons: *Delapouite*, *Lorc*, and *sbed*.

BIRDLIGHT GAMES







Hunt for Mothman

You and your investigative agents have one week (7 rounds) to locate clues around the city while you hunt the Mothman. A successful encounter will give you one or more parts of the photo puzzle. Complete the puzzle to win.

SETUP

- Place (6) cubes each of red, yellow, and blue in bag (representing clues).
- Place (1) white cube representing the Mothman in bag.
- Place (1) red worker meeple (representing your agents) on each of days 2, 4, and 6 of the Calendar Track.
- Place a white date tracker disk on Day 1 of the Calendar Track.
- Place a white Mothman meeple on the Mothman's Lair.
- Set out (1) red, (1) yellow, and (1) blue die.

SEQUENCE OF PLAY

1. Place an agent in the Available Worker Area on the board if noted by Day.

You gain an agent on days (2, 4, 6). Place the agent in the Available Worker Area.

2. Roll 3 dice.

3. Draw 3 cubes from the bag.

4. Place colored cubes on the board.

To place a cube, select a die value (disregardng color) and place the cube on a matching value on the map. If you have an available spot on the board, you **must** place a cube.

> **Placing agents on the board:**
>
> **When you complete a sector by filling all points with cubes, if you have agents in the Available Worker Area, you may place 1 agent in this Hot Zone.**

5. If you draw any white cubes, move the Mothman.

> **Placing the Mothman on the board:**
>
> **The first time you draw one or more white cubes,** place the Mothman on the board. To get the starting location, use the sum of the 3 dice and refer to the starting location table.

Move Mothman by using the color (not the value) of the leftover die. Find an adjacent sector with that color dot and move the Mothman to it. If you have a choice of sectors, you must move the Mothman away from any agents on the board.

If multiple cubes for Mothman are drawn, after placing the Mothman on the board if necessary, use the color of the die with the lowest value for Mothman's first move; the color of the die with second lowest value for the second move, etc. For tied value dice, move Mothman in color order (red, yellow, blue).

6. Move an agent.

All agents already on the board, even if placed in the current day, receive an action point. You may move one or more agents one space per action point. A single agent may use multiple action points. Your objective is to encounter the Mothman in a Hot Zone.

7. If the Mothman is in a Hot Zone at the end of the day, an Encounter happens (See Encounters).

8. Check for win conditions (See How to Win).

9. Return all white Mothman cubes to the bag.

Unused color cubes are not returned, but you must add a white Mothman cube to the bag for each cube that can't be placed on the board.

10. If you have not filled the puzzle and have not reached Day 7, move the date tracker disk to the next day on the calendar track and begin a new round.

ENCOUNTERS

When the Mothman ends a day in a **Hot Zone**, an Encounter happens. First determine how many dice to roll for the encounter, then determine what values you must roll.

Number of Dice to Roll

* Basic Hot Zone - 1 Die
* All clue cubes the same color - 2 Dice
* One clue cube of each color - 3 Dice

Value Required

Base roll requirement for an encounter is a (6).

For each agent you can get into the Hot Zone, the required die roll value goes down (-1).

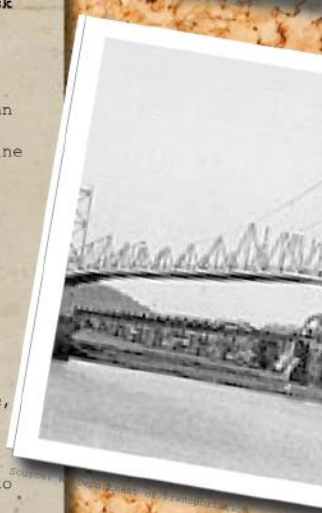
Example: in a Hot Zone (all the same color) with 1 agent you would use 2 dice and need to roll a (5) or a (6), to gain a puzzle piece.

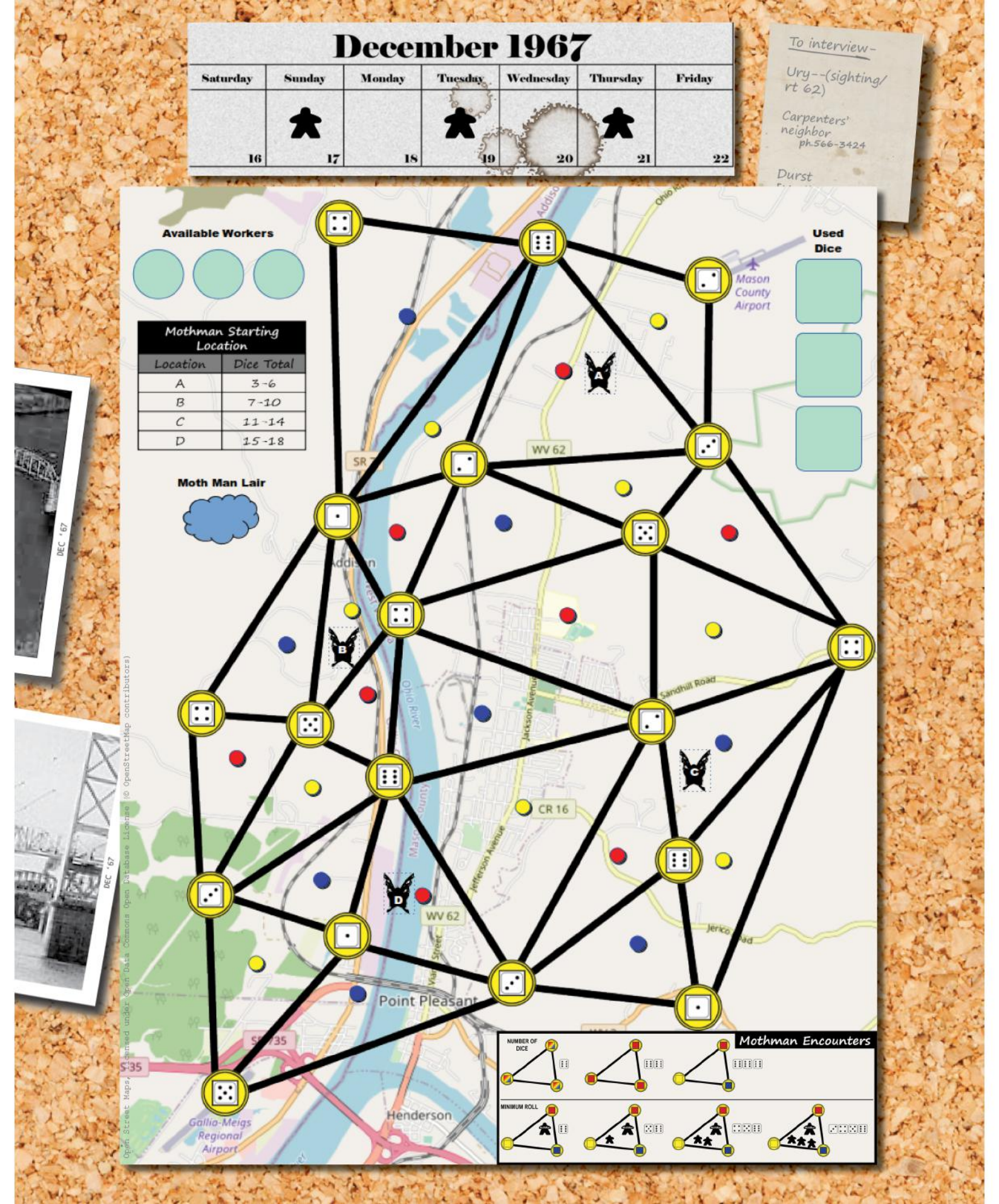
You may place more than one puzzle piece if your dice roll produces more than one of the required values.

HOW TO WIN

Place a win marker on the photo puzzle each time you have a successful encounter. When you have completed all (3) sections of the puzzle - You win!






December 1967
Saturday
Sunday
Monday
Tuesday
Wednesday
Thursday
Friday
16
17
18
19
20
21
22
To interview-
Ury--(sighting/ rt 62)
Carpenters' neighbor ph.566-3424
Durst
Available Workers
Used Dice
Mothman Starting Location
Location
Dice Total
A
3-6
B
7-10
C
11-14
D
15-18
Moth Man Lair
Mason County Airport
WV 62
SR
CR 16
Sandhill Road
Jackson Avenue
Jefferson Avenue
Ohio River
Point Pleasant
Henderson
Gallia-Meigs Regional Airport
Mothman Encounters
NUMBER OF DICE
MINIMUM ROLL
DEC '67
DEC '67
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I'm_In

Components

- 2 Meeples (**Users**) of each color
- 8 Cubes (**Files**) of each color
- 4 Discs (**Disks**) of each color
- 2 Dice of each color

Overview

You and your opponent are hackers trying to get into each other's systems by discovering their 4-digit passcode. Each turn you'll run a command that gets you some data while also revealing information about their passcode. The only form of defense you have is giving false positives in the form of excess data. Give too much away, though, and you'll have nothing left to protect.

Setup

Set this book upright lengthwise between each player so that each player can only see one page's **Command Line**. Take all components and split them evenly into two matching piles, placing those piles on the left and right of the book.

The pile to your right is your **Database**, with the **Disks** and **Files** being your data. Remove the dice from it, then roll them behind the book, keeping the results secret. For each die, place the **User** of that color in front of the space in the **Command Line** with the number on that die. Multiple **Users** may be placed at the same **Command** during setup.

Initial setup. Support may be required to keep book upright.

2 Players
~45 minutes
Ages 16+

After you have placed all your **Users**, you may reroll any number of your dice. Then, place all of your dice in the password section. Choose a random player to go first.

Running a Command

On your turn, move any **User** from any **Command** and place it at another **Command** without a **User**. You must now run that **Command**. Announce to your opponent the name of that **Command** along with any additional information. Your opponent (the **Defender**) must now relinquish some amount of data.

Defender

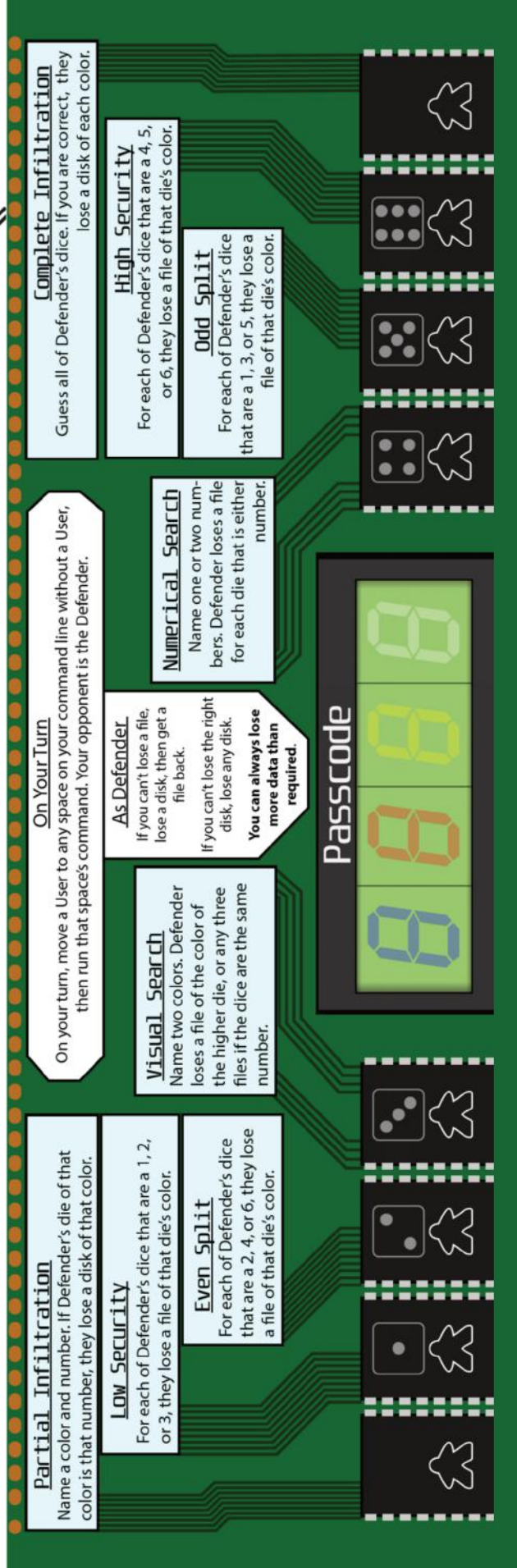
When you lose data as the **Defender**, the **Command** chosen will determine how much data you *must* lose and of which color. There are three rules that modify this:

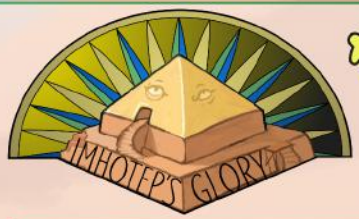
- If you must lose a **File** of a color you do not have any **Files** of, you ***must*** lose a **Disk** of that color instead, but when you do you return one of those **Files** to your **Database**.
- If you *cannot* lose a **Disk** of the required color, lose *any* **Disk** of your choice.
- You may ***never*** give less data than required, but you can *always* give more, and you do not have to reveal which data was required and which was volunteered.

Whenever the **Defender** loses data during your turn, they take those **Files** and **Disks** from their **Database** and hand them to you. Place them in front of the **Command** you just ran so you can keep track of how your opponent lost that data. ***Do not place them in your database.***

Game End

The first player to lose all of their disks loses the game.





1 To 4 Players

12+

45-60

Welcome to Saqqara! Legendary necropolis and soon to be the resting place of great Djoser. Imhotep, Pharaoh's wise adviser, has commissioned an epic feat of engineering to serve as his eternal tomb. You, as the head of a great Egyptian family, have been appointed to use your workers and resources to bring GLORY to Imhotep's Pyramid.

SETUP
Give each player a set of 2 dice and meeples. Fill the bank on the next page with resources. Set the blue cubes aside, they will not be used. Roll to decide first player.

OBJECTIVE
Imhotep's Glory is played in rounds in which the Royal Families of Egypt use their workers to harvest resources, craft beer and bricks, trade for gold, and be the family that completes the pyramid!

GAME PLAY
Each round is divided into 3 phases.
PLACEMENT PHASE - Take clockwise turns placing your available workers (meeples) on any open spots at any of the locations around the board. Placement continues until all workers have been placed. Each player may place a maximum of 2 workers per location.
ACTION PHASE - Resolve the meeples at each location. Resolve the locations in order below. At each location there are up to 4 spaces to place workers. When resolving a location, each player rolls one die for each worker at the location. For each worker placed over a red space, remove that many from their roll. Now resolve the location in order from highest roll to lowest possibly leaving someone without resources. **NOTE** The worker on the teal space gets to resolve their space at the location before the other players roll. This may empty the bank of the needed resource before the roll. After resolving an action, return worker to your pool.

CLAY PIT - Resolve. Gain one Clay (BLUE Gain one additional Clay)
BARLEY FARM - Resolve. Gain one Barley (BLUE Gain one additional Barley)
QUARRY - Resolve. Gain one Limestone (BLUE Gain one/two additional Limestone)
WELL - Resolve. Gain one Water (BLUE Gain one additional Water)
BREWERY - Resolve. Spend one Water and one Barley, Gain one Beer (BLUE Gain one additional Beer)
BRICKWORKS - Resolve. Spend one Water and one Clay, Gain one Bricks (BLUE Gain one/two additional Bricks)
THE DOCKS - Resolve. Depending on the space the worker is on, spend one Limestone/Beer/Bricks, Gain one Gold.
WORK SITE - Resolve. Spend the resource under your Pyramid worker, move the worker ahead to the next open space on the pyramid skipping other workers if necessary. With proper planning this location can advance you far.
NOTES Each player's first time using this space moves the worker to the lowest available location on the pyramid. The first time any player reaches a space on the pyramid with a small Beer icon, all players must immediately pay a Beer to the bank or lose the use of one worker next turn. Set the worker on it's side, beside the board for the next round. After paying the last Limestone space at the top of the pyramid, move worker to the golden top of the pyramid as the last space which can hold multiple workers. The winning action on the golden eye space is to pay a Gold. The first player to pay this Gold wins the game.

MONUMENT PHASE - Take turns taking one WORK SITE Action each, if the player already has a worker on the Pyramid. You can win the game During the Action Phase performing a Work Site Action or during this phase. The clockwise player becomes the new first player and the next round begins.

The 3 different start locations on the Pyramid based on the number of players.




GOLD
Used to cover the brilliant golden eye atop the pyramid
BRICKS
Made from fresh water and clay. Base material of the pyramid.
LIMESTONE
Covers the outside of the pyramid. Finest limestone in all the land!
WATER
Freshest... Only fresh water around!!
BARLEY
We grow what we grow to make the drink we drink!
CLAY
____Days since last mudslide.
BEER
Brewed with water and barley. Keeps your workers happy!
Barley Farm
Clay Pit
Work Site
Brickworks
Docks

INNER SPACE™

Created by Patrick Barlow

2 or 4 Players · Ages 12+ · 20-60 Minutes

Inner Space is an abstract strategy game similar to chess. It was actually originally called "Space Chess". A larger more complete version of Inner Space is available on The Game Crafter.

NECESSARY COMPONENTS

- 1 Meeple of each color
- 3 Cubes of each color
- 5 Disks of each color

KEY

Meeples · Cubes · Discs

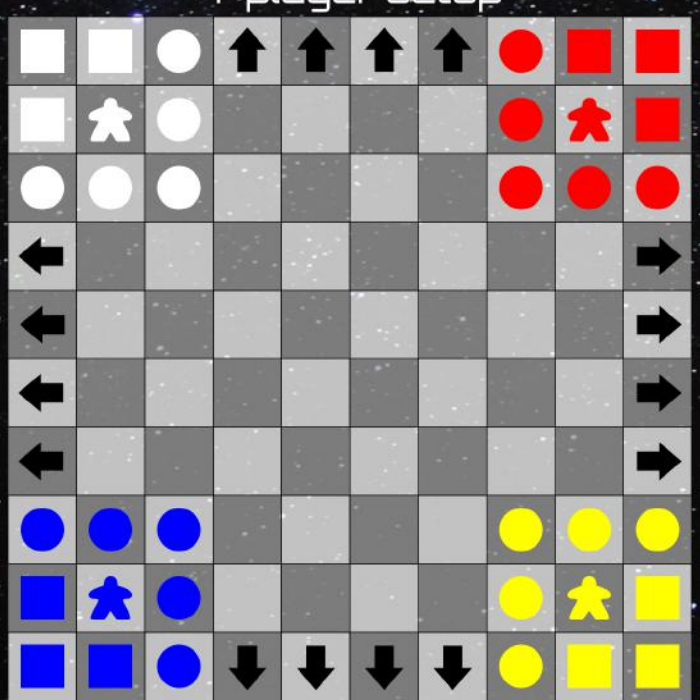
OBJECTIVE

Destroy all your opponents' meeples.

SETUP

Set up the board according to the diagram below. For a 2-player game, only set up pieces in opposite corners (for example, blue and red in the diagram). Pick a player to go first.

4-player setup



GAMEPLAY

Players take turns moving 1 piece at a time. Play passes clockwise.

When your piece lands on the same space as another piece, that piece is destroyed. When a piece is destroyed, it is removed from the board. You cannot destroy your own pieces. You cannot jump over pieces.

If you cannot move any pieces on your turn, you lose your turn.

When your meeple is destroyed, you are out of the game. Your remaining pieces are not removed from the board. They must still be destroyed to be removed.

Meeples
- Cannot move
- Cannot destroy other pieces
- Can only be destroyed by discs (unless the attacker has no discs left)

Cubes
- Moves 1 space at a time in any direction
- Can destroy blocks and discs
- Can only be destroyed by blocks

Discs
- Moves up to 4 spaces in a straight line up, down, left, or right (not diagonally)
- Can destroy meeples and discs
- Can be destroyed by blocks or discs.

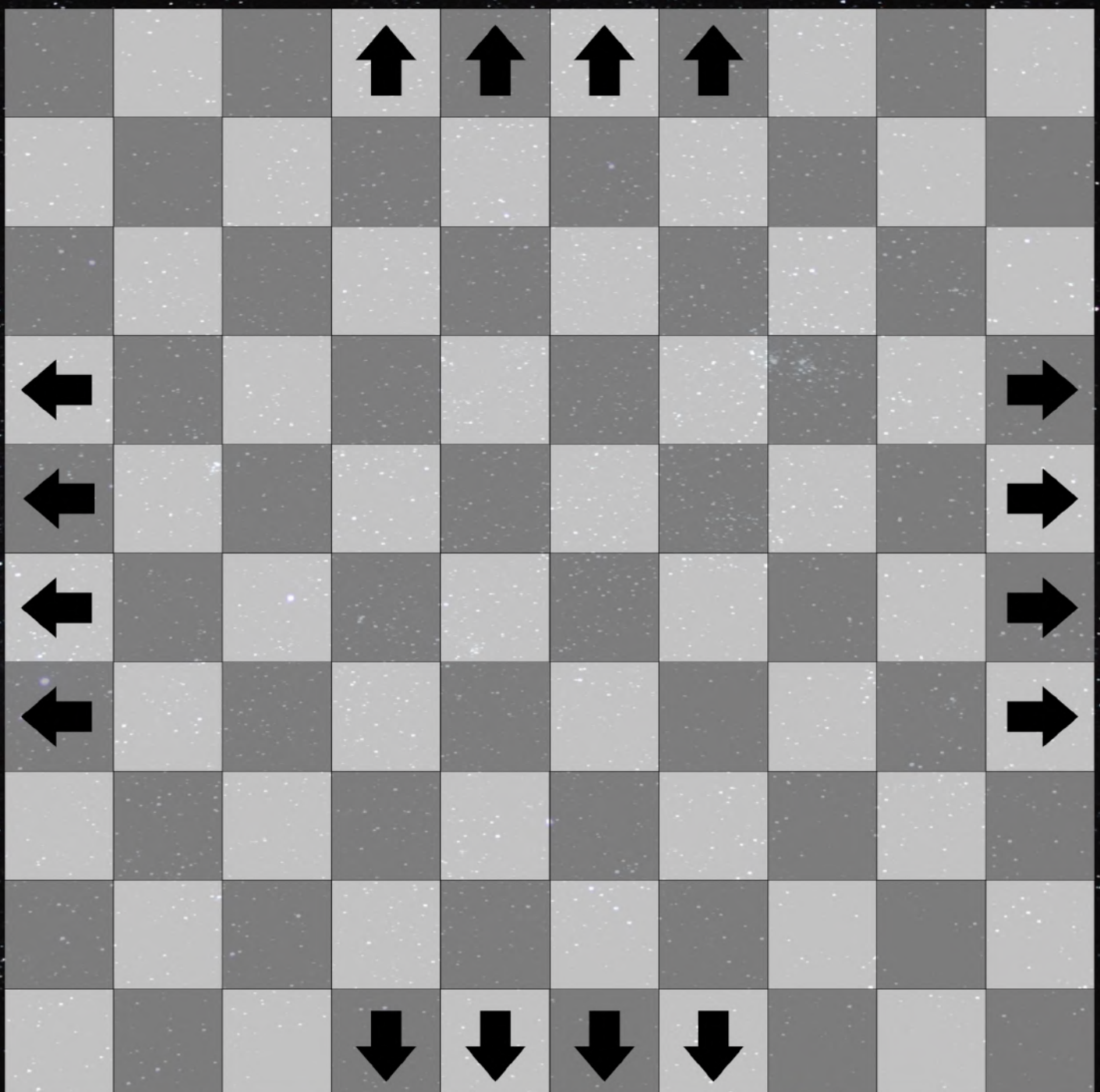
Pieces can move through these special spaces and come out the other side of the board.

END of the GAME

The game ends when only one player's meeple remains.

CREDITS

- Copyright © 2022 Patrick Barlow
- Game Design and Art by: Patrick Barlow
- Playtesters: the Designer would like to thank his friends, family, and all others that playtested and gave feedback to aid in the development of this game.



PG 67

Island Run

2-4 players, 15-20 minutes

Design by Wouter Moons, development by Joeri Hessels & art by Myrthe Dekker

Feel free to contact me at wouter@roaringliongames.com with any feedback, questions or suggestions!

You and the other players represent tribe members on an island trying to survive by gathering Wood, Food and Hides, collecting other players resources and expanding your tribe. The tribes mostly live in harmony, but the scarcity of the resources on the island force the tribes to compete with each other for survival.

Components required: 4 , 6 , 8 per player (in red, yellow, white & blue) and 8 in four colors (2 red, 2 yellow, 2 white & 2 blue).

Goal: Create the largest tribe , collect the most resources of other players and gather the most Wood , Food , and Hides , indicating that your tribe has the best chance of survival on the island. In Island Run you take turns in clockwise order until a player passes their start position (their village) with a tribe member for the third time. Then the game immediately ends and you count your points. The player with the most points wins the game!

Setup: Place 7 cubes of each color on the corresponding spots on the island (see the spots). Then you choose a color you want to play. Place three discs () of your color on the 0 spot of the Wood, Food and Hide tracks. Place two of your meeples (=tribe members) on the start spot of your color . Take the remaining cube, two meeples and three discs of your color and place them in your supply. Choose a starting player and roll all 8 dice .

Player turn: On your turn, carry out the following three steps: **(1.)** choose an available die . Choosing your own dice costs you nothing. If you choose a die of a color of another player, you have to pay them a cube from your supply in their color. *(For example: Roger (the yellow player) wants to move 3 steps. The only die that makes this possible is a red die . He chooses the red die and pays Serena (the red player) a red cube for it.)* If you choose a die of a color that is not being controlled by a player (in the case of a 2 or 3 player game), you pay a cube of the same color and place it on the island on one of the spots with the same colored cube marking on it (one of the "improve spots" on which that color cube was placed in the setup). When you have to choose a die of another color because your own dice are already taken and you can not pay the correct cube for any of the remaining dice, reroll all used dice, add them to the active dice-pool and choose one of the 8 dice you can use (following the same rules).
(2.) Then move one of your tribe members the corresponding amount of steps in clockwise direction (you can not go counterclockwise). Place the used die aside to create a clear division between the dice already used for moving and the active dice-pool to choose from.
(3.) Follow the effect of the spot your tribe member moved to (see the Spot Legenda below for the explanation of the different Spots). This effect is not optional, but is negated if you can not pay for it. When you have to pay a cube, you place it on a spot on the island of your choice with the same colored cube marking on it (the "improve spots"). Note: there is no limit on the amount of cubes on a spot.

Then the next player chooses a die following the same rules. If at the start of your turn there is only one die left of any of the active players, reroll all used dice and choose one die. *(For example: In a two player game between Roger (the yellow player) and Rafa (the blue player) the available dice at the start of Roger's turn are one yellow die , two white dice and one red die . There is only one die of an active player ( ), so Roger rerolls all used dice and chooses a die.)*

The 'Rob action': If one of your tribe members lands on a spot with another players tribe member, you knock their tribe member down and rob the player of one of their cubes. (Perform this after doing the action of the spot you landed on). **(1.)**Place their tribe member on its side to indicate it is knocked down. **(2.)**Then the other player gives you one cube of their choice (if able). Knocked down tribe members can not be used by players until the dice have been rerolled (by any player). Exceptions: If your last upright tribe member would be knocked down by another player negate that effect, but still give a cube to the other player. Tribe members can not be robbed on a village spot.

The end of the game: When one of your tribe members passes your village (your start spot), you place one of your discs () from your supply on the leftmost spot without one of your discs present (see the top of the next page). When a player places their third disc, the game ends immediately. Count points to determine the winner (see Points Legenda). Note: you do not score points for cubes of your own color. The player(s) with the most points wins!



Spot Legenda

Village

A start spot. Pay 3 cubes of your own color to gain an extra tribe member of your color. Place the new tribe member on the start spot of your color. Your tribe members can not be robbed on a village spot.

Trade

Give a cube of your choice to another player. They simultaneously give you two cubes of their choice. If either player does not have enough cubes at the start of the Trade, ignore the effect.

Gather

Pay a cube of any color to move your disc one step forward on the corresponding track. At the end of the game, you score points equal to the number below your disc (0/2/4/7/10/15).

Improve

If available, take a cube of your choice from this spot.

Lucky break

+

Take a cube from any spot on the island.

Accident

-

Put a cube from your supply on the island on a spot with the same color cube marking.


Round tracker
+1 point for the first player that places a disc here
+1 point for the first player that places a disc here
The game ends when a disc is placed here
Points Legenda
Each cube in a color not your own = 1 point.
Each tribe member you have on the island = 5 points.
Each disc you have placed on the Round tracker = 2 points.
At the end of the game, you score points equal to the number below your disc (0/2/4/7/10/15).

Je Tame

by Beccy Robinson and Josh King

2-4 players
30 minutes

Objective: Gain the most points by taming animals and completing bonus set collections.

Set-Up: Each player takes 2 dice, 4 meeples and 6 discs in their chosen colour. 8 of each coloured cube are placed in a resource pile.

The game is played over rounds. 6 in a 2 player game, 6 in a 3 player and 4 in a 4 player game.

Beginning the Game

The first player places one of their coloured dice on the Rounds track to indicate that they went first this round. In all phases play occurs in turn order until all players have finished with that phase. The whole group then moves onto the next phase.

Phase One

Roll your dice. According to the number rolled, place a disc on any available square within either the column or the row the number corresponds to. If there is a space in either the column or row that you rolled, you must place a disc, even if it yields no resources. If there is no space, you reroll. Play continues in turn order until all players have placed their discs.

Phase Two - Resource Collection

Collect your resources. For each disc of your colour you may collect the corresponding resources. If you covered empty spaces with discs of your colour OR placed your discs so four of your colour appear in an unbroken row (horizontally, diagonally or vertically) you get a bonus.

Bonus !

The bonus is executed before phase 3, in turn order if multiple players achieved the bonus.
If you complete the bonus you may either place one of your meeples on level 1 of the tame track for an animal you have not yet tamed OR move your meeple one level higher on an animal you have already tamed.

A What's That Horse GAME

RESOURCES

= 1 = 1

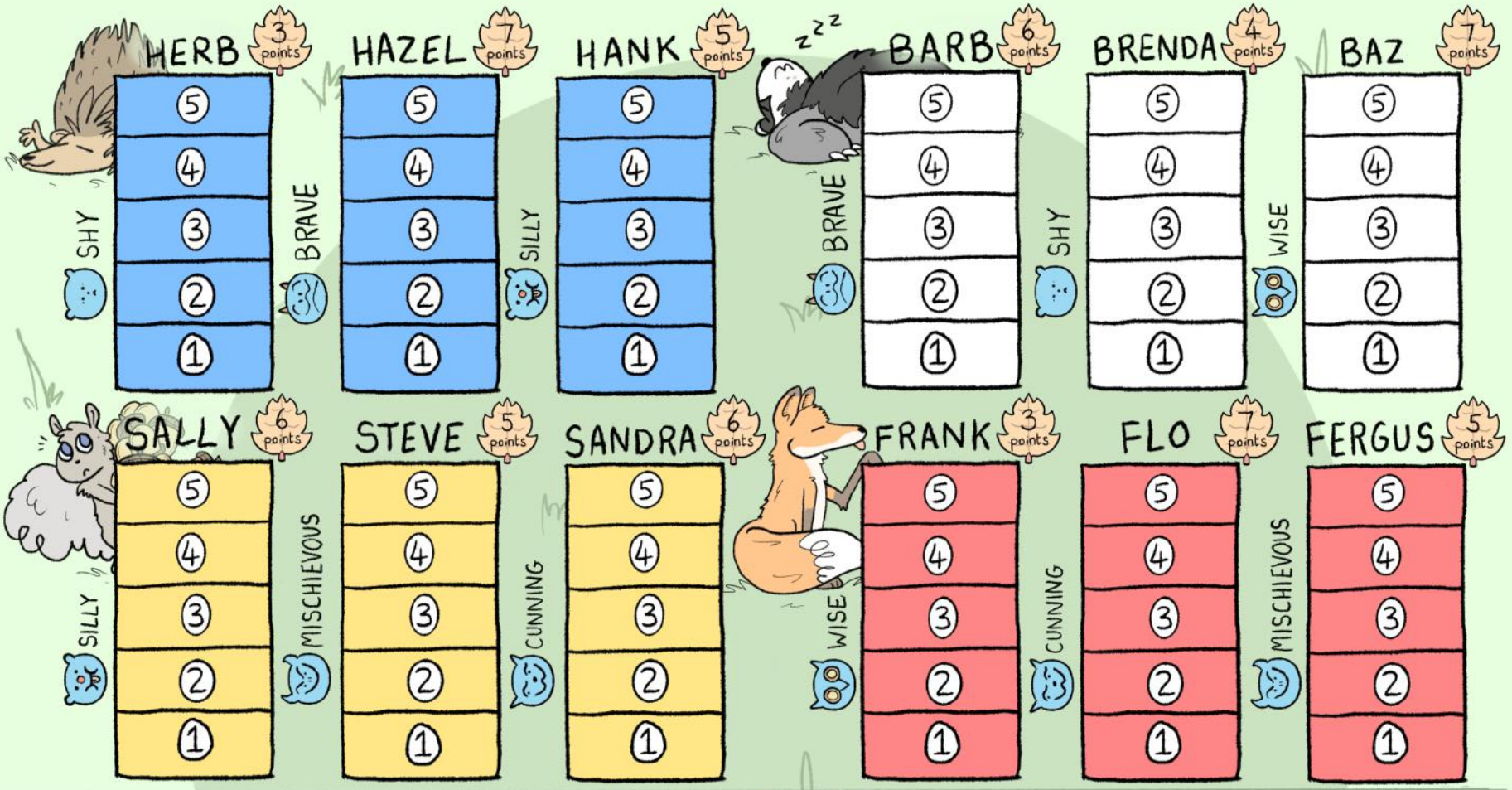
= 1 = 1

ROUNDS

1 2 3 4 5 6

4 PLAYER GAME

2/3 PLAYER GAME



Phase Three - Taming Animals

In turn order, players may spend their resources to tame animals. Once player one has tamed an animal the next player goes until all players have spent or forfeited their resources. To tame an animal you must spend the corresponding coloured resources (their food) to feed them. Eg. Spend 4 red resources on a fox and place your meeple on level 4 of that fox's track. An animal is considered tamed as soon as you have one of your meeples on the Tame Track. The higher on the Tame Track, the more securely you have tamed that animal and the less likely one of your opponents can steal it from you. Only one meeple can be on a single animal's Tame Track. Once a player has their meeple at level 5 of the tame track, opposing players must spend 7 resources in order to steal that animal. Once this is done, they will remove the first player's meeple and return it to them, placing their own meeple on level 5 of that Tame Track.
Each time an animal is being tamed, you must spend all of the required resources. Eg. If you have one of the foxes at level 3 on the Tame Track and in the next round you wish to increase it to level 5, you must spend 5 red resources to do so, even though you had already tamed the fox to level 3.
Once all players have spent or forfeited all resources the round is over. Meeples stay on the Tame Track. The next player to go first places their dice on the next Rounds number and starts their turn in Phase One.

End of Game Scoring

After the final round score your tamed animals as follows:
For each animal you currently have tamed score the number in the top right hand corner multiplied by your level on the Tame Track.
If you have tamed all 3 of one animal you score 20 bonus points!
If you have tamed 2 animals with matching traits (shy/wise etc.) you score 10 bonus points for each pair.
Total your score and the highest number wins!

KALEIDOSCOPE

Components



Setup

Players choose a color and place their three tokens on the starting line, alternating colors. For 2-player games, the outer-two columns on each side are not used. Roll to determine turn order. One of each colored die (four total) are given to the starting player. The remaining four dice are placed in the bonus dice pool (explained in a later section).



example 2-player setup *example 4-player setup*

Rolling a Color Pattern

On their turn, players roll the dice and arrange them from lowest to highest. When duplicate numbers are rolled, the player chooses their order. The white die represents any primary color (Red/Yellow/Blue) the player chooses and may be chosen after the roll. Players may also combine primary colors on the dice to make secondary colors.



In this example, the Player has chosen for the white die to be "Yellow". The pattern rolled may then be read as Y -> R -> Y -> B or Y -> R -> B -> Y. By combining primary colors, it could also be read as Orange (Y+R) -> Y -> B or Y -> R -> Green (Y+B)

Moving your Token



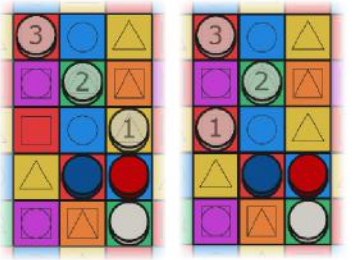


White moves their token Yellow –> Orange (Red + Yellow) –> Blue. Remember that the White die can be used as any primary color, in this case Yellow.

Players choose one of their tokens to move according to the color pattern they rolled. Tokens can be moved to any adjacent square, including diagonals. Movement must begin with the first color in the pattern. A player that has rolled the pattern Yellow -> Red -> Yellow -> Blue may move their token just Yellow or Yellow -> Red, but they cannot skip the first Yellow die and move Red -> Yellow -> Blue. Movement may not be split between multiple tokens. Tokens cannot share the same space on the board.

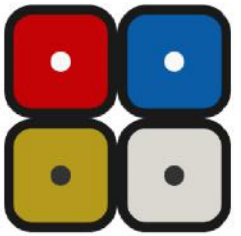
Jumping Tokens

A token may jump over another token to reach a square two spaces away. Players may jump their own tokens or other players'. Jumps must follow a straight line across the jumped token, either vertical, horizontal, or diagonal. Only one token can be jumped at a time.



Bonus Dice

Special spaces reward players with a bonus die. When a player ends their move on one of these spaces, they take a bonus die from the pool (below) matching the color of the die on the space. This die may be rolled with the other four dice on the player's next roll, or it can be saved for a future turn. But be warned, if another player earns a bonus die missing from the pool, they will take yours. Spent bonus dice are returned to the bonus dice pool.



Bonus Dice Pool



In the 1st example, the White token player sets the white die to be yellow and jumps over Red's token to move Yellow –> Green (Y+B) –> Red. In the 2nd example, White sets the white die to be red and jumps over Blue's token to move Red –> Green (Y+B) –> Red.

Winning

The first player to move all three of their tokens to the back-row wins!

How to Play



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FINISH
3-4 Players
START!
3-4 Players

Setup

Give each player 2 meeples and 4 resource cubes of each color. Each player chooses a side of the board.

Choose a starting player. Roll two groups of four dice (one of each color). The non-starting player chooses which group of dice they start with. Players arrange their dice on their city row in any order they choose. Place the four resource cubes matching the dice color behind each die.



Trade Routes

The "Trader" (active player) declares a path of village discs that connects the two resource dice of the same color. Paths must include at least one village of that color, and may not contain empty spaces or backtrack to previous rows. Trader must have higher trade value.

Trade value: add each Player's dice value and the number of village discs on their side of the path. Discs on the Mtn Pass (row 3) count for the Trader.

1. Transfer cubes: Give the difference of the players trade values to the active player.

2. Remove all the village discs from the path on the Trader's side, including the Mountain Pass (rows 1-3).

3. Remove all the meeples from the Trader's explorer track that are on the other player's side, incl. the Mtn Pass (rows 3-5).

4. Both players reroll their resource die of that color. Perform the actions in "Tax & Trade Events"



Example: Trader (bottom) declares the path shown. Their trade value is 3 on the yellow die + 3 discs on their side and mtn pass = 6 total. Opponent trade value is 4 (3 die + 1 disc). Opponent gives 6 - 4 = 2 bronze (yellow cubes) to trader.

Khyber Pass

2 Players, 30 min

The Silk Road winds through the perilous Khyber Pass. Traders and Explorers who dare risk crossing the mountain pass to trade **Tea**, **Bronze**, **Silk** and **Porcelain** can earn rich rewards.

Game Turns

1. Current player must place an explorer (meeple) on their explorer track. It may either replace one of their previously played explorers, or go on the next empty row.

2. Place a village of the same color of the placed explorer on a blank space, on the same row where the explorer was placed. You must place if possible, but if there are no empty spots on that row or village discs of that color remaining, skip this step.

3. (Optional) Perform a trade.

Tax & Trade Events

After a trade, check the values of the dice the players just re-rolled. Then the trader must pay 1 cube of the traded color as Tax into the Treasury.

If both dice match (Doubles): **Surplus!** The Trader receives an extra cube from the other player (if possible).

If they sum to 7: **Smuggling**! The trader pays the Tax to the other player instead of into the treasury.

Game End and Scoring

When there are both five or more cubes total, **and** at least one of each color in the Treasury, the game is over. Count the total cubes for each player, whoever has the most cubes win.

Credits

Game design, layout and artwork by Joel Davis (joeld42@gmail.com). Special thanks to Vicki Davis for playtesting, and to TheGameCrafter for running these fun contests.

Treasury
City Row
1
2
3
4
5
Mountain Pass
Mountain Pass
5
4
3
2
1
City Row

You're a comedy writer for a late night TV show. Lately you've had writer's block. Worst in your career. You find your great aunt's old spirit board. You take it to work to the writer's room for a laugh. The topic brought up is "*Food Villains.*" Your boss asks what do you have to contribute. You pull out the board and say, "I'll let you know." The whole room chuckles. Your fingers move by some unknown force to the letter *D*. The words "*Darth Tater*" come out of your mouth. Now everyone wants to try it!

PG 75

SCA PENTAGRAM STUDIOS

3-4 Players
60 Minutes

Last Laugh

A game by Sheldon Boyarski



Video Tutorial available online.

OBJECTIVE

Earn the highest score in 60 minutes, or when the game ends by a player hitting 99, by telling the best jokes ... ***channelled from the beyond***.

SETUP

Each player chooses a color. Give each player the following components:

1 Meeple **1 Dice** **3 Discs** **8 Cubes**

Each player puts a disc on **0** on the score tracker.

Roll your dice. Highest roll is the Boss first. Give all dice to the Boss. All other players are Writers.

HOW TO PLAY

The Boss picks a Topic, reads it aloud, and puts a disc of their color on it.

Writers put their Meeple on the first letter of the joke that comes to mind. You might feel compelled to the same letter. See *PSYCHIC*.

Writers tell their joke.

The Boss turns the dice of his favorite joke to 4, his second favorite to 2, and puts them on **YEAH**. All other dice go to **NOPE**.

If you strongly disagree with the Boss give him a cube of your color, a Writer's Block.

The Writers who earned 4 and 2 move their discs ahead as shown by their dice. All other players, including the Boss, move ahead 1.

Play moves clockwise. The next Boss takes the dice, picks an unoccupied Topic, reads it aloud, and places his disc on it.

SCORING

After 60 minutes or when a player has reached 99 the game is over. For every Writer's Block you got for being a bad boss roll your dice. Move your score tracker disc back that many spaces.

Least Writer's Blocks recieved wins if there's a tie.

PSYCHIC

Writers who feel compelled to the same letter tell their joke at the same time. If identical the Boss gives them their dice. They move ahead on the score tracker whatever they roll. Other players move ahead 1. If not identical the Boss scores Writers as usual.



YEAH

Last Laugh



NOPE

A B C D E F G H I J K L M

N O P Q R S T U V W X Y Z

0 1 2 3 4 5 6 7 8 9

GOOD BYE

10 20 30 40 50 60 70 80 90

LITTER

SOLO EASY

CLEAN UP THE BEACH

10 MIN 10+

1) Gather all the detritus pieces and shake them up in your hands (or a cup, if your hands are too small)

2) Place your closed fists on the paper and gently open your hands to scatter the detritus on the beach. Any pieces that fall outside the water zone are lost.

3) Place the blue Poseidon meeple on his marker in the deepest layer of the sea. He will move every turn to represent the incoming tide. Add difficulty: start on the arrow.

4) Roll one of each colour dice and collect up to that number of that colour detritus. You can't move a piece if there is another on top of it.

5) Move Poseidon one step towards the beach. All pieces further out to sea are lost. Any pieces on the line count as lost.

6) When either all pieces are gathered or Poseidon reaches the high tide level, the phase ends. Any remaining pieces are lost. Set them aside for scoring.

7) Place the rubbish truck (yellow meeple) on the arrow above the depot (D).

8) Sort the recycling before the truck arrives at your curb.

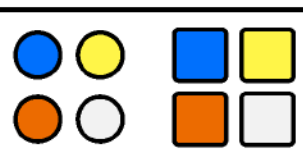
9) Roll two D6 per turn, then sort up to that number of items of the same colour into the matching bin. For example, if you roll a 4 and you have three white cubes, sort those 3 into the white cube bin. Add difficulty: one D6 only.

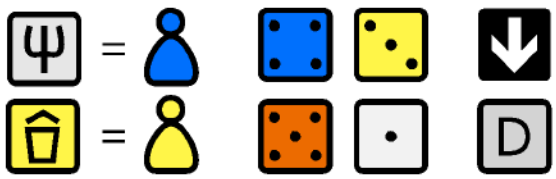
10) For every roll, move the truck forward one space. Any items remaining when the truck arrives at your curbside bin go to landfill.

Scoring: every sorted item is worth 5 points. Lose a point for every item washed out to sea or gone to landfill. Gain an additional 5 points if you have at least one item in every bin.

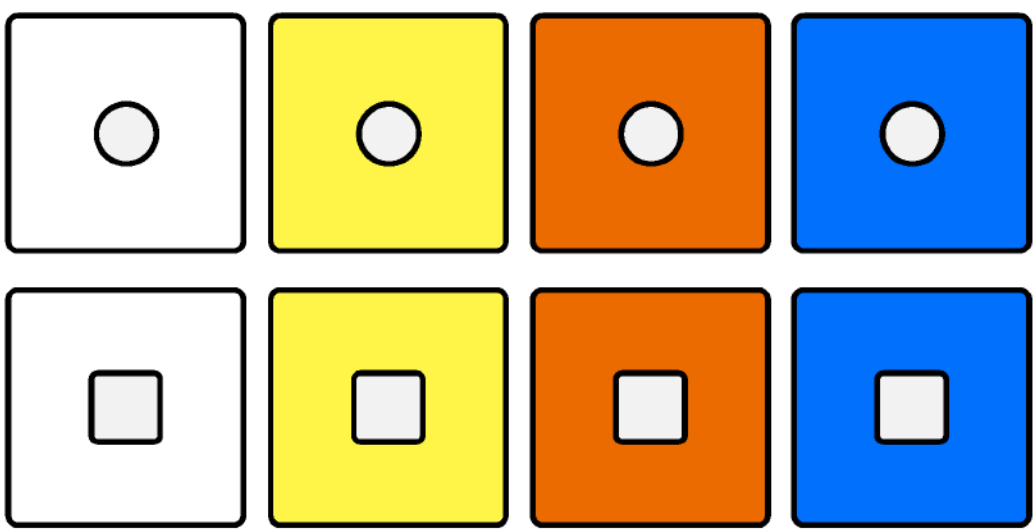
DETRITUS

8 of each cube
6 of each disc

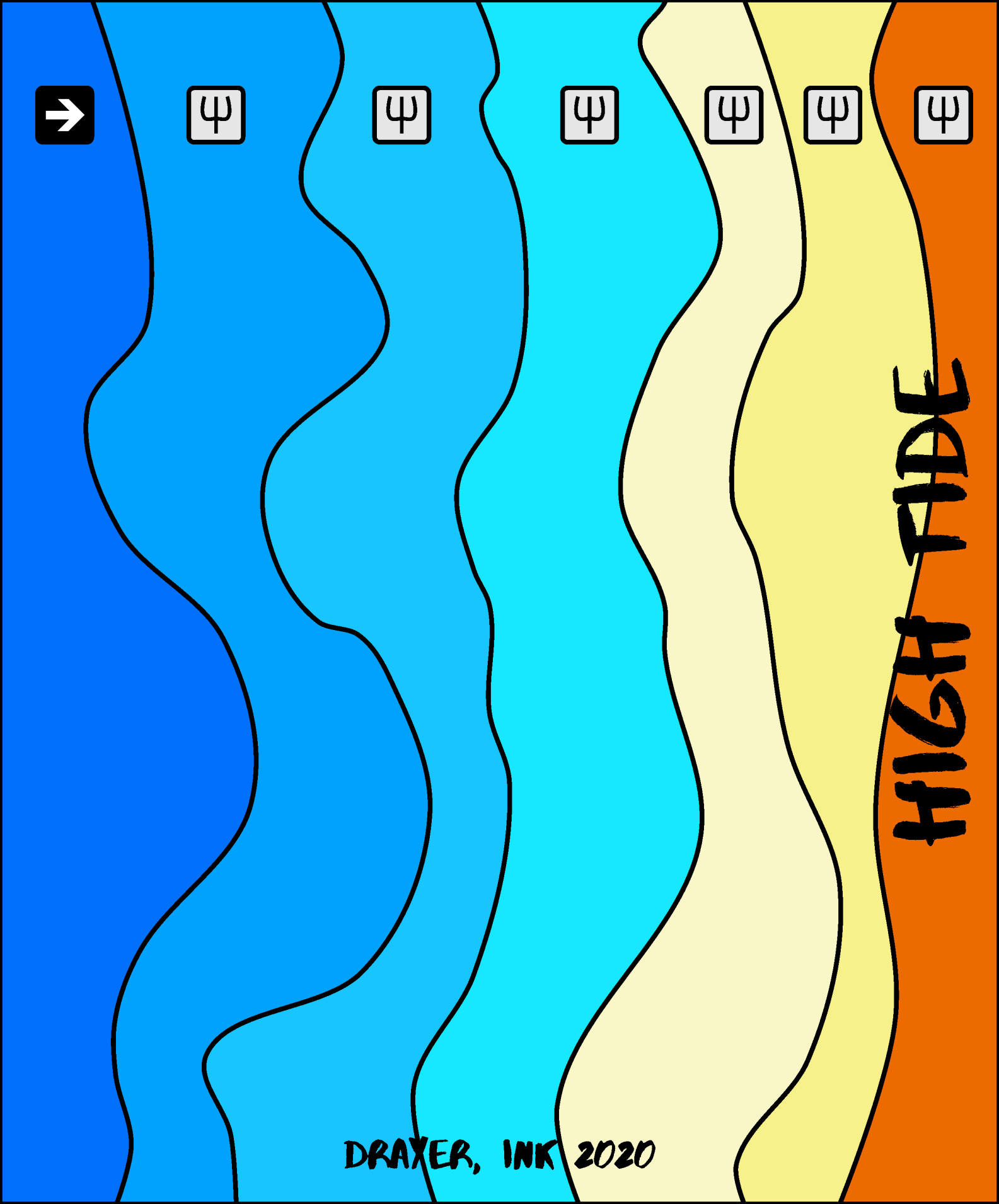




RECYCLING



DRAYER, INK 2020


Ψ
Ψ
Ψ
Ψ
Ψ
Ψ
HIGH TIDE
DRAXER, INK 2020

PG 79

LOCK'EM!

A Great Escape To Victory

Players: 2-4 Ages: 12+ Time: 30 Mins

OBJECT OF THE GAME
Be the first prisoner to have four locks unlocked and escape prison.

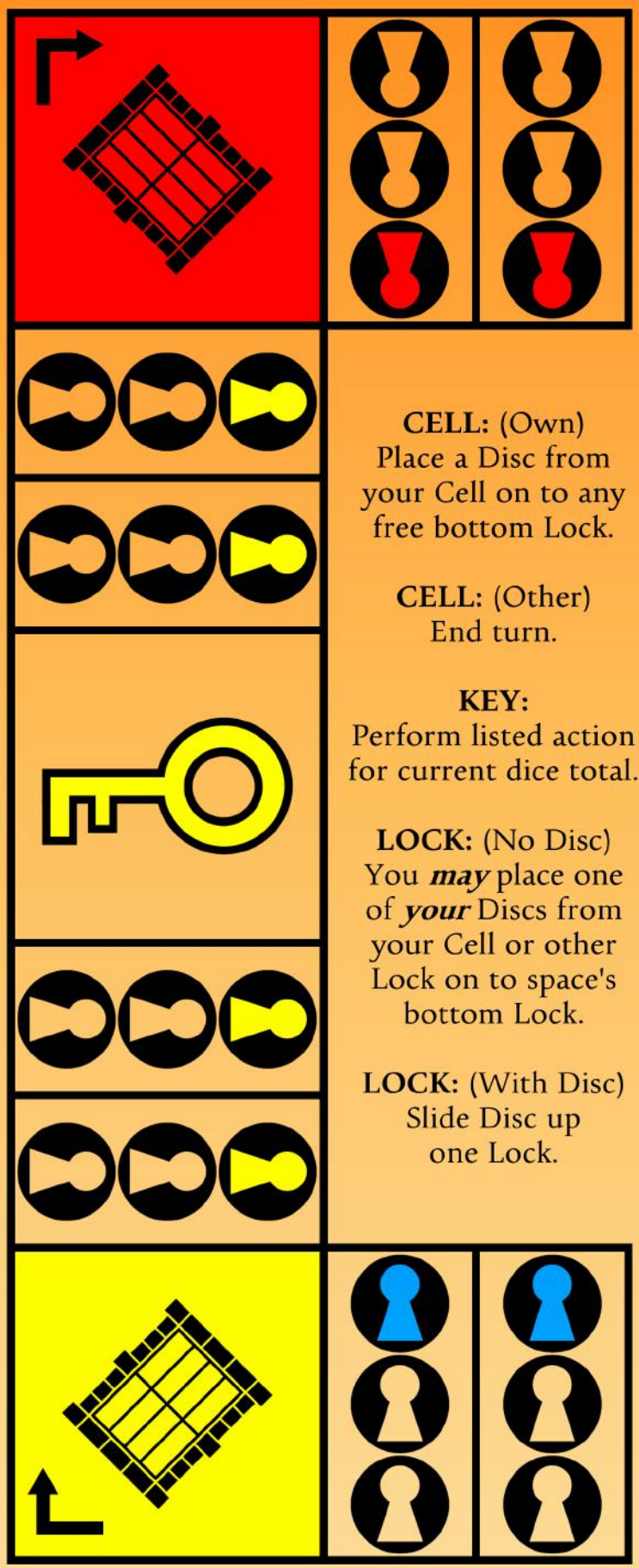
GAME COMPONENTS
4 Meeple (Red, White, Blue, Yellow)
16 Discs 4x (Red, White, Blue, Yellow)
2 Red D6

BEGINNING THE GAME
Players select a Prisoner and four Lock Discs of matching colour. Place these in matching Cell corner. Highest roll starts. Play continues clockwise.

HOW TO PLAY
Roll both dice and move your Prisoner clockwise total rolled. Prisoners don't share spaces, move to next vacant space. Perform that space's action where able.

LOCK'EM AND UNLOCKING
Discs slid down from bottom Locks are returned to their Cell. Discs of escaping Prisoners or in top Locks matching their colour are protected and do NOT move.

WINNING THE GAME
Land in your Cell exactly with all your four Lock Discs in top Locks. When attempting escape you may choose to roll one die if six spaces from your Cell. You may also win if currently in your Cell or by entering via Key space action.



CELL: (Own)
Place a Disc from your Cell on to any free bottom Lock.

CELL: (Other)
End turn.

KEY:
Perform listed action for current dice total.

LOCK: (No Disc)
You ***may*** place one of ***your*** Discs from your Cell or other Lock on to space's bottom Lock.

LOCK: (With Disc)
Slide Disc up one Lock.

2-4 Players
20 min
PG 81

Meeple Quest

by Andrew Nerger

SETUP Take a matching set of Cubes, Dice, Discs and Meeples. Place 5 of your Cubes near the top of the play area to form the Supply. The remaining game pieces in front of you are refferred to as your "Equipment". Roll your Dice. The player with the lowest cumulative roll takes the first turn.

ON YOUR TURN Choose 1 of your dice and move 1 of your Meeples that many spaces forward. If you choose a Meeple from your Equipment, its first move will be to the Campsite labeled "Start". You may modify your die roll by spending any number of Cubes from your Equipment to the Supply. Each Cube you spend may increase or decrease your movement by 1 space. If applicable, take the action of the space your Meeple lands on. Finally, re-roll the die you chose. Play continues clockwise.

If your Meeple would land on a Monster space that already has a Cube on it (a closed space), then move your Meeple to the next open space.

EXAMPLE MOVE



ACTION SPACES



CAMPSITE

Take Cubes matching your color from the Supply equal to the number of Green Cubes shown. If you have no more Cubes left in the Supply, then you will not take Cubes.

Example: Red Player's Meeple lands on a Campsite. They have only 1 Cube in the Supply so they take just 1 Cube.



MONSTER

If the number of Meeples you have on this space matches the number shown on the Meeple Req, then you may cover it up with a Cube from your Equipment, to close & score the space. Remember, if your movement would end on a Monster space that is closed, move your Meeple to the next open space.

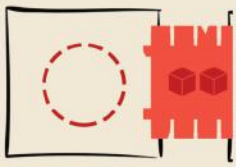
Example: Blue Player's Meeple lands on a Monster space, which has another Blue Meeple from a previous turn. The Meeple icon shows a 2, so Blue may place a Cube on that space.



WIZARD TOWER

Move a number of Meeples equal to the number of Meeple Icons shown. Each Arrow Icon denotes how many spaces they may move.

Example: Red's Meeple lands on the first Wizard Tower. Red chooses to move 2 Meeples from their Equipment, therefore, both Meeples land on the first Campsite. Red gains 4 Cubes from the Supply.



BRIDGE

You may place a Disc by spending Cubes from your Equipment to the Supply equal to the number of Red Cubes shown. On future turns, your Meeples may move to the space connected by the Bridge. Multiple players can place their Disc on a Bridge. You may not stack 2 of your own Discs on the same Bridge.

Example: Blue chooses their die (value 2). Their Meeple moves 1 and enters a Bridge space with a blue Disc. Blue chooses to cross the Bridge. For their second and final movement, Blue's Meeple lands on the space connected by the Bridge.



DRAGON

At game end, score points equal to the Treasure Icon where your Meeples have landed. Meeples cannot share Dragon spaces. Meeples on Dragon spaces cannot be moved for the remainder of the game.

Example: Red chooses their die (value 3) and spends 3 Cubes from their Equipment to increase their movement. Then Red moves their Meeple sitting on the final Snake Monster 6 spaces, landing on the furthest Dragon space.

GAME END If a player has 2 of their Meeples on Dragon spaces, the game end is triggered. Continue play until all players have had an equal number of turns and then score the game to determine a winner.

SCORE THE FOLLOWING

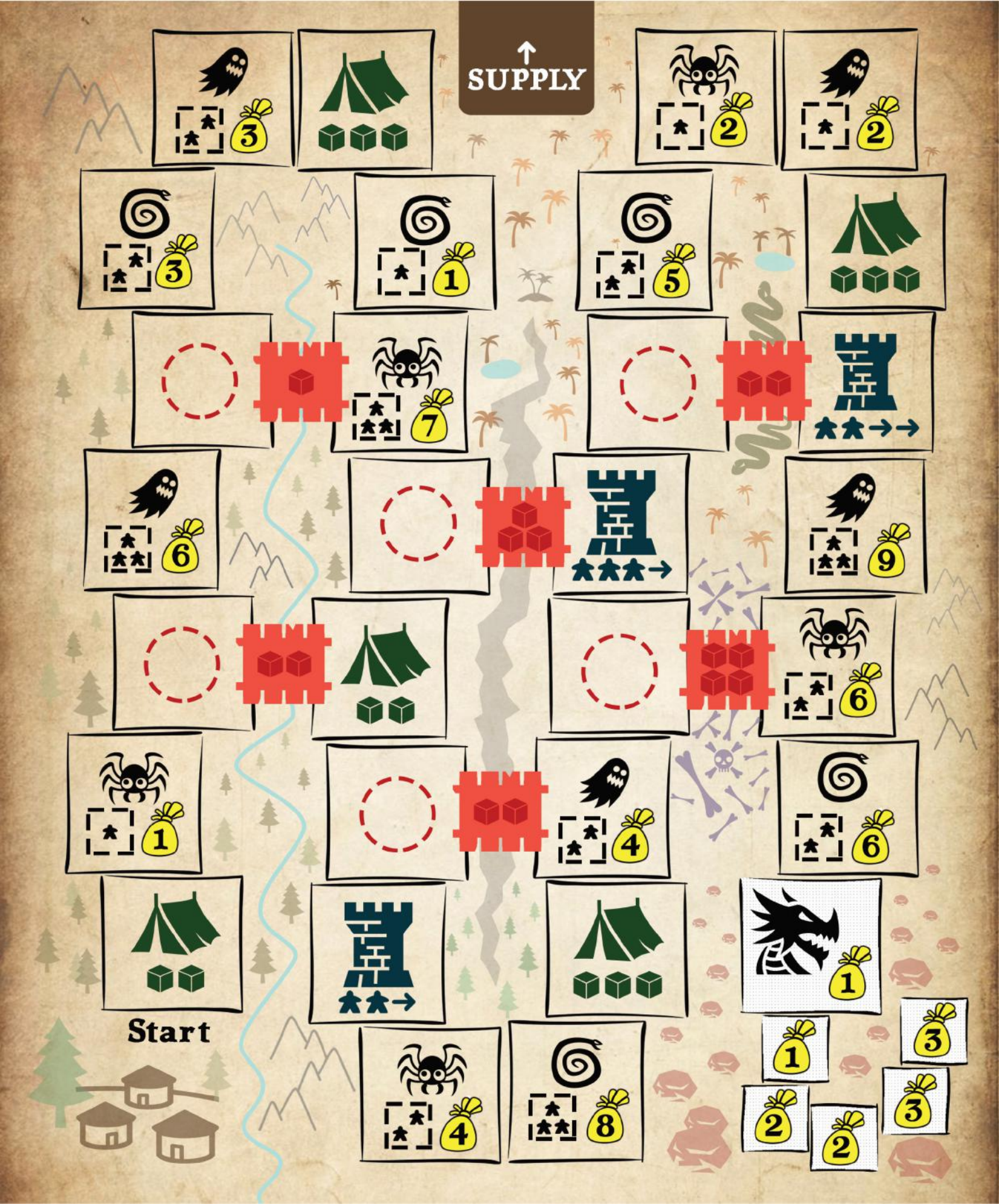
- Treasure icons on Dragon spaces where you placed a Meeple.
- Treasure icons on Monster spaces where you placed a Cube.
- 3 points for every set of Monster icons you have.
- For each Disc you placed (1 / 3 / 6 / 10 / 15 / 21).

COMPLETE MONSTER SET



TIEBREAKER

- Player with the most Cubes in their Equipment


SUPPLY
Start

PG 83

Basic weapons

KNIFE: 1+ damage pt. to your melee attack.

2 — USI: Make an extra attack.

3 — M16: Re-roll your attack die. (once per attack)

1 — SHOTGUN: Raise by 2 pts. your attack die.

Special weapons

2 — GRENADE: Single use: Discard to roll a die. Deal that much damage to each meeple (even yours) in a space of your choice, and deal 1 damage pt. to each meeple (even yours) in each adjacent space.

3 — GRENADE LAUNCHER:

6 — SNIPER: Re-roll your attack die. If you roll doubles, you kill instantly.

1 — FLAME THROWER: Raise by 1 pt. your attack die and - 1 pt. the defense die.

SHIELD: Prevents 1 damage pt. and you move 1 less space.

MEEPLES OF WAR recreates some game modes of the most famous shooting action videogames. # Players: 2-4 Time: 15 min. Age: 10+

COMPONENTS NEEDED:
This and the next page
4 Meeples (1 red, 1 blue, 1 white and 1 yellow)
20 cubes (5 red, 5 blue, 5 white and 5 yellow)
3 D6 dies (1 red, 1 blue and 1 white or yellow)

SURVIVAL MODE OBJECTIVE (Basic mode): Kill your enemies and be the last surviving player on the board.
Can be played in teams 2 vs 2.

GAMEPLAY: The game is played during several rounds, until the objective is achieved. The round sequence is as follows:

1- TURN INITIATIVE: The starting player takes in his hands a cube of each color of players in play. He shakes the cubes in his hands and without seeing them, drop them on the table, one by one. The first cube dropped will be the player who starts his turn first, and so on. Place the cubes in their respective space on the turn initiative marker.

2- PLAYER TURN: First, at the beginning of your turn, heal 1 HP pt. to your character (if wounded). You have 2 actions per turn, and you can perform the same action twice. The Actions are:

a) Move: Up to 3 spaces per action, and only orthogonally. There can only be up to 2 meeples per space, and you cannot pass through a space with two meeples or a box. You can also use 1 movement point to grab a special weapon, or reload an unloaded weapon.

NOTE: You cannot grab a special weapon if another player has already taken it. If you kill that player, you can take it in the next round.

b) Attack: You can attack once per action, either with your melee attack, or with a weapon you have.

MELEE ATTACK: You have to be in the same space as your opponent. You deal 1 damage (Dm) point to your opponent.

WEAPON ATTACK (Except Grenade and Grenade Launcher): Roll 2 dice: a red die for Attack, and a blue die for Defense.
If your red die is greater than the blue die, you deal the difference in Dm pts. to your enemy.
If your red die is less than or equal to the blue die, you miss the attack.

NOTE: To attack, there must always be line of sight. Each player can have up to 2 weapons: a basic one, and one especial, or 2 special weapons.

WEAPONS: All weapons have a range that defines how many spaces away you can attack. Also each weapon (except knife, shield, grenade, and grenade launcher) has an ability that can be used if you spend extra bullets. When you use this ability (move your cube to the red box), your weapon is unloaded and you must reload it to be able to use it again.

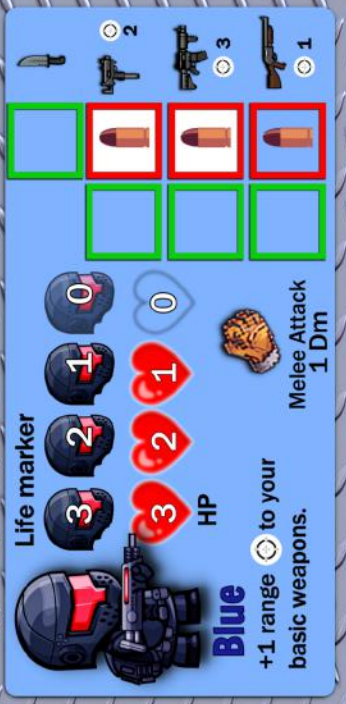
RESPAWN: Each time your HP marker reaches 0, immediately remove your meeple and its HP and Weapons cubes from the board. On your next turn:
1- Move your life marker one space less. (If your life marker is already at "0" and you are killed again, you are out of the game).
2.- Roll 2 dice and place your meeple on the corresponding base.
3- Place your HP marker on space 3 again, and choose your basic weapon to start this turn.
4.- Take your turn.

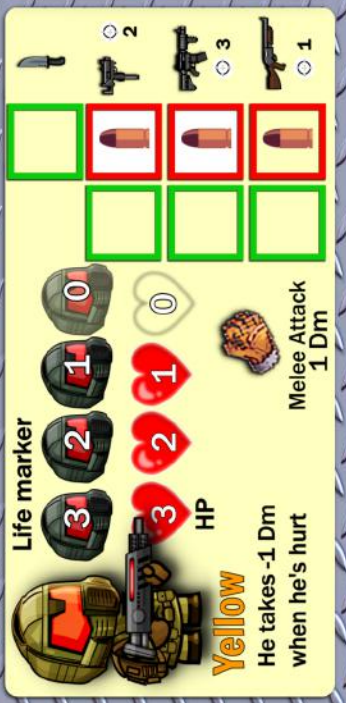
KING OF THE HILL MODE OBJECTIVE: Be the first player to collect 4 points. If played in teams 2 vs 2, the first team to collect 6 pts wins.
At the beginning of the game, the first player rolls 2 dice and places one die with number "3" in the space with a purple dot from the corresponding base according to the dice rolled. These are the points to collect. You have to be in this space (without enemies on it) to collect points. At the end of each round, collect 1 pt. (or 2 pts. if you are playing in teams and both characters are in this space.) When points run out in a purple dot space, the starting player rolls 2 dice again to determine which base another 3 pts. will appear on.

NOTE: There is no life marker in this game mode. You can Respawn many times.

Game design: Lis Luna

SETUP:
1- Each player rolls 2 dice to choose his/her character and starting base. The player with the highest roll chooses first, and will also be the one who determines the turn initiative during each game round.
2- Place your meeple on your chosen base, a cube of your chosen color on a basic weapon of your choice (on the green square), a cube on space "3" of your HP marker, and a cube on space "3" of your Life marker.



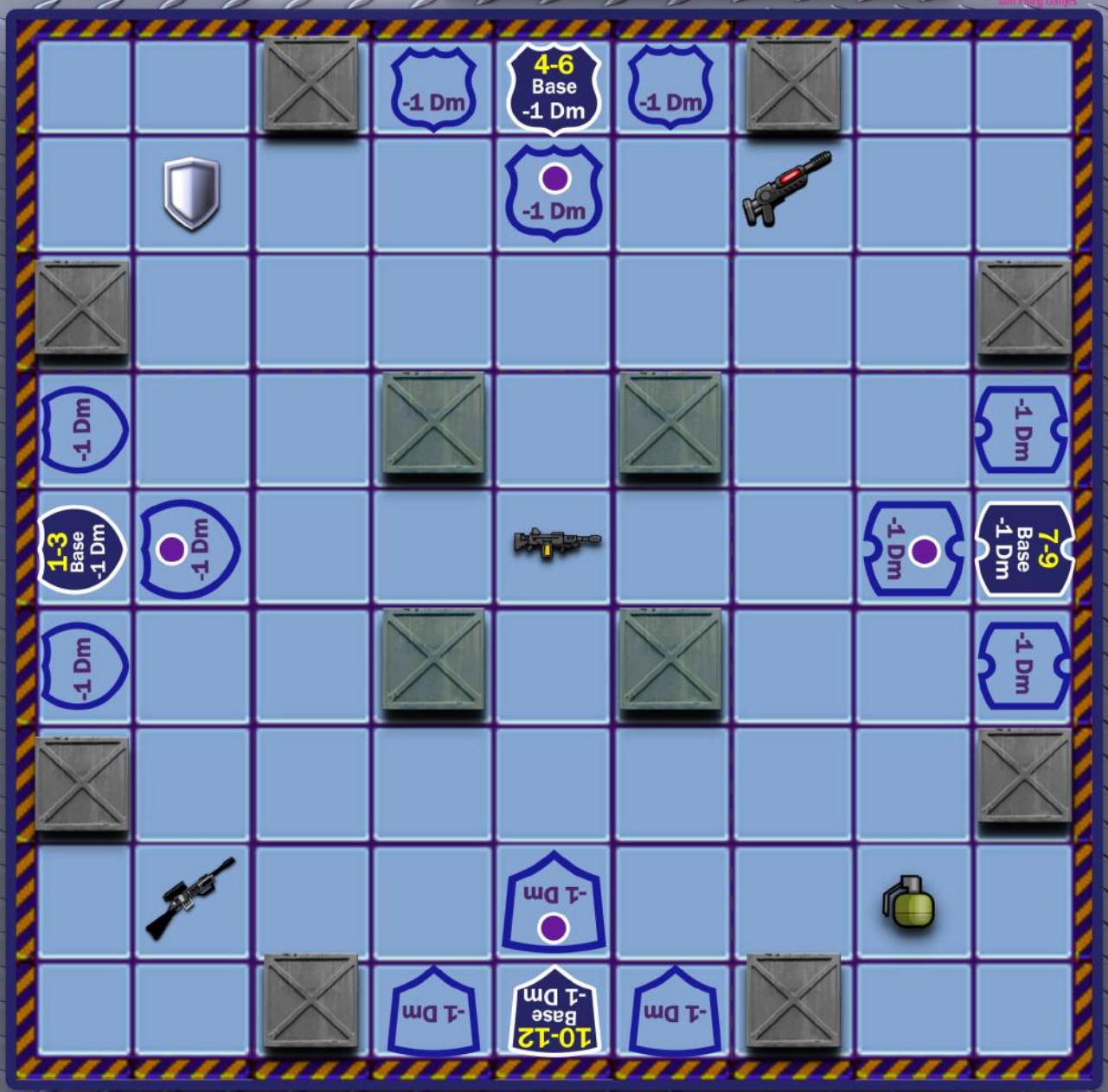


MEEPLES OF WAR

Turn Initiative

1st player | 2nd | 3rd | 4th

Sun Fairy Games



www.sunfairygames.com

Life marker

3 2 1 0

3 2 1 0 HP

White

He moves 1 extra space

Melee Attack 1 Dm

2 3 1

Life marker

3 2 1 0

3 2 1 0 HP

Red

1+ Dm to your basic weapons

Melee Attack 1 Dm

2 3 1

PG 85

MICRO DŌJŌ

2 Players, 15min

A game by Ben Downton & Prometheus Game Labs

This is an adaptation of the complete game for this format.

Scan me for more!

*In **Micro Dojo**, you are one of two Daimyos tasked by the Shogun to bring prosperity to a small town. Carefully use the town's retainers to complete the Shogun's tasks, and the most prosperous Daimyo will win.*

Setup

Each player chooses a colour and takes their **player discs and cubes**:
- Place a disc on the 0 space of the Food and Gold tracks.
- Place a disc next to the Victory Point track

Take **4 meeples** of different colours and place them on each of the four corners of the board.

Randomly select **6 buildings** to be removed from the game by rolling a blue and a red dice, selecting the row/column, and placing a non-player coloured cube on that building space.

Randomly select **5 objectives** by rolling a blue and a red dice and selecting the row/column. Place any colour dice on the objective space, showing faces 1 to 5 in the order chosen.

Randomly select the starting player. The second player receives a non-player cube to represent the **Influence token**.

Game End

The game ends immediately when either:

- A player reaches 7 points.
- The final objective is scored.

The player that is highest on the Victory Points track wins.

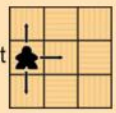
In the event of a tie, if the second player still has the Influence token they are the winner. If still a tie, the player with the most total resources is the winner.

How to Play

Players alternate taking turns, each turn having 2 steps:

1 - Move

Move a single unmarked meeple to an adjacent empty space. There will usually be 2 available. Meeples may not move diagonally or share spaces.



Mark the meeple just moved by picking up and moving your player cube to that space. This meeple cannot be moved by either player until the marker is moved by that player next turn.

Note: The Influence token may be discarded to ignore this movement restriction once per game

2 - Resolve Space

Resolve the effect indicated on the space, in any order you choose.

Gold/Food—Take the amount of Gold or Food by moving your disc up on the track (up to a maximum of 7)

Build - Claim a building by placing your player cube on an empty building space and paying the cost shown at the bottom, *OR* remove one of your buildings to gain 1VP (by replacing it with a non-player cube).

Action - Take your choice of action below:

Trigger Objective - Evaluate the objective represented by the lowest dice and give the points indicated to the winning player (or neither in the event of a tie), then remove the dice.
Note that only one objective can be scored per turn

Objectives are worth an increasing number of points (1, 1, 2, 2 and 3)



Activate Building - Use the effect of a single building you have built (that is marked with an Action symbol)
Note *each building can only be used once per turn.*

Donate - Spend 5 Gold *or* 5 Food to gain 1 VP

Trade - Convert resources (Gold or Food) at a 2:1 ratio



City Planner: *Highest total cost of buildings*

Peasant: *Highest total food minus their gold*

Miser: *Highest total gold minus their food*

Opulent: *Highest gold cost of buildings*

Banker: *Highest amount of Gold*

Hoarder: *Highest amount of Food*

Resourceful: *Highest combined food and gold*

Builder: *Highest number of buildings*

Abundant: *Highest total food cost of buildings*

Barracks — *Spend 1 Action and 3 Gold to gain 1 VP*

Broker — *Spend 1Action to gain 2 Gold*

Castle — *Immediately gain 2 VP*

Gold Mine — *Gain 1 extra Gold from Gold spaces*

Guard House — *Spend 2 Gold to block a space for 1 turn (using a non-player cube)*

Market — *Spend 1 Action to trade Food for Gold at a 1:1 ratio*

Rice Paddy — *Gain 1 extra Food from Food spaces*

School — *Spend 1 Action and any 4 resources to gain 1 VP*

Shrine — *Spend 1 Action and 3 Food to gain 1 VP*

Stables — *Spend 1 Food to move your meeple 2 spaces instead of 1*

Statue — *Immediately gain 1 VP*

Yatai — *Spend 1 Action to gain 2 Food*


Buildings
Barracks
Broker
Castle
Gold Mine
Guard House
Market
Rice Paddy
School
Shrine
Stables
Statue
Yatai
Objectives
Gold
Victory Points
Food
0
1
2
3
4
5
6
7

PG 87

Monster Rolls

Objective

Satisfy the orders of different monsters by collecting and gathering the peices in this fast paces hecktic cooperative Action selection game.

Components

13 meeples (4 red, 4 yellow, 4 white, 1 blue)
32 cubes (8 red, 8 yellow, 8 white, 8 blue)
4 discs (1 red, 1 yellow, 1 white, 1 blue)
8 dice (2 red, 2 yellow, 2 white, 2 blue)

Set up

Place the blue meeple on the start space of the ratings track.



Each player takes all cubes and discs of their color. Then place the rest of the meeples by the Orders line.

Each player puts their discs on the money track at 2.



Turn Breakdown

1. Each player rolls their 2 dice. Look at the total rolled. If there are any customers in that column they all move down one space and a new customer of your colors choice goes onto the top row of that column. See the example below if a 4 is rolled. Note no customers come on a 7.



2. Move the dice to the side where everyone can reach them. Make sure to keep the rolled numbers.

3. In turn order players choose one of their dice and places it on the space they wish to activate. If the total there meets the requirement to activate it immediately activates.

Each space cannot have more dice than the number of players to a minimum of 2 dice.

4. The next player then does the same and this continues until all dice have been used. Start player then passes to the next player in clockwise order.

Game End

The game can end in one of two ways. If the blue meeple reaches either the Closed, in which you lose, or the 5 stars, in which you win, on the Rating Track.

Ratings Track

Everytime a customer falls off the bottom of the track you move down on the raitings track, and 1 ingredient from each player of the meeples color expires. Discard 1 cube of the color of meeple that went off the track each.

When you use the Chop Up action you move down on the ratings track as above but no ingredients expire. Instead you gain 1 ingredient of the chopped meeple per die there.

Each time you use the Satisfy Cusomer space and you meet their need that is printed at the top of their track they are removed and you go up on the ratings track.

Die Choices



When placing dice if there are choices that are split by a white line you can choose to use any of the sets shown, not all of the sets.

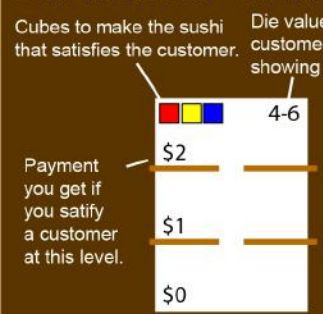
When getting rewards they are given as to the player that triggers the activation.

Multi-Activations

A die placed in a space that has already triggered on a + or - you take your newly added die and add it to what is there to see if you can still trigger it.

For example look at the Seaweed space. If it was activated by a 6 that player gets 1 seaweed another player puts a 1 in so now it's 7. They get 2 seaweed since there are 2 dice there.

Customer Track



If a customer falls off below the lowest spot they leave dissatisfied and your rating drops.



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Orders

2-3	4-6	8-10	11-12
$3	$2	$2	$3
$2	$1	$1	$2
$1	$0	$0	$1
$0			$0



Chop Up — 8

Cut up a customer to use in sushi.

Gain 2 resources of the color of the customer meeple and move down in the Ratings Chart.

Satisfy Customer — + die

Discard the wanted ingredients, and remove the customer. Move up in the Ratings Chart.

Trade — Any Die

At the end of the turn you can only distribute ingredients between the players of the colored dice that are here.

Market — Any Die

(**Buy**/**Sell**) Resources at market values

□ (**$1/2 for $1**) ■ (**$2/2 for $1**) ■ (**$2/$1**) ■ (**$4/$2**)

You can modify a **die** by **+/- x** (**$x*2**) *For example changing a 4 to a 6 is increasing it by 2 so would cost 2*2=$4*

Farming — Any Die

Add 1 ■ to here.

Cook Rice — − die

gain 1 □

Hunting/Fishing

gain 2 ■

Gathering — + die

gain all ■ from the farm.

Seaweed — − die

gain 1 ■ per die

0	1	2	3	4	5	6	7	8	9

PG
89

MOUNTAIN DICE

1	16	25	36

1	16	25	36

1	16	25	36

1	16	25	36

8	7	5	4
30	24	20	8
10	18	6	9	15	10	30
4	20	9	3	11	12	3	18	7
5	15	12	2	2	11	6	24
24	6	11	2	2	12	15	5
7	18	3	12	11	3	9	20
30	10	9	15	6	18	10	4
8	20	4	5	24	7	30	8

MOUNTAIN DICE

DAN&DAVE GAMES
WWW.DGGAMES.CA

MOUNTAIN DICE

1-4 PLAYERS | < 30 MINUTES | 12+ PLAYERS AGE

DAN&GATE GAMES
WWW.DGGAMES.CA

Preparation

- All players choose a color and take all the components of that color (cubes, disks, meeples and dice).
- Meeples must be placed on the boxes 1, 16, 25 and 36.
- The board is placed in the middle of the table and players sit in front of their color.
- Players roll dice simultaneously each round.

Basic rules (4 players game)

- Roll 2 dice.
- Place them in the zone (2 grey squares) on the left of your side of the board.
- Choose 2 dice between 3 dice (2 of yours and the one on the right side of the board from the player on your right).
- Choose an operator x (multiply) or + (add) with the 2 selected dice
- Perform the operation.
- Place a token (cube or disk) on the space corresponding to the score obtained.

For game with 1,2 or 3 players

- **1 player:** Each round, roll a third die and place it on the right grey square.
- **2 players:** Each player plays 2 colors: White-Yellow vs Red-Blue.
- **3 players:** Each round, a third die is rolled by the player who doesn't have a left opponent and is placed on the right grey square of the player who doesn't have a right opponent.

How to place token on the mountain

- Start by filling the pale triangles at the base of the mountain (4,5,7 or 8).
- To place a token on a pale triangle on the upper level, the 2 pale triangles on the lower level must be occupied. For example, triangles 4 and 5 must be occupied to place a token on triangle 9.
- To place a token on a dark triangle, the 2 adjacent triangles must be occupied. For example: triangles 4 and 5 must be occupied before placing a token on triangle 20.
- To place a token on the pale triangle above a dark triangle, the dark triangle does not have to be occupied. For example, triangle 9 can be occupied before triangle 20.

The bonus boxes

If you roll a 1, 16, 25 or 36, then remove the token and place it on a triangle of your choice in the mountain, provided that the token is placed on a valid triangle.

How to win

The first player to complete the mountain wins. In the event of a tie, the player with the most bonus left wins, otherwise it is a tie game.

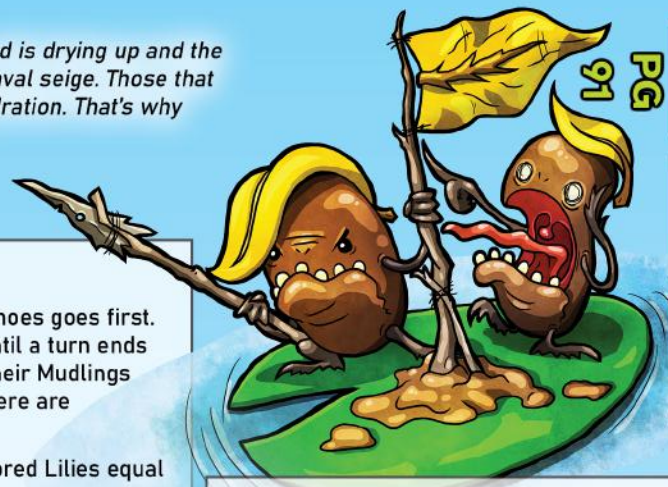
Credits

Original concept by Amélie Lanthier and Gaétan Lanthier.
Graphic design by Dan RJ Tremblay. Background arts by www.freepik.com
Follow us www.galasoft.ca & www.dggames.ca

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Contrary to what you may have heard, summer is coming. As the sun bears down, the pond is drying up and the generally mild mannered mudling mops (as is their collective noun) must prepare for a naval seige. Those that cannot secure enough of the pond for their mop will surely crack and crumble from dehydration. That's why these Mudlings are...

Out for Mud!



PG 91

2-4 PLAYERS

AGES 10+

30-45 MINS

SETUP

Each player is assigned a color and should sit in a position that gives them easy reach to their corresponding Rock on the opposite page.

Each player places their corresponding Mudlings and dice on their Rock (this represents things that they own). Place all other components in a general supply.

GAME PLAY

The player with the most mud on their shoes goes first. Players take turns in clockwise order until a turn ends with one or more players having all of their Mudlings (meeples) placed on Water spaces or there are Mudlings on all Water spaces.

Players start with a number of their colored Lilies equal to one less than their turn order.

In a two player game each player will also take a second pair of dice. Whenever you Roll and Place Dice, choose which pair of dice you wish to roll.

In this game you will need the following components in Blue, White, Red and Yellow:

- 8x Mud
- 4x Mudlings
- 6x Lilies
- 2x Dice

PLAYER TURN

1) Roll and Place Dice

Roll your two dice (pick them up from the board if need be). You may re-roll one or both dice. The second result stands, even if it's worse.

Each of your die may be placed on a Bank of the pond where your die value is higher than the value of the Bank. If there is already a die on the Bank, your die must instead have a higher value than the existing die.

You may not place both of your dice on the same side of the Pond.

If you placed on an existing die, return that die to its player's Rock.

A die roll of '1' can only be placed on an existing die value of '6'.

For every die you cannot place, you may steal a Mud from another player's Rock.
Note: you may not steal a Mud if you chose not to place a die, only if you cannot place a die.

2) Gain Items

Gain Mud or Lilies of your color as shown on the Bank(s) you placed your dice on this turn. If you run out of items of your color in the supply, then these items cannot be gained.

3) Build Boats or Claim Water (All Players)

In clockwise order, starting from the current player, players may choose to either Build a Boat, Claim a Water space or gain a Mud of their color.

Building a Boat - place a Mud you own (of any color) on top of a Lily you own (of your color). This is now a Boat and no longer a Lillie or a Mud.

Claiming Water - If both dice were placed this turn and the intersection of those two Banks does not already have Mudlings on it, then that Water space can be claimed by any players this turn.

Players may lay claim to the Water space by placing one of their Mudlings on it and discarding the required items to their respective colored supply. If you cannot discard the Items, you cannot claim the space.
Note: when a Boat is discarded to the supply it becomes a Mud and a Lilie again.

Multiple players may place Mudlings on the same space only when it is part of the same turn.

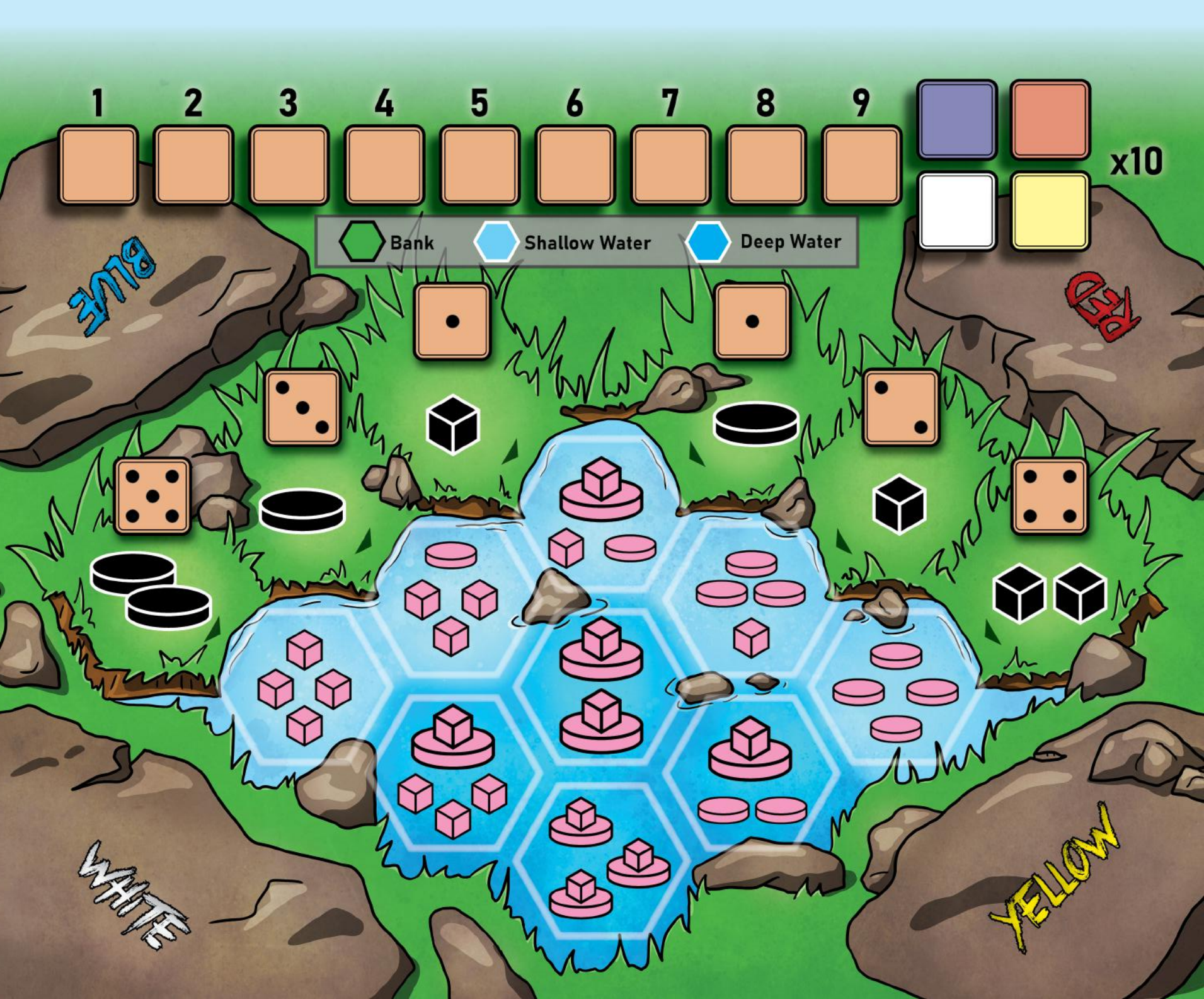
At the end of a turn if any player has all their Mudlings on Water spaces or all Water spaces have at least one Mudling on them, then the game ends.

SCORING VPs AND WINNING THE GAME

Each player calculates their VPs as shown below (these are cumulative). At the end of the game use your two dice on the score track below to calculate your VPs. Use the pips of one die to track the multiples of 10, and the other dice as a marker to track the remainder. The player with the most VPs wins!

If any players are tied for the most of something, then no VPs are awarded for that category.

- **1 VP** per Boat.
- **2 VPs** for the most Boats.
- **1 VP** for the most Lilies.
- **1 VP** for the most Mud.
- **2 VPs** for the most Mud that is not your color (including Mud on Boats).
- **2 VPs** if all other players have Mud of colors other than their own and you do not.
- **2 VPs** for every Mudling on a Water space.
- **1 VP** for every Shallow Water space that you alone have claimed.
- **3 VPs** for every Deep Water space that you alone have claimed.


1
2
3
4
5
6
7
8
9
x10
Bank
Shallow Water
Deep Water
BLUE
RED
WHITE
YELLOW

OUTPOST

OBJECT: Send SCOUTS, establish OUTPOSTS, and build four FORTS on islands before a rival does.

GAME SETUP:
- Place the ISLAND BOARD, 2 RED DICE, and 2 BLUE DICE in the middle of the playing area within reach of all players.

- Each player chooses a color and takes:
  4 - SCOUTS (Meeple)
  8 - OUTPOSTS (Cube)
  4 - FORTS (3 in a 3 player game) (Disc)

- All players roll a single dice; high number is starting player.

GAMEPLAY: Each player's turn is broken up into 3 phases.

PHASE 1; a player will place up to four SCOUTS on the island board. To do so, roll all four dice. Divide the dice into two RED/BLUE pairs. At least one SCOUT must be placed on one of the corresponding grid spaces on the island board. A second SCOUT **may** be placed on the other RED/BLUE dice pair grid space.

Roll again in this manor until all four SCOUTS have been placed.

PHASE 2; replace each SCOUT with an OUTPOST. If a player does not have enough OUTPOSTS in their supply, they may move an OUTPOST from another grid space or remove the SCOUT without placing an OUTPOST.

PHASE 3; if any Island has three of a player's OUTPOST, place a FORT on the island star and remove all OUTPOSTS from that island for all players.

*Note: There are occasions when a SCOUT cannot be placed. This happens if all four dice pairs have a combination of; the Island already having a FORT or the current player already having an OUTPOST on those squares. Place an unassigned SCOUT off to the side of the play area for the rest of the turn.

COMBAT: An OUTPOST may be over-taken by another player. A player must have two SCOUTS visit the OUTPOST within the same turn to over-take. Return the original OUTPOST during phase 2.

WINNING: The first player with a FORT on four islands (three in a 3 player game) wins the game.

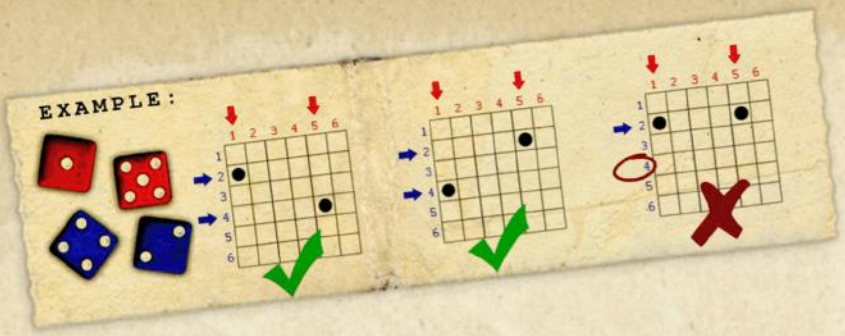
*Hint: Some islands have three squares, and some have four. You only need three OUTPOSTS on an island to build a FORT, even the islands covering four squares.

***START OF GAME NOTE**
To start the game, the first player places only one SCOUT on their turn.
The second player places only two SCOUTS and the third player (or first player's second turn in a 2 player game) places three.
Subsequent turns, place all four SCOUTS.

2-3 PLAYERS
20-30 MINUTES

ARKTIC GAMES

OUTPOST
By Andy Christensen
Arktic Games



OUTPOST

Popularity

What would you do to be popular?



2-4 | 45 MINUTES | AGE 12+

Objective

Become the most popular kid in school by influencing others and backstabbing the competition.

Components

32 influence cubes (8 red, 8 yellow, 8 white, 8 blue)
12 discs (3 red, 3 yellow, 3 white, 3 blue)
16 meeples (4 red, 4 yellow, 4 white, 4 blue)
4 dice (1 red, 1 yellow, 1 white, 1 blue)

Set up

Each player will take all components of their chosen color. Place one disc on the health, popularity, and money track for each playing character for the starting spaces. These are the purple ones.

Start player is the player that talked to the most people today.

Game Play

Bidding Phase

Starting with the start player.



One at a time you place your meeple on a board space that has no meeples on it and start a bid for that board space.

Each player will take their die set it to a number and hide it under their hand. This number is the bid and reflects the resources you are willing to lower between health, popularity, and/or money. You cannot make a bid you cannot pay for.



The winner of the bid pays the resources and then places an influence cube on the space then activates the white text on the space. If you don't have any cubes from your supply then just remove it from a different space and place it in the space you won.

The player that won the bid may now choose to pay $2 to place a second cube in the same space, and/or pay 1 stamina to move a cube from one space to another space.
This continues until everyone is out of meeples to start the bid or no one wants to start a bid.

Example: If someone won with a bid of 3 and had the above resources they could spend 1 health and $2 to equal the 3.

♥ stamina
P popularity
$ money

Influence Phase

1) After the bidding ends check to see who that the most cubes on each board space. The player with the most cubes gains the popularity listed in the top left corner. If there is a tie than neither player gets the popularity.

2) All players with any influence cubes placed on the space will get the influence bonus and penalties at the bottom of the space. This is not per cube it only triggers once if you have any cubes on it. These trigger from top left going across each row until the bottom right triggers.

If a value were to drop below 1 then that player loses 1 popularity for each resource they cannot lose.

Clean Up Phase

All meeples come off the board. Each player chooses 5 resources to increase between money and stamina.

The next player in clockwise order becomes the start player. Then start back at the Bidding Phase.

Game End

When one player reaches 11 Popularity (P) you finish the round. If more than 1 player is at 11 Popularity the tie breaker is money ($), if there is still a tie it is then health (♥).

Board Space Breakdown



Highest Influence award

Activates for the winning bid

Award and penalty everyone with any influence here gets.

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1 P

Amy the Cheerleader



Spend $1
Move an influence cube from one space to another

influence: n/a

1 P

Amanda the Helpless



Spend 1 ♥ to gain +1 P

influence: $2

1 P

Robert the Bully



Spend 2 ♥
Add an influence to any other space

influence: 3 ♥ -$1

1 P

Eric the Friend



You can only bid ♥ here.

influence: 2 ♥

1 P

Triss the Klepto



Spend 1 P to to pull back an influence cube from a square

influence: 1 ♥ $1

2 P

Gina the Crazy



Remove a cube other than your own from this space.

influence: -3 ♥

1 P

Alberto the Geek



Spend $2
You can move 2 different cubes

influence: $2

1 P

Maria the Jock



Spend 2 ♥
All players gain $1

influence: 2 ♥

1 P

James the Gossip



Spend 1 P to make target player lose 1 ♥ or $1

influence: 2 ♥

♥ 1 2 3 4 5 6 7 **8** 9 10 11

P **1** 2 3 4 5 6 7 8 9 10 11

$ 1 2 3 4 **5** 6 7 8 9 10 11

Ages: 12+
Players: 2
Time: 20 Mins

PG
97

RAILMAIL
THE POSTAL GAME
OF TRACKS & SIGNALS

OBJECT OF THE GAME
Be the first player to deliver all their mail to the opposite end of the tracks.

GAME COMPONENTS
One Red D6, One Red Signalman Meeple, Three Red Stop Signal Discs,
Five Yellow Player Mail Cubes and Five White Player Mail Cubes.

BEGINNING THE GAME
Place the ten Mail Cubes in their own matching colour Buffer spaces at each end of the tracks. Place one Red Stop Signal Disc on top of each of the three red spaces on the tracks. The Red Signalman Meeple is placed in the centre Red Stop Signal space of the Signal Board. Highest roll selects their chosen colour of Mail Cubes and will play the first turn, following turns then alternate between both players.

ON YOUR TURN
Roll die and move the Signalman the full amount of spaces rolled in either direction along the Signal Board. No changing of direction may occur during movement. The full amount of spaces rolled must always be moved, this may result in only one valid direction. Perform the action of the space the Signalman stops in and end your turn. Should there be no valid action available to you then this ends your turn.

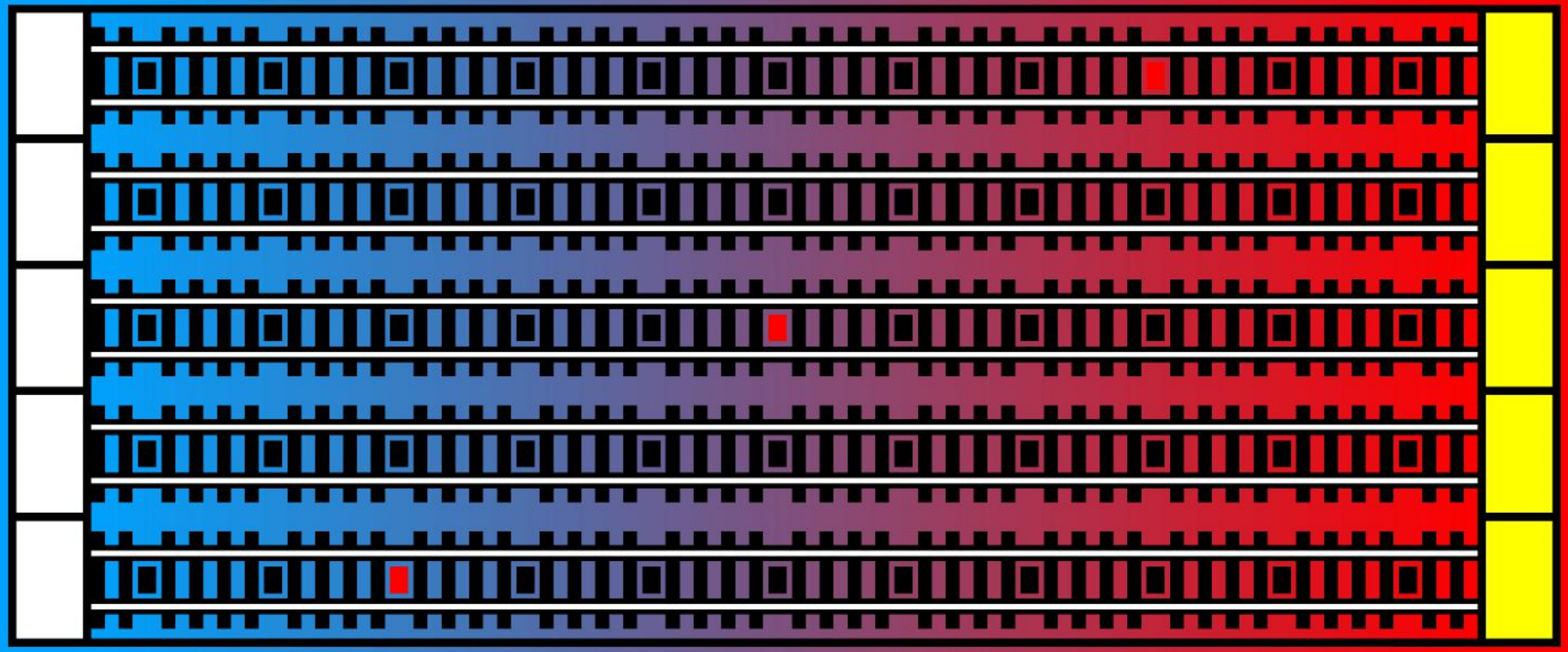
SIGNAL BOARD ACTIONS
RED CIRCLE: Changes the Red Stop Signal Disc position currently adjacent to the Signalman, lift and move the disc horizontally only to another track's empty space.
ARROW: Moves one of your own coloured Mail Cubes in the direction shown.

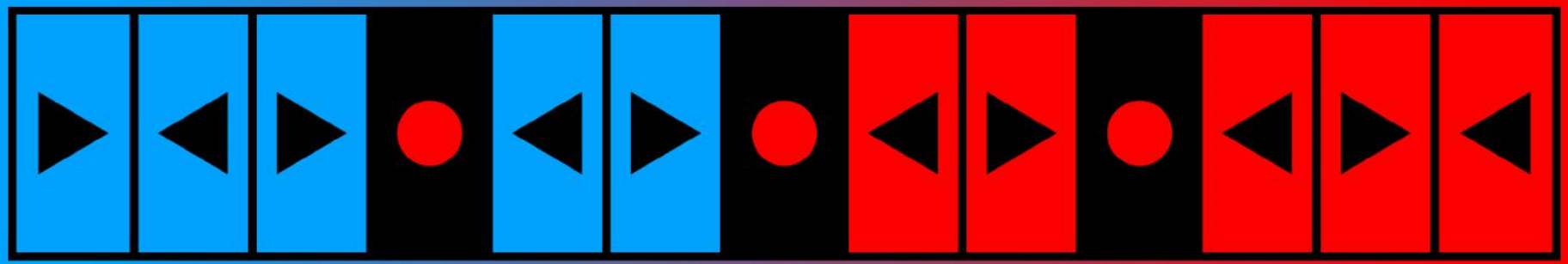
MOVEMENT OF MAIL CUBES
A. Select any one of your own coloured cubes to move, however the cubes in your Buffer, unless blocked, must move first. A blocked cube cannot be selected.

B. Cubes move along the eleven track spaces in the direction indicated and will attempt to move the full amount of spaces currently shown on the die.

C. Cubes jump over other cubes where possible but otherwise stop if blocked by another cube or Red Stop Signal Disc. Spaces may only contain one cube or one disc.

D. Buffers count as one space. Cubes can re-enter their own Buffer. The opposite Buffer must be empty before a cube can enter it. Once in the opposite Buffer the cube has completed its postal journey and is removed from the game.





Designed by Eric Park
(C)2021 Park Productions
www.parkproductions.co.uk

RAILMAIL

PARK PRODUCTIONS

Setup: Each player takes 4  , 4  , and 2  of the same color. Drop your  on the other page at random – these are rocks you must avoid!

Rules: Start with the player that was most recently in a boat. On your turn, flick a piece over the coils towards the scoring areas on the other page. Continue clockwise until all players have flicked all 8 pieces.

Scoring: Score points according to how many of your pieces are in a given zone. Any piece touching a is removed before scoring. Any piece touching a line count as being in both/all areas. Ties are friendly. Most VP wins!

Place pieces here, then flick!


1
10
VP
2
6
VP
3
3
VP


1
9
VP
2
5
VP
3
2
VP


or
=
1
VP
each OR
5
VP
if touching

2-4 Players / 30-60 Minutes

PG 101

Rolling Acres

Welcome to Rolling Acres, the Hottest Neighborhood in Town!

You're a home builder looking to make your fortune. To do so, you'll need to collect supplies and secure the best lots. Your homes will be scored when you build them based upon their size and location and the player with the most points at the end of the game wins!

Game Board - The game board contains two areas: (1) the **Office** in the center of the board where you will assign one **Office Worker** each turn to earn supplies or build homes, and (2) the **Neighborhood** which borders the Office. This is where one **Neighborhood Worker** will travel on the road and build homes on adjacent lots.

Game Setup - Each player takes two dice and four Workers of any one color. The remaining game pieces are placed in a pool within reach of all players. **Place one Office Worker in front of you. Set one Neighborhood Worker upright in the Neighborhood on the Start space on the road. Place one Worker on the first space of the Score Track (bordering this rules page).** Roll your two dice. Set your fourth and final Worker (Community Worker) on the number rolled in the matching color column in the Office (Red player places his Community Worker in Red column). **The Community Worker sets the Marker for all players each Round.** *Note: Yellow & White share a column and each place a Community Worker there based upon the number rolled.* Randomly select a first player and you are ready to play! **Each round consists of two phases: (1) the Worker phase, and (2) the Supply phase.**

Worker Phase - Each player must assign their Office Worker to one available space in the Office and, if applicable, move their Neighborhood Worker on the road track or build a home. There are 9 playable locations in the Office, though some may be unavailable on your turn. Only one Office Worker can be placed on each end (north/south) of a column. For instance, one player can take the **Higher** space and 1 other player can take the **Lower** space on the Blue column. For the Yellow & White column, only one player can take either of the Yellow **In/Hit** or **Out** spaces at the top of the column, but the White **In/Hit** or **Out** spaces at the bottom would still be available. Assigning your Office Worker to a column requires you to immediately move your Neighborhood Worker the number of spaces equal to the applicable Marker in that column. ***For example, if Blue player placed his/her Office Worker on the White Out space with the Yellow Marker on #8 and the White Marker on #11, Blue has to move their Neighborhood Worker 11 spaces.*** Once per round, one player may take the **First Player** space which grants no movement but grants First Player status next round (otherwise the First Player doesn't change). All players may place a Worker in the **Build** space which grants no movement but allows you to build a home adjacent to your Neighborhood Worker if you have the necessary supplies.

Supply Phase - Each player rolls their two Dice. At the Office, these rolls control whether the supplies shown are earned and reset the Markers for next Round. Each column has different earning criteria: **Red -** If Red roll is +/-2 of the Marker, earn +2 Frames or Roofs (choose one); **Blue -** If Blue roll is Higher or Lower (depending on location) than the Marker, earn +1 Roof; **Yellow & White -** If the Yellow or White roll (depending on location) falls inside or hits the Markers or falls outside the Markers (again, depending on location), earn +1 Frame; **First Player -** If any single color roll results in a double (e.g. Red roll is two 3's), earn +1 Frame or Roof (Max of +1 per turn). ***In our previous example, Blue player would need the White Roll to equal #1-7 or 12 (numbers falling outside the Markers) to earn +1 Frame.*** Each Office column is analyzed separately in the following order: (1) distribute earned supplies of a player's color, (2) return each Office Worker, and (3) reset the Marker(s) using the number(s) rolled.

Neighborhood Rules - **If another player lands on a space adjacent to one of your homes, you earn +1 Frame or Roof.** If you land on another player's location, bump that player back 1 space. Multiple players can be bumped by a single move. Any relocated Neighborhood Worker is considered to have landed again on the new space.

Building a Home - **To build a home, you must have your Neighborhood Worker on a space adjacent to an empty lot.** A one story home requires one Roof placed on top of one Frame and can only be built on the smaller green lots. A two-story home requires one Roof placed on top of two Frames (stacked on top of each other) and can only be built on the larger, dark green lots.

Scoring - Scores are tracked during the game using the Scoring Track that borders this rules page. Players score when they build a home as follows:

- **Home Score:** Score *+3 Points per Frame* of the home you built (e.g. a 2-story home is worth 6 points)
- **Builder Bonus:** Score *+2 Points per Frame* of your color adjacent to the home you built
- **Location Bonus:** Score *+1 Points per Frame* of another color adjacent to the home you built

Note: *You only score points for a home at the time you build it. Existing homes never score additional points.*

Final Round - **The Final Round is triggered when 1 player scores 20 or more points.** The Final Round is played to its conclusion and the player with the most points (being furthest along on the Score Track) at the end of the Final Round wins. If tied, the player with the most total homes wins, otherwise the victory is shared.

3-Player Rules: Select one player to roll two sets of colored dice.

2-Player Rules: Each player must roll two sets of colored dice. Only one player can place an Office Worker in a single column on a Turn.

GUSHER GAMES

gushergames.com

Score Start

Build



First Player





Roll +/-2	Higher	In / Hit	Out
12	12	12	
11	11	11	
10	10	10	
9	9	9	
8	8	8	
7	7	7	
6	6	6	
5	5	5	
4	4	4	
3	3	3	
2	2	2	
	Lower	In / Hit	Out

Start

PG 103

Ruthless Prospecting

First 1st

Second 2nd

Third 3rd

Fourth 4th

CHANGE TURN ORDER
Reorganize the turn order. Start a new round beginning with the new first player. (You cannot use this action if you are the first player)



BLACK MARET
Exchange 3 gems for a jewel. (each gem must be a different color)



OFFICIAL GEM DEALER
Exchange 3 gems of the same color for a jewel.



INTERNATIONAL SMUGGLER
Exchange any 5 gems for a jewel.



GIVE AWAY
You are coerced into giving each player a gem of your choice.



STEAL GEMS
Choose a gem color and take all of that color from another player.



SOLO SEARCH
Go searching on your own without an expedition. Take any 1 gem of your choice.



REMOVE ALL MEEPLES
Remove all meeples from action spaces except for the one played on this space.



SWITCHAROO
Exchange gems with an opponent of your choice. Take all of their gems, and give them yours.



SWAP PLACES
Swap 1 of your meeples (*excluding the one on this space*) with an opponents meeple on the board. You decide whether each player may take the action of the new space.



SCARE OFF
Remove any 2 opponent meeples from action spaces. *(Players with meeples not on the board must play those meeples before any on the board)*



RELOCATE
Move another player's meeple to a different action space. You decide whether the action of the space moved to is taken by the player whose meeple is moved.



TAX
Pose as a tax collector. When other players collect more than 1 gem on an expedition take of 1 gem of your choice from those acquired on the expedition.

SCAVENGER
Following other players' expeditions, collect 1 of each color of gem that they collect.

VERSATILE GEOLOGIST
On your expeditions, prospectors can find any kind of gems, regardless of the dice color.
(For example, if a yellow die lands on a blue gem deposit, you can collect blue gems equal to the number of shown on the yellow die.)

TARGETED SEARCH
For each or the prospector dice in an expedition, you may take 1 gem corresponding to the color of the die instead of rolling.
(This is optional, you can also choose to roll some or all of the dice as normal).

EXPEDITION PARTY A
Roll all the prospector dice in this party on the map and collect the gems that they find

For each die that lands on a gem deposit matching the color of the prospector, collect the number of gems equal to the number on the die.



Initial set-up: one of each colored die

EXPEDITION PARTY B
Roll all the prospector dice in this party on the map and collect the gems that they find

For each die that lands on a gem deposit matching the color of the prospector, collect the number of gems equal to the number on the die.



Initial set-up: one red, yellow and white die

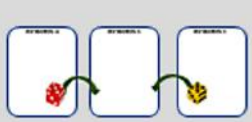
EXPEDITION PARTY C
Roll all the prospector dice in this party on the map and collect the gems that they find

For each die that lands on a gem deposit matching the color of the prospector, collect the number of gems equal to the number on the die.



Initial set-up: one blue die

SPECIAL EXPEDITION
Take any 2 prospector dice from expedition parties and use them for an expedition roll. Place the dice back on any expedition party. (This may be to/from the same or different spaces)



Take on the role of a ruthless gem hunter competing against other unscrupulous players to amass a valuable collection of precious jewels. Rival prospectors will stop at nothing to gain an advantage over their opponents. Motivated by extreme need or greed, use a variety of mischievous and malicious tricks to confound the plans of your counterparts and collect the most jewels.

Set-up:

Put the prospector dice in the expedition spaces as indicated.

Players choose a color, they will use meeples of that color and collect jewels of the same color.

Throw 1 of each player's meeples onto the board to determine turn order. (Put the furthest left on the first player space, etc.)

Winning:

The first player to obtain 6 jewels wins.

Turns:



Turn Order

In player order, place a meeple on a vacant action space and perform the specified action if possible. Meeples not already on the board must be played first.

Once the action is taken, lay the meeple down on the space. It cannot be moved until refreshed. The space is unavailable to be used again by any player until it is vacant.

Actions indicated with a ★ have ongoing benefits for the player whose meeple is on it. These actions continue for the player whose meeple is on the space (even if the meeple was moved there by another player).

When resolving ongoing actions, follow turn order beginning with the current player. (There is a limited supply of gems, so some players may not be able to collect if there are not enough available at the time).

When all of a player's meeples are on the board and laying down, **refresh** them by standing them up again indicating that they are available to be moved and used again.

Note: When meeples are moved or swapped they retain their state of readiness (laying down or standing up).

Expedition Action Spaces:

Roll all the prospector dice from the expedition party onto the map.

For each die that lands on a gem deposit matching the color of the prospector, collect the number of gems equal to the number on the die.

(Collect if any part of a die is touching a valid gem deposit. If a particular die is touching more than one valid gem deposit, choose one to collect for that die.)

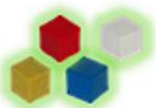
Rolling techniques may vary. Players can roll all the dice at once, or one at a time (or a combination therein).



Meeples



Prospectors



Gems



Jewels



Gem Deposits



Action Spaces

Game by JAMES GJALTEMA www.jamesgjaltema1.wixsite.com/james-games ©2020



Sasq-Watch

by Allen Lamb

2-4 players
12+
5-10 minutes per player

You're a Sasquatch hunter in Sasquatch country. Capture eight pictures of a Sasquatch to win.

Setup

Place the Sasquatch  on any square on the map. The Sasquatch's brain is made of dice.

Place the 4 dice on his brain exactly like this: 

Each player takes 8 cameras in their player color. 

Pick a player to go first (maybe the player with the biggest feet). Play proceeds clockwise afterward.

Player Turn

Starting with the current player, going clockwise, **ALL** players place one camera on an unoccupied square. Towards the end of the game, when all cameras have been placed, you may instead move one of your cameras to a new square... or leave them all where they are. It's up to you.

Then, the current player rolls the dice in the 1st and 4th positions of the Sasquatch's brain (the 2nd and 3rd dice are not rolled... Sasquatches think weird). Then place all four dice into the brain in order, from the lowest value (in the 1st position) to the highest value (in the 4th position). If there are any ties, the player may arrange those dice how they like.

The Sasquatch moves

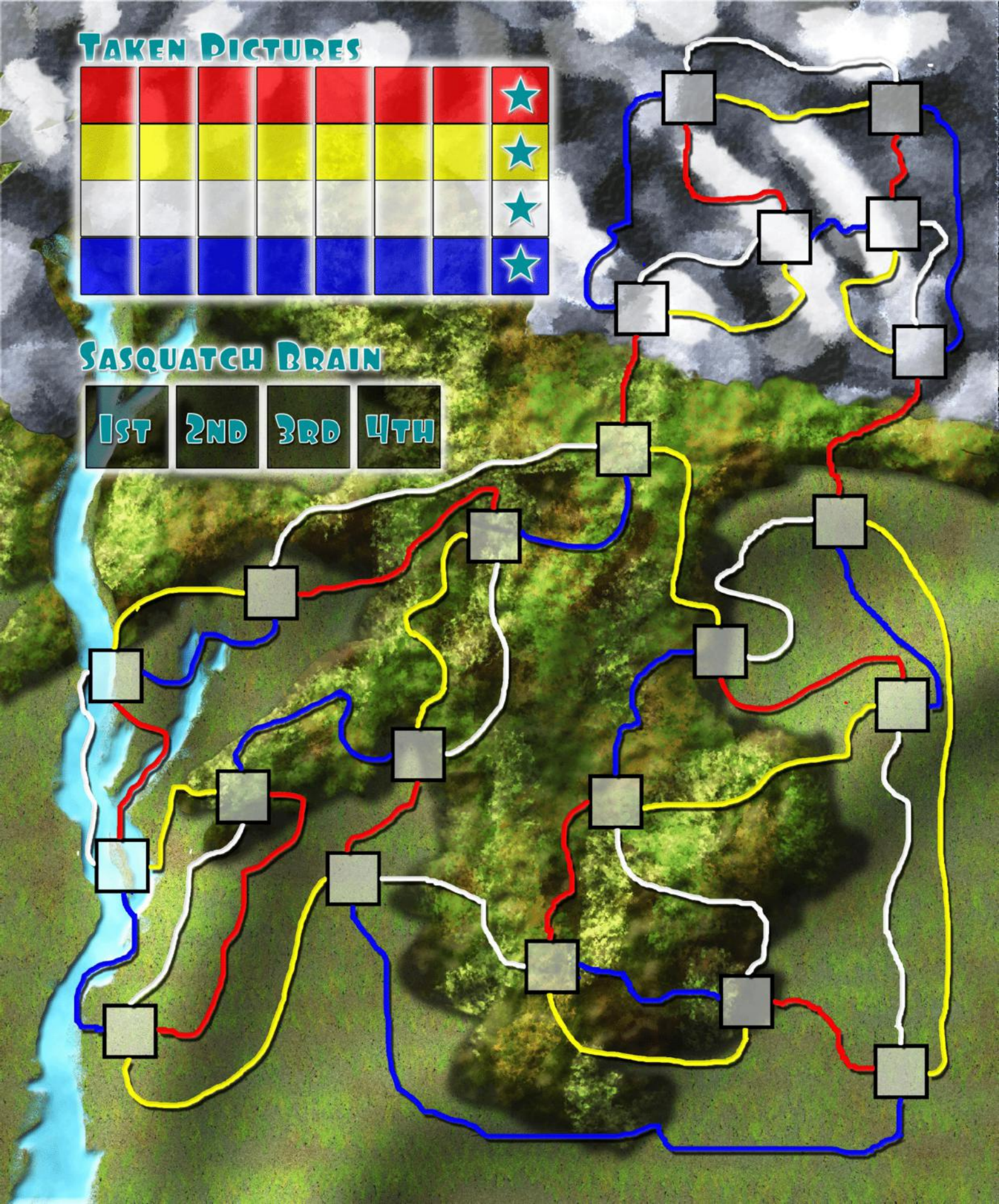
The Sasquatch moves four times after each player's turn. Each time it will move to a new square by taking the path that matches the color of the dice in it's brain in order from the 1st position through the 4th position. If there is a camera in a square that the Sasquatch passes through, that camera takes a picture and is moved to the "Taken Pictures" section at the top of the board.

Play continues with the next player's turn.

Winning

The first player with eight cameras in the "Pictures Taken" section wins.

Stone Manah Games


Taken Pictures
Sasquatch Brain
1st
2nd
3rd
4th

SAUCER SQUASHER

A LUKE CLEVENGER GAME

30 MINUTES

2 PLAYERS

SAUCER SQUASHER IS A 1V1 GAME WHERE YOU PLAY AS EITHER THE ALIEN HORDE ATTEMPTING TO STRATEGICALLY POSITION YOUR INVASION OR AS THE REMAINING DEFENSE CREW USING YOUR DEXTERITY TO DESTROY ENOUGH SHIPS TO STOP THEIR ONSLAUGHT.

COMPONENTS

DEFENSE CREWMATES: x4

CREW AMMO: x7

DESTROYED SHIP TRACKER: x1

BLUE DICE: x2

ALIEN CRUISERS: x4

ALIEN MOTHERSHIPS: x2

ALIEN DEFENSES: x8

HOW TO WIN

DEFENSE CREW ⊜DESTROY 40 ALIEN SHIPS

ALIEN HORDE ⊜ELIMINATE 4 DEFENSE CREWMATES

SETUP

1. PLACE THE BOARD SO THE FIRING RANGE IS CLOSEST TO THE DEFENSE CREW PLAYER
2. PLACE THE 4 DEFENSE CREWMATES IN THE 4 CIRCLES.
3. SEPARATE THE 8 BLUE CUBES FROM THE OTHER COLORS.
4. PLACE 1 OF THE BLUE CUBES ON THE DESTROYED SHIP TRACKER, IN THE STARTING SPACE. *THE REMAINING 7 BLUE CUBES ARE THE DEFENSE AMMO.*
5. GIVE EACH PLAYER 1 BLUE DICE.
6. PLACE THE REMAINING PIECES IN FRONT OF THE ALIEN HORDE PLAYER.

DESTROYED SHIP TRACKER



GAME PLAY

PLAYERS ALTERNATE TURNS, REPEATING UNTIL EITHER ALL 4 DEFENSE CREWMATES ARE ELIMINATED OR 40 ALIEN SHIPS HAVE BEEN DESTROYED. THE ALIEN HORDE GOES FIRST. *FOR THE FIRST TURN, START AT ALIEN HORDE'S SHIP SPAWN (#4).*

ALIEN HORDE

1. RESET ALIEN DEFENSE: REMOVE ANY ALIEN DEFENSE CUBES FROM THE PREVIOUS ROUND.
2. SHIP MOVEMENT: ANY SHIPS THAT ARE STILL INTACT FROM THE PREVIOUS ROUND MOVE 1 SPACE EITHER FORWARD, OR FORWARD-DIAGONALLY TO AN UNOCCUPIED SPACE.
3. ATTACK: IF ANY OF YOUR CRAFTS ARE MOVING FORWARD FROM THE YELLOW SPACE, THEY CRASH INTO THE CLOSEST HUMAN CREWMEMBER, DESTROYING THAT ALIEN SHIP AS WELL AS THE HUMAN CREWMEMBER. *THE HUMAN PLAYER DOES NOT GET A POINT FOR THIS DESTROYED CRAFT.*
4. SHIP SPAWN: ROLL YOUR BLUE DICE. PLACE THAT MANY SHIPS ONTO ANY OF THE SPAWN SPACES.
   A. PLACE EITHER THE ALIEN CRUISERS, OR ALIEN MOTHERSHIP.
   B. YOU MUST USE ALL OF ONE COLOR BEFORE PLACING SHIPS OF ANOTHER COLOR.
   I.E. ALL 4 WHITE CRUISERS & MOTHERSHIPS MUST BE PLACED BEFORE PLACING A RED CRUISER.
5. *ACTIVATE SHIP DEFENSE: PLACE DEFENSES FOR ALL SHIPS STILL INTACT ON* THE BOARD.
   DEFENSE CUBES CAN BE PLACED IN ANY SPACE ADJACENT TO THE CRAFT, THAT DOESN'T HAVE ANOTHER SHIP IN IT. *YOU CAN PLACE MORE THAN 1 DEFENSE CUBE IN THE SAME SPACE.*
   ALIEN CRUISERS SPAWN 2 DEFENSE CUBES & ALIEN MOTHERSHIPS SPAWN 4 DEFENSE CUBES

DEFENSE CREW

I. YOUR GOAL IS TO DESTROY THE ALIEN HORDE'S CRAFTS. YOU DO THIS BY KNOCKING THE ALIEN HORDE'S MEEPLE/DICE FROM OFF THE DISC THEY ARE ON. IF ANY PART OF THE MEEPLE OR DICE TOUCHES THE BOARD, THAT SHIP IS CONSIDERED DESTROYED.

II. BE CAREFUL WITH YOUR SHOTS, IF YOU ACCIDENTLY HIT ANY OF YOUR CREWMATE, IT IS CONSIDERED FRIENDLY FIRE AND THAT CREWMEMBER IS REMOVED FROM THE BOARD.

1. RELOAD: YOU ALWAYS START WITH AT LEAST 1 SHOT . ROLL YOUR BLUE DICE, ADD THIS TO YOUR TOTAL AMMO.
   A. IF YOU ROLL A 1, INSTEAD OF USING THE SMALL AMMO CUBES, USE THE DICE ITSELF AS THE AMMO.
   HUMAN CREW ROLLS A 3, THEY NOW HAVE 4 AMMO (3+THE 1 GUARANTEED AMMO). OR HUMAN CREW ROLLS A 1, THEY NOW HAVE 2 AMMO (1 BLUE DICE + 1 SMALL GUARANTEED AMMO).
2. SHOOT! ONE AT A TIME, PLACE YOUR AMMO ANYWHERE IN THE GREEN FIRING SPACE AND FLICK AT THE INCOMING ALIEN INVASION.
3. CONFIRM HITS: ANY ALIEN SHIPS THAT ARE HAVE ANY PART OF THEM RESTING ON THE BOARD ARE REMOVED. ADD THE NUMBER OF DEFEATED SHIPS TO YOUR TRACKER. *YOU MUST REACH 40 DEFEATED SHIPS WITHOUT LOSING ALL OF YOUR CREW TO WIN!*


Firing Range

SCEPTER OF THE ETERNAL FLAME

Designed by Richard Lenherr
Art Work by Leonardo Hendo

45 minutes | min age 10+ | 1-4 players | PG 109

Goal and End of the Game

In this cooperative push-your-luck and pattern-building dice-rolling game you are a group of adventures, try to reach the Scepter of the eternal flame in the deadly lava-cavern Cauldron of Ignis and return alive with it.
In each round, you must decide to either use the dice's abilities to equip yourself for the adventure or head out before the cavern explodes and burns you in the cave of flames.
You win if you reach the starting field again with the scepter before the time runs out. If you are locked in, you lose. If the cavern explodes on your last turn to reach the starting field, the game ends in a tie because you saved your life with a jump out but lost the scepter.

Game Contents

2-sided Jumbo Coil Book, 1x Meeple (Team Figure), 7x D6 (2x yellow, 2x white, 2x blue, 1x red), 14x Cubes (1x yellow, 5x white, 4x red, 4x blue), 13x Disc (6x blue, 6x red, 1x yellow).

Game Setup

1. Place 1 yellow disc on the Flame Throne in the center. This is the Scepter of the Eternal Flame, you have to reach.
2. Place 1 white cube at the top (start) of the exploding time bar.
3. Place 1 yellow cube on the first field on the left in the special abilities bar. Put the 12 discs in blue and red ready nearby.
4. Each player chooses a character and receives a set of 3 different colored cubes (white, red, blue), which he places on the null fields of the matching colored score bars.
   Note: If there are less than 4 players, it is best to play with Bellara or Rolund, as their abilities can influence the gate closing dice.
5. Choose a meeple as your team figure and place it on the starting field in the lower right corner.
6. Put all dice ready.
7. The oldest player among you becomes the leader in the first round.

Game Play

Each round you a have leader of your group. He proposes the turn and decides if the group does not agree. Change the leader after each round clockwise.
At the beginning of each round you roll the dice. Use the reference aside to place the dice. Depending on the dice result you have to choose one of two possible turns: Use Dice (equip yourself) OR Move (with or without scepter).

General Rules

- You can always divide all dice values among the characters.
- The die values are each halved (rounded up), except for the exploding time die, which has its own rating.
- The individual Skill and the Special Ability is only active when the cube has reached the far right and it is completely consumed after use (put the cube back to the far left). You can use an active Skill and Special Abilities you got anytime during your turn.
- Force and Move are active with the value the cube is currently placed on.
- The exploding time die is executed in both turns (unless you disharm it).
- Each wayfield is a step (between the arrows). The flame throne field at the center, as well as the exit field on your return, does not have to be reached with exact value.

Play Turn „Use Dice“

Each die has a individual function and special function when combined with others (those dice that can be combined).
Note: Each die can only be used 1x in a turn (either in combination or alone), then the die is consumed.
YELLOW: Function 1: As a pair of both yellow dice: Increase the special ability by 1 to 3 OR Function 2: As a pair with white, red or blue: Double the function of the paired die OR increase the special ability by 1.
Note: The yellow die needs always a pair combination to use its function.
WHITE (not gate closure): Increase an individual Skill by 1 to 3.
RED: Increase Force by 1 to 3.
BLUE (not Joker): Increase Move by 1 to 3.
BLUE (Joker): Use as white, red or blue, doubles the exploding time die value when used.
Note: If you used a white, red or blue die in combination with yellow, now you can use the blue one to use their function anyway.
WHITE (exploding time): Reduce the remaining time by 0 to 3. Double this value (not the die) if the blue die is used as joker.
The exploding time die has its own rating: 1 = 0, 2/3 = 1, 4/5 = 2, 6 = 3.

Play Turn „Move“

Important: Don‘t change the blue die for move and the white die for exploding time! All other dice will not be used in this turn.

1. The maximum distance you can move with your team figure depends on the lowest move value of a character in your team.
2. Your team force is the sum of the forces of all your characters.You need 2 force for each player who‘s playing to carry the scepter without getting a penalty on your move distance. The penalty is the gap between the force you need and the force you have. Your move distance will be reduced by this value.
   Note: Moving without scepter needs no force (on the way to the scepter).
3. After moving your team figure, reduce the value of the move die and the force sum you spend on the characters (unless the game is finished).
   Note: This reduction is always made in number of fields (not value) in the characters. Move the cube back towards 0 accordingly.
4. Count the exploding time die (as explained in „Use Dice“).

DICE ROLLING AND USING REFERENCE

Use this reference after rolling the dice to place the dice.



Special Abilities
As you activated the special abilities, you can choose one of the six abilities.
Place a blue disc below it to mark that you can use it if you want.
After that place the cube back to its starting position as far left.
If you have used the ability, take away the blue disc and cover the ability with a red one.
Note: Abilities can only use once, except by the ability „reuse 1 special ability“, which allows you to reuse an ability (whether you have used it before or not).
PREVENT EXPLODE TIME DIE
KEEP TEAM FORCE 1 ROUND
REUSE 1 SPECIAL ABILITY
TEAM MOVE BOOST +2
REVERSE EXPLODE TIME DIE
ROLL 1 DIE AGAIN
USABLE
PUT HERE THE ABILITY DISCS FOR LATER USE
Special Abilities Bar
(needs a pair to move)
ACTIVE
START
START/EXIT
EXPLODE
Exploding time Bar
Skill: Increases the special ability by 2 points.
Lucky
ACTIVE
Skill: Invalidates the exploding time die.
Bellara
ACTIVE
Skill
Force
0 1 1 1 2 2 3
Move
0 1 1 2 2 3 4
Skill: Increases Move and Force of the Team by 2 points.
Amandrella
ACTIVE
Skill: Turns 1 die of choice 180 degrees.
Rolund
ACTIVE
Skill
Force
0 1 1 2 2 3 4
Move
0 1 1 1 2 3 4

Sea of Peril

2-4 Players (4 best)
30-60 Minutes
By Tim Smith



How to Play and Win

Use your 3 Cargo Ships to brave the Open Sea, avoid Pirates and outsmart your opponents. The first player to pick-up and transport 3 different Cargo Cubes to power up your World Domination Machine wins!
Make everyone else clean up.

4-Player Set Up (see 2-3P mods)

Each player chooses a color, places the following pieces:

Cargo Ship
x3, place on dry Homeland

Cargo Cubes
x3, place in Home Export

Dice Pool
x1 per color

Pirate Ship
x1, choose a place in Open Water, no Ports or Whirlpools

Nobleman
x1, set aside, to be used at League of Movement

Game Play

Each Round Consists of 4 Phases, then repeat until a winner emerges.

Phase 1 - Roll the Dice Pool

Someone rolls all 4 die. Figure out which color is the highest.
For ties, use this Tie-Breaker.
Example: two 5's rolled, Red beats Yellow beats Blue beats White
The player with matching color places Nobleman on Choose First at the League of Movement.

6	5	4	3	2	1

Phase 2 - Move Pirates

Based on the dice roll, move each Pirate one space in the direction indicated by the same color dice roll and the hex direction on this guide or reference the Whirlpool numbers.

Ex: the yellow pirate moves 1 space based on the "5" dice roll

What Happens Next

Pirates move to any water spaces including Ports and Whirlpools. If the space is empty, the Pirate is done for this round unless it's Home player chooses to move it. However, if space occupied by:

Another Pirate: Thats OK, any number of Pirates can sail in formation on the same spot.

Unladen Cargo Ship: Pirates attack even their own Home ships. The Pirate occupies that space and the Cargo Ship is destroyed and regenerates in it's starting Homeland.

Laden Cargo Ship: The Cargo Ship is destroyed and regenerated. The Cargo is returned to it's starting Homeland.

Whirlpool: A Pirate who sails into the whirlpool, rerolls their dice and then moves out of the Whirlpool in the direction indicated. Follow the rules above for subsequent interactions.

Ports: No difference between Ports or any Open Water spaces.

Dry Land: Once launched, Pirates may never occupy dry land. However, their magical powers allow them to wrap around to the other side of the sea based on the dice roll. *Example: Blue rolls "6"*

Phase 3 - Choose Moves and Turn Order

PG 111

At the League of Movement, the player in the Choose First spot places Nobleman on spot desired. Choosing then proceeds in clock-wise order. Only one Nobleman is allowed per spot.

Phase 4 - Move

A player's moves are dictated by the League of Movement. Turn order proceeds left to right and Noblemen are removed once the player's turn is complete. Players do not have to use all moves. Movement restrictions are:

- Only 1 Cargo Ship per space. Cargo ships may only enter/exit land via a **Port**. Cargo ships may not enter other brown land and do not magically wrap around as Pirate ships do.
- A player may never have 2 of their own Cargo ships occupying the same Port. However, both Port spots may be occupied by a combination of other ships and pirates (**Blockade**).
- Only 1 Cargo Cube per Cargo ship (**Laden**). No Cargo = (**UnLaden**).
- Upon reaching foreign dry land, a Cargo ship is loaded with its Cargo Cube. The player may wait on dry land as long desired before relaunching.
- **Whirlpool:** No Cargo or Pirate ship ever stays in the Whirlpool space, they must always roll the die and exit. For Cargo ships, if the exit space is occupied by a Cargo ship, then move clock-wise to an open space or a Pirate. If exiting onto a Pirate space, the ship is destroyed and regenerated.
- **All-Purpose Moves** may be distributed in any quantity to Unladen or Laden Cargo ships or the Pirate. **UnLaden Moves** may only be distributed to 1 or more Unladen ships. **Laden Moves** may only be distributed to 1 or more Laden Cargo ships. **Pirate Moves** may only be distributed to that player's specific Pirate. All Pirates will still move in Phase 2. A player with a Pirate Move or All-Purpose Move may move their pirate into any adjacent open space including Ports, but not onto a Cargo ship or a Whirlpool. Wrap around is allowed.

Move Choices

Fast Start: Designed for when at least 2 ships are on dry Homeland. Move 1 ship from land 2 spaces into the water and move 1 other ship from land 1 space. Another option is to move any UnLaden ships 2 spaces and the Pirate 1 space.

Open Sea: The player counts how many own ships are at sea and is then awarded that number of All-Purpose moves to distribute to any Cargo or own Pirate. Additional moves are added on, some including a Whirlpool ReRoll.

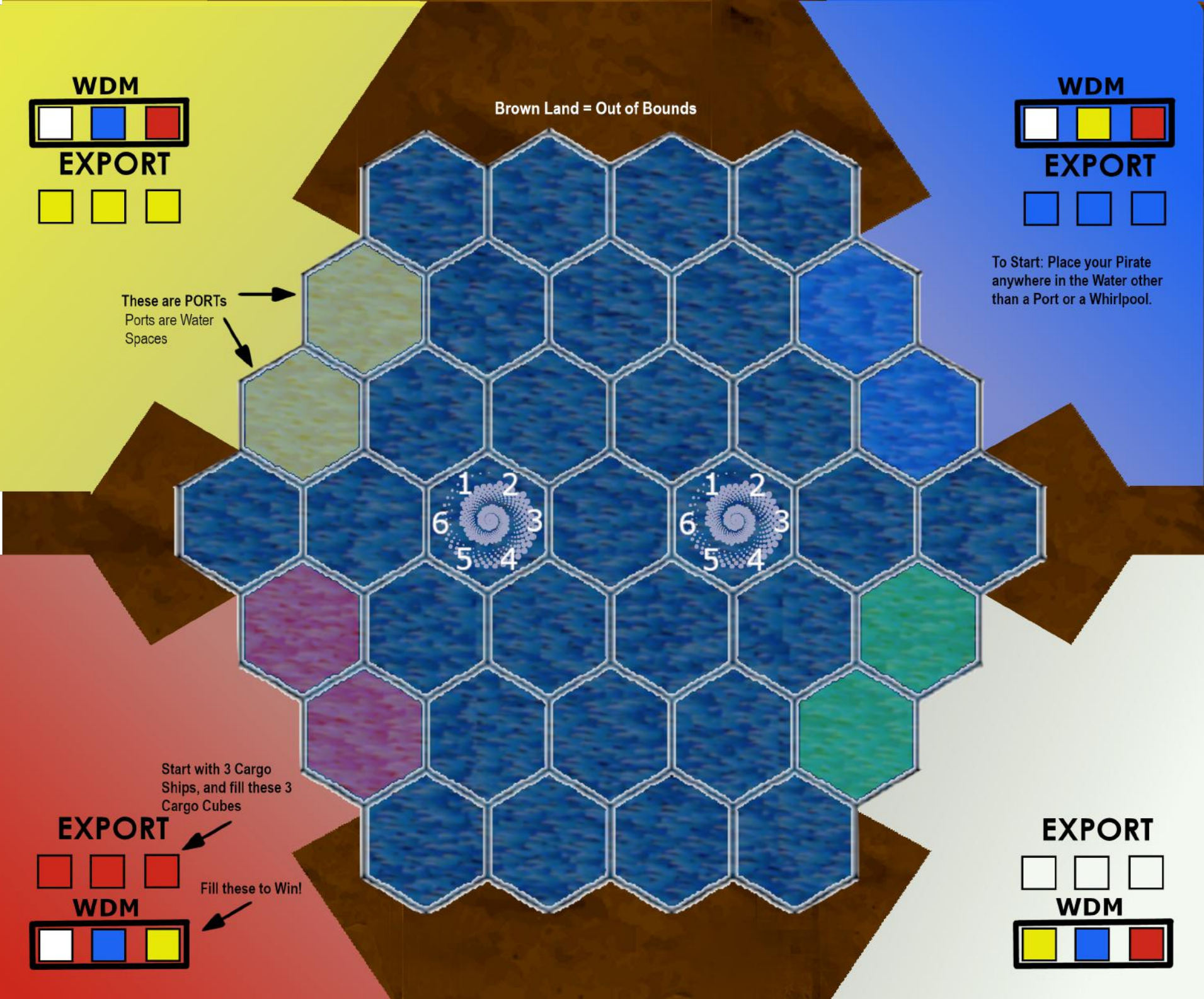
Max Options: Provides 1 of everything, including a **Run** which allows a Cargo ship to hop over any one other ship to an open space directly on the other side. May be used to enter or exit land or even into a Whirlpool.

2-3p Mods: Always use 4 Dice and 4 Pirates. In Phase 1 determine the highest player's dice. For **3p:** Do not use one set of Cargo ships. For **2p:** Players play for 2 diagonal lands (red-blue, yellow-white) and winner must get 1 WDM filled.

League of Movement

Phase 4 Movement Turn Order is Left to Right

Choose First	FAST START	FAST START	OPEN SEA	OPEN SEA	OPEN SEA	OPEN SEA	MAX OPTIONS	MAX OPTIONS
Players then choose moves in clockwise order	2 **UnLaden** Moves from Homeland + 1 **UnLaden** Move from Homeland **or** 2 **UnLaden** Moves +1 **Pirate** Move	2 **UnLaden** Moves from Homeland + 1 **UnLaden** Move from Homeland **or** 2 **UnLaden** Moves +1 **Pirate** Move	**All-Purpose** Moves = amount of your ships at sea (if 0 ships, get 1 Move). + 1 **UnLaden** Move + 1 **Pirate** Move	**All-Purpose** Moves = amount of your ships at sea (if 0 ships, get 1 Move). + 1 **Laden** Move + 1 **Whirlpool** ReRoll	**All-Purpose** Moves = amount of your ships at sea (if 0 ships, get 1 Move). + 1 **UnLaden** Move + 1 **Whirlpool** ReRoll	**All-Purpose** Moves = amount of your ships at sea (if 0 ships, get 1 Move). + 1 **Laden** Move +1 **Pirate** Move	+1 **Laden** Move +1 **UnLaden** Move +1 **Pirate** Move +1 Open Water or Blockade **Run** (Hop) +1 **Whirlpool** ReRoll	+1 **Laden** Move +1 **UnLaden** Move +1 **Pirate** Move +1 Open Water or Blockade **Run** (Hop) +1 **Whirlpool** ReRoll


WDM
EXPORT
Brown Land = Out of Bounds
WDM
EXPORT
To Start: Place your Pirate anywhere in the Water other than a Port or a Whirlpool.
These are PORTs
Ports are Water Spaces
1
2
3
4
5
6
1
2
3
4
5
6
Start with 3 Cargo Ships, and fill these 3 Cargo Cubes
EXPORT
Fill these to Win!
WDM
EXPORT
WDM

SECONDARY COLORS

A GAME BY JONATHAN ULRICH



Crews of painters compete against each other to paint as many tiles as they can.

2-4 players
30 - 60 minutes
Ages 12+

Contents

- 32 player cubes (4 colors, 8 per color)
- 24 discs (4 colors, 6 per color)
- 16 painters (meeples) (4 colors, 4 per color)
- 8 six-sided dice (4 colors, 2 per color)

Setup

- Each player chooses a color and takes 2 dice, 4 painters, and 8 player cubes in that color.
- The color discs do **not** belong to any player at the beginning of the game and should be placed on the even tiles (2, 4, 6, 8, 10, 12) of the tile track (on the next page) of each disc's matching color.
- Randomly choose a starting player.

How to Play

- On your turn, you will roll both of your dice. Then you will choose **one** of the following options:
  - **Option 1:** Use both of your dice together to place one of your painters on an available space with a number **exactly** equal to the sum of your dice.
  - **Option 2:** Use each of your dice separately to place two painters on two available spaces (one painter per space). One space **must** have a number exactly equal to one of the individual dice and the other space **must** have a number exactly equal to the other die.
    - **Example:** if you roll a 5 and a 3, you can place one painter on an #8 space **or** place one painter on a #5 space and one painter on a #3 space.
- **When placing a painter on a space numbered 1-8**, move your player cube along that color's row of the tile track. You move up **one tile per painter** you currently have on that color.
  - **Example:** if you place a painter on one of the blue #5 spaces and you already have a painter on another blue #5 space, you will move two tiles up the row instead of one.
  - Even though the shades of paint may look different, each number is equal to only one color:
    - #1 spaces = White
    - #2 spaces = Pink
    - #3 spaces = Yellow
    - #4 spaces = Green
    - #5 spaces = Blue
    - #6 spaces = Orange
    - #7 spaces = Red
    - #8 spaces = Purple
- **When placing a painter on a space numbered 9-12**, follow the directions listed under each numbered space.
  - There is only one spot each for spaces #9-12, but these spots are **always** available for placement. Each of the #9-12 spots has a power that involves immediately moving your painter somewhere else. If you **remove** anyone else's painters from their spaces with a #11 or #12 action (which are the only times you can), return those painters back to their players.

Rules about Placement

- When placing a painter, you can use one of your painters that is not currently on the board (if there are any) **or** move any one of your painters from a previously placed space (even if you just placed that painter this turn).
- **Each space can only have one painter on it,** and each color can only have a maximum of four painters on it. If a space has a painter on it, you cannot place your painter there (except with the special #11 space and #12 space powers).
- When using your dice separately, place one of your painters and move up on the tile track prior to placing the second one. This is **especially important if you roll doubles** and decide to use the dice separately.
  - **Example:** You roll a 2 and a 2. The first painter you place on a #2 space is going to move you up 1 tile on the pink tile track (if it is the only painter you have on a pink space), but the second painter you place on a #2 space will move you up an additional 2 tiles on the pink tile track because you now have two painters on pink.
- **You must place all painters you can, even if you don't want to:**
  - If **all** the spaces with the number equal to the sum of your dice are full, you **must** use your dice separately.
  - If **all** the spaces equal to both individual dice are full, you **must** use the sum of your dice.
  - If **all** the spaces with the number equal to one of your dice are full, you **must choose** to either place one painter on the space equal to the other die **or** place one painter on the space equal to the sum of your dice.
  - In the unlikely event that **all** spaces equal to both the sum and each individual dice are full, you **must** roll again. This is the **only** scenario in which you are able to reroll.
- If you are using your dice separately, you **might** free up a previously full space with your first placement and then be able to place a painter there on your second placement.
  - **Example:** If you roll a 3 and a 4, and all #3 spaces are full, but at least one of those painters on a #3 space is yours, you could move a painter from a #3 space onto a #4 space for your first placement, and then move a painter (it could even be the same one) onto that now available #3 space for your second placement.

#9 space

- Move your painter from the #9 space to any **available** #1-8 space of your choice.
- Then like normal, move up **1 tile** of that color per painter of yours on that color.

#10 space

- Move your painter from the #10 space to any **available** #1-8 space.
- Move up **1 tile** of that color per painter of yours on that color, plus **1 additional** tile of that color.

#11 space

- Move your painter from the #11 space to **any** #1-8 space, and **remove** every painter on that color that isn't yours.
- Then like normal, move up **1 tile** of that color per painter of yours on that color.

#12 space

- Move your painter from the #12 space to **any** #1-8 space, and **remove** every painter on that color that isn't yours.
- Move up **1 tile** of that color per painter of yours on that color, plus **1 additional** tile of that color.



Tile Track

- When a player places one of their painters onto each numbered color space for the first time, they **must** add one of their player cubes to the first tile of that color's row of the tile track.
  - **Example:** The first time you place a worker onto a #3 space, you **must** add one of your player cubes to the first tile of the yellow track.
- Player cubes move along the tile track from the 1st tile to the 12th tile. A player cube stays in the **same color row** the entire game.
  - In the directions, when it says a cube moves "**up**" it is referring to the cube moving to a **higher** number on the track, **not** switching color rows.
- Every time you place a painter on a #1-8 space, you will move your cube up **1** tile on that color's row per painter you currently have on that color.
- At the beginning of the game, **none** of your player cubes should be on the tile track, and at the end of the game, some of your player cubes **might** still not be on the tile track.
  - Player cubes are kept in front of each player until they are added to the tile track. At **most**, you can only have 1 of your player cubes in each row.
  - If you never place a painter on a color of paint, you can't start painting that row, so you will **never** add your cube onto that row.
- **Two cubes cannot share a tile on the tile track.** If the tile that you are supposed to move to is occupied by an opponent, move your cube up the row to the **next** open tile.
- Each time a player cube lands on, or passes over, a disc on the tile track, that player immediately takes that disc and puts it in front of them.
  - The discs will be used in the final round, just prior to scoring.

Final Round

- As soon as any player reaches the 12th tile on any row of the tile track, their turn immediately ends, and the final round begins. No dice are used in the final round.
- First, discard all discs remaining on the tile track rows. Be **careful** not to mix the discarded discs with the discs you have received during the game.
- Second, **every** player on their turn uses all of their discs (that they are able to) to move up the rows of the tile track. Do this one at a time, continuing with the current player order (start with the player whose turn is next and end with the player who reached the 12th tile).
- Discs can be used in two ways:
  - **Option 1:** For **each** disc, a player may move up **1 tile** in that disc's color row of the tile track up to the 12th tile.
  - **Option 2:** You can mix paints. A player may **add 2** discs to form a new color and move up **1 tile** in that color's row of the tile track for every 2 discs they have equaling that color. Colors that can be combined:
    - White + Red = Pink
    - Blue + Yellow = Green
    - Yellow + Red = Orange
    - Red + Blue = Purple

    Example: if you have 1 red disc and 3 blue discs, you can choose to move up 1 red tile and 3 blue tiles **or** combine 1 of your blue discs with your 1 red disc to move up 1 purple tile, and with your leftover 2 blue discs you can move up 2 blue tiles.
- Other combinations of colored discs **cannot** be added together.
- You **may** use both Option 1 and Option 2, as long as you are using **different** discs to do so. No disc can be used more than once.
- Once a player reaches the 12th tile in a row, they **must** stop moving up that row. The highest number a person can score for a color is 12.
  - Since cubes can't share spaces, if your cube is supposed to land on the 12th tile, but someone else's cube is already there, you **must** take the next highest available number instead.
  - Because you have to stop at the 12th tile, you might end up with leftover discs that you cannot use. These discs aren't worth anything. After your turn, discard your used and unused discs.

Final Scoring

- Once the final round is complete, each player **must** find the sum of their painted tiles. Do this by adding together the corresponding tile numbers for **each** of your player cubes on the tile track.
- Then each player **must** find which of their cubes is on the **lowest** numbered tile, and each player multiplies that number by the sum they just calculated. The result is their final score.
  - **Example:** if you have a player cube on the 12th tile of the green track, the 10th tile of the yellow track, the 3rd tile on the blue track, and the 3rd tile of the orange track, you would add 12 + 10 + 3 + 3 = 28. Then you would multiply 28 by 3 since 28 was the sum and the 3rd tile was the lowest position where you had a player cube. Your final score in this scenario would be 84.
- Cubes that aren't added to the tile track rows **don't** count against players, so the **lowest** that a player could multiply their sum by is 1 (if they had a player cube on the first tile of a row).
- Whichever player has the highest score is the winner. If there is a tie, all tied players share victory.

DEADLY SERIOUS GAMES

A Game by Nick Meyer



Escape from a Horrible Fate

https://www.deadlyseriousgames.com

Seven Screams Seven Trials

You sold your soul for wealth, prestige and power. Now you must pay the Devil his due. As you fall into the jaws of Hell, the Devil gives you one last opportunity. Of the miserable souls descending into eternal agony, one of you shall be spared. However you must outwit your opponents in a contest of Seven Trials. Take away your opponents Hope and obliterate their lives. With that victory, you will be given another chance to live.

Components:
Rule Page and Reference Tables
Player Board Page
2 Six Sided Dice (Red and White)
Hope Tokens 6 each of all colors
Life Tokens 7 each of all colors
Meeples 4 each of all colors

Player Count 1 - 4

In a 1 player game your opponent will be a Demon (a simulated opponent, partially run by die rolls and the game state).
Optionally, the Demon (simulated opponent) can be in player counts 2 - 5 for added challenge.

Setup

Open the Community Anthology Book to the pages for this game.

Solo Play (1 player)- "Struggle Against a Demon":

- Select a player color and collect the 6 Hope Tokens, 7 Life Tokens, and 4 Meeples of that color and place them near you.
- Select a color for the Demon (simulated opponent) and collect the 6 Hope Tokens, 7 Life Tokens, and 4 Meeples setting them in a location that is easy to access. (Tradition holds the Demon as red or white)
- Take the White and Red 6-sided dice and set them near you.

Multi-Player (2-3 players) - "A Demon in Your Midst":

- Select a color for the Demon player, and collect the tokens and die as outlined in "Solo Play".

Multi-Player (2-4 players) - "Vie Against the Cursed":

- Have each player select a color and collect the 6 Hope Tokens and 7 Life Tokens of that color and place them within reach of that player.

Game Description:

You are descending into Hell. The Devil proposes a contest where all doomed souls (the Players) undergo Seven Trials where they bid Hope tokens to gain the benefits of winning the Trial and preserve their Life tokens. (See also - "Solo and Demon Rules on the next page)

- You start with 6 Hope tokens, 7 Life tokens and 4 Meeples of the same color.
- Hope is used for bidding in order to gain advantages as listed in "The Victor" section on the Trial. Hope is the currency. (See "Advancing Play")
- Life tokens are your strength and ability to carry on.
- If you have no Life tokens, you cannot advance to the next Trial and you are out of the game. Losing all your Life, means you lose the game.
- Without succeeding in the Trials, you will not have enough Life tokens to win the game, so bid wisely.

Bidding:

- Bidding is done in a round-robin manner starting with the first randomly* selected player, then clockwise from that player.
- The "first player" rotates every bidding Trial to the next player in a clockwise fashion.
- To bid, you place 1 or more Hope tokens on the Trial for that turn, representing your bid.
- Each player bids their chosen amount of Hope tokens to win the Trial. You can opt out on bidding for any Trial by passing. Note that once bid, Hope will not return to your supply.
- After each player has an opportunity to bid (or pass) then the first player can add to their bid or chose to pass. This opportunity to add to their first bid goes around to all the players except for those that passed on the first round. Nobody can bid or add to their bid once they pass.
- The second round of bidding is the final opportunity to add to bids for that Trial.
- Once second bidding round is done, the highest bidder wins and can, at their choice, exercise the benefits of winning the Trial. The winner places a meeple on the Trial, for later scorekeeping. Note: The winner can target themselves as the victim.
- All losers of the bidding suffer the effects of losing the Trial.
- All Hope tokens used as part of the bidding are lost (for winners and losers), unless the winner benefits allow some change to this rule.
- Players can never gain or lose more than the number of actual tokens

Note: If there is a tie in bidding, then nobody wins the Trial. This fact can be used to your advantage.

*Random Selection: Each player rolls a die, the highest roll goes first, or use your favorite random selection method.

Advancing Play

- Players start the game on Trial 1.
- Once the Bidding is completed and the effects of the Trial are applied, the surviving players advance to the next Trial. Effects are applied left to right. (For Bidding, see next section below)
- Trial 4 On this Trial, the Devil intervenes - After all Players have passed and the Demon has played and all effects are applied, a 6 sided die is rolled and the effects shown on the Trial 4 table are applied.
- If a player loses all their Life tokens (cubes), they lose the game.

Winning

The winning Player completes all 7 of the Trials and has at least one Life token in reserve.

Ties:

- If there is a tie, the player with the highest number of Life tokens remaining, wins.
- If there is still a tie, the player with the highest number of Hope tokens remaining, wins.
- If there is still a tie, the player who won the most Trials wins. (Check by counting the Meeples)
- If there is still a tie, the Devil feels kindhearted, and lets all tied Players win.

Scan QR for more information

https://www.deadlyseriousgames.com



Deadly Serious Games

Apply Effects in Left to Right order after determining the winner of the Trial.

Trial	Those that Lose, Effects	The Victor Effects	The Demon Effects (Solo - Multi)
1	Forfeit 1 Life & Advance	Attack; Victor selects a victim to lose 1 additional Life	Player with highest hope loses 1 Hope
2	Forfeit 1 Life & Advance	Preservation; No loss of Life for the victor	Player with highest hope loses 1 Hope
3	Forfeit 1 Life & Advance	Regain Hope; victor reclaims 1 lost Hope	Demon does not lose Life token
4	Forfeit 1 Life & Advance	Attack; Victor selects a victim to lose 1 additional Life Preservation; No loss of Life for the victor	Player with highest hope loses 1 Hope
5	Forfeit 1 Life & Advance	Demoralize; Victor selects a victim to lose 1 Hope	Player with highest hope loses 1 Hope. Demon does not lose Life token
6	Forfeit 1 Life & Advance	Reclaim Power; victor selects 1 victim to lose 1 Hope. Victor does not lose Life, regains lost Life	Player with highest hope loses 1 Hope
7	Forfeit 1 Life & Advance	Feed; victor does not lose Life, reclaims 1 lost Life	No Demon Action

Some Advice from the Devil; You can choose to be the victim

Trial 4; The Devil Intervenes	
Die	Effect - Apply to player with lowest Life count
1	Gain 1 Hope
2	Lose 2 Hope
3	Gain 2 Hope
4	Gain 1 Hope, 1 Life
5	Gain 1 Life
6	Gain 2 Lives



Solo and Demon Rules/Effects (for player count 1 - 3)

The Demon is an opponent simulator for Solo play and offers unique challenges and balancing elements in Multi-Player play.

- The Demon always is played last. The players will not see the bid of the Demon until all players have passed. To play the Demon;
  - Roll the White and Red dice and reference the Demon Bidding table.
  - Apply the effects to the roll indicating the Demon's bid choice
  - If the Demon wins the bid - apply the Demon Effects and the Demon's Meeple to the Trial indicating the win.
  - If the Demon loses, the bid - they lose Hope and Life like any player.
  - If a Demon loses all Hope or all Life, they are removed from play.

Demon Bidding		
White Die Value	Red Die Value	Effect
1 - 3	ignore	Demon does not Bid
4 - 6	1 - 3	Demon Bids 1 less Hope than highest Bidder
	4 - 5	Demon Bids 1 more Hope than highest Bidder
	6	Demon Bids same as highest Bidder

PG 117



SISYPHUS

By Chris Williams



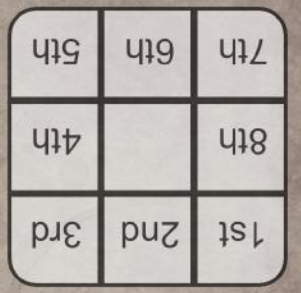

2-4 Players


30-45 Mins


Ages 13+

ALRIGHT GAMES





COMPONENTS NEEDED

- 8 Dice (2 of each color)
- 32 Cubes (8 of each color)
- 8 Meeples (2 of each color)
- 4 Discs (1 of each color)
- 2 Game Pages

NEW GAME SETUP

1) Lay the game pages flat and have each player sit near one of the small grids, taking the meeples and the disc that matches their grid color.
2) Players must place one of their meeples on the 20 space of the score track and their disc on the 0 space of the score track.
Points are tracked using both the meeple and the disc. For example, if a player has their meeple on the 10 space and their disc on the 7 space, it represents 17 points.
3) If playing with only 2 players, place one of the unused meeples on the 2nd space of the finished track. Do not move this meeple for the rest of the game.

ROUND SETUP

4) Roll all of the dice and randomly place them into the large center grid so that each space, except for the center space, has a die.
5) All players must then simultaneously take all of their cubes (2 of each color) into their hands and randomly drop one out at a time, placing it on their grid. The first cube must be placed on the 1st space, the second cube on the 2nd space, and so on until all 8 cubes have been placed.
6) If a player would like to make moving their cubes easier, they may choose to instead place their first cube onto the lock space and then will only fill spaces 1st-7th. Any player that locks a cube must immediately lose 3 points. If they do not have at least 3 points to lose, they may lock a cube without losing points.
7) As soon as a player has finished placing their cubes they may immediately start moving them.



OBJECTIVE

If at the end of a round any player has at least 100 points, the player with the most points wins! If there is a tie, they share the victory.

GAMEPLAY

Each round, players will move their cubes around their grid in an attempt to match the positions of the dice that are on the large center grid. Players do not have to match all of the dice on the grid. There is no turn order and players will have to quickly move their cubes; however, they may only ever move one cube at a time. As soon as a player wishes to stop moving, they may place their extra meeple onto the finished track.

MOVING

You may move one cube at a time by choosing one that is adjacent to the empty space in your grid and sliding it into that empty space. Your cubes may not be moved off of your grid. If you chose to place a cube onto your locked space, that cube may not be moved during this round.

In this example, the player could choose to move either the blue, white, or red cube into the empty space.



FINISHED MOVING

At any time a player may choose to finish moving and immediately place their extra meeple onto the finished track on the lowest empty space starting with 1st. Once finished, they may not touch their cubes for the rest of the round. If they are the first person to finish for that round, they must immediately start counting down from 30 seconds. Once they have finished counting down, all players must immediately stop moving their cubes. Any player who had not yet placed their meeple must place it on the 4th space of the finished track regardless of any other empty spaces before it.



1st
-0 Pts

2nd
-3 Pts

3rd
-6 Pts

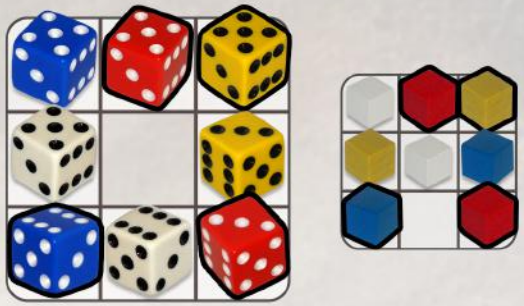
4th
-10 Pts

90	9
80	8
70	7
60	6
50	5
40	4
30	3
20	2
10	1
00	0

END OF ROUND

Once the first player to finish has stopped counting down and players have placed their meeples, they must each immediately lose points equal to what is shown on their finished track space. Players may not go below 0 points and may ignore any additional lost points. Then reroll all dice that have a value of 1 and return them to their space. Continue to reroll them until they do not roll a 1.

Each player then scores points by comparing their personal grid to the center grid. For each cube in the same position as a matching color die, gain points equal to the value of that die.



In this example, the cubes that match the position of the dice are outlined. This player has earned 19 points!

If this results in at least one player having at least 100 points, the player with the most points wins! If there is a tie, they share the victory. If there is no winner, repeat steps 4-7 in the round setup to begin a new round.

1st	2nd	3rd
8th		4th
7th	6th	5th

-3 Pts

-3 Pts

1st	2nd	3rd
8th		4th
7th	6th	5th

Game design and graphic design by Chris Williams. Icons by Delapouite via Game-Icons.net.
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SPACE SOUP

by Esa Seuranen

You are a space amoeba. Gain energy and evolve to be the dominant slime of the galaxy!

2-4
20m
8+

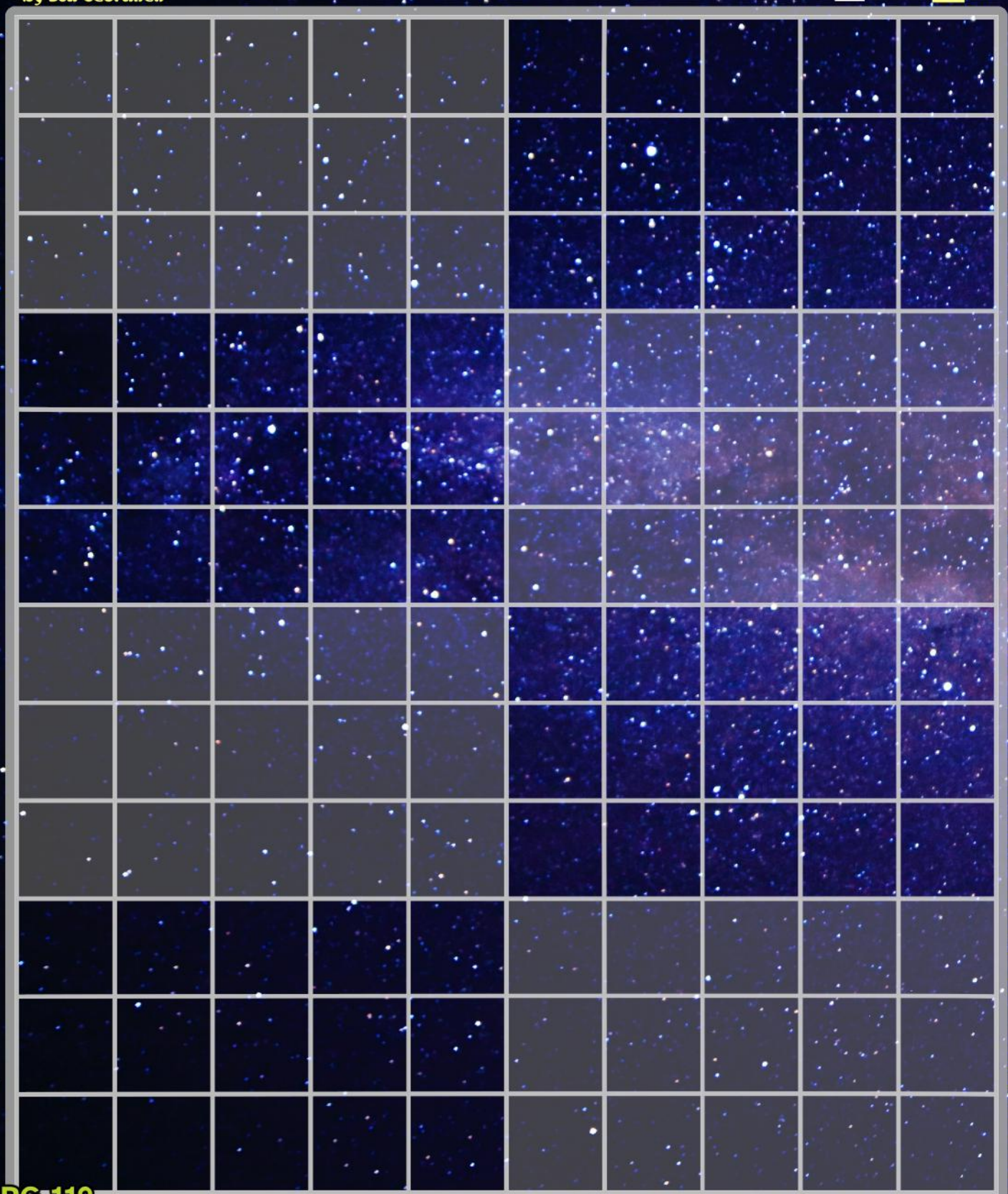


Image by Miriam Espacio - https://www.pexels.com/photo/sky-space-milky-way-stars-110854/

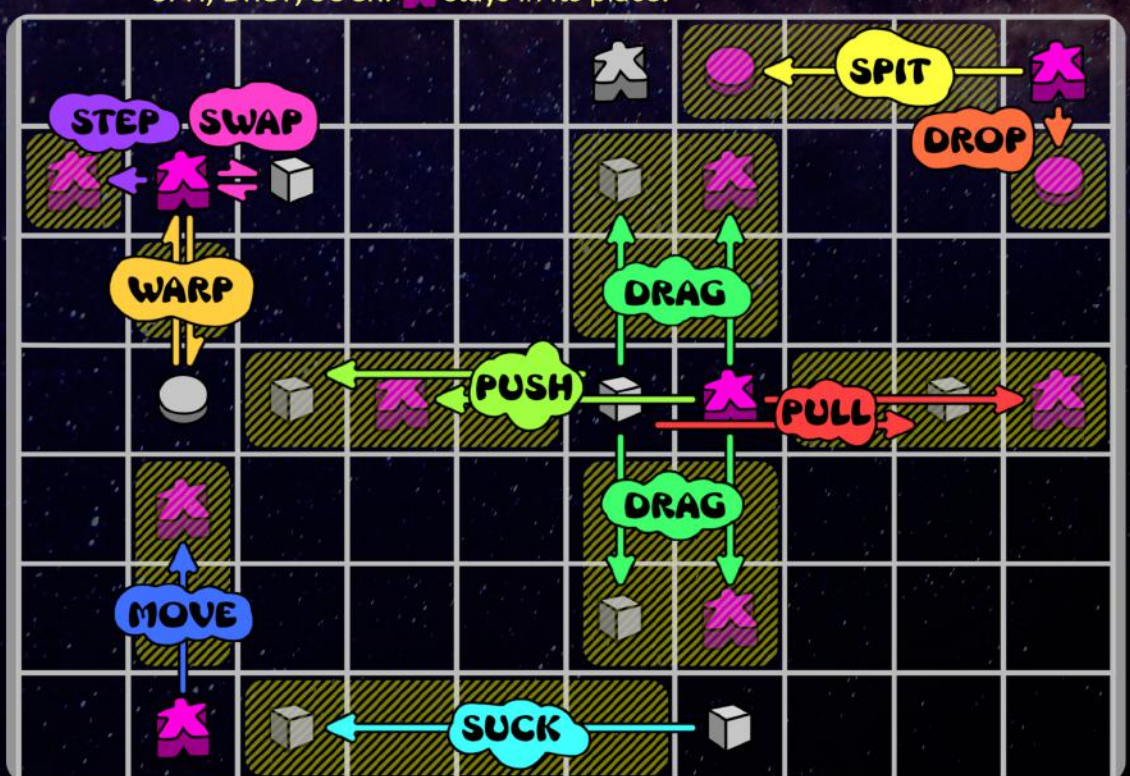
ABOUT THE RULES
The pink color is used to refer player's own components.
The gray color is used to refer any player's components.
The exception: ⬢ never refers to player's own ⬢.

WINNER / THE END
The first player to remove all ⬢ wins immediately.

SETUP
1. The player who most recently ate soup is the starting player.
2. Place all ⬢ and ⬢ (32 in total) to the Grid so that there is at most one of each color in each 5x3 quadrant, column and row.
3. Players take 6x ●, 4x ★, and 2x ⚄ of their chosen color.
4. Roll ⚄. If you rolled the same value twice, then flip the other die to its opposite side. Place the dice next to the corresponding Actions.

GAME PLAY
Players take turns in clock wise order beginning from the starting player.
THE FIRST TURN: Remove one ⬢ and place one ★ at its place.
THE LATER TURNS - Choose one:
- Do one Action and mark it with ★. You may choose from the two common Actions or from the two Actions next to your ⚄.
  If three of your ★ are already used for marking Actions (i.e., this is your fourth action without passing), then reclaim them instead.
- Pass and reclaim your ★ used for marking Actions.

DOING ACTION
SPIT, MOVE, PUSH, PULL, DRAG, WARP, SUCK: Slide the component(s) until there is something else than ⬢ in the way.
SWAP, STEP, DROP: These affect an addjacent square.
ALL (but SWAP): When something moves to or through ⬢, remove it (e.g., the striped areas in the diagrams below).
PUSH, PULL, DRAG: Slide ★ with and only with ⬢, ●, or ★.
SPIT, DROP: These are the only way to add ● to the Grid.
SWAP, WARP: Exchange ★ places with ⬢, ●, or ★.
SPIT, DROP, SUCK: ★ stays in its place.



COMMON

ACTIONS

SPIT / DROP

SWAP / STEP

MOVE

PUSH

PULL

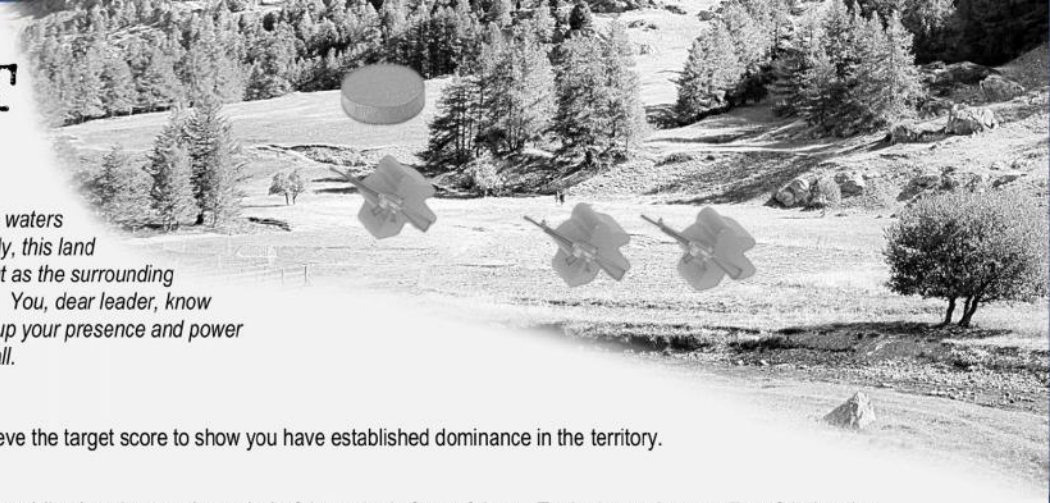
DRAG

WARP

SUCK

STATECRAFT

2-4 players | 30 min. | Age 12+



Since the beginning of time, your nation has fished the waters and harvested the lands across the strait. Until recently, this land has been peaceful. Lately, skirmishes have broken out as the surrounding nations try to claim a piece of this land for themselves. You, dear leader, know that this land is rightfully yours and must quickly build up your presence and power in the region and claim it for your nation once and for all.

OBJECT

Use soft and hard political power to be the first to achieve the target score to show you have established dominance in the territory.

SETUP

Each player chooses a color and places all the dice, forts (*discs*) and troops (*meeples*) of that color in front of them. Each player places a disc of their color onto each of the '1' circles of the **Soft Power Action Board**. Each player places 1 troop of their color onto the **Base** of the same color on the map. Give each player 1 of each color resource (*cube*) and put 1 of each color resource onto the map at the corresponding locations with the cube symbols. Each player rolls a die; highest roll goes first. Reroll any ties for highest roll.

ON YOUR TURN

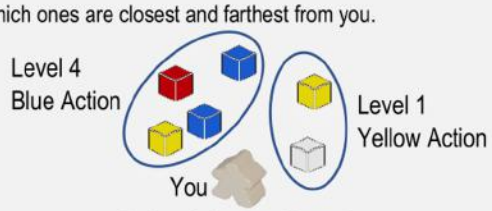
Each player's turn consists of 3 steps: Roll Resources, Use Actions and Buy Soft Power Upgrades. Play then passes to the left.

Roll Resources

Take all your resources and roll them in front of you. Try to get enough of a spread so you can tell which ones are closest and farthest from you.

Use Actions

To use an action, discard a resource matching the color of the action you would like to take and a number of resources between you and the resource chosen equal to the action level on the **Soft Power Action Board**. You may choose any action up to and including the level your disc is on for that color action. You may choose to forego any actions on your turn and choose one of the 0 cost actions instead, but your turn will end immediately after taking that action. When you collect resources add them to your discarded resources until your next turn.



Action Selection Example

SOFT POWER ACTION BOARD

0 Swap 1 resource in front of you for any 1 from the supply -or- if you have fewer than 4 resources in front of you, add 1 random resource from the supply to the resources in front of you.

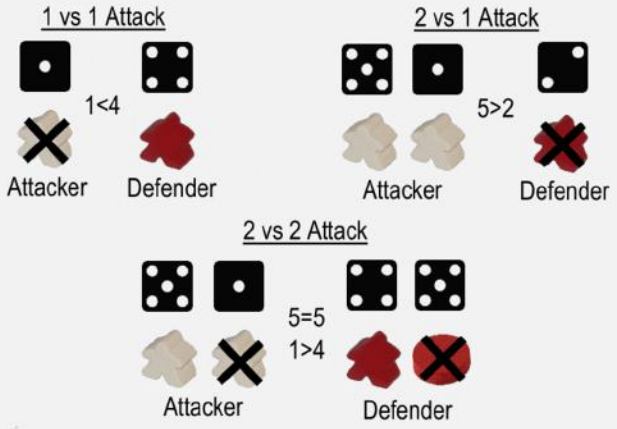
1 Add 1 random resource to an empty location adjacent to your troop.	**1** Move 1 of your troops to an adjacent location.	**1** Collect 1 resource from a location with your troop.	**1** Reroll all remaining resources.
2 Add 1 random resource to a location with your troop.	**2** Add 1 troop to a location with one of your troops.	**2** Collect 1 resource from a location adjacent to your troop.	**2** Attack in 1 location where you have a troop.
3 Add 1 random resource to all empty adjacent locations to 1 of your troops.	**3** May move all your troops to an adjacent location.	**3** Collect 1 resource from all locations with your troops.	**3** Swap 1 resource in front of you for 1 in front of another player.
4 Add 1 resource of your choice to all locations with your troops.	**4** Add a fort to a location with one of your troops.	**4** Collect 1 resource from all locations adjacent to your troops.	**4** Take 2 resources from in front of another player.
5 Move 1 resource from the supply to your points reserve.	**5** Remove 1 of your troops from a **Base**. Add 1 resource of that base's color from the supply to your points reserve.	**5** Move 1 resource from in front of you to your points reserve.	**5** May attack in all locations where you have a troop.

Attacks

When attacking another player, you must have 1 or more of your troops on a location containing 1 or more of the other player's pieces. Troops and forts can defend, but only troops may attack. If multiple player's pieces are in a location you would like to attack, you must choose 1 player per action to attack.

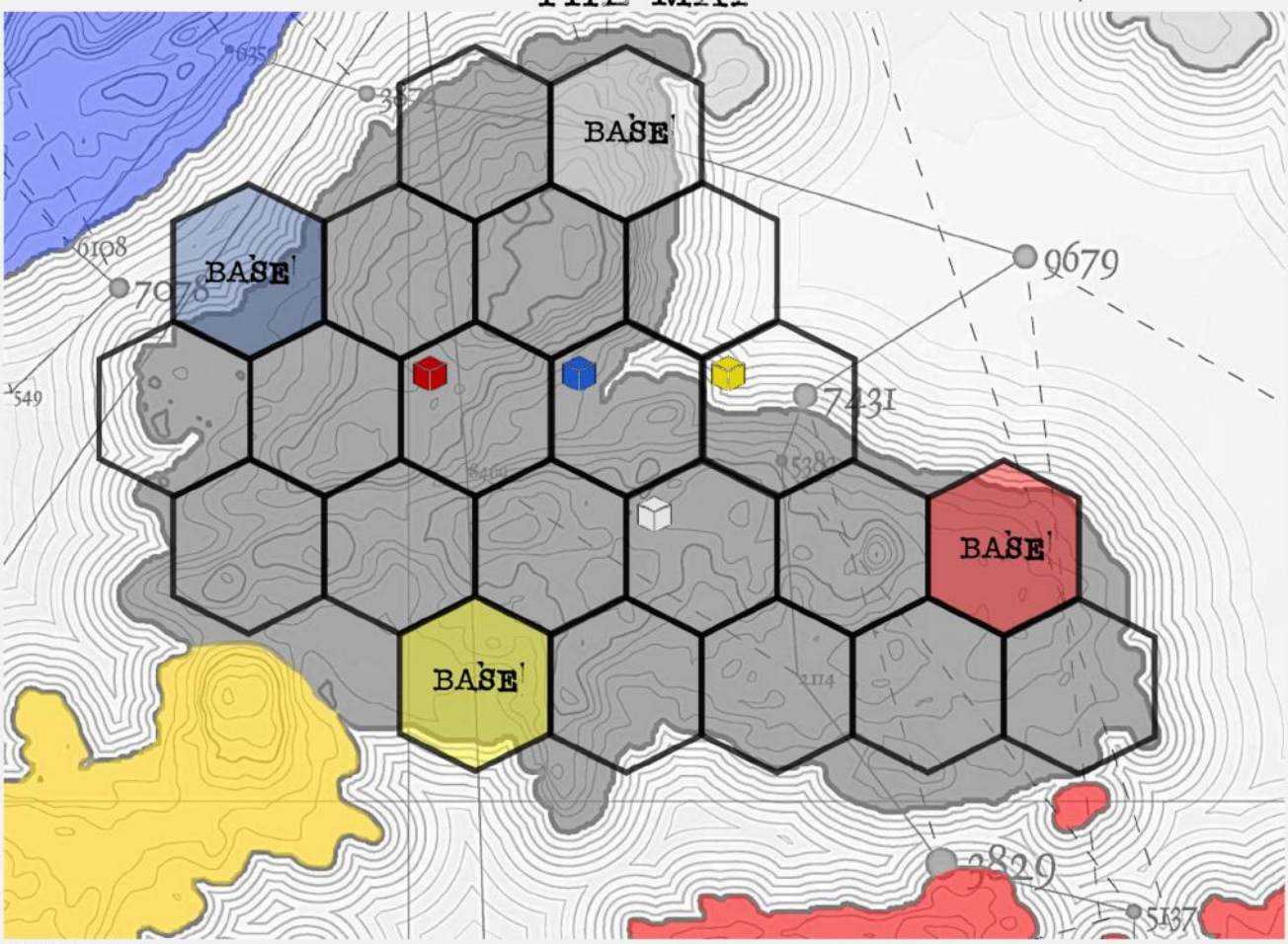
To resolve an attack, roll a number of dice equal to the number of troops you are attacking with (max 2) and the other player rolls a number of dice equal to the number of pieces they are defending with (max 2). The player who rolls higher causes 1 piece to be removed by the player who rolled lower per higher die roll. Ties are won by the attacker.

If a player ever loses all their piece from the map, that player immediately places 1 of their troops on an empty location closest to their Base (it can be their Base if empty) and collects random resources until they have 4 resources if they have fewer than 4 resources or discards resources to the supply until they have 4 remaining if they have more than 4 resources.



Attack Examples

THE MAP



Buy Soft Power Upgrades

After you are done with your actions for the turn, you may buy soft power upgrades by returning to the supply a number of resources matching the color and number of the next higher disc slot on the **Soft Power Action Board** for the upgrade you'd like to purchase. You may not skip a level. You may make multiple purchases on your turn. If you chose to use a 0 cost action this turn, skip the Buy Soft Power Upgrades step.

END OF TURN

If there are fewer than 4 resources in the supply, each player must discard a resource to the supply. The player to your left is now the active player.

END OF GAME

The game ends when a player's combined total of Soft Power Action Board levels, troops and forts on the map and resources in their points reserve are at or over the target score based on the number of players. For a **2-player** game, the goal is **18 points**. For a **3-player** game, the goal is **16 points**. For a **4-player** game, the goal is **14 points**.

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SPORKTOPIA

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PG 123

Steeple People

A Luke Clevenger game

30-60 Minutes

4 Players

Steeple People is a 4 player game where you play as a religion, using your four Steeple People to convert as many church visitors as possible.

Setup

1. Separate out all of the pieces into each color, give each player all of one color (Red, Blue, Yellow, & White).
2. Place 1 cube of each color on the start space.
   This will track the number of visitors you convert.
3. Place the remaining 7 cubes near each player.
   These are the "Tithe" cubes, each player starts with zero tithe cubes in their possession.

Components

Steeple People x4

Tithes x7

Dice x2

Church Visitors x6

Follower Tracker x1

How To Win

The first religion to convert 50 people, wins!

Game Play

This game is broken up into 3 Phases (Visitors, Steeple People, & Resolution), which repeats until a player has converted 50 visitors.

Visitors

Each player rolls one dice. Place that many discs into your color church. The discs represent visitors attending your church.

Steeple People

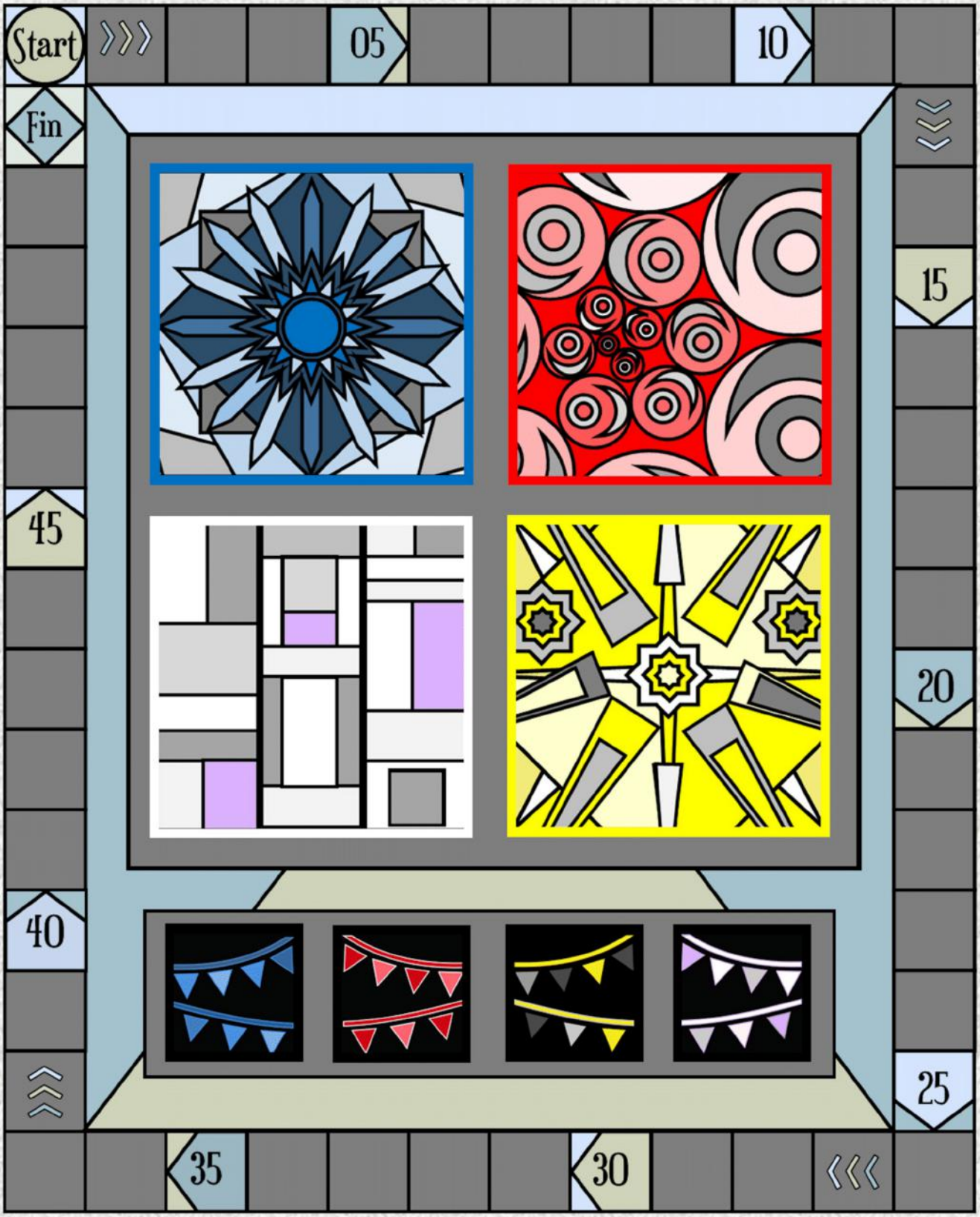
The player **LEFT** of the person with the fewest converts goes first. *(If it is the first round, Roll 1 dice, the person with the highest roll goes first).*

- Going clockwise, each player places a Steeple Person (meeple) into *any* of the 4 churches, or into a Special Event space.
- You cannot place more than 2 of your Steeple People into any church (including your own). *There can up to 8 Steeple People in one church, but it would be 2 of each color.*
- **Special Event:** If you place a Steeple Person in a Special Event space, the number of visitors in that church changes immediately to 6 visitors.
  Red rolled 2 in the visitor phase, and placed 2 visitors into the red church. Placing a Steeple Person into the Red Special Event space, changes the number of visitors from 2 to 6.
  There cannot be more than 1 Steeple Person in each religion's special event space.
- Placing Steeple People continues until every player has placed all four of their Steeple People.

Resolution

Each Church now has a mix of Steeple People from different religions in them. The Resolution phase happens one church at a time, starting with the player with the most current converts, continuing clockwise.

- **Roll:** For each Steeple Person in a church, that many dice are rolled. *The Blue Church has 2 Blue Steeple People, 1 Red Steeple Person and 1 White Steeple Person in it. The Blue Player rolls 2 Blue Dice, 1 Red Dice and 1 White Dice.*
- The lowest dice is removed. The dice are then rerolled until only 1 color remains. *If the Red Dice was the lowest roll, it is removed and the Blue Player rolls again, this time with only the 2 Blue Dice and the 1 White Dice.*
- Rolling is repeated for each church, until there is only a single religion (color) remaining in each church square.
- **Ties:** If there is a tie, and one of the colors is the church being rolled for, they are considered to have an advantage and automatically win ties. *If the tie is between religions <u>not</u> in their church, <u>just those dice are rerolled to break the tie.</u>*
- **Tithe:** If anyone rolls a one during the Resolution Phase. The player whose dice it belongs to receives one tithe cube *(The Blue Dice rolls a one, the Blue Player receives the tithe, regardless of which player rolled the dice and regardless of which church the dice is being rolled for).* Tithe cubes can be spent during the resolution phase to reroll one dice. **You are not allowed to reroll any "1" dice rolls.**
- **Scoring:** Regardless of the church color, the remaining Steeple People convert the visitors in the church & move their tracker that many spaces. Return the discs to each player and start the next round. *The Red Religion had the final Steeple People remaining in the Red Church and the Blue Church. The Red Church had 5 visitors and the Blue Church had 3 visitors, so the Red Religion moves their Conversion tracker up 8 spaces.*


Start
05
10
Fin
15
45
20
40
25
35
30

PG 125

STRANDED

1-4 players | 30 min. | Age 12+

The storm was unreal. You managed to snag some drift driftwood and hang on through the night as your boat sank to the bottom of the ocean. As day breaks you see an island in the distance and swim as hard as you can to its sandy beaches and safety. Land! You give the beach a kiss and as you lay down in the sun it suddenly dawns on you, you have no idea where you are or how to get off this island. You're stranded.

OBJECT

Signal a passing plane or boat and get off the island or embrace permanent island life by surviving 12 turns without allowing your health to drop below 2.

SETUP

Choose a color and take the 4 meeples that match that color and place one on any space on the island map that borders the outer edge of the map. Shuffle all the discs in your hands and then place one randomly on each unoccupied space on the island map. Remove 4 random disc from the game for 1-player. Place a cube of your color on 5 (4 for 1-player) on the health track and 4 on the stamina track. Shuffle one of each colored cube in your hands and place one randomly on 1 on the turn track. Remove from the game 2 cubes of each color not being used by a player in this game. If playing with more than one player, roll a die, highest roll goes first.

HEALTH	1	2	3	4	5	6	7

STAMINA	0	1	2	3	4	5	6

			11	9	11						
TURN	1	2	3	4	5	6	7	8	9	10	11	12
						12	10	10	12	14		

ON YOUR TURN

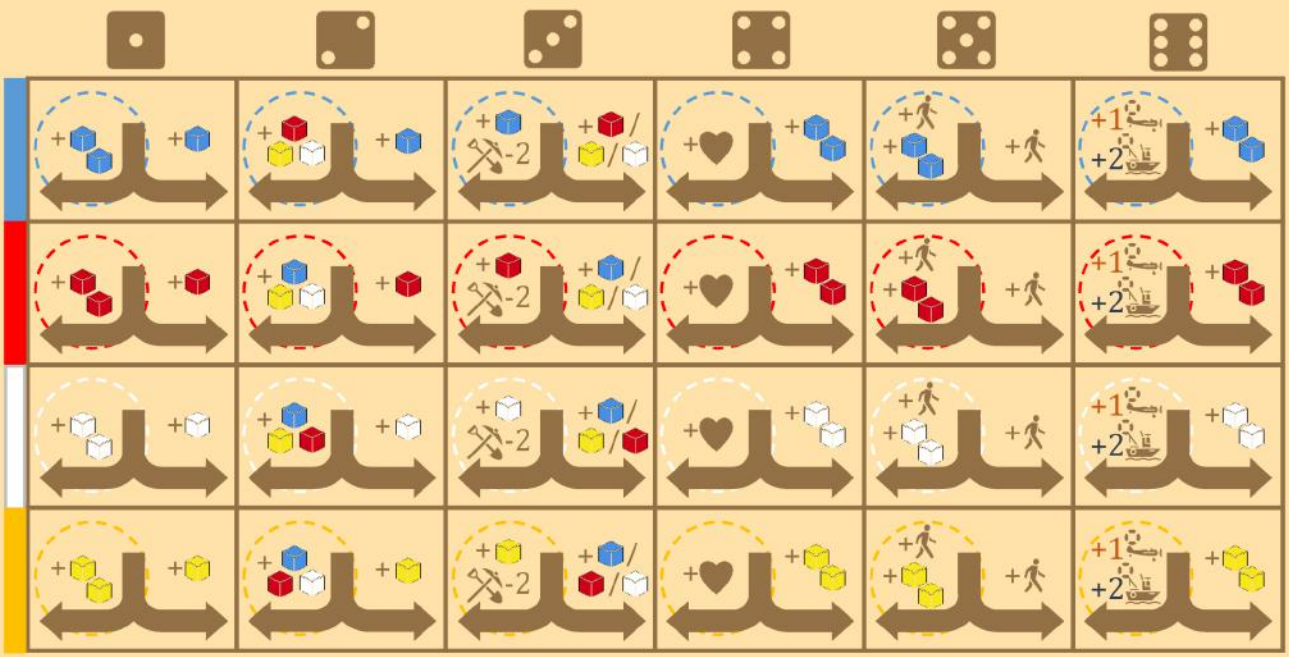
Take actions on your turn to collect resources and move around the island. When you take an action, pay its stamina cost by moving your cube lower on the stamina track a number equal to the stamina used. Each player will use as much stamina as they would like before play passes to the left. You may choose not to spend all of your stamina but may never go below 0.

Move & Carry (cost 1 stamina, plus 1 per resource cube carried)

To move, place your meeple on any adjacent space on the island. You may not move across mountains. If you have resource cubes on the same space you are located, you may carry them with you, but must pay 1 stamina per resource cube.

If the space you move onto contains a colored disc, this is a location with resources that you can find. If you choose to look for resources, roll a die of the matching color, check the Resource Chart below and either claim the benefits listed on the arrow to the right and place the disc back into the supply or choose the benefits listed to the left and place the disc onto the dashed circle indicating that this resource is no longer available. If you roll a number that is no longer available, re-roll until you get a number that is available. You may choose to not look for resources, but if you choose to look, you must roll and collect. Place all collected resource on your current space. Rescue roll bonuses must be used on the turn they are acquired and give +1 to rolls for a plane rescue and +2 to a boat rescue. Build discounts must be used on the space they are acquired and allow you to ignore 2 resources required in the item cost.

RESOURCE CHART



Exchange (cost 0 stamina)
You may pay 5 resources to the supply to gain +1 health or pay 3 resources to the supply to gain +1 stamina.

Build (cost 1 stamina)
Pay to the supply from your current space the resources indicated in the Item Chart to build an item and get its benefits. To show that you have built an item, place a meeple of you color onto the item. You can build up to 3 items and may not build duplicates of items. You may build an item another player builds. Items built only give **you** the benefit and not all players. If you wish to build an item but run out of meeples, you may remove a meeple from a previously built item to build the new item. The item effect is permanent so long as you have a meeple on the item.

ITEM CHART

SHOVEL	SPEAR	AXE	BASKET	SHELTER	FIRE	BED	KETTLE	SHOES	SATCHEL
+1 when gaining	+1 when gaining	+1 when gaining	+1 when gaining	End of turn: choose 1 space, lose no resources	+1 to rescue roll for and	+1 stamina gained at end of turn	Exchange 4 resources for +1 health	Exchange 2 resources for +1 stamina	Carry 2 resources per stamina spent



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SPORKTOPIA

Artwork for this game sourced from http://www.game-icons.net/ "Pirate treasure map in brown tones Free Vector" by freepik is licensed under CC BY 2.0

END OF TURN

Once everybody has had a turn to do as many actions as they would like, do the following steps:

1. Each player may roll a die for rescue. Add the value of the die to any matching bonuses for the method of rescue. If the value meets or exceeds the rescue value for the turn you are rescued and can leave the island (do not take any more turns).
2. Randomly remove ½ (round up) of all resources where no meeple is located.
3. Shuffle the supply of discs and randomly place 1 on each empty space. If there is a shortage of discs, place them randomly on the spaces numbered from low to high.
4. Reduce your health by 1. Increase your stamina by 4.
5. Advance the cube on the turn tracker.
6. First player passes to the left.

END OF GAME

If a player is rescued or completes 12 turns with their health never falling under 2, they win. If a player falls below 2 health at any time and fails to be rescued by the end of turn 10, they lose. Lay your meeple flat if you fall below 2 health as a reminder. If a player's health ever reaches 0 they lose immediately.

VARIANT To play the Palm Curse variant, add a win condition for placing exactly 1 of each resource (per person) on the 4 palm trees. This is a team win.

PG 127

Streetlights

After school, the fun and adventure begin, but be home when the Streetlights come on! Journey through the neighborhood to claim adventure and collect cool objects, for bragging rights at school tomorrow.

Set-Up: Each player chooses a color and takes the two dice, 4 meeples, and six disks in their color choice. All players get three cubes (game currency).



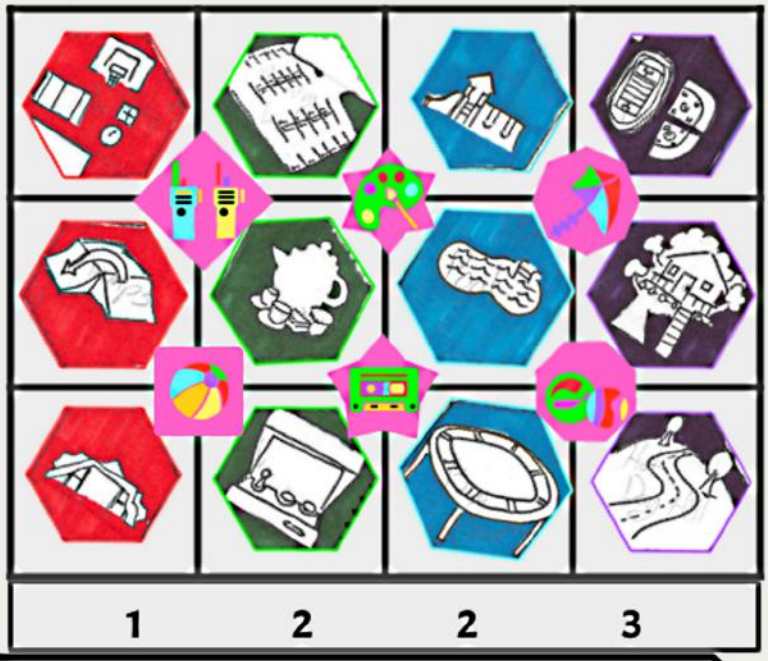
Each player places one meeple in one of the four spots in the middle of the map .

All players roll their two dice and the highest roll determines the first player. First player places a meeple of their color on the 3:00 spot on the board, followed by the person to their left placing at the 3:20, and so on, until each player has a meeple on a time representing when they will be first player for the round.

How-To-Play

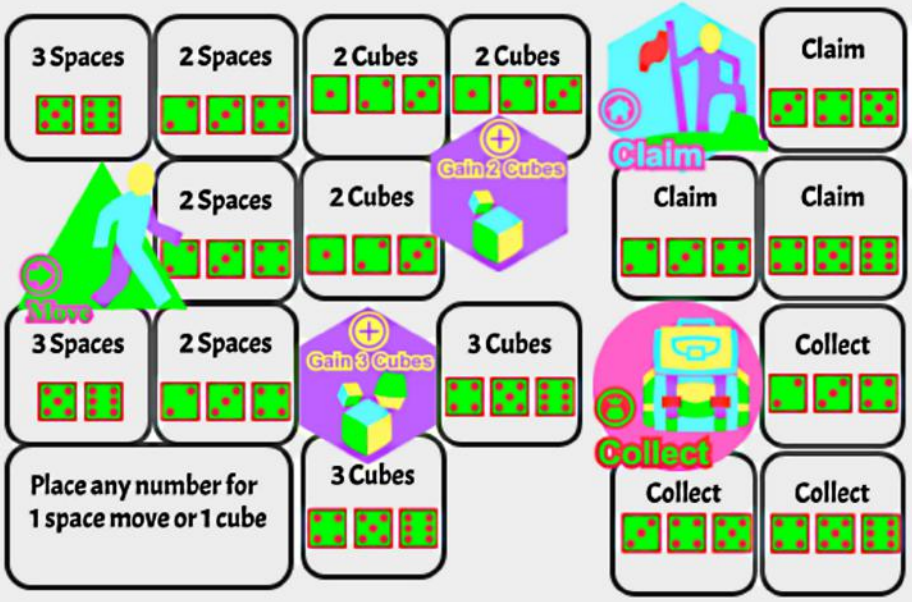
1. All players roll their two dice to start the round.
2. In clockwise order, starting with the rounds first player, each player may place one dice onto the Action Selection Options located below. Players resolve their selected action, then any action triggered by movement on the game board. (A) Move allows your meeple to move up to that number of spots along a road. (B) Gain Cubes gives you cubes. (C) Claim allows you to spend 3 cubes to place a disk on the Scoring Grid Adventure Space on the rules page that is the same as the Adventure Space your game board meeple is on. (D) Collect allows you to spend 2 cubes to place a disk onto one of the Objects in Pink ton the scoring Grid hat is next to the Adventure Space your game board meepe is on. (E) Move & Claim or Move & Collect options may be used in the order of the players choice. Costs for claim and collect remain the same. *All players may claim* the same adventure spaces, but each object can *only be collected once.*
3. Players choose and resolve Action Selection Options, in order, until all dice are played. Gain Cube, Swap, and Re-Roll are not Adventure Spaces. Gain Cubes functions like the action. Swap and Re-Roll are described below.
4. Once all dice have been placed, the round ends. Move the meeple on the current Time to the next Time, and start the next time Round. Play continues until round 7:00 is resolved.

Scoring: After the 7:00 round is resolved, points are calculated. For each adventure space claimed, players get 1 point. If they complete a color set they get the bonus point below the set. The more objects collected, the more points you get: 1 object =1 point, 2 objects= 3 points, 3 objects = 6 points, 4 objects = 10 points



1	2	2	3

Action Selection Options



Board Actions

Swap: take one programmed dice & swap it with another player's. Both players complete swapped actions.

Re Roll: remove one programmed die and roll it for an extra action.




Streetlights
Gain 3 Cubes
Gain 2 Cubes
ReRoll
Swap
5:00
4:40
4:20
5:20
4:00
5:40
3:40
6:00
3:20
6:20
3:00
6:40
7:00
Streetlights

You'll need: 1 each of: ⚀, ⚁, ● | 2 each of: ♟, ♟, ♟, ♟, | 6 each of: ● | 8 each of: ■, ■, □ | **3-4 Players** | **20 mins** | **Ages 10+**

$UMMER HU$TLE

PG 129

It's August, and summer is fading fast! After months of procrastination, American teens race through the neighborhood competing for odd jobs and trying to earn the most cash before school begins.

GAME SETUP

PREP THE NEIGHBORHOOD. Place the following 30 "jobs" on the dotted squares and circles on the map:

- 6 blue **pool cleaning** jobs (●)
- 8 red **babysitting** jobs (■)
- 8 yellow **dog walking** jobs (■)
- 8 white **car washing** jobs (□)

PLACE THE SUN (●) on the "MONDAY" space on the time track.

CHOOSE YOUR CHARACTERS. Beginning with the oldest player and moving clockwise, take turns placing 1 meeple (♟) next to a teen character below. Choose wisely—you'll earn more for some jobs (but say no to others) based on your character's talents. *Example: Alex earns $15 for babysitting* (15), *but doesn't wash cars* (□). After choosing, keep the matching meeple in front of you. You will use it to find jobs.

GAME PLAY

The game lasts 7 rounds (the last 7 days of summer). On your turn...

❶ **LOOK FOR A JOB**, in 1 of the following 3 ways:
(Note: on your first turn, you must "Knock on a random door.")

- **Knock on a random door.** Roll both dice to find the address of 1 house on the map. *Example:* ⚄+⚃ *is the house on Hurry Street with 2 babysitting jobs.* (Any 6 is wild—if you roll a 6, choose any number 1-5 for that die instead.) If there are jobs you can do at the address, you must stay. If there are no jobs you can do, you may "Walk next door."
- **Walk next door.** Use the sidewalk to move your meeple from its current location to a house next door, or move directly across the street. You may *not* move diagonally or through backyards.
- **Stay put**. Stay at the house where your meeple currently is.

❷ **ACCEPT A JOB.** Remove 1 job from the house you're at (if there is one that matches your abilities). Place it in front of you. BONUS JOBS: If while knocking on a random door, you rolled doubles, you "get a referral." Take an extra turn.

After each player has taken a turn, the first player moves the sun ahead 1 day to begin the next round.

SCORING

After 7 rounds, gather the jobs you have completed and sort them by color. Then use your character description to multiply your points and total your score.

Example: if you play Alex and end the game with ●●■■■□□, your score is calculated like this:

2 pools cleaned (●)	x 10	=	$ 20
0 cars washed (□)	x 0	=	$ 0
3 kids babysat (■)	x 15	=	$ 45
2 dogs walked (■)	x 10	=	$ 20
		TOTAL :	**$ 85**

WINNING

If you earned the most money, you win! How will you spend your hard-earned cash? New video games? Movie tickets? Or maybe you'll save for something bigger...

CHOOSE A CHARACTER



GABBY — Best babysitter on the block, and loves animals, too. Saving for a trip to South America next year.

-	-	10	25



MIA — Runs track, so running dogs is great practice. Can't swim (so no pool jobs). Saving for college.

-	10	15	10



RAJ — Swim team champ with a huge pool. Cleaning pools pays him top dollar. Saving for a motorcycle.

30	10	-	-



SID — Rock 'n' roll is life, but if the band's not practicing, he'll clean pools and cars to save for a new bass.

10	25	-	-



LANI — Hang at the pool, and get paid while she's there? Totally! Extra shopping money is always good.

20	10	10	-



REGGIE — Digs the outdoor jobs, especially washing cars. Saving for concert tickets and to fix up her VW van.

10	15	10	-



LUCAS — Great at washing cars, but will clean pools or watch kids, too. Allergic to dogs. Needs a new computer.

10	15	-	10



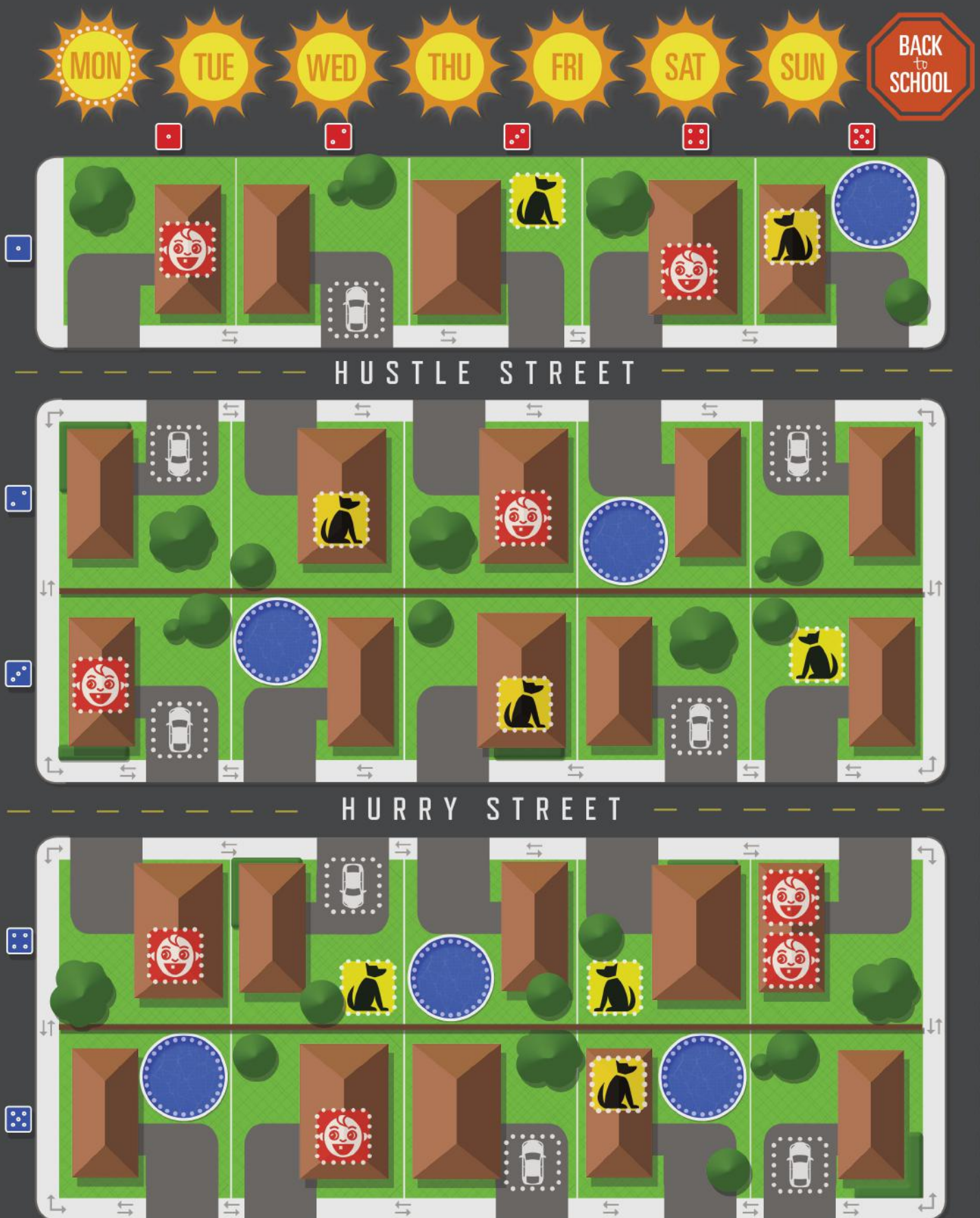
ALEX — Loves most jobs, but no car washes, please (doesn't do swimsuits). Saving for art supplies.

10	-	10	15



NINA — Walks dogs and grooms them to get higher wages. Wants to be a vet, and is saving for vet school.

-	-	25	10



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Sumo Dice: Double Deru Dohyō

Sumo Dice: Double Deru Dohyō is an abstract strategy game where the goal is to eliminate the other players Rikishi (dice) by pushing them to the outer edge of the board using eight set movements with your own Rikishi.

Setup- Players begin the game by place the blue and red die, their Rikishi, on their respective colored positions on the board with the number 6 being up. Players then place one white cube one each white die square on the board and then do the same with yellow, number value does not matter. These are known as the Deru Dice. Players decide which Rikishi they would like to play with, red or blue. The red player will then take one red Deru Disk (red disks) and place it on one of the circles in front of them labeled by a letter. These letters indicate what movement the player can do on their turn by any of their Rikishi. The blue player then does the same with their Deru Disk. This is repeated one more time and then the game is ready for play. Players decide amongst themselves who goes first.

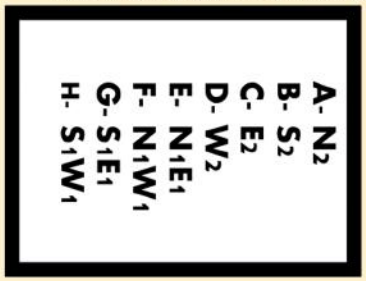
Gameplay- On a player's turn they will start by either moving one rikishi twice, or both rikishi once. This is done by sliding the dice with using the movement found below. One rikishi can use the two movements that the player has marked with their Deru Disk but cannot use the same movement twice. If the player uses both rikishi, however, they can use the same movement or different movements for each rikishi. Second, if the wish to use a Deru Die they do so now and resolve. A player may roll more than one Deru die on a turn and apply it to whatever rikishi they like. Last, they will take any one of their Deru Disk's and shift it to different letter, changing the movements they can perform on their next turn. The board is divided into two parts. The inner field, the brown squares, and the outer edge, the lighter brown separated by a border. The players goal is to use their movement to push the other players rikishi into the outer edge. A player pushes a die when they move into a square the other players rikishi is occupying. The rikishi will move one away from the direction the other players die is moving. If a rikishi is pushed passed the border it is immediately sent back to any one starting square matching its color at the end of the current players turn. The player then sets that rikishi die -3 from its current value. If ever a rikishi face value is less than 1 it is removed from the game. The game continues in this manner until one player loses both riksihi on the field

Deru Dice: The two white and yellow cubes on the map are Deru Dice. These dice have special properties that affect gameplay. To be able to use a Deru Die players must first move over the square where the die is. They then collect and store it on the cube icon on their side of the board. After thy move their rikishi they may then use the die and resolve its effect. After a die is used, they return it to one of the white or yellow squares on the board. There is no limit to how many Deru Dice you may have or how many you may use on your turn.

Yellow- Roll the die. Any one of your rikishi may move up to that numerical value in any orthogonal direction.

White- Roll the die. Any one of you rikishi may move up to that numerical value in any diagonal direction.

Below is the Movement Guide. Players move their rikshi using the North, East, South, West directions relative to the guide on the board.





On Your Turn:

1. Move 1 die twice or 2 dice once
2. Roll 1 or more Deru Dice (opt.)
3. Shift 1 Deru Marker

On Your Turn:

1. Move 1 die twice or 2 dice once
2. Roll 1 or more Deru Dice (opt.)
3. Shift 1 Deru Marker

TATER TOTS

A GAME BY AMELIE LE-ROCHE

2-4 | 15 | 10+

GOAL

You are a new kid at school and have a plan to make friends by sharing your tater tots. Have the best friends at the end of the semester to win!

SETUP

- Each player takes the following components in their player color:


TATER TOTS X2


SEATS X8


FRIENDS X6

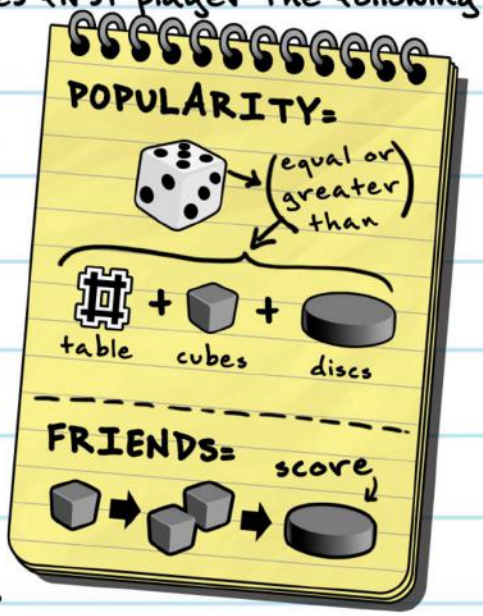

SNACK TRACKERS X1

- Place your Snack Tracker on zero at the lunch line.
- Player to have most recently attended school is the first player.

PLAY



At the start of each round all players get tater tots by rolling both their dice. Then going clockwise, players will take two actions (one per die) or one action (dice sum), using their tots in different ways. Second player becomes first player the following round. Actions are as follows:



SIT AT A TABLE – Use your dice to pay Popularity and sit at a table by placing a cube on that table. Populirity is the table number plus all tokens (cubes and discs) at that table. Multiple players may sit and have friends at the same table.

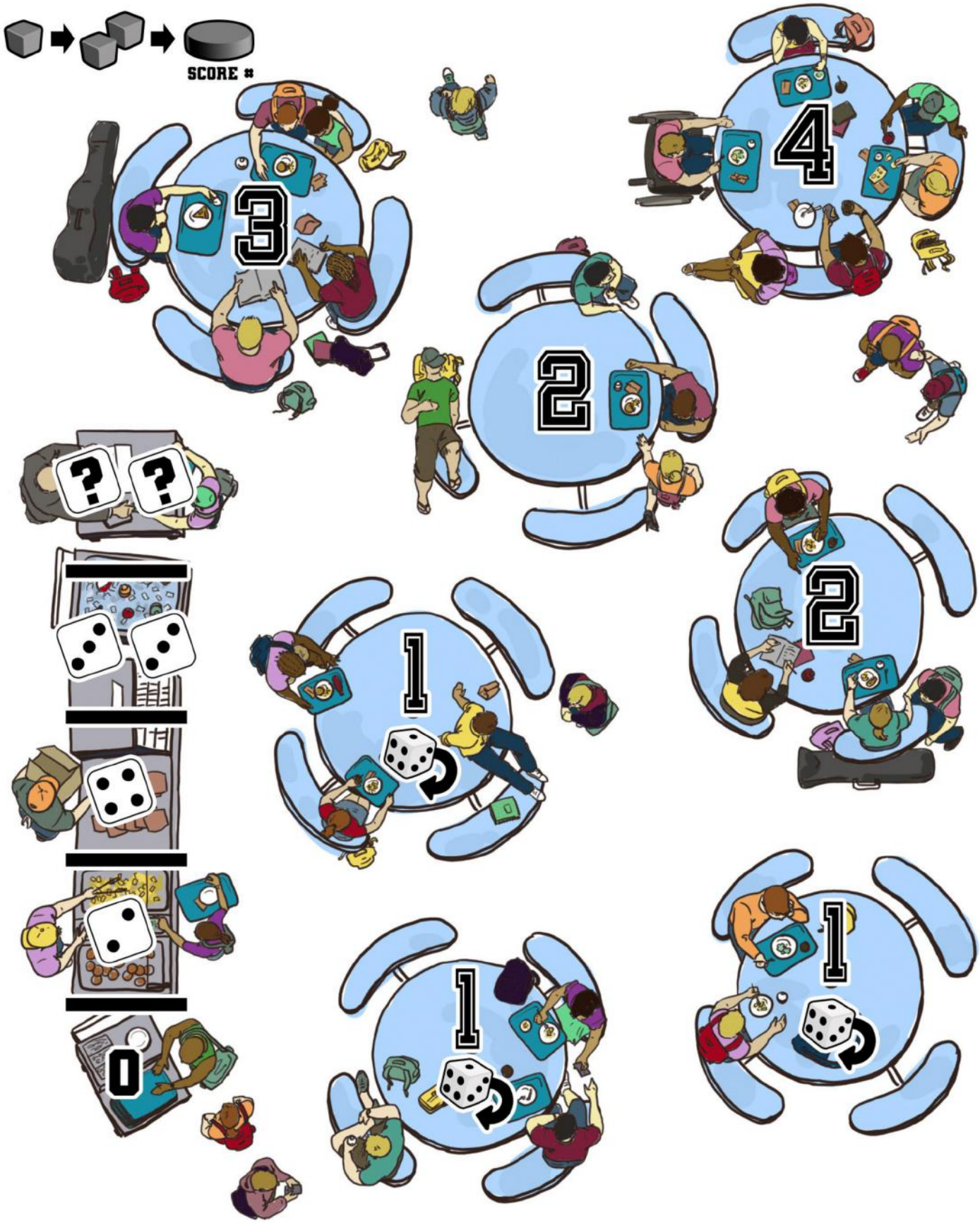
MAKE A FRIEND – The third time you sit at a table, you make a friend (replace your two cubes with a disc). Each friend at tables #1 lets you re-roll a die at the start of a round.

BUY SNACKS – Move your Snack Tracker up one space in the lunch line for each dice you do not use. On a future turn, you may add this value to a die, then go back to zero (whether you used all your snacks or not). Snacks may not be used in the same turn as they were obtained.

SCORE

The game ends when a player has made six friends. Finish the round then count your points. Players earn points for each friend equal to their table number. Player with the most friends at each table earns 2 additional points (tied players earn 1 point each). The player with the most points wins! In case of ties, players with the most snacks wins.

* PLAYER WITH MOST FRIENDS AT EACH TABLE EARNS +2 POINTS.



2-3 Players / 20 minutes

TETROPOLIS ISLES

MAUI1 makes GAMES

designed by Lyndon Patrick Cullen

PIECES NEEDED PER PLAYER

x2 WORKER

x8 BOAT

x6 VILLAGE

AIM: Score the most points once a player has placed their last VILLAGE

SETUP

Before play begins, the 2nd player may place ONE boat in any water space NOT next to a 3 point island. The 3rd player may then place up to TWO of their boats in the same way.

ON YOUR TURN:

SEND WORKERS



Place one of your workers on an available Worker Island space. Placing boats from your supply on the board in the exact configuration and orientation shown on the chosen space. You must be able to place all boats of the chosen space from your supply.

In a 2 player game, only one worker may be placed per Worker Island.

OR

RECALL WORKERS



Return each of your workers and any of your boats to your supply, if you have a boat in each of the four spaces around an unclaimed island return each of them to your supply and place a village on that island, claiming it for your end game score. You may claim multiple islands in one turn, but each boat may only be used to claim a single island.

END OF GAME

When any player places their last VILLAGE each other player takes one last turn. Then players score points as follows:

ONE POINT
per berry bush on each island you have a village.
(note the reminder numbers on each island)



=2 points

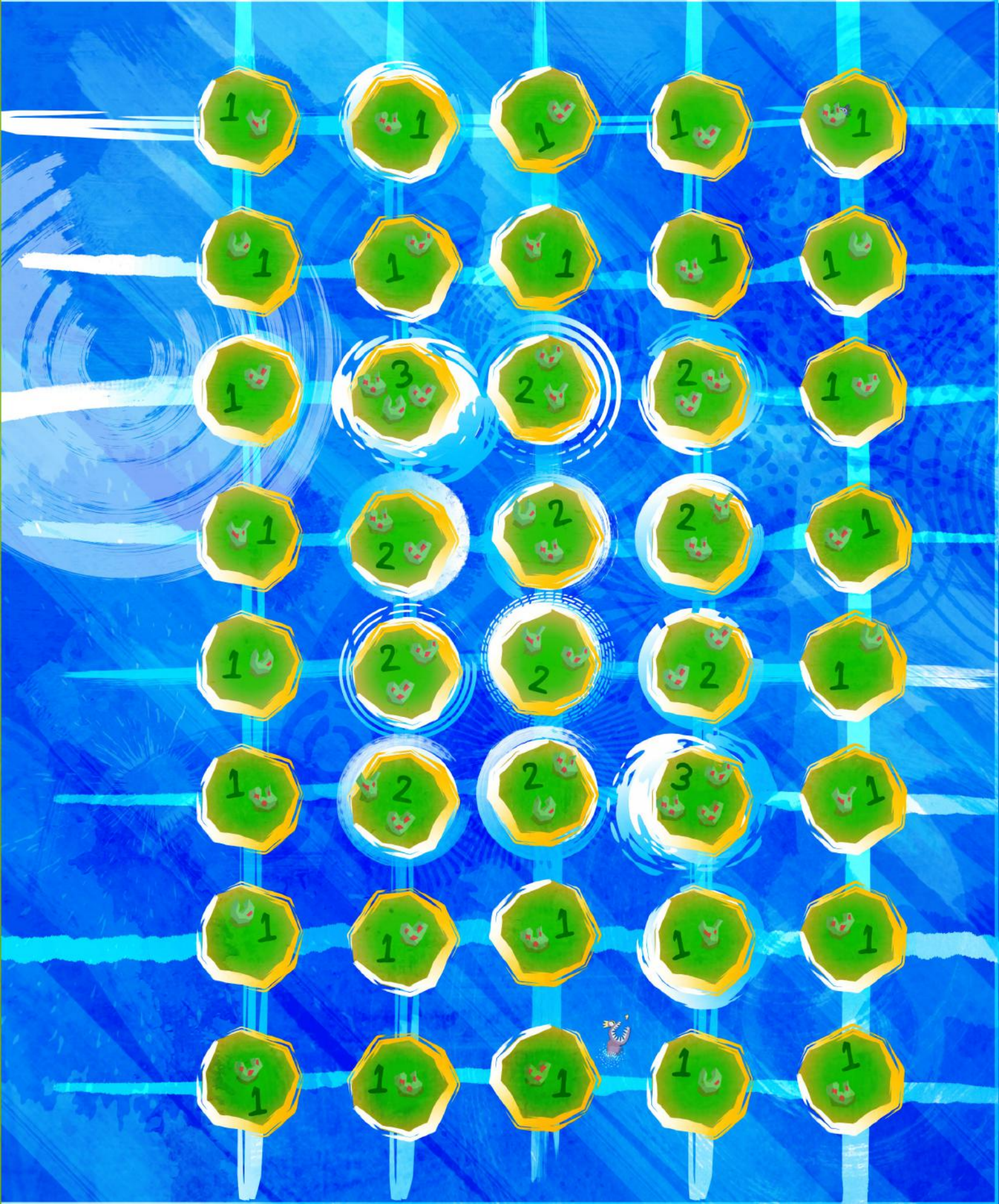
Then,
score village patterns as shown on any worker island. Each village may only be used for one pattern.



=4 points







The Bible Ladder

PG 137

A fun filled board game that takes you on a journey through The Holy Bible, as players (aka pilgrims) climb up and down 7 ladders from Alpha to Omega



What would you need?
Uniquely colored meeple for each pilgrim and a dice shared across

Journey Time:
30-60 Minutes

Number of Pilgrims:
2 to 4

Bible illustrations provided by Sweet Publishing under CC-BY-SA 3.0



Rules

I. Thou shall start from ALPHA and journey towards OMEGA

II. Thou shall ascend or descend the SEVEN ladders in the numbered sequence, starting from the left most ladder and ending at the right most ladder

III. Thou shall roll the dice to determine the number of STEPS to move

IV. Thou shall SHARE a step with the fellow pilgrims when you land on a same step

V. Thou shall describe the story when you land on a step, if you're the pilgrim who landed on that step FIRST TIME during a game

VI. Thou shall refer to the Instagram guide @TheBibleLadder to LEARN about the story for the step that you land on

VII. Thou shall move forward to the next mountain ONE TIME, when you land on a mountain on your turn

VIII. Thou shall move backward to the pervious anchor ONE TIME, when you land on an anchor on your turn

IX. Thou shall reach Omega only when you get the EXACT number of steps on your dice, as required to reach

X. Thou shall WAIT for all your pilgrims to reach OMEGA, before you end a game

To Win: The first pilgrim to reach Omega wins the game

Instagram GAMES @CherryYarnGames

The Great Crystal War PG 139

Designed by Tim Lampasona and Cardboard Revolution.
www.cardboardrevolution.com

2 Players
Components: 6 meeples (2 of each color)
10 Cubes (Mana), 10 discs (Health), 2 cubes (VP track counters), 8 dice (2 red, 2 blue, 2 white, and 2 yellow) 2 discs (move counters).
Start of game:
Each player rolls a die. Highest takes the 1st turn. Starting with 1st player, each take 2 Meeples of any one color, place one on a starting hex (hex with a meeple printed on it), the other on a **Single Dice Power** of their choice. This is now your Wizard's **Type.** Players begin with with **5 HP (discs)** and **5 Mana (cubes) (max 5 for both).**

The Round:
1. **Roll**: Each player rolls 4 dice, 2 of their Wizard color, and 2 of any color. They may reroll any number of their dice up to 2 times. When you've decided you want a die to stay at its current value, or all of it's rolls are used up, place it in a "dice" slot on the board.
2. **Build Spells**: Put your dice into sets if you wish. During this phase only, players may also spend **Mana** to increase or decrease the value of dice of their meeple color by 1 for each Mana spent.
3. **Take Actions**: Starting with first player, each player takes turns performing one action at a time, until each player has used all their actions or passed. When this happens, a new Round starts.

Actions (use in any order, any number of times):
1. **Move**: Wizards can move up to 3 spaces in a turn (use move tracker on map page to keep track). Wizards cannot move through other wizards or spaces outlined in red.
2. **Cast Spells**: Cast a spell.
3. **Use Single Dice**: Discard single dice for their listed effect. Using single dice does not cost mana (no limit on number of single dice that can be discarded).

Keywords:
Rng (Range): How many spaces away from the casting wizard this spell can affect. Some spells are range **Self.** These can only target the Casting wizard themselves.
Damage: Spells can cause damage, reducing the targeted enemy's HP. When causing damage, you may push the enemy wizard 1 space per damage, to any space **away** from the source of damage. If the wizard cannot be pushed (into an edge or red space), they cannot be moved.
Mana: Spells can cause wizards to gain or lose Mana. You may also use 1 Mana to **increase** or **decrease** the value of dice in your Wizard's color.

Casting Spells:
To Cast a Spell, discard dice and resolve their effects (see spell book for dice effects) . In addition to discarding singles, doubles, or triples, you can also chain single dice to form Chain Spells. Some spells cost Mana, indicated with () after a spell.

Spell Book:
Single Dice Powers (Single dice never cost Mana):



Opal: Rng Self: Heal 1 Health

Sapphire: Rng 2: Enemy must reroll a die of your choice

Amber: Rng Self: You gain 1 Mana

Ruby: Rng Self: Move your Wizard 1 Space

Amethyst: Rng 2: Enemy loses 1 Mana.

Onyx: Rng 1: Enemy takes 1 Damage

Double Spells (1 Mana)



Opal Magic: Rng Self: You heal 3 HP.

Sapphire Magic: Rng 2: Enemy must reroll a die of your choice and takes 1 Damage.

Amber Magic: Rng Self: You gain 3 Mana.

Ruby Magic: Rng Self: Move your Wizard up to 3 spaces.

Amethyst Magic: Rng 2: Enemy loses 2 mana and takes 1 damage.

Onyx Magic: Rng 2: Enemy takes 2 Damage

Any set of 2 dice of same value (1) Rng 2: Enemy takes 1 Damage
Any set of 3 dice of same value (2) Rng 3: Enemy takes 2 Damage
Chain Spells: Wizards can combine single dice or sets of Doubles or Triples to create their own spells! To do so, combine any number of dice in any order during your turn. This dice combination is resolved in a single turn. Each die is resolved in the order they're placed This spell costs 1 Mana per die after the first. If your **chain** spell includes dice that are the same type as your Wizard, those dice are free.

Winning: There are two win conditions in Crystal Wizard Battle.

King of the Hill or **Last Mage Standing.** If you end an activation adjacent to the central red hex while your opponent is not, gain a Victory Point (VP). First to 5 Victory Points wins! You can also win if the other Wizard has **Died.**

Dying: If a Wizard ends the turn with 0 HP, they are dead, and out of the game. Their opponent wins. (yes, you can hit 0 during the turn and gain it back in time to survive!)

Health
Mana
Dice
Move
0
1
2
3
4
5
6

TOURNEY

Setup: Each player gets a meeple of each color (red, yellow, white, blue). Each player also gets two dice and a disc of the same color. One player places their meeple standing up on one edge of the board (where indicated) and the other places theirs laying down on the opposite side. Place your disc on your opponent's side of the board where indicated for the flag. First player is the player who most recently competed in a tournament (of any type).

Objective: The objective is to capture your flag (disc) from enemy territory and bring it to the back most row of your territory.

Gameplay: On each turn, the player rolls both dice and keeps the higher of the numbers. This is the total number of spaces that the player's pieces may be moved this time. Each piece cannot move more than 3 spaces. A piece may stop and start, but still no more than three spaces total.

A piece cannot enter a square threatened by the opponent. Any pieces that end a player's turn in a threatened square are injured and removed from the board. A player may reintroduce any injured meeple to a square on the back row at a cost of one space. The injured meeples must be replaced to the tournament area in the same order they were removed.

If a piece lands on your flag, then place the disc under that meeple. That meeple is now carrying the flag and cannot be used to attack. It is not permissible to stand on your opponent's flag.

Pieces: Each player has a team of four unique meeple. Each meeple has a different type of attack or special move. All the following are limited by line-of-sight. For instance, a priest cannot protect the knight, if there is another meeple (either friendly or opponent's) blocking the horizontal path.

Mage (Red): Threatens all squares on the diagonals from him

Knight (White): Threatens all squares within 2 spaces from him (a 5x5 square)

Thief (Yellow): Does not threaten any squares but can move through threatened squares. Backstab: can land on an opponent and injure him immediately.

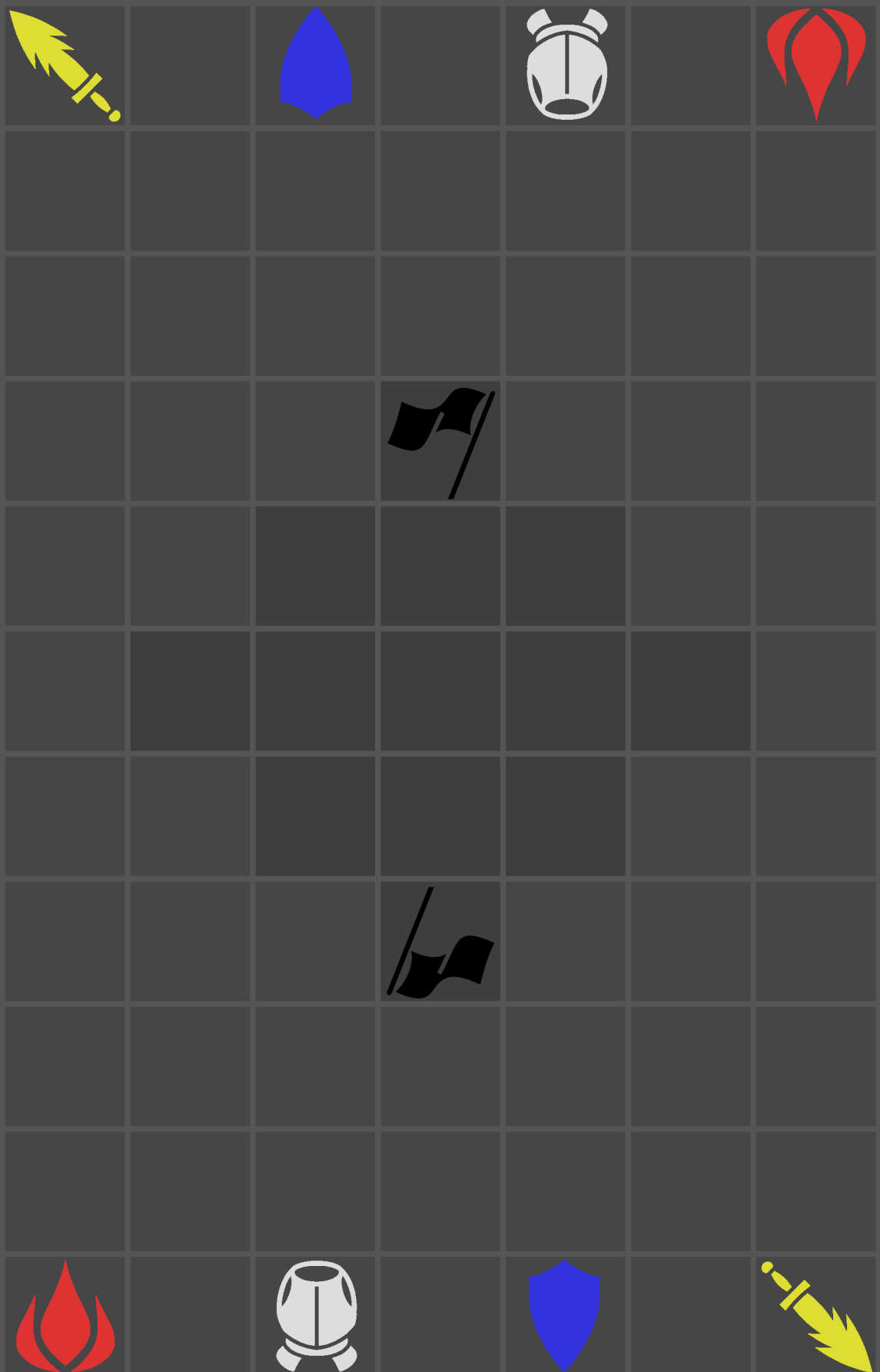
Priest (Blue): Does not threaten any squares but protects any squares on the row/column. Immune to Thief's backstab ability. Any piece inline with the priest cannot be injured in any way.

Movement Examples:

A thief's maximum of three moves, allows him to enter the Knight's territory and backstab him.

A player's meeple cannot enter an opponent's square (as they threaten their own spaces) unless that space is also protected by their team's priest. If the opponent's square is also protected by their priest, then that piece is also immune to any damage and the square cannot be entered.

A priest can be used to protect another meeple to allow it move into or through a threatened area one row at a time in a staggered step maneuver.



TRACK & TUMBLE: *The Racing Runners Game*
(Players: 2-4 Ages: 12+ Time: 15 Mins)

TRACK & TUMBLE
The Racing Runners Game

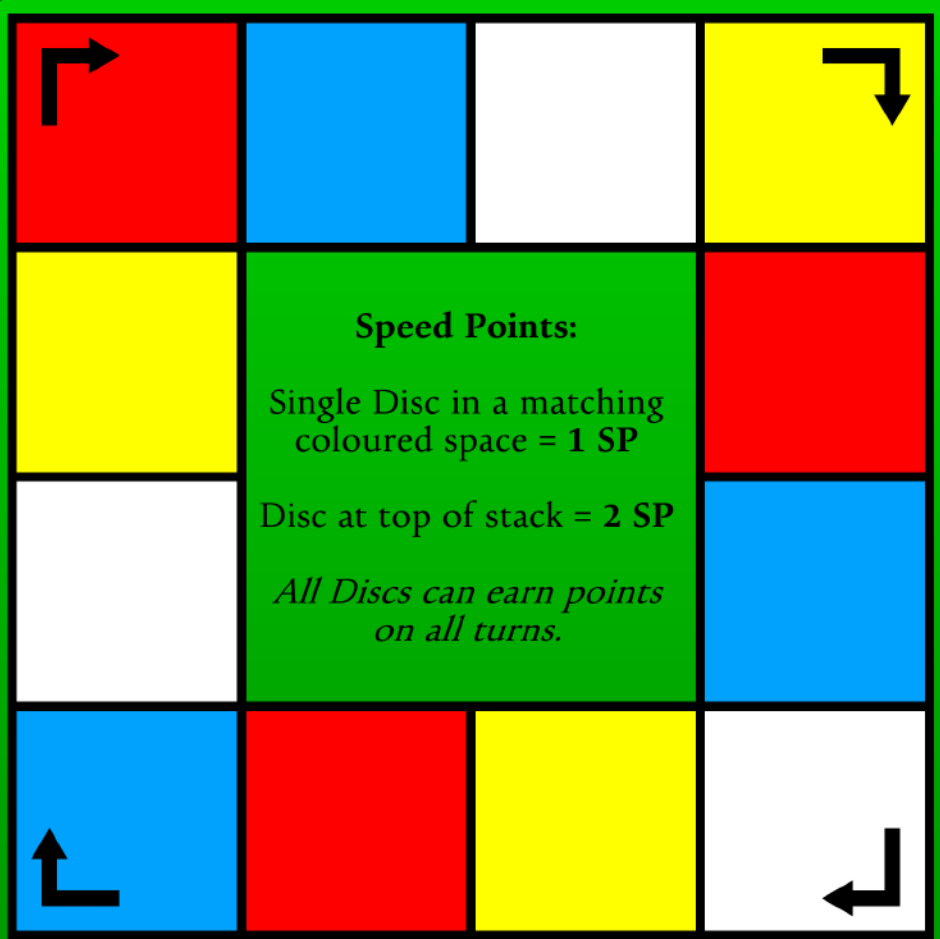
Components: 4 Meeple (Red, Blue, White, Yellow)
4 Discs (Red, Blue, White Yellow) and 1 Red D6.

Setup: Stand four Meeple Runners in their matching colour start spaces of the race track. Place four Speed Discs in their matching colour corner arrow spaces of the Speed Board. Each player selects a coloured Runner. This setup is used for all player counts. Highest roll plays first. Play continues clockwise.

On Your Turn: (1) Roll the D6. **(2)** Advance any one Speed Disc clockwise on the Speed Board the full number of spaces rolled. **(3)** Advance the Runners along the Race Track.

Speed Discs: Discs will always move their full amount. If finishing in an occupied space, that Disc is stacked on top of those currently present in that space. Only the top Disc of a stack can be moved or gain Speed Points (SP). Discs remain in play for the entire game.

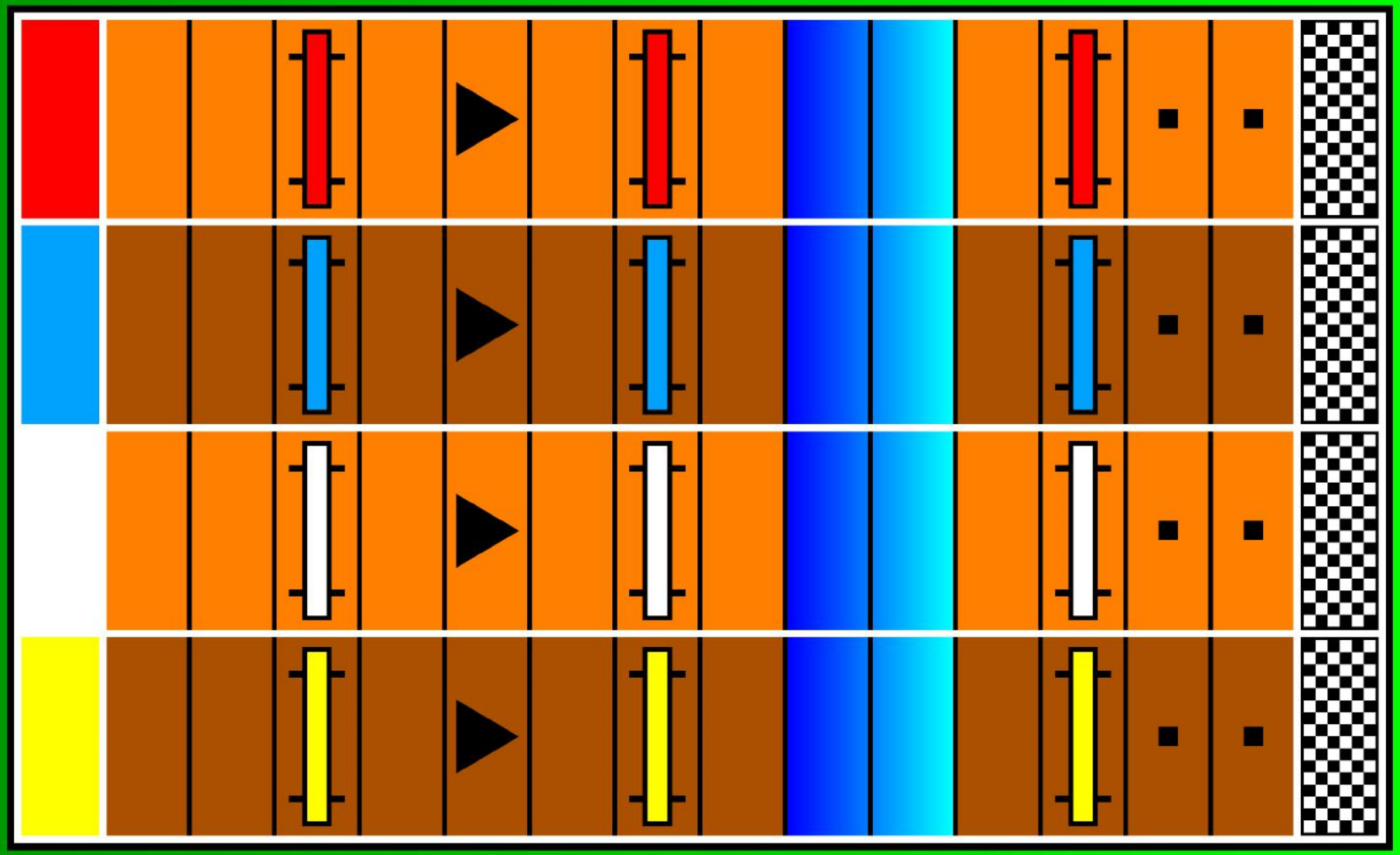
Advance: Current player moves all Runners (any order) forward one space per SP along the Track. e.g. Red Disc gains SP for Red Runner etc. Runners trigger actions only at the end of their movement, ending in a Hurdle or Water space triggers a Tumble while the Dash (▲) advances the Runner forward one space. Exhausted (■) spaces MUST be stopped in immediately, any remaining SP of that Runner are lost. **Note:** When no active Runners have moved forward, rear Runner moves forward one space or stands accordingly. Current player breaks a tie.



Tumble: Runner is laid down and its SP lost. To stand, one SP is required on a following turn, its remaining SP is lost.

Chequered Line: Once a player's choosen coloured Runner enters this space, they will complete their current turn and then exit the game, their following turns are skipped.

End of Game: Race ends once three Runners have entered their chequered finish spaces. These are the final race results.



Designed by Eric Park
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TRACK & TUMBLE

MINI TREASURE RUN!

PG 145

The 4 Crowns of Aengor have been stolen! Can you be the first to retrieve them from the Cavern of Confusion Get the Crowns and get them in the wooden crates for safe return to King Bárynol!

YOU NEED:

4 Cubes of Any Color (Your Aengor Crowns) for Each Player

2 Six-Sided Dice of Any Color for Each Player

OBJECTIVE:

Move all 4 Crowns (cubes), one at a time, from their starting point in the back of the cave to the wooden crates. Gain bonuses, setbacks, and PVP dice battle your opponent along the way.

TREASURE RUN SETUP:

1. Each player take two of the same colored six-sided dice (d6).
2. Each player take four of the same colored wooden cubes (your Crowns).
3. Place your wooden cubes on the crown-marked spots on the game board, each player in a separate section.
4. Take turns. Youngest player goes first or roll 2d6 with highest roll going first.
5. Determine your **ATTRIBUTE NUMBER**. This number will be used to see if you can escape hazards along the cavern path.

Roll 1d6 and ADD 3
THIS IS YOUR **ATTRIBUTE NUMBER**

GAME PLAY:

1. On you turn, roll 1d6
2. Move your cube a number of spaces equal to the die roll - no more spaces and no less spaces unless you encounter a boulder or bridge.
3. If you land on a Status Effect space, follow the Status Effect rules below.
4. Push through to the last empty wooden crate. You do not have to land on a crate by exact count. You may use part of that dice roll to bring another Crown (cube) onto the board.
5. When you get a cube (Crown) on top of a wooden crate, grab the next cube and do it again. Repeat until all 4 Crowns (cubes) are in crates.

◊ You may not Pass Thru or Jump Over walls

◊ You may only have one cube (crown) at a time traveling across the game board. The second cube (crown) may not enter the game board until the first is safely in a wooden crate. This applies to all subsequent cubes (crowns).

◊ You may not skip your turn.

STATUS EFFECTS:

TRAP *Make Attribute Check*
SUCCESS = SAFE! MOVE FORWARD 1 SPACE. **FAIL** = ROLL 1d6 & MOVE BACK

POTION *Roll 2d6*
01 - 06 = **BOOST!** MOVE FORWARD 2
07 - 12 = **POISON!** LOSE NEXT TURN.

BOULDER OR BRIDGE
YOU MUST STOP HERE - EVEN IF YOU STILL HAVE MOVES. A **BOULDER** OR A **BRIDGE** ENDS YOUR TURN IMMEDIATELY. MAKE SUCCESSFUL ATTRIBUTE CHECK ON YOUR NEXT TURN TO MOVE FORWARD. *ONLY STOP IN THE CRATE ZONE IF YOU ARE MOVING TO AN EMPTY CRATE.*

ATTRIBUTE CHECK
Roll 2d6.
If the Roll is **HIGHER** Than Your **ATTRIBUTE NUMBER**, It's A Success.
If LOWER, It Is A Failure.

DAGGER Dice Battle!
BOTH PLAYERS ROLL 2d6. HIGH SCORE ROLL 1d6 AND MOVE FORWARD. LOSER MOVE BACKWARD 1d6.



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STOP!
STOP!

PG 147

Tribal Island

2-4 players, 30 - 45 minutes

Design by Joeri Hessels, development by Wouter Moons & art by Myrthe Dekker

Feel free to contact me at joeri@roaringliongames.com with any feedback, questions or suggestions!

In Tribal Island you are the leader of a tribe. You will collect resources (🥩, 🪵 & 🌽), worry about morale (✊) and try to develop the most successful tribe (★)! Each turn you will draft a single die, which determines the location you will travel to. Once at a location, you will take one of the actions there. During the game you can send tribe members (★) to locations to take more actions or perform research (●) for more powerful actions. You score victory points by contributing to boats, housing & a feast for the tribes or by building a monument.

Components required: 8 ■, 6 ●, 4 ★ per player (in red, yellow, white & blue) and 8 ⬡ in four colors (2 red, 2 yellow, 2 white & 2 blue).

Lets get started! At the start of the game you pick a color. For your color, place all ■ and one ● on the outlined starting positions, then take the rest of your ● & ★ of your color and keep them as your supply. Roll all 8 ⬡ and the game can begin! Pick a starting player, and take turns in clockwise order until the game end is triggered

Player turn: On your turn you take one available ⬡ (any ⬡ not present at a locaton), and place it in the location accociated with the number on the ⬡. There can be an any number of ⬡ at a locaton. Then, if able, you take one of the actions associated with that location (if you previously placed a ★ there you may pick two actions), gaining the benefit above the circle (if you previously placed a ● there, you also get the benefit below the circle). When taking an action, adjust your 🥩, 🪵, 🌽, ✊ and/or ★ accordingly.

If you took a ⬡ of another players color, they also get a bonus, as listed at each location.

Contributions: When making a contribution (■) to the boats, housing or feast, pay the indicated resources and move your color ■ 1 space to the right on the respective contribution track. Then you gain the benefit listed below the new position of your ■.

Scoring: If there is only one ⬡ available at the start of your turn, a scoring takes place. The player whose color ⬡ remains scores 1 ★, and each player scores 1 ★ for each step they are higher than the lowest player on the Boats, Feast & Housing contribution tracks. Then you take all ⬡ from the board, reroll all ⬡ and your turn procedes as normal.

Game end: When a player has 15 ★ or more after the scoring step, the game ends. The player(s) with most ★ wins!

Additional rules: During your turn you may spend any ✊ to adjust the value of any ⬡ by 1 (min. 1, max. 6).

Locations ⚂ & ⚅ add additional rules for ★ & ● respectively.

Components (★ & ●) are limited, and tracks cannot be passed above or below upper and lower limit, exept ★. If you score more than 20 ★, continue counting at the bottom of the ★ track.







Expedition

Pick 1 action.

If another player uses your color here: gain 1 .

Gather

3 , 1 → +1 , 1

Chop chop chop

3 → +2

Skin & flay

3 → +2

Hunt

3 , 1 → +1 , +1

The village

Pick 1 action.

If another player uses your color here: gain 1 .

rules: When you place a at a location, you permanently upgrade it. From now onwards, you may pick two actions at the location. You may pick the same action multiple times. 1 per player may be at each location.

Convince fellow dudes to help

4 → place a at any location → +2

Feed your people

4 → + for each of your placed → +

Take a stroll

2 → +1

Progress

Pick 1 action.

If another player uses your color here:
you may, after their action, pay 2 , 2 to place one at an action.

Action rules: When you place a at an action, you permanently upgrade it. From now onwards, you also get the bonus depicted below the when performing this action. Only one can be placed at each action.

Research

1 , 1 → place a at an action → +2

Build monument

2 → , place a at the monument → +

Wander

3 → + for each of your monument → +2

The monument

Monument rules: When you place a at the monument, you get the one time benefit you coverd up. Only one can be placed at each monument location.

End game scoring: The player(s) that contributed the most to the monument gains 3 .

1 , 1 | 2 | 3 | 2 | 2

1 , 1 | 1 , 1 | 1 , 1 | 1 , 1 | 1 , 1

Up & Away

By: Christopher Stelly

2 Players | 15 Minutes | Age: 12+

PG 149

It's 1890 and a challenge has been issued to individuals daring enough to push the limits of travel higher into the atmosphere than previously thought possible.

Setup

Each player is to take 1 disc (balloon), 7 cubes & 2 meeples of one color. Place 1 cube in each of the 5 levels on the fire intensity track. Place a cube on the "0/(20)" spaces of the Skill Track. Place your balloon at one of the labeled starting points. Take any 3 dice and place them within reach of all players. The player who last flew above the ground will go first.

On your turn, you will (1) Adjust Fire or Experience & (2) Fly.

Adjusting Fire or Experience

Roll two dice. You can either add the total to your Skill Track by moving your cubes (39 max total), or use the total as fuel to increase the intensity of your fire by moving your bottom-most token on the Fire Intensity track to the space on the Fuel Reserve matching the total rolled. Only one cube can occupy each space. The first player to relocate all 5 of their cubes from the Fire Intensity track receives 5 skill points. Note: If your skill exceeds 19, place 1 cube on the (20) space to signify a base point value of 20 and use another cube to track the score in addition to 20.

Fly

Players must then fly their balloon by choosing to either Lift, Drift, or Sink their balloon. At no point can more than one balloon occupy the same spot.

Lift - To lift your balloon, you must move your balloon marker up & left or up & right to an adjacent spot. The number indicated on the balloon indicates the number of skill points it will cost. Decrease your skill accordingly. You may lift your balloon multiple rows in the same turn as long as you can pay the cost. In order to move your balloon into a new level of the atmosphere (indicated by the horizontal lines), your cube must be removed from the corresponding level of the Fire Intensity track.

Drift - If you choose to drift your balloon, you must move horizontally according to the wind direction shown in your current atmosphere level. Drifting does not cost experience, and rewards cannot be claimed by drifting. (See "Rewards" below.)

Sink - If you cannot lift or drift your balloon, you must sink your balloon by lowering it one row to an adjacent space. This does not cost experience, and rewards cannot be claimed by sinking.

In the event a player cannot lift, drift, or sink, they must remain in the same location.

Rewards

By lifting your balloon onto a space with an icon, you earn its reward. Place a meeple on this space to claim it. Only one player can claim a space's reward. Each player can claim 2 rewards maximum.

- You can now roll three dice per turn and pick any two to use.
- You can ignore the wind direction restriction when drifting, and can drift either left or right.
- You can immediately move your lowest token from the Fire Intensity track to any available spot on the Fuel Reserve for free.

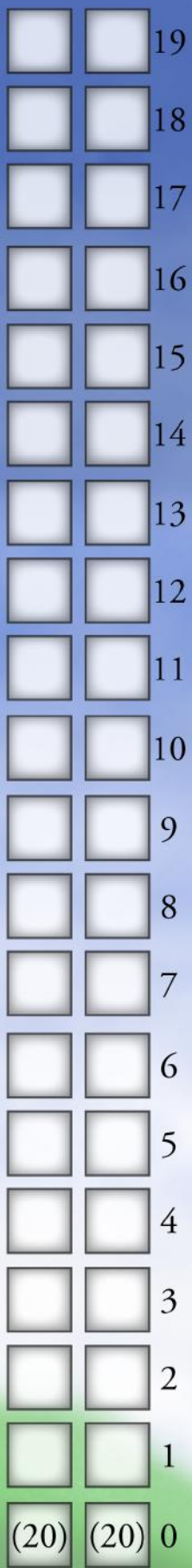
End of Game

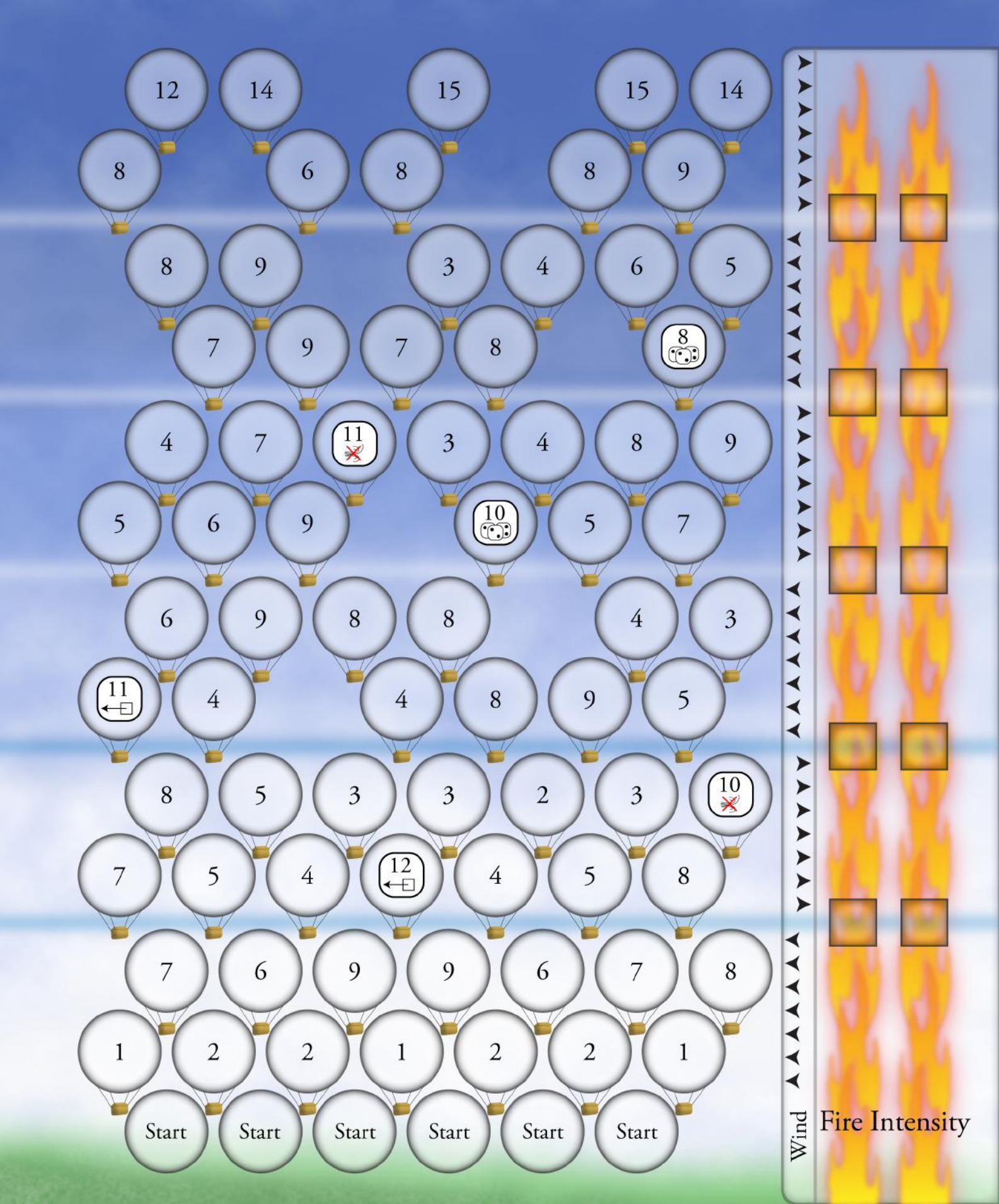
The first player to reach the topmost level of the atmosphere wins! If the first player to reach the top is the starting player, the other player gets a final turn. If both players reach the top on the same turn, the winner is the player with the most experience points left over.

Fuel Reserve



Skill Track




12 14 15 15 14
8 6 8 8 9
8 9 3 4 6 5
7 9 7 8 8
4 7 11 3 4 8 9
5 6 9 10 5 7
6 9 8 8 4 3
11 4 4 8 9 5
8 5 3 3 2 3 10
7 5 4 12 4 5 8
7 6 9 9 6 7 8
1 2 2 1 2 2 1
Start Start Start Start Start Start
Wind
Fire Intensity

VENARI

FIVEROBOTS
http://fiverobots.com

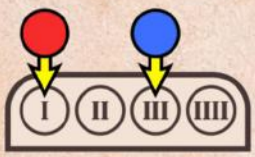
A GAME BY ANDREW CARPENTER

COMPONENTS: 8 MEEPLES 2 DISCS | 2 PLAYERS | 15 MINS | AGES 8+

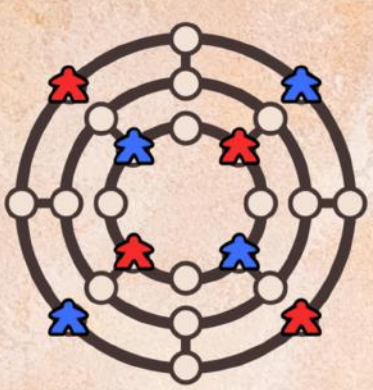
The goal of **Venari** is to trap and capture two of your opponent's soldiers.

SETUP

Place the meeples (soldiers) on the matching coloured spaces. Choose a starting player, then take turns to place your disc to block a number on the movement track.

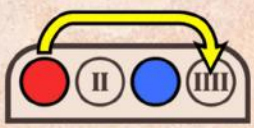


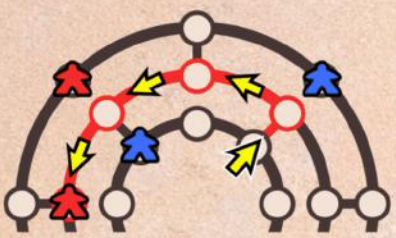
The starting player then takes their turn.



ON YOUR TURN

Move your disc to one of the two available numbers to choose how far you will be moving this turn.





You must move one of your soldiers *exactly* as many spaces as the number you selected on the movement track. Soldiers move along the paths from space to space in any direction, as long as each space is unoccupied and they do not backtrack and retrace their steps.

It is then your opponent's turn.



CAPTURING SOLDIERS

A soldier is captured by their opponent if, at the end of any turn, that soldier has no valid moves. (Every adjacent space is occupied by other soldiers.)



If, after making your movement selection, you are unable to move any soldier the required distance, you must choose one soldier to surrender to your opponent.

VICTORY

As soon as one player captures two of their opponent's soldiers, they win the round. The first player to win two rounds is the victor.



watch a gameplay overview





Set up: Each player selects a color.
2 Dice, 2 Meeples, 4 Discs & 6 Cubes
Roll dice to determine 1st Player.
1st Player puts a 3rd Meeple near the board to indicate they are the starting player.
Place 2 meeples in center for each player.

Place the 4 discs on each of the Bonus Movement tracks to reveal "0".

Put one of your dice on the Score track with the 1-side up to reveal the "0".
This die = 10, ***so your starting score is 10.***

End Game Triggers:
Any player with 40 or more points;
or any player puts down their last Cube on a Gem.
Players remaining in that round take a final turn.

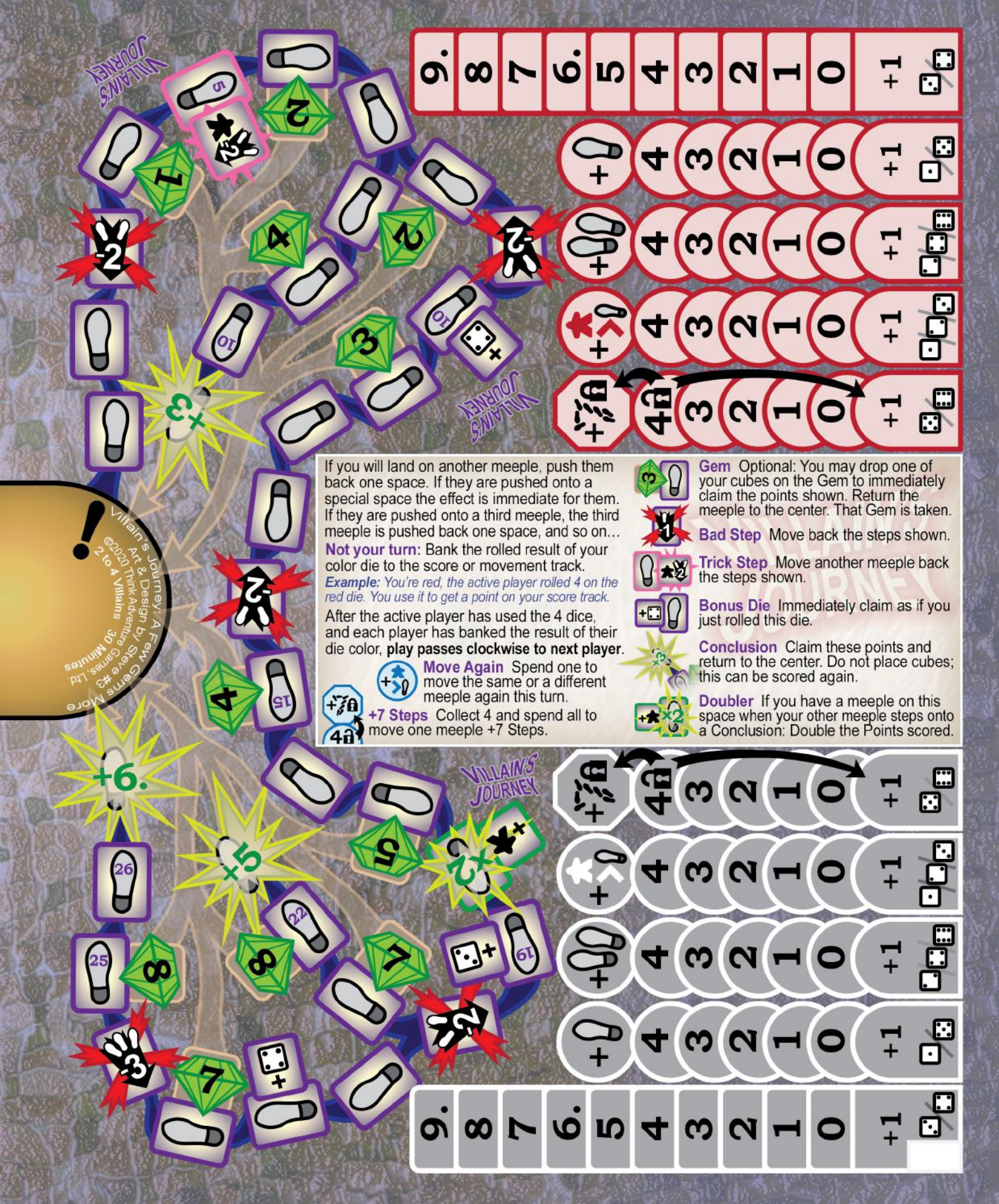
High Score Wins
Most Gems Taken Wins Ties… or play again.

2-Player Set up: Same as before using only the first page: ***Blue & Yellow and 5 Cubes each.***

On your turn: Roll all 4 dice.

If you rolled a **1**, **2**, or **3**, you may use those numbers to move one of your meeples along any path. If not used for movement, **1**, **2**, and **3** can be banked by adjusting the discs on the matching tracks. **4**, **5** and **6** can only be banked on the matching track. You can immediately spend banked actions (adjust disc) on your turn. ***Movement must be exact***, but you can combine dice and banked bonuses.

Example: *You roll **2**, **3**, **4**, **6**. You use the **4** to get 1 point, and move 7 spaces using the **2+3** and the **6** to bank one "two step" bonus, which you instantly spend to add +2.*


VILLAIN'S JOURNEY
9. 8 7 6. 5 4 3 2 1 0 +1
+7 Steps
Villain's Journey: A Few Gems More
Art & Design by Steve #3
©2020 Think Adventure Games, Ltd.
2 to 4 Villains
30 Minutes
If you will land on another meeple, push them back one space. If they are pushed onto a special space the effect is immediate for them. If they are pushed onto a third meeple, the third meeple is pushed back one space, and so on…
Not your turn: Bank the rolled result of your color die to the score or movement track.
Example: You're red, the active player rolled 4 on the red die. You use it to get a point on your score track.
After the active player has used the 4 dice, and each player has banked the result of their die color, play passes clockwise to next player.
Move Again Spend one to move the same or a different meeple again this turn.
+7 Steps Collect 4 and spend all to move one meeple +7 Steps.
Gem Optional: You may drop one of your cubes on the Gem to immediately claim the points shown. Return the meeple to the center. That Gem is taken.
Bad Step Move back the steps shown.
Trick Step Move another meeple back the steps shown.
Bonus Die Immediately claim as if you just rolled this die.
Conclusion Claim these points and return to the center. Do not place cubes; this can be scored again.
Doubler If you have a meeple on this space when your other meeple steps onto a Conclusion: Double the Points scored.

PG 155

YOU GOT SERVED

2 players | 30-60 min. | Age 12+

You're enjoying building a sandcastle at the beach with a few friends when out of nowhere a group of volleyballing locals kick your sandcastle down and start to disparage your volleyball skills. Not being one to back down from a challenge, you accept their invite to a game and it's on. Get ready for a battle to 11 points (or 7 for a short game). The winner will go down as the best in history.

COMPONENTS

8 6-sided dice and 8 meeples (2 of each color), 6 discs (3 in 1 color per player) and 12 cubes (6 in 1 color per player).

SETUP

Set the board between both players.

Places cubes and disc where *labeled*.

Each player places 1 die of each color, 1 meeple of each color and 2 discs off to the side.

Each player rolls a die. The higher roll serves first.

GAMEPLAY

One player serves the ball at a time. The ball travels over the net (spiral binding) and then the other player tries to get the ball back over the net in three or fewer hits. The ball travels back and forth over the net until one player fails to return the ball successfully.

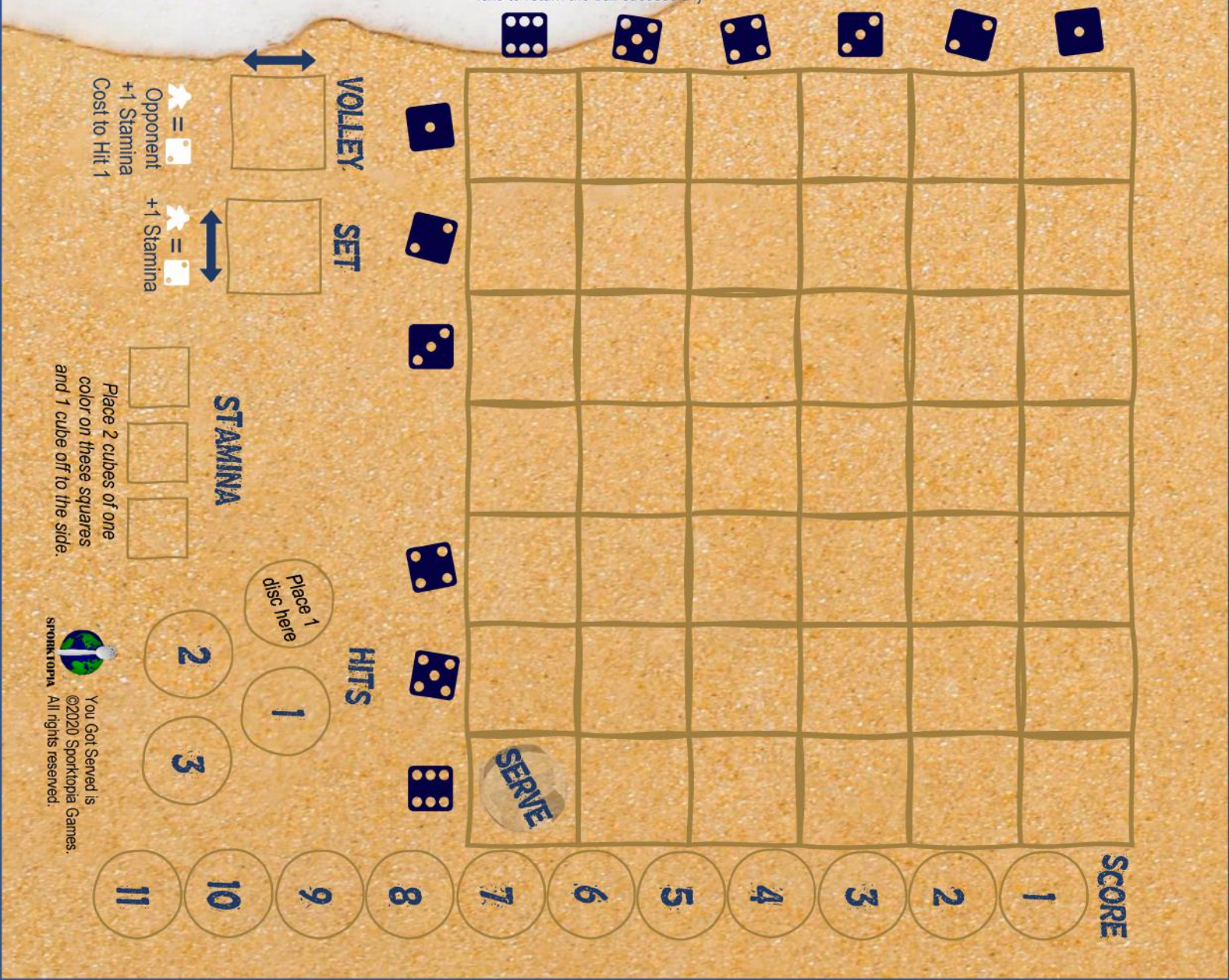
The team that last successfully got the ball over the net will score and serves next.

GET INTO POSITION

Each player places their meeples into squares on their side of the net. Two meeples may **never** occupy the same space. The serving team must place a meeple onto the **SERVE** square.

SERVING

To serve, roll all 4 of your dice (one of each color). The other player chooses 1 die to remove. Choose 2 of the remaining 3 and place a disc matching your color in a square on the other player's side of the net where 1 die matches the row number and the other die matches the column number. The other player may move their meeple matching the color of the remaining die orthogonally a number of spaces equal to the die value. They do not need to move in a straight line.



SPORKTOPIA
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DEFENSE

If the ball lands on a spot where you have no meeples, you may spend a stamina cube to move 1 meeple 1 square orthogonally. You may do this as many times as you like so long as you have stamina cubes. If you can locate a meeple on the same space as the ball, you take over on offense and move your **HITS** disc to 1. If you cannot get a meeple to the space with the ball, the other team scores points based on the number of hits they used to get the ball over the net.

OFFENSE

Roll all 4 of your dice. Choose to hit the ball over the net or set it to yourself.

To hit the ball to yourself, choose 2 dice and place 1 on **SET** and 1 on **VOLLEY**. Move the ball forward or backward the number you placed on **VOLLEY** and left or right the number you placed on **SET**.

Chose 1 of the remaining 2 dice. You may move your meeple with a matching color a number of spaces orthogonally equal to the die value. The final die may be used by the other player to move a meeple of that color orthogonally the number of spaces indicated on the die. You may spend stamina to move a meeple. If you successfully locate a meeple in the same square as the ball, move **HITS** up 1. You may hit the ball up to 3 times but then it must go over the net.

To hit it over the net have the other player choose a die to remove and then choose 2 dice. Place 1 on **SET** and 1 on **VOLLEY**. Move the ball forward the number you placed on **VOLLEY** and left or right the number you placed on **SET**. The final die may be used by the other player to move a meeple of that color orthogonally the number of spaces indicated on the die.

If the ball fails to go over the net, goes past the grid or lands in a location on your side of the net with no meeple, the other team scores a point per hit the offensive team has currently. Each time the ball successfully goes over the net, reset the **HIT** counter.

SPECIAL HITS

If you hit the ball to yourself and the **SET** die color matches the meeple hitting the ball, gain a stamina cube. If you hit the ball over the net and the meeple used matches the color of the die on **VOLLEY**, the defender must use +1 stamina cube to hit the ball.

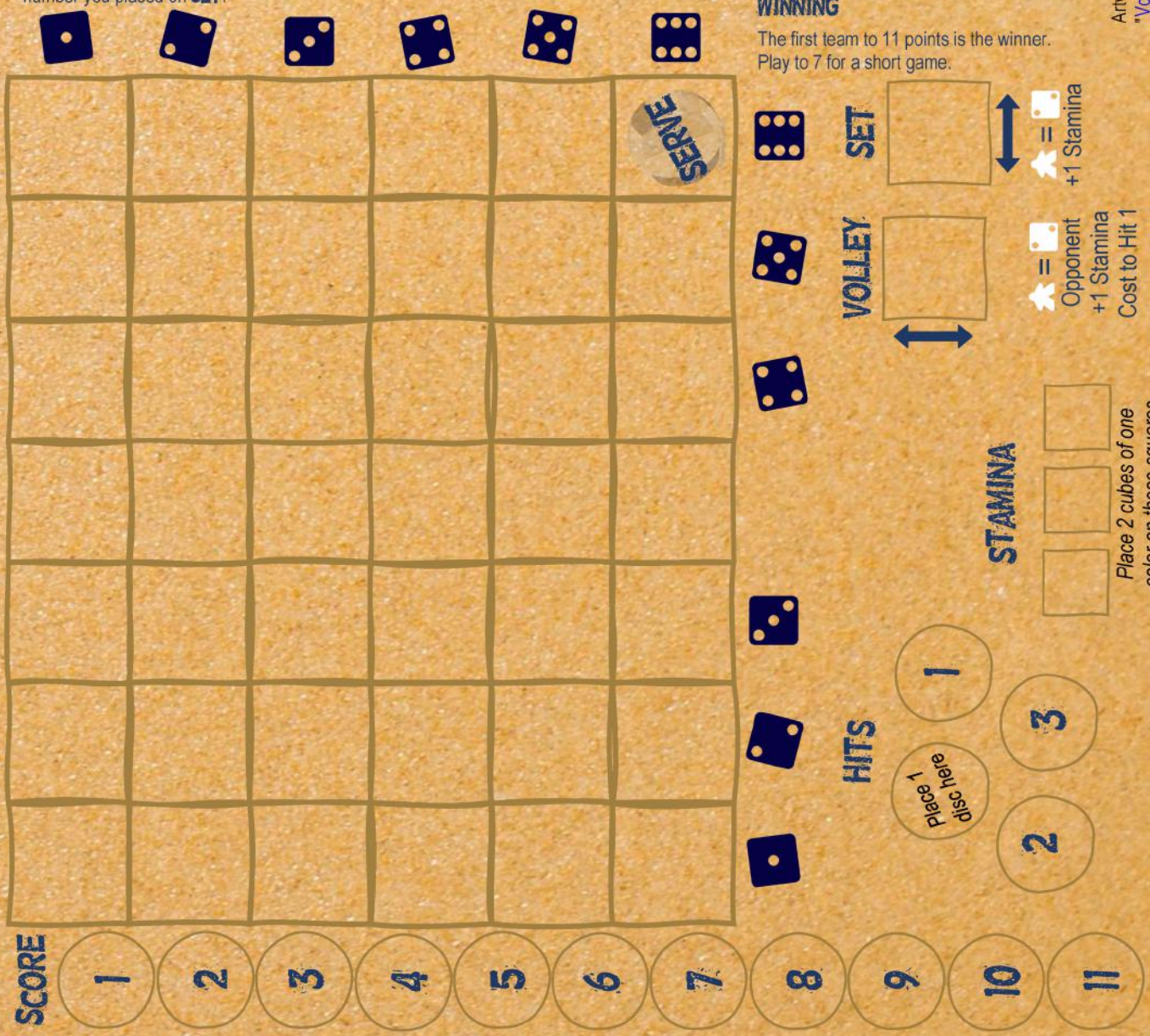
SCORING

If you score points, move a disc up the score track the number of points scored. The team that does not score gains stamina cubes back equal to the points just scored by their opponent.

WINNING

The first team to 11 points is the winner. Play to 7 for a short game.

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This Community Anthology was made possible by:

Chris Rossetti - Rampage Games

Brian LaPorte - Brian LaPorte Design

Chris Romansky - Sporktopia Games

Patrick McNeil - McMeeple Games

and the TGC Community who spent so many hours developing the games within.

Enjoy!

The Game Crafter Community Anthology Volume One contains ALL these games:

Zombomination
Mine Your Own Business
Pizza Pronto
Abducted
Alien Atrocity
Astrothello
Attack on Station Centauri
Avoidance
Black Hole Fun
Block Like an Egyptian
Bugwood
Buyer's Bay
Cell Block
Darwin's Desert
Dice Dogs
Disoville Heroes
Don't Wake the Drake
Double Docker
Drakard
Dreamt I Was
Factory Shift
Fish Feeding Frenzy
Fling!
Forkrunner 2086
FPS - Flick-Person Shooter
Gas
Green Gold
Homunculus
Hoversmiths
Hunt for Mothman
I'm_In
Imhotep's Glory
Inner Space
Island Run
Je Tame
Kaleidoscope
Khyber Pass
Last Laugh
Litter - Clean Up the Beach
Lock'Em!
Meeple Quest
Meeples of War
Micro Dojo
Monster Rolls
Mountain Dice
Out for Mud!
Outpost
Popularity
Rail Mail
Ride the Rapids
Rolling Acres
Ruthless Prospecting
Sasq-Watch
Saucer Squashers
Scepter of the Eternal Flame
Sea of Peril
Secondary Colors
Seven Screams Seven Trials
Sisyphus
Space Soup
Statecraft
Steeple People
Stranded
Streetlights
Summer Hustle
Sumo Dice: Double Deru Dohyō
Tater Tots
Tetropolis Isles
The Bible Ladder
The Great Crystal War
Tourney
Track & Tumble
Treasure Run! Mini
Tribal Island
Up & Away
Venari
Villian's Journey: A Few Gems More
You Got Served

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