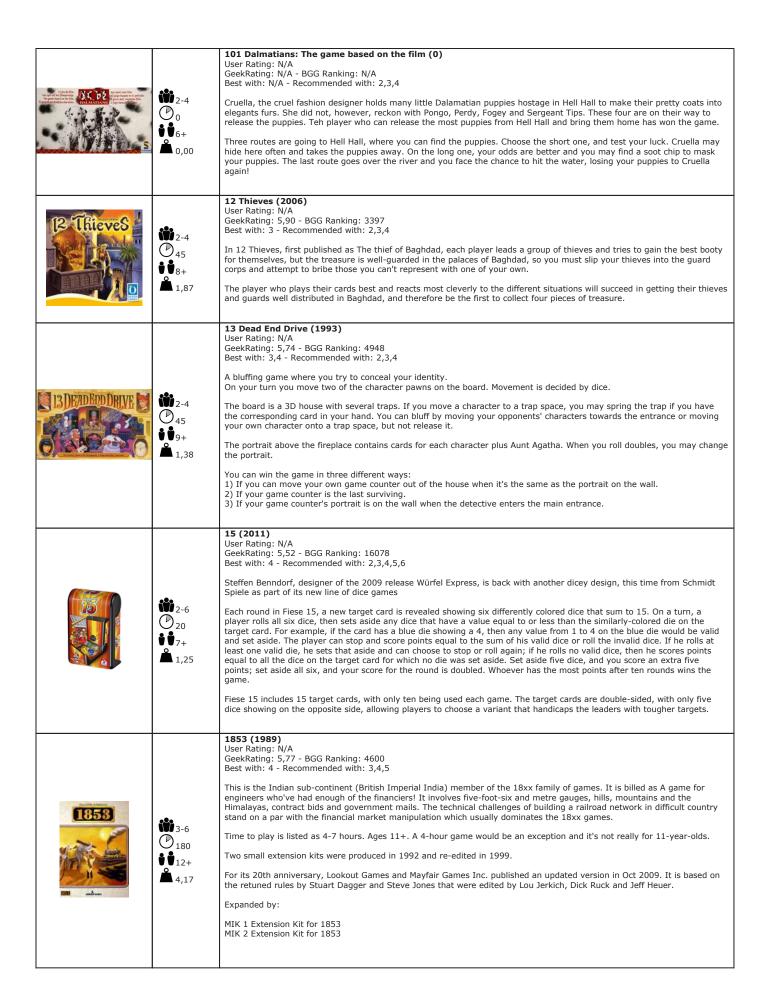
Alphabetical listing

Numbers & Symbols (26 games) [Come on] Let's Quiz Again (2018) User Rating: N/A GeekRating: 5,54 - BGG Ranking: 13470 Best with: 6 - Recommended with: 3,4,5,6 **1**3-6 Who's going to snatch the best guestions? \bigcirc_{0-30} (Come on) Let's Quiz Again is played over six rounds. Choose a quiz card in each round. Sometimes you answer on your own, sometimes in a team. And you can fob one of your fellow players off with one of the quiz cards. If you give a correct answer, you gain points. The player with the most points at the end is the winner. **Å** 1,00 description from the publisher ¥€\$ (2004) User Rating: N/A GeekRating: 5,44 - BGG Ranking: 24929 Best with: 4 - Recommended with: 2,3,4,5,6 ¥€\$ (YES) is a new game produced by Armstrong Company and launched in 2004. There are 6 types of commodity spread across the 5 continents and players must control these to satisfy two different winning conditions. So to win, you might need to control two tractors and two factories for one condition, and one commodity in each continent for your second condition. Alternately, the first player to earn 1 million wins. There are decks of cards; Country (which shows a commodity in a country and a price, e.g. Factories are in Britain and cost 70,000), Yes (good stuff), No (bad stuff), Auftrag (winning conditions). You start with some cash money, a few countries and two Auftrag. For the countries you own, you put the plastic commodity onto your colored disc onto the country. So the D 30 player owning Britain puts a factory on one of their discs onto Britain. This way, ownership can be seen and can change. The game is driven by two dice. The player rolls them, chooses one for itself and the other for the player on the left to use. The dice are marked Buy, Sell, Country, Yes, No, Cash. Buy means you can buy a commodity/country from another player regardless of whether they want to sell it - at the price on the card. There is also a red die you can roll to gamble on the 1,50 price, making it higher or lower. Sell means you may sell a Country back to the bank. Country means you draw a Country card and place the commodity on your disc on it. Yes/No means you draw from the appropriate deck and apply the result, e.g. all players get a dividend, or pay a tax, etc. Cash means you move a marker on the board and whoever has that commodity or continent gets a bonus. Since the game is completely driven by two dice, it is pure chance if a good thing or bad thing happens to a player. Due to the nature of the dice, the cards, and the rules, it is quite possible for the game to end in the first round. ...or it can go on forever. [See Fluxx.] 08/15 (2006) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5 The title derives from a German phrase, meaning something ordinary. (Originally it came from a machine gun, used a lot in World War I, and was made popular because of a bestselling war novel and film of this title.) The game however is an abstract speed game. It consists of 108 cards in 9 colours, denoted "0", "8" or "15". Goal for each player is to collect the most card sets in one colour, consisting of one card of each number. Decks of each number are separated. "0" and "15" are each shuffled, and put as two face up stack on the table. "8" cards are shared evenly among players, and put as face down stacks in front of them. Determined by numbers of players, a given number of "8" cards are revealed from each players deck, and everybody tries to match the two face up cards from the common decks with their tableau. If they find the "0" matching to one of their "8", they put it below their card. A matching "15" they put on top of their "8". Once a set is complete, it is removed into a victory point pile and another "8" from the players deck takes it place. Game ends, as soon the decks are depleted. 10 Tage durch Deutschland (2012) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18115 Best with: N/A - Recommended with: 2,3,4 10 Tage durch Deutschland - the latest title in Moon and Weissblum's 10 Days in... series - has players trying to complete a ten-day "journey" through Germany. The first player to do so wins. **D**₃₀ Each player has a rack that holds ten tiles; each tile shows a section of Germany (with the sections having five different colors) or a train (with trains coming in the same five colors as well as white). To start the game, players shuffle all the tiles face down, then draw tiles one at a time, placing each tile in a specific place on their rack. **4 8**₈₊ On a turn, a player either draws a tile from the deck or from one of the three face-up stacks of tiles. The player can then either discard this tile or replace one tile on his rack with this new tile, discarding the old one. The goal is to create a "valid" journey in which all adjacent tiles are connected in the proper ways. More specifically, the first and last tiles on the rack must be regions, not trains. Two adjacent region tiles must be adjacent on the game board, too. A colored train can connect two regions of the same color; a bus acts as a wild region. Players continue to take turns until someone completes his journey and wins! 100! (2014) User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22421 Best with: 4 - Recommended with: 3,4,5 \bigcirc_{10} In 100!, players constantly discard cards they don't need, then draw other cards to replace them. Everyone plays simultaneously and tries to order their cards in such a way that they either hold rows of ten cards or of the numbers 18 to 22 in hand. The first player to achieve this wins the round. That's not so easy, though, since in this 100th card game from **1**,00 Adlung-Spiele everyone plays simultaneously and chaotically, as is the case in many of the publisher's releases.



1x1 Obelisk (2006) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 2,3 - Recommended with: 2,3,4,5,6 \mathfrak{D}_{20} 1,00 2) The multiplication pyramid the next player's turn. 3) Speed multiplication 20 Questions (1988) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 13675 (D) 30 3 Is Raak (1997) User Rating: N/A **ii**i 2-4 **O**15 1,00 User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Additional Information: 0,00

An educational game focussing on multiplication (up to 10 x 10).

The game's main components are 30 "multiplication dice"- dice that have a multiplication problem printed on three sides, and the results on the opposite sides.

The rules sheet suggests three different variants that can be played:

1) "The stacking multiplication adventure"

The aim of this game variant is to build an obelisk as high as possible.

Players take turns throwing two randomly chosen dice. If one die shows a multiplication problem, the player has to solve it. If both dice show a multiplication problem, the player can choose which one to solve. If both dice show a number instead of a multiplication, the player repeats the throw. If the player correctly solves the problem (the other players can check on the opposite side of the die), he/she passes the die on to the next player, who uses it to start building an "obelisk" (by stacking one die onto the next). If the active player cannot solve the multiplication, he/she has to start building the obelisk. Then it is the next player's turn. Each turn, another die is added to the obelisk, either by the following player (if the active player

correctly solves the problem), or by the active player (if their answer is incorrect).

The game ends when the obelisk collapses. The last player who managed to stack a die onto the obelisk without collapsing it wins the game. If the players manage to stack all dice before the obelisk collapses, they all win together.

The aim of this variant is to be the first to complete a pyramid.

The dice are evenly distributed among all the players. Players take turns throwing two of their dice. If one die shows a multiplication problem, the player has to solve it. If both dice show a multiplication problem, the player can choose which one to solve. If both dice show a number instead of a multiplication or if the active player can't solve the multiplication, they lose their turn. If they correctly solve the problem, they use the die to start building a pyramid (by stacking dice). Then it is

The first player to have used up all their dice in building their pyramid wins the game.

The aim of the game is to find the fitting multiplication problem and grab the correct die.

The first player chooses four dice and puts them on the table with a multiplication problem facing up. He/she then has a look at the results (without the other players looking) and puts them back. They then say one of the results, and all the other players try to grab the die with the multiplication that fits this result. The player who grabs the correct die earns this die. Then the next player chooses four dice.

The game ends when all dice have been claimed. The player with the most dice wins the game.

Best with: 4 - Recommended with: 3,4,5,6,7

20 Questions is the popular panel game in which the panel ask up to 20 Questions to guess the Person, Place or Thing. This edition should be called 20 Answers because you get 396 cards with 20 answers and the players in turn ask the Reader a number, and from that clue try to guess the answer. For each attempt a chip is paid, when the Guesser gets it correct, the Reader scores the chips paid, the Guesser scores the remainder. So getting it correct early scores you loads, getting it late scores the Reader loads. The board has a scoring track and there is an element of beating the Guesser too.

GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2.3.4

This is a fun card game in which players try to collect as many cards as possible. The first three players lay the card on top of their deck in the middle of the table. Now everybody tries to find a row or column on their top card of the deck with the same fruits as those on the three cards in the middle. When someone has found a row or column he may take the cards from the middle of the table and place them on the bottom of his / her deck. When one person doesn't have cards in his / her deck anymore, the game stops and the person with the most cards in his / her deck wins.

3 mit Kopf & Pfote: Lustig und schlau! (2005)

Best with: N/A - Recommended with: 2,3,4,5

This simple card game links play and learn. The players add up the stored value cards, in order to achieve a predetermined

amount. Then action comes into play: the question of mystery and movement!

In the middle of the table are the number two chip 9-15 The players place their chips on this one card, which indicates a positive or negative number. Is already a card there, they expect the result of the numbers. If a player reaches the value of the chip number, he can win this, as he solves a riddle, a question of knowledge or action task. Whoever collects the first

four numbers chips wins.

3 mit Kopf & Pfote: Wettbewerb der Tiere (2006)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

20 animal cubes are placed within the board, white side up. In his move a player determines a starting animal by placing his **D**₂₀ chip on the cube. The colour die determines the category, speed, breeding time, size, weight or age, the Symbol die determines whether the chosen animals must be stronger or weaker in the category than the starting animal. All players in turn take one cube till all pass, then first the active player and then all others compare the colour codes of the chosen animals - for correct choices they move 1 spot forward, for a wrong choice 1 spot back. Dog spots on the scoring scale earn a point for actions, rabbit actions earn one point for the active player if he finds out which animal cube was removed behind 0,00 his back.









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3x8 (2018)

User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18363 Best with: N/A - Recommended with: 2,3,4

In 3x8, each player tries to create three rows of cards with eight cards in each row. Take turns going clockwise, playing cards from your hands — ideally more than one at a time. Move cards into different rows, make life difficult for the other players with your blocker cards, and increase the number of cards in your hands to offer up more opportunities later. The first player to create their third complete row wins!



User Rating: N/A

GeekRating: 5,50 - BGG Ranking: 20573 Best with: N/A - Recommended with: 2,3,4,5,6,7

5 Alive is an abstract card-playing game.

Each player starts with 5 lives. The winner is the last player to have any lives left.

Each player in turn plays a card from their hand. 'Normal' cards have a face value, and the aim is not to play a card that takes the running total above 21. If you do, you lose a life. If you manage to play the last card from your hand without taking the total above 21, then every other player loses a life. As well as 'normal' cards, there is also a variety of 'wild' cards that perform special actions, like resetting the running total, skipping the next player, reversing the direction of play or causing other players to draw extra cards.

Components

108 cards & instructions

Re-implemented by:

Boom-O

504 (2015)

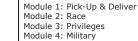
User Rating: N/A

GeekRating: 5,82 - BGG Ranking: 4090 Best with: 4 - Recommended with: 2,3,4

In a distant future, scientists were able to build small alternate Earths. Exactly 504 such Earths have thus far been built. The scientists programmed each of these Worlds with an individual set of laws and rules which the residents strictly follow and consider most important for their lives. These may be exploration, consumption, economics, military, etc., and each is unique. You can visit all of these 504 alternate Earths to experience how the people are living, and decide which of these worlds harbors the best civilization. On which World do you want to live? Explore them all and decide!

504 is a game that creates 504 different games out of one box. The game consists of nine modules:





Module 5: Exploration Module 6: Roads Module 7: Majorities Module 8: Production Module 9: Shares

In each single game, you take three different modules from the nine available and assemble them in any order you like to create a new game. (504 = 9 * 8 * 7 = the number of distinct permutations of three items from a set of nine. The order of the three game modules is significant, and modules cannot be repeated.) For example, you can play:

a racing game that expands through exploration with technology improving the racing or exploration (World "253"). an 18XX-style stock game with network building for income and production sites to provide workers for the road building (World "968").

à war game with a pick-up and deliver economy and bonus scoring from majorities ("World 417").

Each single game takes from 30 to 120 minutes to play.





5-Minute Dungeon (2017)

User Rating: N/A GeekRating: 6,61 - BGG Ranking: 995 Best with: 4,5 - Recommended with: 2,3,4,5

5-Minute Dungeon is a chaotic, co-operative, real-time card game in which players have only five minutes to escape the randomized dungeon. Communication and teamwork are critical to survival because there's no time to form a carefully and no predicting what dangers lie ahead.

In more detail, players assume the role of one of ten heroes, each with special cards and abilities. Once the five-minute timer starts, the race is on to defeat all the monsters inside the dungeon. In order to defeat a monster, players must match symbols from their hand with ones on the monster's card. At the end of each dungeon is a powerful dungeon boss — and after the first boss is defeated, the campaign continues to the second boss. Each boss, and each randomized dungeon, gets harder until players reach the fifth and final boss.



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6 nimmt! Brettspiel (2019)

User Rating: N/A

GeekRating: 5,59 - BGG Ranking: 8730 Best with: 5,6 - Recommended with: 2,3,4,5,6

6 nimmt! Brettspiel retains the central element of the 6 nimmt! card game: Each player reveals a card from their hand at the same time, then the cards are added to a central display with players possibly being penalized should their card end up in the wrong location.

In more detail, the game includes tiles numbered 1-100, and each player receives a hand of twelve tiles. Four tiles are revealed at random and placed in the first position of the first four rows on the game board. On a turn, each player chooses a tile, then reveals them all at the same time, with the tiles being added to the game board from lowest number to highest. A tile is placed in a row to the right of a tile with a lower value, with the smallest difference between tiles mattering should multiple options be available. (For example, a 16 would be placed to the right of 14 and not 7 should both of those numbers be present in different rows.) If a tile is lower than all rightmost tiles, then you place it to the right of the tile with the highest value.

If the tile is placed on a space with a positive or negative bullhead symbol, the player gains or loses points equal to the number of bullheads on their played tile. If the tile fills the final spot in a row, then the player loses points equal to the sum of bullheads on all other cards in this row, then this card is moved down the game board to the first position in the highest

Once everyone has played all of their tiles — or in a two- or three-player game, refilled their hand, then played through a second set of twelve tiles — the game ends and whoever has the most points wins.

If you like, you can play 6 nimmt! Brettspiel with "good luck cards". Whenever you score negative points, you draw such a card from the deck. These cards either convert a non-final row space on the game board to +5 points (instead of whatever it was) or convert a final row space to a bonus that might end up netting you points instead of losing them.

On the back of the 6 nimmt! Brettspiel game board is a second board to be used with the "professional version" of the game. In addition to the \pm bullhead spaces, this board has spaces that force you to draw a new tile, claim all the tiles in a row (instead of scoring negative points), or draw an action card. These action cards let you play anywhere, swap your played tile for another from your hand, skip to the front line, and more. This version can be played with or without the "good luck cards". When one player is out of tiles, players lose points for the bullheads on tiles still in hand.



7 Wonders (2010)

User Rating: N/A GeekRating: 7,58 - BGG Ranking: 89 Best with: 4,5 - Recommended with: 3,4,5,6,7

You are the leader of one of the 7 great cities of the Ancient World, Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future time

7 Wonders lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player. Players reveal their cards simultaneously, paying resources if needed or collecting resources or interacting with other players in various ways. (Players have individual boards with special powers on which to organize their cards, and the boards are double-sided). Each player then chooses another card from the deck they were passed, and the process repeats until players have six cards in play from that age. After three ages, the game ends.

In essence, 7 Wonders is a card development game. Some cards have immediate effects, while others provide bonuses or upgrades later in the game. Some cards provide discounts on future purchases. Some provide military strength to overpower your neighbors and others give nothing but victory points. Each card is played immediately after being drafted, so you'll know which cards your neighbor is receiving and how her choices might affect what you've already built up. Cards are passed left-right-left over the three ages, so you need to keep an eye on the neighbors in both directions.

Though the box of earlier editions is listed as being for 3-7 players, there is an official 2-player variant included in the



7 Wonders Duel (2015)

User Rating: N/A GeekRating: 7,97 - BGG Ranking: 18 Best with: 2 - Recommended with: 2

In many ways 7 Wonders Duel resembles its parent game 7 Wonders as over three ages players acquire cards that provide resources or advance their military or scientific development in order to develop a civilization and complete wonders.



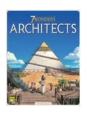


What's different about 7 Wonders Duel is that, as the title suggests, the game is solely for two players, with the players not drafting cards simultaneously from hands of cards, but from a display of face-down and face-up cards arranged at the start of a round. A player can take a card only if it's not covered by any others, so timing comes into play as well as bonus moves that allow you to take a second card immediately. As in the original game, each card that you acquire can be built, discarded for coins, or used to construct a wonder.

Each player starts with four wonder cards, and the construction of a wonder provides its owner with a special ability. Only seven wonders can be built, though, so one player will end up short.

Players can purchase resources at any time from the bank, or they can gain cards during the game that provide them with resources for future building; as you acquire resources, the cost for those particular resources increases for your opponent, representing your dominance in this area.

A player can win 7 Wonders Duel in one of three ways: each time you acquire a military card, you advance the military marker toward your opponent's capital, giving you a bonus at certain positions; if you reach the opponent's capital, you win the game immediately; similarly, if you acquire any six of seven different scientific symbols, you achieve scientific dominance and win immediately; if none of these situations occurs, then the player with the most points at the end of the game wins.





7 Wonders: Architects (2021)

User Rating: N/A GeekRating: 6,71 - BGG Ranking: 816 Best with: 3,4 - Recommended with: 2,3,4,5,6,7

In 7 Wonders: Architects, 2-7 players race to become a leader of the ancient world by completing an architectural wonder that will last through the ages

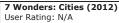
Players receive an unconstructed wonder at the beginning of the game and must collect resources to build their society, develop military might to navigate conflicts, oversee resource management, research science improvements, and collect civil victory points as they race to leave their mark on world history.











GeekRating: 7,41 - BGG Ranking: N/A Best with: 4,5 - Recommended with: 3,4,5,6,7,8

7 Wonders: Cities, the second expansion for 7 Wonders, includes optional team rules, adds an 8th player (base game supports 7 players), a new type of card (black, representing the remains of cities), and new cards of old types (two new wonders: Petras and Byzantium, 3 new guild and 6 new leader cards). This expansion is more aggressive, with greatly increased interaction between players, who are still trying to score more points than anyone else.

With the team rules, you can play with up to eight players, with the players divided into teams who sit next to one another so that they can kibitz and choose the cards of most use to them.

The new black cards have a variety of effects, with nine cards being available in each age. Effects include:

The active player gaining gold, with his neighbors also gaining a bit.

Increased military strength in age 1 at a greater cost.

Embassy cards that remove you from the military competition for that age.

Cemetery cards that earn you points at the end of the game while costing opponents gold.

Spy cards that copy symbols from green (science) cards.

A secret warehouse that doubles a resource and a black market that generates a missing resource.

The ability to build cards for free by copying building chains from other players.

The 6 new leader cards can only be played with 7 Wonders: Leaders.

7Seas (2022)

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User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20184 Best with: 3.4 - Recommended with: 3.4

Finally! After long journeys across the seven seas, you've found it: the treasure island with immeasurable amounts of gold, sparkling crystals, and tasty rum. But no sooner has your ship landed than others show up to capture the most valuable things for themselves. What's more, the island is stricken by evil curses...and then there is also the kraken — which is both a blessing and a curse at the same time.

In 7Seas, you want to use cards in hand to capture those on the table, but if you can't grab something, then you'll end up leaving goods for others to grab.

The deck consists of 40 cards in four suits (gold, rum, crystals, and curses); each card shows a strength value (1-10) and a booty value (from 7 to -7). Each player has a ship that starts at the beginning of the track, and a game lasts until a player reaches 7, 11, or 14 on the track, dépending on the length of the game desired. To set up a round, deal 4 cards face up as a display, deal each player 8 or 11 cards depending on the player count, then place 3 or 4 cards aside as a special booty

On a turn, play one card from your hand. If a card in the display has the same strength as this card, you collect both cards. If instead two or more cards sum to the value of your played card, you collect those smaller cards and your played card. If you play a non-cursed 1, you can collect a 10 in the display (along with your 1), assuming no 1s are present. If you play the kraken (the cursed 1), then you can take all of the cards in the display along with the kraken — but the kraken is -7 points, so it better be worth it! If you can't collect a card, then you add your card to the display. If you ever clear all the cards in the display, then you steal one card, either from an opponent's collection or from the booty pile, looking those cards over and choosing your prize.

Once all the cards have been played — and cards are played in two cycles of eight cards in a two-player game — players score points depending on what they've collected:

The player with the most cards moves their ship one space.

The player with the most gold coins moves one space.

The player with the pirate lady or pirate king (respectively the 1 crystal and 1 rum) moves one space.

The player with the highest booty total — that is, the sum of the highest card in each suit — moves two spaces.

Continue playing rounds until someone moves their ship to the finish line.

80 Days (2022)

User Rating: N/A GeekRating: 5,56 - BGG Ranking: 10344 Best with: 3,4 - Recommended with: 2,3,4

After hearing about the crazy bet made by Mr. Phileas Fogg who travelled the world in just 80 days, you decide to go for an

even harder challenge. You get started right away to do better.
You will take an exciting trip around the world and fill your travel diary with experiences so that you can show everyone who the toughest traveller is. Grab your luggage, some money and off you go!

On your turn, take one action. The costs of these actions increase gradually. The more often players choose an action, the more expensive it becomes. After each period, everything is reset again.

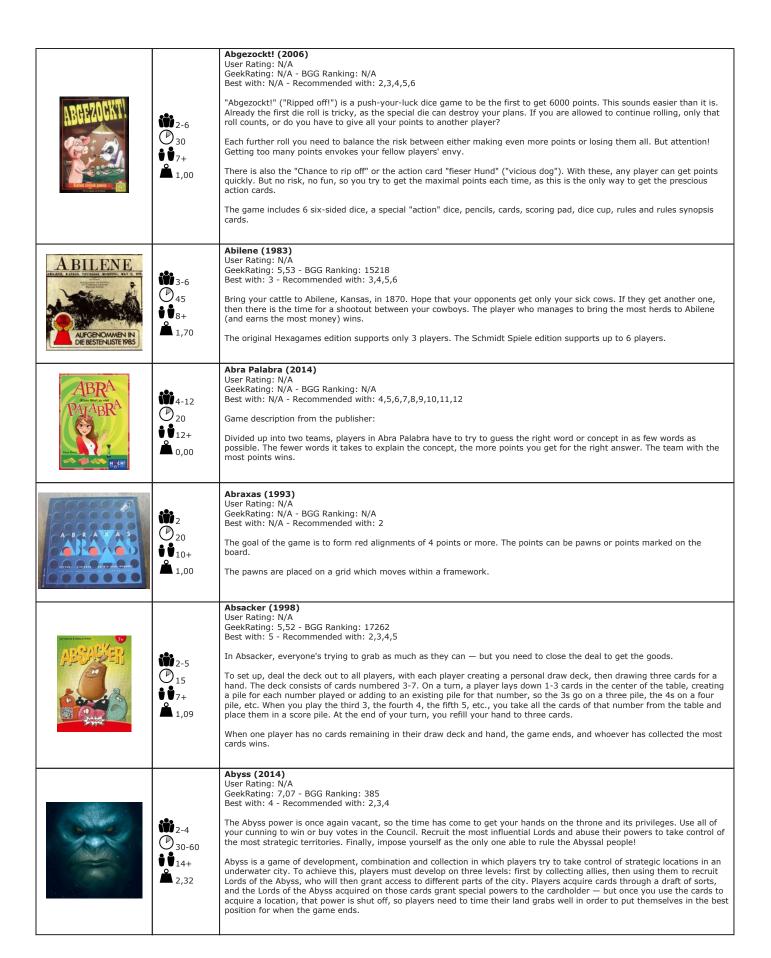
You can either

move forward, buy an item or do a special action.

Additionally, you can write a page in your travel diary, which provide you with necessary victory points.

After 5 periods the game ends and by then you'd better be back in London.

A (142 games) Ab die Post! (1996) User Rating: N/A GeekRating: 5,48 - BGG Ranking: 23707 **1**3-6 Best with: 4 - Recommended with: 3,4,5,6 \bigcirc_{45} A race game that has players flying around the course, avoiding the storm cloud, doing repairs and maybe picking up a passenger for bonus points. The game has a black plastic storm cloud with a little clear cap into which you put colored balls and a black ball. Players draw cards to help them do repairs, then fly the course choosing when to take the outside, middle **i i**8+ or inside lane. Shake the storm cloud and see which color ball falls into the cap. The color sets the speed at which you fly, but if black appears you are forced to land and do repairs, by paying back cards. If you are on the inside lane, the shortest course, you pay the most. Ab durch den Dschungel (2012) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 **ii** 2-4 Game description from the publisher: \bigcirc_{15} Did something just crack under your feet? In Ab durch den Dschungel, brave treasure hunters must find their way through the jungle, following tortuous paths, balancing on a log over a raging river, protecting themselves from pesky mosquitoes, and keeping an eye out for poisonous snakes. **å** 0,00 In the end, though, these adventurers might find themselves a big sparkling treasure if they dive into the world of treasure hunters and guide themselves through the many different tasks that await them in the jungle... Ab ins Bett, Nils! (2009) Ab ins Bett. User Rating: N/A GeekRating: N/A - BGG Ranking: N/A **1** 2-4 \bigcirc_{10} Best with: 2 - Recommended with: 2,3,4 Bertie doesn't want to go to bed; he wants to play just a bit longer. So the children play with him! The little hippo shows children a first color identification and memory game. 0.00 Ab nach Hause! (1995) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 3,4 - Recommended with: 2,3,4,5,6 The bear, owl, cat, dog, mouse, and frog are hungry after a walk in the woods and want to go home as quickly as possible. (P)₂₀ Which three animals get home the fastest? Game play: The playing cards in which three animals in different combinations are displayed, are mixed and put face down 1,00 in a stack. Then each child draws a card and remembers that the animals depicted. Every child now moves the animal figures forward, but only so many as there are participants in the game. A game ends when a child takes his third animal to the goal. Abalone (1987) User Rating: N/A GeekRating: 6,22 - BGG Ranking: 1900 Best with: 2 - Recommended with: 2 This beautiful and functional board has room for two teams of large marbles. Players take turns pushing the marbles around the board, with the goal of pushing six of the opposing player's marbles off the board. The central idea is that a column of **⊅**30 abalone marbles has weight given by the number of marbles in line. Someone will need to push with a heavier group of marbles in order to push the column along that axis. However, with six possible directions, it's difficult to defend yourself perfectly. Also, it's possible to play the game with up to six players when supplemental marble sets are purchased. 2,16 A winner of the 1988 Concours International de Créateurs de Jeux de Société. Abenteuerinsel (1982) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Abenteuerinsel is a cooperative game for children aged 5 to 10 years. Five wooden planks are placed in each corner space. Each player starts in one of the corner spaces. From each of those, there is a path to an island, on which the children try to Abenteuerinsel build a tower using all 20 wooden planks. **D**₃₀ To build the tower, players roll the die and move on their path across the island to the opposite corner of the board, pick up a little wooden plank, and move back to the island. If the player rolls the red chip symbol on the die, the player has to place a red chip on their own path. If a path has red chips on every space, that path is unusable, and if any wooden planks are **–** 0,00 left on the corresponding corner, the players lose the game because they cannot finish the tower As this is a cooperative game, players can give away die rolls, and offer to have chips placed on their own path, to help the other players. Aber Hallo! (2000) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 17326 Best with: 3.4 - Recommended with: 3.4 **ii** 3-4 From the rules translation (downloadable here): \bigcirc_0 A tricky card game for 3 to 4 players from 10 years. **1 1** 10+ All of us know how to play trick-taking games. And, usually, they have a trump color. But, if trump can change in every **1**,83 trick, watch out. Don't lose sight of the big picture.. The players try to get as many points as possible through skillful card play. However, the cards are worth points only if you also manage to grab chips of the corresponding color, too.







The Academy (2023)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4

The Academy is no ordinary place. Here you have to prove yourself in mysterious disciplines, above all: in role reversal! In each round of The Academy, players take on a different role, and your goal is to win tricks, complete round goals, and thereby collect awards. In the end, whoever has three awards and "The Ace in the Sleeve" wins

Distribute role cards at random. The roles "Mastermind" and "Team Player" then determine a trump suit and a round rule for the current round. With eight cards in hand, players then start to play. Each role has a special task, the fulfillment of which earns an award at the end of the round. For example, "Captain" and "Team Player" must win more tricks together than "Mastermind", whereas "Mastermind" wants to win at least as many tricks as "Captain" and "Team Player" combined. ("Rebel" has nothing to do with any of that and pursues their own goals.)

The Captain leads to the first trick, and other players must follow suit, if possible; otherwise they can play any card, including trump. The winner leads to the next trick, and once all tricks have been played, players receive an award if they have met their role's goal. If no one has won, pass the roles clockwise and start a new round.

Acquire (1963)

User Rating: N/A GeekRating: 7,12 - BGG Ranking: 331 Best with: 4 - Recommended with: 3,4,5,6

In Acquire, each player strategically invests in businesses, trying to retain a majority of stock. As the businesses grow with tile placements, they also start merging, giving the majority stockholders of the acquired business sizable bonuses, which can then be used to reinvest into other chains. All of the investors in the acquired company can then cash in their stocks for current value or trade them 2-for-1 for shares of the newer, larger business. The game is a race to acquire the greatest wealth.

History of Acquire: This Sid Sackson classic has taken many different forms over the years depending on the publisher, yet the rules and game play have stayed the same. The 1966 version of the 3M bookshelf edition included rules for a 2-player variant. The original version is part of the 3M Bookshelf Series.

Many books and websites incorrectly list this as a 1962 publication as the 3M Company used previously copyrighted artwork when they released the game in 1964. 3M actually received the idea for the game of "Vacations" from Sid Sackson in May of 1963 and decided to take his idea and put it into artwork they had developed the year before for a game called "ACQUIRE." 3M's original game idea for a game called ACQUIRE must not have been very good so they decided to take Sid's idea of Vacations and put it into their concept of ACQUIRE. They released some limited test market games in 8 Midwestern U.S. tities in December of 1963 with a box that had a 1963 copyright. These games had Sid's original rules. When 3M released the mass market games in 1964, they had taken liberties with some of Sid's original ideas and changed some rules and game play to match their production desires. They released them with outer boxes that were copyrighted 1962 and inner boxes with rules that were dated 1963.



December 1963 - Test Market World Map Wood Tile Edition

1964 - Dated 1962/63 wood tiles, chipboard with plastic overlay & stocks with printed backs 1965 - Dated 1962/63 plastic tiles, chipboard with plastic overlay & stocks with printed backs (last edition made with printed backs until 1999)

1966 - Dated 1962/66 plastic tiles, chipboard with plastic overlay & non-wax coated stocks (Only edition with these stocks) 1968 - Dated 1968/66 plastic tiles, clear plastic board with paper underlay (Both 1966 inner box games have a lot of mixed parts)

1971 - Dated 1968/71 plastic tiles, yellow hard plastic board 1975 - 3M sells rights for game of ACQUIRE to the Avalon Hill Company

1976 - Dated 1976 plastic tiles, yellow hard plastic board, redesigned money, no inner box (This edition was also produced in 1977, 79, 81, 82, & 86)
1989 - Dated 1976 Gray box edition with new box artwork same contents as regular 1976 editions (This edition was also

produced in 1992) 1995 - Dated 1995 Large box cardboard edition with chipboard board and tiles, Special Powers Variant Tiles inspired by

German editions

1997 - Avalon Hill sells the rights to the game of ACQUIRE to Hasbro

1999 - Dated 1999 Large box with large plastic board and tiles, 3D company buildings, redesigned stocks & money, large info cards

2006 - Hasbro assigns rights for the game of ACQUIRE to their subsidiary, Wizards of the Coast 2006 - Lloyd's (private) Rules of ACQUIRE are made public, two major rule changes that help to bring the balance of the

game of ACQUIRE back to the intentions of Sid Sackson's original ideas. Lloyd Solon's Rules help players to correct poor strategy during the beginning of the game that can been seen with new and unexperienced players (running out of money soon is the main mistake that must be omitted!).

2008 - Dated 2008 cardboard edition with chipboard board & tiles, redesigned stocks & money 2016 - Dated 2016 The current affordable mass-market edition. It looks at first sight to be similar to previous modern editions, but has been criticised for the use of inferior design choices such as hard-to-read grey-on-grey embossed slots and the unusual tile fonts. It contains modified rules and a slightly smaller playing grid. Although these changes have been criticised for not ultimately improving upon Sackson's original design, they are generally regarded as not being toc damaging to it.

2023 - Renegade Game Studio partners with Hasbro, and releases their new version, with Classic Mode or Tycoon Mode play with or without tertiary stockholder merger bonus.





Action (2007)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4,5,6

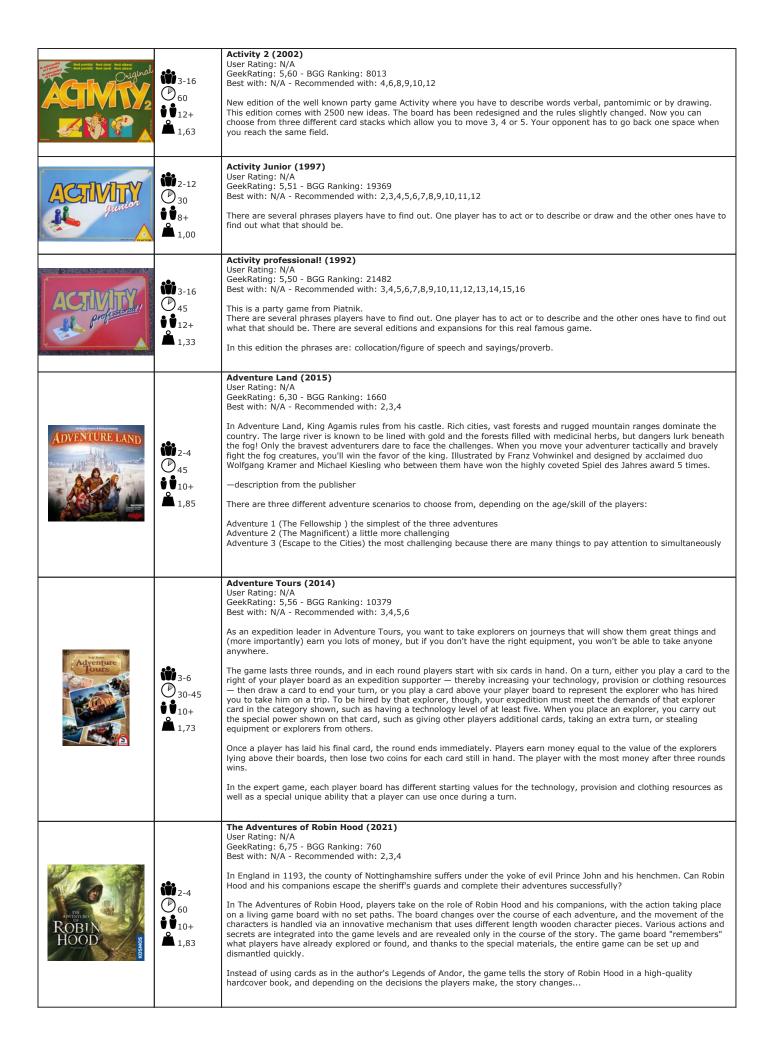
From the publishers homepage:

Fun and entertaining cardgame for children and families. ACTION is an advanced Memory game where it matters when you make the pairs/tricks. Each trick contains an ACTION you have to execute when the trick is made.

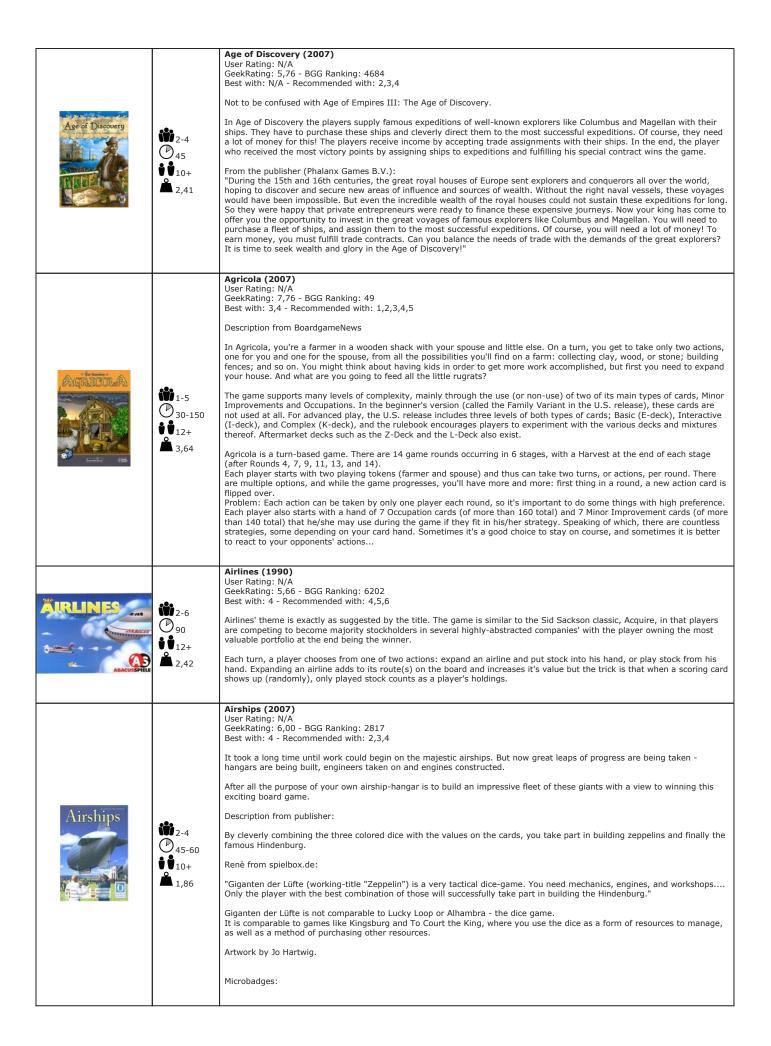
In ACTION you will play cards on both hand and table. Pair the cards to make tricks. Each trick results in an ACTION maybe stealing or switching cards and tricks. Courage, patience and a good memory are vital skills in ACTION!

ACTION can be played by 2 to 6 players, so the entire family can join in. It's easy and quick to learn, ACTION recreate the fun in challenging each other in the skills of memory and planning. ACTION is for bigger children and families.

ACTION contains 108 cards (a total of 2x27 pairs.) More players can pursue the same tricks at the same time. Game rules in 11 languages are provided, so you can easily find your new ACTION opponent during your next vacation.







	ı	Algebraic (1992)
		Akropolis (1993) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4
		The board shows the temple mountain of the Akropolis and the surrounding buildings. It is covered with a grid network that divides the mountain and some adjacent houses into fields. At the edges there are additional marks for the initial positions of the players. In addition the central mountain fields are provided with numbers between 1 and 3.
		Each player has several small temple buildings and with the help of Oracle stones (small wood disks) they indicate how far
AKROPOLIS	1 2-4 0 0 1 8+ 3,00	they want to pull their own temples in a round. The goal is to place as much as possible own buildings on the temple mountain. With 2 players one must place 7 buildings in order to win (there are 13 spaces). With 3-4 players one must achieve at least 12 points to be the winner. Each round is divided into three phases.
		In the first phase each player decides the number of steps that he wants to move one of his building. Accordingly it takes and puts as many Oracle stones into its right hand, while keeping the remaining Oracle stones covered in the left hand. Every player place a bet on the total amount of Oracle stones that will be played in the current round by all players (it's not permitted to call a number already called by a previous player). After each player called a value, everyone open their right hand, and if someone called the exact value, he will have benefits in the third phase.
		In the second phase every player moves one of his buildings (horizontally, vertically or diagonally) according to number of Oracle stones played. During the movement one can jump over one or more buildings, but the target field must be however free. If one jumps over an opponent building with the next to last point of movement, he can strike this at the end of its movement, if he wants to. The building is then put again into the supply of the opponent.
		In the third phase only the player that called exactly the value in the first phase can place one of its temple on a free starting position on the board. If all starting positions are occupied or if the player has already all temples on the board, the action is not taken.
		Aladdin: The Magic Carpet Game (1992)
	1 2-4	User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22918 Best with: N/A - Recommended with: 2,3,4
	\bigcirc_{10}	Aladdin and his friends are in big trouble, but the magic carpet is ready to ride to their rescue. So climb aboard, and hang
	i i 5+	on tight for a fun filled flight. Eight different gameboard scenes feature Jasmine, Aladdin, Abu or Rajah in a nasty jam. Spin the Genie spinner to catch the carpet for a flying, floating ride around the gameboard. When you glide to a landing, play the
	1,00	rescue card that matches the scene, if you can. Get help from the Genie, he'll gladly grant you three wishes. Play all of your rescue cards and collect the Genie card, and you'll win.
		Aladdin's Dragons (2000)
Aladdin'su.	₽	User Rating: N/A GeekRating: 6,35 - BGG Ranking: 1529 Best with: 5 - Recommended with: 3,4,5
		After the immediate response to Richard Breese's Keydom at Essen 1999, Hans im Glück contracted to take the basic game idea and produce a version of the game. Aladdin's Dragons, or Morgenland in the original German, is the product of their cooperation.
		The game features players putting numbered bidding chips face-down onto the board sequentially. After the players have placed all of their chips, then each of the areas is resolved. The bottom part of the board is where players attempt to gather treasure tokens, which is the overall currency of the game. The middle part of the board features a number of special actions, which help the players cast spells, trade in their resource tokens, or block other players' actions. The top part of the board is where players use treasure tokens to purchase artifacts, and the player who can collect the most artifacts by the end of the game will be the victor.
BARCO	O 60-90	Won Games Magazine Game of the Year award in 2001.
	1 0+	Re-implements:
	2,46	Keydom
		Re-implemented by:
		Aladdin's Dragons (card game version by same name as board game)
		Microbadges: (Buy One)
		Aladdin's Dragons fan
ALBION	2-4 060 10+ 2,50	Albion (2009) User Rating: N/A GeekRating: 5,59 - BGG Ranking: 8717 Best with: N/A - Recommended with: 2,3,4
		Being almost at the top of its power, the Roman Empire plans to conquer the British Isles, also known as Albion in those times.
		To be successful in the game, the players have to cleverly choose their settlements, castles and fortifications as well as carefully plan the development of these. They have to balance the different resources, their defence and the number of nobles and legionnaires. In fact, all of those are necessary, but the different choices have to be carefully timed.
		The game is won by the player who accomplishes to fully develop three settlements.
		Announced for Essen 2009.
	I	





Alcazar (2009)

User Rating: N/A

GeekRating: 5,57 - BGG Ranking: 10137 Best with: 4 - Recommended with: 4,5

The game is about building castles and villas. The bigger the better. The bigger your building is, the more people who can live inside and the more valuable they get. But watch out - the more you build, the more space you need - so it can be possible that your small building will be 'eaten' by an opponent's big castle or villa. Your landlords will lose their house and furniture except if they are sold for enough, at the right moment, to get some hidden silver instead. The winner will be the player with the biggest buildings and the most money.

(Found on KOSMOS-Homepage - free translation from German)

This game seems to be the game that Altura should have become.

Alchemist (2007)

User Rating: N/A

GeekRating: 5,78 - BGG Ranking: 4423
Best with: 4 - Recommended with: 2,3,4,5





It's a contest of cubes and numbers! Define a recipe of 1-5 cubes and you're awarded 2 cubes (according to the square where you define it) and you're awarded 1-10 VP (according to your choice of the numbers 1-10 that remain). Henceforth anyone who duplicates that recipe gets the same 2 cubes and the same VP while paying you 1 cube from your recipe -- but you can never duplicate your own recipe. Except for the 1 cube paid to the originator of the recipe, cubes used making recipes are out of the game, and the game ends when there are only two colors left in the general supply.

That's the basic scramble for points, plus an end-game bonus for the player who had the most success getting his secret cube color out of the game.

Online Play

Yucata (turn-based)

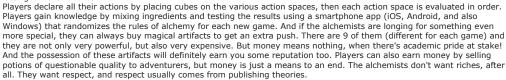
Alchemists (2014)

User Rating: N/A

GeekRating: 7,42 - BGG Ranking: 138 Best with: 4 - Recommended with: 2,3,4

In Alchemists, two to four budding alchemists compete to discover the secrets of their mystical art. Points can be earned in various ways, but most points are earned by publishing theories – correct theories, that is — and therein lies the problem.

The game is played in six rounds. At the beginning of the round, players choose their play order. Those who choose to play later get more rewards.







During play, players' reputations will go up and down. After six rounds and a final exhibition, reputation will be converted into points. Points will also be scored for artifacts and grants. Then the secrets of alchemy are revealed and players score points or lose points based on whether their theories were correct. Whoever has the most points at the end of the game wins.

Flavor text:

Mandrake root and scorpion tail; spongy mushroom and warty toad — these are the foundations of the alchemist's livelihood, science, and art.

But what arcane secrets do these strange ingredients hide? Now it is time to find out. Mix them into potions and drink them to determine their effects — or play it safe and test the concoction on a helpful assistant! Gain riches selling potions to wandering adventurers and invest these riches in powerful artifacts. As your knowledge grows, so will your reputation, as you publish your theories for all to see. Knowledge, wealth, and fame can all be found in the murky depths of the alchemist's cauldron.



Alea Iacta Est (2009)

User Rating: N/A

GeekRating: 6,16 - BGG Ranking: 2099
Best with: 5 - Recommended with: 2,3,4,5

Alea Iacta Est is Latin for "The Die is Cast".





Players take on the role of Caesar and compete for the most prestige points. This happens by clever placement of his/her eight dice, which are placed on five different buildings.

At the Castrum (barracks), new provinces can be conquered, while patricians can be recruited at the Forum Romanum to be sent to those provinces. At the Senatus, cards can be won for bonuses that will be kept secret until the end of the game. The Templum awards prestige points directly from the Goddess Fortuna. Each die that does not win any of these ends the round at the Latrina, where it provides its owner with a "repetel" chip, which can be used to re-roll dice or can be traded in two-to-one for prestige points at the end of the game. Each building has special rules as to how the dice can be placed, allowing many tactical possibilities with any roll of the dice.

Each round ends when one player has placed his/her last die, and after 5 rounds (6 rounds with 2-3 players), the patricians are organized in their provinces, the senate cards are revealed, and the scores are totaled. The player with the most prestige points wins!







and #5 the majority in each building category is awarded the same way like in Alhambra. The player with the most VP's wins the game. Special: There is a variant in which you can combine the building counters of the Alhambra game which adds some building

strategy.

Integrates with:

Alhambra



ALIJADA (S)	2-4 30 5+	Ali Baba (2002) User Rating: N/A GeekRating: 5,47 - BGG Ranking: 24140 Best with: N/A - Recommended with: 2,3,4 User review: The treasure cards are placed face down in their slots as nine stacks of four cards. The lid is placed on top of them. The lid has nine dials. Each dial has one of six symbols showing. To access the treasure cards beneath the lid the players alternate turns to twist the dials to show the combination of symbols which match the genie card that is in play. When the genie card has been matched, the player may take as many treasure cards as desired. If a player finds a snake card among the treasure cards taken then the player forfeits all treasure cards taken that turn. Whenever a player is done taking treasure cards a new genie card is put in play and the game continues. The game ends when the final genie card is out of play or the final snake has been found. The player with the highest total in treasure cards is the winner. The game is in German, French, and Spanish. This game is also published in an English version from Ravensburger as "Open Sesame".
	3-6 20-30 10+ 1,00	Alien on Board (2021) User Rating: N/A Best with: 5,6 - Recommended with: 4,5,6 Log entry 87c. from 03/18/2085: After a successful mission on the Janus ring of Saturn, we have initiated the return flight to Earth. Suddenly the alarm system of our board computer switches on: WARNING XF33! Alien on board! We quickly meet on the main deck, the entire crew has appeared. Everyone seems normal. And yet the measuring devices report "strange blomass activities"! So - One of us has to be the alien! Who can it be? And how are we supposed to expose it? With specific questions we will try to identify the intruder, otherwise this could be the la Alim of the game is to unmask the alien or to mislead the crew members by answering, listening and combining the questions. Gameplay: Decoding - Survey - Exposure 1. Decoding: The Commander shuffles the decoders face down and distributes one of them to each player (including the "Alien Decoder"). Then the commander draws the top question card. Nobody is allowed to see who has which decoder. 2. Survey: The commander pushes the question card into his decoder, silently reads the deciphered words and gives the entire group a short and loud answer. Then the commander passes the same card on, to the next player, who does the same. This continues until all players (incl. the secret alien) have given an answer. 3. Exposure: Now, based on the answers, the crew tries to unmask the alien. To do this, everyone votes on the player they believe is the alien in this round. The points are distributed and a new round starts. After 10 rounds, the player with the most points is the winner!
DOCKS	2-4 5 6+ 0,00	All My Ducks (1997) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 "The happy little ducks slide down the dock and into the water over and over again. Splish, splash, oh what fun! But which ducks are yours? The colors on their tummies show you which are yours. So pay close attention and remember where your fuzzy friends are. Now, everyone into the pond!"
Alle Rudi gegen Pudi	10 10 10 10 1,00	Alle gegen Rudi (2018) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18964 Best with: 2 - Recommended with: 1,2,3 In Alle gegen Rudi, everyone is trying to catch Rudi the mouse, who runs faster than everyone else, but if the team plays smart, they can still beat him in the end.
ALLES BANANE!	2-4 20 1 14+ 20,00	Alles Banane! (1996) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 The game is played in 5 rounds. Players take turns flipping over cards. When a banana card is flipped up, the active player gets a big banana. When a monkey is shown, the banana has to be put back. Banana peels mean there is no change. When all cards are face up the round is finished. The player who has the big banana at the end of the round gets a small banana. The player who has the most bananas at the end wins. The game is entirely luck-driven and targets the very young.
Alles für die Katz?	2-4 30 7+ 1,00	Alles für die Katz? (1994) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 4 - Recommended with: 2,3,4 This is a tactical dice game. Block opponents to get mice caught.

Alles Futsch (1998)

User Rating: N/A

GeekRating: 5,49 - BGG Ranking: 22107 Best with: 5 - Recommended with: 3,4,5

The object of this game is to be the player with the most cash left when one other player goes bankrupt.

Each player receives:

1 play-table, which is placed face up in front of him

4 marker stones

Money worth 200,000 (3 \times 50,000, 2 \times 20,000, 1 \times 5000, and 5 \times 1000)

The card holder is placed in the center of the table. The remaining cash is sorted and laid out in the bank.. The object cards are shuffled and placed in the card holder.

The top 5 cards are laid openly next to each other beside the card holder.

If there are fewer than 5 players, the remaining play-tables and marker stones are placed back in the box.

Play: Starting player selects one of the five face up cards for auction.

Each player must increase the bids. Beginning with the player who selected the object card, in as many rounds as needed. Bids must increase by 1000 or a multiple thereof. Once a player passes, he may not re-enter this auction.

The highest bidder pays the bank and receives the object card. The player may make change with the bank. The card will have 3 objects on it. The purchaser now has to distribute each of those objects.

Three possibilities exist for the card, each of the three objects on the card are used one at a time in any sequence desired.

The sequence is decided by the player who paid for the card. Each item is released after it is used:

- 1. An object for which he has only 0-2 copies in his collection: in this case he must take the object into his own collection. He sets one mark on the first field of the item or shifts it to the right to the next field. If this is the third type of an item, he immediately receives a bonus of 30000 from the bank.
- 2. An object for which he already 3 or more copies in its collection. In this case he sells the object to any fellow player who has from 0-4 copies of the object in his collection. The fellow player cannot reject the purchase and must pay the seller 20000. The buyer moves his marker to the appropriate field. If this causes the marker to move to the third position, he should immediately receive a bonus of 30,000 marks from the bank.

Note: the fourth and fifth objects of a type are thus always sold; one never receives these two objects from an object card that they have won for auction.

Buying more than 3 types of art makes ones collection decrease in value. The buyer must pay the seller the fixed purchase price of 20000 marks and he must also pay 10,000 marks to the bank.

3. A type of object which is not on his play-table (recognizably from the colored beam on his play-table at the bottom left hand corner). In this case, the auction winner sells such objects - as under 2 as described to other players

The object card is placed face up in the second side of the card holder after its 3 objects are distributed among the players.

The top face down card is turned up and added to the remaining 4 face up cards.

The player who purchased the last card, selects the next card to auction.

The game ends the moment one of the players goes broke.

First the fellow player is paid off, then the bank and then buyer receives any possible bonus.

The winner is the player who has the most cash. In case of a tie, the player with more objects in his collection wins.



User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

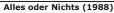
Best with: 2,3,4 - Recommended with: 2,3,4

This is from the "Little Raven" game series based on the children's book series by author Nele Moost and illustrator Annet Rudolph. Alles Meins! is a children's game (Ages 4 - 12) in which players must keep track of the locations of different animals as they move around the game board in order to win tokens. It features "Small Raven": a popular character in German children's literature.

The little crow steals whatever toy is in front of him, but when he has taken all the toys from his friends, he realizes that this is not nice and gives all the toys back. This is a move and collect game.







User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5,6

Game material

48 playing cards

42 trick indicator cards; 6 colored sets with values of 0 - 6

1 scorepad

1 rulebook

Description of the game
The main task of the 3 - 6 players is to correctly assess their cards. They use a trick indicator card to declare the number of tricks they expect to take. If they're right, they get a bonus. It's also up to the players to decide whether they will openly announce the tricks they expect to take or whether they keep it secret. But beware! A face-up trick indicator card increases the possibility that the other players will be able to influence the outcome. With increased risk it's true that you get: "Alles oder Nichts (Double or Nothing)".

A game last for seven rounds. Each player receives:

in the 1st round - 6 cards in the 2nd round - 5 cards in the 3rd round - 4 cards

in the 4th round - 3 cards

in the 5th round - 4 cards

in the 6th round - 5 cards

in the 7th round - 6 cards





After the cards are dealt, the dealer turns over the top card of the remaining cards. The color of this card is the trump color. After distributing the cards, players take the playing cards into their hand. Each player now judges for himself how many tricks he thinks he can take. Players select the appropriate card from their trick indicator cards and place it face-down in

Once all players have made their decision, the dealer, starting with the player to his left, asks each player if he wants to openly announce the number of tricks he plans to take (by turning over his trick indicator card) or if he wishes to keep it secret. Once each player has indicated his decision, the dealer asks the other players in clockwise order until all players, including the dealer have indicated their decision. Turning over the trick indicator card brings a higher risk but also potentially more points.

Rules of play:

Players must follow suit (play the same color as the card that was lead) if it is possible for them to do so.

If a player cannot follow suit, he has two possibilities:

2. Play trump - play a card of the trump color

2. Throw off - play a card that is neither the trump color nor the color that was lead. You can never win a trick when you

If no trump was played, the player who played the highest card of the suit that was lead wins the trick. If trump was played, the player who played the highest trump card wins the trick.

If the trump color was lead, it must also be followed. If a player does not have any cards in the trump color, he must throw off a card with another color.

Scoring

Secret trick indicator cards:

Players whose trick indicator cards were face-down get one point for each trick that they took. Players who took exactly as many tricks as noted on their trick indicator card get a 3 point bonus.

Openly declared trick indicator cards:

Players whose trick indicator cards were turned face-up only get points get if they take exactly as many tricks as they predicted. If they fulfill this condition, their score is equal to the number of tricks they took multiplied by 2 plus the 3 point

Goal of the game

The goal of the game is to have the most points at the end of the game.





Alles Tomate! (2007)

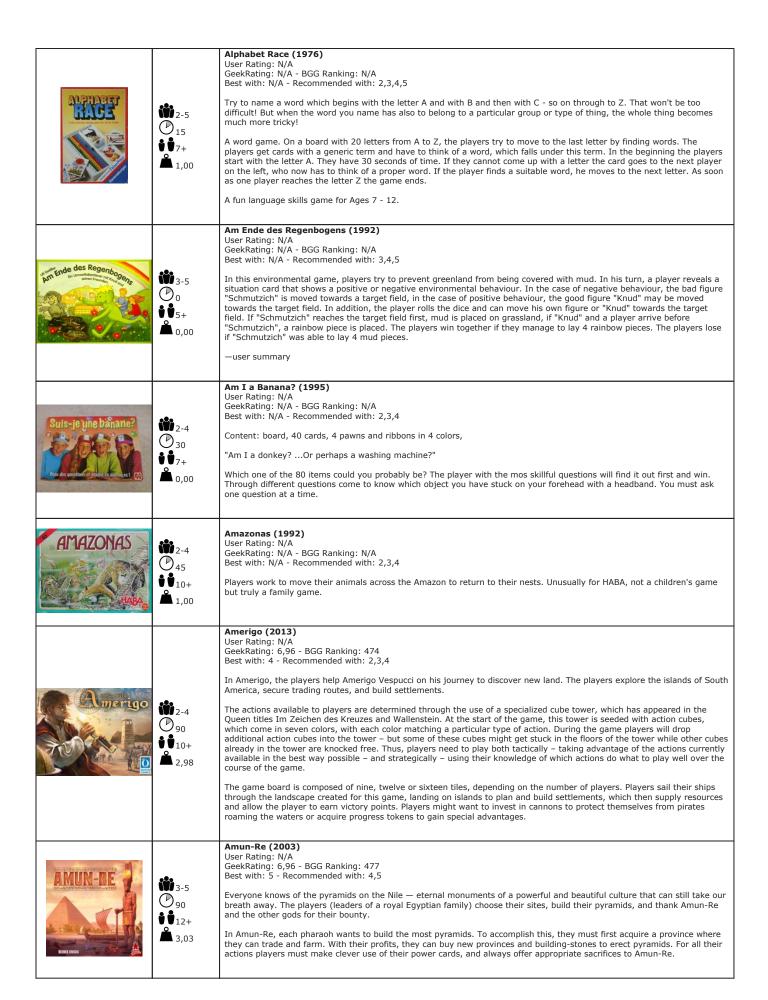
User Rating: N/A

GeekRating: 5,59 - BGG Ranking: 8831
Best with: 3,4 - Recommended with: 2,3,4,5,6,7,8

Alles Tomate! - and the subsequently rethemed spin-off games Alles Trolli! and Alles Kanone! - are memory games with identical game play while the theme changes from barnyards to travel to pirates from one edition to the next.

In Alles Tomate!, players are farmers who keep forgetting where they put their belongings. To set up the game, seven topic cards with different colored backgrounds are laid out. The yard card deck consists of 49 cards - seven each with one of the seven background colors, with each card showing a different image. One card of each background color is laid out below the appropriate topic card, which depicts the seven images in that color. Each player tries to memorize the cards, which are then turned face down.

On a turn, one player reveals a yard card and the first player to name the yard card of the same color currently face-down in the display claims that card, with the newly revealed card put in its place. If two players name the card at the same time, each player claims a card with extra drawn off the deck as needed; if no one names the card, the face-down card is placed back in the deck while the new card is put in its place. When the yard deck runs out, the player with the most cards wins.









Animals on Board (2016)

User Rating: N/A

GeekRating: 6,04 - BGG Ranking: 2610 Best with: 4 - Recommended with: 3,4

The accessible and clever game Animals on Board features a two-tiered cardboard ark that will hold each player's animal tiles. At the start of the game, each player draws three animal tiles, chooses one of these tiles, and places it on a bracket of his ark without showing it to the other players.

The leftover animals that players initially drew begin forming what will become a single animal collective in the center of the table. The total number of animals in the collective is based on the number of players, but one animal in the collective will always be face-down. Each player also starts with one food crate and may never have more than five food crates at any time

On each turn, a player has two options: (a) split a collective of animals into two groups and take a food crate, or (b) take one of the animal collectives into their ark by paying a food crate for each animal in that group. As players choose their group of animals, they drop out of the turn. The first player to drop out of a turn starts the next turn. The game ends when an ark has at least ten animals on board.

Before scoring, all animals in pairs are discarded because a guy called Noah claims all animal pairs for himself. Single animals score the points imprinted on the tile (from 1-5) and herds of animals automatically score five points each. Remaining food crates also score one point each.





Anno 1452 (1999)

User Rating: N/A GeekRating: 5,54 - BGG Ranking: 12452 Best with: 4 - Recommended with: 3,4

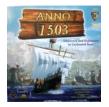
A game about the consolidating of power in the Holy Roman Empire in 1452. Players attempt to gain victory points through a variety of sources. In a system that has similarities to El Grande, players have a limited number of actions each turn to place resources into territories on a map. Going beyond El Grande, the game provides several different types of resources to manage and also gives players several different ways of undermining other players' positions.

One element that stands out is a balancing mechanism where the weakest player each turn is crowned king and is given several benefits. The weak player then has a strong military advantage in getting a better position in the game.



User Rating: N/A GeekRating: 5,78 - BGG Ranking: 4482 Best with: 4 - Recommended with: 2,3,4

A boardgame based on a computer game (instead of the other way around) and designed by Klaus Teuber, Anno 1503 views the era of colonization strictly from the home country perspective. Two to four players send ships to explore islands scattered about a 5 x 12 square ocean (the more players, the more islands). The settlement of the new lands is, however, strictly abstract.





Each player's turn begins with the roll of one 6-sided die. A "6" is a random event (pirates, fire or good fortune - bad twice Lactiplayer's turn begins with the folior of the observed with A of is a failurable result, piracles, the of good fortune - bad without as often as lucky, and most likely to damage players who are doing well). On other results, each player gains a commodity from one of his five workshops. The player who rolled may then buy commodities from the bank, sell them to his colonists for gold (no trading among players), or use them in various combinations to recruit new colonists, promote existing ones, or build ships. After that, ships can sail for the unknown lands.

Each island bears on its hidden side an outpost, a treasure or a trade agreement. After being discovered, these items are brought back to the home country (and the ship is removed from play, requiring the player to build a new one in order to keep searching). Outposts increase the productivity of workshops. Treasure yields either gold or free colonist promotions. Trade agreements reduce the gold needed to buy commodities from the bank.

Besides being useful in these ways, outposts, gold and agreements are among the game's victory conditions. A player wins by being to first to attain three out of five objectives, namely, four outposts, 30 gold, three trade agreements, three colonists promoted to the top rank of "merchant" and the construction of four public buildings. The buildings (8 types, each bringing some advantage) cost nothing but don't become available until a player has recruited at least four colonists. After that, each new colonist adds a building (unless they've been preempted by other players; there aren't enough for everyone).

Overall, the game falls squarely into the "simultaneous solitaire" category. Except in the race for islands, the players scarcely interact at all. They do, however, have a great many choices to make in the course of play.





Anno 1701: Das Brettspiel (2007)

User Rating: N/A GeekRating: 5,67 - BGG Ranking: 6140 Best with: 3 - Recommended with: 3,4

On behalf of the queen each player creates a settlement and establishes a flourishing commercial town. Everything that is used for the setting up and which does not bring settlement out, must on commercial travels are procured. The players discover fruitful colonies with their ships and discover on the way Pirates.





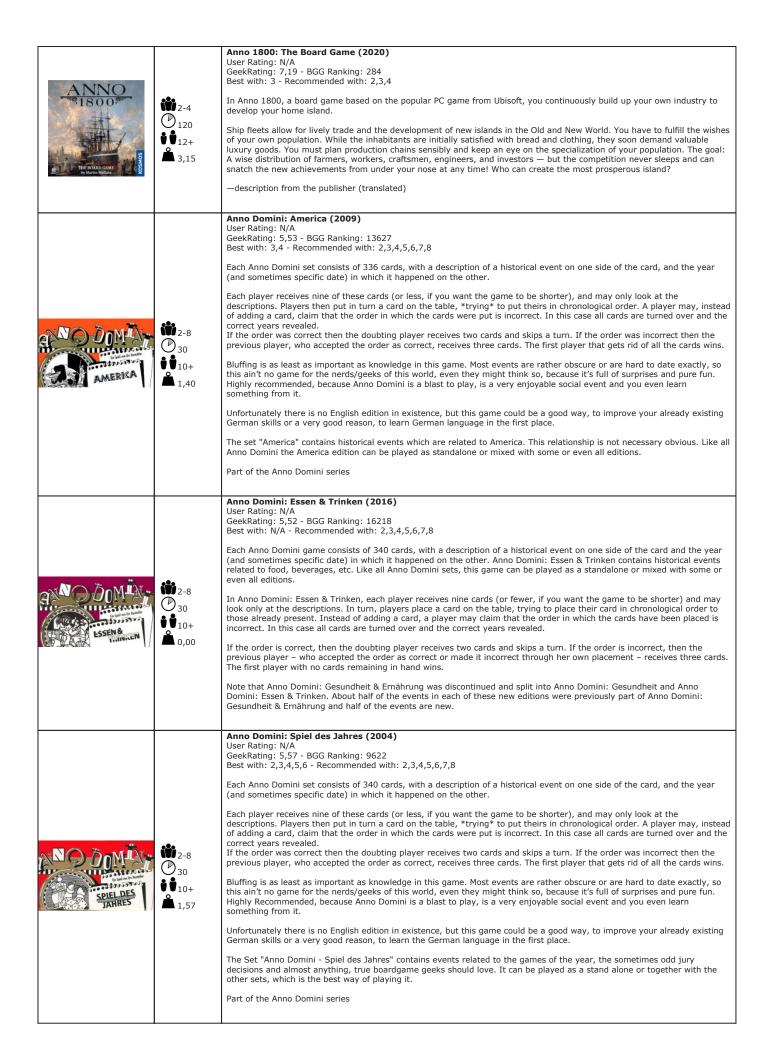
Anno 1701: Das Kartenspiel (2007)

User Rating: N/A GeekRating: 5,60 - BGG Ranking: 8279 Best with: 2 - Recommended with: 2

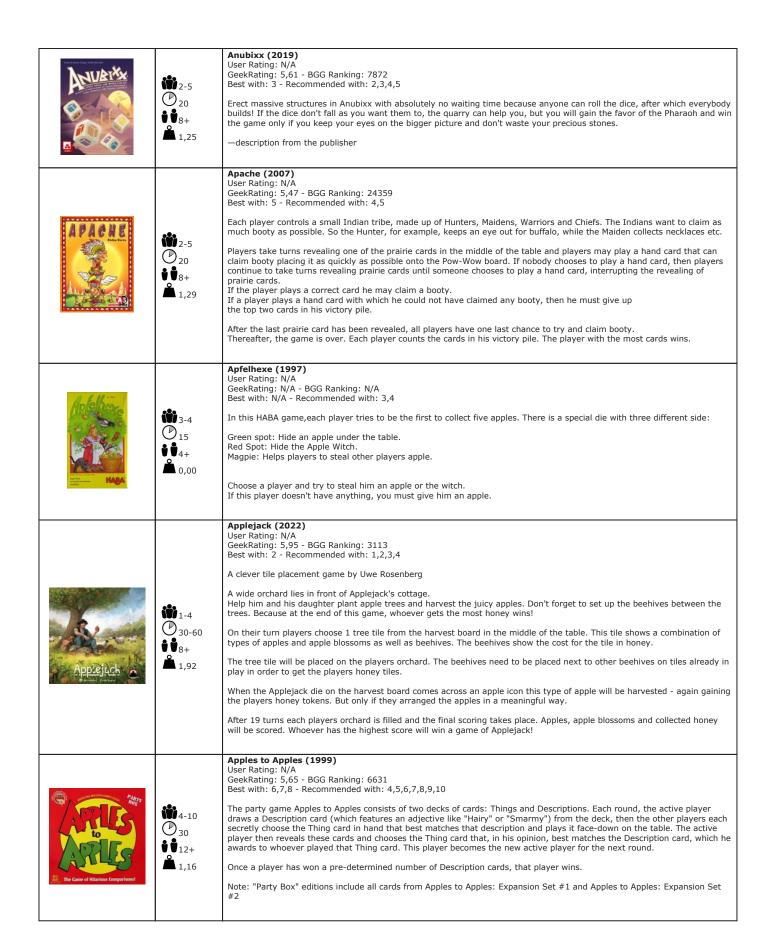
Anno 1701: Das Kartenspiel is a cardgame by Klaus Teuber. Based on the principles of the Settlers of Catan Cardgame and the Anno 1701 computer game players are pioneers trying to develop their island as best as possible - starting out with only 2 houses. Victory points are won for controlling settlers and citizens.

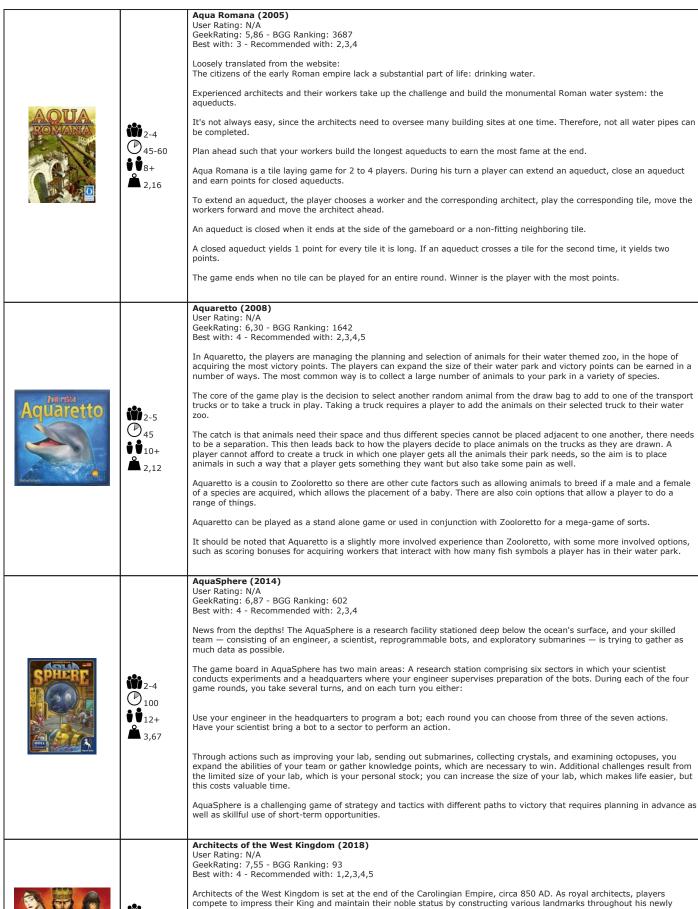
Released: April 2007

This game is part of the Kosmos_two-player_series



SINA O TO COMPANY OF THE PROPERTY OF THE PROPE	2-8 30 10+ 2,00	Anno Domini: Süden (2011) User Rating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6,7,8 Each Anno Domini set consists of 340 cards, with a description of a historical event on one side of the card and the year (and sometimes specific date) in which it happened on the other. Anno Domini: Süden focuses on historical events related to "the south". This relationship is not necessarily obvious. Like all Anno Domini sets, this game can be played as a standalone or mixed with some or even all editions. In Anno Domini: Süden, each player receives nine cards (or fewer, if you want the game to be shorter) and may look only at the descriptions. In turn, players place a card on the table, trying to place their card in chronological order to those already present. Instead of adding a card, a player may claim that the order in which the cards have been placed is incorrect. In this case all cards are turned over and the correct years revealed. If the order is correct, then the doubting player receives two cards and skips a turn. If the order is incorrect, then the previous player – who accepted the order as correct or made it incorrect through her own placement – receives three cards. The first player with no cards remaining in hand wins.
W-SEERSCHOTTE	30 30 10+ 1,29	Anno Domini: Wissenschaft & Forschung (2014) User Rating: N/A GeekRating: S,57 - BGG Ranking: 9870 Best with: 3,5 - Recommended with: 2,3,4,5,6,7,8 Each Anno Domini set consists of 340 cards, with a description of a historical event on one side of the card and the year (and sometimes specific date) in which it happened on the other. Anno Domini: Wissenschaft & Forschung focuses on historical events related to science and research. Like all Anno Domini sets, this game can be played as a standalone or mixed with some or even all editions. In Anno Domini: Wissenschaft & Forschung, each player receives nine cards (or fewer, if you want the game to be shorter) and may look only at the descriptions. In turn, players place a card on the table, trying to place their card in chronological order to those already present. Instead of adding a card, a player may claim that the order in which the cards have been placed is incorrect. In this case all cards are turned over and the correct years revealed. If the order is correct, then the doubting player receives two cards and skips a turn. If the order is incorrect, then the previous player – who accepted the order as correct or made it incorrect through her own placement – receives three cards. The first player with no cards remaining in hand wins.
ANTARGTICA ANTARG	2-4 45-90 10+ 2,78	Antarctica (2015) User Rating: N/A GeekRating: 5,71 - BGG Ranking: 5444 Best with: 4 - Recommended with: 3,4 In a distant time - so far in the future that either global warming or technical progress is so advanced that windmills are going swimmingly in the antarctic climate - the rising sea level and increased resource consumption has driven mankind to increase investment in polar research. The Scientific Committee on Antarctic Research sees an increasingly creative interpretation of the Antarctic Treaty System. Your objective in Antarctica is to develop research centers in Antarctica and to mine resources - for research purposes only, of course. The sun orbits Antarctica counter-clockwise, and each ship it thaws moves on for scientific progress. At the end of the game, victory points for all kinds of majorities are granted. Will your consort be the one that gained a fortune er, has done most to rescue mankind? Turn order is determined by the sun. Whenever it shines on one of your ships, you may erect buildings, recruit new scientists, build more ships, or do scientific research. The game ends when all buildings have been erected, or when one player has placed his last scientist.
The promobile deformance of th	2-4 30 10 1,20	Anticipation (1987) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18185 Best with: 4 - Recommended with: 2,3,4 The goal is to capture enemy ants to get parts of the ant queen that are pictured on the bottom of the pieces. All ants are magnetic and if the piece that you try to capture repels from your piece that piece captures you instead. Move your 14 ants around on the dice roll, come back to your base and flip the pieces you have caught on your way. The base of your ants shows a part of the queen. Whoever gets the most parts of the queen's set, wins.
ANTI-MONOPOLY II ANTI-MONOPOL	2-6 120 18+ 1,50	Anti-Monopoly II (1977) User Rating: N/A GeekRating: 5,35 - BGG Ranking: 25260 Best with: 4 - Recommended with: 3,4,5,6 (Note: Not to be confused with the original Anti-Monopoly, even though recent versions of Anti-Monopoly II are called simply "Anti-Monopoly". As for the reasons why this is so, please see the clarifications at the end of this article and the article of Anti-Monopoly.) In this game the players follow either the rules for Monopolists or those for Competitors. Competitors charge fair rents, build as soon as they own a property, place four houses (green) at the most, after which they build a hotel (red) and occasionally go to Price War. On the other hand, Monopolists extort monopoly-high rents from their poor tenants, build only after they have at least two streets of one color, restrict supply by putting only three houses on their properties, after which they also are allowed to build a hotel (red) and occasionally go to prison! The good guys are the small entrepreneurs and the bad guys are the monopolists. Since players do not play by the same rules, fairness is achieved by a win probability equalization technique (which is where the second author comes in). Competitors make more money than Monopolists in the beginning of the game but Monopolists can catch up later, especially if Competitors don't watch their money! The game was first published as "Choice" because Anspach was forbidden to use the word "Monopoly" by the courts. When that was overturned in 1983, the name was changed to "Anti-Monopoly II". In 1987, believing that consumer confusion between Anti-Monopoly and Anti-Monopoly II was harming sales of the latter game, Anspach ceased the production of the original game and removed the "II" from the name of the latter game.







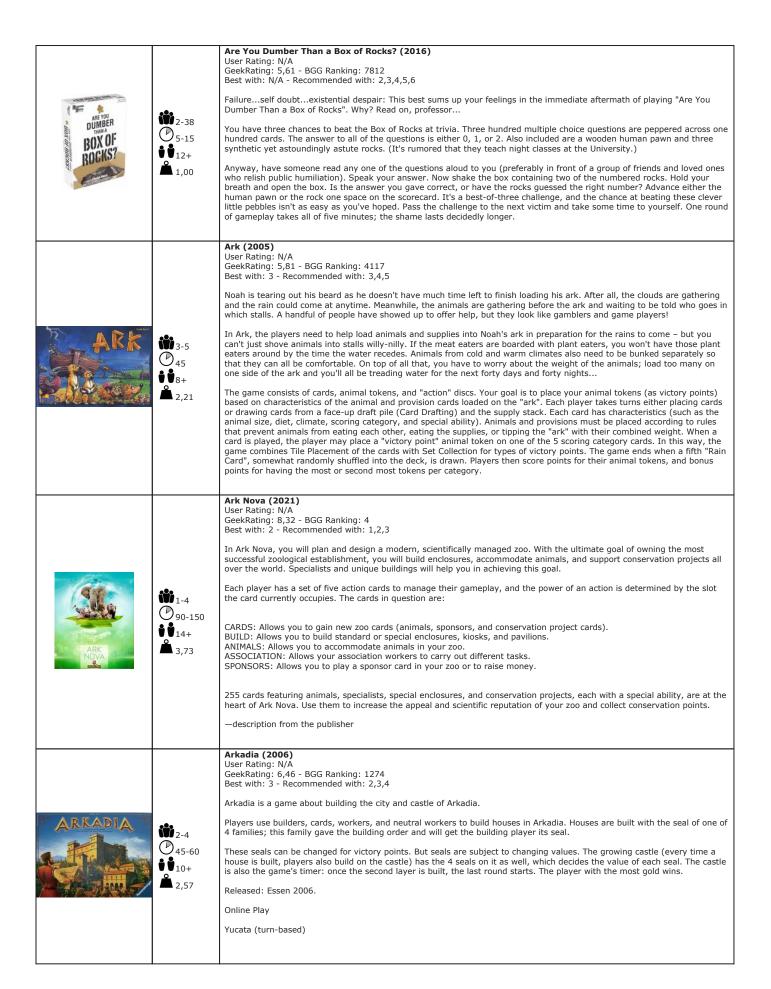


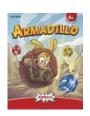
Architects of the West Kingdom is set at the end of the Carolingian Empire, circa 850 AD. As royal architects, players compete to impress their King and maintain their noble status by constructing various landmarks throughout his newly appointed domain. Players need to collect raw materials, hire apprentices, and keep a watchful eye on their workforce. These are treacherous times, and rival architects will stop at nothing to slow your progress. Will you remain virtuous, or be found in the company of thieves and black marketeers?

The aim of Architects of the West Kingdom is to be the player with the most victory points (VP) at game's end. Points are gained by constructing various buildings and advancing work on the Archbishop's cathedral. Throughout the game, players need to make a lot of moral decisions. However, only at game's end will their virtue be judged. A few underhand deals here and there might not seem like much, but fall too far and you will be punished. The game ends once a set number of constructions have been completed.

-description from the publisher

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Armadillo (2022)

User Rating: N/A

GeekRating: 5,55 - BGG Ranking: 11582 Best with: 5,6 - Recommended with: 2,3,4,5,6

In Armadillo, you want to rid yourself of cards as quickly as you can through luck and smart choices over which armadillos - I mean, dice to roll each round.

Each player starts the game with ten cards randomly numbered from 1 to 20, as well as two chips. On a turn, roll whatever combination of the six dice you like, with the two blue dice being numbered 1-3, the two yellow 4-6, and the two red 7-9. If the sum of the rolled dice matches a numbered card you have in hand, discard it! Of course, if someone else has that number, they discard it, too. You can spend chips to raise or lower the rolled number, and if you spend four chips, you can discard any card!

Wait, four chips? Yes, any time you don't discard a card on your turn, you gain a chip from the pool. The round ends as soon as someone empties their hand, and everyone else scores 1 point per card still in hand. Whoever has the fewest points after three rounds wins.





Art Gallery (2023)

User Rating: N/A GeekRating: 5,54 - BGG Ranking: 12564 Best with: 4 - Recommended with: 2,3,4,5,6

The world-famous Art Gallery is not only home of the most magnificent paintings in the world, but also enjoys the reputation of providing its visitors with first-class and informative tours. Today the preparations for the opening of the new exhibition start: Slip into the role of a tour guide, visit the museum rooms and study the paintings as best you can. Choose the best route through the museum and find on a coherent sequence. Those who succeed in doing this can present their tour to inquisitive tourists at the end and receive commendation and prestige.

- On your turn, you must perform these actions in order: a) movement: you must play a card from your hand (value 0-8) in front of you to move your pawn through the museum.
- b) study: you must play another card (value 0-8) face down into your pawn's area, next to the painting.

Now it's the next player's turn. After everyone has had 4 turns, complete the dealing phase: Distribute the paintings to the players with the highest total value in each area and place the paintings in front of you. Important: The order of your collected cards may not be changed at any time!

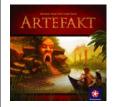
End of game & scoring:

Sum up the values of the various icons (=tours) on your collected paintings that are lined up "consecutive" one after the other. Add the values of your cards that are still in your hand. The player with the most points is the winner!



GeekRating: 5,51 - BGG Ranking: 20047 Best with: 3 - Recommended with: 2,3,4

During an excavation archaeologists found hints that point to a legendary treasure containing valuable artifacts such as royal jewels, holy relics and magnificent weapons. These artifacts were alledgedly hidden by a secret order in various mythical places, and hardly has the first information about this treasure been leaked before archaeologists and adventurers race off to try to discover this artifact before anyone else can.





In Artefakt, each player starts with three experts (game pieces) to send on a treasure hunt, using dice and cards to try to get them to the most rewarding locations in order to find fragments of artifacts. Each round, after rolling the dice and laying out new fragments to discover, players secretly assign one of their four movement cards (numbered 1-4) to each of their three experts. In turn order, players reveal the first card, move that figure clockwise or counterclockwise that number of spaces around the circle of ten tiles, then reveal the second card, and so on.

Once all experts have moved, the tiles are resolved in numerical order. Any player who stands on a tile with no competition takes all the fragments located there; if more than one player is on a tile, the player with the most experts either takes all the fragments on that tile or one face-down fragment from another player on that tile. After a player takes or steals fragments, he can choose to use the special power on that tile: break a tie in your favor on another tile, take a fragment from the pool, move one expert owned by another player one space, and so on.

In the basic game, only four of the tiles are face-up with active powers; in the advanced game, these same four tiles start face-up but at the end of a round the starting player turns one tile of his choice face-up before passing the starting player

As soon as one player collects all four different fragments of one artifact, he wins the game.

Artifact (2013) User Rating: N/A

GeekRating: 5,51 - BGG Ranking: 18525 Best with: 5 - Recommended with: 3,4,5





It is the early 20th Century, and the great museums of Europe and America compete for artifacts from around the world in order to fill their museums with the most prestigious exhibitions. In Artifact, players are archaeologists researching sites around the globe to search for artifacts, which are then shipped back to the museums in order to produce exhibitions that increase funding for future digs and earn prestige to win the game. Actions and funds are limited, however, and competition is fierce. Sometimes it is even necessary to deal on the black market in order to generate extra income or to acquire the one artifact that will complete a valuable exhibition.

The player who earns the most prestige points through producing exhibitions and managing his budget best wins the game.

Artifact is a rich gaming experience that provides players with many options to think about. In order to make it easier to learn the game, the rules have been separated into the Base Game, followed by rules for the two expansions that, when added, make up the Complete Game. The game can be played and enjoyed as the base game or by including any one of the expansions, but the complete game is highly recommended for experienced players.





Artus (2011)

User Rating: N/A

GeekRating: 5,79 - BGG Ranking: 4371 Best with: 2,3 - Recommended with: 2,3

In Artus, the round table of legend is a turntable in the center of the game board with a space marked with a crown for the king, numbers on the edge from +10 to -15 counter-clockwise from the king, and a few spaces worth 0.

Each player has six cards in hand - two knight cards, two royalty cards, and two scoring cards - and plays two cards each turn. By doing this, players are able to place figures of their color or neutral figures around the table, score certain areas or figures under certain circumstances, and place rings on neutral figures or to move them. The neutral figure bearing three rings is the current king, and the table is always oriented to place this figure in the crown location. A new king can come into power though, which will find everyone sitting in a new location.

The player with the most points after eleven rounds wins the game. Artus has two sets of rules: basic rules for families and casual gamers and "professional rules" for more experienced gamers.



Asara (2010)

User Rating: N/A

GeekRating: 6,39 - BGG Ranking: 1444 Best with: 4 - Recommended with: 2.3.4

In Asara, you take on the role of a wealthy builder competing to bring the most prestige to your name through constructing the largest and most ornate towers in the city. The game is played over 4 rounds (years), during which you will be acquiring the pieces for your towers and assembling them.

Players are given a hand of cards with different colors. On their turn, players play a card from their hand to an action space on the board. These spaces allow players to acquire tower pieces, get money, build a portion of their towers, etc. Once a card has been played in one of the action spaces on the board, all subsequent cards played in that area have to follow the original card's color. Turns continue around the table until all players are out of cards for that round.

coring happens at the end of each round based on the number of towers a player has and the ornamentation present on those towers. After the scoring at the end of round 4, a final scoring occurs and bonus prestige points are given to the players with the largest towers of each color, the most towers, and the largest tower overall. The player with the most prestige points is the winner.

Asgard (2012)

User Rating: N/A GeekRating: 5,88 - BGG Ranking: 3560 Best with: 4 - Recommended with: 3,4

Note: There are updated official rules from the publisher that clear up many of the rules questions that arise from rules in the box. It is highly recommended that players use the latest rules for learning/teaching the game. <a target='_blank' href="http://www.whatsyourgame.eu/downloads/Asgard_rules.pdf" rel="nofollow noreferrer

noopener">http://www.whatsyourgame.eu/downloads/Asgard_rules.pdf





The end of days is close. Darkness and light will clash.

All Gods know what this means for them. Blood ties will no longer be respected, brother will fight against brother, and no man will spare another. Odin, Freyja, Týr, Loki, Hel, Thor, and Baldr forge their plans and promise great rewards to the ones who will help them prevail. Eventually Fenrir, Mímir, and Surtr will join the battle.

Ask for help at the right time, and the gods will grant you their powers. Will you ask Freyja to recruit the fallen warriors of Valhalla, or will you use the cunning of Loki and Hel to make an opponent's armies die or switch sides at a critical moment? Will you ask Týr to help win a decisive battle, or will you consult Mímir's wisdom in order to gain a tactical advantage?

In Asgard, you want to support the gods by erecting temples and by convincing brave warriors and mighty giants to side with them. You can influence which god will fight which during the final battle — Ragnarök — the outcome of which will depend on how well you strengthened their armies.

Beware, only a few of them will come out victorious. Will you side with the right ones? As a mortal, your place in the new world depends on it.





Assel Schlamassel (2014)

User Rating: N/A

GeekRating: 5,50 - BGG Ranking: 20923 Best with: 4 - Recommended with: 3,4,5,6

In Assel Schlamassel, a.k.a. "Woodlouse Chaos", players need to know their bugs as well as how many bugs are bugging them!

Each player starts with three cards in their scoring pile. Each card is one of four types of gross animal, with 1-5 of these animals on each card. One sequencing card for each animal is laid in a row.

A deck with 15-18 cards is placed in the center of the table, and players take turns drawing a card and trying to communicate to the other players which animal and how many of this animal are on the card. To do this, they clap their hands one time for each animal, and they slap the table a number of times equal to the animal's place in the sequencing row — but they don't want to do this too clearly because for each incorrect guess by an opponent, that opponent must give the clue-giver a card from his scoring pile. Whoever guesses correctly claims the card, and whoever has the most cards in scoring pile once the deck runs out wins.





Assvria (2009) User Rating: N/A

1 2-4 O₄₅₋₉₀ GeekRating: 6,11 - BGG Ranking: 2322 Best with: 4 - Recommended with: 2,3,4

In Assyria, players represent tribes living in Mesopotamia, trying to develop on the desert and a limted fertile area located between two rivers that divide the board. In their quest for power (points), players build Ziggurats (permanent outposts), wells, make sacrifices to gods and try to get along with nobles of Assur - the capital of Assyria. The game is a light weight eurogame, built around the short-term rapid point gains vs long-term investments dilemma. General flow of play is as

Phase 1: Players get resources for expansion and decide on play order

In this phase, players pick cards with resources that enable expansion on the board. In general he/she who gets most food, plays last. First player expands with least food.

Phase 2: Players expand on the board to earn points or money.

Players begin to form strings and/or clusters of huts and pay for placing them with their food cards. Depending on where huts are placed, they either score points or earn camels (money).

Phase 3: Players spend money/camels on various investments.

A player either goes for one-time bonuses from the nobles of Assur, or makes long-term investments by offerings to gods and building Ziggurats.

The game lasts for three eras, made up of 2-3 of such cycles. After each era comes the flood: the board is partially cleaned up, but players also capitalize on their investments from phase 3. Each round, players also score points for huts (those built on fertile land between the two rivers bring more points) and ziggurat tiles.

In comparison to other games from Ystari's series - Assyria is lighter than Caylus, Olympos, Ys or Sylla (in terms of complexity, available choices - represented by numerous tiles, cards, icons, cards etc. that need to be remembered and can be combined during play), but heavier than Yspahan, Mykerinos or Metropolis.

Asterix & Obelix (2006) User Rating: N/A

GeekRating: 5,50 - BGG Ranking: 21940 Best with: 2 - Recommended with: 2

This is a game in the Kosmos two-player series.

Description from Kosmos:

In this two-player game featuring Gallic heroes Asterix & Obelix, the occupying Romans wear the usual costume for those

New Roman overseer Zenturio has let the money-hungry Gallic chief Moralelastix convince him to mount an operation against his little village. As usual, the question isn't "Will the Romans get beat up?", it's "How badly will the Romans get beat up?

The two players play as Asterix and Obelix. Each takes the matching playing figure as well as a set of 15 beating cards (3 cards in each of 5 different colors), which he places in front of himself as a face-down deck. Each player takes the top 5 cards in hand. In addition to the beating cards, there are Roman cards. Most of them show Roman Legionnaires (in 5 different colors), but there are also Pirates, Wild Boars, the traitor Moralelastix and 5 Village Feast cards.

The 40 cards are well shuffled and placed as a face-down pile. Then, the top 16 cards are drawn and placed face-down on the table in classic Phalanx formation (4x4 grid). The remaining cards act as a draw pile.

The player with the longest mustache (or alternately the biggest belly) begins. He places his figure in front of one of the four Phalanx rows and turns the topmost card over. A red Roman! Red Romans can only get beat up by Red beating cards. If the active player doesn't have any, then the Roman card is turned back over again and that player's turn is over. If he does has a red card, though, then he has to choose whether to end his turn (taking the beaten Roman as a trophy) or turn another card over, hoping to press his luck.

A player can keep going until (in an extreme case) he's cleared an entire row of the Phalanx. In that case, the active player gets to refill his hand to 5 cards and then start in on another row. Of course, that may not be such a good idea. Because if he keeps going and finds a Roman card he can't beat up, then his turn is over and he receives nothing. All of the Romans he would have won are removed from the game instead. Players can reduce the luck a little bit, in that they can discard one card from their hand to look at the last card in the row where they placed their figure.

When a player ends his turn (freely or because he was forced to), then he refills his hand to five cards and it is the other player's turn. Any holes in the Roman Phalanx are also filled back in with cards from the draw pile. Lastly, the player whose turn just ended gets to block the next player from trying one of the rows (either horizontally or vertically).

Of the 40 Roman cards, only 30 show actual Romans (as well as Zenturios himself). The remaining 10 cards are: 3 Pirates, 1 Wild Boar, Moralelastix, and 5 Evening Feasts. Pirates are easy to beat: Any card will do. To get Moralelastix, two cards of a single color are needed. The Wild Boar ends the player's turn immediately, but he gets to keep the Romans he beat up on so far. If a Feast is revealed, nothing happens and the player gets to keep going. Revealed Feasts are set aside, and once the fifth Feast shows up the game is over.

Now, the players count their victory points. The purple point goes to the player who got Moralelastix. A brown point is for the most pirates. The majorities in the five Roman colors are worth the red, blue, yellow, green and black points, respectively. The player with the most victory points wins.





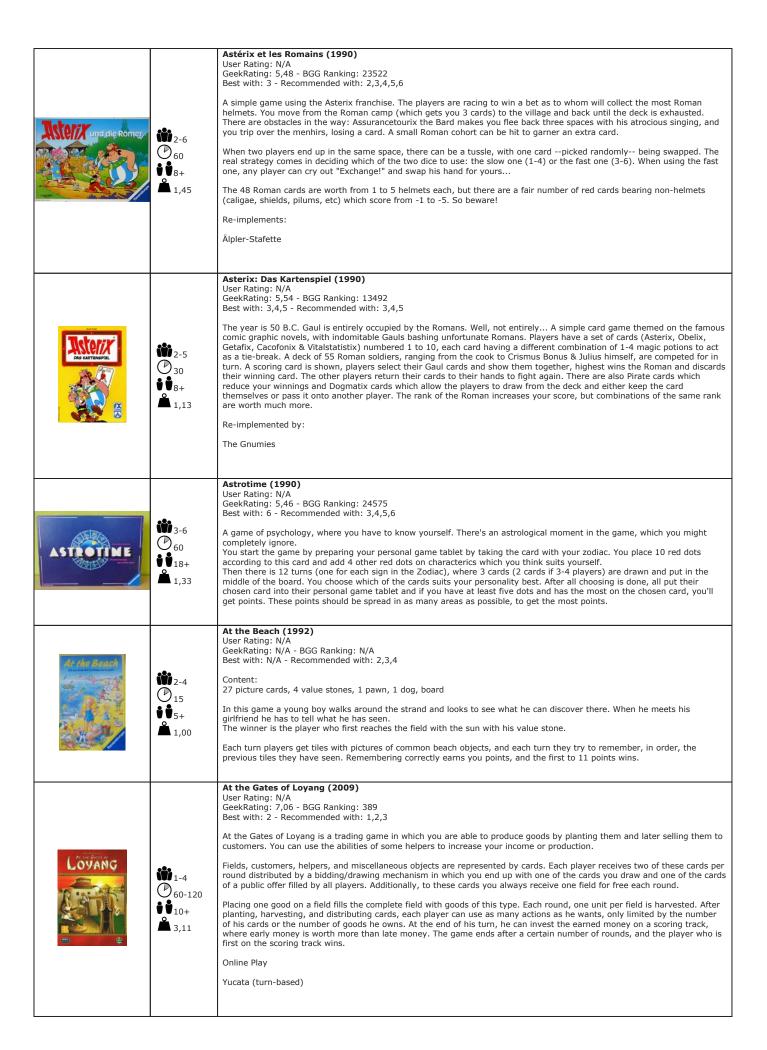
Asterix & Obelix: Die Lorbeeren des Caesar (1997)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4,5,6

'Explore Europe' (aka Europareise} meets 'Malefiz' - two (almost) classic German games combined to form an Asterix travel game across Europe.

Players have to visit 5 locations before they can pick up Caesar's laurels in Rome. Before they can deliver them to their village they have to visit another 5 locations. Blocking pieces simulate the 'evil Romans'



THE MARKS CONFIDET	2-4 20 1 8+ 1,50	Atacama (2013) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 13931 Best with: 2 - Recommended with: 2,4 It is the year 2020 Excitement in the Atacama! Valuable mineral resources — gold, silver and copper — have been found in the 1,200 km long desert in Chile and Peru along the coast of the Pacific Ocean. Several companies are already busy prospecting by erecting huge drilling rigs as the resources are deep under the surface. Due to security reasons, the drilling rigs cannot be installed too close to one another, so each new rig limits the possibilities for erecting new ones in the surrounding areas. What's more, the mining rights have been limited by the government. The companies have received a concession for only two of the three commodities — and extracting the "wrong" type of commodity will result in penalties. Becoming rich is a difficult business, but the stakes are worthwhile. Atacama, part of Mücke Spiele's "Edition Bohrtürme" series of games, is a tactical game for two or four players. (The second edition of the game includes a game board that allows you to play with three.) Online Play Yucata (turn-based)
WATER THE STATE OF	2-4 D 15 14+	Atchoo igloo (2012) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Players roll the dice and place correct blocks of ice to build the igloo. But beware, if the dice shows "Sneezy" bear comes out of his igloo and ejects blocks. The winner is the one who gets rid of his blocks.
Adhos	2-4 0 45 112+ 1,50	Athos (1993) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21095 Best with: 2 - Recommended with: 2,3,4 Monks must climb Athos Mountain to reach the monastery, moving over difficult terrain. You may move your monks or draw and place tiles, which block paths with landslides. You also have 2 Athos pieces, which allow you to move a tile and lock another. Reaching the monastery gives you additional moves.
ATLANTIC CITY	3-5 30 16+ 0,00	Atlantic City (2013) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5 Atlantic City is a narrative card game set during the time of prohibition in the U.S. Players receive cards to determine their character, relationships and secret goal. The game is then played over six rounds/acts in which the participants freely narrate their story and trade items depicted by additional cards, always having their secret goal (e.g., richest gang, must own no weapons, or most alcohol) in mind. Atlantic City is the first title in the "Mini Story" series of games from Noris Spiele.
ATTACKE	3-5 30 18+ 1,46	Attacke (1993) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 17816 Best with: 4 - Recommended with: 3,4,5 Themed as a joust of knights, Attacke is a simple card laying contest. The cards are in 5 colors and are numbered 2,3,4,5, & 7. From a hand of five, a player lays one or more cards of one color, declares the total value, and draws one card. Following players must lay cards to beat that total in that color to stay in the round. If you can't or choose not to play, you're out and draw a final card. The round continues with players adding more cards to their total or dropping out until one player remains and that player takes a token in that color. There are joker cards (shields) of 7 or 10. First to win 4 out of the 5 colored tokens, wins the game. Ridiculously simple and really great fun. Do you contest this color seriously, or throw some cards down just to draw a color you need? Re-implemented by: Ivanhoe Gem Dealer
	2-4 30 8+ 0,000	Auf + Zu (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Players move round the track obtaining lids to nail onto their crates for dispatch. The track spaces have a variety of options/actions and the crates and lids have values. Art by Franz Vohwinkel.





Auf Achse (1987)

User Rating: N/A

GeekRating: 5,84 - BGG Ranking: 3857 Best with: 4 - Recommended with: 2,3,4,5

Auf Achse translates roughly to "On the Road," an appropriate title for this 1987 Spiel des Jahres winner which has players delivering loads of commodities to various German and other European cities. Supply cities and demand cities are determined through card play, and players attempt to get delivery contracts by bidding against one another. Movement is accomplished by rolling a die and then moving little rubberized trucks around an abstracted map which depicts lots of interconnected roads and cities in Germany and surrounding countries.

Re-released in 2007 with new artwork and several rule changes designed to reduce randomness.





Auf Achse Junior (1992)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

The game board depicts a city map. Each player has a plastic truck which can hold up to four goods (plastic cubes). There

are also mission tiles which either ask the player to pick up pieces or to deliver them.

On a turn, a player rolls a die and moves his/her truck forward the corresponding number of fields. When a truck reaches a building, the player can load or unload goods. There is no 1 on the die, but a stop symbol. A player who rolls this symbol can move the stop sign to any street field, thus blocking the street for all trucks. Trucks can also block each other. The goal of the game is to be the first player to deliver 11 goods.



Auf Achse: Das Kartenspiel (1995)

User Rating: N/A GeekRating: 5,52 - BGG Ranking: 16960 Best with: 3,4 - Recommended with: 2,3,4,5

The card game loosely based on the board game Auf Achse.

Players get 10 cards each. Cards are either distance cards (10km - 120km) or action cards. The action cards are Freight Lost (-50 cards), Barrier (triangle with -1), Free Ride (triangle with +1), Really Free Ride (triangle with +2). They lay, face down, one card in front of them for their distance traveled (run), and one in the center for the kilometer counter. Players must have their runs in increasing order, with at most one rest card in between.

When the kilometer counter (center cards) reaches a certain limit (depending on the number of players) the stage is over. Players add up their runs. Five stages are played in a game and winner is player with highest run totals over the five stages





Auf der Koppel (2007)

User Rating: N/A
GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Objective: gain most horse cards

- acting simultaneously -

all horse cards are placed in the middle of the table - uncovered. Each player gets a playing board with images of these

Active player flips a card: first player who shouts 'Stop' gets the card; wrong? an already gained card must be discarded. Game ends after all cards are caught.

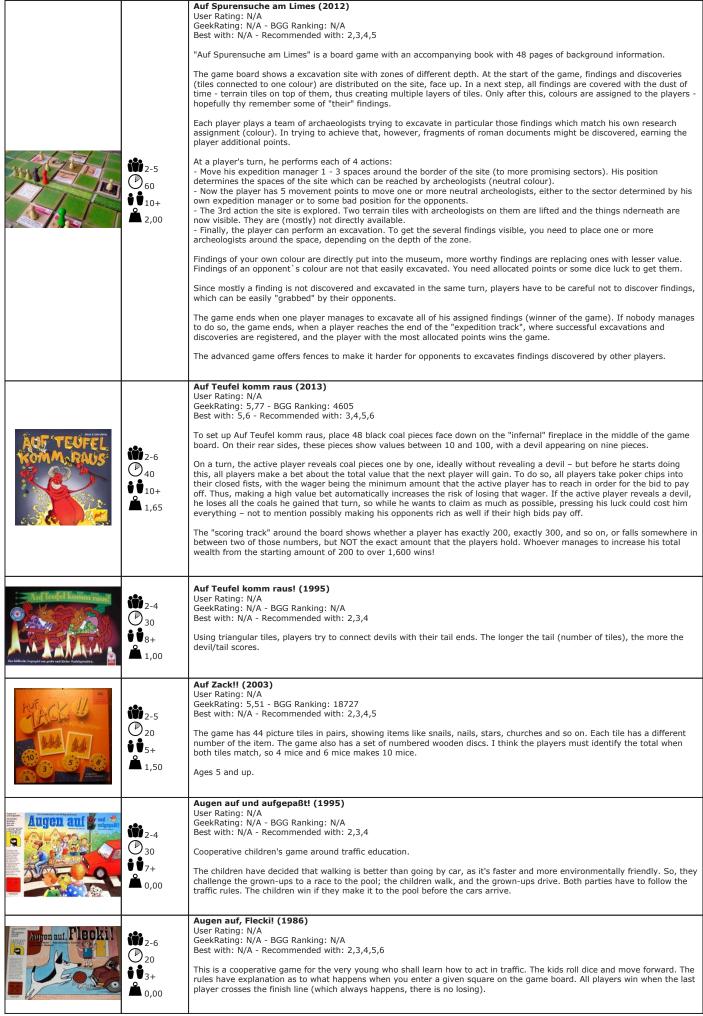




Auf Kurs (1987)

User Rating: N/A GeekRating: 5,53 - BGG Ranking: 14663 Best with: N/A - Recommended with: 2,3,4,5,6

A yacht race in which you manipulate the 6 lighthouses to sail your ship around the two buoys and back to the start. You have 9 action points to spend on rotating the beams of light, shifting the towers and moving your yacht. You move your ship to the places where the beams of light intersect as your points spending allows. If you can't move as you wish, your boat drifts one space.







User Rating: N/A GeekRating: 5,90 - BGG Ranking: 3409 Best with: 4 - Recommended with: 2,3,4,5

A board game for 2-5 players. Each player controls a group of Rangers, who are working on nature and industry projects in Australia during the 1920s. The game board shows 6 states, which are divided into 24 land or water regions. Every region contains a face down industrial counter and a face up nature counter. On the borders, you find bases (camps or ships), where the players place their Ranger pieces to score points. At the beginning, every player receives a number of Rangers, which he keeps on his own player board, a plane, and two cards. The back of a card shows how many Rangers you can place in a base and how many dollars you receive. The front of a card shows the region where this base should border on.

The active player must perform two actions from the following three possibilities:

- 1) A player may fly his plane to a region and turn up an industry counter (if available).
- 2) A player may play a card to collect money and/or place Rangers in one base. Should this card have the same color as the region where his plane is, placement is free. Otherwise, a fee of \$3 is collected from the player.
- 3) A player may remove up to four Rangers from the game board back to his or her supply.

Note: A special move is allowed to move any Ranger on the board for a cost of \$4.



You score points by completing nature or industrial projects. Nature projects are completed as soon as the last free base in this region contains at least 1 Ranger. The player who completes the project receives 3 bonus points. Every player with Rangers in a base in this region receives 1 point for every Ranger (2 points for Rangers on a ship base). Industrial projects are completed as soon as the industry counter is turned over and the surrounding bases contain the required number of Rangers. These projects also provide 3 bonus points and 1 point per Ranger (2 points for Rangers on a ship base). Points are registered on a scoring track. At the end of the game, each dollar is an extra victory point.

The game ends when all card piles are exhausted and at least one player has played his last card. The players add their remaining dollars to their scores. The player with the most points wins the game.

Note: the English rules for the basic game may have an errata. It says draw 9 cards to make stacks, when the non-English rules say draw 8 cards, and the Advanced English rules say draw 9 instead of 8 cards.

Advanced rules

A windmill is introduced. When an industry counter with a windmill symbol is turned over, the windmill moves to another region and will add 1 point to its value. Whenever a region is scored, the nature or industry counter is placed on a windmill track. When the windmill track is filled, a windmill scoring round takes place. To score at the windmill, players need to place Rangers on a special Ranger track (instead of placing them in a base, as they normally would do). The player with the most Rangers on the Ranger track receives the value of the windmill in victory points. The second place receives half, the third place receives half of the second place. After the windmill scoring round, the counters on the windmill are removed and the players have to take half of their Rangers on the Ranger track back. Several windmill scoring rounds are possible. At the end of the game, an extra windmill scoring round takes place.





Autolino (1999)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: 4 - Recommended with: 2,3,4

The goblins are going on vacation. Can you help them collect everything they need for the trip? Players take turns using a spinner to move their goblin around the board, but they must stop at certain points to wait for other players to arrive and help them acquire the necessary provisions. First goblin to the car wins.



Avanti (2011)

User Rating: N/A GeekRating: 5,57 - BGG Ranking: 9562

Best with: 5 - Recommended with: 4,5

Avanti is themed around players racing to provide concert goers and fashion show attendees with special treats before a competitor can do likewise, but at heart the game is a race with those lagging being forced to pay whoever is in the lead





Each player starts the game with money and three randomly dealt Power cards, with these cards being triangular and having a number from 1 to 7 in each corner. The race takes place on a circular track, with the start/end space being chosen by a player for the first round.

On a turn, each player selects one Power card in secret, then lays it down with the value being played pointing toward the game board. Players reveal their cards one at a time, moving forward on the track; if a player would finish his movement on an occupied space, he moves his vehicle the same number of spaces once again, repeating this process, if needed. Once everyone has finished, each player pays the leader the amount showing on the space where his car stands.

If a player chose 1-3 for his movement, he draws a replacement Power card; otherwise, he must use one of the cards remaining in hand. The round ends once a player reaches the end marker or once all players cannot or choose not to play a Power card. The first two (or three) players on the track advance on a central scoring path, with players being able to pay money to advance additional spaces.

Players then reset for the next race with a new hand of Power cards and continue playing. The game ends when one or more players reach the dream island at the end of the central scoring track, with the player who advances the farthest winning. In the case of a tie, the tied player who did better in the final race wins.





Ave Caesar (1989) User Rating: N/A

GeekRating: 6,29 - BGG Ranking: 1686 Best with: 5.6 - Recommended with: 4.5.6

Set in the Roman stadium Circus Maximus, players use cards to move their chariots around a quasi-variable track. The track itself has bottlenecks and lane-changing restrictions, which make the race interesting for the racers (very similar to Detroit-Cleveland Grand Prix or Daytona 500). Players are required to race three laps, and they must stop to 'Hail Caesar' before they can finish (a pit stop). The game is light, but if you waste too many moves taking the longer, outside-routes on corners, you may not have enough movement to finish the race. Later, the game was revamped into Ausgebremst, with the most notable changes being modular boards and options to reduce the luck

The new Cafe Games/Pro Ludo edition has only 2 different tracks compared to the Ravensburger edition with 2 track variants on both sides of the board.





Azteka (2014)

User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21081 Best with: N/A - Recommended with: 2

Game description from the publisher:

Life and Death are in a constant struggle to gain the upper hand in the cycle of life. In each round of Azteka, the two combatants place a piece or spin the wheel of destiny. Each side does its best to reach opposing goals: Life tries to expand into all areas, while Death is content to rule either a single area or the ring of the cycle of life. In a three-player game, mummies are out to play a trick on both Life and Death. Who will come out on top?

Azul (2017)

User Rating: N/A

GeekRating: 7,65 - BGG Ranking: 73 Best with: 2 - Recommended with: 2,3,4





Introduced by the Moors, azulejos (originally white and blue ceramic tiles) were fully embraced by the Portuguese when their king Manuel I, on a visit to the Alhambra palace in Southern Spain, was mesmerized by the stunning beauty of the Moorish decorative tiles. The king, awestruck by the interior beauty of the Alhambra, immediately ordered that his own palace in Portugal be decorated with similar wall tiles. As a tile-laying artist, you have been challenged to embellish the walls of the Royal Palace of Evora.

In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets; wasted supplies harm the player's score. The player with the most points at the end of the game wins.



Azul: Stained Glass of Sintra (2018)

User Rating: N/A

GeekRating: 7,03 - BGG Ranking: 410 Best with: 3 - Recommended with: 2,3,4

Created by Michael Kiesling, Azul: Stained Glass of Sintra challenges players to carefully select glass panes to complete their windows while being careful not to damage or waste supplies in the process. The window panels are double-sided, providing players with a dynamic player board that affords nearly infinite variability!

Players can expect to discover new unique art and components in Azul: Stained Glass of Sintra, including translucent window pane pieces, a tower to hold discarded glass panes, and double-sided player boards and window pane panels, in addition to many other beautiful components!

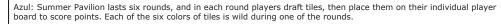
-description from the publisher

Azul: Summer Pavilion (2019)

User Rating: N/A GeekRating: 7,36 - BGG Ranking: 175 Best with: 2,3 - Recommended with: 2,3,4

At the turn of the 16th Century, King Manuel I commissioned Portugal's greatest artisans to construct grandiose buildings. After completing the Palaces of Evora and Sintra, the king sought to build a summer pavilion to honor the most famous members of the royal family. This construction was intended for the most talented artisans — whose skills meet the splendor that the royal family deserves. Sadly, King Manuel I died before construction ever began.

In Azul: Summer Pavilion, players return to Portugal to accomplish the task that never began. As a master artisan, you must use the finest materials to create the summer pavilion while carefully avoiding wasting supplies. Only the best will rise to the challenge to honor the Portuguese royal family.







At the start of each round, draw tiles at random from the bag to refill each of the five, seven, or nine factories with four tiles each. Draw tiles as needed to refill the ten supply spaces on the central scoring board. Players then take turns drafting tiles. You can choose to take all of the tiles of a non-wild color on a factory and place them next to your board; if any wild tiles are on this factory, you must take one of them. Place all remaining tiles in the center of the table. Alternatively, you can take all tiles of a non-wild color from the center of play; you must also take one wild tile, if present.

After all tiles have been claimed, players then take turns placing tiles on their individual boards. Each board depicts seven stars that would be composed of six tiles; each space on a star shows a number from 1-6, and six of the stars are for tiles of a single color while the seventh will be composed of one tile of each color. To place a tile on the blue 5, for example, you must discard five blue or wild tiles from next to your player board (with at least one blue being required), placing one blue tile in the blue 5 space and the rest in the discard tower. You score 1 point for this tile and 1 point for each tile within this star connected to the newly placed tile.

If you completely surround a pillar, statue, or window on your game board with tiles, you get an immediate bonus, taking 1-3 tiles from the central supply spaces and placing them next to your board. At the end of the round, you can carry over at most four tiles to the next round; discard any others, losing 1 point for each such tile.

After six rounds, you score a bonus for each of the seven stars that you've filled completely. Additionally, you score a bonus for having covered all seven spaces of value 1, 2, 3 or 4. You lose 1 point for each remaining tile unused, then whoever has the most points wins.

-description from the publisher





Azuma (1992)

User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18816 Best with: 6 - Recommended with: 3,4,5,6

Azuma is similar to Spoons It comes with plastic sticks about 8 inches long, with stickers to mark the colors. There is one fewer stick than the number of players, so each round, one player will not get a stick.

Players are dealt a hand of 7 cards. All players pass a card to their neighbor when the dealer calls out "Azuma". If no one has a "winning" hand, the dealer calls "Azuma" again and another card is passed. This repeats until one player gets either:

one set of 4 and one set of 3 matching cards or

3 bomb cards

When a player has a "winning" hand, she quietly grabs a stick and other players must suddenly rush to grab the remaining sticks. Points are scored by who got which color sticks.

There is also a penalty for "faking", which is pretending to start grabbing a stick to get other players to grab early before anyone has a "winning" hand.

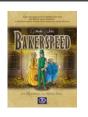
B (122 games) Babel (2000) User Rating: N/A GeekRating: 6,25 - BGG Ranking: 1779 Best with: 2 - Recommended with: 2 In Babel, each player makes use of members of various tribes of the ancient world to build temples, exploit (or exterminate) their opponent's work force, destroy or steal their opponent's temples and otherwise do whatever it takes to build the tallest temples to win the game. The game plays out on a small game board representing regions of 5 ancient civilizations. Medes, Sumerians, Hittites, Persians, and Assyrians. Each player will be dealt a hand of cards (consisting of 5 types corresponding to the above tribes). Players themselves are represented by stone figures. Temple cards will be made available at the side of the board for building throughout the game. On his or her turn, a player may discard a card to move to the corresponding region, place a card on the region they are currently located, build a temple by having tribesmen equal to the number or level on the temple card AND having built the previous (lower) temple level, move tribesmen from one region to another, or perform a skill action unique to each tribe. Players may perform any and all actions available to them, being able to perform most actions as many times as they wish and saving any number of unplayed cards for subsequent turns. 2,41 A big component of this game is placing your tribe cards in sets. Skills can only be used if a set of three (or more) cards is at the same location as the player marker. By discarding one of the cards of a set, the skill may be used. No matter the tribe, performing this action can force the opponent to discard half their hand. Other skills, such as robbing a temple from an opponent, skipping a level on a temple build, destroy an opposing temple, etc. are specific to the tribe activated. Game play progresses until one of two conditions is met: if a player builds 15 points (or levels) of temples before the opposing player builds at least 10 points, that player wins. If the opponent does have more than 10 points, the game continues until one player reaches 20 points (in which case he or she wins) OR one player subsequently drops below 10 (in which case he or she loses). Bad Bunnies (2015) User Rating: N/A GeekRating: 5,49 - BGG Ranking: 23074 Best with: 6 - Recommended with: 3,4,5,6 In Bad Bunnies, players try to play their cards wisely in order to force others out of the round so that they can claim all of the played cards for themselves! At the start of each round, each player has seven cards in hand, with the cards valued 1-13. The first player plays any card, then calls "Higher" or "Lower"; the next player must play an appropriate card or pass, laying down her cards and stepping **1** 2-6 out of the round. Instead of playing higher or lower, however, a player can play a card of the same value, saying "Double up", which forces all subsequent players to also play a card of the same value. \bigcirc_{20} Two escape valves exist in the game: A player can always play a 7 — the large joker — no matter what was played previously, with this player calling out "Higher" or "Lower" as normal. A player can play a 1 — the small joker — no matter whether "Higher" or "Lower" was called, but a 1 can't be played on doubled cards; the 1 can itself be doubled, with only a 7 being able to break the doubled. 1.00 being able to break the doubling. As soon as all but one player have passed for the round, the round ends and the lone player still in the round receives one point for each played card. A round might also end by players running out of cards in hand, but the final card played in a round that ends this way cannot be a joker (unless a joker was also the next-to-last card). Once a round ends, players have the option to ditch their hand, after which everyone refills their hand to seven cards and a new round begins. The first player to have at least sixty points wins! Bad Habit (2015) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A **1**3-6 Best with: N/A - Recommended with: 3.4.5.6 O₁₅₋₂₅ In Bad Habit, a player draws a card with three bad habits and chooses one. The other players ask questions and to find out what is the required bad habit. Questions must be simple. If your teammates guess your bad habit you get the card as a **i** i 12+ point. If your opposing team guess they get the point. 0,00 The team who has the most points is the winner Baden-Württemberg Catan (2012) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 14521 Best with: N/A - Recommended with: 3,4 In 1952, three German states - Württemberg-Hohenzollern, Baden, and Württemberg-Baden - voted to merge into a single state, and for the sixtieth anniversary of that event, Kosmos and designer Klaus Teuber have released a special edition of Teuber's Settlers of Catan to celebrate.





Baden-Württemberg Catan is like other Catan games in that players roll dice to determine which areas on the game board produce resources that turn, trade resources with other players, and use resources to build settlements, cities, roads, and to purchase development cards. Settlements, cities, and roads earn their owners victory points (VPs), and the first player to have ten VPs wins.

Where Baden-Württemberg Catan differs from some Catan games – yet is similar to others, such as Catan Geographies: Germany – is that the game board features the southwestern state of Baden-Württemberg (with fixed resource numbers on the locations) and players can build key landmarks within the state, such as the Stuttgarter Fernsehturm or Heidelberg Castle.





Bakerspeed (2014)

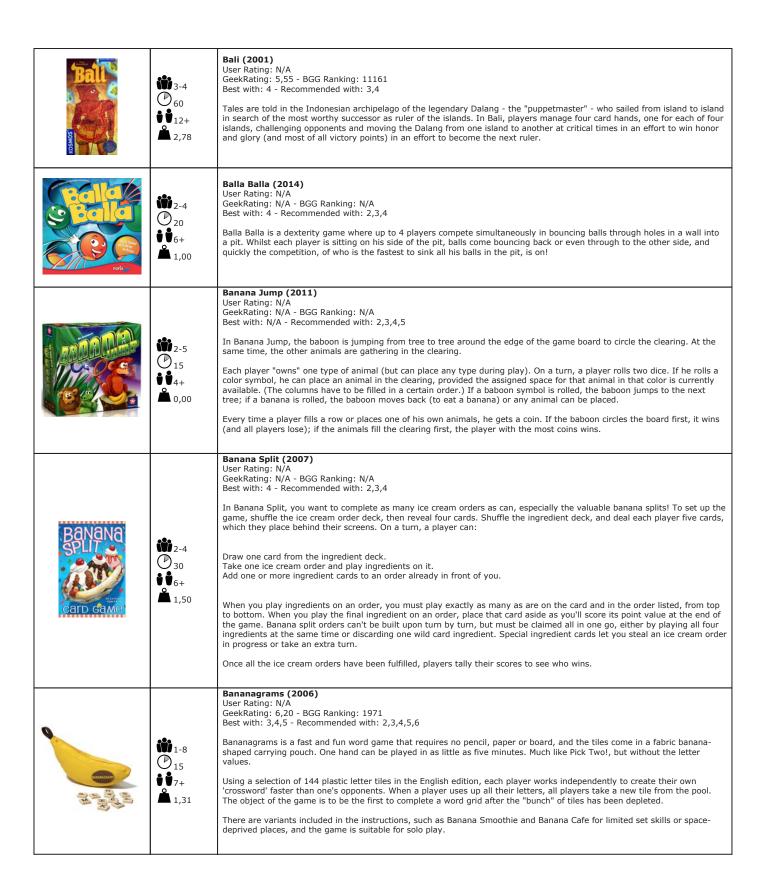
User Rating: N/A GeekRating: 5,43 - BGG Ranking: 25013

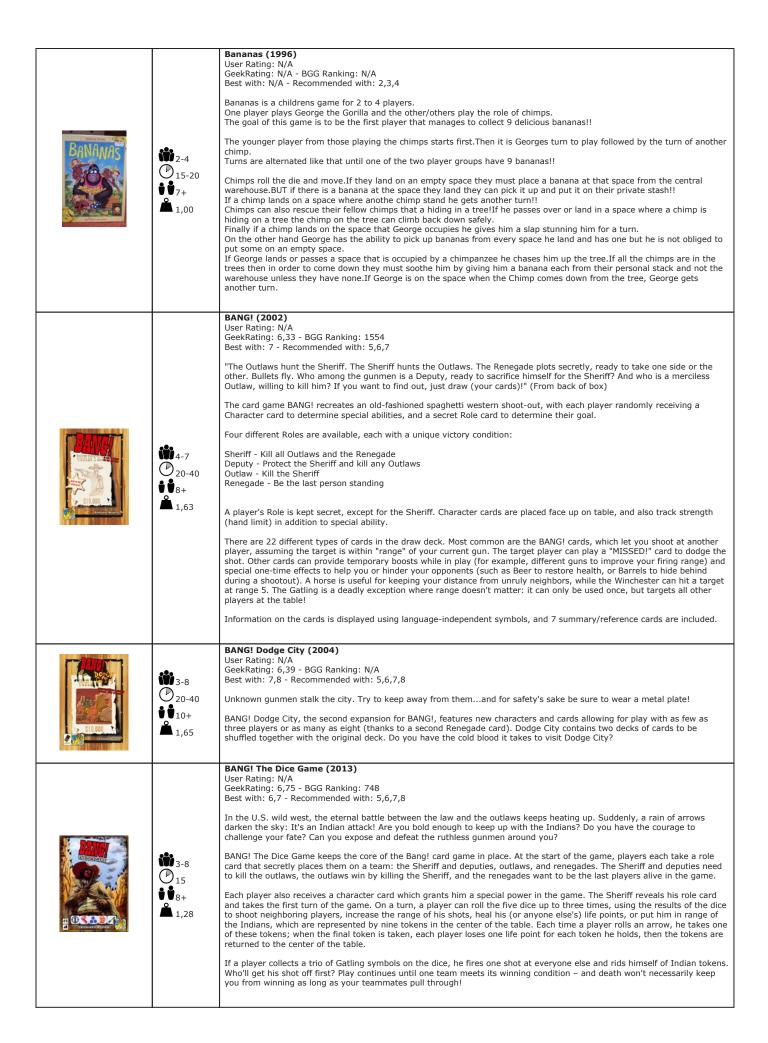
Best with: N/A - Recommended with: 2,3,4,5

Investigate quickly! LeStrade is already on his way to the crime scene, so you'll need to do a fast investigation in order to find the culprits — but are the clues sufficient for you to find the suspects first?

Bakerspeed is a quick-playing dice-based game in which players need to "solve" crimes quickly. In the game, a player rolls a die, then everyone else simultaneously races to play the matching card.

BAKERSTREET	10+ 1,74	Bakerstreet (2003) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 19237 Best with: 2 - Recommended with: 2 Two players race to try to solve a mysterious case by collecting 7 consecutively-lettered evidence cards. Every turn a player increases his influence by placing a card next to an evidence pile. After that he has to estimate the total of the values of both players' cards in hand. Instead of increasing influence a player may dispute the opponent's bid. If the bid was too high (higher than the card total) the player may choose one evidence pile which is evaluated. Influence on this pile is rewarded with an evidence card. Belongs to the Ravensburger Fun For 2 Series.
Ba Kong	2-6 20 1 1,29	Bakong (2009) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20775 Best with: 4,5,6 - Recommended with: 2,3,4,5,6 In Bakong you experience a hunt for the most beautiful emeralds in the Cambodian primeval forest. You start from your base camp to reach a temple where you collect precious jewelry. Players carry a rucksack with items for their survival and later on use it to return the jewelry. But the pathway through the jungle is insidious because routes are changing all the time and traps are laid out for you. The goal is to collect as many emeralds as possible and return them to your base camp.
Balance	2-4 10 5+ 1,17	Balance (1990) User Rating: N/A GeekRating: 5,48 - BGG Ranking: 23555 Best with: 3,4 - Recommended with: 2,3,4 Simple dexterity game for clever children or drunken adults. Roll the dice and play a piece on the same-colored sphere. You keep what falls. First one to play all your pieces wins.
RECLOURS	15 15 16+ 20,00	Balancing Bears (1994) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2 Players take turns placing 3 different sizes of bears onto a balance beam (based on the roll of the dice). The player who wins is the first player to balance it perfectly.
BALANX	1	Balanx (1993) User Rating: N/A GeekRating: 5,48 - BGG Ranking: 23520 Best with: 2 - Recommended with: 2 Balanx is a 2 player balancing game by Kris Burm. The game has a low plastic see-saw grid with spaced grooves. Players have 10 heavy glass marbles in black and white, the same as found in Abalone, and 2 small steel ball bearings. Players start with their marbles on the opposite side and corner of the grid and move them towards themselves forwards and sideways, but not diagonally. The trick is that before a player moves, they hold the balancing board down on their side, making the marbles roll along the grooves and changing the set up entirely. In addition, the steel balls run in side grooves, affecting the balance of the board and making the game very challenging. The winner is the first to get their balls across to their corner, but if any balls are left in the opponents corner to block a finish, you lose. Rules in English, French, Dutch and Swedish. Was awarded the title "Best Abstract Strategy Game" by Games Magazine in 1997.
SALDERDASH TO THE SALE AND A SAL	2-6 60 12+ 1,41	Balderdash (1984) User Rating: N/A GeekRating: 6,18 - BGG Ranking: 2048 Best with: 5,6 - Recommended with: 4,5,6 A clever repackaging of the parlor game Dictionary, Balderdash contains several cards with real words nobody has heard of. After one of those words has been read aloud, players try to come up with definitions that at least sound plausible, because points are later awarded for every opposing player who guessed that your definition was the correct one. Versions of the game as a parlor game go back at least as far as 1970, although Balderdash itself was not published until 1984. Mattel, Inc. republished Balderdash in 2006 in a form that derives its gameplay from the sequel Beyond Balderdash. Re-implemented by: Beyond Balderdash / Absolute Balderdash Kokkelimonke Jubileum Re-implements: Beyond Balderdash* In a peculiar situation, this game was reimplemented by Beyond/Absolute Balderdash and then combined back into the original title (Balderdash) but with the rules and cards from Beyond/Absolute; while Tactic re-published their version of Beyond/Absolute combined with the original Balderdash and called it Kokkelimonke Jubileum.









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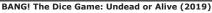
BANG! The Dice Game: Old Saloon (2016)

User Rating: N/A GeekRating: 6,50 - BGG Ranking: N/A

Best with: 6,7 - Recommended with: 4,5,6,7,8

BANG! The Dice Game - Old Saloon consists of five modules that can be used individually or in any combination with BANG! The Dice Game. The expansion features lethal new characters, extra roles, new tokens, and two Saloon dice: the

Loudmouth and the Coward.



User Rating: N/A

GeekRating: 5,71 - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5,6,7,8

BANG! The Dice Game: Undead or Alive includes five "modules" for BANG! The Dice Game that can be used on their own or

combined in any way desired.

This expansion adds eight new enraged gunslingers and two new duel dice for fighting duels. If you lose a duel, you must draw a duel wound token. During your turn, each duel wound token you have cancels one identical symbol rolled on a die that you decided to keep.

The new dice also feature another new symbol: the whiskey bottle. If you roll a whiskey bottle during your turn and you have no duel wound tokens to discard or if you lose two or more life points in one turn, you must draw a rage card; the symbols on those cards are added to the results of the dice!

With four or more players, you can play the "Undead or Alive" module, which adds a deck of boneyard cards. If the boneyard overflows with corpses, a zombie outbreak might begin!



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BANG! The Great Train Robbery (2021) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 4,5,6,7

Expansion for BANG! card game. This expansion is co-designed with Czech and Slovak players and brings new mechanicss, new cards to be shuffled with the basic deck, and 8 brand-new characters.

The expansion focuses on a track of Railroad cards and a Locomotive card: Each Railroad card is coupled with a Station tile; every time the Sheriff's turn begins, the train moves and the value of the Railroad cards change depending on the Station tiles. Once during their turn, players may pay the cost shown on a Station to take the corresponding Wagon. There are two kinds of Railcars: blue-bordered Railcards stay in play until discarded, and take effect immediately; while green-bordered Railcars stay in play but have no effect until the owner decides to discard them during their turn. If a Railcar is taken, the other Railcars on the train slide up to cover the gap, and a new one is added to the end of the train. As soon as the first Railcar behind the Locomotive goes past the last Station, the Locomotive card's special effect triggers for all players. Then a new track of 5 Station tiles, as well as a new train, is built in the center of the table.

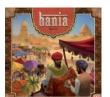


Bania (2014) User Rating: N/A

GeekRating: 5,51 - BGG Ranking: 19548 Best with: N/A - Recommended with: 2,3,4

In a formidable Indian landscape, a burgeoning marketplace is forming. Opportunities are ripe in this community of traders, bankers, moneylenders, and dealers of grains and spices. Fortune awaits the one who plans well and uses his resources wisely. Oil, silk, incense and spices are the currency used to build tents, establish settlements, and amass riches — but commerce brings competition, and the space to build is limited. When there is no more room, the player who has maximized his resources to become the most successful merchant is the victor!

In Bania, players use resource cards to buy and build tents, then strategically place these tents on the board to earn points. When no legal moves remain on the board, the game ends and the player with the most points wins. On a turn, a player performs these actions in order, if possible:





Collect your bonus: If your elephant marker sits on a tent tile on the board, collect one resource card of each type in the settlement where the marker is located.

Buy and place tent tiles OR roll for resources: As explained below.

Place your elephant marker: If your elephant marker isn't on the board and you placed tent tiles that turn, place the marker on one tile you placed this turn.

Each player starts the game with four tent tiles and eight resource cards: two of each type (oil, spice, silk and incense); one side of the tent tiles shows one of these four resources, while the other side shows three resource symbols (e.g., two spice and one silk). If you want more resources, you can roll the four dice up to three times, locking any dice that you wish while doing so. When you stop rolling, you receive one resource card for each resource symbol showing; in addition, if you have both a front and back half of an elephant showing on the dice, then you receive an elephant marker bonus as at the start of vour turn.

If you have the right cards in hand, you might instead choose to buy and place tents; if you have twelve or more cards, then you must do so. A tent costs three resource cards matching the three resource symbols on the back and you pay this cost after placing a tent on the game board, but if you place a tent adjacent to other tents, then the cost is discounted based on the colors of adjacent tents, possibly allowing you to place a tent for no cost at all! When you place a tent on its own to start a settlement, you receive 3 points; for all other tents placed, you receive 1 point each. You refill your hand to four tent tiles at the end of your turn - but if you've placed all four, you can immediately draw four new tiles and keep

A settlement can have at most seven tents in it; when someone places the seventh tent, any elephant markers in the settlement are removed and returned to their owners. The game ends when no more tents can be placed. Whoever placed the final tile scores 3 points, and whoever has the most of each type of resource card scores 2 points. The player with the most points wins.





User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: 3,4 - Recommended with: 3,4,5,6

Contents Game board 220 cards

32 precious metal tiles 6 pawns in different colors

1 stock price board 5 red marking stones for the stock price board

2 dice Play money

Aim of the game

Each player invests his capital in many possible ways, in an attempt to earn money. The first player to earn 500,000 Euros or another appointed sum wins.

Only cash counts toward winning the game. It is therefore necessary to part with investments again and again. Possible credits, of course, count against you.



1st action

On your turn, roll one die and move. Move your pawn on

the inner track in the direction of the arrows, as many spaces as you rolled.

2nd action

Follow the directions for the space you land on.

Most of the spaces on the inner track are connected to outer fields. The outer field decides what options a player has in each case. So, you can - according to the outer field - buy or sell stock, save money or withdraw it, buy or sell real estate, buy or sell a life insurance policy, buy or sell a treasury note, or buy or sell precious metals. Or you may land on a wage or salary space, which always brings profit.

What you buy you can also sell, depending which space you are on. When you are on a stock space, for example, you can only buy or sell shares. When you are on one of the two savings spaces, you can only buy or sell savings cards, etc.

3rd action

You must draw a Banking card and either play it now or keep it in your hand. You can also draw and play a precious metal card to replace the card already lying in the middle of the game board.

Precious metal cards are an optional draw. A Banking card must be drawn along with the precious metal card so the price of the precious metals and shares of stock change again and again.





Banque Fatale (1997)

User Rating: N/A GeekRating: 5,52 - BGG Ranking: 16996 Best with: N/A - Recommended with: 3,4

In Banque Fatale, players bid with colored chips for cards (called Card Fatales) which show an Ace or Aces in the 5 colors. The value of the colors start at 6 million and rise and fall according to the total chips played. So if 2+ Blue chips are bid, Blue rises by 2 million. But if only one Blue chip was bid, Blue falls by 1 million and if no Blue chips were bid, Blue falls by 2 million. If a color reaches 11 or 12, there is a pay-out for each Ace of that color you own, 5 or 6 million, and it is reset to 6 million.

Then the bid chips are taken back one by one, starting with the player to the left of the auction winner. So if you didn't bid at all, you'll be taking chips from high bidders.

Finally, then the starting player can sell a Card Fatale to the bank at its value or values (not one that has just increased). The player clockwise to the starting player is now the starting player. When the deck of 16 cards runs out, cards held are cashed out, chips still held are worth 1 million each (variant suggests they are worth nil) and the most cash wins.

It isn't clear if players should hide the cards they own, or if it should be an open knowledge game, which would greatly affect the dynamic. An amusing mechanism that draws you to brinkmanship.

Simple and smart, you'd reckon this was a Knizia game, but it's not!









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User Rating: N/A

GeekRating: 5,83 - BGG Ranking: 3983 Best with: 4 - Recommended with: 3,4

Barbarossa, in Italian "red beard" was, according to its inventor, inspired by Patricia McKillip's Riddle-Master fantasy trilogy (Die Schule der Rätselmeister in the German translation), in which wizards are devoted to the creation of riddles and riddle solving tournaments. In an interview designer Klaus Teuber stated "As you know there are moments when you close a book really sad that it's over. After finishing the last page, you often feel like you've lost a friend -- to be somewhat melodramatic. So I was looking for a way to keep the book alive a little longer. Creating a game seemed the perfect solution. In this game, I was looking for a way to make riddles, to experiment with shapes and to let the players express their own creativity with clay."

The game starts with players using modeling clay to make objects that can be guessed by the other players. Players then take turns to move around the board either by rolling a die or spending gems to choose their move. The spaces landed on determine actions. Either the other players receive victory points, or you can ask a letter of an object (What's the fifth letter of that thing?), or you can ask general questions or make a single guess until you get a NO answer. Players also have three curse stones that they can throw down twice in the game and make a guess.

You make a guess by writing the word down and passing it to the owner, who answers YES or NO. If you guess right, you stick an arrow in the object and score points (5pts if you're first, 3pts for second correct guess). In addition, and this matters, the object owner can either gain points or lose points, depending on the total arrows sticking at the time. So if you make your object too easy, or too hard, you lose points, but if you get it just right, you gain. Plus, at the game end, objects lacking arrows also lose their owners points.

Your objects must each represent a single specific word, which you note down in secret. Trying to think of two or three things that people will guess, but not too easily, is really tricky and makes Barbarossa a fun game. Hopefully the new edition has a better rules set, as players might get puzzled by the variety of actions.

A later-developed game directly inspired by Barbarossa is Dominic Crapuchettes' Cluzzle.

Re-published by Kosmos / Rio Grande 2001.

Republished by Mayfair Games in 2005, in an edition for a maximum of 4 players in a smaller-sized box.

Barbarossa Junior (1993)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5

A simplified version of the classic Teuber game and Spiel des Jahres winner. Although the title implies that this is a children's version, the box says it is still for ages 8 and up.

The game is here reduced to its core mechanism of forming clay sculptures that are not too difficult nor too easy for other players to guess. The dice rolling and special spaces are no longer present; each player instead has the opportunity to ask 3 yes/no questions about one sculpture, and then make a guess. Instead of arrows, the sculptures are moved up a staircase each time a player asks questions about it. The middle steps award the most points to the sculptor if their riddle is solved there, while the first steps (too easy) award fewer points, and the top step (too difficult) penalizes the sculptor points.

The players are also dealt cards at the beginning of the game, and must choose their sculptures from these cards. Player mats provide suggested questions to ask during the game.

Bardagi: The Claim for Gold (2016)

User Rating: N/A

GeekRating: 5,49 - BGG Ranking: 22117 Best with: N/A - Recommended with: 2,3,4,5

Dissolution has occurred in the Vikings homeland: the country's resources are depleted and there is turbulence in the society. The High Jarl has invited a group of brave people the opportunity to try their luck in a newly discovered group of islands. The islands are rich of natural resources and your task is to gain control of these resources from the Barbarian tribes currently occupying the area. The takeover is to be done in any way possible; through trade, religious conversion or direct conflict. If you manage to overtake areas peacefully, the Barbarians might join your clan and aid you in your task. There are areas through the island that stand neutral against any invaders and there you can buy or sell resources & learn runes. During the game, your clan tries to build up their region and over shine their rivals with vast riches and wealth. At the game end, the winner is the Clan Leader who collects the most gold!

Bardagi: The Claim for Gold is a card-driven, area management, adventure board game for 2-5 players, played in a number of rounds and each round is divided into 4 turn phases. Each player controls a group of Vikings; a Berserkur (your warrior), a Godi (your priest), a Kaupmadur (your merchant) and Knerrir (your Viking ship). These units are used to claim and overtake areas from the Barbarian tribes currently occupying the land. Players start at their home town and during the game, players overtake the areas surrounding their town to gain resources. Players gain resources each round, according to the areas owned, and with these resources they can reload the units, that are needed to overtake other areas, buy upgrades to improve their buildings, buy runes or trade resources in for gold. The aim of the game is to collect the most glory points within the given rounds to be declare the winner at game end.

Bärenpark (2017)

User Rating: N/A GeekRating: 7,10 - BGG Ranking: 352

Best with: 4 - Recommended with: 2,3,4

Up to two thousand pounds in weight and over ten feet tall, the bear is considered the biggest and heaviest terrestrial carnivore in the world. Of course, there is not just "one bear;" on the contrary, there are plenty of subspecies that differ from each other in various aspects. For instance, only the Kodiak bear (ursus arctos middendorffi) weighs about 2,000 lbs. The polar bear (ursus maritimus) weighs "only" 1,100 lbs., but gets much bigger than the Kodiak bear, being as much as 11 ft. tall!

Bärenpark takes you into the world of bears, challenging you to build your own bear park. Would you like another polar bear enclosure or rather a koala* house? The park visitors are sure to get hungry on their tour through the park, so build them places to eat! Whatever your choices are, make sure you get the next building permit and use your land wisely! (* No, koalas aren't bears but they're so cute, we couldn't leave them out of this game!)

In more detail, each player in Bärenpark builds their own bear park, attempting to make it as beautiful as they can, while also using every square meter possible. The park is created by combining polyomino tiles onto a grid, with players scoring for animal houses, outdoor areas, completed construction, and more. The sooner you build it, the better! Cover icons to get new tiles and park sections. The game ends as soon as one player has finished expanding their park, then players tally their points to see who has won.

—description from the publisher







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Bärenspiel (1983)

User Rating: N/A

GeekRating: 5,50 - BGG Ranking: 20870 Best with: N/A - Recommended with: 2,3,4

In Bărenspiel, players try to rescue a little bear lost in the great forest. Rolling special dice, players must first construct a map of the forest, find the bear, then help it out of the woods, working together to overcome one obstacle or another. Once the bear is located, players are allowed seven rolls of the dice to get it clear of the forest. If they fail to do so, they lose the game and the bear eats them.

The 2011 AMIGO edition is part of its "Ökologisch + Kooperativ" (Ecological & Cooperative) line of games.

Barrel Dice (2013)

User Rating: N/A

GeekRating: 5,66 - BGG Ranking: 6327 Best with: 4,5 - Recommended with: 3,4,5,6

The innkeeper of "The Wild Boar" tavern is a sly old dog! While they treat humble guests who don't ask for much to free rounds, for hard-drinking boozers they close the tap and keep the cool brew for themself.

Polterfass is a dice-rolling game without dice! Yes, the dice have been replaced by small beer barrels, and the active player each round is the innkeeper who shares their brew with players who keep their requests modest.

The game includes nine barrels — two of them being special ones — that are rolled out of a dice cup. The normal barrel bases show numbers, while the special barrel bases show symbols that allow the innkeeper to double other values or cancel them. After each roll, only the values/symbols of "standing" barrels count.

After the active player has rolled for the first time, the other players secretly place cards with numbers in front of them. The active player then decides whether to reroll, change the values, or end their turn. Once their turn ends, the guests reveal their cards and sum them. If the innkeeper's total is less than this sum, they win this round, keeping all the beer for themself while the guest with the highest card actually loses points! If the innkeeper's total is higher, each player scores the value of their played card, and the innkeeper keeps the rest.

When one player has at least 75 points, the game ends, and the player with the most points wins!





Barricade Disney (1995) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

This is a children's version of Malefiz aka Barricade. You only have 2 pawns instead of five. There are only 4 barricades instead of 11. And the board has fewer fields. If your pawn is taken by another and this happens on the top half of the board, you don't have to start all over again. In that case you may start again in the middle of the board. There are also secure places on the board. If you are on a blue field with a drawing of Pluto, you're safe from attacks of other players. Barricades can not be placed on the blue fields. There are even simpler rules (with one pawn) for children between four and

Though it is somewhat confusing, Ravensburger produced a Spongbob version of both Junior Malefiz and Barricade, the latter is a version of Malefiz. These two different items used the same cover artwork but differed on the board layout, rules, and numbers of figures.

Basari (1998)

User Rating: N/A

GeekRating: 6,08 - BGG Ranking: 2447 Best with: 4 - Recommended with: 3,4

Basari is a game of gem merchants competing in a marketplace": racing, collecting, trading, and predicting what the other merchants will do.

To start the game, players receive 12 gemstones (3 each of 4 colors).

Each turn there will be a movement phase and an action phase:

For movement, everyone simultaneously rolls their die and moves their markers around a track.





They then choose one of three different actions to perform. The actions are:

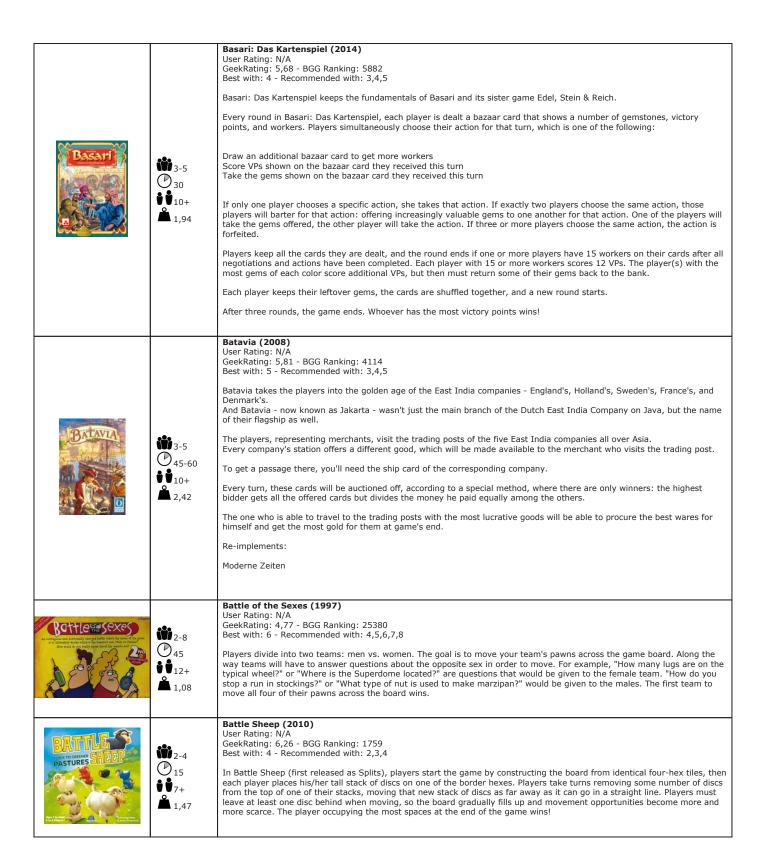
- to take a variety of gems from a market stall,
- to immediately score from between 4 and 7 points, or
- to roll and move again and also collect points.

The action cards are revealed simultaneously. If only 1 player chose a particular action, they simply perform that action. If 2 players chose the same action, they barter back and forth with gemstones. One player will eventually accept the other's offer of gems, and the other will take the action. If 3 or 4 players all chose the same action card, that action is cancelled. Note that in 4-player games, there will always be a conflict in choice of 3 actions, so much more negotiating goes on.

A new turn begins with everyone rolling their die, moving, then choosing and revealing their action cards. When any merchant piece completes a lap around the board, the round ends and bonus points are awarded based on who has the majority in each gem color and who has completed a lap. After three rounds, the game is over and the highest score wins.

Re-implemented by:

Edel, Stein & Reich



Bauernschlau (1991) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 16173 Best with: N/A - Recommended with: 3,4,6 The theme of this game is building sheep farms. Each farmer (player) owns a farm consisting of hexes radiating out from the center of the board, and whose boundaries (and therefore, sizes) are initially undefined. The placement of fences each of which is shared by the two surrounding farms -- defines the boundaries. Some hexes are clearly going to be in certain farms; others will be fought over (either to acquire or avoid!) fiercely. The goal is to complete one's own farm by having the fences on both its sides reach the outer edge of the board before the game ends (without which one cannot win), and to have the most enclosed points among all such completed farms (which wins). 3 awerikchiaw **1** 2-6 The sheep are on thick cardboard disks, printed on one side with values ranging from 5 (the best) down to -3. One sheep can fit onto each board hex. On a turn, a player gets to do one of several actions: 1,61 1) place a sheep blindly from the supply face-down onto an empty board space after secretly looking at it; 2) turn up a face-down sheep tile in place (thereby freezing it for the rest of the game); 3) use the cool wooden sheepdog to blindly "herd" a face-down sheep from one hex to another, where it is then flipped up and frozen; or 4) lay a fence piece on either of the two fences surrounding his farm. Certain board hexes, symmetrically distributed, act as multipliers for the sheep that ends up in that space. There are a few special situation rules and a few rules governing fence placement. There are strong elements of bluff and memory in this game. The game ends when one player's completed farm is filled with pieces (either face-up or down sheep, or the dog). Whoever has the highest number of points on face-up sheep in his/her farm after applying multipliers is the winner. Bausack (1987) User Rating: N/A GeekRating: 6,35 - BGG Ranking: 1503 Best with: 4 - Recommended with: 2,3,4,5,6,7 Players take turns choosing blocks and giving them to each other to place on their structure. A player may pay a certain number of 'beans' to refuse a block and it gets passed to the next player. When a player's structure falls, they are out of the game. Last player standing wins. Description of Bandu (1992, Milton Bradley, 2-6 players): Bandu is based upon the game of Bausack. Each player is given a base block and a number of beans. During a turn, a **11** 2-8 \bigcirc_{15-45} player chooses a wood block from a common supply and either holds a Refuse or Use auction. All player bid with their beans and the winner/loser must place the piece on their tower. If your tower falls you are out of the game. The last tower standing wins. 1,29 Description of Sac Noir (Rio Grande Games, 2-8 players):
There are five variations on how to play. The goal in all of them is to build a tower. The bag contains very different wooden pieces (i.e. an ashlar, an egg, a ring, a fir tree etc.) as well as a sack of beans for the "auction variation" of the game. Depending on the variation you choose, either each player builds his own tower or all build one together. The "auction variations" are the most suspenseful and surprising. One might end up spending quite some beans to avoid building an especially difficult element. Gambling and bluffing abilities are needed just as much as a feeling for statics and construction skills. It's a game with almost endless building possibilities. It's a challenge for steady hands and shaky suspense for clever tacticians. Bean Trader (2002) User Rating: N/A GeekRating: 5,58 - BGG Ranking: 9523 Best with: 4 - Recommended with: 3,4,5 The players take the roles of bean traders and are members of the famous Bohn Hanse, the union of northern European cities and merchants involved in the bean trade of the middle ages. The players travel from Hanse city to Hanse city in wagons filled with valuable beans, where they can deliver bean orders and buy more beans. When a player is in a city and has an order card and the necessary beans to fulfill the order, he may deliver the beans and collect the value of the order from the bank. When two or more players are together in a city, they may trade beans among themselves. Trading beans is important as it allows players to get rid of unwanted beans and acquire needed beans. In addition, a player will buy beans in the city, if it has the type he wants. From time to time, the bean supplies will be replenished as described on new harvest cards. After eight new harvests, the game begins its last round. After this last round, the game ends and the player with the 2.19 most thalers (money) is the winner. Bohn Hansa (Bean Trader) is part of the Bohnanza family of games. Beasty Bar (2014) User Rating: N/A GeekRating: 6,36 - BGG Ranking: 1499 Best with: 4 - Recommended with: 2,3,4 **D**₂₀ The animals are dressed up and ready to enter the "Beasty Bar" nightclub. Who will actually make it through the door? Beasty Bar is a fun "take that" card game about party animals. The players play animal cards into a line, and each animal has a special power that can manipulate the order of the cards. Whenever five animals are present at the end of a turn, the two animals up front get to party while the one at the rear has to go home. Whoever manages to send more of her animals to the party than anyone else wins. Beeren klau'n mit Schnabelgrün (2012) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4

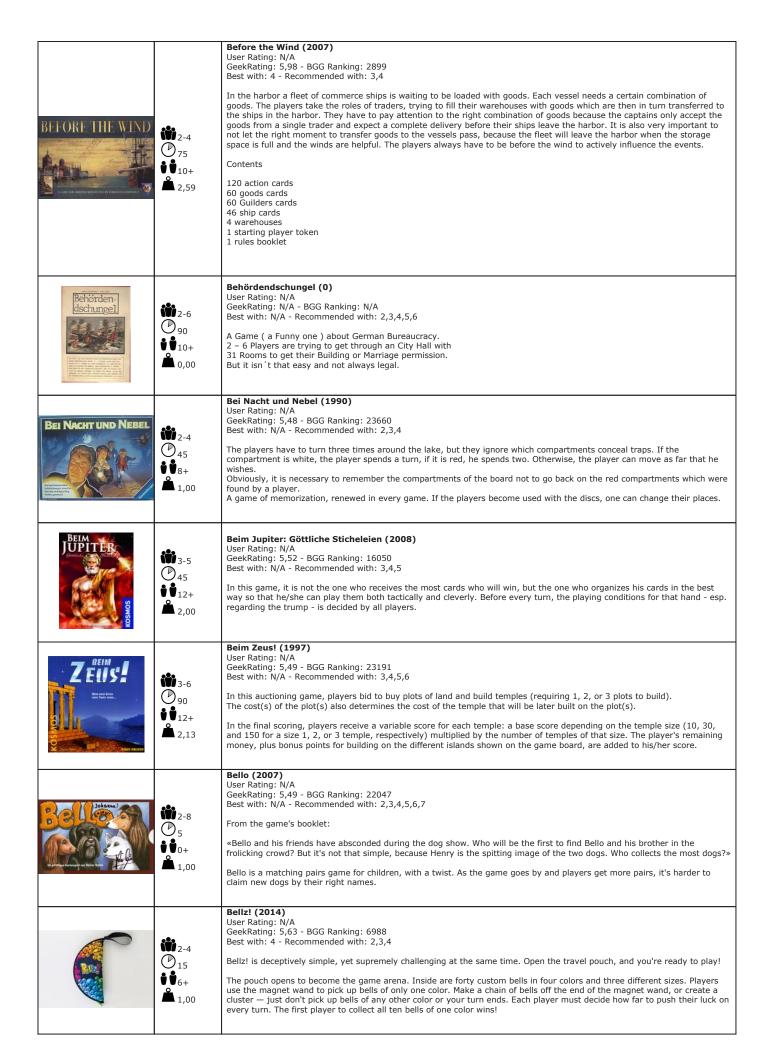




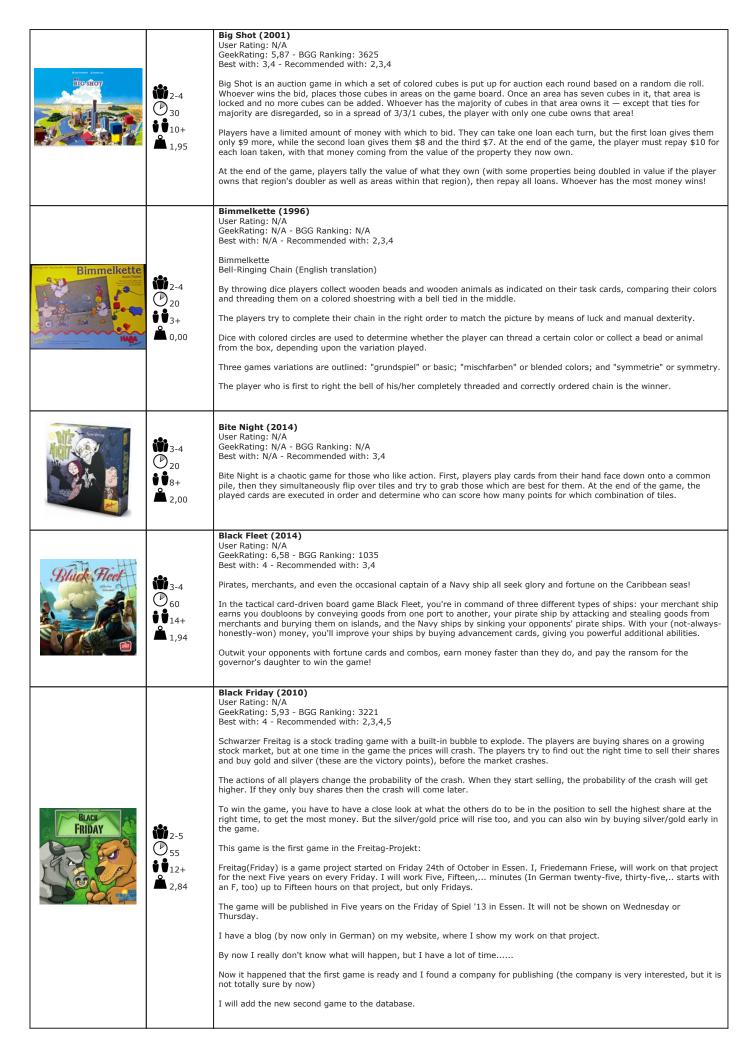
Raven Schnabelgrün loves blueberries. He flies around and picks up as many as possible.

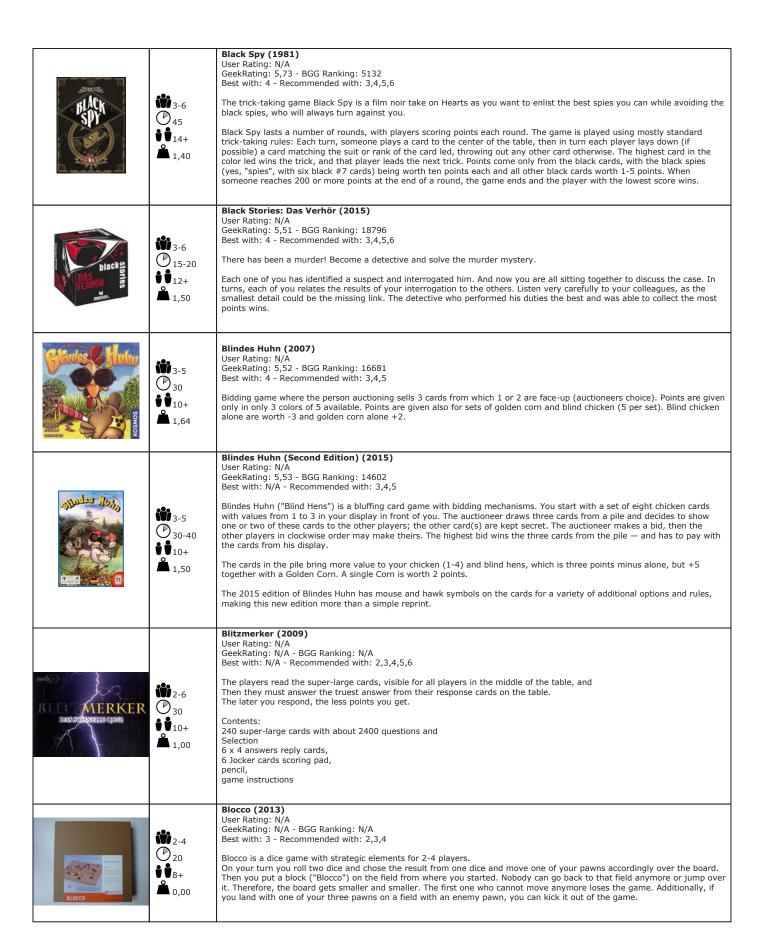
To play, set up a circly of meadow tiles - they are lake tiles on the other side. Randomly distribute the large wooden blueberries on the tiles (up to three per tile). Schnabelgrün starts on one of the tiles. The active player draws a card which determines the distance the raven can move (1, 2 or 3 tiles). The player then picks up any blueberries on that tile. If there are none, the player flips over an empty meadow tile instead. If Schnabelgrün lands on a lake tile, the active player needs to put down two blueberries on that field to help the raven stay afloat. Some cards also let the player steal a berry from

The game ends when a player runs out of berries. The player with most berries is the winner.



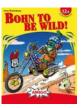
		Beowulf: The Legend (2005)
Beowai	2-5 060 12+ 2,25	User Rating: N/A GeekRating: 5,96 - BGG Ranking: 3048 Best with: 5 - Recommended with: 3,4,5
		(not to be confused with Knizia's Beowulf: The Movie Board Game) The fascinating legend of the great hero Beowulf is told in one of the oldest works of English literature. This game relives the legend of how the Geatish warrior Beowulf comes to the aid of the Danish King against the fearsome monster Grendel, how he returns to his home in Geatland to become King, and how Beowulf meets his end when fighting the terrible dragon.
		Beowulf: The Legend, designed by renowned game designer Reiner Knizia, invites you to accompany the mighty hero as one of his brave comrades. Will you become the most renowned warrior and succeed Beowulf as king? Only the strongest will prevail!
		The game consists of a series of auctions depicting different events in the legend of Beowulf. Players "bid" in the auctions by offering up cards representing the skills they will offer to help Beowulf succeed (fighting, cunning, etc.) in an attempt to earn rewards of points or powerful cards, or to avoid injuries or other penalties. Players can also take a `Risk' and draw two cards from the deck to bid with. But if the cards don't match the current auction, the player is forced to drop out. Players need to carefully manage their hands and the timing of when they choose to take risks to increase their chances of winning. —description from the publisher
		—uescription from the publisher
BACCERFAHRER	₩ 2-4 № 45	Berti Baggerfahrer (1995) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4
	1 5	All excavator drivers try with their equipment to drive around the site, but they have to be careful on the things what is under the earth. A nice run play with a memory factor, certainly most interesting for preschool children, the topic is pretty and the kids can play safely after the declaration alone.
BIBERNG	1 2-6	Biber Gang (2020) User Rating: N/A GeekRating: 5,55 - BGG Ranking: 11604 Best with: 4 - Recommended with: 2,3,4,5,6
A	D ₁₅	Become part of the Biber Gang because together beavers are particularly strong!
OLE MAISS'I STRIKE OF RIMERIANDS	1 ,00	In this card game, you want to collect the smallest values possible, but sometimes it can be worthwhile to collect the unpopular large numbers because the more like-minded people who have found each other, the fewer penalty points are recorded. In the end, whichever gang collects the best combinations and the smallest card values will win.
BIDDER UP!	2-4	Bidder Up! (2016) User Rating: N/A GeekRating: 5,60 - BGG Ranking: 8227
	60 10+ 1,75	Best with: 4 - Recommended with: 2,3,4 As in the Kuhhandel card game, in Bidder Up!, a.k.a. Kuhhandel: Das Brettspiel you're trading animals with other players and participating in auctions to try to collect valuable sets of critters. Ten different auctions take place around the game board, and the double-sided board presents players with two ways to play, with one side allowing for market manipulation of the value of the animals themselves.
		Big Brother (2002) User Rating: N/A - BGG Ranking: N/A GeekRating: N/A - Recommended with: 3,4,5,6,7,8
	3 -8	The aim of the game is to test your knowledge on how well you know your friends through a series of questions. The first player to get their token around the board wins the game.
BIG BROTHER	₽ ₀	You move around the board by correctly guessing who gave which answers to questions based on the four topics Friendship, Romance, Scandal, and True Colours. There is no right answer. Just correctly predict what others have answered.
Secret few and que house gout finants fluore, supplicing histonic and effect remoditury. To 4 d pages fight the state	0,00	Just like the TV show, you can nominate other players to be evicted. Votes are made in secret and then tallied when the last player passes the eviction point (about half way around the board). The player with the most votes goes back to the beginning. The first player to reach the "Win" spot wins the game.
Big Points	1 2-5	Big Points (2008) User Rating: N/A GeekRating: 5,80 - BGG Ranking: 4219 Best with: 3,4 - Recommended with: 2,3,4,5
	⊕ ₂₀	A short game with simple rules but a lot of depth. 5 differently colored playing pieces, that may be used by all players, race along a path of colored wooden disks towards their goal, the "scoring podium". During their race players pick up these colored disks. At the end of game the players score their collected disks, depending on the positions of the playing pieces on the "scoring podium".
	1,35	Part of the Schmidt Spiele Easy Play line.





	1 2	Blockers (1996) User Rating: N/A - BGG Ranking: N/A Best with: 2 - Recommended with: 2 Blockers is a two-player variant of Chinese Checkers, as players race to move all their pieces from the starting location across the board to their home spaces (that is, the spaces originally occupied by their opponent). The game is played corner to corner on a 10x10 board, with 15 spaces of each neutral corner not in play, resulting in a 70 space playing area. Pieces advance by moving to an adjacent space or by jumping an adjacent piece. Multiple jumps are allowed, in any combination of a player's own pieces or their opponent's. Each player has 10 Runners and 3 Blockers. Runners may only advance forward toward their goal, never backward toward their starting location, while Blockers may move in any direction. Blockers may also jump over a contiguous line of pieces in its own colour. Finally, no piece may jump over a Blocker, not even another Blocker. Success is determined by stringing "jump ladders" along for multiple pieces, and by judicious placement of the Blocker pieces.
alader Sack The State of the St	1 2-4	Blöder Sack (2014) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18596 Best with: 2 - Recommended with: 2,3,4 Game description from the publisher: Five "silly bags" are waiting to be won, so it's time to prove your skill at both poker and dice — but watch out as others will be trying to grab the bags, too! Whoever thinks he knows exactly which bag to take in Blöder Sack will likely be mistaken as players again and again hunt for the bag that holds the most — and sometimes, the bag taken earliest will turn out to be the most sweet. In the end, whoever owns the most valuable bags wins.
BLOF	30 30 30 38+ 30,00	Blöff (1986) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Each player (from 2 to 4) has a special cup containing one single dice. The player in turn after shaking his special dice cup, secretly examine the result and announces it. This announcement can be or not in agreement with the actual result. The other players can distrust in the veracity of the affirmation and then control the dice result looking through the hole on the top of the device. If the suspicion was false, the player in turn moves his pawn the double dice result forwards. If the bluff really existed and was correctly pointed, the player in turn must move his pawn the double dice result backwards. If there is no suspicions, the player move his pawn the actual dice number obtained forwards. The winner is the first player to reach the final space on the board. Symbols on some fields change the position of the pawns when they land on them.
BLOODBOULD Low retains a first of the state	1 6-12	Blood Bound (2013) User Rating: N/A GeekRating: 5,96 - BGG Ranking: 3023 Best with: 8,10,12 - Recommended with: 6,7,8,9,10,11,12 In Blood Bound, a deduction game played in 15-30 minutes, players assume the roles of members of two clans - the brutal, animalistic warriors of the Clan of the Beast and the graceful, deadly members of the Clan of the Rose - and (with an odd number of players) the human inquisition. Disguised by a secret identity, they try to kidnap the Elder of the opposing clan or give their lives for the benefit of their own Elder. Malicious attacks, aimed indiscretions, and assistance from others will slowly uncover the truth: Who fights for whom? And who is the Elder? At the start of the game, each player knows three things: Who they are and to which clan they belong That a few other players are allies, while everyone else is the enemy of both themselves and their clan The clan to which one of their neighbors belongs - although some characters can lie about their clan identity Now the players have to figure out who the Elder of the opposing team is (if there is one) and capture him. To do this, players need to attack, negotiate and deduce, with an attacked player being required to reveal information, such as his rank or clan affiliation. Each player has an ability unique to his character, and this ability can be used only at the moment that he reveals his rank. The Assassin forces players to suffer wounds, for example, while the Guardian protects a player of the character's choice. In the end, if you capture your rival clan's Elder, you win - but if you capture the wrong vampire, you've fallen into the enemy's trap and lose the game.

Blue Moon (2004) User Rating: N/A GeekRating: 6,37 - BGG Ranking: 1486 Best with: 2 - Recommended with: 2 Blue Moon is a card game for two players, which has often been compared to Magic: The Gathering, although it has considerably different game mechanics. Particularly, it is not a CCG: There are no random cards in any expansion. It can thus be regarded as the first LCG, although it doesn't use that term yet. It is set in the fictional world of Blue Moon, where different peoples fight for dominance of the world and the favor of the Each people has its own unique traits and gameplay mechanics, and is represented by a 30 card deck. The standard game box contains the 'Vulca' and the 'Hoax' decks, a small gameboard and three small plastic dragon miniatures, used as scoring counters in the game. Other decks can be bought separately as expansions with 31 or 30 cards each. Rules overview from the official rules: The game consists of independent consecutive fights. The starting player begins the first fight. Each fight is contested in one of two elements, either fire or earth, as announced by the starting player of the fight. During each fight, players take alternate turns to play their cards building up power in their combat and support areas. Basically, each turn the players play a character card and possibly some additional cards to at least match the total power of their opponent, who must then in turn match his opponent's power, and so on. - If a player is unable to do this, he must retreat from the fight. A fight ends when one of the players retreats. The other player is the winner of the fight and attracts a number of dragons. Both players remove all their cards from their combat and support areas and place them onto their face up discard pile. The retreating player then starts the next fight. Usually, the game ends when one player runs out of cards and retreats from the last fight. Then the player with dragons on his side is the victor and scores some victory points (crystals). A player wins the game instantly if he has all three dragons on his side and then attracts further dragons. Description from the publisher. The world of Blue Moon is in chaos. Its god has abandoned it, and its people are in open war against each other, while the ruling power of three elemental dragons reigns above all! In this original 2-player game designed by Reiner Knizia, each player takes control over one of the Blue Moon peoples - the creative machinations of the Mimix, the fiery Vulca, the lofty Flit, and the clever Hoax - in their quest for dominance. The Blue Moon Legends basic set provides all the material needed to play, including details on the various peoples, a game board, full-color rules, and three plastic dragon figures. Expansion packs contain additional people cards. Blue Moon is part of the Kosmos two-player series. Blütenhupfer-Farbentupfer (1995) User Rating: N/A **11** 2-4 GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 \bigcirc_{10} Each player takes one of the meadows. Then he takes one butterfly with 2 holes in their wings. Simultaneously all players try to find a position on the board where the color which shines through the hole is the same as on the other wing side. The player who finds it first wins, and the next round can begin. 0,00 Boa Bella (1998) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 1,2 The snake must be fed with thick wooden beads. They are threaded one by one onto the cord and disappear into its long belly. By feeling carefully, the children can find out the order of the swallowed wooden beads. 1,00 Ages 2 to 6 Boggle Jr. (1988) User Rating: N/A GeekRating: 5,43 - BGG Ranking: 24995 Best with: N/A - Recommended with: 1.2 Billed as "Your pre-schooler's first Boggle game", Boggle Jr. teaches letters and spelling in two games of increasing difficulty. The first game is for the very young. A picture card with a 3-letter word is placed in the tray. The player must match the letters of the word using the 8 letter cubes. The second game is for more advanced spellers. Place a 4-letter word card in the tray and use the flap to cover the letters. The player must spell out the word that identifies the picture (like Duck 1,33 or Lion). Players are encouraged to create their own game using the cards and letter cubes. Bohn to Be Wild! (2012) User Rating: N/A GeekRating: 5,71 - BGG Ranking: 5371 Best with: 2 - Recommended with: 1,2,3,4,5





WARNING: This game is considered offensive by many and is part of the BGG database for completeness

In Bohn To Be Wild!, a standalone title that celebrates fifteen years of the classic Bohnanza card game, players want to do what they've always done: Plant beans in their fields and sell them for as many coins as possible, while trading cards with other players to get around the restriction of not being able to rearrange cards in your hand.

Bohn To Be Wild! mixes things up, however, by including eleven new types of beans – including Jamaica, helmet and horse beans – rules for solo play, and special "wild" beans. Unlike the original German Bohnanza, this game allows for play with up to seven players.

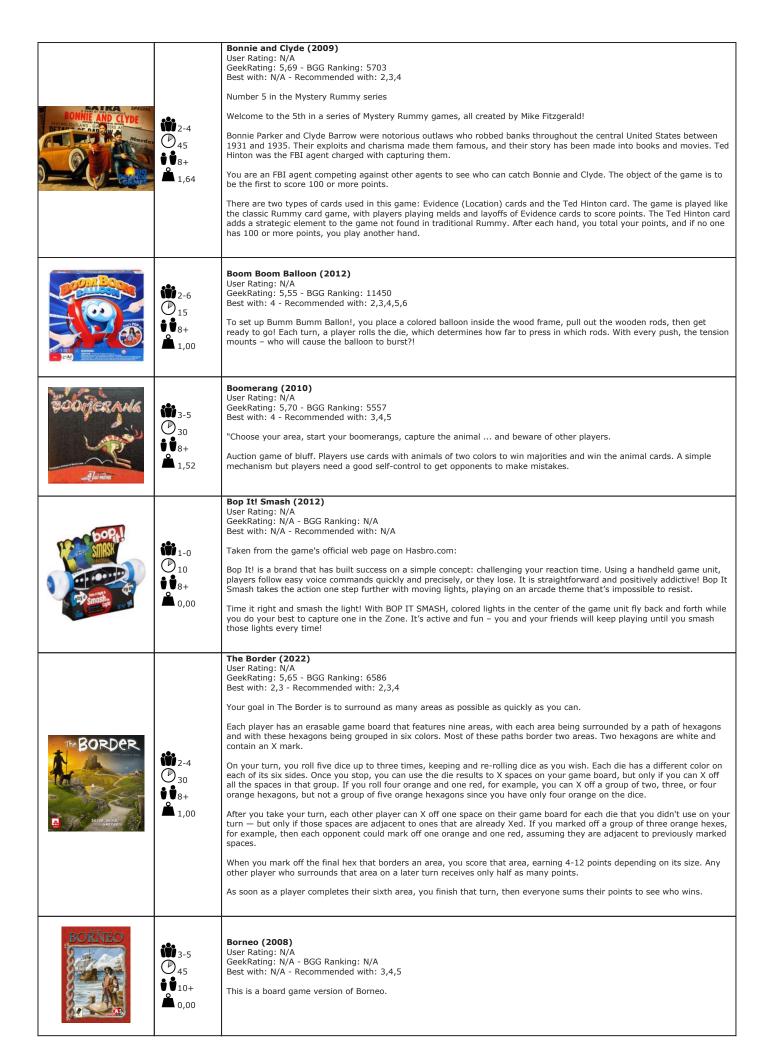


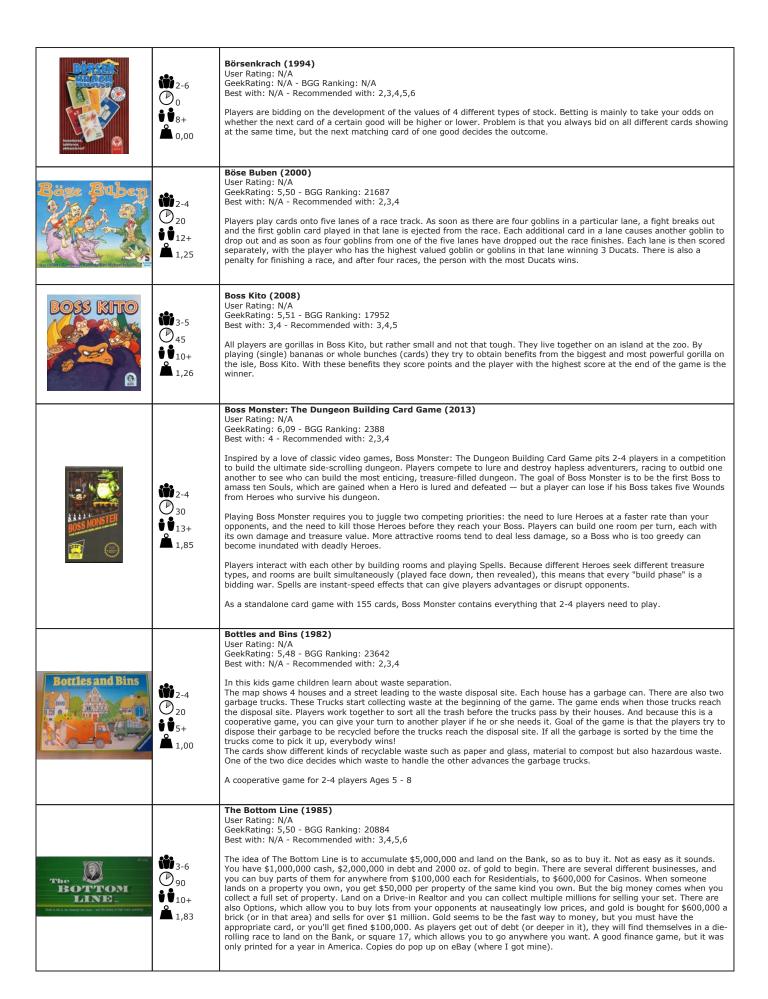




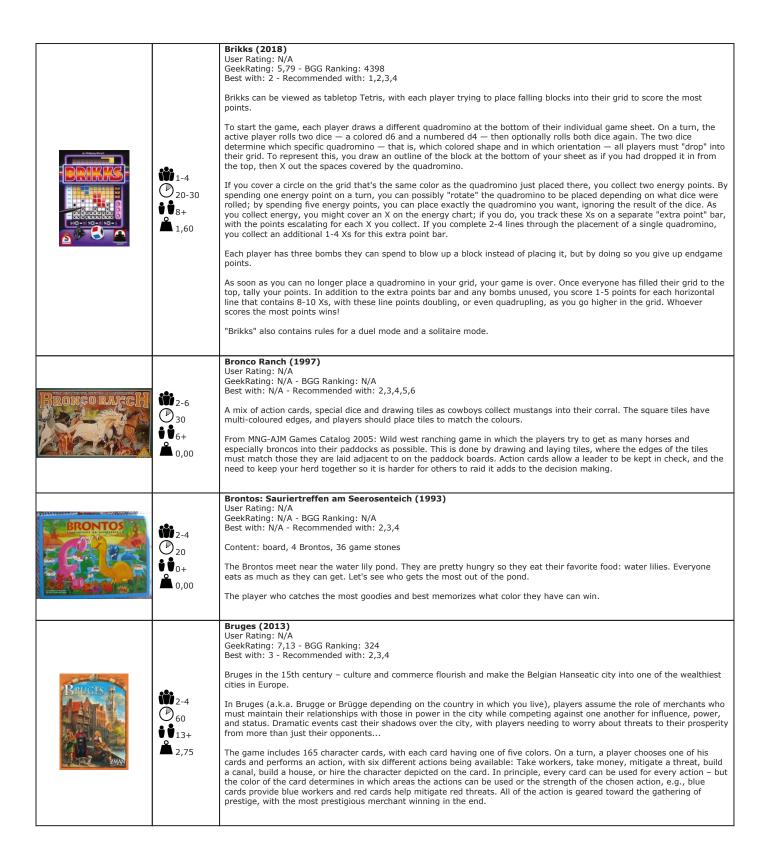
Best with: 4 - Recommended with: 2,3,4

This game consists of a tin can with an interior rim. Each player has 10 marbles of the same colour. These are put on the rim and players use a rubber mallet to attempt to knock the other player's marbles into the can while keeping their own on the rim. The player with the last marble on the rim is the winner.

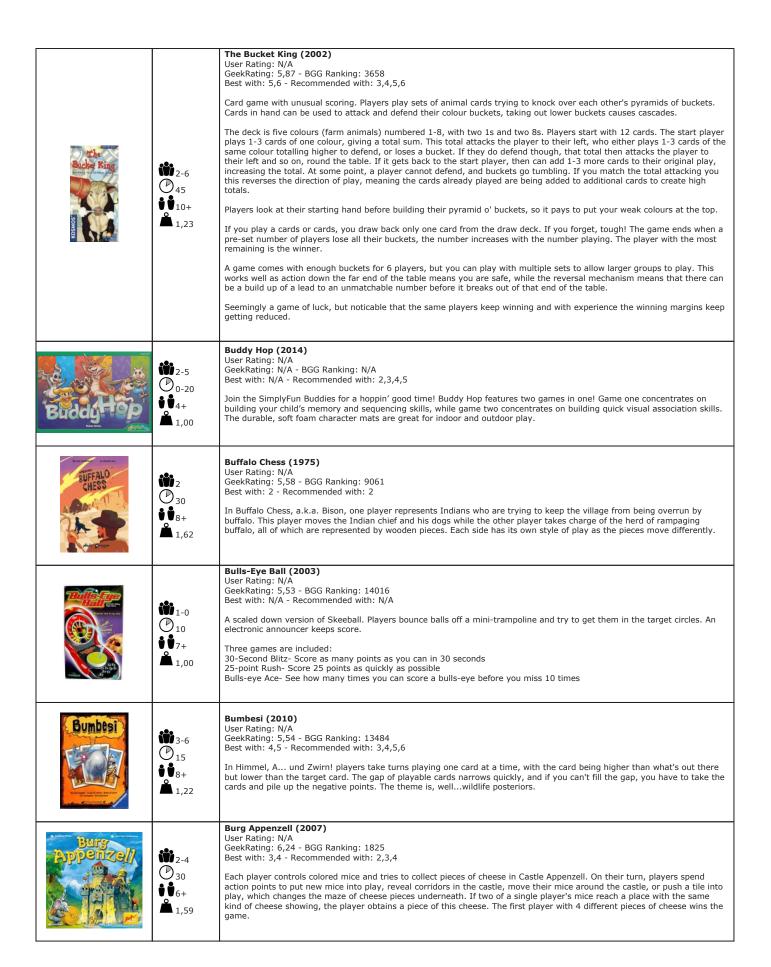


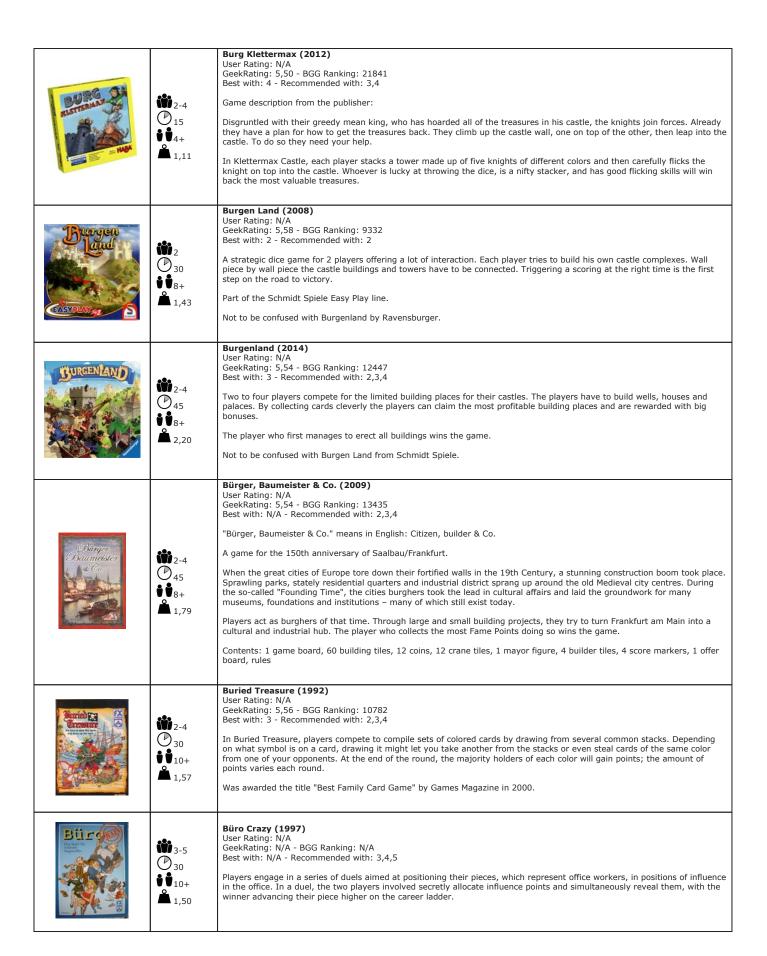


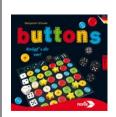




		Bruges: The City on the Zwin (2014) User Rating: N/A GeekRating: 6,36 - BGG Ranking: N/A Best with: 3,5 - Recommended with: 2,3,4,5 Bruges: The City on the Zwin, an expansion for Bruges, includes multiple modules that can be added to that base game individually or together.
Bruchs	2-5 060 10+ 2,87	First, Bruges: The City on the Zwin includes components for a fifth player to compete in the game, with a separate board showing the canal on which this player would build. To make the card deck larger — so that not all of the cards would be in play, as in the game as published — this expansion includes additional character cards that belong to a new guild. Some of the powers of these characters match those of the base game, but you'll also now have the ability to dig through the discard pile to pull characters back into play. Second, the expansion includes a stack of stock cards, with each card having a special power that modifies existing actions.
		Only one card is in play at any time; it starts with five or six scroll counters on it, and each time this action is used, one counter is removed. Once the final counter is gone, someone places a new stock in play. Third, whenever a 3 or 4 is rolled on a die at the start of a round, a ship of the same color is placed on the supplemental game board. As an extra action, a player can discard a worker of the appropriate color, reveal the matching ship, and take the action depicted, such as advancing on the influence track or reusing a one-time power on one of your character cards. Finally, Bruges: The City on the Zwin includes statues of values 8 and 9 to give players more incentive to complete canals
BrummiMatrice den Zool	2-4	as well as a revised "Engraver" card to replace the one in the base game. Brummi (1994) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A
A CONTRACTOR OF THE CONTRACTOR	\$\bigs\bigs\bigs\bigs\bigs\bigs\bigs\bigs	Best with: N/A - Recommended with: 2,3,4 People in the zoo are excited: The food for the animals ran out. All children work together to collect food in baskets and carry it to the zoo by truck (=Brummi). Whoevers basket reaches the zoo first, is the winner.
BRUTAL KING DOM SOWSON The Cases of the polytegraph	3-4 30 12+ 1,92	Brutal Kingdom (2016) User Rating: N/A GeekRating: 5,70 - BGG Ranking: 5465 Best with: 4 - Recommended with: 3,4 The King is dead; long live the Queen! Or vice versa, really, as in the intriguing game Brutal Kingdom it's hard to tell what everyone is up to and who will have the greatest impact until it all ends. Yes, the bishop's poison has been touched, but has it been administered to the abbot or is it still waiting to be used? What's happening with the witch? And the executioner is waiting for his next job At the beginning of a round, each player has four character cards in hand. On your turn, you play a card in front of you and follow its instructions. With some cards, you can carry out actions on your opponent and bring an end to the round's influence — but only if you don't fall victim to your opponent in the process.
Buccaneer	3-5 30 1 8+ 2 1,59	Buccaneer (2006) User Rating: N/A GeekRating: 5,86 - BGG Ranking: 3712 Best with: 4,5 - Recommended with: 3,4,5 Each player starts with five chips. To take one of the ship cards, you have to have a stack of chips, the minimum number of chips for each ship being shown on the card. Making the stacks higher is the game's signature gimmick (originating in Die Safeknacker): On your turn, you can take one of your chips, or one of your stacks, and put it on top of one chip or stack of another player, and are then the proud owner of the entire stack. Trouble is, you can't SPEND the stack on a ship until your next turn, by which time somebody else may have taken it away from you by the same process. Scoring in Die Safeknacker was very streamlined and elegant: You scored the value of the card when you took it and paid off the other players the values of their chips in your stack. In this new version there are complications (tokens to collect, a consolation prize for the player next to the top in the stack) which give you a little more to think about. Re-implements: Die Safeknacker
Sylider Control of the Control of th	2-4 D 10 10 4+	Buckaroo! (1970) User Rating: N/A GeekRating: 5,26 - BGG Ranking: 25317 Best with: 2 - Recommended with: 2,3,4 The saddle-stacking game with the moody mule. Put on the shovel, balance the bottle. If it's too heavy, the mule will kick. See how much he can carry. You never know when he'll snap and send everything flying. Also available as Ali Baba with a camel.









Buttons (2015)

User Rating: N/A

GeekRating: 5,52 - BGG Ranking: 17113 Best with: 2 - Recommended with: 2,3,4

Buttons is a clever dice game with a press-your-luck element. The players take turns rolling the dice and placing buttons on their board. Although only one person rolls the dice at a time, everyone can profit from the dice roll and also place a button. But be careful! The fuller the board, the riskier it becomes to play. Then it's a case of getting out in time so as not to lose vour buttons!

Buttons is played over several rounds. In every round, the goal of the players is to place buttons on the spaces. At the end of a round, players score for the buttons they've placed; each set of three gives them a star, which is placed on the player board. The first player to have either twelve stars or five stars in a row wins!





By Golly! (2001)

User Rating: N/A GeekRating: 5,56 - BGG Ranking: 10547 Best with: 3 - Recommended with: 2,3,4

A children's memory game. A hand of colorful cards depicting birds, worms, etc are dealt to every player, and around 20 cards that match the cards in the player's hands are scattered face down around the table. Players must match cards from their hand with cards on the table to clear out their hand. First to do this wins.

This game is part of The Chicken Family of Zoch.



User Rating: N/A

GeekRating: 5,95 - BGG Ranking: 3082 Best with: N/A - Recommended with: 3,4,5,6

You are a merchant in Byzantium and you are trying to have the most profit from the markets inside the city. Bid for the best stock of goods and find the right moment to sell your collected wares. And do not forget to go to the main market for a good deal!

Players are merchants and bid on offers from the market to collect as many sets of 3 cards of the same good. Game ends when all cards have been auctioned and clayers with the highest total of good cards wins. Cards are both: money on your hand for bidding and points for scoring in each set sold.





Goods cards and merchant cards are shuffled together and form the stack of goods to be auctioned. Depending on number of players offer cards from 1 to 6 are used (eg 4 players, cards 2,3,4,5) with the highest card on top. The highest offer card is used to draw that number of goods to make the actual offer on the table. Players start with 4 goods cards in their hand as money for bidding. Players bid in clockwise order increasing their bid at least by 1 - or they pass. Last player with a bid will win the total offer. The bidding cards (= good cards from the players hand) will be placed face up and sorted by kind into the market. Also one of the cards of the offer he won has to be paid as "tax" to the market also- players choice. Than he takes all the other cards of the offer into his hand and he also places the offer card of the actual bid in front of him. He is not allowed to bid again in this round.

Game goes on with the next highest offer card giving the number of goods making the new offer. So each round each player win different a decreasing number of good cards. When all offers are gone the open market is usually filled with goods. Than the player with the lowest offer card - the same player who won the most less good cards - has free choice to take all cards of one kind from the goods in the market. Often this is a really great grab!

Following rounds are played the same way until all goods have been auctioned. Players can also sell sets consisting of exactly 3 cards of the same good from their hands whenever they want. That is no real sale but players hold the highest card of each set for scoring. Merchant cards can be used as a joker - even two merchants are allowed in a set of 3 goods. Although merchant cards have a value of 0, a set of 3 merchants will score 5 points!

96 cards with 6 different goods (eg cloth, wine, spice) - each good with values 1 (6x), 2 (5x,) 3 (3x), and 4 (2x) 16 merchant cards value 0 but replacing any card you want in a set 6 offer cards (from 1 to 6) showing the number of cards to be auctioned 2 market cards where to place cards spend for bidding and "tax" cards

C (192 games)

Ca\$h 'n Gun\$ (2005)

User Rating: N/A

GeekRating: 6,37 - BGG Ranking: 1481 Best with: 6 - Recommended with: 4,5,6

In an abandoned warehouse a gangster band is splitting its loot, but they can't get an agreement on the split! It's time to let the guns talk and soon everyone is aiming at everyone. The richest surviving gangster wins the game!

Ca\$h 'n Gun\$ will make you relive the best scenes of your favorite gangster movies. Fun, bluffing, and tough negotiations are guaranteed, but will you dare to play? It's simply killing!

On each turn, a player will assume the role of "The Don", and will call out the steps in gameplay.

Before the skirmish itself, an available pot of cash will be laid out before the players. This pot must be evenly split up amongst all of the surviving hoods.

After that, the "Don" of the round will ask the players, including himself, to load their guns (in the form of selecting one of three possible cards: "Bang!", "Bang! Bang! Bang!" or "Click! Click!" from a set of 8 cards: 2 "Bang!"s, 1 Triple-"Bang!" and 5 "Clicks!"), and then count down to all of the players aiming their guns (real foam guns). Each player will then take a look at how many guns are pointed at them, and also take a look at the available pot of cash for the round before deciding if they want to "Chicken Out" and remove themselves from the skirmish. If they choose to back down, they will get a "Chicken" token which will deduct from their ill-gotten gains at the end of the game.

But all players have to "Chicken Out" at the same time, using a countdown like the aiming. The remaining players will resolve the shootout showing their cards. First, all Triple-"Bangs!" wound the players they are aimed at. If there are still-aiming players with "Bang!" cards, those now wound their targets. "Click!"s are only bluffs and do nothing. A player that is wounded during the standoff does not participate in the split of the cash and receives a bandage (any player that receives a certain number of bandages is eliminated from the game). Now all the used cards are discarded-even those of the players that "Chickened Out".

Now the remaining players will finally split the cash. If the cash cannot be divided evenly, the rest is kept on the table and is added to the new pot.

The game is played 8 rounds, until all cards were played. Keeping track of the cards is important, since all players have only a limited supply of "real" shots.

There are a couple of expansions packed-in with most editions that change some of the mechanics of the game, and also add a new "traitor"-based mechanic, as well.



Cabale (1999) User Rating: N/A

GeekRating: 5,55 - BGG Ranking: 11690

Best with: 2 - Recommended with: 2,3,4

In this beautiful wooden game, players use runners to move on the board. On a turn, a player moves his runner, making one turn and placing a block on the turning space. If he can, the player may also capture enemy blocks. The player may also place one blockade. Players score points for captured blocks and for the value of the spaces their blocks occupy. The player with the most points wins.

Re-implements:

Winkeladvokat





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1,27

Cabanga! (2023)

User Rating: N/A

GeekRating: 5,54 - BGG Ranking: 12879

Best with: N/A - Recommended with: 3,4,5,6





In Cabanga!, players try to get rid of their hand of cards as quickly as possible — but ideally without picking up penalties along the way.

After the row cards and starting cards in all four colors have been placed in the middle of the table and players each have a hand of eight cards, the round begins. Players then take turns placing one card next to the matching row card in the middle, ideally with as small a difference as possible because the larger the number gap, the greater the chance that the other players will call out "Cabanga!" and throw cards with the values between the two number cards to the active player. These thrown-in cards are placed on the discard pile, then the active player must draw the same number of cards from the penalty pile.

When a player has no more cards in hand, the round ends and all players count the points on their cards. As soon as a player has collected 18 points, the game ends and the player with the fewest points wins!





Cable Car (2009)

User Rating: N/A

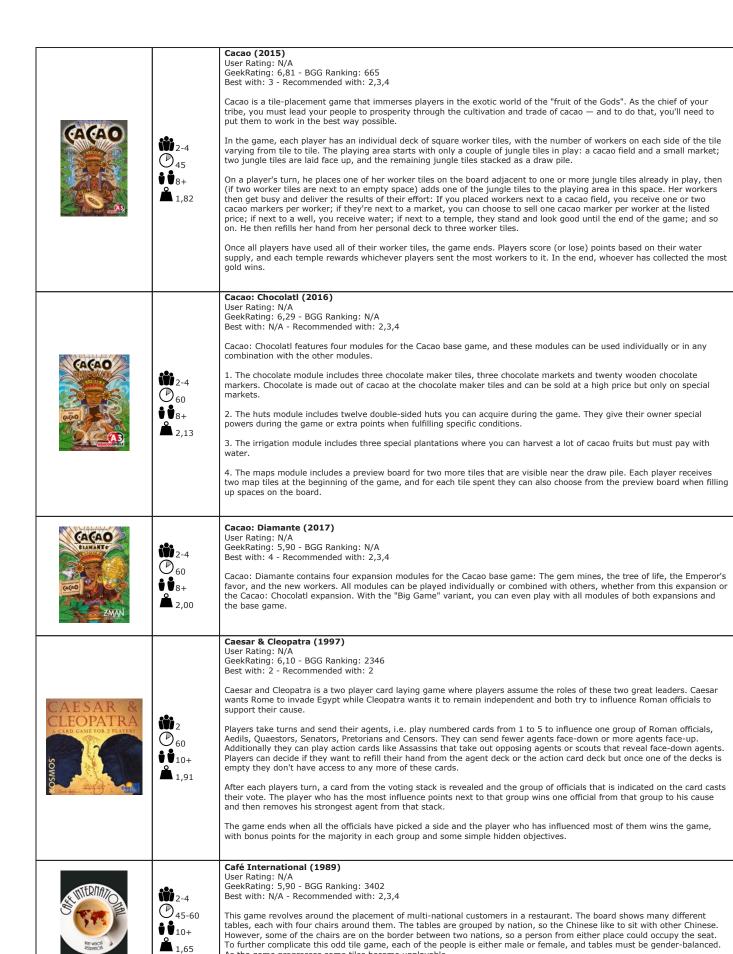
GeekRating: 5,95 - BGG Ranking: 3116 Best with: 4 - Recommended with: 2,3,4,5,6

Cable Car is a reworked rerelease of the game originally published in 1997 by db-Spiele as Iron Horse and in 2000 by Queen Games as Metro, with a different theme, new artwork and the components and rules to play the new, optional variant 'Cable Car Company," which introduces stock holding to the game.

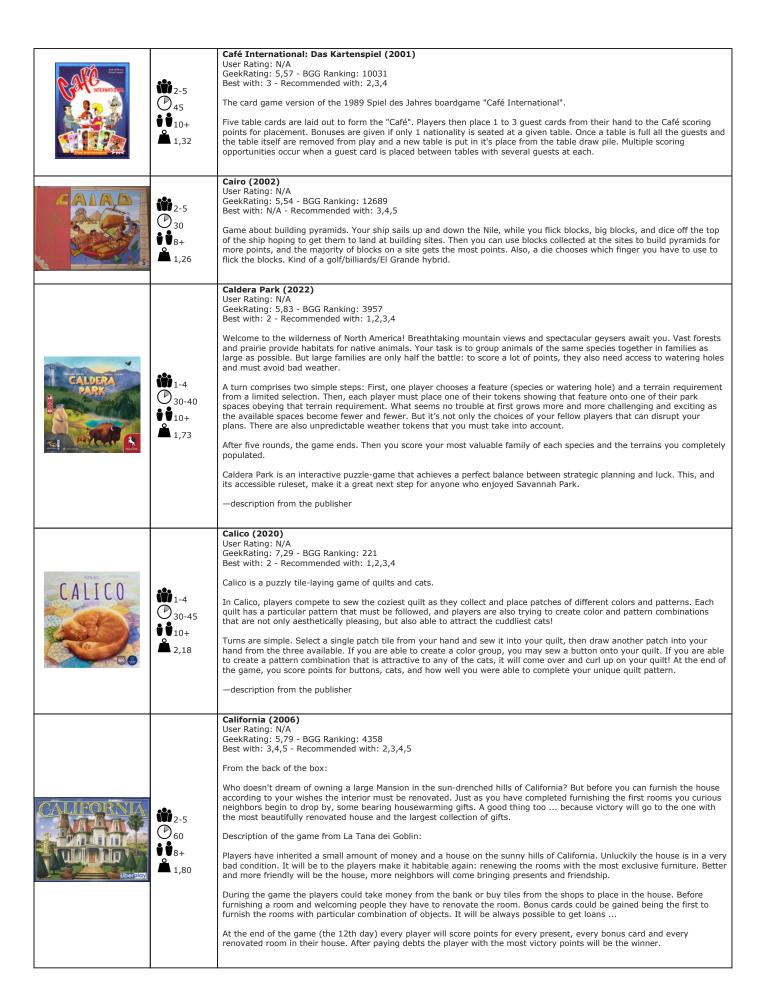
Players place square tiles onto the board to form rail lines. The object of the game is to make the rail lines as long as possible. Players start with a number of cars ringing the board. When a tile placement connects a car to a station (either to those on the edge or to the power station in the center of the board), that car is turned to indicate it has been scored and the player scores one point for each tile that the route crosses. (Slightly reworded for clarity and consistency from Queen Games' announcement of the game.)

Re-implements:

Metro



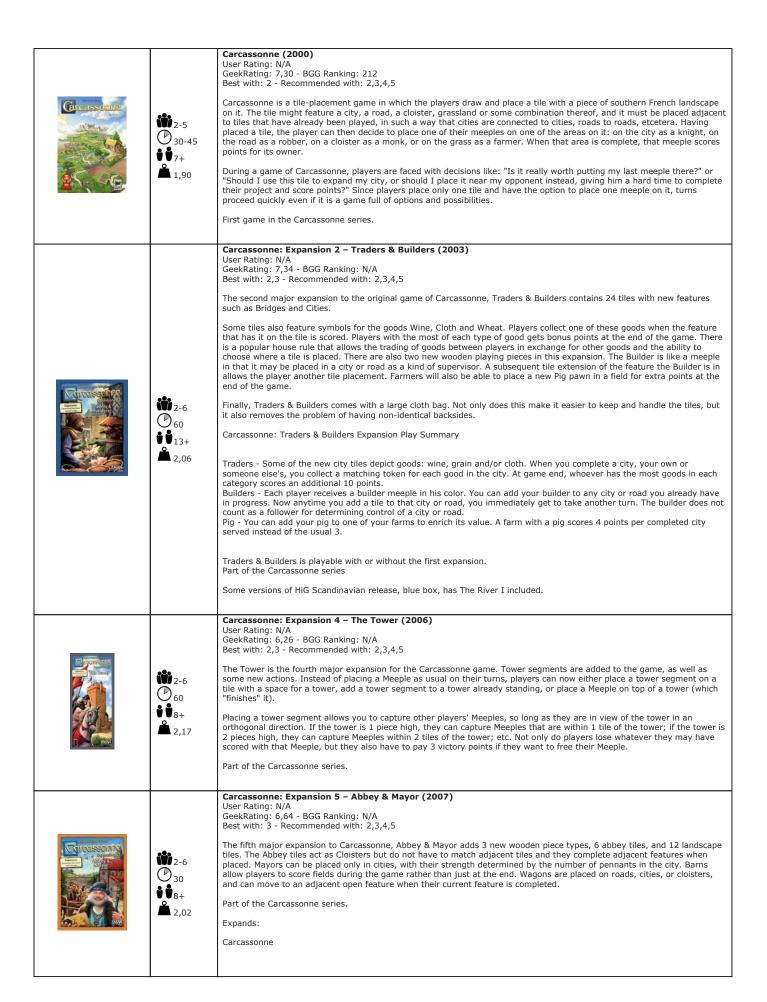
As the game progresses some tiles become unplayable..



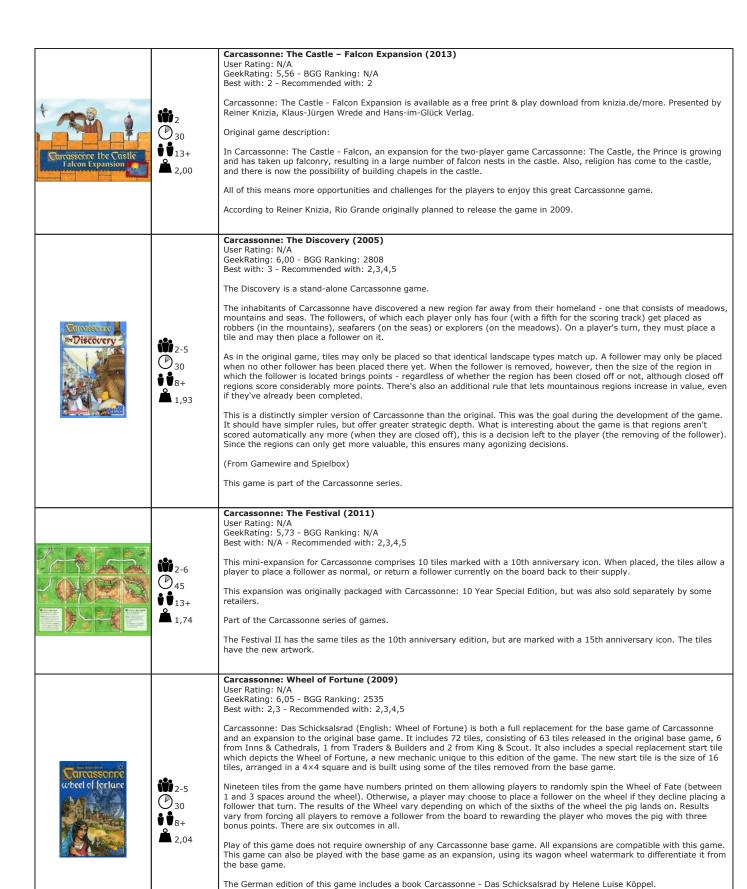
CALIGVIA	10 2-5	Caligula (2009) User Rating: N/A GeekRating: S,54 - BGG Ranking: 12304 Best with: N/A - Recommended with: 3,4,5 It is the year 41 AD. The emperor Caligula has finally gone too far. An occasional political assassination you can understand, but his personal habits are too much to bear! It's time that somebody step in and deal with the madman before it's too late. And if you should happen to profit at the same time you rescue the Republic, well, who could complain about that? Caligula puts you and your friends in the togas of the true powers in Imperial Rome: the guys holding the knives! Send your legates throughout the empire to further your own plans and seize valuable opportunities. Keep a wary eye on your rivals and make them pay dear for their gains. Marshal your resources with care, and when the moment is right, strike! Secure your favorite on the throne, and all the wealth and glory of Rome will be yours for the taking! Caligula is the first game by Italian designer Pierluca Zizzi, and the sixth title from the up-and-coming young publisher Post Scriptum. ElfinWerks is pleased to be able to bring this exciting game of plots and politics to America. Do you have the savvy to navigate the treacherous politics of the Eternal City? Or will your rivals leave you banished from the halls of power? Take up your knives for the Republic (And for yourself!) in Caligula!
	2-8 20-30 1 8+ 1,48	Camel Up (2014) User Rating: N/A GeekRating: 6,90 - BGG Ranking: 564 Best with: 4,5 - Recommended with: 3,4,5,6,7 In Camel Up, up to eight players bet on five racing camels, trying to suss out which will place first and second in a quick race around a pyramid. The earlier you place your bet, the more you can win — should you guess correctly, of course. Camels don't run neatly, however, sometimes landing on top of another one and being carried toward the finish line. Who's going to run when? That all depends on how the dice come out of the pyramid dice shaker, which releases one die at a time when players pause from their bets long enough to see who's actually moving!
	30-45 30-45 30-45 30-45	Camel Up: Supercup (2015) User Rating: N/A GeekRating: 6,49 - BGG Ranking: N/A Best with: 5,6 - Recommended with: 3,4,5,6,7,8 Camel Up: Supercup includes four modules for the Camel Up base game. (does not work with the second edition of Camel Up) Overview Module 1, which includes the longer Race track and the new Supporting dice, makes for a longer and more exciting game, as Camels may move twice per Leg now. Also, you may spice this module up with an additional action. Module 2 includes the Photographer and gives rewards for correctly predicting the movement of Camel stacks. Module 3 introduces bets on positions, which makes betting more flexible. Module 4 introduces Betting Partnerships, which allow players to cooperate more openly in games with 6 or more players.
Camelot Legends	2-4 0-60 10+ 2,33	Camelot Legends (2004) User Rating: N/A GeekRating: 5,69 - BGG Ranking: 5623 Best with: 2,3 - Recommended with: 2,3,4 The tales of King Arthur and the Knights of the Round Table have inspired artists, scholars, and dreamers for over a thousand years. Now you can relive the legends of Camelot by sending powerful knights to mysterious lands in order to accomplish the world's greatest adventures! Camelot Legends is a fast-paced, non-collectible card game for 2-4 players, featuring 100 different cards with illustrations from leading artists such as Ed Beard Jr., Quinton Hoover, Carisa Swenson, Melissa Benson, and Donato Giancola. Camelot Legends divides the Arthurian world into three main locations: the chivalric kingdom of Camelot, the treacherous domain of Cornwall, and the enchanted realm of the Perilous Forest. Throughout the game, players create factions of characters who attempt to complete quests and overcome their enemies. Rival knights endeavor to surmount the difficult challenges that arise at each location. When the final event is complete, the knights who have accomplished the most challenging tasks capture the mantle of victory!
(D(PPO))	2-4 30 38+ 1,56	Campos (2010) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 19597 Best with: 4 - Recommended with: 2,3,4 Pietro Vozzolo's Campos may look rather ingenious on first glance, but the game actually has little in common with that well-known Reiner Knizia design other than brightly-colored hexagons on plastic tiles. Each player starts the game with 3-5 hidden scoring cards and two face-up triangular tiles, while one tiles is laid out in the center of the table. On a turn, a player can either add her two tiles to the growing hexagonal mess or add one tile to the central display, then play a scoring card. Each scoring card is read as follows: "If the largest contiguous mass of color A is larger than the largest contiguous mass of color B, then score points equal to the number of hexes in the largest contiguous mass of color C." Lots of contiguity in there! A player draws one or two new tiles at the end of her turn, and the game continues until either someone runs out of scoring cards or a player can't refill her visible display of tiles. In either case, each player again receives 3-5 scoring cards adding those to any remaining in hand then players start taking turns removing one or two tiles each turn, playing a scoring card if the player removes only one tile. The game ends once all the tiles have been removed from play, and the player with the highest score wins the game.



JUZICK S GOLDT	2-4 30 8+ 1,50	Captain Jack's Gold (2010) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 17002 Best with: 4 - Recommended with: 2,3,4 An exciting game with simple rules for wild pirates. For hours now, you've been listening to stories from old sea dogs about daring pirates and heavily laden merchant ships that were caught in stormy waters in the Caribbean. You perked up, though, when one sailor told you about Captain Jack's legendary pirate treasure and presented you with a tempting offer: Whoever hands over the most gold coins to him will receive a map to Jack's treasure. Now it's time to board your ships, let loose the lines and set sail! You select one of three piles with cards and uncover the highest card. These card can do it would drive out, in order to collect sails and cannons for your ship. Because: If your ship has many sails, can you in your play course far sails and many new cards uncover. With many cannons you have better chances to capture stranger of ships. If you did not drive out card can or want, you uncover simply still one card. A goal is to be captured it raw materials or ships and exchanged these against gold coins.
CIPTUSIUS D	2-4 20 6+	Captain Silver (2017) User Rating: N/A GeekRating: S,57 - BGG Ranking: 9638 Best with: N/A - Recommended with: 2,3,4 Description from the publisher: Pirates ahoy! Captain Silver has a piratetastic challenge for you: Feel and grab the right pirate object out of your pirate bag. If you grab the correct object, many treasures await. Get gold coins and sail with your pirate ship to treasure island — but only the quickest and most skillful pirate will win Captain Silver's treasure challenge!
SONAR SONAR SONAR Trail	2-8 2-5-60 14+ 2,18	Captain Sonar (2016) User Rating: N/A GeekRating: 7,32 - BGG Ranking: 199 Best with: 8 - Recommended with: 6,7,8 At the bottom of the ocean, no one will hear you scream! In Captain Sonar, you and your teammates control a state-of-the-art submarine and are trying to locate an enemy submarine in order to blow it out of the water before they can do the same to you. Every role is important, and the confrontation is merciless. Be organized and communicate because a captain is nothing without his crew: the Chief Mate, the Radio Operator, and the Engineer. All the members of a team sit on one side of the table, and they each take a particular role on the submarine, with the division of labor for these roles being dependent on the number of players in the game: One player might be the captain, who is responsible for moving the submarine and announcing some details of this movement; another player is manning the sonar in order to listen to the opposing captain's orders and try to decipher where that sub might be in the water; a third player might be working in the munitions room to prepare torpedoes, mines and other devices that will allow for combat. Captain Sonar can be played in two modes: turn-by-turn or simultaneous. In the latter set-up, all the members of a team take their actions simultaneously while trying to track what the opponents are doing, too. When a captain is ready to launch an attack, the action pauses for a moment to see whether a hit has been recorded — then play resumes with the target having snuck away while the attacker paused or with bits of metal now scattered across the ocean floor. Multiple maps are included with varying levels of difficulty.
CARACALLA	1 2-6	Caracalla (1991) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 In ancient Roman times Caracalla was a beautiful public bath, the cultural an social center of these times. Players try to meet their family members (and other family members) in one of the 6 baths by placing their members in the Caracalla and moving them around. Points are awarded for holding meetings where only certain persons score (e.g. only the female, only the grandparents etc.). Every player (family) that participates in the meeting scores a certain amount of points for each scoring member. Winner is the player who reaches the temple first (which is in fact the end of the scoring track). Quite interesting game about forming different types of groups and so influencing not only the personal score, but also the score of the other players.
Garanba Garanba	2-4 0-20 0-20 1,00	Caramba (2017) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 19096 Best with: N/A - Recommended with: 2,3,4 You want to grab the game figures in Caramba, but they can be grabbed away from you again if you're not quick enough to end the round. Each player has five special dice that show black on three sides, blue on two, and red on one. At the start of each round, black, blue and red tokens are placed in the middle of the playing area, then everyone starts rolling their dice, rerolling whenever and whichever dice they desire. When they've met the goal — presumably having all of the dice the same color — they can grab that token from the center of the table or from whoever currently holds it. The rounds ends only after all tokens have been claimed and when someone knocks three times on the table. Whoever holds the black token advances their cube one space on the scoring track, while the blue and red tokens advance a cube two and three spaces respectively. Whoever circles the scoring track first wins!

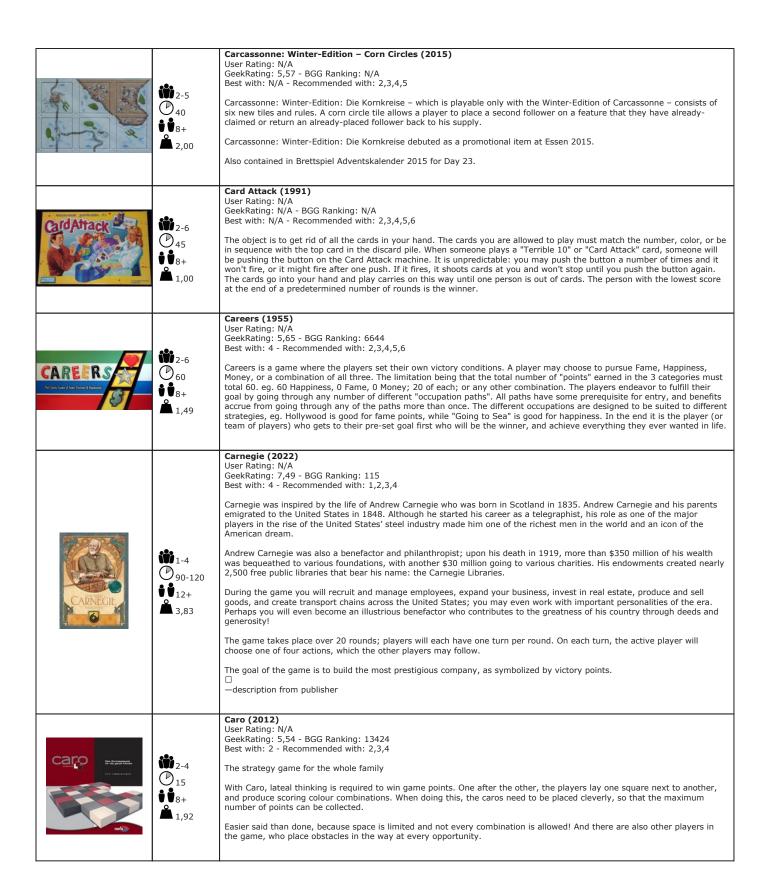






The English edition of the game was released in October 2009 by Rio Grande Games.

Part of the Carcassonne series.







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User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21969 Best with: N/A - Recommended with: 2,3,4

In Carré, each player has a set of sixteen tiles in different shapes which have to be stacked on his gameboard without hanging over the edges or leaving gaps in the structure.

The game is played in turns. Each turn, a player gets a chance to build his own tiles and to remove tiles other players have already built. At the start of his turn, a player rolls three dice. The player can now take his actions, paying for them using the dice:

He may build one of more tiles. Each tile must be paid for with one or more dice, whose combined value is exactly the value of the tile.

He may buy one or two stop markers. These markers must be paid for with one or more dice, whose combined value is exactly five (for one marker) or ten (for two markers).

He may use a previously purchased stop marker to remove a tile from another player's stack. This must be paid for with one or more dice, whose combined value is exactly the value of the tile. If the player uses two stop markers, he may place his own matching tile on his own stack.

He may buy one or two bonus chips. These markers must be paid for with one or more dice, whose combined value is exactly one (for one chip) or eleven (for two chips). These bonus chips may be used to pay for actions; each chip counts as a die with value 1.

As soon as a player has stacked all of his tiles on his game board, the game ends and that player wins.

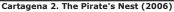
Cartagena (2000)

User Rating: N/A GeekRating: 6,43 - BGG Ranking: 1350 Best with: 3 - Recommended with: 2,3,4,5

Cartagena takes as its theme the famous 1672 pirate-led jailbreak from the fortress of Cartagena. Each player has a group of six pirates, and you want to be the first to have all six escape through the tortuous underground passage that connects the fortress to the port, where a sloop is waiting for them.

To move a pirate, you need to play a card from your hand. Each card bears one of six symbols (dagger, pirate hat, etc.), and when you play a card, you move one of your pirates forward to the next matching symbol in the tunnel, leapfrogging over matching symbols where another pirate already stands. The only way to get more cards, however, is to move backwards; more specifically, you move one of your pirates backwards to the first space that holds one or two pirates, drawing one or two cards after doing so. Each turn, you take 1-3 actions, whether moving forward or backward or both.

When you move a pirate to the end of the track, it jumps on the sloop where it must await the other pirates in its crew. With every step toward victory, though, you have fewer and fewer pirates to move each turn, possibly locking you in to actions you don't want, so be sure to plan ahead and not leave yourself empty-handed!



User Rating: N/A GeekRating: 5,81 - BGG Ranking: 4153 Best with: 4 - Recommended with: 2,3,4,5

In the first Cartagena game, the players, as pirates, attempted to flee prison by making their way through a tunnel to a boat waiting for them at the end of the tunnel. But simply reaching the boat does not mean they have escaped as recapture is always possible, perhaps, even likely. They will not be really safe until they reach their Pirate's Nest on Tortuga. Each player leads a group of pirates to Pirate's Nest on Tortuga.The path leads the pirates through wild jungle and across the waters of open ocean to the island of Tortuga. In addition to the innate perils of the trip are the other pirates, as each group wants to be the first to arrive at Pirate's Nest and will do what they can to slow the others' progress. As soon as one player has all his pirates in Pirate's Nest, he can raise the Jolly Roger and win the game.

The game is a sequel to Cartagena with the pirates trying to figure out what to do now that they have escaped from the prison.

Inside the box:

5 game board pieces with 7 symbols: parrot, treasure chest, spyglass, dukats, treasure map, cannon, and compass 3 Game board parts: boat, Pirate's Nest and Jolly Roger flag
105 cards - 15 cards of each symbol: parrot, treasure chest, spyglass, dukats, treasure map, cannon, and compass plus 1

of each symbol with gold border 30 pirate figures 6 each of five colors

Each player receives seven cards. A turn consists of taking at least one and up to three of the following actions:

1) Play a card and move a pirate forward to the next unoccupied matching symbol.

2) Move an opponent's pirate forward to the next space with one or two pirates on it (you may not skip over pirates), then draw one card for each pirate already there (max. 3 pirates on any one space at the same time).

3) Sail the boat between the islands.

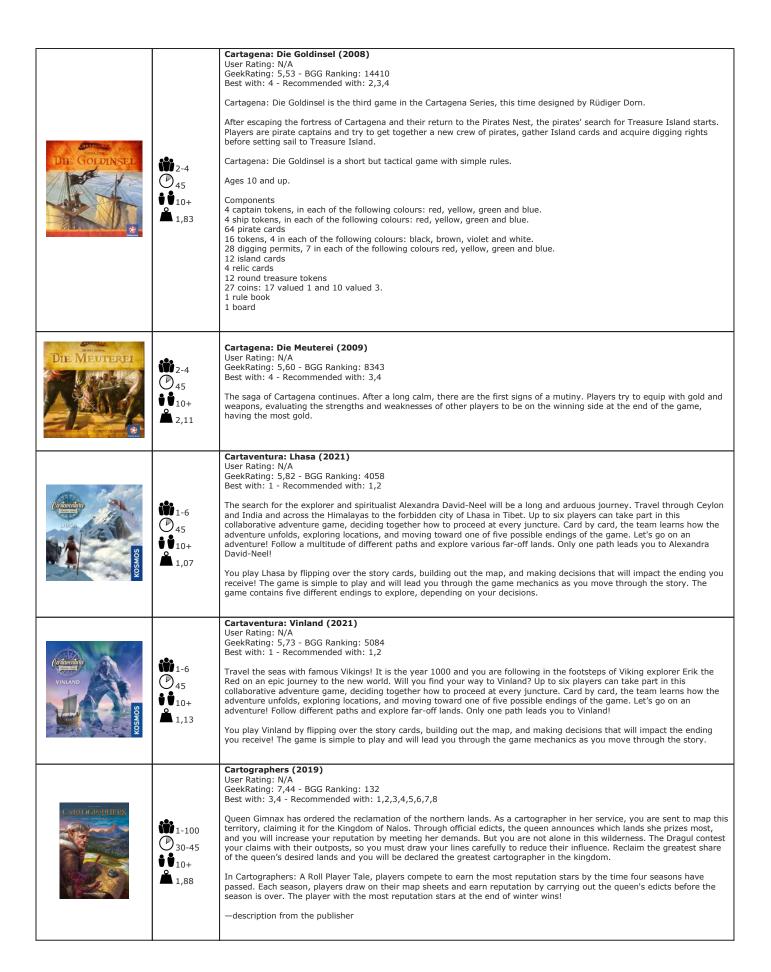
To sail the boat to the second island, you must have at least one pirate in the boat. If, at the start of your turn, your pirates outnumber the pirates of your opponent/s, you may sail the boat as a free action. You can only move the boat back to the first island if you still have at least one pirate on the first island.

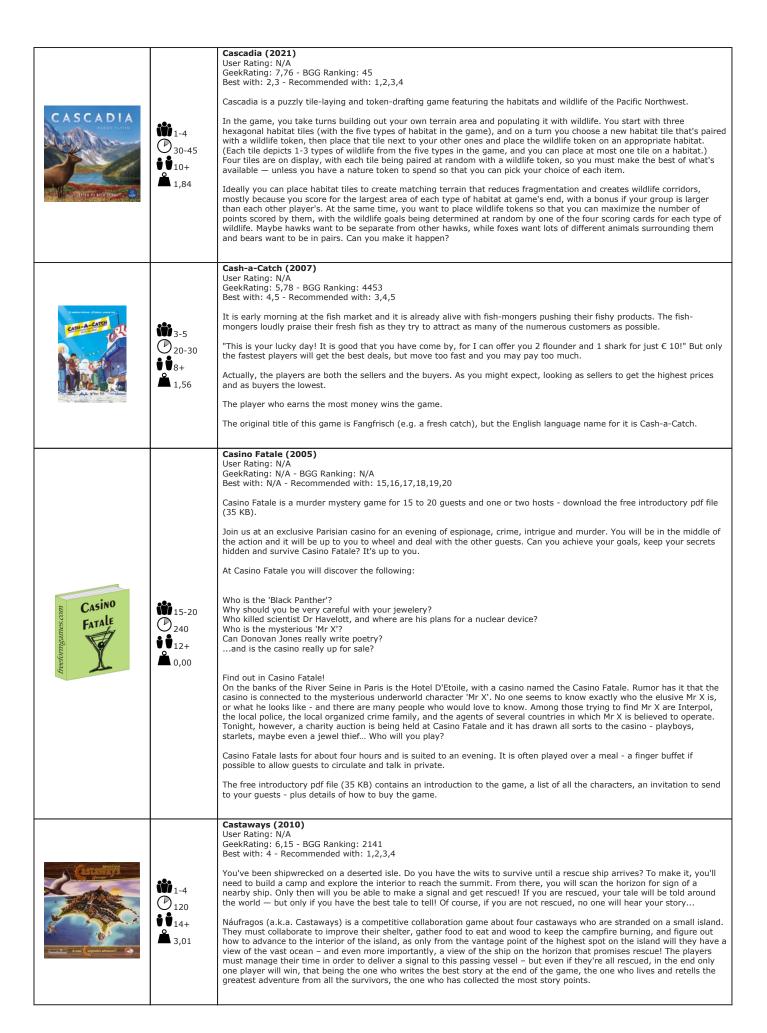
There is no hand limit, but if a player plays a card with a yellow border, all players must discard down to 7 cards.

The winner is the first player to move all his pirates into the Pirate's Nest and raise the flag.











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A Castle for All Seasons (2008)

User Rating: N/A

GeekRating: 6,24 - BGG Ranking: 1829 Best with: 4 - Recommended with: 2,3,4

A new castle is being built for the king, and lots of workers are coming from far away to make their contribution.

Each player is a master builder, who will have to make a tactical choice from a number of character cards each turn. But watch out, the character cards also cause interaction, making for a surprising and varied game. Only when the points are counted at the end of the game, the victor will be known!

Players use cards from their hands to take actions. These are revealed simultaneously and then resolved in a set order. One of the cards allows a player to pick the cards back up into their hand, allowing them to reuse cards previously played.

Players collect resources and money, and build buildings. Once a building is built, the tile is moved to reveal spaces for workers. These spaces give bonus points at the end of the game. The person with the most points at the end of the game is the winner.

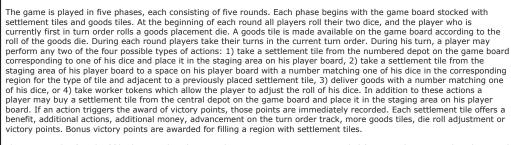
The Castles of Burgundy (2011)

User Rating: N/A

GeekRating: 8,01 - BGG Ranking: 16 Best with: 2 - Recommended with: 2,3,4

The game is set in the Burgundy region of High Medieval France. Each player takes on the role of an aristocrat, originally controlling a small princedom. While playing they aim to build settlements and powerful castles, practice trade along the river, exploit silver mines, and use the knowledge of travelers.

The game is about players taking settlement tiles from the game board and placing them into their princedom which is represented by the player board. Every tile has a function that starts when the tile is placed in the princedom. The princedom itself consists of several regions, each of which demands its own type of settlement tile.



The game ends after the fifth phase is played to completion. Victory points are awarded for unused money and workers, and undelivered goods. Bonus victory points from certain settlement tiles are awarded at the end of the game.

The player with the most victory points wins.

The rules include basic and advanced versions.

This game is #14 in the Alea big box series.

There is a separate BGG entry for the 2019 edition: The Castles of Burgundy. The 2019 edition includes, alongside the base game, eight expansions, seven of which had already been released separately as promotional items and one new to the 2019 release.

UPC 4005556812431





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The Castles of Burgundy: The Card Game (2016)

User Rating: N/A

GeekRating: 6,61 - BGG Ranking: 988 Best with: 2 - Recommended with: 1,2,3,4

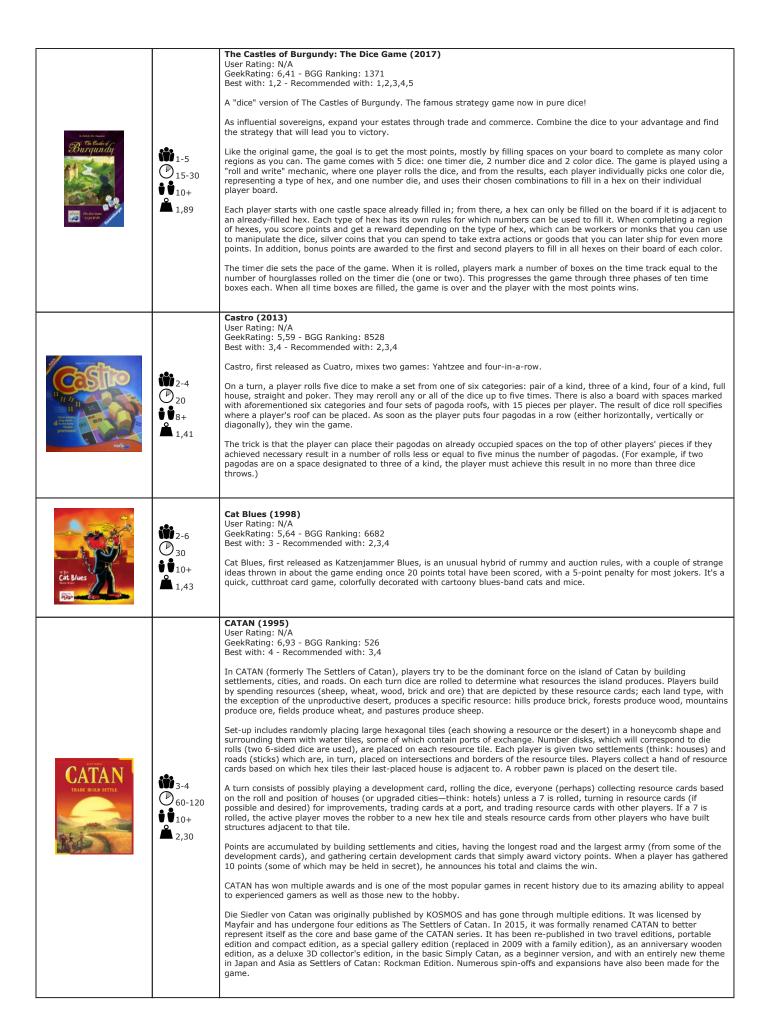
Description from the publisher:

The Hundred Years' War is over and the Renaissance is looming. Conditions are perfect for the princes of the Loire Valley to propel their estates to prosperity and prominence. Through strategic trading and building, clever planning, and careful thought in The Castles of Burgundy: The Card Game, players add settlements and castles, practice trade along the river, exploit silver mines, farm livestock, and more.

Additional comment:

This game is #1 in the Alea very small box series.









Catan Dice Game (2007)

User Rating: N/A

GeekRating: 5,62 - BGG Ranking: 7351 Best with: 1,2 - Recommended with: 1,2,3

Like all the other games of the "Settlers of Catan" series, this game is about building settlements, roads, cities and hiring knights. This time, there is no board on which to place little figures: Every player has his own score card called the building sheet, which depicts a mini Catan (compare with Die Siedler von Catan: Paper & Pencil). You build by drawing the settlements and roads on your score card.

To build you still require resources. These are collected by a Yahtzee-like mechanism that involves throwing six special dice (depicting the different resource symbols) up to three times. After each roll, the player can select which dice to keep and which to roll again. In the end, he may build using the thusly determined resources, and is awarded victory points for any finished buildings, which are recorded on the score card.

The game lasts fifteen turns or about 15-30 minutes, after which the player with the most victory points wins.

Note that the game has been designed for 1-4 players, meaning there is a solitaire version of the game, as well.

Recent versions include double-sided map sheets and instructions for Les Colons de Catane: Le jeu de dés.

Catan Histories: Merchants of Europe (2011)

User Rating: N/A GeekRating: 5,76 - BGG Ranking: 4614 Best with: 4 - Recommended with: 3,4

In the late Middle Ages, trade flourished in Europe. Economic groups like the Hanseatic League, the Welser and Fugger families, and merchants from Northern Italy established trading posts and factories in all of the important cities throughout Europe. These businesses provided the population with goods of all kinds, such as fur from the north, cloth from Flanders, wine from the south, and spices from India. The most important commodity of all was salt. In the Middle Ages salt was highly prized it was used to preserve food.





In Catan Histories: Merchants of Europe, you are a powerful merchant! Start your trading posts in three cities. Recruit new merchants and send them to distant cities to establish trading posts and expand your interests. The more trading posts you have, the more commodities are at your disposal which you can sell profitably in foreign cities. To ensure that your commodities arrive safely at their destination, you must open up trade routes and equip caravans. You win the game if you are the first to deliver all of your commodities to foreign cities.

Catan Histories: Merchants of Europe is a twist on the 2010 release Settlers of America: Trails to Rails from designer Klaus Teuber and publisher Mayfair Games. Game play is similar in both games: Players start with three locations on the game board, collect resources depending on a die roll, spend resources to move and build, and branch out to new locations with a long-term goal of delivering goods to opponents' cities. The first player to deliver all of his goods wins the game.

Instead of being played on a fixed game board showing a Catan-ified map of the United States, Die Siedler von Catan: Aufbruch der Händler is set on a Catan-ified map of Europe – which isn't a surprise given that Kosmos is a European publisher. Instead of moving from east to west to mimic the settling of the U.S. by Europeans, players start in the middle of Europe, namely Germany.

Catan Histories: Struggle for Rome (2006)

User Rating: N/A

GeekRating: 5,88 - BGG Ranking: 3587 Best with: 4 - Recommended with: 3,4

Catan Histories: Struggle for Rome is a new Settlers of Catan game. The game can be compared with the Settlers historical

On the board you have a fixed map that represents southern Europe. The players represent Germanic tribes that are marching on Rome. Each player has two armies that start in the northeastern corner of the board. These armies will move across the board, pillaging cities for resources.





The Romans rule over an enormous empire. It stretches from Great Britain to North Africa, from Spain across the Black Sea. But now, Rome holds its imperial breath. The empire is weak, and wild barbarian hordes from the vast eastern steppes

You are the ruler of one of those barbarian hordes, pouring into the rich and decadent West. Fast horsemen and dangerous warriors - lured by the rich Roman cities ready for plunder - follow your every command.

Your noble tribe is strong, but rival princes stand in your way! Are you wily enough to outmaneuver them? Can you find a swifter way to your rich goals? Can you concentrate your savage forces at the crucial moment? Can you outpace the other princes as you pillage city after city?

But before your warriors grow weary of wandering, will you have enough wealth from plundering to found your own kingdom? Your fate is in your hands: civilization is ripe for conquest! Will you forge a mighty new kingdom? Or disappear into the vortex of history?

Will you be the one to inherit the storied glory of Rome?

Contents: 1 game board, 40 plunder counters, 90 cards, 40 gold coins, 4 turn overview cards, 2 dice, 1 legionnaire, rulebook, over 100 miniature plastic figures.

CATAN: Cities & Knights (1998) User Rating: N/A GeekRating: 7,16 - BGG Ranking: N/A Best with: 4 - Recommended with: 3,4 Adds several new aspects to Settlers of Catan but the two major ones are creating knights to protect the land from invading barbarians and building city improvements that confer benefits upon that city's owner. Adds tactical complexity to the game and game length. Belongs to the Catan Series. The game changes the base game in three main ways: **1**3-4 First, there are 3 new commodities in the game, distinct from resources - paper, cloth, and coins, which can be acquired \bigcirc_{90-150} from Forest, Meadow, and Mountain spaces, respectively. Cities that would normally produce two of one of those resources instead produce 1 resource and 1 of the corresponding commodity. (To make commodities easier to obtain, each player starts the game with 1 city and 1 settlement on the board.) These commodities allow players to build city improvements that confer various advantages and eventually points. Second, the deck of development cards is replaced by three different decks, each corresponding to one of the commodities. Building city improvements gives players a chance to draw these cards with every roll of the dice. Building more improvements will increase these chances, but cards cannot be bought directly in any way. These cards are similar to the development cards in the base game, but with a wider range of effects. (Some cards are balanced better as well - the new Resource Monopoly card, for example, can take no more than 2 of the named resource from any one player.) Finally, players can also build knights on the island along their network of roads. These knights can be used to claim certain intersections and move the Robber (taking the place of Soldier cards), but are also used to defend the island from periodic barbarian attacks. If the island is successfully defended, the player(s) with the most knights are rewarded. If not, the player(s) with the fewest knights each have a city downgraded to a settlement. Catan: Seafarers (1997) User Rating: N/A GeekRating: 6,91 - BGG Ranking: N/A Best with: 4 - Recommended with: 3,4 This is an expansion for The Settlers of Catan. Players can build shipping lanes, which are very similar to roads. Additionally, **1**3-4 the game comes with many different water-hex-heavy variant setups. The American version (Mayfair) should only be used \bigcirc 90 with the American base game, instead of the German one (Kosmos), because of matching components and for the same reason, the Kosmos German version should only be used with the German base game. Additionally, several different editions exist; 5th edition is the most recent. Editions should only be used with same edition, otherwise the purchase of adapter kit is required. 2,38 Part of the Catan Series. This game requires The Settlers of Catan. Ideally, using the same publisher and edition of the game. CATAN: Traders & Barbarians (2007) User Rating: N/A GeekRating: 6,47 - BGG Ranking: N/A Best with: 4 - Recommended with: 2.3.4 Traders & Barbarians is distributed as the third major expansion for The Settlers of Catan, although it is actually a compilation of small expansions and variants. (It is independent of the Seafarers and Cities & Knights expansions, but can be combined with them.) All of the variants and three of the scenarios have been available from various sources in Europe and the United States or through official websites. The Great Rivers and the Fishermen of Catan have been expanded somewhat for this expansion through extra tiles and player pieces. This compilation includes 5 scenarios: The Fishermen of Catan - Originally released in the 05/2006 Spielbox magazine and then subsequently released in Games Quarterly magazine. Expanded in this edition. The Rivers of Catan - Originally released in the Atlantis scenario box, then subsequently in Games Quarterly magazine as "The Great River". Expanded in this edition to include two rivers, one occupying 4 tiles, and one occupying 3. The Great Caravan - Originally released as a free expansion in Germany. \bigcirc_{60} Barbarian Invasion - New in this edition. - Barbarians are invading Catan and the players have to try to stop them with new knight pieces. This plays very similarly to the flood mechanic in the Atlantis scenario from the Atlantis and Das Buch Traders & Barbarians - New in this edition. - You get new hexes, one for the castle, one to produce glass, and one to produce marble. You try to rebuild Catan after the invasion. You get gold and victory points if you finish tasks in the castle, but to do so you have to travel back and forth to the castle on roads and undeveloped paths. There are still some barbarians around who interfere with trade routes. It also includes 4 minor variants: 2-Player Rules - Use the new "Commercial Chips" to force trade with your opponent. Use 3rd and 4th neutral player to block your opponent. Also available online: Klaus2player.pdf Catan Event Cards - Originally released in the Atlantis scenario box, then subsequently released for sale separately, Replaces the dice with a deck of cards to minimize randomness. The Harbormaster Card - Originally released in the Atlantis scenario box, then subsequently available online: harbormaster.pdf. Gives two victory points to the player with the most harbor points. Friendly Robber Rules This game belongs to the Catan Series. Catan: Traders & Barbarians - 5-6 Player Extension (2008) User Rating: N/A GeekRating: 5,85 - BGG Ranking: N/A Best with: 5,6 - Recommended with: 5,6 (P)₉₀ Now five to six players jump in on the new adventures taking place on the island of Catan. The expansion includes new scenarios and opens up roads to even greater wealth or bitter poverty for up to six players. 2,45 Belongs to the Catan series.





Catch the Flv! (2004) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

The goal of the game is to catch the fly cards with a racket according to the die rolled.

If no visible fly are on the die roll, then player can try to catch the no fly card with their racket.

The player that catches the most flies wins the game



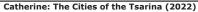
Catch the Match (1995)

User Rating: N/A GeekRating: 5,56 - BGG Ranking: 11076

Best with: N/A - Recommended with: 2,3,4,5,6,7,8

A pattern recognition game. There are 15 large, sturdy cards depicting an array of various objects such as kites, balls, pencils, fish, etc. Each card shows the same 15 objects, but the objects are all different colors and are in different locations. Any two cards always have one and only one object that is identical. Be the first to find this object!





User Rating: N/A

GeekRating: 5,74 - BGG Ranking: 4979 Best with: 3 - Recommended with: 2,3,4

Catherine: The Cities of the Tsarina takes 2-4 players to the Tsarist Empire of 1762 to win the Tsarina's favor with the help of an innovative card mechanism. As is so often the case, different strategies can lead to different goals: Do you devote yourself to the development of the fine arts or trade, or do you perhaps prefer to secure arms and thus perpetuate the empire? With each card you hold, you must decide whether to gain the resources and use the action on that card or whether to throw it away to activate another action.





To start the game, choose three of the six project cards in your hand and place them in your action row. At the top of each project card is a list of three cities or an assortment of cannons, books, and goods; at the bottom of each project card is an action and (in most cases) a bonus.

The game lasts three decades, with each decade lasting four rounds. Players play simultaneously during each round. At the start of a round, draw two cards, then play one card in your action row and another card in your activation row — located below your action row — under any project card in your action row that has not been activated. If the activation card matches the color of the action card above it, you carry out that action, whether it's placing a residence on the map, gaining cards, exchanging cards for points or a favor, gaining favor by having cannons or books, etc. If you carried out the action and the card has a bonus, you then get that bonus once. If the activation card doesn't match in color or you choose not to do the action, you draw a project card as compensation.

If you would ever draw cards over your hand limit, you instead gain 1 point for each such card. If you would gain favor over the maximum, you instead gain 1 point.

After four rounds, an interim scoring takes place, with players comparing cannons and books in their action row, then gaining points for residences and their placement on the favor track. Players then discard all cards in their activation row, along with the cards above them that were activated, then draw two new cards. After the third interim scoring, players score points for cards in hand, their largest group of contiguous residences, and how well they've completed the order card they received at the start of play. To complete orders, you need goods from cities, which means you need to place residences in those cities, which means you need to activate the right cards and collect lots of books.

Whatever you do, do your best to make Catherine proud!



Caverna: The Cave Farmers (2013) User Rating: N/A GeekRating: 7,78 - BGG Ranking: 43

Best with: 4 - Recommended with: 1,2,3,4,5

Following along the same lines as its predecessor (Agricola), Caverna: The Cave Farmers is a worker-placement game at heart, with a focus on farming. In the game, you are the bearded leader of a small dwarf family that lives in a little cave in the mountains. You begin the game with a farmer and his spouse, and each member of the farming family represents an action that the player can take each turn. Together, you cultivate the forest in front of your cave and dig deeper into the mountain. You furnish the caves as dwellings for your offspring as well as working spaces for small enterprises



It's up to you how much ore you want to mine. You will need it to forge weapons that allow you to go on expeditions to gain bonus items and actions. While digging through the mountain, you may come across water sources and find ore and ruby mines that help you increase your wealth. Right in front of your cave, you can increase your wealth even further with agriculture: You can cut down the forest to sow fields and fence in pastures to hold your animals. You can also expand your family while running your ever-growing farm. In the end, the player with the most efficiently developed home board wins.

You can also play the solo variant of this game to familiarize yourself with the 48 different furnishing tiles for your cave.

Caverna: The Cave Farmers, which has a playing time of roughly 30 minutes per player, is a complete redesign of Agricola that substitutes the card decks from the former game with a set of buildings while adding the ability to purchase weapons and send your farmers on quests to gain further resources. Designer Uwe Rosenberg says that the game includes parts of Agricola, but also has new ideas, especially the cave part of your game board, where you can build mines and search for rubies. The game also includes two new animals: dogs and donkeys.





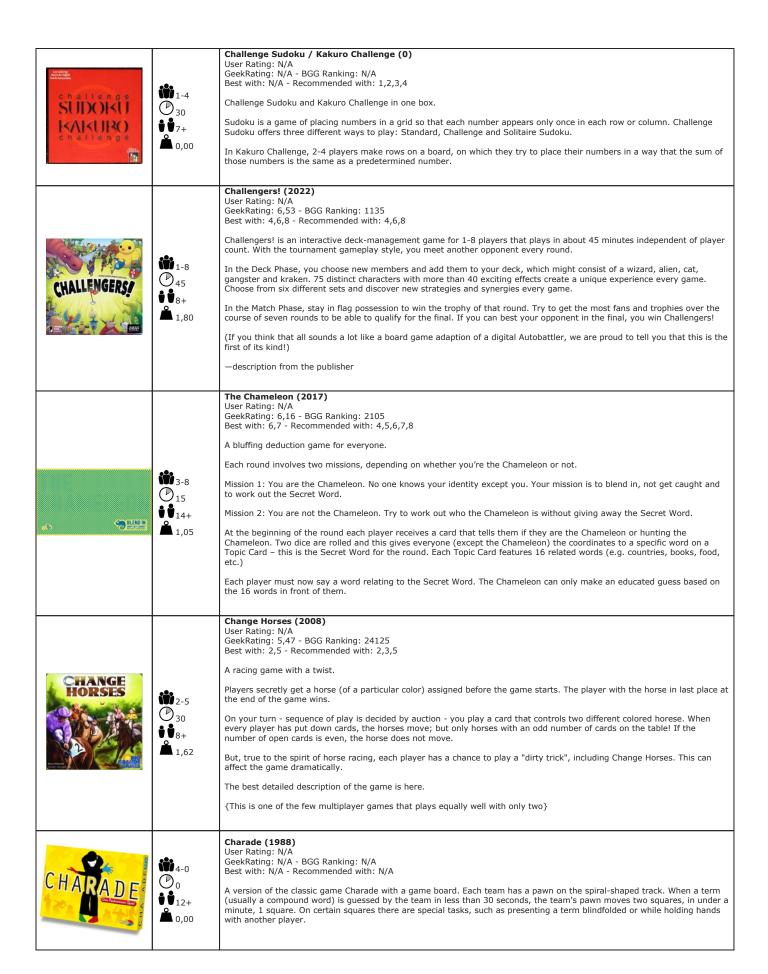
Celebrity Taboo (1991)

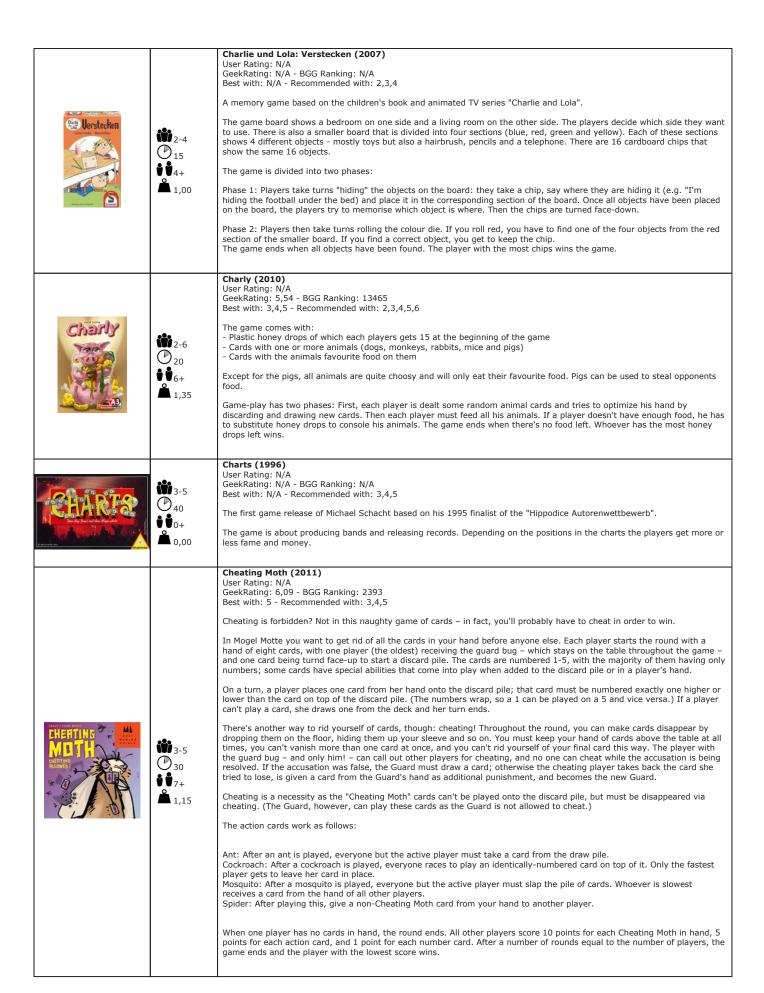
User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22501 Best with: N/A - Recommended with: N/A

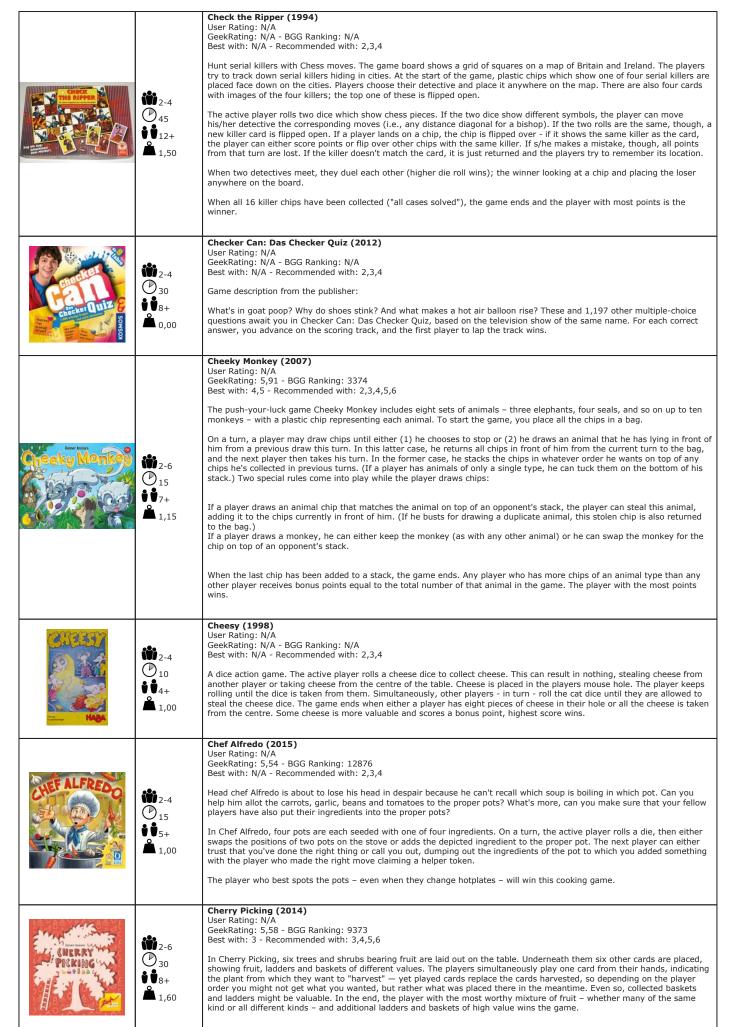
This is like regular Taboo except that all the "clue words" are names of famous celebrities past and present.

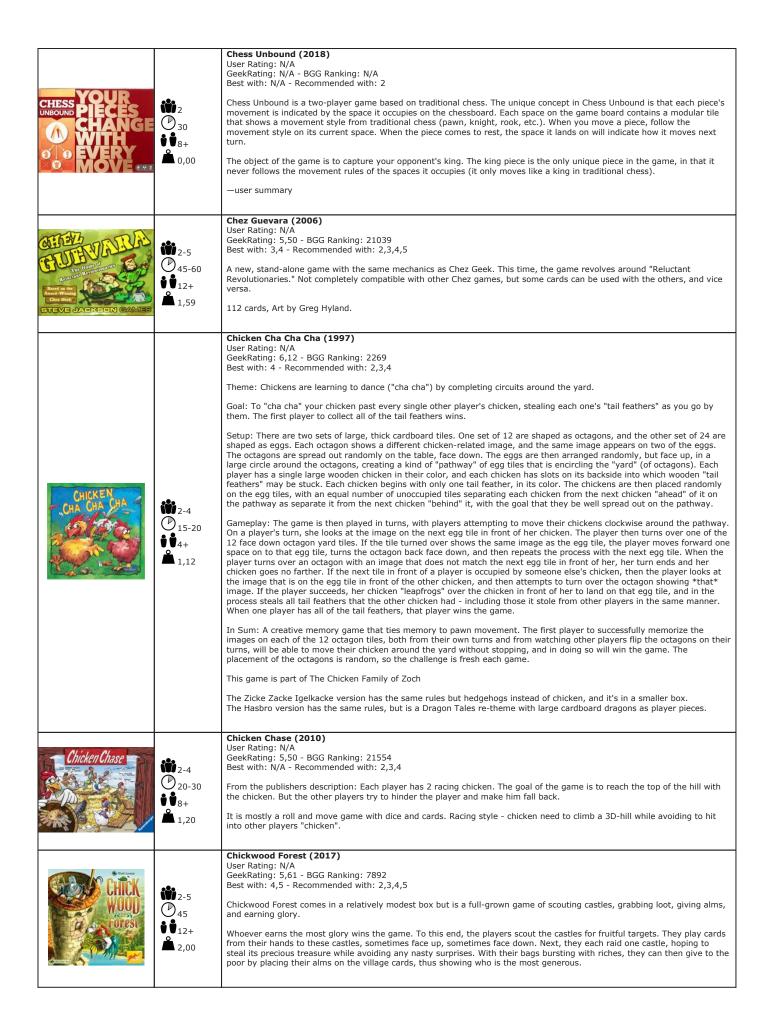
Players divide into two teams. A card is secretly drawn and a "clue giver" tries to get his team to say the word on it . . . without using any of the related words that are also on the card. The team has a timer during which they score as many clues as possible.

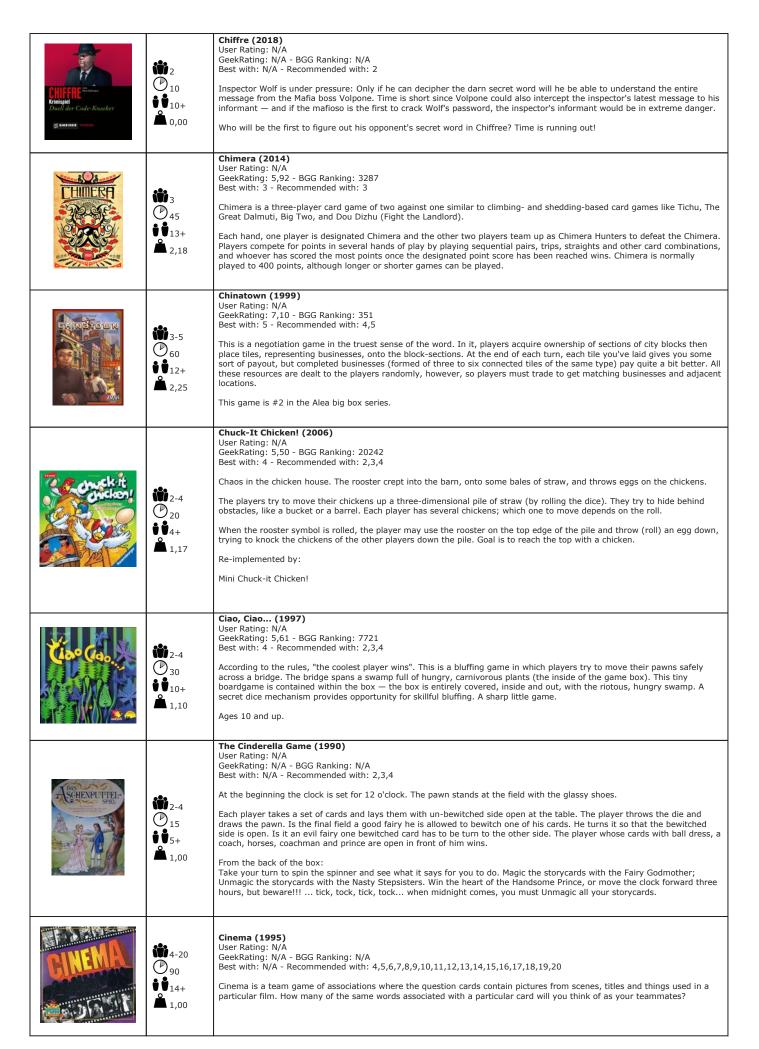
Cle sher	1 2-6 → 30 • • 8+ ▲ 1,33	Celestia (2015) User Rating: N/A GeekRating: 6,69 - BGG Ranking: 861 Best with: 5,6 - Recommended with: 3,4,5,6 In Celestia, a revamped version of Cloud 9, you board an aircraft with a team of adventurers to perform many trips through the cities of Celestia and recover their wonderful treasures. Your journey will not be safe, but you will attempt to be the richest adventurer by collecting the most precious treasures! At the beginning of a journey, all players place their pawns within the aircraft; the players start the game with six cards in hand (or eight depending on the number of players). At the beginning of each round, one player is chosen to be the captain of the trip and he rolls 2-4 dice to discover the challenges that they will face: fog, lightning bolts, killer birds, or pirates. He must then play the appropriate cards — a compass, a lightning arrester, a foghorn, or even cannons — to continue on the journey and reach the next city. But before the captain plays the appropriate cards, each player must decide whether to stay within the aircraft: If you exit, you're guaranteed the victory points that come from exploring the current city. If you stay on board, you hope to make it to the next city in order to catch more precious treasures. If the captain can't overcome the challenge, though, everyone comes crashing down empty-handed and you'll need to begin a new trip with all passengers on board. During the journey, each adventurer can try to pull out of the game with fabulous objects (a jetpack, astronomy glasses, etc.) or by changing the trip (modifying the travel or abandoning an explorer in the city). As soon as a player earns treasure worth at least fifty points, the game ends and this player wins.
Celeco	2-5 30 10+ 1,43	Celtica (2006) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 14636 Best with: 2 - Recommended with: 2,3,4 In 11th century Ireland players try to gather amulets with the help of five druids. Each amulet is divided in 9 parts and the player with the most complete amulets wins the game. Other Celtic games.
CENTURY	30-45 30-45 30-45 2,12	Century: A New World (2019) User Rating: N/A GeekRating: 6,77 - BGG Ranking: 726 Best with: 3 - Recommended with: 2,3,4 Century: A New World is the third and final installment of the Century series from designer Emerson Matsuuchi. Century: A New World sends players to the Americas at the dawn of the 16th century. Braving the wilderness, players are forced to explore new lands, trade with local inhabitants, journal their findings, and hunt/gather to survive! The game integrates the compelling and incredibly fun resource trading mechanisms found in the Century series with a worker placement mechanism with a twist! Century: A New World may be combined with Century: Spice Road or Century: Eastern Wonders or both for all new mixable games.
CENTURY	2-5 30-45 \$8+ \$1,80	Century: Spice Road (2017) User Rating: N/A GeekRating: 7,13 - BGG Ranking: 320 Best with: 3,4 - Recommended with: 2,3,4,5 Century: Spice Road is the first in a series of games that explores the history of each century with spice-trading as the theme for the first installment. In Century: Spice Road, players are caravan leaders who travel the famed silk road to deliver spices to the far reaches of the continent for fame and glory. Each turn, players perform one of four actions: Establish a trade route (by taking a market card) Make a trade or harvest spices (by playing a card from hand) Fulfill a demand (by meeting a victory point card's requirements and claiming it) Rest (by taking back into your hand all of the cards you've played) The last round is triggered once a player has claimed their fifth victory point card, then whoever has the most victory points wins.
CEST LA U CEST LA U	2-5 10 112+ 1,50	C'est la Vie (1991) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5 In this game players must gain friends in an apartment building in order to win the chance to rent the penthouse. First each player receives a number of cards which are played in the second phase of the game: these cards tell him of the relationships between the current inhabitants of the building allowing him to select the best road to victory. After this the players receive a number of character traits and outfits. In order to befriend an inhabitant, one must meet this person while wearing the correct outfit and using the correct character trait. (play the correct cards). These cards can be traded at the local shrink or boutique. After a few rounds of moving around and making friends, the second phase starts. In this phase the relationships are put into play by playing the cards mentioned above: having befriended some people, but not others may gain you more friends. Each player only knows of the relationships on his cards, which means that other players may have some surprises for you.















Cir*Kis (2009)

User Rating: N/A

GeekRating: 5,44 - BGG Ranking: 24899 Best with: 2 - Recommended with: 2,3,4

Cir*Kis is a abstract strategy game for the whole family. Players take turns placing one of their nine differently-shaped pieces on the beveled game board next to the last piece played.

The aim is to complete Circles and Stars to score points. Cir*Kis is easy to learn. Each new piece must touch the last piece played. You can get a free turn three different ways. If you get a free turn, you can place your piece touching any other piece. Scoring depends on who completed a shape and who controls the majority of the pieces in it.

Be the first player to score 40 points to win the game!





2.07

Circus Maximus (2008)

User Rating: N/A GeekRating: 5,55 - BGG Ranking: 11433 Best with: 5 - Recommended with: 3,4,5

In 2nd Century Rome, the people were offered plenty of entertainment options: chariot races in the Circus Maximus, dramatic performances in the Pompeius Theater, gladiatorial battles in the Colosseum—visitors flocked to these events, clamoring to get in to experience the excitement. Especially in demand were seats in the section next to Caesar's box, offering the best view. But these seats were not cheap to obtain and could only be bought by knowing the right people. The black market boomed!

Each of the 3-5 players is leader of a gang of black market traders, who try to get the best tickets themselves so that they can make a hefty profit hawking them to wealthy tourists and senators. But each of the other gangs wants to enlarge its piece of the black market and supplant its rivals. Who can find the right tactics to make the most cash for the least effort? The players send their traders to Caesar's villa to obtain favors. Afterwards they try to buy the most lucrative tickets at the Forum Romanum. And finally, the traders race to the three venues to sell their tickets to the wealthiest visitor. After 3 days of events, the player with the most coins wins the game.



Citadels (2000) User Rating: N/A

GeekRating: 6,95 - BGG Ranking: 491
Best with: 5 - Recommended with: 3,4,5,6,7

In Citadels, players take on new roles each round to represent characters they hire in order to help them acquire gold and erect buildings. The game ends at the close of a round in which a player erects his/her eighth building. Players then tally their points, and the player with the highest score wins.

Players start with a number of building cards in their hand; buildings come in five colors, with the purple buildings typically having a special ability and the other colored buildings providing a benefit when you play particular characters. At the start of each round, the player who was king the previous round discards one of the eight character cards at random, chooses one, then passes the cards to the next player, etc. until each player has secretly chosen a character. Each character has a special ability, and the usefulness of any character depends upon your situation, and that of your opponents. The characters then carry out their actions in numerical order: the assassin eliminating another character for the round, the thief stealing all gold from another character, the wizard swapping building cards with another player, the warlord optionally destroys a building in play, and so on.

On a turn, a player earns two or more gold (or draws two building cards then discards one), then optionally constructs one building (or up to three if playing the architect this round). Buildings cost gold equal to the number of symbols on them, and each building is worth a certain number of points. In addition to points from buildings, at the end of the game a player scores bonus points for having eight buildings or buildings of all five colors.

The expansion Citadels: The Dark City was initially released as a separate item, but the second edition of the game from Hans im Glück (packaged in a tin box) and the third edition from Fantasy Flight Games included this expansion and can be recognized by its rectangular box (not square). With Dark City, Citadels supports a maximum of eight players.





Citrus (2013) User Rating: N/A

GeekRating: 6,22 - BGG Ranking: 1906 Best with: N/A - Recommended with: 2,3,4

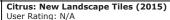
Oranges or lemons or both? Create a new plantation or extend an existing one? Collect landscape tiles or rather build onto a

finca in order to cultivate the most points during the next evaluation? Citrus provides players with new challenges, and little is left to chance. The moves are simple, but the decisions are tricky. Players build citrus plantations for points, yet in order to build, it's essential to harvest your plantations from time to time as

this is the only way to bring new income into your account - but when is the timing right? And most importantly, which plantation should you harvest, thus taking it out of the race for the important points during the finca scoring?

Citrus is a tile-laying game for 2-5 players ages 10 and up with a playing time of about 50 minutes. The game contains a simplified family variant as well as a short version of the game. Citrus is particularly suitable for two players.





GeekRating: 5,58 - BGG Ranking: N/A Best with: 2 - Recommended with: 2,3,4,5

Citrus: Neue Landschaftsplättchen (Citrus: New Landscape Tiles) is a mini-expansion for Citrus that consists of three new Landscape tile types (with three tiles of each type). They are:

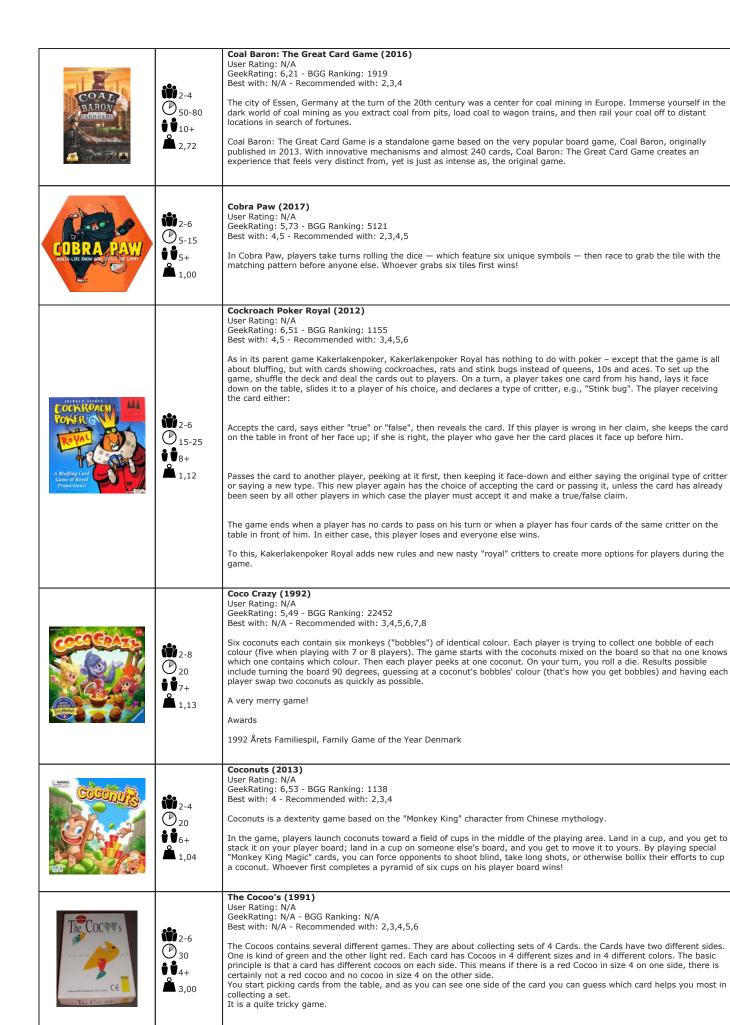
- Plow: You can take over a neutral region that is one or two Plantation tiles in size. Place one of your Workers onto the region to show that it now belongs to you.
- Storehouse: You can store one Plantation tile that you just bought from the market to build on a later turn. You may build the Plantation only when you choose the action "Build" and build at least one other Plantation from the market. (With more than one Storehouse, you can store more than one Plantation, with one tile per Storehouse). You may, in the same turn, first build a Plantation tile from your Storehouse and additionally store a new tile from the market.
- Large Well: When you build a Plantation tile adjacent to the Large Well, this region is immediately scored. Count the points for this region and add two more points for the Large Well. Place your Worker back onto your tableau and immediately earn income for it. Then remove the Large Well tile from the game.

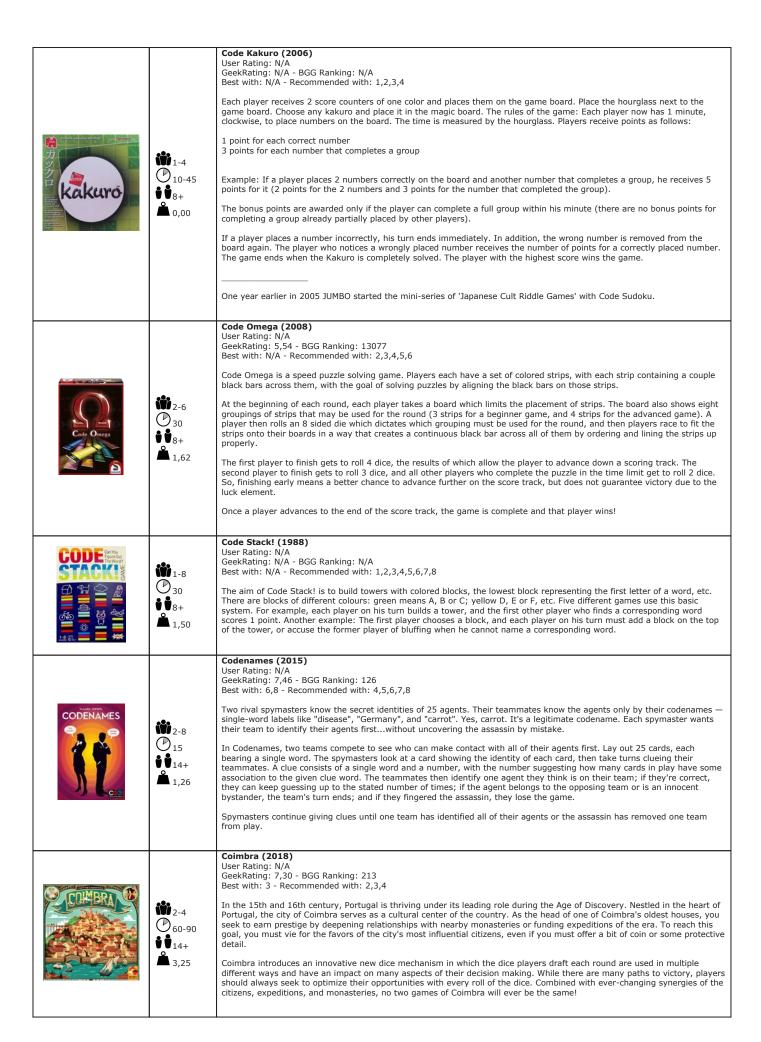
The expansion, like the game, is language-independent.

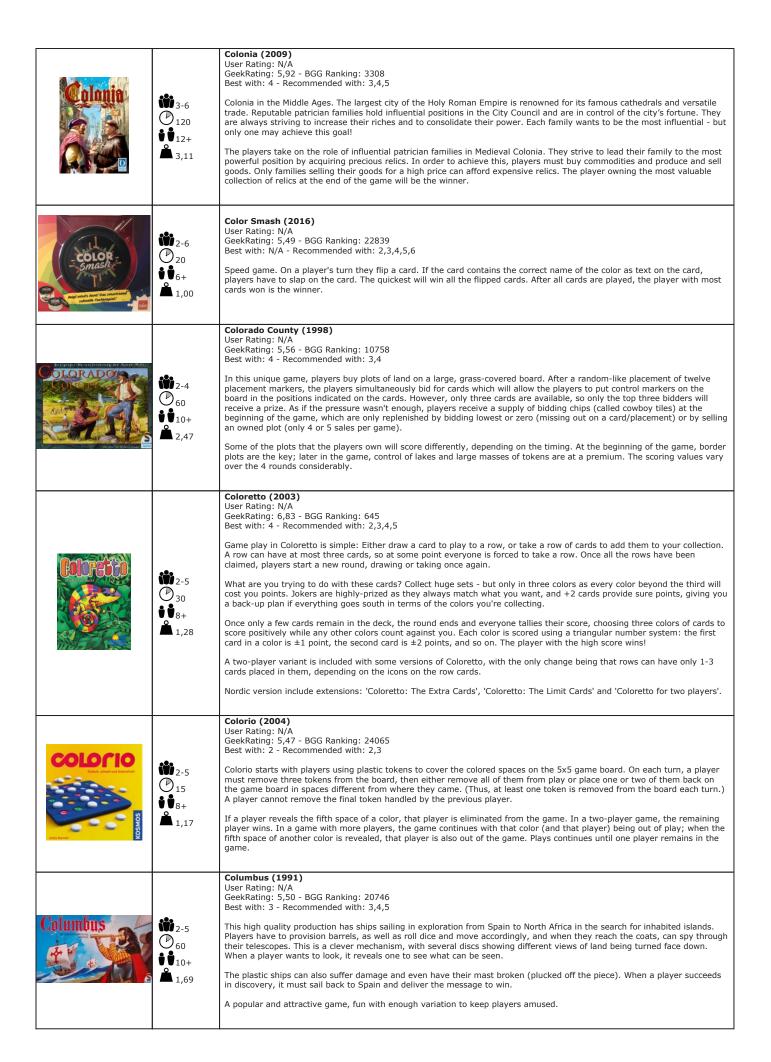
CLACKI The production GAME Outside Control of Control o	2-6 D 10 10 14+ \$\tilde{4} 1,08	User Rating: N/A GeekRating: 5,52 - BGG Ranking: 17014 Best with: 3 - Recommended with: 2,3,4,5 CLACK! is both the name of the game and the sound that the magnetic discs in the game will make when you slap one against another - and slap them together you will as you're trying to claim the right discs as quickly as possible. To set up the game, lay out all 36 discs face up so that everyone can see the colored symbols on them. One player rolls the two dice - one showing colors, the other symbols - then everyone simultaneously tries to grab any discs showing the colored symbol determined by the die roll. If a die shows a white face instead of a color or symbol, then that characteristic is ignored for the round. For example, if the roll is white (i.e., blank) and red, then players can grab any disc with a red symbol. If both dice show white, then it's a free-for-all, with players grabbing as many discs as possible! A player can use only one hand to grab discs. If a player accidentally grabs the wrong disc, she must return that disc to the playing area, along with an additional disc as a penalty. When all the discs have been claimed, the game ends and the player with the most discs wins!
CLAIM	2-4 0-60 10+ 2,33	Claim (1983) User Rating: N/A GeekRating: 5,57 - BGG Ranking: 9558 Best with: 2 - Recommended with: 2,3,4 Released as Claim by Jumbo, and Die Wikinger Kommen by ASS, this game is Chinese Checkers redone as a wargame. Players hop their pawns around the board trying to enclose opposing pieces. When a region is controlled by one player/team, they claim that region by setting up a castle. Reimplements: Castile Turnier
CLAIM CLAIM COLOR OF THE STATE OF THE STAT	2 25 10+ 1,69	Claim (2017) User Rating: N/A GeekRating: 6,48 - BGG Ranking: 1219 Best with: 2 - Recommended with: 2 The King is dead! What happened? Nobody really knows, but he was found face down in a wine barrel this morning. It could have been either foul play or his own thirst that did him in. Regardless, the King is dead without any known heirs, so it's up to the five factions of the realm to decide who will be the new king: Will it be you or your opponent? Do you have what it takes to win over the realm's factions? Claim is played in two distinct phases. In phase one, each player gets a hand of cards that they use to recruit followers. In phase two, they use the followers from phase one to compete and win over the five factions of the realms. Each faction has a special power that affects play, and powers can be different in each phase! At the end of the game, the player who has the majority of followers of a faction wins that faction's vote, and whoever wins the vote of at least three factions wins the game!
The state of the s	2 D 25 10+ 1,57	Claim 2 (2018) User Rating: N/A GeekRating: 6,16 - BGG Ranking: 2108 Best with: 2 - Recommended with: 2 The King is dead! What happened? Nobody really knows, but he was found face down in a wine barrel this morning. It could have been either foul play or his own thirst that did him in. Regardless, the King is dead without any known heirs, so it's up to the five factions of the realm to decide who will be the new king: Will it be you or your opponent? Do you have what it takes to win over the realm's factions? Claim 2 is played in two distinct phases. In phase one, each player gets a hand of cards that they use to recruit followers. In phase two, they use the followers from phase one to compete and win over the five factions of the realms. Each faction has a special power that effects play, and powers can be different in each phase! At the end of the game, the player who has the majority of followers of a faction wins that faction's vote, and whoever wins the vote of at least three factions wins the game! Claim 2 is a standalone sequel to Claim, featuring five new factions that can be played on their own or mixed in any combination with the factions in Claim.
Club of Glacifors	2-5 45 10+ 1,54	Clash of the Gladiators (2002) User Rating: N/A GeekRating: 5,62 - BGG Ranking: 7317 Best with: N/A - Recommended with: 2,3,4,5 In Clash of the Gladiators players form teams of Gladiators: Swordsmen, Spearmen, Net-throwers, Shield-Carriers, and Trident-Carriers. Each type of card has different effects on the combat die-rolls. Players gets points for kills. Wild Animals are thrown in to keep things interesting. Keep playing until only one player is left standing.

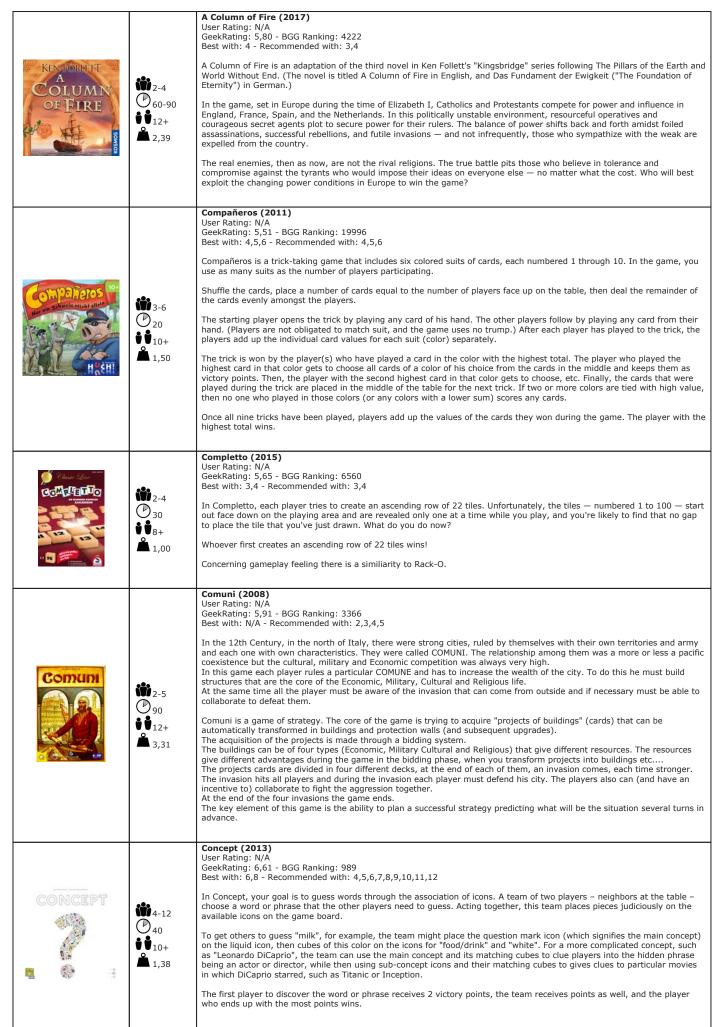


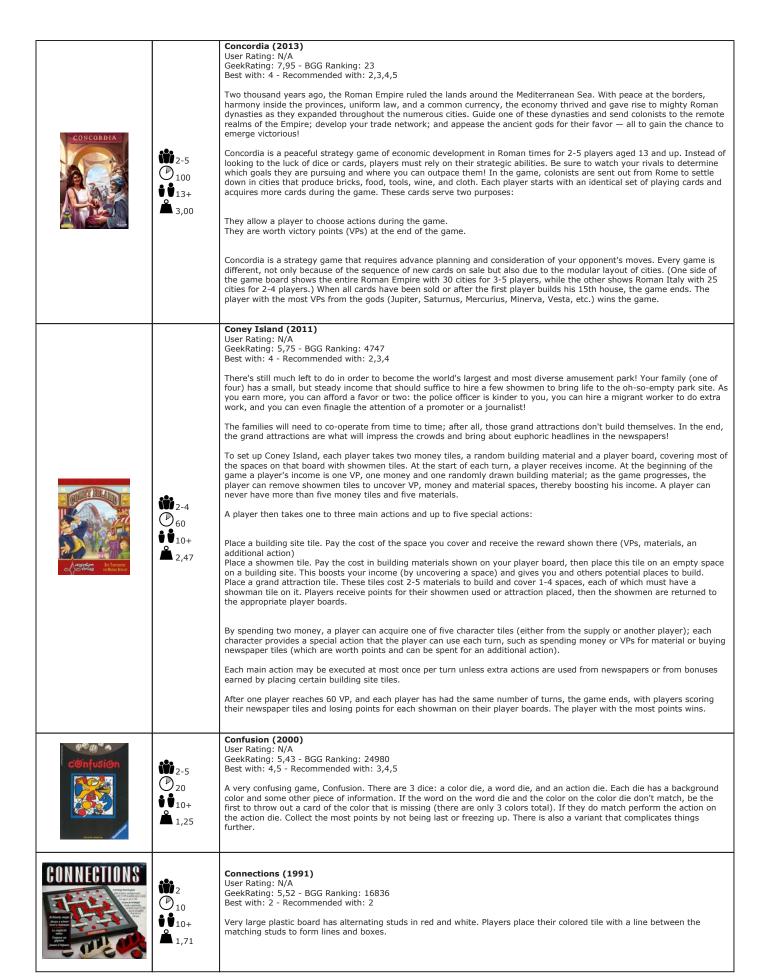


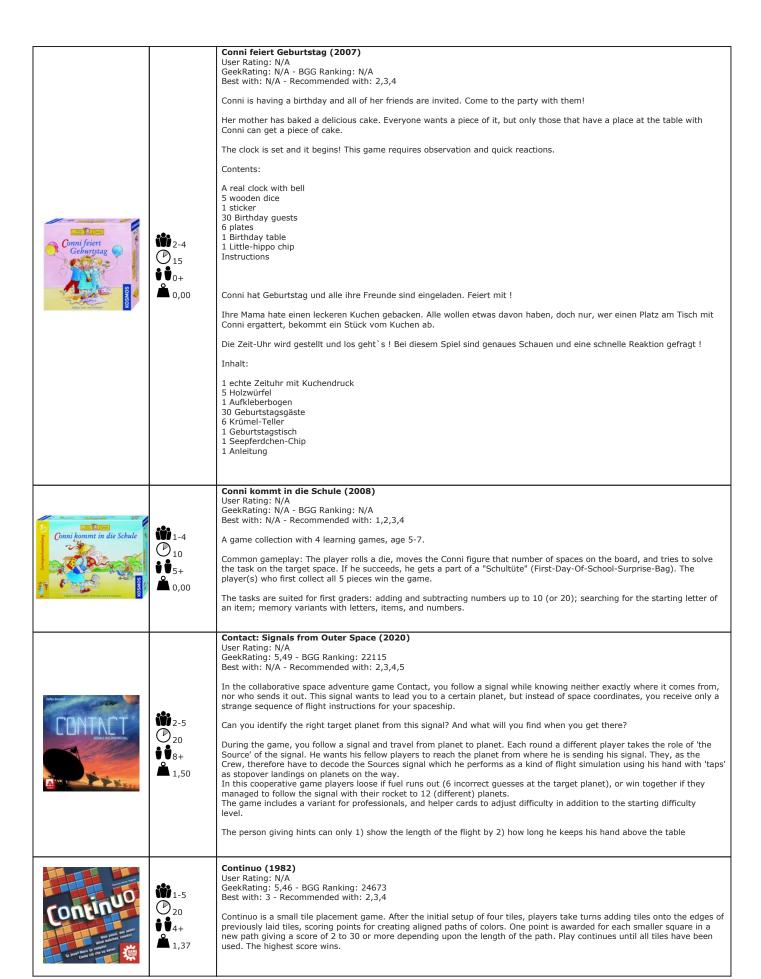


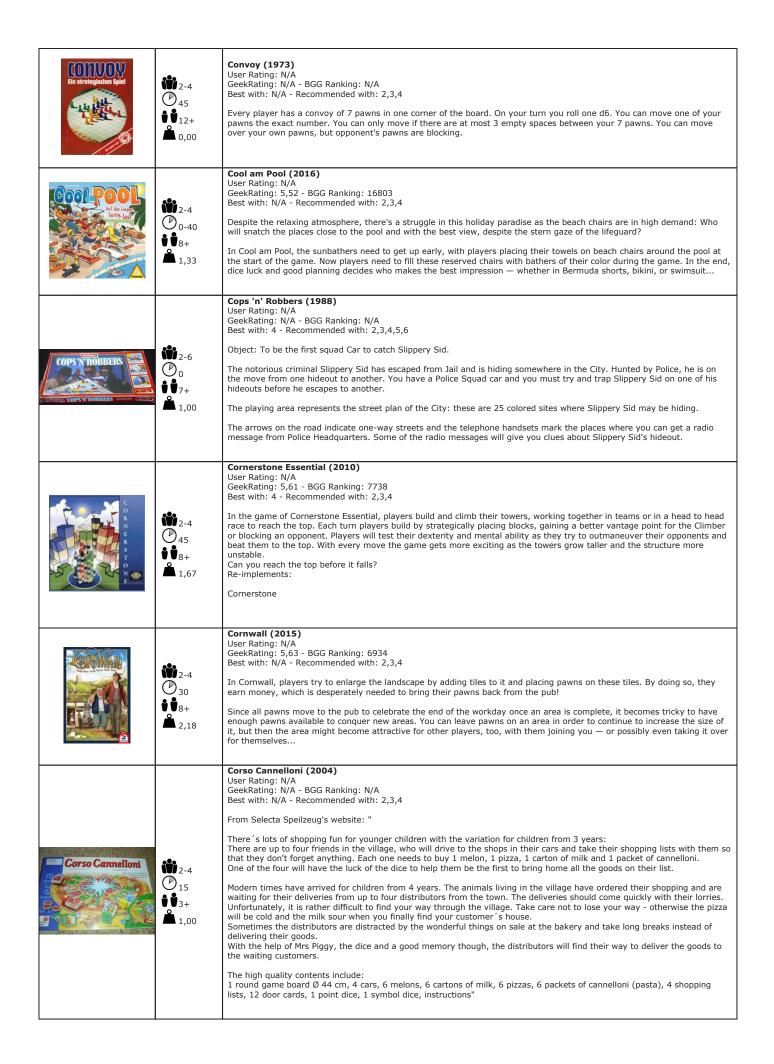














Costa Rica (2016)

User Rating: N/A

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GeekRating: 5,75 - BGG Ranking: 4811 Best with: 4 - Recommended with: 2,3,4,5

Different sets of exotic animals, different terrains, and the omnipresent danger of mosquitos await in the jungle of Costa Rica, and the player explorers are here to collect sets of rare and exotic animals to rescue them from poachers. Collecting as many as you can of one kind is valuable, but having one of each kind can be beneficial, too. Just avoid being bitten too badly by the mosquitos!

In Costa Rica, all player take part in an expedition, with the active player of a turn deciding where to go and exploring a new tile. In clockwise order, each player must decide whether to leave this expedition and collect all of the animals seen so far, or whether to remain with the group to (hopefully) collect more animals later? Once a player does leave the current expedition, they remove their pawn from that group, collecting nothing else from it.

Cottage Garden (2016)

User Rating: N/A GeekRating: 6,58 - BGG Ranking: 1037 Best with: 3 - Recommended with: 1,2,3,4

In Cottage Garden, you compete in the art of gardening and are working two beds with a variety of flowers. Whenever no unplanted box is visible on a bed, you have completed it, then you count your points and replace it with a fresh, unplanted bed. You gain points for all of the visible plant pots and planting bells.

In more detail, players select various polyomino tiles of flower beds from a central market grid, depending on the location of the "gardener", then place them on one of their two personal garden boards. Each board has several garden elements that are worth points when not planted over, and these are scored on two different tracks as soon as a garden has been finished. Crossing over a line on each track awards bonus tokens that can fill in empty spaces or give you a better selection of the flower bed tiles. Whenever a garden is finished, you receive a new one to complete. After the gardener completes her fifth lap around the market, the game enters its last round. The player with the most points from their completed gardens at the end of the game wins.

Cottage Garden is the first part of Uwe Rosenberg's puzzle trilogy.



Council of 4 (2015)

User Rating: N/A GeekRating: 6,47 - BGG Ranking: 1241 Best with: 3.4 - Recommended with: 2.3.4

The Empire, formed by three Kingdoms, lives in an era of wealth and prosperity. Each Kingdom is governed by a council of four nobles. The members of six influential families sit around in the councils and lead the Kingdoms.

The players hold the roles of rich merchants who seek to obtain permits to build their own Emporium inside the cities of the three Kingdoms. Whoever takes more permits, while also opening their Emporium in the best place, will be the most famous merchant and will win the game. But pay attention to the Emperor! He can be your ally and allow you to build without permits!





On a turn, a player can perform different actions:

- The main action is to corrupt a council, which is represented by a slide with four pawns representing four nobles. By corrupting the three councilors of the three Kingdoms, the player gets permit cards that give various instant and endgame benefits, and the possibility to build an Emporium in a specific city.
- Another action is to play a permission card to build an Emporium. Each Emporium earns the player the special benefits of the space where it's built, but also activates all connected emporiums in a chain effect.
- Corrupt the Emperor's council to allow a player to build Emporiums without permission cards.
- Players can change the composition of a council. There are many different ways to earn points:
- Build a connected Emporium in the cities that award points.
- Build your emporium in all the cities of an area of the board: the faster you complete the area, the more points you earn.
- Move up on the nobility's track.

Obtain permits that give points.

Moreover, the board is modular and has eight possible combinations.





Council of Shadows (2022)

User Rating: N/A GeekRating: 5,93 - BGG Ranking: 3231 Best with: 3 - Recommended with: 1,2,3,4

It's the year 2200. We're on the edge of the known universe, and a race for a seat on the mighty Council of Shadows is in full swing, with four civilizations vying for admission. Only those who provide more energy to the council each turn and outdo themselves will be successful.

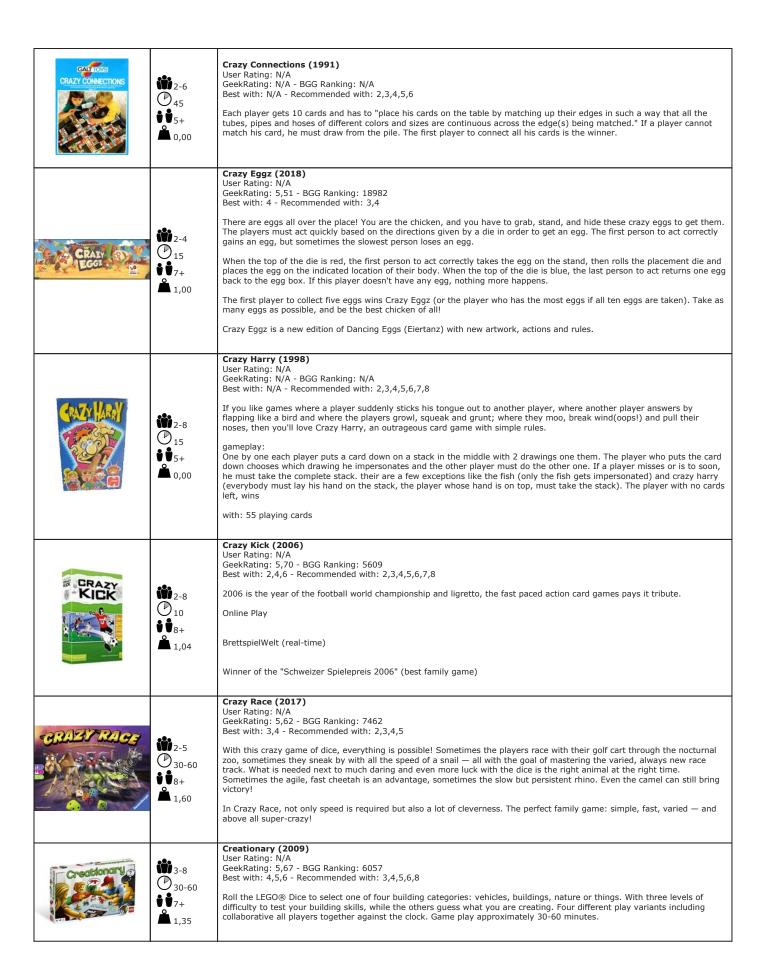
In Council of Shadows, you take on the role of one of these four civilizations, secure the strongest actions, take control of important areas, and be the first to make three quantum leaps. This is how you win the race for planets and raw materials and become part of the Council of Shadows!

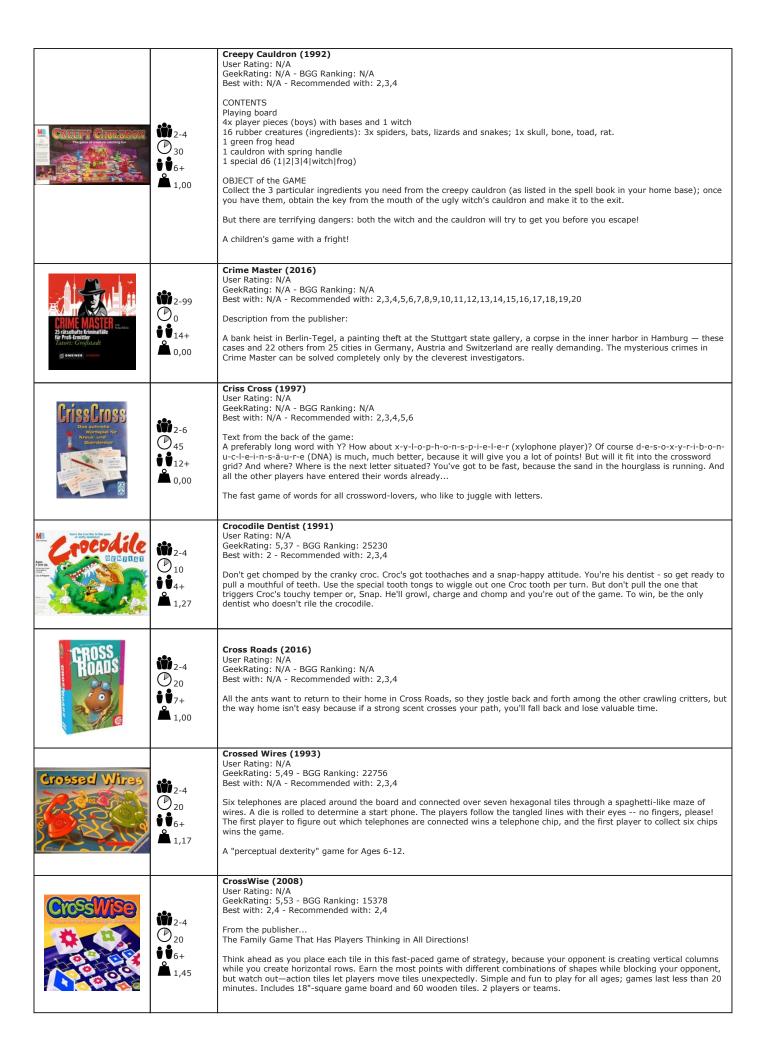
—description from the publisher

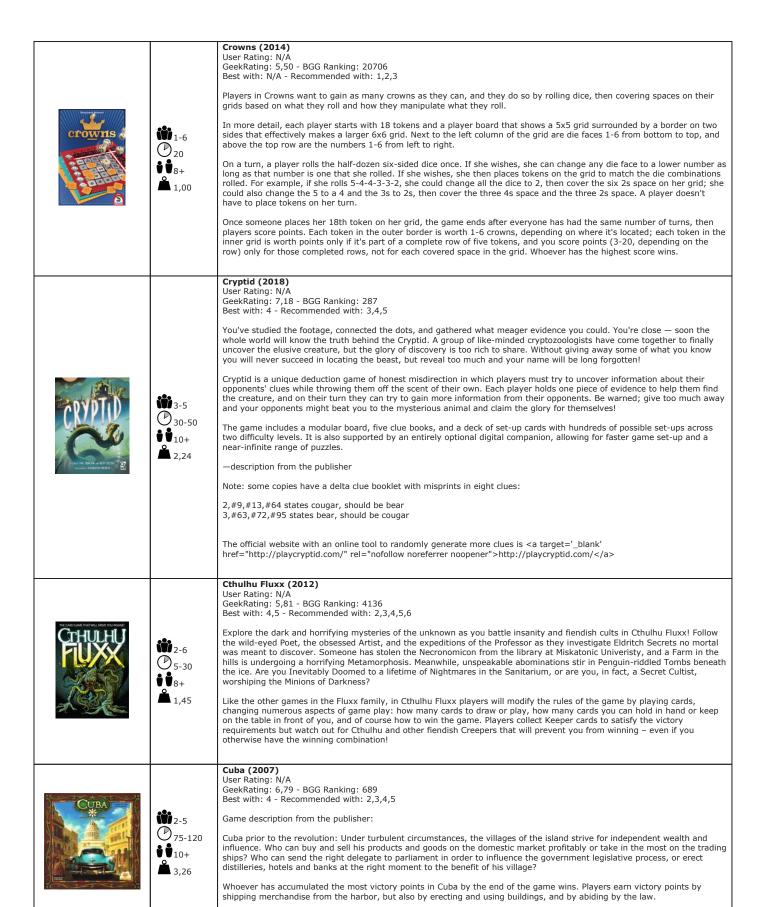
Councils & Contracts (2013) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18591 Best with: 3,4 - Recommended with: 2,3,4,5 The highest decision-making organ in a city is the City Council, which lays down the general operative and financial outlines for a city and decides on its main objectives. The true power, however, is a little further down the hierarchy in the different councils working under the City Council. In the card-driven game Councils & Contracts, the players act as developers who try to push their own objectives namely, receiving lucrative building contracts. Therefore, it's important for them to gain influence in every one of the councils since doing so is crucial for deciding the assignment of building contracts. Naturally, all of the developers are keen to gain that influence.. Councils & Contracts is the winner of the third game author's competition "Edition Kofferspiele" organized by Mücke Spiele/Spielmaterial. In that competition the limitation was that the game fits in 11 x 7,5 x 3 cm metal box. Similar to Hart an der Grenze smuggling boxes. It is easy and light to take with you and has a lot of game inside the box. Components: 1 City Hall card 5 Council cards 25 Influence cards (5 per player) 36 Building project cards 30 Employees (6 in 5 different colors) 5 Point markers (in 5 colours) 25 Transparent markers (to track influence) 1 Score board Basic gameplay: Players start with four workers and can lose or gain more through actions. There are four possible actions but only two of them are available depending whether player has workers in his play area or not. If a player has workers on his play area he must place them either on council rooms (two in one council room or one in three council rooms) or start a building project using influence and depending on project one or two workers. If a player doesn't have any workers he must take them out either from one council room (giving influence to each player with presence in that room) or finish a building project and take the depicted building action, which usually returns the workers back to players playing area. There are eight buildings projects shown and after the building deck is depleted and only four building projects are shown the game ends. There are then two extra actions per player and final scoring. Game variants: First/short game: Remove cards 29 - 37 and the promos. Mixed setup: After shuffling the A and B decks (separately) remove four cards from both of them. Gears council: Use the gears (brown) council like the 5 player council instructs but receive gears influence. Counting Fun (2012) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21370 Best with: 2,3,4 - Recommended with: 2,3,4 **11** 2-4 \bigcirc_{10} Game description from the publisher: **i i** 2+ In Counting Fun, Farmer Tim wants to check that everything is in order in the meadow and feed clover leaves to the animal **1**,00 kids. But the rascals are playing tag and happily frolicking about, so Farmer Tim soon loses track! Can you help Tim count and feed the animal kids? Crash Pilot (1999) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21362 Best with: 2,3,4,5 - Recommended with: 2,3,4,5 **11** 2-5 Crash Pilot rewards players who can quickly match shapes and colors. There are six rows of cards representing airplane ①₂₀ stunts, and no row may contain two cards of the same color or shape. Each turn a player draws a card from his pile (or on the first turn from a neutral pile), then all players try to find a legal placement for that card; the first player to do so draws a card from his pile to start the next turn. Calling an incorrect row earns that player a crash chip, and three crash chips eliminates him from the game. The first player to run out of cards wins. 1.13 Crash Pilot has also been published with a grocery store theme as Check Out. Crazy Bluff (2004) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6,7,8 \bigcirc 30 From the Blue Orange Games website:

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Bluffing has never been this Fun! Bluffer, Bluster and Bluffie get ready for some extreme bluffing as they race to be the first to get rid of all cards in their hands. Taking turns, players can match the last card played, draw or... bluff as all cards are played face down! But watch out! Don't get caught bluffing because Bluff Busters are always on the watch











Cucina Curiosa (2015)

User Rating: N/A GeekRating: 5,52 - BGG Ranking: 16325 Best with: N/A - Recommended with: 1,2,3,4

The world-famous cruiser ship Costa Curiosa is sailing the seas, and as the head chef of the Cucina Curiosa — the restaurant aboard this cruisser — your honorable job is to serve the guests the most delectable foods possible. It's the last day of the journey, and the award-winning lobsters are waiting in their aquarium for their performance.

But all of a sudden, the alarm bell rings! The heavy sea tosses the ship about and mixes up all the kitchenettes. Even worse, the lobsters are able to flee from their aquarium! Catch them by getting the chaos under control, but avoid the slippery fishbones as they can quickly hold you back.

Cucina Curiosa is a fast-paced tile-laying game. Every player has the same set of twenty tiles, showing kitchenettes and paths. Some of the tiles also show lobsters and fishbones

The game is played over sixteen turns. On every turn, the oldest player flips over one of his tiles, then the other players search for the same tile in their set, then everyone places the tile in his personal kitchen. Once sixteen tiles have been played, the game ends and players count their points. Every lobster that is connected to the entrance by paths is worth 1 point, but fishbones count negative for you, so you want to avoid them. The player with the most points wins!



Cuckoo Zoo (2002)

User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18362 Best with: 4,5 - Recommended with: 3,4,5,6

Cocotaki is a Uno-style card game in which you must match the animal or color of the card on the top of the discard pile in order to play a card. When you play, you have to make the appropriate animal sound. If you forget to make this sound, you get penalty cards. If you place down a red card you must not make any sound – except when you place down the red rooster, in which case you shout "Cocotaki!"

The first player who has no cards left wins. The game includes many additional rules for advanced play.

Kakadoo is an updated version of Cocotaki that incorporates a number of the optional rules from that earlier game. As a result, the minimum playing age has been raised from 5 to 8. Players now draw four penalty cards instead of two when they mess up, and whenever a lion is played, the player doesn't roar but says, "Hello, your majesty". Play a donkey, and only donkeys can follow in the next round; play a cockatoo to skip the next player.





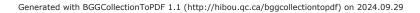
Curse of the Idol (1990)

User Rating: N/A GeekRating: 5,45 - BGG Ranking: 24712 Best with: 3,4 - Recommended with: 2,3,4

The game target is to fetch the sword in the stone, then go to the temple and there chose the right hole in the idol. If you manage to get the blood stone, then you should hurry back to the camp with it. The others may try, to steal it from you, of course.

You can either move your own pawn or the black adventurer to block other players. To enter into the centre of the board with the "blood stone statue", you need to walk over movable cog-wheels, which turn every time you land on certain squares.

This game plays like an advanced "Ludo". It is difficult to put together the 3D game board if you don't mark up the corner support the first time you succeed to assemble it.



D (210 games) Da bockt der Bär (2020) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 4,5 - Recommended with: 2,3,4,5 **2**-5 **D**₂₀

Da bockt der Bär (a.k.a. The Mouse, Goat, and Bear Race) is a roll-and-move game that allows one player to decide whether another player's pawn will move like a mouse, go like a goat, or barrel along like a bear.

At the start of a round, you draw one card that you can either keep or give to another player. The card that you are left with then dictates whether your pawn is a mouse, a goat, or a bear. Each animal has its own die with its own advantages and disadvantages: The mouse is slow but can take shortcuts; the bear can go very fast, but sometimes is too lazy to do so; and the goat is neither fast nor slow, the reliable choice. If you are the first to cross the finish line, you win.





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Da Capo! (1993)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: 4 - Recommended with: 2,3,4,5,6

Played with a giant deck of 150 cards numbered 1-10 and 18 joker cards. Players have individual card stacks of which only the top card is open. The goal of the game is to get rid of one's entire stack first. This is achieved by putting cards down on stacks in the middle of the table. Those stacks have to be in numerical order, starting with 1 and finishing with 10 (there are Joker cards to fill gaps). The players also have their own individual stacks on which they can put open cards for later use.

Republished by Amigo in 2009 under the name Da Capo, with only 15 Jokers included (and with a new design).





Da ist der Wurm drin (2011)

User Rating: N/A GeekRating: 5,70 - BGG Ranking: 5506 Best with: 4 - Recommended with: 2,3,4

In the dice game Da ist der Wurm drin, players want to be the first to have their worm poke its head out of the compost heap at the end of the garden.

To set up the game board, attach a smaller game board with two slots in it to the larger game board on which the worms will crawl. The first slot has a row of daisies by it, while the second slot has a row of strawberries. Each player chooses a color, and places the worm head of that color in the appropriate track on the game board.

On a turn, a player rolls the die, then places the appropriately colored worm section into the track holding his worm. The worm sections come in six colors and range from 1 cm to 6 cm long. On any turn, a player can place her daisy (or strawberry) tile above the worm that she thinks will reach the daisies (or strawberries) first. If that worm does indeed poke its head into view through the slot before any other, then that player can add the daisy (or strawberry) tile to her own worm. (Choose wrong, and you discard your tile.)

The first worm to poke its head out from under the far edge of the smaller game board wins. For a longer game, players can keep their worms going until one stretches its head off the edge of the larger game board.





Da Luigi (2015) User Rating: N/A

GeekRating: 5,59 - BGG Ranking: 8551 Best with: 4 - Recommended with: 2,3,4

Buying ingredients, greeting guests, serving tables — running a restaurant can be hectic, and in the end only the one who is "Da Luigi" can keep an overview of everything and earn a star for the restaurant. If only you didn't have to deal with the other players who always act as unwelcome guests...

Your goal in Da Luigi is to get as many guests as possible, although only satisfied customers will always be good customers. Variety in the gameplay comes from the 90 individual guest cards, with you always wanting to find a free table for wealthy guests with plenty of time while pushing off grumpy customers in a hurry to your opponents.

Players buy ingredients for their meals from the market and pay for them in time — and time is always against you because if you don't serve a guest his desired food quickly, say, by the end of the game, you'll lose points in the end.



Da Vinci Code (2002)

User Rating: N/A GeekRating: 5,79 - BGG Ranking: 4331

Best with: 4 - Recommended with: 2,3,4

From the box:





Conceal your secret code, outguess your opponent, deduce the solution, amaze your foes. In the game of CODA players try to crack each other's "code" - a sequence of secret numbers. Guess an opponent's secret number and it is revealed (by knocking it down). Guess incorrectly and you must reveal one of your own secret numbers! On each turn, a new number enters play, which helps you to narrow the possibilities and grow your own code. Common sense, intuition and your "detective" skills will guide you to success.

There are two sets of tiles (similar to Stratego pieces without the soldiers) numbered 0-11. One set is black, one is white. In four player game, everyone one grabs three random pieces and arranges them in numeric order, with white pieces going to the right on ties. In order a player grabs one of the remaining tiles and guesses on of the opponents pieces. If correct, that piece is revealed. If the player is incorrect the piece that was just drawn is placed in the correct place in his own sequence and revealed. If the player was correct in guessing he MAY make another guess. If he chooses not to then he places the picked piece in his code, in sequence, but does not reveal it.

Play continues until only one person has a piece standing. When the new tiles run out, just keep going without drawing tiles.

Belongs to a series / trilogy, containing:

Bernini Mysterie Da Vinci Code Salomon's Dilemma



Dallifant (1996)

User Rating: N/A

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GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Dallifant is a game of pattern recognition for children ages 4-8.

Each player gets 5 chips (the white one is a spare), and you spread out the elephants so that everyone can see and reach them. One player rolls the two dice, and all players look for the elephant that shows the two colours that were rolled. If you spot it, place one of your chips on it. The first player's chip stays on the elephant, everyone else has to take theirs back

If there was no chip on this elephant previously, nothing happens. If it had one of your chips on it already, both chips stay on it, and this colour combination is ignored from now on (i.e., there cannot be more than two chips on an elephant). If someone else's chip was on it, they receive their chip back and yours stays on. The next player then rolls the dice, etc.

Whoever gets rid of their 5 chips first, wins.

- Two more things:

 1) You can hold a chip in your hand, but not hover above the elephants before the dice are rolled.
- 2) It is recommended that whoever rolls the dice calls out the colours.





User Rating: N/A GeekRating: 5,70 - BGG Ranking: 5531 Best with: 4,5 - Recommended with: 3,4,5,6

This game was originally designed by a teacher to be used as a learning tool. There are several different editions of this game (originally released in the UK as Railway Rivals), but most feature several different hexagonal maps of real locations, such as Tennessee and Germany. Starting from one of the cities pictured on the map, players build track during the first part of the game. Players receive a small bonus for reaching a city before anyone else, but otherwise funds are quite limited. After nearly every city has been connected to someone's rail line, several races are held on the resultant track. The starting city and destination city are determined randomly, and players can use each other's track (for a nominal fee, of course). After all races have been held, the player with largest bank account is the winner.

This series of games is very similar to Mayfair Game's crayon rail games series, though they use erasable marker pens instead of cravons.



Dan and Phil's Truth Bombs (2017)

User Rating: N/A

GeekRating: 5,53 - BGG Ranking: 13624 Best with: 7,8 - Recommended with: 4,5,6,7,8

In the party game Dan and Phil's Truth Bombs, you're going to write something about everyone else at the table, and they're going to write stuff about you. Can you guess who said what?



To play, lay out question cards on the table on colored mats, then give each player a target sheet and have them write their name in the target box. Everyone passes their target sheet to the left, then everyone takes the target sheet they received, chooses one of the questions (e.g., "What are they terrible at?"), then writes down an answer. When everyone is finished, pass the sheets left again, then choose a question that hasn't already been answered for the sheet you were just handed, and write down an answer to a new question. Continue doing this until you fill in one answer on each person's sheet

Players then take turns reading aloud the answers to the questions for the target player whose sheet they hold. The target player then selects their favorite answer and guesses who wrote it. The player who wrote the favorite answer scores a point. If the target player was correct in their guess, they also receive a point.

Play a predetermined number of rounds, then throw all the scores away because you're mad at all the other players.



Danger (2001)

GeekRating: 5,44 - BGG Ranking: 24920 Best with: N/A - Recommended with: 3,4,5

In Danger, players draw numbered and colored cards, trying to collect as many points as possible in each color each round without exceeding the limit of 15 points.





On a turn, a player draws the top card from the deck and places it in front of her in a row for cards of that color; some cards are multicolor, and the player chooses in which row to play these cards. After laying a second card in the round, a player has the option of securing a row at the end of each turn. To secure a row, the player must not have the lowest total in that color when compared to the other players; the player secures a row by turning the last card in that row 90°. A player can secure only one row each turn.

If a player exceeds a total of 15 points in a row, that row is now blocked and worth 0 points; the player turns those cards face-down.

If a player draws a colored card for a row either secured or blocked, she must discard the card. The next player in turn order has the option of taking this discarded card instead of drawing randomly from the deck.

Once the fourth row of any player is secured or blocked, the round ends immediately. Whoever has the fewest points in a color (with blocked rows worth 0 points) scores nothing for this color; all other players score points equal to the numbers showing in this color in their row. Players then empty their rows and continue playing with the cards remaining in the deck. After five complete rounds, the player with the highest total score wins.





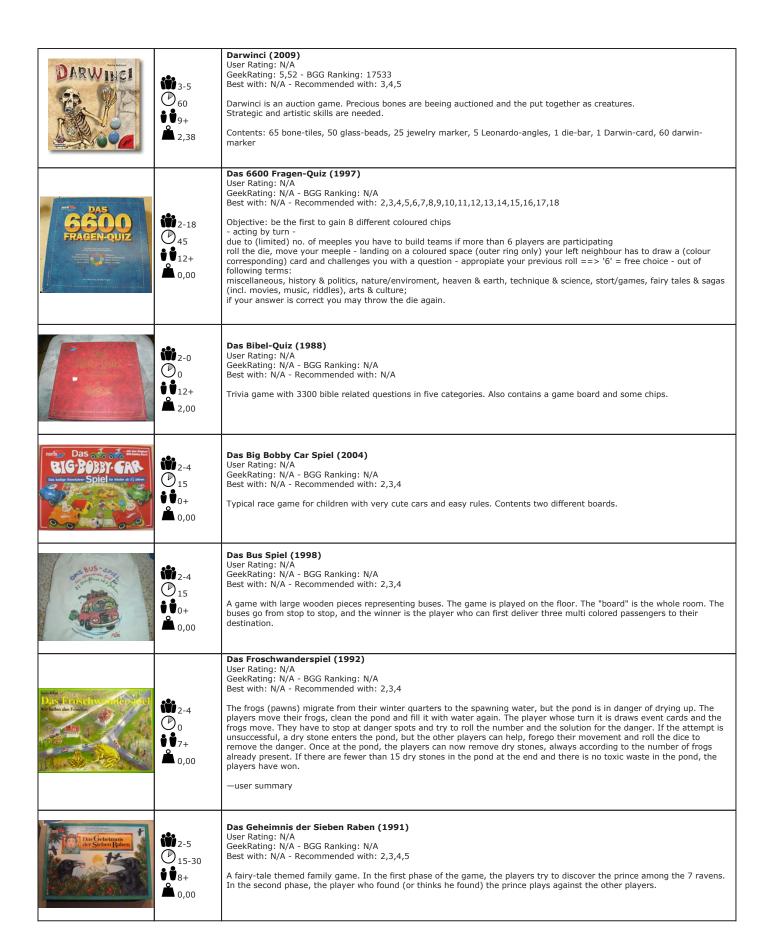
Dark Side (2001)

User Rating: N/A GeekRating: 5,48 - BGG Ranking: 23622

Best with: 4 - Recommended with: 3,4,5

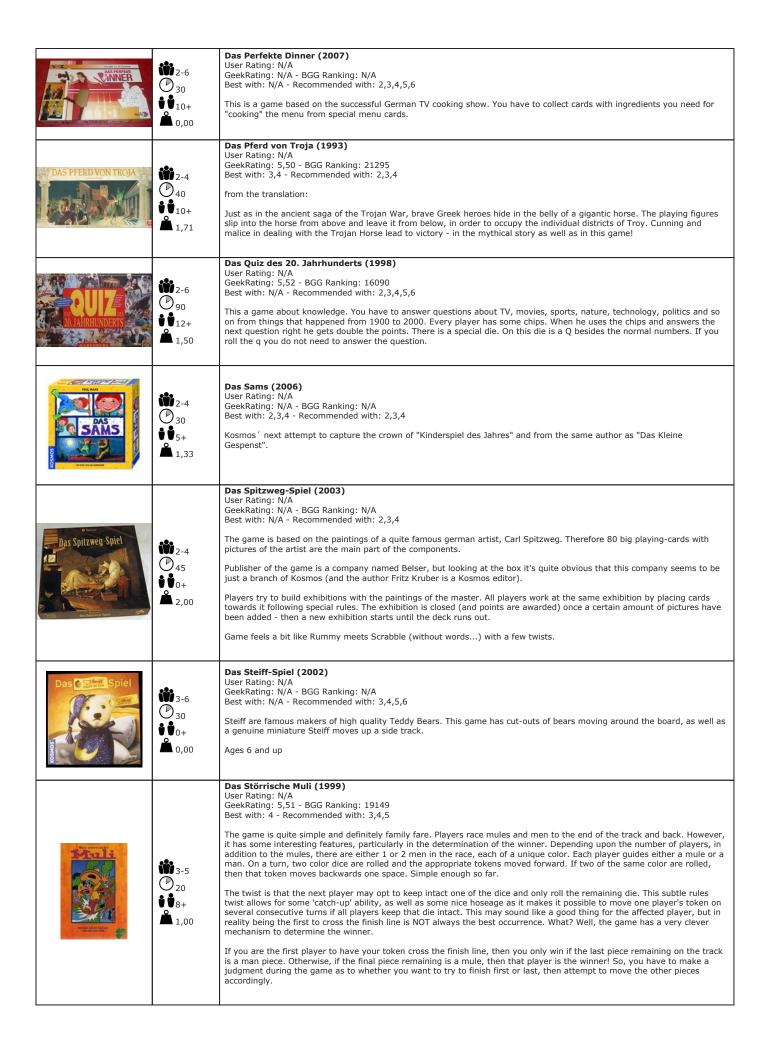
Each human being has his dark side, often well hidden behind a friendly smile. Dark Side is about the friendly unveiling of such secrets. The players try to reveal the dark sides of the other players and to hide their own secrets well. There are points for revealing secrets, for which the players move forward on the success track. In the end, whoever stands farthest up on the success track wins, but only if his dark side was not revealed.

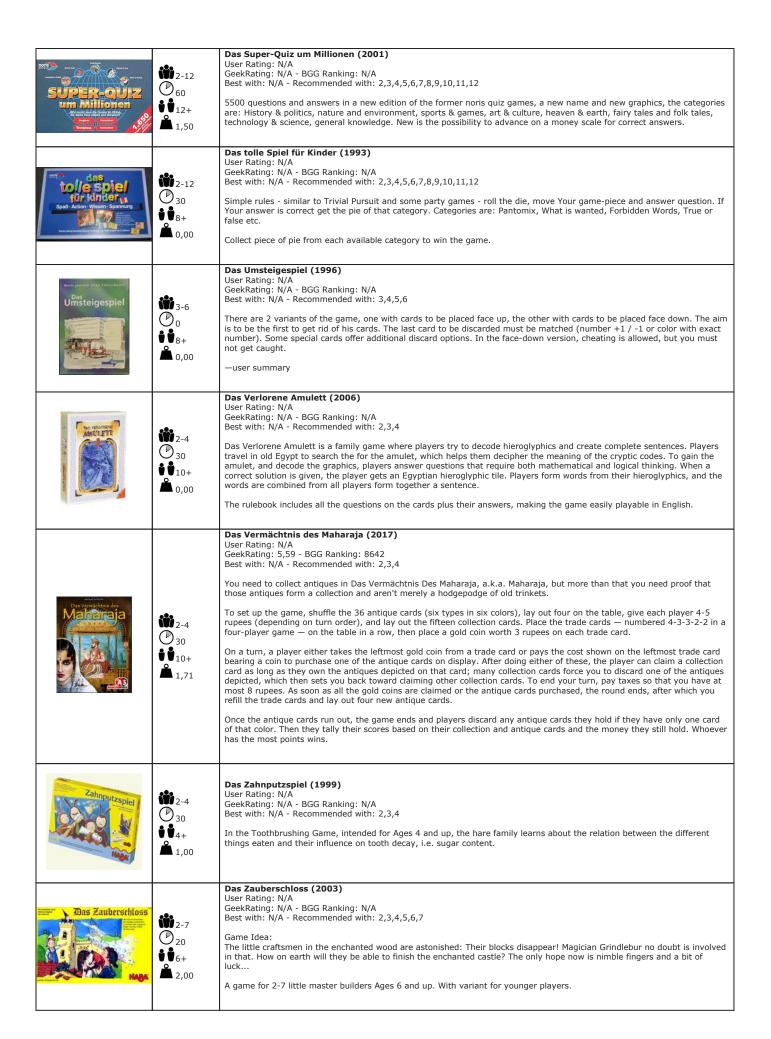
The cards in the players' hands represent the secrets. The players can brag about them in order to get points, but they must be careful that their own secrets are not revealed by the other players, because then the other players will earn points.















David & Goliath (1997)

User Rating: N/A

GeekRating: 5,95 - BGG Ranking: 3089 Best with: 4 - Recommended with: 3,4,5,6

This game adds a very interesting twist to the standard trick-taking genre. There are five suits and players must follow suit, if they can. However, the winner of the trick is the highest card played, regardless of suit. The winner gets all the cards from the trick, minus the card he won it with. That card is given to the player that played the lowest card. After all tricks have been played, the scoring begins. Players score the face-value of the cards in the suits that they only collected one or two of, and one point per card for suits with more than two. The player with the most points after a number of hands wins the game.





Davbreak (2023)

User Rating: N/A

GeekRating: 5,61 - BGG Ranking: 7706 Best with: N/A - Recommended with: 1,2,3,4

Daybreak is a co-operative game about climate action. Each player controls a world power, deploying policies and technologies to both dismantle the engine of global heating and to build resilient societies that protect people from life-

If the global temperature gets too high, or if too many people from any world power are in crisis, everyone loses. But if you work together to draw down global emissions to net-zero, you all win!





DDR-Reise (1989)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A
Best with: N/A - Recommended with: 2,3,4,5,6

DDR-Reise is the same concept as Explore Europe or Deutschlandreise. Players must optimize their route to visit places in the German Democratic Republic (GDR - DDR in German).

Each player has a home city and draws five cards for other cities that they must visit. The first player to visit all their cities and return home wins. There are 52 city-cards and 52 five cards with random encounters to deal with.

As far as I know the game was available in West-Germany (also produced by a West-German company) during the short period following the initial opening of sections of the Berlin Wall in 1989 until the decision that the territory of the Republic would accede to the ambit of the Basic Law for the Federal Republic of Germany in 1990. As a result of the unification the German Democratic Republic officially ceased to exist.

De Heksenschool (1999)

User Rating: N/A
GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

From the manual:

On the game board you can see the witches' forest with the witch school in the corner. Little witches go there every day to practice their tricks. It takes a lot of practice to be a good witch! Today, all the little witches are allowed to practice their tricks in the forest.

If they pass their witches' test, they will receive a delicious spider cake for their hard work.

All of the important things a good witch needs are hidden under orange stones in the big fire where the witches dance. To pass the witches' test, you must know what is under each stone. But watch out! There is a wicked witch hiding somewhere. If you uncover her, you must go all the

way back to the space behind the last player. Each of you junior witches should pay close attention during the game. The first student to reach one of the spider cakes wins the game.







Each player chooses a witch playing figure and places it on the witch school in the top left corner of the playing board. This is the starting space. In the witches' fire, you will see everything a good witch needs: a black cat, a raven, a toad, a book of spells, a bat, a magic wand, a magic hat, a broom and a cauldron.

For about 15 seconds, the children should carefully look at

the 10 stones in the witches' fire and try to remember where everything is located.

Then the stones should be turned over.

Throw the dice and see what colour you rolled. The spaces in the witches' forest correspond to the colours on the dice. Move your witch to the next space of the same colour you rolled. Look at the picture on the space where you landed. Can you remember where the same picture is located

under the orange stones? If you choose the right stone, your witch can stay on that space. If you choose the wrong stone, your witch must GO BACK.

Return to the first space you come to that corresponds to the colour on the dice (at the beginning, simply return to the witch school). Don't go back to the space you just came from!

But watch out! If you accidentally turn over the wicked witch , you must go all the way back to the playing space behind the last witch (it does not matter what colour that space is).



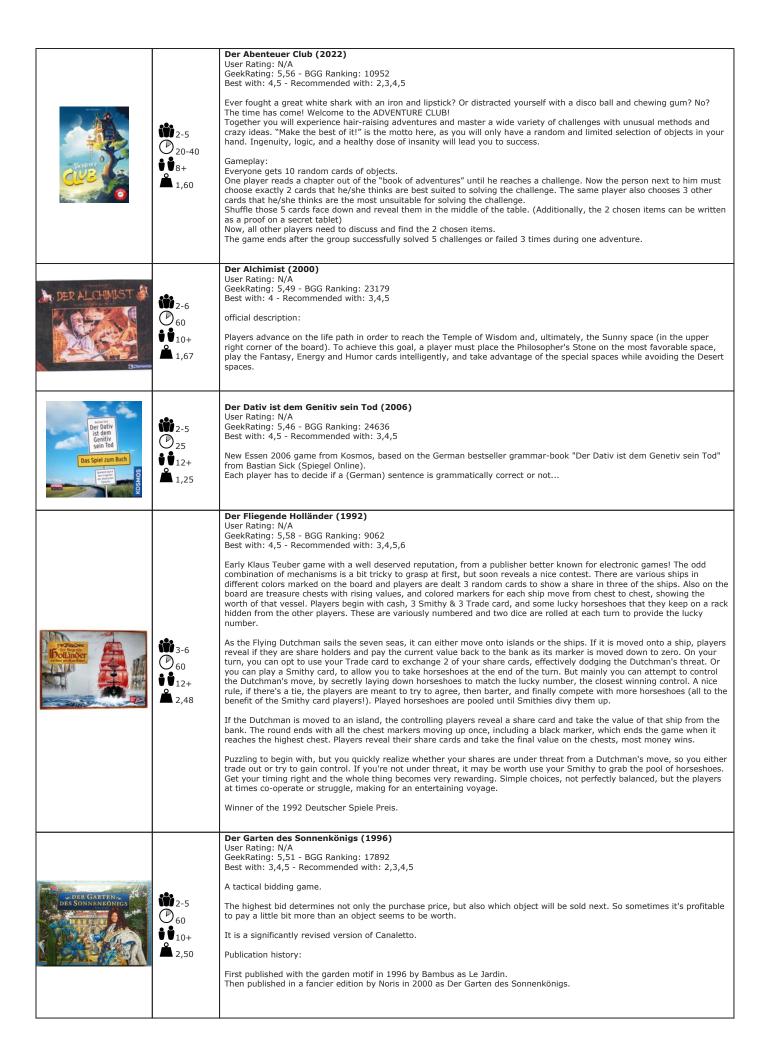


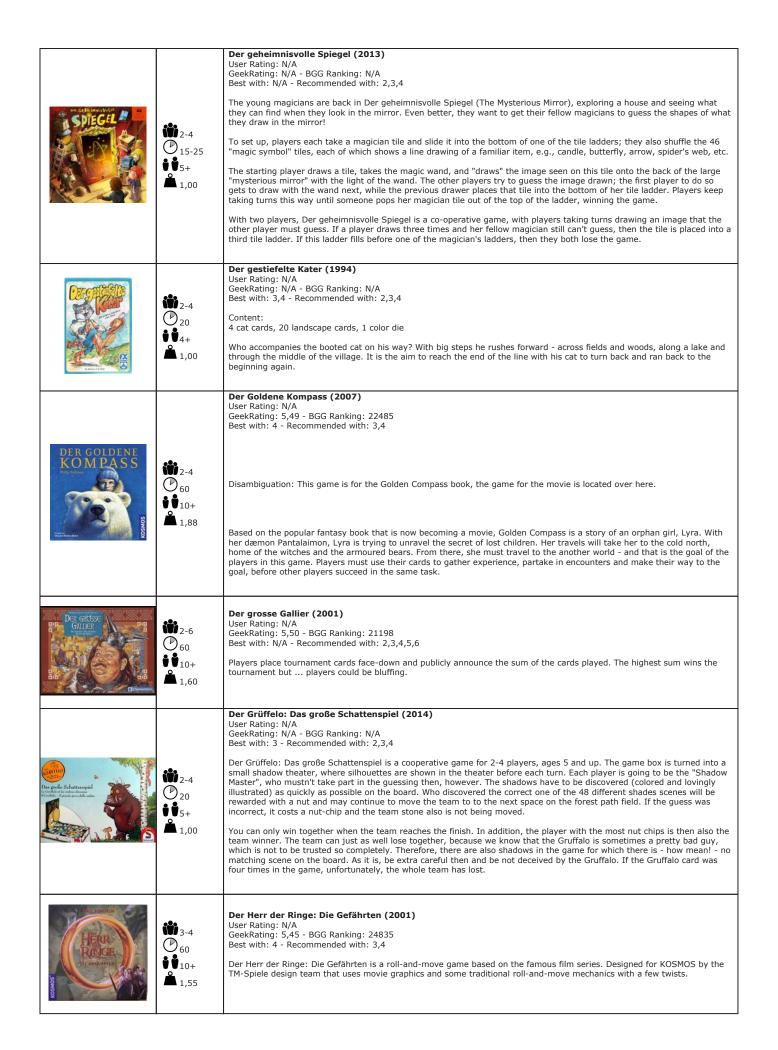
Deal or No Deal (2006)

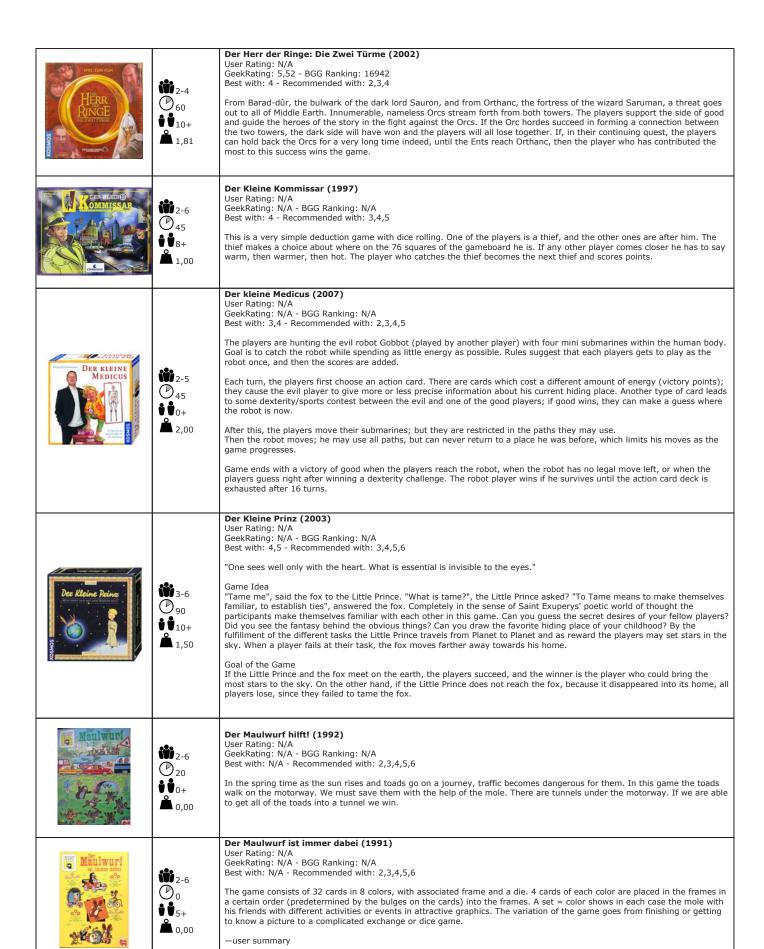
User Rating: N/A GeekRating: 5,36 - BGG Ranking: 25239 Best with: N/A - Recommended with: 2,3,4,5,6

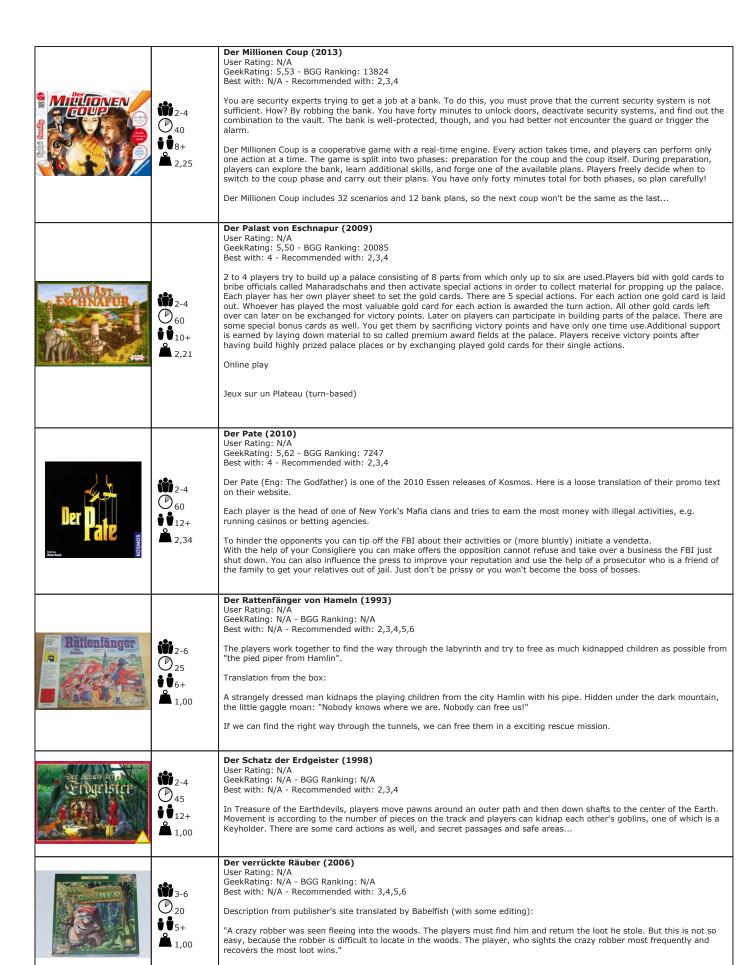
Can you beat the odds? In this interactive board game, contestants are encouraged to get the advice of their family and friends, but they have to make the final decision on the potential "deal".... Based upon the international phenomenon of the highly successful Deal or No Deal television show, this game follows the same set of rules. Select a briefcase and either stay with that briefcase or make a deal with the bank for a cash offer in exchange for your briefcase's hidden cash value. Will you end up with \$1 million, or \$.01? Ages 10 and up, intended for 2-6 players.











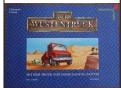




Der weiße Lotus (2000)

User Rating: N/A GeekRating: 5,57 - BGG Ranking: 9881 Best with: 6 - Recommended with: 4,5,6

Conflict in China during the middle ages. Each player attempts to establish as much control over the various provinces throughout China via military and political wrangling. Players have to manage their resources as they pick where they want to push the most in their fights over certain territories. Throughout the game there are revolts against the reigning emperor and players must pick which side they will join. Picking the wrong side too many times will cost you the game.





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Der Wüstentruck (1995)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4,5,6

Players race from the pyramids of Giza to an oasis in the desert. Dependent upon how many play, you may control from 1 -3 trucks. Gasoline is precious, and sabotage is sure to happen. Players can choose between following shorter more treacherous routes or longer routes with petrol stations positioned along them.



Des Kaisers neue Kleider (2000)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

The emperor and its royal household walk proudly in the palace garden. Everyone made the cunning weavers manufacture a marvelous dress for him. By great fear to be considered as too stupid neither the emperor nor its officials dare to throw a view on their shade. There they can recognize that they are naked in reality. Fortunately a small boy, who sits in a tree in the palace garden, and the players don't let themselves deceive by the stupid trick of the weavers. Gradually the boy and the players hold the naked image before the faces of the vain emperor and its attendants. A little to search they must thereby, and the cunning weavers try likewise to donate confusion. Who finds three of the twelve naked images first, exposed the treacherous weavers and wins the game.

Detective (2009)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A
Best with: N/A - Recommended with: 7,8,9,10,11,12,13,14,15,16,17,18,19,20

Overview - You are a citizen in a city, either working for the good guys (the Innocents) or the bad guys (the Guilty).

The game consists of several "trials" that take place. There is a narrator who is the judge of these trials. He runs the trials but must remain impartial.

Every trial ends either with everyone going to sleep (mistrial) or with an execution. The Innocents are trying to convict the Guilty criminals while the criminals are trying to remain hidden and get Innocents executed.

Also, one or two of the Guilty criminals are murderers who kill a citizen after every trial while everyone sleeps.

The game centers on someone who is the Detective trying to hunt down all of the Guilty before they murder everyone.





If the Guilty try to kill the Detective, the final round of the game commences. The citizens may still vote to convict criminals, but the Detective has his trusty sidearm and can shoot citizens at will! But he must be careful, if he kills any Innocent player the game is over and the guilty win!

There are also several roles to help the Innocent (heroes, lawyers, vigilantes...etc.) and the Guilty (serial killers, pyromaniacs, dirty cops...etc.). All roles are hidden, so make sure you don't trust your friends, they might be trying to get vou killed!

Gameplay: Detective is a role playing/negotiation/strategy game similar to Mafia/Werewolf. It is slightly more complicated and advanced, and should probably be played by people who have experience with those games.

You are dealt a role telling you your powers and which side you are on. You must then try to figure out who is on the opposing side and get them executed, and who is on your side so that you may protect them.

Revealing your role card is not allowed, but feel free to lie and deceive your way to winning.

Components: All that you absolutely must have is the deck of cards to play (which can be found here). But it is strongly recommended that you play this game with a loaded cap gun for added tension and theme. Dark lighting and theme music will also enhance the experience.

Have fun!





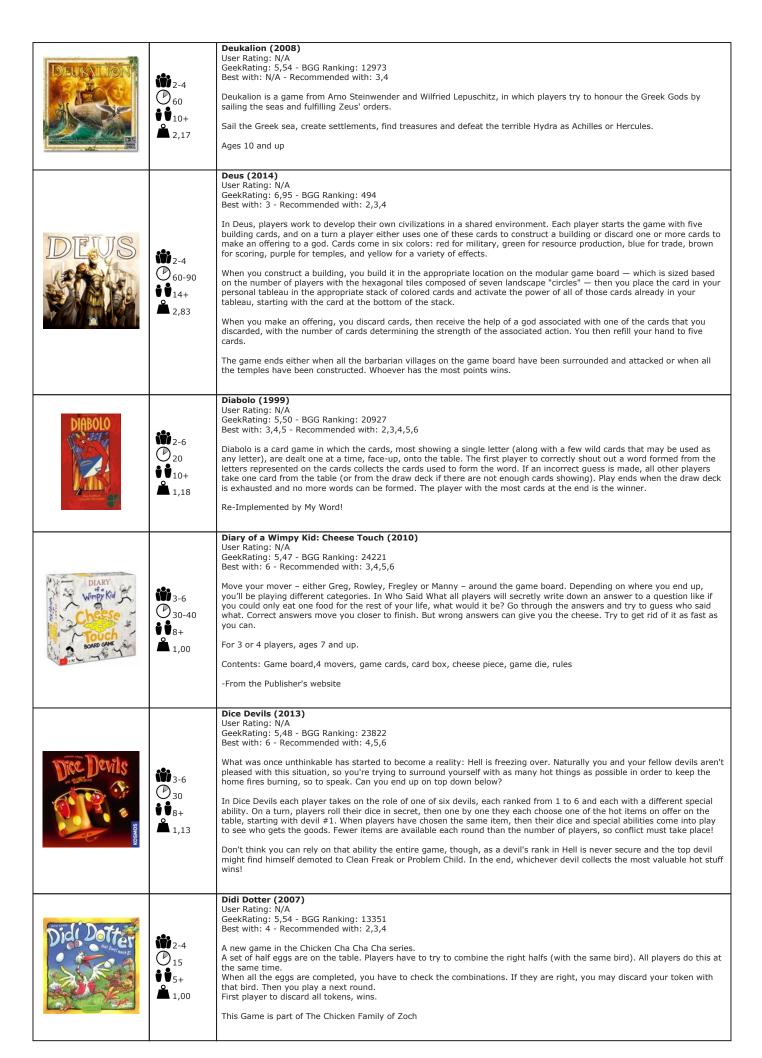
Detective Club (2018)

User Rating: N/A GeekRating: 6,69 - BGG Ranking: 866

Best with: 6,7 - Recommended with: 5,6,7,8

Detective Club is a board game for players who enjoy party games, with simple rules that take just a minute to explain. Intrigue, sudden revelations, limitless creativity, and tons of fun await you in this game! Lead the investigation as a detective, or cover your tracks as the infiltrated conspirator. Discuss, accuse, object and try to convince everyone.

In Detective Club, on each round, one of the players secretly teams up with another - the Conspirator them guess a secret word using just two illustrated cards! Other players are detectives, who also know the word, but don't know the identities of each other. Detectives have to find out who the conspirator is, making sure they don't get accused by their fellow players!







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Die Baumeister des Krimsutep (2005)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4

Pharaoh Krimsutep has called, and his master builders have come.

You and your fellow players erect magnificent palaces, impressive obelisks and design wonderful oases for the great Pharaoh Krimsutep. You plan your designs well, but be careful to play your material procurement cards correctly. Who will win in the contest of the Pharaoh's favor?

Die Erbraffer (1994)

User Rating: N/A

GeekRating: 5,49 - BGG Ranking: 22142 Best with: 3,6 - Recommended with: 2,3,4,5,6

Everyone dreams of inheriting a vast fortune and in this game it can come true. The original Ming vase of Aunt Lisa, Uncle Bert's Stradivaius violin. The of course the huge wealth amassed by your grandparents could all be yours one day soon.

The game starts in the year 1840 and ends in the year 2000. Each of the players represents one of the characters in the 1990's. At the beginning of the game all the property is owned by the three families at the top of the board. With careful planning, great cunning and, of course, some good luck, each player tries to ensure that all the money and possessions heirlooms are passed down the family tree to end up in his/her possession at the end of the game.

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Die Feuerwehr ist da! (1996)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Caution....it burns at several places at the same time! The players act as courageous firemen and try to put out the burning fire as fast as possible. Fast comprehension and skillful planing decide who gets the most firemen merits for successful





Die Fiesen 7 (2015)

User Rating: N/A

GeekRating: N/A
GeekRating: 5,72 - BGG Ranking: 5160
Best with: 4,5,6 - Recommended with: 3,4,5,6

Players play a card in front of them showing one or two gangsters. They have to say the current number, i.e: The first is one, the second two up until 7 and then it goes backwards (after 7 comes 6).

If there are two gangsters the player has to name both numbers and the next player is skipped. If the gangster is looking into a gun you don't say anything.

If the gangster is holding a mobile you have to clear your throat instead.

If you make a mistake you have to take the pile of cards. Goal is to get rid of the cards first.

Die Fugger (2003)

User Rating: N/A GeekRating: 5,74 - BGG Ranking: 4939 Best with: 3 - Recommended with: 2,3,4

Players play cards to collect trade goods and at the same time influence the price of these trade goods. The player who earns the most money becomes the trading partner of the rich merchant Jakob Fugger and wins the game





Game Summary

Cards 1-9 are placed clockwise; these are the Market, and indicate the prices of 5 commodities. A marker (card) for each commodity is placed in the 5 position. The Jakob the Rich card is set close by. Players each get a hand of cards.

Players rotate taking turns. On your turn, you draw a card if you have <4 cards. Then, play a card face up. The first 2 turns, you may play 1 card each round face down in addition to the face up card. At the end of each round, draw a card from the draw deck and add to Jakob's area. Any time a commodity card is played face up (on your turn, or for Jakob), count all the cards of that type face up on the board. The turn ends if there are 5 of that type: score, and start again unless someone got to 100 points. If so, reveal and score all hidden commodities and score them (below). If starting the next round, first deal 2 more cards to everyone; players who played 1 merchant get 2 more cards (total 4); those who played 2 merchants get 3 more (total 7). Play continues with the player who would have played next.

End of Turn Scoring: First, count how many cards there are for each of the 5 commodities. The top 3 will move clockwise in the Market, one step for each card played. If any commodity would move past 1, it stops at 1. All other commodities move counterclockwise (down) ONE space (but not past the '1' value). Each player adds up the value of the cards they've played. If any commodity has <3 total cards played, those commodities marked with a rose count as double value.

End of Game Scoring: all hidden cards are revealed and score double their current Market value (ignore roses)





Die geheimnisvolle Hütte in den Bergen (2022) User Rating: N/A

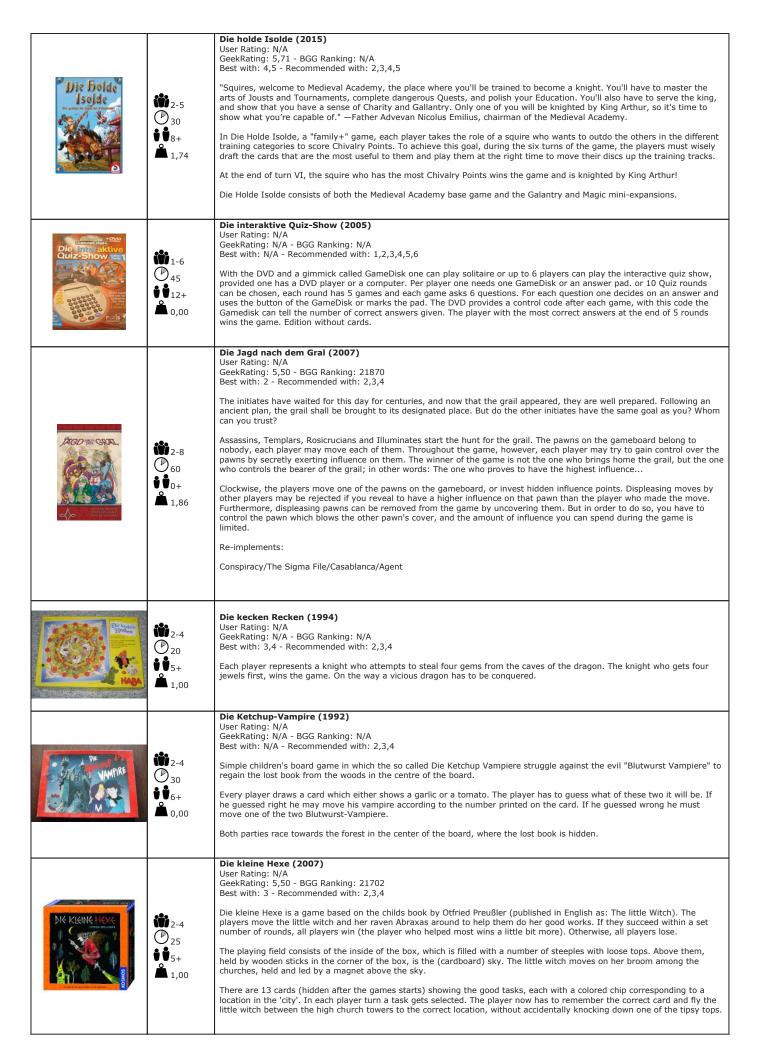
GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 3,4,5,6,7

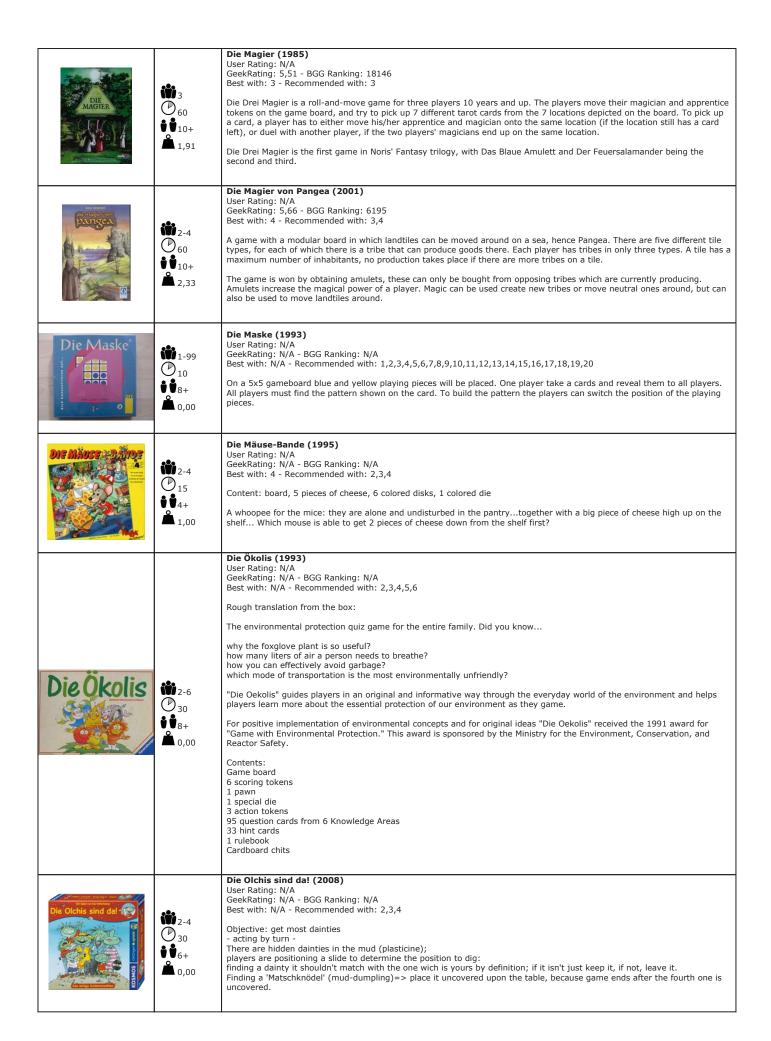
You have come across a seemingly uninhabited mountain hut in the Alps — and stepped into the middle of a mysterious

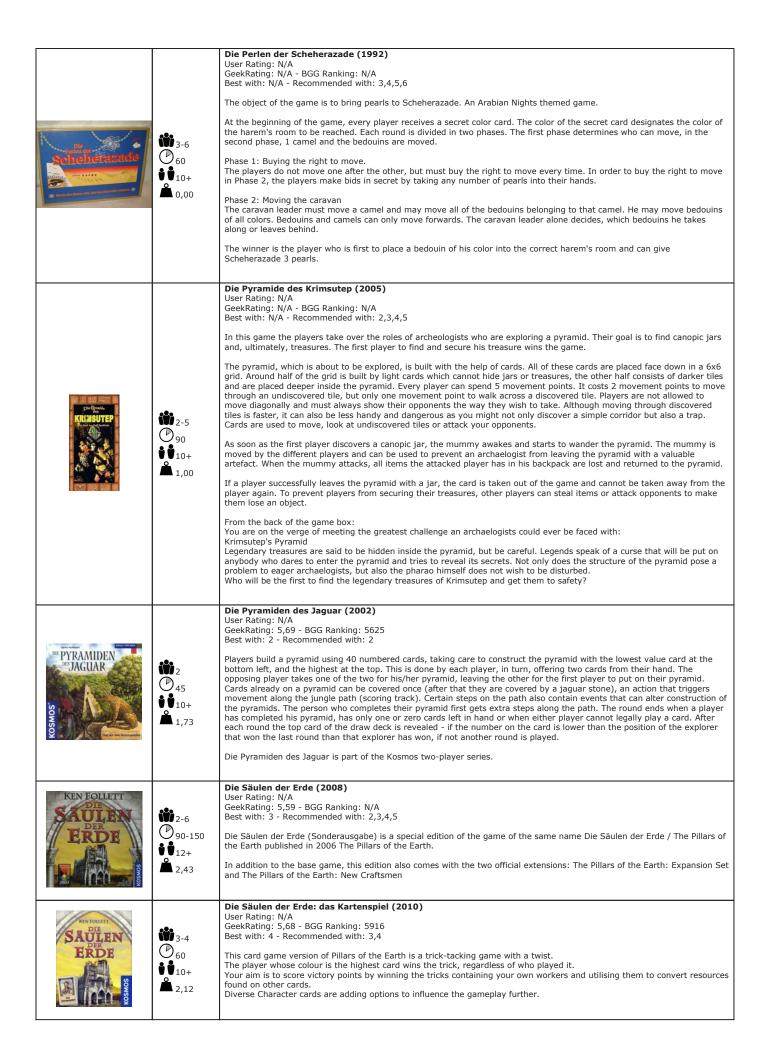
Die geheimnisvolle Hütte in den Bergen is played in a team of 3-7 people, one of whom takes on the role of the game master. The game master tells the crime story and guides the other players step by step through the adventure and the puzzles using the game master's booklet. They know the solution to the current puzzle and can decide whether to give the players hints or not. It's even possible to switch the game master from puzzle to puzzle, giving everyone a chance to solve puzzles as the game progresses

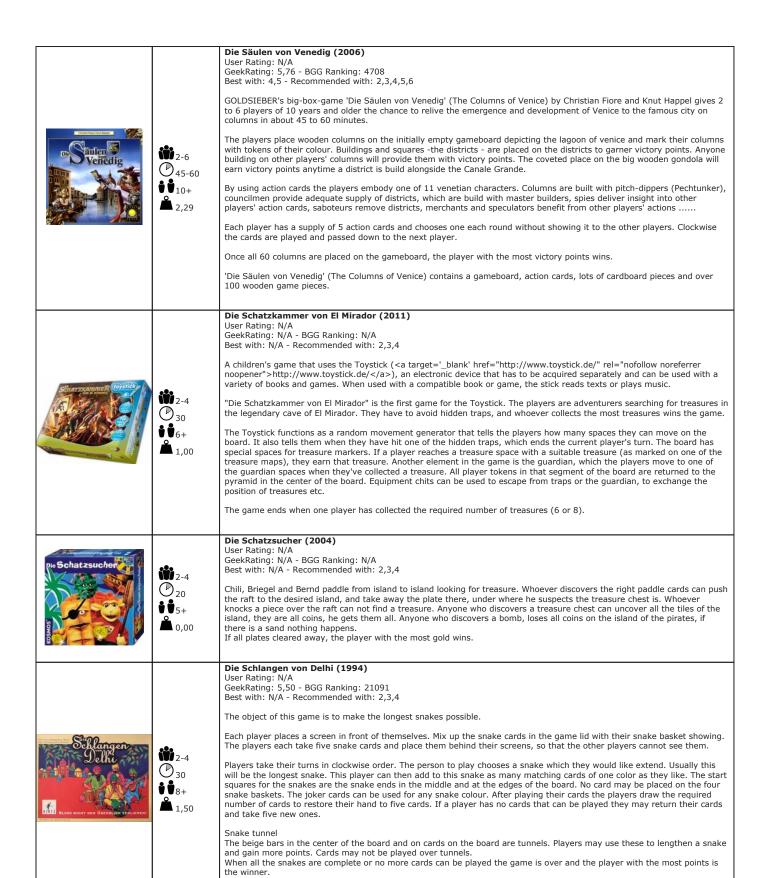
Many of the puzzles are designed to spread information evenly among players. To solve these puzzles, the co-operation of all players is mandatory. The game ends when the players have reached the exit of the mountain hut. The time elapsed up to that point and any penalty minutes result in the final score.

















User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Simple memory game for children 5 years and older. Each player places their troll at the start of a path, with each space on the path showing a fruit corresponding to a fruit marker. The fruit markers are placed face down on the table and shuffled.

On their turn, a player turns over a fruit token. If it shows the same fruit as the next space on the player's path, the player's troll moves to that space; if not, the troll stays where it is. In any case, the token is put back, face down, and it's the next player's turn. The player whose troll reaches the end of the path first, wins.

Contents: 1 game board, 4 trolls, 7 round fruit markers

Die verzauberten Rumpelriesen (2013)

User Rating: N/A

GeekRating: 5,53 - BGG Ranking: 14702 Best with: N/A - Recommended with: 2,3,4

In Die verzauberten Rumpelriesen, the magician players want to find imps hiding in the leaves that cover the forest floor around them – but they must search carefully to find these imps so that they don't wake the sleeping giants guarding the land. Oh, and they'll need to search quickly, too, or else the giants will wake from the sleeping spell cast on them and run the searchers out of the forest. Who can combine speed, control and a good memory to find the imps where they hide?

To set up, players place the 16 imp tokens in the holes on the game board, cover these imps with the 85 cardboard leaves included in the game, then place one large wooden giant on each corner of the board. On a turn, the active player reveals a search card showing one of the imps. An opponent flips the sand timer, then the player uses her magic wand to push the leaves aside and (fingers crossed!) find the imp on the search card. She can use her wand to move the giants as well, but if they fall off the game board – or even so much as a single leaf falls – the giants awaken and chase the player away emptyhanded. If the player reveals the target imp, though, she keeps the search card to record her find. After each search, players cover the board again and return the giants to their places. In the end, whoever has collected the most search cards wins!

Die verzauberten Rumpelriesen includes rules for cooperative play, with the players using their wands together to search for the imps one by one as they're revealed by the search cards. If the players find more than eight imps without the giants awakening, they win.

Die Wikinger Saga (2020)

User Rating: N/A

GeekRating: 5,55 - BGG Ranking: 11486 Best with: 2,3,4 - Recommended with: 2,3,4

Hearing I ask from the holy races, from Heimdall's sons, both high and low; Thou wilt, Valfather, that well I relate old tales I remember of men long ago. (Poetic Edda – Völuspa – The Prophecy of the Seeress, stanza 1).

Nine worlds, one destination. Driven by the call of the Nordic gods, 2 to 4 jarls, rulers of Viking villages, embark on an adventurous journey through the nine worlds of Yggdrasil to Asgard. But only the most glorious of them will be admitted to their halls. And so the players set off - with only a handful of mostly inexperienced residents of their villages at first - to experience adventures on land and at sea.





The Norse mythical world of the Vikings consists of 9 different worlds that players will get to know in this "deck building game", such as Midgard, the world of humans, or Jötunheim, the realm of the frost giants. During their travels, other Vikings will join the players, they will learn about mysterious places, seek the help of the gods, fight against dangerous opponents and try to escape overpowering dangers without damage.

The basic game, briefly explained by a "tutorial", has a modular structure and can be expanded almost as much as desired with additional game material. So little by little, new and more demanding rules come into play. While always 8 adventures (rounds) will be played, these can be put together from 35 different adventures almost any way the players want. Since players choose to play adventures from 3 of the 9 Viking worlds and because each world features other Vikings with different skills and other special rules, players can also adjust the level of difficulty and the duration of the game by their choice of Viking worlds.

With each adventure, players learn more about the legends of Nordic mythology, which graphic artist Michael Menzel brought to life with atmospheric illustrations on various cards, amongst them 34 different Vikings.

From the adventure cards that are placed on the gameboard, players will learn more about the secrets and mythical characters of Nordic mythology. The cards also show a section of the journey ahead. Playing their Viking cards skillfully, players move their Viking figures over this path, collect gold, get glory (victory points) and try to avoid the dangers of the path. With gold they can recruit other Vikings with better skills, filling the card deck with increasingly helpful Vikings. Vikings who fought bravely can be sent to Walhalla. This creates a second deck of cards with Vikings who will assist the players in the often-decisive final adventure at the rainbow bridge Bifröst and can also help them win with the victory points they contain.





Die wilden Fußballkerle (2003)

User Rating: N/A

GeekRating: 5,51 - BGG Ranking: 19705 Best with: 2 - Recommended with: 2

This is a fast Soccer-Cardgame based on the German children's book and movie DIE WILDEN FUßBALLKERLE. The cartoon-like cards show teenagers in street clothes ready to play soccer. You try to make as much goals as possible by dueling one of your cards with one of the opponent's card. Action cards and special abilities further alter the outcome of each Duel.





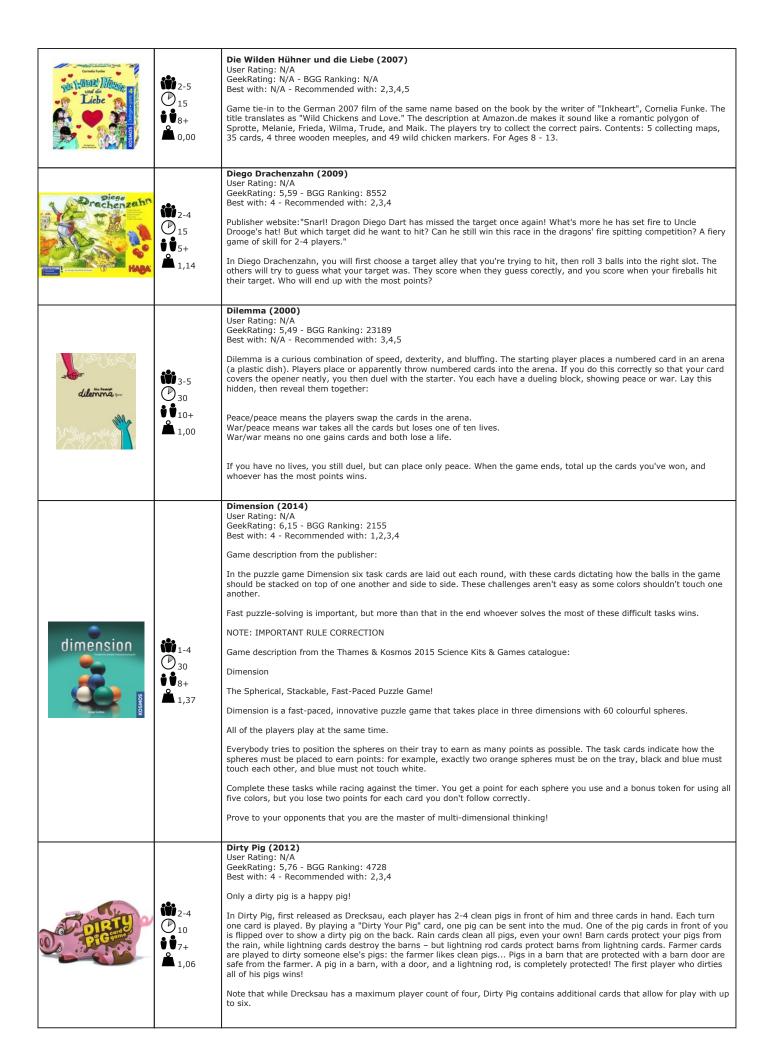
Die wilden Fussballkerle: Das Rennen (2006)

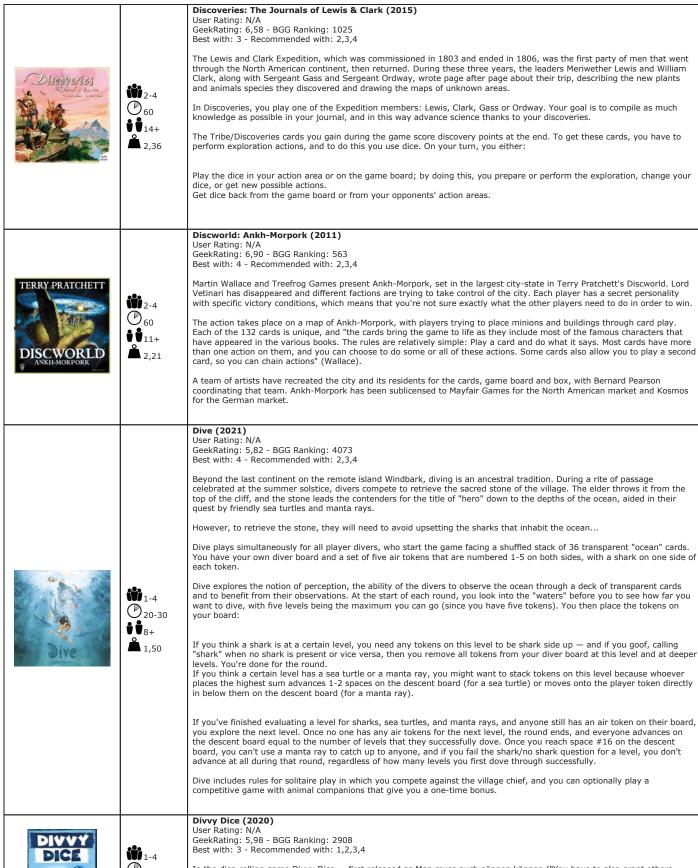
User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 1,2,3,4

You can count on cool bikes and fast tracks, because the Unbesiegbaren Sieger (Unbeatable Victors) have challenged the Wilden Kerle (Wild Boys) to a bicycle race. Round after round, the bikes race over the track, but everywhere, the low tricks of the opponents lurk. Using honey-feather-cannons, roller-bicycles and other mean things they try to push the competition out of the race. Every inch counts, and so a lot of riders lose the overview in the all-out trick-cards duel.

The game consist of: 1 Gameboard, 20 Pawns, 10 Wilde Fußballkerle, 10 Unbesiegbare Sieger, 1 measuring stick, 20 trick cards, 10 power chips, 1 cloth bag.



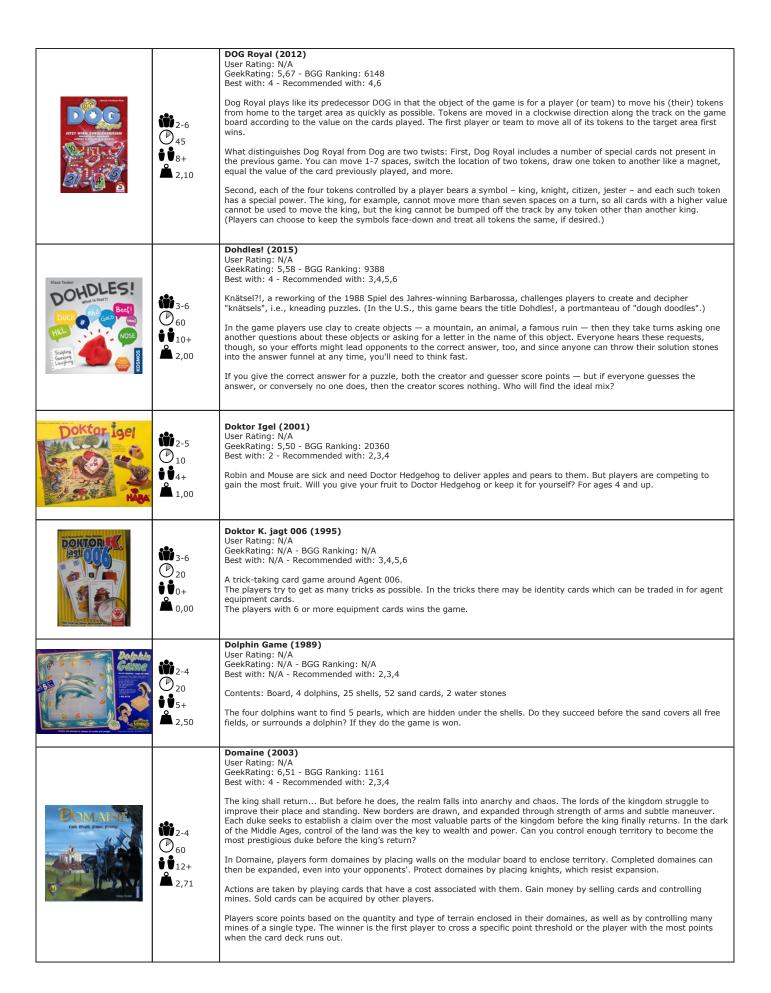


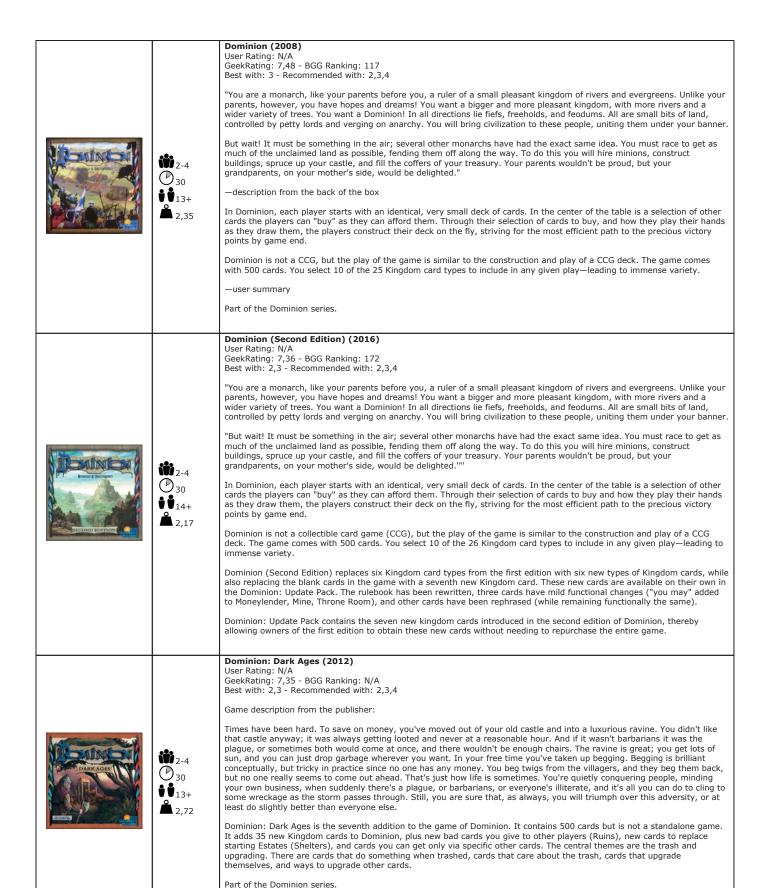


In the dice-rolling game Divvy Dice — first released as Man muss auch gönnen können ("You have to also grant others something") — players determine their own targets for what to roll by buying cards during the game to build their own score sheet.

All players are involved in the game because if the active player re-rolls their dice, then everyone else can use those results for themselves.

	<u> </u>	Dixit (2008)
Dixit Final a dia pand abit (1200)	33-8 30 38+ 1,20	User Rating: N/A GeekRating: 7,10 - BGG Ranking: 357 Best with: 5,6 - Recommended with: 4,5,6 Each turn in Dixit, one player is the storyteller, chooses one of the six cards in their hand, then makes up a sentence based on that card's image and says it out loud without showing the card to the other players. Each other player then selects the card in their hand that best matches the sentence and gives the selected card to the storyteller, without showing it to anyone else. The storyteller shuffles their card with all of the received cards, then reveals all of these cards. Each player other than the storyteller scores 0 points, and each other player scores 2 points. Otherwise, the storyteller and whoever found the correct answer score 3 points. Additionally, the non-storyteller players score 1 point for every vote received by their card. The game ends when the deck is empty or if a player has scored at least 30 points. In either case, the player with the most points wins. The Dixit base game and each expansion contains 84 cards, and the cards can be mixed together as desired.
for the little	1-4 30 108+ 1,28	Dizzle (2019) User Rating: N/A GeekRating: 6,04 - BGG Ranking: 2606 Best with: 2,3 - Recommended with: 1,2,3,4 In Dizzle, players want to fill their scorecards with dice collected each round. Players take turns selecting dice from the center of the table, and the next die they collect must match the others. At the end of a round, mark all boxes on your scorecard filled with dice. This might sound simple, but of course others will compete for the dice you need
VERRÜCKTER BUCHSTABENSALAT	2-4 0 0 1 7+ 0,00	Dizzy Letters (2019) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 A funny word game where the fastest kid wins! The game consists of a timer which stops showing two letters. The kids need to find a word now containing both of the letters. The fastest kid wins and starts the timer again for the next round.
Doctor Haust	45 112+ 1,57	Doctor Faust (1990) User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22200 Best with: 2 - Recommended with: 2 Players are devils vying for Dr. Faust's soul in this beautifully-produced (winning the SdJ Special Award for Beautiful Game) and fairly abstract game.
PODELAKA PODELAKA	2-6 20 16+ 1,00	Dodekka (2014) User Rating: N/A GeekRating: 5,59 - BGG Ranking: 8846 Best with: 4 - Recommended with: 2,3,4,5,6 Your goal in Dodekka is to collect the highest score possible from one of the five suits, while ideally scoring nothing in all of the other suits as those cards count against you! The deck includes cards numbered 0-4 in each color, and three cards start face up on the table. Game play is simple: Take the first card on display, or reveal a card from the deck and add it to the end of the row. If the sum of the cards on display now totals more than twelve, however, you must pick up all of the cards on display. Gameplay continues until the deck runs out, then the player with the highest score wins.
Dec C	1 2-4 1 20 1 8+ 2 1,29	DOG Cards (2014) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18116 Best with: 3 - Recommended with: 2,3,4 In DOG Cards, players need to create rows of number cards in front of them from 1 to 14. The first player to create two rows — or in a four-player game, the first team in which each teammate has created a row — wins. The deck consists of 104 number cards from 1-14 as well as 8 jokers and 8 thieves. To set up, each player receives a hand of seven or five cards (depending on the number of players) and a row of 13 cards is laid face up on the table; if any numbered card is in a position that matches its number — e.g., the number 2 in the second position — discard this card and replace it with another card from the deck. On a turn, a player takes one of five actions: Discard a number card, buy the card in this position from the face-up row, then draw a new card to fill this slot. A joker can buy any card. Start a new row with a 1/11 card or a 13 card, or add to an existing row. (In the team game, you can play on your row or your teammate's.) You must add the cards in ascending numerical order, with a joker substituting for any non-14 card. Swap a number card for a joker in someone's row, adding the joker to your hand. Use the special power of a card, with the thief allowing you to steal a card from the end of someone's row, the 14 netting you any card in the discard pile, the 7 grabbing one of the seven top cards in the deck, and the 4 buying any of the first eight face-up cards. Discard a card, then draw a new card from the top of the deck. When you complete a row by placing the 14, place the other thirteen cards in the discard pile, with discards being shuffled to form a new deck if needed.







Dominion: Hinterlands (2011)

User Rating: N/A

GeekRating: 7,31 - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Game description from the publisher:

2,55

ii 2-4

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iii 2-4

 \bigcirc 30

13+

2,48

 \bigcirc 30

2,49

The world is big and your kingdom small. Small when compared to the world, that is; it's moderate-sized when compared to other kingdoms. But in a big world like this one - big when compared to smaller worlds anyway, if such things exist; it's moderate-sized when compared to worlds of roughly the same size, and a little small when compared to worlds just a little larger - well, to make a long story short - short when compared to longer stories anyway - it is time to stretch your borders. You've heard of far-off places - exotic countries, where they have pancakes but not waffles, where the people wear the wrong number of shirts, and don't even have a word for the look two people give each other when they each hope that the other will do something that they both want done but which neither of them wants to do. It is to these lands that you now

Dominion: Hinterlands is the sixth addition to the game of Dominion. It adds 26 new Kingdom cards to Dominion, including 20 Actions, 3 Treasures, 3 Victory cards, and 3 Reactions. The central theme is cards that do something immediately when you buy them or gain them.

Part of the Dominion series.

Dominion: Prosperity (2010)

User Rating: N/A GeekRating: 7,87 - BGG Ranking: N/A

Best with: 3 - Recommended with: 2,3,4

Released in late 2010, Prosperity is the 4th addition to the Dominion game family. It adds 25 new Kingdom cards to Dominion, plus 2 new Basic cards that let players keep building up past Gold and Province. The central theme is wealth; there are treasures with abilities, cards that interact with treasures, and powerful expensive cards. (Source: http://www.riograndegames.com/games.html?id=361)

From the back of the box: "Ah, money. There's nothing like the sound of coins clinking in your hands. You vastly prefer it to the sound of coins clinking in someone else's hands, or the sound of coins just sitting there in a pile that no-one can quite reach without getting up. Getting up, that's all behind you now. Life has been good to you. Just ten years ago, you were tilling your own fields in a simple straw hat. Today, your kingdom stretches from sea to sea, and your straw hat is the largest the world has ever known. You also have the world's smallest dog, and a life-sized statue of yourself made out of baklava. Sure, money can't buy happiness, but it can buy envy, anger, and also this kind of blank feeling. You still have problems - troublesome neighbours that must be conquered. But this time, vou'll conquer them in style.'

Part of the Dominion series.



Dominion: Seaside (2009)

User Rating: N/A

GeekRating: 7,70 - BGG Ranking: N/A Best with: 3 - Recommended with: 2,3,4

Dominion: Seaside is an expansion to both Dominion and Dominion: Intrigue, As such, it does not contain material for a complete game.

From the back of the box: "All you ask is a tall ship and a star to steer her by. And someone who knows how to steer ships using stars. You finally got some of those rivers you'd wanted, and they led to the sea. These are dangerous, pirate-infested waters, and you cautiously send rat-infested ships across them, to establish lucrative trade at far-off merchant-infested ports. First, you will take over some islands, as a foothold. The natives seem friendly enough, crying their peace cries, and giving you spears and poison darts before you are even close enough to accept them properly. When you finally reach those ports you will conquer them, and from there you will look for more rivers. One day, all the rivers will be yours."

Part of the Dominion series.



Domus Domini (2015)

User Rating: N/A GeekRating: 5,57 - BGG Ranking: 10021

Best with: 4,5,6 - Recommended with: 2,3,4,5,6

When in 1122 Petrus Venerabilis starts his job as Abbott of Cluny, he finds a difficult economic situation. This is why he asks the monasteries belonging to Cluny to deliver food.



In Domus Domini, each player is an abbot who leads such a monastery. Each year (i.e. every round) players produce a yield, then deliver it to Cluny. Petrus Venerabilis uses the revenue from the yields to make life easier for the monks. The player who delivers the highest yield in a round gains the most Glory (victory points). However, he will get the least support (thalers) for further investments. Whoever delivers the lowest yield in a round receives the least Glory, but the most thalers for further investments. Consequently, players need to decide in each round whether they want to earn more thalers in order to invest in the development of their monastery, or to obtain more Glory in order to be the winner in the end.

But each player pursues his own plans, so every round brings a scramble for the best ranking on the street to Cluny, which might bring unpleasant surprises to some players.





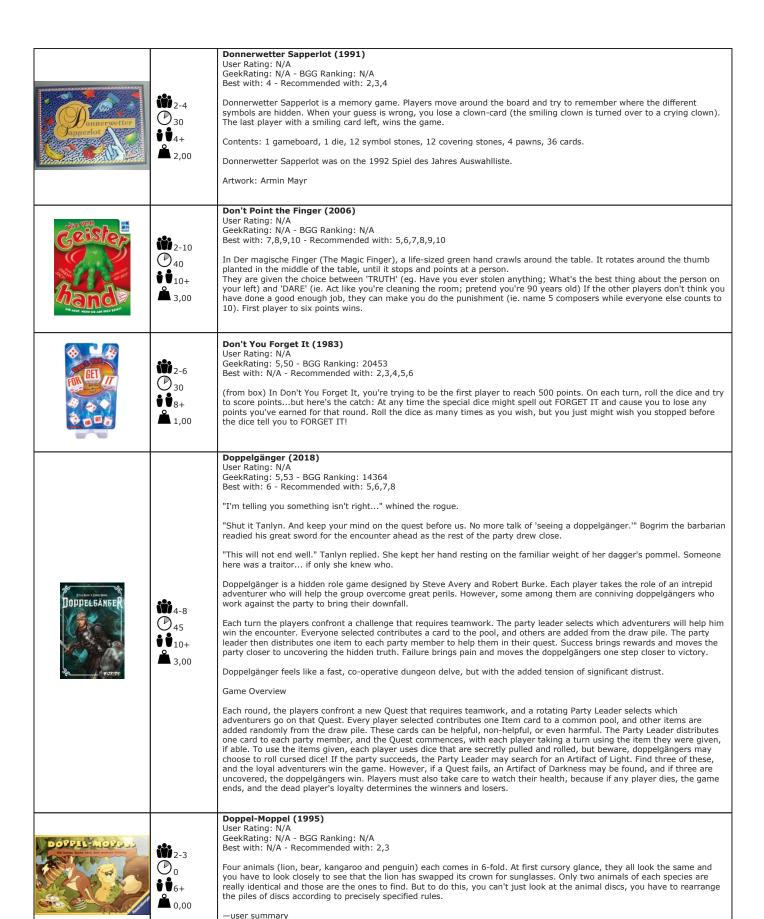
Donna Leon: Gefährliches Spiel (2009)

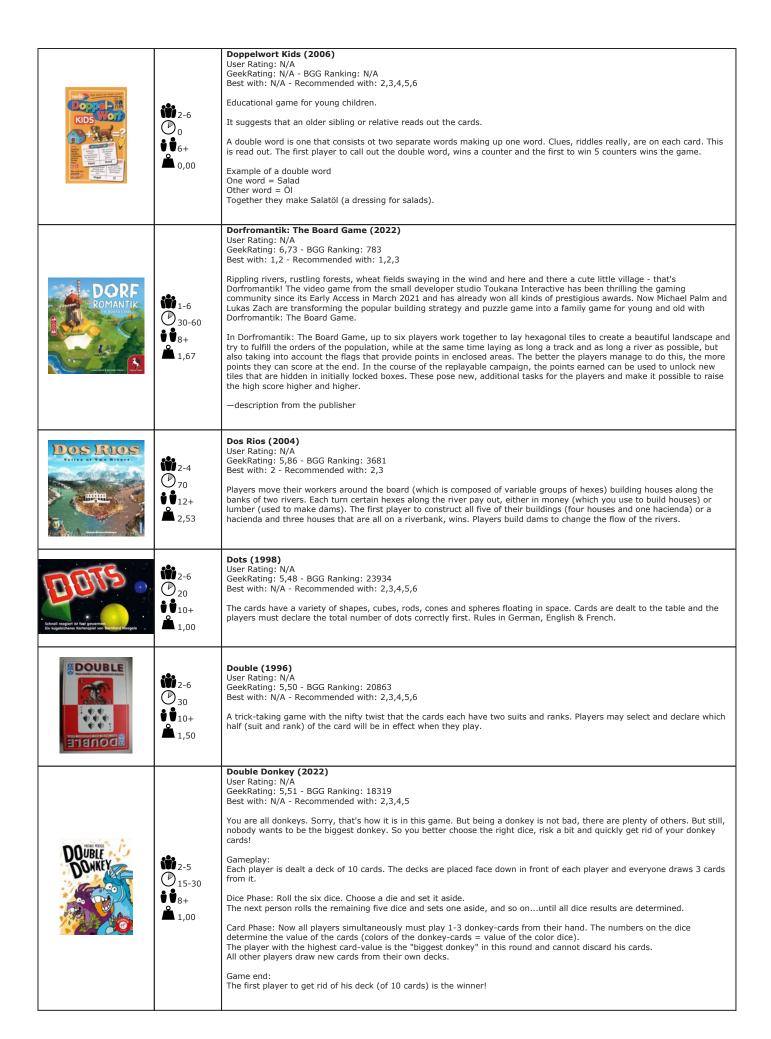
User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20891

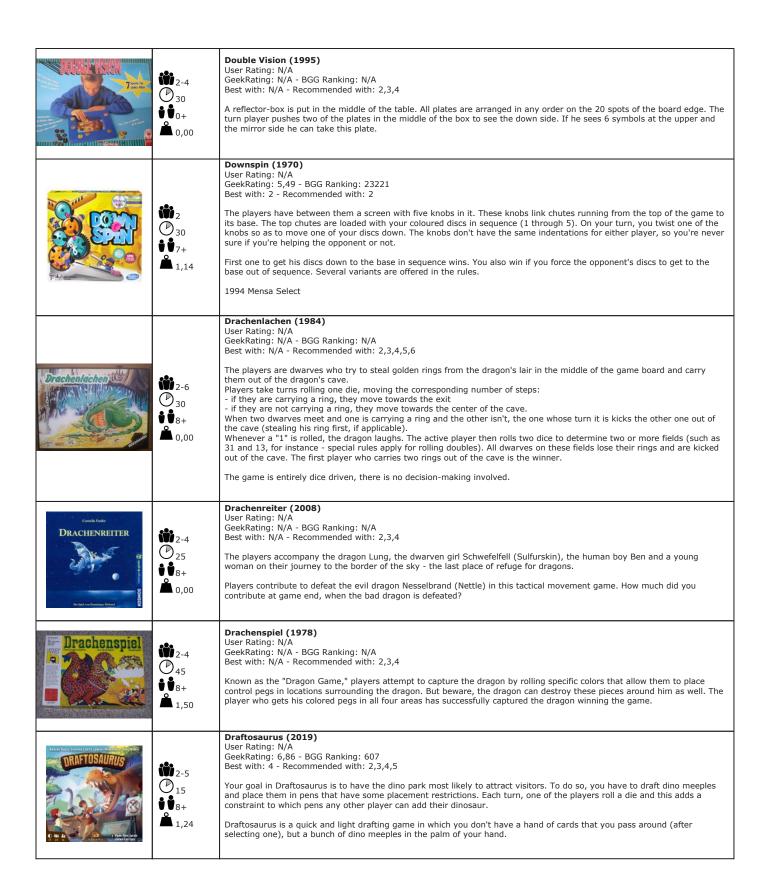
Best with: 2 - Recommended with: 2,3,4

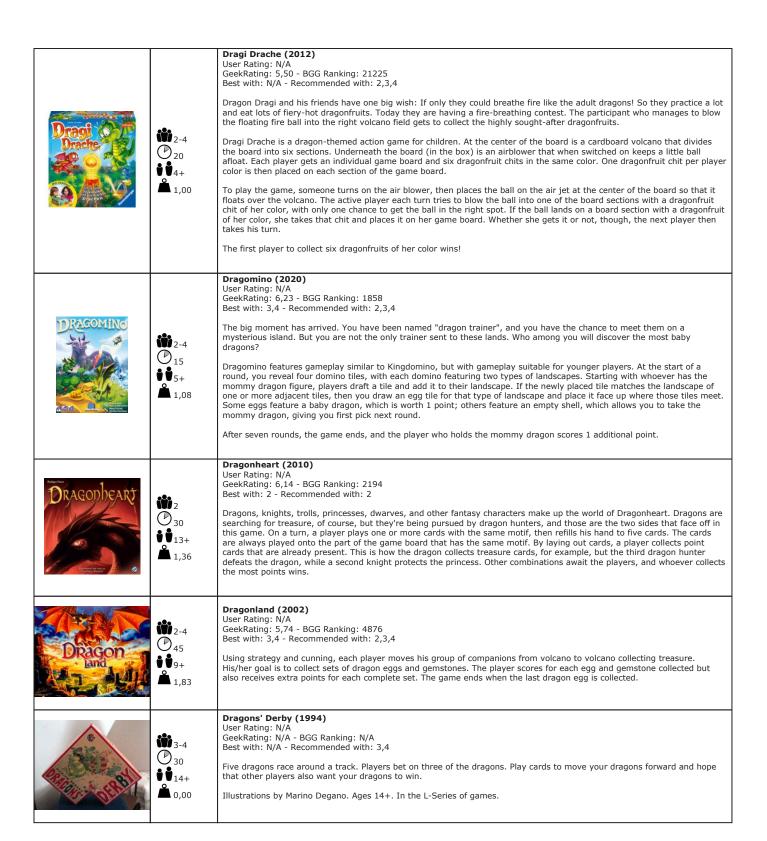
Commissario Brunetti has a new case. One person is missing. Two policemen, Brunetti and his wife are looking for them, asking the witnesses and looking who of the suspicios persons "dunit". The capabilities are asymmetrical. The police force can arrest, but Mrs. Brunetti is better in questioning.

Witnesses are around the city venice (tiles) and must be visited by die rolls or special cards (police boat for example). Then they are questioned. The witnesses are on cards in a 2-witness-row and a 3-witness-row. As soon as a witness card row is full a suspect must be arrested and brought to the police. Those are then held in the police headquarters in a row of 3 and a row of 4. A full row means one of the suspect gets removed and he/she is the murderer...

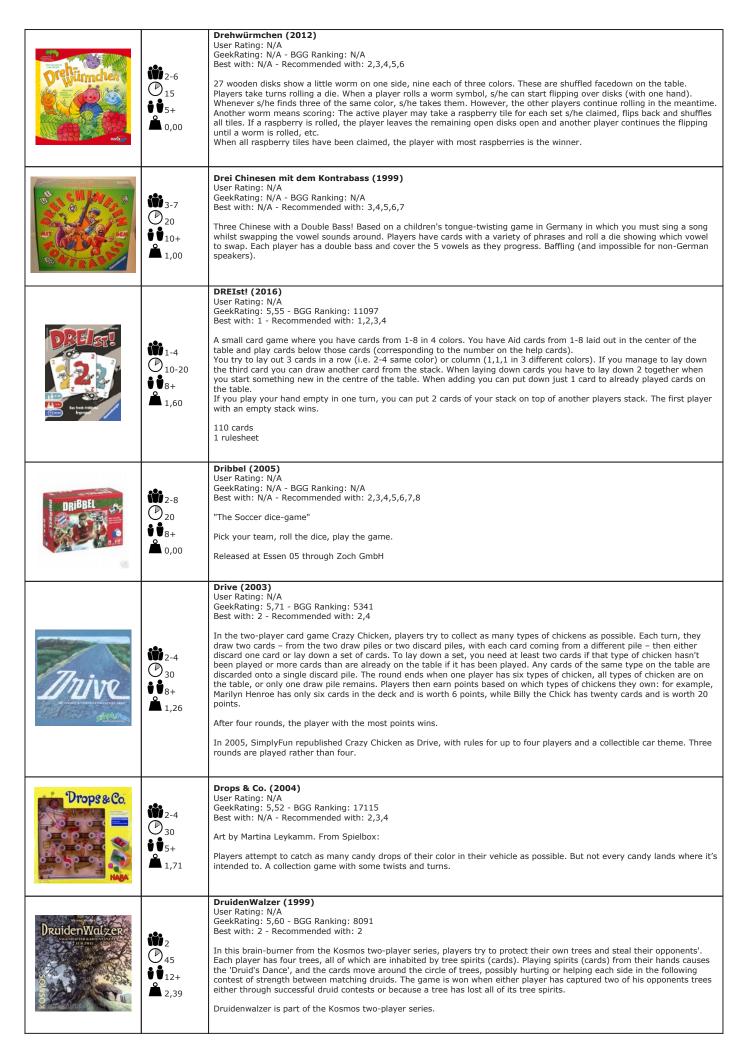


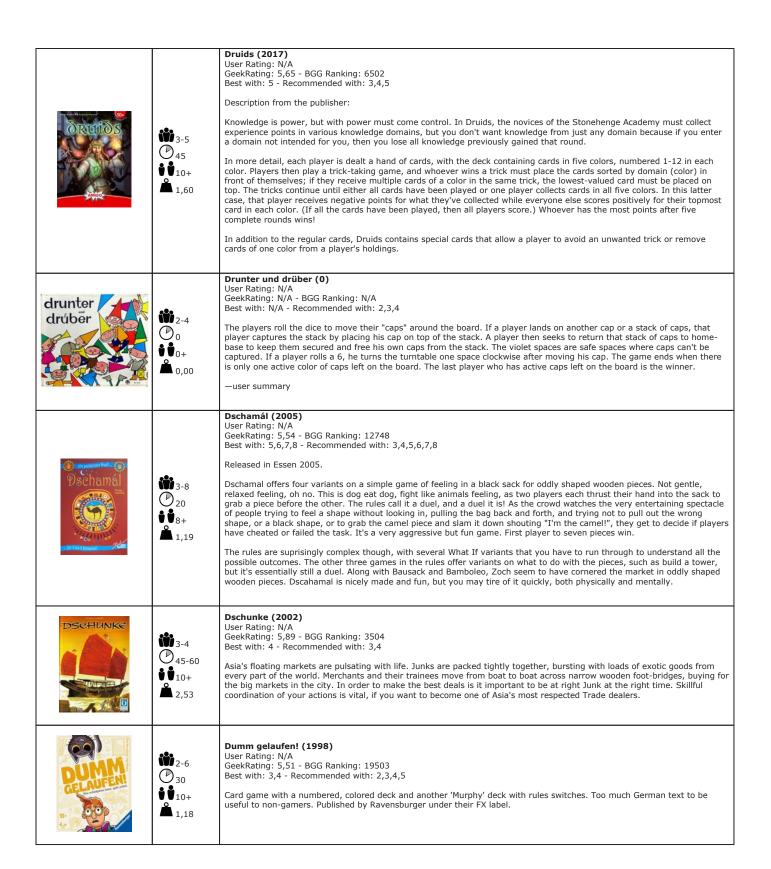






DRAGONWOOD GANG DICE DARRING		Dragonwood (2015) User Rating: N/A GeekRating: 6,18 - BGG Ranking: 2059
		Best with: 3 - Recommended with: 2,3,4
		Game description from the publisher: Dare to enter Dragonwood! Deep in the heart of this mythical forest lurk angry ogres, giggling goblins, and even the famed
	2-4 20 3 8+ 1,35	and fearsome fire-breathers themselves!
		In Dragonwood, you collect sets of adventurer cards to earn dice, which you then use to roll against your foes. Stomp on some fire ants, scream at a grumpy troll, or strike the menacing orange dragon with a magical silver sword. Choose your strategy carefully because the landscape of Dragonwood is ever-changing. Only the bravest will overcome the odds to emerge victorious!
		Gameplay:
		On their turn, players either draw a card or attempt to capture a creature or enhancement. Players draw from the Adventurer deck that contains cards of 5 different colors all numbered 1-12. With these cards players form combinations to attempt a Strike (cards in a row of any color), a Stomp (cards of the same number) or a Scream (cards of the same color). To capture, players roll a number of dice equal to the number of cards they have of the particular combination. Each creature has different minimum values of a Strike, Stomp or Scream needed to capture it, and a Victory Point amount.
		The game includes six, six-sided dice with sides 1, 2, 2, 3, 3, and 4 to reduce extremely lucky outcomes. The Dragonwood deck has 42 cards, 5 of which are displayed in the landscape at any time. In addition to creatures, this deck also has enhancements that are captured in the same way as creatures which assist players in capturing creatures, and contains events that also impact play. When both dragons have been defeated, the game is over and the player with the most victory points wins!
		Is the best strategy to go for several smaller creatures or save up for larger attacks? Should you grab some enhancements hoping they will pay off, or go immediately for creatures? Do you take chances on some rolls or go for sure things? Every time you play Dragonwood the deck is different, so no two games are the same!
DREAM	2-4 30 7+ 1,65	Dream Home (2016) User Rating: N/A
		GeekRating: 6,54 - BGG Ranking: 1114 Best with: 3,4 - Recommended with: 2,3,4
		What would your house look like? Would you rather have a huge bedroom with an elegant canopy bed or a spacious living room with a grand piano? You are going to play a part of designers who will plan a house and add more and more rooms to it.
		Dream Home is a family game about building and furnishing your new house. Over twelve rounds, players collect pairs of cards consisting of a room card and an accessory card (roof, helper, furnishing or tool) and place them on their personal boards, creating their dream homes.
		At the end of the game, all players' houses are finished and fully furnished. Players compare their houses, counting points for functionality, good design, quality of roof and furnishing. The player with the nicest and most comfortable house wins.
IDRIEAW TEAN	2-6 30 12+ 1,67	Dream Team (1997) User Rating: N/A
		GeekRating: 5,47 - BGG Ranking: 24081 Best with: N/A - Recommended with: 2,3,4,5,6
		Similar to Slapshot, but with a magic fantasy tournament theme instead of ice hockey. Characters of different strengths oppose, the difference giving the number of dice you may place (not throw) in your attack or defense. Action cards affect the matches. There is a financial variant and a solitaire game.
		Dreams (2016) User Rating: N/A
DREAMS	3-6 30 110+ 1,33	GeekRating: 5,61 - BGG Ranking: 7914 Best with: 5,6 - Recommended with: 4,5,6
		Description from the publisher:
		Dreams is a game of perception and intuition with 72 large cards illustrated by eight different artists.
		In each round, four pictures are revealed. The players are gods who transfer one of these images onto the night sky as a new constellation of stars. Which one is transferred is determined in such a way that all players but one know the picture in question. The one who doesn't know which picture was chosen tries to remain undetected during the round.
		Star by star, the players now transfer the picture onto the night sky (i.e., the central mat) until all stars are placed. There is a good chance that different players will emphasize different aspects of the picture in question. After the placement phase, the "Gods" try to detect the "ignorant" player, while the ignorant player tries to name the picture that was chosen. The right balance between keeping the imposter in the dark and not giving the regular players cause for suspicion has to be struck
DRECK TOWNS OF THE PROPERTY OF	3-6 50 12+ 4,00	Dreck am Stecken (2011) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Percommended with: 3.4.5.6
		Best with: N/A - Recommended with: 3,4,5,6 Murder in the night club! Ede K., host of nightly poker games, lies dead in his office. Next to him is a mysterious list, which contains the names of six of the city's most notorious crooks. They are quickly tracked and arrested. But which of them is the murderer? And what crimes have the others committed?
		In Dreck am Stecken, slip into the role of one of the crooks and find out what crimes the others have committed so that you may get a more lenient punishment!











GeekRating: 6,23 - BGG Ranking: 1856 Best with: 2 - Recommended with: 1,2,3,4

Gather your courage, pack your sword, and roll the dice as you journey through the realm in search of treasure and glory. In the roll-and-write game Dungeons, Dice, & Danger, you explore deep, dark dungeons filled with treasure - and infested with monsters! Do you have what it takes to be a hero of legend?

—description from the publisher





11 2-5

1 2,52

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Duplik (2005)

User Rating: N/A

GeekRating: 6,25 - BGG Ranking: 1801 Best with: 5,6,7 - Recommended with: 3,4,5,6,7,8,9,10

Duplik, first published as Portrayal (then Identik) is a funny, fast-paced, family and party game that tests each player's ability to describe, draw, and evaluate wacky images.

In each round of Duplik, one player (the Art Director) describes a unique and utterly bizarre image while the other players (the Artists) attempt to draw the image based solely on the Art Director's description

Once time is up, Artists trade drawings and the ten hidden criteria for the image are uncovered. It's up to each Artist to decide whether the drawing he or she is judging meets the criteria and receives points.

The Dwarves (2012) User Rating: N/A

GeekRating: 5,96 - BGG Ranking: 3006 Best with: 4 - Recommended with: 2,3,4

Based on the first novel of the Die Zwerge tetralogy [Eng. The Dwarves] by author Markus Heitz, the goal of the cooperative game Die Zwerge is to keep evil from flooding Girdlegard. During set-up, players choose one of the dwarves from the novel, each of which is equipped with a unique special ability and different stats for fighting, crafting, and movement.

Before each player's turn, the forces of evil usually break through one of the four big gates - which are guarded by different dwarven tribes - and further the spread of the Perished Land. On his turn a player spends two action points to use two of five actions. He can:

Fight against the advancing enemies (orcs, trolls, and älfar [Ger. albae], i.e. dark elves). Travel to other locations.

Lobby the dwarven council to give advantages to all players – and without the favor of the dwarven council, everyone

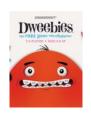
suffers disadvantages. Solve a minor quest for rewards.

Take on the current major quest, revealing the next major quest if successful. Completing these quests is the only way to

For most of these actions, a player must succeed in a dice-driven challenge. If the players cannot control the flood of evil while simultaneously solving the major quests in time, they will lose.

Collector's edition: additional:

New box cover 5 hand painted dwarf miniatures 10 cards Albae expansion 60 page artbook 5 art prints of the dwarfs A3 poster "The smiting of Keenfire" stein with motive "Krasnolud" coaster "DIE ZWERGE" numbered COLLECTOR'S EDITION certificate.







User Rating: N/A GeekRating: 5,60 - BGG Ranking: 7976 Best with: N/A - Recommended with: 2,3,4,5

Meet the Dweebies! These uniquely colorful characters are out to capture your heart, but you must capture them first! Round up Dweebies by matching cards on both ends of any row. Seems simple at first... but Dweebies can be tricky, and some will disappear before they ve met their match! Collect the most cards and consider yourself the Dweebie-in-Chief!

Dweebies all have names related to a profession or hobby that they are passionate about (ie, Super Dweebie, Dr. Dweebie, Fix-it Dweebie). Players play cards out in rows and try to capture Dweebies by matching the same Dweebie on both ends of a row, collecting all the cards in that row. So try not to let any line get too long!





User Rating: N/A

GeekRating: 5,73 - BGG Ranking: 5032 Best with: 3 - Recommended with: 2,3,4

Welcome to Dwergar- a fantastic mine full of dwarf miners, engineers and blacksmiths absorbed in their life passion -work! Stepping in, you feel the temperature rise and smell the melted metals.

The sound of the sledgehammer is resonating through the halls of the great dwarf mine city.

Each guild of outstanding builders and miners try to demonstrate their efficiency and skills by collecting rich ores and precious gems. Then, they use them to build magnificent structures around the Dwergar mines.

It is well known that the mining shaft in this legendary mine is always working, and only the masters of a mining profession can earn the privilege to work here. You are one of them. Can you prove that you deserve this honor?

The unique meeple distribution system and innovative mechanism of mining the resources will allow you to experience the classic worker placement game in a new innovative way!

You are a leader of the dwarf guild who works in a mine. Your task is to collect all kinds of resources (stone, iron, gold, gems and a short-term action resource – heat). These supplies will help you build the infrastructure of the Dwergar mine by following architects' orders presented on the cards. The goal of the game is to collect those cards. You exchange the resources for the cards and these in turn will bring you the victory points.

The simplicity of the rules and the depth of the gameplay make a medium complexity game that can satisfy families as well

The game lasts 10 rounds. After that, the dwarf guild with the most points, wins!



3-5

 \bigcirc_{60-90}

Å 3,00

-description from the publisher

Witamy w Dwergar- fantastycznej kopalni pełnej krasnoludzkich górników, inżynierów oraz kowali pochłoniętych swoją życiową pasją – pracą. Kopalnia wita cię zapachem topionych rud metali oraz ciepłem bijącym z rozgrzanych pieców. Dźwięk kowalskich młotów rozbrzmiewa w salach wielkiego krasnoludzkiego miasta-kopalni.

Każda gildia to grupa wybitnych budowniczych oraz górników, którzy pragną udowodnić swój kunszt. Gromadzą bogate rudy i cenne klejnoty, a następnie używają ich do wznoszenia wspaniałych budowli oraz maszyn wokół kopalni Dwergar. Powszechnie wiadomo, że tylko mistrzowie górniczego fachu mogą uzyskać przywilej pracy w legendarnej kopalni. Jesteś jednym z nich. Czy okażesz się godny tego wyróżnienia? W grze Dwergar unikalny system dystrybucji meepli oraz innowacyjny mechanizm wydobywania zasobów, pozwalają

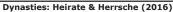
doświadczyć klasycznej gry Euro, o zarządzaniu zasobami, w zupełnie nowy sposób! Jesteś przywódcą gildii krasnoludów, która pracuje w legendarnej kopalni Dwergar. Twoim zadaniem jest zdobycie wszelkiego rodzaju zasobów (kamień, żelazo, złoto, klejnoty, ciepło). Używaj ich, aby rozwijać infrastrukturę kopalni, wypełniając karty ze zalecaniami architektów. Korzystając z wydobytych zasobów realizujesz karty zleceń, otrzymując w zamian punkty zwycięstwa.

Proste zasady oraz głębia rozgrywki tworzą grę o średniej złożoności, która może zadowolić zarówno rodziny, jak i zapalonych graczy. Karty wydarzeń, zmienna dostępność fachowców oraz 5 różnych tali zleceń architektów gwarantują różnorodność każdej rozgrywki.

Gra trwa 10 rund. Zwycięzcą jest gildia krasnoludów z największą liczbą punktów zwycięstwa!

"-opis od wydawcy"





User Rating: N/A

GeekRating: 6,15 - BGG Ranking: 2166

Best with: 4 - Recommended with: 3,4,5

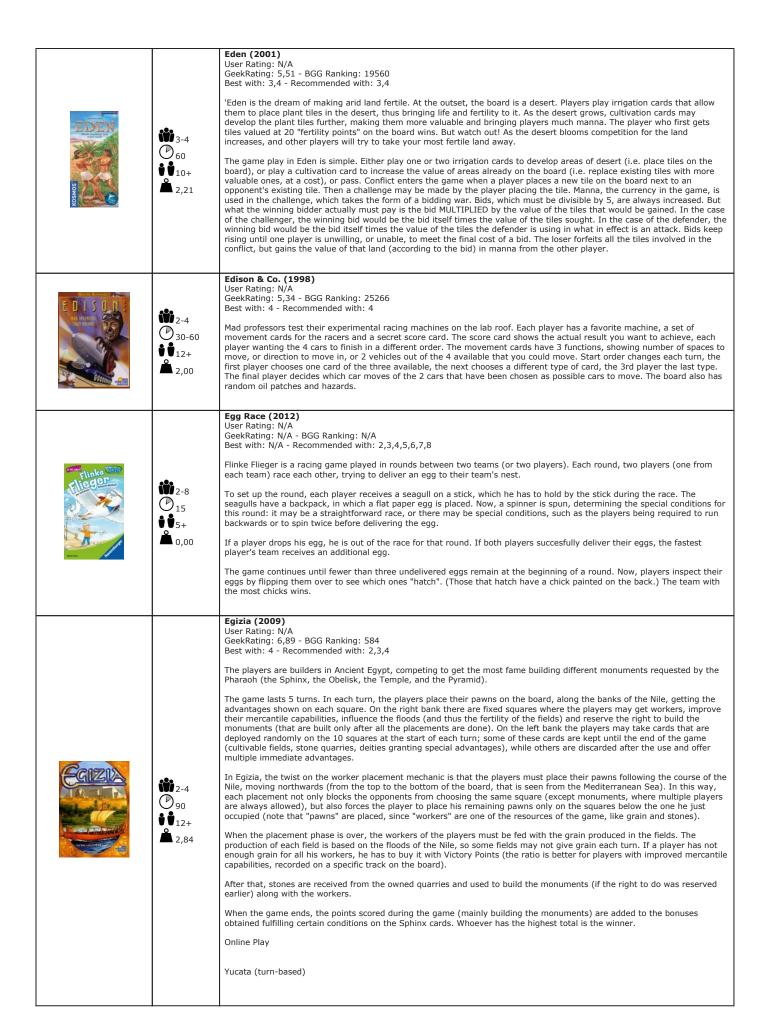
Renaissance Europe is coming together, and people have realized that even the most powerful dynasties can achieve more together, so members of those dynasties are marrying, trading and sharing with one another — but who will end with the biggest piece of the pie?

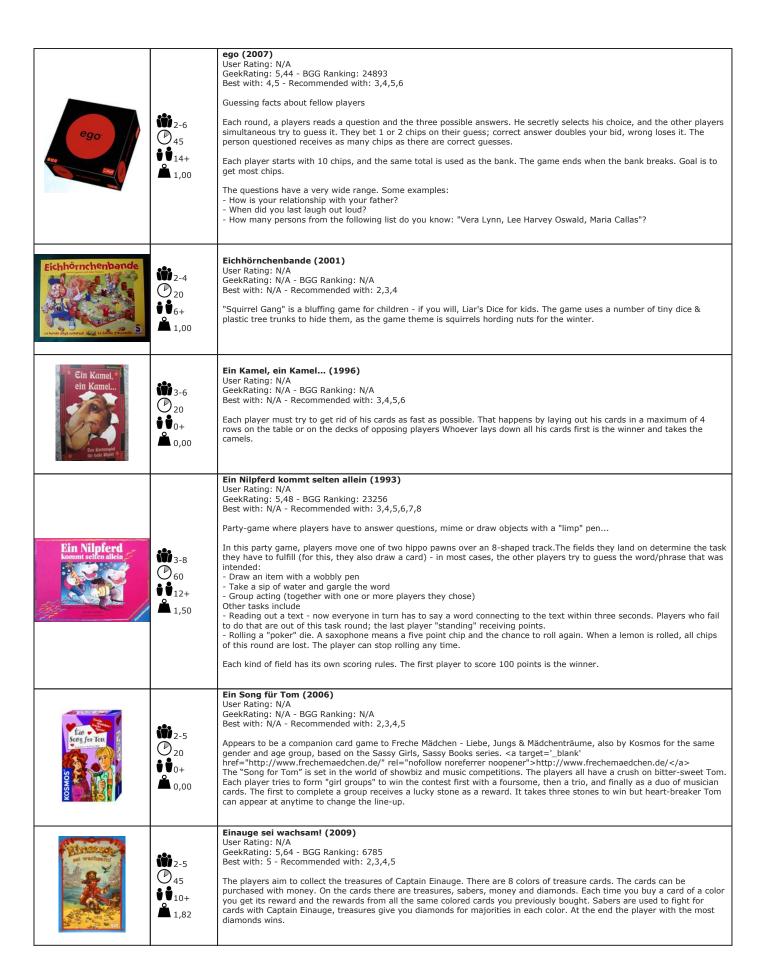
In Dynasties, players must make many compromises, whether acting on their own or reacting to the behavior of their fellow players. In addition to these tactical and strategic decisions, luck also plays something of a role as not every marriage brings the windfall expected. Perhaps then another marriage will bring more success and influence?

—description from the publisher

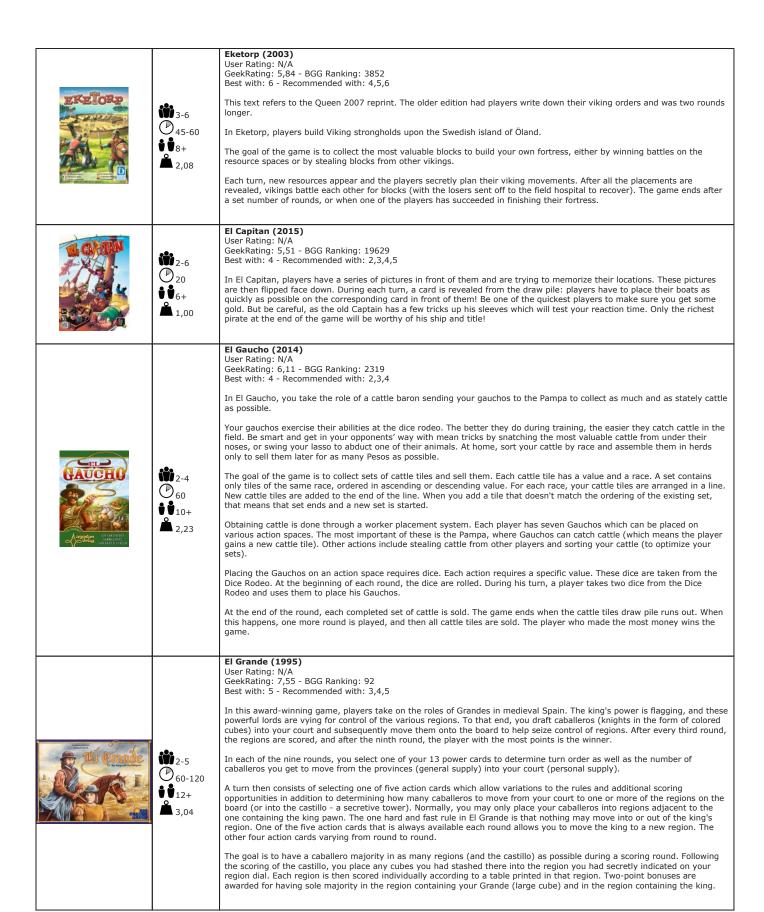


E (66 games) Easy Cheesy (1993) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Easy Cheesy is a smash & grab to see whose mouse can snatch the most cheese & drop it safely into its own nest! Watch the mice wobble as they gobble! Their magnetic mouths are ready to chomp, but their bouncy rubber bodies can send them out of control! \bigcirc_{20} Great fun for the kids! Contents 0,00 1 x Cheeseboard 4 x Rubber mice 4 x Plastic handles 16 x Cheeses EAV Die Nummer 1 (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5 **1** 2-5 Players are musical agents trying to build a rock band that can top the charts. $\mathbb{O}_{\mathbb{N}}$ Contents: 52 Action cards 1,00 46 Musician cards 11 Prize cards Echt Spitze (2022) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18100 Best with: 2 - Recommended with: 2,3,4 In Echt Spitze, you want to fill the spaces on your player sheet — both sides of it! — to score more points than anyone else. To play, each player takes a sheet from the score pad of the same level (1-3). The sheet has a 5x5 grid of squares on each side, with the rows and columns being numbered 1-5. Many of the spaces feature an icon (fruit, flower, gem, etc.) surrounded by a soap bubble. The active player rolls 4-6 dice, two more than the player count, then all players in turn choose one of the dice and place it on the matching number in either the row or column of their sheet. (Dice show 1-5 and a ?, which is a joker.) The active player then either keeps the remaining two dice or re-rolls them. Each player can then use one of the two common dice to target a particular space on their score sheet, e.g., if you placed a 4 on the 4 column and the two dice show 1 and 3, you then mark off either the 1-4 space or the 3-4 space on your sheet. 1-4 \bigcirc_{20} If this space has a soap bubble, you mark off this space, poke a hole in it with your pencil, then flip the sheet over and mark off the newly poked space. Now you'll continue play on the back of your sheet, flipping it over again only when you "pop" another soap bubble. 1,00 When you mark off an icon, no matter which side of the paper, track this in your score column. The first player to mark off all icons of a type receives the large bonus, then everyone else can score only the small bonus for this icon. One or both of your chosen dice might have an X on them. If this is the case and you don't pop a bubble this turn, you can mark off one or two extra spaces adjacent to the originally marked space for that turn. With two Xs, if you marked 1-4, for example, then you could mark 1-5 and 2-5. If you mark all squares in a row or column, circle the star next to that line. When someone scores their third type of icon, the game ends. Players tally their icon bonuses, points for each star (which vary per level), and 1 point for each collected icon that didn't receive a bonus. Whoever has the highest score wins. Level 2 sheets have beehives, and when you mark off a beehive, the bees attack everyone else and they can no longer mark off this space, which means they can't complete this row and column. Level 3 sheets challenge you to create polyominoes with marked-out spaces, in addition to collecting icons. Ecosystem: Coral Reef (2022) User Rating: N/A GeekRating: 5,72 - BGG Ranking: 5286 Best with: 4 - Recommended with: 1,2,3,4,5,6 Dive deep to build your own ecological network in Ecosystem: Coral Reef, a card-drafting game of marine competition. Players choose, pass, and arrange cards representing a diversity of organisms found in the Great Barrier Reef, including coral, clownfish, sea turtles, and sharks. Earn points by aligning animals with the habitats and food sources where they most flourish. Diversify your food web to maximize your bonuses. Each time you play, you build a one-of-a-kind ecosystem \bigcirc_{15-20} as you strive to balance the delicate connections between all living things. Ecosystem: Coral Reef is a standalone sequel game to Ecosystem (2019), featuring a new lineup of organisms, new scoring conditions, and an increased focus on a balanced food web. 1.75 Players take turns drafting organism cards and arranging them into a 4x5 "ecosystem" in front of them. Once all players have completed their personal grid of 20 cards, players score their ecosystems using the rules for each card type. A food web bonus is given to each player for their lowest score among producers, predators, and prey, then the player with the most points wins.

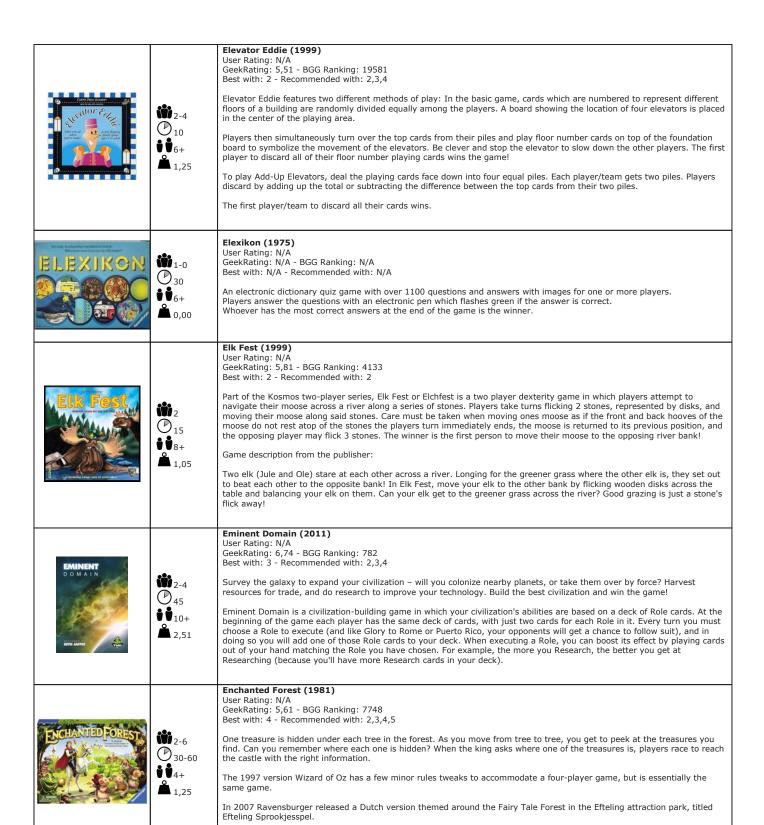




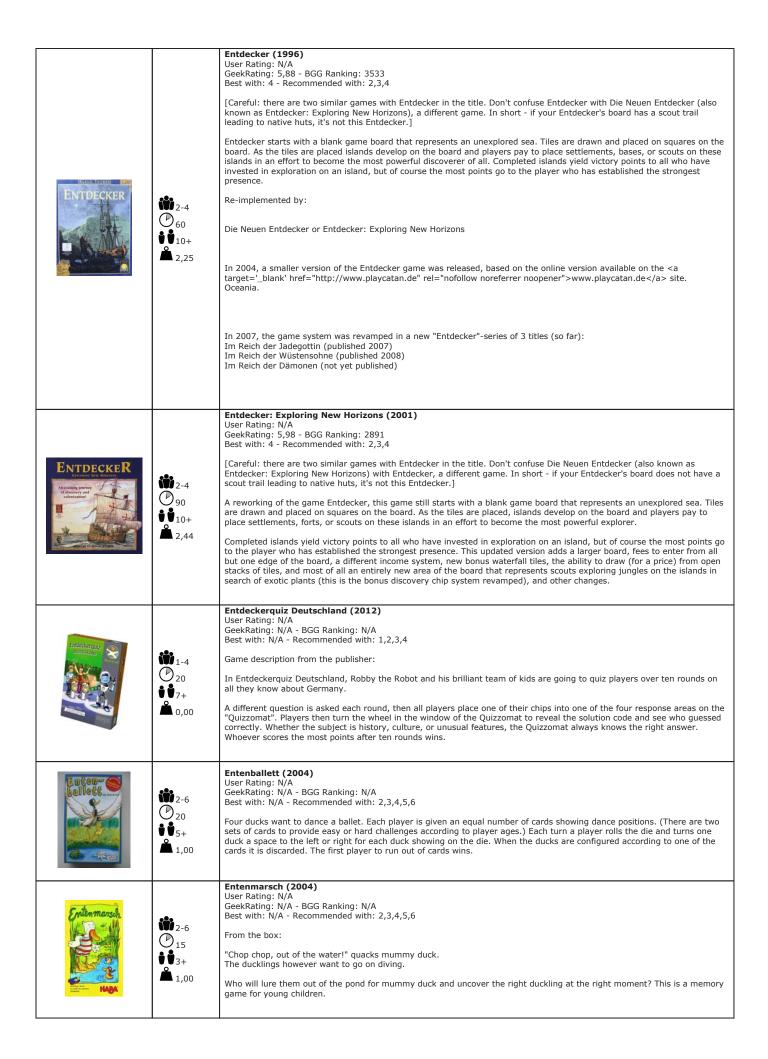
Eine Chance of für die Liebe	3-8 0-60 16+ 0,00	Eine Chance für die Liebe (0) User Rating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5,6,7,8 In this game the players guess on erotic related questions. There are three different types of questions. 1: From Me To You questions like: "Do I think marriage is a reasonable way of living?" or "Do you think I need jealousy to be really in love?" 2: To Everybody questions like: "Which one of us would get so jealous to smash a valuable vase against the wall?" or "Which one of us has probably had the longest love night?" 3: Who Knows It mutiple choice questions like: "Since when does the phrase sex-appeal exist?" or "the longest kiss has been recorded in 1972. How long did it last?" The players receive points for correct answers. The player with the most points after 15 rounds wins the game.
PAGE MAGE	1 2-5	Einer geht noch! (2020) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 15065 Best with: 4,5 - Recommended with: 3,4,5 Einer geht noch! (a.k.a. Cruise or Lose) is a family card game that lets players send their animals aboard boats that will not capsize as long as their very strict weight limits are adhered to. You draw three animal cards per round. You play these into boats: twice face up and one time face down. Each boat holds only three animals, though. After all of them have boarded, some animals can cause others to switch boats. Any boat with passengers that, in total, are too heavy for it will sink. Animals aboard boats that don't sink are worth VPs. If you have the most VPs after four rounds, you win.
EINE-WELT-SPIEL	120 120 14+ 0,00	Eine-Welt-Spiel (1985) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 4 Players represent the heads of state of industrialized, socialist, resource-producing or developing countries. They then have to build up a "world economy", give out development aid or even solve conflicts while trying to improve the situation of their own country. The game is an educational game that is supposed to show the imbalance of the world's economy.
GENIAL SOMEON	1-4 30 16+ 1,50	Einfach Genial Junior (2007) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 3 - Recommended with: 2,3,4 From the rules (translated): Professor Eisstein has invented the best penguin-food ever. Unfortunately, the absent-minded Professor has accidentally lost his new food pellets on ice floes in the sea. Can you help the Professor find all the food pellets and feed the penguins? As the name implies, this is a simplified, kiddy-friendly version of Knizia's classic Ingenious. Whilst the tile placement rules are largely unchanged, players score by collecting penguin food chits and "feeding" them to their penguins.
GENIAL KNOBELSPASS	15 15 10+ 1,50	Einfach Genial Knobelspass (2007) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18108 Best with: 1 - Recommended with: 1,2,3,4 Einfach Genial Knobelspass (Ingenious Puzzles) is the next game in the Einfach Genial line. In EGK, players place Ingenious dominoes to match the pattern on each play board. Through deduction and logic, players figure out where each domino belongs since no spaces can remain, all dominoes must fit on the board and there is only one unique combination for each one. Each of the 1 to 4 players gets an identical set of 21 dominoes that have the same colored back and each player is given a board. Then you all race to solve the puzzles. Whoever solves his puzzle problem first wins. There are five levels of puzzle, providing an opportunity for more and more challenging levels of competitive play. You can handicap more experienced or older players by having them play a higher level of board. This is similar to Domino Knobelspass, which uses regular dominoes.
GENIAL DAS WORFELSPIEL BEINSE ENZIA	10 2-4	Einfach Genial: Das Würfelspiel (2012) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21248 Best with: N/A - Recommended with: 2,3,4 Einfach Genial: Das Würfelspiel, along with Keltis: Das Würfelspiel and Würfelwurst, is part of a line of dice games packaged in cubes from Kosmos. On your turn, you roll your dice (which feature a differently colored and shaped symbol on each face) and score as many points for each symbol on the rolled dice as there are symbols on the dice in front of the other players. You can roll at most three times, so knowing when to keep your result or gamble for a better one is the difference between victory and defeat. Players record these points on an individual scoring board with tracks for each color, and the first player to move all colors to seven points wins. Progress is complicated by three barriers on the scoring tracks, which cannot be passed unless all colors have been bumped to a certain level of points – thereby forcing players to push their colors evenly. Einfach Genial: Das Würfelspiel was originally released as one of three games in Fantasy Flight Games' Ingenious Challenges. It is a slightly smaller version: here the score pad only goes 1 to 7.



König & Intrigant	2-5 90 12+ 3,07	El Grande: König & Intrigant (1997) User Rating: N/A GeekRating: 5,98 - BGG Ranking: N/A Best with: 5 - Recommended with: 4,5 This expansion for El Grande replaces two different elements from the original game, the action cards and the turn-order cards, with a single set of cards. Prior to the start of the game, players cull their personal play decks to thirteen. Then each turn, they each select one of their cards, which will dictate their turn order priority, the number of caballeros to add to their court, the number of caballeros eligible to add to the board, and their action. This expansion is included in both the 10th Anniversary Edition (Decennial) of El Grande, as well as The El Grande Expansions, and El Grande Big Box Expanded by: El Grande: König & Intrigant - Player's Edition El Grande: König & Intrigant - Unverkäufliche Sonderkarten
Glasund State City	60-90 10+ 2,73	Elasund: The First City (2005) User Rating: N/A GeekRating: 6,17 - BGG Ranking: 2065 Best with: 4 - Recommended with: 2,3,4 This is the second game in the 'Abenteuer Catan' (Catan Adventures) series that started with Candamir: The First Settlers. The theme of Elasund is based on the 'Die Siedler von Catan' novel written by Rebecca Gablé, itself based on the original The Settlers of Catan game. In Elasund, players compete and cooperate to build the premier city of Catan.
ORE MPHOTE OF	11-4 D 20 1 9+ 2,00	Electronic Dream Phone (1991) User Rating: N/A GeekRating: S,51 - BGG Ranking: 18034 Best with: 3,4 - Recommended with: 2,3,4 One of 24 incredible boys really likes you. Now you just have to find out who he is by calling his friends for clues! Play a boy's photo card and call his number on the electronic touch-tone phone! Listen to a clue about his clothes, sports, foods, or special hangouts. Then search the gameboard to identify who he is and who he isn't. Calls are private unless someone plays a Speakerphone card - then everyone hears that clue! If it's a Share a Secret card, just you and one friend listen together! To guess who your secret admirer is, make a special call to him. If you hear him say, "You're right! I really like you!", you win the game! The game changes every time you play. Boys give different clues and your secret admirer changes too!
MALL	1 2-4	Electronic Mall Madness (1989) User Rating: N/A GeekRating: S,53 - BGG Ranking: 14865 Best with: 3,4 - Recommended with: 2,3,4 From the box: Attention Mall Shoppers! The voice of the Mall has big news! Come inside and hear all about the giant sales and special bargains! Then join your friends on a wild shopping spree as you rush from store to store! Press the console button and the Voice will tell you where to move and where to find the best sales. Hurry! Your friends may try to beat you to the bargains! See if you can be the first to buy six items. IF you need more money, make a quick stop at the bank! To buy or bank - just insert your credit card into the slot and listen. You never know what the Voice of the Mall has "in store" for you!
PLEPHANT'S TRUNK TRUNK	2-4 15 14+ 1,00	Elephant's Trunk (2000) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21705 Best with: 2,4 - Recommended with: 2,3,4 In Crafty Badger, aka Elephant's Trunk, players are trying to pack clothes into luggage, but a cheeky badger (or harrumphing elephant) keeps interfering with your work. Each player starts the game with all clothing of one type, e.g., caps or shirts; with fewer than four players, players start with multiple types of garments. Four colored suitcases are placed in the center of the table, with the badger next to one of them. On a turn, the player rolls the die. If the die shows a color, the player places one of his items in the suitcase of this color; if the badger sits next to this suitcase, he places two items instead. If, however, the die shows a badger, the player must open the suitcase and reclaim all of the items packed inside – even if they weren't his to begin with! He then moves the badger to the next suitcase in the circle. One bonus to this punishment: If a player ever has a complete set of garments, he returns one of each item to the game box, removing them from the game. The first player to pack all of his garments wins the game.



ENDEAVER	3-5 90 112+ 2,91	Endeavor (2009) User Rating: N/A GeekRating: 7,05 - BGG Ranking: 401 Best with: 4,5 - Recommended with: 3,4,5 It is a time when the maps of the world are still being filled in. Seagoing empires expand their frontiers by sending ships to the farthest reaches of the globe in search of new lands, new alliances, and new conquests. The wealth of the newly-discovered worlds abroad is a tempting prize for those with the strength and the cunning to seize it and to hold it! You represent a growing empire engaged in a glorious endeavor to expand your influence and status at home and across the great oceans of the world. Through exploration and shipping, colonization and war, you will struggle with the other great powers to control the resources and the regions that unfold before you. The goal in Endeavor is to earn the most glory for your empire. Players earn glory by increasing their scores in Industry, Culture, Finance, and Politics, as well as by occupying cities, controlling connections between cities, and by holding certain Asset Cards and Building Tiles. Short-term goals of constructing useful buildings, gathering Trade Tokens, and obtaining Asset Cards must be balanced with the overall goal of attaining glory as you compete for control over the various regions of the world. The game only lasts seven rounds, and when it is over you want to be the one who has earned the most Glory points! Each round every player gets to build a new building, based on their Industry track. They then obtain new population markers based on their Culture track and retrieve used markers from building based on their Finance track. During the action phase, players take turns to either activate a building using a population marker or spend trade tokens to take an action: Ship, Occupy, Attack, Payment or Draw. Some buildings and tokens allow a player to take one or both of two actions. Shipping is used to open new regions for Occupation and Drawing, and gains you Trade Tokens. Once a shipping track is full, the player with the most inf
ENE MENE MUH. GRANG PENG KUH. Dar print Ramahal figal	2-4 D ₁₅ 15 14+	Ene Mene Muh, gib mir deine Kuh! (2005) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Players move farm animals into their stables and become familar with farm animals. For ages 4+. Nominee for kinderspiel 2005.
ENGMA	2-4	Enigma (2012) User Rating: N/A GeekRating: 5,78 - BGG Ranking: 4463 Best with: 4 - Recommended with: 2,3,4 In Enigma, players are exploring an ancient temple, solving different problems to make their way from room to room. Problem solving is done simultaneously in four different categories — tangrams, block-stacking, canal-building and balance problems — and those who succeed expand the temple with the problem tile they solved, thus adding a new chain of rooms inside the temple or extending an existing chain of rooms. After placing a tile, a player can occupy a room on that tile with one of his three archeologists as long as no other room of the same color is already occupied in that chain. When the chain is closed — that is, when the chain has no "loose ends" that can be expanded upon — any archeologists in that chain's room return to their players, and players score 1 point for each archeologist they receive. The game ends when somebody reaches 15 points, and the player who has the most points wins.
FIGERBLE II	2-10 15-30 0+ 1,06	Ensemble (2021) User Rating: N/A GeekRating: 5,72 - BGG Ranking: 5287 Best with: 4,5,6,7,8 - Recommended with: 3,4,5,6,7,8,9,10 In the co-operative game Ensemble, all players must vote — without communicating — on one of the cards on display that they think best matches a card in the middle of the table. Communication is allowed only once all the players' votes have been revealed, and if all players have voted the same way (with a small, variable tolerance depending on the number of players), the group moves on to the next level. Otherwise, they lose a life. The goal of the game is to win level 9 — and once the game is won for the first time, the first scenario deck (of three) is unlocked, with new rules and cards being available for future games.



Enfenrallye American Control of the	1 2-6	Entenrallye (1988) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 17459 Best with: 5,6 - Recommended with: 3,4,5,6 Entenrallye is an early game from Walter Müller. More of a nostalgia trip for 2CV owners than a challenging contest, players compete to get their car through a year of car rallies and MOTs (government vehicle tests). From the top of the board, your drive your 2CV down a winding track based on die rolls. You can split your roll between movement and storing up repair points, and you try to collect improvements to your car along the way. These are large tiles that sit over your base card, showing your 2CV getting various extras to snazz it up and win points at the seasonal car shows. The game has a calendar and markers move along to indicate when the next show is happening. Players have to be in certain areas on the track to win points. Lag too far back and you miss the show. Get too many extras and you cannot pass your MOT. You have to detour off the route to pass these mandatory tests, possibly disrupting your schedule.
Schreibspiel	1-4 7 1-5+ 0,00	Erstes Schreibspiel (2003) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 1,2,3,4 A letter of the alphabet serves as a travel route for the ABC-mobile, in addition, there is a timetable on the letter card, which indicates in which order the stations must be completed. The letters have in principle no stations in the rounds, with the O the two stations are placed at the top, so that one accommodates them at all. On this basis, there are several game variants for one or more children, you can also lay and travel whole words. Whoever reaches the end of his timetable first and has been to all the stations on his letter card wins. —user summary
Missa is sood	2-4 20 107+	Erstes Wissen Indianer (2006) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 There are 8 cards for each of the 8 themes. In play 8 rows with the themes are laid out, each theme once in every row, the first player to place all his cards wins the game. In his move a player lays down as many cards as he wants, never two cards from one theme into the same row, but always in the same sequence of themes. If a player cannot place cards, he can switch cards with his stack. Before each placement round players fill up their hands to the maximum and then draw a card from their neigbour.
note Mason	2-4 20 7+ 0,00	Erstes Wissen Ritter (2006) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 There are 60 cards in the game with a knight motive and 15 theme cards, which show four motives belonging to the theme. Players must attribute the motive cards to the theme cards. The player placing the last motive card next to a theme card, receives all 5 cards, the first player to collect 4 theme groups wins the game. In his move a player draws 2 cards and discards two cards, either placing them next to theme cards or onto the discard pile.
North it took Sides Wissen Sides Jan Sides Wissen	2-4 20 10 17+ 10,000	Erstes Wissen Saurier (2006) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 The game has 60 dinosaur cards showing 60 different dinosaurs. The header of the card states four facts: size, length and weight of the dinosaur and how many million years ago it lived. Players start with 6 cards, the die determines a category for each round, players then play one card. The player who has played the highest value in the current category wins all cards of the round. When all cards are played, the player with the most cards wins the game.
	2-6 0 112+ 0,000	Erzähl mir nichts (1988) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 The players tell stories. They also draw cards which contain words that have to be used. The other players have to guess which words were "artificially" added (i.e. demanded by cards). A charade variant is included.
ESCAPE PROPERTY OF THE PROPERT	1 2-8	User Rating: N/A GeekRating: 5,86 - BGG Ranking: 3714 Best with: 5 - Recommended with: 2,3,4,5,6,7,8 Although billed as a children's game, Escape from the Hidden Castle, a.k.a. Midnight Party or Hugo, is actually quite enjoyable by adults as a light, fun game. Each player controls a number of guests at a party, with the number of guests dependent on the number of players. These guests start the round in the spaces of the gallery on the game board, one guest per space; this initial placement is a large part of a player's strategy. The Phantom (or "Hugo the ghost" in earlier versions) starts in the cellar, then climbs the stairs towards the gallery where the guests circle. The mechanism for the Phantom's movement is simple: On a player's turn, he rolls a special die. If he gets a number, he moves his pieces; if he gets a Phantom, the Phantom moves. This means that with more players in the game, the Phantom moves a lot more frequently, so you must adjust your strategy accordingly. Once the Phantom has reached the gallery, the guests can start ducking into rooms adjoining the gallery to avoid him, with only one guest per room! A couple of rooms are special in that they add or subtract extra "fright points" from your score. As the Phantom catches up with the remaining guests, they are sequestered on the stair steps, then in the cellar. The first guest caught "earns" the most fright points, with those caught later in the round earning less and less. Once all the guests have been caught, the fright points are tallied. After playing a predetermined number of rounds, the player with the fewest fright points wins!

ESCHNAPUR	3-5 60 10+ 2,35	Eschnapur (2000) User Rating: N/A GeekRating: S,52 - BGG Ranking: 17140 Best with: 4,5 - Recommended with: 3,4,5 Eschnapur is a game where players explore an Indian temple and try to discover the secret treasures hidden within. The game is a mixture of a variety of mechanisms; discovery chips, movement tiles, supply tiles and symbol cards. The game board shows a top-down view of the temple, showing a path through the temple off which are many niches holding the treasures. The pathway has stepping stones marked with a variety of symbols, one in front of each. To open the niche you must have the right symbol. To move around, you must spend footprint tiles. To obtain these, the player must reveal 2 supply tiles, keeps one and auctions the other. Players bid with anything they have, tiles, coins, cards. Sounds confusing? It is. You must win auctions to get the stuff you need to win more auctions and move and open niches and collect treasures to score points to win the game. It might take a player a while to figure the true value of all of the items and how it all fits together, but once a player has the idea, the game really works.
ESELS Y BRECKE WITH THE PROPERTY OF THE PROPER	3-12 30-45 8+ 1,71	Eselsbrücke (2011) User Rating: N/A GeekRating: 5,77 - BGG Ranking: 4549 Best with: 4,6 - Recommended with: 3,4,5,6 The name "Eselsbrücke" literally means "donkey bridge" – as depicted on the cover of the game Eselsbrücke, for example – but the term also refers to a mnemonic, something used to retain a memory, and that's the goal at the heart of this design from Stefan Dorra and Ralf zur Linde. In this game, players must take randomly drawn symbols and objects and create stories from them, ideally memorable and fun stories that will enable other players to recall the objects around which the stories are centered. Whoever builds the best mnemonics – and listens well to the stories told by others – has the best chance of winning the game.
	2-6 15 18+ 1,17	Esels-Rennen (1989) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21421 Best with: 3,4 - Recommended with: 2,3,4,5,6 First issued in 1989 for fewer players, the second edition (released in 1996) is for 2-6 players. The board has two sides, for racing either 3 or 4 colored donkeys. Players are given a card secretly, each showing the donkey's finishing order, a different result for each card. The board shows a patchwork of steps across a field from start to finish, each space with a colored arrow matching the donkeys. When you move a donkey onto a space marked with a green arrow pointing left, you then move the green donkey one space that way. If that space then has a blue arrow pointing right, you next move the blue donkey on one space that way. This goes on until you cannot move the final donkey because it is blocked. Eventually, the donkeys cross the finish line, and the player with the best matching result on their card wins. More of a competitive puzzle than a game, it is a nice diversion, but awkward because the donkeys constantly fall on their sides. Possibly Doris & Frank's first game and related to their Bunny Zick-Zack. 3rd Place 1989 Hippodice Spieleautorenwettbewerb (as Donky [sic]).
TIGRS OF STREET	2-4 0-45 12+ 2,74	Euphrates & Tigris: Contest of Kings (2005) User Rating: N/A GeekRating: 5,70 - BGG Ranking: 5481 Best with: 3 - Recommended with: 2,3,4 A fertile land between the Tigris and Euphrates rivers. Led by powerful leaders, kingdoms and dynasties developed here around 3000 BC. Attacks and coups by neighboring kingdoms are the order of the day. But he who plans well will become the stuff of legend. Haven't we heard this before? Absolutely, but not in this form. Because now, the 'card game conversion' trend among board games has reached Reiner Knizia's classic game Euphrat & Tigris (Tigris and Euphrates). As Euphrates & Tigris: Contest of Kings, it will offer simpler and faster play, but will still be nicely outfitted with about 200 cards and 16 printed wooden discs.
E UREKA DO	2-6 30 10+ 1,00	Eureka (1997) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 3,4 - Recommended with: 2,3,4,5,6 This game is a bit reminiscent of Wheel of Fortune, but this time the players roll the dice to open one or two of the 10 flaps that cover the hidden word.
Distributed &	2-4 0 0 1 0 7+	Euro Disneyland (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 2,3 - Recommended with: 2,3,4 Object of the game: To collect four different souvenirs from your day at Eurodisneyland Park and be the first player to join Mickey's Victory Parade on Main Street. The souvenirs include a pair of Mickey Mouse ears, balloons, a teddy bear and a souvenir shopping bag. The souvenirs you collect will fit onto your playing piece. You can collect them in any order, but you must collect the souvenir shopping bag first.
EURO	2-12 045 12+ 0,00	Euro Quiz (1998) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6,7,8,9,10,11,12 Quiz about Europe, the questions range across all 48 countries that belong to Europe geographically. There are picture questions and topics such as history and politics or art and culture in this game. If player answer correctly to questions, he stand in the capital of a country, he gets the star. Player who gets 12 stars first wins the game. Each player tries to get as quickly as possible 12 stars.





Evening in the Stable (2011)

User Rating: N/A

GeekRating: 5,51 - BGG Ranking: 18157 Best with: 2 - Recommended with: 2,3

Game description from the publisher:

In Evening in the Stable, the animal parents at the farm are all out in the field, having a great feast! Thus, Hannes Hahn (Roy Rooster) has to put the children to bed tonight – and that's not easy for him as he is used to waking up the children in the morning, not putting them to sleep. As a result, from time to time, a "cock-a-doodle-doo!" slips out and everyone wakes up once again. Can you help Hannes Hahn put all the animal children to sleep?

The rulebook also includes a competitive variant.





Evergreen (1999)

User Rating: N/A GeekRating: 5,51 - BGG Ranking: 1984 Best with: 4 - Recommended with: 3,4,5,6

Combination of card play and timing from Wolfgang Kramer & Michael Kiesling. There are some recording artists who are famous for singing certain standards. Players are putting on concerts and use numbered cards for each performer to take control of that singer. The singers are represented by old fashioned 45s, with a disc in the center showing values from 5 to 12. Each time a singer is transferred from control of one player to another, the disc is rotated, so the value can rise to 12, but next move, it drops to 5 again. You try to gain control of an artist at high value, or pass artists from one player to another to make them devalue. Scoring occurs when players choose to put on concerts at the end of their turn, including a gala show which doubles the value. The game rules state that the designers produced this game by phone and fax, without ever meeting. Perhaps that shows, as it has interest, but the game uses a sand-timer to apply pressure to your decisions.





User Rating: N/A GeekRating: 6,85 - BGG Ranking: 616 Best with: 4 - Recommended with: 2,3,4,5,6

In Evolution, players adapt their species in a dynamic ecosystem where food is scarce and predators lurk. Traits like Hard Shell and Horns will protect your species from Carnivores, while a Long Neck will help them get food that others cannot reach. With over 4,000 ways to evolve your species, every game becomes a different adventure.





Evolution packs a surprising amount of variety for a game with simple rules. The variety comes from the synergies between the trait cards and from the different personalities at the table. Some players thrive on creating Carnivores to wreak havoc on their fellow players. Others prefer to stay protected and mind their own business. Evolution encourages both play styles by giving each of them multiple paths to victory. And it is the mix of play styles at the table that ultimately determines the ecosystem in which the players are adapting. So gather your friends and see who can best adapt to the changing world around them.

"The theme of evolution is not just tacked on: it drives play." - Nature (the world's most prestigious scientific journal) Evolution was covered in the journal Nature. The article was written by Stuart West, a Professor of Evolutionary Biology at the University of Oxford who has used Evolution in his undergraduate class.

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Ex & Hopp (1996)

User Rating: N/A

GeekRating: 5,50 - BGG Ranking: 21473 Best with: N/A - Recommended with: 2,3,4,5,6

A guick and simple card game for 2-6 milk-drinking players. Each player places a color card down as their marker and the matching sets of cards numbered 1-12 in those colors make up the deck. The deck is shuffled and players get 4 cards, the remainder goes down as a draw deck. There is a set of small tiles in red and black for negative or positive points (red are 4,4,5,5,6,6, black are 2,3,3,4,4,4,5,5,5,6,6,6). These are shuffled face down and 4 turned up to start 4 rows.



On your turn, you can place a card against a row or try to swap a card with another player. If you want to swap, you simply offer a color for another color, mentioning no numbers. Swap with the player of your choice, but if nobody wants to swap, vou've wasted vour turn.

When you play a card to a row, you draw back so you have 4 cards. When the row is full, determined by the number on the tile, the player with the highest total in the cards has to take the tile, be it positive or negative. Usually your choices are obvious, but sometimes it is worth assisting another player to take a row, rather than waste a good card for you on a low or negative tile. If a row is tied between players, the cards are discarded and the tile stays for more cards.

The discard deck is shuffled over, taken tiles refreshed by new ones. The game ends when the tiles are all taken, deduct the negative from the positive to get your score

This game was re-themed and expanded on with Relikt.





Expedition Dino (2011)

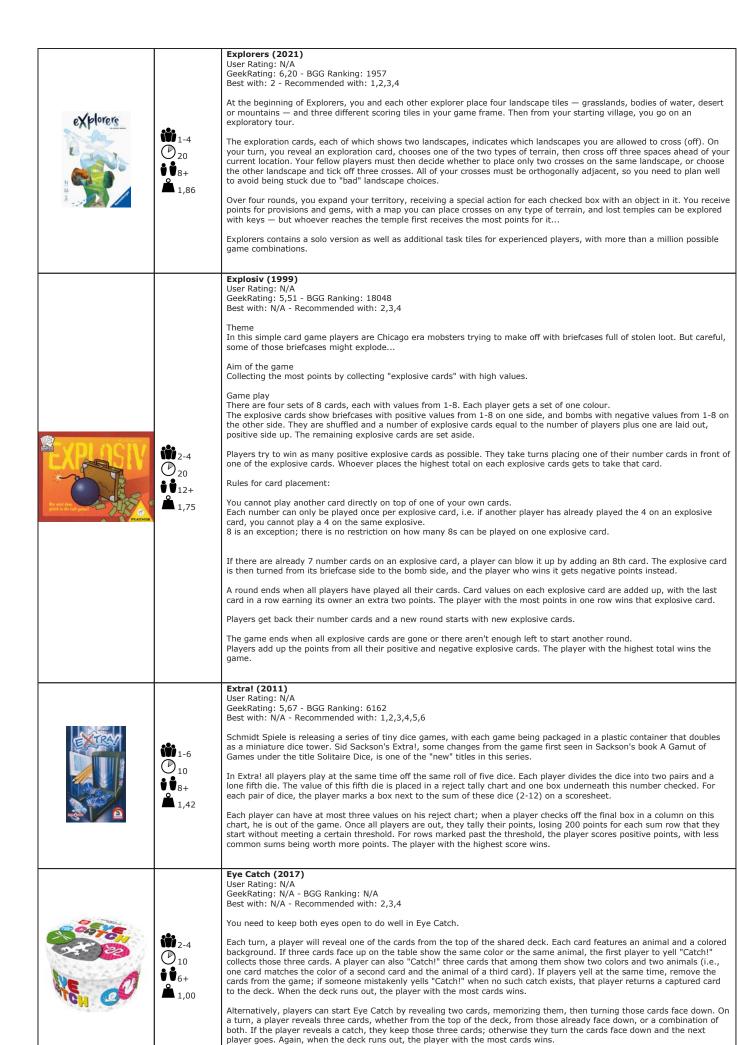
User Rating: N/A

GeekRating: 5,52 - BGG Ranking: 17708 Best with: 3 - Recommended with: 2,3,4,5

Tim the dinosaur researcher has come upon another find in Expedition Dino, and the players need to help him recover the bones, with one player being crowned as the best bone finder.

To set up the game, the dinosaur figure is surrounded by rock cubes, each of which bear bone symbols on some of their sides. On a turn, the player will use the hammer and chisel to chip away at the rock pile, hoping that the cube will land bone-side up. If so, another find!

Be careful with your picking, though. If you knock over Tim, make the dinosaur fall or pick off extra cubes, your turn ends. Collect more bones than anyone else, and you win the game.



F (117 games) Fabled Fruit (2016) User Rating: N/A GeekRating: 6,61 - BGG Ranking: 993 Best with: 4 - Recommended with: 3,4,5 Once upon a time there was a marvelous forest full of gorgeous fruits. These fruits could be squeezed and mixed into the most delicious juices... You live in a forest and are in search of the most savory fruits. Friendly forest dwellers will help you in different ways... **1** 2-5 D₂₀₋₃₀ You are greedy and thirsty. Who will be the first to satisfy their appetite for Fabled Fruit? Fabled Fruit is a Fable game, a new and unique concept in game experiences, where the gameplay changes over time. The ij₈₊ game starts in an initial, simple state, but as you explore deeper into the game system, the mechanisms and gameplay will 1,61 evolve over time. You play the game many times, and each play changes the game slightly. Unlike in a Legacy game, however, the game is never permanently changed. At any time you may easily restart a Fable game from the beginning, either after you have run through the entire game system, or at any time during the many plays you will get from this game system. This Fable Game will remain just as playable on the 20th play as it was on the first plays of the game. Fabled Fruit FAO Fabula (2010) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 13837 Best with: 6 - Recommended with: 3,4,5,6,7,8 Fabula (previously known as Grimm) is a story-telling game where players must fill in parts of a story. One of them is the teller, who read (or imagine) the beginning of a short tale — his/her current draft. Each other player incarnates a tentative hero (a gnome, a princess, a little boy, etc.) who tries to be the main character of the teller's tale. 3 times during the game, the teller asks the other players how they think things happened at that time of the story. They must choose an item depicted on one of the cards laying at the center of the table and use it to continue the story. Depending on how convincing they are to the teller, and how well they integrated their character and the item to the current twist, they get points in the shape of "quill" markers. Each item can only be used once by any player, who keeps it afterwards, and who puts his/her markers on top of the card. **D**₃₀ At the end of the three turns, the two players with the most quill markers are selected to compete in the epilogue. The teller **1** reads (or makes up) an idea of an ending to the story. Now, each finalist in turn has 30 seconds to present a relevant proposal for including his character and both items figured on the two remaining cards on the table into the ending. (A sand 1,48 timer is included.) Both players have to use the same two objects, but the second one speaking cannot use them in the same way than the first (more or less compensating the fact he had more time to prepare his part). Eventually, the teller decides which of the two finalists wins, depending on the relevance of their proposals. The game comes with two proposed variants : - "Experienced players" : all the players tell the same tale, each one adding an element to the same storyline and bound to continue using the plot of the former speakers. - "Collective" : there are no quill markers and appraisal given by the teller. Every player takes part in the epilogue, and there's no winner. Facecards (2017) User Rating: N/A GeekRating: 5,65 - BGG Ranking: 6436 **11**3-7 Best with: 5 - Recommended with: 3,4,5,6,7 \bigcirc_{20} Facecards is a game in which you attempt to find commonality within pairs of cards. During play, a player chooses from a set of cards depicting various animals, people, and objects with the intent of making a common topic each card shares. Players earn points for picking out correct topics. The player with the highest score after several rounds wins! Faces (2003) User Rating: N/A GeekRating: 5,57 - BGG Ranking: 9902 Best with: 6,7,8 - Recommended with: 3,4,5,6,7,8 Description stolen from an excellent review by Blott Each player gets a pawn and places it on the start space of the score-track, and takes their set of number cards. The game is divided up into 2 separate rounds. In the first round, each player takes turns being the judge. The faces-line-up board is filled with 6 male faces. Then the judge reads an impressions card aloud. It will say something like "The Republican" or "The one who just ate something sour." Then the judge chooses which numbered face best fits the description and places that numbered card facedown on the table, and all the other players try to match the judge's number. Players that matched the judge move one space, and the judge moves one space for each player that matched. Then the selected face is replaced, and the judgeship passes to the next player. Once everyone has been the judge twice for Male faces, you do the same for Female faces, and then for

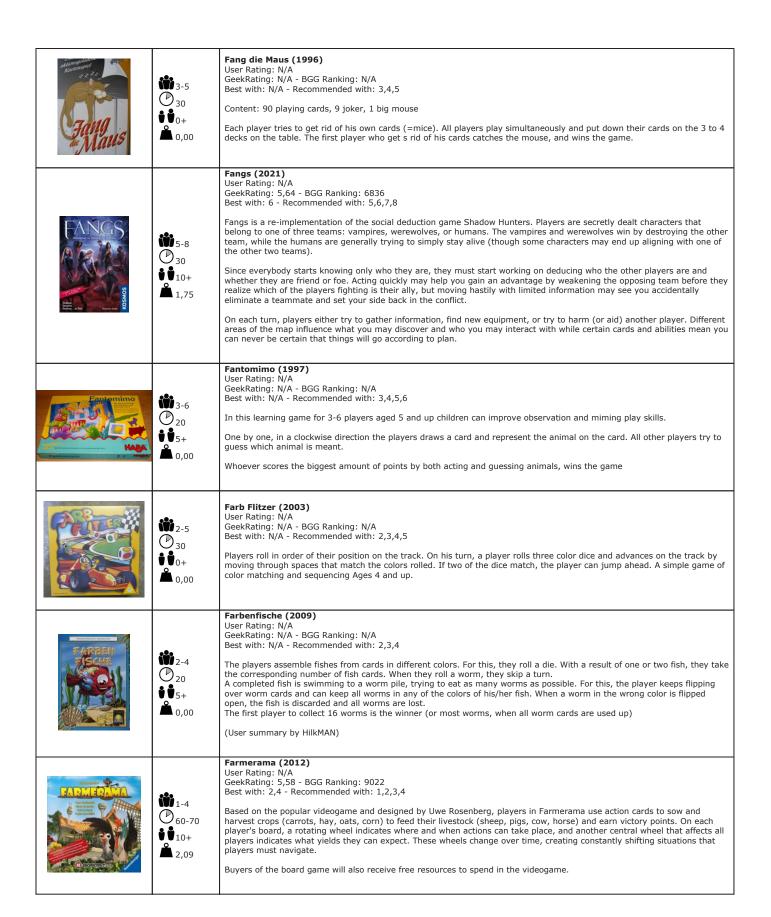
Animal faces. The first round ends when everyone has been the judge 6 times (2 for each type of face.)

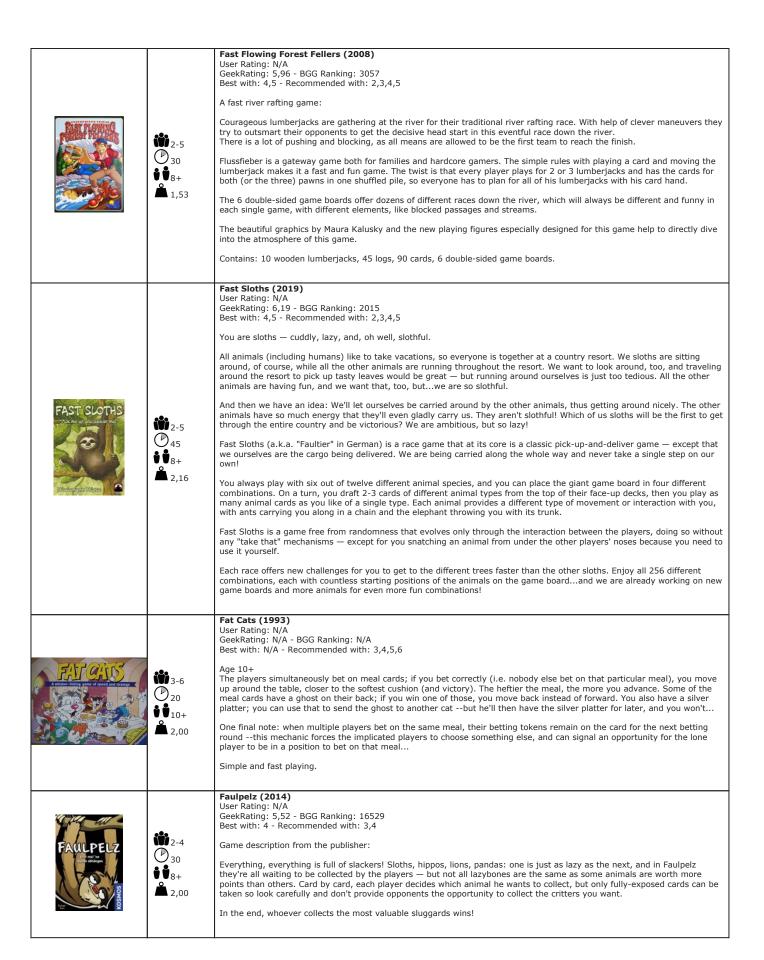
choices are out, the judge selects the best one. The player who played that face moves 3 spaces.

The game ends as soon as someone makes it to the finish space. That player is the winner

In the second round, the number cards are put aside and players are dealt a hand made up of 2 Male, 2 Female, and 2 Animal faces. Players again take turns being the judge, and the judge again reads an Impressions card. Then the judge looks away and the other players put out a face from their hand that they think best matches the description. Once all the

Factory Fun (2006) User Rating: N/A GeekRating: 6,34 - BGG Ranking: 1549
Best with: 4 - Recommended with: 2,3,4,5 Players attempt to build the most successful factory to produce the best products by connecting input and output reservoirs smartly to your machines to build the most profitable factory! Players each start with a unique empty factory floor with a support pillar in the middle. During the game you purchase machines to place in your factory. Each machine takes 1 to 3 inputs from reservoirs (yellow, blue, red, and brown) and produces one output (of the same colors, or black end products). You must always connect all reservoirs and machines correctly by using the connectors (the pipelines). At the start this is easy, but becomes more puzzling during the game. Players start with one of each color reservoir, and can sometimes acquire additional reservoirs. On the machine-tiles you see the revenue of each machine. Connecting machines to each other (input on output) makes more advanced products which brings extra profit. But building connectors and reservoirs costs money and you must try to have the most money at It was originally published by Cwali for 2-4 players, and later reprinted by Z-Man in a larger box with components for 2-5 Cwali edition (2006) Contents: 4 factories - 48 machines - 47 reservoirs - 129 connectors - 4 relief pillars - 4 colored discs - 25 transparent discs - 1 money track Artwork: Marco Jeurissen From BoardgameNews: The number of players is listed as 2-4(+) - the "+" means you can use additional copies of the game to add players (four more for each additional copy). Cwali's website for the game provides a fifth player board. The website also offers a solitaire variant of the game. Z-Man edition (2010) Contents: 5 factories (double sided original/expert) - 55 machines: includes Factory Fun Expansion 1 Artwork: Karim Chakroun, Franck Moutoucoumaro Fäkalini: Klempner & Zauberer (2014) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 17764 Best with: 3 - Recommended with: 2,3,4 Game description from the publisher: (D₂₀ Fäkalini makes an appearance in the appropriately-named NichtLustig: Fäkalini. Who is Fäkalini, you ask? Not only is he an **4 6**₈₊ experienced plumber, but he's also a passionate magician, and after he finishes repairing a clogged toilet, he then performs one of his tricks. 1,00 In this dice game, players try to outdo one another by keeping good tiles for themselves, while leaving the poor tiles for Famiglia (2010) User Rating: N/A GeekRating: 6,06 - BGG Ranking: 2513 Best with: 2 - Recommended with: 2 FRIEDEMANN FRIESE Prepare yourself for a fierce duel. Cleverly use the features of the four different families to snatch the most valuable \bigcirc 30 gangsters away from your opponent. Your goal? To have the best gang at the end of the game. In Famiglia, the players collect gangsters with the goal of collecting the highest-valued gangsters. With the exception of the 0-value gangsters, a player normally needs two identical gangsters (same family and same value) to be able to take a gangster with the next highest value of the same family. When a player does this, they place one of the smaller gangsters 1,76 from their hand into their play area. To get higher-valued gangsters faster, the player may use the special abilities of the different families at the cost of placing more gangsters in their play area. By doing so, a player may reduce their options and so must carefully plan these actions in order to end the game with the most influential gang. Familie Bär (1999) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2 (T)₂₅ The Bear family is having a few surprises, things are disappearing from their surroundings, leaving only white spots behind. Of course the bears try to remedy matters and to bring things back. The game consists of 12 picture cards with motives from the bear family life, on each card a simple geometric shape has been left unprinted. 24 forms, 12 red and 12 yellow, are sorted by color and put into a bag each. Cards are tourned over one by one and the players reach into their bags and 0,00 try to find the necessary shape by touch alone. The player who is faster and produces the correct shape, gets the card, when all cards are turned over, the player with the most cards wins. Familien-Bande (1995) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5,6 Damilian Banda Who of you am I? \bigcirc_{40} Who of us would like to be a Rock-Star? Who uses the telephone for the longest time? By mixing up your family you change into another role. Guess who I am and find out what I do. 1,00 A "family-game" where you learn more about others....









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i 1,33

Fauna (2008)

User Rating: N/A

GeekRating: 6,56 - BGG Ranking: 1082 Best with: 4,5 - Recommended with: 2,3,4,5,6

360 animals on big cards are waiting for the players of Fauna. Every round a single animal presents itself by name and picture. The 2-6 players try to guess the animal's weight, length, height, tail length and - most important - the areas in which the animal lives on the Earth. The early bird gets the worm: an area on the big map or a sector on the scales already occupied by a player token cannot be chosen a second time. When no player wants to set another token the round ends and the scoring is performed. Tokens on correct spaces get points for the corresponding player, also tokens in the direct neighborhood of correct spaces score points. Tokens not earning points are temporarily out of the game - so risk should be carefully considered. Next round - next animal - starting player changes. The first player who reaches a certain total score wins (normally after 8-12 animals).

Favoriten (1989)

User Rating: N/A GeekRating: 5,57 - BGG Ranking: 9619 Best with: 5 - Recommended with: 3,4,5

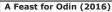
Favoriten is a simple betting/race game with a nifty element of press-your-luck thrown in.

Five horses are involved in each of three races. Players do not own any horse. Rather, they each have three betting chips. On a player's turn, she/he rolls a die and moves one of the five horses forward based on the result of the roll. The race track pictured on the board has two lanes. These lanes are used by the player to keep track of which horses have been moved in the current turn. At the start of a turn all of the horses shall be in the same lane. Then as a player moves the horses forward, he/she also moves them to the other lane. The player continues until they've rolled five times and moved each horse once. The lane from where the horses started the turn will be empty.

That's simple enough. But before each turn, players are allowed to place a bet on a horse (starting with the rolling player). After a person places a bet (e.g. "I'll back the green horse") the next player can choose to or not to place a bet. This continues until all players decline to place a betting chip. Then the player starts rolling and moving horses.

Eventually, three horses will cross the finish line and will pay out for win, place, or show positions. The player who first placed a bet on the winning horse claims the greatest payoff. Payoffs diminish the longer a player waited to support a horse (e.g. the second person to bet on the horse that ultimately wins pays less than the first player to back the second-place

The constant wait-and-see is agonizing. If you back an unpopular horse, you'll watch it lag behind. If you wait until everyone else is pushing a particular horse, you gain very little for joining the bandwagon late in the game.



User Rating: N/A GeekRating: 7,95 - BGG Ranking: 22 Best with: 3 - Recommended with: 1,2,3,4

A Feast for Odin is a saga in the form of a board game. You are reliving the cultural achievements, mercantile expeditions, and pillages of those tribes we know as Viking today — a term that was used quite differently towards the end of the first

When the northerners went out for a raid, they used to say they headed out for a viking. Their Scandinavian ancestors, however, were much more than just pirates. They were explorers and founders of states. Leif Eriksson is said to be the first European in America, long before Columbus.

In what is known today as Normandy, the intruders were not called Vikings but Normans. One of them is the famous William the Conqueror who invaded England in 1066. He managed to do what the king of Norway failed to do only a few years prior: conquer the Throne of England. The reason why the people of these times became such strong seafarers is due to their unfortunate agricultural situation. Crop shortfalls caused great distress.

In this game, you will raid and explore new territories. You will also experience their day-to-day activities: collecting goods to achieve a financially secure position in society. In the end, the player whose possessions bear the greatest value will be declared the winner.

--gameplay description from @StoryBoardGamer's review:
A Feast for Odin is a points-driven game, with plethora of pathways to victory, with a range of risk balanced against reward. A significant portion of this is your central hall, which has a whopping -86 points of squares and a major part of your game is attempting to cover these up with various tiles. Likewise, long halls and island colonies can also offer large rewards, but they will have penalties of their own.

Each year follows a familiar pattern of preparation, worker placement, and then meeting the requirements of your feast. The main phase of each year is a worker placement affair. You start with a selection of Vikings, and a large action board with a whopping 61 different options to choose from. Each of these will be arranged from left to right in one of four columns. Each column requires an additional Viking to activate, but they are proportionally more powerful.

At the end of each round, you will need to fill a feast table with food, alternating between plants and vegetable matter. You will also have a chance to lay the valuable green and blue tiles into your main hall. The configuration of these tiles must follow certain requirements, but your main goal is to both cover up a line of coin icons to increase your income, while otherwise encircling certain printed icons to generate those.

You will build your engine over time, following an alternating pattern of outward expansion and hunting against development and cultivation. It all comes down to how much you're willing to take on at any one time, and what risks you're willing to set yourself up with for their rewards.

UPC 681706716909





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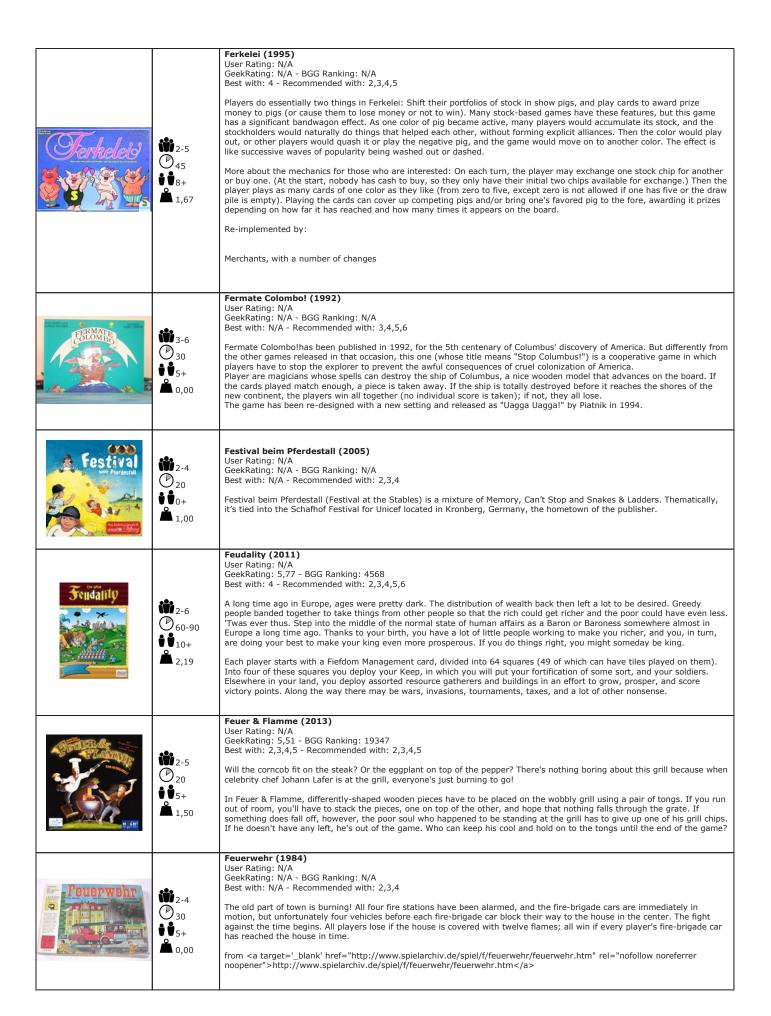
3,86

Ferkel vor! (1997)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 3.4

The object of the game is to arrange four, differently colored, plastic piglets (red, yellow, blue, and green) in a row so the new order is the same as a player's card. When a match is obtained a player may discard and try to match the next card on the following turn. The first player to discard all of his cards is the winner. No reading or counting required. Ages 7 and up.







1,00

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Fiasko (1997)

User Rating: N/A

GeekRating: 5,52 - BGG Ranking: 16322 Best with: 3,4 - Recommended with: 2,3,4,5

A small card game featuring a supermarket theme and a Can't Stop-like element to gameplay. Each turn, players may either draw a card or score their hand and begin collecting groceries anew. Hands are scored by multiplying the values of one type of grocery (milk, canned corn, etc. - the player decides which type will score) by the total number of cards in a players hand. The risk: If a player draws one of the 6 Fiasko cards, all cards in his hand are forfeit (apparently the grocery display had grown too tall and toppled over, based on the graphics). The deck also contains two Catastrophe cards, which cause all but the player who draws them to discard their hands. Players may score each type of grocery only once per game. The game ends when one player has scored all five types of merchandise. Player with the most points wins.

Fields of Arle (2014)

User Rating: N/A GeekRating: 7,61 - BGG Ranking: 81 Best with: 2 - Recommended with: 1,2

Welcome to Arle

In Fields of Arle, created by Uwe Rosenberg, one to two players live as farmers in the small and peaceful town of Arle in East Frisia. The flax grown in the land surrounding the village makes it a profitable place to work and live. Fields of Arle takes players through four and a half years of this era of prosperity, with different opportunities available as the seasons change. Farm the land to capitalize on the demand for flax, or find other ways to make the most of the small town's prosperity.

Work the Land

Whether you delve into flax farming or leverage other areas of expertise, always make sure that you have the land to build up your village. Construct dikes to keep the waters at bay and expand your fields. Dry out bogs to harvest peat and then clear the land for cultivation. Create more fields for your livestock, buildings, or future crops; after that, you can decide whether to house animals or cultivate a forest for timber. Perhaps you'd like to take up some flax farming for yourself, or diversify and try out a little bit of everything.

Tools of the Trade

At the outset of each half year, you'll choose how you'd like to spend that time working. There are many ways to build your fortune. Use the Master space to increase the tools at your disposal, focus on the Cattle Trainer to make the most of your livestock, or build up your fleet of vehicles and ship out goods. Taking stock of your progress differs depending on the season. You may milk your existing livestock or care for a bunch of newborn animals. You could harvest your flax in the fall, and sheer your sheep in spring. At the end of each half year, you'll need to take stock of your progress by unloading your vehicles and feeding your family and animals, so keep an eye on the season and do your best to keep the farm growing and everyone well fed!

Travel and Prosper

Once you've made headway in clearing fields and stocking up goods, it's time to make your products available to potential buyers. The more vehicles you have, the more goods you can ship. Send things into the wide world to increase your Travel Experience and grant you points over the course of the four and a half years of the game. Build up your farm and your vehicles and get your goods out into the world to make the most of every season. There are many roads to success in Fields of Arle, so pick your path, work the land, and enjoy the friendly competition as you strive to make your fortune!

- from the publisher's website

Fieser Zauber (2012) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Game description from the publisher:

Six brave travelers have set off to find the philosophers' stone. To do so they first have to traverse the mysterious magic wood, where a rather crazy magician with strange magic powers is hiding. He sneakily bewitches the travelers transforming them into a camel, egg or even a roast chicken.

Help the travelers transform themselves back and continue on their way! The magic dice disclose what you need to free them from the spell. You have to react in a matter of seconds and snatch the right things. Whoever is the best at snatching will also be the first to transform the six travelers back to their true selves and find the philosophers' stone.





Fifth Avenue (2004)

User Rating: N/A GeekRating: 5,66 - BGG Ranking: 6310 Best with: N/A - Recommended with: 3,4

Fifth Avenue takes place in New York during the building boom of the 1930s. Each player is building skyscrapers along the prestigious Fifth Avenue, competing for the best location next to the most businesses. During scoring actions and at the end of the game, players score points per skyscraper depending on the number of different types of businesses that are





During their turn, players make take one of four actions: take 3 skyscrapers into their supply, place a business on an open lot, take a black bidding card and move a commissioner, or score a district. Depending on which action they take, they can then draw colored or black bidding cards. Finally, at the end of their turn, all players must move a commissioner. The commissioner's path is tracked, and once they have moved across the map, bidding immediately occurs in the districts the commissioner landed on in that trip. Players use the bidding cards to bid on a specific lot, and must only use cards of the same color as the lot. Black cards may be added in to any bid. The winner can then build their skyscrapers on that lot or declare a building stop. The player that declares the building stop scores a point for every skyscraper in the district. Then, the district scores as normal, but the points received are halved. Nothing further may be built there for the remainder of the

The game ends when either there are no more businesses in the supply, or two building stops have been declared. A final scoring round occurs for each district without a building stop. The player with the most victory points is the winner.

This game is #9 in the Alea big box series.





Figaro (2006)

User Rating: N/A

GeekRating: 5,47 - BGG Ranking: 24392 Best with: 5 - Recommended with: 3,4,5,6

Figaro is a card game where players are trying to earn the shortest road. Each turn, a player plays a card down in front of another player or in front of themselves. The goal is to get the least amount of cards in a round. The player with the most cards in front of them receives the longest road piece, the player with the second most cards in front of them receives the second longest road piece, and so forth. After three rounds, players add up their road pieces and the player with the

The game is set in the world of Viva il Re! / King Me!, but with totally different mechanics and one rule in common.



Fiji (2006) User Rating: N/A

GeekRating: 5,62 - BGG Ranking: 7555 Best with: 4 - Recommended with: 2,3,4,5

1777, European visitors arrive in Fiji looking to trade with the locals. The Pacific Islanders have highly valued shrunken head treasures which the players wish to acquire for museums back home. Players offer colored glass beads in exchange, but must participate in the elaborate Fijian KAWA ritual to determine whose bead offers are most auspicious.

In Fiji players make offerings of colored beads over a series of four rounds. To win a round players aim to have the most or fewest beads of each color. A set of condition and effect cards is laid out for each round which determines who will win extra beads, depending on their offers. Players select the number of beads to offer in a series of three exchanges, after each of which the condition and effect cards are evaluated, distributing additional beads depending on who offered the most or the fewest of each color. At the end of the round shrunken head tokens are awarded depending on whose set of remaining beads best matches the current arrangement of goal cards.

After each round the goal cards, condition cards and effect cards are replaced. To win players must think ahead to understand whether an offer will likely give them more beads or less, depending on the cards in effect for the round. If players tie for a particular condition, the tied players are cancelled out, leaving the next player to follow the specified effect. This gives the game a rock-scissors-paper like feel where winning the round often depends on guessing how many beads the other players will offer.

High quality components consist of pleasing plastic beads, iconic card art, and shrunken head tokens that are both charming and macabre. Players must use tactical logic and guesswork to get an edge in this puzzling auction style game.





Film ...ab! (1995)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 3,4,5,6,7,8

1 video-cassette with 34 b/w-movie-clips, board, 1 ring, 1 die, 8 writing blocks, 8 pencils,

All players watch a movie clips and write down items with e.g.a "b" in the beginning. After the end of the film clip they read their words and get points for the proper ones.



Filou (1989)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

This is a memory game in which players move around a board which contains twelve face down chips (four sets of three each). Each time a meeple steps onto a square, the player shows the other side and places it onto the square he or she came from. The memory layout thus changes constantly. If a player knows the location of a complete set, he or she calls it (and gets the set if he or she is correct). New chips are placed and a new turn starts. Whoever collects 15 chips first, wins.





Finale (1998)

User Rating: N/A GeekRating: 5,52 - BGG Ranking: 15698 Best with: 2 - Recommended with: 2

Another game in Kosmos two-player series, this game casts players as soccer (football) coaches on opposite teams. Players use special square cards to represent the players they have in each of the positions: strikers, mid-fielders, defenders, and goalies. Each turn, one of the two players will be the offense based on a simultaneous selection of cards from their respective play books. Then players allocate their players to the current play, which rotates the used players. A player card has a number of soccer balls on each edge, which tells how many skill points the player will contribute to a given play, and using the player (thusly rotating him) might actually weaken him for the next use.

Re-implemented as:

Tooor!



User Rating: N/A

GeekRating: 5,50 - BGG Ranking: 20316 Best with: 2 - Recommended with: 2

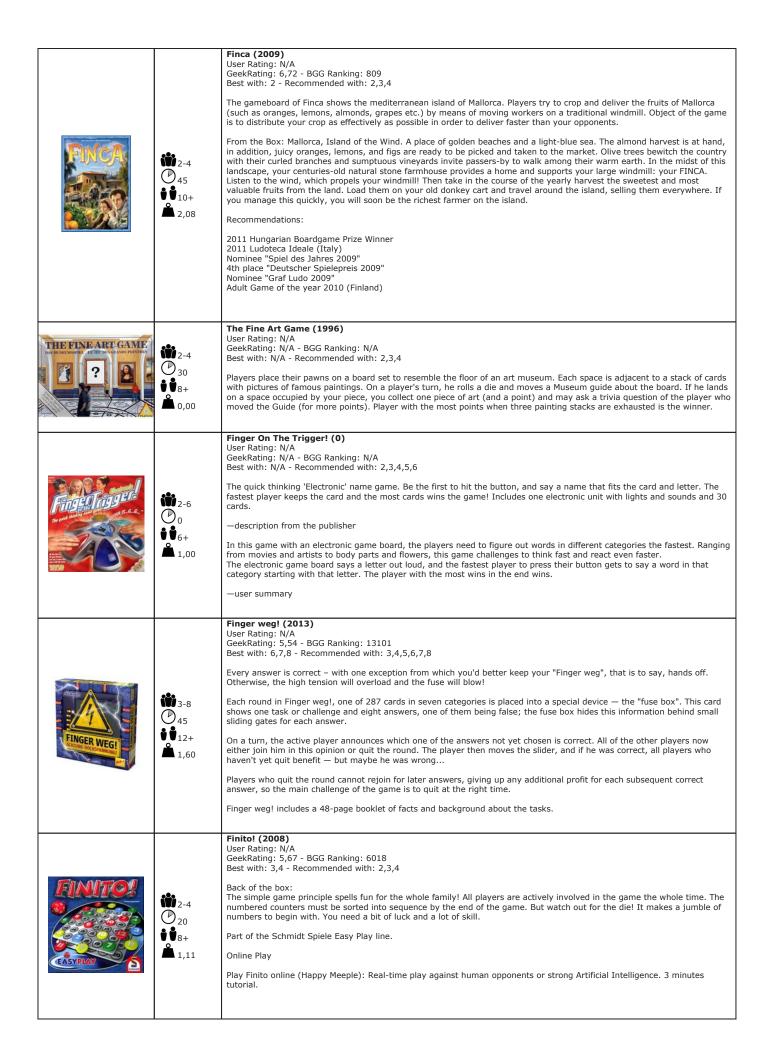


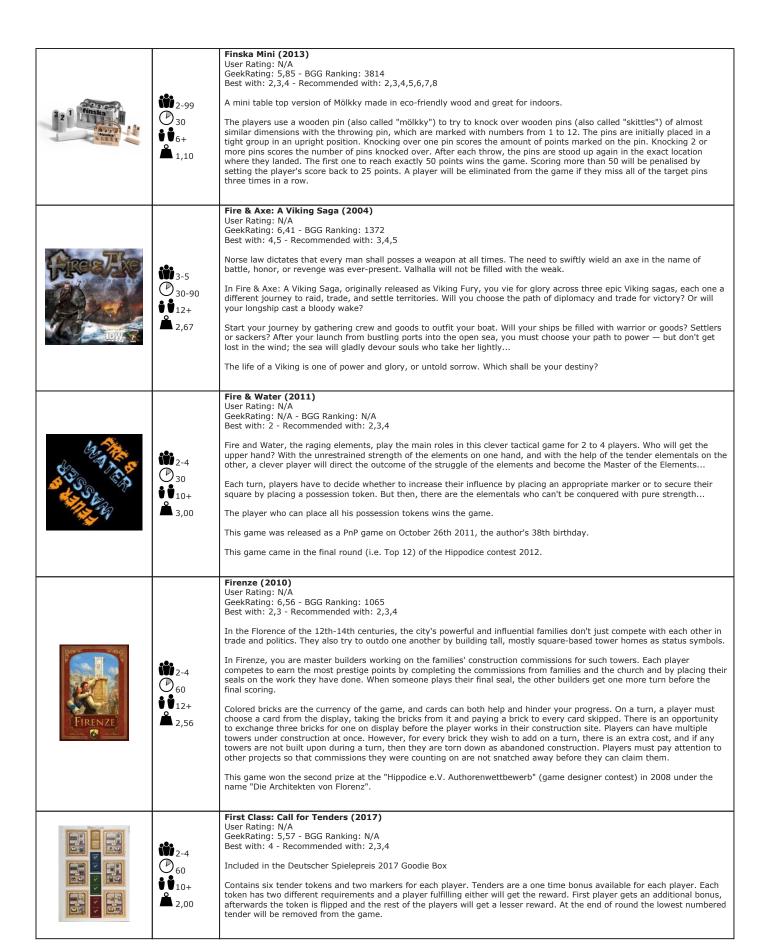


A dice driven soccer game where the rolls move your teammates into the best positions to score. "The teams are on the pitch and soon the finale will start. Which trainer will be the most successful in getting their players into good positions"

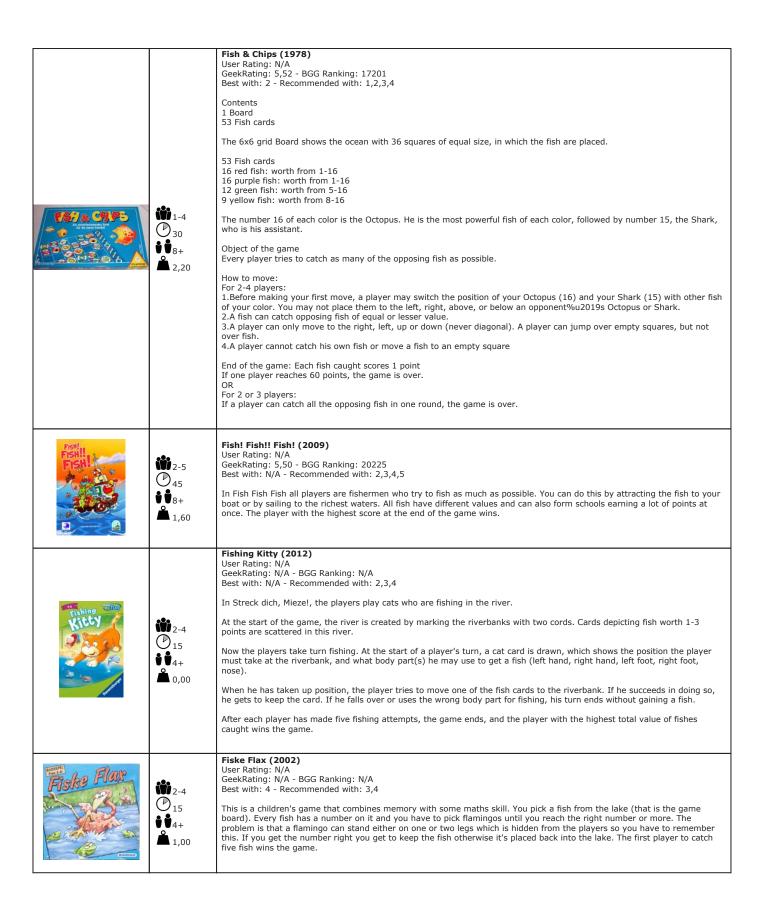
Players alternate rolling a die and moving a player with the appropriate number. A goal is scored if you move one of your players into an opponent goal. Alternatively you can score by blocking your opponent from moving.

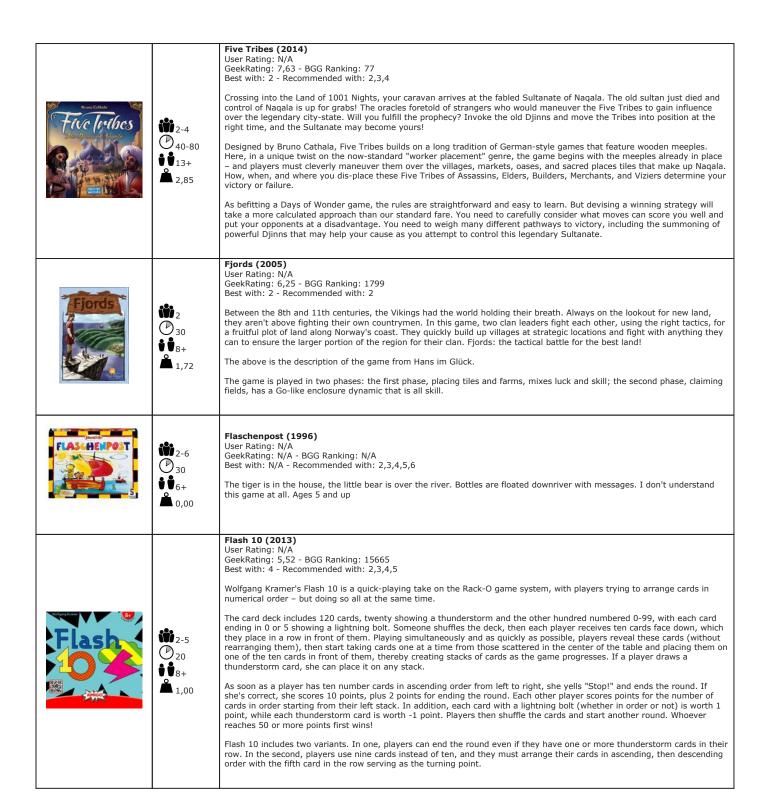
Actions are based more on abstract strategy rather than soccer mechanics.

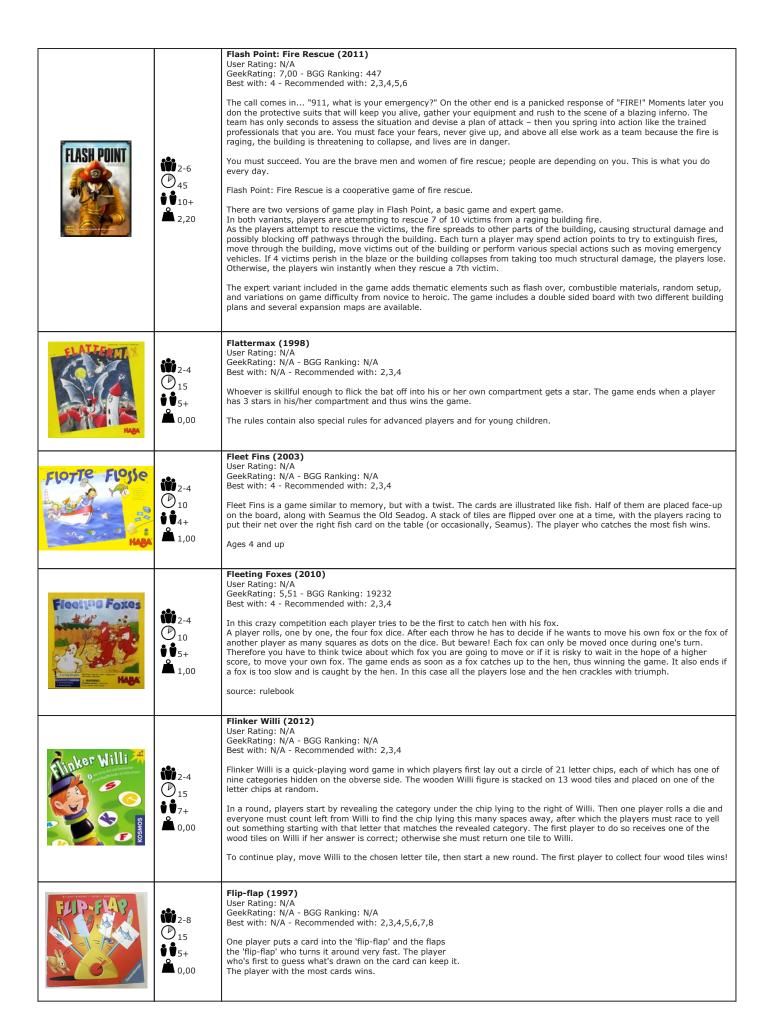


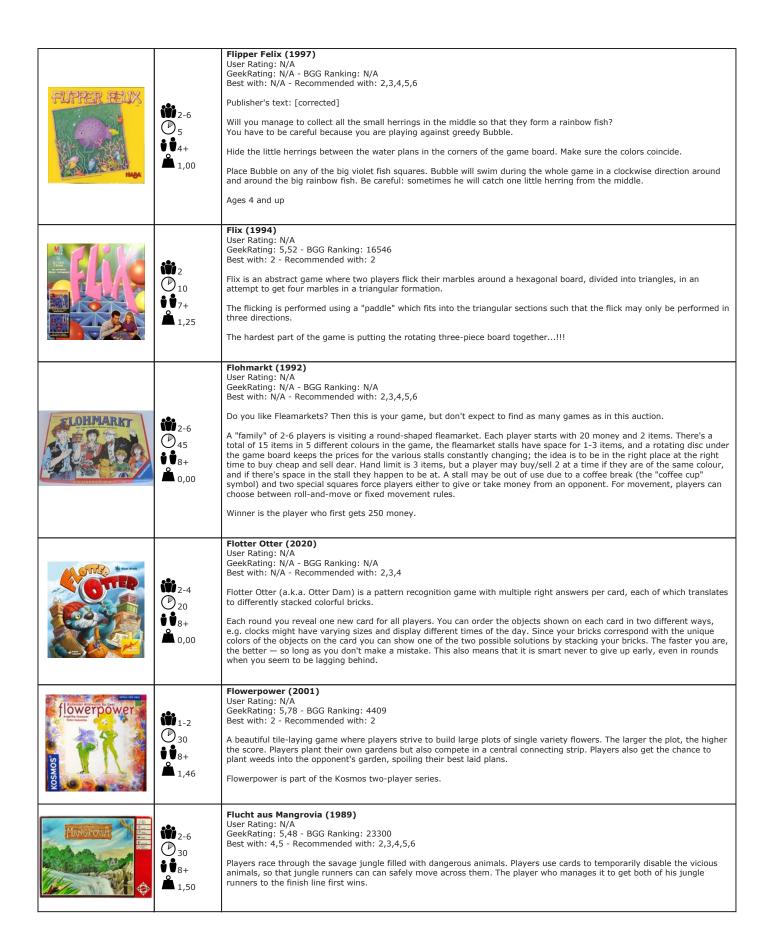


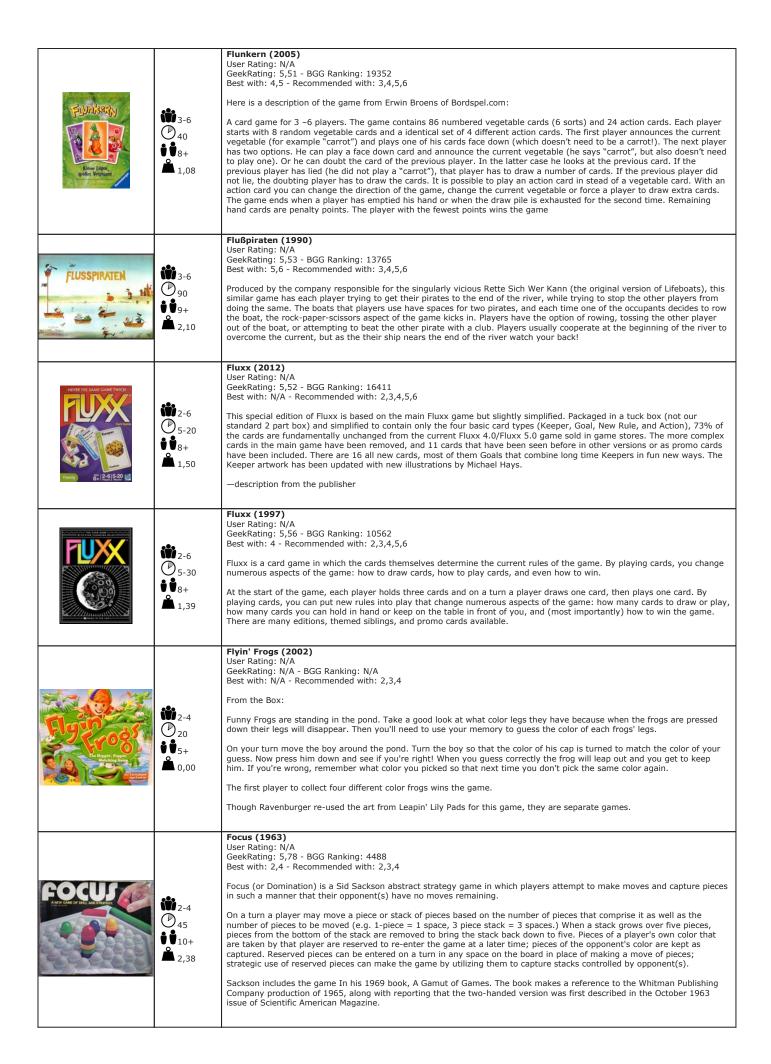


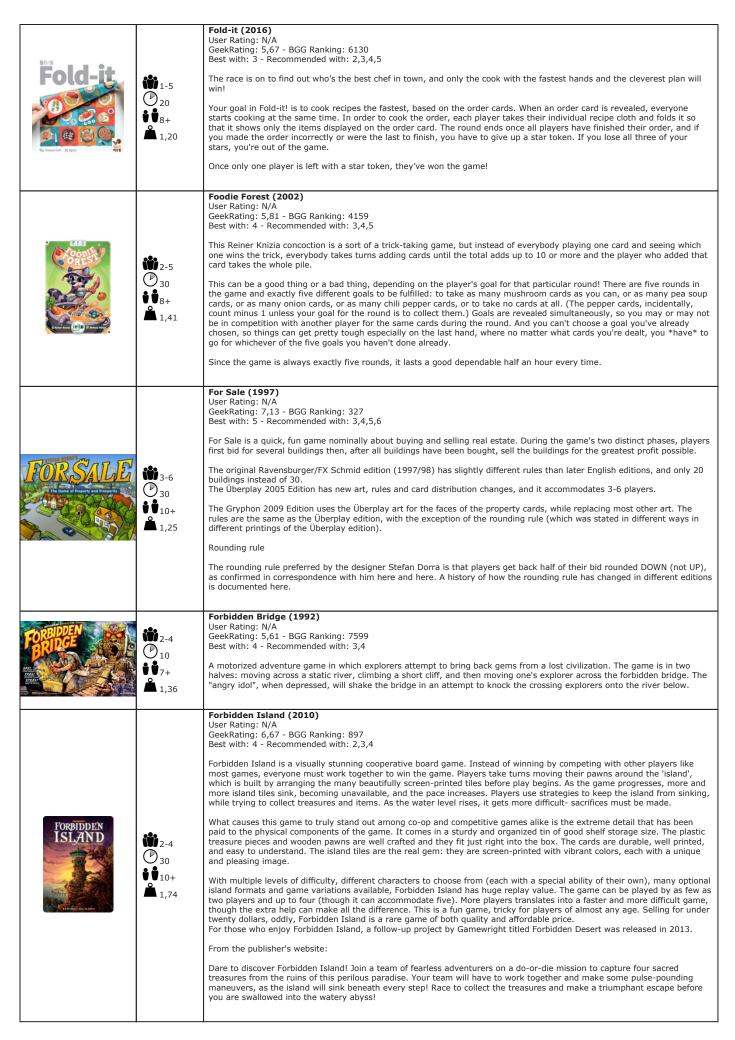
















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Forbidden Sky (2018)

User Rating: N/A

GeekRating: 6,05 - BGG Ranking: 2578 Best with: 3,4 - Recommended with: 2,3,4,5

Soar to dizzying heights in the electrifying cooperative adventure. Work as a team to explore a mysterious platform that floats at the center of a savage storm. Connect a circuit of cables to launch a secret rocket — all before you are struck by lightning or blown off to the depths below. It's a high-wire act that will test your team's capacity for courage and cooperation. One false step and you all could be grounded...permanently!

This latest installment in the Forbidden... game series takes you to new heights with several novel challenges, including collectively planning a terrain using only limited information and constructing a real electrical circuit.

Forest Friends (2022)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 1,2,3,4

Mia Mouse and her friends play hide and seek in the forest. Look through the peep holes in the forest and help Mia Mouse search! Wasn't there just a rustle behind the tree? And there are footprints in this puddle. Who could they belong to? Maybe Ronja Deer, Suri Dormouse, and the rest of the gang in the dense leafy undergrowth?

Discover Free Play and Details
In Forest Friends your child can engage with the game materials during free play. Play along! Discover the pictures on the game materials together and talk to your child about them. Ask your child what they recognize and encourage them to name things. Talk to them about which animals they have already seen or heard in the forest. And just like that you're already role playing with your child.



One child gets Mia Mouse. Read out a task. The child searches for the solution. Sometimes the correct answer is visible on the outer walls, sometimes only through the peep holes. If the child can't find the correct answer, help them. Once the child has found the solution, they receive a star and place it in front of them. Mia Mouse is passed on to the next child. It's now their turn. The game is over once all 5 stars have been collected.

Game 2: Play Hide and Seek

Before starting the game, everyone may look into any two holes. Every child tries to remember which animal is where. Whoever was last in a forest goes first and moves Mia Mouse one animal tile forward in a clockwise direction. The child names the animal that they see on the tile. Now it's time to think about which hole they can see the animal through. They choose the hole they think the animal is hiding in and look through it. If right, the child can take a star from the starry sky as a reward. The game ends when all the stars have been taken from the sky. The children now stack the stars they won on top of each other. The child with the highest star stack wins.



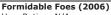


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Formel 1 (1994)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Light card driven Formula One racing game. Players are able to move all cars (but only one a single turn) depending on the cards they get. The own car is hidden. Game contains an even simpler dice driven variant for kids



User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20488 Best with: 3,4,5 - Recommended with: 2,3,4,5

From the publisher's website:

Once again, our unfortunate friends find themselves foreigners trapped within the frightful Fortress Furor of the fanged Prince Fieso who would, with felicity, see them flounder and faint. These fine fighters could feasibly face their finish in this forbidding fortification, whose fearsome floors even now flow frighteningly from beneath their feet as the famished Furunkulus forages the fringes, fixing to feast on the foreigners' flesh. Forthwith, must our fighters fashion their flight from this foulest of fates! But what's this? By the light of their fallow and flickering flares, our friends find the depths fraught with the most furious of fiends and the fiercest of freaks! With fleet feet, the fearless foreigners follow these ferocious fellows through the fortress, with its multifarious footpaths and their frustrating forks, forging fervently forward toward freedom and fame. Our fighters must not falter from whatever feud or fracas would foil their function: to finally furnish the forlorn Faerie Fabula her freedom from feckless Fieso's fists!





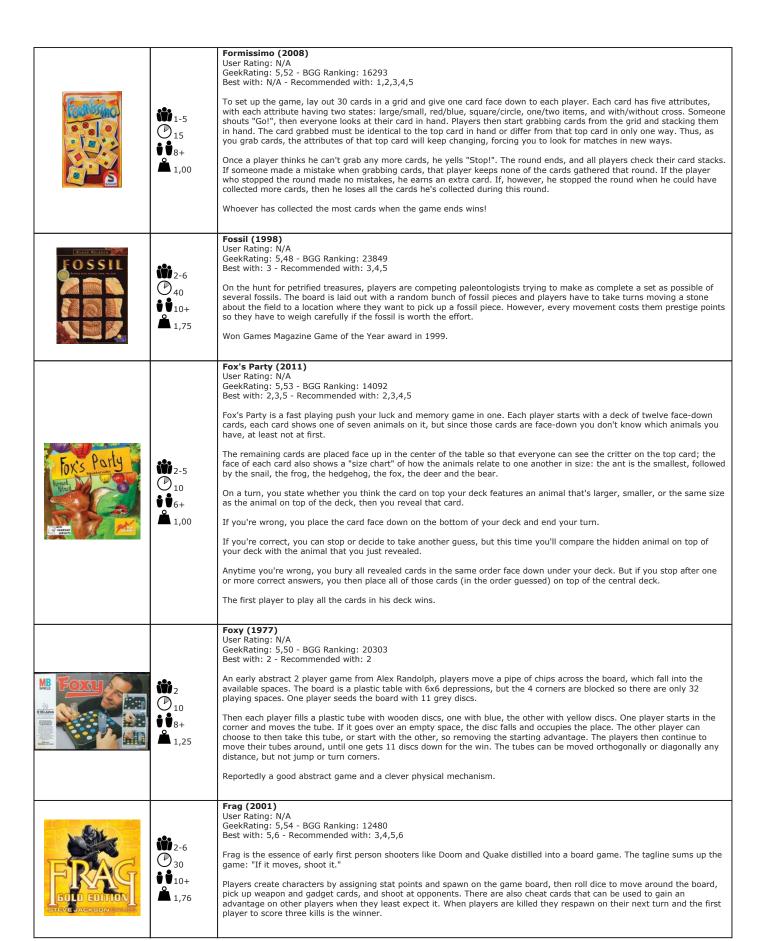
Formidable Foes is a light-hearted dungeon crawl. The players all take the role of heroes competing with each other to amass the greatest hoard of treasure. They do this by exploring the dungeon and fighting monsters.

Goal

The goal is to collect as much gold as possible. The winner is the richest player.

Gameplay

On each turn, a player either moves twice; moves once and fights a monster; or collects 'power tokens' which allow a player to improve their dice rolls in subsequent turns. In the early part of the game, the monsters are fairly weak and easily defeated. Defeating a monster increases a character's 'wisdom' which allows them to fight and defeat ever-harder monsters. Fighting monsters involves rolling a dice and then adding power tokens to improve the roll if required.





Frantic (2015)

User Rating: N/A

GeekRating: 5,68 - BGG Ranking: 5980 Best with: 4,5,6 - Recommended with: 2,3,4,5,6,7,8

In Frantic, you start with seven cards and try to get rid of your cards as quickly as possible. If a player has discarded all their cards, the remaining players count the points in their hand. When a player reaches the agreed maximum score, the player with the lowest score wins.

If you can't or don't want to play a card, you draw one from the deck. There are four colors with numbers from 1 to 9. You can either play color on color or number on number. Sounds boring so far, doesn't it? Well, that's why we have the special cards. For example, have someone draw four cards from the deck, or give a fellow player two cards out of your hand. And the fun part: You always get to choose who gets these cards!

But wait, there's more: We come to the black cards, also numbered from 1 to 9. You can play these only on a number, not on the same color, and every time a black card is played, it activates an event card. These event cards go from Friday, the Thirteenth — where nothing happens – to Tornado, where all hand cards get shuffled together and handed out again.





Freaky (2016)

User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20933 Best with: N/A - Recommended with: 2,3,4,5

In Freaky, you want to grab all the cards that you can, but to grab them, you need to play the right cards!

Each card in Freaky features three characteristics; number, number color, and background color. Each player starts with three cards in hand, and three cards are placed face up on the table.

On a turn, a player plays 1-3 cards onto the table, and each card played must match at least one characteristic of the card on which it is being played. If a pile now has at least four cards in a row with a matching characteristic, e.g., four yellow number circles, that player claims all of the cards in that pile. A player refills their hand to three cards at the end of their

When the deck runs out, the game ends and whoever has collected the most cards wins!







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Freche Frösche (2002)

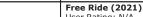
User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20824

Best with: N/A - Recommended with: 2,3,4,5,6

"Bold Frogs" is a memory game where each player tries to be the first to fill their board with 10 frogs. On their turn, they choose two frogs from 60 tiles placed face down. If the two tiles are consecutive, they choose a third. If this too matches, they can place the three frogs on their board or keep trying to get more matches. If they miss, all frogs are returned to the table (a bit like Can't Stop).

There is a also a variant for older children and adults that allows players to find matches solely to remove frog tiles form the game and make it impossible for others to complete their board.

This is a good game and one that adults will like to play with children in the same way as Zapp Zerapp or Zicke Zacke Hühnerkacke



User Rating: N/A

GeekRating: 5,93 - BGG Ranking: 3273 Best with: 4 - Recommended with: 1,2,3,4,5

Around the end of the 19th century, a growing network of railway lines was built in Europe, allowing people to travel to the major cities to visit beautiful structures influenced by Art Nouveau and Historicism.





In Free Ride, you are one of several people in charge of building railway lines, connecting the cities in Europe, and carrying passengers to those cities. The game board shows 45 cities connected by a network of potential routes, and all railway lines built will be one of three types: lines owned by you, lines owned by fellow players, and state-owned lines. When you travel along railway lines, you pay nothing to travel on your lines and state-owned lines. To travel on a fellow player's line, however, you must pay them 1 coin, which converts their line to state-owned. From then on, traveling on that line is free for all players. As coins are limited, you should carefully balance the building of your lines with the conversion of fellow players' lines to state-owned lines.

Where do you want to build? At the start of play, each player drafts part of a travel route. Multiple travel routes are available for choosing, and each travel route consists of three cards. When you choose a route, you take either the first and second cards or the second and third cards as your starting and ending point (in that order). Return the unchosen card of

Once the third deck is empty, you can either withdraw from the game with uncompleted routes (returning those cards to the box) or keep taking turns until you finish all your routes, at which point you immediately gain 1 coin and withdraw. In either situation, you earn 1 coin (and do nothing else) on each subsequent turn. Once all players have withdrawn, you tally your score, earning 3 points for each coin, 5 points for the first card you have of a city, and 2 points for each other card you have of a city. (Each of the 45 cities appears once in each of the three decks.) Whoever has the most points wins.

Free Ride also offers a difficult solo challenge!





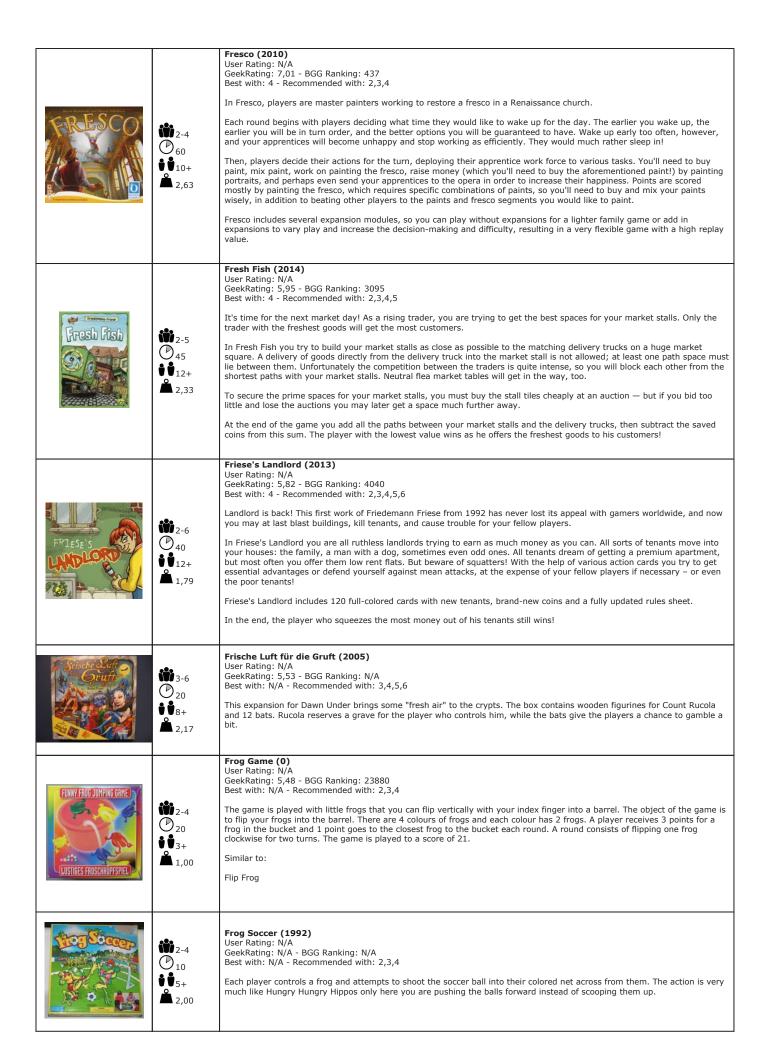
Freeze (2010)

User Rating: N/A GeekRating: 5,57 - BGG Ranking: 9610

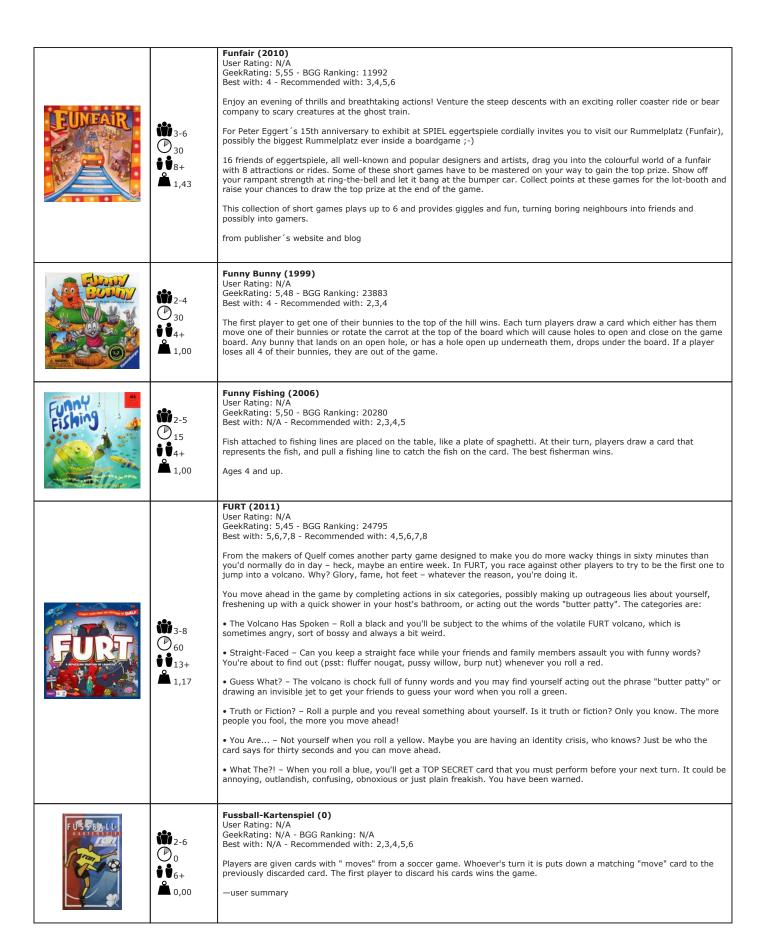
Best with: 8 - Recommended with: 4,5,6,7,8,9,10

In every round of Freeze (aka Bühne frei!), four players enter the stage together and improvise a scene in a situation only they know. Each of them knows their personal rank among the actors (1-4), but no actor knows the rank of another. The actors must act out their rank within the scene so obviously that the spectators can guess it.

But do not fear: There is no need to have studied acting in order to win at Freeze. Just react to what the others are doing in the 45-second-long scene - or laugh yourselves away, no matter whether you are spectator or actor...



Fire		Froggies (2021) User Rating: N/A GeekRating: 5,54 - BGG Ranking: 13183 Best with: N/A - Recommended with: 2,3,4
		Fröschis (engl. Froggis) is the German version of the game \(\square\) \(\square\) (Make Room), published in 2020 by Shafir Games in Israel.
		In Fröschis, you want to line up your cards in numerical order, eventually getting rid of your card row entirely. The deck consists of cards numbered 1-8 with six of each, along with four frogs and eight trash. To start the game, deal
	2-4 D ₂₀	each player a row of eight cards face down. On a turn, take either the top card of the deck or the discard pile, then place the card in the proper place in your row — a 1
	1,00	goes in the first spot, a 2 in the second spot, etc. — as long as the card you're replacing is face down. Reveal that face-down card, and if you can place it in your row — again, replacing only a face-down card — then do so. If you reveal a frog, it's a joker that can serve as any number. If, for example, you place a frog in the 4 spot, reveal a 6, then place the 6 and reveal a 4, you can place the 4, then move the frog to a different face-down spot. If you reveal trash or a number you already have face up, discard it to end your turn.
		If you have eight face-up cards in a row, each other player takes one final turn, then you start a new round, and all players who completed their row are dealt only seven cards instead of eight. Now you have to get only seven cards in a row to win the round, but all 8s count as trash for you, possibly making it harder for you to do so. Keep playing rounds until someone gets down to a row of only one card, completing it with a 1 or a frog. That player wins when they do so, and multiple players can win if they complete their one-card row in the same round.
		Frogriders (2017) User Rating: N/A
POGDIDEDE		GeekRating: 5,77 - BGG Ranking: 4582 Best with: 3 - Recommended with: 2,3,4
	2-4 20-30 1 1 ₈₊	Deep in the forests of the North lives an enchanting elf tribe called the Frogriders. Each spring, they hold a tournament in which their four major squads perform a mock battle. Whoever best manages to capture valuable units and make clever use of their special abilities will take the victory!
	1,31	Frogriders is a tactical family game in which you collect the custom-molded plastic figures by making them leap over one another. Each of the collected Frogriders enables you to keep it for scoring or return it to the tribe's village in order to use its special ability. Due to the many different privilege cards and several scoring cards (of which only a few are used each game), there are a lot of tactical nuances to discover and many strategies to employ to win at Frogriders!
English of an		Fröschchen, hüpf! (2002) User Rating: N/A
Hoself	1 2-4	GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4
	1 5 1 5 1 5 1 0+	The little frogs are jumping around the pond. Both dice are used: First your frog is moved according to the dots on the die. It jumps toward the right or left. If it lands on a mound of earth, it can jump forwards toward the pond! Then, the stork is
HABA	1,00	moved using the colored die, stalking in a clockwise direction around the ring of flowers. Watch out! If there is a frog in the same segment of the circle as the stork, the frog is frightened into jumping away from the pond! The winner is the player first able to snatch two flies from the pond.
		Fröschlein aufgepasst! (2014) User Rating: N/A
	2-4 D ₁₅	GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4
	1,00 1,00 1,00	Players are using a die to move their storks on a hexagon shaped grid in order to catch the frog that's appearing on water lilies and is also moving on the grid based on the die. The first player to catch the frog three times wins.
	-02	Fruit Mix (2015) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21607
	1-6 D ₁₀₋₂₀	Best with: N/A - Recommended with: 1,2,3,4,5,6 Do you find it hard to play memory games where you have to find two tiles or cards that match? Good news! Fruit Mix is an
	1 1 1 1 1 1 1 1 1 1	exceptional "anti-memory" game: the goal is to find two tiles that do not match! The images have three distinct characteristics so this game requires you to apply not only your memory, but logic as well. To memorize the whole card? Or only some of the characteristics? Maybe it's better to just remember the missing characteristics? Choosing your tactics is the key to success! Get energized with this bold and brainy game!
	2-4 30 5+ 0,00	Fuchs du hast die Gans gestohlen (1984) User Rating: N/A
Puchs du basi die Gana		GeekRating: N/A - BGG Ranking: N/A Best with: 4 - Recommended with: 2,3,4
122		Cooperative children's game. A fox is trying to escape to the woods with a goose as prey, the players try to prevent that. There are several "exits" where the fox can escape unless a certain minimum number of player pieces block them. Players can donate their rolls to other players. If a fox symbol is rolled, the fox moves forward. If the fox escapes, everyone loses, if they can prevent it, everyone wins.
		Fun and Fishes Aquarium Game (1951)
		User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4
Fun and Fishes	2-4 D ₂₀₋₀	At the start of the game each player selects a set of six tokens, e.g. fish or crab tokens, and one colored peg. Players spin the pointer in turn and a six is required before a player can move. Having scored a six, the player pegs his token in to the lowest hole of any of the four tracks and moves it up the track
	1 1 1 1 1 1 1 1 1 1	according to the numbers scored in turn. Each time a player scores a six he gets an extra turn. When the end of the track is approached the exact number must be scored to put the token into the corresponding aquarium.
		The first player to get all his tokens in the aquarium wins the game.
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FYFE (2022)

User Rating: N/A GeekRating: 5,87 - BGG Ranking: 3599 Best with: N/A - Recommended with: 2,3,4,5

The cover of FYFE shows a dreamy South Seas location with a blue sea, beach, and palm trees — but what will you find as you dig in the sand, and can you arrange your discoveries in ideal scoring combinations?

Each player has their own 5x5 grid, 7 lucky charm tiles, and 15 scoring boards. The game includes 125 tokens, with each token showing one of five colors, one of five symbols, and one of five numbers (1-5). The scoring boards show conditions that you must meet in order to earn the points listed on that board, e.g., the numbers 1-5 in sequence, tokens of the same color, tokens with different symbols, three tokens of one color and two tokens of another color, etc.

To start the game, draw two tokens from the bag and place them at the bottom of your playing board. Place one of these tokens in an empty space of your grid, then choose a scoring board and place it in the row, column, or (if appropriate) diagonal line in which that token was placed. On each subsequent turn, draw one token, place it on your game board, then choose one of your two tokens to place. If this newly placed token doesn't have a scoring board pointing at it, choose one of your unplaced scoring boards and place it in the row, column, or diagonal.

As soon as a line is filled with five tokens, if you have met the conditions on the scoring board for this line, flip it over to the side that shows points; if you are the first and only player to complete this scoring board this round, take the associated 3-point bonus tile. If you complete and score multiple lines on the same turn, take 5-20 bonus points depending on whether you scored two, three, or even four lines at once.

If someone drew a lucky charm token at the start of the round, they draw a replacement token, then all players can choose to use and discard one of their lucky charm tiles. These tiles allow you to exchange the tokens in your reserve, place a token on the board as a joker, swap an already fulfilled scoring board for another one, and so on. Each unused lucky charm tile is worth points at game's end. After 25 rounds, players tally their points for scoring boards, first tiles, lucky charm tiles, and bonuses to see who has the highest score.

G (90 games) Gaga! (2005) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 3 - Recommended with: 3

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The game consists of three sets of twelve cards: 3 to 9 and some special cards. Each player receives one set of cards

Gaga is a card trick game. The players play their card simultaneously and blind. The highest card gets the trick; if there is a two-way tie, the remaining player gets the trick. If there is a three-way tie, the winner of the next trick gets this trick as well. The special cards have other ways to win (or loose) a trick.

When one of the players has run out of cards, each player counts his points. Some cards show chickens, and are worth points; others show animal droppings, and lower your point total.

The player who has gained the most points after three rounds wins the game.

Galapagos (2013) User Rating: N/A

GeekRating: 5,50 - BGG Ranking: 21669 Best with: 3 - Recommended with: 3,4

In Galapagos, players move around the island searching for new species of turtles and trying to stay one step ahead of everyone else. With good planning and some luck on the dice, you'll collect more turtles than anyone else and triumph on this whirlwind island tour.

During set-up, players arrange the island tiles, then place five or six turtles on various tiles, depending on the number of players. Each player places his character token on the island and takes five color dice.

In each round, all players simultaneously roll their dice, then arrange them in the order they want to use them. Whoever first completes his planning grabs the sand timer in the center of the board, starting the timer for everyone else to finish their plans. Once time runs out, this player moves his character on the island, moving it to an adjacent space matching the color of the first die in his plan, then moving it again, and so on – ideally picking up lots of turtles along the way. The other players take turns in clockwise order. A player who lands his character on a corner space can move to either adjacent corner space (as long as he's placed the correct color in his movement chart).

Players add turtles to the board to bring the total available to five or six, then start a new round. Once all the turtles have been collected, the game ends and the player score for the turtles they've collected: 8 points for a set of six differently-colored turtles, and 1 point for each other turtle. Whoever has the highest score wins!



User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4

From the box: "You hang stars and planets on the rotating wheel. When they fall off they are transformed into valuable shooting stars. But watch out; It's not up to you if you're lucky or not! You have to get instructions and then hang stars and planets on the wheel. Whatever falls off is gathered up by the player who gave you the instructions. So you have to demonstrate skill and care so that the other players won't collect too many points in the form of shooting stars. On the other hand, you should give such instructions which result in as many stars as possible falling off...
For those who prefer to harvest shooting stars trying their own luck and skill there is an additional game variant. A sky-borne game of skill for the whole family.

Contents: 1 star wheel, 12 big stars, 12 small stars, 16 planets."





Best with: 4,5 - Recommended with: 3,4,5,6

While ostensibly a racing game - a "racing your sedan chair around the gardens of Versailles" game, no less - the heart of Galopp Royal is the auction rounds that precedes each race: a jumble of bluffing, bidding & wild swings of luck.





Gambit Royale (2006)

User Rating: N/A

GeekRating: 5,95 - BGG Ranking: 3077 Best with: 4 - Recommended with: 3,4,5,6



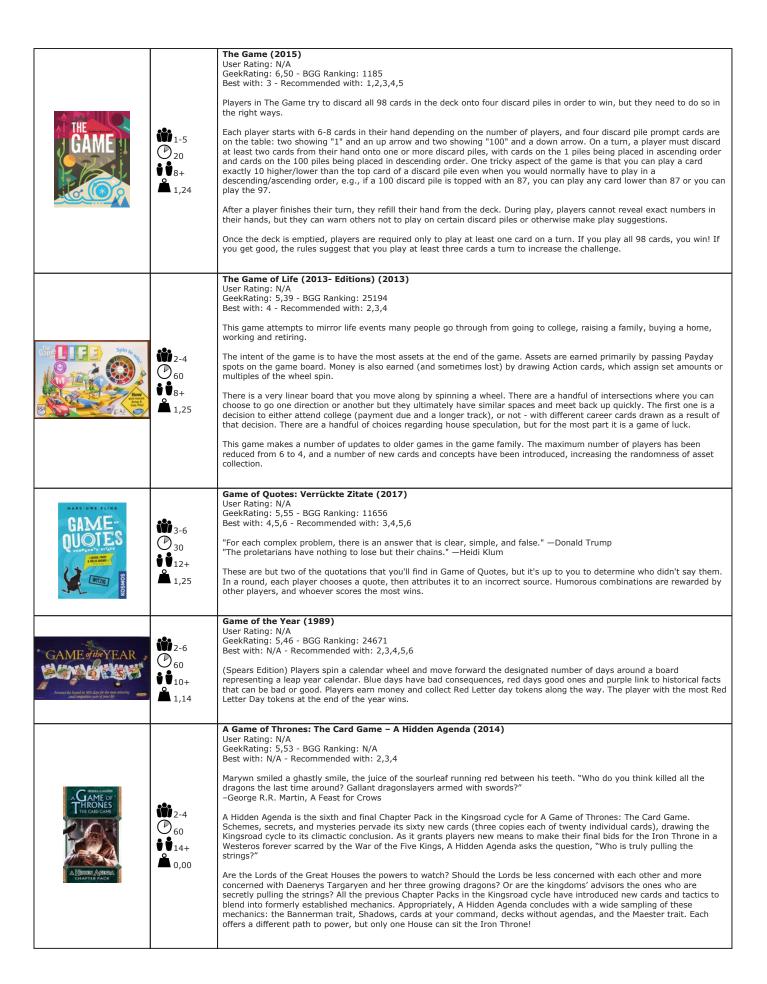


Gambit Royale, first released under the name Ruse & Bruise, is a fast-paced card game in the tradition of Citadels. Magicians and dragons, kings and princesses populate the land and want only one thing: the greatest fame. The players try to use their royal household to cause problems for their opponents and trick them with underhanded chess moves. In more detail, the game lasts six rounds, and at the start of each round, each player reveals a random goal card worth 1-5

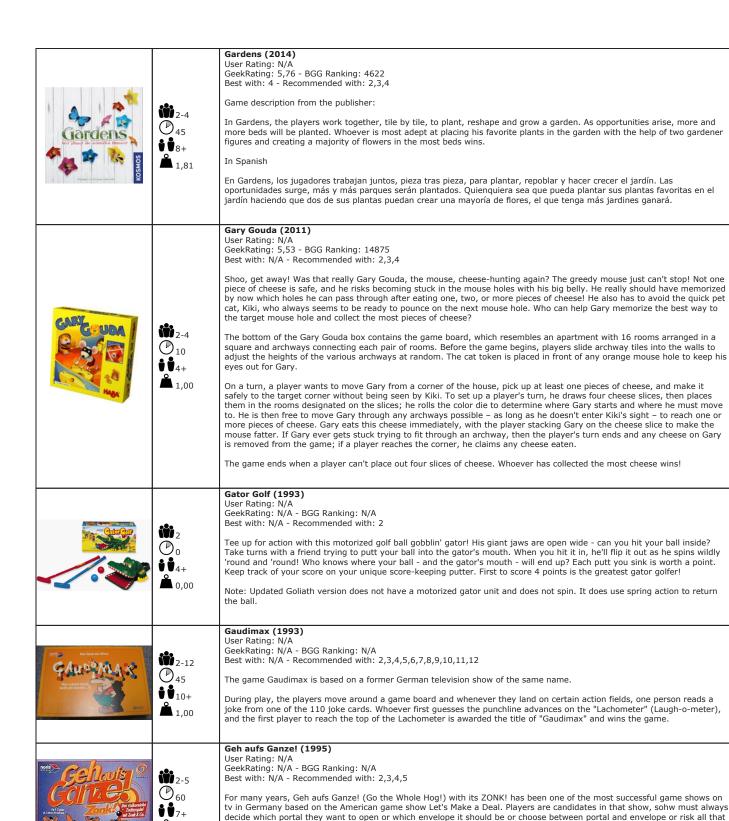
victory points (VPs), each with one of six symbols printed on it. Each player has a deck of influence cards and starts with a hand of three cards. On a turn, a player plays a card face down in front of a goal card, then draws a replacement card; if a face-down card is already present at this goal, the player reveals in and executes the action on it, if any. As soon as all goals have as many cards below them as their VP value, the round ends. Reveal the face-down cards without executing their actions, then carry out the actions of any mercenaries, wizards, witches, and princes/squires in play. Whichever player then has the most influence on a goal (as determined by the values on their played cards) claims that goal, with ties being broken in favor of whichever tied player played on that goal first.

After six rounds, players tally their goal cards to determine their final score; alternatively, if they have a set of six goal symbols, they can sum those six cards, double that value, then subtract 1 VP from that total for each goal card they have that's not part of that set. Whoever has the most points wins!

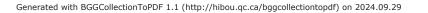
The 2018 edition of Gambit Royale contains five more cards than the first edition of Ruse & Bruise.





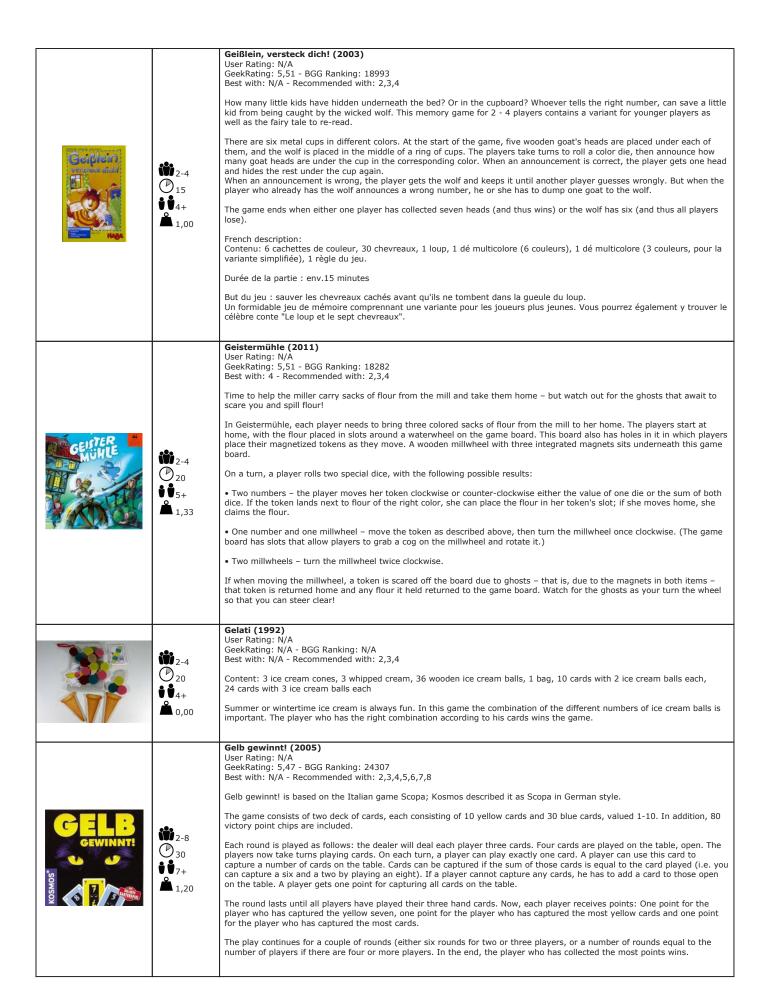


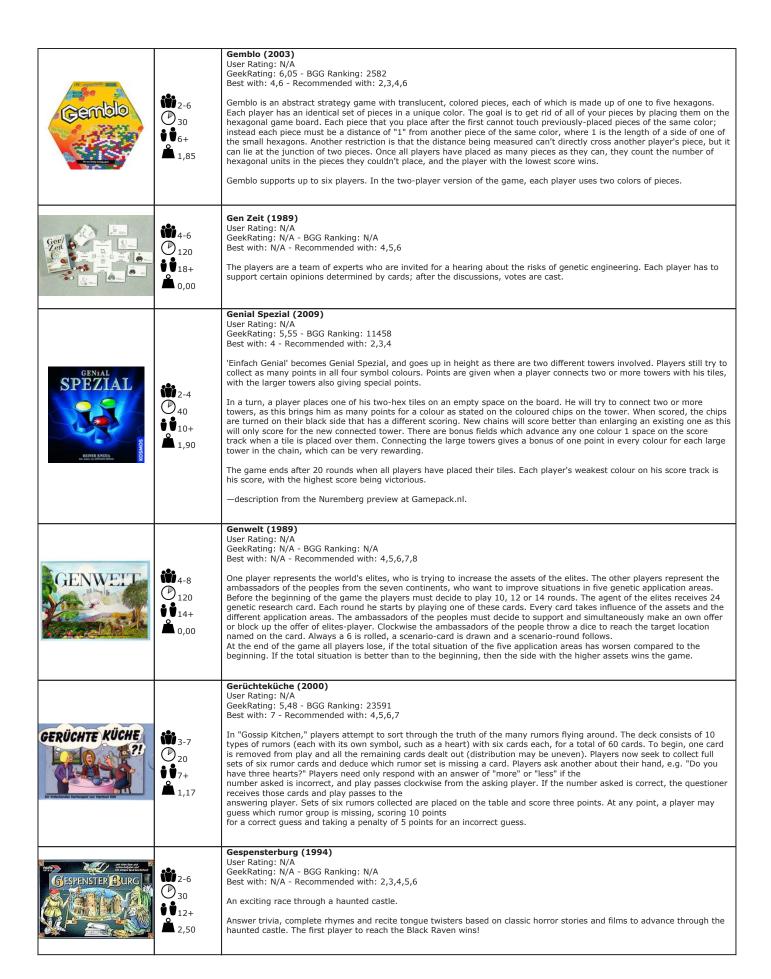
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they have won before on the Big Deal or be content with a 1000.- DM. Being greedy or unlucky only gets you the Zonk!

Players can try to actively influence the candidate in his decision by offering money or other bribes.









Gezanke auf der Planke (2021)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: 4 - Recommended with: 2,4

The ship swings, the gold lies on the planks, and underneath the sharks are circling.

Gezanke auf der Planke is played on a real 3D ship that lies rocking in the waves. All pirates want to get as close as possible to the prey, but most of the coins can be found only on the most tricky plank sites on the ship's exterior. With each move, one of the six planks is pushed sideways over the deck, and a pirate on the ship is moved. This always puts some pirates out of balance...

-description from the publisher

Ghooost! (2013)

User Rating: N/A GeekRating: 5,55 - BGG Ranking: 11360 Best with: 4 - Recommended with: 3,4,5,6

Ghooost! is a fast, easy-to-learn card game with a Halloween-based theme and lots of twists and turns! Play your cards wisely to get rid of all the ghosts, undead, vampires, zombies and other spooky creatures haunting your mansion. Block your opponents while they're trying to drive spirits out of their home and into your backyard – but beware as the scariest ghosts will not be driven away so easily...

In game terms, your goal in Ghooost! is to get rid of all of your cards in hand and in your mansion by playing a card (or several matching cards) equal to or higher than the one(s) played previously. To set up, each player has four ghost cards in hand and 4-12 cards in his mansion. Ghost cards come in four suits and have values ranging from 1 to 14, with a few cards having special powers; scary (red) ghosts, for example, can be topped only by fearless ghosts, other scary ghosts, or a ghost quartet, while fearless ghosts can be played no matter what's on top of the Cemetery (discard pile).





A game consists of two stages. In the first stage, players draw or play cards to prepare their hand of cards for the second stage. On a turn, a player takes one of three actions:

Play one or more matching cards on the Cemetery equal to or higher than the cards played previously, then refill your hand to four cards by drawing from the Crypt (deck).

Take all the cards from the Cemetery into your hand; any card can be played on an empty Cemetery. Draw one card from the Crypt and try to play it, taking all the cards from the Cemetery into your hand if the play isn't valid.

Once the Crypt is empty, the second stage begins and players take turns either playing valid cards into the Cemetery or taking all cards from the Cemetery into their hand. If a player plays two or three matching ghosts, he takes another turn immediately; if he plays four cards that match (or plays cards that complete a quartet), those cards and the Cemetery are removed from play, then he takes another turn. If a player's hand is empty, he draws the top card from his mansion, playing it if valid and taking all the Cemetery cards into his hand if not. If a player empties his hand and mansion, he's out and the others keep playing. Play continues until only one player has cards in hand; this player loses the game and everyone else wins

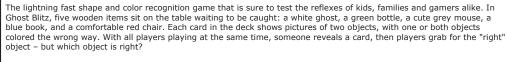
Ghooost! includes a scoring system that allows for multiple rounds.

Ghost Blitz (2010)

User Rating: N/A

GeekRating: 6,44 - BGG Ranking: 1321 Best with: 4,5 - Recommended with: 2,3,4,5,6

Balduin, the house ghost, found an old camera in the castle cellar. Immediately he photographed everything that he loves to make disappear when he is haunting — including himself, of course. Unfortunately, the enchanted camera takes many photos in the wrong colors. Sometimes the green bottle is white, at other times it's blue. Looking at the photos, Balduin doesn't really remember any more what he wanted to make disappear next. Can you help him with his haunting and quickly name the right item, or even make it disappear by yourself? If you grab the right items quickly, you have a good chance of winnina...







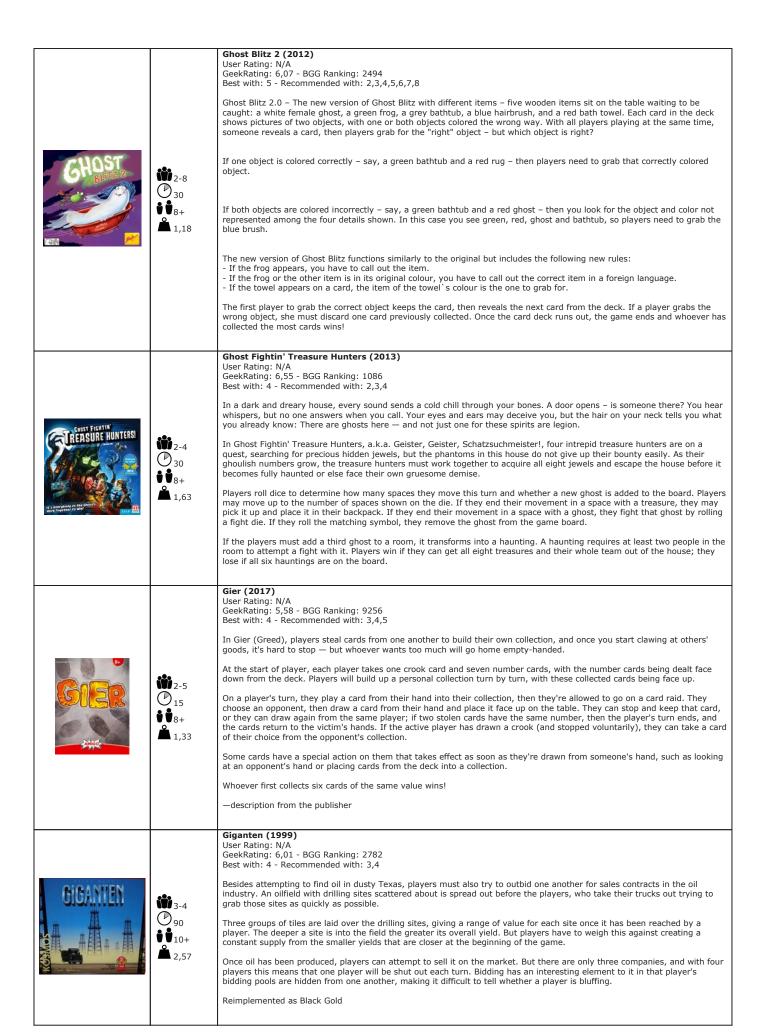
If one object is colored correctly - say, a green bottle and a red mouse - then players need to grab that correctly colored object.

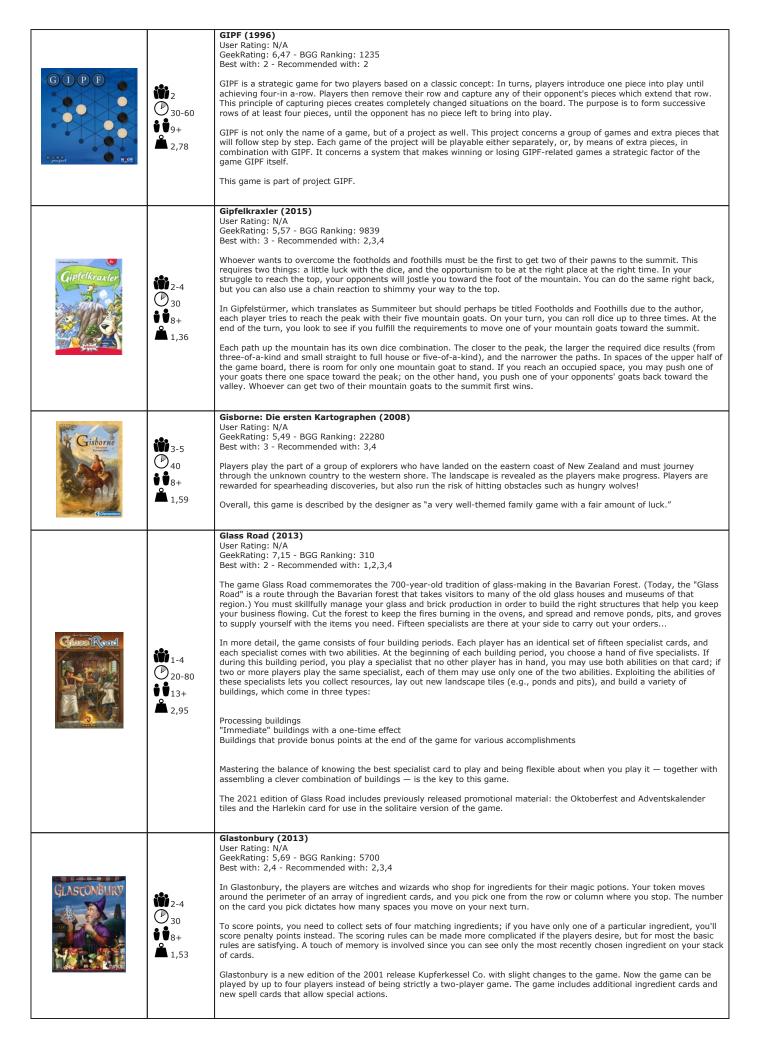
If both objects are colored incorrectly – say, a green ghost and a red mouse – then you look for the object and color not represented among the four details shown. In this case you see green, red, ghost and mouse, so players need to grab the blue book.

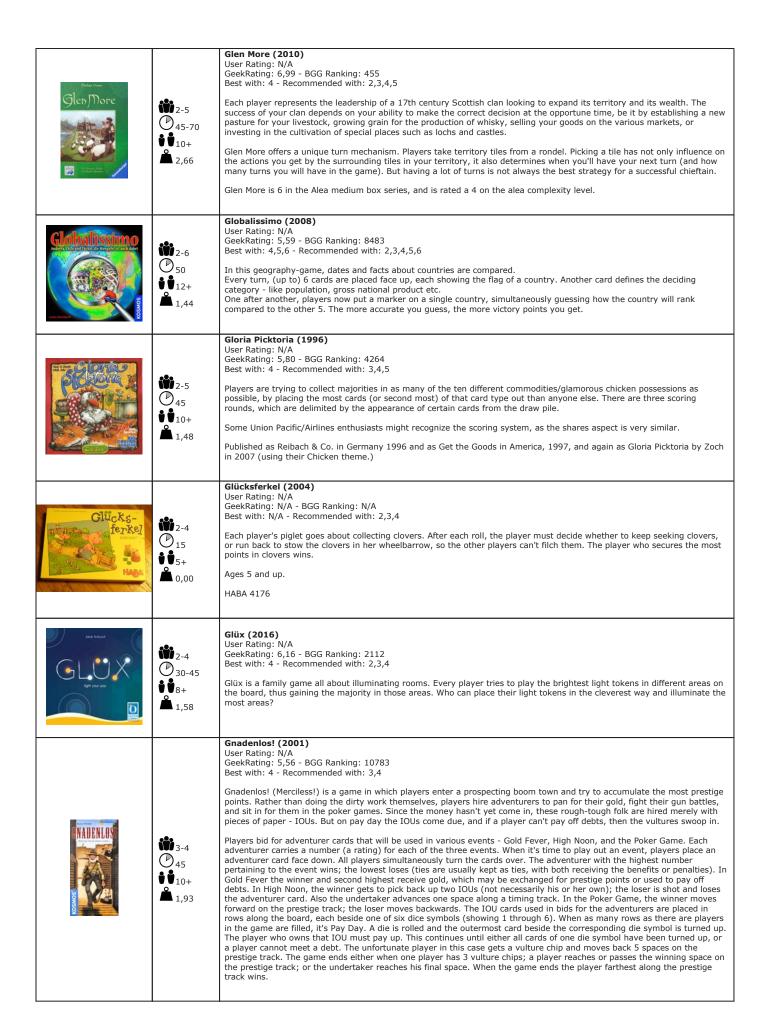
The first player to grab the correct object keeps the card, then reveals the next card from the deck. If a player grabs the wrong object, she must discard one card previously collected. Once the card deck runs out, the game ends and whoever has collected the most cards wins!

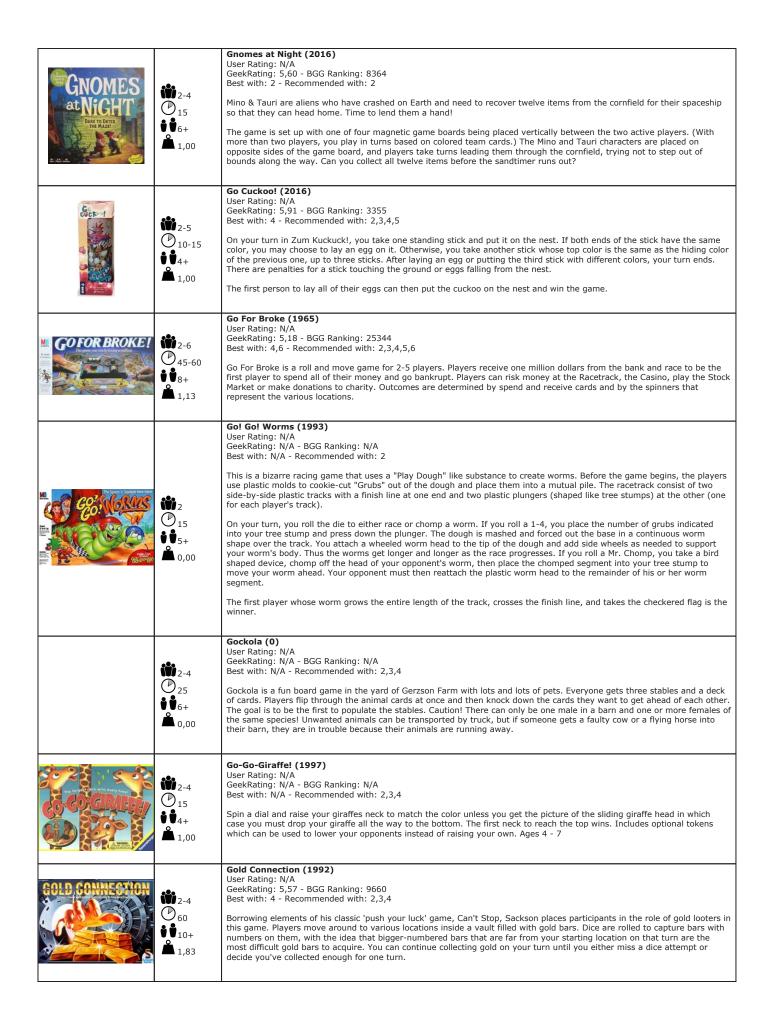
Reimplements:

Knapp daneben, released in 2004 by HABA.











when the last face-up card is claimed, five new cards are revealed. Once the final set of five cards is claimed, players compare their totals in each of the six colors; whoever has the highest total in a color scores the highest gold card of that color. Players then sum the cards in their score piles, and the player with the highest score wins.

GOLDEN	3-4 0-60 10+ 2,26	The Golden City (2009) User Rating: N/A GeekRating: 5,94 - BGG Ranking: 3192 Best with: 4 - Recommended with: 3,4 From far away, the adventurers have come to the island with the golden city in its center. Just arrived, they open up the first shop directly at the coast. Already it is possible to open up other ones in the villages along the street connections. That's worth it because through that you'll get goods, keys, money, and concessions that you need for getting ahead. And finally the first is able to establish himself in the golden City and thus get the most precious trading contracts. The Gold Trilogy Part one of "The Gold Trilogy" (besides Valdora and Felinia) Recommendations: Best Family Game 2009, Świat Gier Planszowych Der Portner 2009, 5th place Prefferkuchel 2009, 5th place Prefferkuchel 2009, 5th place Prefferkuchel 2009, Recommendation Expanded by: Two player variant "the big drought" Additional variant for "the big drought"
THE STATE OF THE S	2-4 30 10+ 1,40	The Golden Compass (2007) User Rating: N/A GeekRating: 5,46 - BGG Ranking: 24526 Best with: N/A - Recommended with: 2,3,4 Disambiguation: This game is for the Golden Compass movie, the game for the book is located over here. Players are part of Philip Pullman's creation, as portrayed in the motion picture: a world very much like our own, but existing in a parallel universe. The game features graphics and pictures taken from the movie. Players alternate in leading Lyra in her journey to rescue her friends, as she escapes from the Magisterium's clutches. As each turn unfolds, players collect items and clues, and help Lyra to understand the Alethiometer - the truth-measuring Golden Compass. During a turn a player uses the Alethiometer spindle: the spinning action reveals the two actions the player is allowed to choose from. A typical move involves playing or drawing Lyra cards, played in sets to collect Item tiles from the board (representing Lyra and Pan's actions and investigations) or placing Symbol tokens that will later let a player draw valuable Truth tokens (representing the interpretation of the Alethiometer). Character cards, showing the main heroes and villains of the story, can be used by players to alter the gameplay by applying their special abilities. The winner is the player that scores the most points by the end of the game.
Golden Horn Parker Branch	100 2-4	Golden Horn: Von Venedig nach Konstantinopel (2013) User Rating: N/A GeekRating: S,61 - BGG Ranking: 7658 Best with: 4 - Recommended with: 2,3,4 German Description: Jahrhunderte stellte das Golden Horn einen hart umkämpften Hafen und Handelsplatz am Bosporus dar. In die Zeit der Seekriege, als sich das heutige Istanbul noch mit schweren Mauern gegen Angreifer schützen musste, tauchen die Spieler bei dem Familien- und Strategiespiel von Piatnik ab. Sie segeln von Venedig nach Konstantinopel, erleben auf dem Meer Piratenüberfälle oder zeigen sich angriffslustig und füllen ihre Lagerhäuser mit wertvollen Waren. Translation: For hundreds of years the Golden Horn was a hard embattled harbour and marketplace at the Bosporus. In this family- and strategy game from Austrias leading publisher Piatnik the players dive into this time of sea-battles and wars, as todays Istanbul had to protect itself with heavy walls against aggressors. They sail from Venice (Italy) to Constantinopel, witness pirate attacks or show themself belligrent and fill their warehouses with precious goods.
DRACHE	2-5 30 10+ 1,78	Goldener Drache (1992) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 17729 Best with: 3 - Recommended with: 2,3,4,5 A clever racing game from Wolfgang Riedesser of Ave Caesar fame. Players navigate flying dragons from North to South to reach the Golden Volcano. You start with a set of wind stones marked N, S, O, W, SO, and SW (Ost is German for East). You get a sloping rack in the shape of a dragon tail and at the start of the game pick the order for your wind stones on your rack, putting one stone underneath your own dragon at its starting position. On your turn, you draw the bottom stone from your rack, place it (in the wind direction indicated) next to a dragon on the board, your dragon or another player's, and move the dragon onto your stone. The stone the dragon had been standing on goes to the top of your rack, to be used again when it rolls down eventually to the bottom. You make three moves per turn and try to put the other dragons into tough situations while making progress with your own. So you generally want to play a North stone to move somebody else and the S, SO, and SW stones for your own dragonbut there are blocks and corners, so this won't always be possible. The main strategic tip is to try to move the dragons that have been left standing on stones with southward movement so as to get the S stones onto your own rack. You also have two Storm cards (to allow 5 moves instead of 3 on a turn) and two Lightning cards (to prevent another player trying to move your dragon) to deploy during the course of the game. Although the structural underpinnings and the slight benefit of memory might make you think you're going to have a serious, thinking game, Goldener Drache actually plays out as very light and take-thatty for a fun 15 minutes and "Let's do it again!"





Goldland (2002)

User Rating: N/A

GeekRating: 5,94 - BGG Ranking: 3164 Best with: 4 - Recommended with: 2,3,4,5

Each player has a backpack with room for 12 tools, provisions, trading goods, or treasures. The number of squares you can move on a turn is the number of empty spaces in your backpack, so the lighter you travel, the faster

In the beginning, only 13 tiles (two legs of a 7x7 square) are on the table, and everybody starts in the corner with three fish (provisions) and two pearl necklaces (trading goods). One thing to do on your turn is "explore," adding a randomly drawn tile next to the one where your pawn currently stands. The board gradually fills in to the point where the tile at the opposite corner from the start is drawn, and this tile is designated the site of the lost temple and pays bonuses for everyone who reaches it. The sooner you get there, the better the bonuses.

About half the squares are free to enter and let you obtain other items for your backpack. If you're already carrying a fishing pole, for example, in some squares you'll be able to pick up more fish. The other half are "adventure" tiles that require the expenditure of backpack items in order to gain entry. You might have to spend two rifles, for example, to enter a wildcat tile; then you place a "camp" marker and can enter that tile for free in the future. A lot of the game involves going back and forth to tiles where you can assemble the necessary items to work your way through the adventure tiles to the lost

Goldland appeals to puzzle-solvers and has a fun atmosphere of exploring the wilderness in search of El Dorado.

Golem (2021)

User Rating: N/A

GeekRating: 6,78 - BGG Ranking: 696 Best with: 2,3 - Recommended with: 1,2,3,4

Golem is an engine-building game by Simone Luciani, Virginio Gigli and Flaminia Brasini, the same team that brought you Grand Austria Hotel and Lorenzo il Magnifico.

The game is based on the 16th-century legend of the Golem of Prague, an anthropomorphic creature that Rabbi Loew animated from a clay statue to protect his people. In the game, players take on the role of rabbis who create and grow these powerful creatures that will be moved around the neighborhoods of Prague under the control of students. Be careful, because if a golem becomes too powerful, it will destroy everything it encounters on its way. Players can also kill their Golems in order to get bonuses.

Plavers also create powerful artifacts and acquire knowledge by collecting ancient books.

The game is divided into four rounds, and each round is composed of 7 phases:

Refresh Golem Movement Actions (2 marble actions and 1 rabbi action) Turn Order Influence Character Income and Development Golem Control



five lines corresponding to the five main actions available in the game:

Work: By paying Knowledge, you can activate the Golem placed in the city of Prague and get bonuses.

Golem: Obtain clay to create new golems and upgrade the developments on your personal board.

Artifact: Obtain coins and buy gold to build artifacts that offer permanent bonuses in the game and upgrade developments

At the beginning of each round, the players will shuffle the colored marbles into the 3D synagogue that will split them into

on your personal board.

Spells: Obtain Knowledge and perform spells (with a scoring for book collection) and upgrade developments on your

personal board.

Mirror: Perform one action of your choice by paying 1 coin.

The number of marbles available in the corresponding action line determines how much the player gets from the action. When you choose an action, you collect one marble of your choice in the corresponding line and depending on the color of the marble you chose, you also move your student forward on one of the districts of Prague.

It's important to advance your students on those tracks to be able to keep your golems under control. At the end of the round, knowledge can also be used to control a golem that surpassed its students, but if one of these creatures is uncontrolled, it may become dangerous and destroy the neighborhood, after which you will have to destroy and bury it!

The marble color also matters, because at the end of the round, if you get the correct combination of two colors, you receive the favor of one of the powerful Prague characters, which will differ each round.

At the end of the fourth round, players score points for active or buried golems, artifacts, books, development on their personal board, and collected goal cards.

WeGONZAGIO#	30-60 30-60 30-60 30-60	User Rating: N/A GeekRating: 5,82 - BGG Ranking: 4057 Best with: 4 - Recommended with: 2,3,4 Description from BoardgameNews.com: The Gonzaga family ruled part of northern Italy for nearly five hundred years, losing control to the Hapsburgs from Austria in 1708. During their reign, two daughters of the House of Gonzaga married Holy Roman Emperors. In Gonzaga, players must get into the expansionist spirit of the times and build fiefdoms across Europe to stake a claim on harbors and cities, while also trying to complete secret missions. The game lasts 7-12 rounds, and players are competing in some of six regions in Europe. (The number of regions and the specific regions vary based on the number of players and the scenario tile drawn at the start of the game.) A round starts with each player drawing a fief card from their individual deck; each fief card depicts one of twelve fiefs: plastic components comprising multiple hexagonal loops with castles on some of these loops. Each player then secretly chooses both a region card and an action card, then reveals them simultaneously. Part of the fief (but not all of it) must lie in the chosen region, and the action card determines whether a player must play the fief on one or more harbors, on one or more cities, on open land, or on both harbors and cities. With this last action - the alliance card - a player can alternatively place one or two of six individual rings on the board, even on spaces that another player has already claimed with a fief. You score points for covering cities and harbors, for connecting at least three harbors in a sea, and for setting aside your fief as a donation to the church. The cards you play are set aside for the next turn, thereby forcing you to switch regions and actions as you place fiefs. The game ends either after twelve rounds or after a trigger point based on the cities and harbors not covered. The player with the most connected fiefs, including the individual rings, scores a bonus, then players reveal their hidden objectives and s
GÖTTER DÄMMERUNG	7-15 45-0 112+ 1,80	Götterdämmerung (2018) User Rating: N/A GeekRating: 5,54 - BGG Ranking: 13025 Best with: 9,10 - Recommended with: 7,8,9,10,11,12,13,14,15 In Götterdämmerung, all players take on the roles of Norse gods belonging to either of two factions: the Protectors of Asgard or the Conspirators. However, only the Conspirators know each other. Over several rounds, you must try to banish all members of the other faction to the Underworld. The first faction to succeed wins!
Grabsch	1 2-4	Grabsch (1991) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Content: 48 picture cards As time runs all players try to fit cards in their hands at the same time. It is important to catch the cards as fast as lightning. The winner is the player with the most caught cards.
Gracias	3-6 045 19+ 1,21	Gracias (2005) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 19884 Best with: N/A - Recommended with: 3,4,5,6 The deck contains 6 kinds of cards. On each turn a player will take a stack of 3 cards (1 hidden and 2 visible) and keep one hidden and one visible card. The second visible card will be given to another player. At the end of the round, the player with the largest stack of cards in each color will not score points for those cards, while all other players will score points for those cards.
OBALTIA I	3-8 30 12+ 1,15	Graffiti (2007) User Rating: N/A GeekRating: S,59 - BGG Ranking: 8875 Best with: 5,8 - Recommended with: 3,4,5,6,7,8 What is this game about? This game is played in turns. Each turn one player has to leave the room while the other players draw a card which shows a word. All remaining players have now to draw the word on the card on their drawing tables. They have about one minute (-> sand timer) to do it. Before they call the person who left the room, they shuffle their drawings. This person has now one minute to guess the word from the drawings. If his/her first guess is right, he/she gets 2 points (= 2 wooden disks), otherwise only 1 point if his/her next two guesses were right. After 3 wrong guesses or after the given time elapsed, he/she gets nothing. Afterwards the guessing person has to give one drawing that he/she thinks was best 2 points (which will go to the owner of that picture). Then he/she has to assign the drawings to the other players. For each right guess the guessing person gets another point, otherwise the person who got another but her own drawing gets one point. You can play as long as you want. As there are two words on each card (a red one - easy, a blue one - difficult), you can play, for example, two rounds - a red one and a blue one. The player who got the most points at the end of the game wins. Note: As one person leaves the room, you can play this game with up to 8 players, although there are only 7 drawing tables.

Granada (2009)

User Rating: N/A

GeekRating: 5,81 - BGG Ranking: 4166 Best with: 3,4 - Recommended with: 2,3,4,5

Granada – many artisans, traders and entire families have settled at the foot of the Sierra Nevada because the Palace of Alhambra promises all people work, contracts and above all prosperity. (From the publisher's blurb.)

Granada is new member of the Game: Alhambra family with a more challenging character: in this standalone game the players develop the city of Granada next to Sierra Nevada, where the famous Alhambra stands, by buying building tiles to construct the city which will earn the most victory points. Building tiles now have two sides and there are new building types for which the value is set during the game.

 $\label{limit} Link to Trailer http://www.queen-games.de/index.php?id=2537----2$

Play Differences from Alhambra

Alhambra advanced. Play is the same: buy a building tile, take money or remodel. If you buy a tile for the exact amount, you can take another action, same as in Alhambra. The differences: new building types, building values are dynamic, two-sided tiles, and moats instead of walls.

There are 9 building types in Granada. Unlike Alhambra, the buildings do not have a set value. Instead, building value is determined by the count of that type of building in all players' cities times a multiplier. As in Alhambra, there are 3 scoring rounds during which each building type is examined and points awarded for the player with the majority of that type of building. In the first scoring round, A, only the player with the most tiles of a particular building type scores for that building type (1 times the total count). In the second scoring round, B, the top 2 players score (2 times the total count and 1 times the total count respectively), and in the final round, the top 3 score (3x, 2x, and 1x the total count of that building type). Scoring for a "Beginners Game" is a little different.





There are no ties in Granada: points are never divided like in Alhambra. In the case of two players having the same number of tiles of a particular type in their cities, the player with the highest valued tile of that type wins, and the other player takes next place. So, in Granada, it pays to buy the more expensive buildings.

For example: When the A round-scoring card is turned up, Cindy has 2 Schools, Diana has 2, Tim has 1, Tina and Bailey each have 0, for a total of 5 Schools currently in cities. Cindy's highest School is a 10, Diana's is a 7. So, in round A, Cindy would score $1 \times 5 = 5$ points.

When the B round-scoring card is turned up, the count for Schools is: Cindy 2, Diana 3, Tim 1, Tina and Bailey 0 each for a total of 6 Schools. So, Diana scores $2 \times 6 = 12$ points and Cindy scores $1 \times 6 = 6$ points.

In the final round, the School count is Cindy 2, Diana 3, Tim 1, Tina 2, Bailey 0 for a total of 8 Schools in cities. Cindy's highest School is a 10, Tina's is a 4. So, Diana scores $3 \times 8 = 24$ points, Cindy score $2 \times 8 = 16$ points and Tina score $1 \times 8 = 8$ points.

Another difference in Granada is that the tiles are two-sided: on one side an even-numbered building of some type, on the other a different, odd-numbered building valued exactly one higher. The configuration of the buildings on both sides is identical in terms of moat placement or lack thereof on each side. When purchasing a building, a player can immediately place the building, as is, into her city or may flip it to the other side and place it in her supply for later placement during a remodel action.

The Building Market is initially filled with tiles even-side up. The next time the market is filled, the odd side will be placed up, then even, then odd, etc. A handy toggle feature is provided on the board near the Building Market to facilitate this.

The last difference between Alhambra and Granada, moats instead of walls, is really just a difference in artwork. As in Alhambra, during each scoring round, each player scores points for her longest continuous moat, instead of wall, surrounding her city. The rules are the same regarding tile placement: must be able to trace an unbroken path back to the city's center, moat can touch moat, etc. In games I've played, players have often commented that it seems to be harder to build with the moat tiles of Granada than with the wall tiles of Alhambra. Just one more way to make Granada an advanced version of Alhambra?

Re-implements:

Alhambra



User Rating: N/A GeekRating: 7,67 - BGG Ranking: 69

Best with: 2 - Recommended with: 2,3



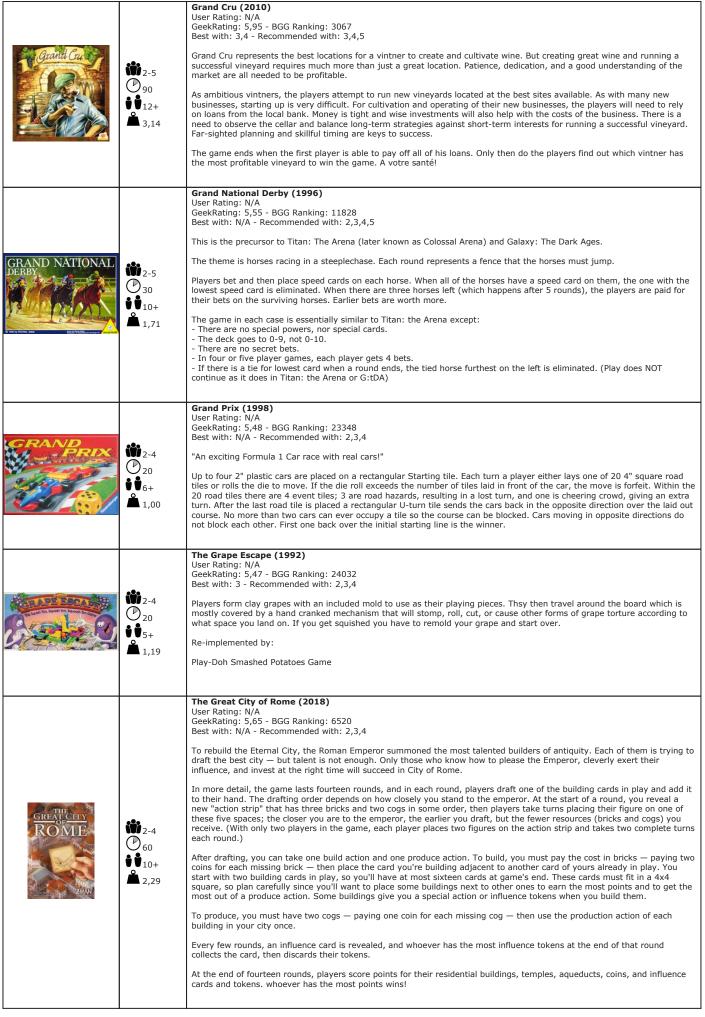


In the thick of the Viennese modern age, exquisite cafés are competing for customers. Inspiring artists, important politicians, and tourists from all over the world are populating Vienna and in need of a hotel room. This is your opportunity to turn your little café into a world famous hotel. Hire staff, fulfill the wishes of your guests, and gain the emperor's favor. Only then will your café become the Grand Austria Hotel.

The start player rolls the dice, sorting them by the rolled number and placing them on the corresponding action spaces. On a turn, a player chooses one of the six actions and carries it out. The number of the available dice in the corresponding action spaces determines how much the player gets from the action. They then remove one of the dice and can carry out additional actions. With the different actions, a player can get the necessary drinks and dishes, prepare the rooms, or hire staff.

But no hotel can grow without guests. To choose wisely which guests to attract and to complete their orders brings some important bonus actions. The staff cards also have different advantages, but the game ends after seven rounds and no player can do everything they want, so whoever makes the right decisions and finds the best way to create bonus actions will win.

With 116 different cards and a new set-up in each game, Grand Austria Hotel provides a huge replay value. Each game stands on its own and demands new tactics and strategies.



Togreat Dalmutt	4-8 60 8+ 1,29	The Great Dalmuti (1995) User Rating: N/A GeekRating: 6,31 - BGG Ranking: 1606 Best with: 6,7 - Recommended with: 5,6,7,8 A light card game where players gain status by going out first. The 80-card commercial deck contains cards ranked from 12 to 1, along with two Jesters. Each card bears a number, which is not only its rank, but also tells you how many of that card exist in the deck. In other words, there are twelve 12s, eleven 11s, four 4s and a single card ranked 1. The lower the number, the better the rank. The deck is dealt out to all players and the object is to get rid of your cards as fast as possible. The hand begins with one person playing one or more card to the center of the table. The cards played must all be of the same rank (although Jesters are wild, and may be played with any other cards). Each player in turn must now either play the same number of cards of a better rank, or pass. Play continues around the table until everyone has passed; at that point, the cards are cleared and whoever played the last set of cards leads the next round. After everyone has gone out, the players are ranked. For example, the person who first got rid of all his cards becomes The Great Dalmuti. Players change seat position to represent the new hierarchy and begin another round. The Great Dalmuti is generally played for many rounds. It is a commercial version of the traditional playing card game President (based on the Chinese game Zheng Shang Yu), which has also been reimagined as: Dilbert: Corporate Shuffle Pyramid Card Scum: The Food Chain Game Deathtrap Dungeon: Card Game
GREAT WALLY CHINA A MALE AND A MA	10 2-5	Great Wall of China (2006) User Rating: N/A GeekRating: 5,84 - BGG Ranking: 3859 Best with: 3 - Recommended with: 3,4,5 This game lets each player take on the role of a Northern Chinese prince. His task: the construction of a massive wall. His reward: Honor everlasting! To gain the honor, though, requires some sweat. The requirements are the same for each player. Each player has a set of cards in his color: seven wall cards (worth 1 point), three gate cards (worth 2 points) and one watchtower card (worth 3 points). Additionally, each player gets nine more cards of varying point value and which may also allow special actions to be carried out. At the start of the game, each player shuffles his deck of 20 cards and places it face-down in front of himself. He then draws five cards from the deck. Now, depending on the number of players, 2 to 4 pairs of prestige tiles (with values from 1 to 8) are set out as the starts of card rows. On a player's turn, he first checks to see if he has a point majority in any of the card rows. Then, he carries out two additional actions. He has the choice of either drawing another card from the deck or adding cards to one of the rows. The added cards must be identical. It is then the next player's turn. If, when checking point totals, a player sees that he does have one or more majorities, then he chooses one of the prestige tiles and puts it onto one of his cards in that row. That prestige comes at a price: as long as the second prestige tile isn't claimed, the value of the prestige is subtracted from that player's total for that row. Once the second tile is claimed (which can be by the same player on a later turn), then both winning players set the tiles they won aside to score. Two new prestige tiles are revealed and the prestige for that row replenished. The fight for prestige is also influenced by cards with special actions. For example, if a 'noble' card (1) is played, then the values of all cards in that row are reduced to 1. A 'dragon' card (1) can be played onto another
greif zii	3-8 0 0 0 0+	Greif zu! (0) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5,6,7,8 The playing figures are placed in the middle of the table, one less than players are playing. Each player gets a hand of cards, again according to the number of players. The players take turns, giving cards to their neighbor to the left. If a player has collected 4 cards of the same number he may toss them on the table and cry "Greif zu!". Now all players try to grab one of the figures. The player who doesn't get one loses a wooden stick. If a player loses all his sticks he is eliminated from the game. Now two last turns are played to determine the first and second winner (the first players to toss a set of 4 cards). —user summary
GRILL PARTY DAS STEAM IST DAS ZIEL SON SON WAS ARREST TO BE THE SON	2-5 30 10+ 1,46	Grill Party (2012) User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22634 Best with: 3,4,5 - Recommended with: 2,3,4,5 It's barbecue time, so call your friends and tell them to bring the ingredients to grill! In Grill Party, each player has a deck of twenty cards depicting the conditions for the meal – e.g., "More Steaks than Corn", "More Fish than Steaks", "No Fish", "More Wurst than anything" – and a set of wooden tokens: fish, corn, wurst and steak. On your turn, you can exchange one token from your hand with one token on the central barbecue or in the possession of another player, then play as many cards from your hand as you can that meet the condition depicted. The first to rid himself of cards wins.

The state of the s	2-5 30 12+ 1,85	Grimoire (2010) User Rating: N/A GeekRating: 5,87 - BGG Ranking: 3633 Best with: 4,5 - Recommended with: 3,4,5 Grimoire is the French word for "spellbook", and smart use of your spellbook – more specifically, the spells within said book – will determine whether you succeed in this game. Each turn in Grimoire starts by revealing several cards on the game board; each card has either a victory point (VP) value or is a character with a particular way to earn VPs at the end of the game. Once these cards are revealed, each player secretly chooses which spell to cast in his spellbook by placing a bookmark on the appropriate page. Everyone then reveals which spell they choose, with the spells going off in order from weakest (those with the lowest numbers) to strongest. Some weak spells nerf stronger ones, and the order in which players choose cards from the display can be flipped topsy-turvy depending on who plays which spells. In the One Draw and Z-Man versions, the game ends as soon as one player has collected either ten character cards or ten treasure cards; in the Schmidt Spiele version, the game ends after a fixed number of rounds. All players then tally their points, and the player with the highest score wins. Differences between the versions: As noted above, the game ending conditions differ in the 2012 Schmidt Spiele version. The Z-Man Games and Schmidt Spiele versions of Grimoire accommodate five players, while the original One Draw release allows only 2-4 players. The Schmidt Spiele version contains four new character cards and two new treasure cards, includes hardcover books instead of softcover, changes two spells, and uses a more elaborate game board that depicts the spells and allows players to mark the spells chosen with small figures to track who has played what.
Grizzly Suring farmy: Se all some for sure but a gar other additionance for a number seath and the state of the seath seath of the seath seath Introduction	2-6 90 12+ 0,00	Grizzly (1993) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 From the rules published on the designer's website: The players' men "work" as traders / hunters / trappers / messengers, and earn their main income (= points) by traveling from station to station along the trail marked by the circles. Supplementary sources of income are bear-hunting and bounty-hunting (there are sometimes "Wanted"-warrants out for the men of one or more players). After each round of player action, the bears move autonomously (on the squares) and keep the players on their toes by occasionally attacking / eating their employees. The challenge consists in being the player who assesses the risks and chances involved most successfully.
COS	2-4 D 20 1 4+ 1 0,00	Gross oder klein? (1998) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 The top card of the deck is turned over, the player guesses on his turn, whether the animal is larger or smaller on the next card. There are a total of nine delightfully drawn animals: mouse, dog, monkey, sheep, tiger, bear, horse, elephant and giraffe, and therefore is in the appearance of giraffe or the mouse does not rate very difficult, but with monkey, tiger and sheep it is not so easy to estimate. For correct answers you get small chips. 5 small chips are worth 1 large chips. Player with the 5 large chips wins the game.
Großstadt- dschungel word ann	30 112+ 1,00	Großstadtdschungel (2022) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 In broad daylight, an armed gang had stolen five valuable paintings from the art museum. The police are under enormous pressure to track down the thieves as quickly as possible and secure the loot worth millions! In the competitive dice and card game Großstadtdjungel, players take on the roles of detectives who are investigating various locations around the city. In doing so, they not only have the common objective of the investigation in mind, but also their own personal advantage. Because at the end of the day, fame and honor await the cleverest investigator in the urban jungle. —description from the publisher
GSSS 2 CONTROL OF THE PARTY OF	1	Guess Who? (1979) User Rating: N/A GeekRating: 4,94 - BGG Ranking: 25373 Best with: 2 - Recommended with: 2 The mystery face game where you flip over a collection of faces with different color hair, eye color, hair, hats, glasses etc. to deduce who the secret person is that your opponent has chosen. You flip over the hooked tiles as you narrow your choices by asking characteristic questions.
Guestures	4-99 D 10 10 8+	Guesstures (1990) User Rating: N/A GeekRating: 5,66 - BGG Ranking: 6237 Best with: 6,8,10,11,12 - Recommended with: 4,5,6,7,8,9,10,11,12,13,14 This game is like Charades on 'Speed'. The active player gets four cards. Each card has two words on it, one easy, one difficult. The harder the word, the more points it's worth. The player picks one word from each card and loads them into the timer device. S/he then has about a minute to communicate the words to teammates; when a word is guessed correctly, the card must be snatched out of the timer. The timer, meanwhile, will "eat" the cards, one at a time, if they aren't snatched. You get points for each card successfully rescued from the timer. Reimplemented with different rules: Electronic Guesstures



H (84 games)





User Rating: N/A GeekRating: 5,51 - BGG Ranking: 17844

Best with: N/A - Recommended with: 2,3,4

"Everyone wants to get rid of his cards, and the best way to do so is to play 'in the gap' because then you immediately take an extra turn. Play again into the gap and again - and bang, you've finished. It's that simple!



Habe fertig ("I'm Done") includes cards from 1 to 11 in six colors; each card also shows 0-4 stars. Each player receives twelve cards, then places two cards aside. Two cards from the draw pile are revealed to form two discard piles. A player can play a card by matching its color or number to the topmost card on one of the discard piles. Alternatively, he can play a card with a value that's between the numbers of the topmost cards – that is, in the gap – in a color that's not visible. If he does this, he takes another turn and can play another card. If a player can't play, he must draw a card from the draw pile.

If the two discard piles have no gap at the start of a player's turn, he reveals a card from the draw pile and places it on one of the discard piles, possibly creating a large gap by doing so...

Whoever empties his hand first scores positive points equal to the number of stars on the cards he set aside; everyone else scores negative points for the number of stars on their remaining cards.

Hacienda (2005)

User Rating: N/A

GeekRating: 6,46 - BGG Ranking: 1277 Best with: 4 - Recommended with: 2,3,4,5

Hacienda has players competing for space on the South American pampas, aiming to bring their livestock to the most markets. You get three actions a turn to buy cards which then let you lay tiles to control land and herds, or you may buy extras, such as waterholes or the haciendas of the title to get bonus points.





The game has two card decks, one showing the different land types on the hex map, the other the different animals (pigs, cows, horses and sheep). Some cards are laid face up and you pay 3 pesos to buy the ones you want, or 2 pesos for an unknown card from the draw deck. You spend the cards to put your markers on land and to place your animal tokens on the board. Animals of a type go together to make a herd naturally, and each time a herd touches a market town on the board, you earn money for the size of herd and land attached. With careful hand and herd management, you can make good cash gains and also block your opponents. You need the money to buy more cards of course. 12 pesos also buys waterholes you can place next to your herds, or haciendas to go on your land or herds. If you run short of money, you can call a harvest and get cash off your land.

But the game is not about money. You score victory points halfway through the game and at the end. The more markets you are serving, the more points you get. The herds and the land get you points. The water and haciendas get you bonus points as well, which can be crucial to your success.

It should be noted, the game board has two sides: a symmetrical dog-bone shape of land types (appears in most of the photos), and a "random" more varied pattern of land types.

Online Play

http://www.spielbyweb.com/ (turn-based) Yucata (turn-based)



Hadara (2019)

User Rating: N/A

GeekRating: 6,96 - BGG Ranking: 476 Best with: 4,5 - Recommended with: 2,3,4,5





Hadara carries you off into the world of cultures and countries of this earth. Over three epochs, you will experience the transformation of your new world from a small settlement to a high culture. You want to populate this world with people who come from different cultures and continents as well as different ages. To bring glory and honor to your world, you should choose the persons and accomplishments skillfully. But you should not ignore agriculture, culture, and military power, otherwise one of your competitors might get bigger and more successful than you. Who will succeed first in creating a new flourishing high culture?

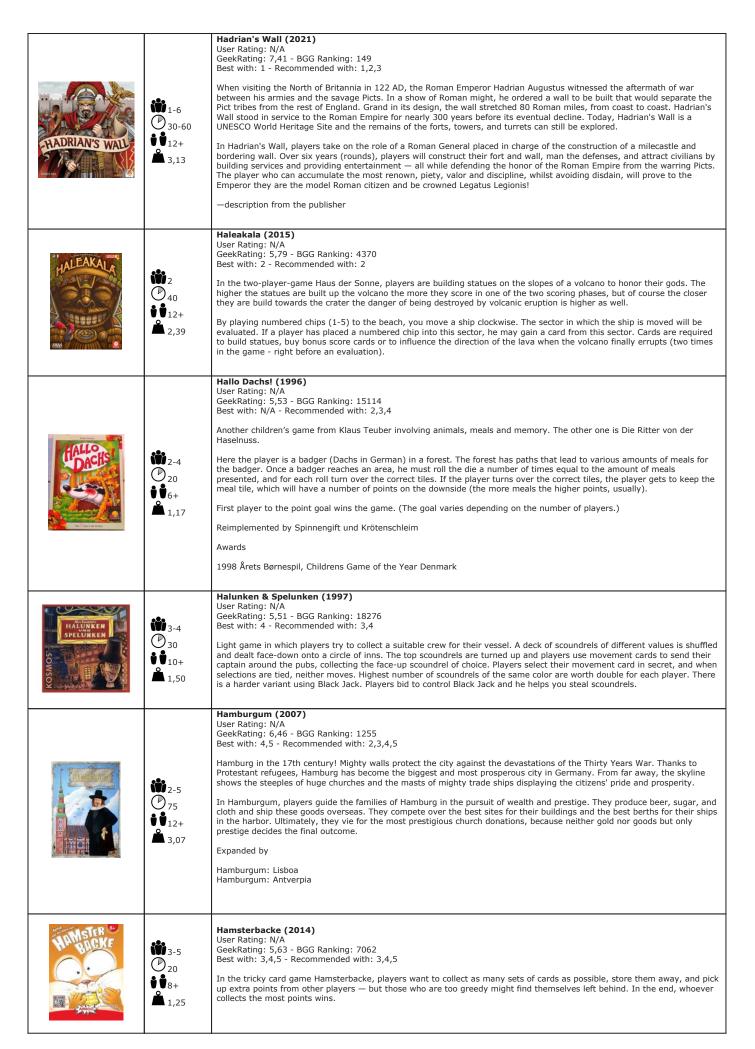
—description from the publisher

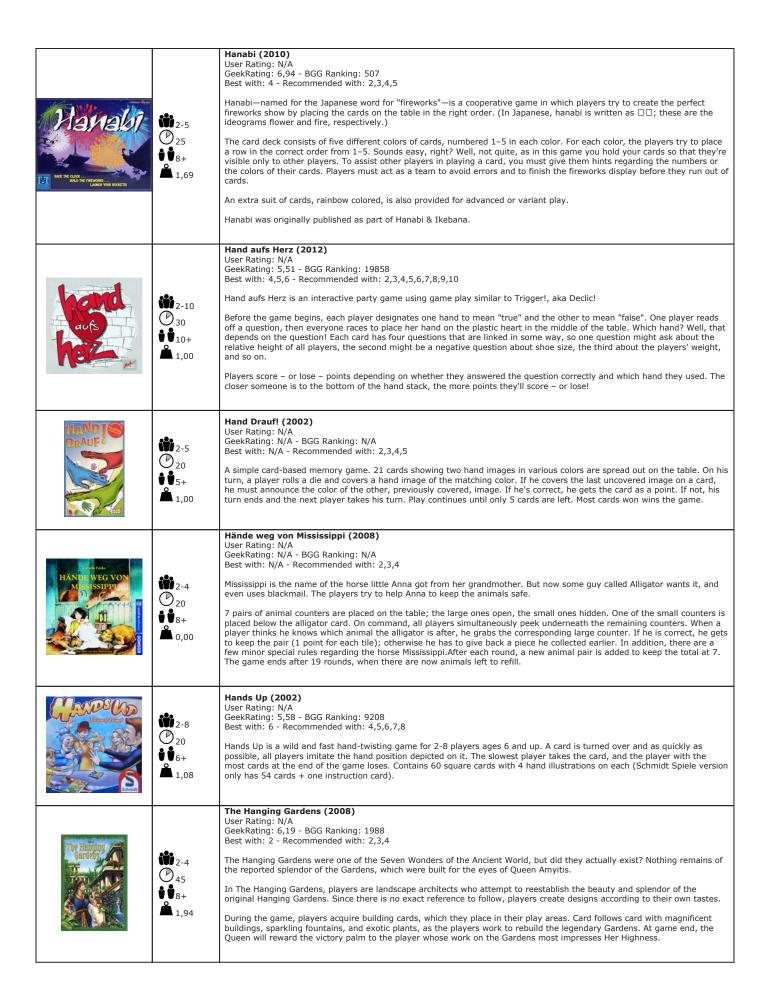
Hadara entführt dich in die Welt der Kulturen und Länder dieser Erde.

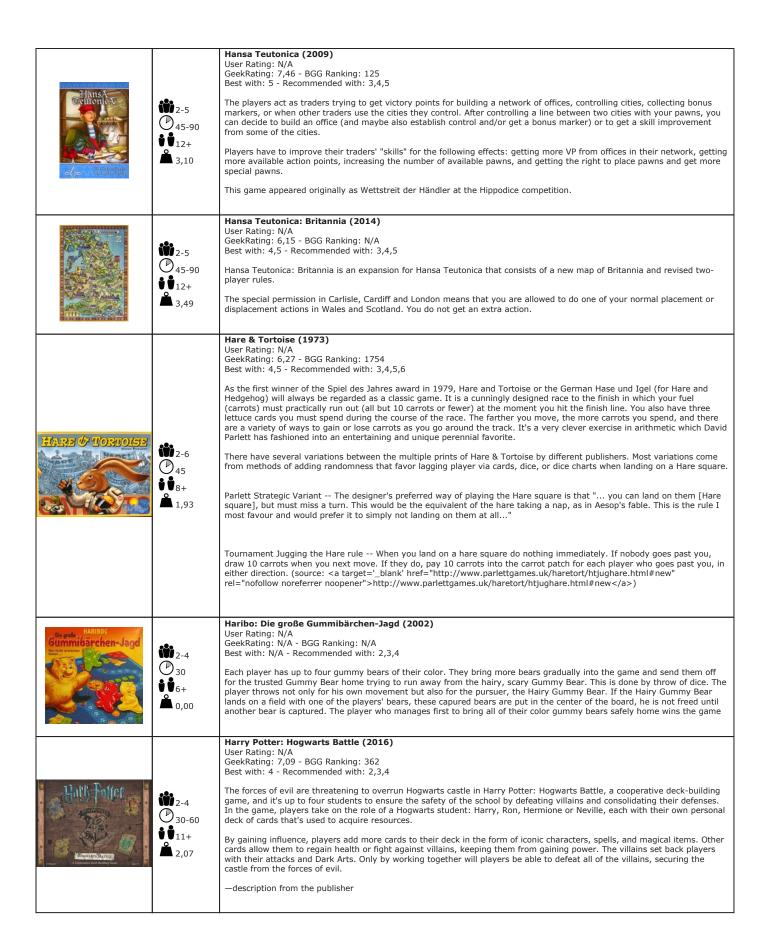
Über 3 Epochen hinweg erlebst du die Verwandlung deiner neuen Welt von einer kleinen Siedlung zu einer Hochkultur. Du willst diese Welt mit Personen besiedeln, die dabei aus verschiedenen Kulturkreisen, Kontinenten aber auch Zeitaltern stammen.

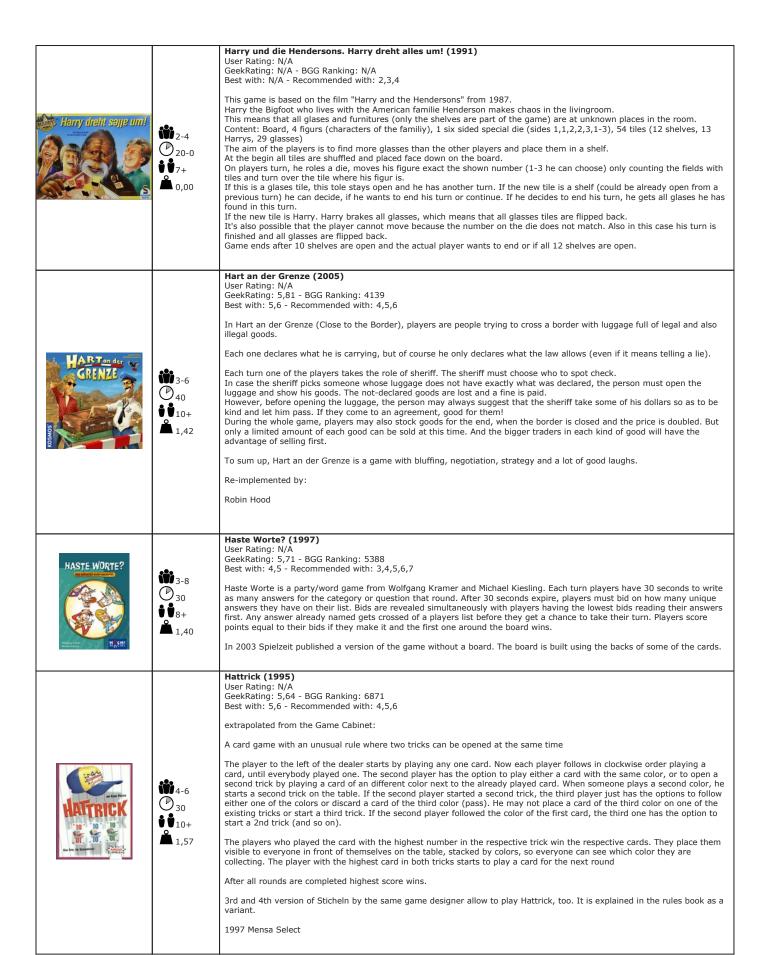
Um deiner Welt zu viel Ruhm und Ehre zu verhelfen, solltest du die Personen und Errungenschaften geschickt aussuchen. Dabei solltest du aber die Landwirtschaft, die Kultur und die militärische Macht nicht außer Acht lassen, sonst kann es passieren, dass einer deiner Mitkonkurrenten größer und erfolgreicher wird. Wem gelingt es zuerst, eine neue blühende

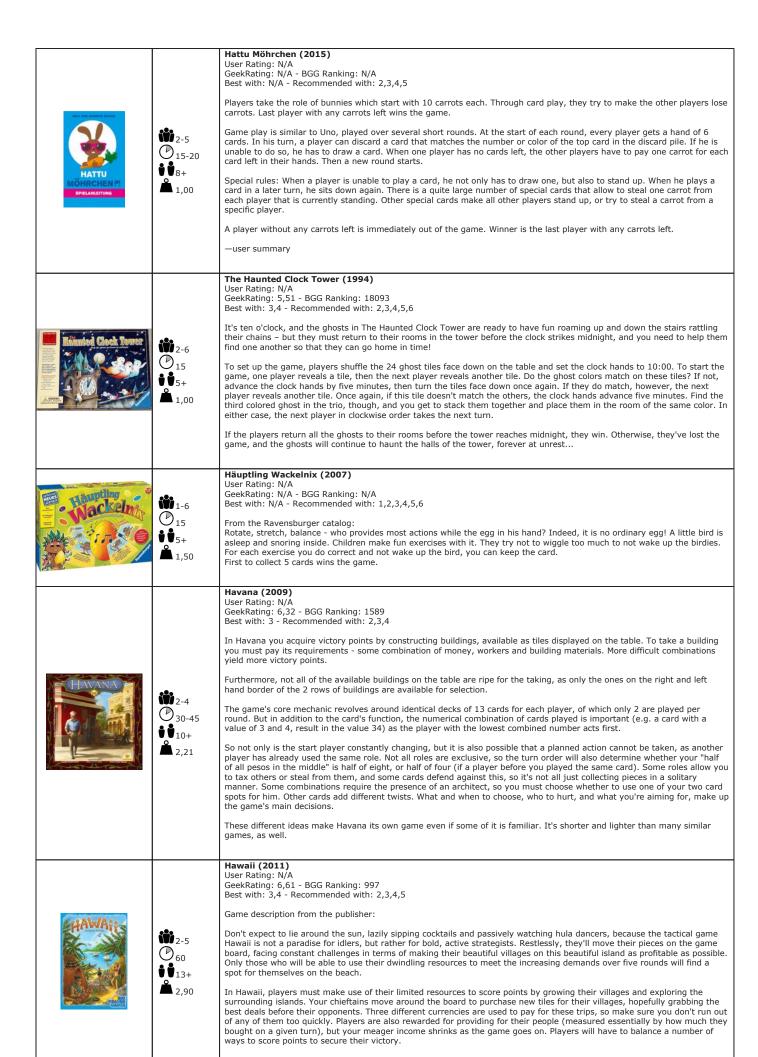
Hochkultur zu erschaffen?
—description from the publisher (German)

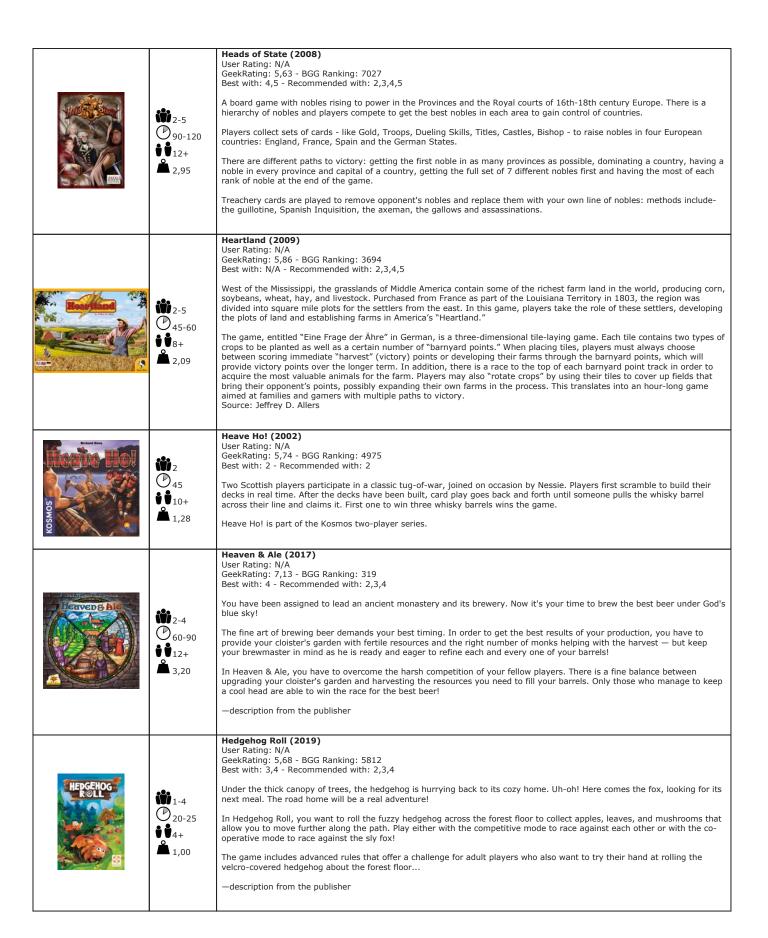


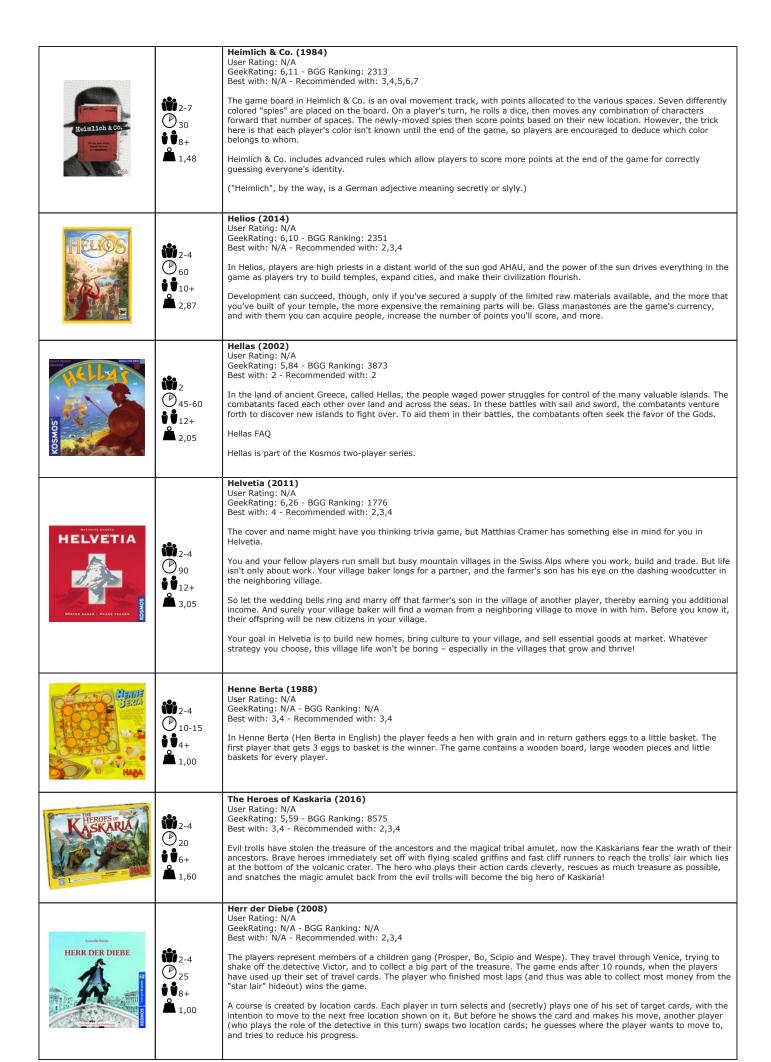














User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Almost non-existent. Cards are numbered and have hearts printed on them.

Goal

Gaining the most points by laying down cards in columns/rows in descending order.

Game play

There are 100 cards numbered 1-100. These cards are grouped into 4 groups of 25 (1-25, 26-51,...), with the groups being different from each other in background colour.

Additionally, there are four jokers (one for each colour; can be used as a number of your choice within that colour's range), two super jokers (that can be used as any number), and 4 thief cards (allow you to steal another player's lowest card and place it in your own display as long as its value is lower than the lowest card already in your display).

At the start of the game, some cards are removed if playing with fewer than 4 players. The remaining cards are shuffled and placed in a face-down stack.

Players take turns. On your turn, you draw the top card from the stack and decide if you want to keep or discard it. The first card that you keep is placed in front of you in landscape orientation. Below this first card, you can later put additional cards. These are placed in two columns. Each card that you put down has to have a lower value than the previous

A round ends when

a player has accumulated two rows with 6 cards each, or the draw deck has been exhausted.

Points are counted as follows:

Each row with two cards counts two points.

If both cards in a row are the same colour, you get an additional point.

Complete rows with a coloured joker also get you a bonus points (rows with super jokers don't).

Rows with only one card count zero points.

The game ends after 4 rounds, and the player with the highest total score wins the game.





Herzblatt (0) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5 A German card game played with the 32-card deck composed of the values seven through ace in the four suits. This game is a simplified version of the German game Skat - in that the trumps are fixed (always hearts), but the ranking is still the A-10-K-Q-J-9-8-7. Depending on how many players you have, you reduce the 32 card deck further. Players Cards In Deck # Dealt to each player 5 32 (7 -> A) 6 4 30 (remove 7□ & 7□) 3 \mathbb{D}_{60-0} 26 (remove all 7's + 8□ & 8□) 8 **—** 0,00 20 (10 -> A) 9 Players take turns after dealing to see if they want to make a go of a play. Goal of making a go at it is to get 66 or more points in the tricks you capture. If you make 66, you get your wager (fixed, say 1 pt). If you make a go and fail to get 66

pts you loose 2x wager (say -2 pts). If you make a go and fail to get more than 33, you loose 4x the wager (say -8 pts). If you make a go and succeed and keep the sum of everyone else to 33 or below, you win 3x the wager (say 3 pts).

The points are: A=11, 10=10, K=4, Q=3, J=2, and 7,8,9=0.

So there are 120 points on offer, and you need to capture 66 of them. Remember the 10 is better than the king, and there are rules for using trumps and playing trumps and suits - so if you don't think you can make it, pass the option to make a play to the next person. If the question to play goes around the table fully and no one takes it, its a bust and reshuffle (There is no Skat like option of playing with a crappy hand).

Once cards are dealt there will be 2 cards left over - leave those face down. Whomever makes a play, gets to draw those 2 card into their hand and discard 2 cards, to set aside. Those set-aside cards count in the scoring of the player making a play. So its important what you discard - consider the rules of when suits and trumps need to be played.

First player left of the dealer plays first card (regardless of who decided to make a go of it this hand). You have to play the suit led with, if you have it. If you don't have it, but have hearts, you must trump with a heart (your choice which). If you don't have hearts either, play any card - but you won't get that trick. If hearts is the first card played, you MUST play hearts if you have it and you MUST play a higher heart if you can.

This way, you can see that its possible to force others to play hearts at certain times and get the trump cards out of play, and then still control play and be able to bring home points with less valuable cards like face-cards.

It sounds very complex, but its not nearly as bad as it seems, and a great light version of Skat. Unlike Skat that requires exactly 3 players, this plays with 2-5 players.





Herzklopfen (1991)

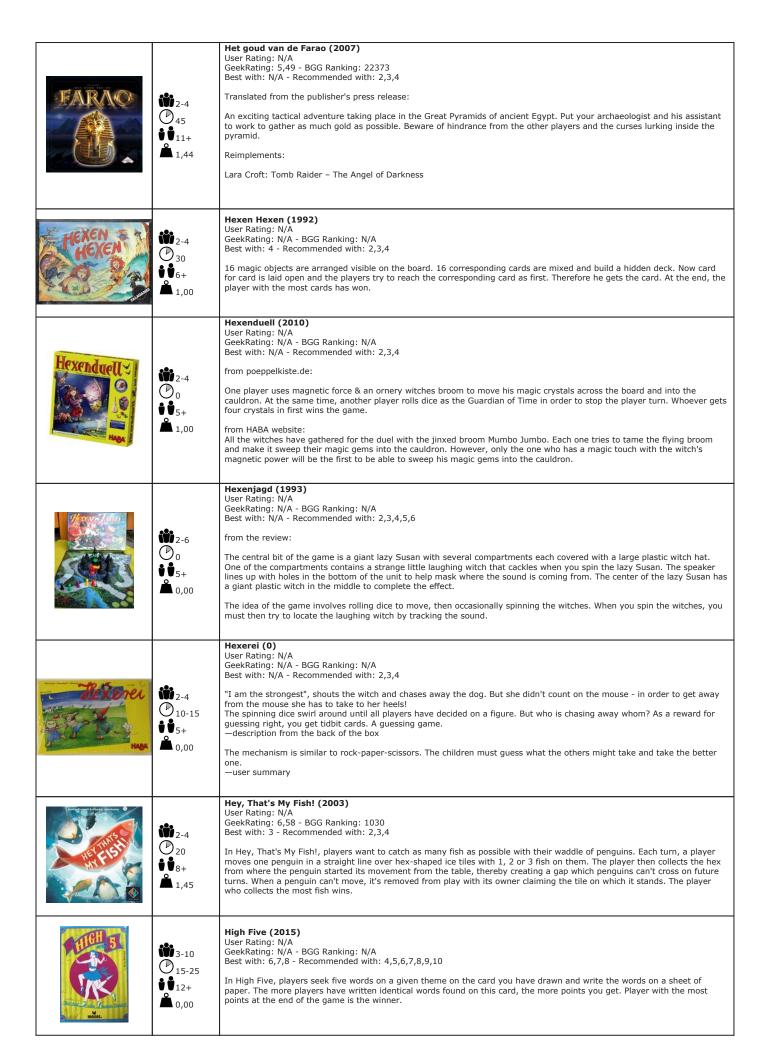
User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

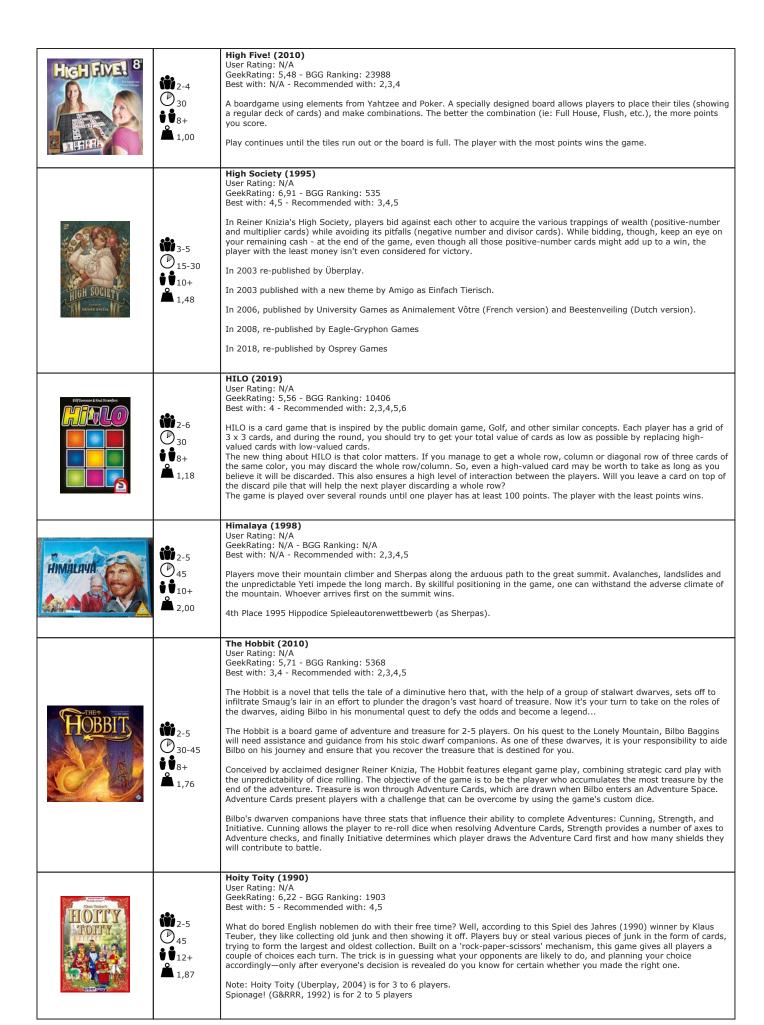
Best with: N/A - Recommended with: 4,5,6,7,8

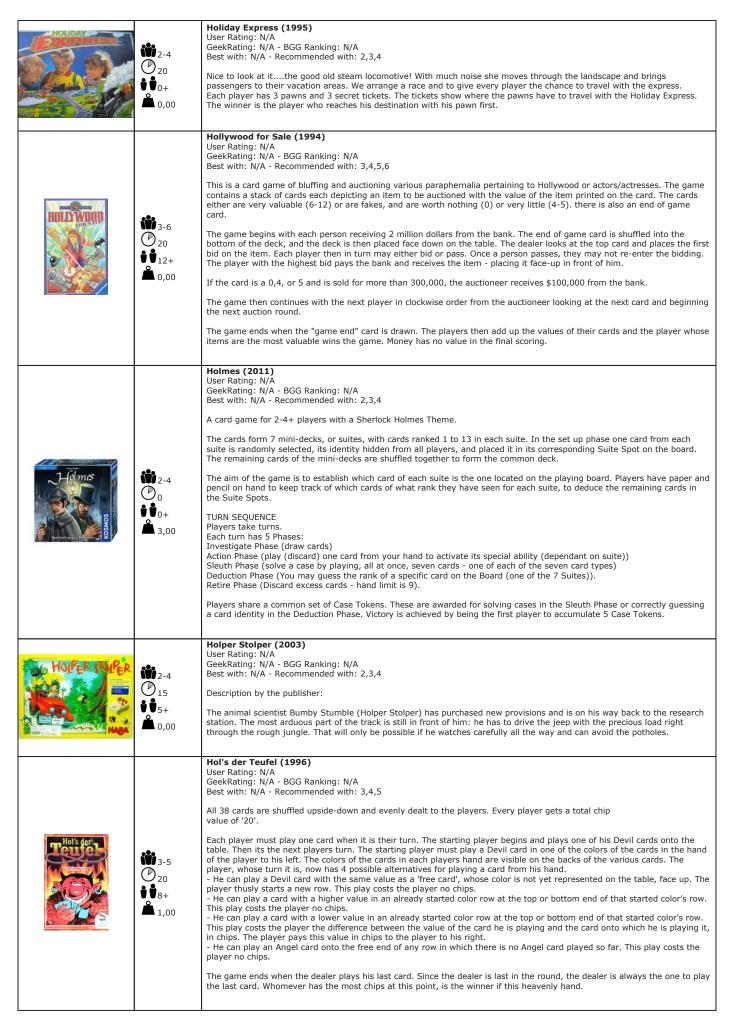
While playing Herzklopfen you can get to know the other players better, you could even lose your heart \dots

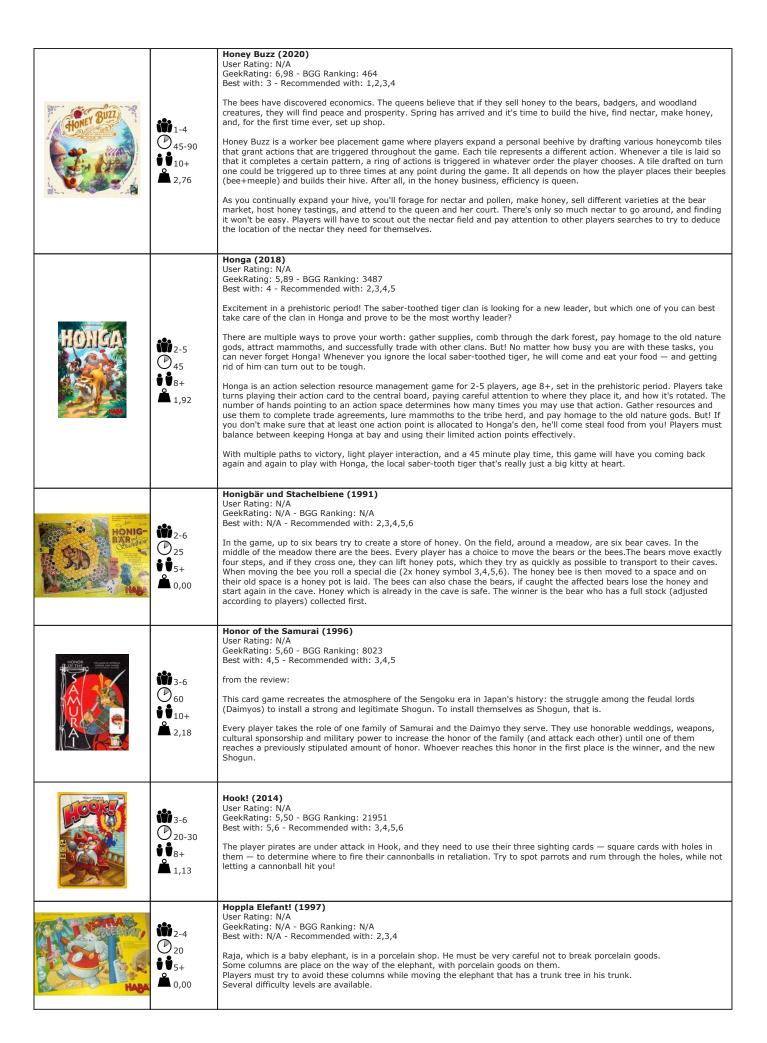
Each player gives themselves scores for their positive characteristics. From then on you roll and move - and answer questions.

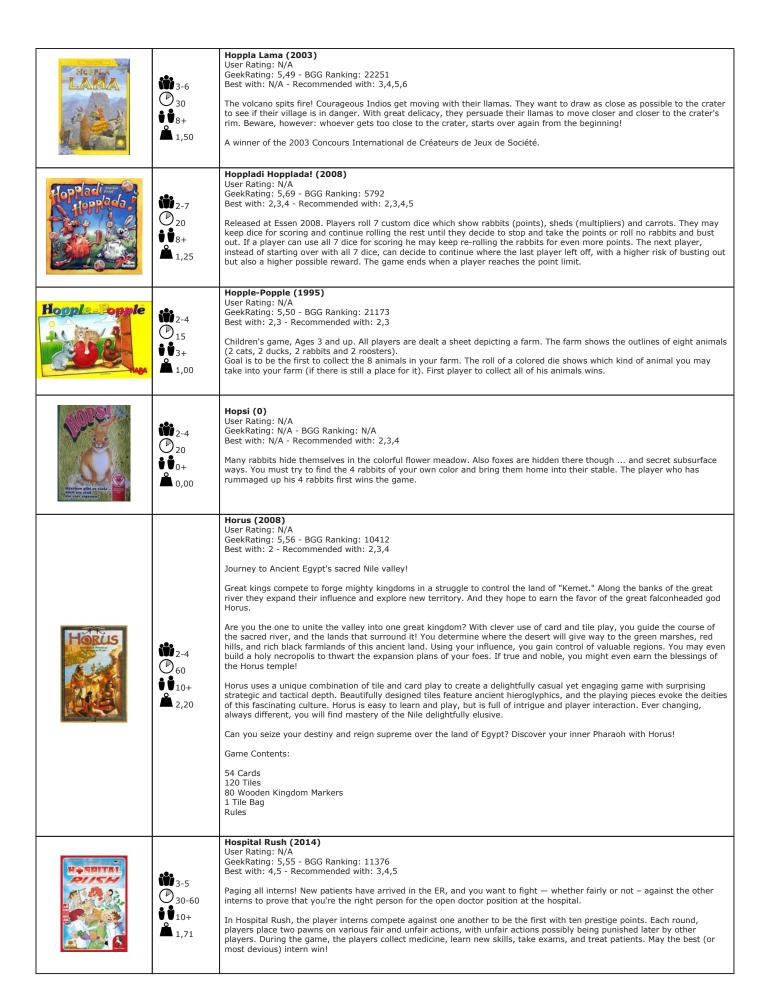
With every question asked and answer given, you try to find a fitting mate amongst the other players, who resembles you most concerning their answers.



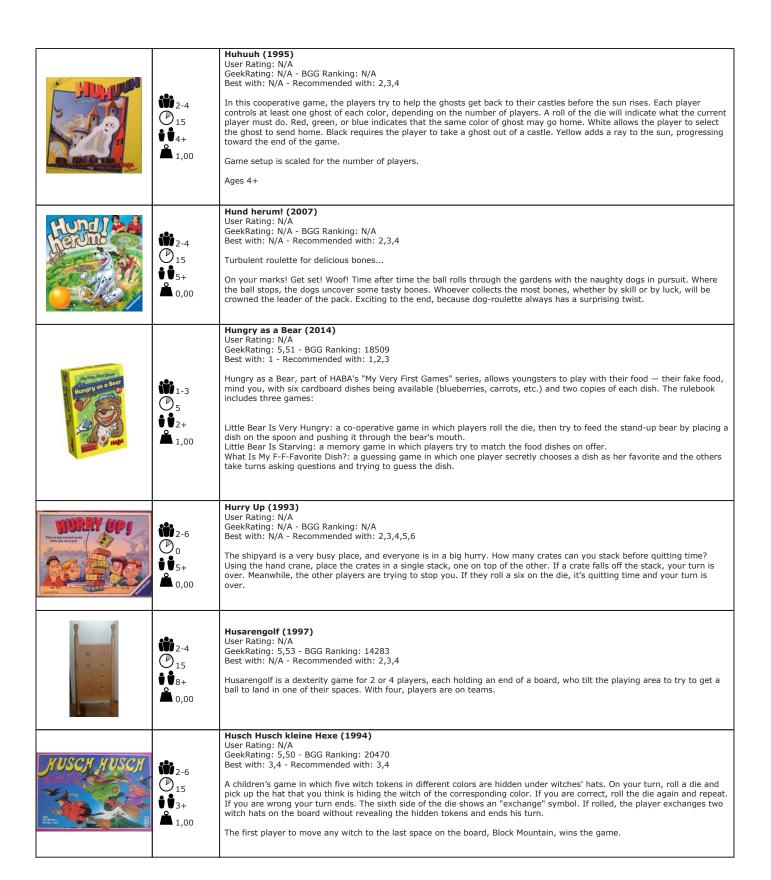








		11. 1/2000
	3-8 0-45 1,13	Hossa! (2000) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 13608 Best with: N/A - Recommended with: 3,4,5,6,7,8 What is a song title containing the word "Love"? Simple, isn't it? Sing it out loud. Well, okay A song about a relative? Well what about "Daddy Cool"? But do you know the lyrics? And what was the melody again? Perhaps the other players will help you Get one point for naming the song, earn more for actually being able to sing it. Contents (4th edition): 110 two-sided cards in German, English, French, Italian, Turkish, and Japanese, 80 counters, rules of the game (in 6 languages) First edition (500 copies): October 2000 (sold out) Second edition (1,000 copies): October 2003 (sold out) Third edition (2,000 copies): March 2006 (sold out) Licensed edition by Schmidt-Spiele (10,000 copies): February 2008 (sold out) Fourth edition (3,000 copies): October 2010 The second, third and fourth editions also contain rules for up to 20 and for over 20 players. Expanded by Hossa! Seefahrer-Erweiterung Hossa! Weihnachts-Special Hossa! - Arbeiterlieder
	2-4 \$\int_5\$ \$\int_0+\$ \$\int_{1,00}\$	Hotel (2008) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20337 Best with: N/A - Recommended with: 2,3,4 5 year-old Becca Endres designed this game based on one of her favorite subjects hotels! The game, Hotel, is played by 2-4 players. A spinner with pictures of the different player's characters is spun and characters are moved up the floors of a several story hotel. If other players are occupying floors above the player that the spinner pointed to, then that player skips ahead to the next open floor. The first player to reach the top luxury penthouse floor of the hotel is the winner. A slightly more involved version of Hotel is also being developed, with the help of Becca's daddy, which offers options including: changing the spinner to a rondel; multiple paths/lanes of hotel rooms, allowing players to choose to move their character and other characters up, down or sideways; and a simple monetary system for "upgrading" your rooms to a higher level. The basic game is playable by Ages 4 and up and the more advanced game intended for Ages 7 and up (with younger kids able to play with a little help from their parents or older siblings).
HOTEL SAMOA	3-6 45-60 10+ 2,08	Hotel Samoa (2010) User Rating: N/A GeekRating: 5,76 - BGG Ranking: 4725 Best with: 4 - Recommended with: 3,4,5,6 Samoa. A popular vacation resort, where groups of tourists arrive every week. The hotel owners' only care is to give these tourists the stay of their life - and of course to rid them of as much money as possible. Each round, new tourists of various nationalities will arrive at the island, and new upgrades in the form of build tiles will be available to buy for your hotel. Players will simultaneously choose one of their price cards to play, which indicates both your bid for building a hotel upgrade, and the price you set on your hotel rooms. The tourists will of course seek out the cheapest hotels first, so you must carefully plan when to demand sky high prices, and when to drop prices low in order to attract the tourists right under your opponents' noses. All the tourists have different personalities and abilities - so be sure to get the ones that benefit you the most. And of course you can enhance your hotel by building extra rooms, a swimming pool, or perhaps a luxury suite? In the end, it's the cash that counts. This is a fast and varied game of medium-light complexity, and as most decicions are made simultaneously by the players, the game has very little down time.
HOHNER PRANE	15 15 15 1,00	Hühnerpfanne (2004) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 Crispy fried chickens are to be fished out of a frying pan using a fishing rod. But you can only see what's going on with one eye, and things get quite hectic. A quick fishing game that's packed in a frying pan.



I (56 games) I.Q. 2000 (1984) User Rating: N/A GeekRating: 5,41 - BGG Ranking: 25099 Best with: 3,4 - Recommended with: 2,3,4,5 \bigcirc_{90} A children's trivia game in which players move outward through the solar system from Earth to the fictional planet Quizzar. Questions are divided into A and B categories by difficulty so that children of different ages can play together. Player can keep rolling the die to move as long as they can answer questions correctly. Normal spots require general knowledge questions but each planet has a trivia category and cannot be passed until a correct answer is made (incorrect answers at planets cause players to move back 7 spaces). Ice Flow (2008) User Rating: N/A GeekRating: 5,86 - BGG Ranking: 3689 Best with: 4 - Recommended with: 2,3,4 Ice Flow is a strategic family game, interesting enough for gamers, as there are many tactical decisions to make. Inspired by Karl Bushby's 1998 Goliath Expedition, players race their explorers across the Bering Strait from Alaska to Siberia - riding ice floes, dodging polar bears, and collecting useful items on the way. Thus, at its heart, Ice Flow is a resource management game coupled with a traveling salesman type problem where the ground (or ice) is constantly \bigcirc_{45-75} Each player has three explorers and rucksack card (to store a limited amount of rope and fish in). The board consists of an array of hexagonal spaces with ice floes (hexagonal plastic tiles) that are introduced at the top and can be moved down the board by players with rates dependent on where they are on the board. On their turn players must first move, rotate or introduce a new ice floe, then they can move one of their explorer as far as they can (or want) before collecting an item from the tile they finished on. When moving, explorers are limited by the obstacles they must overcome and the tools they have available. For example, the ice floes have smooth sides and rough side: the rough sides depict "pack ice" which is hard to cross, and costs a rope. Similarly, explorers can swim up to one space, but that costs a fish as swimming through arctic waters is energy sapping. Polar bears are also a hazard that must be avoided or lured away with fish; beware they can be lured away from one player straight into the path of another! The winner is the first player to negotiate all the hazards and arrive in Siberia with his three explorers intact. Not to be confused with: IceFloe ICECOOL (2016) User Rating: N/A GeekRating: 6,57 - BGG Ranking: 1050 Best with: 4 - Recommended with: 3,4 The lunch break is almost there and all of the young penguins would finally get the fish they've been craving. However, some rascals think they are quick enough to snatch some of the fish before the lunch break starts, but they have forgotten one thing - the Hall Monitor! Each school day one of the penguins is designated to watch over the school, and this is his moment to shine - for each rascal penguin he catches he would get additional fish! A fun run takes place - the rascals are running everywhere and trying to snatch some fish on their way, but the Hall Monitor is trying to catch each and one of them to have some order in the school. Who will be more successful? ICECOOL is a flicking game in which each round one of the players takes the role of the Hall Monitor (also called "the Catcher") – his aim will be to catch each other penguin and get points for that. The others (also known as "Runners") will try to run through several doors, thus gaining fish (that give them points) on their way. When either the Hall Monitor has caught each other penguin once or any of the others has gone through all 3 doors that have fish on them, the round is over. Each player will take the role of the Hall Monitor once and at the end of the game the winner will be the one with the most points on their fish cards. The penguins can be flicked in a straight line, make curves and even jump over the walls! Each player will have to use the best of their skills in order to get the most points in this fun and exciting game. It's not just cool, it's ICECOOL! Identity (1998) 4-6 User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 4.5.6 You gonna be tested in some of your behavior. There are cards with a special situation. You have to tell what you would do in this special situation. 0.00 Ido (1998) User Rating: N/A GeekRating: 5,54 - BGG Ranking: 12926 Best with: 4 - Recommended with: 2,3,4 From the Rio Grande website: IDO is both a work of art and a game. You may want to display it permanently in your living room. Players move colorful blocks on the abstract board trying to get four of their blocks from one side to the other. Players may also move the board to change the board's geometric pattern and move their pieces closer to their goal. The first player to move of his pieces across the board is the winner! 2.13 5th Place 1997 Hippodice Spieleautorenwettbewerb (as Mondrian). Igel, Frosch und Maus... (0) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 \bigcirc_{30} Each player tries to get as many animal cards as possible. Important is to achieves getting all four of cards of a specific animal. This gets more points and because the cards are secure when you have all 4 of them, they cannot be taken over by other players 0,00 The winner is the player who has won more quartets of cards after a certain time.





Ialu Ialu (2004)

User Rating: N/A

GeekRating: 5,53 - BGG Ranking: 14806 Best with: 2,3 - Recommended with: 2,3,4

At first the board is a field of ice with four squares in the middle cracked open to reveal a few fish. You start your turn by picking up one more square of ice next to some water already open; this square will turn out to have more fish, or a polar bear, or to be hard ice instead of water and have a fox on it -- or instead it may confer a special power such as melting an extra square of ice or pushing a row of ice squares one space. Meanwhile the players' Inuit meeples approach from the edge of the board to hunt the fish and the other animals to score points and to build igloos for territorial reasons. The game ends when there's no more ice to be melted (all the squares next to open water have an Inuk or an igloo on them), prompting a final scoring based on which players have control of the remaining islands.

Even in the "gamers' version" (Inuit cannot enter a square with an opposing igloo, scoring is a little different at the end) noted by the authors, the tiles you draw determine, to a large extent, your luck in the game. But your cleverness in scrambling to make the best of opportunities keeps Iglu Iglu interesting.





GeekRating: 5,55 - BGG Ranking: 11136 Best with: 2 - Recommended with: 2

Fire and water! These two elements fight for supremacy in Ignis, and round by round players shove a piece into the playing area, trying to push off an opposing piece. If you use clever tactics, you might even finish off an entire row in one go! Which will win in the end: fire or water?



The 6x6 game board starts with eight tiles of each player – one being fire, the other water – in a fixed arrangement. Twelve air tiles and nine earth tiles start play off the board; all of the non-earth tiles have earth on their reverse side. On a turn, a player takes a neutral tile from off the board and slides it onto an edge space, which means at the start of the game the 6x6 border. If this edge space is occupied, the neutral tile pushes those tiles before it. If a non-earth tile is pushed off the edge of the board, flip it to the earth side. Earth tiles can be moved, but they cannot be pushed off the board!

If an outer edge of the playing area ever contains only tiles of the same element, remove these tiles from the board. These spaces are now off-limits on future turns. Thus, when the first edge is removed, pretend that the playing area is 5x6; when the second edge is removed, the playing area will be 4x6 or 5x5. Removing one row of tiles might cause another row to be removed afterward.

As soon as either fire or water are eliminated from the playing area, the opposing player wins.





1.11

IGOR: The Monster Making Game (2008) User Rating: N/A

GeekRating: 5,53 - BGG Ranking: 14359 Best with: N/A - Recommended with: 1,2,3,4

The players are Mad Scientists creating fearsome monsters for the Evil Science Fair. Whoever completes the most monsters will win the prize. It takes various combinations of parts to create each monster, but be careful! Leaving unfinished work on the table could let someone else sneak in to finish it and claim the monster as their own. Just remember, only those who actually yell "Pull the Switch!" can lay claim to a monster.

According to the publisher the main changes were inclusion of rules for solitaire play, an altered the assortment of point cards in the game, and a couple of basic rule changes.

Re-implements:

Code Cracker



GeekRating: 6,97 - BGG Ranking: 472

Best with: 4 - Recommended with: 2,3,4



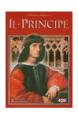


Edo — what we now know today as Tokyo, Japan — was a thriving city with an estimated population of one million, half townspeople and half samurai. With a huge shopping culture, Edo's main district, Nihonbashi, was lined with shops, selling kimonos, rice, and so much more.

Nihonbashi is the focus of IKI: A Game of EDO Artisans, which brings you on a journey through the famed street of old Tokyo. Hear the voices of Nihonbashi Bridge's great fish market. Meet the professionals, who carry out 700-800 different jobs. Enter the interactivity of the shoppers and vendors. Become one with the townspeople.

One of the main professions in the world of Edo is the artisan. Each of the Edo artisans uses their own skill of trade to support the townspeople's lives. In this game, not only are there artisans, but street vendors, sellers at the shops, and professions unique to this time and age. Meet the puppet masters, putting on a show. Meet the ear cleaners that people

The goal of this game is to become the annual Edoite, best personifying what is known as "IKI", an ancient philosophy believed to be the ideal way of living among people in Edo. Knowing the subtleties of human nature, being refined and attractive — these are all elements of a true IKI master.





Il Principe (2005) User Rating: N/A

GeekRating: 5,84 - BGG Ranking: 3871

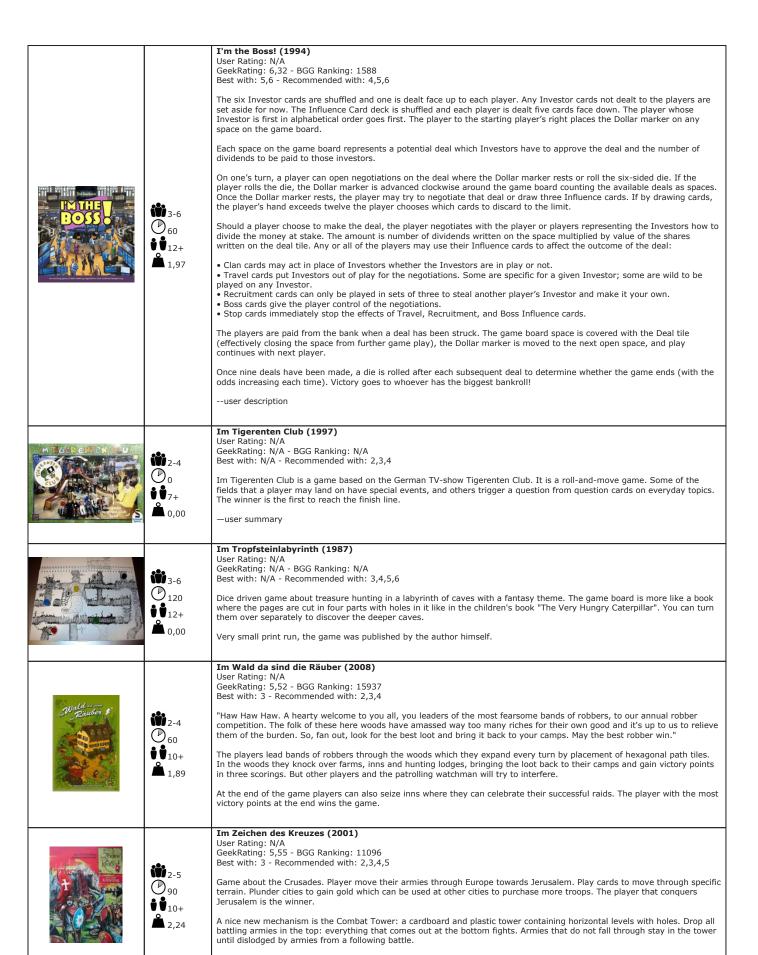
Best with: 4 - Recommended with: 3,4,5

An auction game where income and resources are automatically gained at the beginning of each turn. Then the money is used to bid on more resources, then the resources can either be used (along with money) to build cities, or "displayed" to qualifying for "roles" (like political appointments) which gain influence/VP-graft plus a special power such as income boost, resource boost, VP-boost, or resource re-display.

Building a city gains the player VP but also gives VP to the opponent(s) with matching role/graft color.

The board does triple duty, containing the scoring track, a map of some part of Italy, and staging area for the "role" tiles.

ILVECHIO	2-4 0-60 10+ 2,62	II Vecchio (2012) User Rating: N/A GeekRating: 6,14 - BGG Ranking: 2195 Best with: 3 - Recommended with: 2,3,4 II Vecchio is set in the 15th century, when Cosimo de Medici - also called "II Vecchio" ("the Elder) - and his family ruled over Tuscany and its capital Florence. The players represent the heads of Florentine families trying to rise their families to power. To achieve this, they send out their family members to locations in Tuscany to perform various tasks, specifically to recruit followers (knights, assassins, abbots) and collect money as both are needed to take control of provinces in neighboring regions; controlled provinces provide power and a bonus action. Another task is to gain the favor of the squirearchy as these favors are indispensable when it comes to getting an official position in Florence, e.g., a seat on the town council to enhance actions in Tuscany, or a noble rank to gain power at the end of the game. To complete these tasks, however, a proper middleman must be present at a location, and as these middlemen travel a lot, they are rarely met. That's why it is so important to have one's family members in the right place at the right time – to save on time and money while achieving one's goals. At the beginning of the game, each player has four family members in Tuscany. Players take turns performing exactly one action. Before his action, a player may pay money to move one of his own family members to another location. The available actions are to: Take a location-specific action in Tuscany. This requires both a middleman and one of your own standing (active) family members at that location. After the action, this family member is laid down (inactive). Travel to another region and take over a province, which costs both followers and money. Travel to Tlorence where you'll spend scrolls (and possibly money) to claim a city council or nobility tile. Introduce a new family member to the board. Raise all lying family members on the board. Raise all lying family members on the board.
Ellusion Later Andrews Later Andre	2-5 D ₁₅ 15 18+	Illusion (2018) User Rating: N/A GeekRating: 6,36 - BGG Ranking: 1498 Best with: 4 - Recommended with: 2,3,4,5 Can you trust your eyes? How much color do you really see? These questions are what drive gameplay in Illusion, with rules that allow for gameplay to start immediately. Who has the right perspective not to be fooled?
WRAMPENLOID	2-6 30 12+ 0,00	Im Rampenlicht (1994) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 In The Limelight, a card driven game in which different actors try to take center stage under the warm glow of the spotlights. The cards show the performers under 1,2 or 3 spotlights.
San Wöstensoms	3-4 0 60 1 8+ 2,29	Im Reich der Wüstensöhne (2008) User Rating: N/A GeekRating: 5,62 - BGG Ranking: 7402 Best with: 4 - Recommended with: 3,4 The game board consists of a central field and four extensions, 5 tiles long each. The extensions show desert or parts of oasis. Going out from the middle, players use caravans to explore the map with a large parts of sandy desert and green oasis. The purpose of the game is to form rich and fertile oases by placing tiles. Tiles are drawn and placed on squares on the board. As the tiles are placed, oases develop on the board and players pay to place explorer figures on these oases in an effort to become the most powerful explorer. "Im Reich der Wüstensöhne" is a game in the tradition of the 1996 release "Entdecker". It is easy to learn and uncomplicated to play. It is suitable for families Ages 8 and up. Still it has enough play depth for adults.
Tim siebten Himmel	2-5 D 20 10+ 1,00	Im siebten Himmel (2005) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5 Im Siebten Himmel (translated to In Seventh Heaven) is a fast-paced card game about cute boys. It is one of three games in Kosmos' "Freche Madchen – freche Spiele" (Sassy Girls – Sassy Games) line, based on a line of successful books by the name of 'Sassy girls – Sassy Books' of which more than 50 titles have already been released.







Immer oben auf! (2004)

User Rating: N/A GeekRating: 5,51 - BGG Ranking: 19768 Best with: N/A - Recommended with: 3,4,5

A children's game that appears to involve stacking cubes which show pictures of animals. Hence the picture on the box...



Impact: Battle of Elements (2018)

User Rating: N/A

GeekRating: 5,89 - BGG Ranking: 3514 Best with: 4 - Recommended with: 2,3,4,5



Impact: Battle of Elements, a reimplementation of Strike, challenges players to knock one another from the game by rolling their dice well and using the special powers available to them.

Each player starts the game with five dice, with one side being blank and the other five sides showing an elemental symbol. On a turn, a player rolls one die into the arena, which is set inside the bottom of the box. If any two or more dice show the same symbol, that player then claims those dice and their turn ends. If a die shows a blank face, it's removed from play; if no symbols match, then the player can end their turn or throw another die in the arena.

If the arena is empty at the start of your turn, then you must throw all of your dice into the arena, hoping to claim some back because if you ever run out of dice, then you're out of the game. Whoever last holds dice wins!

Impact: Battle of Elements includes a variant in which each of the symbols has a special power, and when you make a match, you get to use the power of that symbol.

Imperial 2030 (2009)

User Rating: N/A

GeekRating: 7,14 - BGG Ranking: 313
Best with: 4,5 - Recommended with: 3,4,5,6

Imperial 2030 is a game on its own, based on the rules of Imperial. The six powers (USA, Europe, Russia, China, India, and Brazil) develop their industrial basis and build up armies and fleets. They fight over control of neutral land and sea areas in order to become the most powerful nation worldwide.





In this game it is not the players who take turns, but the six powers, one after another. The players are just internationally operating investors who act in the background. By giving money to the six powers, which all have their own treasuries, the players influence the politics. The biggest investor in each nation gains control of that nation's government and decides what the nation will do. As control of a government can change with each new investment, players may control several governments at the same time. As investors, players should not get too attached to their preferred nation, but rather focus on where their investments have the best rates of return. Essentially the game is about money, and not about military domination!

Imperial 2030 was released at Essen 2009 by PD-Games and Rio Grande Games. Compared to "Imperial" there will be some new features:

- new wooden bits
- the Swiss Bank
- a new 30 million bond to invest in
- more neutral territory, generating higher taxation
- fewer home provinces
- control of canals (Panama and Suez).

For those who already owned Imperial, there was the opportunity to get only the new map and bonds at Essen '09, as it can be played with the old wooden bits as well.





Imperial Settlers (2014)

User Rating: N/A GeekRating: 7,15 - BGG Ranking: 309 Best with: 2 - Recommended with: 1,2,3

Settlers from four major powers of the world have discovered new lands, with new resources and opportunities. Romans, Barbarians, Egyptians and Japanese all at once move there to expand the boundaries of their empires. They build new buildings to strengthen their economy, they found mines and fields to gather resources, and they build barracks and training grounds to train soldiers. Soon after they discover that this land is far too small for everybody, then the war begins..

Imperial Settlers is a card game that lets players lead one of the four factions and build empires by placing buildings, then sending workers to those buildings to acquire new resources and abilities. The game is played over five rounds during which players take various actions in order to explore new lands, build buildings, trade resources, conquer enemies, and thus score victory points.

The core mechanism of Imperial Settlers is based on concepts from the author's card game 51st State.



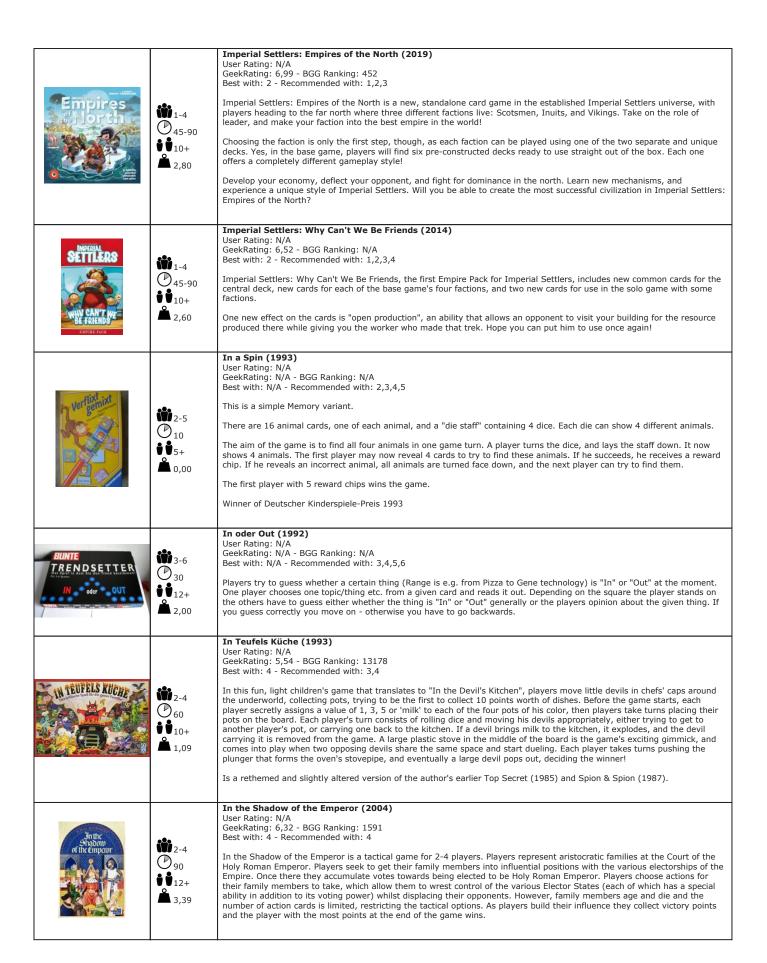


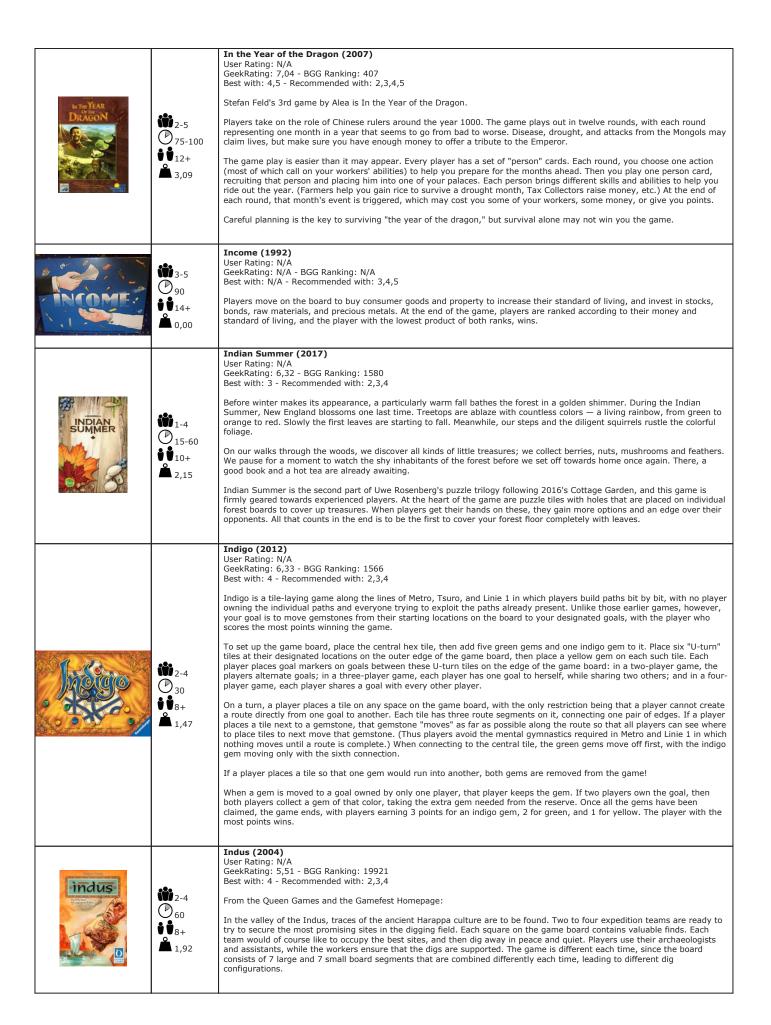
Imperial Settlers: Atlanteans (2015) User Rating: N/A

GeekRating: 6,37 - BGG Ranking: N/A Best with: 2 - Recommended with: 1,2,3,4

Imperial Settlers: Atlanteans, an expansion that requires the base game to play, adds the option for playing Imperial Settlers with up to five players. The expansion includes a new faction board, the Atlanteans faction deck, technology tokens, and expansion cards for the original factions that complement the Atlanteans abilities.

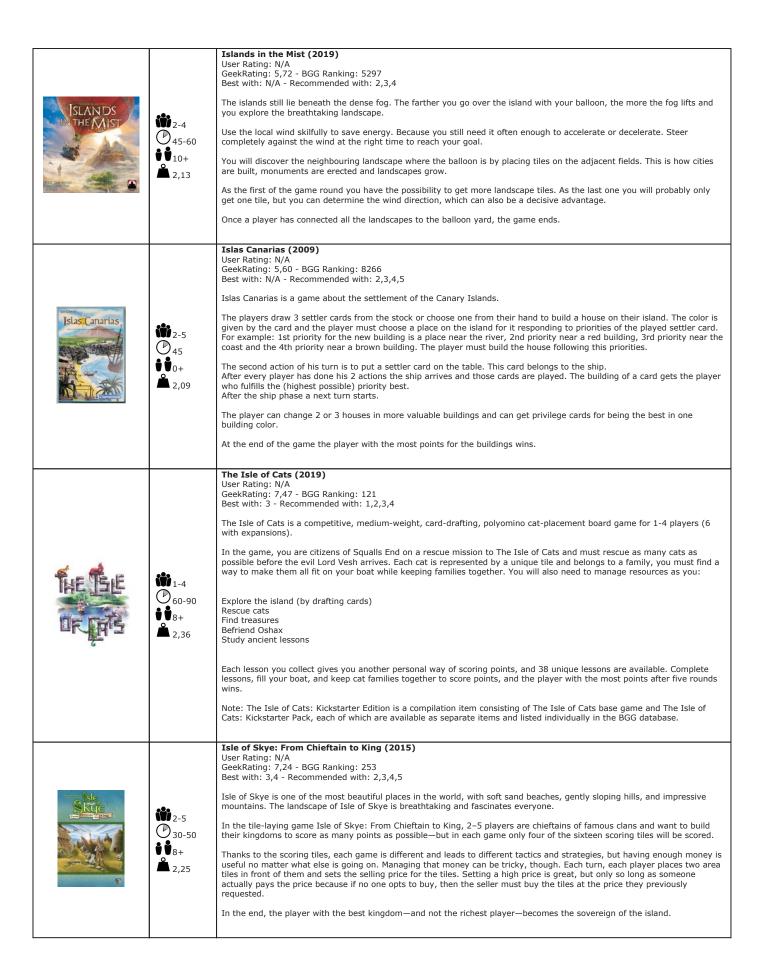
The Atlanteans bring a new resource to the world of Imperial Settlers with technology that can unlock special abilities on faction cards and transform common buildings into powerful allies. The Atlanteans must use their abilities to find unique ways to score because their faction buildings sink at the end of the game and do not score points! While the other factions do not have the knowledge to use the technology of the Atlanteans, some buildings for each faction allow them to use some of that technology to their advantage.

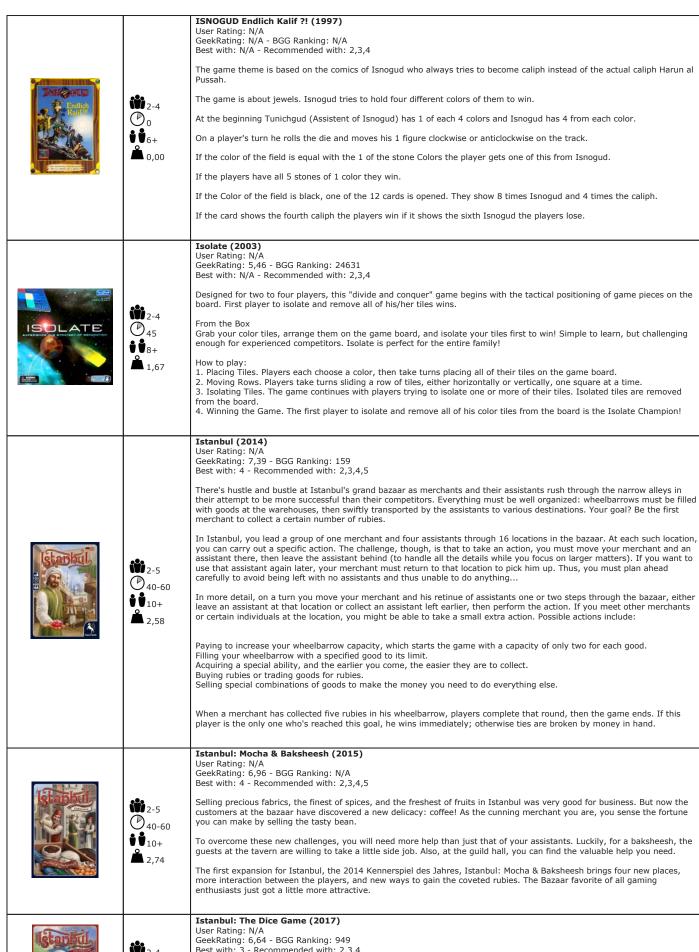




INGENIOUS No secure fuelly before there	1-4 30-45 1 8+ 1,91	Ingenious (2004) User Rating: N/A GeekRating: 6,91 - BGG Ranking: 538 Best with: 2 - Recommended with: 2,3,4
		In Ingenious, a.k.a. Einfach Genial, players take turns placing colored domino-style tiles on a game board, scoring for each line of colored symbols that they enlarge. The trick, however, is that a player's score is equal to their worst-scoring color, not their best, so they need to score for all colors instead of specializing in only one or two.
		In more detail, the game includes 120 domino-style tiles, each consisting of two conjoined hexes; each hex has one of six colors in it, with most tiles having different-colored hexes. Each player has a rack with six tiles on it, and on a turn a player places one tile from their rack onto two hexes of the game board. For each hex on this tile, they score one point in that color for each hex of the same color that lies adjacent to it and each hex in a straight line from it. If a player brings the score of a color to 18, they immediately take another turn. At the end of their turn, they refill their rack to six tiles. (Before refilling their rack, if they have no tiles on it that contain hexes in their lowest-scoring color, they can discard all of their tiles, then draw six new tiles from the bag.)
Bases Folida		When no more tiles can be placed on the game board or when one player scores 18 in each color, the game ends. Players then compare their lowest scores, and whoever has the highest low score wins.
		Ingenious includes rules for solitaire and team play; in the latter case, two teams of two play, with each player not being able to see their partner's tiles and teams keeping a combined score that maxes out at 36 instead of 18.
		Inis (2016) User Rating: N/A GeekRating: 7,54 - BGG Ranking: 96 Best with: 4 - Recommended with: 2,3,4
		Inis is a game deeply rooted in Celtic history and lore in which players win by being elected King of the Island (Inis). Players can try to achieve one of three different victory conditions:
		Leadership: Be the leader — i.e., have more clan figures than any other player — of territories containing at least six opponents' clans.
		Land: Have your clans present in at least six different territories. Religion: Have your clans present in territories that collectively contain at least six sanctuaries.
INIS AND	2-4 60-90 14+ 2,89	Over the course of the game, players also earn deeds, typically chanted by bards or engraved by master crafters, that reduce by one the magic total of six for any condition. While one victory condition is enough to claim the title of King, a game of experienced players usually has a tight balance of power, emphasizing the leadership of the capital of the island.
		At the start of each round, players draft a hand of four action cards (with 13 action cards for three players and 17 for four players) during the Assembly. Action cards not played at the end of one season are not held for the next. Players also have access to leader cards for the territories that allow it and where they were elected leader during the assembly. Each Assembly reallocates those cards. Finally, they collect "epic tales" cards that depict the deeds of the ancient Irish gods and heroes, like Cuchulainn, the Dagda, Lugh and many others. These will be kept and used to inspire the clans and achieve extraordinary featsunder the right circumstances. The cards provide a variety of actions: adding clans, moving clans, building/exploring, and special actions.
		Careful drafting, hand management, bluffing (especially once players understand the importance of passing their turn), good timing, and a precise understanding of the balance of power are the keys to victory. After a discovery game you'll be ready for a full and epic game, where an undisputed player will be king by the Assembly for his merit and wisdom.
		While Inis has "dudes" that are "on a map", it's a beginner's mistake to play this as a battle game because eliminating other clans reduces your chances of scoring a Leadership victory condition. Peace among different clans, with or without a clear territory leader, is the usual outcome of a clan's movement. Battles will occur, of course, as the Celtic clans can be unruly and a good player will listen to his clan's people (i.e., his hand of cards). That battle aspect is reflected in the clan's miniatures representing warriors. Woodsmen, shepherds and traders complete the set of twelve minis for each player; these occupations have no impact on the game, but give it flavor.
Tree Live Cheurs day	1 2-4	Insel der Schmuggler (2004) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 19173
Inselder Schmuggler		Best with: 3,4 - Recommended with: 2,3,4
	D ₁₅	The players are trying to smuggle various goods, from one island to another. Who will be the first to smuggle goods, with a value of seven or more points?
SA STATE OF	1,17	The players roll the yellow die to move the light beam of the lighthouse and the white to move their own boat. They try to move the boat to the island, which is indicated on the hidden back side of the good.
Santage India		But when the lighthouse beam falls on the smuggler's boat, the good must be thrown into the water
insider	2-4 2-4 45 112+ 0,00	Insider (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4
		One of Gerhard Kodys' better games, the game concerns moving in the right social circles and this gaining the best seats at a restaurant.
		From the game rules description:
		The Game of Appearance and Reality The "400", the "glitterati", the "beautiful people" and the "VIP's". Who wouldn't want to be part of their world of luxury,
		glamour and glitz
		However, we can't all belong to it. The road to the top leads through the best tables at the INSIDER! The super-luxury-IN-temple in the center of the city. "The" restaurant.
		Those seen there may rightfully count themselves among "High Society". But in order to reach your goal must you keep your adversaries at bay. By use of "Scandals", "Rumors", "Contacts" and many other actions you are trying to climb the social ladder while trying to put a spike in the wheel of your opponents. Lucky for you that having a "Bodyguard" handy just might save you from just about everything.
		And don't despair. Those who are IN today may be "Total OUT" tomorrow!











Best with: 3 - Recommended with: 2,3,4

Istanbul: Das Würfelspiel is a standalone dice game in which players are once again plunging into the bustle of Istanbul's bazaar to collect rubies and thus secure their victory. By cleverly using the dice, the players can make money and goods, then exchange them for the precious jewels.

—description from the publisher

J (35 games) Jagd der Vampire (1991) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21995 **ii**i 2-6 Best with: 4 - Recommended with: 2,3,4,5,6 \bigcirc_{45} As a vampire who has given up blood for ketchup you are trying to get across a board to the 5 towers to find the great tomato. There are also 4 onions hidden in the towers so beware. You spend ketchup bottles to move across the landscape casting spells and hindering the other vampires. A very simple game for ages 10+ **1**,23 Partly based on Alex Randolph's 1986 game Drachenfels. Jagdrevier (2012) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5 agdrevier **1** 2-5 \bigcirc 30 Murder! A body has been found in the idyllic woods of the Allagu, one of Germany's most popular holiday areas. Side by side with commissioner Kluftinger (famous from a series of German crime novels), the players in Jagdrevier start their **1** investigations to reveal the murderer. Each turn, the gamemaster places hints and clues in different places located in the Allgäu (e.g., Schloss Neuschwanstein). Each player travels from place to place, putting the clues together to deduce the 2,00 murderer and his or her motive - but time is running and not every clue will contribute to the solution. Only the most quickwitted player can win this game! Jäger und Sammler (2010) User Rating: N/A GeekRating: 5,77 - BGG Ranking: 4525 Best with: 3 - Recommended with: 2,3,4 Jäger und Sammler is set in the Stone Age. Every player has control over a tribe of 4 hunter/gatherers. The game consists of two main phases: The summer phase and the winter phase. The aim of the game is to collect as many tiles as possible. Players have two movement points per turn and are only allowed to move to untaken tiles. When a player leaves a tile he gets to take it and place it in front of him. Food and artifacts are kept face down, but weapons and mammoths are kept face JÄGET SAMMIET **11** 2-4 up. Whoever hunts down the biggest mammoth in the summer phase will start the winter phase. \bigcirc_{45} Players also have to visit the four winter camps during the summer to store supplies for the upcoming winter. If a player is **1** not able to visit all four camps during summer, he will have fewer hunters in the winter phase. 1,96 - Food tiles score 1 to 3 points at the end of the game, depending on the type of food. Rare and valuable artifact tiles increase in value depending on the number of identical tiles you collected. Weapons are used to hunt down mighty mammoths. Path-tiles remain on the board and guarantee a minimum amount of maneuverability. Caves are connected with each other and may be used to cover big distances while moving. This game is based on the same prototype as Zombiegeddon. Jäger und Späher (2014) User Rating: N/A GeekRating: 5,79 - BGG Ranking: 4400 Best with: 2 - Recommended with: 2 In Jäger und Späher, each player leads a tribe in Stone Age times. Each turn, he decides which character card to play or whether to recall all of his traveling tribe members to the village. For his tribe to grow larger, not to mention survive, **1** hunters must be sent out to collect meat and skins, and scouts must collect raw materials in order to produce valuable goods. The varied characters ensure an exciting and variable game. Jahrhundert-Spiel (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5 **1** 2-5 Jahrhundert-Spiel(translates to "Century-Game") is a simple trivia game about the 20th century. \bigcirc_0 The game has about 30-35 question cards for each decade of the 20th century, each listing 4 questions. The game master, who doesn't participate in the game, takes a card for each decade and reads out one of the questions. The first player to answer gets a chip for that decade. The first player to answer a question for every decade wins the game. The last two chips a player needs may be replaced with joker chips, which he can earn by answering questions about decades for which he **Å** 0,00 already has a chip. A player may not earn more than 2 joker chips. Jalape-NO! (1998) User Rating: 5,56 - BGG Ranking: 11058 GeekRating: 5,56 - BGG Ranking: 11058 Best with: N/A - Recommended with: 3,4,5,6,7,8,9 Jalape-NO!, first released as Pepper, is a trick-taking game in which you want to dodge the spiciness to end up with the lowest score possible.

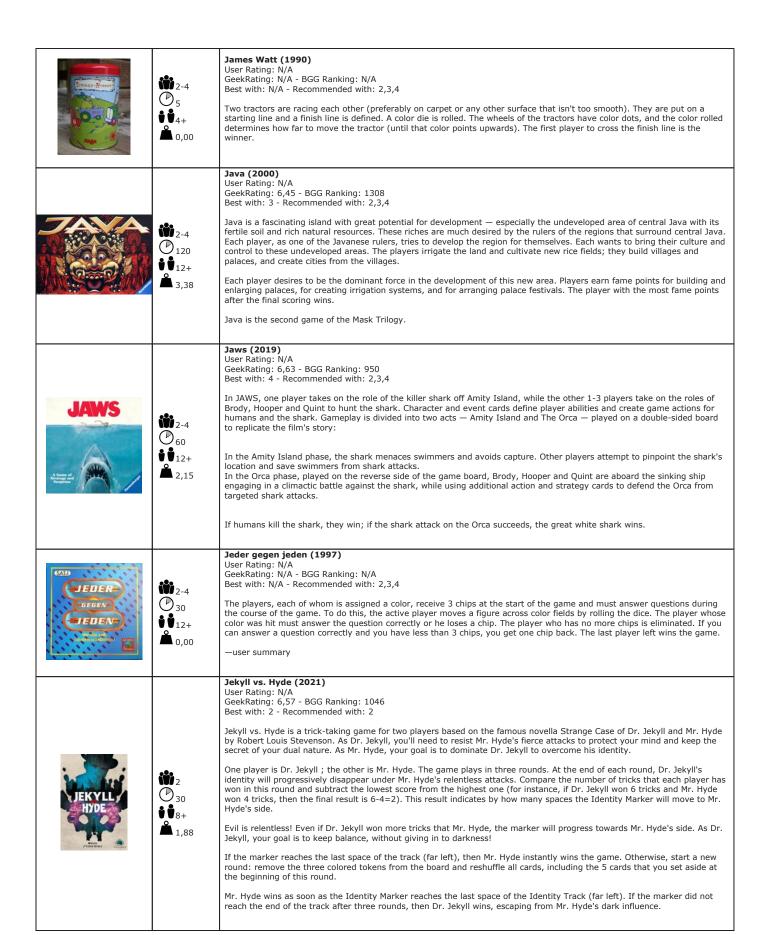


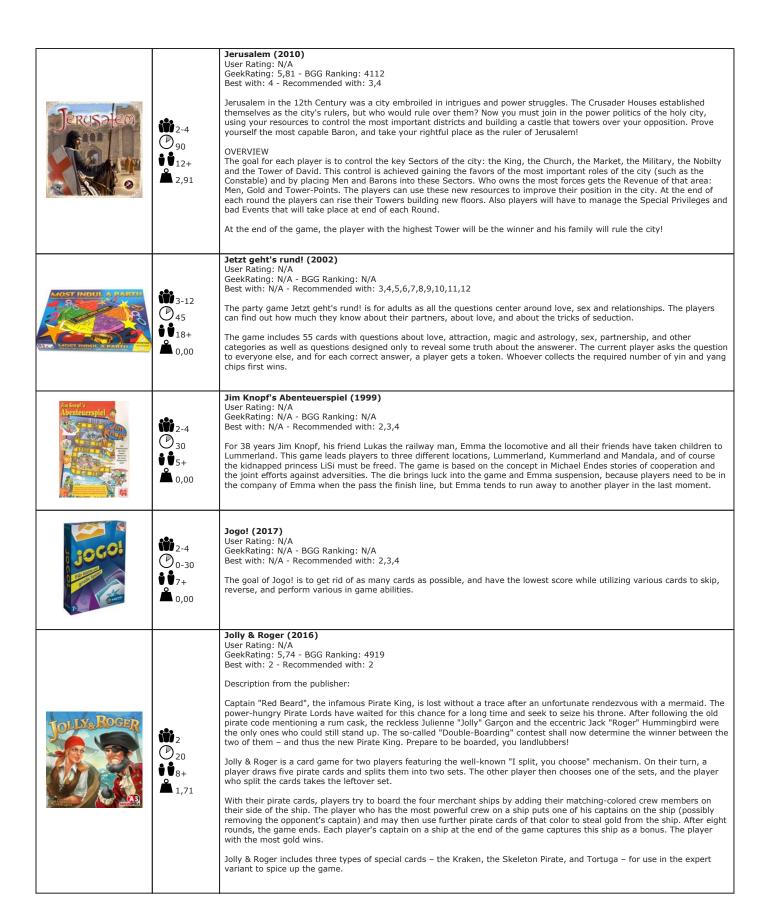


The deck consists of 108 cards (102 number cards and 6 pepper cards), with cards being numbered 1-18 in six colors and with the 1s being peppers. Based on the player count, you use 4-6 colors of cards ranging from 1-9 to 1-18.

At the start of each round, you receive 12 cards in hand, and you must place any peppers on the table in front of you. The lead player in a trick plays any card from their hand or one of their peppers. Each other player must follow suit, if possible, except that you are not forced to play the matching pepper card, should you have it. (However, if you do have it, you cannot play a pepper of another color to this trick.) Whoever plays the highest card in the suit led wins the trick and leads the next trick. If you win a pepper in a trick, place it on the table in front of you; you can play this pepper on a future trick, whether to lead off the trick or to play it on a trick that's already in progress.

As soon as a player has no cards in hand, the round ends. All players add any cards in hand to the cards in front of them, whether peppers or cards claimed in tricks. Each pepper you have is worth 2 points, and each card in the same suit as a pepper you have is worth 1 point. After five rounds, the player with the lowest score wins.





Journey to the Center of the Earth (2008) User Rating: N/A

GeekRating: 5,71 - BGG Ranking: 5302 Best with: 3 - Recommended with: 2,3

From the back of the box:

Descend deep into the interior of the earth, as you lead the three curious and heroic adventurers from Jules Verne's classic novel: Professor Lidenbrock, his nephew Axel, and their guide Hans. Begin your amazing journey by dropping into the crater of the dormant Icelandic volcano Snaefells. Explore a dense forest of giant mushrooms, traverse a turbulent underground ocean, and then get hurled out of an Italian volcano to return to the earth's surface.

On your epic journey discover fossils both small and large, collect gold, and overcome dangerous obstacles. Explore the many parts of the vast subterranean cavern, using clever orienteering, critical equipment, and luck to overcome each new challenge along your breathtaking path. The player who escapes with the best collection of natural treasures wins! Will you direct our heroes on a journey of danger, discovery, and fortune?

The players slip into the roles of three courageous explorers: mineralogy professor Otto Lidenbrock, his nephew Axel and their Icelandic guide Hans Bjelke. You explore the inside of the earth in three stages. You descend down the dormant Icelandic volcano Snaefells. You then cross a turbulent underground sea. Finally, you escape through a volcanic eruption on the Italian island of Stromboli. You make important discoveries by cleverly using equipment like Ruhmkorff's famed induction (electric) lamp, in search of fossils and experiences that will bring you international acclaim. By earning the most fame points you win!

Game Summary

The board has 3 areas: the descent through the mountain, the journey across the lake, and the exit through the volcano (~5 min only). There are 3 explorer tokens (red, yellow, blue) and 2 types of cards: equipment and explorer (players start with equal number, same mix of cards; there are face up cards and face down draw decks). Explorer cards are used to move explorers (3 colors; 1 card = 1 movement pt for that color explorer) while equipment cards modify movement.

In the first 2 parts, on your turn you either take 3 cards (any combination of face up/down explorer/equipment cards) OR move orthogonally; if moving, must advance (1 level deeper in mountain, 1 column further across in lake) at least 1 row/column. Each space costs 1 MP; some cost more (shown as 2 or 3 rocks). Equipment allows you to move diagonally, or get across pits/whiripools, or make rock-spaces only cost 1 MP, or give you bonus MP. Moving over some spaces gives you a water token. If you end on specific spaces, you may discard a combination of 1-3 equipment cards (pictured on board) to draw as many fossil cards (lamp allows you to draw an extra fossil card to choose from). At the end of the Mountain part, you may keep 3 fossil cards for every water you discard. In the lake phase, all explorers are on 1 raft, so any single color may be used to move the entire raft.

After moving and resolving lake space effects, draw a random event card (may hurt someone or give bonus VP if [un]able to discard specific combo of explorer cards). The player getting the first explorer to the end of the Mountain, or the raft to the end of the Lake, scores bonus 4 VP. In the final Volcano phase, draw random explorer card and move raft to next likecolored space; players must discard cards shown, or pay penalty.

At the end, score VP = sum of values of fossils (various types, sets score higher if you have more parts of the set) + bonus VP + 1 VP/water token. Most VP wins!

Jumbo & Co (2004)

User Rating: N/A GeekRating: 5,53 - BGG Ranking: 15359

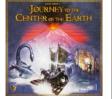
Best with: 4 - Recommended with: 3,4,5,6

In the card game Jumbo & Co, first published as Mausen, you try to collect as many valuable animals as possible by chasing them from the table into your holding pen. To do that, you'll need to play the right animal at the right time while anticipating what opponents will play, too.

Each player starts the game with a hand of sixteen cards: four each of elephant, dog, cat and mouse, with those cards valued 1-4. One card of each type starts in the center of the table. Each round, players choose one card from their hand, then reveal them simultaneously.

Which animals are chased away is determined through a "rock/paper/scissors" format, with dogs chasing away cats, cats chasing away mice, mice chasing away elephants, and elephants chasing away dogs. If you play the only dog, for example, you collect all cats on the table and all cats played that turn; if multiple people play dogs, the strongest valued dog wins; if players play dogs of the same value, then those are ignored and the next strongest dog wins. Any animals not collected stay on the table for the next round.

Once all the hand cards have been played, players tally the value of the animals they collected and whoever has the highest

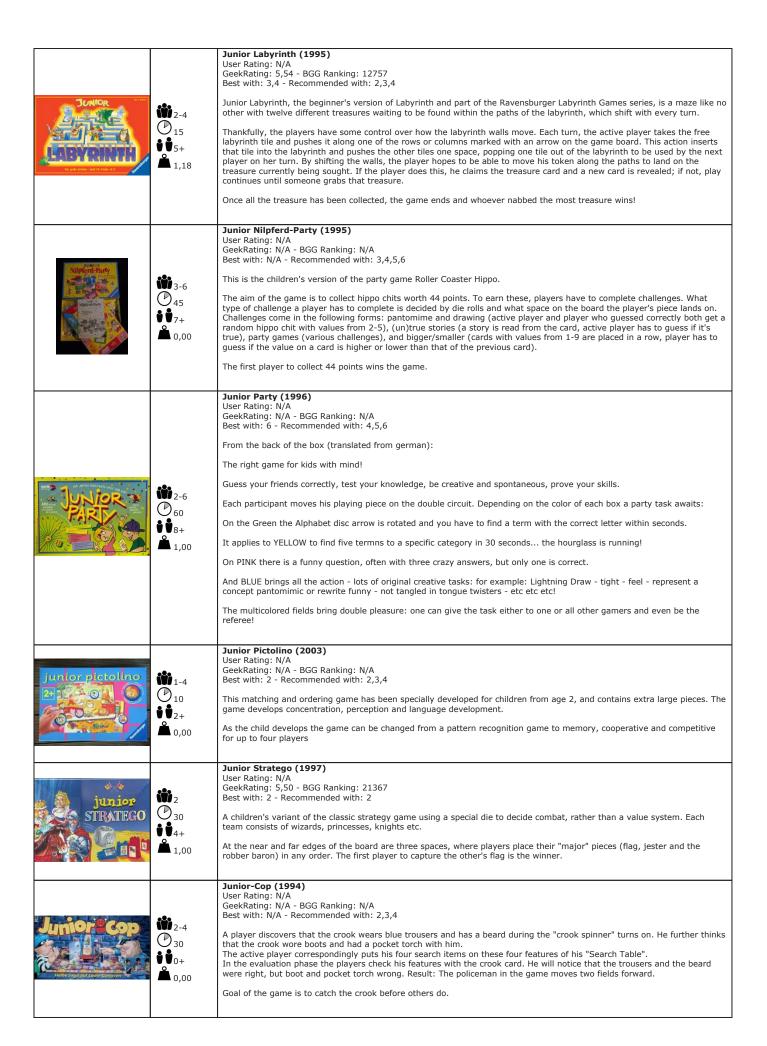


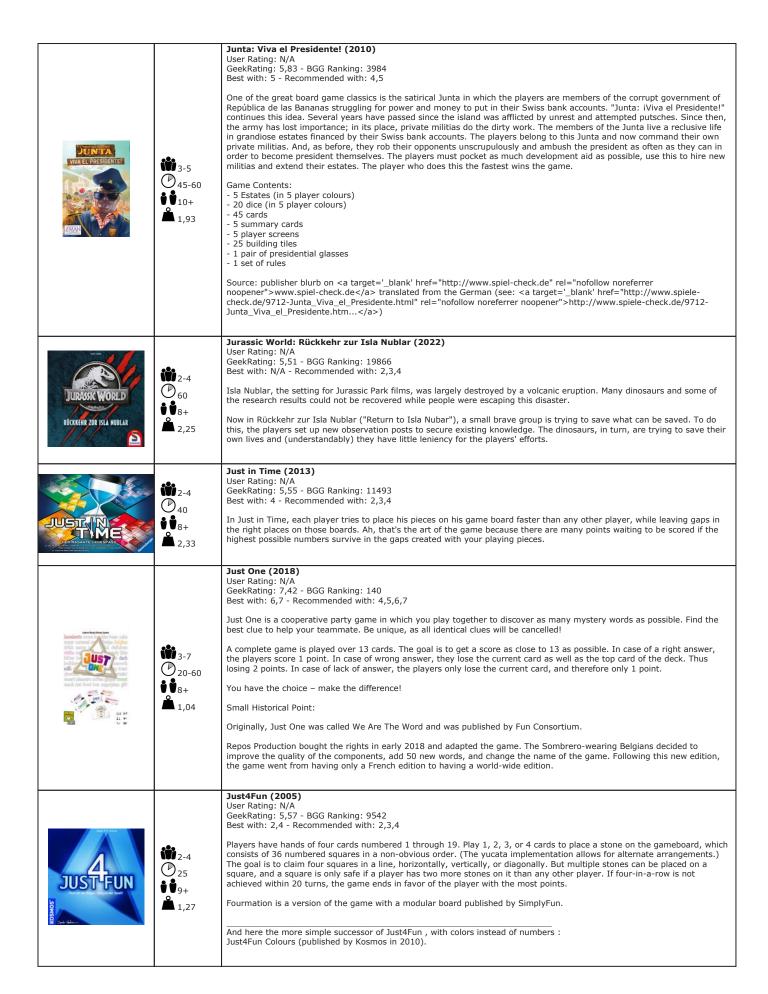


ii 2-4

 \bigcirc ₆₀

		Jungle Jam (2000) User Rating: N/A GeekRating: 5,56 - BGG Ranking: 10282 Best with: N/A - Recommended with: 3,5,6,7,8,9
	2-10 20 6+ 1,26	UNAUTHORIZED PRODUCTION
		The information that BGG has on this item indicates that Jungle Jam is a non-authorized version of Jungle Speed/Arriba!.
JUNGLE JAM		Party game consisting of a wooden totem that is placed between the players. The players then flip up cards from their deck, and when two of the same pattern are turned up, the players with this pattern try to grab the totem. About the story of the publication of the game: In the year 1998, the german company Touchmore created and published Jungle Jam. It got released moreover in Belgium, where the Jungle Speed was not distributed for commercial reasons; it got popular really quick there. In June 2007, the creators of Jungle Speed realized that the Joueclub located in the boulevard des Italiens in Paris was commercializing this game, and it was ready to be announced in the Christmas catalog of 2007. The case got opened the 20th of September 2007, and got the final verdict the 19th of March 2010, where Jungle Speed rights won. Joueclub had to compensated and set up a recall where they managed to get back 2/3 of the 3473 games sold, after the forbidding of the commercialization of Jungle Jam.
		Sources: - http://users.skynet.be/fa315353/junglejam.htm - https://www.doctrine.fr/d/TGI/Paris/2010/FRB9EAD37936B2434C0
DSCHUNGEL GLYMPIADE THE STATE OF THE STATE	2-4 D 15 15 4+	Jungle Race (1999) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Each player chooses a coloured die as a pawn, the white die is used to roll during their turn. Each of the coloured dice features four different animals. Next, players put their dice on the game board. Throw the white dic and see which animal you have rolled. You start with this animal. Turn your coloured die so the animal you rolled is now facing upwards. Place your die on the first square where your animal is allowed to move. Players take turns rolling the white die. Keep turning your own die with the animal you rolled facing upwards. Move your die to a neighbouring area. Something special happens when you roll a lion or a mouse with the white die. If you land on a place with a fruit, you may take it. Set the fruit in front of you. You keep playing until every player has crossed the finish line. The first player who passes the finish line wins two pieces of fruit, and the second gets one piece. The other players do not receive any extra fruit. The player with the most fruit at the end of the game is the winner.
	10 2-10 10 17+ 1,13	Jungle Speed (1997) User Rating: N/A GeekRating: 6,28 - BGG Ranking: 1722 Best with: 5,6 - Recommended with: 3,4,5,6,7,8 In Jungle Speed, you must rely on your keen sense of observation and quick reflexes. It requires a steady hand which can be hard to maintain during the many fits of maniacal laughter! The wooden Totem sits in the middle of the table, waiting for the player with the fastest reflexes to snatch it up and win the game. Each player is dealt a hand of cards. In order to win you must be the first player to get rid of all of your cards. Each turn, all of the players reveal one of their cards. If two cards are identical, those players must make a grab for the Totem. The faster player then gives their cards to their unfortunate adversary. To add to the difficulty, certain cards are almost identical, which can trick a hapless player into grabbing the Totem by mistake a grave error. Other cards force all players to make a grab at once, change the method of play, or otherwise add to the difficulty. Jungle Jam, Медвед, and Prawo Dżungli are unauthorized reproductions of Jungle Speed/Arriba!
Elexikon	1-10 20 14+ 0,00	Junior Elexikon (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 1,2,3,4,5,6,7,8,9,10 An electronic dictionary quiz game for younger players. Players answer the questions with electronic pen what flashes green if the answer is correct. Who has more correct answers at the end of the game is the winner.









Justinian (2006)

User Rating: N/A

GeekRating: 5,58 - BGG Ranking: 9259 Best with: 4 - Recommended with: 2,3,4

In Justinian the players try to win the favor of Emperor Justinian. To further their aims and to strengthen their position at court, they bribe influential persons at Justinian's court.

These bribes are represented by four different colors in the game: At the end of each game turn one color is scored. The players get victory points if their court followers have increased their clout at court. However, only three of the four colors in Justinian are scored!

Game Microbadges: (Buy One)

Designer Leo Colovini Microbadges: (Buy One)



User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 2,3,4 - Recommended with: 2,3,4

Description by the publisher: An adventurous tactile game using math for 2 - 4 pirates ages 6 - 99.

Background story





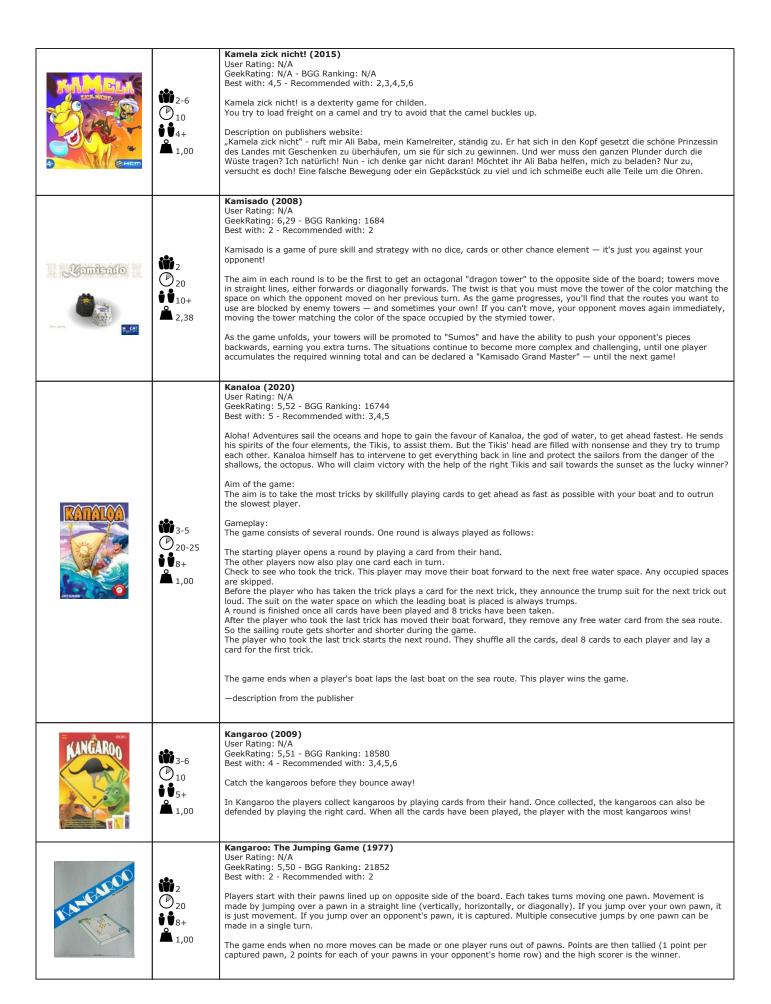
Once a year, the best junior pirates meet to sit their pirate exam. In order to pass, they have to find the correct island and then grab a pirate ship as quickly as possible. If you correctly add up the numbers on the die and are the first to find the matching number of treasure holes on the islands, you win the most precious jewels and become master pirate.

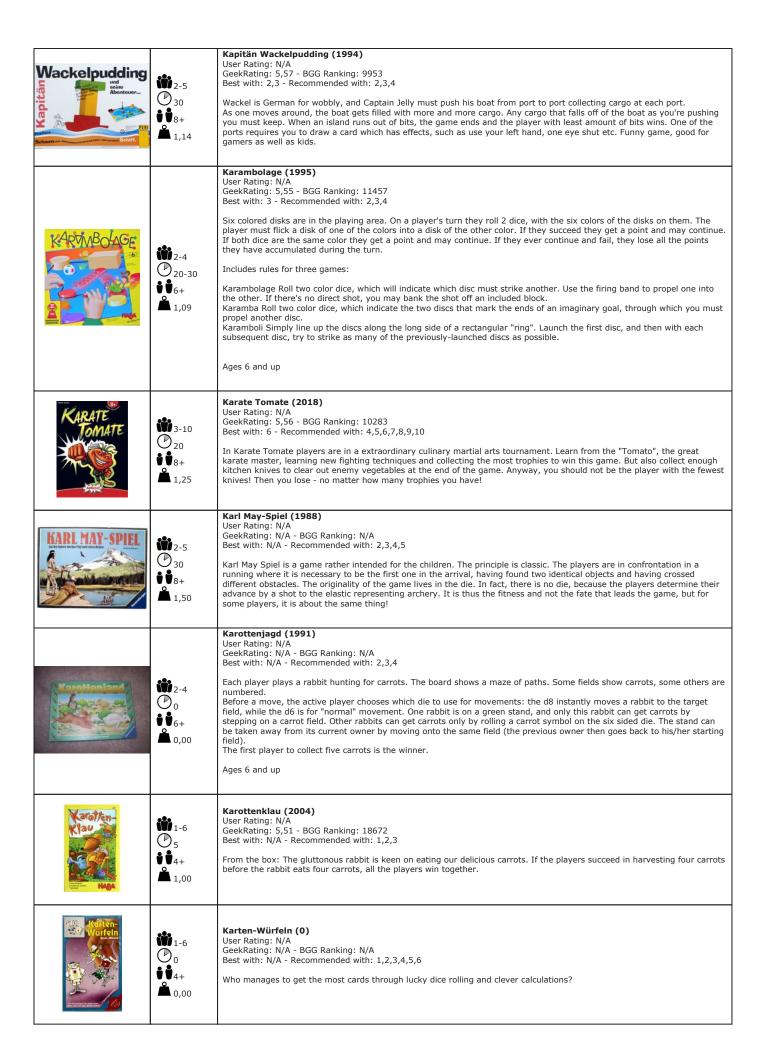
Gameplay

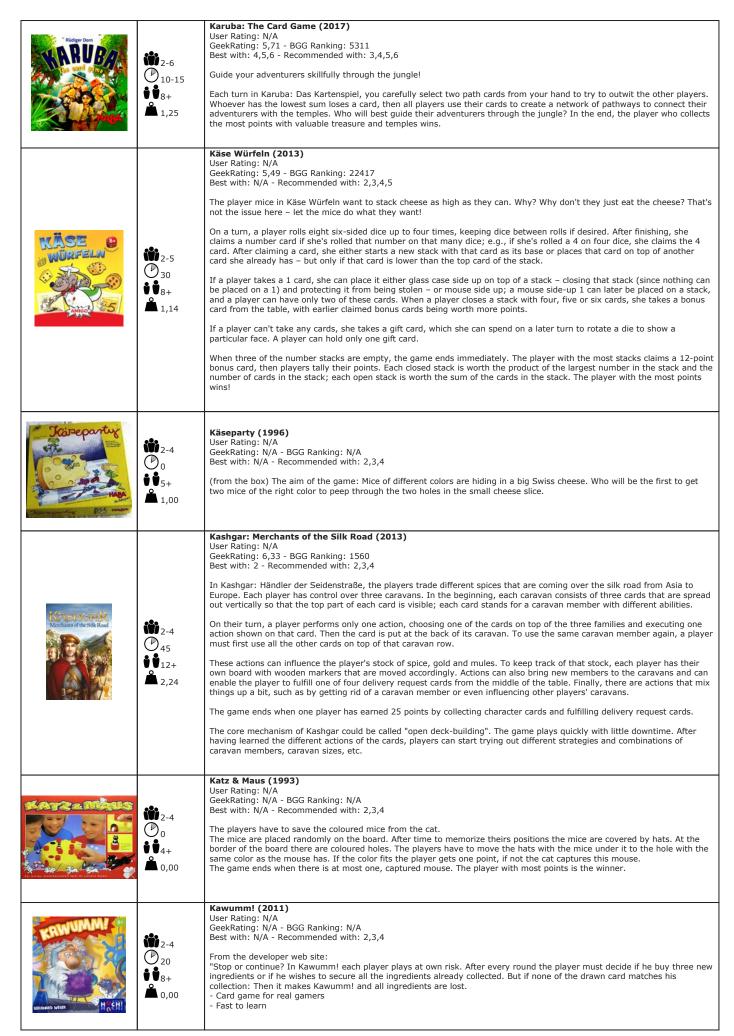
All players try to pass the pirate exam simultaneously. The hunt for jewels starts as soon as the two dice have been thrown. The sum of the numbers on the dice tells the players which island they have to find. Each island (cardboard square) consists of two halves. Each island half has 0 to 6 "treasure holes" on the underside which can be felt by touch. All players try to find and put together an island with the same number of holes as the sum of the numbers on the dice. They are not allowed to look at the holes - they have to count by touch only. As soon as a player thinks they have the correct island, they grab a pirate ship. There is always one ship fewer than there are players, and the ships are in different colors. The first player who thinks they have an island with the correct number of holes grabs the red ship, the second one the blue ship, and the third one the green ship. When the last ship has been claimed, the round ends and the number of holes on the islands are counted. If the number is correct, the player earns a jewel in the color of the ship. If not, the ship is passed on to the next player. The jewels are worth a different number of points (red = worth most), and the player with the most precious jewels (= player with the most points) wins the game.

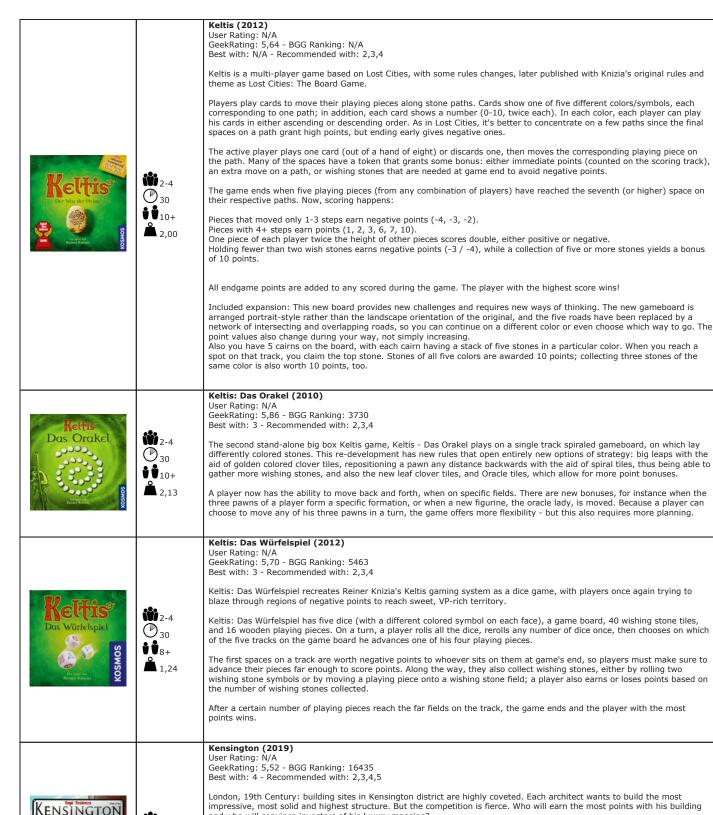
K (114 games) K2 (2010) User Rating: N/A GeekRating: 6,75 - BGG Ranking: 755 Best with: 3,4 - Recommended with: 1,2,3,4,5 K2 is the second-highest mountain on Earth as well as the second deadliest. It's known as the Savage Mountain, as it kills one person for every four who have reached the summit... Now your team stands in its shadow, ready to climb for fame and **1** 1-5 K2 is a board game in which each player controls a team of 2 mountaineers, trying to climb to the summit of K2 and return \bigcirc_{60} before the other players' teams and before the mountain kills them. Every player uses an identical deck of cards. You use the cards to move your climbers on the route pictured on the gaming board, or to acclimatize the members of your team. You can also set up a tent and wait for better weather. You will have to choose your path carefully, as the other mountaineers can block your way, and watch the upcoming weather which can lower your acclimatization to 0, thus killing 2,25 your climbers. $^{'}$ K2 is a hand management game for 1-5 players, with strong interaction and low luck factor, lasting up to 60 minutes. The theme is very well represented by the mechanics, including such elements as changing weather, lack of oxygen and death of the mountaineers. The result is an exciting match for gamers and non-gamers alike. The box includes, among other materials, a double-sided board with two different routes to the summit (easier and harder) and two sets of weather tiles (for summer and winter). Kahuna (1998) User Rating: N/A GeekRating: 6,40 - BGG Ranking: 1390 Best with: 2 - Recommended with: 2 "Who will rule the South Seas? Two Kahuna - ancient sorcerers of the Pacific - compete for dominance on an archipelago consisting of twelve small islands. Using their magic and wisdom, they struggle for control of the islands. They anxiously await the cards handed to them by fate. But when the time is right, they move to capture one, two, or even more islands, trying to gain the upper hand. At the mercy of the magical powers of the South Seas, they quickly realize that even the best magic is no good without strategy. Originally published in 1997 as Arabana-Ikibiti by the designer's own publisher Bambus Spieleverlag, then reprinted by Funagain in the U.S., Kosmos' Kahuna - part of its Kosmos two-player series - is the best known implementation of this design. It's a two-player game, played on a board depicting twelve islands. Players use cards to place bridges between these islands or remove opponent's bridges. If you get the majority of bridges around an island, you place one of your marker stones on \bigcirc_{30-40} it and also remove any of your opponent's bridges to that island – which might cause them to lose a bridge majority on an adjacent island and lose a marker stone there. The game is played in three rounds. A round ends when all cards from the face down deck and the three face up cards have 2,05 been taken. Then points are scored for the islands with a marker stone on them. The game can also end sooner when one player has absolutely NO bridges left on the board. The Kosmos edition has excellent graphics and nice wooden pieces and plays very well. Reimplements: Arabana-Ikibiti Reimplemented by: Kanaloa Kaiser, wieviel Schritte... (2005) User Rating: N/A **iii** 2-8 GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6,7,8 **D**₂₀ **4 6**+ Try to reach the goal in the correct number of steps, guessing the length of stride required. Playable indoors or out. Ages 6 and up. 0,00 Kaivai (2005) User Rating: N/A GeekRating: 5,76 - BGG Ranking: 4621 Best with: 4 - Recommended with: 3,4 Kaivai, by the Ostertag brothers, is a board game about a dynamically-growing island region and the various uses of the islands. The title is Polynesian and means "Water eaters". The game is about catching fish to trade for shells and points. The shell money is used to build up the islands, in order to gain more points. At the start of the game the players bid for turn order. The highest bidder goes first and may move his ships - but must pay dearly for new islands. Those who bid less get to pay less for the islands, but don't get to move as much. The players can choose from six different player actions. When a player chooses an action for the first time, it's free. (D₁₂₀ But if it's chosen a second time, it must be paid for and the payment increases each subsequent time that action is chosen. At the start of the next round, the value of the shells is reduced and the fish come closer to rotting. After 8 rounds comes the final scoring, in which the portions of the islands controlled by the players are counted. 3,73 (Spielbox) Expanded by: Kaivai Expansion















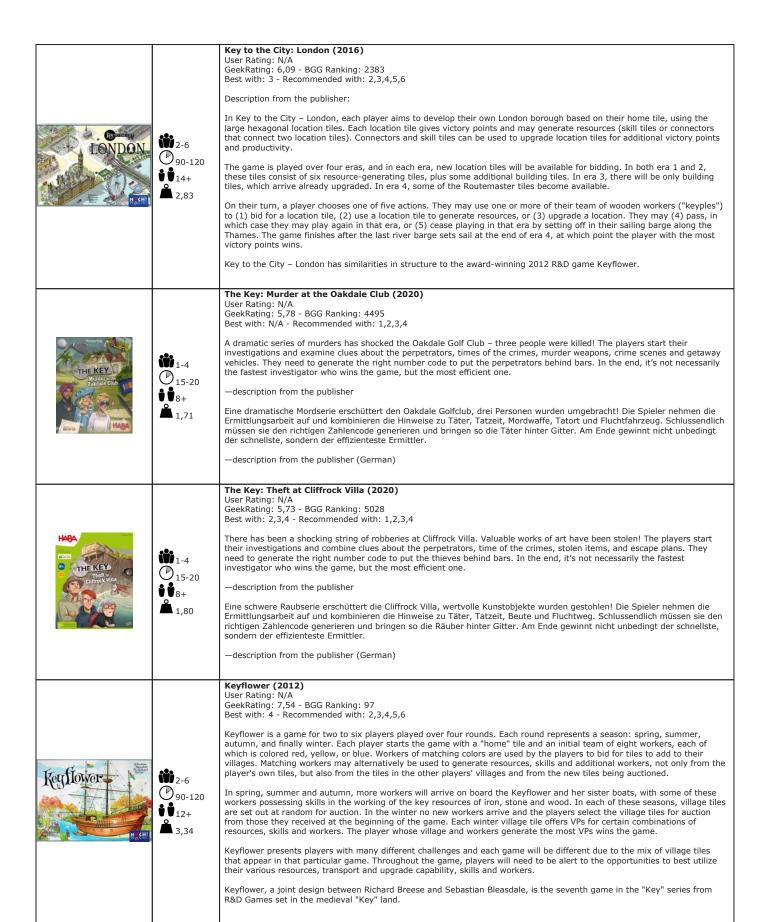
London, 19th Century: building sites in Kensington district are highly coveted. Each architect wants to build the most impressive, most solid and highest structure. But the competition is fierce. Who will earn the most points with his building and who will convince investors of his luxury mansion?

Players are architects building a Georgian palace taking into account the building regulations. The building parts were drawn from the hidden deck in the center of the player board or from a warehouse, either your own or from your opponents.

A game ends when the seventh roof tile with a bird is drawn. Then each architect is allowed to build the tiles left in his warehouse.

To win the game, players should consider the amount of roofed windows and doors as well as different heights. Cats will also earn points for the final tallying. Well done and congratulations to the best architect!

-description from the publisher (translated)





 \bigcirc_{90-120}

Ä 3,56

 \bigcirc_{75}

2,74

GeekRating: 6,40 - BGG Ranking: 1391 Best with: 2,3 - Recommended with: 2,3,4

Keyper is a game with high player interaction for two to four players played over four rounds. Each round represents a season: spring, summer, autumn, and finally winter.

Each player starts the game with their own village board, a mini keyp board, 12 village tiles, a keyper (waving meeple) in their player color, and a team of eight multi-colored keyples, including two white keyples. Each differently colored keyple is a specialist in one activity: the brown keyper is a woodsman, the black keyple is a miner, the orange keyple a clay worker, etc. The white keyples are generalists who can represent any other color.

Keyper is a worker placement game. (Keyper is the eighth new title in the medieval Key series of games, with Keydom, the second in the series being widely recognized as the first of the worker placement genre of games.) What makes Keyper special is that when one player places a keyple on a country board, another player can join them with a matching colored keyple on the first player's turn to the benefit of both players. In this way, some players are likely to have played all their keyples before others. All keyples have the potential to work twice. If a player has played all of their keyples, but another player still has some, then on their turn, the player with no remaining keyples can lay down one or more keyples on the country board they have claimed or in their village board to secure additional resources or actions. It can therefore be doubly beneficial to co-operate with your fellow players, although Keyper is not a co-operative game in the usual sense of the term.

The country boards are also noteworthy, in that they can be manipulated and folded at the beginning of summer, autumn, and winter to show one of four different permutations of fields for that season. A player will chose the one to suit their strategy, often hoping that another player will complement their choice. Certain fields on the country boards are available only in certain seasons, e.g., raw materials can be upgraded to finished goods only in spring and summer, after which you can only convert using tiles in your own village. Gem mining occurs only in autumn and winter.

A player's strategy is likely to be influenced by which (seeded) spring country tiles they acquire and by the particular colored keyples they have available in the later seasons. Different combinations will encourage a player to develop their farm or village, help with their shipping or mining activities, and prepare for the seasonal fairs. Players constantly need to evaluate whether or not to join other players, when to claim a country board, whether to play on their own or another player's country board, when to use their own village, and whether to create a large or small team of keyples for the following season. The winner is the player to gain the most points, usually through pursuing at least a couple of the different strategies.

In addition to the theme and mechanisms, Keyper has similar traits to the earlier Key games: Game actions are positive and constructive, not destructive; player interaction is through the game mechanisms not direct, and like Keyflower, the previous game in the series, there is a lot of player interaction.

A special English-language Kickstarter edition of Keyper with "character" keyples and keypers will also be released.

Khôra: Rise of an Empire (2021)

User Rating: N/A

GeekRating: 6,69 - BGG Ranking: 859
Best with: 4 - Recommended with: 2,3,4

In Khôra: Rise of an Empire, each player is the head of a blossoming city-state in Ancient Greece.

On your turn, you must take 2 of the following 7 Actions: Philosophy, Legislation, Culture, Trade, Military, Politics, or Development. Choose Actions that align with your strategy, but which also work with your dice roll.

You will need to adapt your strategy constantly and strengthen your Actions by moving your markers up on your Economy, Culture, and Military Tracks.

Move up on the Taxes Track to collect highly sought-after Drachmas, the Troop Track to Explore and gather Knowledge tokens, and the Glory Track to capitalize on your Knowledge.

Unlock Achievements and, above all, make sure you have the most points at the end of the 9th Round to be crowned with the laurels of victory!

-description from the publisher

KiCKran (1996)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

objective: score as many goals as possible - two versions:

- acting until you score or ball is taken off -

roll one die (or two - depending on the coloured area) and move the ball straightforward; if your die shows a '1' draw an event card instead (possibility for penalty, corner..). Combat-cards can be used for a counterattack. If Ball is shot on target you can score a goal.

- acting until you score or ball is taken off -

no dice - 6 movement points per turn - + combat-cards instead;

no event cards are drawn: a bit more tactical;

Game can be played with 2 persons or two teams

The Kids of Catan (2003)

User Rating: N/A GeekRating: 5,43 - BGG Ranking: 25032

Best with: 3,4 - Recommended with: 2,3,4

A simplified building game for kids, based on the immensely popular The Settlers of Catan, wherein all players take part in the game at all times. The high quality wooden pieces are suitable not only for the game, but also for "free play."

Each player in turn rolls the die, and rotates the village plan clockwise that number of spaces. Resources are collected by each player depending on where their piece lands, and if one of each resource type has been collected by any player, that player may place one of their buildings on the village plan. If a player has built all of their buildings, they may build the Town Hall. The first player to build the Town Hall wins.

Belongs to the Catan Series.





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Kingdom Builder (2011)

User Rating: N/A

GeekRating: 6,80 - BGG Ranking: 672 Best with: 4 - Recommended with: 2,3,4

In Kingdom Builder, the players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game.



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Nine different kinds of terrain are on the variable game board, including locations and castles. During his turn, a player plays his terrain card and builds three settlements on three hexes of this kind. If possible, a new settlement must be built next to one of that player's existing settlements. When building next to a location, the player may seize an extra action tile that he may use from his next turn on. These extra actions allow extraordinary actions such as moving your settlements.

By building next to a castle, the player will earn gold at the end of the game, but the most gold will be earned by meeting the conditions of the three Kingdom Builder cards; these three cards (from a total of ten in the game) specify the conditions that must be met in order to earn the much-desired gold, such as earning gold for your settlements built next to water hexes or having the majority of settlements in a sector of the board.

Each game, players will use a random set of Kingdom Builder cards (3 of 10), special actions (4 of 8), and terrain sectors to build the map (4 of 8), ensuring you won't play the same game twice!

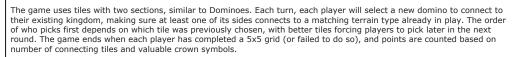
Kingdom Builder FAQ - please read before posting questions in the forum.



Kingdomino (2016)

User Rating: N/A GeekRating: 7,20 - BGG Ranking: 278 Best with: 2,4 - Recommended with: 2,3,4

In Kingdomino, you are a lord seeking new lands in which to expand your kingdom. You must explore all the lands, including wheat fields, lakes, and mountains, in order to spot the best plots, while competing with other lords to acquire





Kingsburg (2007)

User Rating: N/A GeekRating: 6,99 - BGG Ranking: 450 Best with: 4 - Recommended with: 2,3,4,5

In Kingsburg, players are Lords sent from the King to administer frontier territories.





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resources, building structures, and training troops. Every fourth turn is the winter, in which all the players must fight an invading army. Each player must face the invaders, so this is not a cooperative game. The resources to build structures and train troops are collected by influencing the advisers in the King's Council. Players

The game takes place over five years, a total of 20 turns. In every year, there are 3 production seasons for collecting

place their influence dice on members of the Council. The player with the lowest influence dice sum will be the first one to choose where to spend his/her influence; this acts as a way of balancing poor dice rolling. Even with a very unlucky roll, a clever player can still come out from the Council with a good number of resources and/or soldiers.

Each adviser on the King's Council will award different resources or allocate soldiers, victory points, and other advantages to the player who was able to influence him/her for the current turn.

At the end of five years, the player who best developed his assigned territory and most pleased the King through the

Many alternate strategies are possible to win: will you go for the military way, disregarding economic and prestige buildings, or will you aim to complete the big Cathedral to please the King? Will you use the Merchant's Guild to gain more influence in the Council, or will you go for balanced development?



Kingsport Festival (2014)

User Rating: N/A

GeekRating: 6,11 - BGG Ranking: 2316 Best with: 4 - Recommended with: 3,4,5

That flaming column was spouting volcanically. The combustion does not lay warmth, but only the clamminess of death and corruption. – The Festival, H.P. Lovecraft, 1923

In the unimaginable darkness of Kingsport, silent wanderers are called to a profane celebration. Their goal: to invoke unthinkable horrors! A dread terror that is not of this world or any other — but rather from the spaces between the stars demands your submission. Meanwhile, unwary investigators vainly attempt to halt this appalling chapter in the dark history





As the high priest of one of these shadowy cults, you must dominate the city. You will invoke cosmic creatures and unholy gods to receive their "gifts", but you must take care to preserve your sanity and thwart the investigators who seek to stop you. This time, you are the bad guys. Why settle for the lesser evil?

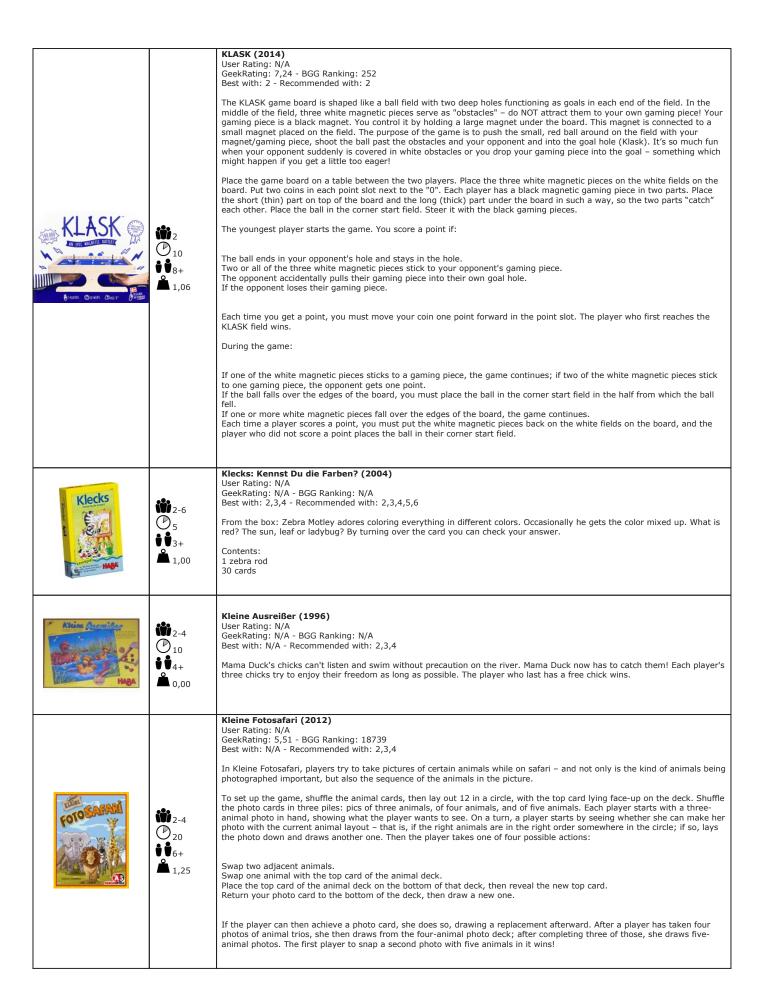
Kingsport Festival, a game of bizarre cults set in the terrifying world of Howard Philips Lovecraft, lasts 12 rounds, each divided into six phases. All Cultists roll their dice and the one that rolled the lowest sum will play first and so on, then (in turn order) each one may invoke an Elder God by using one or more of his dice, where the sum of their values is exactly equal to the number of the Elder God, or pass. Once all the dice are placed or players have passed, in ascending order, the Elder Gods give their gifts to the Cultists who invoked them: the Cultists may have to lose Sanity points to receive the rewards. After Cultists have taken their dice back, in turn order each one may place his disk on one Building that is connected to another one he has already marked (starting from the House). To do so, he must pay the Domain resources

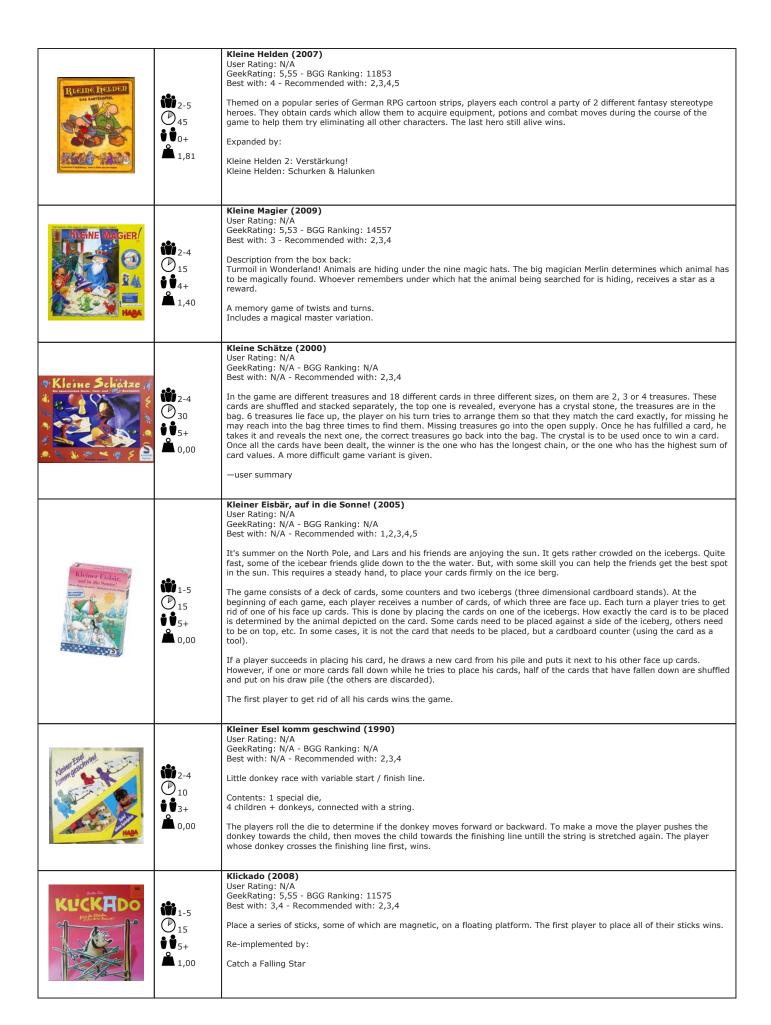
In turns marked with a blue marker on the Calendar, a Raid takes place: first the Event card and then the Investigator card is revealed. Each Cultist calculates his Strength by adding up any modifiers he has due to Spells, Buildings, and other game effects (such as Events, Scenarios, etc.). If his strength is greater, the Cultist receives rewards; if is less, he suffers the penalty.

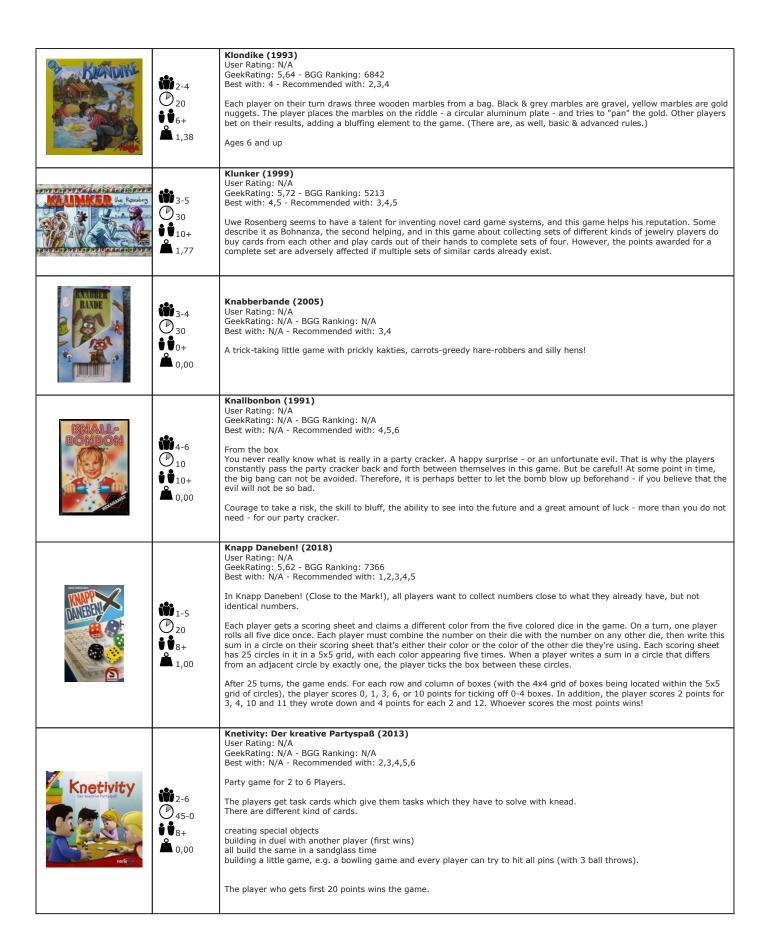
The game ends after the twelfth round is played. If the Scenario has a Festival card, it is revealed and its effects resolved at this time

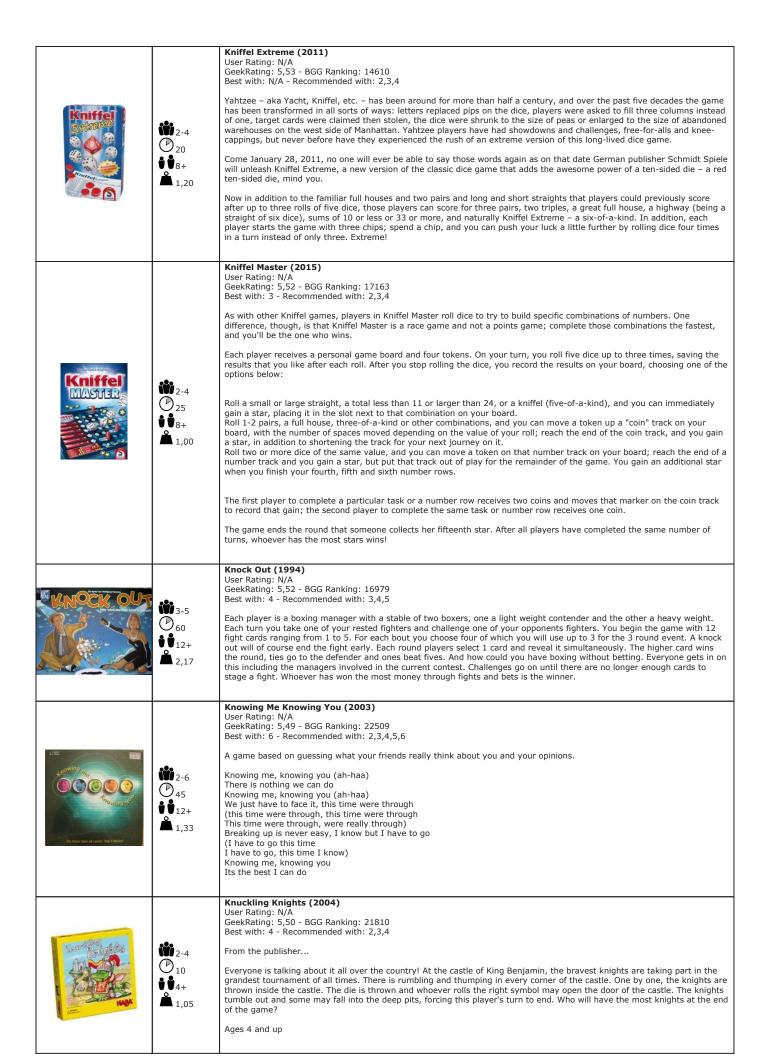
The Cultist who has the most Cult points is the winner.

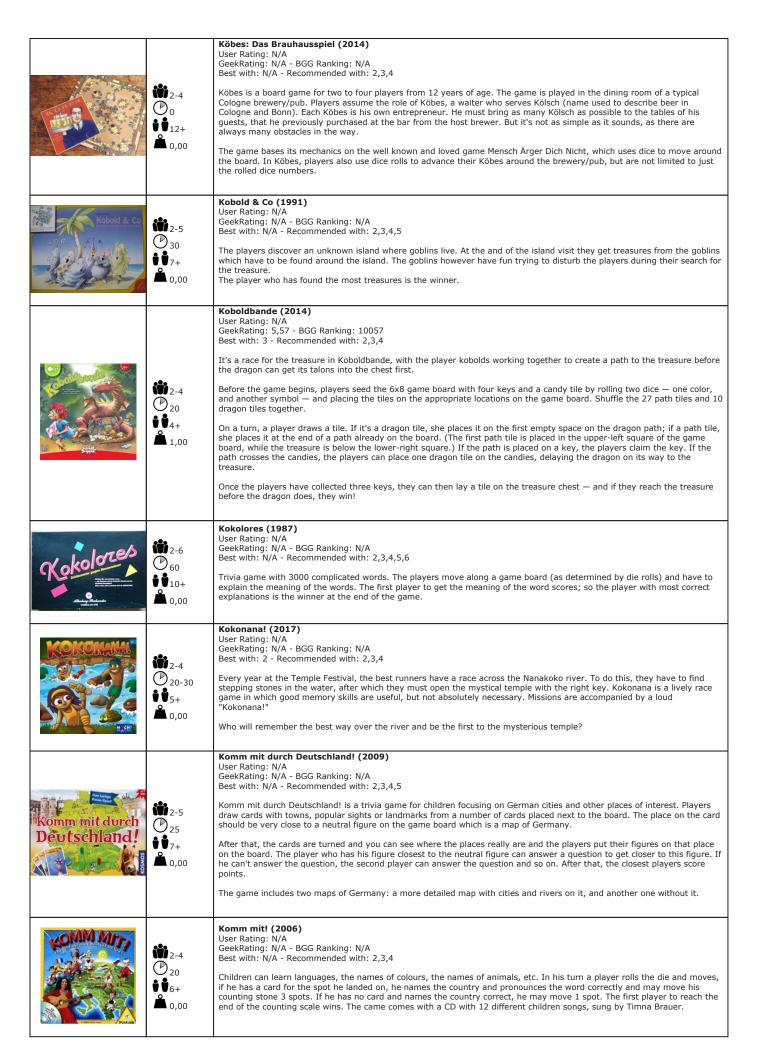
KIDP	15 15 15 15 1,00	Will the game board tip down or not? That's the question players face each turn in KIPP X, a captivating and challenging balance game that's yet easy to play. Just place a wooden block on the cross-seesaw and that's it – if it were not for the tipping. To win KIPP X, you must be the first to get rid of all your blocks. To do this, you carefully position them one at a time on one of the lifted-up halves of the cross-seesaw. At some point, however, the weight becomes too much and the cross-seesaw tips down. If this happens, you must take any block(s) that fall off. Thus, you can't be too bold when placing blocks on the upraised planks – but maybe you can place just one more block Reimplements Kippit
ATION	15 ± 5+	Kipp, Kipp, Ahoi! (2004) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20376 Best with: 4 - Recommended with: 2,3,4 A dexterity game in which players stack cans of goods in a rubber raft, and then turn screws that change the tilt of the raft, hoping to avoid tipping over the stacks. Listed as being for Ages 5 and up on the Ravensburger website, although it may be a bit optimistic to play this touchy dexterity game with five year olds.
KIPP (S)	2 30 5+ 1,00	Kippit (1999) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 14350 Best with: 2 - Recommended with: 2 A game of balance. Players place wooden blocks on a wooden seesaw trying to get it to tip. Each player starts with 22 wooden blocks and tries to become the first player to get rid of all their blocks. The blocks come in 4 different sizes (each size is a different color). On your turn, you place blocks in a single stack on the high side of the seesaw. You have to keep placing blocks until either the seesaw tips or the stack you are building collapses. If you tip the seesaw and then blocks fall off, those blocks are given to your opponent. However, if the stack collapses before the seesaw tips, then you get stuck with any blocks that fall onto the table. In either case, any blocks that stay on the seesaw are left there to complicate future turns. Steady hands and a little knowledge of physics helps.
	11-4 0 30-45 112+ 2,20	Kitchen Rush (2017) User Rating: N/A GeekRating: 6,64 - BGG Ranking: 937 Best with: 4 - Recommended with: 2,3,4 You've just inherited an old restaurant and you must turn it into a successful business! Hire personnel, order the right ingredients and be ready to serve the customers that enter your restaurant. The success will depend entirely on your efficiency in the kitchen! Kitchen Rush is an innovative real-time cooperative game that simulates the excitement of a high-pressure kitchen environment. It does so through worker placement, using hourglasses as your workers. These hourglasses are used to take orders from customers, prepare their dishes, serve them on time, buy groceries, clean plates and make sure enough money is made each round to cover wages, expenses, upgrades and hopefully, leave a profit. Any worker placed on an action space may not be used elsewhere before the sand within the hourglass runs out, making each decision important as time is limited. The game is for 1-4 players and plays for 4 rounds of 4 minutes. The fun, excitement and rush it brings to the table offers a full course for gamers and family members alike.
Symmetric Vag	3-8 0 0 1 4+ 2 0,00	Kitzel Madokki (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5,6,7,8 The game consists of a "board", which is in fact a string with knots and ant pieces tied to it. At its end, there is a wooden cup under which a prize can be hidden. Also, there is a wooden anteater with a leather tongue plus several playing pieces in simple anteater shape. The game rules are very simple: One player closes his/her eyes. One other player takes the anteater and tickles the blindfolded player with the anteater's tongue. If the tickled player guesses who tickled him/her, he/she gets to move forward three ants. If not, the tickling player moves forward one ant. The first player to reach the cup is the winner and gets the award.
KLAPPE AUF I	3-6 ▶ 20 1 18+ ♣ 0,00	Klappe auf! (1994) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5,6 In this game the players try to recognize objects/things/animals on images that are hidden and only revealed step by step (max. 8 steps). Each time a flap uncovers another part of the image, the players may make a guess. Each player has 3 "guess cards" of which he has to give one to the host. A round ends when either all players have a correct guess or all players have used up their "guess cards". The sooner a player guesses the image correctly the more points he will be awarded. The points are used tho move the player's pawn along a track. The first one to reach the and is the winner.

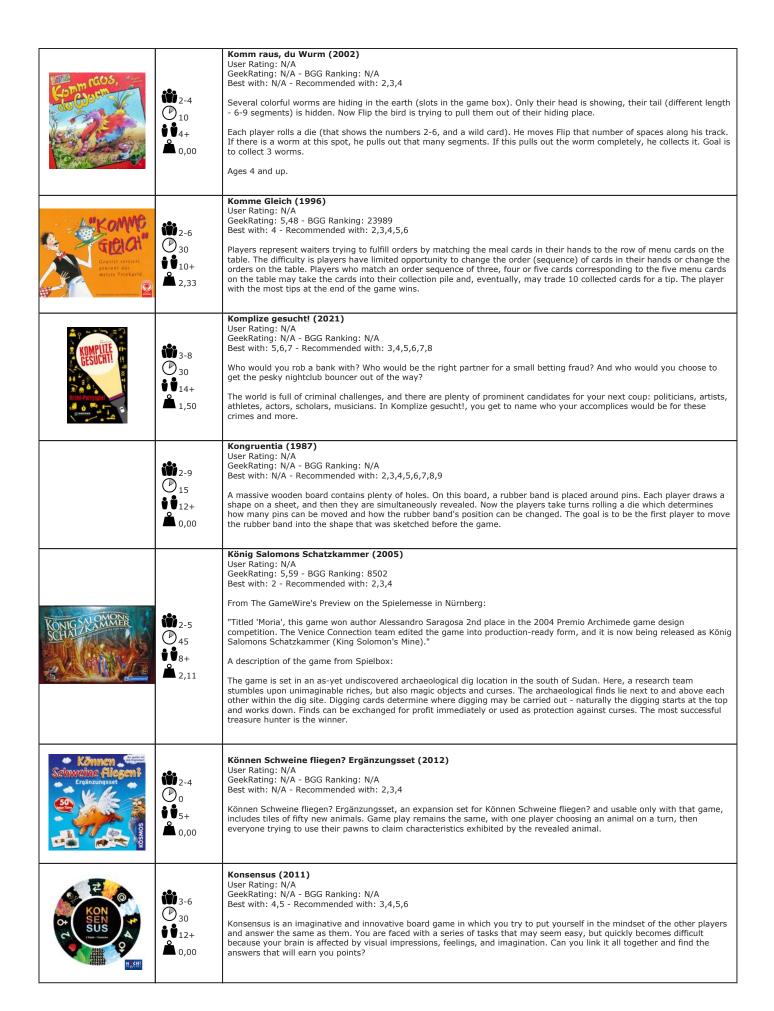


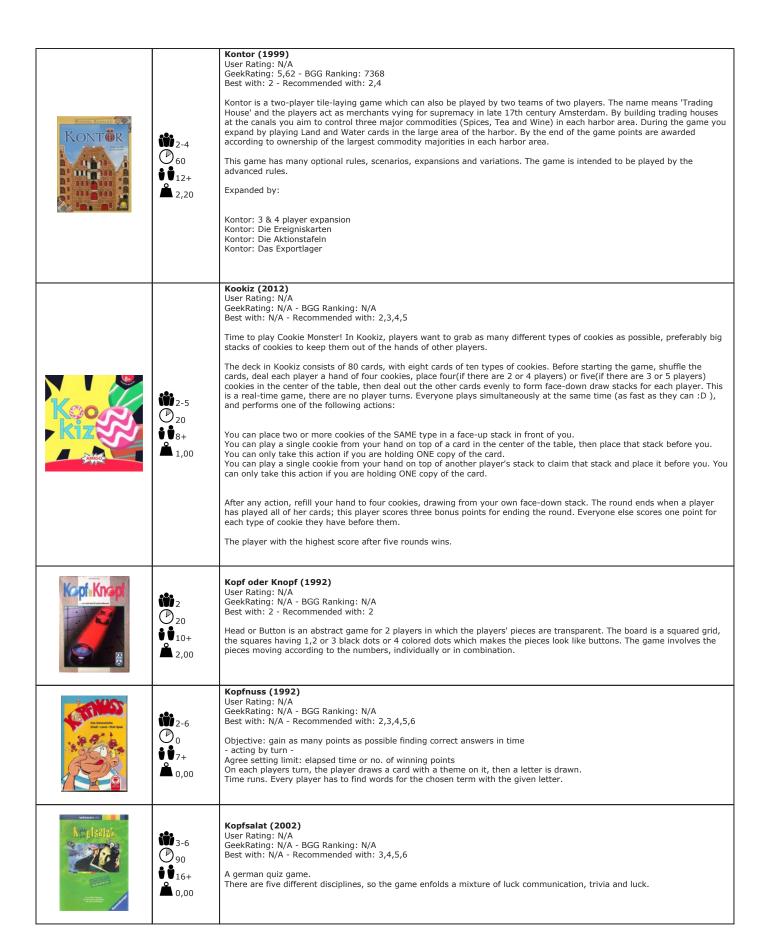


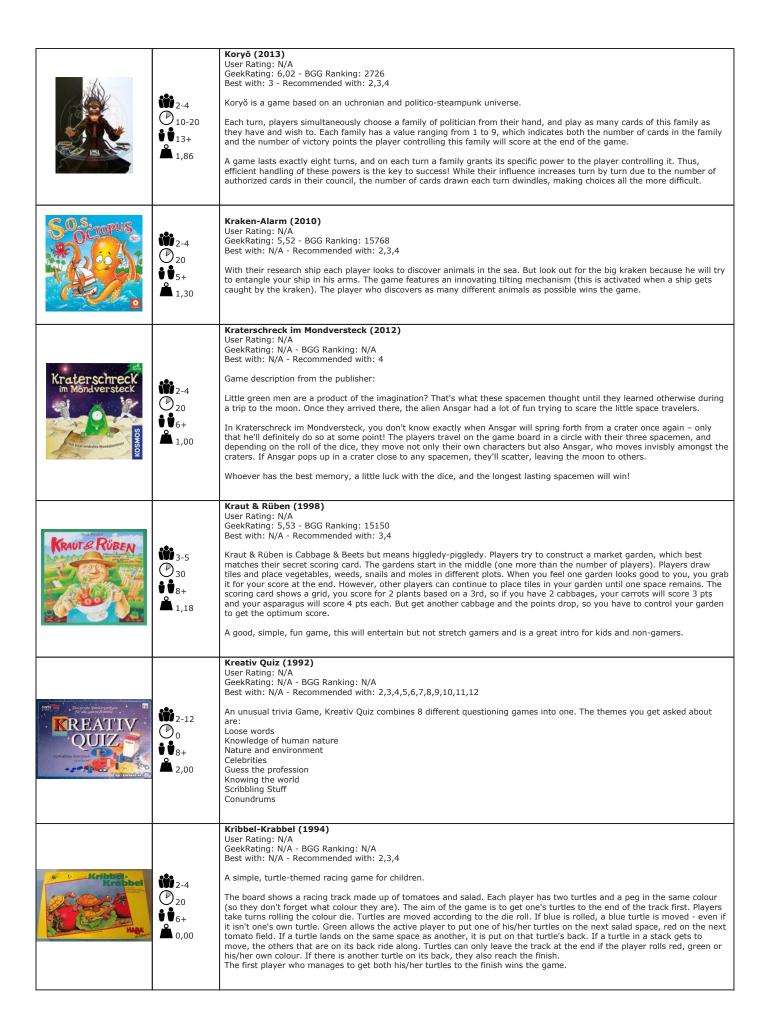






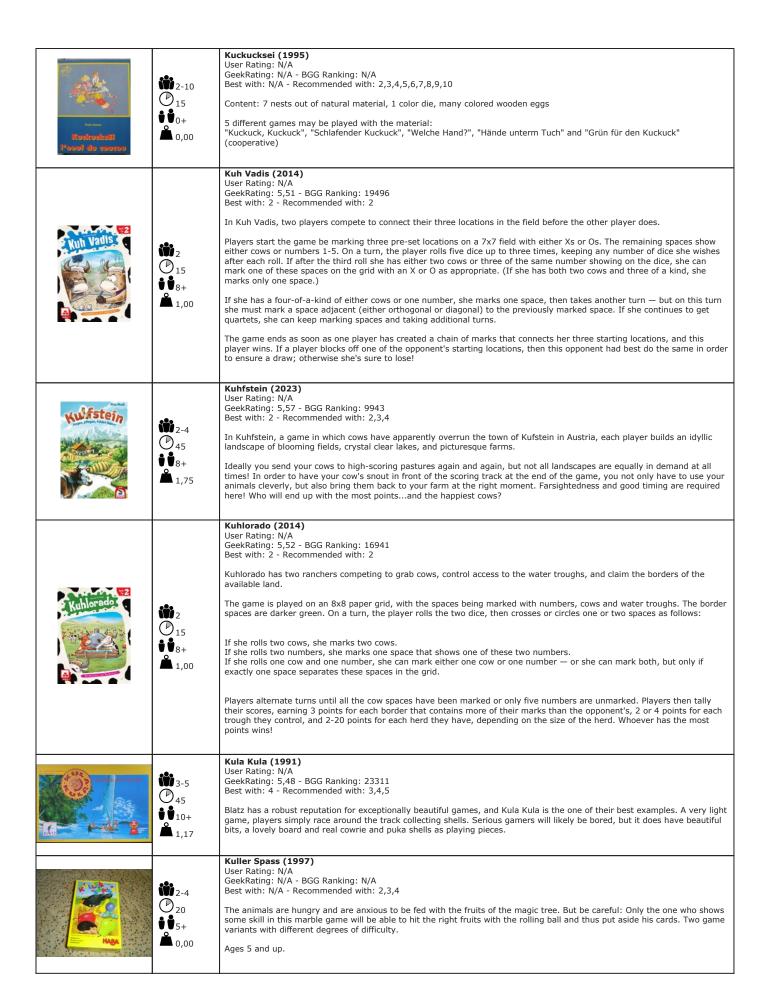


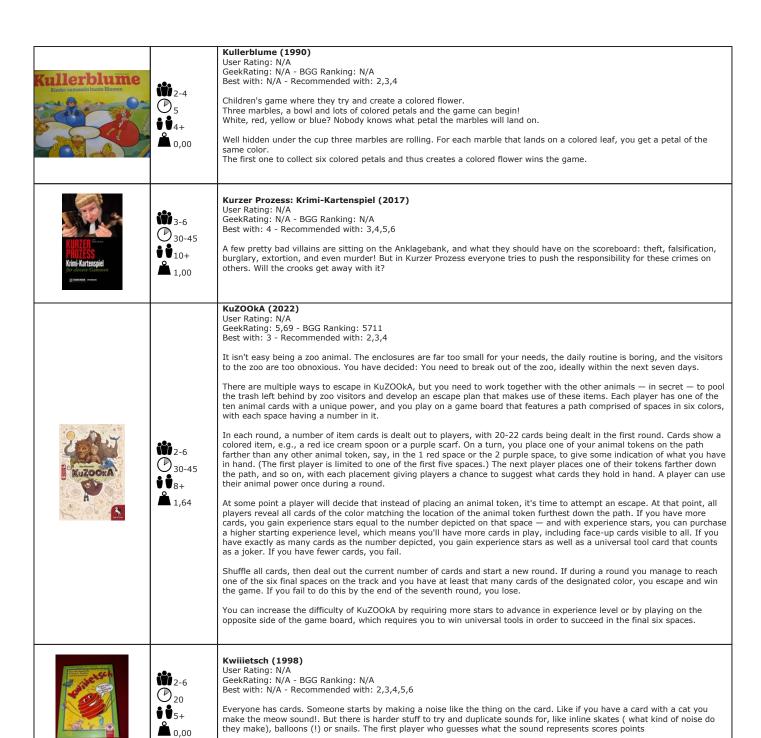












L (98 games) L.A.M.A. Party Edition (2020) User Rating: N/A GeekRating: 5,92 - BGG Ranking: 3289 Best with: N/A - Recommended with: 2,3,4,5,6 In L.A.M.A., you want to dump cards from your hand as quickly as you can, but you might not be able to play what you want, so do you quit and freeze your hand or draw and hope to keep playing? Each player starts a round with six cards in hand; the deck consists of llama cards and cards numbered 1-6, with eight copies of each. On a turn, the active player can play a card, draw a card, or quit. To play a card, you must play the same number as the top card of the discard pile or one number higher. If a 6 is on the discard pile, you can play a 6 or a llama, and if a llama is on top, you can play another llama or a 1. If you quit, you place your remaining cards face down and take no further actions in the round. **1** 2-6 The round ends when one player empties their hand or all players have quit. In either case, players collect tokens based on the cards in front of them, whether in hand or on the table. Each different number card in hand gets you white tokens (each **D**₂₀ worth 1 point) equal to the value of the card while one or more llamas gets you a black token (worth 10 points). If you **1 1**₈₊ played all your cards, you can return one token (white or black) that you previously collected to the supply. You then shuffle all the cards and begin a new round. **–** 1,06 The game ends the round that at least one player has forty or more total points. Whoever has the fewest points wins! L.A.M.A. Party Edition differs from the original L.A.M.A. in three ways: The game includes a single pink llama card that can be played on top of any card; this pink is worth -20 points if in hand at the end of a round Some number cards are now "plus" cards, e.g., 4+, and when you play one of these cards, you take another turn immediately. The game includes pink tokens worth 20 points, so your luck can turn around quickly if you win a round and ditch one of La Boca (2013) User Rating: N/A GeekRating: 6,25 - BGG Ranking: 1804 Best with: 4 - Recommended with: 3.4.5.6 La Boca, the most famous neighborhood in the Argentinian capital of Buenos Aires, was populated by many Italian immigrants when first founded. The area is best known today for its eccentric skyline, with the houses having been built **11** 3-6 (P)₄₀ from scrapped fishing boats and the metal being colorfully painted to create a patchwork effect across the neighborhood. Creating skylines of similar beauty and eccentricity is the goal of the construction teams that play La Boca. In shifting teams of two that sit across from one another, players try to create skylines on challenge cards – but the players can see the completed image only from their point of view, so they must consult with one another constantly to make sure each colored block ends up in the right location while racing against the timer. The faster the players complete their building, the more points they score. Then the next team takes a seat, breaks down the blocks, then begins building anew. Whoever has the most points after a certain number of rounds will stand atop La Boca and glory in the cheers of the Argentinian public! A la carte (1989) User Rating: N/A GeekRating: 6,08 - BGG Ranking: 2419 Best with: 4 - Recommended with: 2,3,4 **(1)** 2-4 In one of his sillier games, Karl-Heinz Schmiel casts the players as semi-psychotic cooks attempting to hone their culinary skills. Each player receives a miniature pan and a hotplate. Then each turn you can either attempt to turn up the heat, season your dish, or attempt to steal another cook's recipe in the making. Heating your hotplate is a random affair with a \bigcirc 30 die, and could raise the heat on everyone's plate. Spicing the dish is heart of the game and done by up-ending small bottles filled with little colored wood pellets. When the pellets tumble out of the bottle (sometimes, if they do), the number of pellets can't exceed two, because over-spicing the dish ruins it and you have to throw it in the trash! The 2009 version includes some changed rules, a new victory condition, additional recipes and some new mechanics in comparison to the 1989 version. La Città (2000) User Rating: N/A GeekRating: 6,58 - BGG Ranking: 1024 Best with: 4 - Recommended with: 2,3,4,5 Set in the Italian countryside, this game features various city-states vying for population. Each player is given two cities to start with, and is charged with expanding the different aspects of the cities to attract larger populations. \bigcirc_{120} Players build farms to feed their people, quarries to finance their expansions, marketplaces to allow growth in their cities, and bathhouses to keep their people clean and healthy. Additionally, structures can be built that give the city influence in one of three categories. Superiority in one of these categories will cause population to shift from other nearby cities when

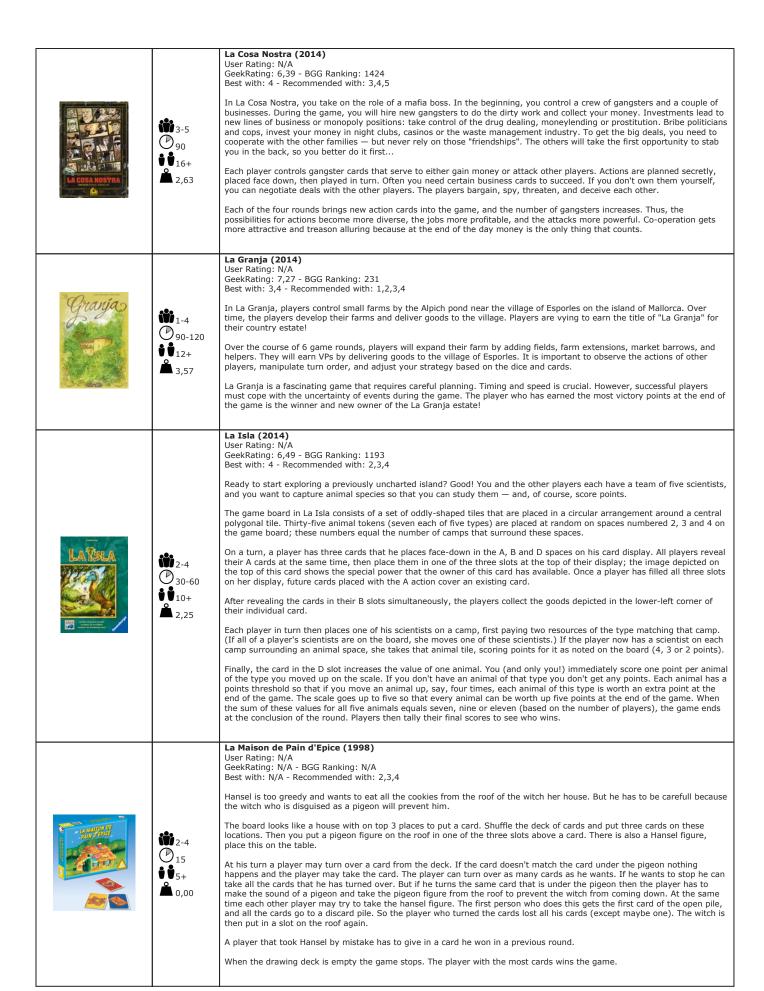
the Voice of the People is decided at the end of each turn.

populations, and overall size of population, will be the winner.

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At the end of six turns, the player with the most victory points, which are determined from well-rounded cities, well-fed

Note: The correct pronunciation is like "Cheetah", but with the accent on the last syllable: "La Chee-TAH".



La Strada (2004) User Rating: N/A GeekRating: 5,78 - BGG Ranking: 4427 Best with: 4 - Recommended with: 3,4 The route-building game genre can be counted as the greatest passion of English game designer and history teacher Martin Wallace. And with La Strada, he has come up with a particularly clever road-building game. Everything – from the rules to the game play - is devilishly simple. The game lets players claim successes throughout the game, and turn-by-turn one reaches one or even multiple goals. But at the end, someone else wins? How did that happen? The game features a variable game board, built up out of hex tiles that depict easily traveled flatland, forests, or hills. Before the start of the game, nineteen different settlements (ranging from cities to tiny villages) with varying victory point values are randomly placed onto those spaces featuring a gray symbol. Each player then places his or her starting marker onto a chosen flatland tile. The object here is of course to try to put your starting marker near as many high-value cities as The object of the game is to connect together as many settlements with your roads as possible, in order to get as many victory points as possible. The catch is that settlements award fewer and fewer victory points the more players connect to them. The cities are like pies: the more people want a slice, the smaller the slices have to be. Building streets is very simple. One a player's turn, he receives six gold pieces. Each street segment costs two gold to build over flatland, three over forest, and four over hills. Players can build as many segments as they can afford on their turn, \bigcirc 30 provided that they end at a settlement and don't intersect any other streets on the way. Put simply: players can't end a street in the middle of nowhere and then keep building next turn. Streets have to reach their destination at the end of each Once a settlement has been reached, and then the player gets to put one of their trade markers on it. Note that streets can intersect each other only at the settlement locations. If a player doesn't use up all of his gold on his turn, then he can save it for the next turn (where he will also get another six gold to play with again). Players aren't allowed to spend more than ten gold pieces on their turn, though, so you can't save forever The game ends when one player can't build any more roads or doesn't have any trade markers left. Scoring then occurs. A scoring example for a city: The city is worth five victory points, but only if it was connected to by a single player. A doubly connected city is worth four points for each player, while a triply connected city is only worth three each. Cities connected to by four players are only worth two points. This decreasing point system also counts for smaller settlements, worth between four and two victory points. A nicely thought out sorting system ensures that the end game scoring doesn't turn into a math exercise. Naturally, the player with the most victory points is the winner. In the case of a tie, then the tied player with the most gold left is the winner. La Strada is a very simple game; build roads and connect cities. But it's not that easy to get ahead with the scores. It's every player's dream to claim a fat five point city all to themselves - but a player who spends too much energy trying to protect an investment will find that his other road-building options become tighter. [Text is from a preview by Spielbox] La Trel (1994) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20903 Best with: N/A - Recommended with: 2 \bigcirc_{60} A unique blend of elements from Chess and Checkers, an abstract game for two players using the pieces: Defenders, Sabers, Tridents, and Warriors. While Warriors can move in any direction (like the Queen in Chess), Sabers may only move cardinally (as rooks) and Tridents may only move diagonally (as bishops). Defenders, as the name implies, cannot capture **i i** 10+ but are used to block or confound one's opponent. Pieces are captured in a Checkers-like fashion of being jumped over, with special rules for corner captures, and piece substitution. An unusual game combining very well-known mechanics from two **i** 1,60 of the classics. Labyrinth (1986) User Rating: N/A GeekRating: 6,23 - BGG Ranking: 1854 Best with: 4 - Recommended with: 2,3,4 Labyrinth (formerly The aMAZEing Labyrinth) has spawned a whole line of Labyrinth games. The game board has a set of tiles fixed solidly onto it; the remaining tiles that make up the labyrinth slide in and out of the rows created by the tiles that are locked in place. One tile always remains outside the labyrinth, and players take turns taking this extra tile and sliding it into a row of the labyrinth, moving all those tiles and pushing one out the other side of the board; this newly removed tile becomes the piece for the next player to add to the maze. Players move around the shifting paths of the labyrinth in a race to collect various treasures. Whoever collects all of his 1.35 treasures first and returns to his home space wins! Labyrinth is simple at first glance and an excellent puzzle-solving game for children; it can also be played by adults using more strategy and more of a cutthroat approach. Ladybohn (2002) User Rating: N/A GeekRating: 5,58 - BGG Ranking: N/A Best with: N/A - Recommended with: 5 From designer Uwe Rosenberg comes yet another expansion set for Bohnanza produced by Lookout Games, the third such set in as many years. This edition premiered at Spiel 2002 in Essen, and is limited to 2500 units. In 2007, Amigo released a modified edition, Ladybohn: Manche mögen's heiss!, including some new elements. \bigcirc_{45} Ladybohn adds female beans to the mix – female counterparts for seven of the basic Bohnanza bean types, plus a new Schminkbohne (Make-up Bean). The "ladybeans" have somewhat better beanometers than the male versions, and offer

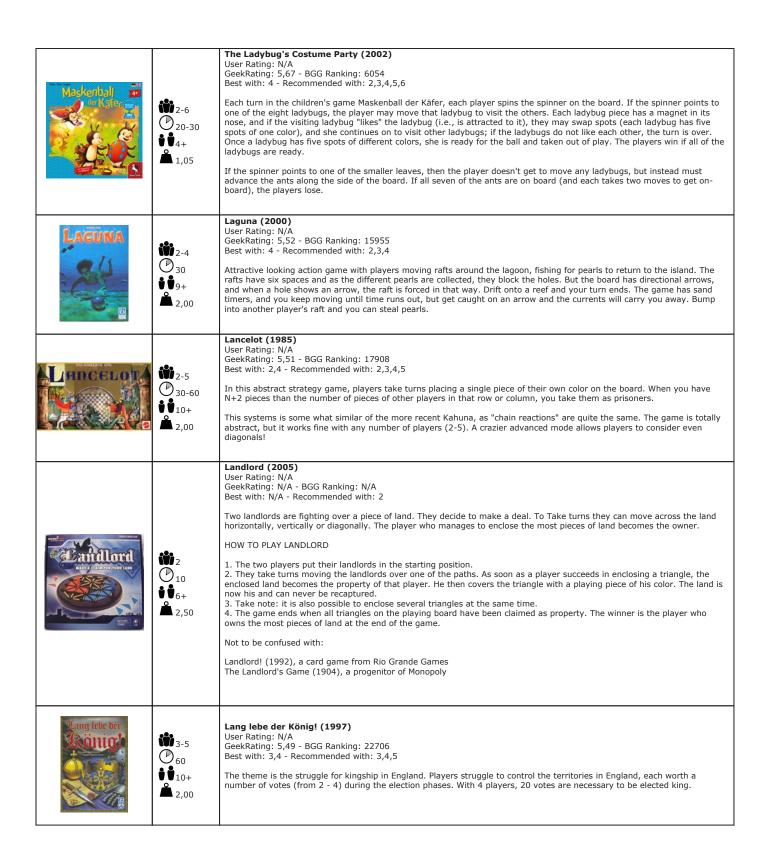
Ladybohn is part of the Bohnanza family of games.

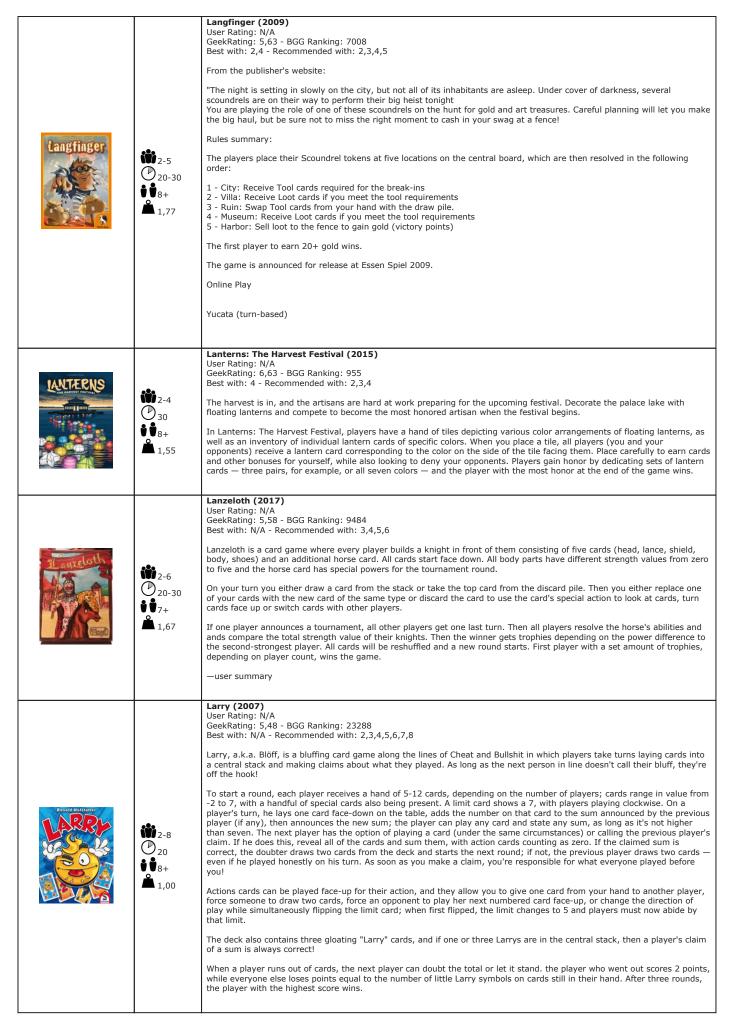
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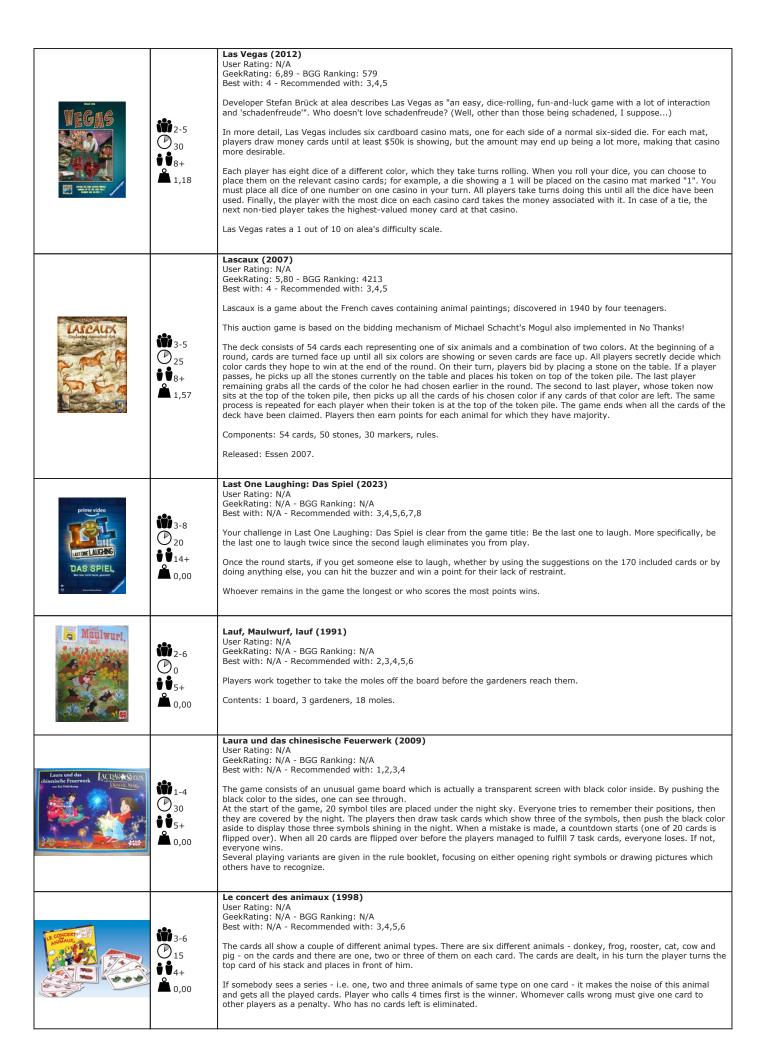
Expands Bohnanza

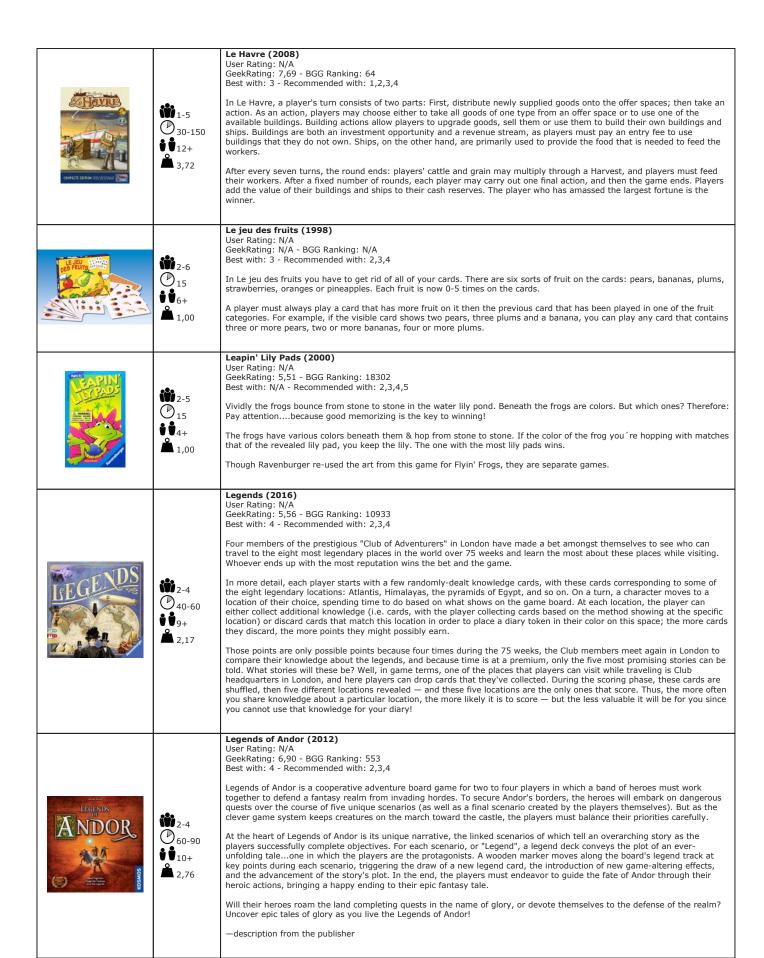


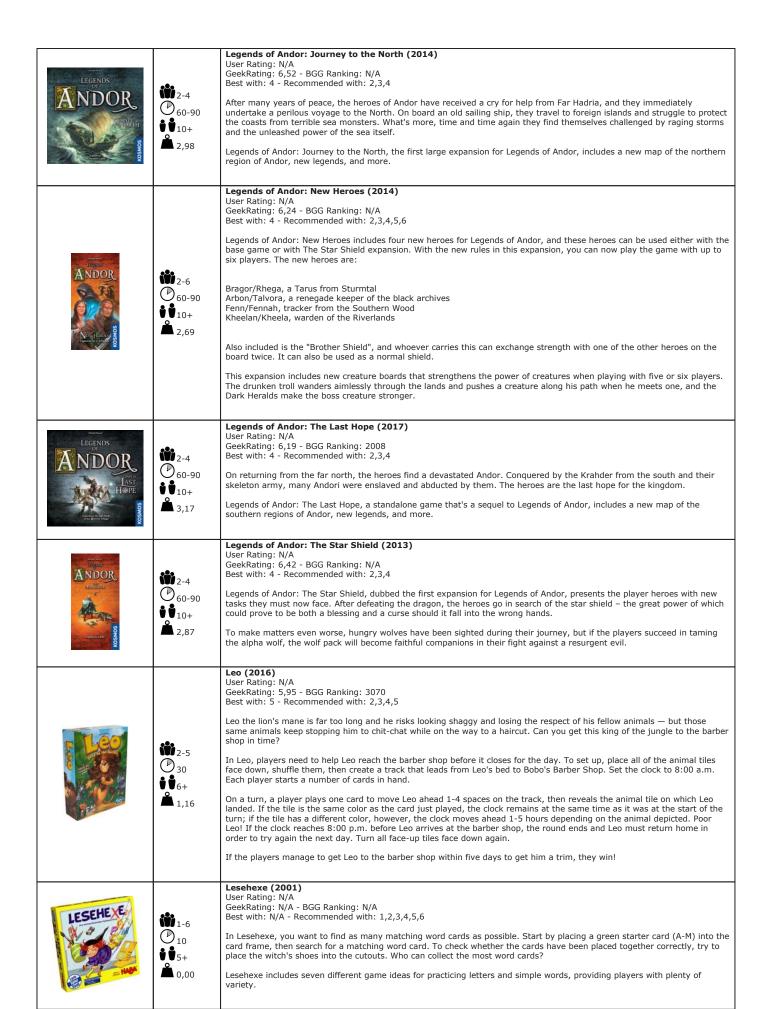
better payoffs when you harvest fields with ladybeans on top. The expansion set also includes a small number of new rules.

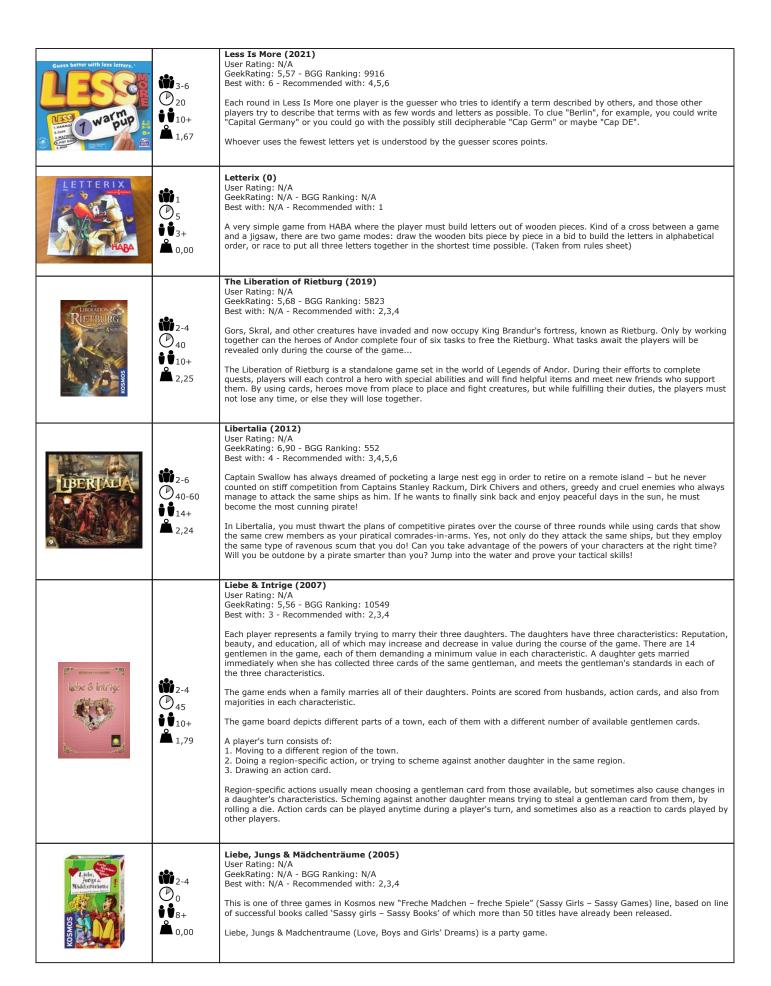


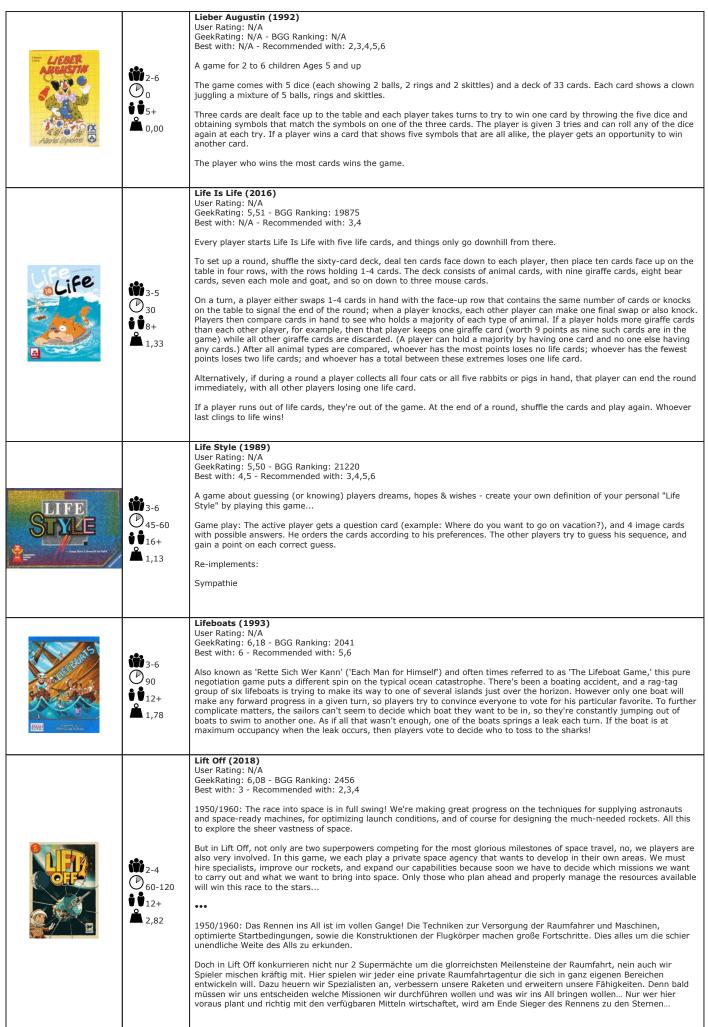


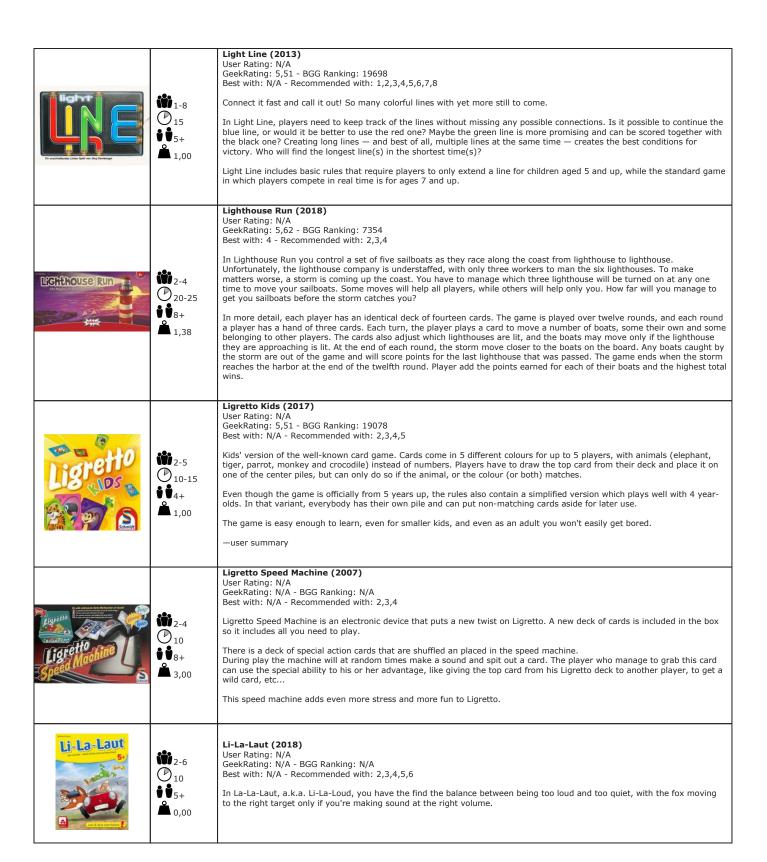




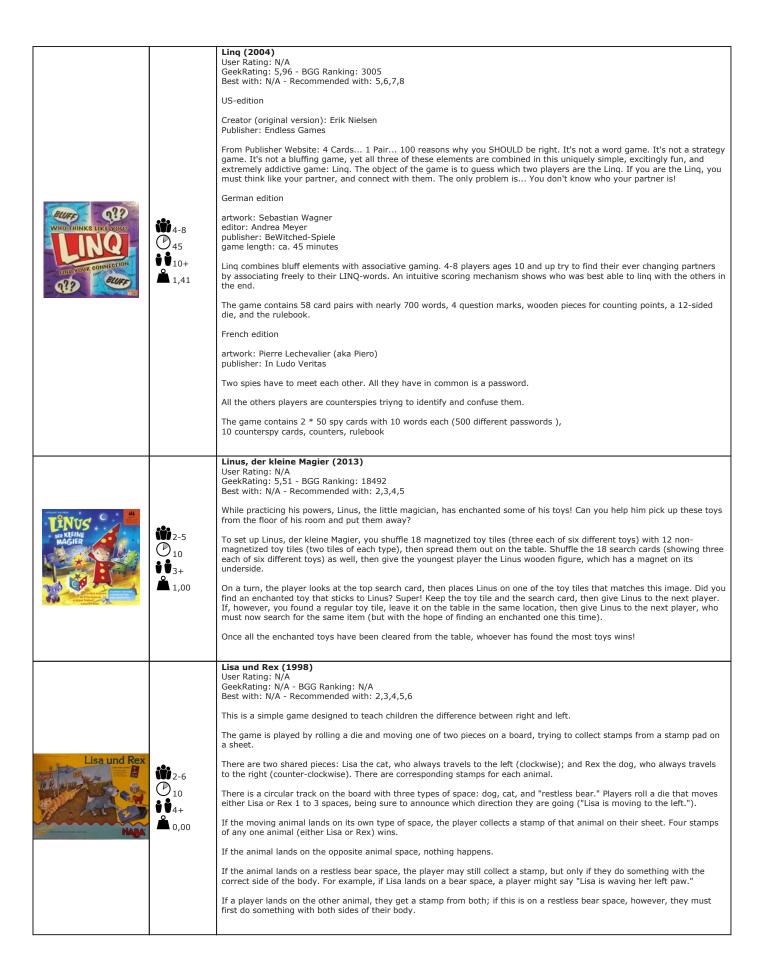


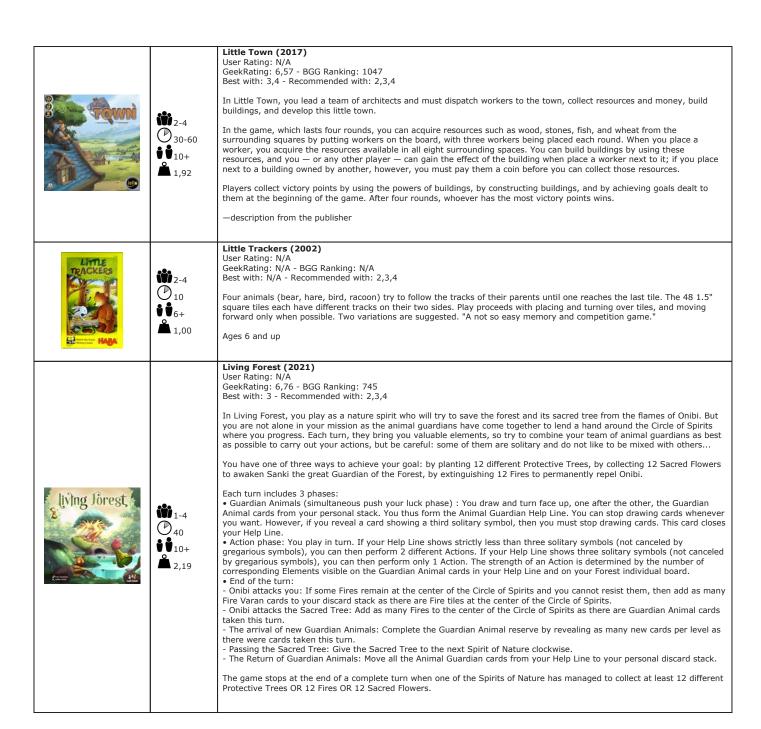






	1.85 1-2 20 1 1.85	Limes (2014) User Rating: N/A GeekRating: 6,04 - BGG Ranking: 2622 Best with: 1,2 - Recommended with: 1,2 Two thousand years ago on the borders of the Roman Empire, life goes on as might be expected — but barbarians lurk across the border, so not only must the players grow grain in the fields, catch fish, and chop wood, but they must also maintain watchmen in a clever network of watchtowers to keep a lookout for fires and barbarian attacks. Limes is based on the designer's board game Cities, and while the game system is roughly the same, the scoring is completely different. In addition, the tiles in Limes have a different layout from those in Cities. Together, these changes ensure that Limes has become an entirely new game. (Limes includes two sets of cards, one for each player, but if you combine copies of the game, any number of people can play at the same time.) Each player has his own deck of cards. One player shuffles his deck, then places a card at random on the table; each other player takes this same card and places it on the table in his own area. Each player can optionally place one of his figures on this card; once a figure is placed on a card, it cannot be returned to the supply. The second card played (and all subsequent cards) much be placed adjacent to or touching the corner of an already-played card. After each card placement, a player can either place a new figure on this card or move an already-played card. After each card placement, a player can either place a new figure on this card or move an already-played card. After each card placement, a player can either place a new figure on this card or move an already-played card. After each card placement, a player can either place a new figure on this card or move an already-played card. After each card placement, a player can either place a new figure on this card or move an already-played card. After each card placement, aplayer can either place and player can be player than receive one point for every patch of woods they can see in a straigh
Das Spiel zur beliebteten Straße Deutschlands Wer weiß alles Bleer Beimer, Kiling & Can	2-6 0 0 10+ 0,00	Lindenstraße (1997) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 This is a TV tie-in with the popular eponymous German TV series. Players move around the board trying to collect 1 chip from each of the 6 houses on the street. To collect a chip, a player has to answer a question concerning the show correctly. After collecting all 6 chips, the player needs to answer a master question correctly to win. There are several inbuilt variants for more or less competitive/cut-throat play.
LINKO Marie de	2-5 20 10+ 1,39	Linko (2014) User Rating: N/A GeekRating: 6,55 - BGG Ranking: 1084 Best with: 4 - Recommended with: 3,4,5 In Linko! (a.k.a. Abluxxen), you take turns playing number cards, and the more cards of the same number you play, the better as cards score points at the end of the game. If someone else plays the same amount of cards with a higher number, however, your cards get nicked! Stealing cards can be good, but if you can't use them later, and end the game with cards in hand, they'll cost you points. In more detail, the deck contains 104 number cards (1-13 x8) and five joker cards. Each player starts with a hand of 13 cards, and six cards are laid face-up next to the deck. On a turn, a player lays down one or more cards of the same value, adding jokers if desired; if she already has cards on the table, she lays these cards so that previously played cards are still visible. If any opponent has most recently played the same number of cards and those cards are of a lower value, then the active player "abluxxes" those opponents — that is, the active player can take the abluxxed cards into her hand and the opponent then draws the same number of cards, either from the display or the deck; if she doesn't take these cards in hand, then the opponent either returns these cards to his hand or discards them and draws that many cards. Refill the display only after someone finishes drawing cards. (Jokers can be played on their own, and they are considered to be higher than all values.) As soon as the deck runs out of cards or a player has no cards in hand, the game ends immediately, even if the player would normally abluxx an opponent. Each player scores one point for each card on the table in front of him, then loses one point for each card in hand. Whoever has the highest score wins. If players wish, they can play multiple rounds and sum their scores over the rounds to determine a winner.





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Livingstone (2009)

User Rating: N/A

GeekRating: 5,90 - BGG Ranking: 3396 Best with: N/A - Recommended with: 2,3,4,5

Africa, 1855....

The Scottish missionary, Dr Livingstone, has been researching African tribes and the flora and fauna of the area. As part of the Livingston Exploration, strategically set up tents in various regions while collecting gems found along the Zambezi River bank. Gain the most victory points and the favor of Queen Victoria to win!

From the publisher: In this game you follow in the footsteps of David Livingstone to the roaring Victoria Falls. On your way you may want to try your luck in the Diamond mining or you may prefer to seek a more calculable risk.

The publisher promises an exciting and tactical family game, with a completely new dice mechanism.

Gameplay overview:

In Livingstone, the players travel through the river Zambezi and score points by making explorations to inland and finding

At the start of each round, players roll dice (2 per player), which determine where or in which quantity the actions the players take in the round will happen. Starting with the starting player for the current turn, the players pick dice (and take actions) clockwise one at a time. This is done until all the dice are distributed or nobody can pick another die; you can only ever pick a die that has a higher face value than the previous die you picked.

When picking a die, players can choose between four actions:

Take one special card (regardless of the die value); the special cards give players extra actions, bonuses and more; on the other hand, players can pick up a card that collapses the mine - in this case all the players lose their saved diamonds Take money (amount is determined by the die value)

Take diamonds (values 0–5, amount determined by the die value) from the bag; if you pick the white stone, you lose all diamonds you picked up this round

Explore and set up a tent (row determined by the dice value); this costs players money

Additionally, the players can do the following actions at any time of their turn for free:

Sell diamonds for money

Contribute coins to the Queen; you have to inform other players you are doing this, but you do not have to specify the value - coins are stored in a chest in secret

At the end of the turn, the boat is advanced (one column) further in the Zambezi river. The game ends when the boat cannot advance (eg. it has reached the last row).

The players score points in two different ways:

At the end of each turn, the current column is scored; each tent in a row scores the row amount (die/row value = amount of

At the end of the game, each row is scored; the player with the majority of tents in each row scores points (lower die/row numbers score more points)

The player who has contributed the least amount of money to the Queen cannot win the game, even if they collected the most points.

Loch Ness (2010)

User Rating: N/A GeekRating: 5,54 - BGG Ranking: 12688 Best with: 5 - Recommended with: 2,3,4,5

From the rules: "For decades, reporters from around the world have been on the hunt for the Loch Ness monster. But lately reports of sightings of Nessie have been increasing.

Such reports naturally have drawn such reporters as the attractive Belinda Viewing from New York, the half-Belgian Claude McMirror, the clever Filosa Sharp, as well as her Londoner competitor Jack Nesstee, and even Nils the Blitzen from Denmark to the Loch. Equipped with the most modern equipment and techniques, these daring reporters have traveled to Scotland, in order to capture the elusive Nessie on film for their newspapers.

"But the 5 will experience some surprises . . . "



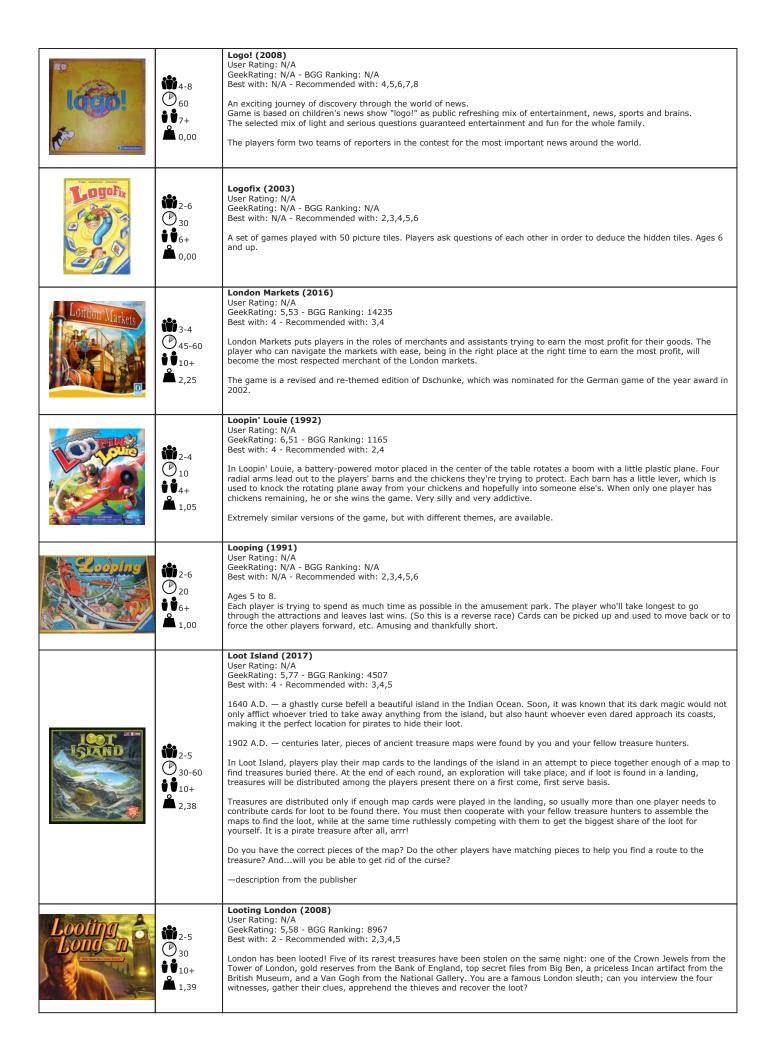


In Loch Ness, players compete to get pictures of Nessie. In turn order, players place or move their photographers on the board as they try to anticipate the movement of the Loch Ness monster. The movement of the monster is determined randomly by drawing move cards from the first three players, each card having a number from 1 to 5. The cards are not revealed until after the photographers have been placed. When they are revealed, the monster moves the total number of spaces and players score points based on the value of their photographers placed in the area where Nessie emerged. In addition, the players whose photographers were directly in front of Nessie select photo cards that will award points at the end of the game, especially if sets are created.

Beginning in the second round, players will select an action space each round that gives them a unique power to use for for the round. Placement also gets more challenging from the second round onward as a player is required to move a photographer, perhaps opening up spots for opponents. Each round, some of the players do have a limited knowledge of how Nessie will move each round. When a player draws a movement card before positioning his photographers, he is allowed to look at it, giving him one-third of the movement for that round. However, movement varies tremendously and only three players draw movement cards each round.

The game ends after the round in which a mini Nessie figure reaches space 65 on the score track. This figure moves the same number of spaces as the main Nessie figure in the game board each round. The player with the most points, scored during the game and from the photo cards at the end, wins the game. The rules include two optional variants that can be added individually or together with the base game.

Not to be confused with the 2010 Walter Obert game with the same theme. Loch Ness,







Lord of the Rings (2003)

User Rating: N/A

GeekRating: 5,58 - BGG Ranking: 9357 Best with: 3 - Recommended with: 2,3,4,5

A kids' game, with some minor decision points.

Players move from the Shire to Mount Doom, attempting to be the first hobbit to rid the world of the dark lord, Sauron. Along the way, they encounter friends to guide them or foes that can hinder their progress to Mount Doom. As the hobbits move through Middle-Earth the flying Nazgul are constantly trying to thwart their progress.

Also included in the game is a slightly more advanced version, where through the use of the Palantir, hobbits are discovered and delayed as they approach Mordor.

Do not confuse this kids game with The Lord of the Rings, the cooperative game of the same name and by the same author!





Lord of the Rings Trivia Game (2003)

User Rating: N/A

GeekRating: 5,59 - BGG Ranking: 8889 Best with: 2,3 - Recommended with: 2,3,4

The Lord of the Rings Trivia Game is the ultimate test of your knowledge of J.R.R. Tolkien's Lord of the Rings!

In this exciting board game, each player, or team of players, takes on the role of Frodo Baggins and seeks to destroy the One Ring by throwing it into the fires of Mount Doom. As the players travel through 14 areas of Middle-Earth they must spend precious resources and answer challenging questions. There are 1200 questions; all based on the original books and prepared by a team of Tolkien experts. Multiple choice answers can make the game easier for less experienced Middle-

The winner of the game is the first player or team to reach and successfully face the challenges at Mount Doom.





The Lord of the Rings: The Card Game (2011)

User Rating: N/A

GeekRating: 7,40 - BGG Ranking: 154
Best with: 2 - Recommended with: 1,2

The Lord of the Rings: The Card Game is a cooperative adventure game in which the players attempt to complete a scenario, each with up to three heroes of their choice and a deck of allies, events and attachments to support them. Each round, players send their heroes and allies to quest or to fight with enemies that engage them. However, as the heroes and allies exhaust after questing, defending, or attacking, the players' options are typically insufficient to deal with everything at once. Therefore, players need to determine whether it is more urgent to quest and make progress in the scenario while the enemy forces gain power, or to take down enemies while making no progress, not knowing what will come next.

The core set contains three scenarios, twelve famous heroes from the works of J.R.R. Tolkien (including Aragorn, Legolas, Gimli, Denethor, and Éowyn), and four pre-constructed player decks. Players can either use one of these decks or construct their own deck to increase their chances of success and to explore new strategies. Additionally, The Lord of the Rings: The Card Game is a Living Card Game with over ten years of content, and its content is re-released regularly in the form of Campaign and Hero Expansions. Campaign Expansions contain new scenarios for players to embark upon, and Hero Expansions contain new heroes and new cards for players to use in their decks

Although this game is set in Tolkien's Middle-earth, most scenarios in the game do not represent scenes from the books, but rather take place in the seventeen years from Bilbo's 111th birthday until Frodo's departure from the Shire, allowing players to create their own stories and adventures in Middle-earth. Scenarios from the game's Saga Expansions do follow the events of The Lord of the Rings and The Hobbit books, and the scenarios from each Saga Expansion can be played individually or together as a Campaign Mode, with lasting consequences from game to game arising from the players' actions and decisions.

Lord of the Rings: The Confrontation (2005)

User Rating: N/A

GeekRating: 6,98 - BGG Ranking: 458 Best with: 2 - Recommended with: 2

This Deluxe Edition of Reiner Knizia's acclaimed Lord of the Rings: The Confrontation combines a superb craftsmanship with an exciting expansion for this award-winning game.





The Confrontation is a two-player board game in which players take control of the forces of Sauron, seeking to find their master's ring, or the forces of the free peoples of Middle Earth seeking to destroy Sauron's ring in the fires of Mount Doom. One of the most acclaimed board games of recent years, The Confrontation allows players to control many of the famous characters of Tolkien's famous trilogy, while playing an intense 30-minute game that is a wonderful combination of bluffing and strategy. The Confrontation is designed by renowned game designer Reiner Knizia, and considered amongst his best

WHAT'S NEW:

Deluxe Confrontation gives the game a new and larger gameboard, larger sculpted plastic stands, and completely new artwork and graphic design. The game includes 18 entirely new characters in addition to the classic characters found in the original. The new characters allow players to play an entirely new game, or mix the new and the old characters for an entirely different game experience. 4 new Special Cards are also included, for additional special actions.

From the Box: The time has come for the final confrontation between Good and Evil in Middle Earth. Will the Hobbit Frodo and his companions bring the Ring to Mount Doom in Mordor? Or will they fall to the forces of Lord Sauron and lose Middle Earth to eternal darkness? Only one side can win!

The Confrontation is a complete stand-alone game of strategy, bluffing, and adventure for two players.

This deluxe edition of The Confrontation features stunning new artwork, a larger game board, four additional special game cards, and 18 beautifully sculpted character stand. In this edition you will not only be able to play the original classic game, but also an entirely new game variant with 18 new Lord of the Rings characters. Furthermore, players can enjoy an exciting draft game variant in which they may choose which of the 36 available characters to field.







hungry donkeys and the millstones that determine their fate. In this 20 to 30 minute game, 3 donkeys with more or less full stomachs are always in motion and demand a good memory.

Lost Cities: The Board Game (2008)

User Rating: N/A

GeekRating: 6,38 - BGG Ranking: 1452 Best with: 3,4 - Recommended with: 2,3,4

Redevelopment of Lost Cities, first published with altered rules as Keltis, and then published by Rio Grande as Lost Cities: The Board Game with Knizia's original rules and theme.

Reiner Knizia: "The original version that we developed is exactly what Jay [Tummelson, owner of Rio Grande Games] has now published [LCBG]"

Primary differences between Lost Cities: The Board Game and Keltis:

- 1. In LCBG you play 3 rounds, scoring at the end of all 3 for the monuments you collect. (Normal scoring occurs each round.) In Keltis, you only play 1 round, and score everything each round. This is not just a rule difference, as the scoring is different for the monuments/stones based on the number collected.
- 2. In Keltis, you may play your cards in either order, descending, high to low, or ascending, low to high. In LCBG, you must play in ascending order.

Note: the rules for LCBG have the Keltis rules as variants, and have the board elements necessary for #1 above. Keltis does not have the rules nor board elements to play LCBG.

Kosmos (Keltis publisher) changed the card play to ascending and descending order to lower the luck level and add balance

Kosmos changed the theme to fit in with other Kosmos abstract game series.

There are more differences, which are non-substantive. Lost Cities: The Board Game has a different-looking board, tiles and figures (meeples) to connect with its predecessor. Card-play in descending order is an optional variant in this edition. The numbers have been multiplied by 5 to strengthen the relation to the card game, and instead of a scoring track you collect your points as golden coins.

From the Keltis entry:

Players play cards to move their playing pieces along stone paths. There are cards with 5 different colors/symbols, each corresponding to one path; in addition, each card shows a number (0-10, twice each). In each color, each player can play his cards either ascending or descending. Like Lost Cities, it's better to concentrate on a few paths, since the last spaces grants high points, but ending early gives negative ones.

The player in turn plays one card (out of a hand of 8), or discards one. He moves the corresponding playing piece on the path. Many of the spaces have a token that grants some bonus - either direct points (counted on the scoring track), an extra move on a path, or wish stones that are needed at game end to avoid negative points.

The game ends when a total of 5 playing pieces have reached the 7th space (or more) on their paths. Now, scoring happens:

Pieces which only moved 1-3 steps give negative points (-4, -3, -2). Pieces with 4+ steps grant points (1, 2, 3, 6, 7, 10). One piece of each player is higher and scores double. Fewer than two wish stones grants negative points (-3 / -4) 5+ wish stones yield a bonus of 10 points.

All this is added to the points scored during the game

Lost Ruins of Arnak (2020)

User Rating: N/A GeekRating: 7,89 - BGG Ranking: 28 Best with: 3 - Recommended with: 1,2,3,4

On an uninhabited island in uncharted seas, explorers have found traces of a great civilization. Now you will lead an expedition to explore the island, find lost artifacts, and face fearsome guardians, all in a quest to learn the island's secrets.

Lost Ruins of Arnak combines deck-building and worker placement in a game of exploration, resource management, and discovery. In addition to traditional deck-builder effects, cards can also be used to place workers, and new worker actions become available as players explore the island. Some of these actions require resources instead of workers, so building a solid resource base will be essential. You are limited to only one action per turn, so make your choice carefully... what action will benefit you most now? And what can you afford to do later... assuming someone else doesn't take the action first!?

Decks are small, and randomness in the game is heavily mitigated by the wealth of tactical decisions offered on the game board. With a variety of worker actions, artifacts, and equipment cards, the set-up for each game will be unique, encouraging players to explore new strategies to meet the challenge.

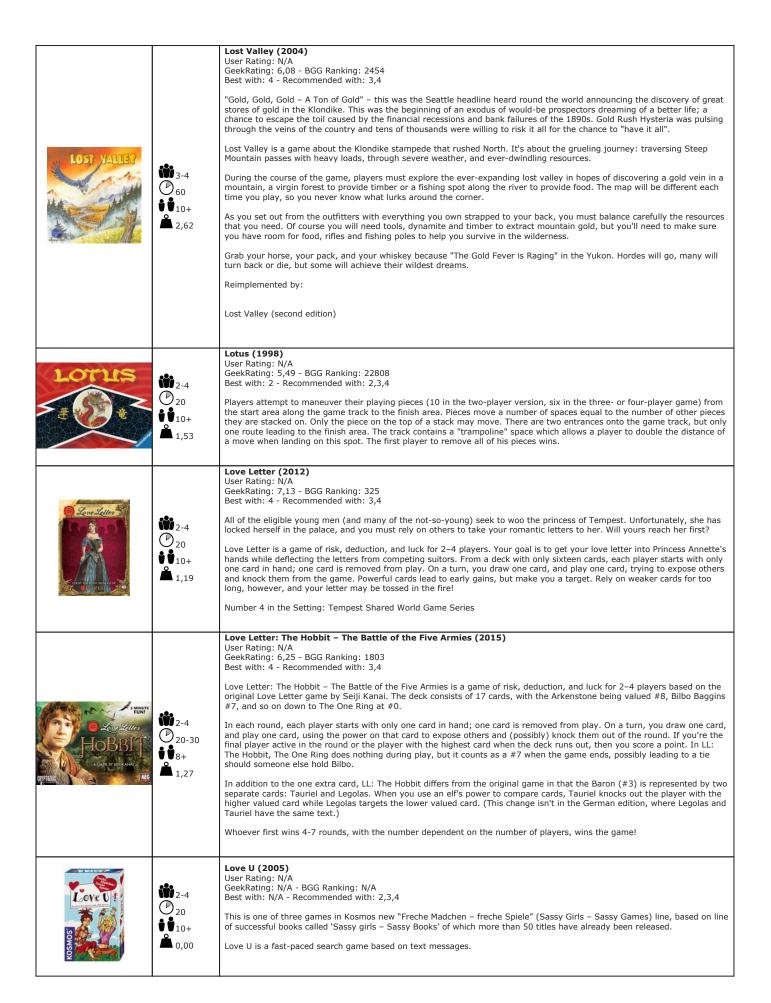
Discover the Lost Ruins of Arnak!

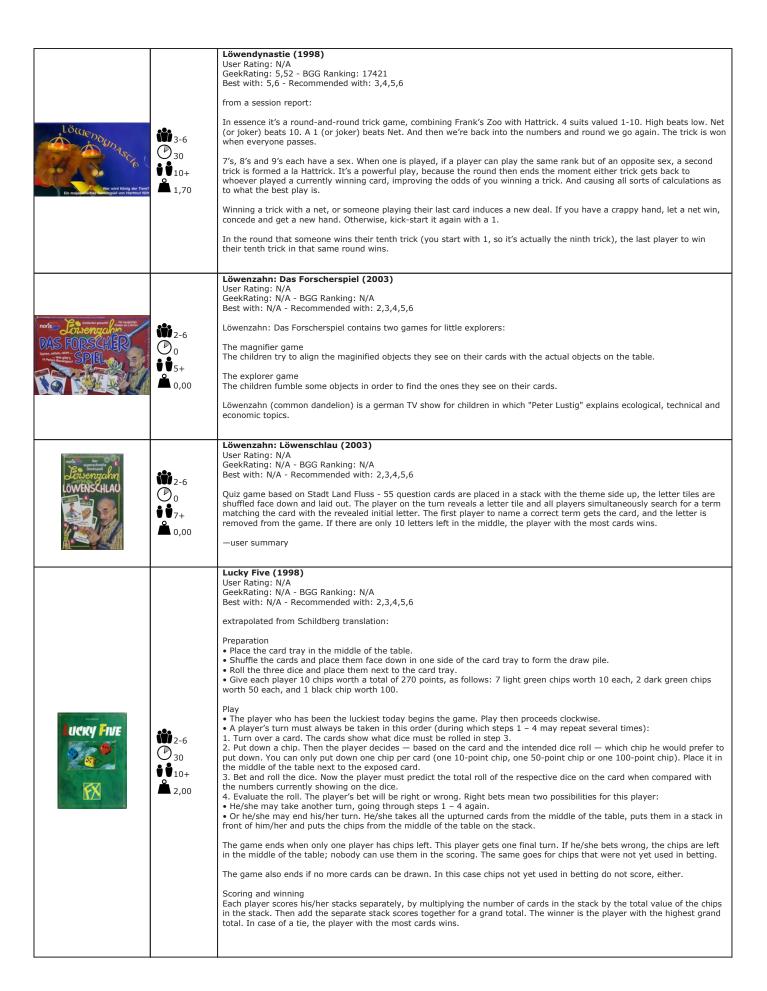
-description from the publisher

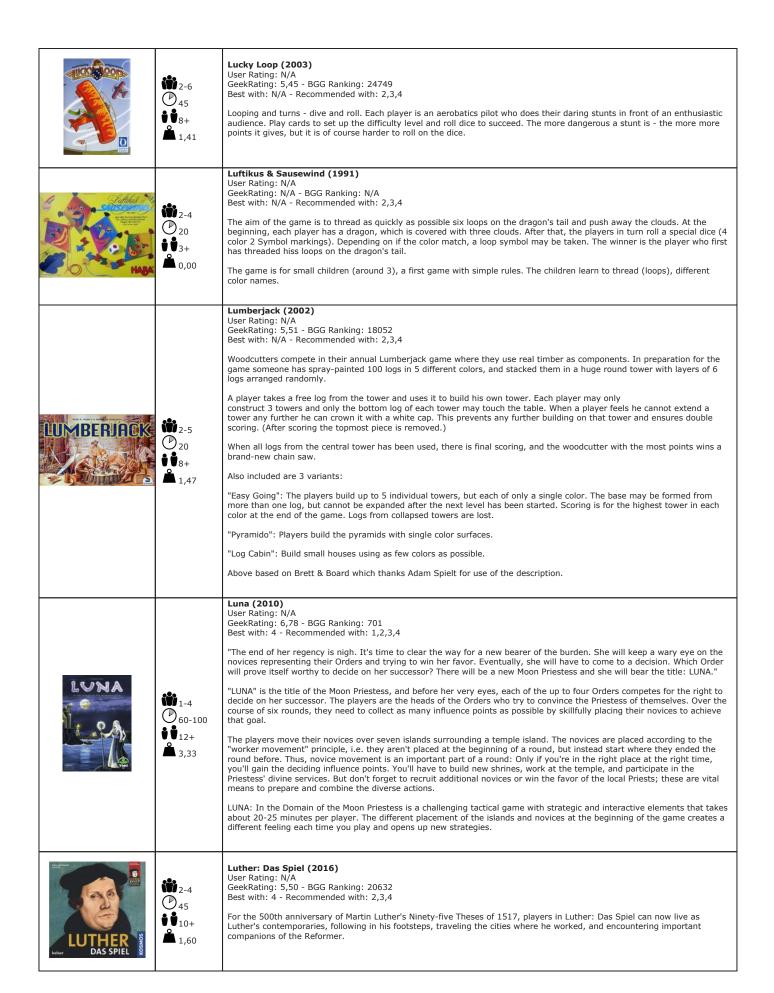














User Rating: N/A

GeekRating: 6,64 - BGG Ranking: 939 Best with: 3,4 - Recommended with: 2,3,4

On the hunt for priceless treasures, groups of adventurers explore the legendary temple at Luxor. Their ultimate goal is the tomb of the pharaoh, but many treasures can be collected as they search. As they explore, the challenge unfolds: The player who manages to quickly get their team of adventurers to the tomb, while salvaging as many treasures as possible, will be the winner.

Luxor offers variable game play as the path that leads to the tomb is different for every game — and will even change during play!

-description from the publisher

In Luxor, players move their adventurers through the temple with the goal of reaching the tomb in the middle of the game board. At the start of the game each player gets dealt 5 cards, which he is not allowed to change the order of.

In each round players take turns that consist of 3 actions:

1. Choose either the left or right most card to play to the discard pile.

According to the played card move, one adventurer that many tiles forward towards the tomb. An adventurer only moves from tile to tile, jumping over empty spaces and not counting them.

2. When the adventurer has completed his movement, he performs the action of that tile, if possible. Depending on the tile this can have various effects: Treasure tile - If enough of a players adventurers player are placed on a tile, the player can collect that tile and earn points

for it. Additionally he keeps the tile, trying to collect treasure sets consisting of the three different treasure kinds, vase, statue and necklace. Horus tile - The player can either gain a key or a Horus Card. He will need the key to enter the tomb and the special Horus card offers unique and strong ways to move his adventurers once he plays that card.

Osiris tile - The tile acts as an catapult instantly moving the adventurer a certain amount of tiles forward.

Temple tile - On these tiles players get special bonuses, like scarabs that are worth victory points or joker tiles, which complete treasure sets. The most unique tile is the tunnel. If an adventurer lands on a tunnel he instantly gets teleported to the next tunnel in play, creating a shortcut through the temple.

3. After performing the action of the tile, players draw one card from the draw pile to refill their hand to five cards. The drawn card is placed in the middle of the hand.

At the start of the game, players can chose to move one of 2 adventurers. Every time an adventurer crosses over an Anubis statue for the first time he gains a new adventurer which is placed at the start.

The game ends once two adventurers reach the tomb. But in order to get in the tomb and collect the valuable sarcophagi, players need to have a key, which they collect from landing on Horus tiles. One key is needed for each adventurer wanting to enter the tomb

The round is finished and then the game ends with a final scoring.

The player who now has the most points is the winner!

Lyric (2007)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2

A music lyric quiz game for individual or team play. Players can be required to either recall the lines of their favorite songs, or to perform them, or describe song titles in charades or doodles. Examples

- What are guilty and have no rhythm in the chorus of George Michael's Careless Whisper?
- In a song by Take That, which seven words follow: Whatever I said, whatever I did, I didn't mean it...?
 Sing any lyric from different songs equal to the number just rolled on the black dice containing the word Really

- Charade: Tie Me Kangaroo Down Sport

Opinion: As the publisher are UK company, the song choices probably contain a UK bias.









M (194 games) Macao (2009) User Rating: N/A GeekRating: 7,01 - BGG Ranking: 433 Best with: 3 - Recommended with: 2,3,4 At the end of the 17th century, Macao – the mysterious port city on the southern coast of China – is a Portuguese trading post in the Far East. The players take on the role of energetic and daring adventurers. Many exciting tasks and challenges await the players, whether they are a captain, governor, craftsman, or scholar. Those who chose the wisest course of action and have the best overall strategy will earn the most prestige at the end. Macao lasts twelve rounds, and in each round players select one new card from a display specific to that round, two of which were revealed at the start of the game and others that were revealed only at the start of the round. The deck of 96 cards includes all sorts of special abilities, with the more powerful actions costing more resources to put into play. **1** 2-4 O₅₀₋₁₀₀ One player rolls six different-colored dice, then each player selects two of those dice (possibly the same ones chosen by opponents), then places cubes equal to the number and color of the two dice on a personalized "ship's wheel." For example, if a player chooses the blue die that shows a 5, he places five blue cubes on the ship's wheel position five spots away from the current round. (A player can never claim more cubes than the number of remaining rounds). Players rotate their ship's wheels each round, then use the cubes available to them in that round to perform various actions: activating cards selected in that round or earlier rounds, buying city quarters and collecting the goods located there, moving that player's ship around Europe to deliver those goods, acquiring gold coins, taking special actions with card previously activated, and advancing on a turn order track. Players score points by delivering goods, paying gold coins, using the powers on their cards, and building in Macao. Whoever has the most points at the end of twelve rounds wins. Macao is number 13 in the alea big box series, with an estimated difficulty on the alea scale of 6/10. MacGregor (1998) User Rating: N/A GeekRating: 5,43 - BGG Ranking: 25017 Best with: 4 - Recommended with: 3,4 It's midnight and the dreaded Ghost of MacGregor is haunting the castle. No one knows which way he'll choose to go as he chases the other players through the halls of the castle. Decide on your best chance for escape, but be careful because all of the doors are locked so you'll definitely need the right keys. \bigcirc 30 The players are trying to be the first to escape the castle before being caught by the ghost. The player controlling the ghost must capture/tag another player if he wants to win. The ghost is moved via 5 preplanned moves each round, similar to Roborally and Dragon Delta and can move through walls. The other players must collect the right key cards to move through the colored doors, but may only hold four key cards. If the ghost captures another player, they switch roles with the captured player becoming the ghost and moving to the dungeon to start the next round. The former ghost takes the key cards from the new ghost and tries to escape the castle. Most important: The player figures glow in the dark! Machi Koro (2012) User Rating: N/A GeekRating: 6,50 - BGG Ranking: 1191 Best with: 4 - Recommended with: 2,3,4 Welcome to the city of Machi Koro. You've just been elected Mayor. Congrats! Unfortunately the citizens have some pretty big demands: jobs, a theme park, a couple of cheese factories and maybe even a radio tower. A tough proposition since the city currently consists of a wheat field, a bakery and a single die. \bigcirc 30 Armed only with your trusty die and a dream, you must grow Machi Koro into the largest city in the region. You will need to collect income from developments, build public works, and steal from your neighbors' coffers. Just make sure they aren't **i i** 10+ doing the same to you! **1**,53 Machi Koro is a fast-paced game for 2-4 players. Each player wants to develop the city on their own terms in order to the sum of the discontinuous and a player sum of the discontinuous and the sum of the discontinuous complete all of the landmarks under construction faster than their rivals. On their turn, each player rolls one or two dice. If the sum of the dice rolled matches the number of a building that a player owns, they get the effect of that building; in some cases opponents will also benefit from your dice (just as you can benefit from theirs). Then, with money in hand a player can build a landmark or a new building, ideally adding to the wealth of their city on future turns. The first player to construct all of their landmarks wins! Machu Picchu (1998) User Rating: N/A **4** 2-4 GeekRating: 5,49 - BGG Ranking: 22849 Best with: N/A - Recommended with: 2,3,4 **D**₄₀ **j** j ₁₂₊ A card-driven placement game. Four priests attract support to their temple from the Sun & Moon. Each player is trying to maximize the value of 2 of the priests, revealing them at the end. Whichever has the highest combined score will win. 1.50 Macroscope (2016) User Rating: N/A GeekRating: 5,58 - BGG Ranking: 9078 Best with: 2 - Recommended with: 2,3,4 Macroscope features a funky box-shaped device covered with cardboard tokens, and this device comes loaded with two hundred double-sided cards, with each card featuring a black-and-white line drawing. On a turn, a player rolls the two dice, then removes one or two tokens from the box that match the numbers rolled. When \bigcirc 30 you remove a token, you see through a hole in the box that reveals part of the topmost line drawing. If the player wants, they can guess what the drawing represents, after which they pull the card out of the box to see whether they are correct, **i i**6+ scoring points based on the number of tokens removed if correct and losing points otherwise. 1,00 After ten rounds, the player with the most points wins. You've never seen a device like this! Peek through this curious contraption's round holes at the image hidden inside. Can you tell a rhino from a pizza just from a few swirling lines? Take a good look at the partially revealed image, guess what it could be and score points if you are right! The fewer holes you need to open in order to recognize the image, the more points you get. The most perceptive player wins the game!

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GeekRating: 5,23 - BGG Ranking: 25330 Best with: 4 - Recommended with: 2,3,4

Each Player starts with \$10,000. The board is Monopoly-like, with 2 inner tracks that can also be used. Play is counterclockwise and you must roll the dice with your left hand. Certain spaces, and the ever present 'Card' cards send you elsewhere, make you pay money (good), make you get money (bad), switch seats with someone else or exchange money with another player.

First to lose all their money wins.

Madame Ching (2014) User Rating: N/A

GeekRating: 5,85 - BGG Ranking: 3752 Best with: 2 - Recommended with: 2,3,4

Madame Ching is a hand-management game in which 2-4 players try to put together yoyages that take their ships far across the waters, possibly all the way to Hong Kong.

Each player starts the game with four cards in hand, each card having a number from 1 to 50-something; the cards have a colored bar across the top, often with a symbol in them. In the first round, each player lays down a card, drafts one of the available cards, then moves one of her ships to the right on the ocean. Players then repeat this process, possibly starting a new journey — a.k.a., new row of played cards — or adding to the journey already begun by playing a higher-valued card that what was last played. In the latter case, if the color of the card matches the color of the card previously played, the ship moves directly to the right; otherwise the ship moves both down and right.

When a player can't add to a journey any more and must start a new one, she scores that voyage, possibly claiming one of the ship tiles on display based on the length of the voyage. (Each space on the game board's ocean has values on it, and the more times you move both down and right, the higher your score overall — doing this is more difficult than you'd hope for, however, since you must consistently have cards that are both of higher value and different color.) Each ship bears some combination of gems, and those are worth points at the end of the game.

If you have certain symbols on a voyage, you can claim bonus action cards that let you steal gems or cards from opponents, take cards from the discard pile, insert cards in a voyage, and so on. Get the right symbols, and you can claim the Madame Ching vessel, ending the game. Players then tally their points for destinations, gems, and so forth, and whoever has the highest score wins.



User Rating: N/A GeekRating: 6,91 - BGG Ranking: 550 Best with: 4 - Recommended with: 2,3,4

Madeira is an island officially discovered early in the 15th century by Portuguese seafarers. Madeira, the Portuguese word for wood, refers to the dense forest that covered its wild, fertile landscape. This, and its strategic position far into the Atlantic Ocean made the island one of the most significant Portuguese discoveries. Madeira served as a "laboratory" for what would become the Portuguese Empire.

Wheat plantations were the first means for survival on the island. After that, when D. Henrique decided to increase the economy of the Empire, sugar became the core business of Madeira. Once sugar started coming from other places in the world, such as Africa and Brazil, profits from sugar were no longer enough, and production of the very famous Madeira wine became the most important economic product of the island.

Players try to adapt themselves to these constraints, working to find better fields for farming the right goods and for obtaining precious wood, essential for erecting new structures in the cities and for building ships. In turn, the ships are crucial for trading in foreign markets, as well as for taking part in new expeditions to discover other countries. Madeira has been established just as it was in the original administrative division of the island under 3 captaincies (Funchal, Machico, and Porto Santo), where the ultimate goal is to develop the Island, gaining the most prestige under and for the Portuguese Crown.

The Crown of Portugal has a series of requests regarding expeditions, urbanization, opening trade routes, increasing wealth, and controlling the guilds on the islands. Three times during the game, the players gain prestige for fulfilling certain requests by the Crown. At two other times, the Crown requests that the islands change the focus of their agriculture due to the changes in the world.

Players must carefully choose the correct timing to show their achievements. Too early and you don't gain as much prestige, too late and you risk someone else stealing the best opportunities. Will you have what it takes to excel in all of thes endeavors?

Beware, wheat may become scarce, money is never enough, the population is hungry, and the shadow of piracy looms large...

Mafia de Cuba (2015) User Rating: N/A

GeekRating: 6,18 - BGG Ranking: 2028

Best with: 8.9.10 - Recommended with: 6.7.8.9.10.11.12

Havana, December 29, 1955: At the end of the meal offered at his "faithful" henchmen, don Alessandro evokes the "business" in progress. Suddenly, the phone rang in the back room of the restaurant. The Godfather is convened to the office of President Batista. He entrusted his precious cigar box to his henchmen. It must be said that the cigar box has a false bottom, under the first layer of cigars, the box is filled with diamonds!

In Mafia de Cuba, each player will take the cigar box, open it and choose to:



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Betray and steal some diamonds.

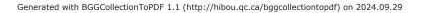
Remain a faithful and "honest" mafioso, be a driver, or act as an undercover CIA agent.

In the evening, the Godfather recovers his cigar box. He blows a fuse when he finds the disappearance of diamonds. He must find his treasure and punish offenders by providing them cement shoes before throwing them in the bay. After heated debates and perilous deductions, The Godfather, with the help of is faithful henchmen will try to find all his stolen diamonds.

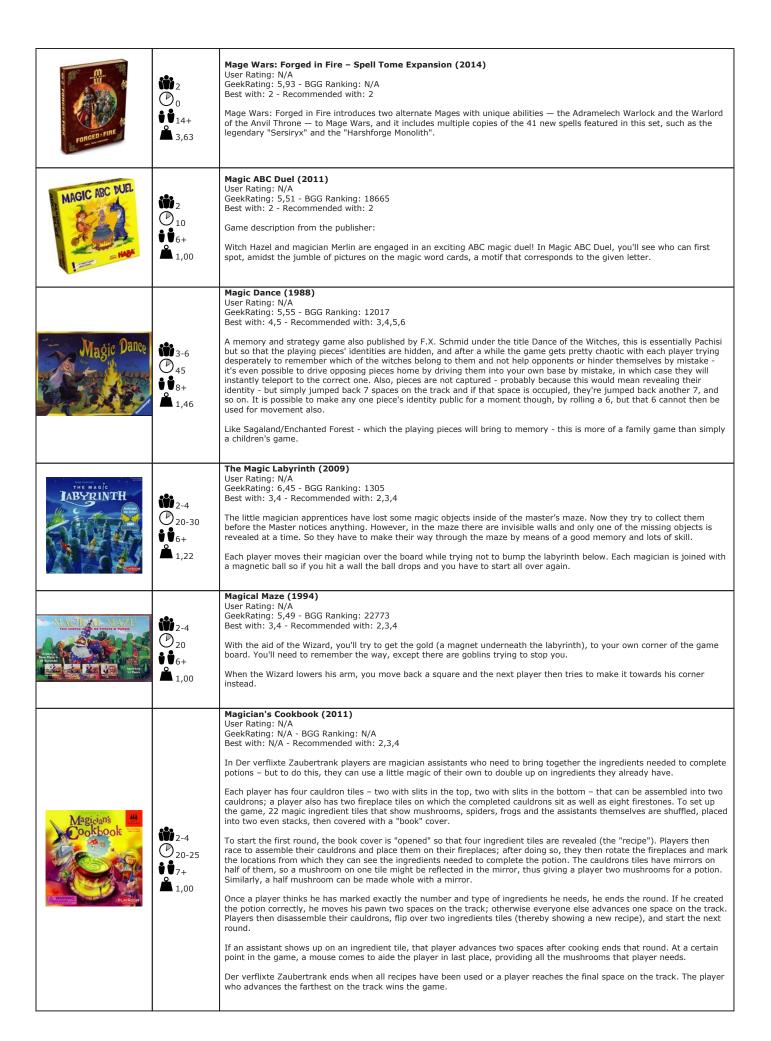
Does he lose his honor by accusing wrongly?

Do the most cunning thieves win?
Or is it the CIA that will send these thugs behind bars?





HARA	2-6 30 16+ 10,00	User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 A mafia-themed memory game for children. Theme Signore Spinosi, an old mafia boss, has learned that a gang of young mafiosi is plotting his demise. But they have reckoned without their host - old Spinosi isn't fooled that easily. He sends six of his most trusted spies to uncover the conspirators. You are one of his confidants. Will you be the first to uncover all 8 members of a conspirator gangs? Goal Be the first to find and reveal all 8 wooden discs of the colour determined by the card you draw at the beginning of the game. Game play The 50 wooden discs (48 of them with a face in one of 6 colours) are shuffled face down and then placed on the board. The 6 cards are also shuffled. Each player draws a card, remembers its colour and places it face-down in front of him/herself. Players take turns looking at the face-down side of one of the discs (without showing it to the other players). The active player may either uncover the mafioso (= put him back face-up) or just put him back. If the player reveals him, he/she gets a second try. If not, it's the next player's turn now. If the second mafioso is also revealed, the active player gets a third and final attempt, on which he/she always has to mask an already revealed mafioso (= return the disc face-down). A player's turn also ends when le/she looks at one of the two discs without a face, and these cannot be revealed. The game ends when all 8 conspirators of one colour have been uncovered (unless that colour is not attributed to a player, which can happen with fewer than six players). The player with that colour card wins the game.
Was-lon Was-lon	60 112+ 1,90	Magalon (1998) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 13663 Best with: 4 - Recommended with: 3,4 Rivalry between wizards. The players become the wizards who travel through the mysterious forest of Magalon in search of the magic items which will allow them admission to the prestigious "Council of 11". They have to collect 3 magical items - the Amulet of Power, the Stone of Wisdom and the Ring of Immortality. Whoever possesses these 3 objects will be admitted to the Council. The aim of each player is to be the first to return to the entrance of the forest with their wizard (the arrival and departure squares) after having collected the necessary 3 items.
MAGE WARS ARENA GORE SET	2 90 13+ A 3,68	Mage Wars Arena (2012) User Rating: IV/A Best Nating: 7,07 BGG Ranking: 379 Best with: 2 - Recommended with: 2 What would it be like for Mages of vastly different schools and philosophies of magic to come together in an arena and fight to the death? How would an Illusionist battle a Druid? Or a Warlock fight a Beastmaster? Or a Priestess fare against a Wizard? Mage Wars — redubbed Mage Wars Arena in 2015 to distinguish it from Mage Wars Academy — pits powerful Mages against each other in deadly arena combat. Each Mage uses his own fully-customizable book of spells to achieve total victory over his opponent. Summon mighty creatures to do battle in your name; cast powerful spells to actack your foe and thwart his every plan and strategy; use hidden enchantments to turn the tables and rule the day; adom yourself with mighty weapons, armor, and arcane artifacts — all of this and more await you in the arena of Mage Wars: Mage Wars is a tactical board game, a combination of a card game and miniatures game, combining the best elements from each genre. The game is played on an arena game board divided into square areas called "zones", which regulate movement and the placement of objects. Each Mage (player) starts in a corner of the arena, opposite his enemy. Each player holds a spellbook, from which spell cards are pulled out as they are cast during the game. This has the feel of being a real Mage, turning the pages of your tome of magic, as you plan your strategy each turn. A point system allows you choose spells for your spellbook, with more powerful spells and spells outside your schools of training costing more points. You have full access to cast any spell you want each turn, allowing for an unprecedented level of rich strategy and tactics. Many of these spells — such as creatures, equipment, and enchantments — are placed on the bocation and become objects in the game. Creatures can move around the arena, and attack each other and the enemy Mage. Attacks deal damage, as well as interesting special effects such





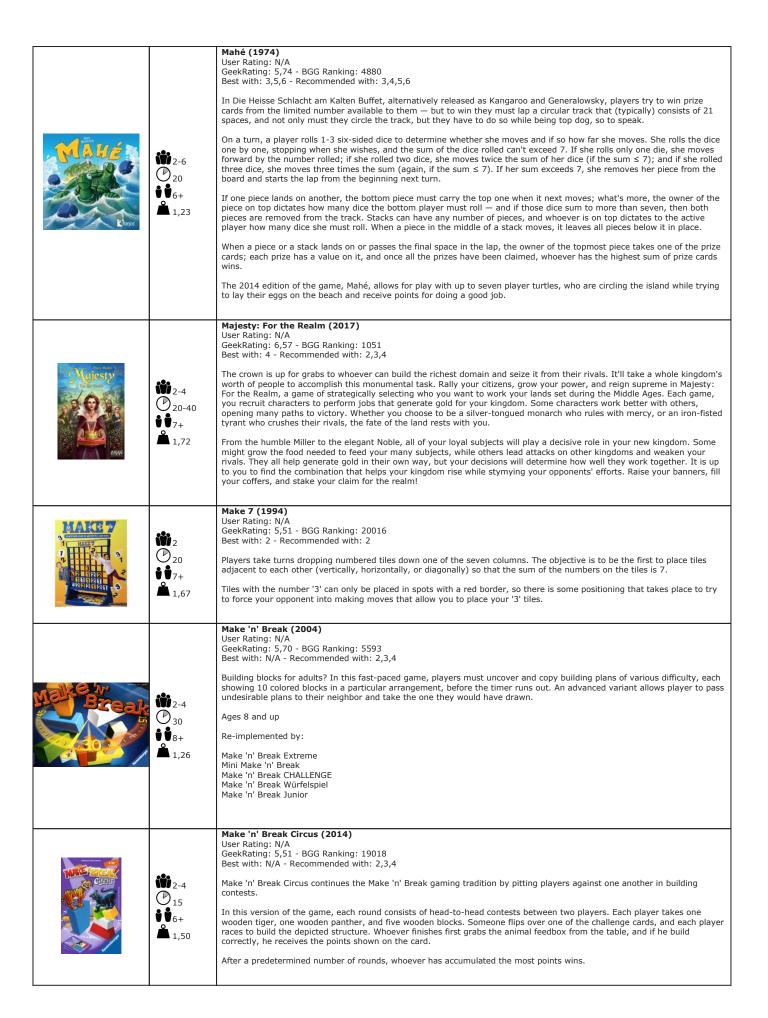


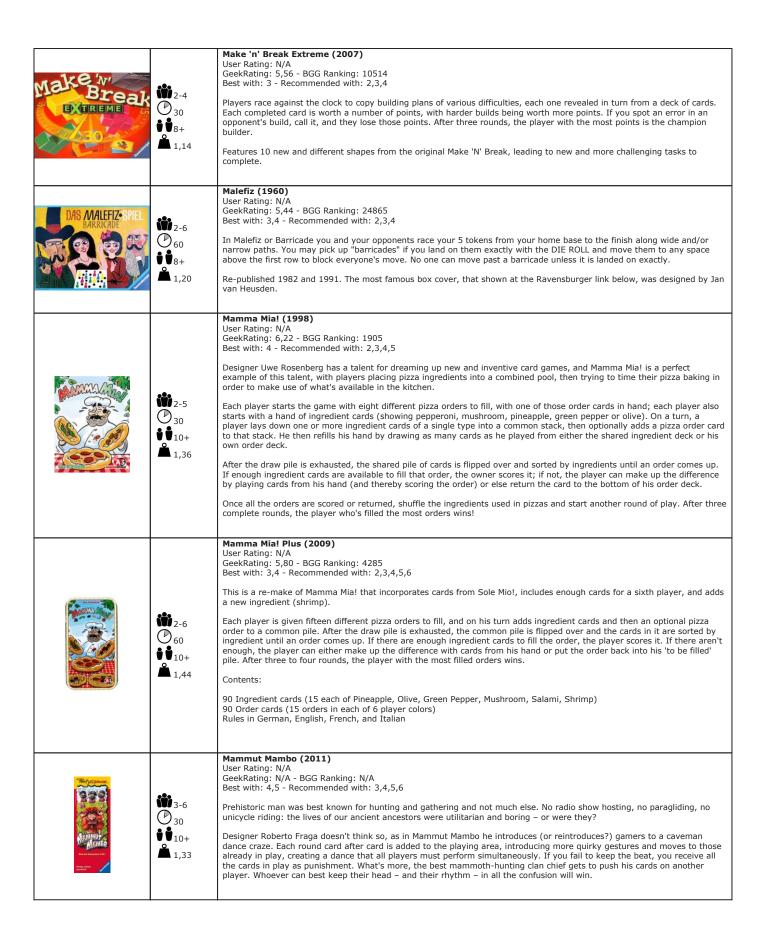


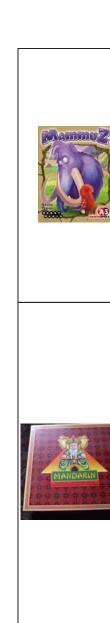
User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: 6 - Recommended with: 2,3,4,5,6

Roll and move for the very young. The players take turns rolling a die, moving their animal piece forward to the nearest space of the color they rolled. When meeting another animals, they have to make the sounds of the corresponding animals. The goal is to reach the farm at the end of the track.









User Rating: N/A

GeekRating: 5,66 - BGG Ranking: 6269 Best with: 5,6 - Recommended with: 3,4,5,6,7

In the card game MammuZ, also released as Sauries, you'll see mammoths, sabretooth tigers, and other critters from longgone days — and you want to help them disappear by ridding yourself of them as quickly as you can.



MammuZ uses an asymmetrical deck of cards featuring two mammoths, three bears, four deer, and so on up to nine mice. Six dinosaur cards with special powers are included as well, and you customize the deck before the start of play based on the number of players.

During the game, players try to rid themselves of cards along the lines of Cheat. At the start of a round, a player lays 1-4 cards face down and claims they're a type of animal, which they may or may not be! The next player either also lays down 1-4 cards and claims they're the same type of animal or calls out the previous player by flipping over one of the cards previously played. If that card matches the animal claimed, the current player takes all played cards in hand; if not, the previous player does. If the card revealed is a dinosaur, then some special power takes effect. Whatever the case, the next player then starts a new round.

Whenever a player has all cards of a particular type of animal in hand, they discard those animals immediately, removing them from the game.

As soon as a player runs out of cards, whether by discarding a type of animal or by playing their final cards (and not being proved a liar), the game ends and they win!

Mandarin (1991)

User Rating: N/A

GeekRating: 5,54 - BGG Ranking: 12950 Best with: 4 - Recommended with: 3,4,5

Game Contents 1 game board Tile dispenser and lid 72 animal tiles



The game board depicts the Chinese Zodiac, a cycle of 12 years in which each year is characterized by an animal or symbol. The Chinese, in common with many other Asian people, believe that every person will demonstrate in their lives thos qualities of temperament of the special animal which controls the year of their birth.

Players can discover what Animal Year they were born in by looking for their year of birth around each animal picture on the

board. The Chinese Year, unlike the Western Year, runs from February to January, so remember this as you discover your animal sign. For example, a person born in January 1956 would be a goat, whereas a person born in February 1956 would be a Monkey.

Operation of the Tile Dispenser

Tiles are drawn one by one from the Dispenser by firmly pushing down on the lever on the side of the Dispenser Occasionally, and especially when very few tiles are left in the Dispenser, no tile will be dealt on the first push of the lever. Simply push again, until a tile appears.

Put all of the tiles in the Dispenser and place the lid on top. Gently shake the Dispenser and place it in the center of the board. Each player chooses a Mandarin and places it on the board on the center Chinese Character space of their own animal sign. If two or more players share the same sign, simply place the Mandarins side by side on the same space. Object of the Game

Players collect tiles and place them in the appropriate places on their Collection Cards. The game ends when one player has collected at least one tile of each animal type, or all 6 tiles of one animal set. The first player to do this is the winner.





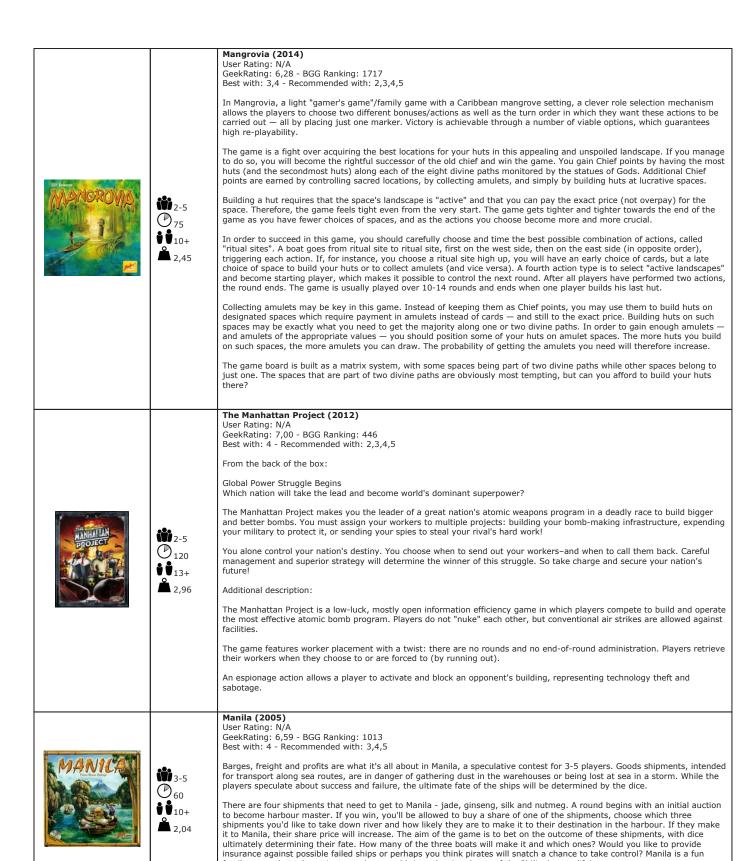
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Manege Frei (1993) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5,6

Children's game, Ages 3 and up. Players take turns being animal trainer in a circus. The trainer closes his eyes, and the other players select one of the 8 different animals. This animal is in a bad mood today. Then the animal trainer opens his eyes and starts calling the animals into the ring, one by one. As soon as the trainer calls for the selected animal the other players yell "HALT" and the trainer's turn is over. For each animal that he succeeded in calling into the ring he scores one scoring stone. As soon as all 80 stones have been won, the player with the most stones wins.



family game that takes minutes to learn and brings the river boats of the Philippines to life!













Match Madness (2016)

User Rating: N/A
GeekRating: 5,60 - BGG Ranking: 8006
Best with: N/A - Recommended with: 1,2,3,4

Be the fastest to recreate with your blocks the pattern shown on a card to win the card. The player with the most cards at the end of the game is the winner.

Each player receives a set of 5 blocks numbered 1 to 5.

After shuffling the deck of pattern cards, players determine how many rounds they wish to play and take the same number of pattern cards from the top of the deck. These cards are then placed, face down, in the center of the table.

The top card from the deck is flipped revealing a pattern. All players scramble to match, with their blocks, the pattern shown on the card. The first player to successfully match the pattern grabs the card and shows to the other players that the configuration of their blocks matches the pattern on the card. If the player is correct, they keep the card. A new card is flipped over and another round begins.

The game ends when all the cards have been collected by the players. The player with the most cards wins. In the case of a tie, the player with the most level 5 cards wins (if players have the same number of level 5 cards, then level 4 cards are counted and so forth).

Math Dice (2003)

User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22026 Best with: N/A - Recommended with: N/A

MathDice: The Fast Fun Game of Mental Math

- To play: 1. Roll two 12-sided dice. Multiply the two numbers together. That is the TARGET NUMBER.
- 2. Roll three 6-sided dice.
- 3. The winner is the first player to combine the three d6 in any way to match or come closest to the TARGET NUMBER. You can use each dice only once in the equation.

Game includes the five dice, cloth bag, and an instruction booklet with these practice tables: addition/subtraction, multiplication, division, powers, and roots.

This game was invented by a sixth-grader as a "Design a Game" math workshop project. Recommended for elementary age through adult.





Maulwurfs bunte Blumenwiese (1992)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Contents:

4 Player figures - these are children, whose names you can imagine yourselves.

1 Playing board, which represents a meadow with lots of colourful flowers, divided in 38 spaces.

28 Animal tiles.

1 six sided dice with the numbers 1, 2 and 3 (each number twice).

Goal of the game and game idea:

The children are playing at the flower meadow of the Mole. Other animals grow curious of their cheerful laughter and, as they begin to approach the flower meadow, are invited one after the other to join them. The meadow is small, though, and the children must consider which is the best way to distribute the space on it so that as many animals as possible can get a spot, or maybe even all 28!

Setup

Distribute the player figures randomly on the playing board (2, 3 or 4 pieces, one per player).

Place the tile with the Mole on one of the corner spaces, and the rest of the tiles face up or face down beside the board.

Note: it is suggested to play with 20 animal tiles on the first, introductory game. The rest of the tiles are then put back in the box and are not used in that game.



Gameplay:

The youngest kid begins. After rolling the dice, they move they player piece as many spaces on the meadow grid as the number rolled. They are allowed to move on any direction on the grid, but only forwards. That is, they can't turn or change direction midway.

If the player figure lands on a new space (not occupied), an animal tile is freely chosen and placed on the space the player just left when moving (on the first roll, the space from which the player started, and so on).

Going around the table, each player then does the same on their turn, bringing more and more animal tiles onto the board. While moving, both other player pieces and occupied spaces can be jumped over, but they still count as spaces moved towards matching the total rolled on the dice.

As the game goes on, the available space for placing tiles becomes more and more scarce, and one can't land beside another player's figure!

If a player can't place a tile on their turn, they can move another player's figure instead of their own. To do so, though, they must ask the figure's owner for permission first.

The children are allowed to discuss and give advice to each other regarding where to best place the animal tiles. Nevertheless, the decision is always on the hands of the currently active player.

Mainly through the rule that makes the players ask for permission to move another player's figure in case that they can't move their own, children are motivated to play fairly and respectfully, which ends up being of benefit to all players as a group.

End of the Game:

If the players manage to lay down all the animal tiles, they win. If they don't manage to do so, they lose.

For subsequent games, add or subtract one tile from the 20 tiles used in the introductory game, depending on whether you won or lost the last game respectively. For example, if the introductory game played using 20 tiles is lost, try with 19 tiles next time; if that game is won, try with 20 tiles again – if the introductory game is won, try with 21 tiles next time and work your way up to using all 28 animal tiles at once.

-description from the manual (translated)



Maus van Klecks (2013)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

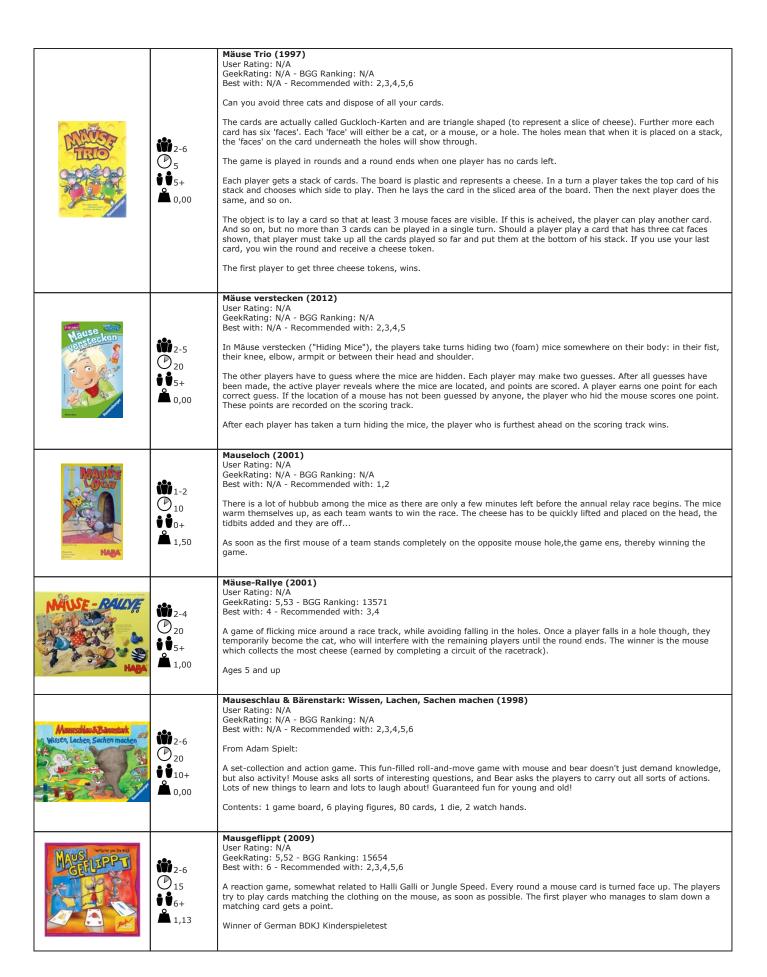
Best with: 5 - Recommended with: 3,4,5

Game description from the publisher:

Little Mouse van Klecks is a world-renowned artist. She has invited her best friends to come over to her studio today to paint with her. Each one of them enthusiastically grabs a paintbrush, paint colors and a canvas and is ready to go! But what's this? The small mouse's artist's palettes are tiny and can hold only three paint colors! How are you going to paint a car this way? Or a house? What about a butterfly?

During each round in Maus van Klecks, the players each secretly pick three colors and dab them on their palettes. The palettes are then compared at the end of the round. For every matching color, the animal artists receive a small tasty tart as their reward. The first player to collect three small cake slices wins.









Maze Racers (2015)

User Rating: N/A GeekRating: 5,63 - BGG Ranking: 7020 Best with: 2 - Recommended with: 2,4

Game description from the publisher:

In Maze Racers, you use the enclosed magnetic walls and a good dose of creativity to build the most wicked maze possible that will leave your opponent scrambling to find his way out. The game is also a race against time as your opponent is building his own devilish contraption. When the time is up, both sides switch their maze boards and steer a ball through the opponent's maze as quickly as they can. Be the fastest in two out of three rounds to claim victory!

Mea Culpa (2016)

User Rating: N/A

GeekRating: 5,59 - BGG Ranking: 8809 Best with: 4 - Recommended with: 3,4

As soon as a coin in the coffer rings, the soul from purgatory springs" —Johann Tetzel, 1465-1519

Mea Culpa is a paradise-and-pandemonium gamer's game that's all about sins and sinners. Be it at the brothel or at the market, men such as the Pope or the Emperor can be seen hard at work at any time of the day. Even the most miserable miser, though, would be well advised to also strive to get hold of enough precious stones and wine to make sufficient donations towards the Lord's cathedrals. After all, it is through pious generosity that a poor soul can gain the all-important letters of indulgence and be pardoned for a life of greed and lust. When all is said done, what matters is to have sinned just enough to have achieved all goals and gotten away with it, while others took the fall.





In more detail, to win, players have to end the game with their "poor souls" closer to heaven's gate than their opponents Alas, throughout the game these poor souls pretty much exclusively move in the opposite direction, i.e., towards Hell. Only at the very end of the game might players climb back towards heaven, depending on the letters of indulgence that they managed to collect up to that point.

The accumulation of these letters of indulgence is each player's primary goal. To this end, they take on the roles of different people: the Pope, the Emperor, the Merchant, or the Little Sinner. Each round, these roles in turn grant them access to different special actions. On their turn, players buy or sell goods on the market, visit the brothel to benefit from personal connections, or secretly donate money and goods to the church. Meanwhile, the construction of the game's three cathedrals proceeds. As soon as a cathedral is fully erected, the church will hand out the all-important letters of indulgence. However, only those who have donated the most in either of three categories will actually receive anything.

Many perks that can be used during the game require the players to "sin". Sins are tracked by means of a tally stick and will move the player's poor soul closer to hell. The player who strikes the right balance and picks the right roles at the right time will be able to collect the most valuable letters of indulgence and might stand chance at winning the game. If a player has burdened themselves with too much sin, though, all will ultimately be for naught.

Meduris: Der Ruf der Götter (2016)

User Rating: N/A GeekRating: 5,69 - BGG Ranking: 5715 Best with: 3 - Recommended with: 2,3,4

Description from the publisher:

Following the call of the gods, the players settle at the base of mountain Meduris. Building huts, bringing offerings to the druid, gathering precious runestones, and building monumental temples is the only way to earn the favor of the gods in Meduris.





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- 1. Skillful use of the workers lets you obtain valuable materials. These are needed to build huts and temples.
- 2. The larger the settlement, the more expensive it is to build a hut there. But if you can get in the good graces of the druid by presenting an offering, then your effort pays off.
- 3. Keep an eye on the other players: Who will secure the best building sites at the right time, and collect the most valuable
- 4. Only a player who skillfully places their huts and temples, and keeps enough materials ready for the big final round of offerings, will win the game.

Game description from the publisher:

Dem Ruf der Götter folgend, machen sich die Spieler auf, um den Fuß des Berges Méduris zu besiedeln. Hütten bauen, dem Druiden Opfergaben darbringen, wertvolle Runensteine sammeln und monumentale Tempel errichten – nur so können die Spieler die Gunst der Götter gewinnen.





Mega Meal (2001)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4,5,6

"6 Cheeseburgers, 2 Salads, 1 Ketchup, 7 Milkshakes". Ketchup King is crowded with people! Can you memorize all the

Memory-type game which is different in that the orders are only read to the other players, but not shown. Orders consists of 5 to 9 different cards, each with type and quantity.



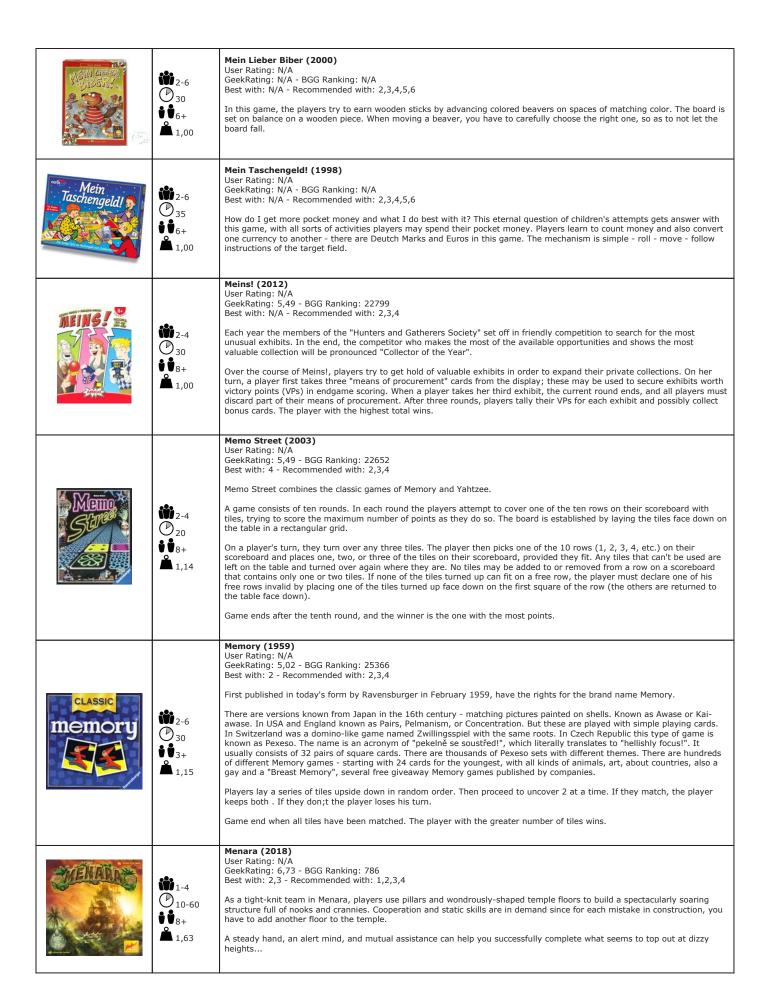


Mega Party (1998) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

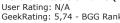
Best with: N/A - Recommended with: 2,3,4,5,6,7,8,9,10,11,12

Collection of party games for youngsters:

- Quiz about music, charts and stars
 Live acts and pantomimes
- Quiz about trend sports, such as mountain biking, inline skating, skate boarding, etc.
- Describing words while avoiding any forbidden terms
- Blindfolded drawing
- Spinning the bottle







Menara: Rituals & Ruins (2019)

GeekRating: 5,74 - BGG Ranking: N/A Best with: 2,3 - Recommended with: 1,2,3,4

Rituals & Ruins, an expansion to the co-operative building game Menara, has a lot to offer; spectacular temple floors, golden columns... and then there even are tears of the gods, trying to keep players from their collective success. The crew always takes on a scenario of its choice.

As in the basic game of Menara, the temple builders gather information and seek the advice of their fellow players before each game turn. Construction plan cards specify in what way temple floors are to be equipped with columns. The new rituals create new challenges; to meet these, players need well-conceived cooperation, clever statics, and steady hands.

-description from the publisher

Make your own set of rules. Choose from pre-set scenarios or mix the rules you like from a variety of new rules.

5 new types of construction plan cards present you with new challenges.

8 new temple floors of tricky shape want to be built into the tower. But each floor has its own rules, which can make the planning of your comrades much more difficult. Deal with temple floors of strange names like "The Double Axe", "The Wheel of the Five Winds", "The Wedge Moon", "The Bridge of Dangers", "The Ring of Balance", "The Wheel of Three Truths", "The Thorn Moon" and "The Crescents of the Sun".

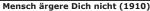
The tears of the gods, red and blue crystal stones, want to be cleverly built into the tower before the temple is completed.

The cards of fate determine the shapes of the temple floors you can expect in the course of the game. But by no means all future floors will be revealed to you immediately...

13 rituals await you: For each game, you draw a ritual card, which changes the rules of the game and sometimes requires a completely different approach to the usual tasks.

Play the rituals: "THE ENLIGHTENMENT", "THE DARK", "THE BAN OF THE BLUE COLUMNS", "THE CURSE OF THE GODS' TEARS", "THE GRACE OF THE YELLOW COLUMNS", "THE JINXED YELLOW COLUMNS", "THE UNHOLY WHITE COLUMNS", "THE THIN TIP", "THE SLIGHT EARTHQUAKE", "THE GLOWING RED COLUMNS", "THE BALANCE OF FATE", "THE NARROW BASE", and "THE NARROW BASE".

10 ready-made scenarios let you quickly set up a unique game. Master the scenarios: "Wheels and the Drifting Columns", "Ruins and Tears", "Blockades", "The Blue from the Sky", "Hard Times", "High Up", "In the Heat of Battle", "Bright as the Day of Light", "Who has the Choice Has the Agony" and "The Yellow Danger".



User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: 4,6 - Recommended with: 2,4,6

"Mensch ärgere Dich nicht" is a very well known German board game, developed by Josef Friedrich Schmidt in 1907/1908. The game was issued in 1914 and sold about 70 million copies. It is similar to Parcheesi, but has several considerably different rules.

- In the most recent Mensch ärgere Dich nicht:
 You only roll with one die, not two. There are therefore no bonuses (which often give you choices in Parcheesi) and penalties for rolling doublets. Instead, you roll the die again if you rolled a 6.
- You start the game with a pawn on your enter space.
 It is much harder to enter a pawn after the beginning of the game. This happens on a 6 and it is compulsory. The probability is 16.67%, whereas the probability in Parcheesi to roll a 5 on one of two dice or with both dice together is considerably higher at 41.67%. So it is much less likely that you have more than one movable pawn which would present you with choices when you roll.
- There are no bonuses for capturing opponent's pawns or for reaching home.
- There are no safe places where you can't be captured by an opponent, not even your own enter space.
- You have to move any pawn off your enter space first chance you get unless there are no more pawns in waiting to enter as well. Which also reduces the number of decisions you can make.
- Blockades with two pawns of the same colour on a space aren't possible under the standard rules, they are only an optional variant.
- The board is somewhat different, particularly there is no home path leading up to a home square.

These differences are based on the rule PDFs of the Mensch ärgere dich nicht rules by Schmidt Spiele and the Parcheesi rules by Hasbro (version from 2001).





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Menschen, Würfel, Temperamente (1991)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Menschen, Würfel, Temperamente is a german game, inspired by Pachisi. Each pawn has a different temperament. The sanguine type is allowed to jump over other pawns. The apathetic pawn can move backwords. The choleric beats every pawn in every field he passes by. The melancholic just behaves like a standard Pachisi-pawn. Although it's primarily a dice rolling game, the different types of pawns/temperaments add some tactical elements to it.



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User Rating: N/A

GeekRating: 5,84 - BGG Ranking: 3886 Best with: 3,4 - Recommended with: 2,3,4

Your goal in Merchants is to make as much money as possible, ideally by having the right goods at the right time to earn more at the peak of sales.

To start, lay out six goods cards face up in a demand row, Goods cards come in six colors, and the more cards of a color on display, the more in demand that good is. Each player gets a hand of three goods cards and (on the table) two ship cards; in turn, each player places a goods cube of their choice on a ship, then they place a goods cube on their other ship.

On a turn, you take two actions. The first action is one of these choices:

Exchange a goods cube on one of your ships with a cube of a different color, if available. (Each good has only five cubes.) Buy a special card, which are explained below.

The second action is one of these choices:

Play goods cards of one color onto cards in the demand row, placing each card played onto a different spot in the demand row, covering the card already present; after you do this, each player with cubes of the color played receives 1 coin for each visible card of this color per cube on their ships. (For example, if red was played and you have two red cubes and three red cards show in the demand row, you gain 6 coins.) Draw two goods cards from the deck.

The special cards you can buy aren't worth money on their own, but they can help you earn more coins:

Ship (costs 10 coins): After buying the ship, place a goods cube from the reserve on it.

Office (8 coins): After your second action, draw a goods card from the deck; if you have three offices, draw three cards. Docker (12 coins): If you exchange goods for your first action, you can exchange one extra goods cube per docker you

Trade agreement (11 coins): If you earn coins in any player's second action, gain 2 extra coins per trade agreement you have.

When the goods deck runs out, the game ends immediately. Whoever has the most coins wins.

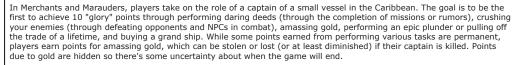


Merchants & Marauders (2010)

User Rating: N/A GeekRating: 7,11 - BGG Ranking: 343

Best with: 4 - Recommended with: 2,3,4

Merchants & Marauders lets you live the life of an influential merchant or a dreaded pirate in the Caribbean during the Golden Age of Piracy. Seek your fortune through trade, rumor hunting, missions, and of course, plundering. Modify your ship, buy impressive vessels, load deadly special ammunition, and hire specialist crew members. Will your captain gain eternal glory and immense wealth - or find his wet grave under the stormy surface of the Caribbean Sea?



A big component of the game is whether (or when) to turn "pirate" or remain as a trader or neutral party. Both careers are fraught with danger: pirates are hunted by NPCs (and other players) for their bounty and blocked to certain ports while traders are hunted by non-player pirates as well as their opponents and generally have to sacrifice combat capability for cargo capacity. Although players can kill each other, there is no player elimination as players may draw a new captain (with a penalty) so it's possible to come back from defeat.



Merchants Cove (2021)

User Rating: N/A

GeekRating: 6,69 - BGG Ranking: 858

Best with: 3 - Recommended with: 1,2,3,4

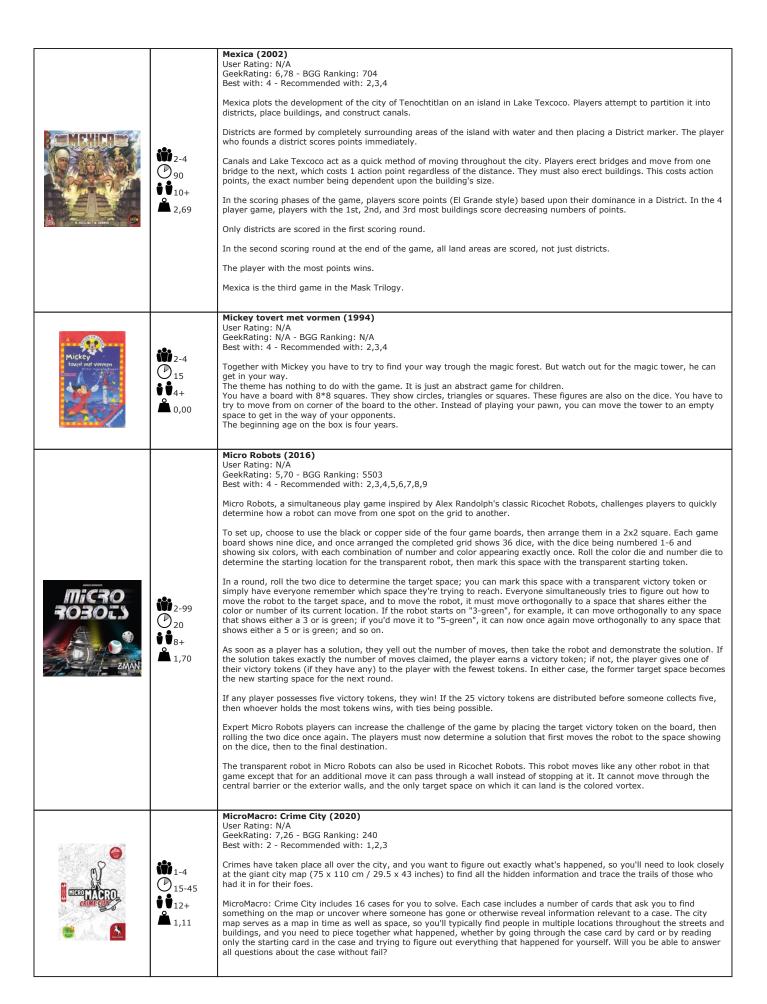
Welcome ashore! Merchants Cove is a highly asymmetrical eurogame where each player assumes the role of a different fantasy merchant with a unique shop. The merchants contend to sell their goods to the arriving adventurers at the cove's piers—the most famous markets in the Five Realms. Each player uses their own set of role-specific components and $game play \ mechanisms \ to \ produce \ their \ goods, \ increase \ their \ shop's \ efficiency, \ and-most \ importantly-get \ rich!$

Though the merchants work independently in their specialized shops, they compete against each other to attract customers, influence the demands for goods, and secure sponsorships from the four faction halls. To get an edge, merchants can employ local townsfolk to work in their shops as staff. Or if they dare to cut corners, they can gain leverage from the corrupt lair of rogues—but at what cost? After three days of selling at the markets, the wealthiest merchant shall be declared the winner!

—description from the publisher

Herbant for 2 1223	2-4 D 120 10+ 3,01	Merchants of the Middle Ages (1999) User Rating: N/A GeekRating: 5,99 - BGG Ranking: 2848 Best with: 4 - Recommended with: 3,4 A Medieval game of trade and commerce, Die Händler is set in Europe, where trade wagons carry wares between six cities on the board. Essentially, players buy goods, load them onto wagons and send them for maximum profit in other cities. The whole game looks very inviting. The medieval cities depicted on the board, together with the player crests, cardboard coins, money pouches, sticker decorated wagons and wooden commodity pieces, immediately creates the right atmosphere for the players. There are six cities - Paris, Cologne, Brugge, Gent, Vienna and Genoa - which are interconnected by roads. Three wagons carry goods from one city to another. No-one owns the wagons or controls any of them single-handedly, and in principle a player can put commodities on any transport. There are six different commodities - salt, iron, wine, silk, cloth and food - all of limited supply. The goal of the game is to make money by delivering goods to the towns, and use the money to buy increases in status. The game ends after a certain number of deliveries have been made and the winner is the player with the highest level of status.
There is a second of the secon	1-4 45-90 12+ 2,96	Merkator (2010) User Rating: N/A GeekRating: 6,39 - BGG Ranking: 1446 Best with: 2 - Recommended with: 1,2,3,4 Merkator is about the rise of Hamburg after the Thirty Years' War. You visit cities to collect goods or fulfill orders. The collected goods are added to the cities when a player visits a neighboring city. Fulfilling an order provides you with another better, but more complex order additional to the fulfilled order which you keep and can fulfill again, although the number of orders you can own is limited. Each order itself is worth a certain amount of points at the end of the game. Also you can exchange these points for special cards which provide additional goods in certain cities or more victory points if you fulfill certain conditions at game end. Depending on the city you want to enter you either receive a resource called "time" or you have to spend it. By paying a certain time-fee you are allowed to accompany another player on his trip to a town to fulfill your orders in this town (but not to collect goods). The game ends when a player receives the order with the highest value by fulfilling the order one level below. UPC 4015566030602
MERLIN	1 2-4	Merlin (2017) User Rating: N/A GeekRating: 6,53 - BGG Ranking: 1124 Best with: 3 - Recommended with: 2,3,4 King Arthur is searching for a worthy heir. Together with Merlin, he tries to find the best candidate among the Knights of the Round Table. In Merlin, players move their knights or Merlin with the help of dice around the action ring to get the most desired actions. While the knights are only moved by the corresponding player, Merlin can be moved by all players, which makes integrating Merlin in one's plan a tricky endeavor. There are multiple ways to score victory points such as defeating barbarians, building manors in the surrounding area and increasing one's influence in the six counties. Additionally, players can fulfill task cards during their turn to get more victory points. The player who plans his actions most efficiently will ultimately have the most points and thus will be the royal successor of King Arthur.
Martins Gaban	10 2-4 060 10 12+ 1,00	Merlins Erben (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 3 - Recommended with: 3 Each Player is a druid, trying to become the leader of all druids by mixing magic potions out of herb-cards and using the powers of celtic gods. "Merlins Erben" was the last game published by Salagames and was republished 1995 by Hexagames with modified rules as "Die Druiden".
The state of the s	2-4 20 8+ 2,25	Meschugge (1988) User Rating: N/A GeekRating: 5,48 - BGG Ranking: 23304 Best with: N/A - Recommended with: 2,3,4 Cards have a color word on it and a color on it, not generally the same. For example, the word "blue" might be in red. Each person has a hand of such cards. A card is revealed from a deck. A die is rolled and results in "WORD" or "COLOR". The goal of the game is to be the first person to put down a correct card, where correct is: WORD: a card the color of the word of the revealed card. COLOR: a card with the word that is the color of the revealed card. For example, if the card is a blue card with the word "red" and WORD is rolled, then you must play a red card from hand (not one that says red). If COLOR is rolled you must play a card with the word blue. Clear? Well, I suppose it isn't supposed to be. Things are spiced up by not being allowed to play if a card which describes itself is revealed (a red card saying "red" for example"), and by having a special "contra" call when you play the reverse card of the one shown (red card saying "blue" is contra blue card saying red.)

MESOPOTAMIA	10 2-4	Mesopotamia (2005) User Rating: N/A GeekRating: S,94 - BGG Ranking: 3196 Best with: 4 - Recommended with: 2,3,4 At the center is the Ziggurat, where you must bring 4 sacrifice tokens to win. But to deliver them, you must have sufficient Mana reserved by praying in temples, which players build. You bring your sacrifices from 4 huts that you build, and you can breed at an empty hut to increase your people. To build huts, temples, and Mana, you use rocks and timber that you collect from quarries and forests. Each turn, you can move 5 places, placing new tiles if you go off the map, seeding stones or timber if they are quarries or forests, and carrying resource to empty plains if you want to build. Building a hut or temple, breeding, or drawing an action card ends your turn, and you bank Mana if you have people on temples. So gradually, you build up your clan and have them do different things. Some stand at temples to pray, some explore and carry resource, others help build or breed. And when you deliver a sacrifice, you kill the messenger too, thus needing to breed more. Expanded By Mesopotamia: Expansion
METEO	90 10+ 2,18	Meteo (1989) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21007 Best with: 4 - Recommended with: 3,4 An unusual game based on the theme of building hotels and cruise ships and trying to ensure that they get idyllic weather. The weather is controlled by clear tiles that overlay the squares on the board, and can be moved - but the wind can only change by a very limited amount each turn.
MeTro	30 30 38+ ▲ 1,69	Metro (1997) User Rating: N/A GeekRating: 6,14 - BGG Ranking: 2207 Best with: N/A - Recommended with: 2,3,4,5,6 Similar to Streetcar, Tsuro, Tantrix and Spaghetti Junction, this game has players putting square tiles onto the board to form rail lines. The major difference in this game, however, is that players are not striving to make short, direct routes like those sought in Streetcar. Instead, the object of the game is to make the rail lines as long as possible. Players start with a number of trains ringing the board. Whenever a tile placement connects a train to a station (either on the edge or the center of the board), that train is removed and the player scores one point for each tile that the route crosses, which can cause one tile to score multiple times if the track loops around. However, players score double for city connections, which are the stations in the center of the board. For those interested in graph theory, a key part of the Metro game design is that the routes will always connect a starting subway train station with an empty destination station, rather than routing to another starting subway train station. The tiles implement a design principle which allows any tile to be placed on any open grid space, subject to rules for alignment with existing tile edges. If correctly placed per the rules, the routing will allow for all trains to score, albeit not necessarily for the high run value the owner would like to attain. The game was originally issued as Iron Horse (not to be confused with Iron Horse). Re-implemented by: Cable Car
WETE OF DESCRIPTION OF THE PROPERTY OF THE PRO	1 2-4	Metropolys (2008) User Rating: N/A GeekRating: 6,55 - BGG Ranking: 1093 Best with: 4 - Recommended with: 2,3,4 Talented Urban planners and architects rival each other to construct luxury, elegant buildings of glass and steel, defying the laws of balance. Who will eventually impose their style to leave an indelible trail in the history of the city? The answer is in your hands! The players are urban planners in quest of prestige. Over the course of the game, players will try to construct their buildings in the best locations. As soon as a player has placed all of their buildings, the game ends. The player with the most prestige is the winner. Each turn a player will pick a space on the board and place one of their buildings (bidding markers) into the space, with the bidding number shown. Each following player can then either pass or raise the bid by placing a higher numbered building into an adjacent space. The eventual winner of the bid flips his building number side down and all losing bids are returned to players. A new round commences. Spaces on the board are differentiated by Metro spaces, which are worth points and reward the player with the most at game end; archaeological sites, which are worth minus points and penalize the player who most recently built on one; and fashionable locations, which are just worth extra points. In addition, each player has up to two hidden agendas that they are secretly trying to achieve, such as trying to surround water fountains or occupy both sides of bridges.





GeekRati Best with

Milestones (2021)

User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22725 Best with: 2 - Recommended with: 2,3,4

Your goal in Milestones is to score as many points as possible as a team, but throughout the game you'll each be working on a goal individually with very limited communication during play.



To set up, divide the deck of cards into three piles according to their difficulty. Each player draws a goal card of their choice and keeps it hidden. Flip the three-minute sand timer to begin play. To start, one player rolls all six dice, which have the numbers 1-6 on the sides with a different color on each side. Players then take turns in clockwise order grabbing and rerolling as many dice as they wish from what lies on the table. If at any time the die results allow you to complete your goal card in hand, place that card on your "completed goals" pile, then draw a new card from the pile of your choice. Sample goals are have three dice with the same number, have three dice of the same color in sequence, have no visible red or black dice, or have a pair of a certain color and a different pair of a certain number at the same time.

When the sand timer runs out, tally the points for completed goals. To make the game more challenging, you can shuffle all of the goal cards into a single deck or you can lay out 1-4 public special goals at the start of the game; if you fail to complete all of the special goals, then your final score is 0 no matter what else you do.

Mille Fiori (2021)

User Rating: N/A

GeekRating: 6,64 - BGG Ranking: 944 Best with: 4 - Recommended with: 3,4

In Reiner Knizia's Mille Fiori (millefiori is a glasswork technique for decorative patterns, the name means Thousand Flowers), you take the role of glass manufacturers and traders who want to profit as much as they can from their role in the production of fine glass art.

The game board features different aspects of the glass production cycle: workshops where the glass is created, houses where it's installed, people who support your work, trade shops where it's sold, and the harbor where ships take the glass to faraway locations. You want to be present in all of these areas, preferably at just the right time to maximize your earnings. The gameboard features 109 spaces, with one card in the deck for each of those spaces.

At the start of a round, each player receives a hand of five cards. Each player chooses a card from hand, then passes the remaining cards to the next player, then each player plays their card in turn, beginning with the round's start player and typically placing a diamond-shaped token of their color in the location depicted on that card:

In the Workshops, you score 1 point for each of your tokens in a connected group with the newly placed token, doubling that score if you played on a pigment field.

In the Residences, you score the listed number of points, and if your token is preceded in the line by one or more tokens of

your color, you score those previously played tokens again. In the Townspeople area, you score 1, 3 or 6 points based on the height of your token in the pyramids, but you can only

place at higher levels if the lower spaces are filled. Double your points if the card symbol matches the space your filled. Supporting tokens score again as higher tokens are placed.

In the Trade shops, four types of goods are present, and when you place a token, each token on that goods type scores for its owner points equal to the number of goods of that type now covered.

In the Harbor, you move your ship equal to the number on the played card, scoring points based on the space where you

In the Harbor, you move your snip equal to the number on the played card, scoring points based on the space where you land, then place a token in one of the five rows. When that row is filled with three ships, each token in that row scores for its owner 1/3/6/10 points depending on the number of trade goods in that row.

Alternatively, you can play a card for ship movement points and not place a token on the game board.

Each player plays four cards in a round (in a 3 or 4 player game), then adds the last card in hand to those displayed beside the game board, then the start player marker rotates and you begin a new round.

For each of the five areas, you can meet a certain condition that allows you to play a bonus card from those beside the game board, e.g., in the Workshops when you place the third card that surrounds a bonus card symbol, or in the Trade shops when you score a goods type that gives someone else more points than you. When you play a bonus card, you might trigger another bonus card... and then another!

Additionally, there are five different ways to score substantial bonus points for the areas, e.g., in the Residences you need to place tokens on houses of four different values, and in the Townspeople area you need to place tokens on all three types in a pyramid. You can only score each area's bonus once, and importantly each time a bonus is claimed then the value available for later players is reduced.

When someone has placed their final diamond token or when you can't deal a new hand of five cards to each player, then the game ends and the player with the most successful glass dynasty (most points) is declared the winner.





Millionenraub (2013)

User Rating: N/A
GeekRating: N/A - BGG Ranking: N/A
Best with: N/A - Recommended with: 2,3,4

A theft at the museum! Even though the museum is crowded with visitors admiring paintings and sculptures of great artists, nobody notices that the exhibition's most famous work of art has been stolen by an unknown thief. A voice sounds from the loudspeakers — "Nobody leaves the building!" — and the player inspectors are suddenly on hand to question visitors and find important clues. An exciting pursuit for the culprit begins in Millionenruab. Who will catch him first?





Mimik Memo (2010) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A

Best with: 3,4,5,6 - Recommended with: 2,3,4,5,6





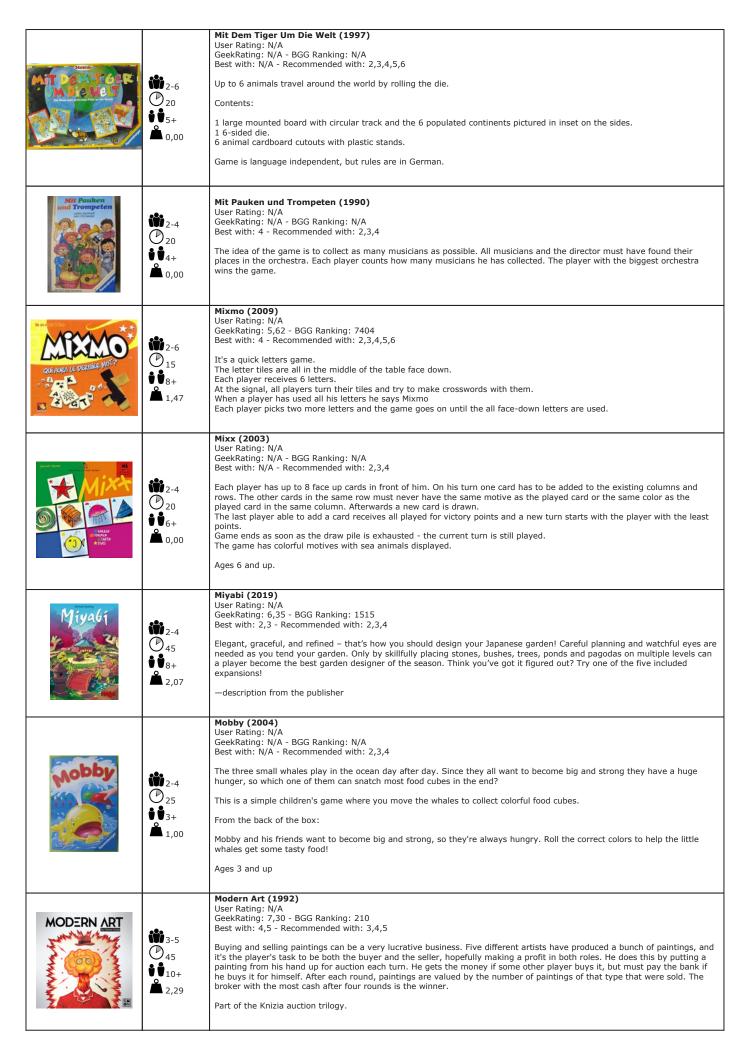
From publisher site:

Little hippo chuckles and pokes out his tongue while trying to touch the tip of his nose. The children first turn round an animal card and imitate the snout shown there. Then they try to find the identical animal card. With each error, however, the cheeky monkey Anthony moves one square ahead. Will the children be quicker than Anthony? A co-operative memory game for 2-6 little face acrobats ages 3-8. Includes competition variation.









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Mogelei (1995)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: 4,5 - Recommended with: 4,5

An unusual trick-taking, point-based bluffing card game.

Getting as many points as possible by collecting egg cards and avoiding cards with fried eggs.

Game play The 12 egg cards are put into a stack.

The other cards (in four colours, each with values 1-24) are shuffled if the game is played with 8 players. If there are fewer players, specific cards are removed. Each player is dealt 12 cards.

The start player calls a colour. Each player puts a card in front of him/herself, face down. If you have a card of the called colour, you have to put down a card of that colour. If not, you can choose any of your cards.

When all players have put down a card, each player decides if he/she wants to reveal his/her card, starting with the start player. You can only reveal your card if it is of the colour that was called. But if you have played a card in the called colour, you can choose to pretend you didn't and thus don't reveal your card.

If nobody reveals a card, the caller stays in control. If any cards have been revealed, the player with the highest card takes over control.

The player in control can choose between

continuing ending the round doubting a player.

If the player in control continues, the same colour stays active and all players put a second card on top of the previous. If the player in control ends the round, the biggest liar is determined: the unrevealed cards are revealed and the player who played the highest card in the called colour gets an egg card. Then all played cards are put into a stack next to the player. If the player in control doubts a player, that player has to reveal his/her played card. If it is of the called colour, the doubted player must take all the played cards. If the player in control incorrectly doubts a player (i.e. they played a card in a different colour), the doubter must take all the played cards. Some cards have fried eggs printed on them, which count as negative points.

The game ends when the last card has been played.

Each egg card is worth 3 points, each fried egg on one of the cards a player has received counts as -1. After five games, all points are added up and the player with the most points wins the game.

Mole Hill (1997)

User Rating: N/A GeekRating: 5,55 - BGG Ranking: 11927

Best with: 2 - Recommended with: 2

In this strange little game, players take the roles of a gardener protecting his lawn and a mole digging it up. The gardener must try to block the mole's moves and fence him in quickly, while the mole must dig as many holes as possible before being caught.

Essentially, the mole may move any direction, horizontally or diagonally from square to square, while the gardener places boundary sticks down along the edges of the square, which the mole may not cross. The mole and gardener may either move or place down a boundary stick, and move alternately. Eventually, the gardener will hem the mole in completely and the round is over. In addition, if the mole can move into flower beds, extra points are scored. By moving to the center, the mole may also tunnel deeply to any selected square on the board, thus escaping the (by then) rapidly closing trap of boundary sticks. Depending on how many moves this took, more or less points are earned by the mole.

Once points are totaled up, the roles are reversed and another round is played. The winner is the player who scored the most points as the mole.

The Mole in the Hole (1995)

User Rating: N/A

GeekRating: 5,76 - BGG Ranking: 4633 Best with: 3,4 - Recommended with: 2,3,4

A children's game that is equally entertaining for adults. Players move their moles, who are on a quest to dig underground searching for The Golden Shovel. A distinctive feature of this game is the multi-part board - there are four boards laid on top of each other, each with holes in it leading 'down' to the next level. Players move their moles to those holes and, when one board is 'complete' (i.e., all holes occupied), the board, and any moles remaining on it, are removed from play. Players continue working their way down from level to level, each board having fewer holes than the previous, until they reach the final level, which has only one hole leading to The Golden Shovel. A simple race-to-the-finish game with fun, colorful playing pieces, just as much fun with or without the kids!

This game is actually a mild re-working of Inner Circle, also called Top Star, by Virginia Charves. Thematically reimplemented as Up And Down.

Mole Rats in Space (2017)

User Rating: N/A GeekRating: 5,77 - BGG Ranking: 4554

Best with: 4 - Recommended with: 2,3,4

In Mole Rats in Space, you and your teammates are mole rats on a research station that has been invaded by snakes. You need to collect your equipment and escape the station before you're bit or time runs out.

On a turn, you carry out the instructions on the card in front of you, perhaps moving yourself or your teammates, moving one or more snakes, or adding a new snake to the board. Land on the bottom of a ladder, and the character (or snake) advances one level toward the escape pod; land on a chute, and you descend a level — or are shot out into the vast reaches of space where you die slowly of asphyxiation. Make sure that only snakes suffer this fate or you lose the game!

If you land on a snake, you're bit and must return to your starting location; get bit a second time, and you die. Run out of cards, you die. Let a snake board the escape pod, you die. In case that threat of death isn't enough for you, the game includes a pack of cards to add to the deck once you've triumphed a few times so that you can increase the challenge.

Designer: Matt Leacock Artist: Jim Paillot





Mombasa (2015)

User Rating: N/A

GeekRating: 7,52 - BGG Ranking: 103 Best with: 4 - Recommended with: 2,3,4

In Mombasa, players acquire shares of chartered companies based in Mombasa, Cape Town, Saint-Louis, and Cairo and spread their trading posts throughout the African continent in order to earn the most money.

"As I expected, the East African Company's network of trading posts has spread far into the West. They were even able to expand into a couple of diamond mines. It seems reasonable to invest our recent yield here in Mombasa, rather than to continue our unrivalled commitment in Cape Town. After all, it can only be to our advantage to have other irons in the fire. And when the day of reckoning comes, it will show whether our hoarding of holdings and our intransigent eagerness are

worth it...





Mombasa is a tense Euro-style strategy game set in 18th century Africa in which players invest in four chartered companies. Using influence to help them expand across the continent improves the value of the players' shares in these companies. Players will also trade in bananas, coffee or cotton, work together with diamond merchants and ensure that the accounts are kept up to date. To make the most of this one will need to have the correct action cards (back) in hand at the same time, which needs excellent forward planning.

Mombasa features a unique, rotating-display hand-mechanism that drives game play: Players start with an identical hand, but acquire new and more powerful cards from the rotating display throughout the game. Each round players choose action cards from their hand, place them face down in the so-called action slot (beneath the player board), and then reveal them simultaneously to carry out the actions. At the end of the action phase, each card is moved to the so-called resting slot (above the player board). Cards in the resting slots are inactive and cannot be used until they are recovered - each round one can only return cards of one resting slot which is why it can make quite a difference in which action slots certain cards are placed.

The game ends after seven rounds, players add up their scores in different categories, and the player with the highest score (who has earned the most money) wins the game. With a variety of paths to victory and double-sided company boards, each game will be a new and different challenge.

Momo (1987)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6,7,8

extrapolated from English rules:

A co-operative game for two to six players twelve years old or more.

A board in two parts

Two colored wooden pieces (Momo and the tortoise Kassiopeia) 12 colored wooden discs (the hour flowers) 84 hexagonal cards and 4 spare cards

- top side : dream pictures or question marks

under side: green or grey

One day the children notice that people have less and less time. Momo finds out that spooky 'grey men' are tempting people to bring them their time to save it in a time savings bank. In fact they are stealing their time. The more time they save, the colder, sadder, more hurried and poor their existence becomes.

Finally, with the help of a wonder flower and Master Hora's advice, Momo and Kassiopeia the tortoise, try to beat the grey men and give the people back their time.

Momo and Kassiopeia must find the way to Master Hora and meet each other at the gate to the never-alley. But how? Momo has a dream. She sees a picture that shows the way. Kassiopeia also has a dream. It is as if she goes along a dream street and after a long time meets Momo at the gate to the never-alley.

First, the players split into two groups.

One group takes the yellow Momo figure, all the cards with the yellow edges, and one half of the board.

The other group takes the brown Kassiopeia figure, all the cards with brown edges, and the other half of the board. IMPORTANT:

The two groups don't play against each other but with one another. Each group respects the other and doesn't make things too difficult or too easy.

The start of the game

The two groups sit apart from each other so that they cannot see the other half of the board, preferably on two separate tables.

Each group sorts their cards. The green cards and the grey cards are separated. At first, only the green cards are used, as well as the Gigi and Beppo cards.

Each Group now lays a selected card, with a dream picture showing, on a space on the board. But not on one of the three approaches to the never-alley. This card is the start square. Momo and Kassiopeia are placed here on their respective hoards.

For the first game, the path should not be more than ten cards long. See the illustration.

The storytelling begins

In turn, each group tells the other a story, involving the dream pictures on the chosen path. For each question mark on the path, the group thinks up their own imaginary picture

The other group listens carefully and tries to remember the story.

After the two stories have been told, the grey cards are placed on the empty squares of the board (colored pictures face up). The whole board is now full of dream pictures and question marks, and the original path is no longer clear.

The two groups come together and put the two halves of the board together. Each group now positions itself by the other half of the board and will soon move the figure which goes with that half.

Momo and Kassiopeia run through the city

At last Momo and Kassiopeia set off. Each group moves their figure in turn onto an adjacent space. It is important that all the players should participate by recalling the story they heard and they should all agree which space the figure should move to.

Before either Momo or Kassiopeia is placed on a new card, the card is turned over. If the underside is green the card remains turned and the figure steps onto it. But if it is grey, the world, once again, becomes a little colder, and an hour flower is taken to the time-store of the grey men. Master Hora's flower is left until last.

Momo and Kassiopeia may not step on the grey cards.

Gigi and Beppo help Momo and Kassiopeia. If a group finds one of the friends, this group may expose any chosen card. In this case, no flower need be given up if the chosen card is grey.

When Momo or Kassiopeia reach the gate to the never-alley, they wait there for each other and go together to Master Hora. Master Hora gives them his flower and so Momo and Kassiopeia free all the captured flowers. The flowers are given back to the people. Together you have won the game. If Master Hora has to give up his flower to the grey men no more can be done. Momo and Kassiopeia, together, have lost the game.

Mondo (2011)

User Rating: N/A GeekRating: 6,03 - BGG Ranking: 2646 Best with: 3,4 - Recommended with: 1,2,3,4

In Mondo, players compete against each other while also racing against the clock. Each player has a small world board with empty spaces on it, and all players simultaneously pick tiles depicting different animals and environments from the middle of the table and place them on their world board, trying to create complete areas of the same environment. A new tile must be placed next to an already placed tile, but the environmental borders don't have to match. (These errors will earn negative points when the board is scored.)

When the timer runs out, players score bonus points for each animal and each completed environment and score negative points for volcanic tiles, empty fields on the world board and mismatched tiles (for example, a tile with a forest border connecting with a tile with a water border).

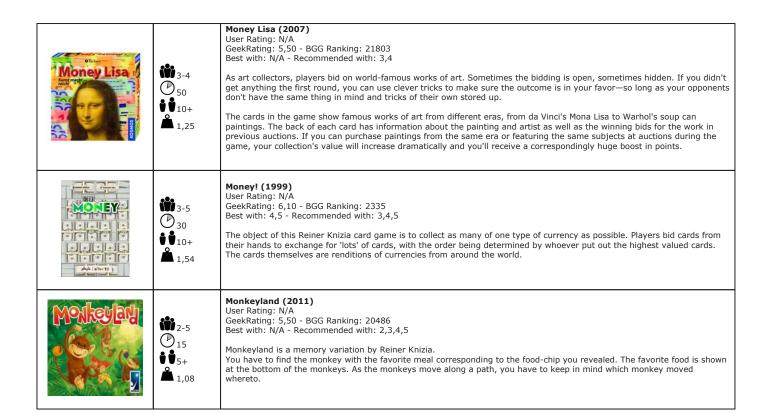
Mondo includes three degrees of difficulty, in addition to additional goals and ways to achieve (and lose) bonus points, as well as rules for solo play.











Monopoly (1935)

User Rating: N/A

GeekRating: 4,29 - BGG Ranking: 25395 Best with: 4 - Recommended with: 3,4,5,6

Theme

Players take the part of land owners, attempting to buy and then develop their land. Income is gained by other players visiting their properties and money is spent when they visit properties belonging to other players. When times get tough, players may have to mortgage their properties to raise cash for fines, taxes and other misfortunes.

Gamenlay

On his turn, a player rolls two dice and moves that number of spaces around the board. If the player lands on an as-yetunowned property, he has the opportunity to buy it and add it to his portfolio or allow the bank to auction it to the highest bidder. If a player owns all the spaces within a color group, he may then build houses and hotels on these spaces, generating even more income from opponents who land there. If he lands on a property owned by another player, he must pay that player rent according to the value of the land and any buildings on it. There are other places on the board which can not be bought, but instead require the player to draw a card and perform the action on the card, pay taxes, collect income, or even go to jail.

The goal of the game is to be the last player remaining with any money.

Cultural impact on rules

Monopoly is unusual in that the game has official, printed rules, but most players learn how to play from others, never actually learning the correct way to play. This has led to the canonization of a number of house rules that make the game more palatable to children (and sore losers) but harm the gameplay by preventing players from going bankrupt or slowing down the rate of property acquisition. One common house rule has players put any money paid to the bank in the center of the board, which jackpot a player may earn by landing on Free Parking. This prevents the game from removing money from play, and since players collect \$200 each time they pass Go, this results in ever-increasing bankrolls and players surviving rents that should have bankrupted them. Another house rule allows players to take "loans" from the bank instead of going bankrupt, which means the game will never end. Some house rules arise out of ignorance rather than attempts to improve the game. For instance, many players don't know that properties landed on but left unbought go up for auction, and even some that know to auction don't know that the bidding starts at \$1, meaning a player may pay well below the listed price for an auctioned property.





Background

In the USA in 1933, Charles Darrow devised Monopoly based on an earlier game by Elizabeth J. Magie. The patent was filed 31st August 1935 while the game was on sale in America. Based on an earlier game, The Landlord's Game, it was at first rejected by Parker Bros., as being too complicated to be a success. How wrong could they be! It came to the UK in 1936, made under licence by Waddingtons. Darrow died in 1967 having realised he had developed one of the most successful board games of all times. It was awarded as Game of the Century by the TRA (Toy Retailers Association).

Monopoly was patented in 1935 by Charles Darrow and released by Parker Brothers. The game was actually one of a number of variants in existence at the time, all of which date back to an earlier, 1904 game by Elizabeth J. Magie called The Landlord's Game. Magie was a proponent of the Single Tax put forth by famous author Henry George. The game was designed to show the evils of earning money from renting land (as it leads to the destitution of all but one player) and the virtues of the proposed Single Tax - players could choose to play under regular rules or alternate "Single Tax" rules.

The game didn't really go anywhere and Magie lost interest in it. Variations of the game evolved, however, and homemade versions traveled up and down the Atlantic coast and even as far west as Michigan and Texas, being developed all along the way. Eventually the game was noticed by Charles Darrow, who introduced it to the world in its current form.

Re-implements:

The Landlord's Game

Expanded by: Official

Monopoly Stock Exchange Add-on Monopoly Free Parking Mini Game Monopoly Get Out of Jail Mini Game

Unofficial

Super Add-Ons: Monopoly (fan expansion for Monopoly) Entrepreneur's Accessory to Monopoly (fan expansion for Monopoly)

Game Spice: Monopoly Expansion (fan expansion for Monopoly)

Mafiopoly

Monopoly: Mob Rule Expansion Deck

Final Fantasy Monopoly





Monopoly Junior (1990)

User Rating: N/A GeekRating: 4,92 - BGG Ranking: 25374 Best with: 3,4 - Recommended with: 2,3,4

Join Rich Uncle Pennybags and his nieces and nephews for a thrill-filled day at the Amusements along the Boardwalk - the Roller Coaster, the Magic Show, the Water Slide, the Video Arcade and more

Of course the kids want to get into the act, so they set up Ticket Booths on the Amusements and collect fees from other players who land on them! Set up a Ticket Booth on two Amusements of the same color, and you can collect double the fee! Draw a Chance card and you may take a ride on a Miniature Railroad, win a free Ticket Booth...or pay \$3 to visit the Rest

With all this money changing hands, sooner or later one of the players runs out - and the player with the most cash on hand

\bigcirc_{60} **(1)** 2-4 \bigcirc_0 **1** 2-10 \bigcirc_{180} (P)₉₀ **11**3-5 D₂₀₋₃₀

Monopoly Millionaire (2012)

User Rating: N/A

GeekRating: 5,45 - BGG Ranking: 24790 Best with: N/A - Recommended with: 3,4

It's Monopoly, but it's not! Here are some ways that it is different:

- 1) You win when you have \$1 million in cash.
- 2) You can upgrade your playing piece to have a better chance of winning. (Your salary for passing Go is bumped up, and you can potentially make more money from the Chance/Millionaire Lifestyle cards.)
- 3) Property spaces start with Fortune cards on them. (These allow you to build houses for free, force you to auction a property, or even allow you to steal properties from other players.)
- 4) No paper money. All the money is on little tiles.4) No banker necessary because the money tiles are placed in the middle of the board.
- 5) No taxes, no railroads, no utilities. The board only has 8 spaces per side instead of the usual 10.

Otherwise most of this game is stuff you will recognize from the original. Many gamers will be pleased to hear that this game puts a stronger focus on auctioning unpurchased properties, instead of the classic house rule of leaving it unowned. Also the \$1-million victory reduces the odds of player elimination and multi-hour games.

Monopoly: Crazy Cash (2009)

User Rating: N/A

GeekRating: 5,49 - BGG Ranking: 22667 Best with: 3,4 - Recommended with: 2,3,4

From the box: The money is "flying" in MONOPOLY Crazy Cash – and the better you play, the zanier the game! Move fast to grab airborne cash as it spits out of the electronic cash machine. Did you just grab a Chance card? Super silly instructions will have you trumpeting like an elephant or swinging imaginary golf clubs. Construct crazy hotels, trade properties and collect rent to keep the cash flowing. Real estate's never been so much fun!

Gameplay is like standard Monopoly, buy properties and collect rent. The main difference is this board has cash machine spaces. Land on this space and the machine shoots out cash and chance cards. When someone runs out of money, or the cash machine runs out, the game is over and the player with the most money wins.

Monopoly: Deluxe Edition (1995)

User Rating: N/A

GeekRating: 5,36 - BGG Ranking: 25245 Best with: 4 - Recommended with: 3,4,5,6

Released in 1995 for the 60th anniversary of Monopoly, Deluxe Edition has a variety of visual improvements over the original game, as well as some additional pawns. The box, board, and pieces are more detailed and colorful. There is a rotating holder for deed cards. Money is held in a fancier holder. It is all just fancier pieces. Gameplay is the same as the original Monopoly.

Monopoly: Zapped Edition (2012)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Monopoly: Zapped Edition updates the classic game by combining the attributes a board-game with the technology of an iPad/Phone/Pod Application. The APP is free and is quick and easy to download from the APP store. The basic mechanics of Monopoly are here, but with an updated look and no hard currency. Players use the app to buy and auction property, transfer money, pull Chance/Community Chest cards and take part in mini-games as play evolves. Each player has their own touch-banking cards which track their balances and allow for electronic transaction on your device.

Game Board comes with Rubber Pads, 6 tokens, 28 Property cards, 32 green houses, 12 red hotels, 2 dice, 4 Monopoly Touch-banking cards and instructions.

Note: An internet connection/iTunes account are required to download the app but not for game-play. App is in English language only.

Monster Inn (2022)

User Rating: N/A

GeekRating: 5,52 - BGG Ranking: 17191 Best with: 4,5 - Recommended with: 3,4,5

Good staff is hard to find, especially at a Monster Inn. As dungeon masters, you'll need to look around the local tavern for battle-hardened monsters for your dark dungeon. But the other dungeon masters in your neighbourhood had the same idea, kicking off a fierce bidding competition for the best monsters! If you're not careful, not only will you get the weakest monsters, but you'll also get one of the nasty humans lurking around the tavern.

In Monster Inn, creature cards of varying value with monsters and humans are revealed in each round. Players want to hire the most powerful monsters and send the nasty little humans to their competitors. Each round players will bid on the cards with gold coins or gems. But the humans are always auctioned off first, and those who can't or don't want to bid any longer take the current pool of treasures and the card that is currently being bid on. Who will be the cleverest and fill their own dungeon with powerful monsters that will defeat the humanoid intruders?

-description from publisher

Monster Mash (1987)

User Rating: N/A GeekRating: 5,54 - BGG Ranking: 12368

Best with: N/A - Recommended with: 2,3,4

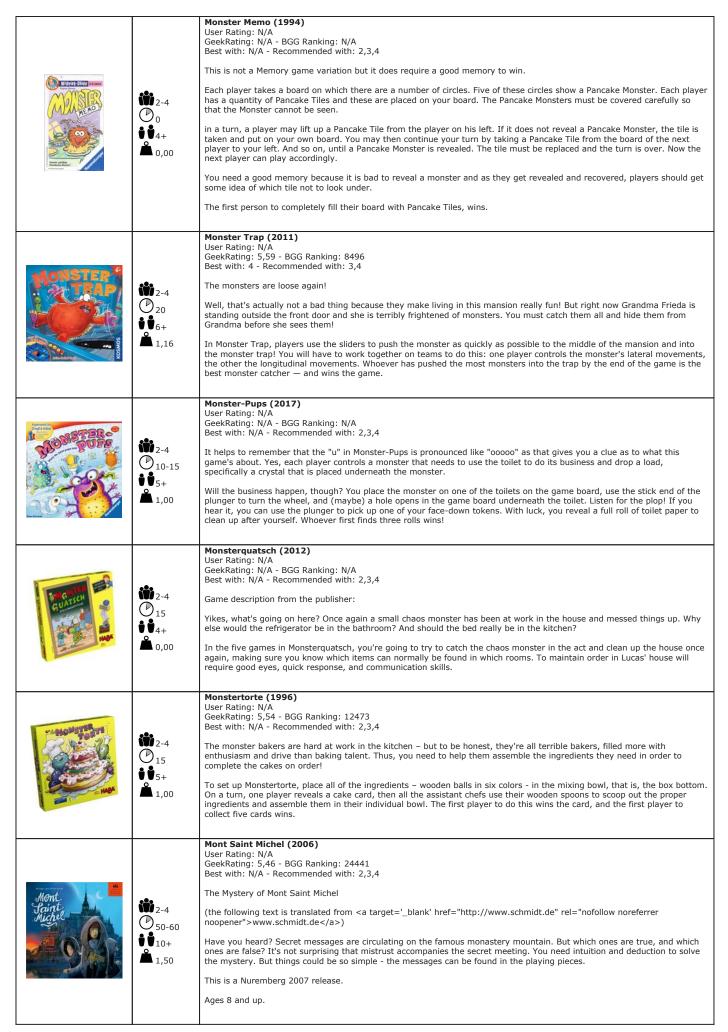
This childrens game comes with 27 monster cards, 4 "thwacker" hands with suction cups, and a clever "monster-maker" machine. Each monster has one of three sets of eyes, one of three mouths, and one of three bodies. The monster maker consists of three panels that spin randomly, stopping to form one of the monsters. Players then scan the cards on the table to try to find the one that matches the monster. Whoever "thwacks" the right monster with their thwacker (a long-handled stick with a hand with a suction cup at the end) and picks up the card wins the point.

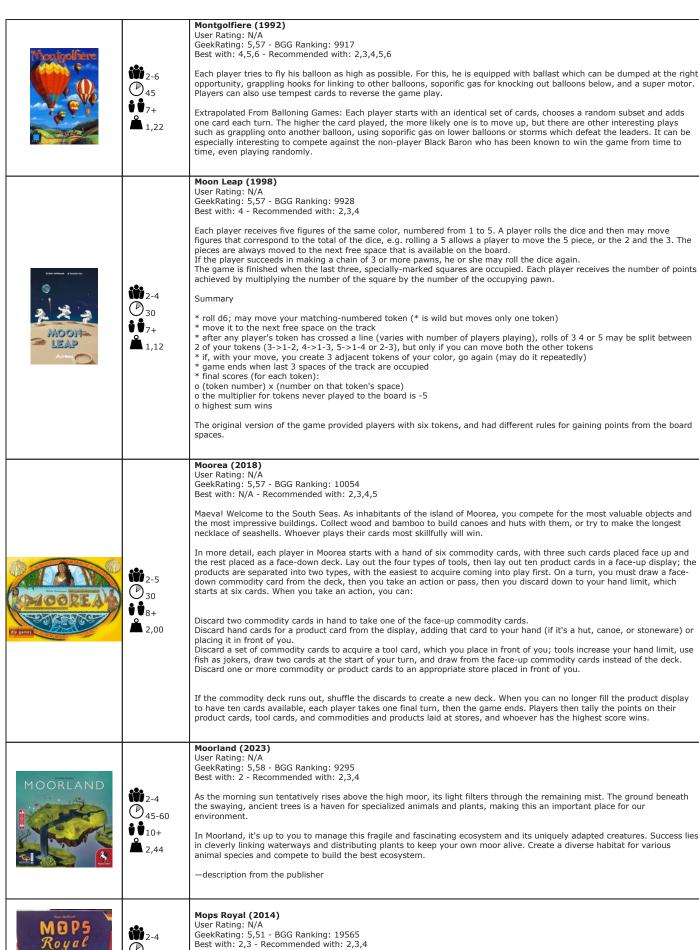
The publisher's description:

"Imagine that you're a hunter in the deep, dark jungle. But it's not just any jungle. This one is filled with big, blobby monsters that run wild. Shhh! They're hiding everywhere. But not for long. Press the button on the Monster-Maker Machine and...aha...one appears in a flash! That's the one you've got to mash with your THWACKER hand. Can you do it before the other hunters do? If you think you can, then it's time you started off on this slaphappy adventure called MONSTER MASH. Happy hunting!

1,25



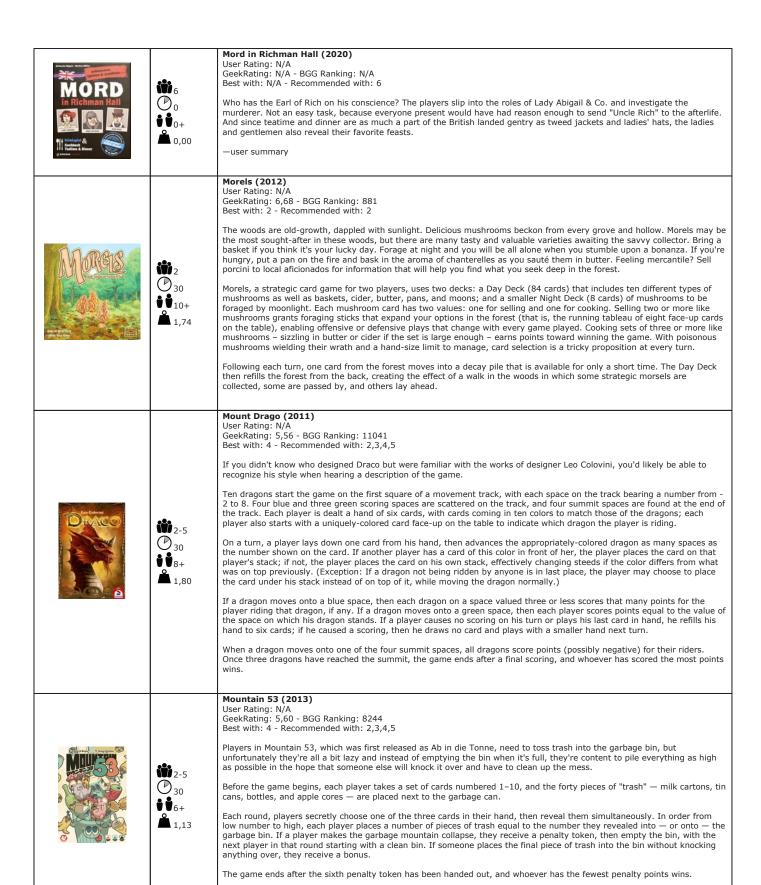








Players are building a 5x5 grid out of their tiles trying to position their tiles next to tiles sharing the colour or the symbol of the newly placed tile in order to create scoring opportunities for themselves. Every time you score you turn over one of the tiles used for scoring and can't use it again.



Mountain	2-4 20 3 8+ 1,14	Wountain Goats (2010) User Rating: N/A GeekRating: 6,25 - BGG Ranking: 1786 Best with: 3,4 - Recommended with: 2,3,4 In Mountain Goats you work to move your goats to the top of 6 different mountains where they can score points as long as they stay there. You can share spaces with other goats on the way up, but there is only room for one goat at the top of each mountain. If someone else's goat moves to the mountain top, they will kick you off and you'll have to start your trek over. It's a game about timing. You need to not just get to the top of the mountain, but get there when no one else is in position to knock you off. It's a game about keeping your eye on your opponents. Maximizing your score, but also making sure you don't let anyone else score too much. There is the fun chance to knock each other off the mountain. But it doesn't feel too mean because you can only knock back goats that are in a scoring position, and it isn't a huge setback. It is just a normal part of the cycle of the game. —description from the publisher In Level X, each player has six playing pieces that they try to place at the end of the movement tracks on the game board in order to score victory points (VPs). The tracks are labeled 5-10, and they are 2-4 spaces long. On a turn, you roll four six-sided dice, then place them into groups of 1-4 dice with each group ideally totaling from 5 to 10. If you make such a group, you can either place one of your playing pieces on the first space of the track matching that number or advance your playing piece on that track until you reach the final space: the X. Whenever you first land on an X,
		you take a VP token worth a number of points equal to that track's number. If you are already on an X and roll that number again, you take another token. Only one playing piece can be on an X; if someone else lands on an X that you occupy, you remove your playing piece from the board and can start down that track again later. If you collect one token of each value (5-10), you take a bonus card, with the first being worth 15 VPs and the others worth 12, 9 and 6. When all the bonus cards have been claimed or three of the VP token stacks are empty, the game ends. Whoever has scored the most points wins! Part of the Schmidt Spiele Easy Play line.
Mountaincering	1-6 0-45 1-7+ 1,17	Mountaineering (1973) User Rating: N/A GeekRating: 5,47 - BGG Ranking: 24056 Best with: 4 - Recommended with: 1,2,3,4,5,6 (From Box Cover) As in real mountain climbing, we work as a team to get to the Summit and safely back down again. We share the Equipment, plan Strategies together & handle whatever Troubles come our way. Snowslides, frostbite, sunburn, high cliffs Only one Mover is used, meaning that we are climbing as one team. The cards show the Problems we meet & what Equipment we use. Also cards not dice are used to make moves, so you can plan better. Easy to learn, so younger players can make a contribution, but challenging enough so older players will enjoy the adventure. Especially good for that middle range Ages 7 - 12. Parents will want to join in as well.
March 1	2-6 15 15 14+ 1,00	Mouse Match (2007) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 16182 Best with: 3,4 - Recommended with: 2,3,4,5,6 Seven nimble mice scurry from passage to passage and are never where you expect them. The game is a carousel with 6 holes and 7 mice. Some pieces of cheese are in the middle of the carousel. Every cheese has a color. On your turn, you have to pull out a mouse out of its hole. When the color on the mouse is the same as the cheese, you get the cheese. The player with most cheese, wins.
Mousquelaires	1-5 75 12+ 2,91	Mousquetaires du Roy (2010) User Rating: N/A GeekRating: 5,89 - BGG Ranking: 3465 Best with: 5 - Recommended with: 1,2,3,4,5 "Mousquetaires du Roy" is based on the novel "The Three Musketeers" by Alexandre Dumas. The Musketeers (a team of 1-4 players) are fighting against Milady to find the Queen's pendants before the end of the game. Meanwhile, they also have to defeat other plots in several places (Le Louvre, La Rochelle). A turn begins with Milady playing plots/cards, and secretly programming a destination. Then, each musketeer (D'Artagnan, Athos, Porthos, or Aramis) has 3-4 actions to choose amongst: move, draw a card, get equipment, exchange cards/equipment, challenge in one of his four characteristics, fight against one of Richelieu's guards, reinforce La Rochelle Milady can also reveal herself and send Rochefort to fight the Musketeers. The game includes rules for an AI-controlled Milady and can therefore be played as a pure co-op. "One against all, all against one!" Essen 2010 release.

Movies and Money (1979)

User Rating: N/A

GeekRating: 5,45 - BGG Ranking: 24836 Best with: N/A - Recommended with: 2,3,4

extrapolated from rules:

Movies & Money A game for 2 – 4 players Ages 8 and up Manufactured by Jumbo

Game materials Game board 25 miniature screens 25 movie cards 6 Golden Suns 2 special dice Play money

Preparation

Place the board on the table. Each player sits on one side of the board. The red, green, yellow or blue strip at the board's edge determines the color each player uses.

A player is chosen to be banker. He distributes to each player 1 million dollars (5 \times \$10,000; 3 \times \$50,000; 3 \times \$100,000; 2 \times \$250,000). He puts the remaining money beside the board and administers it separately from his own money.

The 25 movie cards are mixed thoroughly and a card is put face down on each board space.

The 25 miniature screens and the 6 Golden Suns are put beside the board.

Everyone throws the numbered die once. The player with the highest result (the star equals 6) begins. The game proceeds after him clockwise.

Play, phase 1

On his turn, a player throws both dice. The intersection of the column (number-die) and row (letter-die) determines a board space. If the movie card on this space is face down, the player can and should buy this space with this card. He pays \$10,000 to the bank and turns the card face up. Now, a miniature screen is put on this space. The player takes a screen from the reserve and puts it on the space so that his color appears through the two gaps in the framework of the screen.

Finally, the acquired movie card is put into the screen, face up.

Play, phase 2

As soon as all 25 movie cards are owned and face up in miniature screens on the board, the second game phase begins. Now movie cards can change hands.

Debts and bankruptcy

If a player must pay a sum and no longer has sufficient cash, he must sell his movie cards and/or Golden Suns. The player chooses what he would like to sell. The bank pays the sums printed on the cards, and Golden Suns fetch the same amount. Sold movie cards are turned face down again, and the screens and Golden Suns go back to the reserve. How-ever, the bank only takes back cards and Golden Suns if a player is insolvent.

A player who cannot settle his debts must declare bankruptcy. He gives all his remaining cash, miniature screens and Golden Suns back to the bank. The movie cards are turned face down again. The player retires from the game. If movie cards are turned face down in the second game phase, the game returns to the first game phase. Therefore, takeovers of movie cards that belong to other players cannot take place.

Negotiations

All players are allowed to negotiate with other players anytime, even if it is not their turn. Movie cards may be bought, sold or traded. Players can also negotiate in order to pay debts. They need not necessarily sell to the bank if they receive better purchase offers from players. Players can also negotiate whether owed sums on opponents' movie cards can be reduced or even free of charge.

Ending the game

The game is over when only one player remains. He is king of Hollywood!





Mr. Pop! (1980) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A
Best with: 2 - Recommended with: 2,3,4,5,6

Mr. Pop is a combination of Mr. Potato Head and Perfection. A player sets the timer and then flips over a card. The card pictures a completed face in one of three difficulty levels. The player must place the correct plastic facial features into the slots on Mr. Pop's head to match the illustration. If time runs out before the player finishes, the head pops up, scattering the poor sap's incomplete face across the table.





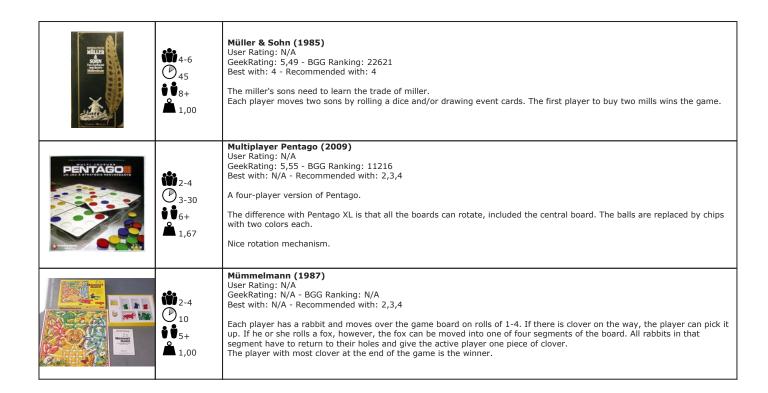
Muh & Mäh (2009)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Publisher website: "Oh dear! Farmer Berts' animals have all disappeared! But where have they gone? The children help Bert to search for the animals and bring them back to the farm: for the color game version they need some luck, for the tactile memory game a good memory and tactile abilities. A brightly colored tactile game for 2-4 players ages 3-8. Including two

game ideas"

Farmer Frank has lost all of his animals and needs your help finding them. Players take turns drawing animals from a bag, and if you draw an animal of your color, you get to place it on your farm. Use those delicate fingers to feel for the animals that you're lacking and fill up your board first. A sort of Lotto game.



Munchkin (2001)

User Rating: N/A

GeekRating: 5,69 - BGG Ranking: 5624 Best with: 4 - Recommended with: 3,4,5,6

Publisher's Description

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run.

Admit it. You love it.

This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm... or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium

And it's illustrated by John Kovalic! Fast-playing and silly, Munchkin can reduce any roleplaying group to hysteria. And, while they're laughing, you can steal their stuff.

Other

Part of the Munchkin series.

Munchkin is a satirical card game based on the clichés and oddities of Dungeons and Dragons and other role-playing games. Each player starts at level 1 and the winner is the first player to reach level 10. Players can acquire familiar D&D style character classes during the game which determine to some extent the cards they can play.

There are two types of cards - treasure and encounters. Each turn the current players 'kicks down the door' - drawing an encounter card from the deck. Usually this will involve battling a monster. Monsters have their own levels and players must try and overcome it using the levels, weapons and powers they have acquired during the game or run away. Other players can chose to help the player or hinder by adding extra monsters to the encounter. Defeating a monster will usually result in drawing treasure cards and acquiring levels. Being defeated by a monster results in "bad stuff" which usually involves losing levels and treasure.

In May 2010, Steve Jackson Games made the "big announcement." Many rules and cards were changed. See The Great 2010 Munchkin Changeover for details. Of note to Munchkin fans, the Kneepads of Allure card, which had been removed in the 14th printing, was added back to the game but modified to be less powerful.







The Good, the Bad, and the Munchkin Munchkin Apocalypse Munchkin Axe Cop Munchkin Bites! Munchkin Booty Munchkin Conan Munchkin Cthulhu Munchkin Fu Munchkin Impossible Munchkin Legends Munchkin Pathfinder Munchkin Zombies Star Munchkin

Related Board Games

Munchkin Quest

Super Munchkin

Online play

Vassal does not support Munchkin anymore. Former link: Vassal Module

Pegasus Expansions

Munchkin Sammlerbox Munchkin Sammlerkoffer

Munchkin Promotional Bookmarks
Munchkin Weihnachtsedition - The same as Munchkin, but with a promotional button that grants the wearer extra treasure (when worn in December).

Online Playthrough

There's a great YouTube playthrough with Will Wheaton and Steve Jackson (yes, the Steve Jackson) found here LINK





Munchkin Ouest (2008) User Rating: N/A

GeekRating: 5,63 - BGG Ranking: 6927 Best with: 4 - Recommended with: 2,3,4

Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin has been transformed into a

In Munchkin Quest, you can co-operate with the whole group, adventure with a partner, or strike out on your own. You

don't know what's behind a door until you open it...then another tile is added to the dungeon. Battle monsters for power and treasure, or send them after your friends. Reach Level 10, then get out alive if you can!

Mundus Novus (2011)

User Rating: N/A

board game...

GeekRating: 6,05 - BGG Ranking: 2566 Best with: 3,4 - Recommended with: 2,3,4,5,6

Spain, 16th century. You are a powerful ship owner in search of wealth from the recently discovered Mundus Novus (New World). Your goal: Charter fleets of caravels to collect valuable goods (including the legendary Inca relics) and trade to form the best sets to expand your business empire and make your fortune.

The game is played using two decks of cards: a deck of resource cards, which contains cards representing ten different resources, and a deck of development cards, which give special benefits to their owners. The game is played in rounds, with each round consisting of four phases:

Each round starts with the Event phase, in which a random event may occur that affects all players.

The next phase is the Supply phase. Each player receives five random resource cards, plus one resource card for each caravel (a type of development card) that he owns, chosen from a common pool.

Then, during the Trade phase, the players trade some of their cards. One of the players, the Trade Master, determines how many resource cards (2, 3 or 4) each player must offer for trade. The player that offers the resources with the highest value becomes the new Trade Master. He chooses one of the resources offered by one of the other players, and adds it to his hand, or exchanges it with a card from the market (three face-up cards that are available for such exchanges). Then, the player that he has taken a card from gets to take a card, and so on, until all the cards have been taken.

Finally, during the Progression phase, the players exchange their resources for doubloons and developments. A player may exchange one set of three or more of the same resource for a development. Bigger combinations and rarer resources will allow more choice of which development can be selected from the five that are on offer. In addition, players can exchange sets of three or more different goods for doubloons, with bigger combinations earning more doubloons.

If a player can make a combination of ten different cards (i.e., one of each type of resource), he wins the game. Alternatively, if a player has accumulated 75 doubloons, he wins the game. If no player has achieved victory by the time the development deck runs out, the player who has accumulated the most doubloons wins.

Murano (2014)

User Rating: N/A GeekRating: 6,39 - BGG Ranking: 1438 Best with: 4 - Recommended with: 2,3,4

Murano the game is set in Murano, a small group of seven islands near Venice that's well-known by tourists for its glassmaking. As in Venice, the islands of Murano are separated by canals, so gondolas and transportation are at the heart of

The game board depicts the islands of Murano, with the islands being divided up into building sites and walkways. Surrounding the islands is a series of action spaces, with gondolas being present in some number of them at the start of play. On a turn, you move one of the gondolas in the direction of play to an empty space, then take the action shown there. You can't pass another gondola while moving or land in an occupied space, but for a coin you can move a gondola that's in front of the gondola you want to move, and you can pay to move multiple gondolas, if needed.

Some actions place shops on the islands, with shops coming in different types. You mark a shop to show ownership, and when tourists show up later, they will shop at various stores depending on their proximity and the goods they offer. You also need to take actions to move your personal gondolas to islands so that you can take actions there.

Why are you doing all of this activity? To score victory point cards in hand, and actions on the board will let you gain additional VP cards to give you direction to your actions or let you profit from what you've already done.

You can also use some of the buildings to create glassworks, and those glassworks come into play on the VP cards, through tourist sales, and via an action space shown at the bottom of the game board image that lets you sell different types of glass for money.

The Complete Edition from 2020 contains Murano: Promo Cards and Murano: The Christmas Tree packaged inside the box and may be found here: Murano: Complete Edition.

Murmel Fiff (2003)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A
Best with: N/A - Recommended with: 2,3,4

Taken directly from the translated rules

"Murmel Fiff" is the name of the friendly marmot, who organizes a fun apple harvest with its friends: On the marmot hill stands a strange apple tree, whose bright glowing fruits have different colors-exactly like the marmots. Each one especially loves the apples of its color and wants to add these four to the stock in its own hole.

Whoever will manage it the first? Whoever gathers diligently at the beginning; and in the second phase, with the luck of the dice and foresight, gives away apples, pinches them and brings them back to safety, which influences the exciting race.

In any case you have only won, if the marmot has all four of its own apples-and only those-in its own hole and then also places itself in it!

Ages 5 and up.







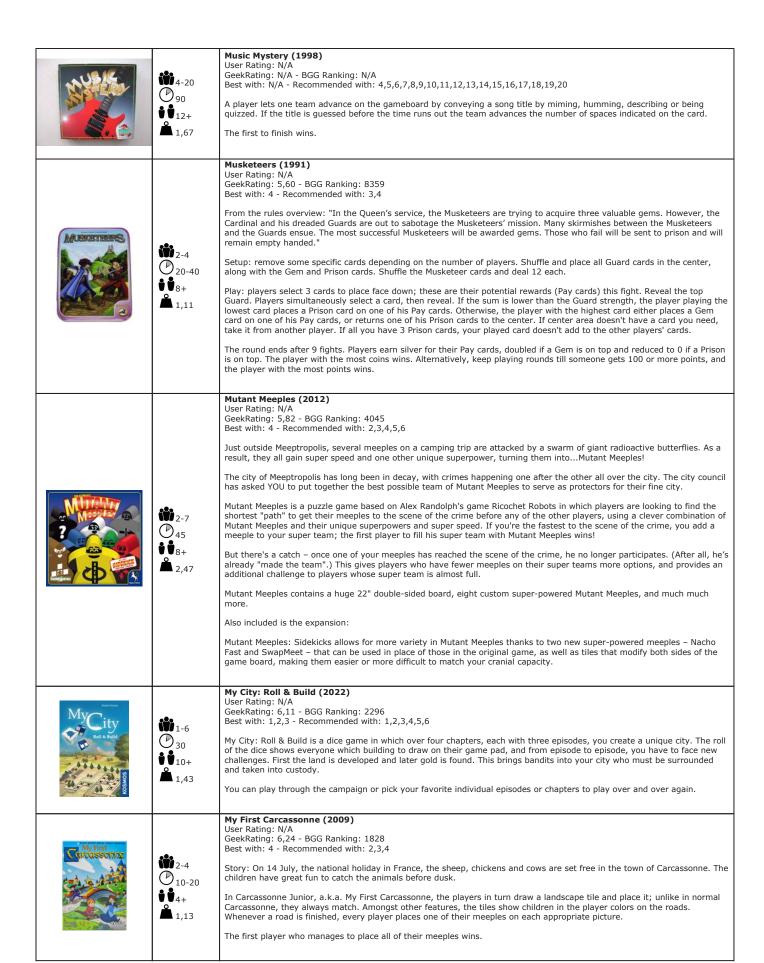
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My Gold Mine (2021)

User Rating: N/A GeekRating: 5,91 - BGG Ranking: 3358 Best with: 5 - Recommended with: 2,3,4,5,6

Diamonds, precious stones, and gold — an immeasurable treasure is hidden deep in the cave in My Gold Mine, and each dwarven player wants to dig for gold nuggets. The keeper of the mountain, a fire-breathing dragon, will chase after you, though, so who can leave the gold mine with the most nuggets, and who will be too greedy and get caught by the dragon?

My Haunted Castle (1989)

User Rating: N/A

GeekRating: 5,51 - BGG Ranking: 17766 Best with: 3,4 - Recommended with: 2,3,4

A very simple children's memory game with a haunted house theme. There are 21 pre-printed images on the board, showing seven different types of scary haunted house resident. 20 of these images are covered with randomly placed, facedown tiles.

On a turn, a player flips one tile and tries to match the tile revealed with the only image on the board not covered with a tile. If the tile matches, the player places it over the top of the pre-printed image, with the image side of the tile face up, thereby revealing a new pre-printed image to be matched where the tile was previously positioned.





Tiles that are revealed but don't match an image are also moved to a new spot to make it harder to match the token on future turns. Play continues until all tokens have been matched, and the winner is the player who matched the most images.

Damm/Egmont published Nordic editions have the added twist that there are 21 monster tiles instead of just 20, but one is removed before beginning and exactly one player during the game will have a chance to guess (write down) who they think 'mystery monster' is; a correct guess will be worth +2 points at the end of the game, while a wrong one carries a penalty of 2 points.

From the back of the box / translation found at funagain

The old haunted castle is filled with lots of creepy characters, all trying to find their own shadow. A shadow is only visible when a window is open, but only one window is open at a time. Your job is to match up the shadow with the correct ghost. It takes a little bit of concentration, and a good memory is a big asset. But everyone starts with the same ghost of a chance

Norwegian and Swedish editions of the game can be found at Monsterborgen until further notice.

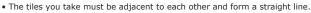


My Shelfie (2022)

User Rating: N/A GeekRating: 5,95 - BGG Ranking: 3079 Best with: 2 - Recommended with: 2,3,4

You've just taken home your new bookshelf and now it's time to put your favorite items in the display: books, boardgames, portraits... Who will show the best organized shelfie?

During your turn, you must take 1, 2, or 3 item tiles from the living room board (shared by all the players), following these



• All the tiles you take must have at least one side free at the beginning of your turn.

Then, you must place all the tiles you've picked into 1 column of your bookshelf (a 3D display) to meet the personal goal cards, which grant points if you match the highlighted spaces with the corresponding item tiles, or the common goal cards, which grant points if you achieve the illustrated pattern. You also score points if you connect item tiles of the same type.

The first player who fills all the spaces of their bookshelf triggers the end game and takes the end game token that grants additional points. The game continues until the end of the turn of the player sitting on the right of the player holding the first player token.

The player who scores the most points wins the game.

A game of strategy and glance, different every time thanks to the variety of common and personal goals. The beautiful images of the item tiles will really give you the feeling of tidying up your precious shelf.

description from designer







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My Village (2015)

User Rating: N/A GeekRating: 6,33 - BGG Ranking: 1555 Best with: 2 - Recommended with: 2,3

A new chapter opens in the Village chronicles! In this standalone game, each player is in charge of his very own village, controlling its entire fate. Known places and characters conjoin with new mechanisms to make up a gaming experience that feels so familiar and is yet so different from Village!

Village enthusiasts will recognize some core elements, for example, the life-time track and the village chronicle, yet the new dice mechanism gives a whole new twist and dynamic to taking actions. My Village is of similar game weight as Village.



Mykerinos (2006)

User Rating: N/A

GeekRating: 6,40 - BGG Ranking: 1412 Best with: 4 - Recommended with: 2,3,4

1899. For more than a century, the European public has been fascinated by Egyptology and the discoveries of Denon, Champollion, Petrie and others. Seeking adventure and glory, teams of archaeologists search the sands of Egypt for hidden

Mykerinos. Embody archaeologists seeking relics from ancient Egypt for powerful benefactors. Will you be convincing at the museum's final exhibition?

The game takes place over four rounds. The game board is composed of four (or six in the last round) areas of two cards. These cards have 6 squares, possibly occupied by an obstacle (pyramid), and belonging to one of five benefactors (with their own color and symbol): Sir Brown, Lady Violet, Miss Blackmore, Lord Lemon and Colonel Tangerine.

Each player has their own personal pool of archaeologists that can be used to:

- Start an excavation (requiring one archaeologist)
 Expand an excavation (requiring two archaeologists in addition to one archaeologist already on the board)
- Play a benefactor previously earned
- Pass

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Benefactors give special benefits like moving over an obstacle or retrieving archaeologists faster, etc \dots

Once all players have passed, we resolve the board according to area control. The player in the first position can either take a card available or go to the museum. Other players can then do the same. Ties are resolved according to player order.

Going to the Museum adds value for a colour at endgame to the cards collected (x2, x3 or x5).

At the end of the 4th round, the final exhibition is resolved and the winning player will be whoever collected the most prestige between:

- Points on the cards collected during game
- Points by colour benefactors (according to position in the museum)
 Bonus points for sets of cards (1 in every colour of benefactors).



User Rating: N/A

GeekRating: 6,77 - BGG Ranking: 712 Best with: 4 - Recommended with: 2,3,4

In Myrmes, originally shown under the name ANTerpryse, players control ant colonies and use their ants to explore the land (leaving pheromones in their wake); harvest "crops" like stone, earth and aphids; fight with other ants; complete requests from the Queen; birth new ants; and otherwise dominate their tiny patch of dirt, all in a quest to score points and prove that they belong at the top of the heap, er, anthill. After three seasons of scrabbling and foraging, each ant colony faces a harsh winter that will test its colonial strength.





In game terms, each player has an individual game board to track what's going on inside his colony – that is, whether the nurses are tending to larvae or doing other things, where the larvae are in their growth process, what resources the colony has, which actions are available to workers when they leave the colony, and so on. The shared game board shows the landscape outside the exit tunnel that all colonies share; after exiting this tunnel, workers ants can move over the terrain to place pheromones (which gives them access to resource cubes), clean up empty pheromones (to make space), hunt prey (by discarding soldiers) or place special tiles (but only if they've developed the ant colony).

The game lasts three years, and at the start of each year three season dice are rolled to determine the event for each season: extra larvae or soldiers, more VPs for actions, and so on. Within each season, players can spend larvae to adjust the event for themselves on their personal player board. (Put the kids to work!) After adjusting the event, player allocate nurses to birth larvae, worker or soldier ants or to use them for other actions. The worker ants then do their thing, working within the colony itself (although only one colony level is open initially) or traveling to the outside world to hunt prey (ladybugs, termites, spiders), lay down pheromones (which later lets them claim resources on these spaces), place special tiles (like an aphid farm or sub-colony), or clear out pheromones left by ants from any colony. After harvesting, nurses who didn't tend to births then take additional actions, such as opening a new tunnel that only your colony can use, clearing a new level within your colony, or meeting one of the six objectives (capture a certain number of prey, build special tiles, and so on) laid out at the start of the game.

After three seasons, players must pay food to get their colony through winter, losing points if they can't. Whoever has the most points after three years wins. All hail our new ant overlords!

Mysterium (2015)

User Rating: N/A

GeekRating: 7,09 - BGG Ranking: 363
Best with: 5,6 - Recommended with: 3,4,5,6,7

In the 1920s, Mr. MacDowell, a gifted astrologer, immediately detected a supernatural being upon entering his new house in Scotland. He gathered eminent mediums of his time for an extraordinary séance, and they have seven hours to make contact with the ghost and investigate any clues that it can provide to unlock an old mystery.

Unable to talk, the amnesiac ghost communicates with the mediums through visions, which are represented in the game by illustrated cards. The mediums must decipher the images to help the ghost remember how he was murdered: Who did the crime? Where did it take place? Which weapon caused the death? The more the mediums cooperate and guess well, the easier it is to catch the right culprit.

In Mysterium, a reworking of the game system present in Tajemnicze Domostwo, one player takes the role of ghost while everyone else represents a medium. To solve the crime, the ghost must first recall (with the aid of the mediums) all of the suspects present on the night of the murder. A number of suspect, location and murder weapon cards are placed on the table, and the ghost randomly assigns one of each of these in secret to a medium.

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Each hour (i.e., game turn), the ghost hands one or more vision cards face up to each medium, refilling their hand to seven each time they share vision cards. These vision cards present dreamlike images to the mediums, with each medium first needing to deduce which suspect corresponds to the vision cards received. Once the ghost has handed cards to the final medium, they start a two-minute sandtimer. Once a medium has placed their token on a suspect, they may also place clairvoyancy tokens on the guesses made by other mediums to show whether they agree or disagree with those guesses.

After time runs out, the ghost reveals to each medium whether the guesses were correct or not. Mediums who guessed correctly move on to guess the location of the crime (and then the murder weapon), while those who didn't keep their vision cards and receive new ones next hour corresponding to the same suspect. Once a medium has correctly guessed the suspect, location and weapon, they move their token to the epilogue board and receive one clairvoyancy point for each hour remaining on the clock. They can still use their remaining clairvoyancy tokens to score additional points

If one or more mediums fail to identify their proper suspect, location and weapon before the end of the seventh hour, then the ghost has failed and dissipates, leaving the mystery unsolved. If, however, they have all succeeded, then the ghost has recovered enough of its memory to identify the culprit.

Mediums then group their suspect, location and weapon cards on the table and place a number by each group. The ghost then selects one group, places the matching culprit number face down on the epilogue board, picks three vision cards - c for the suspect, one for the location, and one for the weapon — then shuffles these cards. Players who have achieved few clairvoyancy points flip over one vision card at random, then secretly vote on which suspect they think is guilty; players with more points then flip over a second vision card and vote; then those with the most points see the final card and vote

If a majority of the mediums have identified the proper suspect, with ties being broken by the vote of the most clairvoyant medium, then the killer has been identified and the ghost can now rest peacefully. If not, well, perhaps you can try again...



MYSTERIUM



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Mystery (1995)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 3,4,5,6,7,8,9,10,11,12

Mystery is a easy to play Party-Game for up to 12 players.

In Mystery two teams try to guess the words by asking the right questions. The questions can be answered with yes, no or unimportant. If one team guesses the word right, it gets points.





Mystery Express (2010)

User Rating: N/A

GeekRating: 6,09 - BGG Ranking: 2407 Best with: 5 - Recommended with: 3.4.5

In Mystery Express, players board the famous Orient Express in Paris just as a murder occurs. The rest of the trip - through Strasbourg, Munich, Vienna, Budapest, and Istanbul - is consumed with determining the who, what, when, where, and why of the crime. This game explores the more analytical side of the "whodunit" genre, rewarding a logical and more precise approach to solving the crime.

Players use their special powers of deduction, information gleaned from other passengers (and the conductor) in the train cars, and investigative actions to determine the exact circumstances of the murder. The player who correctly identifies the most elements of the crime by the time the train reaches Istanbul wins the game.





Mystery Games: Der verfluchte Geburtstag (2021)

User Rating: N/A

GeekRating: 5,54 - BGG Ranking: 12640 Best with: 2,3 - Recommended with: 2,3,4

Lady Hampton is planning a party, but a ghost is disrupting the preparation and threatens to drive away the guests.

In Mystery Games: Der verfluchte Geburtstag, you must work together to find the key to the drawer in which the ghost is hiding inside this three-story villa. When you have mastered all the challenges presented over the six rounds, which includes information from guests and employees via a supported app, a final test awaits...

What's in the Hampton Mansion rooms?!





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Mystery of the Abbey (1995)

User Rating: N/A

GeekRating: 6,31 - BGG Ranking: 1627 Best with: 4,5 - Recommended with: 3,4,5,6

Mystery of the Abbey is a whodunit deduction game in the spirit of Clue. A monk has been murdered in a medieval French Abbey. Players maneuver their way through the Abbey examining clues and questioning each other to find out who is the

Monks are of three orders, fat-thin, bald-hatted, bearded-clean shaven. One monk card is hidden, and the rest of the cards are distributed. Turns consist of moving up to two spaces, and then asking a question of any other monks who are present there. (For instance, "how many fat monks do you have?".) Players may either take a "vow of silence" or answer truthfully; they then in turn get to ask the accuser a question. "Mass" occurs every four turns: all players go back to the Sanctuary, an event card is read, and they then pass an ever growing number of cards to their left neighbor. Various rooms have special events or cards associated with them, e.g. in a Cell you get to pick a card from a neighbor, in the Cryptorum you get to pick up a card to take an extra turn later. Unlike Clue you don't automatically win by making a correct Accusation: you get 4 points for getting it right, but you also get 2 points for each correct Declaration of a single trait, and lose points for incorrect declarations and accusations. So, e.g. a person could correctly Declare the culprit but lose the game. Unique Events cards add randomness to each play, and the game begs for House rules to limit the questions.





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Mystery on the Nile (1996)

User Rating: N/A

GeekRating: 5,43 - BGG Ranking: 25033 Best with: N/A - Recommended with: 2,3,4,5,6

Players compete against each other to determine who stole Lokita Posperita's pearl necklace in a limited number of turns. This is accomplished by looking at pairs of evidence cards at different locations around the steamship and attempting to make a match. Players can switch cards with those on the board to either create matches or throw off their opponents ("red herrings"). The player who gathers the most evidence by the time the steamship Cleopatra pulls into the harbor in Cairo





Mystery Rummy: Al Capone and the Chicago Underworld (2003)

User Rating: N/A GeekRating: 5,89 - BGG Ranking: 3480 Best with: 4 - Recommended with: 2,4

Mystery Rummy: Al Capone and the Chicago Underworld, the fourth title in the Mystery Rummy series, introduces some elements of Canasta with players scoring bonuses for collecting complete sets. Sets have varying numbers of cards in them, from Mike Heitler with four cards up to Al Capone with eight.

The four types of gavel card make cards accessible everywhere: "Agent Meeting" searches other players' hands, "Eliot Ness" searches the deck, "Search Warrant" looks in the discard pile, and "Raid" allows you to take an opponent's already melded cards, provided you have at least three melded. All these mechanisms help make completing entire sets for their bonuses something you can reasonably strive for - while also putting you on guard against your opponent doing the same.





Mystery Rummy: Jekyll & Hyde (2001) User Rating: N/A

GeekRating: 5,94 - BGG Ranking: 3150 Best with: 2 - Recommended with: 2 It's still rummy at heart, with multiple suits of 5 cards each, with the twist being that the suits are designated J for Jekyll, H

for Hyde, or J/H for suits that count as both Jekyll and Hyde. The unique mechanism in this version of MR is that there is a two sided card (the 'identity card') on the table next to the draw deck, which has Jekyll on one side, and Hyde on the other. At the start of the game, Dr. Jekyll is showing, but this can change if a "potion" card is played (one of the three gavel cards, cards you can only play one of on your turn). You then flip the identity card over, and draw 2 cards from the draw deck. This is important, because you can only play melds whose suit matches the identity that is currently showing.

The identity card is important in scoring as well, because any melds that match the identity card when scoring count double, and during scoring if all your meld suits match the current identity card, you shut the other player out! This makes for a tense endgame, especially if you're trying to go for a shutout, because there is a card 'transformation that can change the value of your or an opponents meld from one suit to another.

Add in one more gavel card type ('work in lab') which lets you draw three cards from the draw deck and keep one, or the top of the discard pile, but only if the card you take matches the identity currently showing. The round ends when one player goes out, and scoring then occurs. Cards in your hand count as negative points.

This is #3 in the Mystery Rummy series.





Mystic Vale (2016)

User Rating: N/A

GeekRating: 6,97 - BGG Ranking: 470 Best with: 2 - Recommended with: 2,3,4

A curse has been placed on the Valley of Life. Hearing the spirits of nature cry out for aid, clans of druids have arrived, determined to use their blessings to heal the land and rescue the spirits. It will require courage and also caution, as the curse can overwhelm the careless who wield too much power.

In Mystic Vale, 2 to 4 players take on the role of druidic clans trying to cleanse the curse upon the land. Each turn, you play cards into your field to gain powerful advancements and useful vale cards. Use your power wisely, or decay will end your turn prematurely. Score the most victory points to win the game!

Mystic Vale uses the innovative "Card Crafting System", which lets you not only build your deck, but build the individual cards in your deck, customizing each card's abilities to exactly the strategy you want to follow.

N (41 games)



Nacht der Magier (2005)

User Rating: N/A

GeekRating: 5,92 - BGG Ranking: 3295 Best with: 4 - Recommended with: 3,4

The basic premise is simple: the board, resting on a platform, is full of wooden discs and trees and other bits. There's a ring of light in the middle, covered by a cardboard disc and a blazing fire. Cauldrons circle that disc. The goal is to get one's own cauldron to the ring of light by pushing the bits on the board.

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You start pushing from the side of the board and push in one continuous movement until you hear a clack; something has fallen off the board. Your turn ends there. Next player is up, and this continues until someone's cauldron is in the ring of

The gimmick: the game is played in pitch black. When played in the dark, the fire, cauldrons, wizards (used to push the pieces) and the ring of light all glow, while the trees and discs turn invisible. The game can also be played in the light of the day, but it loses a lot of its charm.

Ages 6 and up.

The Name of the Rose (2008)

User Rating: N/A GeekRating: 6,09 - BGG Ranking: 2375 Best with: 4 - Recommended with: 3,4,5

In this deduction game, players are monks who are trying to collect as many suspicion points on the other players as possible in order to figure out who the criminal is.

Game Summary

The board shows several locations, each with 2 numbered (2-6) chits in one of 6 colors (the rest are face down in a line next to the board). There are 6 colored monk pieces, a Williams piece, and an Anson piece, all set up in different locations at the start. All monks start with 10 suspicion points and 5 clue points. Players are each randomly assigned one monk color (keep secret!). Each player receives 3 cards (which show either a monk, a location, or Williams/Anson).





There are 7 rounds (days), each with 24 hours. Each day starts by revealing a random event tile in effect for that day. Then, players take turns playing cards: monk card = move that monk to a different location; location card = move any piece to that location; Williams/Anson card = move either of those pieces to any other location. Cards also have a number (0-5): add as many hours to the clock, unless you spend previously collected chits to reduce the number (by 1 per chit spent) -- spent chits added to the line of chits next to the board. If you move past 2400 hours, the day ends. Draw a card at the end of your turn.

When a monk is moved to a location, if there is no piece of their color, increase their suspicion by the sum of (both) chits present. If there is, take that chit and reduce the monk's suspicion score by the number on that chit. If it was the last chit, add 2 chits from the line next to the board.

If Williams moves to a location, add/subtract 3 from each of the clue scores for all monks present there. For Anson, it's +/-5 suspicion points.

When the day ends, that player takes the event tile (=2 clue points against their monk at end of game). Convert suspicion points to clue points by ranking most to least (5, 4, 3, 2, 1, 0 clue points); ties "generous". Reset suspicion points to 10 for

After days 1, 3, and 5 players reveal one color they are NOT.

Day 7 is different: players simultaneously guess which monk other players were assigned. For every correct guess, that player's monk receives (substantial) additional clue points (number of points varies based on number of players).

The player with the fewest clue points against their monk wins the game!

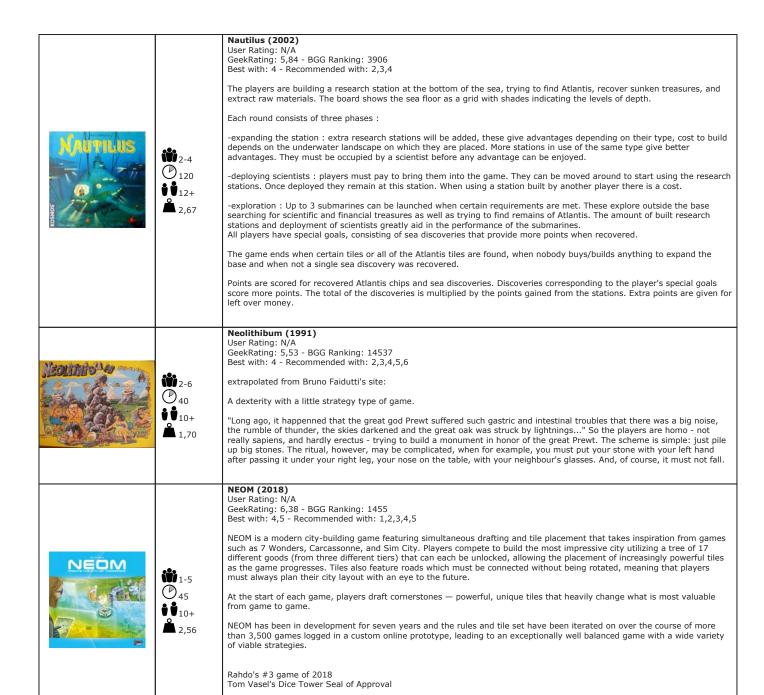




User Rating: N/A GeekRating: 5,52 - BGG Ranking: 17222

Best with: 2,3,4 - Recommended with: 2,3,4

Picture-chits are concealed beneath colored disks. Players roll a color-die and try to remember which picture is hidden under the disk of the color rolled.



Neue Spiele im alten Rom (1994)

User Rating: N/A

GeekRating: 5,63 - BGG Ranking: 6941

Best with: 2,3,4,5 - Recommended with: 2,3,4,5,6,7

Neue Spiele im Alten Rom (or New Games in Old Rome (NGIOR)) is a compendium of games from Reiner Knizia. In the box are fourteen games themed on ancient Rome. The games are themed to cover, albeit in a highly abstract fashion, the rise of Rome, the Roman Republic and finally, the Empire.

(7 of the games are described below)

The Wheel of History: 2-5 players

This is an early version of what was to become Bunte Runde. 25 cards are laid out in a large circle, representing the tribes to be united under early Rome. Players may advance a pawn one, two or three spaces forwards and collect a card. Cards are scored on face value, but there are some quirks that vary this.

The Seven Hills of Rome: 2 players

This is one of the easier games in the compendium. The theme here is you are battling your opponent for control of the seven hills of Rome. The hills are represented by seven cards, numbered 1 to 7, laid out between the players. Cards are played from a hand against the 'hills' in an attempt to influence them to your side. You sum the hills you control at the end of the game, and the highest total wins.

Mercator: 3-7 players

This game is Medici's ancestor. It is a simplified version of Medici, with the chief differences being you can hold six cards on your ship, and you are competing for highest value totals only. The number of each suit taken is meaningless, except in a variant where you get paid a bonus if you get one of each. The game lasts only one round. Medici is worth purchasing on its own, but this is still worth a look.

Imperium: 3-5 players

The aim is to earn points for control of each of the 9 areas on the board. The game lasts 9 turns, and at the end of each turn, the area matching the turn number is evaluated for control and points are awarded. On your turn, 3 cards are revealed simultaneously. These cards are numbered 1 to 9, with 2 additional banner cards. The numbers correspond to the areas you want to place control markers into. The banner cards indicate you want one or two extra chips placed in the indicated area. After control markers are placed, the current turn's area is evaluated - points being awarded to the winner and perhaps the second and third places as well. After 9 turns, the player with the most points wins. As you progress, the points awarded for each area increases, giving a nice feeling of acceleration.

Senator: 2-3 players

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You play a Roman faction trying to position your people (a hand of cards) into the senate. They can only get their via the senate steps. The board is a grid of 5x5 spaces, The 9 spaces in the center are the senate, while 12 of the remaining 16 are the steps spaces that run around the perimeter of the senate. Cards are placed initially on the steps, and then pushed into the senate by placing more cards on the steps.

Circus Maximus: 3-5 players

A simple chariot racing game where players are competing to be the first to get their team of three chariots around the hex map circuit and onto the podium. Each player has a set of cards face up in front of them, numbered 1 to 5. To move a chariot they select up to three cards per chariot which that is the movement allowance for that piece. The movement off each card must be in a straight line, so some rather clumsy cornering ability is built into the game. Cards used by a chariot are turned face down, becoming unavailable for the other chariots still to move. Each chariot must be moved at least once per turn, if possible. Therefore, the trick is to maximize your movement with your 15 points each turn.

Consul: 2-4 players

This is an intriguing memory game, that, like most of the games in this compendium, have a hard time being fitted into a theme! Twenty-five cards are turned face down in a grid. Players start the game each holding three cards in their hand. On their turn, players make a bid to take a turn. The highest bid gets to turn up cards until they choose to finish, or make a mistake. Cards in a set can be of the same value, or same color, or both. The value of the set must equal of exceed the bid made, simply by summing the face values of the cards. If a mistake is made, the cards are turned face down, and the player must discard a card from their hand into the grid. If the bid is made, the cards are taken into the players hand. At the end of the game, the highest total held wins.

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Translated rulebook to the contrary, this game has never been published by an English publisher.

Note: 3 of these have been printed/repackaged in English by GMT in Rome: Imperium, Circus Maximus, Hannibal vs Rome.

Neue Welten (2010)

User Rating: N/A GeekRating: 5,57 - BGG Ranking: 9779

Best with: N/A - Recommended with: 3,4,5

Description from BoardgameNews.com:

In Neue Welten ("New Worlds"), as in the original game, one player reads a sentence that describes something about that player's view of the world - but with a gap at the crucial point of the sentence. Each other player secretly submits a card that contains some word or phrase, one random card is added to the stack, then the active player chooses one of the cards in hand to complete the sentence. What will you say about yourself? How well do others know you? And how did everyone fit in that tiny rocketship?!

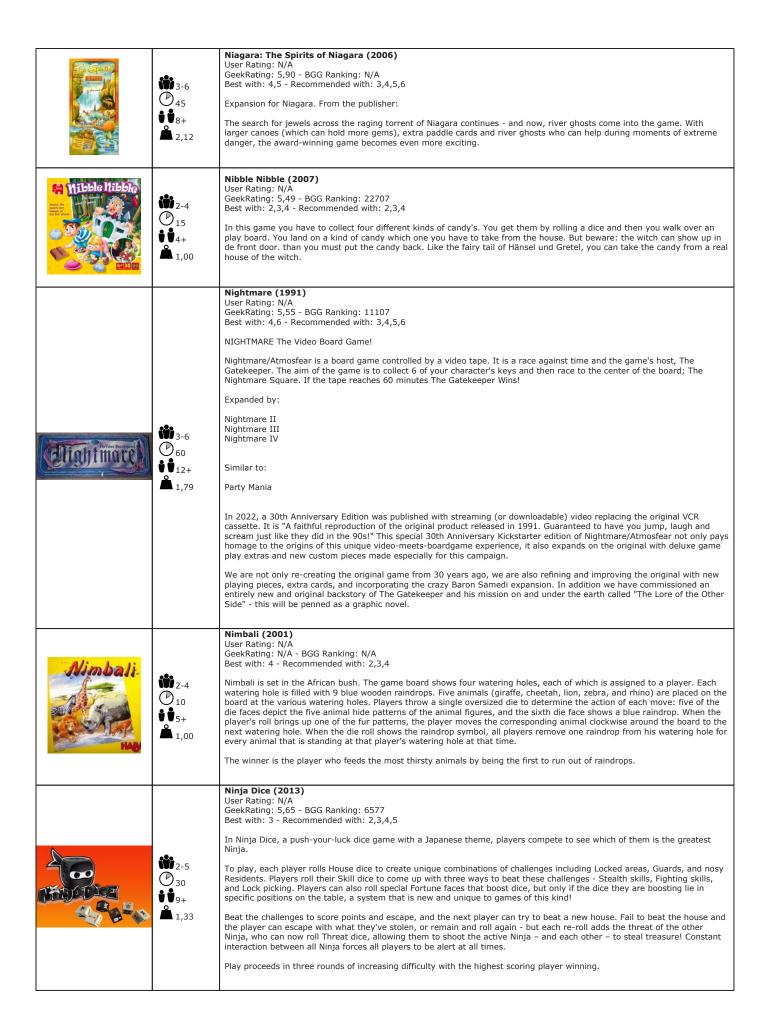
Integrates with:

Wie ich die Welt sehe...

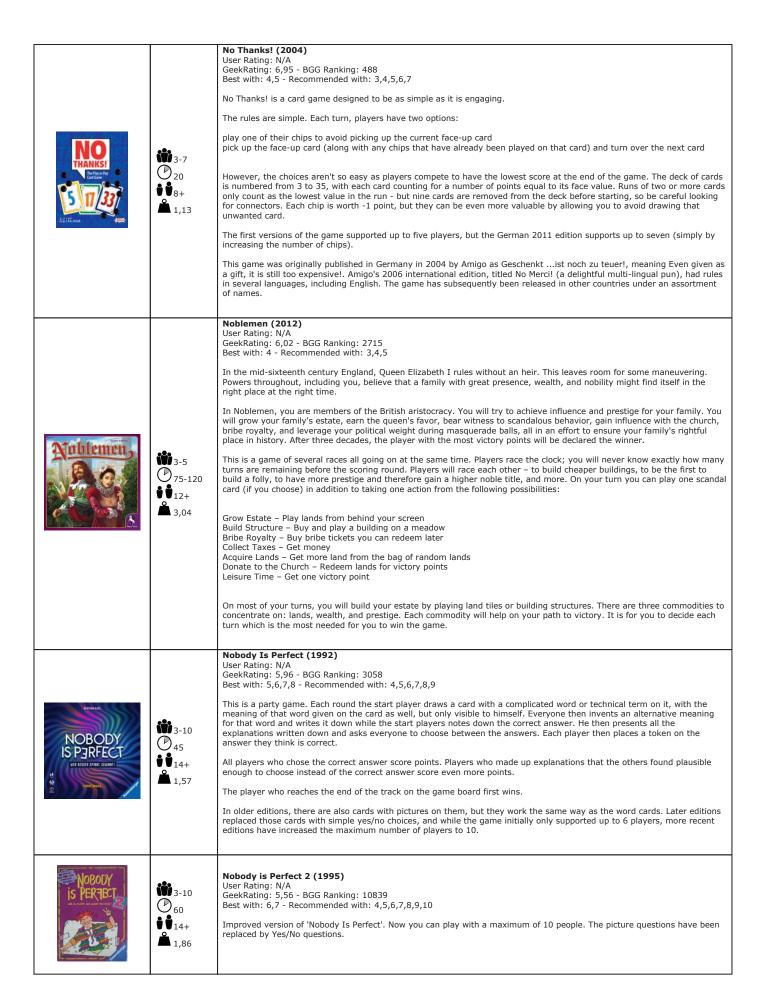


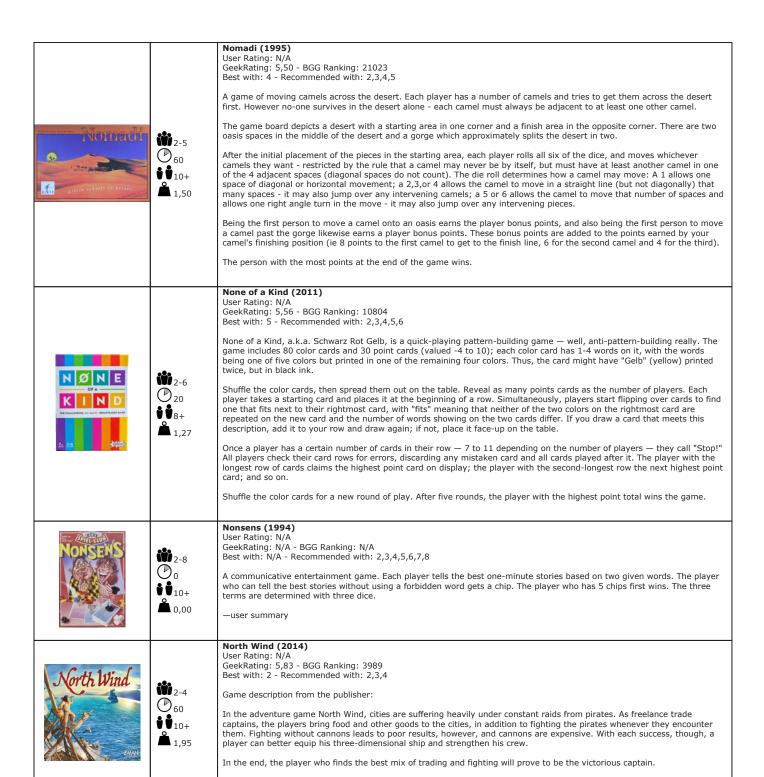


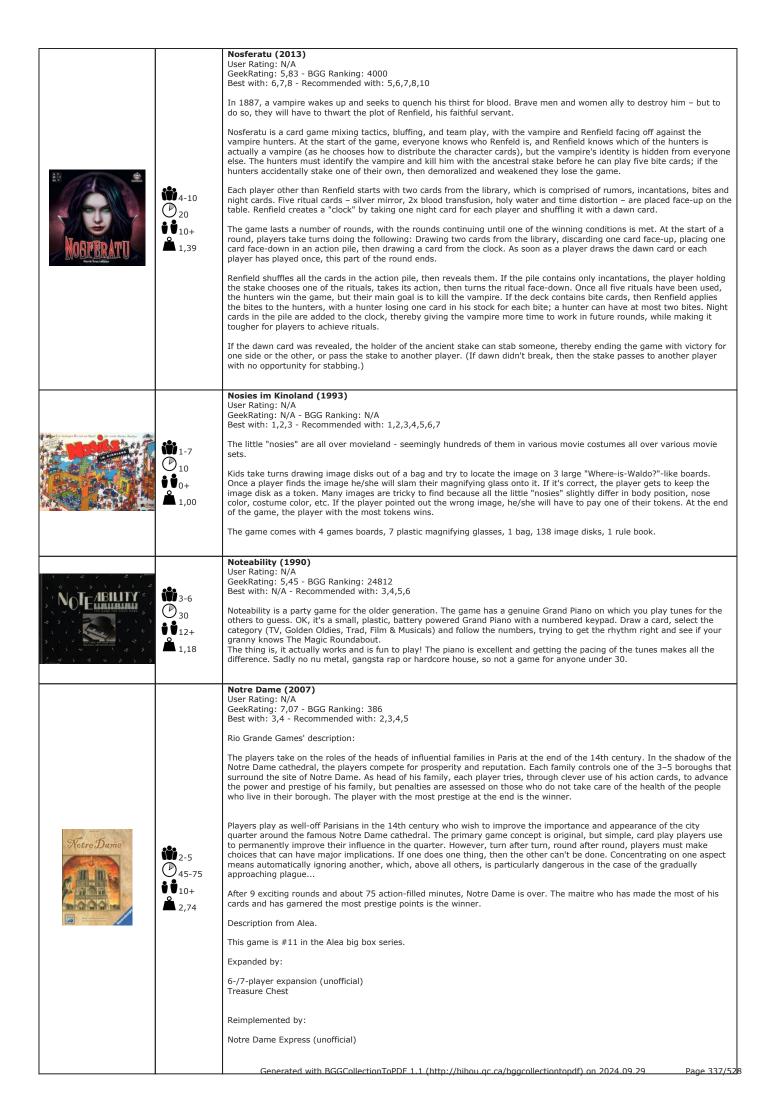
		Neuland (2004)
	2-4 060-120 14+ 3,70	User Rating: N/A GeekRating: 5,90 - BGG Ranking: 3387 Best with: 3 - Recommended with: 2,3
		Neuland is a game about logistics and planning. In the beginning of the game, the land lies undeveloped, a series of blank hexes representing mountains, forests, and grasslands. Players win by building and using prestige properties that allow them to place their family's coat-of-arms onto the board first to place all their coats of arms wins.
		To use these buildings, though, requires the player have the correct raw materials. Swords and cloth, for example, or coins and paper. Each one of these materials needs even more basic materials, such as iron ore, coal, and so on backward toward the most basic elements such as food, wood, and stone.
NEWD		To cull these materials from the land, one builds buildings a Stonecutter's Hut, Smelter, Coin Manufactury, and so on. Once on the board, buildings can be used by any player, not just the one who built them.
eñ a		A player doesn't collect these resources for safekeeping as in The Settlers of Catan or Keythedral. Instead, resources claimed via buildings must be used up either in the player's current turn or his next one. If he doesn't, the resources spoil and are removed from the board.
		Essentially, the challenge of the game is one of planning logistical supply chains which will allow one to process these resources most efficiently to build the prestige properties the fastest. Since it's a perfect information game, one can also see what one's opponents are scheming, and place workers to interrupt their supply chains, possibly causing their resources to spoil and making the player start from zero again.
		Neuland's most interesting innovation is perhaps its Time Track Mechanism, in which players who take less actions in a turn will have turns more frequently, and can forward-plan in order to take a long turn of nearly twenty actions instead of the ordinary maximum of ten.
		Neuland was originally published by eggertspiele in 2004, and republished by Z-man in 2006 with some significant rules changes. A majority of BGG users seem to strongly prefer the original eggertspiele rules. Also heavily recommended is the rules re-write file available for download here on BGG, for the one that comes with the 2nd edition is nearly incomprehensible.
Marie		New World: A Carcassonne Game (2008) User Rating: 6,00 - BGG Ranking: 2828 Ret with 3 Recommended with 3.3.4
ORLD	1 2-5	Best with: 3 - Recommended with: 2,3,4 In New World: A Carcassonne Game, players begin as early settlers of the United States on the east coast of the continent.
	⊕45 •• 8+ •• 2,05	As in the original Carcassonne game, players lay tiles turn by turn to build towns, roads, and other parts of the countryside. A player can choose to place one of his tokens on the tile he lays for the turn, and if that town, road, etc. is completed, then the player scores points and reclaims his token for later use. Whoever scores the most points wins.
		One big twist in New World: A Carcassonne Game compared to the original game is that play starts on the east coast, and as players score points, a pair of surveyors drive exploration inexorably westward. Players who do not complete their features before the surveyors pass them by will find their tokens removed from the board - for no points!
	1-4 D 25-30 1 8+ 2 1,46	Next Station: London (2022) User Rating: N/A GeekRating: 6,71 - BGG Ranking: 829 Best with: 2,4 - Recommended with: 1,2,3,4
		The city of London has commissioned you to redesign its underground network! Optimise connections, serve as many sights as possible and exploit the tunnels that pass under the Thames. Be careful to respect the specifications set by the city.
LONDON		Reveal the next Station card. Draw a new section Optimise the 4 tube lines
O O O		Who will be the best project manager?
		Which of you will be the best project manager?
		—description from the publisher
		Niagara (2004)
AMERIA PARA PARA PARA PARA PARA PARA PARA P	3-5 30-45 1 8+ 1,84	User Rating: N/A GeekRating: 6,25 - BGG Ranking: 1789 Best with: 4,5 - Recommended with: 3,4,5
		Niagara is set in the not particularly safe world of rushing waterfalls. In the late 18th Century, the Shawnee and Iroquois Indians pointed white Desperadoes, Mercenaries and Adventurers in the direction of hidden caches of valuable jewels, in the hopes of turning them against one another and away from their territorial expansion ambitions. Players play as some of those Adventurers.
		The first player to be able to claim ownership of five jewels is the winner. But the chase after the riches has some snags. The speed of the river is always changing, since the speed depends on the decisions of the players and the changeable weather. And once a canoe goes over the falls, it's a hefty investment to replace it. And there are also the Desperadoes to contend with, who aren't above trying to plunder the riches from Adventurers returning home. Niagara is distinguished by an innovative movement mechanic as well as a beautiful three-dimensional rendering of the waterfall setting.
		Expanded by:
		Niagara: Diamond Joe Niagara: The Spirits of Niagara

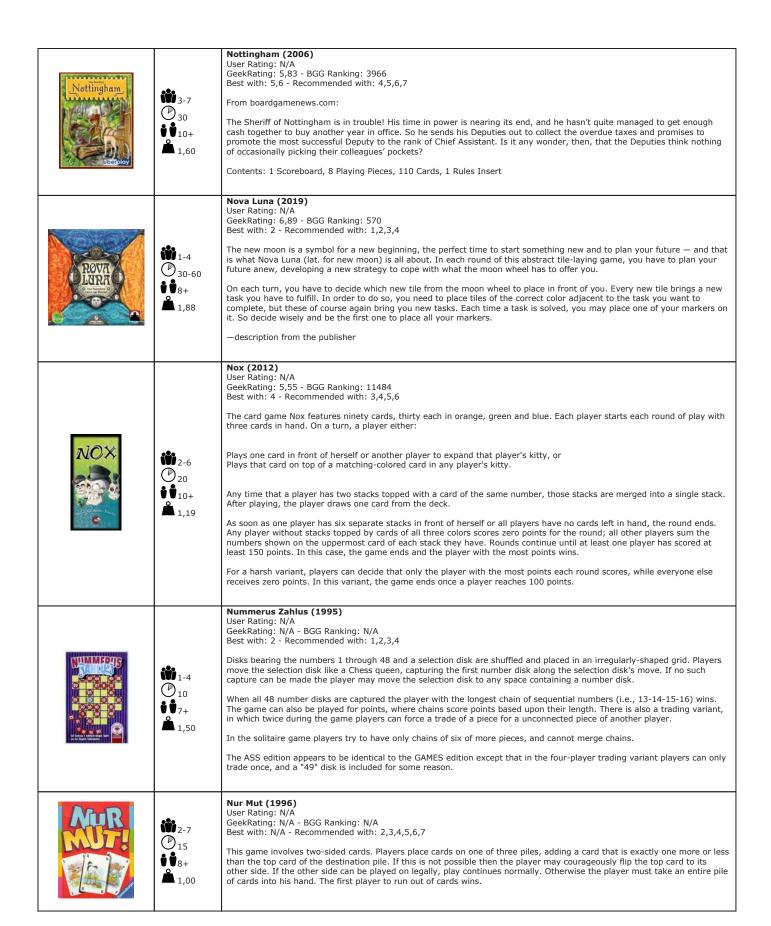


		Nippon (2015)
NIPPON WHAT	2-4 0 60-120 112+ 3,78	User Rating: N/A GeekRating: 7,02 - BGG Ranking: 420 Best with: 4 - Recommended with: 2,3,4
		Japan during the Meiji period—a closed, isolated, and feudal country—decides to change into a modern industrialized state. The Empire sends emissaries to foreign nations, brings technicians and scholars from the west, builds a network of railroads, and achieves an outstandingly fast industrial revolution.
		The nation and Emperor count on the support of the Great Four, the big conglomerates that emerge with great power and massive control over the Japanese economy. They are called Zaibatsu, and their influence on the Meiji Emperor and importance on the fate of Japan is incredibly high.
		Nippon is an Area Majority Game in which players control Zaibatsu and try to develop their web of power by investing in new industries, improving their technological knowledge, shipping goods to foreign countries or using them to satisfy local needs, and growing their influence and power as they oversee the era of rapid industrialization of Japan.
***		The foundations of the big Zaibatsu were the traditional silk workshops, but soon the conglomerates diversified their influence and power, building a complex structure of interconnected companies that made them giant players in the world's new industrial era. Each player takes the reins of one of these big corporations and tries to develop it in order to grow and achieve power.
		To win the game, players must carefully choose which types of industry to invest in to get the most influence over the Japanese islands. Every action that is taken helps to forge their own path to new opportunities.
		Nippon is a fast-paced economic game with challenging decisions, set during an important time in Japanese history, and when a new great nation is born.
		Nisyros (2016) User Rating: N/A
National O		GeekRating: 5,53 - BGG Ranking: 15022 Best with: 4 - Recommended with: 2,3,4
NISYROS	2-4 D 30-60 112+ 2,25	Nisyros is a co-operative worker placement game for 2-4 players of 12 years and older. In the game, players manage the inhabitants of the vulcanic island Nisyros. The vulcano is exploding and it is up to the players to escape to the neighbouring island Kos in time.
		During their turns, players collect resources of the island. The higher they go up the vulcano, the more fertile the lands are and therefore the resources collected, but it also comes with higher risk. With the resources players feed their people and build boats and dams. The dams are used to stop the flow of lava and the boats are used to escape the island.
		To win Nisyros, players need to work together, come up with a good strategy and have some luck. The board can be set up in different ways and there are the game offers three difficulty levels.
NIX FÜR	2-5 0 45 10+ 1,25	Nix für Ungut! (1996) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18318
		Best with: N/A - Recommended with: 2,3,4,5
		Players are dealt 12 cards and score points by playing poker-like card combinations listed on the game board. Players do not refill their hands and play ends at the end of five turns. Four rounds of this makes up the complete game. A combination played more than four times in a round will push a scoring chip off of the board (first one played), making it worthless.
		NMBR 9 (2017) User Rating: N/A GeekRating: 6,56 - BGG Ranking: 1074
	1-4 20 18+ 1,22	Best with: 3,4 - Recommended with: 1,2,3,4
		Numbers aren't worth anything in NMBR 9 unless they're off the ground floor and looking down from above. The game includes twenty cards numbered 0-9 twice and eighty tiles numbered 0-9; each number tile is composed of
NMBR P THE IT TO BE MORTHAGE.		squares in some arrangement. After shuffling the deck of cards, draw and reveal the first card. Each player takes a number tile matching the card and places it on the table. With each new card drawn after that, each player takes the appropriate number tile, then adds it to the tiles that they already have in play, with each player building their own arrangement of tiles.
		The new tile must touch at least one other tile on the same level along one side of a square. A tile can also be placed on top of two or more other tiles as long as no part of the new tile overhangs the tiles below it; new tiles placed on this same level must touch at least one other tile, while also covering parts of at least two tiles and not overhanging.
		Once all the cards have been drawn and the tiles placed, players take turns calculating their score. A tile on the bottom level — the 0th level, if you will — scores 0 points; a tile on the 1st level above this is worth as many points as the number on the tile; a tile on the 2nd level is worth twice the number on the tile; etc. Whoever scores the most points wins!
		No Bluff! (1997)
No Bluff!	2-6 15-30 10+ 1,33	User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21873 Best with: 4 - Recommended with: 3,4,5,6
		In No Bluff!, first published as Johnny Controletti, players begin with nine money cards totaling \$13,000 in various
		denominations, including two cards worth zero. In turn, players roll a colored die, then offer at least one face-down money













Nusfiord (2017)

User Rating: N/A

GeekRating: 7,11 - BGG Ranking: 344 Best with: 1,3 - Recommended with: 1,2,3,4,5

Nusfjord is a tranquil fishing village in the Lofoten archipelago in northern Norway. Fifty years ago, business was blooming when the codfish would come for spawning. Today, Nusfjord is more of a museum than a village, with less than a hundred people living there. Imagine how beautiful this place must be given that you must pay a fee to even look at the houses. Cruise ships used to pass by this long and now mostly abandoned island world.

In the time period in which the game Nusfjord is set, things looked quite different. Sailing ships dominate the fjord. The rocks around Nusfjord are covered in trees. As the owner of a major fishing company in Nusfjord on the Lofoten archipelago, your goal is to develop the harbor and the surrounding landscape, and to succeed you must enlarge your fleet, clear the forest, erect new buildings, and satisfy the local elders. Others do this as well, of course, so the competition is

As with Agricola and Ora et Labora, Nusfjord has a worker placement mechanism, with each player starting with three workers that they place on a central board to trigger certain actions. Whether a player wants to clear a forest on their own board, buy a new cutter, or construct a building, they must place a worker on the appropriate space — which is possible only if room is available for this worker. Money is scarce, and one of the quicker and easier ways to get it is to place shares of your own company on the market. This risky action could be worthwhile because if you succeed in buying these shares yourself, you have usually won money and not suffered any disadvantages; however, if an opponent acquires these shares, then you must allow them to benefit from your hard-earned catches at sea. The village elders might want their own share of your catch as well, especially if you've visited them to take certain actions in the village, so if you don't take care, your catch could end up entirely in the hands of others and your camp will be empty.





Nvet! (1997)

User Rating: N/A

GeekRating: 6,23 - BGG Ranking: 1861 Best with: 4 - Recommended with: 3,4,5

In each opening round of the trick-taking card game Nyet!, players take turns crossing out possible choices for starting player, trump, super trump, the number of cards you discard, and the value of tricks taken on a grid, leaving only one option in each category. Once the starting player is determined, that player chooses a partner, then the teams play out the round based on the conditions they collectively chose.

O (37 games)



Oceanos (2016) User Rating: N/A

GeekRating: 6,30 - BGG Ranking: 1634 Best with: 4 - Recommended with: 2,3,4,5

Oceanos is a game of underwater exploration with an original take on card-drafting.

Each player pilots her own submarine trying to spot the most underwater species and the largest coral reef, sending scuba-

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divers after forgotten treasures, collecting precious crystals to upgrade their ship and to escape the fearsome kraken's Each submarine is divided into five parts, each of them independently upgradable from level 1 to level 3 and each one of

them controlling a different ability of the player (however, there are no different abilities from one player to another). As there are multiple ways to score points and multiple takes on the submarine-upgrading order, the game offers several ways to win. The whole game takes mere 15 turns, each one of them simultaneous between all players, which makes it a fairly quick family game.

Even though the submarines have the same abilities game-wise, each looks differently, and a special attention was

obviously given also to the depiction of marine life.

Ochs & Esel (2008) User Rating: N/A

GeekRating: 5,53 - BGG Ranking: 14538

Best with: N/A - Recommended with: 4,5,6,7,8,9,10,11,12

In this card game fun is guaranteed! Each player tries to get rid of his cards as quickly as possible so that other players receive lots of negative points. The twist is that high cards are much easier to get rid of one, but bring more negative points! And then there are also ox and donkeys, which can really mess up your plans when you unwittingly have to take them. One thing is clear: at the end, someone is always the donkey!



Das Grosse und das Kleine A (1996) Who's the Ass? (2004)



OctoDice (2015)

User Rating: N/A GeekRating: 5,84 - BGG Ranking: 3881

Best with: 3 - Recommended with: 1,2,3,4



The theme of OctoDice is based on Aquasphere, and the game mechanisms recall that board game. On your turn, you roll six dice (three white and three black); two dice (one white and one black) form an action. Every roll you must pick exactly two dice to take out (any colour). In the end you combine the six dice any way you want, no matter in which order you chose to take them out of your rolls beforehand. You can use only two actions on your turn. On your development sheet you enter the actions chosen for this turn and note your points. You can also decide to "expand your lab" which will give you bonus actions or points. Other players may pick any action combination from your dice roll to add to their sheet. Do not forget to fight Octopodes. The game ends when each player has 6 turns. The player with the most points wins.



User Rating: N/A

GeekRating: 6,11 - BGG Ranking: 2300 Best with: 2 - Recommended with: 2,3,4

Oddly enough, several of you have been hired to build the city of OddVille, home to four powerful worker guilds.





Cleverly place your buildings in order to obtain greater power and fame, while thwarting your opponents' plans. Manage your workers to obtain the resources, coins, and building projects you need in order to make your mark on the city. Plan the city streets to get access to resources or coins from nearby buildings, even if not yours.

Impress the right guild, and you will get a visit from a guild member, who will gladly help you out while enjoying your hospitality. The guild comes first, though: At a moment's notice, every guild member will return to the guild hall, regardless of how much that inconveniences you. Of course, the person who "inspired" the guild meeting may be chuckling gleefully at the "unfortunate" timing of your guest's departure.

OddVille is a card-based city-building game in which all actions are carried out by playing one of your four Worker cards. Each Worker card has a different power and can be used in different ways: to get a project, to obtain resources, or to collect coins. During your turn, you can either play a card or add a building to the city. Connect it to adjacent buildings with roads and you will gain their bonus.

The city grows with each player's contribution, ever changing the values of players' buildings. As soon as a player builds his sixth building, the game ends and the player with the most points wins.





Odin's Ravens (2002)

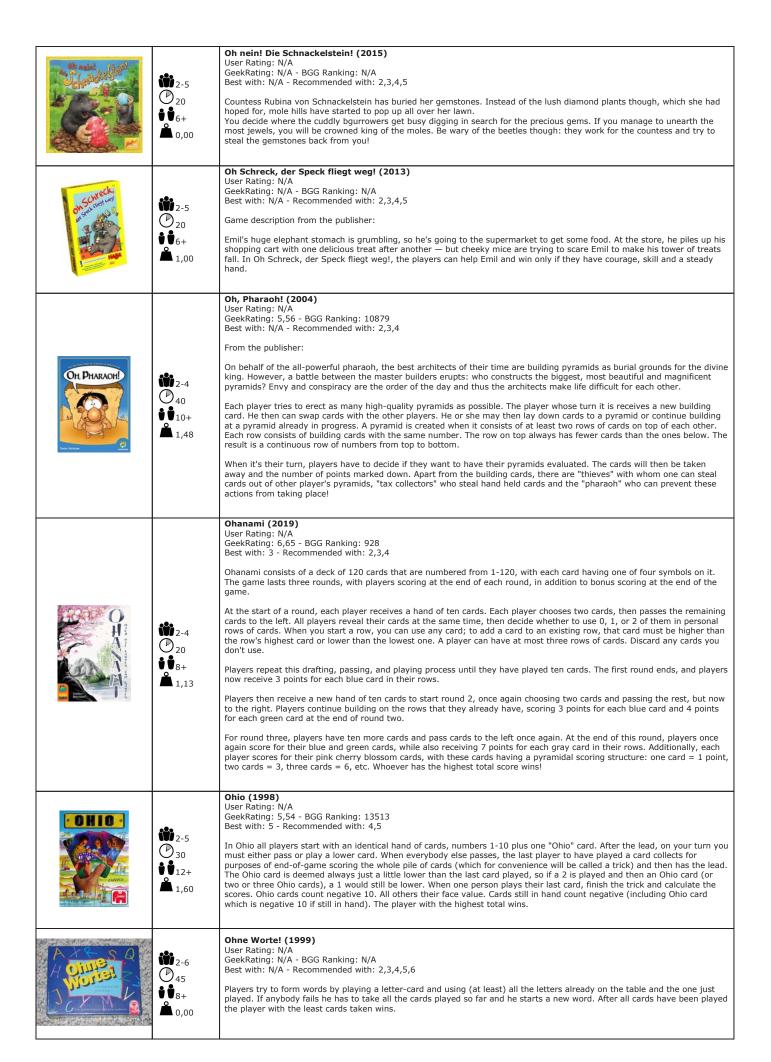
User Rating: N/A GeekRating: 6,24 - BGG Ranking: 1823 Best with: 2 - Recommended with: 2

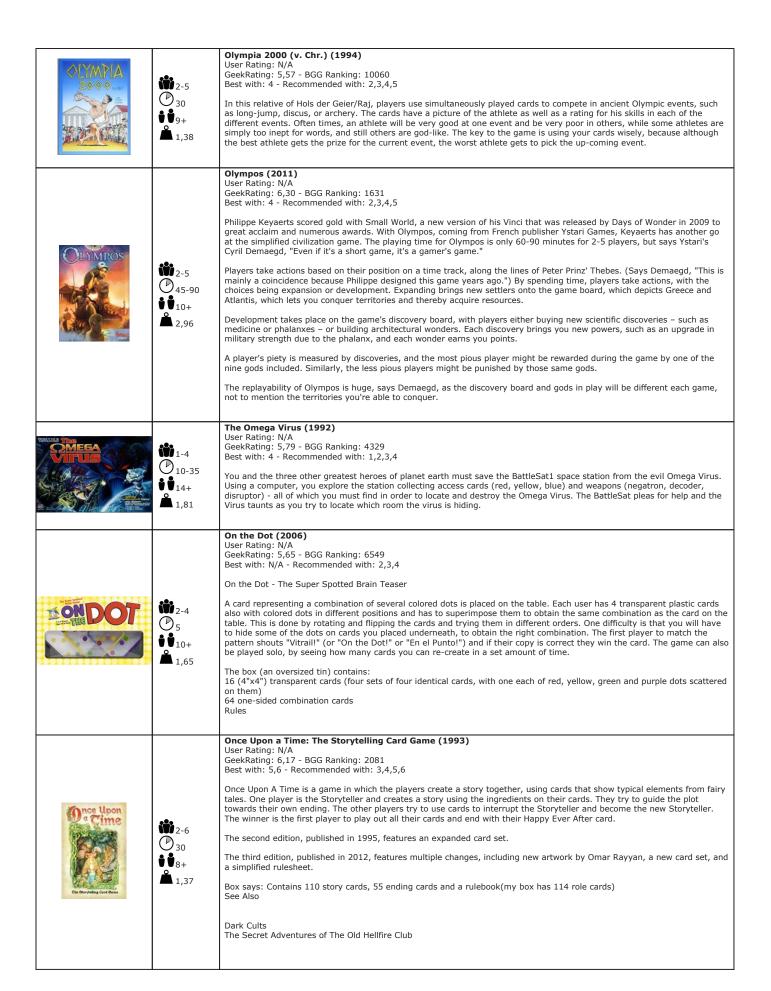
Each morning, Odin sends the ravens Hugin and Munin to race over the world of Midgard and report back what they have seen. The first to return wins Odin's favor, but any cunning corvid has a few tricks in store, and these are the two most

In this two-player card game Odin's Ravens, two ravens race across separate tracks, the tracks comprising domino-style landscape cards that feature different types of land. Each player has their own deck of cards, which they use to match the land type in front of their raven in order to advance the raven toward the end of the flight path. Odin (Loki in Osprey Edition) cards allow a player to take special actions, such as rearranging the track of landscape cards or impeding the other player's raven

In this first edition of Odin's Ravens, each player can create a personal auxiliary stack during play, playing cards from the hand now to set up plays in the future. The game lasts multiple rounds, with a round ending when a raven reaches the end of the flight path; that raven's player scores points equal to the distance separating the two ravens. There is also an Odin token that can slow down whichever raven it is in front of. In addition, whoever has played more cards to the "Magic Way" during the round – a separate playing area in which players may play a particular type of card – wins three points. Once a player has accumulated twelve or more points, that player wins

The Odin's Ravens (Second Edition) transforms the game into a single race across a longer landscape, with players drawing a limited number of cards each turn from either the Loki deck or the land deck and playing as many cards as they desire. Whoever reaches the end of the world first wins.









One Night Ultimate Werewolf (2014)

User Rating: N/A

GeekRating: 6,90 - BGG Ranking: 566 Best with: 6,7,8 - Recommended with: 4,5,6,7,8,9,10

No moderator, no elimination, ten-minute games,

One Night Ultimate Werewolf is a fast game for 3-10 players in which everyone gets a role: One of the dastardly Werewolves, the tricky Troublemaker, the helpful Seer, or one of a dozen different characters, each with a special ability. In the course of a single morning, your village will decide who is a werewolf...because all it takes is lynching one werewolf to

Because One Night Ultimate Werewolf is so fast, fun, and engaging, you'll want to play it again and again, and no two games are ever the same.

This game can be combined with One Night Ultimate Werewolf: Daybreak.

Onirim (2010)

User Rating: N/A

GeekRating: 6,35 - BGG Ranking: 1521 Best with: 1 - Recommended with: 1.2

You are a Dreamwalker, lost in a mysterious labyrinth, and you must discover the oneiric doors before your dreamtime runs out – or you will remain trapped forever!

You may wander through the chambers of dreams, hoping that chance will reveal the doors, or you can linger in each type of room. In both cases, you will have to deal with the slithering Nightmares, which haunt the hallways of the labyrinth.

Onirim is a solo/cooperative card game. You (and a partner) must work (together) against the game to gather the eight Door cards before the deck runs out; you can obtain those Door cards either by playing cards of the same color three turns in a row, or by discarding (under specific circumstances) one of your powerful Key cards. In both cases you will have to decide the best use of each card in your hand and carefully play around the Nightmares. Those cards are hidden in the deck and will trigger painful dilemmas when drawn..

Basic Deck:

8 Door cards - two each of red, blue, green and brown

10 Nightmare cards 58 Labyrinth cards:

16 red chambers: 3 keys, 4 moons, 9 suns

15 blue chambers: 3 keys, 4 moons, 8 suns 14 green chambers: 3 keys, 4 moons, 7 suns 13 brown chambers: 3 keys, 4 moons, 6 suns

Three mini-expansions, all standalone and compatible with one another, are included with the basic game:

"The Towers" introduces a new type of card that allows more searching and deck manipulation, while also imposing an additional victory condition.

"Happy Dreams and Dark Premonitions" adds evil time bombs that will impede your progress at predictable moments of your quest as well as helpful but unreliable allies.

In "The Book of Steps Lost and Found", you must find the eight Door cards in a randomly given order and may remove discarded cards from the game to cast powerful spells that will help you complete this difficult task.

Ooga Booga (2011)

User Rating: N/A GeekRating: 5,64 - BGG Ranking: 6755 Best with: 5,6 - Recommended with: 3,4,5,6

We return to ancient days, when man lived in caves and woman lived in adjoining caves and their language consisted of little more than grunts and gestures. Primitive though we may have been, we still dreamed of ruling over everyone else as leader of the clan!

In Ouga Bouga players need to repeat a series of guttural noises, then add to the chain. At the start of each round, players are dealt three cards face-down and those cards remain hidden; each card shows a "word" and associated illustration –
"Miti" for woolly mammoth and "Atrrr" for fire. The first player of the round lays a card in the center of the table, makes the noise, then points at another player, saying "Ha!" That player must add a card, repeat both sounds in order, then choose someone other than the player who chose him. Some cards have actions and add a gesture such as sticking out your tongue or pounding the table.

A round ends one of two ways: (1) A player is accused of messing up, with accusers pointing at him and saying "Ho!" If the accusation is correct, the player "scores" all cards in the center, plus one card from each accuser; if not, then the accusers split the cards among themselves. (2) A player adds his third card to the pile and correctly repeats all the sounds, ending with "Ouga Bouga!" As a reward, he distributes the cards in the center, as well as any penalty cards previously collected,

After a round ends, every player refills his hand to three cards and another round begins. If not enough cards remain, the game ends and the player with the fewest cards wins.









Ooga! (2004)

User Rating: N/A

GeekRating: 5,50 - BGG Ranking: 20743 Best with: 5 - Recommended with: 3,4,5,6

Get your plastic spears ready to hunt dinos!

You'll have to catch dinos that are showed on the chief menu of the day. But every player will do it at the same time, so you'll have to be quick and clever to hit n' catch the right dino card with your personal plastic arrow. The slowest player must give his dino card back...

When you have collected enough dino cards to fill the menu, you shout "Oooga", take the menu card and draws another

At the end of the game, the player with the most dinos on his menu cards wins.

Opera (2009)

User Rating: N/A GeekRating: 5,85 - BGG Ranking: 3763 Best with: 4 - Recommended with: 3,4

In 1607 Monteverdi's Opera La Favola d'Orfeo had its worldwide premiere. Over the following centuries, Europe was taken over. In the board game Opera, the players bring Opera to the public. In Venice, Vienna, Berlin, London, Paris and Milan great Opera houses arise. Opera leads the players through the periods of Baroque, Classicism and Romanticism. The epic music of six famous composers Händel, Monteverdi, Mozart, Beethoven, Wagner and Verdi will bring the public to their Opera houses.





Clever budgeting is essential to gain control and be the master of your own success. Each round the players determine their budget level to influence the order of play and to activate the characters in the game. The players build new Opera Houses, scout for new Operas of popular composers and try to earn some money. Sometimes they choose to cash in at the Palazzo where the Signora pays them well, but in the long term music are one of the key fundamentals to build your empire. The elegant Maestro brings the performance of an Opera to a higher level and the Critico can make or break a composer. Do not overvalue the three counting rounds with progressively growing value, because a well timed appearance of the Esperto might just bring you the victory in Opera. Ducats and capacity are key elements to facilitate the growth of your empire and influence, but in the end wealth is just an instrument to attain higher ends.

In Opera the players must plan well. Introducing an Intermezzo from time to time might be helpful to seize the initiative on a decisive moment in the game. Opera takes place over 9 rounds of play, divided in 3 episodes. Each episode consists of three playing rounds and a counting round. The player with the highest number of victory points after the third and last counting round will be the victor.

Ora et Labora (2011) User Rating: N/A GeekRating: 7,33 - BGG Ranking: 190 Best with: 3 - Recommended with: 1,2,3,4

In Ora et Labora (Latin for 'Pray and work'), each player is head of a monastery in the Medieval era who acquires land and constructs buildings - little enterprises that will gain resources and profit. The goal is to build a working infrastructure and manufacture prestigious items – such as books, ceramics, ornaments, and relics – to gain the most victory points at the end of the game.





Ora et Labora, Uwe Rosenberg's fifth "big" game, has game play mechanisms similar to his Le Havre, such as two-sided resource tiles that can be upgraded from a basic item to something more useful. Instead of adding resources to the board turn by turn as in Agricola and Le Havre, Ora et Labora uses a numbered rondel to show how many of each resource is available at any time. At the beginning of each round, players turn the rondel by one segment, adjusting the counts of all resources at the same time.

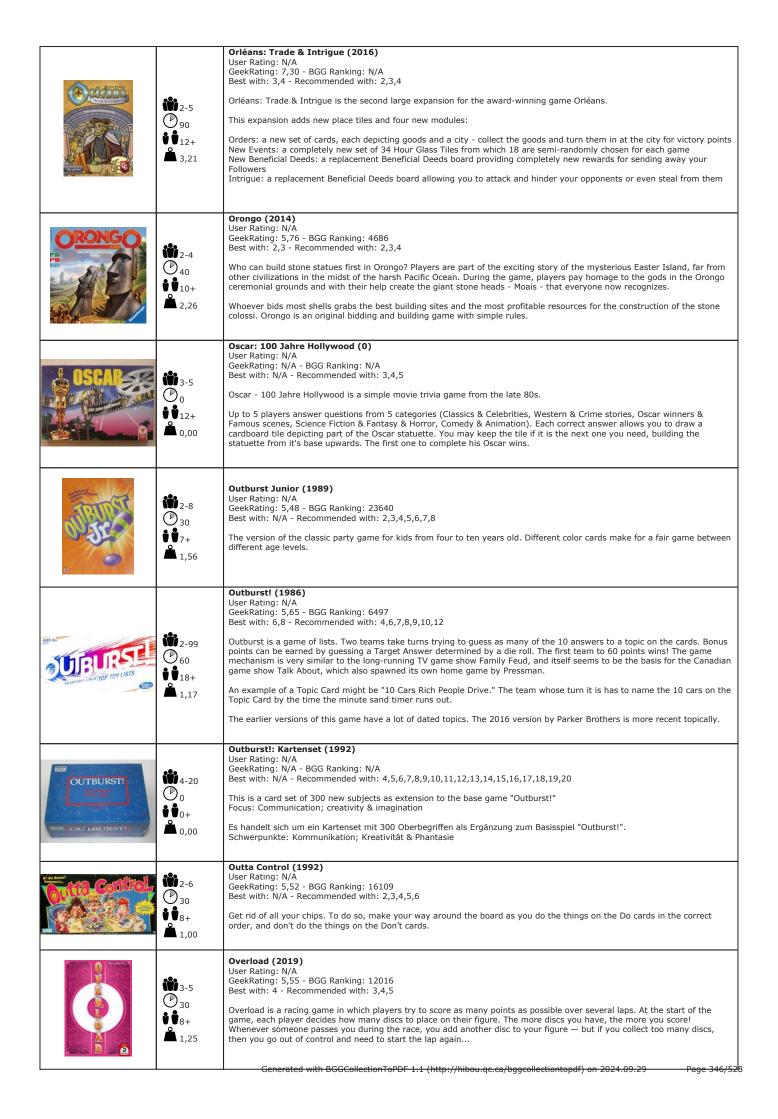
Each player has a personal game board. New buildings enter the game from time to time, and players can construct them on their game boards with the building materials they gather, with some terrain restrictions on what can be built where.

Some spaces start with trees or moors on them, as in Agricola: Farmers of the Moor, so they hinder development until a player clears the land, but they provide resources when they are removed. Clever building on your personal game board will impact your final score, and players can buy additional terrain during the game, if needed.

Players also have three workers who can enter buildings to take the action associated with that location. Workers must stay in place until you've placed all three. You can enter your own buildings with these workers, but to enter and use another player's buildings, you must pay that player an entry fee so that he'll move one of his workers into that building to do the work for you.

Ora et Labora features two variants: France and Ireland.

	<u> </u>	The Oracle of Delnhi (2016)
	2-4 70-100 12+ 3,01	The Oracle of Delphi (2016) User Rating: N/A GeekRating: 6,78 - BGG Ranking: 697 Best with: 3,4 - Recommended with: 2,3,4 Description from the publisher: "For once, Zeus, Greek god of thunder and sky, is in high spirits. Hence, he decides to offer a generous gift to a worthy mortal and invite him, or her, to his realm, to Olympus. To determine a sufficient candidate, Zeus hosts a competition for his entertainment. Twelve legendary tasks are imposed upon the fearless participants: to erect graceful statuses, to raise awe-inspiring sanctuaries, to offer capacious offerings, and to slay the most fearsome monsters. The first participant to master all the posed assignments wins the favor of the father of the gods himself. Indubitably, you will not pass up this golden opportunity, so you clear your ship and rally your crew to follow on the trails of legendary Odysseus through the dangerous waters of the Aegean. But how could you find the righteous path onward? There is but one who can help you. Visit the mysterious oracle of Delphi and let her answers guide your ways. In Stefan Feld's new game The Oracle of Delphi, the player's ships travel across a large variable game board of hexagonal tiles showing islands and the surrounding waters. Each player aims to reach certain islands to perform the twelve tasks given by Zeus: e.g., to collect offerings of different colors and to deliver them to corresponding temples, or to slay monsters of a specific type (and color), all of which can be discovered on the islands. In order to execute these color-dependent actions, you are given three colored dice each turn, the so-called "oracle dice". Rolling the dice (at the start of the turn) is equivalent to consulting the oracle, whereas the results represent her answers. The answers determine which actions you will be able to take, but you will always have three actions per turn. However, a slight divergence from your fate is often possible. In addition to the oracle, you can request support from the gods and you can acquire fa
ORBIT	3-6 45 12+ 2,00	Orbit (1993) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 16426 Best with: N/A - Recommended with: 3,4,5,6 ORBIT comprises three games by Alex Randolph: Orbit, Harun, and Corona. Corona and Harun (originally Moonstar) were previously published separately. Orbit is a new variant.
Örchafd	10 2-8 10 13+ 1,04	Orchard (1986) User Rating: N/A GeekRating: 5,77 - BGG Ranking: 4527 Best with: 3,4 - Recommended with: 2,3,4 Obstgarten is a cooperative game for two or more players aged 3 and up. Only a quick harvesting of the trees carrying crunchy cherries, juicy apples, sweet pears and marvellous plums prevents the snitching of fruits by the impudent and insatiable raven. All players work together to harvest the fruits.
DRD FD	1 2-4	Oregon (2007) User Rating: N/A GeekRating: 6,29 - BGG Ranking: 1671 Best with: N/A - Recommended with: 2,3,4 Taken from Boardgame News: Oregon is a family/strategy game with a colonization-theme and a card-driven placement mechanism. The aim of the game is to position farmers and point-giving buildings in the best possible locations on the board. The year is 1846. Gunslingers, lawmen, pioneers, and whole families left their homes in the east and midwest to try their luck in the West. They loaded their covered wagons with all they could and headed west across steppes, deserts, and mountains. Many chose to settle in Oregon, where the farming and hunting were plentiful, and they could stake out a bit of land for themselves. The players have already reached Oregon and gaze upon the rich farmland below and the potential gold and coal reserves of the mountains. They build ports on the lakes and rivers, churches, warehouses, post offices, and train stations on the plains. And, of course, they must farm the rich land to grow the food necessary for the area to grow and thrive. To win, a player must choose the right times to farm and the right times to build, for planning is necessary, even here in the untamed wilderness of Oregon! Oregon - the way the west was won
ORIENT EXPRESS	10 1-6 0 60 10 12+ 2,24	Orient Express (1985) User Rating: N/A GeekRating: S,79 - BGG Ranking: 4388 Best with: 4,6 - Recommended with: 1,2,3,4,5,6 A murder mystery style game. You must collect clues from different rooms, but you have only a limited time before the train reaches the station. If you don't catch the culprit before then, the killer will escape. It is unique in that the solution is NEVER 100% sure. You must make some logical assumptions to get the killer. The killer is different each time based on a number of prewritten murder cases (extras are sold separately).
ORSENI- Q EXPRESS	2-4 45 3 8+ 1,00	Orient-Express (1986) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 2,4 - Recommended with: 2,3,4 In this Roll and Move cooperative racing game, players help detective Sir Henry reach Constantinople by train before the Admiral's ship. Unfortunately, some track sections are damaged and must be repaired before Sir Henry can move forward. On their turn, players roll a die to determine whether they will move the Admiral's ship or their own locomotives. Players pick up repair pieces at different train stations but Sir Henry can only travel on locomotives without repair pieces. Players win if Sir Henry reaches his destination before the Admiral.







Oxford (1993)

User Rating: N/A
GeekRating: N/A - BGG Ranking: N/A
Best with: 2 - Recommended with: 2

Contents:

12 pieces per side; each with O on one side, X on the other.

The board starts with each player having 6 pieces in play; 3 with each symbol.

Each turn, a player brings a new piece into play, or moves a piece a distance exactly equal to the number of pieces they own matching that symbol. At the end of a move the piece is flipped to show the opposite symbol. Movement is orthogonal; forwards or sideways, but never backwards.

An opponent's piece may be captured by replacement, and lost pieces may be regained by moving to the opponent's starting row.

To win, put the opponent in a position where they only have pieces with one symbol in play - it doesn't matter which one!

P (144 games) P is for Popcorn (1991) User Rating: N/A **ii**i 2-4 GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 \bigcirc_{10} A children's word game in the vein of Scattergories and Facts in Five. Players roll two dice. One die moves a marker around **i i**₈₊ a track of categories, the other moves the player's pawn around a track of letters, each with a point value. Think of **–** 0,00 something in that category that begins with the letter, and earn points. The first player to reach 100 points wins.





Pacal (1999) User Rating: N/A

GeekRating: 5,54 - BGG Ranking: 13392 Best with: 2 - Recommended with: 2

King Maya Pacal was born on March 26th 603 A.D. from Mrs. Zuc Kuk. Nobody knows Pacal's real name. He was called Pacal in many writings in order to show everybody that he was a person because his armor was found after a war and in the Mayan language armor is called Pacal. This king had a throne and he was in charge for over 68 years. Now there has to be a successor, and the players have to build their pyramid. The greatest value has to be upside and the lowest has to be on the base ascendant sorted from left to right.

Who's going to build his pyramid first and will be the new king?





Pack & Stack (2008)

User Rating: N/A GeekRating: 6,07 - BGG Ranking: 2486 Best with: 6 - Recommended with: 3,4,5,6

In Pack & Stack the players try to fill their trucks as perfectly as possible.

Players start each round with a random selection of different-sized goods, determine by the roll of several dice. Then each player takes one or two trucks from the supply face-down (numbers depend on the number of players) The trucks are revealed simultaneously and each player tries to make a quick assessment to get the truck that is most useful for his or her supply of goods. Players stack the goods in the space of their selected truck defined by the boundaries on the truck-bed and supply of goods. Players stack the goods in the space of their secretal that the benine by the boundaries of the that seed and the height restriction noted on the truck. Players get negative scores if the truck they picked was too large (a lot of unused space at 1 point per unused space) or too small (a lot of goods don't fit at 2 points per space of goods that would not fit). The player who gets the lowest negative score in a round gains 10 points. Players "pay" points for their negative values, and rounds continue until at least one player no longer has any points; the player with the most points wins.





Padaxa (1996)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2

Form Triangles on a Hex-board and gain points every time you do.





Paititi (2014)

User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22993 Best with: N/A - Recommended with: 2,3,4

In the world of the ancient Incas, players in Paititi are archaeologists who unearth artifacts and assemble them for

Players use excavation cards to obtain artifact cards of various types and values. When a player initiates an exhibition, all players can discard matching artifact cards to gain victory points. There are three different types of exhibitions, each o which is scored differently.





Paku Paku (2017)

User Rating: N/A
GeekRating: 5,71 - BGG Ranking: 5321
Best with: N/A - Recommended with: 3,4,5,6,7,8

Who stacks up cups and plates to wobbly heights? Who will start sweating when the other players push the dice towards them? And whose paws will stay calm in Paku Paku, a swift dice-rolling game for 2-8 pandas who are hungry for victory?





The Palaces of Carrara (2012)

User Rating: N/A

GeekRating: 6,65 - BGG Ranking: 921 Best with: 4 - Recommended with: 2,3,4

In The Palaces of Carrara, players want to buy the marble from this famous region of Italy as cheaply as possible - but any reduction in price will benefit opponents as well. Maybe you'll find it profitable to instead invest in the buildings created from this marble? Maybe it'll be more worthwhile to grab the expensive raw material when bigger buildings in town turn out to be not so lucrative?

The game includes two levels of play: beginner and advanced. Co-designer Wolfgang Kramer says, "To understand the game, it's important that players play the beginner version to learn the game mechanisms and how they mesh together."

PALAST	3-5 45 10+ 1,65	Palastgeflüster (2007) User Rating: N/A GeekRating: 6,18 - BGG Ranking: 2033 Best with: 4,5 - Recommended with: 3,4,5 Palastgeflüster translates literally as "Palace Whisperings" "At the royal court, discontent prevails, the royal household is dissatisfied. The first intrigues are schemed: The marshall lets the treasurer in on his plans, and the lady's maid whispers secretly with the magician. At the worst, persons of equal rank huddle together. In this case, dark whisperings are in the air which the king will penalise with severe sentences. But loyal subjects will secure the King's favour and win the game." Aim of the game: Each player tries to play their cards so that each character exists only once in their display. If they do not succeed in doing so, all the others rise in the king's favor and will be rewarded. At the end of the game, the player with the most points wins the game.
PALEO	11-4 45-60 10+ 2,62	Paleo (2020) User Rating: N/A GeekRating: 7,31 - BGG Ranking: 205 Best with: 2,3 - Recommended with: 1,2,3,4 Paleo is a co-operative adventure game set in the stone age, a game in which players try to keep the human beings in their care alive while completing missions. Sometimes you need a fur, sometimes a tent, but these are all minor quests compared to your long-term goal: Painting a woolly mammoth on the wall so that humans thousands of years later will know that you once existed. (Okay, you just think the mammoth painting looks cool. Preserving a record of your past existence is gravy.) What might keep you from painting that mammoth? Death, in all its many forms. Each player starts the game with a couple of humans, who each have a skill and a number of life points. On a turn, each player chooses to go to one location — possibly of the same type as other players, although not the same location — and while you have some idea of what you might find there, you won't know for sure until you arrive, at which point you might acquire food or resources, or find what you need to craft a useful object, or discover that you can help someone else in their project, or suffer a snakebite that brings you close to death. Life is full of both wonders and terrors At the day's end, you need food for all the people in your party as well as various crafts or skills that allow you to complete quests. Failure to do so adds another skull on the tote board, and once you collect enough of those, you decide that living is for fools and give up the ghost, declaring that future humans can just admire someone else, for all you care. Paleo includes multiple modules that allow for a variety of people, locations, quests, and much more during your time in 10,000 BCE.
CORRIGINATION.	2-4 0 60 1 8+ 2,00	Panda, Gorilla & Co (2003) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21613 Best with: N/A - Recommended with: 2,3,4 There's a new zoo being created. Candidates for the zoo director's position have a task of designing the zoo. Players take turns adding new tiles to the zoo in a way that 2 different types of undergrowth match to tiles already played. once an enclosure is closed players gain points based on types of animals they chose to live in that enclosure. This could be described as Carcassonne with two types of plains, but no cities, where meeples come in different types (animals) and values.
PANCENTS.	13 2-5 1 45 1 8+ 2 2,65	Pandemic: On the Brink (2009) User Rating: N/A GeekRating: 7,74 - BGG Ranking: N/A Best with: 4 - Recommended with: 2,3,4,5 Pandemic: On the Brink includes new event cards, new role cards, rules for five players, and optional game challenges to increase the difficulty of the Pandemic base game. These new challenges, which can be used individually or combined for even more difficult play, are as follows: The Virulent Strain challenge makes one disease become particularly deadly in unpredictable ways. The Mutation challenge adds a fifth (purple) disease that behaves differently than the original four. The Bio-Terrorist challenge pits one player against the others! Part of the Pandemic series.

Paysisland	2-5 45-60 10+ 1,67	User Rating: N/A GeekRating: 5,51 - BGG Ranking: 20018 Best with: 4 - Recommended with: 2,3,4,5 Welcome to Neverland! Become Peter, Wendy, or many others. Go out on a quest to find the Lost Children whogot lost on the island. Explore every location, lead the other players wisely to finding some of the Lost Children. You will need to co-operate to find them all. After the game, the island will change for the next time those children lose themselves — and you know it will happen again! After choosing your character and learning about your special abilities in Pan's Island, each player is responsible for hiding a pirate and a Lost Child. Thanks to a hand of clue cards representing dreams made by the characters, each player can give clues on the location of the Lost Children or the pirates to avoid. These clue cards are played on another player's board by placing them on a "scale of relevance" ranging from "Exactly" to "Not at all". The player then needs to correctly interpret the clue to move around and search for the Lost Children in the correct area. The game is won when five Lost Children have been found, but it ends if you encounter the pirates more than twice. At the end of a game and depending on your success, event cards will change the topology of the island, bring in new rules, and determine how you pursue your adventure. If you've lost, the island may become easier to explore or make you more powerful, but if you've won, new obstacles appearing on the island will make your new adventures a bit more difficult quest.
Transport of the second of the	2-4 0 60-90 10+ 2,76	Pantheon (2011) User Rating: N/A GeekRating: 6,06 - BGG Ranking: 2515 Best with: 4 - Recommended with: 2,3,4 From BGG News (Eric Martin): "In Pantheon, players enact the comings and goings of various peoples in the Mediterranean: Egyptians, Romans, Iberians, Germans, etc. They accumulate as many raw materials as possible to build monuments to the gods, but the ways of the gods are unpredictable. "On a turn, a player has a number of options. He can choose to travel with his people by using the big wooden footprint piece, then smaller footpints to mark their path and block other players. He can buy materials to worship the gods: dancers, farm produce, impressive temples, or prayers. He can use these offerings to take a god token, which may grant him special abilities as well as victory points. Finally, he may build monuments that are worth victory points at the end of the game. The game lasts six rounds with two scoring periods."
PAPARAZZI	2-6 0-60 1 1 8+ 1 0,000	Paparazzi (1998) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 This game is a little bit like Scotland Yard. But now you are looking for stars you can make pictures from. One of the players is the one who defines the spot with the stars. The other players have to find out where this spot is.
	2-5 30 112+ 2,17	Paper Tales (2017) User Rating: N/A GeekRating: 6,57 - BGG Ranking: 1060 Best with: 4 - Recommended with: 2,3,4,5 Experience two fantastical centuries of expansions and combat in Paper Tales. Remodel your assorted assembly of characters, units, and buildings in each period based on your developments and the age of your heroes. Write a new legend of the rightful ruler who brought unity to the rival kingdoms. In more detail, Paper Tales is a simultaneous drafting card game. Each turn, players draft five units that they then recruit into their kingdom — assuming that they can pay. These choices determine the players ability to shine in battle, generate great income, construct dominant buildings, and earn legend points. There are only four hiring positions available during the four rounds of the play, but your units grow older with each turn until time takes them away. Build a comprehensive strategy and adapt the shape of your realm according to opportunities and restrictions and you will make history!
Paperback	2-5 45 1,99	Paperback (2014) User Rating: N/A GeekRating: 6,87 - BGG Ranking: 605 Best with: 2 - Recommended with: 2,3,4 You are a paperback author trying to finish novels for your editor. Complete Westerns, Science Fiction, Romance or even the rare Best-Seller. Live the dream — and maybe pay the bills. Word-building meets deck-building in the unique game Paperback. Players start with a deck of letter cards and wild cards. Each hand they form words, and purchase more powerful letters based on how well their word scored. Most letters have abilities that activate when they are used in a word, such as drawing more cards or double letter score. Players buy wilds to gain victory points. Variant included for cooperative play.
	2-8 D ₁₀ 10 7+	Papperlapapp (2000) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6,7,8 There are 120 cards with one Word and picture on each card. 16 of them are now face-up on the table. Every player manages now to combine all of his hand cards with the cards on the table. e.g. You have the card "Kinder" and on the table is "Garten". Take the matching card and lay the pair in front of you. After one player combined all his cards, every player reads aloud his combinations. Each pair which doesn't fit is not scored (Dictionary necessary). There is also a variant for the pictures on the cards. Learn German by playing this game: At least you would understand what a DONAUDAMPFSCHIFFAHRTSGESELLSCHAFTSKAPITÄNSMUTZE is. (why, naturally, it is the hat of the captain of the Donau Steamship Company)





Paradox (1992)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: 3 - Recommended with: 3,4,5

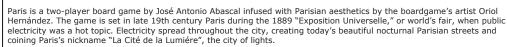
This is a very strange card game. In the deck are 8 cards of this values: +1,+2,+3,+4,-2,-3. Shuffle the deck an everybody gets 4 cards. Turn over the deck and do what the card says. If it is a positive card you as many cards from this deck. If it is a negative card you discard that number to the discard pile and add the negative card. When the deck runs out turn over the discard pile and go on. When all card are in the players hands, all positive cards count negative and the negative cards count zero.

Paris: La Cité de la Lumière (2019)

User Rating: N/A

GeekRating: 6,71 - BGG Ranking: 812 Best with: 2 - Recommended with: 2





The most well-lit buildings are admired more highly by passers-by. In the first phase, players can either place tiles or grow their reserve of buildings. The cobblestone tiles are divided into 4 random spaces (their color, their opponents' color, a streetlight or a mixed-color space where either player can build).

Then, in the second phase, players build on top of their color or the mixed spaces, in effort to position their buildings as close to as many streetlights as possible. More streetlights solicit more adoration and points. The player with the best lit buildings steals the hearts of Parisian pedestrians and wins the game.

-description from the publisher



PARKS (2019)

User Rating: N/A GeekRating: 7,45 - BGG Ranking: 131 Best with: 3 - Recommended with: 1,2,3,4

PARKS is a celebration of the US National Parks featuring illustrious art from Fifty-Nine Parks.





In PARKS, players will take on the role of two hikers as they trek through different trails across four seasons of the year. While on the trail, these hikers will take actions and collect memories of the places your hikers visit. These memories are represented by various resource tokens like mountains and forests. Collecting these memories in sets will allow players to trade them in to visit a National Park at the end of each hike.

Each trail represents one season of the year, and each season, the trails will change and grow steadily longer. The trails, represented by tiles, get shuffled in between each season and laid out anew for the next round. Resources can be tough to come by especially when someone is at the place you're trying to reach! Campfires allow you to share a space and time with other hikers. Canteens and Gear can also be used to improve your access to resources through the game. It'll be tough to manage building up your engine versus spending resources on parks, but we bet you're up to the challenge. Welcome to PARKS!

—description from the publisher



Party & Co: Extreme (2005)

User Rating: N/A

GeekRating: 5,51 - BGG Ranking: 18092

Best with: 4,8,10,12 - Recommended with: 4,5,6,7,8,9,10,11,12

From the same family of Party & Co, Party & Co Extreme is made out of 4 different categories of games: 'Quiz & Co, 'Psyco & Co', 'Show & Co' and 'Art & Co'. Each category have different card games including some like Pictionary, Taboo, Trivial-

People have to compete with each other in teams until they fill out his objective card (a number of games won).



The game includes:

800 cards with different games (200 of each category). 48 'peanuts' (12 of each color)

A pair of party glasses (blind-drawing game) with a color pencil 2 pencils and 2 block notes 1 'flexispaghetti' (shape game)

10 objective cards

1 die and a instructions booklet





Party Time (1994)

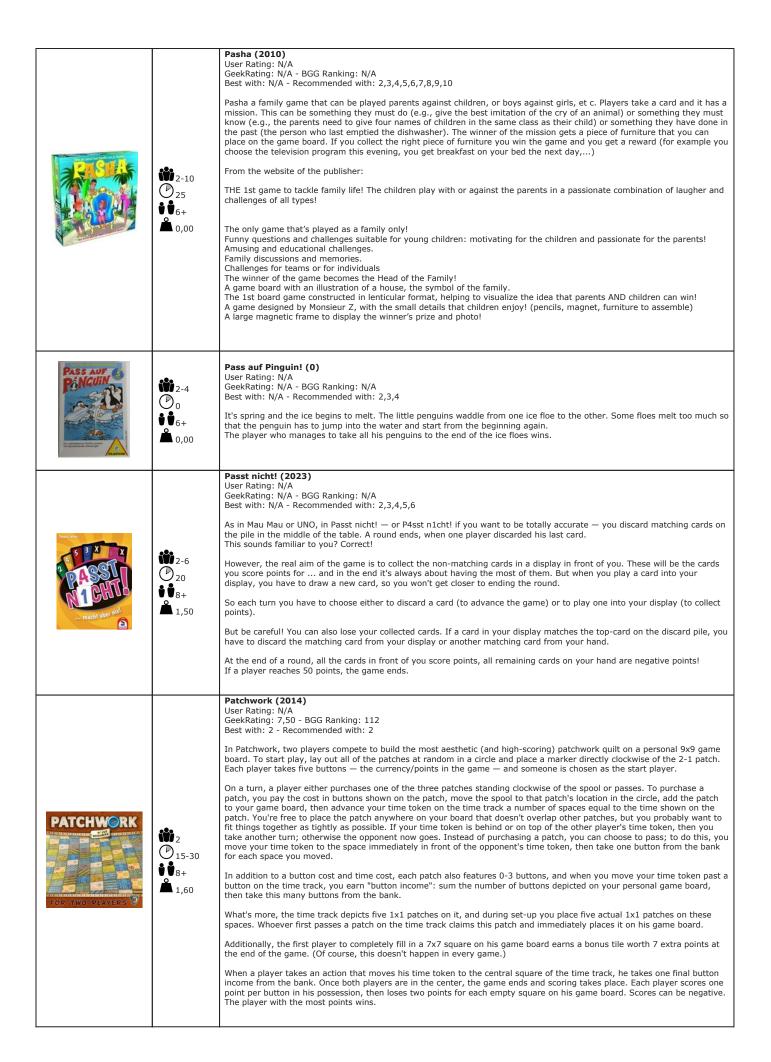
User Rating: N/A

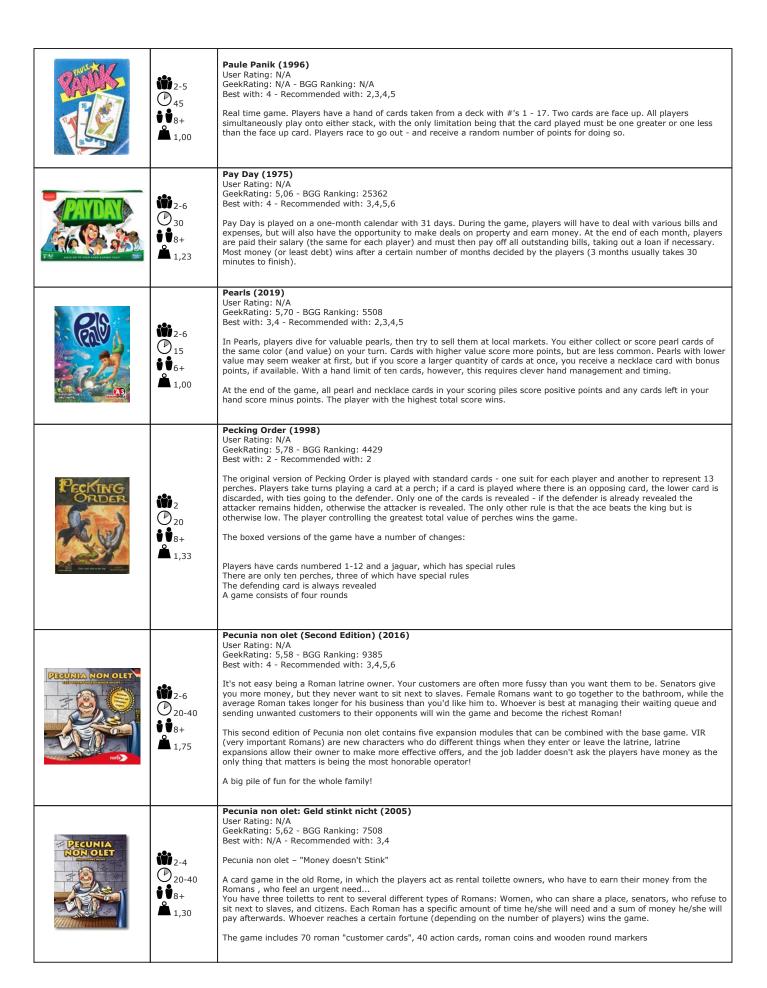
GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 4,5,6,7,8,9,10

In Party Time the players play in two teams. One player draws a card and has to explain/describe, draw, pantomime or knead up to three words/items. Depending on how many items his/her team guesses the team's pawn may advance 0, 1, 3 or 6 steps along the board. On the cards you have clusters of three terms per action to be taken. The action a player has to take (explain, draw, pantomime or knead) is decided on the field the pawn is situated on.

You also have a flash symbol on the board. Whenever a pawn starts its move on the flash symbol, this goup must take an special card and one player has to do whatever is written on the card (e.g. "non-sense" like explain terms using a certain slang, stand and one leg and put off your shoes and socks, keep your breath for 90 seconds...).

Game No. 71245.0 from F.X. Schmid, published 1994 (1993 ParaDice)









User Rating: N/A

GeekRating: 5,50 - BGG Ranking: 20553 Best with: 3 - Recommended with: 2,3,4

In Peek-a-Boo!, three children have placed sheets on their heads to pretend that they're ghosts - but unknown to them a real ghost has joined their playtime! It's up to you to determine under which sheet the real spirit is hiding as well as which color candle it's holding. To do this, players must make use of the mirrors in the castle surrounding the figures as everyone knows that true spirits don't cast a reflection...

To set up for the game, each player receives a search tile showing a symbol, and 16 candle chips (each showing one of four colors and one of four symbols) are mixed and placed facedown on the spaces on the circular track. The mechanical doohickey in the game board – which lowers mirrors out of sight when one of the ghosts is used to crank a gear in the board – is set up. You secretly place one of the four colored candles in each ghost, then set them on the game board.

On a turn, you roll the die. If you roll a number, you move a ghost of your choice the number of spaces indicated to try to land on a candle chip. If you do land on one, you reveal it, keeping the chip if it shows your symbol and leaving it faceup on the board otherwise. If you roll a ghost, you can conduct a mirror test, take a joker move, or do both. For the mirror test, you take one of the ghosts, place it in the center of the game board, then crank the gear (as each ghost has a coglike thing beneath it). If the mirrors disappear, you've found the real ghost! If not, you'll see the ghost reflected in a mirror and the angle of the mirror allows you to see the candle color; announce this color to all players. For a joker move, you move a ghost to any space of your choice to try to collect the chip on it.

Once you have all four of your chips, you immediately test a ghost of your choice to see whether the mirrors fall. If they do, you need to then name the color of candle it holds. If you fail either test, you're out of the game and play continues until the next player tests a ghost. If you succeed, you've revealed the real ghost and win!



Pelican Cove (2011) User Rating: N/A

GeekRating: 5,98 - BGG Ranking: 2920 Best with: 5 - Recommended with: 1,2,3,4,5

We're in Australia, a land of myth and magic, and every night at sundown eight dreambirds gather around the holy rock Uluru. To make the magic work to its fullest, they all wish to land in specific locations to fulfill specific conditions.

Unfortunately, they haven't coordinated their wishes among the flock, so it's up to the players to sort out the puzzle so that as many dreambirds as possible have their wish granted. Oh, and you better do it quickly because the sandtimer is running towards sundown.

In Uluru: Tumult am Ayers Rock, players must solve these dreambird puzzles individually and simultaneously, then review their results together. Each unfulfilled wish results in a penalty point for a player. Play proceeds over several sundowns, and the winner is the player who in the end has received the fewest penalty points.

The game includes variable difficulty levels so that everyone from children to seasoned gamers can compete together and

Uluru: Tumult am Ayers Rock can be combined with Uluru: Neuer Tumult am Ayers Rock to add further variants and combinations to the game.



iii 2-4 \bigcirc_{15} 1,00

Penguin Picnic (1997)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4

All the penguins are going to gather for a picnic today. They will float on their icebergs and have lots of fun! Who will catch the most fish? If it is you, you'll win the game, but beware, you could end up with only fish bones instead of fish!

For ages 5 - 10





1,83

Pentago (2005)

User Rating: N/A GeekRating: 6,03 - BGG Ranking: 2667

Best with: 2 - Recommended with: 2

Pentago is an abstract strategy game for two players with four 3×3 grids arranged into a larger 6×6 grid. This game reimplements the well known Connect 4 with a twist: After placing a marble, the player has to twist one of the grids by 90°, thus changing the board after every turn. The first player to get five marbles in a row wins.



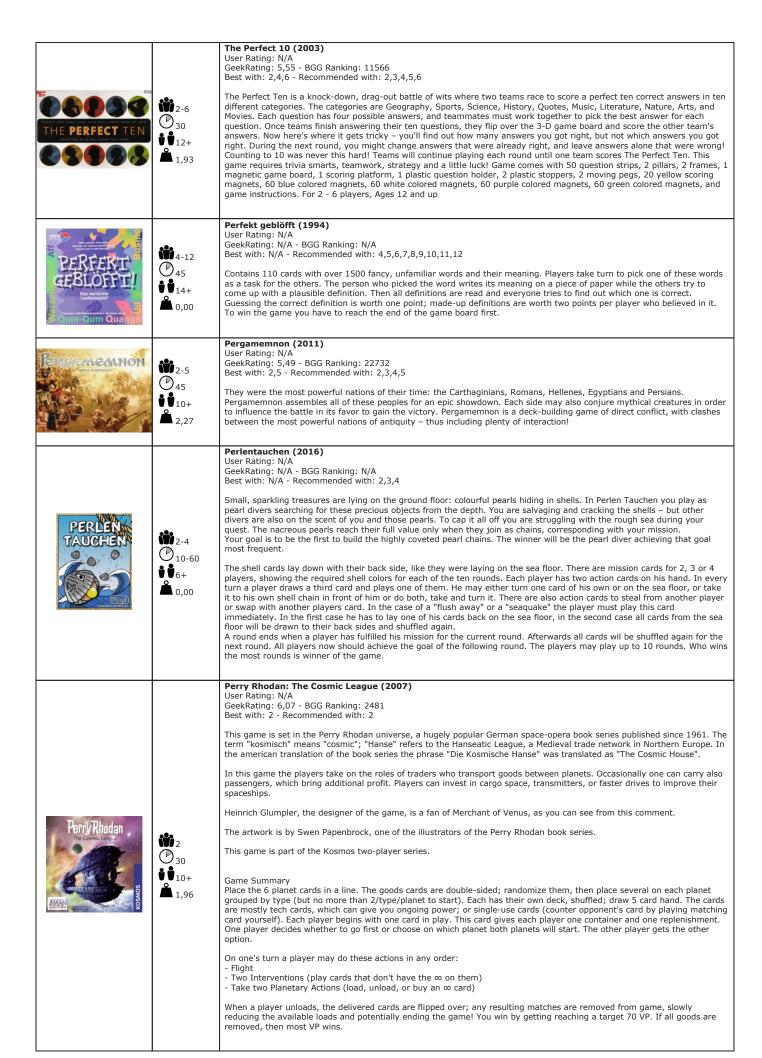


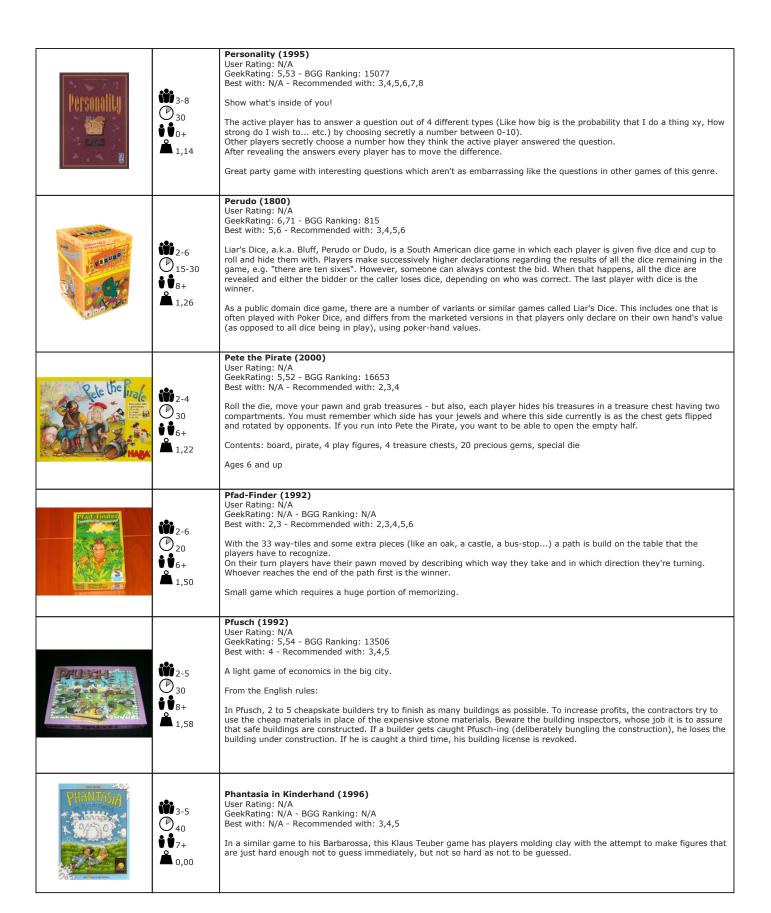
Peppino the Clown (1999)

User Rating: N/A GeekRating: 5,52 - BGG Ranking: 17270 Best with: 4 - Recommended with: 2,3,4

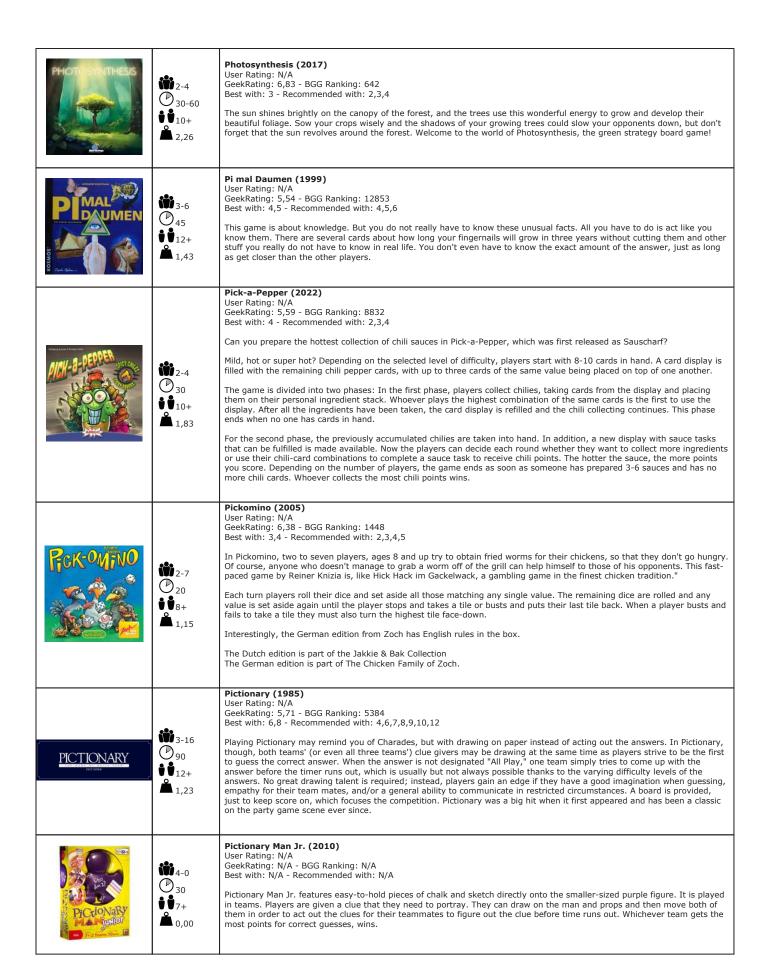
Players each have a stack of pieces in three colors. A clown card is turned over which shows a particular order of colors that the stacking pieces need to be in. The first player to stack their pieces correctly wins the clown card. Everyone else then finishes their stacking (so that everyone again has the same piece configuration) and another clown card is turned over. The player who has won the most clown cards when the card pile runs out is the winner.

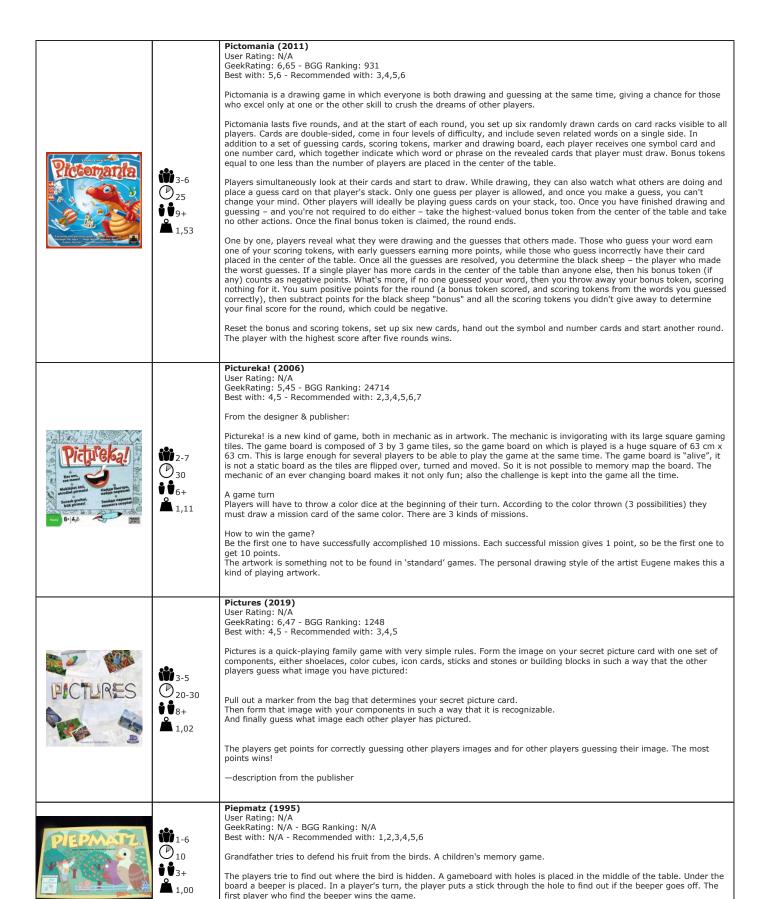
The "advanced" game utilizes a pattern that is on the front of the stacking pieces. Now players not only have to get the right color pieces in order, but also the ones with the correct patterns.

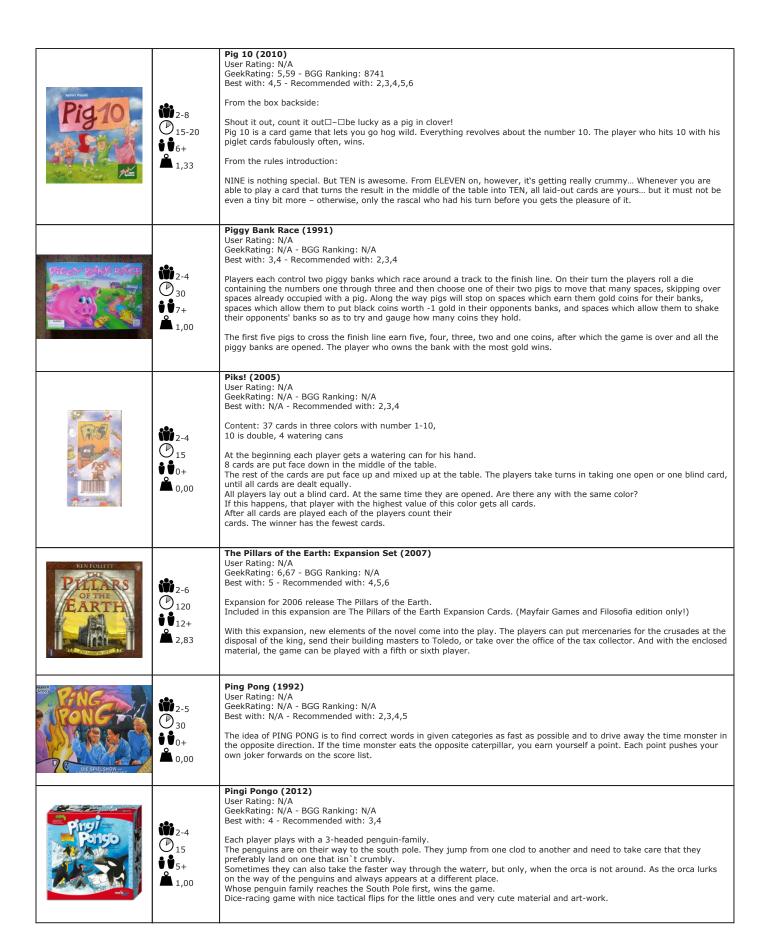


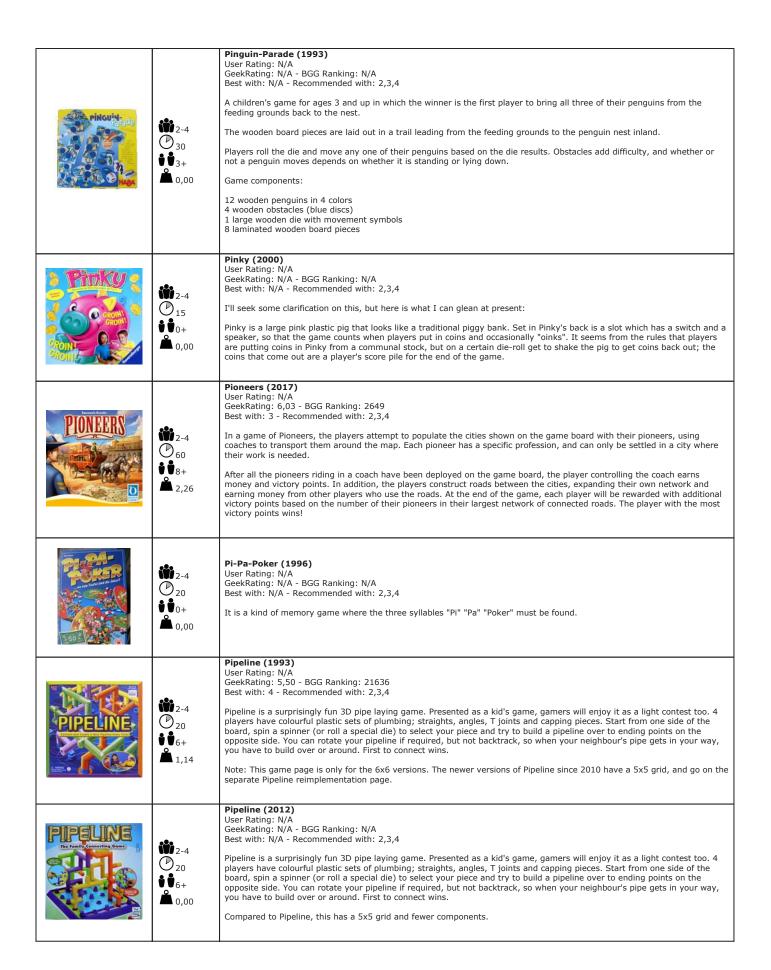


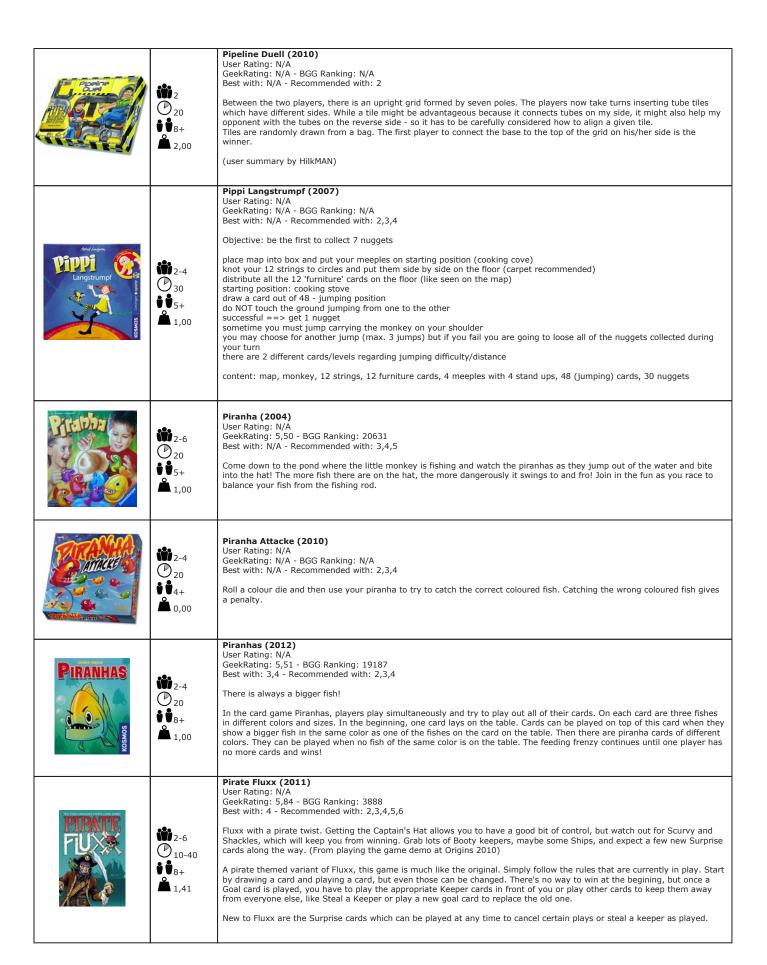
Phanlom Ink	4-8 P 10-15 13+ 1,18	User Rating: N/A GeekRating: 6,07 - BGG Ranking: 2517 Best with: 6 - Recommended with: 4,5,6,7,8 Renowned mediums are competing to figure out a secret object and prove they can connect with the "World Beyond". The first team to figure out the secret object wins! To set up Phantom Ink, divide players so that the Sun team and the Moon team each have one Spirit and up to three Mediums. The mediums on a team share a hand of seven question cards, and the spirits begin the game by choosing one of the five objects on a card as the secret object. On a turn, the mediums pass two question cards to their spirit, with sample questions like "What color is it most commonly?", "What fictional character has it or uses it?", and "If it were a musical instrument, what would it be?" The spirit discards one question card face up, then returns the question card it's going to answer to their mediums, then slowly writes the answer one letter at a time for all to see. As soon as the mediums think they know what this clue word is, they yell "Silencio", and the spirit stops writing. The other team of mediums might see only the letter "Y", but if you know the question is "What color is it?", then you know the clue must be "yellow". To end your turn, draw two new question cards. On a turn, instead of handing over question cards, you can attempt to guess the answer — and to do so you write like the spirits, one letter at a time. If you write an incorrect letter, the spirits will stop you, marking out your error, with your partial guess giving the other team more information. If you guess the entire word correctly, you win! Awards & Honors: Game Makers Guild - Seal of Approval The Dice Tower - Seal of Approval
Phase 10	1 2-6	Phase 10 (1982) User Rating: N/A GeekRating: 5,14 - BGG Ranking: 25351 Best with: 4 - Recommended with: 2,3,4,5 A rummy-type card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc. The first player to finish completing the 10th phase wins. In case of ties, the player with the fewest number of points wins.
Phase 10	2-6 D ₁₂₀ 120 18+	Phase 10 Masters Edition (2001) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 14055 Best with: 4 - Recommended with: 2,3,4,5,6 Two major rule changes from the original Phase 10: Players pick a phase at the beginning of each hand based on the cards they have. Phases can be done in any order. One card can be saved each hand to be used in a future hand. Original Phase 10 description: A rummy-type card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc. The first player to finish completing the 10th phase wins. In case of ties, the player with the least number of points wins.
Phase 10 Strongs The strongs of the	2-6 60 7+ 0,00	Phase 10 Strategy (2018) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 Phase 10 Strategy is played over several rounds. Each round players take it in turn to move their counter around the board to decide on card combinations called "phases". Players need to plan their moves well, as they can only form a phase if their counter is in the appropriate space. In addition, a player may only make one phase per round. As in traditional Phase 10, players use cards to complete their chose phase. Once a player has completed a phase and got rid of his remaining cards, the round ends. Then all players get new cards and the next round begins. Whoever completes his tenth phase first and then gets rid of his remaining cards, wins! Each deck contains Joker cards which increase the suspense and help players escape a tricky situation. —description from the publisher (Translated) Phase 10 Strategy wird über mehrere Runden gespielt, in denen die Spieler reihum ihre Spielsteine so über das Spielbrett bewegen, dass sie Kartenkombinationen bilden können, die als "Phasen" bezeichnet werden. Die Spieler müssen ihre Züge gut planen, da sie eine Phase nur dann bilden können, wenn ihr Spielstein sich auf dem entsprechenden Feld befindet. Außerdem darf ein Spieler pro Runde nur eine einzige Phase bilden. Sobald ein Spieler eine vollständige Phase ausgespielt hat und seine restlichen Karten losgeworden ist, endet die Runde. Dann erhalten alle Spieler neue Karten und die nächste Runde beginnt. Wer als Erster seine zehnte Phase abschließt und dann seine restlichen Karten loswird, gewinnt! Jedes Kartendeck enthält Joker-Karten, die die Spannung steigern und den Spielern helfen können, einer kniffligen Situation zu entkommen. —description from the publisher (German)
Phase 10 De forticule. Le in the solutions The baser dears but fortigat I great of states	2-6 60 10+ 1,50	Phase 10: Das Brettspiel (2010) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20339 Best with: 4,5 - Recommended with: 3,4,5 As in other Phase 10 versions, the players try to collect sets of cards in ten different phases which have to be collected in order. Only when one phase is completed, the player can start collecting the next one. In this board game version, players move along a circular track on the board. For this, they roll two dice and choose one of them for their movement. The field they land on contains instructions on how to draw or replace cards or even request them from others. Afterwards, phases can be laid out or added to. At the end of each player's turn, a card has to be discarded. A player who has no cards left after this moves forward two phases, the other players who have completed the current phase move forward to the next phase, all others have to try the current phase again in the next round. The first player to complete phase 10 is the winner. (User summary by HilkMAN)

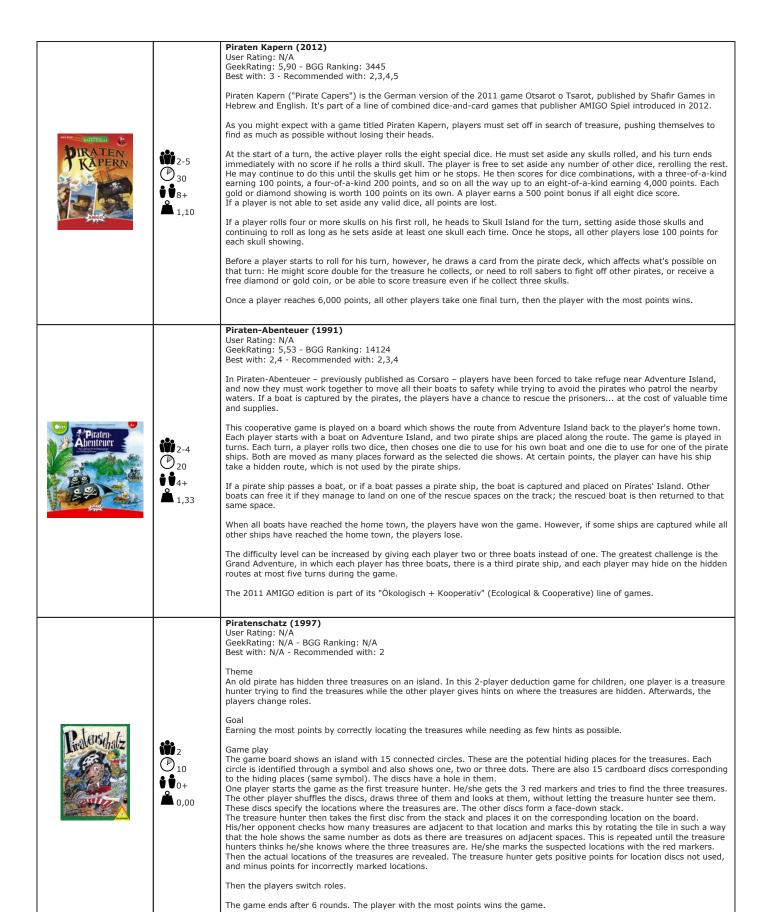












Pirate's Cove (2002) User Rating: N/A **1**3-5 \bigcirc_{60-90}

GeekRating: 6,31 - BGG Ranking: 1608 Best with: 5 - Recommended with: 3,4,5

Come aboard and sail to Pirate's Cove, the legendary hideaway of thieving pirates and cutthroat buccaneers. The tales of those legendary pirates of old who've fought and survived these mysterious waters still haunt all those who yearn for a life at sea. Armed with a secret map and starting with a modestly outfitted sloop salvaged from last winter's storm, you set sail to Pirate's Cove, your eyes filled with visions of treasure and fame, your lungs filled with the salty air of the high seas.

Your objective: to battle for the rights to plunder and become the most famed and feared pirate the world has ever seen. To do so, you will need to navigate shrewdly, fight recklessly and pillage mercilessly. You will gain fame by winning battles; burying gold and treasure; and bragging about your exploits at the tavern. At the end of twelve months, the pirate with the most fame will be declared the most fearsome pirate of the high seas!

The game has 12 turns and at the start of every turn, each pirate must decide (secretly) which of the six islands they will visit. All players reveal their navigation directions simultaneously and then the turn is resolved. If any two or more pirates end up at the same island, Combat ensues.

Combat resolution is determined by the strengths of your ship and the results of cannon fire (dice). The goal of combat is to scare away rival pirates so that you are the only pirate left at the island. If you stay in combat too long, your ship will suffer and make subsequent turns more difficult, so there is a fine balance of when to stay and fight and when to let the bigger ship have its booty. If you flee from combat, you end up at Pirate's Cove where you receive a small compensation for the turn. Once all conflicts are resolved, then the bounty for each island is given out.

Each island (except Pirate's Cove and Treasure Island) offer various amounts of Fame, Gold, Treasure or Tayern cards, The bounty is skewed so that some Islands are clearly better choices than others, so it can force you to decide (or bluff) if you think you can take the island should other pirates go after the same bounty. Once you have your bounty, you can purchase upgrades for your ship. Each Island offers a different ship component. The four parts of your ship are: Sails (determines speed and initiative in combat), Hull (how much treasure you can carry), Crew (needed to man the cannons), and Cannons. (The lower number of Crew and Cannons determines how many dice you roll in combat).

There is also an island with a Pub that offers useful strategy cards to help you in all aspects of the game. The last island is treasure island which offers no real bounty other than the chance to bury treasures that you have in the hull of your ship. Buried treasure is converted to Fame (which is the ultimate goal of the game).

Other random elements of the game include the dreaded Legendary Pirates who are highly dangerous ships that patrol the islands in order. One of 5 different Legendary Pirates (which include famous names like Blackbeard and The Flying Dutchman) is drawn at the beginning of every game, and stays until defeated. If you end up at the same island as one of them, you had better have a strong ship and helpful allies or they will blast you with their powerful cannons. However, if you can manage to sink their ships, you can score a good amount of fame! But beware, once you defeat him/her a new Legendary Pirate will appear to wreck havoc in the islands.

At the very end of the game, there is a chance for everyone to tell "tall tales" about themselves to increase their final fame standings. These tall tale cards are gained at the pub and offer yet another fun "pirate" mechanic. In all, Pirate's Cove offers you the chance to truly play like a pirate where you can fight and plunder your way to victory.

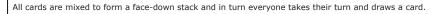
Pirate's Plunder (2016)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

You are a group of pirates that have captured a ship loaded with precious booty! Now you must each try and seize the biggest share of the loot. There's just one problem: there's a fire in the gunpowder room! Once the flames reach the powder kegs, the ship will be blown to smithereens and your treasure with it. So grab as much swag as ye can and jump overboard before the ship goes BOOM!

Shuffle the cards and place the pile face down in the center of the table, next to the treasure chest filled with coins. There are 29 Coin Cards with a value of 1 to 5 coins, but there are also unpleasant cards in the form of eight Pirate cards and the BOOM! card.



Every player hopes to draw coins cards, but these will only be paid out when you disembark the ship. When a player draws a Coin Card he keeps it in his hand. On the next turn, he draws another card. But he can also decide to jump overboard! To jump overboard, the player adds up the value of the cards in his hand and collects the same number of coins from the Treasure Chest. He then places his cards on the discard pile and sits out the rest of the round.

If a player draws a Pirate card, he executes the action. Examples of this card are taking cards from fellow players or even throwing them overboard. The player will collect the value of his cards in coins and sit out the rest of the round. With the Davy Jones' Locker card, you are safe from the next five cards drawn—you can sit back and relax.

But if the BOOM! card is drawn, all is lost! Players still on board the ship must return all their Coin Cards. No coins are collected (except by the holder of the Davy Jones' Locker card). All players discard their cards.

The round ends when all players have jumped overboard or the BOOM! card has been drawn. The discard pile is then shuffled and used as the draw pile for the next round. The player that drew the BOOM! card in the last round goes first.

The game ends when there are no more coins in the Treasure Chest. The player with the most coins wins.

—user summarv





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Pirates: Quest for Davy Jones' Gold (2006)

User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21829 Best with: N/A - Recommended with: 2,3,4

Pirates: Quest for Davy Jones' Gold takes the gold and glory of the Pirates Constructible Strategy Game to a new level of fun with an action-packed board game.

Climb aboard -- nothing less than the souls of good pirates everywhere are at stake! Pirates: Quest for Davy Jones' Gold focuses on the excitement of plundering for gold. With ghosts and sea monsters threatening ships sailing dark and cursed waters, the hunt for treasure has never been so exciting.

Uses similar constructable ship as Pirates of the Spanish Main and Pirates of the Caribbean PocketModel Game.





Pitagoras (1996)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4,5

Box says " Mathematics, revised by a group of unlikely pupils of Pitagoras. You must calculate the algebraic sum of cards and dice, but some circumstances may reverse the final result; the outcome of the game is uncertain until the very end. Ability and a little risk make it a fast, fascinating and unpredictable game.'

PitchCar (1995)

User Rating: N/A

GeekRating: 6,98 - BGG Ranking: 465 Best with: 6 - Recommended with: 2,3,4,5,6,7,8

This game entry refers to two nearly identical games that are not compatible with one another. Ages 6 and up.

PitchCar and Carabande are dexterity games where large, wooden, puzzle-like pieces are used to construct a race track that looks very similar to a slot car track when finished. But instead of electricity, players use finger-flicks to send small pucks around the track, a la Carrom.

Contents:

Eight car discs One black "spacer" disc Six straightaways Ten 90-degree curves Rail pieces for straights and curves One Start/Finish line sticker One rule sheet with suggested track layouts One score pad





Carabande was produced by Goldsieber and had only the single expansion with the Action Set. Both are currently out of print. It was also produced in a special "Audi" edition, titled Rennspiel-Action. In the BGG photo gallery, Carabande has yellow/orange rails.Expanded by:

Carabande Action Set

PitchCar is produced by Ferti. It currently has nine expansions that add "tight" curves, crossroads, small jumps, long straightaways, 45-degree curves, curved bottlenecks, loops & an adapter that will allow for mixing PitchCar and PitchCar Mini. PitchCar apparently also has two editions, where the first edition has the black laminate on the top and bottom of the track pieces, where the second edition only has the laminate on the top of the track pieces. In the BGG photo gallery, PitchCar has red rails.Expanded by:

PitchCar Extension

PitchCar Extension 2

PitchCar Extension 3: Special Long Straights

PitchCar Extension 4: Stunt Race PitchCar Extension 5: The Cross PitchCar Extension 6: No Limit PitchCar Extension 7: The Loop PitchCar Extension: The Upsilon PitchCar Extension: The Adapter

Re-implemented by:

PitchCar Mini





Pixbox (2017) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4,5,6

In Pixbox, the active player lays out six transparent cards at random. These cards show one or more blue squares on them, with the squares arranged in various patterns. The player then lays out a red task card, and everyone must visualize - without touching the blue cards! - how they could arrange one or more blue cards in an overlapping manner, but with only the transparent areas covering one another, so as to recreate the image shown on the red task card.

As soon as a player thinks they have a solution, they yell out and attempt to demonstrate their idea with the transparent cards. If they're correct, they keep the cards they used, and whoever collects the most points wins.



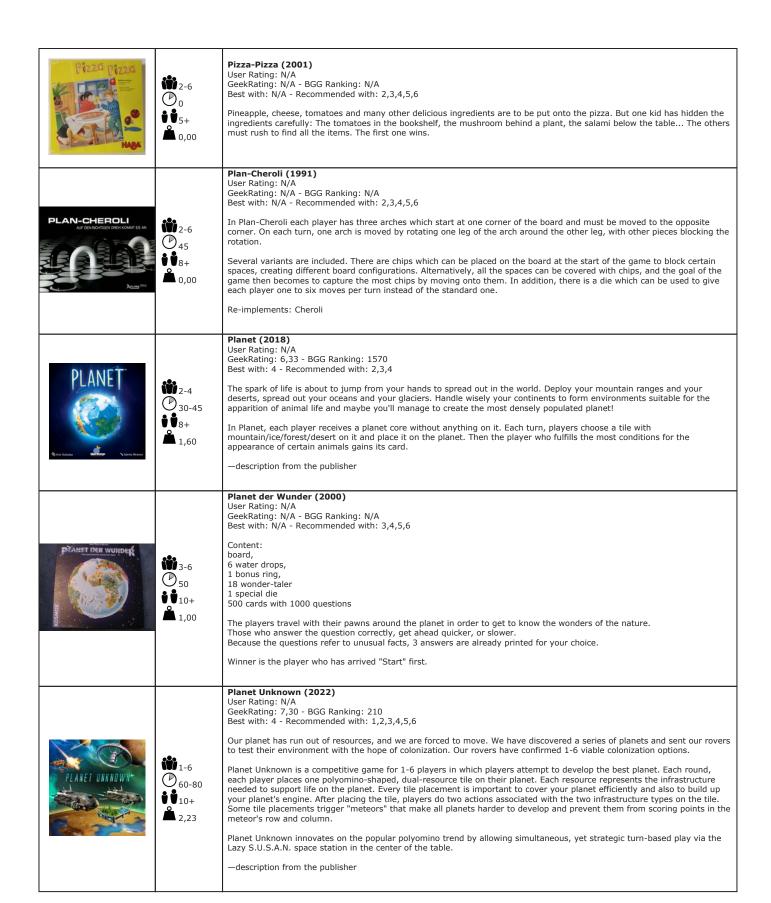


Pizza Paletti (2009)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Hungry customers order pizzas and the players have to get the dough and the ingedients for the pizza. As soon as they have a complete pizza, they deliver it to the customer by bike or by car

The orders appear as cards with a pizza and the desired ingredients and the first one who delivers the correct pizza, gets the fee.



CATE OF THE OWNER OWNER OF THE OWNER	1	Plateau (1986) User Rating: N/A GeekRating: 5,57 - BGG Ranking: 10120 Best with: 2 - Recommended with: 2 Each playing piece has colored rings attached to its top and bottom faces; the color of the ring that's showing indicates how the piece moves. At the start of your move, you can flip the top piece in a stack over, changing how that piece moves. And your opponent isn't allowed to look underneath your pieces to see what might be there. With this significant bluffing aspect, tied to the transformation of units, as well as two very different ways to win, Plateau is a unique abstract strategy game. Online Play Boardspace.net (real-time) GamesByEmail.com (turn-based) Mobile Apps Boardspace.net local multiplayer or online, IOS Boardspace.net local multiplayer or online, Android
	2-6 15 \$\display\$5+	Platsch (1996) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 Called Splash in English. Listed as Haba game Nr 4377. Almost identical in concept to the 2002 game Platsch! by Haba listed as designed by Heinz Meister, where the kittens become hippos and the fish are life preservers. Very simple dice rolling game for young children. From Game Box: The aim of the game: 2-6 hungry kittens are trying to catch some tasty fish out of the sea. But whoever throws the dice too many times and comes too close will fall - splash! - into the water and will have to go back and take another turn.
ALOPP	2-4 5 5+ 0,00	Plopp! (1999) User Rating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 The game consists of 4 suction-cups-on-a-stick (German: poempel), 5 cardboard chits with 5 different faces, 25 cards representing the 5 different faces (5 each), and 13 pieces sponges (wooden blocks). Each player get a 'poempel', the cards are shuffled and divided among all players. The chits are laid out visibly in the middle of the board and the sponges are set aside. Using only one hand all players start revealing cards from their stack simultaneously. If two or more players reveal the same face they try to grab their poempel and 'suck-up' the right cardboard chit. The one to get the chit first, earns one sponge. The game then resumes. If you grab a chit erroneously you have to give back a sponge. The game ends when all sponges are distributed. The player with the most sponges wins.
PLUMPSBAR	2-4 15 3+ 2,50	Plumpsbär (1988) User Rating: N/A GeekRating: N/A Best with: 2,3,4 - Recommended with: 2,3,4 This is a game for ages 3 and up. The box contains a tree trunk, a tree pyramid, 4 panda bears, 16 chips and 1 die. The game is played in the box itself. The game board is printed on the box insert. The insert has notches to root the trunk and the pyramid. The trunk and the pyramid have notches on them to place the panda bears on. On the board are fruit baskets printed in different colors. These fruit baskets are also printed on the chips. The die shows numbers from 1 to 3 and 2 bear symbols. Each player gets a panda bear and puts it on one of the start positions on the board. The fruit baskets are put in the deepening of the box insert. On your turn you roll the die. Your panda bear moves accordingly to the number you have rolled. If you land on or cross over a field with a fruit basket on it, you can keep a fruit basket. Every player can only have 1 fruit basket of each color. If you have reached the end of the tree, you can use the marked route to reach an other side of the tree. You can't jump over the other bears. They are an obstacle. Have you rolled a bear symbol with the die, the bear plumps down from the tree and is put on the deepening with the fruit baskets. On your next turn your bear can return to the tree. The game ends when a player has collected a fruit basket in each of the 4 colors and lands on the bottom (this can be due to the rolling of a bear symbol with the die or due to a normal movement).





Plums (2015)

User Rating: N/A

GeekRating: 5,95 - BGG Ranking: 3068 Best with: 4 - Recommended with: 3,4,5

The 17th and 18th centuries were the eras of science. Two of the most impressive personalities of that time were Leonard Euler and Maria Sibylla Merian (who in fact were related). Leonard Euler was a famous mathematician who rendered outstanding services to the number pi. Maria Sibylla Merian was not only a naturalist and explorer but also an artist. Her name stands for the style of detailed portrayal of nature – see her works on the metamorphosis of caterpillars to butterflies. The illustrations in this card game shall breathe life into that style again.

The name Pi mal Pflaumen is a play on the expression "Pi mal Daumen" — "rule of thumb" or "roughly" — which also originated in that period, but now instead of thumbs, players are concerned with fruit. On a turn, players play one fruit card from their hand at a time, then they each claim one of the played cards based on the strength of the card that they played. Each card depicts a fruit, and some of the cards also feature a scoring pattern (e.g., hand in three identical fruits or two pairs of matching fruits) or a special action, such as collecting an additional plum card, stealing a card from an opponent, taking the dog to protect yourself from theft, or collecting three n cards (which can be played singly or in combination with a number card to increase the value of your initial play).

After a number of turns based on the number of players, the round ends, then players receive a new hand of cards. After three rounds, players tally their points based on completed contracts and whoever has the high score wins.

Pocket Battles: Celts vs. Romans (2009)

User Rating: N/A

GeekRating: 5,84 - BGG Ranking: 3921 Best with: 2 - Recommended with: 2

A war game that fits in the pocket!

When pressed for time and table space and the hankering for battle hits, this is the perfect remedy - and it is portable!

Tiles represent troops and troops make up units in your army: just determine the size of the battle and create your own army from a pool of existing troops.

Each tile hits on certain rolls, and some can only melee while others can shoot. Some tiles also have special traits which can affect their whole unit or their whole army.

Armies fight in three sectors - the battlefield. The goal is to eliminate at least half the value of your opponent's army.

Celts vs. Romans is the first in the Ancients line and also the first in the Pocket Battle series. Each Pocket Battles game will feature two armies from a particular era or genre (yes, fantasy and sci-fi, we are looking at you).

The basic rules of the game are fairly simple; two armies face each other in battle. The armies are split into three columns and two rows. Players must decide, at the start of the game, how many points they will give to their armies, determining how many points it will take to defeat the opponents army. (At least half of the points).

On you turn; you have to choose which faction of your army you will send off to battle! Attacks are made by using Order Tokens. If no Order Tokens are present on a unit, it costs just 1 token to issue orders to that unit. Issuing orders to the same unit in the same Battle Round would cost you the number of tokens present on the unit, plus 1. (So if there is one existing token on your unit, it would cost you two additional tokens to activate; if you had three tokens on the unit, it would cost you four additional tokens, and so on).

After a round of battle, you may choose to redeploy you units. (Units may move from the back of the row to the front of the same row, from the back of a row to the back of another row, or from the front of a row to the front of another row). Redeployment will not cost you any Order tokens.

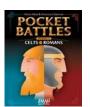
The battle is over when one army defeats the other.

Contents

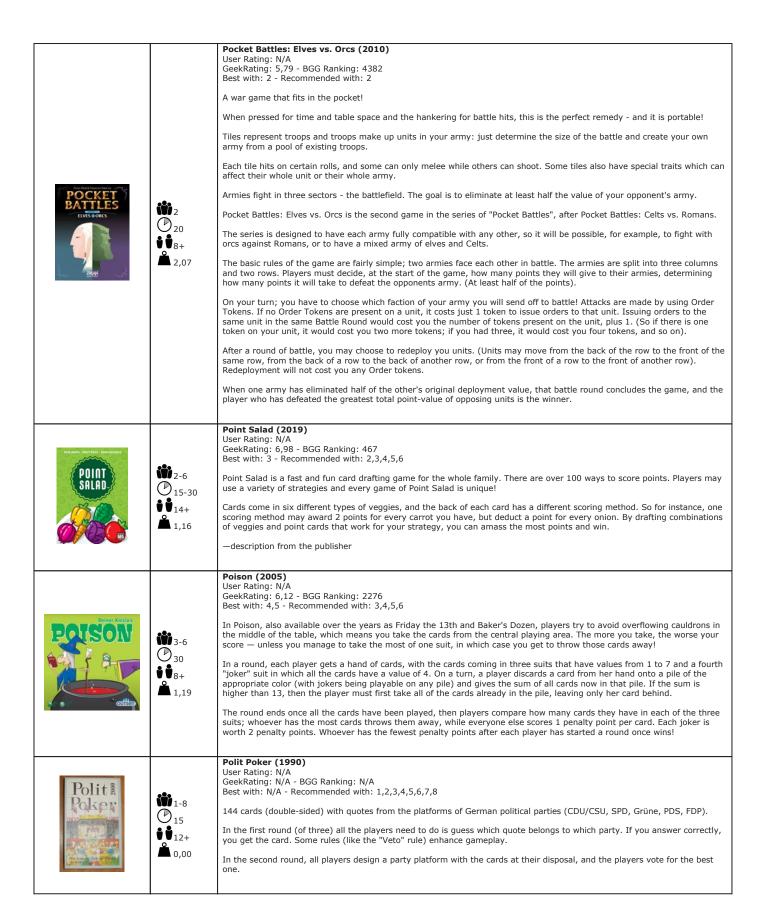
60 tiles, 6 dice, 20 wound/order tokens, 2 player aids, 1 set of rules.

Romans: 1 aquilifer, 5 archers, 4 auxiliares, 1 ballista, 3 cataphracts, 3 cavalry, 1 centurion, 1 imaginifer, 1 imperator, 5 legionaries, 1 onager, 3 praetorians and 1 scorpio.

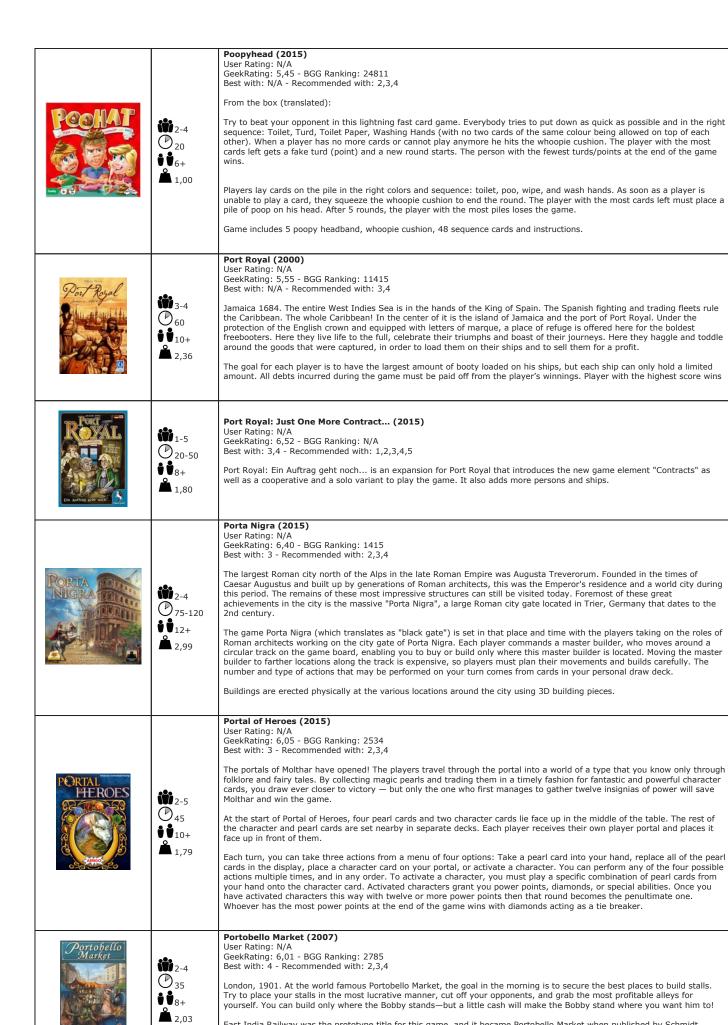
Celts: 1 champion, 1 chariot, 1 druid, 2 gaesatae, 1 hero, 3 horsemen, 4 javelinmen, 3 noblemen, 3 noble cavalry, 4 slingers, 5 warband, 1 warchief and 1 warrior queen.

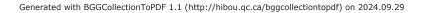




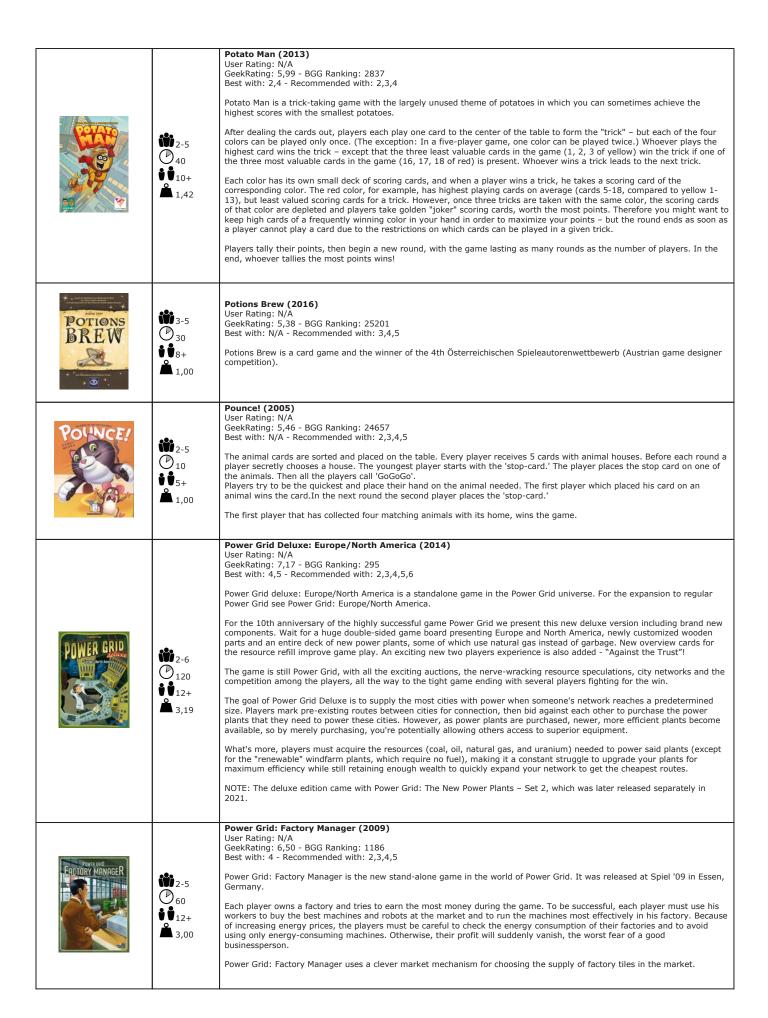




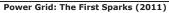




East India Railway was the prototype title for this game, and it became Portobello Market when published by Schmidt.







User Rating: N/A

GeekRating: 6,31 - BGG Ranking: 1605 Best with: 4,5 - Recommended with: 3,4,5,6

In 2001, 2F-Spiele published the original Funkenschlag.

In 2011, it is time to look back...a long time back! To celebrate the tenth anniversary of the original Funkenschlag, designer Friedemann Friese will take you back in time and let you relive the early beginnings of mankind. True to the name of the German edition (a literal translation of which is "Flying Sparks"), it is time for Funkenschlag: Die ersten Funken, or "The First Sparks".

The First Sparks transports the Funkenschlag mechanisms into the Stone Age. The order of phases during a game round, the player order, the technology cards: you know all these parts from "Funkenschlag". But what is new? What is different?

The First Sparks is much faster and far more direct. You are immediately part of the action. Each turn, each decision is important. As a clan leader you decide on the well-being of your clan during the Stone Age. You need to develop new hunting technologies and get new knowledge - to successfully hunt food or to learn to control fire. With the help of these skills, you will harvest enough food to feed your clan and spread it far enough to reach new hunting areas.

In a game of The First Sparks you are always confronted with many decisions: Which technology cards offer you the biggest advantages? When is the right time to spread your clan on the game board? Which hunting areas will grant the most food? Reaching new hunting areas or trying to secure parts of the game board for your own clan are important factors for your strategy. Empty spaces are cheaper for you to settle compared to spaces in which other clans are already settled. If you are the first to increase your clan size to 13 clan members, you win The First Sparks.

Power Grid: The Stock Companies (2015)

User Rating: N/A GeekRating: 5,68 - BGG Ranking: N/A Best with: 4 - Recommended with: 3,4,5,6

The expansion Power Grid: The Stock Companies offers players a completely new game experience, specifically three new ways to play either Power Grid or Power Grid Deluxe.

The main game is The Stock Companies: As shareholders, the players want to get control over different stock companies so they can acquire the greatest wealth.

The two variants are a little bit closer to the well-known Power Grid experience.

- The Biggest Electricity Distributors: In this first variant the players are shareholders who try to get shares of the most successful companies: the companies that supply electricity to the most cities.
- The Competition of the Private Companies: In this second variant the players control their private stock companies and try to establish them successfully on the electricity market. They sell shares of their own companies to generate more cash and they are able to buy shares of other players' companies. Thus, they can also earn a portion of the other players' successes.

If you own all Power Grid maps and the expansion New Power Plants, this expansion offers 222 new possibilities to play Power Grid and Power Grid deluxe.

The rules for this expansion are based on module 9 "Shares" of the game 504. As 504 is a modular game system, we are able to take that module and mix it with Power Grid. The results are three different options to play this expansion. For the main game, we focused on the first option of the shares module, so you will discover a lot of surprises. Both variants are a little bit closer to the well-known Power Grid experience; they are for gamers who want to experiment with the game system.

Power Struggle (2009)

User Rating: N/A

GeekRating: 6,28 - BGG Ranking: 1700 Best with: 4,5 - Recommended with: 3,4,5

This description was originally based on a review from BoardgameNews.com.

In this corporation-themed game, players compete to be the first to acquire four out of six possible victory points. You earn a point by reaching certain numbers along tracks, such as at least 7 on the influence track or 8 on the majority track. You also may earn a point by beating your secretly assigned archenemy on three specified tracks.

The game lasts a number of rounds, with each round consisting of a directors' meeting, followed by 4-7 turns. At the meeting, the "company chairman" is replaced (the next token in line moves up) and the "division heads" are named (by seeing who has the majority in each column of placed cubes). Chairmen and heads get salary bonuses and a card detailing a single advantage for the cardholder.

The player who's the "communications" head then secretly looks at the Event cards and determines in which order they will be played (and so how many turns will be in the current round). Other heads' cards will let them pay less for stocks, for example, or place or remove bits.

After each event card is revealed, players select one action to perform, such as "hiring and relocating employees" (placing or moving cubes), resigning as a department head, using an advantage card, or bribing players for their advantage cards. These actions result in points on the scoring tracks and sometimes money (which is only used for bribery and buying blocks of stock). A bribed card has more power than an earned one, giving incentive to accept bribes (the card is less useful or even useless to the original owner, depending on the workers' happiness scale). In addition to bribery getting you a power you want, it also moves you up the corruption track. A player who rejects a bribe, however, loses one cube on the majority

It's not a business simulation, and gameplay isn't as dastardly as the theme implies. The event cards provide most of the humor. (The card may read that you have failed to fix the breakroom game table, or vacations were canceled, so worker satisfaction goes down, which is what you want). The feel of rising through the ranks (getting more points) is there, and there are many things to attempt to excel in, by doing various business-related (at least in name) actions. Efficient manipulating of your opportunities will win you victory points and, if you gain four, the game.

Awards:

Machtspiele (Power \$truggle) is derived from "Die Firma", which won a special prize in the 2009 Hippodice game design competition for best full-length game.



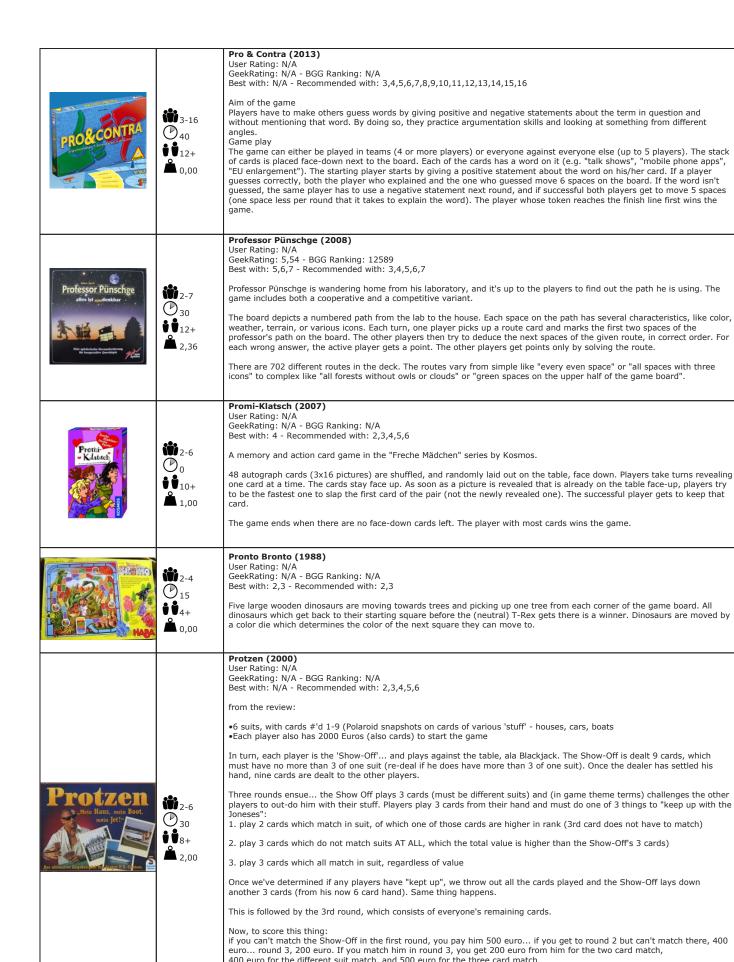




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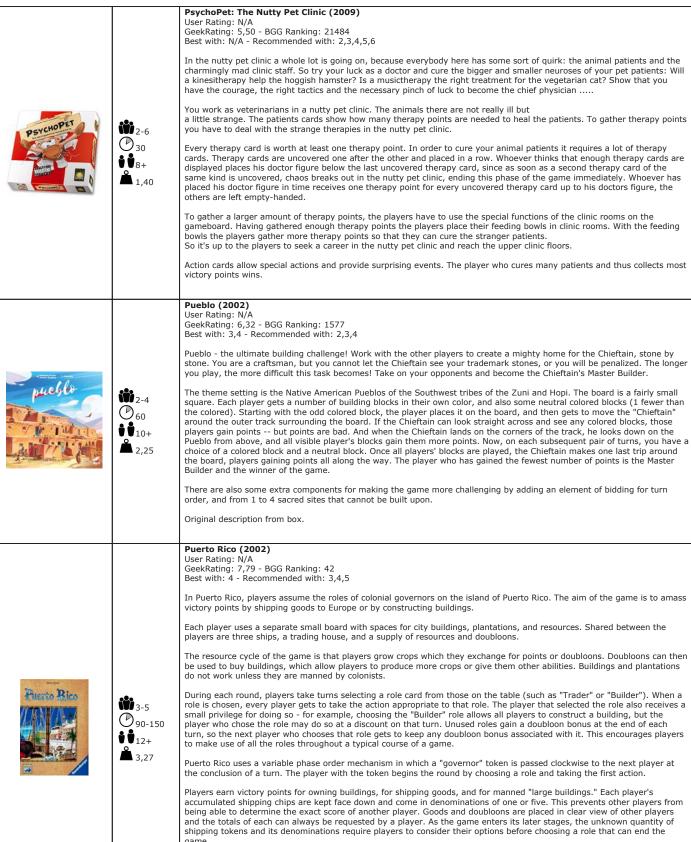


	1-4 0 0 5+	PowerMan (0) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 1,2,3,4 The objective of the game is to attach as many weights as possible to Power Man's weight bar without causing him to topple over. —user summary
		—user summary
PREY ANOTHER DAY	2-5 D 15-20 15-8+ 1,05	Prey Another Day (2023) User Rating: N/A GeekRating: 5,75 - BGG Ranking: 4784 Best with: 4,5 - Recommended with: 3,4,5 The large predators hunt the smaller ones, but they are nimble and can easily escape. Use your animal instincts to outwit the other players and deduce which animals they are sending on the hunt. The first player to capture 5 food markers will be crowned the munch king! The game takes place over multiple rounds. Each round the players can choose from their 5 animals. The stronger animals can hunt early, but the weaker ones will give more points. — description from the publisher
The Princes of Plorence	1-5 75-100 12+ 3,24	The Princes of Florence (2000) User Rating: N/A GeekRating: 7,25 - BGG Ranking: 243 Best with: 5 - Recommended with: 3,4,5 In The Princes of Florence, players attract artists and scholars to their palace while trying to become the most prestigious family in Florence. Over seven rounds, players attempt to score points in various ways, with most points being earned by playing profession cards to generate "work points", which can be exchanged for money or victory points. The game includes a variety of professions, such astronomers, organists, and architects; each profession is attracted to a particular combination of building, landscape feature, and social freedom, and players acquire these items via auctions. The more that a player can match these preferences, the more work points they earn — but the minimum requirement of work points increases each round, and you must meet that threshold in order to convert the work points.
Pinpernell	10 2-4 → 30 • • 0+ ▲ 2,00	Prinzessin Pimpernell (2003) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Players are knights trying to save princess Pimpernell from the dragons' cave. A facedown track of tiles is laid out between the knights' castle and the dragons' lair. Each player controls three knights of different sizes. The active player rolls has two options: - roll all three dice (which correspond to the knights) and move the knights in any direction. If a knight lands on an armor tile, the player has to say what armor it is. If correct, the player can keep it, if not, the tile is returned or look at an armor tile. If a knight lands on a dice tile, the player can re-roll the corresponding die. On plain tiles, nothing happens. When a knight lands on a tile with another player's knight of the same size, that knight is sent back to the castle. A player who moves a knight into the dragons' lair flips over one of the dragon tiles there. The back side of the dragon is removed from the game and the knight returns to the castle to go and try again.
PRIVACY	5-12 45 16+ 1,11	Privacy (2004) User Rating: N/A GeekRating: 5,61 - BGG Ranking: 7662 Best with: 10,11,12 - Recommended with: 5,6,7,8,9,10,11,12 Would you have believed that five of your co-players talk to themselves? That three of them have tattoos? Or that every last one of them has been in a sex shop?! It doesn't matter what the topic is as the truth will come to light with Privacy. Don't worry, though — many answers are given secretly, and what's secret stays secret. In more detail, Privacy is an adult party game in which players finally get answers to the provocative questions they were afraid to ask. Players anonymously answer outrageous and depraved questions by delivering "Yes" or "No" votes, then predict how many total "Yes" answers were submitted. Points are awarded to the players who guess correctly. Tell the truth or plead the fifth while using your deduction skills to learn what you've always wanted to know about your friends.
PRIVACY La martic la marti	5-12 45 16+ 1,25	Privacy 2 (2008) User Rating: N/A GeekRating: 5,57 - BGG Ranking: 9678 Best with: 12 - Recommended with: 5,6,7,8,9,10,11,12 Privacy 2 is the sequel of Privacy. 90 new Questions will bring new incredible truths about your friends. And you won't believe your ears again!

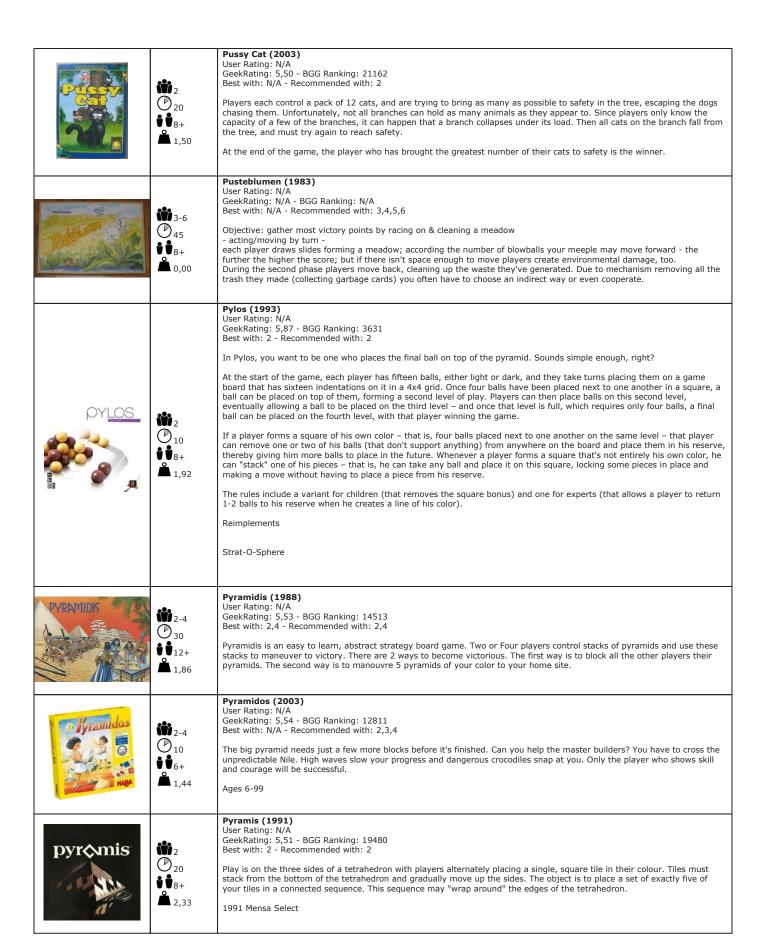


400 euro for the different suit match, and 500 euro for the three card match. Everyone gets to be the Show-Off one time (or more with fewer players).



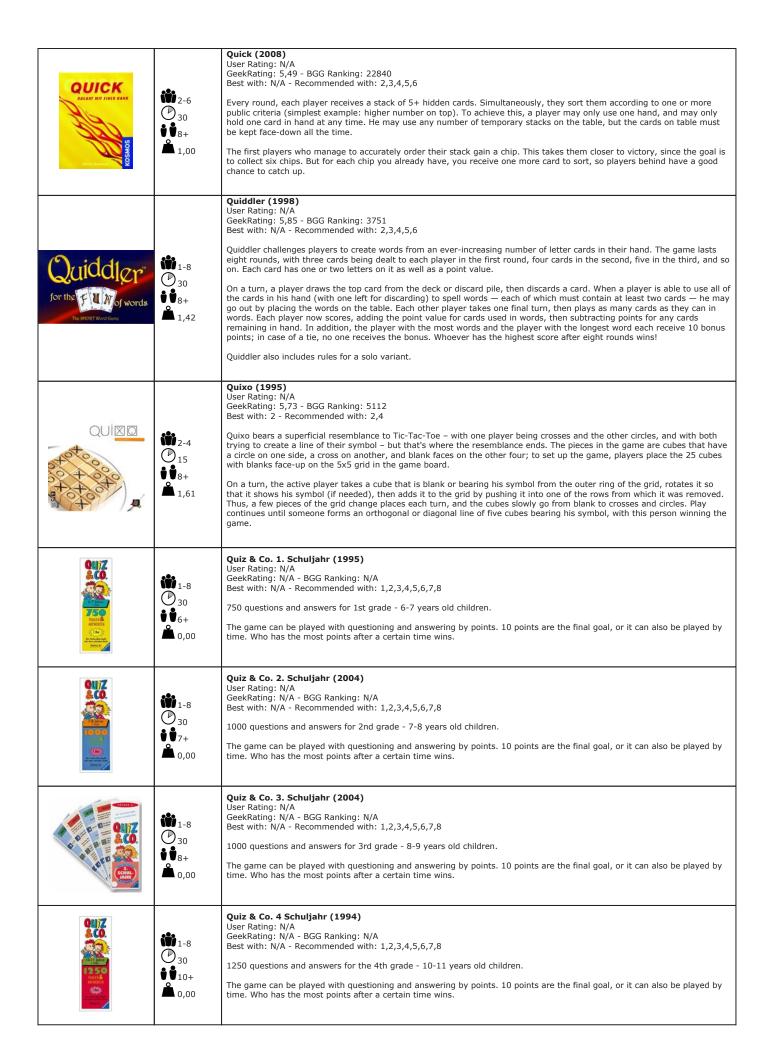


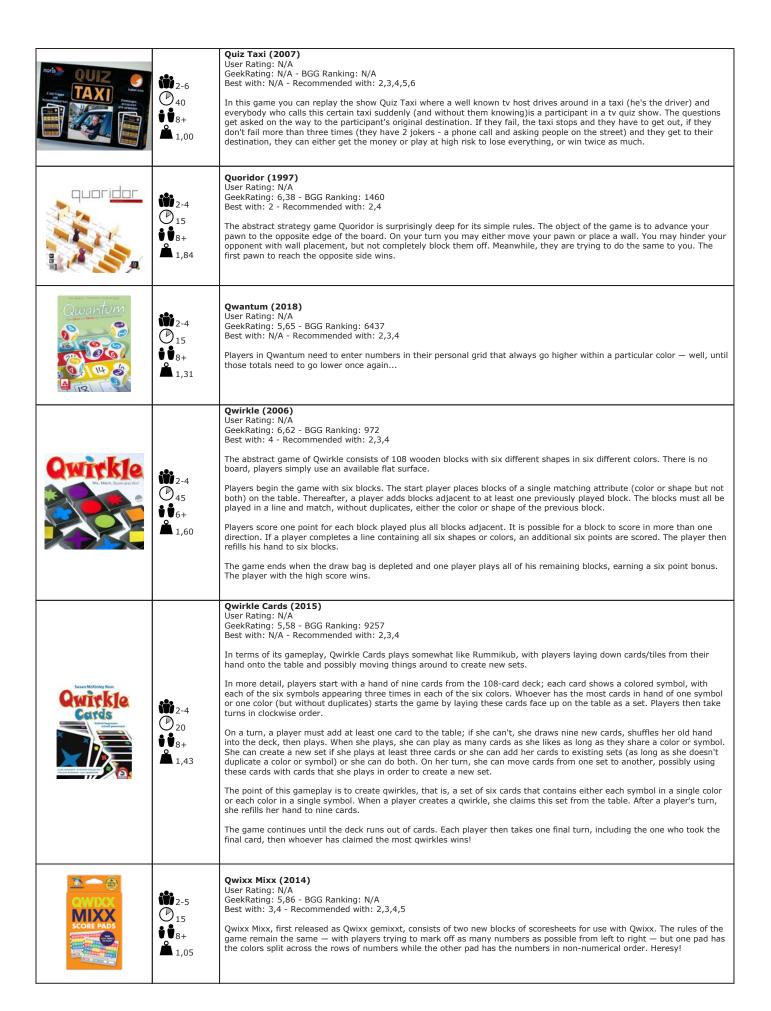
In 2011 and mostly afterwards, Puerto Rico was published to include both Puerto Rico: Expansion I - New Buildings and Puerto Rico: Expansion II – The Nobles. These versions are included in the other game entry Puerto Rico, not this regular game entry for Puerto Rico. Some editions of Puerto Rico list the player count as 2-5 instead of 3-5, and they include



Q (25 games) QBQ (2012) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Players in QBQ start with four cubes of their color in one corner of the game board, and to win they must move across the board, which is a 6x6 grid, to create in the opposite corner a square of four cubes, a cube of eight cubes, or a square of nine cubes. All other pieces owned by that player must be out of play. On a turn, a player takes one of three possible actions: Moving a cube already on the board to a space orthogonally adjacent to the pieces it was taking previously (so the shape "oozes" across the board); you can choose to place the cube on top of another cube of your color. 0,00 Tilting a stack of cubes of your color to make them spill across the board. If you land on an opponent's stack that was shorter than your stack, then the opponent's pieces are removed from play. Adding a cube from your stock to an existing stack of yours, whether on the lowest level or above. Who will reach the other side first? QE (2019) User Rating: N/A GeekRating: 6,88 - BGG Ranking: 595 Best with: 5 - Recommended with: 3,4,5 Financial crisis has occurred. Sixteen "too big to fail" companies from four countries need bailing out. The central banks have unlimited financial resources, so lots of money is going to be printed, but the central banks also face disaster — print too much money and the country they represent goes bust. In Q.E., a term that stands for "quantitative easing", you play the role of a central bank. You bid on different size companies to accumulate various levels of victory points. The amount you bid is unlimited since you are the central bank and you own the printing press! After the initial "open" bid by the lead player, the other players bid in secret. After the sixteen companies have been "bailed out", bonus victory points are awarded for company sets of nationalization, monopolization, and \bigcirc_{45} diversification. 1,53 Player markers on the scoring track now reveal which player has the most victory points, but this is not the end. Players must now add up the amount of money they printed and the player who printed the most money loses all their victory Previous editions of Q.E. supported up to four players, with a fifth-player expansion being available separately. This new edition of Q.E. is playable with up to five players out of the box. Quaak! (1994) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A **ii**i 2 Best with: N/A - Recommended with: 2 Simple game where each player receive 15 tokens and must simultaneously bid 0, 1, 2 or 3 each turn. Highest bidder wins a point, having 3 points more than the opponent wins the game. **Å** 0,00 Very similar mechanic, or even derived from, Quo Vadis (1978) The Ouacks of Ouedlinburg (2018) User Rating: N/A GeekRating: 7,69 - BGG Ranking: 62 Best with: 4 - Recommended with: 2,3,4 In The Quacks of Quedlinburg, players are charlatans — or quack doctors — each making their own secret brew by adding ingredients one at a time. Take care with what you add, though, for a pinch too much of this or that will spoil the whole mixturel (P)₄₅ Each player has their own bag of ingredient chips. During each round, they simultaneously draw chips from their bags and **1** add them to their pots. The higher the face value of the drawn chip, the further it is placed in the pot's swirling pattern, increasing how much the potion will be worth. Push your luck as far as you can, but if you add too many cherry bombs, your 1,95 not will explode! At the end of each round, players gain victory points and coins to spend on new ingredients, depending on how well they managed to fill up their pots. But players whose pots have exploded must choose points or coins — not both! The player with the most victory points at the end of nine rounds wins the game. Quak (1994) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20330 Best with: N/A - Recommended with: 2,3,4 The frogs meet at the water lily pond on a nice summer evening to perform their daily croak-concert. When the frogs have croaked, they say good-bye and jump into the water. Whose frogs have disappeared first? The players try to get rid of the frogs first by rolling the dice. If you roll blue, you are lucky: put a frog in the water. If you have another color, you have to put the frog on a water flower and maybe, you can get the frog back. Short game that's fun for children and adults.











Qwixx On Board (2019) User Rating: N/A GeekRating: 5,59 - BGG Ranking: 8777 Best with: N/A - Recommended with: 2,3,4

Qwixx On Board features rules identical to Qwixx, with the addition of a game board in which players want to move their pawn forward, occupy spaces, tactically cross out numbers, avoid misrolls, and bring about the end of the game, point by

-description from the publisher

Qwixx: Big Points (2015)

User Rating: N/A

GeekRating: 5,79 - BGG Ranking: N/A
Best with: 2,3 - Recommended with: 2,3,4,5

Qwixx: Big Points is an expansion for Qwixx that consists of two 80-page scorepads that provide a new way to score big

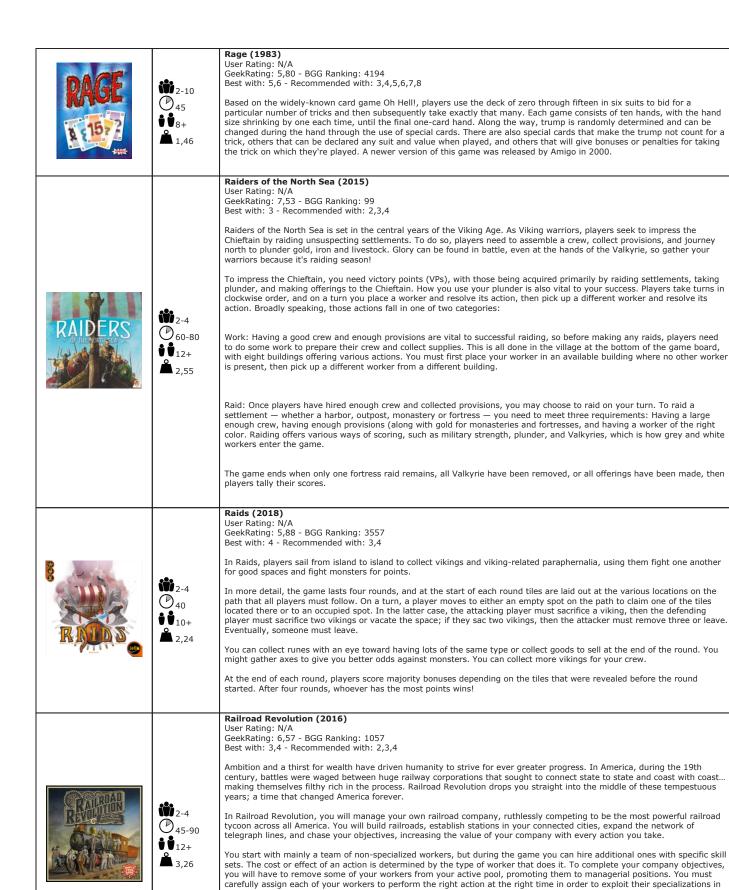


Each scoresheet adds two new rows to the four rows on the original scoresheet: a red/yellow row between the red and yellow rows and a green/blue row between the green and blue rows. While playing the game, if you've crossed out, say, the red 5 and you're presented with a red 5 later in the game (whether through your roll or an opponent's roll), you can cross out the red/yellow 5.

As in the original game, you can't cross out a number to the left of a crossed-out number, so once you've crossed out the red/yellow 5, you can't cross out the red/yellow 2, 3 or 4.

The game still ends when a second row has been completed or when one player has failed to cross off anything for the fourth time. Players then score their four single-colored rows, with the Xs in the dual-colored rows adding to the total number of Xs in both of those colored rows. Whoever has the highest score wins!

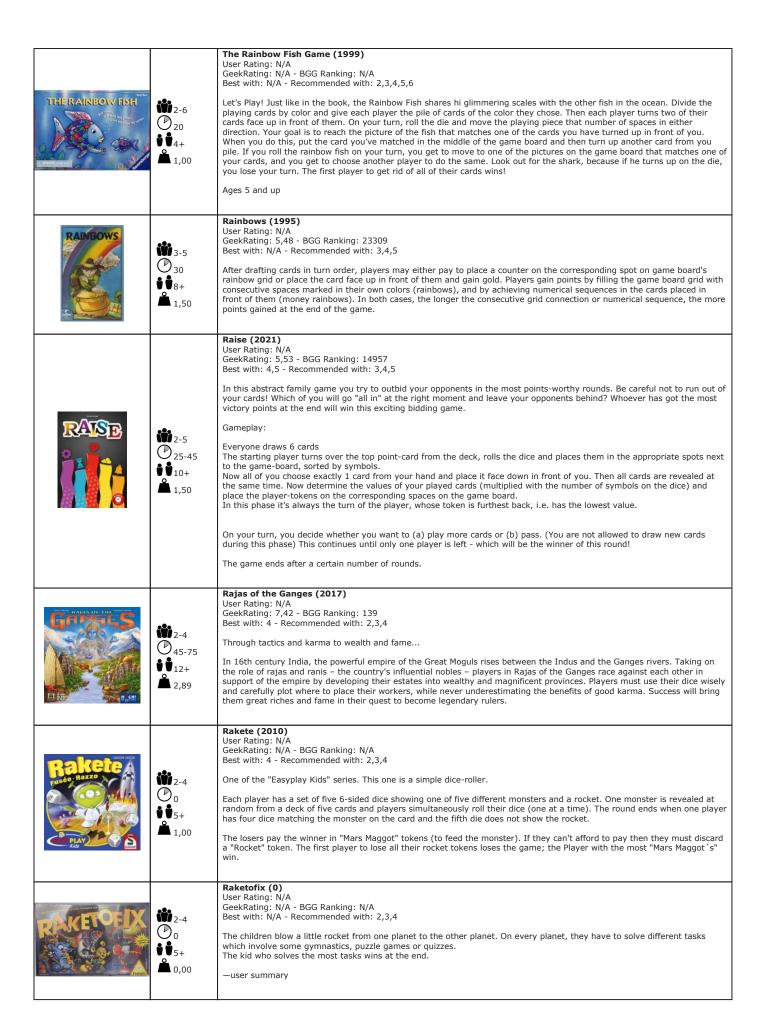
R (91 games) Ra (1999) User Rating: N/A GeekRating: 7,42 - BGG Ranking: 148 Best with: 3,4 - Recommended with: 3,4,5 Ra is an auction and set-collection game with an Ancient Egyptian theme. Each turn players are able to purchase lots of tiles with their bidding tiles (suns). Once a player has used up his or her suns, the other players continue until they do likewise, which may set up a situation with a single uncontested player bidding on tiles before the end of the round occurs. Tension builds because the round may end before all players have had a chance to win their three lots for the epoch. The various tiles either give immediate points, prevent negative points for not having certain types at the end of the round (epoch), or \bigcirc_{45-60} give points after the final round. The game lasts for three "epochs" (rounds). The game offers a short learning curve, and experienced players find it both fast-moving and a quick play. The game spans 1500 years of Egyptian history in less than an hour! The players seek to expand their power and fame and there are many ways to accomplish this: Influencing Pharaohs, Building monuments, Farming on the Nile, Paying homage to the Gods, Advancing the technology and culture of the people. Ra is an auction and set collecting game where players may choose to take risks for great rewards or... And all this is for the glory of the Sun God Ra! Ra: The Dice Game (2009) User Rating: N/A GeekRating: 6,23 - BGG Ranking: 1873 Best with: 4 - Recommended with: 2,3,4 Ra - The Dice Game takes all the major thematic elements of "Ra" and uses them very creatively in a dice game. Pharaohs, The Nile, Civilizations, and Monuments as well as the occasional catastrophe are all here. Instead of auctions, the core mechanism of Ra, each player rolls 5 dice and can reroll any of them up to two times. The five dice have identical sides, but different colors - the die color matters in some occasions (eg. a player can't claim purple civilization square with a green die). Then, according to the roll, the player claims some squares on the central board (civilizations, monuments, Niles etc.) or moves the Ra figure, which determines the remaining time in Epoch. One die side is a joker and can be used as any other side, as long as one of the other dice actually shows the mentioned other side. Players need to consider how to utilize their roll for the best personal gain. Scoring takes place in three Epochs (with monuments only scored after the third) and is nearly identical as in the original Ra, but this time the score is kept on a score track on the edge of the board, instead of tokens. From the box: Remember Ra! Now Reiner has added dice to the game and in such a great way. Players still try to score by collecting Pharaohs, niles and floods, monuments and civilizations, but this time they roll dice and choose which to keep and which to re-roll. True to the original game, players must watch out for disasters and each of the three rounds ends when "Ra" shows up a set number of times, so players need to watch Ra and decide when the round may end and when they have more time. After three rounds, the player with the most points is the winner! Raccoon Rumpus (2013) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18175 **1** 2-4 Best with: 3.4 - Recommended with: 2.3.4 \bigcirc_{0} In Raccoon Rumpus, players take turns rolling the jumbo color-dice and jumbo costume-dice and searching the costume cards for a match. If they find the matching costume, they may pick it and place on their raccoon. Watch out for the underwear, or you'll lose all your costumes! If a player rolls a rainbow, they may pick any costume they want. 1,00 Whoever collects five costume cards first wins. Race for the Galaxy (2007) User Rating: N/A GeekRating: 7,63 - BGG Ranking: 74 Best with: 2 - Recommended with: 2,3,4 2018 UPDATE: The second edition of the game is improved for CVD (color blindness) and includes 5 revised cards from the original version and 6 New Worlds promo homeworlds. The promo homeworlds and first edition compatible Revised Cards are both available for purchase through the BGG store. In the card game Race for the Galaxy, players build galactic civilizations by playing game cards in front of them that represent worlds or technical and social developments. Some worlds allow players to produce goods, which can be \bigcirc 30-60 consumed later to gain either card draws or victory points when the appropriate technologies are available to them. These are mainly provided by the developments and worlds that are not able to produce, but the fancier production worlds also give these bonuses. **–** 2,99 At the beginning of each round, players each select, secretly and simultaneously, one of the seven roles which correspond to the phases in which the round progresses. By selecting a role, players activate that phase for this round, giving each player the opportunity to perform that phase's action. For example, if one player chooses the settle role, each player has the opportunity to settle one of the planets from their hand. The player who has chosen the role, however, gets a bonus that applies only to them. But bonuses may also be acquired through developments, so you must be aware when another player also takes advantage of your choice of role. UPC 655132003018 Race to the New Found Land (2018) User Rating: N/A GeekRating: 5,82 - BGG Ranking: 4107 **ii** 2-4 Best with: 4 - Recommended with: 2,3,4 \bigcirc_{60-90} Daring sailors explore the oceans and make a gigantic discovery: Newfoundland. The newly found land. A huge island off the coast of North America — and right away a competition among nations breaks out. As so often happens, everyone wants the biggest piece of land. In Race to the New Found Land, you must skillfully use your fleet to consistently present **i** i 10+ achievements to your royal house. Are you quick to set sail and populate the first known lands? Do you first explore new areas? Or do you trade and build your fleet first? Find out in this exciting race to Newfoundland! 2.77

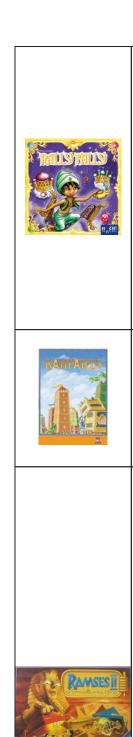


priorities will change from turn to turn.

the best way. You need to decide which ones to promote and which are instead still needed to take actions, as your

Railroad Revolution is a fast paced game with relatively simple rules, and it provides you with interesting and challenging decisions. Having a good strategy and finding the correct timing to implement it, is the key to winning the game.







User Rating: N/A

GeekRating: 5,50 - BGG Ranking: 21719 Best with: 4 - Recommended with: 2,3,4





Hunting for precious treasures, four princes race across the sky of the Arabian nights on their flying carpets. But watch out for the air pockets! The turbulent night skies can easily bring the princes off course. Who will be the most adept at avoiding the air pockets and be the first to collect all the treasures?

Four Princes find a bunch of magic flying carpets and start an adventurous race throughout the arabian night skies!

As a player you choose one of the Princes on carpets and set off for a quest of finding treasures:

By choosing and rotating arrow cards you navigate your Prince across the tilted magnetic board and thus try to reach the cloud castles in which the different treasures can be found. But be careful: In some spaces you might encounter air pockets your prince "falls": the token slides down the board! A new flight path must be planned.

The game provides high replayability, for the board can be tilted in four ways - four different layouts of possible air tracks!

As a player you can either just fly around, which enables even young players to take part, or you can try to spoil the other players' paths by pushing them out of your way - and onto the next air pocket.

Great fun for players of all ages!



Ramparts (1993)

User Rating: N/A GeekRating: 5,61 - BGG Ranking: 7808 Best with: 4 - Recommended with: 2,3,4

Each player plays one of four power-hungry nobles in the medieval City of Towers. Each strives to posses the most powerful or better still: towers. Since raw materials are in short supply the families rely on raiding their rivals' stocks

Each player has 20 counters, with one of four different symbols on. Counters are moved around the board in order to form towers, and the towers are moved around the board into scoring locations. As the counters get stacked, the player with the top counter in the tower scores for all the counters in the stack. The game ends when a player has no legal moves, or when any one district of the city reaches its capacity of eight towers.

Ramses II (1997)

User Rating: N/A GeekRating: 5,56 - BGG Ranking: 10467 Best with: 3,4 - Recommended with: 2,3,4

The immensely rich but unfortunately somewhat scatter-brained Pharaoh had, during his life, collected treasures from throughout his kingdom. He decided to hide them in his pyramid to prevent then from being stolen. Unfortunately he is no longer sure where he has buried what. With luck you will be able to help him find his treasure again. The player that finds the most of the Pharaoh's treasures and thereby collects the greatest number of search cards is the winner.

After chips have placed in the game board, pyramids placed on top and the board spun around a few times in the hopes the players won't know where treasure chips are located, the first player chooses a treasure card which assigns the number or points that the treasure will be worth would the player find it. The treasure cards have been separated into three piles marked 1, 2 and 3. Once pile 1 is exhausted, game continues with pile 2, etc. Then the player slides a pyramid into an empty space on the board. If no treasure chip is found, the player moves another pyramid. If the chip does not match his card, their turn is over. If the treasure is found, the player keeps the treasure card but the token stays where it is.

Mixed in with the treasure cards are event cards as follows:

Sandstorm: Turn the board through 180 degrees and take the next pile from the card.

Gift: Move to one of the twelve treasures. Each player that has one or more search cards depicting this treasure must give

Risk: Nominate two treasures that are not currently displayed on the board. Move first to one and then to the other. If you succeed - well done! If you don't then you must give one of your opponents' one of your search cards

Mirage: You draw a search card from your right hand neighbor's collection. If you are able to move to this treasure without making a mistake then you may keep the card. If you do not manage it then you must give your right hand neighbor one of your cards.

Desert Poker: A player of you choice must try to find a treasure that you nominate. If he succeeds then he can take one of your search cards. If he fails then you can take one of his.

End Game: The Pharaoh is happy because all the treasure has been found. As soon as this (Pile 3 only) card is turned over the game ends and the players total up the points that are shown on their search cards.

After each player has found a treasure the board is rotated through 90 degrees in a chosen direction.

Once all the search cards from the second pile are used up then pile "3" is used. In this final round all the treasures on the search cards are worth 4 points and anyone who has not yet been particularly successful can, with brains and luck, overtake all the others.

When a player finds a treasure chip that is not the one that he was looking for he is out of the game. The remaining players continue. Play continues until all the players are eliminated or the End Game Card is turned over.

All the players total up the points that they have showing on the search cards they have collected. The player with the greatest number of points is the winner.









Ramses Pyramid (2009)

User Rating: N/A

GeekRating: 5,38 - BGG Ranking: 25207 Best with: 4 - Recommended with: 2,3,4

The mummy King Ramses wants to conquer Egypt using his mummies. To stop him, be the first to collect the most magical crystals, evade the mummies and climb the pyramid.

"The board and dice are built in the traditional LEGO way with the game concept constructed and enacted as an extension of the LEGO build experience. Each game can be redesigned and reconstructed, offering endless play possibilities. Games can be adapted, using LEGO elements to enhance and ultimately evolve the game play.

Ranking (2010)

User Rating: N/A

GeekRating: 5,51 - BGG Ranking: 19677 Best with: 5 - Recommended with: 3,4,5

At the beginning of the game each player receives a different set of picture tiles. To start a round, a theme is shown, e.g. "Women like it..." Everyone thinks about this and selects a tile from his set, but does not show it to the other players. Players lay their tiles picture-side down on the table, and these tiles are mixed up with random tiles from the stock.

On the board there are slots which are numbered from 0 to 6. Tiles are placed next to slot 3 so that everyone can see the pictures. The goal for each player is to have his tile reach the top (slot 6) of the ranking of items that best meet the requirement. Each player receives points equal to the slot number where his tile is at the end of each round. The point total is reduced if another player correctly guesses which tile belongs to whom and marks it with the player's color.



When it is your turn, choose two tiles in the same row/slot and compare them to one another in meeting the requirement of the theme. (Important: You can only compare two tiles in the same row. If there is only one tile in row $\overset{4}{4}$, you cannot compare this tile to one in a different row!)

For example, say, "I think women like lipstick more than a car." Then, you move the lipstick tile up one row and the car tile down one row. After you have done that, the others can guess your tile, by placing a stone of your color on any tile. Each player has only one stone of each color and can only guess the active player, so this must be done selectively and timely!

The round ends when one tile reaches the 6 slot and another is in the 0. Then, you calculate the points. Each player gets points equal his slot, minus every correct guess stone on the tile. So, if your tile is in slot 4, but there are 2 correct color stones are on it, you get only 2 points (4 - 2 = 2).

Before the beginning of the next round everyone gets a new picture tile from the stock and a new theme is shown.

The first player to score 15 points after a round ends the game and is the winner. He is the RanKING.





Rapa Nui (2011)

User Rating: N/A GeekRating: 5,88 - BGG Ranking: 3591 Best with: 2,3 - Recommended with: 2,3,4

Translated game description from the publisher:

Plunge into a mysterious culture at the other end of the world - Rapa Nui, Easter Island!

Become a powerful tribal chief and decide which valuable tribe members will next serve your village: loggers, priests or hunters and gatherers? Or would you rather erect an impressive stone statue more valuable than anything else?

The game system is refined and novel: Take one card from the general display and reveal the card lying underneath – which could be disastrous for all! Only those who make the right decisions and win a little favor from the gods will lead his tribe to eternal glory.





Rasant (1993)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5

Players play cards in colors matching 12 wooden cars (3 cars in each color) which are placed in a line behind a single black pace car. Players must play a card in the same color as the first card played. The player playing the highest card in that color after all other players have passed then moves the car of that color farthest back in the line, along with all cars behind it, in reverse order to the front of the line, scoring 1 point for each car moved. If the pace car is among those moved, it does not score but rather doubles the points for all other cars that move up.





Rat-a-Tat Cat (1995)

User Rating: N/A

GeekRating: 5,92 - BGG Ranking: 3271 Best with: 4 - Recommended with: 2,3,4,5,6

Get rid of the rats and go for the cats! In Rat-a-Tat Cat, less is always better, and you want to go out with the lowest score. Can you remember the numbers on the other players' cards? Can you keep a poker face, but notice when another player looks pleased? Sharpen your memory and your timing, and have fun with the cool cats and bad rats of Rat-a-Tat Cat. This is the Gamewright version.



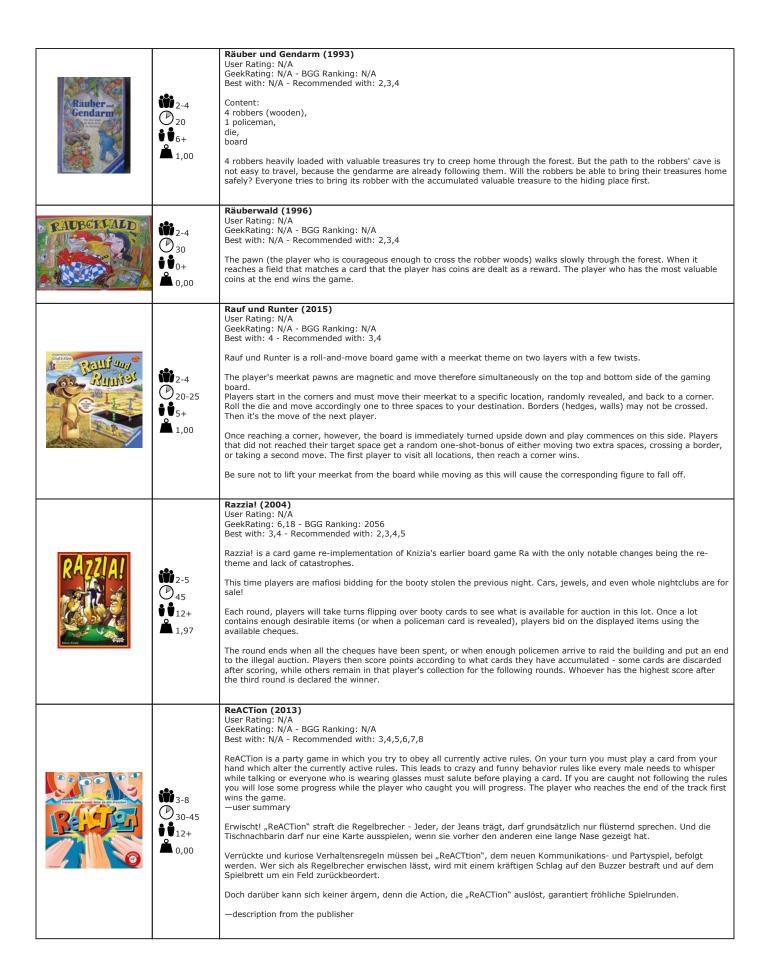


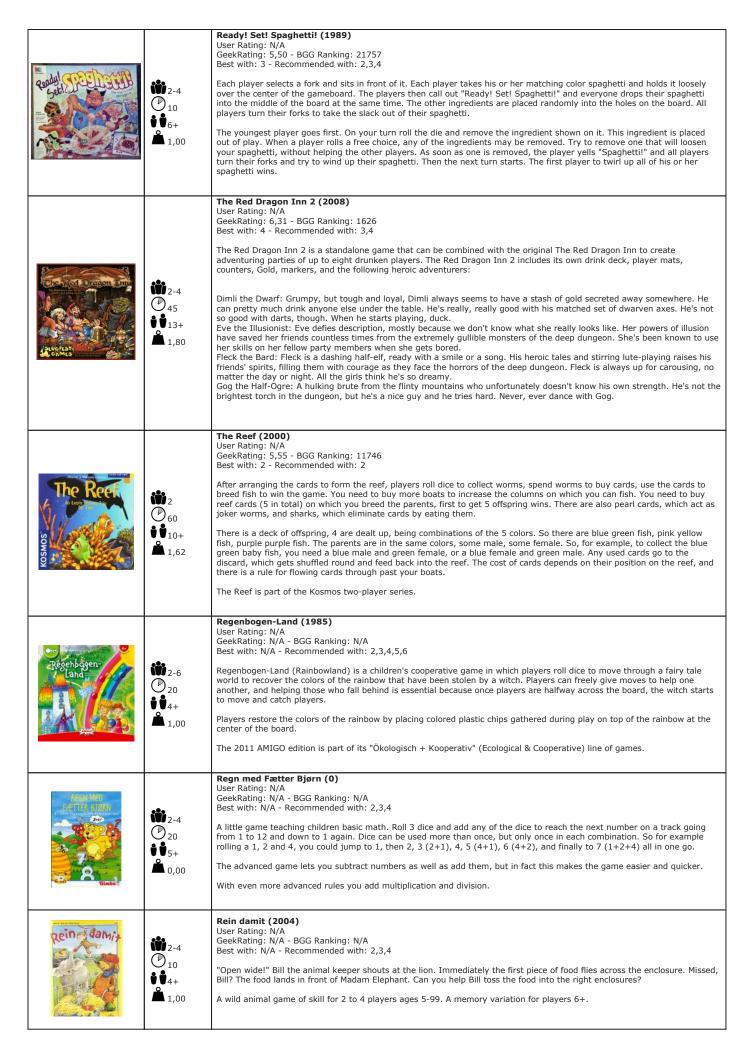
1996 Mensa Select

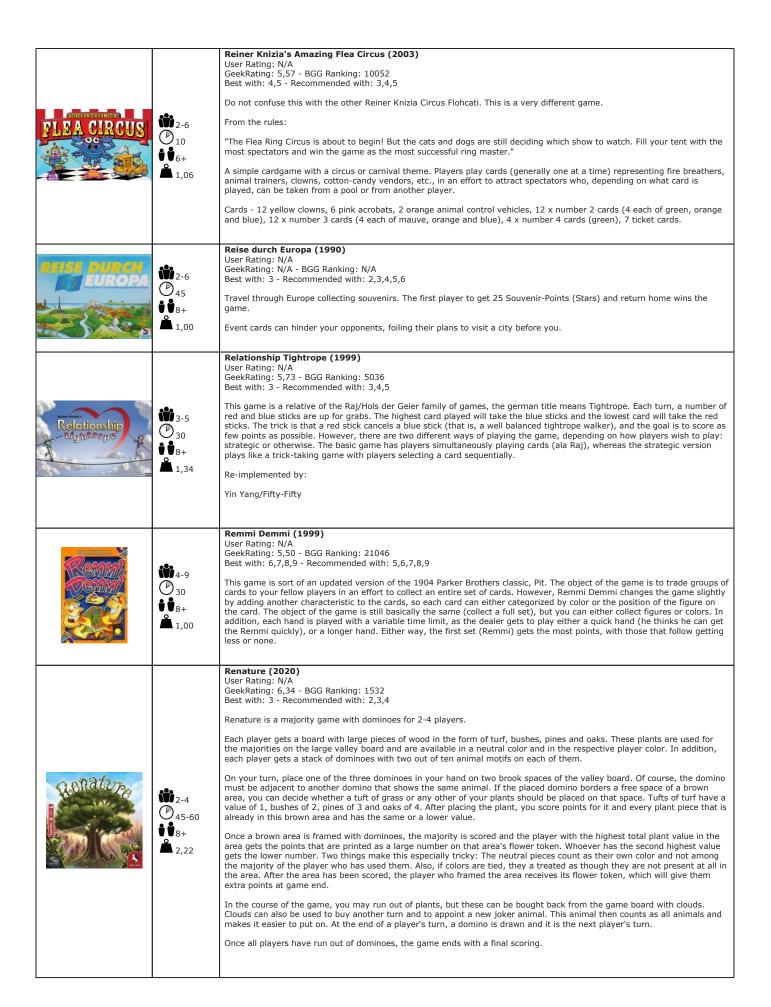
Republished 2002 by Amigo as Biberbande:

Biberbande is a card game for Ages 6 and up, the object of which is to improve your initial unknown 4-card hand so that you have a lower sum of cards than the other players. There are 66 cards in the deck, which consists of ranks 0-9 (four of ranks 0-8 and nine 9's) and 3 different types of action cards (9 "Exchange", 7 "Spy", and 5 "2 X draw"). Four cards are dealt face down to each player so that no player knows the values of her cards. The four cards are then arranged in a row and each player may briefly look at her outer two cards. A player's turn consists of drawing a card from the top of the draw pile or discard pile. If the player drew from the draw pile, there are several possible actions: If it is a number card, she may replace one of her face down cards with it (placing it face down) or she may simply discard it. If it is an action card, she may carry out the action or ignore the action. If a player draws the top card of the discard pile, she must replace one of her face down cards with it (placed face down). A player may knock at the end of her turn meaning that each other player has one more turn before the round is over. When the round ends, players turn over their cards and add up their values. The player with the lowest total value wins. Generally the game is played with as many rounds as there are players. Player interaction comes in the form of the action cards. The 'Exchange' card allows a player to exchange one of his cards with one of his opponents. The 'Spy' card allows a player to look at one of his own cards. Finally the "2X look" card allows a player to look at the top card of the draw pile, then keep it or throw it away. If she throws it away, she must use the next card in the

	I	The Rats in the Walls (2013)
	3-6 30 112+ 1,00	User Rating: N/A GeekRating: 5,48 - BGG Ranking: 23937 Best with: N/A - Recommended with: 3,4,5,6 The Rats in the Walls puts players in the same position as the narrator of the H.P. Lovecraft story of the same name - that is, they don't know whether or not rats truly scamper behind the walls of their residence. In the game, one player is the Giver and starts the round with the dice cup and a single die, which shows one rat on one face, two rats on another face, and no rats on the remaining four faces. The Giver places the die in the cup, shakes the cup, places it face down, then peeks inside. He then claims to hear no rats behind the walls or some number of rats. If he says no rats and the next player - the Receiver - believes him, the Receiver becomes the new Giver, adds a die to the cup, and the game continues; if the Receiver doesn't believe him, then he lifts the cup. If no rats are present, the Receiver loses one "brain" scoring token to the Giver; clearly he's touched in the head if he's hearing rats where none exist. If rats are present, however, then the Giver loses two brains, giving one of them to the Receiver. The Caller's an even worse case! If the Giver claims that rats are present, he must pay one brain, then the Receiver taking the cup can call him (with penalties going one way or the other) or he can believe the Giver, handing over one brain to the Giver as the sanity cost of accepting such nonsense. The Receiver can then either pass the cup along to the next person or he can add a die to the cup, shake all the dice, and make another claim about the number of mice in the walls, with this number being at least one larger than the previous number. In this case, the Receiver becomes the Giver, and the round continues as before. Once one player has lost all of his brains, the game ends, and the player with the most brains wins.
Raffus	2-4 45 10+ 2,06	Rattus (2010) User Rating: N/A GeekRating: 6,45 - BGG Ranking: 1299 Best with: 4 - Recommended with: 3,4 Europe, 1347. A disaster is about to strike. The Black Death reaches Europe, and during the next 4-5 years, the population of Europe will be halved. The players settle in the various regions of Europe, while the plague spreads throughout all of the continent. The players gain help from the various classes of the middle ages: the Peasants provide population growth, the wise Monks keep the rats away, the rich Merchants flee when the plague approaches, the warfare conducted by the Knights spreads the plague to new areas, the Witches control the spread through magic and witchcraft, whereas the Kings avoid the plague by staying in their fortified palaces. But the plague does not make any distinction: when the rats arrive, no one can feel safe. When the plague withdraws and the game ends, the player with the highest surviving population wins. Rattus is a medium-strategy game that takes place in the Dark Ages during the black plague. The players try to hold off the disease. To do this they get help from farmers, magicians, knights, nobles, But nothing helps as long as the rats keep coming.
RATZE	2-4 20 4+ 1,00	Ratzeputz (2015) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 4 - Recommended with: 2,3,4 A lot is going on the vegetable garden, and in Ratzeputz the small gardeners need to work with Till the dwarf to plant and harvest the colorful carrots. But watch out as underneath the garden bed Ratzeputz lives with his insatiable family of rabbits — and carrots, as is well known, are their favorite food. As soon as the young gardeners plant a new turnip, hungry Ratzeputz immediately comes out to see what's present, and as the players rotate the garden turntable the cheeky rabbit will move with it. If they have bad luck, then "plop!" — the carrot falls down a rabbit hole. Gardeners can be unlucky at harvest, too, with the rabbits also being happy to take home a turnip. In the end, whoever has the most carrots wins! Ratzeputz includes two levels of difficulty and bonus game rules for children ages five and up.
Ratz-Fatz	2-7 10 3+ 1,00	Ratz-Fatz (1997) User Rating: N/A - BGG Ranking: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6,7 The box contains 36 different wooden figures (egg, duck, hare, chair, boy, star, ring, tree,), and a rule book with several variants and stories. In the basic game, one person reads a story. When the name of an item appears in the text, each player tries to grab the corresponding figure. Goal is to get most items. Other variants include memory elements, creating your own stories or poems, and recognize words within words. Expanded by: Ratzolino
	2-5 45 \$8+ \$1,13	Räuber (2006) User Rating: N/A GeekRating: S/49 - BGG Ranking: 22039 Best with: 4 - Recommended with: 2,3,4,5 Released in Heidelberger's beautiful series of card games (Korsar, Delphi, Thor). Reimplementation of: Räuberei New edition of the former Räubern by Ravensburger. More and new cards were added. Game starts with all 9 sack cards open on the table. Players play one of their hand cards on top of any sack card and place that stack in front of them. Players keep on playing cards on any stack no matter if the stack is still in the middle or in front of a player. If the card played matches the top card of a stack a player "wins" the stack and place it in front of him. Or when you play a card that adds to the exact total of the sack card number you win the stack also and even close it for the rest of the game. Game ends when all cards have been played and the player with the highest total of all of his sack cards wins. Special rules for robbers and scoring sack cards. Game components 12 robber cards (all marked "R") 54 prey cards (2x2, 3x3, 4x410x10) 9 sack cards (numbered 26,27,28,29,45,45,70,70,100)







Campilaher	2-6 90 12+ 3,00	Rennfieber (1982) User Rating: N/A - BGG Ranking: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 4,5 - Recommended with: 2,3,4,5,6 Rennfieber is a horse-racing game where players auction for, train, bet on and race horses. In the first phase of the game players auction for horses, trying to gain those with the best potential form statistic (form). Form influences starting placement and the movement of each horse. This statistic starts low but can be influenced by winning and losing races or through training. The pursuant training phase also allows the opportunity to collect cards that can influence form, aid in races and win money. Before a race, players select which of their horses they wish to enter. Bets are placed on horses based on their form, starting position and taking into account any cards a player has to influence the race. During the race, players roll a die and compare the result to the horse's form to determine the movement value. Horses can move in and out of lanes based on the positions of other horses and any special cards that are used. At the end of the race, bets are resolved and a predetermined purse is paid to the top 3 horses. Play proceeds with a second race followed by a third stage of auctioning, training and racing. At the completion of the third race, the player with the most money wins.
RIDIRUSSEL	10 3-4	Rennschwein Rudi Rüssel (1995) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4 Part of the book and movie franchise of the same name, Rennschwein Rudi Rüssel is a simple racing game. Each player has a hand of cards numbered 1 to 10. Players simultaneously select and reveal a card. Whoever plays the highest number moves their racing pig, but only as far as the amount they beat the second highest card by. If two players play the same high card they swap positions on the race track! There are also special spaces that allow you to exchange a card from your hand for a card from a face-up deck of additional cards.
Res Arcana	1 2-4	Res Arcana (2019) User Rating: N/A GeekRating: 7,43 - BGG Ranking: 134 Best with: 2 - Recommended with: 2,3,4 Prepare Your Place of Power! In a high tower, an Alchemist prepares potions, using vials filled with otherworldly fluids. In a sacred grove, a Druid grinds herbs for a mystical ritual. In the catacombs, a Necromancer summons a bone dragon Welcome to the world of Res Arcana! In it, Life, Death, Elan, Calm, and Gold are the essences that fuel the art of magic. Choose your mage, gather essences, craft unique artifacts, and use them to summon dragons, conquer places of power, and achieve victory! A game typically lasts 4-6 rounds. In each round, players do these steps: Collect essences: performs any Collect abilities, and may take essences from components. Do actions, 1 per turn, clockwise from the First Player: place an artifact, claim a monument or Place of Power, discard a card for 1 Gold or any 2 other essences, use a power on a straightened component, or pass: exchange magic items and draw 1 card. Play continues until all players have passed. Pass procedure: If you are first to pass, take the First Player token, swap your magic item for a different magic item, draw 1 card. Check victory points (10+ VPs). If no one has won: straighten all turned components, and begin the next round.
RES PUÓLICA	30-60 30-60 10+	Res Publica (1991) User Rating: N/A GeekRating: 5,63 - BGG Ranking: 7189 Best with: N/A - Recommended with: 3,4,5 In Res Publica you are the will of the people, guiding five ancient civilizations to greater heights of power and technology. Each turn, the active player makes a trade offer and each player in turn responds in kind. Using the cards and the information gained through the trading process, players work to acquire five identical people cards in order to build a city (which increases the number of cards you can draw each turn) or five identical technology cards in order to build a monument (which garners end game victory points). At the end of the game, players total the points achieved via cities and monuments and the one who has the most wins.
Regenwald All	2-5 60 8+ 2,00	Rettet den Regenwald (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5 An educational game about the protection of the rain forest. 4 bulldozers are placed at the outer border of the board. The players get a certain amount of rain forest cards in their hands. A player plays a card and draws a new rain forest card. Aim of the game is to plant 25 trees onto the clearing as fast as possible. If you play a foster card, you can plant a tree and draw a new card. Another possibility to plant a tree is to collect three cards of a type (animal or plant) in a row. Every time you plant a tree you get a certificate. The third possible card is a question card, which can be asked to any player. If he has a sin card in his hand, the questioner gets a certificate, otherwise the questioner has to give one certificate to the other player. The player can also lie about having a sin card. Then the player can ask for a vote of confidence and the player, who loses must pay two certificates. Players then replenish their hands and have to fight off the bulldozers. A clearing card is being revealed and the players have to match the values on the card with the values on their disclaimer cards. If they win, the difference is payed out in form of trees and certificates. If they lose, the bulldozers move for every point of difference into the forest. In the end the players win, if 25 trees are planted. The player with most certificates is the overall winner. If the bulldozers reach the last section of the board all players lose.







Risk (Revised Edition) (2008)

User Rating: N/A

GeekRating: 5,74 - BGG Ranking: 4954 Best with: 4,5 - Recommended with: 3,4,5

The classic wargame Risk has been updated and revised for 2008. The graphics and components are brand new. Major and minor objectives have been added, along with cities and capitals, plus rewards for completing objectives.

The new version has a drastically changed victory condition: complete three objectives while controlling your capital. This shortens the game playing time to around 90 minutes.

There are three rule sets: Basic Training, Command Room and World Conquest. Basic Training is an introduction to the new Risk rules and includes a pre-existing setup for 3, 4 or 5 players. Command Room adds a randomized setup and rewards for achieving objectives. Both Basic Training and Command Room end when a player controls three objectives. World Conquest is an updated version of the classic Risk game of Global Domination: play continues





Riskier Was (1995)

User Rating: N/A
GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 3,4,5,6

This game is based on a German TV Show. The TV show Riskier was not very successful.

One player draws a card with 16 words on it. For example 16 different monkeys. But only 11 of those do really exist. The player next to him says the first word that is right and earns money. Now he can quit and keep the money or go on. If he goes on he gets double the money if he is right again. When he is wrong he looses everything.

The player with the most money wins.

Rivals for Catan (2010)

User Rating: N/A

GeekRating: 6,59 - BGG Ranking: 1012 Best with: 2 - Recommended with: 2

The Rivals for Catan is a reimplementation of Catan Card Game.

The Rivals for Catan was released in German in September of 2010, on the 15th anniversary of the original card game. An English edition was released in the fourth quarter of 2010. The designer of the game, Klaus Teuber, has stated that he completely reworked many of the original card game's mechanics to make it easier for newcomers to play the game.

Each player portrays a prince for Catan, developing their individual provinces and competing to build a more successful province than the other. The basic mode of play is similar to the original Catan Card Game, where players expand their provinces by building settlements connected by roads. Players may also build expansions in their settlements that aid them in various ways, or upgrade their settlements to cities to allow more expansions to be built. They build these additions by using resources that they accumulate each turn, which are determined by the roll of a die. Cards are drawn on each turn to replenish the players' hands. The players may also use action cards that directly affect either their own province or their opponent's province.





The Rivals for Catan features a reduced pool of cards, without the more aggressive style of action cards found in the original Catan Card Game. Therefore, all action cards will be able to be used from the beginning of the game unlike in the original card game.

Ways to Play:

The Introductory Game focuses on the basics of the card game, featuring gameplay that is more appropriate for newcomers. This game is played to 7 victory points and includes 36 Expansion Cards in four stacks. This play style should take beginner players 25 to 30 minutes to play.

Three Theme Games add more rules, expansions, and aggressive cards. These Theme Games may be played individually or combined to play a variant called "The Duel of the Princes." Each Theme Game adds 24 Expansion and Event Cards to the cards from the Introductory Game, which are placed in two stacks separately from the cards from the Introductory Game. When playing a Theme Game, playtime should be around 45 to 60 minutes.

As with the original Catan Card Game, players can also play the Tournament Game, in which each player chooses specific cards to build their deck ahead of time from which they draw from during the game.

Theme

The theme of The Rivals for Catan is no longer restricted only to the feudal era of the Middle Ages like the original Catan Card Game. The Introductory Game portrays the very early years of the world of Catan, while each Theme Game takes place in progressively later eras. These eras are known as "The Era of Gold," "The Era of Turmoil," and "The Era of Progress."

Belongs to the Catan Series.





Roar! Catch the Monster (2015)

User Rating: N/A

GeekRating: 5,49 - BGG Ranking: 22388
Best with: 2.4 - Recommended with: 2.3.4

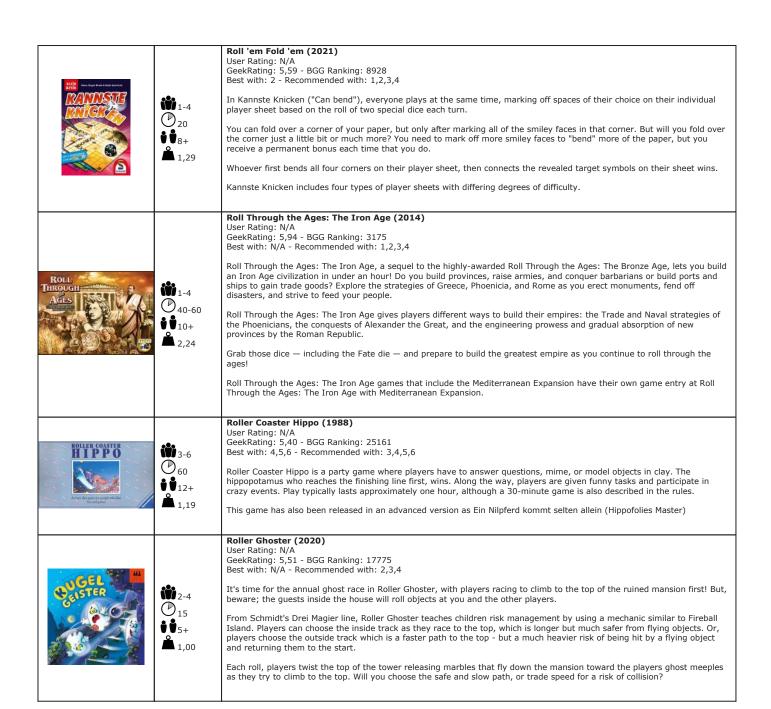
A group of scientists have discovered an abandoned laboratory belonging to the old doctor Swindle. To their great astonishment, they stumbled upon three mutated young monsters retained in the depths of the laboratory! They decided to keep them.

The Scientists move their pawns on the board to designated fields. The player who controls the monster has a mobile device, which is the main tool of the game. They move around the same fields as the Scientists, but their movement can only be detected on a screen.

In Roar! Catch the Monster, the players take on the role of the clever Scientists and the running Monster! The board presents a city divided into numerous districts and buildings. Each of these places gives out a characteristic sound to which the Scientists have to listen in order to catch their monsters. The Scientists move their pawns on the board to designated fields. The player who controls the monster has a mobile device, which is the main tool of the game. They move around the same fields as the Scientists, but their movement can only be detected on a screen.

The monster has to fulfill its mission before it's captured by the Scientists. Within the mission the monster has to stand in the immediate vicinity of a given place. Together, the Scientists have to guess the current whereabouts of the monster using only the sound played by the mobile device after it completes its move. Using their skills, the players try to predict the route taken by the elusive Monster and catch it before it causes trouble!





RONDO	2-6 45 112+ 1,43	Rondo (1997) User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22775 Best with: N/A - Recommended with: 2,3,4,5,6 Rondo is a German card game where players must construct words from drawn cards. Goal Earning the most points by constructing words from letter cards. Game play The 110 cards are shuffled. Most of them show a single letter and a point value, which is the higher the more rarely that letter is used in the German language. There are also joker cards (can be used as any letter), and delete cards (can cover up letters at the start or end of a word). Each player gets 7 cards. The player cards (can be used as any letter), and delete cards (can cover up letters at the start or end of a word). The expandable card holder, in which the letter cards are placed to form words, is set to three slots (maximum length is 9). To determine a start player, each player tries form a three-letter word from his/her cards. The player whose word has the highest point value puts a three-letter word into the card holder, his/her points are written down and he/she refils his/her hand to 7. Players then take turns building words from their letter cards. Turn length is determined by a sand timer. Rules for building words: A new word is constructed by putting cards over the previous word, or by adding an additional letter. The new word must be at least three letters long. The new word must be at least three letters long. The new word must be at least three letters long. The new word will be at least three letters long. The new word will be at least three letters long. The new word will be at least three letters long than the previous word. At least one letter from the previous word must be re-used. Creating a new word by adding only a delete or joker card is a valid move. A player can exchange cards from his/her hand for cards from the draw deck at a cost of -2 points per card. If a player manages to create a new word before the timer runs out, he/she gets the corresponding points. Bonus points are given
SIONY Cubes De Cape	1-12 20 6+ 1,11	Rory's Story Cubes (2005) User Rating: N/A GeekRating: 5,96 - BGG Ranking: 3056 Best with: 2,3,4 - Recommended with: 1,2,3,4,5,6 Here's a game that's enormous fun and will sharpen your wits and hone your imagination. The 54 images were designed by Rory O'Connor of Ireland, a trainer in creativity and creative problem-solving. They can be used to arrive at answers or decisions in an indirect and ingenious way. Originally Rory had put the images on the faces of a Rubik's Cube, and players would turn the Cube to scramble the images, then choose one side to play with. Kate Jones of Kadon Enterprises suggested putting the 54 images on 9 separate cubes, to allow for quicker ways to generate more varied combinations, including conceptual puzzles. Rory readily agreed, having considered the 9-cubes idea himself earlier. At a creativity conference held at Kadon headquarters in May 2004, a prototype was whipped up, and in 2005 Kadon launched the cubes version of Rory's Story Cubes. Each jumbo 1" cube has 6 images or icons, with a total of 54 all-different hand-inlaid images that can be mixed in over 10 million ways. You roll all 9 cubes to generate 9 random images and then use these to invent a story that starts with "Once upon a time" and uses all 9 elements as part of your narrative. Play it as a game for one or more players, or as a party game for three or more. Or play it as an improv game where each player contributes part of the story, picking up where the last one left off. Win award points for speedy delivery, inventiveness, imagination, drama and humor. Full instructions include several other ways to use the cubes to solve problems, break up writer's block, enhance your imagination and heighten your ability to find unifying themes among the diverse images. Interpret or get at the meanings of your answers more quickly. It's fun, easy, and mind-stretching. As a puzzle the cubes will really give your imagination a work-out. You'll practically feel both sides of your brain dancing. The challenge: Fit the 9 cu







The Rose King (1992)

User Rating: N/A

GeekRating: 6,34 - BGG Ranking: 1550 Best with: 2 - Recommended with: 2

Originally published as Texas by db-Spiele.

The battle between farmers and ranchers is fairly abstract. A single pawn travels on a square grid. Each player has a hand of cards face up. These each have a direction and a distance. The player can either draw a card and add it to his hand, or play a card. If he plays a card, then the pawn moves the appropriate distance to an empty square, and the player places one of his markers. Each player also has judge symbols that can each be used only once. The judge lets you move onto a previously placed opposition marker and reverse it. Players score points for each contiguous region equal to the square of the number of markers. If a player is not careful, such a move may be forced, as there is a maximum number of cards that a player may hold.

Contains rules for playing with 4 (in two partnerships of two players).

Later republished 1999 as Rosenkönig by Kosmos, as part of the two-player game series. The republication also included a re-theming of the game. The setting changed from Texas to England, and the factions changed from farmers and ranchers to the factions of the Plantagenet family from the Wars of the Roses (1455-1485) - the Lancaster (red rose) and the York (white rose) factions in a similarly abstracted fashion.

Rosenkönig is part of the Kosmos two-player series.

Rotterdam (2007)

User Rating: N/A GeekRating: 5,52 - BGG Ranking: 15487 Best with: 4 - Recommended with: 3,4

The Harbour of Rotterdam
At least 370 million tons of goods are being processed in the Rotterdam Harbour. From South America all sorts of exotic fruits are delivered to the Merwehaven and are being processed to all kinds of fruit juices. The Vulcaanhaven on the edge of Vlaardingen is specially equipped for the transfer or processing of grains from North America. Petroleum comes from the Middle East in large quantities to be transferred in gasoline and chemical products in the raffinaries in the Botlek. Mega carriers transport millions of containers from Asia with all kinds of products to the European market. The infrastructure around the Eemhaven and Waalhaven guarantee a quick transport to Europe.





Harbour Tycoon

This harbour game gives you the opportunity to be an entrepreneur transporting goods from all parts of the world with ships to the main port Rotterdam. The goods are processed in the different harbours to real products. But it can be quite busy in the harbour! Will you succeed in leading your ships to the right harbours and deliver products like bread, jam, gasoline and clothing to the European market in time? Maybe you will be the new Harbour Tycoon of Rotterdam!

Family game and expansion

The board game Rotterdam is easy to understand, but has an exciting game play with all the dynamics of the harbour in it. It can be played from 8 years and up. The players will enjoy the basic elements of the harbour: loading cargo, navigating your ships, transfer goods in the harbours and process the goods to products for the European market. Masters of Trade is the expansion to Rotterdam, which brings the economy to the game, introducing factories, more control and new markets.

Sequel Rotterdam was the first game in the Ports of Europe series, being followed by Antwerpen in 2010.

Expanded by Rotterdam: Masters of Trade.

Roundforest (2020) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18176 Best with: 4 - Recommended with: 2,3,4 Roundforest is a family game for 2-4 players. Despite the fairy-tale theme, it requires a great deal of strategic thinking. You play as poor lads who compete for the favor of the beautiful princess. The winner will be the one who brings her the emerald ring of the Forest Spirit residing in the Roundforest. But the Spirit is only willing to hand over the ring for three golden apples - and if certain other conditions are also met. The task is a challenging one. To begin with, nobody knows where the Forest Spirit is hiding. Then, it is not so easy to find your way in this enchanted forest: whenever you arrive at a clearing (a game space), it makes a quadrant turn clockwise! This constantly changes players' movement options. Of course, golden apples are not found in the forest. These are acquired by smart planning and a series of actions. You will collect various objects; use them if needed, trade them with the Fairy, or find a magic well to convert them into something else. This way you may come by some golden apples too. You will encounter various fairy-tale characters living in the Roundforest, such as a magic steed, a witch, a goblin, a beggar, a wealthy merchant, a puzzled sculptor, a bandit – or even the Devil itself. Some of these creatures are friendly, while others are hostile, trying to make your life difficult. The former might help you in return for a little favor, and the latter can be defeated if you deal with them the right way. The game field is built randomly of 32 octagonal forest tiles. Components include 12 fairy-tale character cards, a large pack of object tokens, action discs, copper and silver coins, a fairy board, personal boards (haversacks) and a draw bag. The game provides approximately 1 hour playing time. It is recommended above 8 years of age. \bigcirc_{45-60} description from the publisher (translated) Ez a 2-4 fő által játszható családi játék a meseszerű tematika ellenére stratégiai gondolkodást igényel. A játékosok szegénylegényeket irányítanak, akik a szépséges királykisasszony kegyelért versengenek. Az nyeri el a kezét, aki megszerzi számára a híres Kerekerdő szellemének smaragdgyűrűjét. Az Erdőszellem azonban csak 3 aranyalmáért válik meg a gyűrűtől, sőt egyéb feltételei is vannak. Ez nem is olyan egyszerű feladat. Egyrészt, induláskor még senki nem tudja, hol rejtőzködik az Erdőszellem. Másrészt, ez egy elvarázsolt erdő, ahol nagyon könnyű eltévedni: amikor valaki egy tisztásra (játékmezőre) lép, az azonnal 90 fokkal elfordul alatta! A forgással egyidejűleg a haladási lehetőségek is folyamatosan változnak. Természetesen az áhított aranyalmák nem teremnek az erdőben. Ezekhez ügyes tervezéssel, különböző akciók sorozatával juthatnak hozzá a játékosok. Különböző tárgyakat gyűjthetnek, ezeket aztán felhasználhatják, elcsereberélhetik a Tündérrel, vagy néhány csodakút segítségével átváltoztathatják más tárgyakká – és ennek eredményeként aranyalmához is iuthatnak Ez az erdő közel sem néptelen! Aki sokat bolyong benne, találkozhat többek között egy táltos paripával, egy boszorkánnyal, egy kobolddal, egy koldussal, egy gazdag kereskedővel, egy tanácstalan szobrásszal, de útonállóval, sőt mágával az ördöggel is! E mesebeli karakterek némelyike jószándékú, míg mások ellenségesek, és igyekeznek megakadályozni a küldetés teljesítését. Az előbbiek némi ellenszolgáltatás fejében segítik a játékost, az utóbbiakat pedig bizonyos eszközökkel le lehet avőzni. A játéktér 32 nyolcszögletű erdőlapkából épül fel, véletlenszerűen. A játék tartalmaz továbbá 12 mesebeli karakterkártyát, tárgykorongokat, akciókorongokat, pénzérméket, egy tündértáblát, személyes táblákat (tarisznya) és egy húzózsákot. A játékidő kb. 1 óra. 8 éves kor fölött ajánlott. description from the publisher (Hungarian) Royal (1993) User Rating: N/A **1** 2-4 GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 \bigcirc_0 **1** 0.00

This is a boardgame that uses a regular deck of cards. Players have pieces representative of the face cards in the deck. Spot on the board are blank or marked with suits. Pieces are moved by use of cards (double value with suit matching the player). Players can send others' pieces back to their start positions, but not if the pieces are sitting on squares of their own suit.



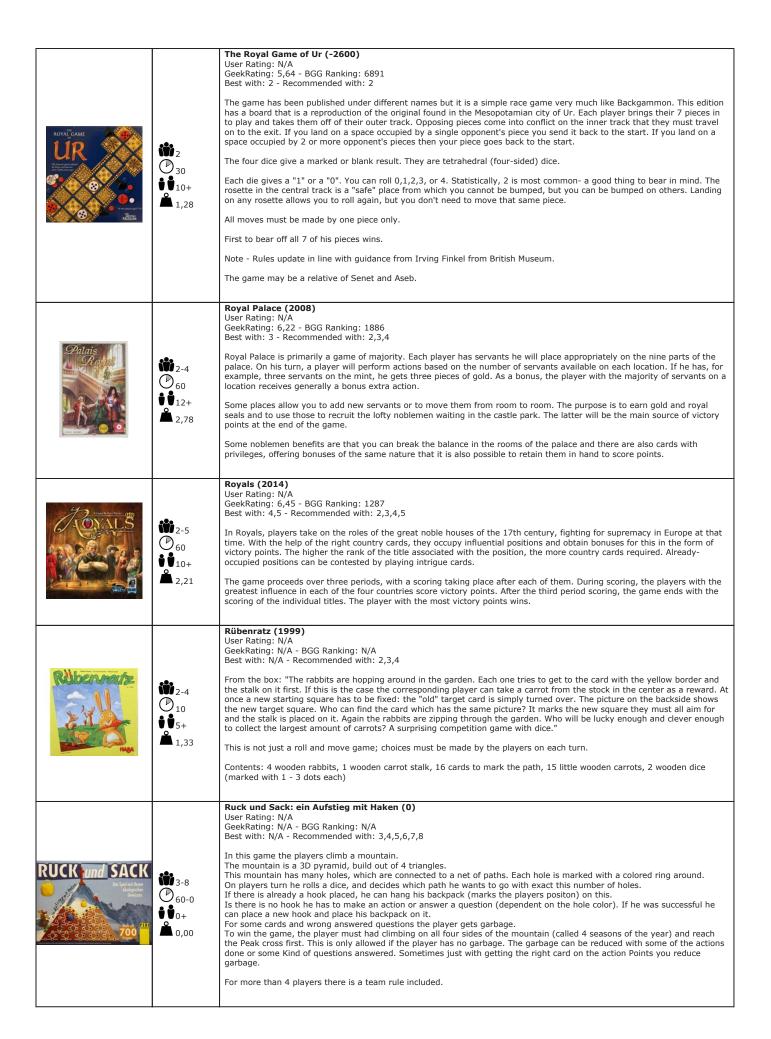


Royal Flush (2009) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A
Best with: N/A - Recommended with: 2,3,4,5

The game consists of 2 standard card decks of 52 cards and 17 card tables. Each game 9 out of the 17 card tables are chosen and players have to collect the card combinations depicted there. Depending on the difficulty of the combination players get points.

In the beginning, each player gets 5 chips. On his turn, a player can either choose one of the 4 open cards from the display, a hidden card from the deck, exchange the open cards (costs 1 chip) or play a combination on one of the tables. A round ends when the first player has played all of his chips on the tables or when one player gets a Royal Flush. Winner is the player with the most points after 5 rounds.







User Rating: N/A

GeekRating: 6,33 - BGG Ranking: 1568 Best with: 3 - Recommended with: 2,3,4

Rune Stones is a deck-building, hand management game by acclaimed designer Rüdiger Dorn. In Rune Stones, every card has a unique number on it. Two cards are always played together, and the higher numbered card is removed from the player's deck. You have to be careful which cards you buy and how you play them to not lose your best cards. Players will use their cards to gather gems, forge them into Artifacts, then combine those into Rune Stones, which grants a special ability for the rest of the game. The more artifacts used in making a Rune Stone, the more points it scores, so players must decide whether it is best to gain abilities early or save to score more points.

On your turn, you may choose from one of three options:

- 1. Summon Creatures: Take new creature cards from the display by playing the appropriate amount of spell power from cards in your hand.
- 2. Play Cards: Play two cards from your hand, which will give you resources, new cards, or points. However, every card has a unique number, and the higher numbered card of the two is removed from the game (the other is placed in the player's
- 3. Forge Artifacts: Players spend gems at the 6 different Dwarf forges to make an artifacts. Once they have at least two artifacts of different colors, these may be made into a Rune Stone, which grants a special ability and a significant number of points.

The first player to 65 points triggers the end of the game, and then the player with the most points at the end of the round is the winner.

—description from the publisher

The time has come to find the most powerful druid, that they may claim the throne!

Players will take on the role of druids who must prove their skills handling the powerful rune stones. Summon creatures by magic and benefit from their abilities, all in a search to gain precious gems. These gems must go to the talented dwarfs, who know how to use them to make a rune stone.

As their collection of artifacts grows, the druid's rune stones become more powerful. Each stone gives the druid a permanent ability (as well as power points). The abilities will aid in acquiring gems and artifacts, and the power points increase the player's chance to claim the coveted throne.

The druid with the most power points at the end of the game ascends the throne and is the winner of the game.

—description from the back of the box



Rush Hour Shift (2015) User Rating: N/A

GeekRating: 5,52 - BGG Ranking: 16084 Best with: 2 - Recommended with: 2

Two players face off in Rush Hour Shift, with each trying to be the first to get their car to opponent's side of the playing

The game board represents a multi-lane highway with a number of trucks and cars scattered across the lanes. Each player starts with a hand of cards, and the cards let you either move vehicles, shift sections of the highway left or right, or both. Players alternate playing cards until someone moves off the far edge of the game board and wins.

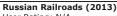
Rush Hour Shift includes ten suggested set-ups.

Note: The 1-player version of ThinkFun Rush Hour is considered a puzzle, and does not have its own game page. You can use the Outside the Scope of BGG page for that and other 1-player ThinkFun puzzles.





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User Rating: N/A

GeekRating: 7,50 - BGG Ranking: 111 Best with: 4 - Recommended with: 2,3,4

In Russian Railroads, players compete in an exciting race to build the largest and most advanced railway network. In order to do so, the players appoint their workers to various important tasks.

The development of simple tracks will quickly bring the players to important places, while the modernization of their railway network will improve the efficiency of their machinery. Newer locomotives cover greater distances and factories churn out improved technology. Engineers, when used effectively, can be the extra boost that an empire needs to race past the competition.

There are many paths to victory: Who will ride into the future full steam ahead and who will be run off the rails? Whose empire will overcome the challenges ahead and emerge victorious?

Game Summary
Each player has their own board, with space for factories, and 3 rail tracks (to 3 different cities). On each track, use a track token to mark the progression of your rails (different colored marker for each type or rail). Some interesting twists:

- The different track types must be built in a specific order (black, gray, brown, natural, white). Later tracks may never be advanced further on the track than the earlier tracks.
- On each track, as the track head advances, you cross several thresholds that provide awards: the ability to start a new color of track, victory points, bonus tiles, etc.
- Each track line can have one (two for the first rail) engine(s) associated with it; the size of the loco(s) determines how far down the track you actually score VP.

The central board has (almost) all the locations for placing workers. Each location requires 1-3 workers (of one player; played all together). Players, who start the game with 5 workers (or 6 workers, in 2-3 player games), will take turns using a location. These provide a variety of abilities, for example:

- advance 1 or more track heads by 1-3 spaces acquire an engine or factory; engines are allocated to rail lines, while factories (the reverse side of the tile) are placed on your factory line. - earn 2 coins
- take 2 temporary workers
- iump ahead in turn order
- acquire an engineer, which has a unique power and becomes a worker-placement location only for you

Each round ends when all players have passed on placing/using workers. Then, score VP for each track and factory line. On each track line, only spaces as far down the track as the loco level will score. Each track type scores VP for every space from its track head back to where the next color of track starts. Track types built earlier (e.g. black) score less/space than later tracks (e.g., white). On each factory line the position of the purple industry marker(s) show how many VP are scored.

After 7 rounds (or 6 rounds, in 2-3 player games), the game ends; most VP wins!

Russian Railroads: German Railroads (2015)

User Rating: N/A

GeekRating: 6,84 - BGG Ranking: N/A

Best with: 2,4 - Recommended with: 1,2,3,4

Russian Railroads: German Railroads is the first expansion for Russian Railroads and requires the base game to play. This expansion consists of three different, independent modules:

1) Germany game board

A brand new game board with new routes and, consequently, completely new opportunities and strategies to follow. For example, the distances are not fixed, which means that all options are open and not equal to vary the flow compared to the standard game.

2) Coal age

This module breaks up familiar strategies through the addition of a coal resource. Coal can be used to improve locomotives and factories, or it can also be used in foundries. These new foundries bring in a decent income when they are fired with coal. Alternatively, coal may also enhance a locomotive or the effect of a factory, if used as a heat source.

3) Single ticket

This module is a solo version, which features a dummy opponent that occupies different spots and tries to stop the player from achieving high scoring.

On top of the three modules there are new components: engineers, a factory, tokens and cards. In principle, you can combine the new game components with all of the expansions and the base game.





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S (254 games)



Saba: Palast der Königin (2007)

User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22346 Best with: N/A - Recommended with: 2,3,4

Saba - the bead of the desert, legendary realm in the Orient.

It's the 9th century in the Kingdom of Saba, the region, that is the Republic of Yemen today.



One day, you are called to the courtyard of the mysterious Queen of Saba. As one of her advisors you are to create her a palace of singular splendour. Intelligently provide for supply of building materials, develop the perfect palace from alabaster and ebony and prevail skillfully against your competitors. Because only the best of her advisors will take his place besides the Queen of Saba as her new Grand Vizier

Players use the materials available at the harbor to expand the queen's palace and enjoy her favor. All your efforts have been in vain, though, the moment another contender surpasses you with a more impressive building in the same palace destrict. Will you be the one in front at the decisive moment ?

The game contains a three-dimensional palace (made of cardboard plugged together) on which the players' figures are

Saboteur (2004)

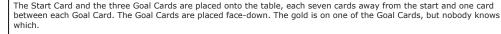
User Rating: N/A

GeekRating: 6,43 - BGG Ranking: 1347

Best with: 7,8 - Recommended with: 5,6,7,8,9,10

Players take on the role of dwarves. As miners, they are in a mine, hunting for gold. Suddenly, a pick axe swings down and shatters the mine lamp. The saboteur has struck. But which of the players are saboteurs? Will you find the gold, or will the fiendish actions of the saboteurs lead them to it first? After three rounds, the player with the most gold is the winner.

With the help of Dwarf Cards, the players are assigned their role: either miner or saboteur. The roles are kept secret- they are only revealed at the end of the round.





3-10 **3**0

Players have cards in hand. On a player's turn, he must do one of three things: place a Path Card into the mine, play an Action Card in front of a player, or pass.

The Path Cards form paths leading to the Goal Cards. Path Cards must be played next to a already-played Path Card. All paths on the Path Card must match those on the already-played cards, and Path Cards may not be played sideways.

The miners are trying to build an uninterrupted path from the Start Card to a Goal Card, while the saboteurs are trying to prevent this. They shouldn't try and be too obvious about it, however, lest they be immediately discovered.

Action Cards can be placed in front of any player, including oneself. Action Cards let the players help or hinder one another, as well as obtain information about the Goal Cards.

Once a player places a Path Card that reaches the gold, the round is over. The miners have won and receive cards with gold pieces as their reward.

The round is also over if the gold could not be reached. In that case, the saboteurs have won and receive the gold pieces.

Once the Gold Cards have been distributed, the next round begins. The game is over at the end of the third round, with the player with the most gold pieces being the winner.





Saboteur: The Duel (2014)

User Rating: N/A GeekRating: 5,72 - BGG Ranking: 5199 Best with: 2 - Recommended with: 1,2

Saboteur: Duel is a standalone version of the famous card game Saboteur for one and two players. When playing alone, you want to collect as much gold as possible by digging new tunnels in the mine; when playing with an opponent, you'll just want to collect more than that player, but naturally your opponent will try to block your progression by all means.

In this card game, you play path or action cards. The path cards form a maze in the direction of the six goal cards, which contain a variable number of gold stones. The action cards are used to hinder your opponent or to help you to repair broken equipment. A greedy troll also lurks in the mine, and you will have to pay him to progress and he doesn't give back any change!





Safari (2000)

User Rating: N/A GeekRating: 5,47 - BGG Ranking: 24231

Best with: 4 - Recommended with: 2,3,4

In Safari, players Ages 5 and up visit watering holes and attempt to collect a set of wooden animals such as giraffes, elephants, chimpanzees, zebras, lions and hippopotamuses. A special die is rolled showing 1-4 dots or a watering hole symbol. If a player arrives on an animal he already has, he gets nothing. At the watering hole players must release an animal. Another symbol permits a player to take any animal, including stealing from other players.



Safe Breaker (2014)

User Rating: N/A

GeekRating: 5,52 - BGG Ranking: 16953 Best with: N/A - Recommended with: 3,4,5,6

Safe Breaker (a.k.a. Merkurya) is a simple-to-learn game of memory and deduction! The game consists of 12 objects: six showing colors and six showing numbers. (In the original version of the game, these objects were cards; in newer versions, they're castle towers that stick together magnetically.)

Each player receives one color and one number, keeping these values secret since they form that player's combination. Play starts with one player asking the player to the left if they have a certain color and number. If they have either of those values, they say "yes" and they become the next player; otherwise they say "no" and the question passes to the next player to the left to answer.

When a player thinks they know an opponent's combination, on their turn they can name that player's color and number. If the guess is correct, that opponent is out of the game and the player gets another turn — but if they're wrong, they are out of the game instead and the wrongly accused opponent now has the next turn.

As far as the rules go, that's it! How much do you talk to your opponents? Do you keep quiet or suggest questions for them to ask? Do you remind them who answered what, and if you do, did you remember correctly?! Are you spinning disinformation?



Safranito (2010) User Rating: N/A

GeekRating: 6,10 - BGG Ranking: 2349 Best with: 4 - Recommended with: 2,3,4

From the publisher Zoch:

"Safranito" is an extraordinary action-filled game that challenges skillful tactics as well as tactical dexterity.

Like no other game before, "Safranito" is a combination of dexterity and tactics providing the game with a new, superb playing experience. At an Indian spice booth, the players bargain for the precious ingredients they need for their exquisite meals. Thereby, everyone throws their Indian coins face-down onto the bowls depicted on the game board. The players may bluff and push the opponents' coins aside. A clever coin thrower is able to arrange the coins on the game board in a way that allows him to do both: sell his spices at a high price and purchase cheap spices as well. Eventually, the first player wins who has been able to acquire the spices needed to serve the maharajah his desired meal.



Saga (2004)

User Rating: N/A GeekRating: 5,60 - BGG Ranking: 8269 Best with: 4 - Recommended with: 3,4

From the publisher:



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110+

1,74

In an empire consisting of six countries, each player incorporates a prince who tries to free the countries from the evil ruler with the help of his or her troops. In each round, players lay out knights before them who have different strength values. The color of the knight symbolizes the country one wants to conquer. If one lays down further knights of the same color in later rounds, they will be arranged in a row below each other. It is important that only one knight per color may be part of the conquering squad.

To conquer a country, one needs a knight with a higher strength number as the one defending it. Once a country has been conquered, the former owner receives his or her knight cards back. However, the other players will try to conquer the country anew by laying down knights with higher overall strength. They also must bear in mind the different special functions of each country. Most countries serve as income sources; some enable the player to enforce his defense troops and so on.

At the end of the game, you will receive a "general rating." The player owning a country receives the sum of his defense knight's value points in that country. Cards that have not been used will earn minus points. The player who now owns the highest amount of money wins the game and becomes the new king!



Sagrada (2017)

User Rating: N/A

GeekRating: 7,34 - BGG Ranking: 187

Best with: 2 - Recommended with: 1,2,3,4

Draft dice and use the tools-of-the-trade in Sagrada to carefully construct your stained glass window masterpiece.





In more detail, each player builds a stained glass window by building up a grid of dice on their player board. Each board has some restrictions on which color or shade (value) of die can be placed there. Dice of the same shade or color may never be placed next to each other. Dice are drafted in player order, with the start player rotating each round, snaking back around after the last player drafts two dice. Scoring is variable per game based on achieving various patterns and varieties of placement...as well as bonus points for dark shades of a particular hidden goal color.

Special tools can be used to help you break the rules by spending skill tokens; once a tool is used, it then requires more skill tokens for the other players to use them.

The highest scoring window artisan wins!





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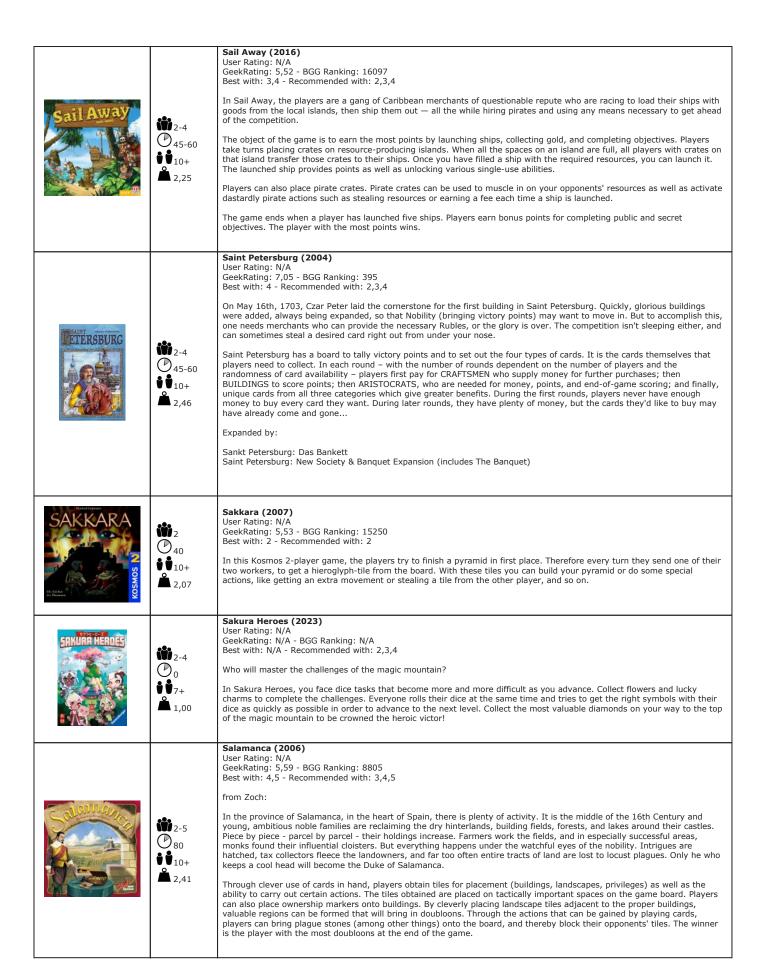
Sahara (1990) User Rating: N/A

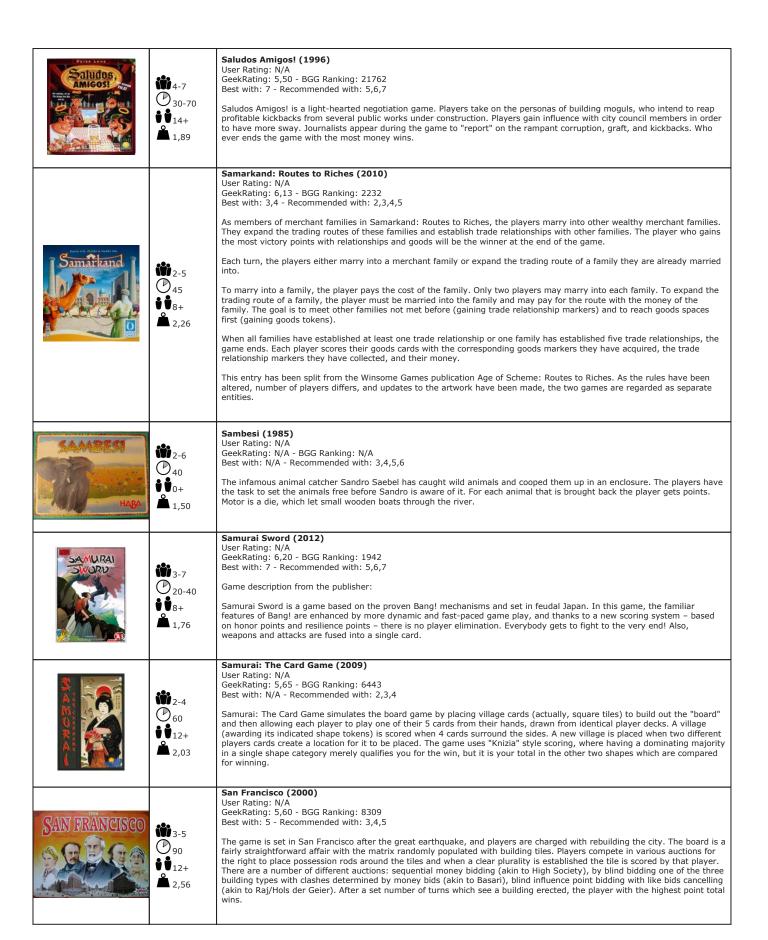
GeekRating: 5,50 - BGG Ranking: 21713 Best with: 4 - Recommended with: 2,3,4,5

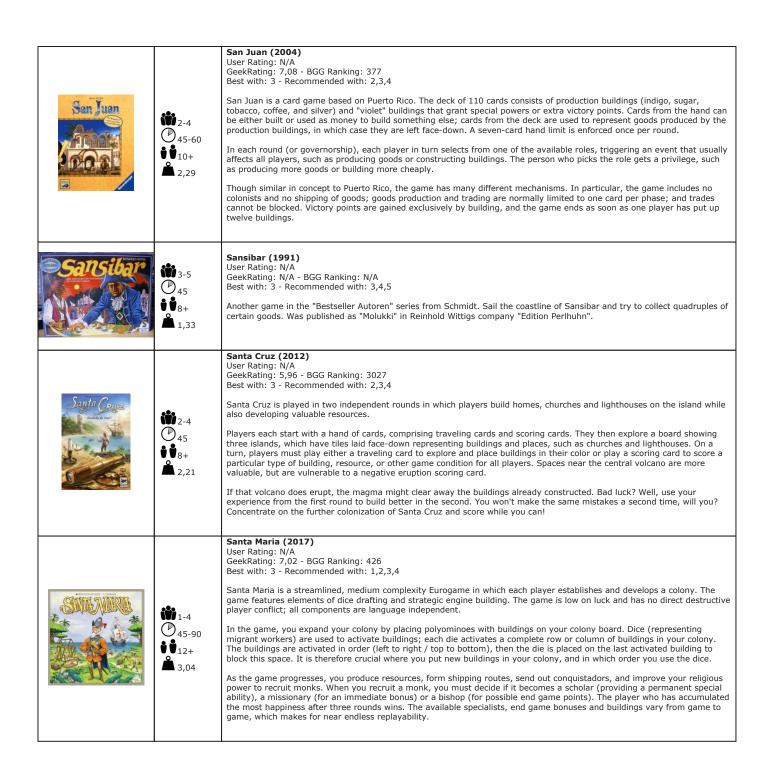
A hot game for desert foxes... The glowing sun and the burning hot desert sand make the life of the desert inhabitants a constant adventure. If one water hole is dried out, then they go to the next. On the way there, everyone is lost who misses the connection to the caravan. In the end, quite a few desert foxes lose their orientation, since their senses are confused by mirages. Therefore, holding the

caravan together is the greatest skill of every tribal leader in order to reach the best position at the oasis while still safeguarding the community (from the back of the box).

Player try to lead their camels to the best spots of the oasis. Every player has the same set of cards. Movement is made by choosing one of three visible cards, which range from forward 1-4, backward 1-4 and a few special cards. While moving spaces already occupied by another camel aren't counted, so staying together with the caravan (at least for some time) is quite useful.

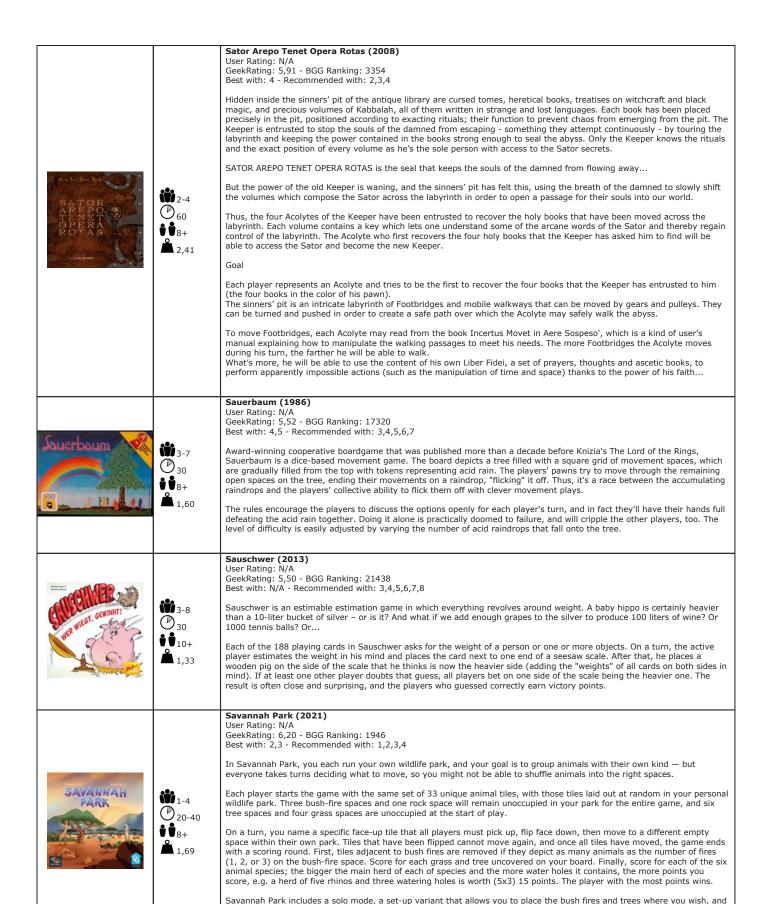




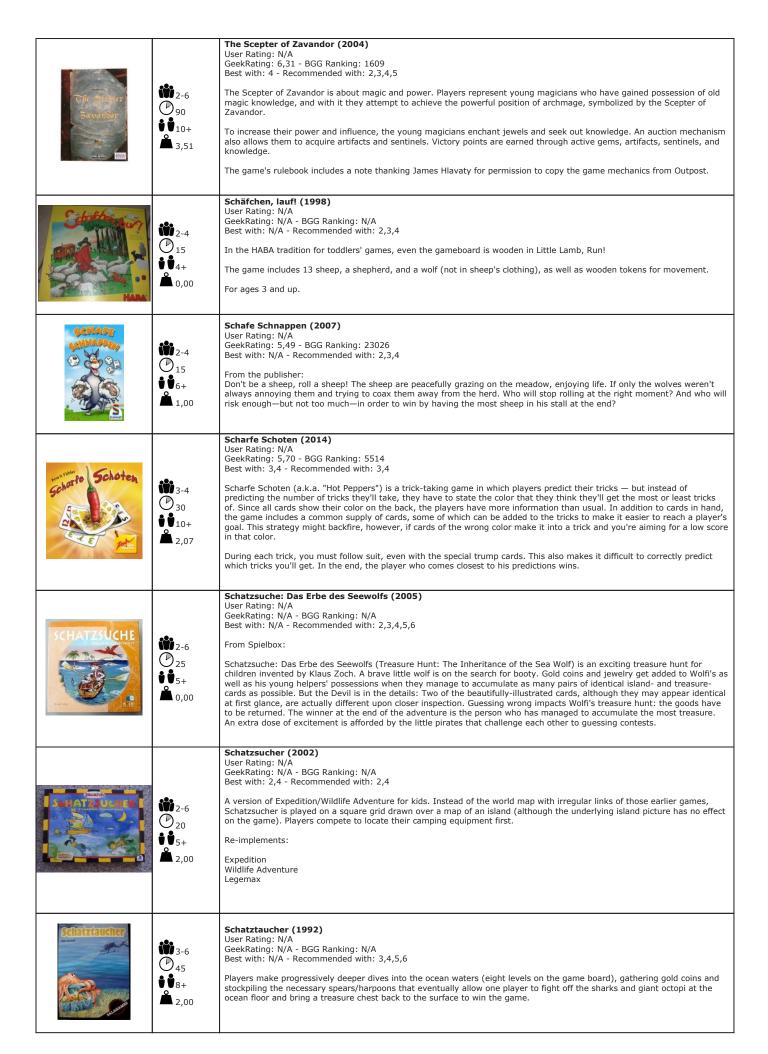


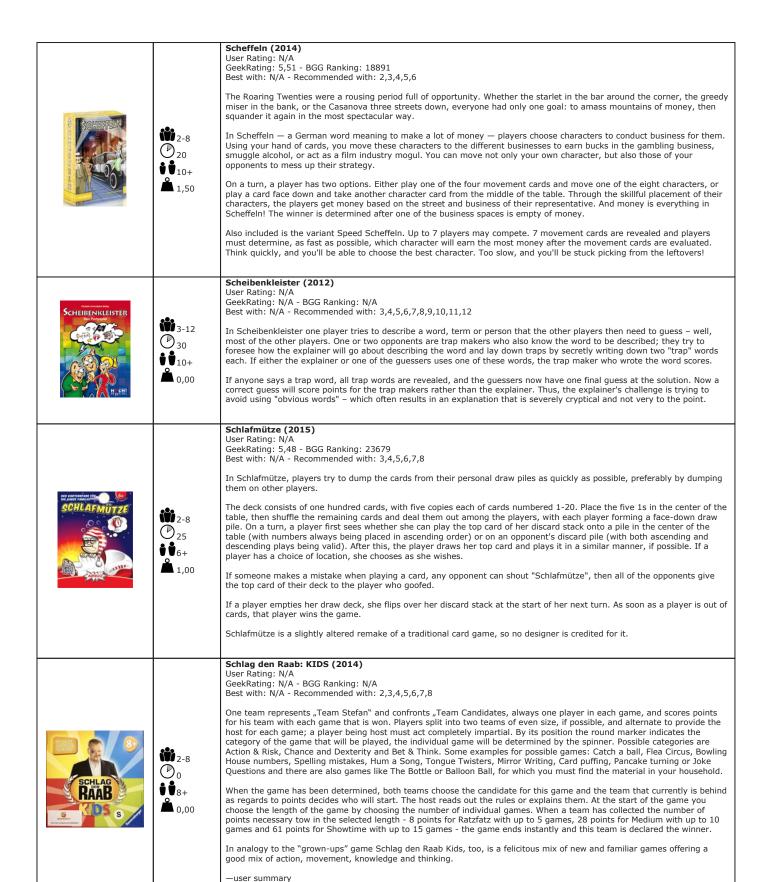
Saningo	2-4	Santiago de Cuba (2011) User Rating: N/A GeekRating: 6,45 - BGG Ranking: 1285 Best with: 2 - Recommended with: 2,3,4 Welcome to Santiago, the second largest city in Cuba, home of legendary rum and birthplace of the revolution! The chaotic streets hum with the sounds of bustling crowds and busy commerce. Cargo ships constantly arrive and depart from the port. Demand is continuous, if unpredictable, for a supply of local products such as exotic fruits, sugar, rum, tobacco, and cigars. In Santiago de Cuba, your business card says "broker", but in reality you're a shady wheeler-dealer who arranges deals with the locals and with corruptible officials to move goods and meet the demand of those ever-present cargo ships - and your ability to procure these goods is only as reliable as your "connections". At the start of the game, nine locals - the Cubans - are randomly arranged on a path around Santiago, with the port being the tenth location on the circuit. Each Cuban has a different ability: e.g., give a player two tobacco, give a player a good of his choice, force opponents to give you something, give money or victory points (VPS), and seize a building or allow a player to use a previously seized building. What are these buildings? At the start of the game, twelb uildings are randomly placed on the game board in four color-coded groups (white, yellow, etc.) of three. As with the Cubans, these buildings give players a special ability when used: convert tobacco to cigars, change VPS to money or vica versa, increase the value of goods delivered to the ship, render a Cuban inactive for the next round, and so on. Players will deliver goods to seven ships throughout the course of the game. The demand for each ship is determined via a die roll; the active player rolls five dice - one for each type of good - then chooses four of the values rolled to represent demand for goods of the same color as the die. All players share a car and travel around the island together. On a turn, the active player can move the car to the n
D. Mingo	2-6 20-30 \$\displaysquare 8+ \$\times 1,68\$	Santo Domingo (2017) User Rating: N/A GeekRating: 5,86 - BGG Ranking: 3696 Best with: 4 - Recommended with: 3,4,5,6 Description from the publisher: In Santo Domingo, all players have the same set of eight action cards. Each round, they choose one or two (depending on the number of players), reveal them at the same time, then execute the actions in a fixed order. This allows the players to collect goods, exchange them for victory points, or even receive victory points directly. However, with a limited supply of goods and points in each round, the strength of a card depends on which cards the others have played.
SARKOPHAG	3-6 15 8+ 1,25	Sarkophag (2015) User Rating: N/A GeekRating: 5,54 - BGG Ranking: 12954 Best with: 5,6 - Recommended with: 4,5,6 Reckless researchers have opened one ancient sarcophagus after another, and in so doing have rudely disturbed the peace of the resting mummies. Now the addlebrained, musty fellows are roaming throughout the catacombs, and they turn out to be surprisingly affectionate. With a little skill and a fragrant whiff of tactics in this trick-taking game, you can completely avoid taking too many of these scatterbrained guys home in your luggage. In Sarkophag, each player has ten cards in hand. Each round, each player plays exactly one card. The second card played determines whether subsequent cards in the round must be higher or lower than what was led. Whoever plays the highest/lowest card (depending on what that second card determined) takes the "trick", collecting all the cards played. If, however, a player cannot follow the rule — for example, having only higher cards in hand when supposed to play a lower card — they take the trick.

Whoever takes the trick is cursed with a few mummy heads; however, they also start the next round. The game ends as soon as all ten tricks have been played. Now each player counts the little mummy heads on their cards, and the player with the fewest mummy heads wins.



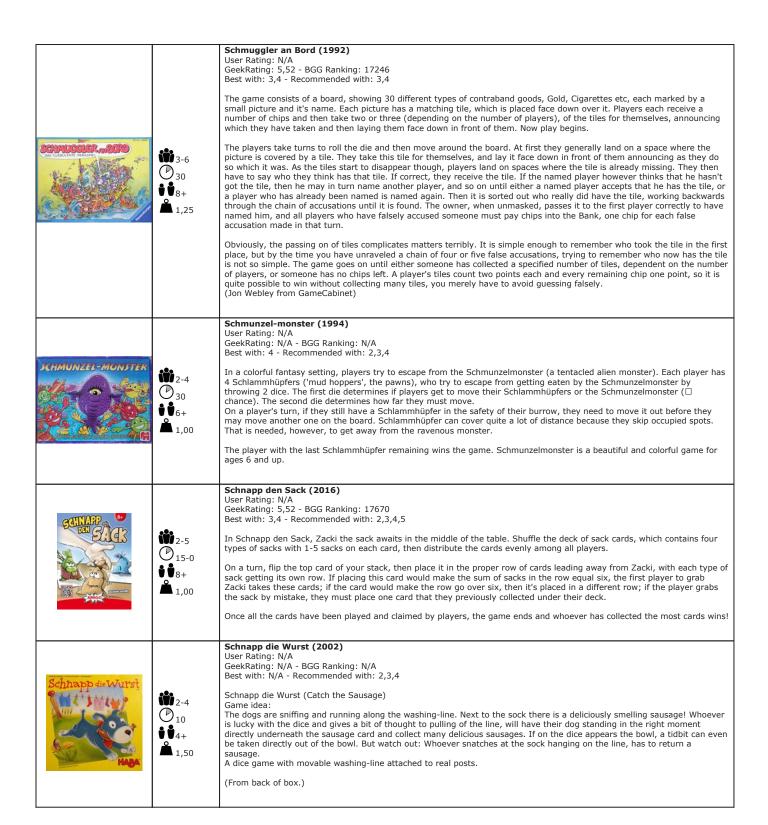
a scoring variant that rewards you for bumping a lion out of the animals' way.

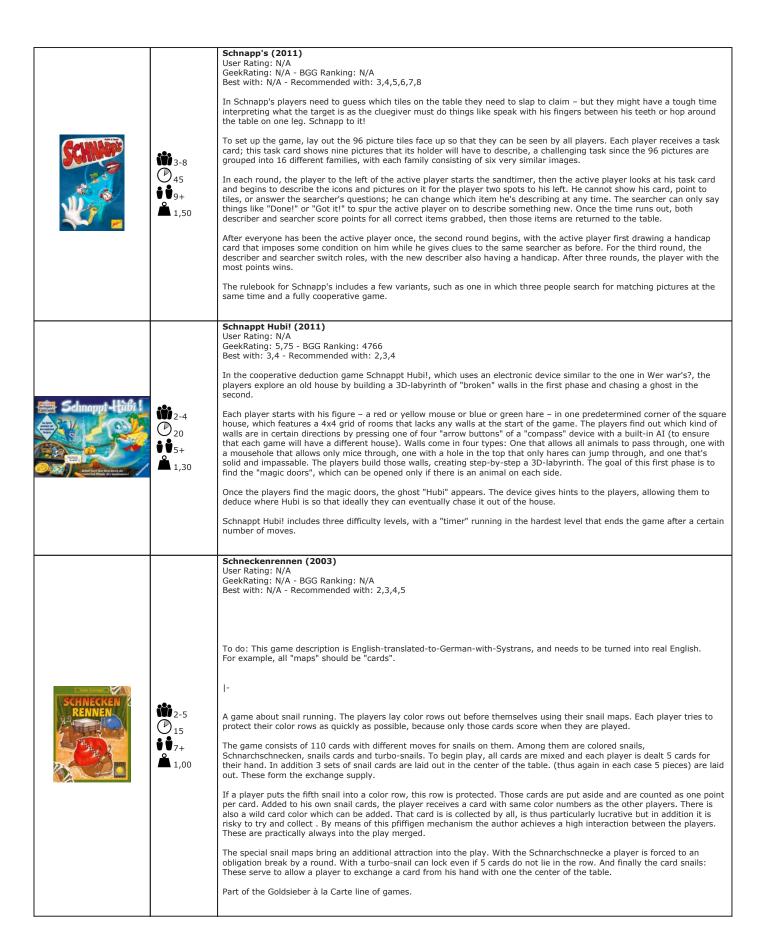


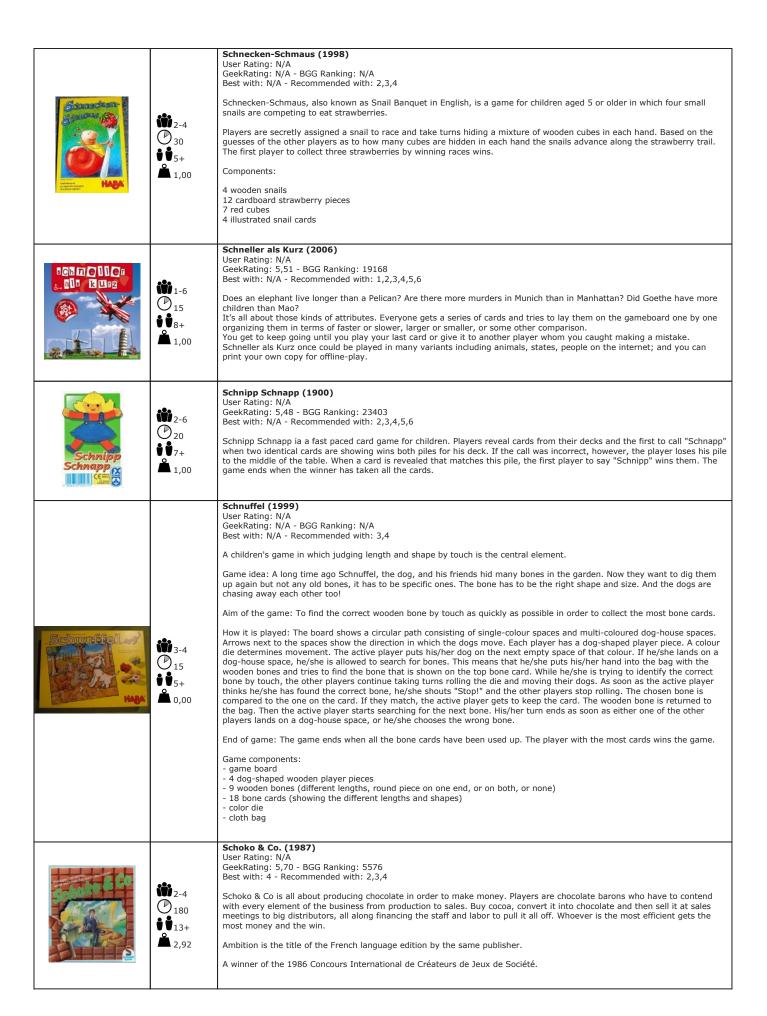


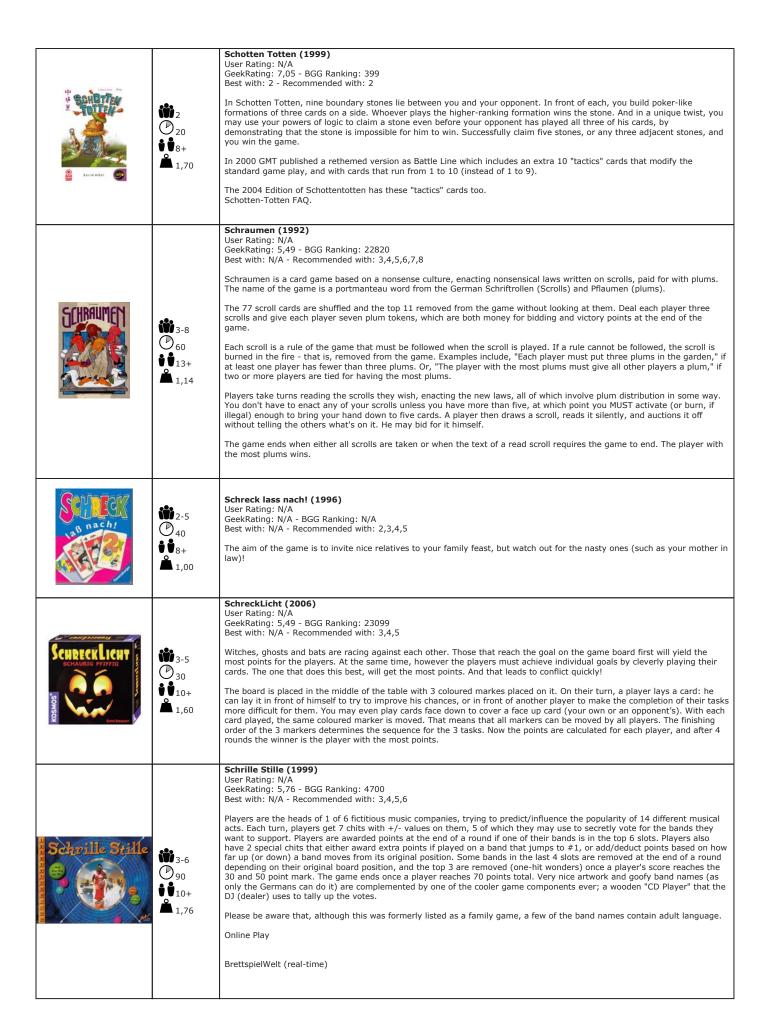
		Schlängeln (2011)
		User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 3 - Recommended with: 2,3,4
	2-4 D 20 1 4+ A 1,00	In Schlängeln, players try to lure colorful striped snakes from behind the bushes to sic them on bullies who stole their snacks.
		No, that's not right. They want to lure snakes for their own internal satisfaction – well, that and the ability to win the game. To call the snake forward, they must properly guess the color of the snakes through good memory and the right questions. Whoever attracts the most snakes wins the game.
Slange		The game is played with twenty cardboard snakes. Each snake has three coloured rings (separated by black rings). At the beginning of the game, each player receives three snakes, which they hide behind their player screen (the bush), with the snakes' heads sticking out underneath the screen.
		Now, in turn, the players get to ask one other player for a color. That player then has to respond based on the snakes behind the screen:
		If the player has one or more snakes whose first coloured ring behind the screen has that color, the player responds with "Yes!" and pushes those snakes forward from under the screen, so that the coloured ring becomes visible to the other players. The asking player may now ask another question. If that is not the case, but one or more snakes do have a ring of that color that is further behind the screen, the player responds with "Later!" If no snakes have a ring of that color, the player responds with "Bad luck!"
		If a snake is completely pushed out from under the screen, then the asking player gets the snake, and the player whose snake was pushed out takes a new snake from the supply and places it behind the screen. In this case, the asking player's turn ends.
		Twice during the game, a player can use a magical flute, which allows them to direct a question for a color to all other players instead of just one.
		The game ends when all the snakes have been lured from the bushes. The player who has collected the most snakes wins.
		Schlaubär: Was ist groß? (2004) User Rating: N/A
Market Montal and could be compared baseline for our		GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 1,2,3,4
Schlaubär Was ist groß?	1 1-4	From the publisher
	① ₅	"What is big?" the little bear asks the big bear. "The opposite of small!" answers the big bear as he continues to read the newspaper.
	1 1 3+	"Aha!" thinks the little bear as he jumps from one leg to the other. Suddenly he makes a big leap and jumps right up onto
Constitution of the state of th	0,00	the newspaper the big bear is reading. He looks at him and asks, "What is an opposite?" Big bear smiles, folds the newspaper, takes the little bear by the hand and says, "Come on, I'll show you"
		With the help of the little clever bear, children become acquainted with opposites and learn how to express them.
LAUS'S STORY	2-5 10 16+ 0,00	Schlauer Bauer (1998) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5
School		This game is best described as a "progressive Concentration".
The sind of dis Tiere biol De schloore Suchspiel von Michael Schacht		The deck consists of 4 animal types; goat, donkey, lamb, and pig. Players take turns revealing cards from the deck. After being revealed the card is placed face down. If a player after their turn believes they can find a set of four matching animals they may try to do so. If successful the animals are collected and scored, otherwise the cards remain face up - aiding the other players.
		Schlaufuchs und Stachelhaut (1990) User Rating: N/A
Schlaufnebs und	1 2-6	GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6
To Manyal are set fines and his side	① ₃₀	Hedgehogs are useful animals, but the fox is one of their natural enemies. They find shelter for themselves by rolling
	0+	themselves together into a bowl. A highway with cars is a dangerous place for them. On land without bushes and hedges they cannot hide themselves. The
	0,00	players must try to keep the hedgehogs out of danger. The player who finishes his tour around the board and back to the nest with hedgehogs first is the winner.
		Schleckermaul (1995) User Rating: N/A
- Lybrokamay -	1 2-4	GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4
- 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	\bigcirc_{10}	Players each represent one of the 'little gourmands', a snail, frog, ladybug or mouse. Players move by throwing a three
HABA	1 1 4 +	sided die unique to that creature. The object is to collect four food tokens of your color or black. If you pick the color of another player, they have the chance of 'winning' the food if they can guess which hand you are hiding it in.
	0,00	Ages 3-5.
		Schlitzohr (1988)
Schlitzohr	2-4	User Rating: N/A GeekRating: N/A - BGG Ranking: N/A
	⊕ ₂₀	Best with: N/A - Recommended with: 2,3,4 Card game of economics and advertising. Material: 27 advertisement cards, 54 Ton/Flon cards, 28 hid cards, card holder.
5	1,00	Card game of economics and advertising. Material: 27 advertisement cards, 54 Top/Flop cards, 28 bid cards, card holder, scoring pad, rules.

SALESS IN THE SALES OF THE SALE	2-6 0 0 6+	Schloss Rabenstein (1996) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 Players play ravens and attempt to reach the castle while collecting as many magic stones as possible. One stone is in the field between the starting positions and the castle; it must be collected before the castle can be entered. When a raven first enters the castle it gets one magic stone. On subsequent turns the player rolls two dice to get zero to two additional magic stones (there are 12 in the castle in addition to the one in the fields). The nature of a raven's current square determines the type of turn in has; in each case the player must guess a colour which will determine move distance. On one type of field dice are rolled and spots in the guessed colour determine movement distance. Another has a second player draw two cards and select one, with the first player's move distance determined by spots of the selected colour on the card. In the final case, all players secretly select coloured chips and the guessed colour determines which chips will determine move distance.
Schlöss Schlotterstein HABA	1-6 20 5+	Schloss Schlotterstein (2003) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 14559 Best with: 3 - Recommended with: 1,2,3,4,5,6 There's excitement at Shiver-stone Castle! On today's agenda is the haunting exam. Only you can help the ghost to become the best haunter of the class. With the ghost wand you guide it through the castle in order to frighten the inhabitants. Or you take part in the Spook Olympics and show your skills at "Spooks slalom" or "Haunting one by one". A game collection with magnet and varied games of skill for 1 - 6 ghosts ages 5 - 99. Includes many variants and the "Spook Olympics".
Schmackofatz. Schmackofatz. HABA HABA	2-6 15 5+ 0,00	Schmackofatz (2003) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 Help the animals to find their food. The goal is to be the first to collect three food cards of one animal. Six different, wooden animals are arranged in front of seven cards. Players move any animal to the empty (7th) card and see if the card matches the animal. If it does you get the card; if it doesn't you put it back and try to remember what it is for future turns. The difficulty lies in the constantly changing circle of cards. Ages 5 and up. Also Known As: Rastytasty, Le festin des animaux, Smikkelsmak
Salar A serious field a serious of the serious of t	15 15 0+ 0,00	Schmetterlingskind: wach auf geschwind (1993) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Content: board, 12 butterflies in 4 colors, 40 sun beams, 1 cloud, 1 special die After a long and cold night the butterfly must awake. The sun rises. When a sun beam reaches a sleeping butterfly, he awakes and flies to a flower. The player who waked up all three own butterflies wins the game.
Schmidts Katze Was de de la de de la de de la dela de	2-4 15 15 14+ 20,00	Schmidts Katze (2011) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 In Schmidts Katze you want to be the cat who tracks down five mice before any of the other felines in the household. To set up the game, place seven of the mice tokens – each of which is different – in seven of the eight slots around the game board; place the eighth mouse on the edge of the box, which holds the game board inside it. Give each player a set of eight mouse tokens, then place the six cat paws around the box. On a turn, roll the die. If you roll a number, move the cat figure around the box, then take whichever action is on the cat paw where you stop moving: Swap two mice, make a mouse go into (or come out of) hiding, or peek at a hidden mouse. If you roll the cat, spin the cat spinner on the game board, then try to be the first to lay out the proper mouse token from the eight in your hand. Whoever is first with the correct answer keeps thattoken cat side up; the first player with five such tokens wins.
Schmussfer & Ca;	2-6 2-5 45 8+ 0,00	Schmuggler & Co. (1999) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 An interesting-looking game of collecting (smuggling) items of different kinds and deception to outdo your opponents. Very nice components~











Schrödinger's Cats (2015)

User Rating: N/A

GeekRating: 5,55 - BGG Ranking: 11410 Best with: 4 - Recommended with: 3,4,5,6

Uncertainty didn't kill the cat, but that doesn't mean it's not dead, Dr. Erwin Schrödinger and Werner Heisenberg taught us that. We've all heard about the cats in boxes experiment, and maybe we're even curious about the results — but attempting such an experiment would be INSANE in real life! Now you can try your hand at challenging the uncertainty principle without risking the lives of innocent kittens or exposure to radioactive particles! Awww!

In Schrödinger's Cats, players run experiments, form hypotheses, and try to one-up each other's research. Players take on the role of a cat physicist such as Albert Felinestein, Sally Prride, or Neil deGrasse Tabby. Using their special ability to help prove their hypothesis — or at least debunk someone else's — each cat physicist tries to determine the minimum number of alive cats, dead cats, or empty boxes across all the boxes in Schrödinger's lab.

In more detail, each player starts with six cards in hand, along with a physicist card. The first player asserts how many identical cards — whether live cat, dead cat, or empty box — are present among all the cards in play. The next player can increase the number of this claim or call. Each player can use their ability once during the round.

When a player does call, whoever was right — whether about the claim or about doubting that claim — stays in the game, while the other player is eliminated. Each remaining player gets a new hand with one fewer card, and you keep playing rounds until only one player remains.

Schützenfest (1975)

User Rating: N/A

GeekRating: 5,51 - BGG Ranking: 19114 Best with: 3 - Recommended with: 3,4

The original version is themed around archery; players are attempting to hit targets, or come close while remaining under.

The game was re-released as Hallo, Pauker, where the targets are now teachers, and players take on the role of naughty students.

Schwarz Rot Gelb Extreme (2017)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: 4,5,6 - Recommended with: 2,3,4,5,6

chwarz Rot Gelb Extreme is a quick-playing pattern-building game — well, anti-pattern-building really. The game includes 80 symbol cards and 30 point cards; each symbol card features some number of symbols on it, with multiple types of symbols and multiple colors of symbols.

Shuffle the symbol cards, then spread them out on the table. Reveal as many points cards as the number of players. Each player takes a starting card and places it at the beginning of a row. Simultaneously, players start flipping over cards to find one that fits next to their rightmost card, with "fits" meaning that neither the number of symbols on the card nor the number of types of symbols nor the number of colors are repeated on the new card. If you draw a card that meets this description, add it to your row and draw again; if not, place it face-up on the table.

Once a player has seven cards in their row, they call "Stop!" All players check their card rows for errors, discarding any mistaken card and all cards played after it. The player with the longest row of cards claims the highest point card on display; the player with the second-longest row the next highest point card; and so on.

Shuffle the color cards for a new round of play. After five rounds, the player with the highest point total wins the game.

Schwarzes Gold (2009)

User Rating: N/A

GeekRating: 5,53 - BGG Ranking: 15213 Best with: 3 - Recommended with: 2,3,4

Schwarzes Gold is a short tactical game about the first oil rush in Texas.

1901: Welcome to Spindletop Hill, birthplace of the modern oil industry. The first sources of oil already have been found and all adventures head for Texas to find their fortune. However, the sources are limited. Who will find the right places to set up their oil rigs and produce the most oil?

In the basic game players roll dice to determine a position on the game board where they can then place either one of their own drilling rigs or a neutral oil marker. In phase 2 players decide in which order the drilling rigs score points for adjacent oil markers (which are removed from the board after scoring). The player with the most points wins the game.

The game will include at least two variants (and a second game board) to add more complexity. In addition, several fan rules will be published on the homepage www.schwarzesgold.com

Schwarzes Gold is the winning title of the author's game competition 2008/2009 by www.spielmaterial.de. The task of the competition was to create a new game based on the game pieces of Giganten after those were bought in large quantities by www.spielmaterial.de (an online shop for game components).





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2,00

Schweine Poker (2006)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4,5,6

Every player is dealt 5 cards and one player is the start player. The start player reads one of special event cards and players have to follow the instructions on the event cards. The effects can be put certain cards in front of you, face up or face down, discarding a card or giving cards to another player. Once all players have 5 cards in front of them, the round is over. The 5 cards are your current poker-hand. The player with the best hand wins. The game is a nice variation of standard poker.







Scout: Rechen-Hexe (2012)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 1,2,3,4

In Scout: Rechen-Hexe, players are witches who try to combine ingredients to fill their cauldrons to the proper level.

Each player has her own set of tiles numbered 1-10, with each tile being 1-10 units long. Players are presented with an easy target (a number up to ten) or a hard target (a number between 11-20), then they stack at least two tiles (for an easy target) or three or more (for a hard target) inside their personal witches' tower. Once a player does so, she grabs one of the available witch chips; the last player can't get one.

Once all players have finished constructing their towers, they flip their towers over to look at the cutout in the back to see whether their stack of tiles is as tall as the target number. If so, they advance their token on the track to the next space matching the color of the witch chip they took.

The game ends the round that one or more witches reach the house at the end of the track. Those players win!





Seal Race (2004)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4,5,6

Six seals throw colorful balls on the beach. It's great fun to figure out which seal threw which ball. The players who can best remember which balls were exchanged get to move forward!

Help your child to develop through play. This high quality wooden game encourages important basic skills and provides ageappropriate fun for children of all ages!

Contents:

6 wooden seals

- 12 wooden balls in 6 colors
- 1 game board
- 1 symbol die

Seasons (2012)

User Rating: N/A

GeekRating: 7,18 - BGG Ranking: 285 Best with: 2 - Recommended with: 2,3

The greatest sorcerers of the kingdom have gathered at the heart of the Argos forest, where the legendary tournament of the 12 seasons is taking place. At the end of the three year competition, the new archmage of the kingdom of Xidit will be chosen from among the competitors. Take your place, wizard! Equip your ancestral magical items, summon your most faithful familiars to your side and be ready to face the challenge!

Seasons is a tactical game of cards and dice which takes place in two phases:

The first phase "Prelude" consists of a card draft: the goal during this phase will be to establish your own 9-card deck for the main part of the game and with it the strategy.





Once the Prelude is complete, each player must separate their 9 cards into 3 packs of 3 cards. They will begin the second phase of the game with their first pack of three cards, then gradually as the game progresses, they will receive the other two packets of three cards.

Next comes the Tournament: at the beginning of each round a player will roll the seasons dice (dice = number of players +1).

- These cubes offer a variety of actions to the players:
 Increase your gauge (maximum number of cards you may have placed on the table and in play)
- Harvesting energy (water, earth, fire, air) to pay the cost of power cards
 Crystallizing the energy (during the current season) to collect crystals. Crystals serve both as a resource to pay for some cards, but also as victory points in the end.
- Draw new cards

Each player can choose only one die per turn. The die not chosen by anyone determines how many fields the "time track" would move forward.

In addition, all the dice are different depending on the season. For example, there are not the same energies to a particular season. Throughout the game, players will therefore have to adapt to these changes - also the "exchange rates" of energy to crystals vary during seasons - the energy not present on the dice in any given season is also the best paid during the

At the end of the game, the crystals are summed with victory points granted by the cards (minus some penalties, where applicable). The highest score wins.





Secret Code 13+4 (2012)

User Rating: N/A

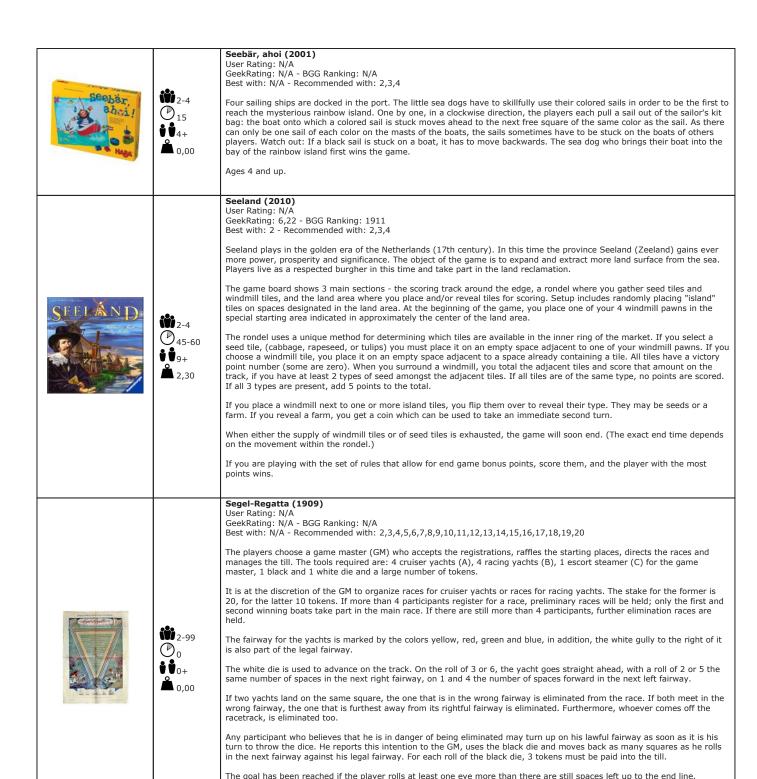
GeekRating: 5,65 - BGG Ranking: 6513 Best with: 3 - Recommended with: 2,3,4

Game description from the publisher:

Tonight is the night the secret mission "Amun Re" begins. The team, made up of four cunning secret agents, breaks into the museum and thanks to their precise calculations cracks the tricky codes of the security installation. Be it through addition or subtraction, multiplication or division, the numbers on the dice have to be combined so that the results coincide with the

Who in Secret Code 13+4 will be the first to overcome all the light barriers to get hold of the precious Amun Re mask?

	2-4 0 60 8+ 2,38	The Secret of Monte Cristo (2011) User Rating: N/A GeekRating: 5,66 - BGG Ranking: 6333 Best with: 2,4 - Recommended with: 2,3,4
		In the Alexandre Dumas novel The Count of Monte Cristo, the protagonist, Edmond Dantès, is imprisoned in the Chateau d'If for fourteen years, during which time he learns about a fortune hidden on the island of Monte Cristo. Eventually he escapes, boards a smuggling ship, then makes his way to the island, where he manages to recover the fortune.
Monte Cristo		But did he find all of value on the island? That's not what designers Arnaud Urbon and Charles Chevallier propose in Le Secret de Monte Cristo, coming from Filosofia in French, with eggertspiele and Z-Man Games releasing versions in German and English.
		The players are smugglers who learned of the treasure from Dantès while traveling together, and now each of them has decided to search the island for any treasure that might remain. Each round players receive cards that show what type of treasure (gems) might be found in the castle, with the active player that round placing three smugglers in the castle and all other players placing one.
<u>.</u>		Once new treaure has been distributed in the castle rooms, players then take actions based on the order of the marbles showing in the game's "action slide" – this being a tilted rack with four slots in it, with a different action associated with each slot. The player whose marble is at the bottom of slot one takes that action, then places the marble at the top of any other slot; then the player at the bottom of slot two takes that action; and so forth.
		Players can seize treasure from rooms if they outnumber the other smugglers present and they have the right sacks on hand for storing the treasure.
		Secrets of the Deep (1991) User Rating: N/A
		GeekRating: 5,52 - BGG Ranking: 16413 Best with: 3,5 - Recommended with: 3,4,5
SECRETS OF THE DEEP	2-5 30 7+ 1,50	Secrets of the Deep is a fun, fast filler in which players play as scuba divers who are trying to raise as much treasure from the ocean as possible before time runs out. This task is complicated by limited air supply, hazards, and fierce competition from other divers.
		In the course of a turn, players balance using different air tanks to dive the ocean for treasure and return to the boat. The treasures are distributed in three depths, and their values are hidden underneath like the swimmers in the Survive! family of games. If a player fails to strike the correct balance to make it back to the boat, they will have to drop their treasure. Players can also use dolphins to either aid themselves or hinder other divers. A player must ask themselves if they will go for the deep chests and get left by the boat or if they will dive shallow and leave their buddies behind.
		Secrets of the Deep is a mix of light strategy and calculation, yet there is some random chance and the cards add a bit of suspense. Although the game is a bit luck based, the moving ship keeps the game short and adds a "press-your-luck" appeal, and there are opportunities for some good tactical moves in the midst of all the chaos.
	3-5 30 18+ 1,73	Secrets of the Tombs (2003)
SECRETS TOMBS		User Rating: N/A GeekRating: 5,45 - BGG Ranking: 24758 Best with: 4,5 - Recommended with: 3,4,5
		From the Publisher:
		You are an explorer making your way along the darkened passages of a pyramid in search of treasures from ancient Egypt. However, no attention has been paid to the tales of Ammut, also known as the "Eater of Hearts", of "The Devourer". Will you be able to make your discoveries before being caught by this creature - whose body was a dreaded combination of crocodile and hippopotamus? It needs skill, as well as a little luck to collect the treasures and exit the pyramid alive!
		See you later (1995)
		User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6
Cas you large	2-6 20 18+ 20,00	See you later is a racing game for gamblers: Each player gets a pawn, puts it on the starting field of a race track, the first one in goal wins. In the middle of the board is a circle of 12 fields, where five different colored crocodiles are placed (belonging to no-one). There is also a deck of cards showing a number in the color of a crocodile. In their turn, a player reveals a card from this deck and sees if they can pull the corresponding crocodile the number of fields indicated by the card in clockwise order. This is possible, if the landing field is empty. After success, the player can decide to reveal another card and do the same. They can also decide to stop and move their pawn one field for every crocodile card which was revealed. But if it is not possible to move the crocodile, the player has to stop and give all cards already revealed to the next player.
E		This player must reveal at least one card (if successful, they can move their pawn for all cards!). If a player in last place moves their pawn, they can double the value; a player in first place must move back, if they are not successful.
		Some special action cards can also be used; they allow a player to stop only after an even number of cards revealed or force them to move back, etc.
		The game is in German, but all components except the rules are language independent.
	•2•	Seebär und Landratte (1999) User Rating: N/A
Southing and I controlled		GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4
	₩ ₂₋₄	From the manual:
5 C	30 5+ 1,33	You can see Wild Will's house on the board. Setting off from the pier, Will and Frank head for the island in search of the sea monster's treasure. Spinning the pointer will show you how far you may sail during your turn. On the voyage, you collect things that Will and Frank need for their adventure. They need binoculars to see the island a club for fighting off the sea monster, and the treasure map. Once you have collected all the necessary items and land on the island, you may search for the treasure. Watch out for the sea monster, especially for his long tentacles. If he tries to grab you then you have to go all the way back to the starting point.



user summary







Serengeti (2001)

User Rating: N/A

GeekRating: 5,75 - BGG Ranking: 4824 Best with: 4 - Recommended with: 3,4,5,6

Players compete in auctions to purchase African art with the local currency "Hongo". The innovative bid mechanism is that players may not bid a number whose 'ones' digit matches the number on any card they have previously won. The innovative payout mechanic is that players owning a card whose number matches the 'ones' digit of a bid stand to gain a share of that hid

The Don version of the game has a gangster theme, with players bidding for control of districts of Chicago.

Serenissima (1996)

User Rating: N/A

GeekRating: 6,20 - BGG Ranking: 1973 Best with: 4 - Recommended with: 3,4

The Theme

In the fourteenth century, the Atlantic was an ocean without end and America was yet to be discovered. The Mediterranean was a sea of great prosperity - the only route between East and West. The greatest fleets of the age battled for the most lurrative trade routes.

Trade cities like Venice, Genoa, Barcelona or Istanbul grew as powerful as whole nations, establishing trade routes as far as North Africa or Middle East, bringing back Spice, Gems or Gold to the western Mediterranean. SERENISSIMA recreates this era, when the Mediterranean was at the centre of world trade.

The Game





In the end, the scoring is based on the number of ports each player control, but also on the fact that those ports have commodities of different kind available. Ports come in three types: small, medium, and city-states. Whereas small ports are quite easy to satisfy (they need only two commodities to be considered "full"), the four starting city-states are far more difficult to please, as they will need all kind of commodities available (6 additional commodities, plus the one they produce).

During the course of the game, the number and type of commodities available in ports also controls the number of crew members you can hire, if you can build galleys or forts, and the price of commodities when you sell them. For example, a player won't be able to build new galleys until they have wood and iron available in one of the ports they control. Once a galley has been built, it has 5 spaces available, that can be filled by the crew or the goods. Every crew member allows movement through one space, and makes the galley more powerful. But those spaces are also needed to carry the goods that are worth money. Money that can be used to hire new crews, build new galleys, or commodities. A balance thus needs to be struck between trading commodities and taking control of ports - between a fleet of merchant galleys and a fleet of warships.

The game lasts between 5 to 8 turns depending on the number of active players. Turn order is defined by bidding. The winner of the bid choose whether he will play first, second, third or last. Depending on the situation and what the player wants to do, playing first or last might be equally interesting. For example, by playing first, a player would be unable to react to other players move, but he could avoid having his galleys blockaded.

SET (1988)

User Rating: N/A

GeekRating: 6,29 - BGG Ranking: 1670

Best with: 3,4 - Recommended with: 2,3,4,5,6





In SET, each card contains 1-3 objects, with all of the objects on a card having the same color, shape and shading, e.g., two purple shaded ovals. Colors, shapes, and shadings come in three different types: green, purple and red; oval, diamond and squiggle; and solid, shaded and outlined.

All players compete simultaneously and try to claim sets of cards in a single pass through the deck. A set consists of three cards that are either all alike or all different in each attribute. For example, if all three cards have the same number of objects, but three different shapes, shadings, and colors, then those cards are a set; if two of the cards have a common attribute that is not shared by the third, they are not a set.

To play, one person takes the deck and lays out twelve cards face up. The first person to spot a set collects those three cards; if the player was mistaken, then this player cannot claim a set until after another player has done so. After someone has claimed a set, the cardholder lays out three more cards. (If all players agree that no sets can be claimed, then the cardholder lays out three more cards aren't replaced after someone claims a set.) Whoever claims the most sets wins!



The Settlers of the Stone Age (2002)

User Rating: N/A

GeekRating: 6,07 - BGG Ranking: 2490 Best with: 4 - Recommended with: 3,4

Based on the award-winning CATAN, but presenting players with all-new challenges unique to the dangers and opportunities of the Stone Age.

From the Box:

Man's Epic Struggle. The cradle of modern humans, called Homo sapiens by scientists, was located in Africa more than 100,000 years ago. The first branches of this family began a journey that spanned thousands of years. Eventually leading them to Australia and America. The enormous difficulties of this journey were overcome because of Homo sapiens' unique ability to adapt to its environment. Their highly developed brains and their mastery of crafts enabled them to flourish in even the harshest conditions.

In this exciting game, you will guide the journey of one of these branches. You must strive to spread your people over the whole world. In order to expand your branch of humanity, you must develop certain talents: advances in the preparation of food will allow your people to spread faster and wider, while new hunting techniques can protect them from dangers. And your people will need warm clothes to cross the ice deserts of the north and boats to settle Australia.

Of course, all of this is possible only if you have enough raw materials: meat, hides, bones and flint.

There are many paths that you may follow to victory. But it is certain that the player that settles in the most productive lands, trades for missing raw materials with the other players most skillfully, and is able to best penetrate the lands of Australia and America, will end the game with their nose in front!

Belongs to the Catan Series and is retroactively a member of Catan Histories.



Sewer Pirats (2012)

User Rating: N/A

GeekRating: 5,84 - BGG Ranking: 3878 Best with: 4 - Recommended with: 2,3,4

Translated from the publisher's website:

Deep below the world of wasteful humans lies another yet uncharted world, oblivious of the ado of surface dwellers. Only the most courageous creatures from the world above will descend to the mysteries of the underground and board one of the legendary sewer frigates to challenge destiny and to amass immeasurable treasures





13-4

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In Sewer Pirats, deep underground in a maze of domed caverns, narrow tunnels, and piped passages, a motley cast of rodents, insects, and other vermin sail the treacherous waters of human refuse aboard bizarre vessels in search of discarded booty. In order to claim the best haul from the abandoned flotsam, players must make careful use of the unique abilities of their crews' rats, cockroaches, weasels, and other critters. Don't settle for less than left-over fast food and dumped toys. Go for your goal to become a true legend among the sewer pirates.

Players compete in deception and tactics to fill the best positions aboard the three pirate frigates. A pirate's rank determines his share of the expected loot - but even the best crew ain't worth nothing without their talismans. Each of the three frigates has its special fetish, and no pirate would dare to board her without the matching talisman for fear of terrific

Sewer Pirats includes three levels of difficulty as well as thirty detailed pirate figures, twenty Color-Click™ bases, and a rich assortment of game boards, tokens, and cards. Starter rules get you into the game quickly, and a Crew Member Auction variant increases the strategic depth and lighthearted action.

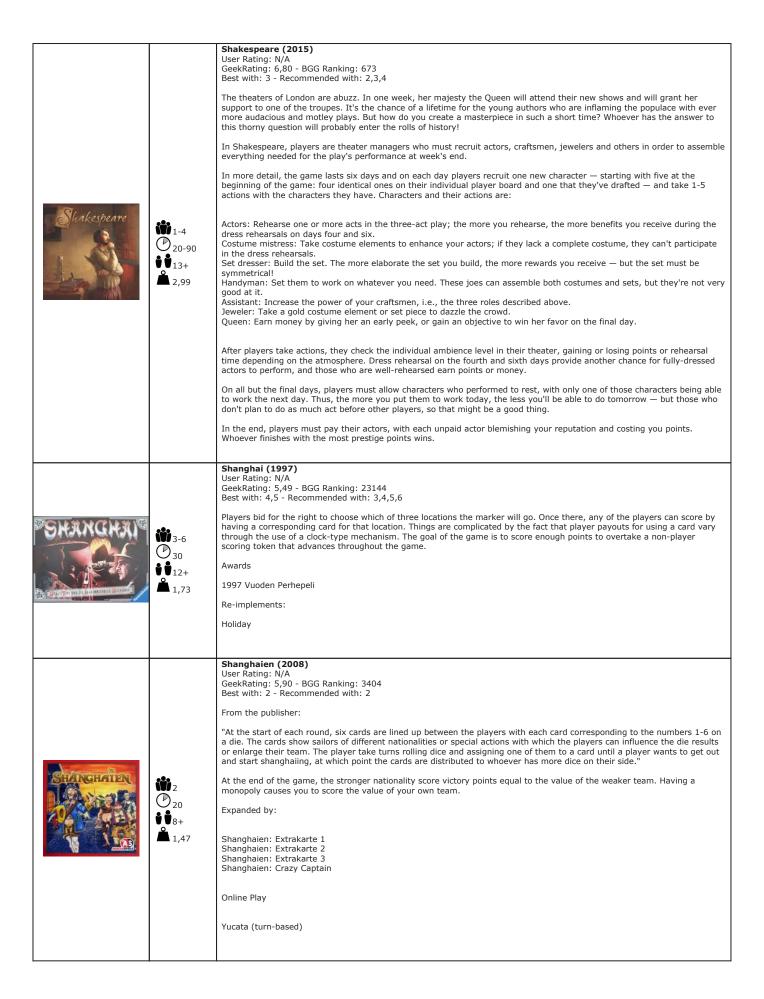




Shadow Master (2016)

User Rating: N/A GeekRating: 5,51 - BGG Ranking: 19976 Best with: N/A - Recommended with: 3,4,5,6

The family game Schattenmeister creates tricky gaming fun and lots of challenges as players have to unravel a mysterious shape and divide it into its components. To do this, they must bring a keen eye and the power of deduction as it isn't easy when they are looking at silhouettes overlapping each other. Only little details are recognizable. But what do they depict? An ear, a wing, or a handle? The player who sees through the shadows and collects most points will be the Master of







Shark Alarm!!! (2008)

User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20953 Best with: 5 - Recommended with: 3,4,5

With 64 cards, but only two motives - 32 sharks and 32 Dolphins - and without numbers and letters, each player first tries to release five sharks and set off the shark alarm. If not successful, the player with the most dolphins win. One can win thus both with sharks and with dolphins - and make something good out of bad cards. Great illustrations by Rolf Vogt.

Sharp Shooters (1994)

User Rating: N/A

GeekRating: 5,86 - BGG Ranking: 3734 Best with: 4 - Recommended with: 2,3,4,5,6

From the description on the box:

"A fistful of dice to roll. Challenging cards to build them on. Fast-moving play and shifting strategies. It's a good bet Sharp Shooters will be your favorite dice game ever.

Players roll dice to build rows on a common card. Win chips by placing the last die in a row. Score for straights, full houses, 4 of a kind, and more.

Every turn is a brand new challenge. How many dice will you place, and where? Will you risk another roll?

As the card builds, so does the tension. Can you keep point-snatching opponents from finishing rows? To win, have the

Games Magazine's 1996 Game of the Year. Each player, armed with a fistful of dice, starts his turn by rolling 5 dice and placing as many of them as possible on a card, though you must always place at least one if you can. Each card has 6 rows, with from 1 to six dice pictured in each row. These are in various combinations, and dice must be placed in order in each row. As long as you place at least one die, and you have not used all of your 5 dice, you can then choose to roll again. If you choose to stop, or you roll dice with no legal placement available, your turn is over.

Scoring is achieved by placing the last die in a row and scoring can be a negative. When the last row of a card is scored it is removed and a new card replaces it. Play until a predetermined number of cards are scored.

Won Games Magazine Game of the Year award in 1995.

Reimplemented as "Royal Casino" by Ravensburger

Shaun das Schaf: Das Kartenspiel (2019)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4,5,6

The animals of the Mossy Bottom Farm would like to take a nice group photo - but it is not so easy to get a nice motive together! Each player has his own card display, in which he collects different animals with the highest possible card values. But the teammates can quickly change their own display and their card values!

Each player has three cards on his hand. On his turn he plays one card in his or an opponents display. He can start a new pile or place the card on a pile with the same colour. The value of a display can be increased but also reduced. Afterwards he draws a new hand card.

Important: It always counts only the top card of a pile! And if at any point in a player's deck two cards or stacks of cards show the same number, these two cards (stacks) must be combined into one stack!

The round ends immediately when the first player has a display with six stacks OR the draw pile is empty. Players get points for the top card on each stack - but only if they have managed to collect all three colours! The game ends when one or more players reach 150 points.





		Shear Panic (2005) User Rating: N/A GeekRating: 6,04 - BGG Ranking: 2592 Best with: 4 - Recommended with: 2,3,4
		The second game from Fragor Games, featuring a flock of sheep and their attempts to be in the right place at the right time. Much gambolling, some tupping, lots of shearing.
	2-4 0-45 10+ 2,22	Publisher Blurb:
		"'The Best Game Ewe Ever Herd!'
		Ah, do ewe long for the life of a sheep? Bright summer days filled with games of tag and attempts to flock closer to Roger, the Heartthrob Ram? But, Watch Out! The shearer wants to drag you away from all the fun and games!
		In Shear Panic, ewe maneuver your ewes to score points, playing tag, standing close to Roger, or trying to avoid the shearing scissors! Will your brave sheep score the most points, or will it be "Off with the wool" for ewe?"
SHEAR		The game includes eleven small figurines (which are somewhat fragile): Two each of four different colors, one black, one 'Roger', and one 'Shearer'. Also included are four player mats in different colors; a timing/scoring mat; 48 mutton buttons in four colors; four scoring markers; one flock marker; and two special six-sided dice.
PANICE To the standard of the		There are two separate play areas: The one where the flock of sheep figurines are clustered; and the combination timing/scoring mat. (The timing mat is two-sided for 3 or 4 players.) Actions by the players each turn cause the timing marker to move faster or slower through each of the four fields, and the scoring is different in each field.
		Field 1 is Team Tag. Players score higher for keeping their sheep closer together. Field 2 is Roger's Field, where players score more the closer they are to Roger (the ram). Field 3 is Black Sheep Tag, and players score higher the closer they are to the black sheep. Field 4 is the Shear Panic Field, and the row of sheep closest to the shearer figure are eliminated each turn, while the remainder are scored individually. The timing marker indicates which Field the sheep are currently "in".
		Players have a total of twelve actions they may take during the course of the game, and as each one is used, a "mutton button" is placed over it, eliminating it from future use. Also, the more powerful the action, the farther (faster) the timing marker will move. If the timing marker lands on a red spot, the active player executes a free "lamb slam" by rolling the Panic Die and moving a sheep of the color rolled one space in any direction. If the Panic Die rolls white, the entire flock does a "ewe turn" ninety degrees in a direction of the active player's choice.
		Since all the player mats are visible to everyone, players need to keep an eye on what moves are still available to their opponents.
		The game is intended for three or four players, but rules for a two-player variant are included.
		Starting player is the person who most recently was sheared (had their hair cut).
		Shepherd (1988) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4
		Co-operative game playing for very young children.
Schäferspiel	2-4 20 1 4+ 3 0,00	From the rules: "Paul, the Shepherd, has spent the day tending his sheep and lambs. He was helped by his dogs. As evening approached and it was time to bring the sheep and lambs into a pen for the night, Paul busied himself with putting the logs together for the pen while the dogs rounded up the sheep and lambs. It was a game they all enjoyed. The dogs hurried about trying to get the sheep and lambs into the pen before Paul could lay all the logs together to close the two entrances. See if you can help so the dogs can win again."
100 mm		The players try to drive home the sheep by using their dogs. They have to achieve this before the shepherd completes a pen in the middle of the game area (which is variably set up from tiles, some of which are the sheep). The building speed is determined by the same die that also moves the dogs which can proceed to the next tile of the color that was rolled. As so often with Herder games, players can pass their die results to other players. All players win or lose together (if the pen is completed before the sheep are in).
		Game play is varied by the fact that the meadow is completed by the forming of paths using 28 interlocking tiles that feature the sheep, poppies, etc. The number of tiles can be reduced to make the game easier for younger children.
		Sherlock: 13 Hostages (2018)
	11-8 060 18+ 1,75	User Rating: N/A GeekRating: 5,74 - BGG Ranking: 4959 Best with: 2,4 - Recommended with: 2,3,4
		"The tactical unit has intervened in a hostage robbery, but the robbers have disappeared, what happened?, why? Follow the clues with your team of investigators to answer these questions and other questions. Will you find the stolen jewels?" (from the back cover of the game)
SHERLOCK 13 hostages 1		In each Q case, you try to solve a mystery case with 32 clues, with players revealing one clue at a time until all cards have been revealed or discarded. During your turn, each player must perform one of the following actions:
		A) Reveal information: Choose a card from your hand and place it on the table, so all players can read or see the entire information. We recomend you read out loud all shared info when you place it on the table. If you play a clue that happens to be irrelevant to the case, you lose points at the end of the game, but be careful! Some clues are vital to resolve the case.
Comp bigging of postures		You can share and expose your theories at any moment and talk about the cards you have in your hand but you cannot
		show them to the other players and you may only read out loud the words written in bold or the text framed inside an image:
		At the end of the game, when all clue cards have been revealed or discarded, you must check carefully all the available information and prepare a theory of what happened, working all together. Then, open the questionnaire and answer all questions. During this phase of the game, you can speak freely about your discarded cards, or the information you remember of them. Each right answer will add two points.

Sherlock: Death on the 4th of July (2018) User Rating: N/A

GeekRating: 5,79 - BGG Ranking: 4332 Best with: 4 - Recommended with: 2,3,4

Play in turns, one player at a time, until all cards have been revealed or discarded. During your turn, each player must perform one of the following actions:

In each Q case you try to solve a mystery case with 32 clues.

A) Reveal information:

Choose a card from your hand and place it on the table, so all players can read or see the entire information. We recommend you read out loud all shared info when you place it on the table. If you play a clue that happens to be irrelevant to the case, you'll lose points at the end of the game, but be careful! Some clues are vital to resolve the case.

You can share and expose your theories at any moment and talk about the cards you have in your hand but you cannot show them to the other players and you may only read out loud the words written in bold or the text framed inside an

At the end of the game, when all clue cards have been revealed or discarded, you must check carefully all the available

information and prepare a theory of what happened,working all together.
Then, open the questionnaire and answer all questions. During this phase of the game, you can speak freely about your discarded cards, or the information you remember of them. Each right answer will add two points.

In O: Death on 4th of July, a mysterious death happens in Rockvalley's mansion:

"EMERGENCY

911, Emergency, how may I help you?

GARDENER

Yes, hello. We've found a body in the Rockvalley's property.

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May I have the address, please?

GARDENER

It's here, in Rockvalley's estate.

EMERGENCY

Rockvalley's Manor?

GARDENER

Yes, yes. I found it hidden in the bushes, in the middle of the grove.

EMERGENCY

Have you checked for vital signs?

I can assure you it's not necessary, this guy is as dead as he can be.

EMERGENCY

Do you know the victim?

GARDENER

I don't know, it's a white male. He isn't anyone from the family though. Mr and Mrs Rockvalley are safe as well as the

EMERGENCY

Whom am I speaking with?

GARDENER

I'm William Greggs, gardener and keeper of the estate grounds.

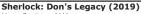
EMERGENCY

Very well. There's a police car already on your way.

GARDENER

Thank you.

-description from the publisher



User Rating: N/A

GeekRating: 5,69 - BGG Ranking: 5693 Best with: 2,4 - Recommended with: 2,3,4

After the sudden death of a businessman, the Miami police ask for help to find out what happened. Who is the murderer? How was the victim murdered? And why? Follow the clues with your investigative team and try to answer these and many other questions. Will you solve the mystery of Salvatore Sollai's death?

—description from the publisher

Nach dem plötzlichen Tod eines Geschäftsmannes, bittet euch die Polizei von Miami um Hilfe, um herauszufinden, was passiert ist. Wer ist der Mörder? Wie wurde das Opfer ermordet? Und warum? Folgt mit eurem Ermittlungsteam den Hinweisen und versucht diese und viele andere Fragen zu beantworten. Werdet ihr das Rätsel um Salvatore Sollais Tod lösen?

-description from the publisher (German)

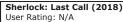


SHERLOCK





SHERLOCK



GeekRating: 5,99 - BGG Ranking: 2878
Best with: N/A - Recommended with: 2,3,4,5

In each Q case, you try to solve a mystery case with 32 clues, with players revealing one clue at a time until all cards have been revealed or discarded. During your turn, each player must perform one of the following actions:

A) Reveal information:

Choose a card from your hand and place it on the table, so all players can read or see the entire information. We recomend you read out loud all shared info when you place it on the table. If you play a clue that happens to be irrelevant

to the case, you lose points at the end of the game, but be careful! Some clues are vital to resolve the case

You can share and expose your theories at any moment and talk about the cards you have in your hand but you cannot show them to the other players and you may only read out loud the words written in bold or the text framed inside an

At the end of the game, when all clue cards have been revealed or discarded, you must check carefully all the available information and prepare a theory of what happened, working all together. Then, open the questionnaire and answer all questions. During this phase of the game, you can speak freely about your discarded cards, or the information you remember of them. Each right answer will add two points.

In O: Last Call, a man has suffered a heart attack during a flight.

"Commander: Commander of flight TJ1309 asking for priority to land.

CT: South Indian Lake control tower. Request received. What's the emergency?

Commander: One of our passengers suffered a heart attack at 7 hours 30 minutes after the take-off. His companion suffered an anxiety crisis.

CT: Roger, TC1309, we'll initiate the standard CPR protocol. We'll send a resuscitation team, a forensic doctor and an investigation team. We'll enable passengers' transfer and custody.

Commander: Affirmative, CT. Requesting vectors as soon as possible.

CT: CT to flight TJ1309, you are lucky. Runway is clear right now. Authorized to South Indian Lake, six thousand feet transponder two-one-five-seven.

Commander: Flight TJ1309 to South Indian Lake. Six thousand feet transponder two-one-five-seven. Thanks you."

-description from the publisher

Sherlock: Propagation (2018)

User Rating: N/A GeekRating: 5,76 - BGG Ranking: 4722 Best with: N/A - Recommended with: 2,3,4,6

"The fire in an important laboratory in Oslo hides disturbing events. What happened? Why? Follow the clues of your team of researchers to answer these and other questions. Will you avoid spreading?" (from the back cover of the game)

In each Q case, you try to solve a mystery case with 32 clues, with players revealing one clue at a time until all cards have been revealed or discarded. During your turn, each player must perform one of the following actions:





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A) Reveal information:

Choose a card from your hand and place it on the table, so all players can read or see the entire information. We recomend you read out loud all shared info when you place it on the table. If you play a clue that happens to be irrelevant

to the case, you lose points at the end of the game, but be careful! Some clues are vital to resolve the case.

You can share and expose your theories at any moment and talk about the cards you have in your hand but you cannot show them to the other players and you may only read out loud the words written in bold or the text framed inside an image:

At the end of the game, when all clue cards have been revealed or discarded, you must check carefully all the available information and prepare a theory of what happened, working all together. Then, open the questionnaire and answer all questions. During this phase of the game, you can speak freely about your discarded cards, or the information you remember of them. Each right answer will add two points.





Sherlock: The Tomb of the Archaeologist (2018)

User Rating: N/A

GeekRating: 5,91 - BGG Ranking: 3367 Best with: N/A - Recommended with: 2,3,4

In each Q case, you try to solve a mystery case with 32 clues.

In Q: Tomb of the Archaeologist, you must answer some questions about Edward Carter's murder.

we start this news broadcast on 25th of August of 1923 with a sad new: the passing of famous archaeologist and explorer Edward Carter.

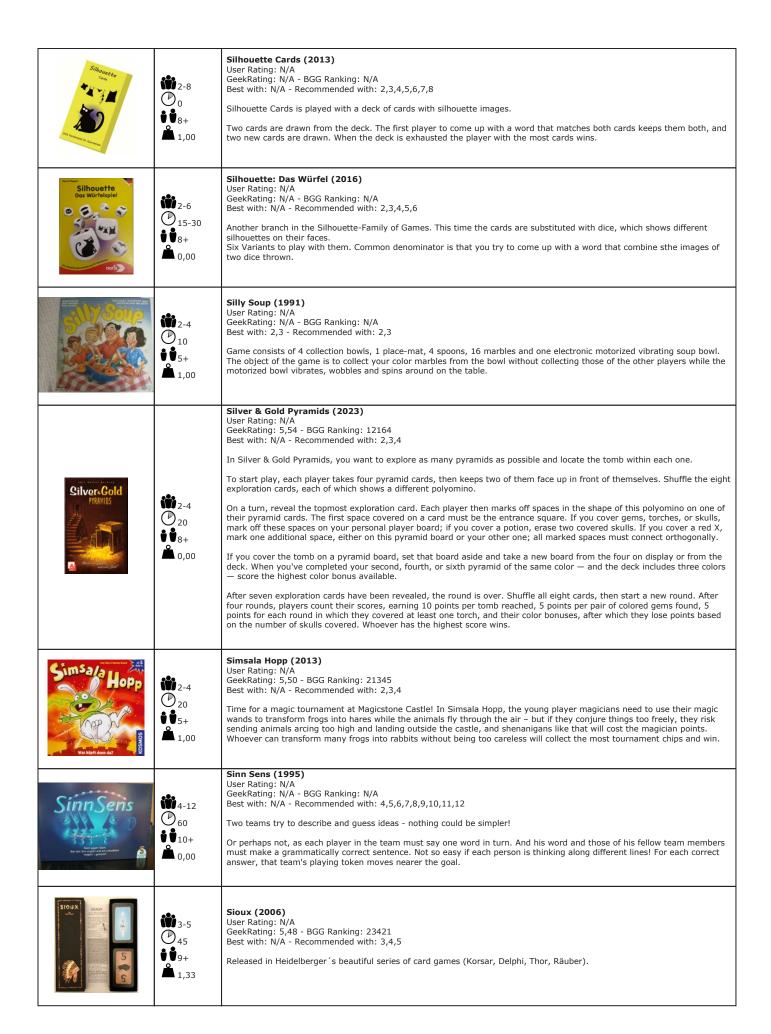
According to sources close to the family, the renowned professor was found by his wife inside his study, with a letter opener

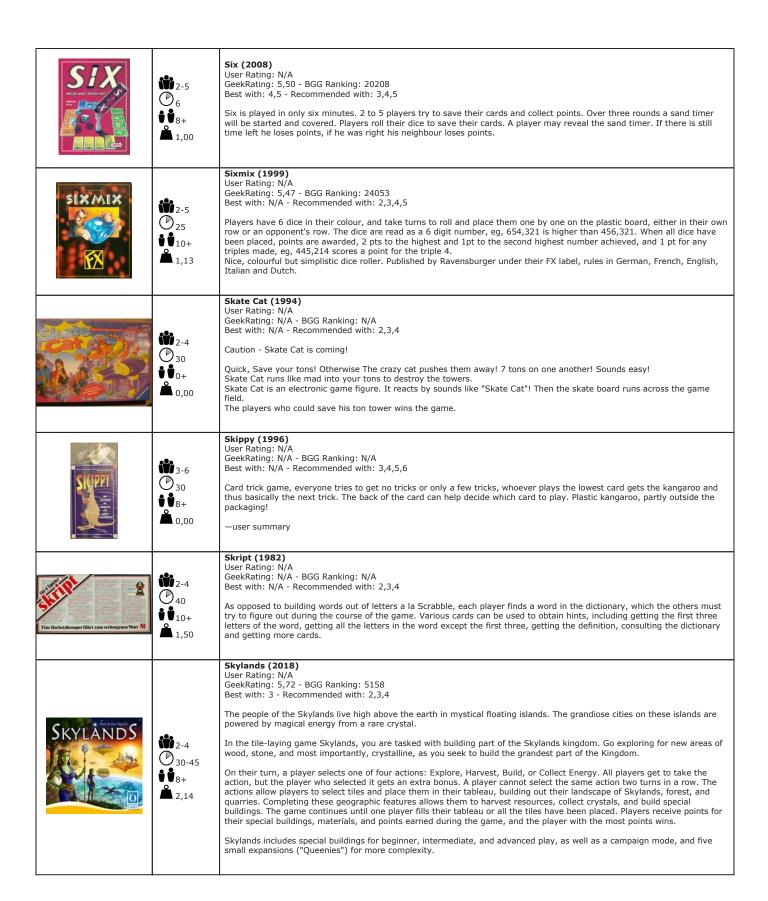
Because the violent nature of the happening, Scotland Yard has begun a formal investigation and is interrogating his closest

This afternoon all university classes at Oxford will be stopped for some minutes to pay homage to one of the finest members

		Shipyard (2009) User Rating: N/A GeekRating: 6,74 - BGG Ranking: 781
	120 120 111+ 3,50	Best with: 3 - Recommended with: 2,3,4 We're in 19th century, sea transport is more and more important. Both corporations and naval forces require newer and newer ships. Try to put yourself in the role of their manufacturers. Hire employees, buy accessories, get favour of evaluating committees. Don't forget to rent a canal and you can heave anchor.
SHIPYARD		Players take turns, beginning with a randomly selected player and continuing around the table clockwise. On their turn, they will choose one of the available actions from the Action Track. The action will get the player something they need to help build their ships. On the player's next turn, they will move that Action Card ahead of all the others and choose a different action.
COR		If a player completes a ship on their turn (ships consists of little cards depicting bows, sterns, and (preferably several) middle pieces with several options to add equipment or crew), it is taken out for a shakedown cruise in a canal, during which they may score points for speed, crew, equipment, or safety.
		As players take their turns, the line of Action Cards will advance around the Action Track. When the lead Action Card reaches the Starting Space again, the countdown marker moves down one space, and play continues.
		The game ends when the countdown marker reaches the finish space. (It can also end early if the players run out of Ship Cards.) Bonus points are scored for Government Contracts, and the player with the most points wins.
		The game lasts about 30 minutes per player.
SHIT	2-8 20-60	Shit Happens (2016) User Rating: N/A GeekRating: 5,42 - BGG Ranking: 25070 Best with: 4,6 - Recommended with: 3,4,5,6,7,8
HAPPEN	1,07	Shit Happens is as funny and surprising and crazy as REAL LIFE. Each card depicts a horrible event that has happened- or COULD happen- to you. Like: BEING ATTACKED BY A SWARM OF BEES or SEEING YOUR FATHER NAKED. A panel of mental health experts has rated them all, from 1 to 100. Players have to put ten cards in their correct order.
	3-5 90-120 12+ 3,36	Shogun (2006) User Rating: N/A GeekRating: 7,23 - BGG Ranking: 260 Best with: 4,5 - Recommended with: 3,4,5
Addant		Japan during the Sengoku or "Warring States" Period (approx. 1467-1573): each player assumes the role of a great Daimyo, leading their troops to conquer the provinces of the Japanese islands.
5#0gun 特 軍		Each Daimyo has the same 10 possible actions to develop his kingdom and score points. Each round, the players decide which of their actions are to be played out and in which of their provinces. If battle ensues between opposing armies, the unique Cube Tower plays the leading role: cubes (representing troops) from both sides are thrown in together, and those that fall out at the bottom show who has won immediately. Owning provinces, temples, theaters, and castles means points when scores are tallied. Whichever Daimyo has the highest number of points at the end of the game becomes – SHOGUN!
[D		Shogun is based on the Wallenstein game system. The game is an international edition with language-independent components and five language-dependent rule booklets.
		Re-implements: Wallenstein
Shappings	ii i ₂₋₄	Shopping (1995) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A
Services.	⊕30 ••0+ ••0,00	Best with: N/A - Recommended with: 2,3,4 Downwards goes the one lift, upwards the second one. In the new warehouse you can see marvelous things to buy. The skillful user of the lift will soon have full shopping bags first. The player who returns to the entrance hall with full bags first wins the game.
Show Manager	•••	Show Manager (1996) User Rating: N/A GeekRating: 6,20 - BGG Ranking: 1979
	© 2-6	Best with: 5,6 - Recommended with: 3,4,5,6 The players put together four shows in any order. To accomplish this, players draft actor cards from a constantly changing
0	1 0+ 2 ,09	queue of cards. Each card represents actors of varying skills at roles. Once a player puts together all the needed roles for a show, the value is judged against all the other productions of that type, with points given relative to the other productions. This is a Queen Games reprint of the db-Spiele original, Premiere.
CAMES CAMES		Sides (2023)
20 September 1 Transport		User Rating: N/A GeekRating: 5,57 - BGG Ranking: 9875 Best with: 4 - Recommended with: 3,4,5,6,7
R'F N	2-9	Every word counts, so focus and think carefully about your choices.
1472.2	1 30-60 1 10+	In the brain-teasing co-operative game Sides, you have to weigh your options and wisely choose your words. The objective of the game is simple: Each round, help two detectives find a mystery word. To do so, the other players (the
SIDES	1,33	witnesses) give detectives a one-word clue that starts with the letter at either end of the letter-card line. The detectives then jointly offer an answer, and if they found the solution, two other players become the detectives and a new word is uncovered; if not, the witness players suggest a new clue with a new letter card. The fewer the clues used and
		the more words guessed, the higher the score. Will you beat the world record?







Skyline of the World (2005) User Rating: N/A GeekRating: 5,57 - BGG Ranking: 9999 Best with: 3 - Recommended with: 2,3,4 Who does not want to live in a beautiful penthouse? New York, Sydney, Shanghai, London, Rotterdam, Frankfurt or one of the other great cities? It is the challenge of the players who participate in this exciting game to strive for the highest position in the skyscrapers that form the ever rising Skyline. Which player succeeds in finishing the first penthouse? On top of the world Build your floors on the right spots and increase your income rapidly. Use the extra money to invest in the necessary floors on higher positions. When you use buildings which have been built by others and build on top of them, you can leverage your income. But do not you?re your opponents the means to build on top of your floors! Anticipate on the actions of the other players by planning ahead and judge what actions they will take in the next rounds. Here you can see the buildings you can complete by making special combinations. Penthouse Invest in new (and higher) floors in time and be careful not to spend all your money when you need capital to build them. The magnificent penthouse will give you a lot of prestige, but no income! Do not invest in a penthouse to soon, but make sure you posses a penthouse at a strategic position before the final round. Keep your eye on your secret assignment to make a great finish in the thrilling final of this game. Be prepared to make a decisive strike at the last round of Skyline and victory could be yours. Tactical and strategic family game This accessible game with relatively simple rules of the game is designed for the whole family, young and old and those who enjoy tactical and strategic games. Luck is a limited factor in the gameplay. When you play SKYLINE it is important to set out a well thought-out strategy and to have the flexibility to adjust tactics when the situation changes. Hold the initiative and control the game! This highly interactive game and the balanced gameplay guarantee that you will enjoy this game very much. Not one strategy has been identified as the winning strategy, until now. The high variance in the game and the influence of decisions of the other players will make it a challenge to play SKYLINE and to win it. Again and again! Expanded by: Skyline of the World Expansion Skymines (2022) User Rating: N/A GeekRating: 6,72 - BGG Ranking: 797 Best with: 4 - Recommended with: 1,2,3,4 Fifty years ago, humanity began mining the Moon and the asteroids, and for decades that task was firmly kept in the hands of the World Government. But the turmoils of recent years have caused this enterprise to collapse. Now, adventurous companies and private investors take to the sky to revive this mining network. As investors, you try to earn the most CrypCoin over the course of seven rounds. You do this by investing mined resources in companies and by spreading their outposts. You can improve your earnings by supporting your scientists' research and by having them collect precious helium-3. The heart of Skymines is a unique card programming and hand management system that requires careful and clever planning. It provides deep player interaction by letting you invest in any of the four companies as you see fit. And as the combination of company abilities changes each game, there are endless synergies and strategies to explore. —description from the publisher **SLAPZI (2015)** User Rating: N/A GeekRating: 5,53 - BGG Ranking: 14623 Best with: 3 - Recommended with: 2,3,4,5,6,7,8,9,10 Description from the publisher: This game is all about speed! Be the first to match all 5 of the right picture cards to the right clue cards and you're the winner. A fast-matching, card-slapping, everyone-laughing picture game. SLAPZI is super-simple to learn, and super-fast to play. Invented by the son of the inventor of TENZI. Players get 5 double-sided picture cards that they must lay out in front of them. A Clue Card is drawn and placed in the middle of the table and the first person to find an appropriate Picture Card to match the clue must quickly slam their card down on the Clue Card and yell, "Slapzi!" At this point in the game other players have the opportunity to challenge whether or not the Picture Card matches the clue; if it doesn't, the player who slammed it down must take it back and also draw an extra Picture Card to add to their 5. The first player to get rid of all of their cards wins! Develops dexterity, quick thinking, and interaction. Sleeping Queens (2005) User Rating: N/A GeekRating: 6,10 - BGG Ranking: 2336 Best with: 4,5 - Recommended with: 2,3,4,5



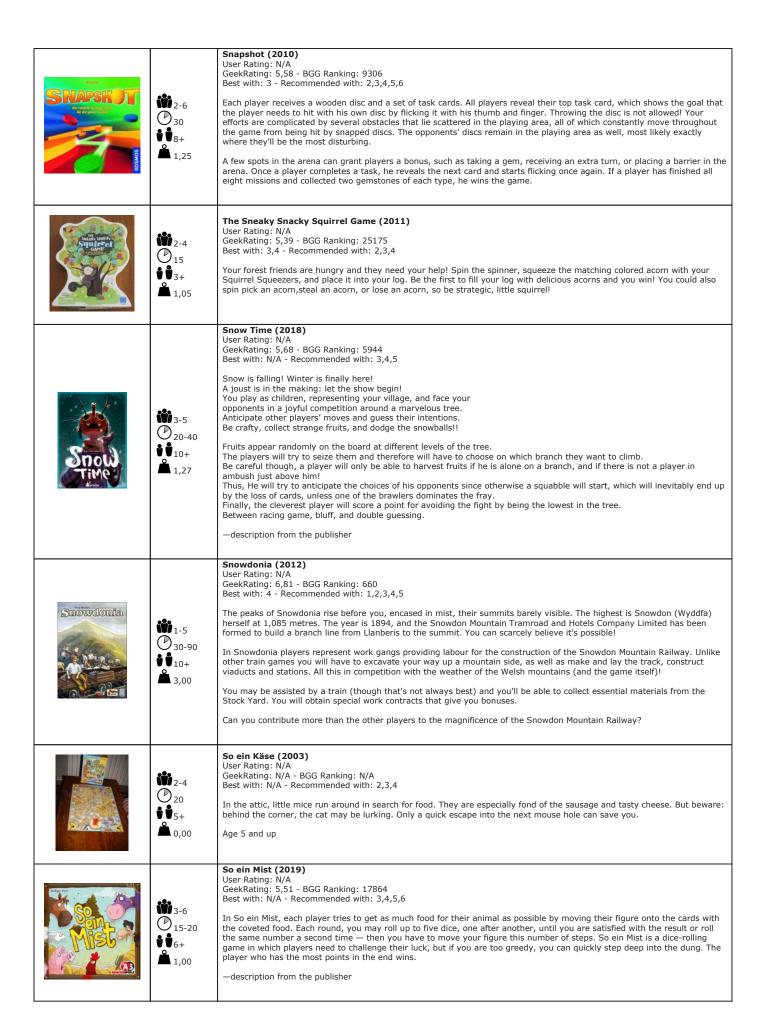


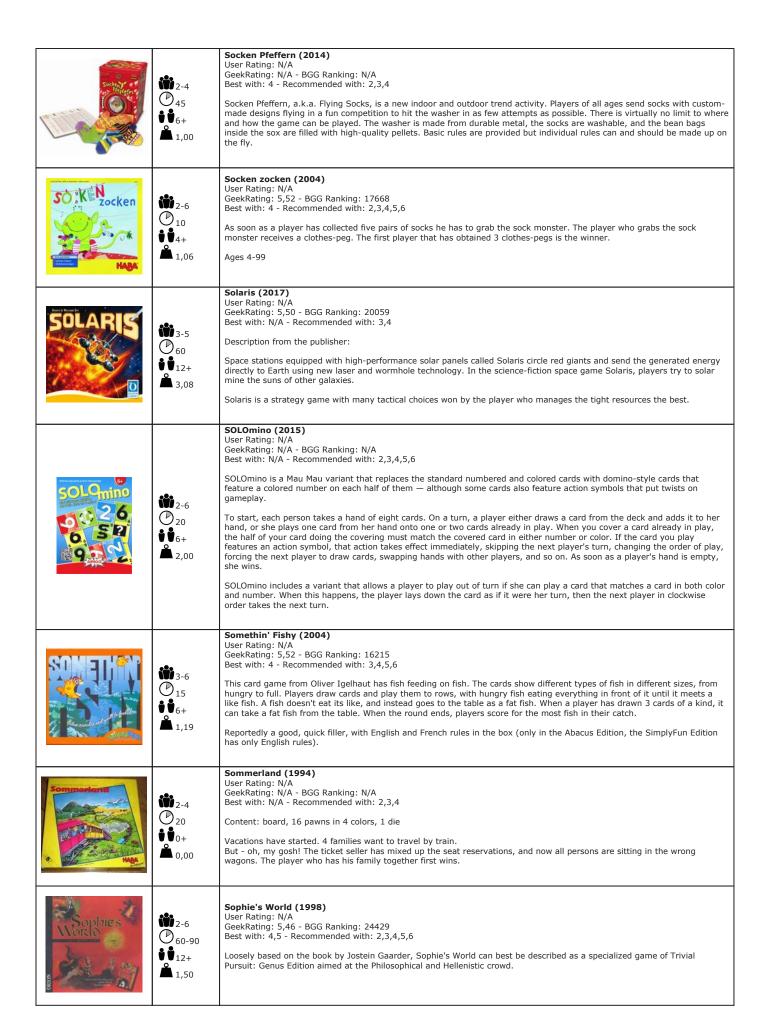
Rise and shine! The Pancake Queen, the Ladybug Queen, and ten of their closest friends have fallen under a sleeping spell and it's your job to wake them up.

In Sleeping Queens, players need to use strategy, quick thinking, and a little luck to rouse these napping nobles from their royal slumbers. The twelve queen cards lie face-down on the table. On a turn, you take one action from the cards in your hand: play a king to awaken and claim a sleeping queen, play a knight to steal someone else's queen (unless she has a dragon for protection), play a potion to send a queen to sleep once again (unless she has a wand for protection), use a jester to try out your luck with the top of the deck, or discard one or more number cards to draw more cards. Each queen card has a point value on it, and whenever all the required queens have been awakened or one player hits the point threshold, the game ends and whoever has the most points wins.

Slogan (1988) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6,7,8,9,10,11,12,13,14,15,16 A trivia game about German commercials. The players have to guess/know, which company advertised its products with the **2**-16 slogan in order to get victory points. \bigcirc_{60} The active player chooses one of the two slogans on the current card and asks the player to his left after betting up to 3 chips from his own supply. If the asked player is able to answer correctly he get the chips and moves as many fields on the board as he has just gained. If the question is not answered correctly the player who asked the question may keep his chips **—** 0,00 and move accordingly. When a player is not able to answer a question he may call for a chance card ("Spießer Alfons"-Card) or ask for a hint. Whoever has the most chips at the end of the game is the winner. Sluff Off! (2003) User Rating: N/A GeekRating: 6,27 - BGG Ranking: 1725 Best with: 4.5 - Recommended with: 3.4.5 The gameplay for Sluff Off! follows the standard trick-taking formula: The cards are numbered 1-15 in five different suits, and blue is always trump. If someone leads a color, you must follow suit if you can; otherwise, you can throw off a card or trump the trick. \bigcirc_{30} It's an exact-bidding game, but you predict your tricks by taking colored chips. For each trick that you win, you toss a chip back. If you take a trick in a color for which you didn't have a chip, then you must take a black chip (worth -3 points). If you have any colored chips left at the end of the round, they're worth -2 points. If you have any white chips left at the end **4 1**0+ of the round (wildcards that you get when someone takes a colored chip away from you during bidding), they're worth -4 1,85 There's also the Sluffer, whose role is to feed unwanted tricks to other players. Instead of bidding tricks the Sluffer takes 4 black chips each worth -1 for him at the end of the hand. When players take tricks they didn't predict, they take black chips from the Sluffer. If the Sluffer feeds enough of the black chips to other players, it can zero out the Sluffer's score for that Smart 10 Family: Neue Fragen 2.0 (2023) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A **1** 2-8 Best with: N/A - Recommended with: 2.3.4.5.6.7.8 D₂₀₋₁₂₀ Smart 10 Family: Neue Fragen 2.0 contains 200 new questions with 2,000 new answers, with the questions covering a wide variety of subject areas appropriate for the whole family: Is the black Mamba poisonous? Do young people like to wear **4 6**₈₊ "long kicks"? Is "foyer" a type of cheese? And what color are Asterix's pants? 0,00 This expansion can be used with any of the base games in the Smart 10 series. Smellory (1984) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6,7,8 Smellory is an interesting "snuffel" party for 2-8 players Ages 4 and up Because of the need to learn quickly, together with the need for a good memory for scents and motifs, Smellory is good to play for both grown-ups and children. It furthers the concentration and during play makes one aware of one of the most \bigcirc_{45} fascinating fingerprints of nature: SCENT. Contents: 16 Motif cards with pictures of different sources of scent, for example fruit or flowers. 1,00 16 containers of the scents to match the pictures. The containers are marked on the base with the name of the scent. 4 motif identification tables, with the pictures and names of all the scents. The winner in Smellory is... really each and every player. Because you will learn once again, that the eye and the nose are equal, and that each in its' own way holds the key to different parts of our environment. Smugglers (2016) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 16210 Best with: 4 - Recommended with: 2,3,4 To bring the best youngsters into the business, the smuggler boss is holding a contest, with the candidates being challenged to move a sack filled with contraband through an opening in the fence. \bigcirc_{40} **i i**8+ More specifically, in Smugglers players form the "sacks" used for smuggling out of modeling clay and hide their contraband within. The sacks are then rolled down a 3D path, with a die roll determining which hole in the fence the player needs to try 1,13 to squeeze through. The player whose bag fits through the hole and who has the largest sack now checks the smaller bags, possibly taking the contraband hidden within. Who will prove to be the best smuggler? Smullers (1990) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 The map of this children's game shows a spiral parcours. On the fields there are six different animals and their favourite \bigcirc_{15} fodder shown. The cards show the animals printed on the map while eating. The pieces are big wooden pawns. The kids roll and move. If they land on a field with an animal that's eating and they have the card with their preferred food on the hand they roll again otherwise it's the next players turn. The first player arriving at the end wins. A lot like game of goose. On the board there are drawn several animals, all with their favorite piece of food. You can use 1,00 cards to move faster if you land on an animal of which you have a card. (for example: if you land on a monkey you can use the monkey card to move to the next monkey) You start the game with four cards, but you can gain additional cards during

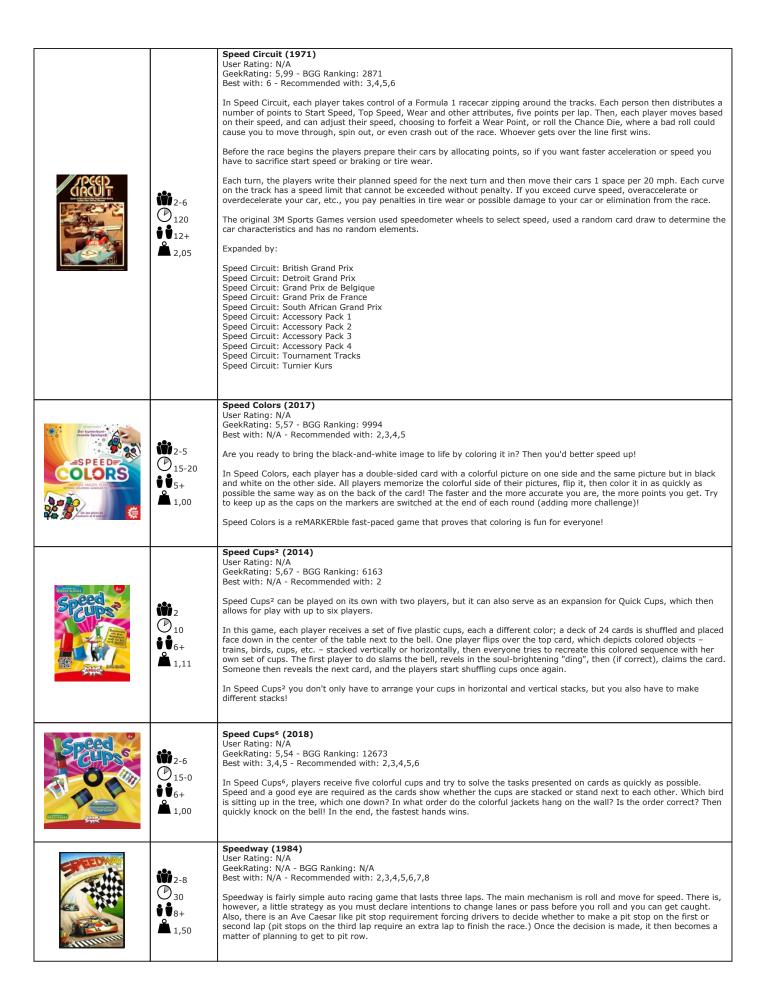
the game.

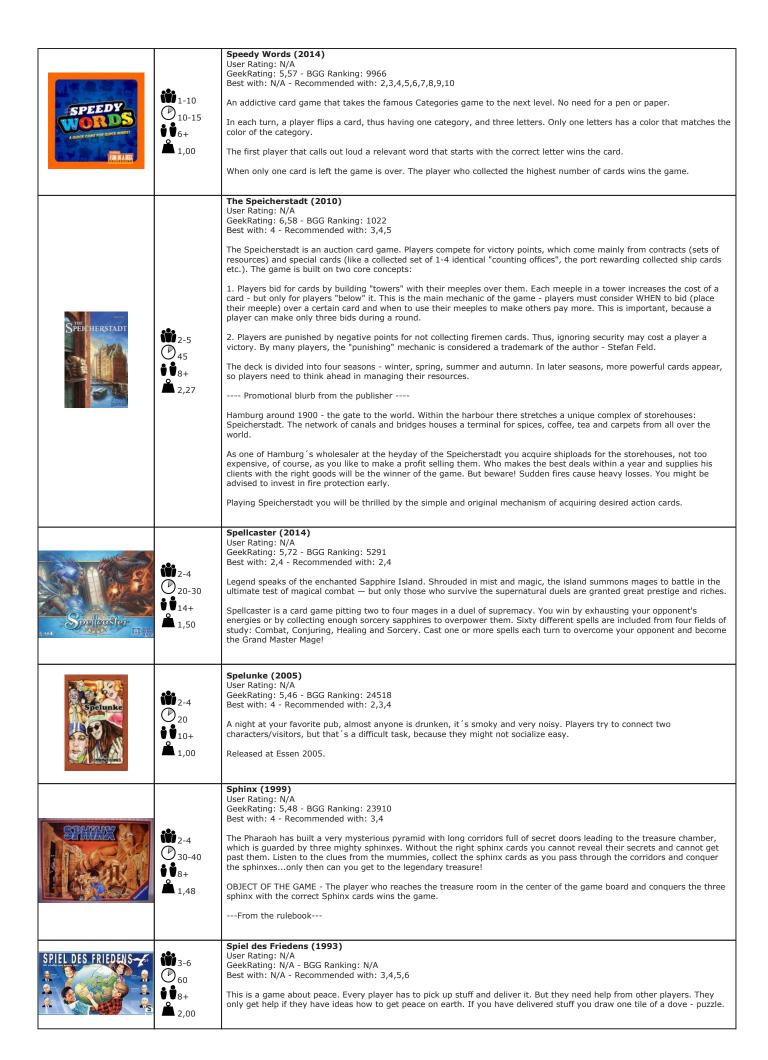


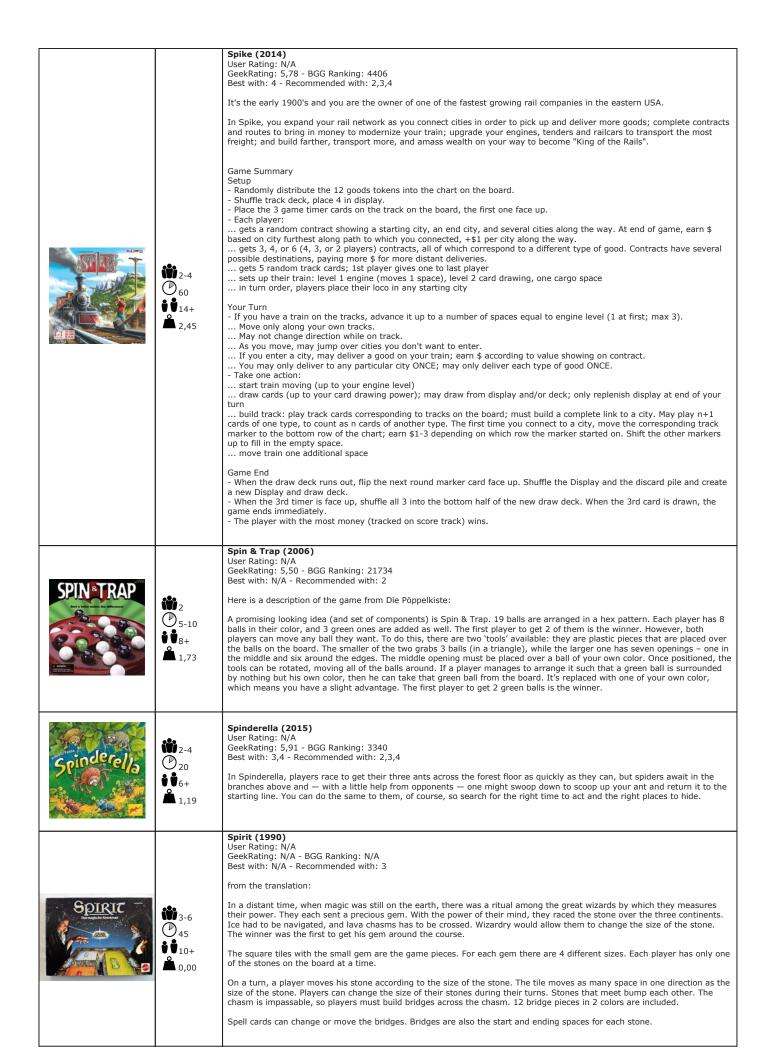


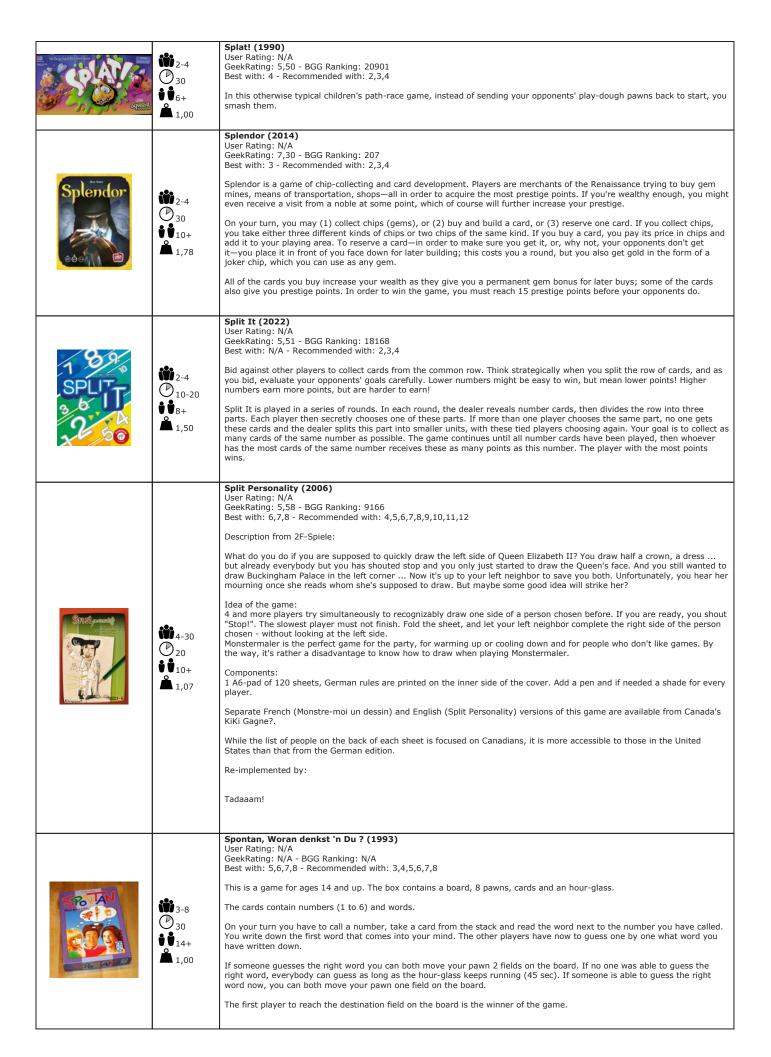
SOS (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Will the ship sink or not? Perhaps the ship dwarf can help S.O.S. Is a exciting game because you need skill and a little bit of luck. A game with real water! But no fear: a large receptacle ensures that everything stays within the limit. And if you spill some water, don't worry, there is a piece of cloth to wipe it away. It comes down to skill: Who drops water so convenient and carefully in the sailboat, that ship does not sink? The goal is not to sink the ship, so you have the least you knots in your rope. The player whose turn it is, throw the dice and then pour the water from the bowl into the floating boat as the number of eyes that he has thrown . So up to three shoots or better yet droplets. It is important that for each point you rolled on the dice, you have start again to pour the water from the bowl into the floating boat. More drops from a single pouring count as one! Is the player skillful, and the boat sinks not during his turn, then the next player must show his agility. Also, he should throw the dice and then pour the water into the boat. Sinks the boat, then the player whose turn it is, must lay a knot in his rope. Then he makes the sailboat empty and turn it back on the water. This player begins the next round. The game ends when a player have three knots in his rope. The player with the fewest knots in his rope, is the winner. SOS Titanic (2013) User Rating: N/A GeekRating: 6,07 - BGG Ranking: 2473 Best with: 1 - Recommended with: 1,2,3,4 At 23:40 on April 14, 1912 in the North Atlantic, the R.M.S. Titanic strikes an iceberg. Water immediately floods into the liner's compartments and the ship is listing to starboard in a worrying way. There is no hope about the outcome. On board, there is widespread panic. Alone, or co-operating with other crew members, you must show presence of mind and do the right thing to save as many ①₃₀ The card game SOS Titanic uses a mechanism similar to Patience, with the cards representing passengers who must be arranged on the decks, then placed in the lifeboats in a particular order. As one of the crew members, you and your teammates need to move and arrange these passengers as quickly as you can. Each section of the Titanic holds a pile of cards of which only the first is available. On their turn, a player draws a few cards from the main deck and tries to move passengers out of the sinking ship onto the lifeboats. Failing to move at least one passenger or needing to reshuffle the main deck might cause one section of the ship to sink, thus reducing the number of piles available as well as the hopes of those still on board. Players can also use action cards to step in at fateful times when things otherwise seem lost. The game ends when the ship has sunk completely or when all remaining passengers have been saved. Space Cadets (2012) User Rating: N/A GeekRating: 6,16 - BGG Ranking: 2127 Best with: 5 - Recommended with: 4,5,6 It's your lifelong dream – to join the Star Patrol and be part of the crew of an interstellar Starship. You've worked hard, graduated from the academy, and received your first assignment as part of a team of young recruits, confident in your training and ready to be put to the test. Nothing can possibly go wrong as you are prepared for anything... You are the Space Cadets. **11**3-6 Space Cadets is a fun and frantic cooperative game for 3-6 players who take on the roles of Bridge Officers of a Starship. \bigcirc_{60-120} Each officer must accomplish his specific task in order for the team to successfully complete the mission. You might be the... Helmsman, plotting the ship's course through asteroid fields and nebulae. 2.74 Engineer, using dominoes to get enough power to each system. Weapons Officer, completing puzzles to load the torpedoes and flicking a disc down a track to launch them. Shield Officer, using tiles to form poker hands to get the strongest shields. Sensor Officer, using your sense of touch to scan and lock on enemy targets Captain, setting the plan and making sure that everyone stays focused and does their job. If your crew can work together to accomplish the mission goals, you just might make it home in one piece. Space Walk (1999) User Rating: N/A GeekRating: 5,57 - BGG Ranking: 9583 Best with: N/A - Recommended with: 2,3,4,5 A mancala-like game with victory points awarded to surviving space ships. The board consists of a loop of "black holes" each A findical-like game with victory points awared to surviving space ships. The bodie consists of a loop of block finds separated by 6 intermediate spaces. A move consists of picking up all the space ships of one space and sowing them in a mancala fashion around the board. Ships that fall into a "black hole" are lost forever. The game ends when one person has lost all ships. Several rules twists help make this more than a simple mancala knock off. For one, ships come in 3 sizes (victory points of 4, 3, and 1), and there is a requirement that the bigger ships are sown first. Second, each player has 3 chips that allow an extra move, but are worth 2 victory points if unused. The strategy comes in figuring out how to use your opponent's ships as sacrifices in getting your ships around the black holes. Awards 1999 Vuoden Perheneli

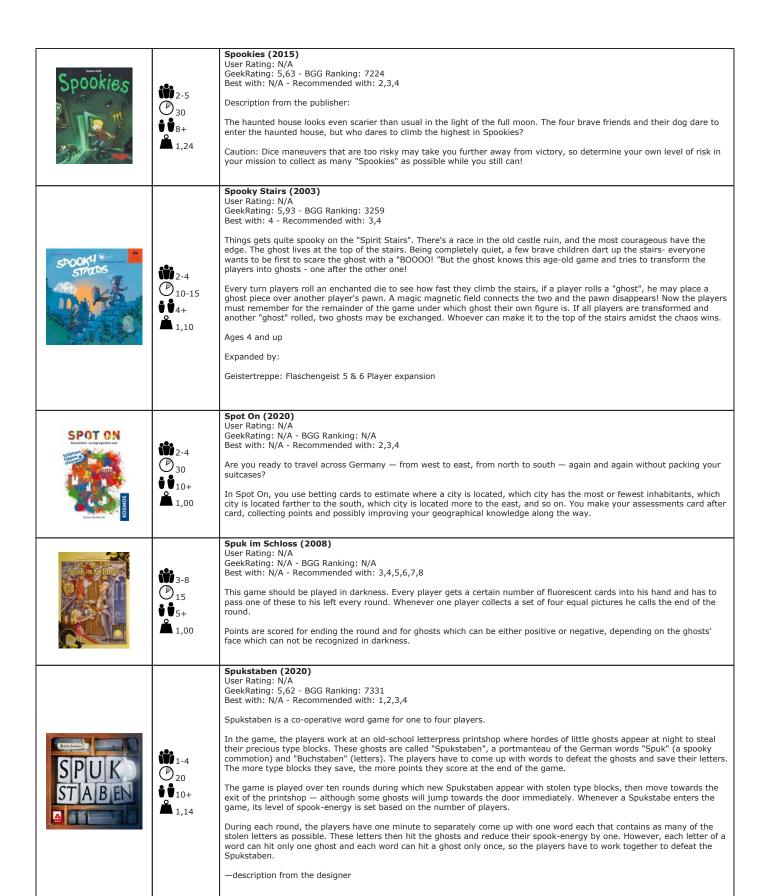
















Spy Connection (2021)

User Rating: N/A

GeekRating: 5,60 - BGG Ranking: 8276 Best with: 3 - Recommended with: 2,3,4

In the world of international espionage effective ways of completing missions are just as important as improvisation and secured travel routes.

In Spy Connection, which was originally announced as Web of Spies, players travel Europe to fulfil their missions as quickly as possible. To fulfil mission cards, players have to build a route between all shown locations. While they are allowed to use their established network to fulfil future missions, their network is of limited size: eventually, to expand in one direction they will have to remove markers elsewhere, thus changing their network throughout the game to meet the current requirements. Whoever manages to fulfil seven missions first wins.

There has never been an easier way of becoming an international spy than Spy Connection. The right mix of planning and improvisation is key to winning this network building family game for 2-4 players aged 8 and up.

Spyfall (2014) User Rating: N/A

GeekRating: 6,66 - BGG Ranking: 910 Best with: 6 - Recommended with: 4,5,6,7,8

Spyfall is a party game unlike any other, one in which you get to be a spy and try to understand what's going on around

you. It's really simple!





Spyfall is played over several rounds, and at the start of each round all players receive cards showing the same location — a casino, a traveling circus, a pirate ship, or even a space station — except that one player receives a card that says "Spy" instead of the location. Players then start asking each other questions — "Why are you dressed so strangely?" or "When was the last time we got a payday?" or anything else you can come up with — trying to guess who among them is the spy. The spy doesn't know where he is, so he has to listen carefully. When it's his time to answer, he'd better create a good story!

At any time during a round, one player may accuse another of being a spy. If all other players agree with the accusation, the round ends and the accused player has to reveal his identity. If the spy is uncovered, all other players score points. However, the spy can himself end a round by announcing that he understands what the secret location is; if his guess is correct, only the spy scores points.

After a few rounds of guessing, suspicion and bluffing, the game ends and whoever has scored the most points is victorious!

User Rating: N/A GeekRating: 6,67 - BGG Ranking: 896 Best with: 4 - Recommended with: 2,3,4,5





Spyrium is set in an alternate world, an England set in a steampunk-based universe. Players build factories, needing workers to manage the production of a commodity previously unknown to us called "Spyrium". Producing Spyrium in one factory, then processing it in the next results in victory points (VPs) for that particular player. Alternatively, Spyrium can be purchased, but the material is rare and expensive, and players are constantly scraping for money.

Only those who from the beginning of the game manage to increase their regular income or their base of permanently employed workers (who can be used again and again to raise money) will be flexible enough to get their hands on the important end-of-game buildings to generate many VPs.

The circular nature of the game is flexible as each player can decide for himself when to move out of the placement phase and into the activation phase. With the two tracks in the game, those involved with delivery during the worker phase can then be used to raise money, to purchase an adjacent card, or to work on their own in an idle factory. All of these things are important, but in the end only the player who has dealt best with the lack of money, workers, and Spyrium will win.



The Squirrel Game (1987)

User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22469 Best with: 4 - Recommended with: 3,4

A cute game for 5-10 year olds.

You are a squirrel running around the forest in a figure-eight track, picking up pine cones to bring back to your hoard (which you can enter once every lap). The first squirrel to gather 15 pine cones in his hoard wins. Spaces on the track give you one to three pine cones when you land on them, and the special die makes you lose your move now and then --instead, every squirrel gets a free pine cone.

The tricky part is that your wheelbarrow tips over and loses its contents whenever you exceed its capacity: six pine cones. Every other squirrel laps the track in the opposite direction to yours, so there are plenty of squirrel encounters. Every time you leap over another squirrel (going one way or the other), you can steal from or give to him up to three of your cones. Therein lies all the strategy.





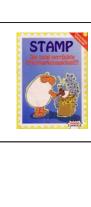
Sssnake (1992)

User Rating: N/A
GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4

Players each try to be the first to build a complete snake, connecting the head and tail of the snake printed on their large start tiles. On a player's turn he rolls a special die and plays one or more small tiles showing snake body parts to either his own snake or to his left-hand neighbor's snake. How many tiles he plays and to which snake he plays the tiles depends on the roll of the special die. The body tiles can contain turns, crossovers, and twists which can extend the distance your neighbor needs to cover to complete his snake. But if the tile you select to play on your neighbor can't fit, it comes back to

Gt Patrick Gt Patrick Market Barrier Annual American	3-4 20-40 110+ 1,25	St Patrick (2021) User Rating: N/A GeekRating: 5,61 - BGG Ranking: 7606 Best with: N/A - Recommended with: 3,4 St Patrick, first released as Salvage, is a simple trick-taking game that combines the fun of Hearts with the assessment of Oh Hell and the fairness of duplicate Bridge. Everyone starts at 20 points and takes damage over the course of play. The game ends when one player reaches 0, at which time the player with the most points wins. In the original Salvage game, an oil tanker is on fire, and you are part of a rescue team sent to deal with it. You will take damage as you put out the fires, but before the operation begins you can salvage oil as an insurance against the costs you expect to suffer. The key dynamic of the game is that before playing a hand you assess the strength of your cards and make a bid of how many points you are prepared to lose not to play the hand. That bid acts as an insurance, and you will be penalized only for points you lose above that bid. However, if everyone's combined bids equal the total amount of damage that can be taken, then everyone loses the amount they bid, and the hands get passed around the table so that other players have a chance to do better with the same hand. In St Patrick, you now compete to retain the most life points by using relics to avoid snake bites.
	2-4 10-0 18+ 2,00	Staccups (2017) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 2 - Recommended with: 2,3,4 Race your opponent against the clock to see who is the fastest at stacking their cups! Colour co-ordinated, this fast-paced game is all about reaction times and hand eye co-ordination. Will you be the first to stop the clock with your cups colour co-ordinated? Great fun for all the family!
	2-8 060 18+ 1,32	Stack (1988) User Rating: N/A GeekRating: 5,53 - BGG Ranking: 13946 Best with: 4 - Recommended with: 2,3,4,5,6,7,8 Stack is a simple dice rolling and collecting game. Players stack dice on top of their opponents dice to "capture" stacks. Once a stack of dice reaches 4 high, it is frozen and points awarded to the owning player. Players have the option of rerolling a die before stacking it. The equipment consists of 56 six-sided dice in multiple colors.
STACK BIODI	2-4 45 8+ 1,50	Stack-A-Biddi (2012) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 17154 Best with: 4 - Recommended with: 2,3,4 Time to stack your pieces high in Stack-A-Biddi, but you need to keep your pieces connected along the way. In the game, each player has a set of eight long rectangular blocks, and on each of the four long faces of these blocks are thick black lines that travel from one edge to the other. Each player also has a set of four short blocks called "biddis", with each biddi being one of four colors. In the first round, one player rolls four ten-sided dice the same colors as the biddis, rerolling as necessary until at least three different numbers show. Players then race to create a single stack of blocks that includes a biddi at the height shown on the matching colored die. If the red die shows a 3, for example, then the red biddi needs to be placed on third level. What's more, you must create a continuous black line up the face of these blocks, rotating and flipping the blocks as needed to keep the line continuous. When someone has created a stack six blocks high, they end the round. Then everyone scores 1 point for each block in their stack, starting from the table up to the highest legally placed block. The player who ended the round scores 2 bonus points for each biddi that shows the smilling face on it right-side-up in their stack. Players then complete six more rounds, stacking their blocks one higher level each round so that in the seventh round, they're placing all eight blocks and all four biddis in a stack twelve levels high. After scoring in this seventh round, whoever has the most points wins.
State your dain	2-6 D 15 15 6+	Stake Your Claim (1985) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 17473 Best with: 3,4 - Recommended with: 3,4 A gold rush themed set collection game with a simple mechanic that enables swift play. There are two variants described, a 2-6 player game as well as a 2-player version outlined in the rules. Broad appeal to children and adults due to the clear mechanics and straight-forward play. The game utilizes 44 cards in 11 groups of four different images. Players build up their 'stash piles' by 'patenting' as many 'claims' as possible. This is accomplished by collecting sets in multiple stacks by drawing from a draw pile or common pool of 8 tiles in the center of the table based on matches and placing tiles into the pool if no match can be found. Matches can also be made with the top card of piles of any other player. The end game comes when all cards are in the possession of the players, and the stacks are consolidated to determine who has the largest stack of claims. The 2-player variant involves repeat-dealing of four cards to players when their hands are exhausted by set collection from the pool until all cards from the deck have been utilized. Reimplemented by: Räuber





Stamp (1992)

User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21491 Best with: N/A - Recommended with: 3,4,5,6

Players seek to collect matching sets of stamps, pictured on the playing cards. Sets are collected via auction, with the auctioneer counting down from 12 until someone rings in to buy the cards on display and pays the necessary chips. Game comes with a bell, which players must tap to win an auction.



User Rating: N/A

GeekRating: 6,40 - BGG Ranking: 1389 Best with: 4 - Recommended with: 3,4

Settling the Final Frontier

Since 1966, millions of Star Trek fans all over the world have watched adventures of the Starship Enterprise, Captain Kirk, and Mr. Spock. And since 1995, millions of enthusiastic players all over the world have played Klaus Teuber's CATAN - a board game classic

It's time to bring them all together on the Final Frontier!





In Star Trek: Catan, players start the game with two small Outposts at the intersection of three planets, with each planet supplying resources based on the result of a dice roll. Players collect and trade these resources - dilithium, tritanium, food, oxygen and water – in order to build Starships that connect regions in the galaxy, establish more Outposts and Starbases (upgraded Outposts) at new intersection points in order to increase resource acquisition, and acquire Development Cards that provide Victory Points (VPs) or special abilities.

On a dice roll of 7, a Klingon ship swoops in to prevent resource production on one planet while taxing spacegoers who hold

Star Trek: Catan differs from the basic Settlers in one aspect: a set of Support Cards formerly available only in German as Catan Scenarios: Helpers of Catan. Each Support Card features a special ability and one of Kirk, Spock, McCoy, Sulu, Scott, Uhura, Chekov, Chapel, Rand, or Sarek. Some special abilities make basic actions better, such as reducing the costs of Starbase upgrades or allowing the player to trade a resource of their choice at 2:1 for a turn, while others break rules, such as protecting the player from discarding on a 7 or producing a resource when the player rolls a number that wouldn't otherwise produce for them. Players get a specific Support Card during setup based on turn order, with later players getting generally more useful abilities to compensate for early player advantage. When a player uses a Support Card ability for the first time, they may trade it in for a Support Card of their choice or keep it for a second use, but they may only trade immediately after use.





Star Wars: Angriff der Rebellen (2011)

User Rating: N/A GeekRating: 5,48 - BGG Ranking: 23353 Best with: N/A - Recommended with: 2,3,4

In Star Wars: Angriff der Rebellen, the crucial battle against the Empire is about to begin, and countless space battles await you. Can you face off against a TIE Fighter, a Star Destroyer, or even the Death Star itself?

During this mission you'll encounter many allies, such as Luke Skywalker, Han Solo or Yoda, who can aide you in exciting dice duels. Whoever can defeat the strongest Imperial spaceships at the end of the game wins.





The Starfarers of Catan (1999) User Rating: N/A

GeekRating: 6,40 - BGG Ranking: 1404

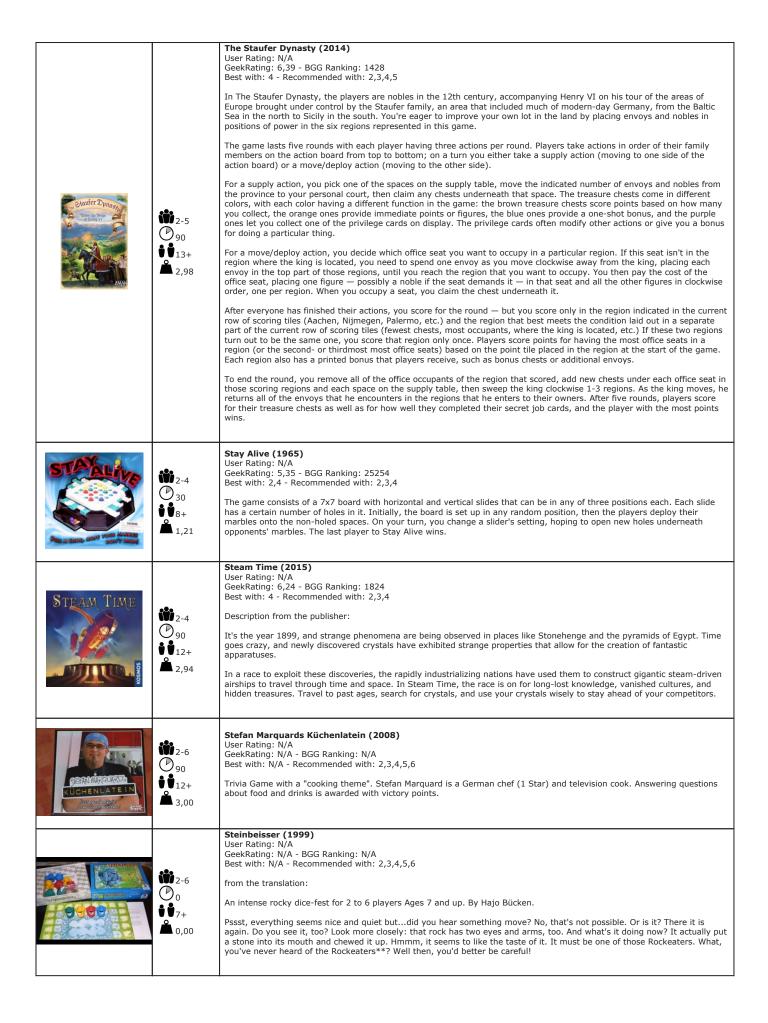
Best with: 4 - Recommended with: 3,4

The foray into space, sometime near the year 2700 A.D. Compete for the prestigious post of Ambassador to the Galactic Council. To attain this lofty position, players must leave Terra and the known planets to explore and colonize the galaxy, while working to establish trade with alien cultures, encounter aliens, and defeat pirates. Glory and victory go to the brave and astute explorer upon whom luck smiles.

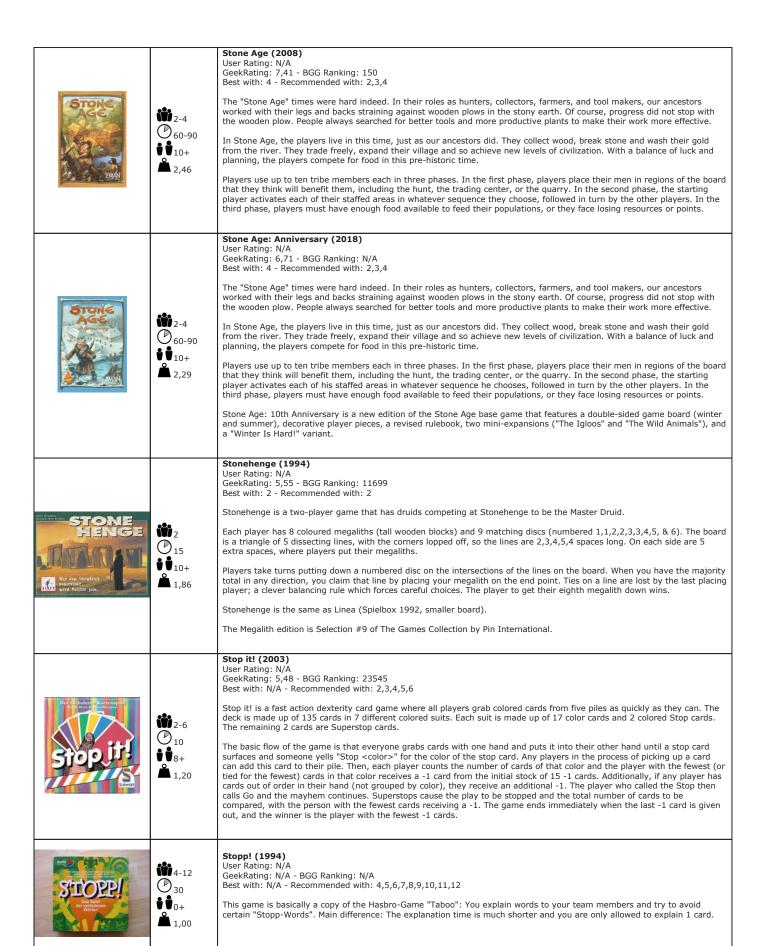
The known worlds lie at one end of the game board, where each of the 3 or 4 players begins from known solar systems, each with 3 planets producing raw materials needed for the travels into deep space.

Each player begins with 2 Colonies and a Space Port (all components are made from plastic). The Space Port makes starships to transport your new colonies and trade posts to distant lands. Throughout the game, all the colonies and spaceports enable the production of resources when the dice match the numbers of adjacent planets. Resources are traded for colony ships, trade ships, and fleet upgrades of freight rings, booster rockets, and cannon. Beware as you explore—some planets are covered in ice, and some conceal dangerous pirates.

Belongs to the Catan Series.











Strandburg (1979)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: 4 - Recommended with: 2,3,4

'Strandburg' (sandcastle) was produced in Austria in 1979. It is part of the first wave of cooperative games that hit europe(an kids) in the late seventies and arguably among the most intense experiences, because it features real experiences most kids have.

The goal of the game is to finish a sandcastle before it is destroyed by the rising tide. As with most of these games directed at players around the age of 5, decisions do not change the outcome of the game too much, it comes down to the luck of

Depending on the colours you roll on the 2 dice, you either add waves, parts of the sandcastle or help other players out. The feeling of being 'in this together' is very present.

Distribution in the Benelux was done by Jumbo, the game appeared there under the same name.





Strasbourg (2011)

User Rating: N/A

GeekRating: 6,46 - BGG Ranking: 1266 Best with: 5 - Recommended with: 3,4,5

Strasbourg in the 15th century - the political skills of the city are heavily influenced by the craftsmen guilds .

In this time, players take on the lead of ascending families of the city. It is your goal to place your family members in the different guilds. Only the clever usage of influence points makes it possible to be accommodated as apprentice, assistant or even master craftsman - provided you can pay the admission fee. But don't underestimate the power of the church or the

Strasbourg is a easy to learn strategy game with inventive mechanisms, that provide the player with lots of room for decisions. But only those that also keep an eye on the plans of the other players will earn the highest fame in the end.



User Rating: N/A GeekRating: 5,61 - BGG Ranking: 7823 Best with: 2 - Recommended with: 2

From the box

"The CLASSIC GAME of BATTLEFIELD STRATEGY

ON A DISTANT PLANET, TWO ARMIES CLASH. WHO WILL BE VICTORIOUS? You command an army of soldiers, machines, scouts and miners.

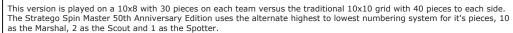
Devise a plan and deploy your troops. Use strategic attack and clever deception to break through your opponent's line, but beware of bombs and enemy spies. Capture the flag, and victory is yours!"

Two players position their game pieces on a chess-like board but in a configuration unknown to each other: token values can only be seen from one side.

On a turn, a player moves a token horizontally or vertically. If the token lands on a square occupied by the enemy, the two tokens are revealed and their values compared. If a special power doesn't come into play, the lowest value is taken off the

To win, a player must discover the opponent's flag piece.

Stratego Spin Master 50th Anniversary Edition plays similar to classic Stratego with some slight rule variations and a scifi/futuristic theme.



This edition introduces 2 "Spotter" pieces to each side.

From the instructions:

"Spotters target and identify the enemy calling in laser barrages from orbiting battleships to destroy them.

Spotter Special Attack: Spotters may move, then use their special attack. A Spotter may attempt to attack and capture any piece on the square in front of it by guessing the piece's rank. Tell you opponent that you are 'Spotting' the piece, then guess. Your opponent must reveal the piece's rank.

If your guess is correct, that piece is captured. The Spotter does not move to the captured piece's square.

If your guess is not correct, nothing happens. But your Spotter is revealed!

Note: Spotters can 'spot' and capture Bombs and the Flag. Spotters may attack normally instead of Spotting.

A simple strategy for the Spotter is placing him behind a crater. When an enemy attacks down one of the Corridor lanes their piece is revealed. If they capture your piece and move forward, the Spotter can then flank them from the side 'quessing' their rank with complete certainty.





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Stress am Strand (2006)

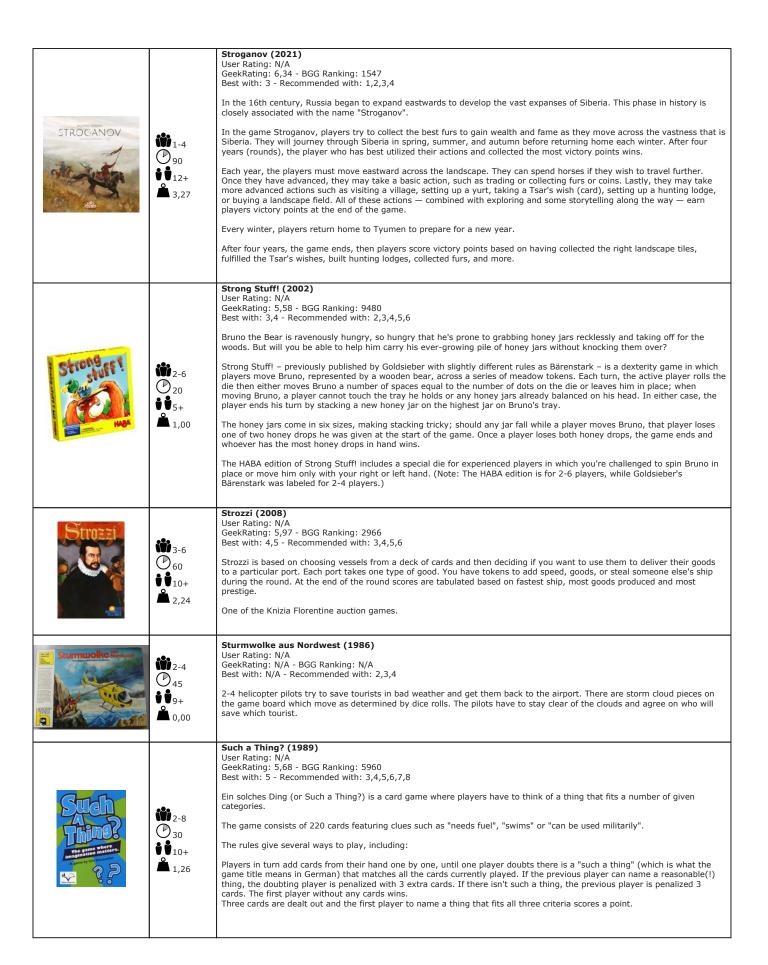
User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4

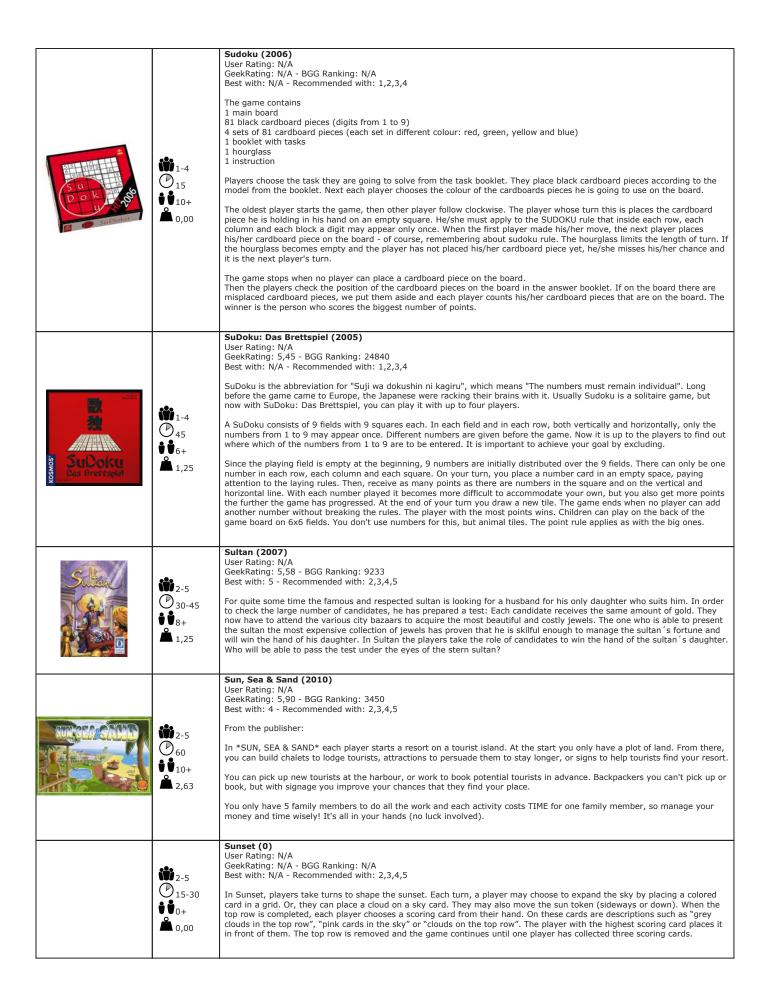
A game as varied as one day at the beach. The sun shines, the sunscreen disappears, and the boombox blares. Appears to be a companion game to Freche Mädchen - Liebe, Jungs & Mädchenträume, also by Kosmos for the same gender and age

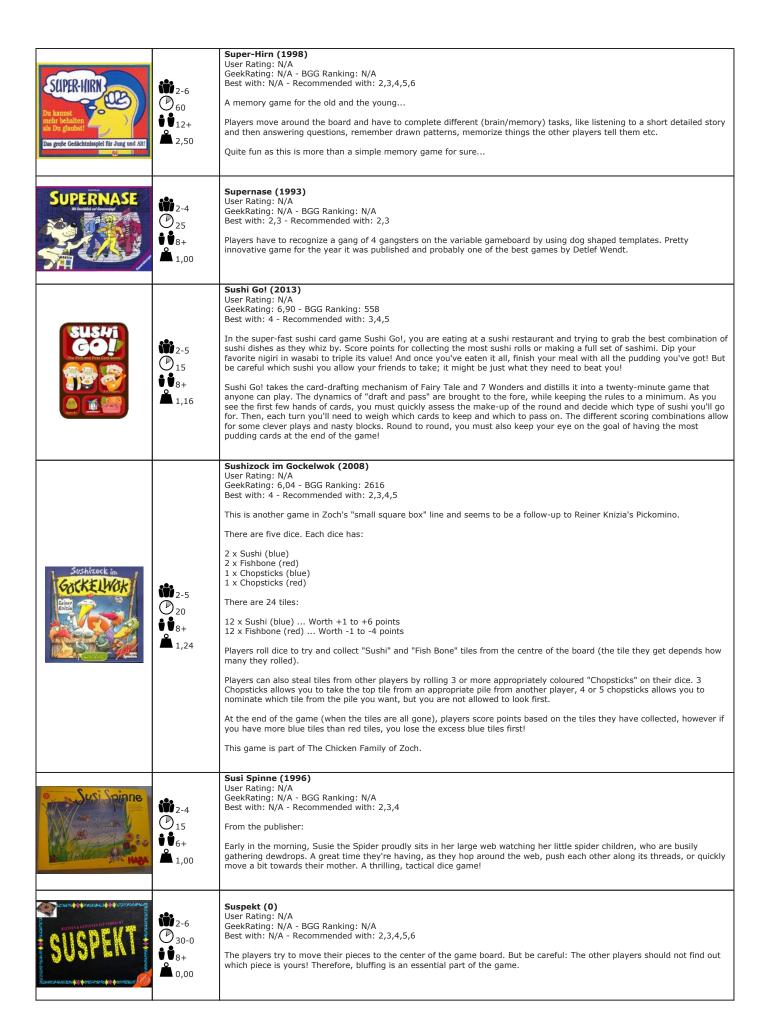
group, based on the FRECHE MADCHEN FRECHE BÜCHER or IMPUDENT GIRLS IMPUDENT BOOKS.

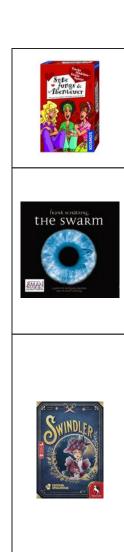
Designer's site says it is for girls Ages 10 - 14.

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Freche Mädchen - Süße Jungs & Abenteuer: another in the

Freche Mädchen Freche Bücher or Sassy Girls, Sassy Books-related game series by Komos. This one is story-telling teen party game about their first teacher or the first boy with whom they were in love. Afterwards the player investigates the

The Swarm (2008) User Rating: N/A

GeekRating: 5,71 - BGG Ranking: 5417 Best with: 3 - Recommended with: 2,3,4

Based on the novel by Frank Schätzing, continuing the Kosmos line of literature-based games. The world is facing an ecological catastrophé caused by previously unknown marine life forms. Each player represents a nation sending their scientists out to confront the threat.

The action cards form the core of the game. For each round, the cards are shuffled and placed in a row. Each player in turn order takes the leftmost card from the row, until there are no more cards left. Instead of the leftmost card, players can also buy a different card by paying with victory points.

At the end of each round, players score points according to the sizes of their largest research networks. At the end of the game, extra points are given out based on whether research stations are connected to the center of the game board.

Swindler (2022)

User Rating: N/A

GeekRating: 5,62 - BGG Ranking: 7557 Best with: 3 - Recommended with: 2,3,4

Life in London isn't easy. The city is run by moneybags, though, and now it's time to seize opportunities as swindlers and cutpurses to claim your share of their wealth.

Swindler combines press-your-luck with take-that mechanisms for a fun and thematic game set in Victorian London. Each round, players must steal from one of the five moneybags, drawing tokens from the chosen bag. Each bag is filled with coins, jewelry, and other loot — but each bag also contains at least one skull! If you draw a skull, you've pressed your luck too far and got caught in the act. Not only will you lose the loot you stole that round, you also lose everything you stole from the same bag in previous rounds. The moneybag not only found your hand in their pocket, but they also recognized the small but precious ring on your finger...

It's wise not to sit on the loot too long in case you get caught. Dealers will pay you for the loot you turn in, giving you points. You can also use your loot to complete orders, but one of your fellow swindlers might be faster and push you aside to complete a task, costing you valuable points. Thankfully, you don't have to swindle on your own! Hire accomplices to gain advantages or affect the other players with disadvantages

The player with the most points after a set number of rounds will be recognized as the most notorious swindler of London and thus win the game.





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Swish (2011)

User Rating: N/A GeekRating: 5,65 - BGG Ranking: 6635

Best with: 2,3,4 - Recommended with: 2,3,4,5,6

Swish is a pattern recognition card game reminiscent of Set that challenges a player to make matches - dubbed "Swishes" before opponents.

Swish includes 60 transparent cards; each card has some combination of balls and hoops on it, with these items coming in four colors. To set up the game, lay out 16 cards on the table. Players simultaneously try to create "Swishes" by spotting two or more cards that can be laid on top of one another in some manner so that every ball fits in a hoop of the same color. Create a Swish, and you claim the cards used, with new cards then being laid out. Whoever claims the most cards wins the

The game includes varied levels of play so that the spatially clueless can compete against Tetris-heads.





Switch & Signal (2020)

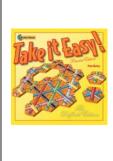
User Rating: N/A GeekRating: 6,20 - BGG Ranking: 1961 Best with: 2 - Recommended with: 2,3,4

All Aboard! — The Cooperative Train Game

You begin this cooperative, family-friendly train game by controlling just a few trains on the tracks. At first, it's easy to make them travel where you like. As more trains arrive, you have to plan and coordinate your train schedules. Is the signal green? Where is this train going? Oh no, the switch wasn't set! If your train heads off in the wrong direction, your goods won't arrive on time! Only by working together to schedule and move your trains efficiently, will you and your team of conductors be able to win the game.

The two different gameboards, Central Europe and North America, each bring fun challenges to overcome. In this cooperative strategy train game work with your teammates to build a network of trains that run at different speeds to transport goods as efficiently as possible. It has simple rules that are easy to learn and allow you to jump right into the action. Switch & Signal features a double-sided game board, city tile variants, and customizable difficulty levels.

T (162 games) Ta Yü (1999) User Rating: N/A GeekRating: 6,12 - BGG Ranking: 2267 Best with: 2 - Recommended with: 2,4 In Ta Yü, a game of connections, one side tries to extend from the starting tile in the center to reach the western and eastern edges of the board while the opposing side tries to reach the northern and southern edges. On your turn you simply draw a tile and decide where to place it, extending the network of tiles already on the board. ①₃₀₋₄₅ Several refinements make this simple proposition into an engrossing game. First, each tile is 3x1 (to be played on a 19x19 board) and has exactly three outlets (potential connection points). Second, your score is not simply the number of spots you've reached on one edge added to the number of spots you've reached on the other, but is the product of those two numbers. So you can't just concentrate on one side and ignore the other, because zero times anything is still zero. Third, on 2.07 each side of the board there are three special points which score double if reached, adding a dab of focus to the choices. Interestingly, you need to play both offense and defense and will often have to decide to which use to put a particular tile. Tabaijana: Flucht von der Feuerinsel (1990) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 19646 Best with: 3,4,5 - Recommended with: 2,3,4,5 It's a cooperative game for 2-5 players, which can be played in two forms (a simpler one and a harder one). It's goal is to \bigcirc_{15} rearrange crates of different colors by moving them in stacks. The ultimate goal is to reach a sorted stack before the ship has to leave the island (symbolized by 24 spaces on the map), which is the background story of the game: a volcano has erupted on an inhabited island and now all people on this island have to work together to gather as much resources, which is represented with the crates, to start a new life somewhere else. 1,50 Ages 5 and up Taboo (1989) User Rating: N/A GeekRating: 6,13 - BGG Ranking: 2239 Best with: 6.8 - Recommended with: 4.5.6.7.8.9.10 In the party game Taboo, you're trying to give clues to your teammates so that they'll guess a particular word, but you can't say just anything you like. Some clues are off limits! 4-10 \bigcirc_{20} When you're the active player, hold the deck of cards so that you and the opposing team can see the top card. At the top of the card is the word your teammate must say to score the card, and you can anything you want to help them figure out what to guess other than the word itself (duh!) or the five words/phrases listed on the bottom of the card. 1.21 For example, can you get your teammates to say "bacon" without saying "pig", "eggs", "breakfast", "sausage", or "eat"? If you do, you score the card, then move on to the next card, trying to guess as many cards as possible before time runs out. However, if you say a taboo word (or make gestures), the opposing team will buzz a buzzer and score the card themselves. How well can you describe things without breaking the taboo? Tadaaam! (2010) User Rating: N/A GeekRating: 5,56 - BGG Ranking: 10258 Best with: 6,7,8,9 - Recommended with: 4,5,6,7,8,9 Tadaaam! is a revision and repackaging by Cédrick Caumont and Thomas Provoost of the earlier Split Personality. The most obvious change is that Tadaaam! comes in a big box (Monstermaler was just a pad of paper), with cards to suggest people, and now also objects and animals, that players independently draw right and left halves of with pens on wipe-clean boards to make one recognisable picture. The pictures are then revealed and the players guess what those they didn't draw are \bigcirc_{30} intended to be. Along with revisions to the basic rules there are now easy, normal, difficult and character categories of things to draw and a spinner which adds one of six additional challenges to drawing: with the ear on the table, blind under the table, with the wrong" hand, without the thumb, et cetera... Re-implements: Split Personality Take 5 (1994) User Rating: N/A GeekRating: 6,83 - BGG Ranking: 637 Best with: 5,6 - Recommended with: 4,5,6,7,8,9,10 In 6 nimmt!, a.k.a. Category 5 and many other names, you want to score as few points as possible. To play the game, you shuffle the 104 number cards, lay out four cards face-up to start the four rows, then deal ten cards to each player. Each turn, players simultaneously choose and reveal a card from their hand, then add the cards to the rows, **1**10 with cards being placed in ascending order based on their number; specifically, each card is placed in the row that ends with \bigcirc_{45} the highest number that's below the card's number. When the sixth card is placed in a row, the owner of that card claims the other five cards and the sixth card becomes the first card in a new row. In addition to a number from 1 to 104, each card has a point value. After finishing ten rounds, players tally their score and 1,20 see whether the game ends. (Category 5 ends when a player has a score greater than 74, for example, while 6 nimmt! ends when someone tops 66.) When this happens, the player with the fewest points wins! 6 nimmt! works with 2-10 players, and the dynamics of gameplay change the more players that you have. One variant for the game has you use 34 cards, 44 cards, 54 cards, etc. (instead of all 104 cards) when you have three, four, five, etc. number of players. This change allows you to know which cards are in play, thereby allowing you to track which cards have been played and (theoretically) make better choices as to which card to play when.



Take it Easy! (1983)

User Rating: N/A

GeekRating: 6,15 - BGG Ranking: 2133 Best with: 2,3,4,5,6,7,8 - Recommended with: 1,2,3,4,5,6,7,8



1,48

It's really difficult to succinctly describe this game, so take a look at the pictures! Take It Easy is a true multi-player solitaire in which each player individually completes a hexagon-shaped board with spots for 19 hexagon tiles. There's no limit to number of players if you've got enough sets on hand. One person (the caller) draws a tile randomly and tells the others which of the 27 tiles featuring colored/numbered lines crossing in three directions, with numbers from 1 to 9, it is. "The 9-8for example. Each player then chooses which empty spot on his own board he'll play the 9-8-7. This is repeated until the boards are filled.

The idea is to complete same-numbered lines across your board. Scoring is calculated by multiplying the number on the tile with the number of tiles in the completed line. A complete column of three 9s is worth 27, for example...but a lot of players will hope for five 9s to fill the big column down the middle.

Take It Easy is often compared to Bingo because of the familiar pattern of a number being called and then everybody looking at their cards to play it, and then scoring if a line is completed. But that's as far as the comparison goes. Bingo is sheer luck; Take It Easy is a game of skill.



Take It or Leave It (2010) User Rating: N/A

GeekRating: 5,57 - BGG Ranking: 9732 Best with: N/A - Recommended with: 2,3,4,5

Take It or Leave It is a game title asking to be mocked by those who don't like the design, so here's hoping it goes over well





What is the game, you ask? Each player has a hand of four task cards showing dice combinations and other tasks that the player is trying to achieve during a game round, such as a sum of pips less than 13, or two white dice and one black die; each card has a point value on it, with the tougher cards obviously being worth more points. Someone rolls a bunch of white, black and red dice, then players take turns choosing a die from the pool. Each player also holds one action card that lets them manipulate the dice to better achieve their tasks.

On a turn, a player either takes a die or passes from the round. Once everyone has passed, players assign dice to their task cards, with red dice counting as either black or white. Complete your tasks, and you'll cheer (and score points); have dice unused, and you'll wish that you'd never been born - or you'll just lose a couple of points. Depends on how much of a drama queen you are.

After each round, a player refills his hand of cards in the appropriate proportions, and after each player has started a round 1-3 times (depending on the number of players), the game ends and players tally their points.





Take Two! (1985) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A
Best with: 2,3 - Recommended with: 2,3,4,5,6

From the Box:



This is best described as multi-player version of Mah Jong (solitaire version). It has a very frantic pace as everyone races to grab tiles. Comes with a board with affixed plastic rows to keep the tiles in line, and 124 domino quality tiles.





Takenoko (2011)

User Rating: N/A GeekRating: 7,09 - BGG Ranking: 364 Best with: 3 - Recommended with: 2,3,4

A long time ago at the Japanese Imperial court, the Chinese Emperor offered a giant panda bear as a symbol of peace to the Japanese Emperor. Since then, the Japanese Emperor has entrusted his court members (the players) with the difficult task of caring for the animal by tending to his bamboo garden.

In Takenoko, the players will cultivate land plots, irrigate them, and grow one of the three species of bamboo (Green, Yellow, and Pink) with the help of the Imperial gardener to maintain this bamboo garden. They will have to bear with the immoderate hunger of this sacred animal for the juicy and tender bamboo. The player who manages his land plots best growing the most bamboo while feeding the delicate appetite of the panda, will win the game.



Tal der Abenteuer: Die Schatzsuche im Himalaia (2006)

User Rating: N/A

GeekRating: 5,55 - BGG Ranking: 11362 Best with: N/A - Recommended with: 2,3,4



Tal der Abenteuer gives us a two-sided gameboard with an adventure on each side. There are pawns in four colors, but players do not lay claim to them. Instead, the players play cards capable of moving one of the pawns forward along the paths. The paths diverge often, giving players a chance to send pawns on longer routes or to get them back onto shorter routes. Getting a pawn to certain spaces rewards the player who moved it with gold, diamonds or additional cards (randomly assigned by face-down "stepping-stone" markers).

Once a player moves a pawn onto the temple, the end-zone of the path, the first round ends. That player gets 1 diamond.

Next, the players are rewarded and/or penalized for the cards left in their hands, based on the zone the pawns have ended in. A card for the pawn in the end zone (the one that ended the round) earns +3 gold, +2 for pawns in the second zone, +1 for those in the third, 0 for those in the fourth and -1 for those in the fifth.

Now the board is flipped to the second side and a similar adventure embarked upon. This second side has an additional feature: bridges that are destroyed after crossing, further complicating the choices about divergent paths. At the end of the second side, when a pawn reaches the goal, diamonds are counted and the player with the most diamonds gets 12 gold and second-most gets 6 gold. Cards remaining in hand are again paid off according to the zone the pawn of that color finished in. The game ends after this final scoring, and the player with the most gold wins.

Winner of Austrian Spiel der Spiele 2006.

The Gueshepper of the Unit	2-4 D 30 1 8+ 1,50	Tales & Games: The Grasshopper & the Ant (2015) User Rating: N/A GeekRating: 5,61 - BGG Ranking: 7779 Best with: N/A - Recommended with: 2,3,4
		The Grasshopper & the Ant is the fourth title in Purple Brain Games' "Tales & Games" series, each of which comes packaged in a book-shaped box. In this game, players take turns playing the part of the industrious ants and the grasshopper content to sponge off the labor of the ants.
		The Grasshopper & the Ant includes two ways to play, but the heart of both is the same. At the start of the game, lay out 16 (of the 48) path cards in a 4x4 grid; each path card shows one of four types of landscapes. The ant player places six ants on these cards, one ant per card, with the ants forming a chain (as in real life), then secretly chooses one type of terrain on which at least one ant stands. The grasshopper player then stands with one of the ants, and if the grasshopper chose the same landscape as the ant player, the grasshopper takes all the path cards of this type on which an ant stands; if the grasshopper chose incorrectly, then the ant player takes these path cards. Either way, you then refill the 4x4 grid. The ant player keeps playing until she finally wins path cards, then the next player in clockwise order controls the ants. (In winter mode, the third and fourth players control red ants and receive a random path card if they match the choice of the ant player.)
		In autumn mode, players score path cards immediately, with each type being tracked independently; path cards that feature insects are saved for a endgame bonus. As soon as a player maxes out two scoring tracks, the game ends and whoever has the most points wins.
		In winter mode, players keep the path cards they collect in order to buy provision cards (worth one victory point), which cost particular combinations of path types. In this mode, when you win a path card that features an insect, you can claim another card in the grid that features the same insect. Collect both provision cards of the same type, and you score a bonus VP. The first player to collect 4 VPs wins.
TALKING SYONES to Personal	3-8 30 10+ 1,00	Talking Stones (1997) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5,6,7,8
		Talking Stones is a party game similar to Pictionary, where players are trying to get others to guess what the picture represents, except in Talking Stones, one does not draw the picture, but rather creates the picture out of what can best be described as gold-colored gravel.
Taly Hot Sowsoy	30 \$8+ \$1,48	Tally Ho! (1973) User Rating: N/A GeekRating: 5,88 - BGG Ranking: 3588
		Best with: 2 - Recommended with: 2 What happens when the hunter becomes the hunted?
		In Tally Ho!, one player takes the role of the hunters and the lumberjacks; the other takes the role of the foxes and bears. Both players hunt each other!
		At first the forest lies peacefully under the face-down tiles. As the players turn the tiles over and move them on the board, the forest awakens and the hunt destroys the serenity of the forest. The lumberjacks cut swaths through the forest to provide hunting fields for the hunters. The bears then use these same aisles to track the hunters and lumberjacks. And both sides hunt the ducks who are just trying to live in peace!
		The two sides are balanced with luck dominating the early game, but skill taking over at the end. Good hunting!
		Originally published by Spear Spiele in 1973 as Jag und Schlag, Kosmos republished the game in 2000 as Tally Ho! / Halali! as part of its Kosmos two-player series.
Tazuva,	2-4 2-4 45 8+ 2,26	Taluva (2006) User Rating: N/A GeekRating: 6,81 - BGG Ranking: 657
		Best with: 2 - Recommended with: 2,3,4 In Taluva, players attempt to successfully settle a South Sea island slowly emerging from the ocean waters as volcano after
		volcano erupts. Each turn, players decide to either have a new volcano erupt along the shore, increasing the size of the island, or to have an existing volcano erupt again, increasing the height of the land around it (and possibly destroying parts of existing
		settlements). They do this by placing a new tile, consisting of one volcano and two other types of landscape. A tile must always touch at least one other tile, when placed at sea level, or be placed on top of at least two other tiles (without any gaps under the land being created), with the volcano being placed on top of an existing volcano. Next, the player will place one or more wooden buildings; huts, temples or towers. Settlements must always start at the lowest level, by placing a single hut. From there on, existing settlements may expand by placing huts on all hexes of a single type of terrain around the settlement, with temples once the settlement takes up at least three hexes, or with towers, placed at level three or above.
		The game ends when all tiles have been placed. At that point, the player who's placed most temples wins. Ties are broken by towers, then huts. Ultimate victory - and an immediate end to the game - waits for the player who manages to place all their buildings of two types. Immediate defeat is also possible, when no buildings can legally be played during a player's turn.
		A lot of strategy results from the various placement rules. Volcanoes may never fully destroy a settlement, so single huts can block volcano placement, protecting other settlements. Alternatively, a well placed volcano can split a large settlement in two, creating the opportunity for both to expand more rapidly than a new settlement would. Limiting your opponent's growth potential is at least as important as preparing the terrain for you to expand upon
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Tante Emma (1997)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

In order to succeed in Tante Emma the players have to recognize the items on the shopping list, but the luck of dice will also determine the winner. Each child receives a shopping list that he/she tries to complete. They draw wares from the bag and throw the dice to determine price. The first child to complete his shopping list wins.

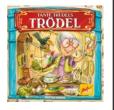
- 14 wares - 40 coins
- 20 shop chips - 4 shopping lists
- 1 bag
- 1 dice
- Instructions

Tante Trudels Trödel (2011)

User Rating: N/A

GeekRating: 5,49 - BGG Ranking: 22189 Best with: 4 - Recommended with: 3,4

Are you ready to pick up a bargain? You can get as many goods as you want, but you can't take more than Aunt Trudel will allow you to take - and she's a bit of a weirdo when it comes to making sales. If your goods weigh more than the goods that Aunt Trudel has set aside, then you get nothing!





In Tante Trudels Trödel, players shop from a 5x5 array of goods, each with their own basket. One item – a coat hanger, a vase, a dollhouse couch – is placed on most of the spaces in the array, while a few spaces are covered with vouchers. Three items are set aside at random, and those are the goods that Aunt Trudel will weigh at checkout to see whether you'd met her tough standards.

All players start on the same corner of the game board with a shopping basket. On a turn, a player rolls a die, moves her basket that many spaces around the game board in a clockwise direction, then picks up one item (or voucher) from the row that her basket is next to and places it in her basket. If a player's basket lands on the same location as an opponent's basket, then the player can take an item from the opponent instead. If a player picks up a voucher, she can exchange it later for another item on the board, putting the voucher in its place, in addition to taking an item. The first player to circle the board has the option of then moving counter-clockwise to pick up more goods; everyone else is finished once they circle the game board.

Each player in turn then weighs her goods against Aunt Trudel's holdings using the funky cardboard scale included in the box. If your goods weight more than Trudel's, you're out; if not, then you're still in the game. Of those players, whoever has the heaviest goods wins!

Tantrix (1991) User Rating: N/A

GeekRating: 5,91 - BGG Ranking: 3382 Best with: 2 - Recommended with: 1,2,3,4

Tantrix is a strategy game using painted synthetic resin hexagons (often mistakenly thought to be Bakelite). It was invented in New Zealand, and is clearly derived from the earlier Psyche-paths/Kaliko. Tantrix can be played as solitaire puzzles, ranging from easy to almost impossible, or as a multiplayer strategy game featuring a combination of strategy, luck and skill. Each tile has three tracks on it, in three different colors (out of four colors). Each track starts on one side of the tile and ends on another. The goal of the game is to create the longest line or loop of your chosen color. If you create a closed loop, each tile counts for two points.





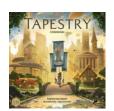
Each player has an open hand of six tiles. When it is your turn, you must first play tiles in any spaces that are "required play" (any hole that has at least three tiles bordering it is a required play). After each played tile, you randomly draw a new tile. Once you've filled all required spaces, you play one tile in any legal space. After that, you once again need to fill required spaces. To play the game well, you need to create required spaces in smart ways. This way you can both enable yourself to play more tiles during your turn and force your opponent to play tiles that continue your track (remember that your opponent's hand is open, so try to create required spaces that take advantage of his tiles).

The full version contains 56 tiles.

Note that there are also smaller solo brain teaser puzzles that are Outside the Scope of BGG. The 10-tile version is a color matching puzzle. Arrange the tiles so that all the colored lines match where the tiles touch each other. Additionally, for each puzzle challenge, select one color, and create a closed loop. Begin the easy puzzle by using the first four tiles (which are numbered on the reverse side 1, 2, 3 & 4). Increase the level of difficulty by adding the fifth tile, then 6th tile etc. Comes in Green & Black.

Similar to:

Tantrix Gobble The Mind Game Kaliko (Psyche-Paths)





2,93

Tapestry (2019)

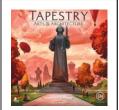
User Rating: N/A
GeekRating: 7,21 - BGG Ranking: 273
Best with: 3 - Recommended with: 1,2,3,4

Tapestry is a two-hour game for 1-5 players designed by Jamey Stegmaier.

Create the civilization with the most storied history, starting at the beginning of humankind and reaching into the future. The paths you choose will vary greatly from real-world events or people - your civilization is unique!

In Tapestry, you start from nothing and advance on any of the four advancement tracks (science, technology, exploration, and military) to earn progressively better benefits. You can focus on a specific track or take a more balanced approach. You will also improve your income, build your capital city, leverage your asymmetric abilities, earn victory points, and gain tapestry cards that will tell the story of your civilization.

-description from the publisher





Tapestry: Arts & Architecture (2021)

User Rating: N/A GeekRating: 6,46 - BGG Ranking: N/A Best with: 3 - Recommended with: 1,2,3,4

Choose from a variety of new capital city mats, a new advancement track featuring new types of cards and tiles, plus more civilizations, tapestry cards, tech cards, and landmark cards/miniatures in this second expansion for Tapestry

—description from the publisher





Tara Wolf in Valley of the Kings (2016)

User Rating: N/A

GeekRating: 5,56 - BGG Ranking: 10434 Best with: 2 - Recommended with: 2

A magical medallion from the last Egyptian excavation has attracted the attention of two famous adventurers — Tara Wolf and Montana Smith — who then decide to explore the Valley of the Kings in search of hidden treasures.

While playing La Vallée des Rois, they will be surrounded by good companions who might help them avoid deadly traps and withstand the wrath of the gods of Egypt, but in this quest, only one adventurer can reap fame and wealth...



User Rating: N/A GeekRating: 5,62 - BGG Ranking: 7292

Best with: 4,5 - Recommended with: 3,4,5

Another fast paced card-game by Jacques Zeimet in the vein of Kakerlakensalat und Kakerlakensuppe (also by 3 Magier

The game consists of 120 animal cards (dog, cow, donkey, goat, cat as well as parrot and 5 special tarantula cards).

Each player gets a share of cards and forms their own face-down stack. The goal of the game is to get rid of one's cards as fast as possible. To do so, cards are placed clockwise around a five-sided Tarantula tile in the middle of the table.





Before turning over the top card from their stack, a player might have to imitate the animal on the previous player's card (by saying "wuff", "eee-ah" etc.). This depends on some features of the previous card: If it shows one or two spiders the player has to "imitate" once or twice, else they have to remain silent.

Then the player may put their top card down in the next slot clockwise around the Tarantula tile, except when there are two animals on the previous card. Then the new card goes in the next but one slot ... All in a time limit of 2 seconds max. And finally, if the new card is a Tarantula, all players have to smack their hand down on the table (to "chase it off").

If anyone makes a mistake or is too slow, they have to take all cards on the table into their own stack and a new round begins.

Several additional expert rules make it even more complicated to get rid of the cards and provoke more mistakes, e.g. cards have to be placed on previous donkeys as these are to stubborn to move on or curious dogs change the direction of placing cards (clockwise to counter-clockwise and vice versa).

Announced for Essen 2009





Targets (2015)

User Rating: N/A GeekRating: 5,51 - BGG Ranking: 17758

Best with: N/A - Recommended with: 2,3,4,5,6

In Targets, players don't roll their dice, but flick them from the top of a tower to try to land them on targets placed in the playing area. Have the highest number on a target, and you claim it at the end of the round — unless someone knocks you from that target first. If your die lands showing the same face as another one of your dice, call out quickly so that you can reclaim one of those dice, then shoot it again in the same round.

When you claim targets in a round, those targets are placed under your dice stack and opponents can try to land on them in the subsequent round to steal them from you. Any targets not stolen this way are now safe from future theft.

The first player to claim four targets wins!



User Rating: N/A GeekRating: 7,43 - BGG Ranking: 135

Best with: 2 - Recommended with: 2





Unlike in other cultures, the desert Tuareg men, known as Targi, cover their faces whereas women of the tribe do not wear veils. They run the household and they have the last word at home in the tents. Different families are divided into tribes, headed by the 'Imascheren' (or nobles). As leader of a Tuareg tribe, players trade goods from near (such as dates and salt) and far (like pepper), in order to obtain gold and other benefits, and enlarge their family. In each round their new offerings are made. Cards are a means to an end, in order to obtain the popular tribe cards.

The board consists of a 5x5 grid: a border of 16 squares with printed action symbols and then 9 blank squares in the centre onto which cards are dealt. Meeples are placed one at a time on the spaces at the edges of the board (not including corner squares). You cannot place a meeple on a square the opponent has a meeple on already, nor on a square facing opponent's meeple. Once all meeples are placed, players then execute the actions on the border squares the meeples are on and also take the cards from the centre that match the row and column of the border meeples.

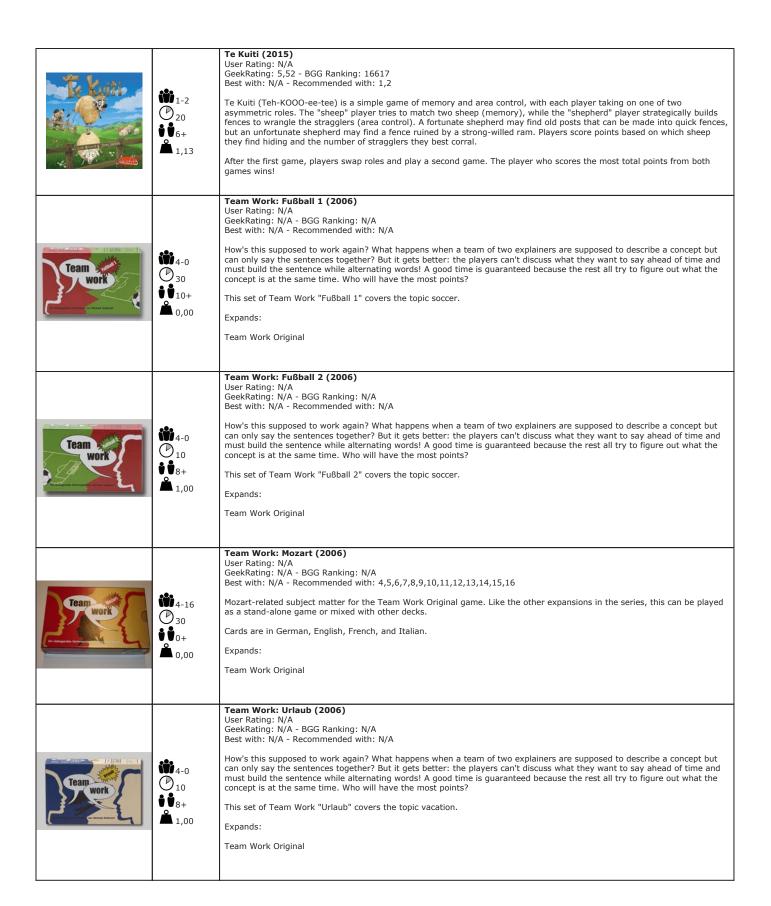
The game is predominantly scored and won by playing tribal cards to your display. These give advantages during the game and victory points at the end. Usually cards are played (or discarded) immediately once drawn. A single card can be kept in hand but then requires a special action to play it (or to discard it to free the hand spot for another card). Each card has a cost in goods to play. Goods are obtained either from border spaces or from goods cards.

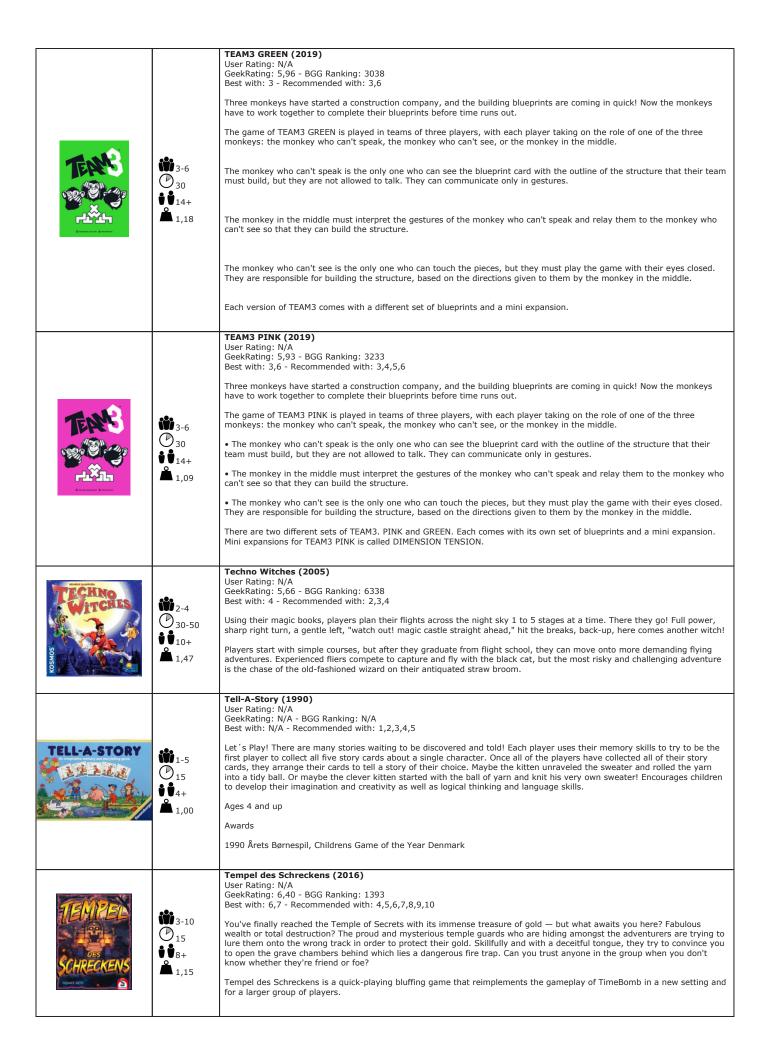
The display (for scoring) consists of 3 rows of 4 cards that are filled from left to right and cannot be moved once placed (barring some special cards). There is also a balance to be found between the victory point score on the cards themselves (1-3 VP per tribal card) and in the combinations per row (a full row of 4 identical card types gets you an additional 4 VP, and a full row of 4 distinct card types gets you 2 VP)

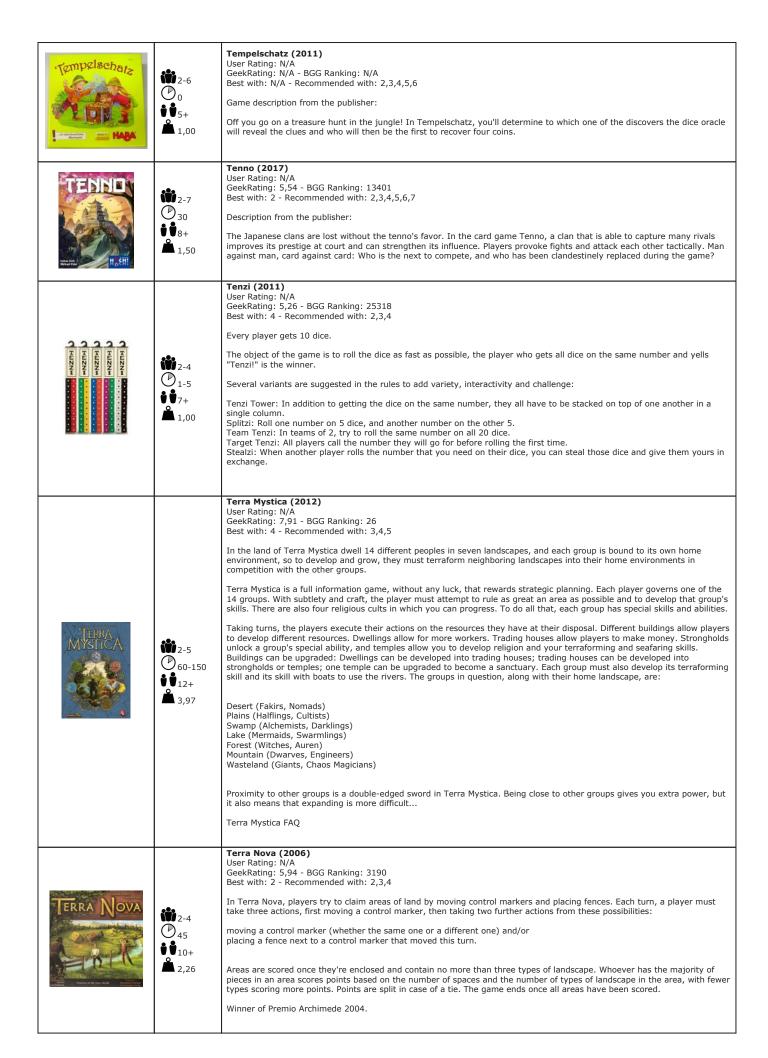
The winner at the end of the game is the player with the most victory points.















Terrace (1992)

User Rating: N/A

GeekRating: 5,67 - BGG Ranking: 6056 Best with: 2 - Recommended with: 2,4

Terrace is a strategy game that is played on a three dimensional board with 64 squares of one color, which are arranged in L-shaped levels ("terraces") that rise stepwise from the board's lowest points in two diagonally opposite corners to its highest points in the two other corners. All pieces are shaped alike and move alike, but they are of 4 different sizes, and the smallest piece has the letter T carved into it. The object is to win either by moving your T from its starting point at one corner to an opposite corner, or by capturing your opponent's T.

Terraforming Mars (2016)

User Rating: N/A GeekRating: 8,22 - BGG Ranking: 6 Best with: 3 - Recommended with: 1,2,3,4

In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things.





The players acquire unique project cards (from over two hundred different ones) by buying them to their hand. The cards can give you immediate bonuses, as well as increasing your production of different resources. Many cards also have requirements and they become playable when the temperature, oxygen, or ocean coverage increases enough. Buying cards is costly, so there is a balance between buying cards and actually playing them. Standard Projects are always available to complement your cards. Your basic income, as well as your basic score, is based on your Terraform Rating. However, your income is complemented with your production, and you also get VPs from many other sources.

Each player keeps track of their production and resources on their player boards, and the game uses six types of resources: MegaCredits, Steel, Titanium, Plants, Energy, and Heat. On the game board, you compete for the best places for your city tiles, ocean tiles, and greenery tiles. You also compete for different Milestones and Awards worth many VPs. Each round is called a generation and consists of the following phases:

- Player order shifts clockwise.
 Research phase: All players buy cards from four privately drawn.
- 3) Action phase: Players take turns doing 1-2 actions from these options: Playing a card, claiming a Milestone, funding an Award, using a Standard project, converting plant into greenery tiles (and raising oxygen), converting heat into a temperature raise, and using the action of a card in play. The turn continues around the table (sometimes several laps) until all players have passed.
- 4) Production phase: Players get resources according to their terraform rating and production parameters.

When the three global parameters (temperature, oxygen, ocean) have all reached their goal, the terraforming is complete, and the game ends after that generation. Count your Terraform Rating and other VPs to determine the winning corporation!

Terror in Meeple City (2013)

User Rating: N/A GeekRating: 6,54 - BGG Ranking: 1116 Best with: 4 - Recommended with: 2,3,4

In Terror in Meeple City (formerly known as Rampage), you arrive in Meeple City as a gigantic, famished, scaly-skinned monster! Your goal: Dig your claws and dirty paws into the asphalt, destroy buildings, and devour innocent meeples – in short: sow terror while having fun. The monster who has caused the most damage after the carnage finally ends wins the

The buildings in Meeple City are comprised of floor tiles and meeples, with the meeples serving as pillars that support the floors. Four wooden vehicles are on the ground in the eight neighborhoods in the city. Each monster, which consists of a wooden paws disc and a wooden body, starts in one corner of the game board. On a turn you take two actions from four possibilities, repeating an action if desired:





Move: Pick up your monster body, flick the paws disc, then place the body back on the disc. Demolish: If your paws are on the sidewalk surrounding a building, you can pick up your monster body, drop it onto a building, then collect any floors that have no meeples on them.

Toss a vehicle: If you're in a neighborhood with a vehicle, you can pick up the vehicle, place it on your body, then flick the vehicle at a building or another monster.

Breathe: Even while away from sidewalks with no vehicles, you can cause destruction by placing your chin on your monster's body and blowing across the board.

Monsters tend to be messy when obtaining meals, but if you knock meeples off the city board, you might be punished for letting food go to waste, costing you a tooth or letting other players take an additional action. After your two actions, you can eat unprotected meeples on the ground in your neighborhood, but you can eat only as many as the number of teeth you have. If you knock another monster to the ground, you break off one of its teeth, thereby keeping it from stealing your food! Meeples come in six colors, with the colors representing different types of inhabitants: blue (journalists), green (military), yellow (blondes), grey (old people), red (heroes), and black (businessmen). For each set of six you collect in your stomach, you score 10 points at game's end. You score points for collecting floors and teeth, too, and you can also score for achieving the goal on your character card.

In addition to the character card, each player has a power card and a superpower card unique to his monster, with the former lasting the entire game and the latter being a one-shot effect that's revealed only upon use.

Terror in Meeple City includes rules for monsters that evolve over the course of the game, that lose points for meeples not in sets, and that want to combine two game boards to allow for play with up to eight players.





Tetris (1989)

User Rating: N/A GeekRating: 5,51 - BGG Ranking: 19445 Best with: 2 - Recommended with: 2

"The ultimate test of advanced territorial strategy for all the family" is an attempt to transform a computer solitaire game into a two-player strategy board game. Players get random tetris pieces and have to build their territories the most compact they can. When a player fills one or more lines, depending on their numbers gets to move the central separator towards his opponent, limiting his space. Compacting space, without the time pressure of the original arcade, is pretty simple, and deciding if to wait to fill your own lines becomes the central point of the game.

This should not be confused with the Milton Bradley Tetris or Tetris Tower 3D.





Teufel, Teufel! (1992)

User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21949 Best with: N/A - Recommended with: 2,3,4,5,6

Cards with letters in six colors, devils and towers are laid out upside down on the board. You move wooden blocks with 7 holes around the board looking for 6 letters in your color. When you come upon one you place a peg with that letter into your block. Anytime you land on a card you turn it over. You can move through cards that are letters that you have in your block. You can pick up a devil peg voluntarily by landing on the Devil space in the middle of the board or have one forced on you by landing on a devil card. Devil pegs allow you movement bonuses and allow you to land on an opponent. You then give the opponent your devil peg and if you receive 2 they fly away taking two letter pegs with them.

Winner is the person who collects 6 letter pegs while having no Devil pegs.





That's Donald Pokerface (1996)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Content:1 board, 4 Donald-pawns, 4 pawn holders, 32 playing cards with the different values

The fields on the game plan are numbered in sequenc from 1 to 71 and also show numbers on ther borders. These numbers tell the players which card they must play in order to leave each respective field.

The active player calls out a number and plays a card face down. The other players now have the task: believe that number

or don't believe. If thactive player was right but his card was doubted, then he can move by twice that number. The doubter has to go back the same amount. The opposite way it goes when the doubter is right.

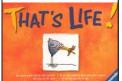
The game is over as soon as a player reaches the finishing field.



User Rating: N/A GeekRating: 6,10 - BGG Ranking: 2356 Best with: 4,5 - Recommended with: 2,3,4,5,6

Lots of people grew up playing roll-and-move games, and That's Life!, a.k.a., Verflixxt!, is a modern roll-and-move design that puts you (a bit) more in control of your fate than those games of old.

To set up the game, lay out the tiles in a continuous path, with the tiles either bearing a clover or being numbered -10 to +8. Place wooden quards on the clover tiles and two of the positive tiles as indicated in the rules. Each player has three tokens (two in a five- or six-player game) that start at the beginning of the path.





On a turn, you roll the die, then move one of your tokens that many spaces down the path. If your token is the only one on a tile when you leave it, you collect that tile, which shrinks the path on which everyone is moving. If a guard is still on a tile when you leave it, you do not collect the tile. If any player's token is on the same space as a guard, you can move that guard instead of moving one of your own tokens, possibly setting someone else up for misfortune on a future turn and possibly setting yourself up for goods things — as long as no one else lands on your tile!

Once your token reaches the final space on the path, that token is retired from play. Once all tokens are retired, players tally their points, with each clover you possess turning a negative tile into a positive one. Whoever has the highest score

Verflixxt! includes a number of variants, including one in which you construct the path by laying out the tiles at random instead of in a particular order. The 2020 version of Verflixxt! uses this variant for its basic set-up, with the addition of a double-sided "give/steal" tile placed after every eighth tile on the path. When you collect tiles in this version of play, you place them in a tower, with your most recently collected tile on top. When you are the last token to leave a "give" tile, you must give your topmost tile to another player, giving a negative token to whoever has the most positive token on top and vice versa; you then flip the "give" tile to its "steal" side. When you are the last token to leave a "steal" tile, you take the topmost tile from whichever player you choose, then place it on top of your stack.

For an even trickier variant, you can play that the clover tile affects only the tile directly beneath it in your stack, turning a positive negative and a negative positive. Now the clover isn't always so attractive!



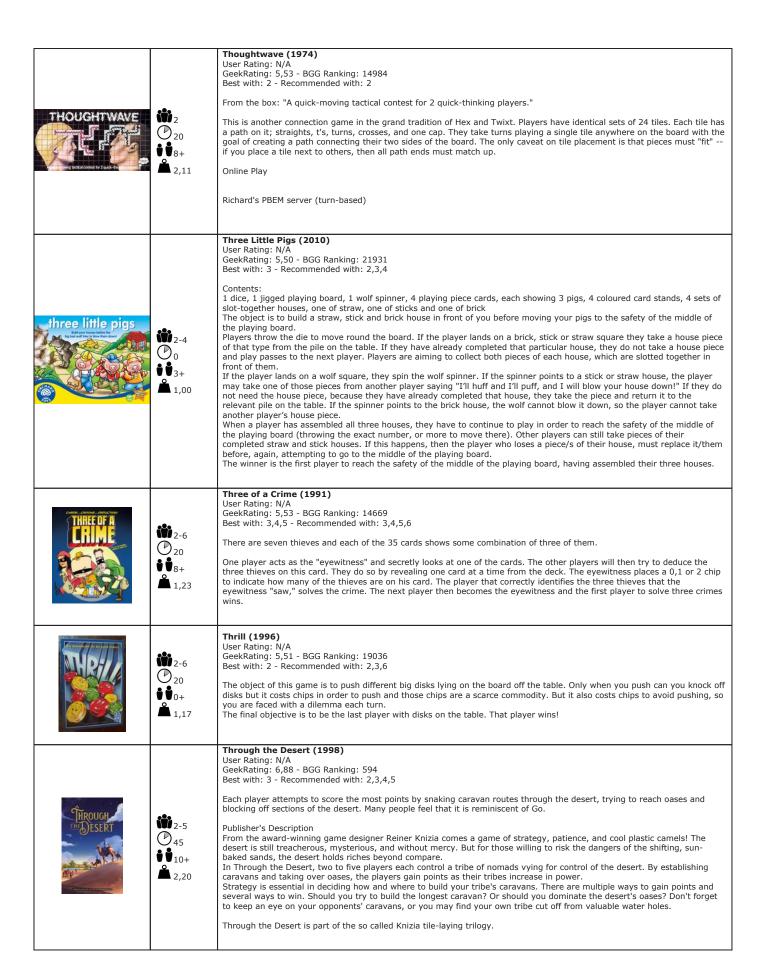


That's Pretty Clever! (2018)

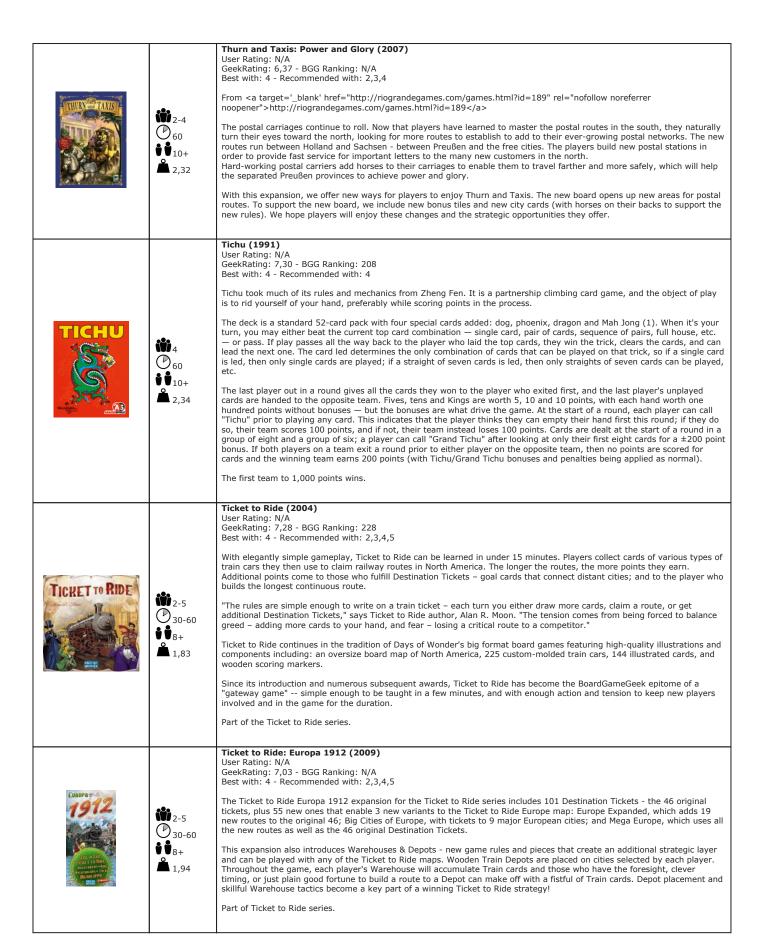
User Rating: N/A GeekRating: 7,39 - BGG Ranking: 163 Best with: 2 - Recommended with: 1,2,3,4

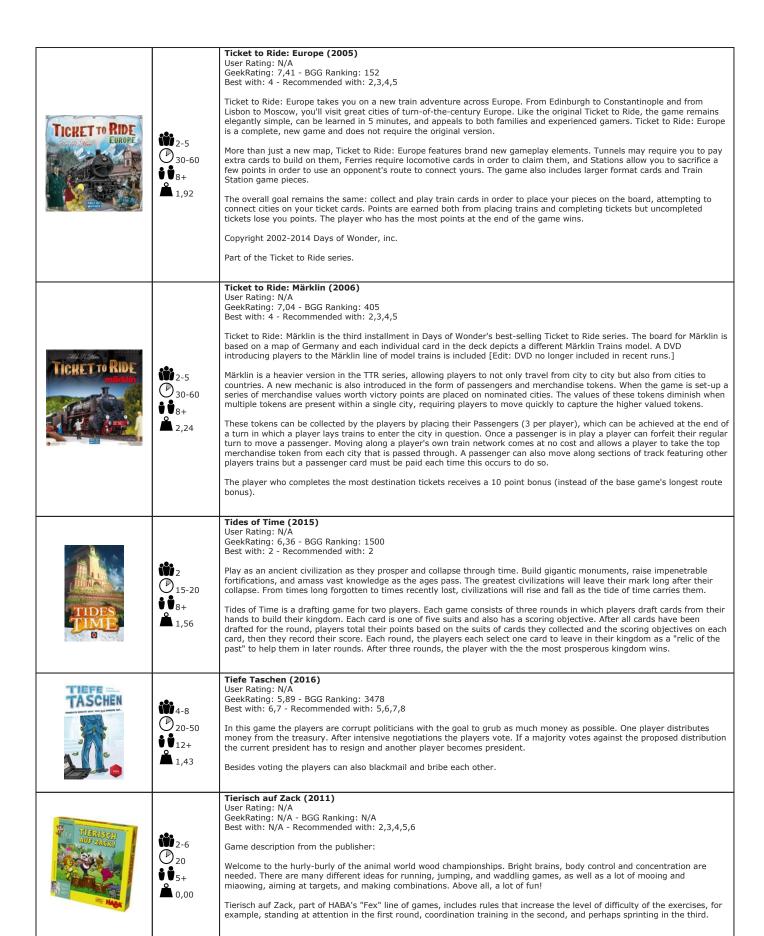
Choose your dice cleverly in Ganz schön clever (German for "That's Pretty Clever") to enter them into the matching colored areas on your score sheet, putting together tricky chain-scoring opportunities, and racking up the points! The dice you don't use are as important as those you do, because every die with a lower value than the chosen one can be used by the other players, keeping everyone in the game at all times.





FHUNDERST NE	1-5 060 12+ 2,50	Thunderstone (2009) User Rating: N/A GeekRating: Also GeekRating: 912 Best with: 3 - Recommended with: 1,2,3,4 For ages the vile Doom Knights have sought to gather the remaining Thunderstones to fulfill a prophecy of corruption over the lands. Now the first Thunderstone has been discovered in the Dungeons of Grimhold and the Doom Knights have sent their minions to claim the relic. The Villagers of Barrowsdale gather brave souls to face the dungeon and keep the Thunderstone out of the hands of the Doom Knights. Thunderstone is a fantasy deck-building game much in the style of Dominion. Before the game starts a selection of Village and Hero cards will be randomnly chosen that players may add to their specific decks. Like Dominion, every player starts with a basic deck of weaker cards that they can use to purchase other more powerful cards. In Thunderstone these cards may be different Heroes such as mages, archers, thieves, or warriors or they may be supplies the heroes need like weapons, rations, or light to reach further into the dungeon. A dungeon deck is also created by combining several different groups of monsters. Certain groups of monsters may be more or less susceptible to different Hero types, so players will have to take this into account when they choose what to buy. Rather than buying puny Victory Points, players will use their deck to defeat monsters in the dungeon. From the monster deck a row of cards is laid out. Players may on their turn choose to attack a monster in the deck rather than visit town and buy cards. If they do this they play cards from their hand and resolve their abilities in order to boost strength and have enough light to reach a specific monster. Some monsters also have special abilities whind way hinder the player. If they have enough strength they defeat the monster and place that card in their deck. This card is worth victory points and often can be used as money to purchase other cards. In addition to this, players are awarded experience points for defeating monsters which
THURN and TAXIS	10 2-4	Thurn and Taxis (2006) User Rating: N/A GeekRating: 6,92 - BGG Ranking: 530 Best with: 3,4 - Recommended with: 2,3,4 In Thurn & Taxis, players build post office routes across Bavaria and the regions around, collecting bonus points in various ways. The board shows a map of all the cities, with roads leading from each one to some of its neighbors. There are various colored regions around the board, most with two or three cities, and a large region with all the Bavarian cities in the center. Players build postal routes from city to city to city so that each city is adjacent to the next city on the route and there is a road connecting these two cities. Each route must consist of at least three cities. Players may build only one route at a time. Routes are represented by melded city cards arranged in the order of the route. Players start with a supply of 20 post offices in their color, a carriage house card, and a player aid card. The board is populated with bonus tiles, carriage cards and city cards. On a turn, a player will draw a card from a display of six, face-up city cards (or the top of the face-down deck) and meld one card, either starting a new route or adding to the current one. If after adding to the route, the length of the route is at least three cities, the player may declare it finished and score it. The player may, depending on the length of the route and which cities are in the route, place post offices in the cities, collect bonus tiles, and acquire a higher value carriage. Optionally, the player may receive support from one postal official in the form of drawing a second card, melding a second card, refreshing the six city card display, or acquiring a higher value carriage than the route length when finishing a route. Once a route is scored, the city cards of that route are discarded, and the player begins a new route on their next turn. When a player exhausts their supply of post offices or acquires a value 7 carriage, the end of the game is triggered. Play continues until the player who i
THURN TAXIS	1 2-4	Thurn and Taxis: All Roads Lead to Rome (2008) User Rating: N/A GeekRating: 5,77 - BGG Ranking: N/A Best with: 3,4 - Recommended with: 2,3,4 Second expansion for Thurn and Taxis - actually, 2 expansions in one. "All roads lead to Rome" 1st expansion, "Audience": The players (clerics) try to arrive at the right time to be received in audience by the pope. 2nd expansion, "Offices of Honor": The postal staff still helps you - but now you can draw additional city cards, get victory points or even set a new house. Expands: Thurn and Taxis Contents: 1 game board with various roads to Rome 5 carriages in the colors of the countries (beige – Baiern; orange – Böhmen/Salzburg; etc.) 26 office tiles 20 audience tiles with 5 different clerymen in the four player colors 4 summary tiles 12 victory point chips











Time is Money (2003)

User Rating: N/A

GeekRating: 5,55 - BGG Ranking: 11447 Best with: 2,3 - Recommended with: 2,3,4

Do you want to get rich? You have just 60 seconds to roll the dice and grab the cash in this fast paced game. Beat the timer and make your fortune!

1 2-5 **D**₄₅ **4** • 10+ 2,22

Times (1992)

User Rating: N/A

GeekRating: 5,54 - BGG Ranking: 12607 Best with: N/A - Recommended with: 3,4,5

Players have to get rid of their cards to score victory points. Every card represents a time frame. For a given event every player plays a card to guess when that event has happened. The player with the widest time frame on his card now has to set a time frame according to his card in which in his opinion the event has happened. The player with the second widest time frame now can either challenge the previous players time frame or narrow the time frame according to his played card. When every player has either guessed a time frame or challenged another player the point of time the event has happened is announced. All the players with the point of time in their time frame and those who challenged another player's guess get rid of their played card.

The first player to get rid of 5 cards wins the round and gets 2 victory points, the player with the most cards left gets no points, all others get 1 point.



Times to Remember (1992)

User Rating: N/A

GeekRating: 5,58 - BGG Ranking: 9294
Best with: 2,4 - Recommended with: 2,4,6,8

In Times to Remember, the players are trying to remember particular times. Is that clear enough? No? Okay, here are more

Players aren't trying to remember times from their own lives, but rather times from the shared experiences of humanity as a whole. Each player or team starts the game with a set of brackets or tokens (depending on the version of the game), and the first player to rid herself of brackets wins.

On a turn, all players are confronted with a trivia question, say, "When did the first Star Wars arrive in theaters?" Each player then uses one bracket to mark a particular year or series of years on her individual year chart. Once everyone has placed their answers, the questioner reveals the answer and everyone sees whether that year appears in the range they guessed. If so, they remove that bracket from the game; if not, they keep the bracket. No matter how much you might want to hedge your guesses, eventually you'll need to guess a year dead on, so plumb the depths of your memory and take your best shot!



Tina, Tim und Wambolo (1988)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6

Tina, Tim and Wambolo - on Berry Island in the Crocodile River is excitement till the very last move. Stranded on an island surrounded by crocodiles players have to collect berries and build a boat in order to escape - but this just works if they help each other....2-6 players ages 5+



Tintenherz (2007) User Rating: N/A

GeekRating: 5,49 - BGG Ranking: 22269

Best with: N/A - Recommended with: 2,3,4,5,6



Together against the Shadow!

To free the world of the feared Shadow and his sinister master Capricorn must the players find the proper words. This is done by answering various questions such as "Name a bird!"

However, only letters visible on the board may be used in the answer. Everybody will immediately try to find a suitable word. When enough words have been found will Meggie, the heroine of the story, move towards goal; if not will Capricorn move forwards. Only if Meggie manage to reach goal first will the gamers win the game!





The game is based upon the highly succesful children's book "Inkheart" by Cornelia Funke. The novel is about the power of the word, and game designer Klaus Teuber of "Settlers of Catan" fame have captured the enthralling and tantalizing atmosphere of the struggle of young Meggy and her father Moe on one side against the evil Capricorn and his henchmen on the other.

Moe has the fantastic ability to read characters out of a story and into life. By this he brought Capricorn, the super-villain, into our world, who strifes to get all of his evil henchmen out of his book to help him with his bad deeds. But for this, he requires Moes services...

The trilogy has captivated children all over the world, and a major movie was released in March 2008. So hopefully will we soon see an English language edition of this game.

This is a game in the Kosmos line of literature-based games.



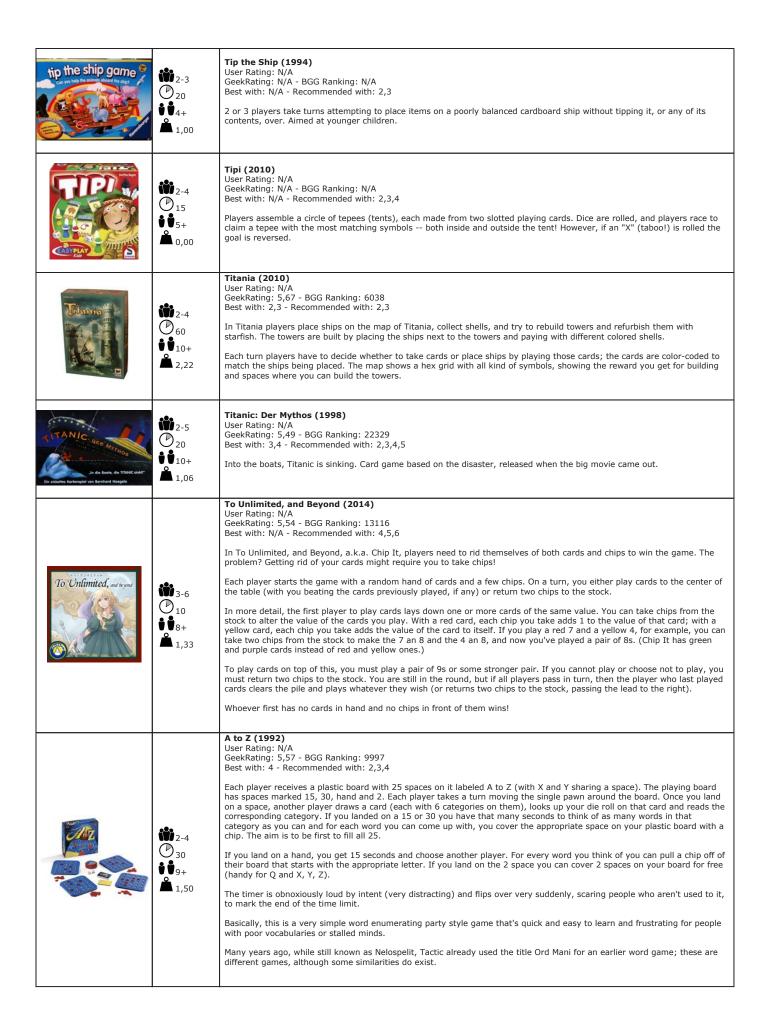
Tiny Towns (2019)

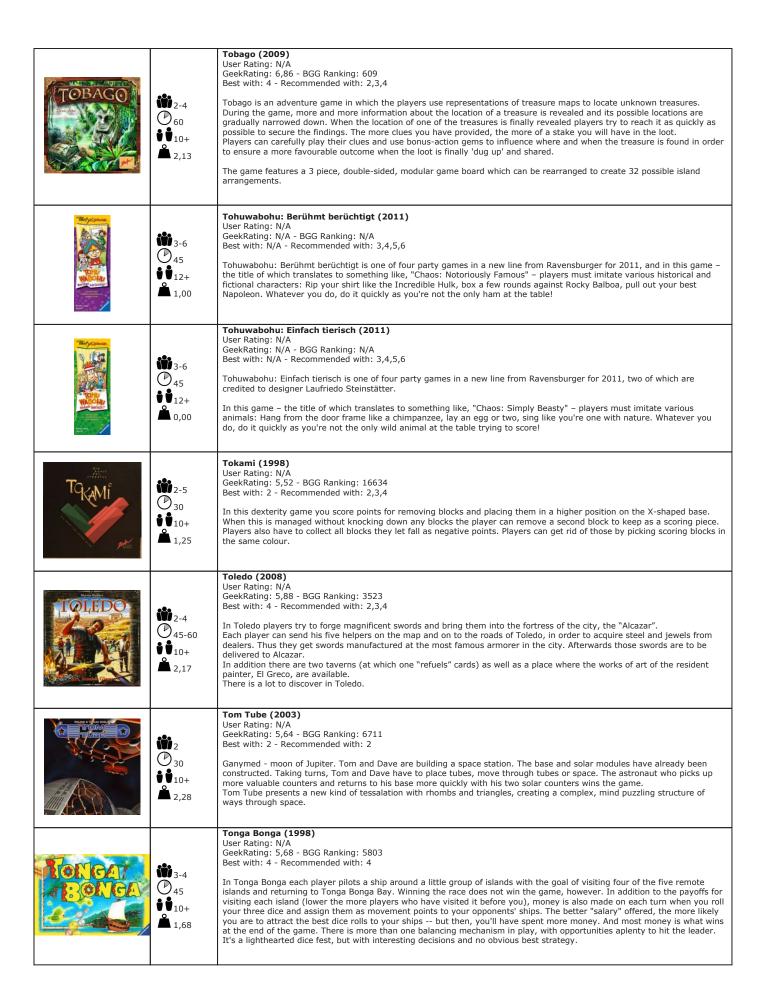
User Rating: N/A GeekRating: 7,03 - BGG Ranking: 411 Best with: 3 - Recommended with: 1,2,3,4,5

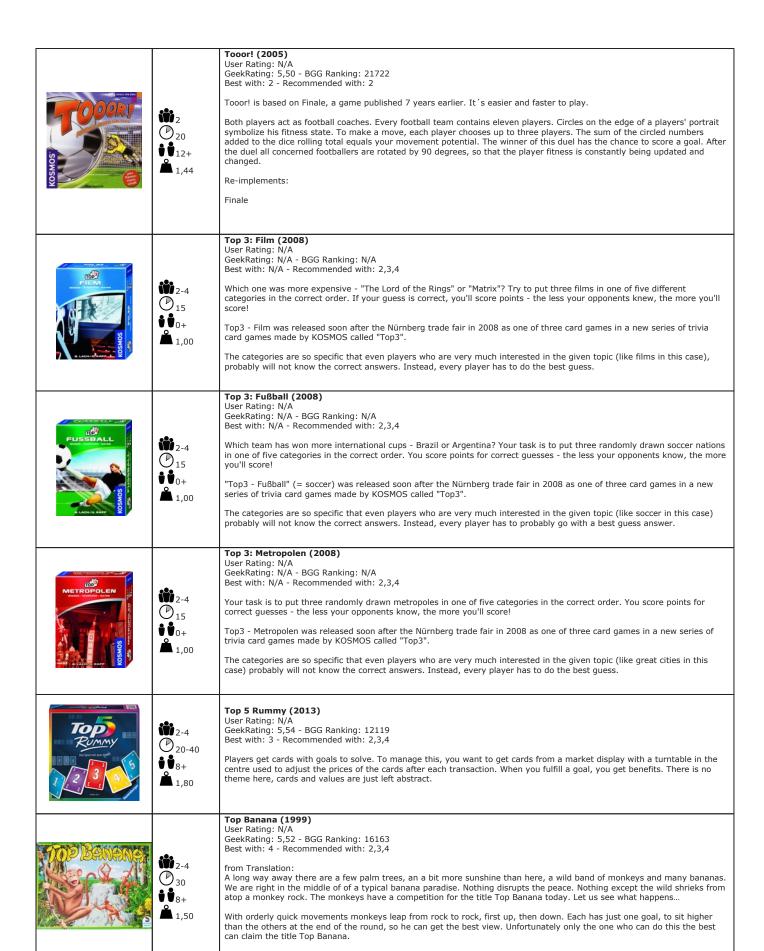
You are the mayor of a tiny town in the forest in which the smaller creatures of the woods have created a civilization hidden away from predators. This new land is small and the resources are scarce, so you take what you can get and never say no to building materials. Cleverly plan and construct a thriving town, and don't let it fill up with wasted resources! Whoever builds the most prosperous tiny town wins!

In Tiny Towns, your town is represented by a 4x4 grid on which you will place resource cubes in specific layouts to construct buildings. Each building scores victory points (VPs) in a unique way. When no player can place any more resources or construct any buildings, the game ends, and any squares without a building are worth -1 VP. The player with the most VP

-description from publisher







	3-5 15 7+ 1,00	Top Face! (2015) User Rating: N/A GeekRating: 5,49 - BGG Ranking: 22376 Best with: N/A - Recommended with: 3,4,5 GOAL of the Game Top Face! unites young and old with 3 different games, each increasing in difficulty The games are played in several rounds with 3 to 8 players. Whichever game is chosen, the goal is to guess and makes others as many facial expressions as possible. The value of the cards is shown on their back (1 or 2 points). How to play to the infernal race The first player turns the hourglass over and then attempts to make other players guess as many as possible to other players until the end of the hourglass time (à la charades). If the facial expression is guessed, the current player retains his card (1 point). Otherwise, the card can be discarded at the moment there are more than one person to guess left. The player who guessed the facial expression immediately takes 1 white from the draw pile card and scores 1 point. The current player then draws a new card to make others guess another facial expression and so on until the end of the hourglass. Once the time has run out, he may continue to make others guess the current card in hand. If a facial expression is not guessed, the white card of the current player is returned to the deck. The winner The game ends after 2 rounds around the table (3 or 4 players) (1 round for 5+ players) or if the deck is finished. The player who has the most points wins.
TOP HATS	2-3 D 30 1 8+ 1,14	Top Hats (1997) User Rating: N/A GeekRating: 5,49 - BGG Ranking: 23141 Best with: 3 - Recommended with: 2,3 Each player has 15 Top Hats in their colour, pass some to your opponents and make 5 stacks of 3 hats each in secret, with one of your hats on top of each stack to show ownership. Place them and then move one space or jump your own hat stacks around a hex board, capturing opponents' pieces like Checkers/Dame. With each capture, remove the top Top Hat in the stacks you jumped, leaving them by the board, thus changing ownership of the stacks. When all the remaining stacks left on the board are owned by you, you win!
COME	2-4 D 5 1 7+ 2 0,00	Top It (1972) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 From the box: "Everybody's shooting for the high scoring spot - Knock off your opponents and come out on top!" Box measures approximately 14" x 19" x 2 1/4". Marbles are flicked into shallow, point scoring depressions on a gently inclining plastic board. The top half of the playing surface is triangular, so as scoring depressions increase in value they also decrease in number. Highest total score wins.
TOPORFLOP FLOP FOR ARREST TO SHARE THE PROPERTY OF THE PROPE	2-5 D 30 10+ 1,67	Top oder Flop (2006) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 20379 Best with: N/A - Recommended with: 2,3,4,5 Five movies are being produced, and players each have a more or less high investment in them. Players with high investment play cards to increase the movie's success, while your opponents may play the same cards to ensure its failure. Cards can influence one or two movies, or they can cause other cards to be moved from the "Top" side to the "Flop" side or vice-versa. The player who has the most investment in the most successful movies is the winner.

Top Race (1996) User Rating: N/A GeekRating: 6,00 - BGG Ranking: 2818 Best with: 4,6 - Recommended with: 3,4,5,6 Re-issue of Kramer's Niki Lauda's Formel 1 with tweaks. Make as much money as possible, by becoming one of first at the finish line! If you place advanced RACE, you can also make money by betting! This game is based on running and betting; Each player gets 200.000 credits and the deck of "Speed cards" is shuffled and divided among the players, who now sort out the cards in the order they want. Now the "Contestants cards" are stacked face down. Each card matches the colours of the player pawns (Red, Yellow, Blue, Green, Purple and White). Now there will be an auction of the cards, where you figure our what to buy by the help of your "Speed cards". Each bidding starts with 10.000 credits and is raised by 10.000 credits. All players have to have at least one (1) "Contestant card" \bigcirc ₄₅ The last player to buy a card starts, and plays a "Speed card" to move all the pawns as the card shows; a pawn can only be moved ahead; either straight or diagonally; never backwards or sideways. Only one pawn is allowed on a spot, and it is NOT **i i**_8+ allowed to jump over another pawn. An example of a Speed card could be: 1,75 Blue: 6 spaces White 4 Black (means joker/free choice that is not on the card): 2 -Yellow: 1 The speed cards also include "Sprints" and "Injury" The player who's colour is first over the finish line gets 200.000 in price money. Second place pays out 150.000, 3rd 100.000 and so on. Even if your colour have finished the race you continue playing your remaining speed cards. The race ends when the fifth player have crossed the Finish line or when all "Speed cards" have been played. The card dealing of both SC and CC plus the auction is now restarted and the next race goes on untill the agreed amount of races. The winner is the one with the most money. Other games in Wolfgang Kramer's racing series include Detroit-Cleveland Grand Prix and Daytona 500. Top Ten (2020) User Rating: N/A GeekRating: 6,62 - BGG Ranking: 967 Best with: 6,7,8 - Recommended with: 4,5,6,7,8,9 Your goal in Top Ten is to survive five rounds, so you and your fellow players need to figure out how to get things in order! To start the game, place a number of unicorn tokens on the game board. Choose one player to be the round's chief. That player gives all players a random card numbered 1-10, then they read one of the five hundred theme cards included in the game, e.g., "Batman wants to replace Robin to fight the bad guys. Create a new duo 'Batman and ...' from the worst to the best." The chief looks at their number, then gives an answer based on their number. If they have a 1, they want to give the (T)₃₀ worst possible suggestion; if a 10, the best; if a 5-7, somewhere in the middle. 1,08 Each other player then gives an answer to this theme based on the number they were dealt, then the chief needs to decide who has the lowest number, then the next lowest, and so on. For each mistake, the chief flips a unicorn token over to its poop side. If all the unicorns have left by the end of the fifth round, leaving you with nothing but poop, then you lose. Otherwise you Topfgucker (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A **ii** 2-4 Best with: N/A - Recommended with: 2,3,4 ①₃₀ Your cook wants to deliver variable soups at first. Roll the die , move your cook around a Kalaha like board. Try to get the to the hotplates and if the right ingredients are there you can lay down one of your 9 cards with different soup recipes you get in the beginning of the game. The first one who completes all of his soups is the "Meisterkoch". 1,00 This game is a re-themed and redeveloped version of Auf Fotosafari in Ombagassi. Tornado Rex (1991) User Rating: N/A GeekRating: 5,56 - BGG Ranking: 10251 **1** 2-4 Best with: 4 - Recommended with: 3,4 \bigcirc 30 Similar to Fireball Island, Tornado Rex is a 3D action game in which players try to be the first to get their two hikers to the **i i**₆₊ top of the mountain. They draw a card to determine what kind of move they can make (forward, backward, switch places, etc.). The cards also determine when Tornado Rex is released. He's a spinning creature that careens down the mountain **A** 1,15 trail knocking off any hiker he happens to hit. Tortuga (2014) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 16551 Best with: 3 - Recommended with: 2,3,4 In Tortuga, you are a swashbuckling buccaneer trying to safely transport your treasures to the legendary pirate haven of Tortuga before other buccaneers, your fellow players, can capture it from you. Players simultaneously roll their dice and assign them in order to put boats in the water, fire off the cannons, gather more crew, engage the enemy at close quarters, \bigcirc_{35} **i i**8+ or move their treasure ever closer to safety. Players are rewarded for their ability to adapt and their quick decision making skills - a little luck and a hint of greed never hurt a buccaneer either! 1,90 Think you can captain your crew better than any of the other sea dogs at the table? If so, grab a cutlass and set sail on the rolling seas in Tortuga - a quick-paced family dice game for 2-4 buccaneers (aged 8 and above) that plays in around 30 minutes! Yo ho ho!







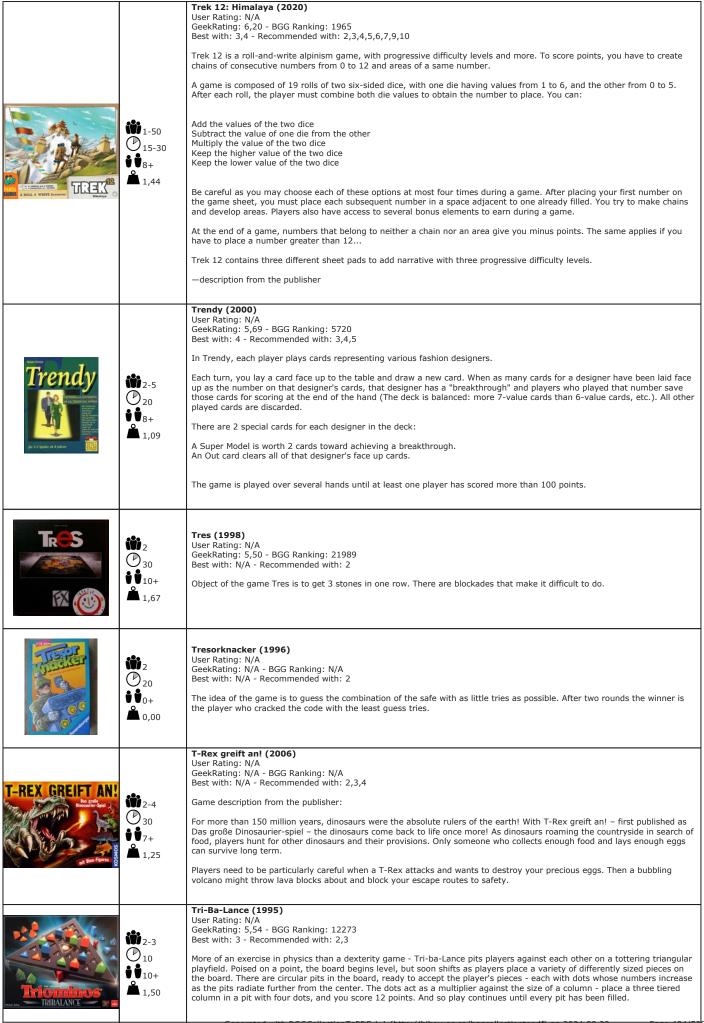
Best with: 3,4 - Recommended with: 2,3,4

Trains returns with all-new cards and strategies for you to build the best rail system in Japan. Trains: Rising Sun not only features all new cards, it includes three entirely new boards. Two of the boards are designed specifically for two-player games, while the Nagoya map is for 3 to 4 players. This standalone game can mix easily with the original Trains game for even greater replay possibilities!

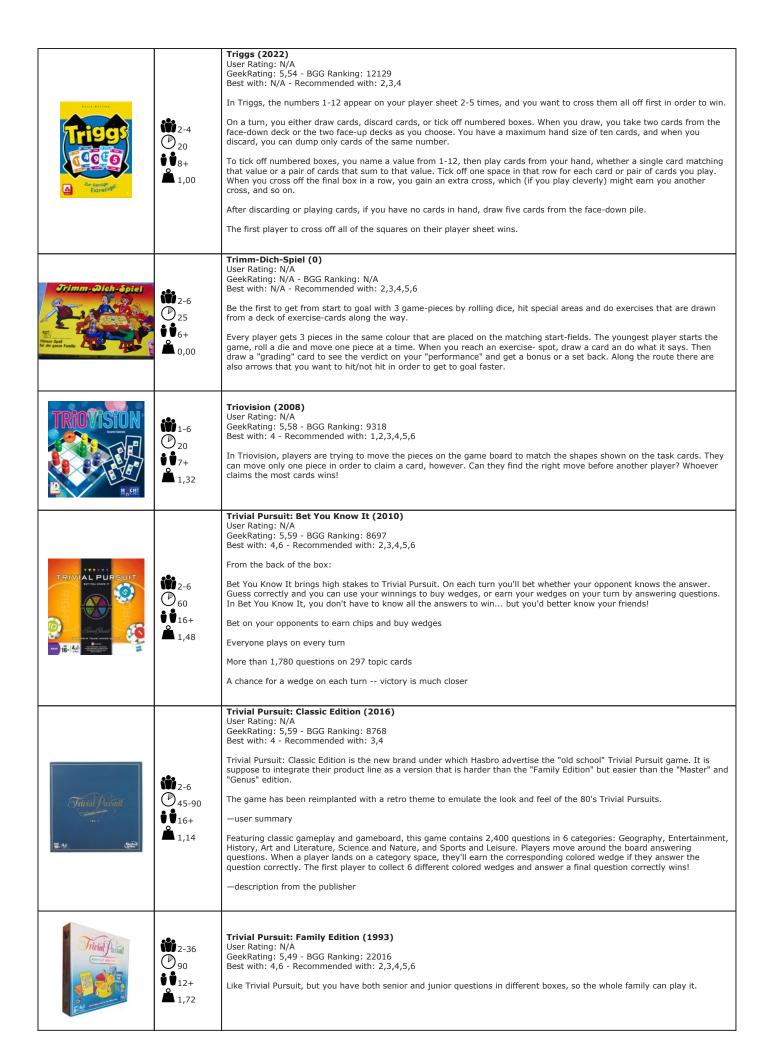
Trains: Rising Sun also introduces Route Bonus Cards, allowing you to score additional points for being the first to connect specific stations. Route Bonus Cards are included for the original Trains game as well!

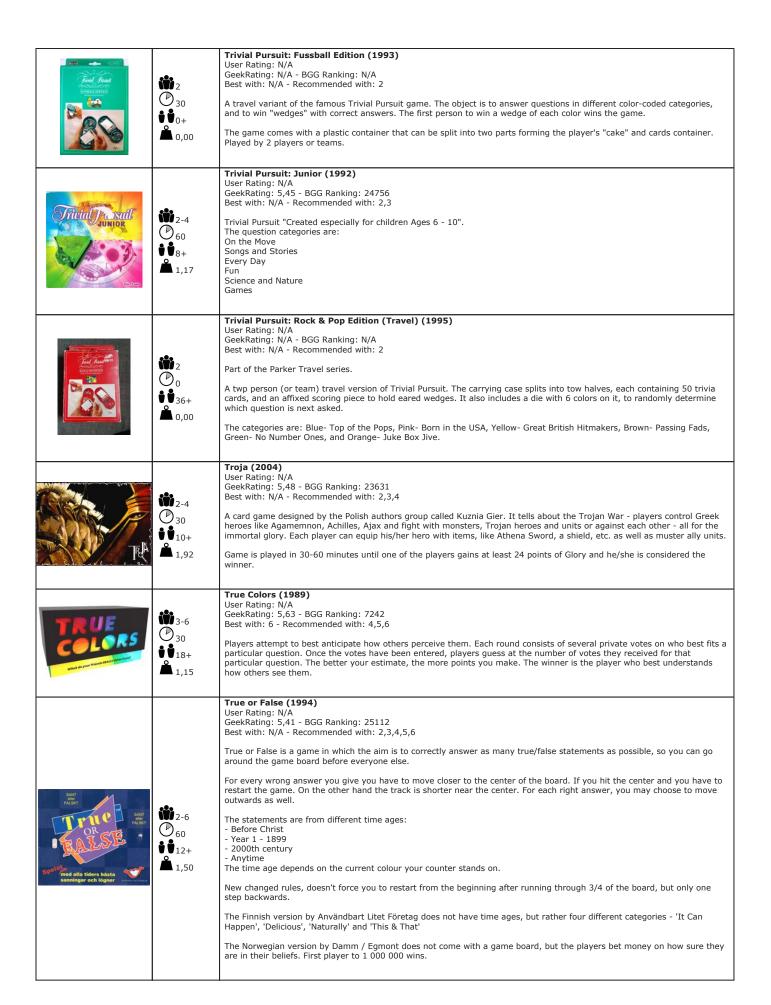
Finally, Trains: Rising Sun includes the Trains: Nagoya Map expansion that was first produced only by the designer for use with the original OKAZU Brand production of Trains. (This item is not linked to in the information box for database reasons.)

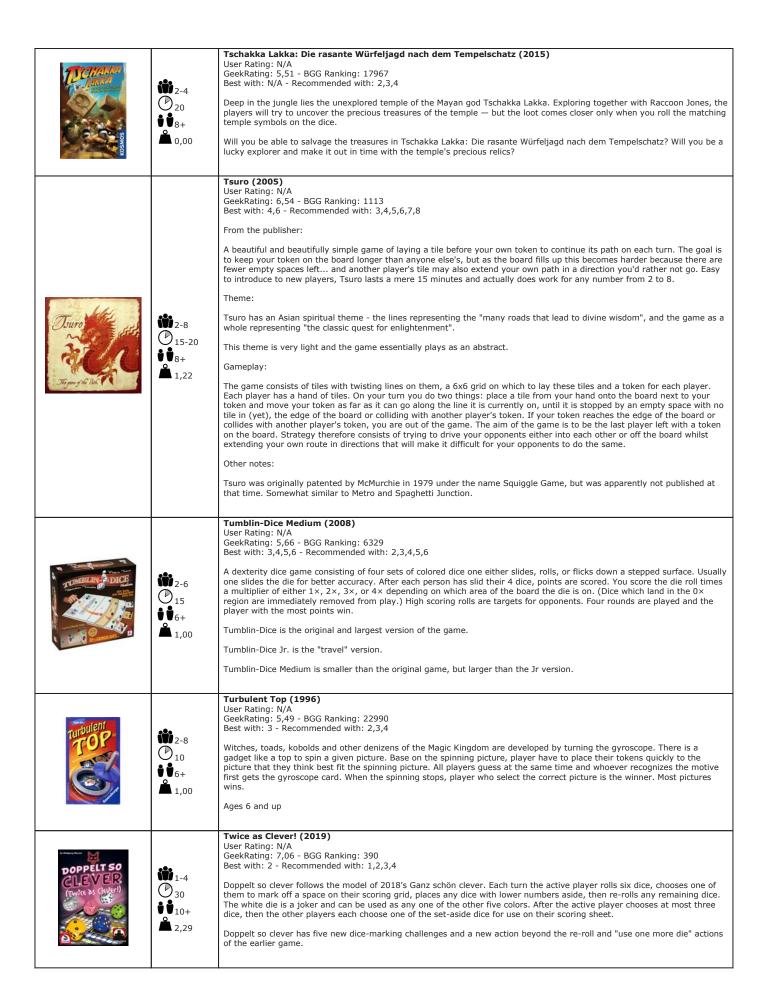


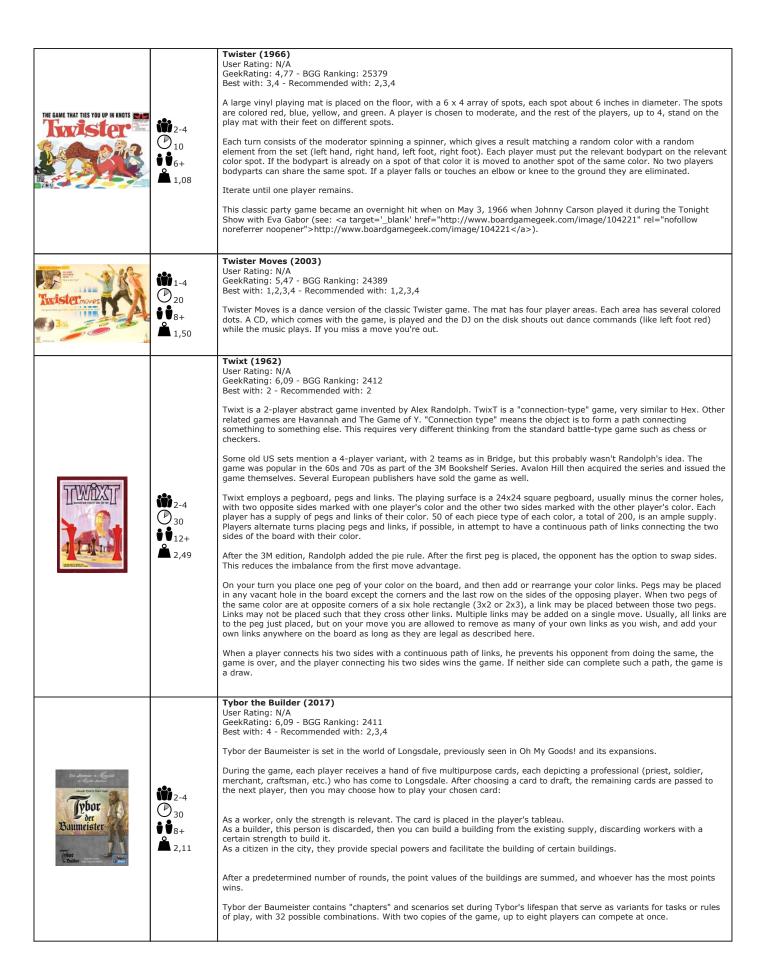


		Tribune: Primus Inter Pares (2007) User Rating: N/A GeekRating: 6,69 - BGG Ranking: 863 Best with: 4 - Recommended with: 3,4,5
PALL	2-5 060-120 12+ 2,87	In ancient Rome, tribunes were highly esteemed individuals elected by the people to represent them politically and militarily. In the board game Tribune: Primus Inter Pares, players take on the role of a powerful and ambitious patrician family. By applying influences and manipulating controls over the various factions, they attempt to pave their way to victory in order to attain the high office of the tribune.
		From the mind of the highly acclaimed designer of Die Macher, Karl-Heinz Schmiel, the gameplay in Tribune is a combination of worker placement and set collection. Each round, the players take turns by positioning their followers on the board to garner cards, achieve objectives, and/or attempt to take over factions. In order to gain control of a faction and to utilize its benefits, one must play a set of cards from that specific group. That person will remain in command of the faction until someone else stages a successful take-over by having another set that is either of higher quantity or higher sum of values.
		Victory is achieved when a player has met the required number of objectives as specified on the victory condition card selected at the start of the game, which is dependent on the number of participants. Alternatively, you can choose to forego the use of a condition card and play with the point-value option. In this variant, the game ends when someone has collected a certain number of the faction markers, and the winner is the one with the highest scores as determined by the points assigned to each achievement.
Trick'r 1 Treat	3-6	Trick 'r Treat (1998) User Rating: N/A GeekRating: 5,40 - BGG Ranking: 25141 Best with: N/A - Recommended with: 3,4,5,6
There are a second seco	20 8+ 1,09	Against the sand timer, you've got to match off 8 dice against the cards you've been dealt. The dice show various pumpkin heads from Halloween, with different eyes, mouths and stems. Grab the dice that match your cards and pass them for checking. If you're correct, grab some sweets, but if you're wrong, your checker dumps one of their cards on you. Play some rounds and the most sweets wins.
TRICKS		Tricks (1995) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21304 Best with: N/A - Recommended with: 3,4,5
	3-5 30	A card game. A game consists of two hands. In each hand, players buy 8 cards, bid, play their cards, then score. There are rules for buying cards even from opponents.
543210	1 30	Scoring is based on a bid card that tells you what the value of a bid will be.
Aux A. Moor	1,38	An example would be. Bid 5 win 3 = score 30 points, because the bid card shows that for any bid which results in (+ or - 2) of the bid scores the bid times 6.
		Tricky (2011) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 18458 Best with: N/A - Recommended with: 2,3,4,5
Ented on	2-5 D 20 1 7+ 1,14	One of several titles in a new series of tiny dice games from Schmidt Spiele, Leo Colovini's Geizen brings push-your-luck to dice games in a new way.
		Each player starts the game with 18-25 chips, depending on the number of players. On a turn, a player first rolls all five dice, sets aside at least one die, then rerolls, with the process continuing at most five times, at which points all the dice will be set aside. The player discards all 6s, then for each other value he places 1-2 chips onto the game board, mostly from his hand but sometimes from the stock.
		If a player completes a column by filling in the red circle, he claims all the chips in this column and every other player must remove 1-3 chips in his supply from the game. A player can borrow up to five chips from the supply on his turn, but if he fails to repay them at the end of that turn (by claiming a column), the game ends and the player with the most chips in hand wins.
Tence of the second sec	2-4 20-0 6+ 1,00	Tricky Wave (2018) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4
		Big and little turtles meet on the beach, all ready to swim out into the great ocean as swiftly as possible. But that wild wave, «Tricky Wave», swirls everything around and again and again, it washes the big and little swimmers back to the beach. Only the sly ones in their turtle shells overcome the waves, enjoy the chance to freeride them and boldly guide the other turtles into the ocean. Off we go!
		—description from the publisher (translated)
		Große und kleine Schildkröten treffen sich startbereit am Strand und wollen schnellstmöglich in das weite Meer hinaus. Doch die wilde Welle "Tricky Wave" wirbelt alles durcheinander und spült die kleinen und großen Schwimmer immer wieder zurück zum Strand. Nur diejenigen, die es faustdick unter dem Panzer haben, überwinden die Wellen, genießen die Möglichkeit des Mitsurfens und lenken frech andere Schildkröten ins Meer. Los geht's!
		—description from the publisher (German)









TYCOON	2-4 P90 10+ 2,64	User Rating: N/A GeekRating: 5,82 - BGG Ranking: 4030 Best with: 4 - Recommended with: 3,4 In Tycoon, players are businessmen traveling around the world, doing what businessmen do: making money. In this case, business is defined as opening hotels and factories in major cities, like Sydney, Cairo, and New York. Players are seeking to build hotels in as many cities as possible while also building the first or second most hotels in given cites to earn money, which is also your score. Additional money can be earned by building factories in each city, but these are limited in number. During the course of the game players will take turns buying and/or using plane tickets to move about the board's nine cities. A number of tickets are displayed in rows, divided into two types: The more expensive scheduled flights which allow you to move directly to the printed city, or move your token a number of city spaces orthogonally on the board. Cheaper charter flights allow movement directly between the two city spaces printed on the ticket. You may buy tickets at any time during your turn, and you are not required to move but must do so before taking any regular actions; you may also use any many tickets in a turn as you wish. The regular actions include building hotels and factories. Hotels are built on a u-shaped track. When a hotel is built on a red space the building that is oldest/furthest back on the track is removed. Players with the first and second most hotels on the track will be the only ones to score, with ties broken by the player with the earliest building on the track. There are only two factory spaces per city, and they will score points equal to the second place of the hotel scoring. In lieu of any actions or flying, or if you simply have no money, you may also take out loans; this removes your token from the board and forces you to use the more costly scheduled flights to return to the board. At the start of the game players are given all of their factories. Each round players are given a set number of ho
Tyros Francisco	3-4 90 10+ 2,46	Tyros (2002) User Rating: N/A GeekRating: 5,79 - BGG Ranking: 4324 Best with: 4 - Recommended with: 3,4 The board shows the ancient Mediterranean area from Lebanon to the straits of Gibraltar. Each player receives a number of ships and cities. The map is divided into rectangles. Four starting rectangles are chosen by drawing location tiles. These areas are allocated one of the four differently colored types of empire counters. Each turn, players can play tiles corresponding to locations on the map. It's mandatory that these are next to tiles that already have an empire counter on them. The new location receives an empire counter depending on already present adjacent ones. Thus the four empires expand during play, as more and more tiles receive their empire counter. The size of the empires will vary from game to game. Players also need to build galleys to control tiles or travel to locations and found a city there. Building and traveling must be paid for with appropriate cards. These are dealt each round, some may be kept and traded. Spend them to your best advantage.

At the end of the game players score points for controlling tiles. The amount of points depends on whether a city or galley controls the rectangle and how big the empire is to which the area belongs.

U (18 games) Ubongo (2003) User Rating: N/A GeekRating: 6,44 - BGG Ranking: 1314 Best with: 4 - Recommended with: 2,3,4 In Ubongo, players compete to solve individual puzzles as quickly as they can to get first crack at the gems on hand for the Original edition: The game board consists of six rows, with twelve gems (of various colors) placed in these rows. At the start of play, each player places their pawn in front of one of those rows. Each player also takes twelve polyominoes — that is, pieces consisting of 2-5 squares in some configuration; players use these pieces each round to try to recreate shapes. At the start of a round, each player receives a puzzle card that depicts a shape created by some number of squares; one side of this card depicts six rows of 3 pieces, the other side depicts six rows of 4 pieces, for a more difficult puzzle. When everyone is ready, someone rolls a die to determine which row of pieces each player can use to recreate the shape on their **D**25 individual card. The race is timed by a sand timer, and the outcome of this race determines the action on the main playing **1 1**₈₊ **1**,51 Whoever first solves their puzzle in time gets to move their pawn up to three rows left or right, with the second player to finish moving two rows and the third player only one row. Players then collect two gems from the front of the row where their pawn is located, which means that the more rows you can move, the more control you have over which color gems you can collect. After collecting gems, each player receives a new puzzle card, and a new round begins. After nine rounds, the game ends and whoever has collected the most gems in a single color wins! If players tie, then those players compare who has the most gems in a second color, and so on. 2015 edition: The puzzle-part of the game remains the same, but the scoring track and system has been greatly changed, to be the same as in Ubongo Extreme. There are no pawns anymore, but instead the winner takes a 3-point gem plus a random gem, the second-place player takes a 1-point gem plus a random gem, and others who finish within time take just a random gem. Whoever scores the most gem-points after nine rounds wins the game. Ubongo 3D (2009) User Rating: N/A GeekRating: 6,26 - BGG Ranking: 1768 Best with: 4 - Recommended with: 2,3,4 \bigcirc 30 Newest addition to the Ubongo series. This time players place wooden tiles over two layers in 2-sided puzzle cards, one side for beginner players and one for more advanced ones. Players collect gemstones for their performance and player with the most valuable gem collection at the end wins the game. 1,94 Ubongo Extreme (2007) User Rating: N/A GeekRating: 6,01 - BGG Ranking: 2730 Best with: 3,4 - Recommended with: 2,3,4 This is a sequel of successful Ubongo, but now on a higher level of difficulty. Just like in Ubongo, all players put their tiles simultaneously down on their player mat to fill up the requested shape as fast as possible. This isn't easy at all because of **ii**i 2-4 the new and uncommon shaped hexagonal tiles. It is as fascinating as the original, which proved to be addicting. \bigcirc 30 Re-implements: Ubongo 1.87 Expanded by: Ubongo Extrem: Craxy Expansion Ubongo Mini (2007) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 16297 Best with: 4 - Recommended with: 1,2,3,4 This is the younger brother of the very successful Ubongo. \bigcirc_{10} Besides the fact that it's smaller and that there are new tasks, the characteristics of the game remain the same: Fast and simple: Fast, because all players play at the same time. Simple, because the rules are easy to grasp. Who can first find the correct place to put the tiles? Who is then able to place the given figure correctly and in the fastest 1,18 The game offers two difficulty stages which are fun for beginners and professionals. Ubongo: Duel (2008) User Rating: N/A GeekRating: 5,98 - BGG Ranking: 2886 Best with: 2 - Recommended with: 2 Now, Ubongo goes two-player! Each player tries to solve the same puzzle with the same tiles faster than their opponent. \bigcirc_{15-40} The scoring mechanism from the original has also been revised, as there is no time limit to solving the puzzles (which are harder than in the original) Gameplay: Each player receives 21 puzzle tiles and a stack of puzzle sheets. Both players lay the puzzle tiles down in front 1,78 of them. Rolling the 20 sided die determines which of the tiles are used in the specific rounds. The players then try to solve every puzzle sheet as quickly as possible by laying the appropriate tiles on it. The faster player to do this yells 'Ubongo!' and moves their pawn one step forward on the scoring track. The first player to win five Ubongo duels wins the game.





UGO! (2013)

User Rating: N/A

GeekRating: 5,79 - BGG Ranking: 4312 Best with: 4 - Recommended with: 3,4

In UGO!, players try to found a mighty kingdom. Eagerly they expand their empire with more and more countries - but only the areas that are well maintained by farmers shall ensure that a truly flourishing kingdom will be founded.

UGO! is a trick-taking game. The starting player plays a card from hand, then in clockwise order the other players play a card of the same color, if possible, while playing a different color otherwise. The one who plays the highest card takes all the others. In a tie, the player who follows suit wins. If none of the players followed suit, then the first one wins.

The winner places the cards on his kingdom cards, starting from left to right and sorted by color. If you have nothing on your kingdom cards yet, you can sort the cards from left to right in any order. However, if you do have cards already on your kingdom, you must place them on top of the other matching colors (countries). As soon as you have placed the cards and started a new game round, you may not change them anymore. The winner of the game round is also the starting player of the next one.





Ulm (2016)

User Rating: N/A

GeekRating: 6,44 - BGG Ranking: 1309 Best with: 3 - Recommended with: 2,3,4

Ulm is at its historic heyday: There is a constant hustle and bustle in the prosperous free imperial city. At the beginning of the 16th century, the city has one of the largest municipal territories within the Holy Roman Empire of the German Nation. Success and wealth are not only due to Swabian thriftiness, but mainly the result of the citizens' business acumen and skilled craftsmanship. Trade in works of art and commercial goods such as wood, wine, salt and textiles is flourishing; for the most part, these goods are shipped by barge or raft on the Danube river. People are busy building the cathedral - the social heart of the city - that will at one time have the tallest church steeple in the world. Everybody of distinction meets around the cathedral. The influential guilds and patricians dominate city life; and if you want to accomplish something, you need to be in the good graces of the right people.

In Ulm, players try to expand their spheres of influence and to make optimal use of the hustle and bustle on the marketplace around the cathedral. The game has one simple basic rule: Push 1 Action tile into the Cathedral area and carry out the 3 associated actions! This way, the Cathedral tower gets taller and taller over the game. The objective of the game is plain and simple: try to accumulate the most victory points through activities in different areas of city life in Ulm and do it before the end of the 10th round, when the construction of the Cathedral is concluded.

Who will make the best use of his means and resources over time and will go down in the annals of the city's history as an important citizen?





Ultimate Werewolf: Artifacts (2011) User Rating: N/A

GeekRating: 5,65 - BGG Ranking: N/A

Best with: 11,12,13,14,15,16,17,18,19,20 - Recommended with: 8,9,10,11,12,13,14,15,16,17,18,19,20

Ultimate Werewolf Artifacts, the first-ever mega-expansion to Ultimate Werewolf (and usable in other versions of Werewolf), brings the game into the 21st century by using ancient artifacts to propel the game forward.

Each player gets, in addition to his Ultimate Werewolf role card, his own Artifact card. He secretly looks at that card, which has an artifact with some special power on it. At any time during the game, he can choose to reveal his Artifact card and use its special power. Some artifacts, like the Cloak of the Prince, provide a direct benefit to the player with the artifact. Others, like the Cudgel of the Old Hag, impact other players. And still others, like the Ring of Truth, provide information about another player in the game. Some artifacts might not be to your benefit to use right away, like the Claw of the Werewolf, but others, like the Ruby of Kismet, might cause someone to reveal and activate an artifact anyway!

What this ends up doing is providing a whole new layer to Ultimate Werewolf games, adding new strategies and tactics to your games. Each game is different, with unique combinations of artifacts in the mix.



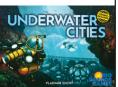


Um Reifenbreite (1979) User Rating: N/A

GeekRating: 6,19 - BGG Ranking: 1995 Best with: 4 - Recommended with: 3,4

Translating as "By the Width of a Tire," this game covers a Tour de France-type of bicycle race. Each player takes control of a four-member racing team, and the goal is to score as many points as possible for the whole team. Movement is primarily handled by dice, however a limited card set partially replaces die results. Once you add unique rules which allow riders to draft one another and multiple kinds of road surfaces, this game has much to offer race fans.

Homas Tour is the original edition of the cycle racing game later known as Um Reifenbreite. Many copies of the original game were destroyed in a warehouse fire in 1979. The combination of its sudden rarity and recognition as a good game meant that Homas Tour was (and is) very desirable, particularly to collectors. Everyone else can save their money and enjoy Um Reifenbreite!





Underwater Cities (2018)

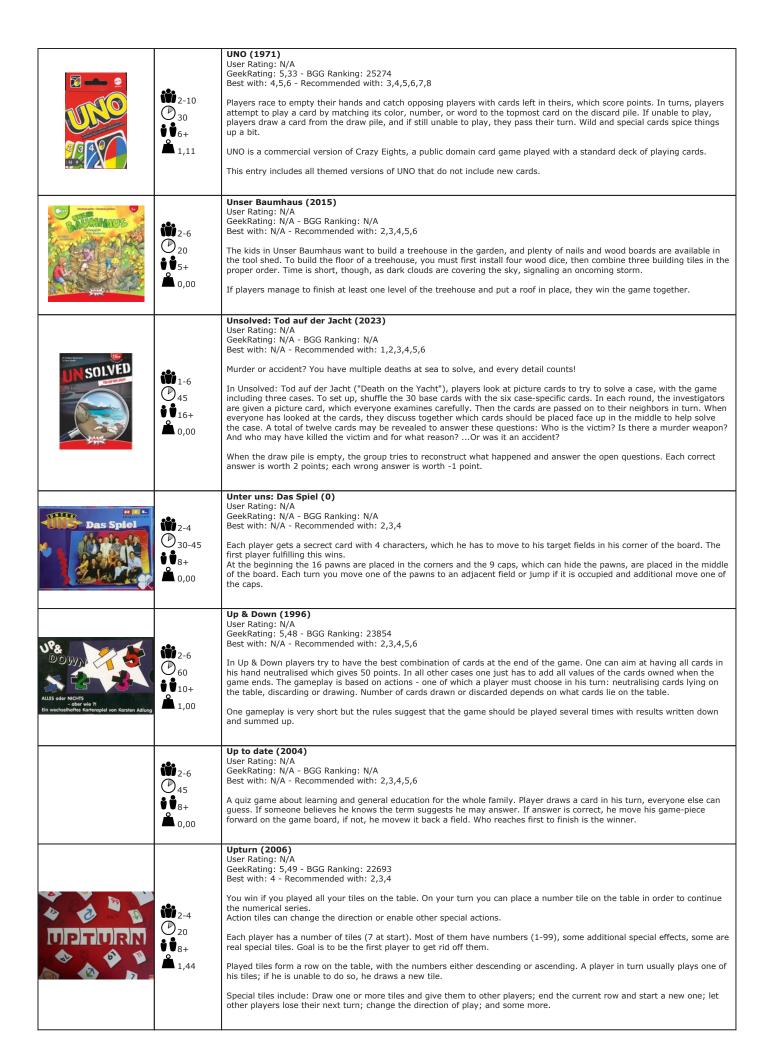
User Rating: N/A GeekRating: 7,79 - BGG Ranking: 41

Best with: 2 - Recommended with: 1,2,3

In Underwater Cities, which takes about 30-45 minutes per player, players represent the most powerful brains in the world, brains nominated due to the overpopulation of Earth to establish the best and most livable underwater areas possible

The main principle of the game is card placement. Three colored cards are placed along the edge of the main board into 3 ${\sf x}$ 5 slots, which are also colored. Ideally players can place cards into slots of the same color. Then they can take both actions and advantages: the action depicted in the slot on the main board and also the advantage of the card. Actions and advantages can allow players to intake raw materials; to build and upgrade city domes, tunnels and production buildings such as farms, desalination devices and laboratories in their personal underwater area; to move their marker on the initiative track (which is important for player order in the next turn); to activate the player's "A-cards"; and to collect cards, both special ones and basic ones that allow for better decision possibilities during gameplay.

All of the nearly 220 cards — whether special or basic — are divided into five types according to the way and time of use. Underwater areas are planned to be double-sided, giving players many opportunities to achieve VPs and finally win.







Uuups (2011)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5

Uuups consists of 30 Uuups cards (containing a letter) and 60 word cards (containing a word). Use thirty random word cards to form the word deck. To start a round, place two word cards face up on the table. (If the two words have fewer than ten letters, add another card to the table.) The start player then begins a clapping rhythm, then all players take turns calling out the letters in the alphabet to the rhythm, e.g. clap-clap-A, clap-clap-B, clap-clap-C, etc.

However, if a letter to be called appears exactly once in the words on the table, then the player should instead say "Uuups". If a player says the wrong thing, speaks out of turn, takes too long, or otherwise goofs, that player collects an Uuups card. Each Uuuups card bears a letter on it, and that letter now counts toward whether a player should say the letter or "Uuups" in the alphabet recital. Players start the round again with "A"; if players run through the entire alphabet or three Uuups cards are handed out, the round ends and two (or three) new word cards are revealed. Once all the Uuups cards have been taken, the game ends and the player with the fewest Uuups cards wins.

The game includes variants to shorten or lengthen the playing time or make the game easier or more difficult. This last change involves players saying "Schwupps" instead of the letter or "Uuups" when a letter appears on the table two or more

V (53 games) Valdora (2009) User Rating: N/A GeekRating: 6,12 - BGG Ranking: 2294 Best with: 4 - Recommended with: 3,4,5 Hidden far away from our time lies a valley of unimaginable riches. Drawn by the lure of gold, silver, and precious jewels, adventurers from all over the world soon find their way there. While some of them still carefully choose commissions and provisions, others quickly rush off to bring valuable gems back to their patrons. But those who wish for fame and fortune will have to be cleverer than their opponents! Contents: 1 game board, 78 gemstones, 4 books, 111 cards, 1 craftsman board, 59 tiles, 30 coins, 5 pawns, 1 bag, rules The Gold Trilogy Part two of "The Gold Trilogy" (besides The Golden City and Felinia) \bigcirc_{60} **1**10+ Empfehlungsliste "Spiel des Jahres" 2009 2,28 Familijna gra roku 2009 Magazynu Świat Gier Planszowych (Best Family Game 2009) Deutscher Spielepreis, 6th place Årets spel 2009 Sweden, Nominee Gameflash Nuremberg 2009 Pfefferkuchel 2009, 2nd place XVth ludopathic 2009, Top Three Rosenheimer Spielefrühling 2009, Top Five Gra Numeru Magazynu Świat Gier Planszowych 10/09 Best Family Strategy Game, GAMES Magazine, 2011 Game by Game 2011, Recommendation Game by Game 2010, Recommendation Valdora Extra (2009) User Rating: N/A GeekRating: 5,62 - BGG Ranking: N/A Best with: 4 - Recommended with: 2,3,4,5 Valdora Extra is a boxed expansion to Valdora that was released at Essen 2009. It adds rules and components for "Valdora-Duel" - a two player variant, new special cards for advanced players and a start **1** 2-5 player token.. \bigcirc_{60} When used, each player begins play with some of the special cards. There are two different types of special cards: **1**10+ cards that give a player victory points for meeting specific conditions at the end of the game 2,08 map cards which give special bonuses for the remainder of the game. Expands: Valdora Valeria: Card Kingdoms (2016) User Rating: N/A GeekRating: 6,89 - BGG Ranking: 569 Best with: 3 - Recommended with: 2,3,4 1-5 The land of Valeria is under siege by hordes of monsters. You and your fellow Dukes must recruit citizens and buy domains \bigcirc_{30-45} to build up your kingdoms and slay the foul creatures that lurk in the surrounding lands. **1** Valeria: Card Kingdoms is a tableau-building game for 1-5 players and will feel familiar to deck-building fans. The cards you buy can work for you on your turn and on all the other player turns, as well. On your turn, roll two dice and activate citizen cards with the result of each individual die and the sum of both dice. Other players will simultaneously activate their citizen cards based on the roll. Next, take two actions from the following: slay a monster, recruit a citizen, buy a domain, or take 1 of any resource. The player with the most victory points at the end wins the game. 1,98 Valletta (2017) User Rating: N/A GeekRating: 6,16 - BGG Ranking: 2100 Best with: 3 - Recommended with: 2,3,4 **1** 2-4 In 1566, Jean Parisot de Valette, 49th Grand Master of the Order of Malta, laid the foundation for Valletta, the future capital \bigcirc_{40-80} **1**10+ In Valletta, players take inspiration from Jean Parisot de Valette in order to procure raw materials; hire merchants, bricklayers and roofers; and build their own version of the magnificent capital, with its mighty bastions, baroque buildings, and a right-angled street network. Cultivate your contacts with the Order of Malta to improve your reputation. **A** 2,35 Players are supervised in their work by de Valette, who patrols his streets as a building inspector. When he reaches the end of his patrol, the game ends and a winner is determined.





Valley of the Kings (2014)

User Rating: N/A

GeekRating: 6,56 - BGG Ranking: 1064 Best with: 2 - Recommended with: 2,3,4

When you die, you can take it with you!

Take on the role of Egyptian nobles at the time of the pharaohs, preparing for death and burial in the Valley of the Kings. Players want to fill their tombs with food, canopic jars, statues, amulets and other treasures, and to do so they acquire cards that are laid out in the shape of a pyramid; purchase cards at the base of the pyramid, and it "crumbles" to bring cards higher in the pyramid to the base where they can be bought. The pyramid resets each round with new offerings.

You score only for cards that you remove from your deck and stash in your tomb, so if you keep using valuable cards for their effects and don't entomb them before the game ends, you could lose out on big points! Whoever collects the most valuable artifacts in her tomb wins.





Valley of the Vikings (2019)

User Rating: N/A GeekRating: 5,86 - BGG Ranking: 3719 Best with: 3,4 - Recommended with: 2,3,4

In Tal der Wikinger (Valley of the Vikings), the annual barrel bowling contest is taking place. Now courage, skill and risktaking are required so that the players use the ball to knock down the right barrels, and cleverly position their Vikings on the dock. But the player who ventures too far and is first to fall in the water goes away empty-handed. The player who captures the most gold coins wins.

-description from the publisher





Vampires of the Night (2009)

User Rating: N/A GeekRating: 5,56 - BGG Ranking: 10718 Best with: 3 - Recommended with: 2,3,4

The Vampires of the Night are in trouble. Can you help them against the wicked vampire hunter, who has managed to empty an entire sack of garlic throughout the old, abandoned castle. With the help of the little bat, you can magically move the vampires and get rid of the smelly garlic. But, be careful - if the garlic falls into the dungeon, it will spread its nasty smell to the rest of the vampires. With glow-in-the-dark pieces this exciting game can be played all day or from dusk until dawn.

Vasco da Gama (2009)

User Rating: N/A

GeekRating: 6,68 - BGG Ranking: 878 Best with: 4 - Recommended with: 2,3,4

Recruit workers, buy projects, build ships. And use the ships to open new commercial routes to eastern Africa and India, to earn money and glory.

This is a resource management game, with an element of risk management, that works like this:

Beginning with the start player, each player takes one numbered disc and places it on top of his own coloured disc in one of the four action areas of the board. A Vasco da Gama tile states a number; everything above this number is free of charge, anything below will have to be paid for, so players will take this into account when taking numbered discs. When all players have placed four discs, a modifier to this 'activation number' is shown, and discs are worked by number. In the crew area players may hire crew and a captain, but this costs money. Each round there is a window of ships. The number on the left is the navigation strength, the number on the right is the required amount of different crew. Players choose a ship, pay for the crew and turn the tile to its other side - with a captain on top. In the navigation area, a player takes his ship and places it in a row of his choice, but he has to take care not to exceed the navigation strength of the ship.

The game lasts five rounds, after which the player with the most points has won.

A brief description from the rule book:

Vasco da Gama was charged with finding a maritime route to India.





Players play the part of rich shipowners who, under his patronage, aim to achieve prestige and riches. To succeed in the enterprise, they must manage the money and actions at their disposal in order to hire captains, recruit crew, build ships, launch them, and send them to the landings of Natal, Terra de Boa Gente, Mozambique, Malindi, Mombasa, and Calicut.

For each ship sent, players will receive an immediate reward and will gain prestige (Victory Points).

The farther the ship is sent, the lower the compensation, but the higher the victory score that the player will earn.

Ships at landings that are "complete" at the end of the round (i.e. reached by a certain number of Ships) will earn further Victory Points for their owners and will then advance, under certain conditions, to the next Landing. This creates the opportunity to earn again Victory Points in the following Rounds.

During each Round, Players take actions in various Areas (Navigation, Recruiting, or Purchase Projects or Characters). Planning is fundamental: The right to take an Action could be free of charge or paid for

The earlier a Player plans to take an Action, the more likely that he will have to pay for it.

Players will have to ask themselves if and how much they are ready to pay for the right to act first in a certain area.

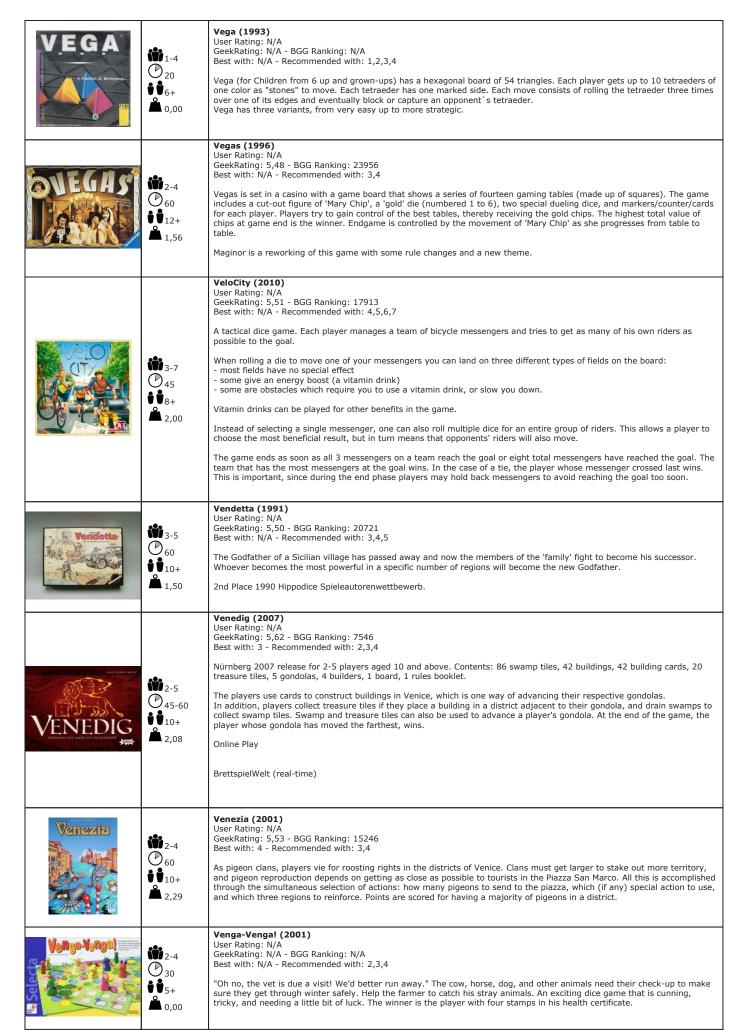
Vasco da Gama himself will decide which is the first free of charge Action for each Round. He will also help some of the Players by making some money available to them.

This great maritime enterprise raises the interest of 4 influential Characters.

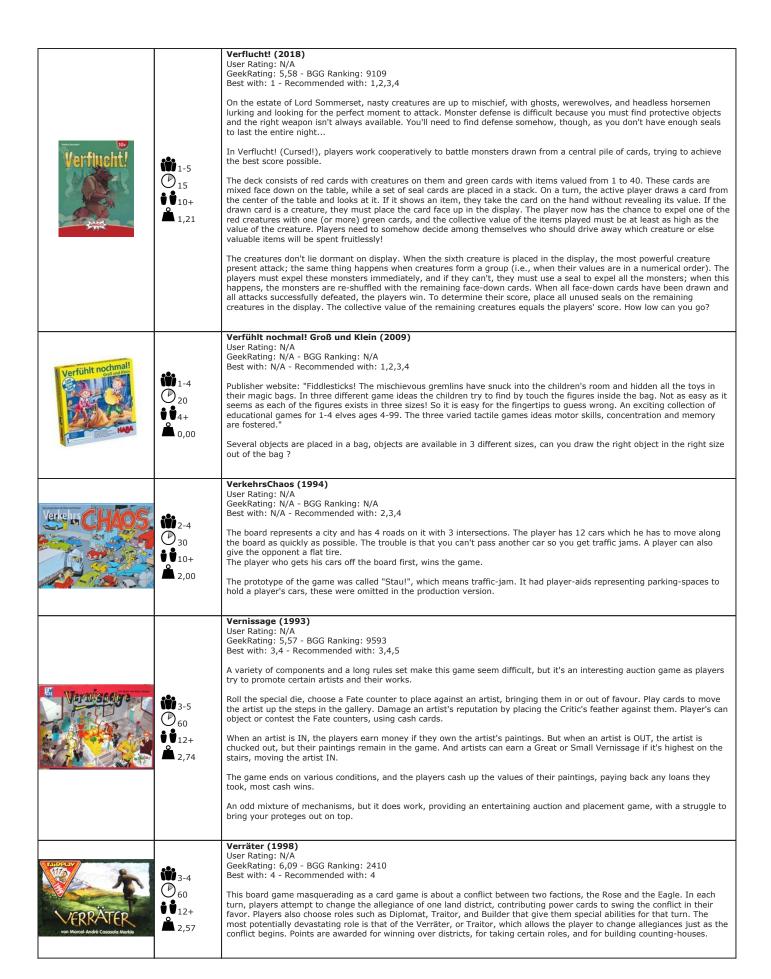
Aiming to have a substantial role in the development of the new commercial route, they will also provide their favors free of charge to the Players.

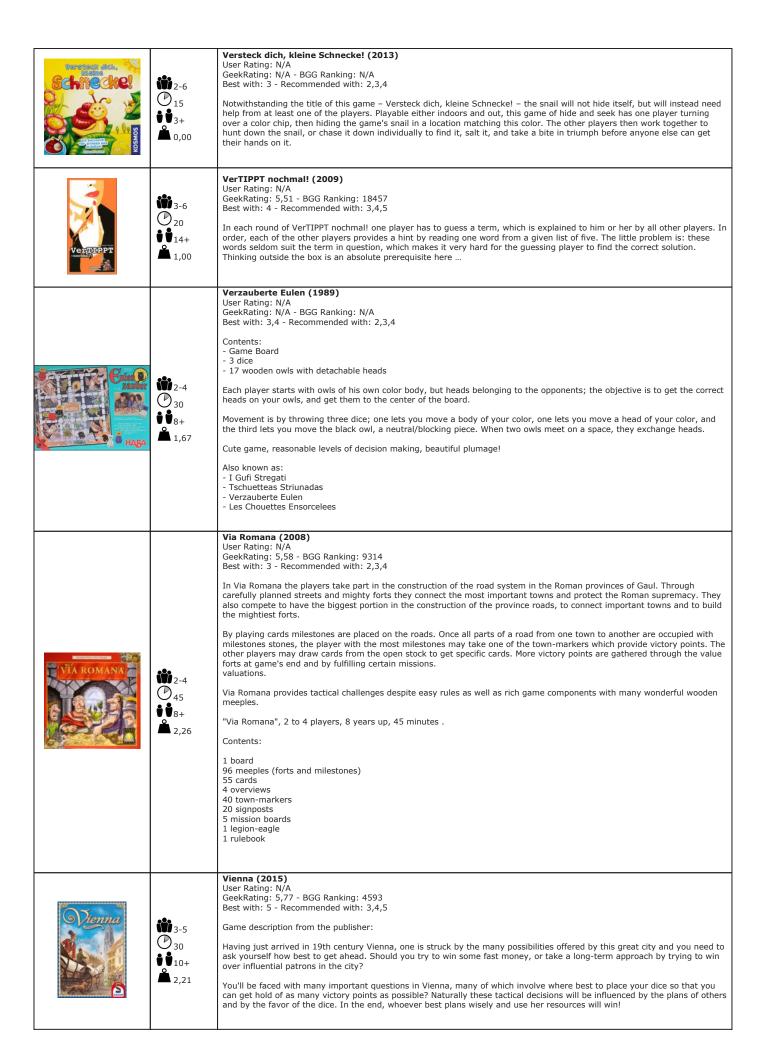
Francisco Alvares (The Priest) will make available a number of Missionaries to be used as crew members. Girolamo Sernigi (The Merchant) will organize Ships built and manned, Bartolomeu Dias (The Leader) will grant an increased initiative and additional Victory Points, and Manuel 1st (The King) will allow Players to take an additional Action in the name of the Portuguese Kingdom.

The winner is the Player with the highest Victory Points score at the end of the game.

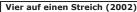


HENGEANCE	1-4 30-120 14+ 2,86	Vengeance (2018) User Rating: N/A GeekRating: 5,90 - BGG Ranking: 3408 Best with: 1,3 - Recommended with: 1,2,3 Description from the publisher: Step into the shoes of a hero that has been bashed and tortured by one or more of the four gangs in the game. You win by building up your hero, scouting gang dens to find the baddies who wronged you, then taking bloody revenge through action-packed fight sequences made up of dice based puzzles. Vengeance alternates between montage turns and fight turns. In montage turns, players heal and upgrade their heroes through new abilities and items. They also go out scouting gang dens to find the bosses who wronged them and take revenge on them in the fight turn. The fight turn is the heart of the game. Players pick one of the scouted gang dens containing a boss who has wronged them and burst into the gang den to exact bloody revenge. Players gain VPs for killing the boss, clearing the den from all the minions or, for maximum points, both. Players have three turns to do this and get out of the den in one piece. Fights are basically dice-based puzzles. In each round of the fight, players roll a set of dice and decide the order in which they play the rolled results. Upgrade skills and items allow players to swap die-results for others or string together a number of results to perform enemy-slapping combos. Upgrades thus work towards mitigating the luck of the die-roll, giving players more control over their Fight actions. Players score points by killing bosses who wronged them, i.e., matching the figure on their vengeance card with one of the face down Boss cards attached to each den and/or by clearing all minions of a gang which matches the color of a vengeance card they have in play. At the end of the game players also score bonus victory points through three mission cards in play.
Venice control for	10 10 10 1,63	Venice Connection (1988) User Rating: N/A GeekRating: 5,59 - BGG Ranking: 8758 Best with: 2 - Recommended with: 2 Venice Connection is a river-building / tile-placement game for two players. Your goal is to complete the canal in a loop. The game consists of 16 identical tiles, each with a straight section of canal on one side and a bend on the other. All the tiles are available for either player to use, and on a turn you place 1-3 tiles connected in a straight line adjacent to at least one other tile already in play (except on the first turn when you just place these tiles on the table). If during the course of the game, one player notices that the canal is now impossible to complete, they say "impossible" to the challenged player (who placed on the previous turn), who now must try to finish the canal alone. If the canal can be completed, the challenged player has won; if not, the challenger has won!
HIGH FRANK AND GOD NEW YORK	2-6 2-5 45 10+ 1,97	Venture (1969) User Rating: N/A GeekRating: 5,75 - BGG Ranking: 4735 Best with: 3,4 - Recommended with: 2,3,4,5 Card game in which players purchase companies using sets that have various monetary denominations (the resource cards). Turning in a set with matching symbols is worth more than the face value of the cards, so set collecting becomes a key strategy. Purchased companies (the corporation cards) are placed in front of the player according to a matching letter system. The top company of each stack is vulnerable to proxy take-overs by other players, so they usually attempt to order their holdings such that the most valuable ones are covered by less valuable companies. Scoring occurs whenever a player draws a profit card from the deck. The game ends when the corporation deck is exhausted. Originally published by 3M (3M Gamette Series), re-published by Avalon Hill in its "gamette line" (gamette no. 205) when they took over 3M's line. Schmidt published the German edition DIE BOSSE in 1991.
Tenlado do A	15 15 14+ 20,00	Verflixt und ausgebüxt (2002) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 Six kinds of baby animals (dog, goose, cat, horse, sheep and rabbit) have fled from their parents. Every player has a card of each animal. Each animal is printed on a six sided dice. The starting player throws the dice. Every player has to search his/her card with the same animal as the dice and put it on the gameboard. The first player to do this can put his animal in the box, where the animal mothers live. The first player to put all his animals in the box wins.
PARTY OF THE PARTY	2-4 0 1 10+ 2 0,00	Verflixt und Zugesperrt (1998) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 The players open heavy safe doors. They can do so only with matching keys. Valuable gems that everyone wants to win hide in the safe. However, there are also locks that one can use in order to deny access to certain gems. Whoever gets the most high-quality gems is the winner.









User Rating: N/A

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GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Vier aug einen streich combines elements from the card game Memory and the chip game Connect Four.

The game consists of a deck of 16 cards with various simple images, 16 chips with corresponding images, a bag and a rule

The cards are placed face-down on a table in a 4x4 grid and the chips are placed in the bag. Players take turns drawing chips out of the bag and attempt to turn over the card with the same image as indicated on the chip. If the image on the card does not match the image on the chip, the card is flipped back over and the chip is returned to the bag. If the images

The winner is the person who places the chip on a card that creates a row horizontally, vertically or diagonally of 4

consecutive cards with chips on them.

match, the chip is placed on the card.

Vikings (2007)

User Rating: N/A

GeekRating: 6,90 - BGG Ranking: 565 Best with: 3 - Recommended with: 2,3,4

Vikings is a fast economic game. Despite the nominal "Viking" theme, no actual exploration or pillaging is involved.

The resources in the game consist of coins and several types of ship tiles, island tiles and meeples. In each of 6 rounds, a random set of 12 tiles and 12 meeples becomes available. Players take turns buying and placing pairs of meeples and tiles. There is no direct player interaction, only indirect contention for resources during the buying phase.

The most unusual aspect of the game is the pricing wheel, which pairs meeples with tiles and sets their prices.

Villa Paletti (2001)

User Rating: N/A

GeekRating: 6,12 - BGG Ranking: 2272 Best with: 4 - Recommended with: 2,3,4

An architectural rush to the skies for 2 - 4 budding architects with a good head for heights from 8 years old.

In the land where the Lemons bloom, there once lived a wise old sage, whose friends called him "Paletti" He only had one goal in life, to finish the wonderful castle in the sky that his grandfather had begun to build many years before, but which had been left unfinished when the ducats ran out. Paletti too had little money, but instead he had a marvelous plan. Why buy new columns when he could re-use the old ones that his Grandfather had built? All he needed to do was remove some of those holding up the first floor, of which there were far too many in any case, and rebuild them further up, so that they could support new floors, reaching up towards the skies!

"Excellent, Paletti" shouted his friends, and they quickly started to work. Soon they had a marvelous building in front of them, the "Villa Paletti". Nowadays, no one knows what it was caused the collapse of the Vila Paletti, perhaps a puff of wind, or a slight earth tremor, but all the experts are united on one point, that Paletti, far ahead of his time, was the first to discover something whose full importance is only now starting to become clear to us, the Euro pallet!

Re-implemented by:

Palazzo Paletti Menara

Village (2011) User Rating: N/A

GeekRating: 7,31 - BGG Ranking: 202 Best with: 4 - Recommended with: 2,3,4

Life in the village is hard – but life here also allows the inhabitants to grow and prosper as they please. One villager might want to become a friar. Another might feel ambitious and strive for a career in public office. A third one might want to seek his luck in distant lands.

Each player will take the reins of a family and have them find fame and glory in many different ways. There is one thing you must not forget, however: Time will not stop for anyone and with time people will vanish. Those who will find themselves immortalized in the village chronicles will bring honor to their family and be one step closer to victory.

Village is a game full of tactical challenges. A smart and unique new action mechanism is responsible for keeping turns short and yet still tactically rich and full of difficult decisions. Also unique is the way this game deals with the delicate subject of death; as a natural and perpetual part of life in the village, thoughts of death will keep you focused on smart timemanagement.

Paraphrased from Opinionated Gamer's review:

Each player's turn consists of taking a cube and then taking the action of the area they just took the cube from. The board has multiple different zones with specific attributes, a market, a travel zone, a crafting zone, a church, and a council house. Many of these offer multiple options, so even if you take a cube from the crafting area, you can get an ox, a horse, a cart, a plow, a scroll, or convert wheat to gold. Each zone is seeded with cubes of four colors plus black cubes which serve as curses, there are lots of turns per round. Some areas offer short-term scoring, others offer long-term scoring, and still others offer only end-game scoring. The round ends when there are no cubes at any location. The game ends when either the village chronicle or the anonymous graveyard is full.





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3.07

Village: Port (2014)

User Rating: N/A GeekRating: 6,71 - BGG Ranking: N/A Best with: 4 - Recommended with: 2,3,4,5

With Village Port, an expansion for Village, you now have the option of boarding your own ship and traveling the seven seas. Hire captains, sell domestic goods, and pick up foreign commodities. Send family members as missionaries to far away islands and dig up treasure chests. In addition, this expansion includes life goal cards that let you pursue your very own career, such as becoming a writer, a historian, or even a knight.

Village Port can also be combined with Village: Inn.



	(i) 1-5	Villagers (2019) User Rating: N/A GeekRating: 6,75 - BGG Ranking: 749 Best with: 3 - Recommended with: 1,2,3,4 You are the founder of a new village during the middle ages, in the years after a great plague. The loss of so many people has created big problems for the survivors. Many of the people the villagers used to depend on for essential things like food, shelter and clothes are gone. Craftsmen find themselves without suppliers of raw materials, traders have lost their customers and many have lost their farms and workshops as they escaped the plague. The roads are full of refugees seeking a new beginning. They come to you, hoping to settle down on your land and make a
VILLAGERS	30-60 10+	living. Your grain farm is the ideal starting point for a village, reliably providing food for many people. You must choose wisely who you allow to settle with you, as your food and resources are limited. The people on the road have valuable and unique skills, but they all in turn rely on other people with very specific crafts to
a Card Drafting and Village Building Game For 15 Players	2 ,19	be able to work. Raw materials, tools and services must be provided by other people from the road.
		If you manage to find people that can work together to make a profit, while increasing your food surplus and capacity for building new houses, your village will be prosperous.
		The game comes with a solo mode where a lone village strives to prosper in spite of the dreaded Countess and her evil machinations.
		—description from the publisher
0(1)		Vineta (2008) User Rating: N/A GeekRating: 5,72 - BGG Ranking: 5162 Best with: 3 - Recommended with: 3,4,5,6
winets.	₩ 2-6 № 45	In Vineta, 2 to 6 players take on the roles of angry Norse Gods, seeking to sink the city of Vineta beneath a succession of pounding waves. However, each player is secretly assigned one of nine city districts to protect. Likewise, each player secretly protects one color of houses.
*	10+ 2,01	By use of cards, players send waves against districts, joining together to sink them and moving houses in and out of threatened districts. At the end of each round, the district that has the most waves played against it — along with any houses in that district — are removed.
		After eight rounds of play, only one district (and any houses it contains) will remain. Players score for houses claimed during the game, and bonuses are given to whoever was secretly protecting the remaining district and its remaining houses, if any.
bin CAMIT	₩ 4-6 □ 30 • • 0+ • 0,00	VIP Game (1982) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 4,5,6 "VIP Game" is a Pachisi/Ludo-variant with "flying start". That means, that no special number must be thrown to enable the start of the pawns Besides that, all 4 pawns of a player have different starting positions spread over 2 sides of the board (per player). The pawns are numbered, so that their starting position is always clear during the game.
		Virus! (2015) User Rating: N/A GeekRating: 6,28 - BGG Ranking: 1702 Best with: 4 - Recommended with: 2,3,4,5
As Proper of Control o		Experimental virus outbreaks have escaped the lab and only you can stop them! Face the pandemic and compete to be the first to eradicate the virus by isolating a healthy body. Ethical or not, all means at your reach are valid to achieve victory. Use your wits to boycott your rivals' efforts and win.
* IN CONTROLLED N	2-6 D ₂₀	Each turn in Virus! you either play a card or discard any number of cards, then you replenish your hand to three cards. Cards can be:
	1 1 8+ 1,06	One of four organs (or the joker organ) One of four viruses (specific to each organ or the joker virus) One of four pills (specific to each organ or the joker pill) A special action card
		You can play only one of each organs in your player area. Pills and viruses can be played on any player's organs, but only on the same color organ. A second pill on any organ immunizes it against infection. Your goal is to be the first to have four healthy organs in front of you.
Visionary	₩ 4-8	Visionary (1997) User Rating: N/A GeekRating: 5,60 - BGG Ranking: 8178 Best with: 4 - Recommended with: 4,5,6,7,8
	1 1 1 1 1 1 1 1 1 1	In this funny and dramatic dexterity game 2 teams compete against each other. A player stacks the components one on top of the other as directed by teammates. Sound simple? Maybe! The game has a twist, though: the constructor is blindfolded!
E SELEC	Å 1,27	This game comes with 2 sets of 12 wood pieces. Each team will have to guide one of its members so he can build a determinate figure given by a card while his eyes are covered. The first team that builds the figure wins the round.



Viticulture (2013) User Rating: N/A

GeekRating: 7,22 - BGG Ranking: 267 Best with: 3,4 - Recommended with: 2,3,4,5

In Viticulture, the players find themselves in the roles of people in rustic, pre-modern Tuscany who have inherited meager vineyards. They have a few plots of land, an old crushpad, a tiny cellar, and three workers. They each have a dream of being the first to call their winery a true success.

The players are in the position of determining how they want to allocate their workers throughout the year. Every season is different on a vineyard, so the workers have different tasks they can take care of in the summer and winter. There's competition over those tasks, and often the first worker to get to the job has an advantage over subsequent workers.

Fortunately for the players, people love to visit wineries, and it just so happens that many of those visitors are willing to help out around the vineyard when they visit as long as you assign a worker to take care of them. Their visits (in the form of cards) are brief but can be very helpful.

Using those workers and visitors, players can expand their vineyards by building structures, planting vines (vine cards), and filling wine orders (wine order cards). Players work towards the goal of running the most successful winery in Tuscany.

Viva Topo! (2002)

User Rating: N/A

GeekRating: 6,04 - BGG Ranking: 2625 Best with: 3,4 - Recommended with: 2,3,4

In Viva Topo!, players attempt to advance their mice (pieces) from the start to any of various goals. The further the goal, the more cheese (points) it is worth. Pursuing the mice is the cat that removes the mice from the game should it catch the

Movement is regulated by a die which has 1/1/2/3/4/5 on the sides. The "1" sides also move the cat. Initial cat moves are only one space, but become two spaces after once around the track, so when the cat speeds up, the game is almost all

Viva Topo! is a family game that has players balancing risk and rewards as they attempt to outrun the cat and score for



1 08

Voll ins Schwarze (2012)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A

Best with: 3,4,5,6,7 - Recommended with: 2,3,4,5,6,7

Which number is supposed to bring bad luck in China? When were the Beatles founded? And what is the diameter of the bigaest igloo?

In Voll ins Schwarze, all players are guessing these answers and others at the same time – but only the player who gets closest to the right answer scores the point! That is not as easy as it sounds: All players have number cards to use for their guesses, but sometimes those cards don't match the question being asked. Use your cards wisely to win the game!



User Rating: N/A GeekRating: 5,97 - BGG Ranking: 3002 Best with: 2 - Recommended with: 1,2,3,4,5,6

In Voll verplant, players create subway networks by filling in the station spaces on their individual game sheets. Using the numbers revealed by the cards, all players fill up their subway map with Xs in the station spaces. However, the number of times they can add stations to each line is limited, so they have to make tough choices. Players can score many points by getting their star bonuses in stations with many intersecting routes. Players also get bonuses by being the first to complete routes. Try to fill in all your stations to minimize the penalties and achieve a high score!

In more detail, each player has their own sheet of paper, with the game including subway maps for Amsterdam, Berlin, Paris, and Madrid, with the first two being recommended for new players. Each sheet shows an interwoven subway system, with the system consisting of many subway lines; each line has a name, a number of indicator boxes, a number of empty station boxes on the subway route, and two bonuses. On a turn, a player reveals the top indicator card from the deck of fourteen cards, then each player individually and simultaneously chooses a subway line, then does something depending on which type of card is revealed:



If a number is revealed, the player writes the number in one of that line's indicator boxes, then draws a X in each box in the line starting with the closest empty box, stopping when they've reached the end of the line, reached an already filled-in space, or drawn the indicated number of Xs.

If a circled number is revealed, the player does what is described above, but they can skip over already filled-in spaces instead of stopping.

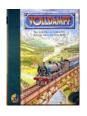
If a star is revealed, the player draws a star in one of that line's indicator boxes, then in the closest empty space on that

line they write a number equal to double the number of lines that pass through that station box If a circle is revealed, the player writes nothing in an indicator box and draws a X in any empty station box.

At the end of a turn, if a player has finished a subway line by reaching the final space, they announce this to all players, then score the larger of the two bonuses for this line; all other players cross out the large bonus and can score the small bonus for themselves if they complete this line later. Multiple players can score a line's bonus on the same turn. If the

indicator card has a shuffle icon on it, shuffle all of the indicator cards together before the next turn. Once all the indicator boxes are filled, the game ends. Players tally their points scored for completing lines and for writing

numbers in boxes, then lose points based on the number of empty spaces that remain on their sheet. Whoever has the highest score wins!



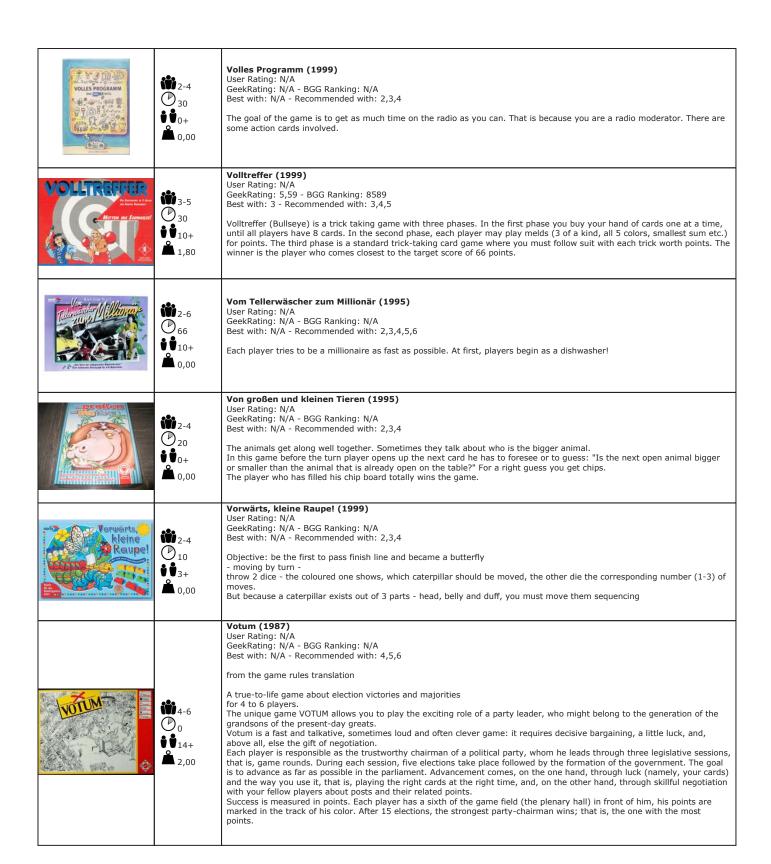


2,87

Volldampf (2001)

User Rating: N/A GeekRating: 5,81 - BGG Ranking: 4152 Best with: 4 - Recommended with: 2,3,4,5,6

In early 20th century Germany players are competing to build efficient rail networks to carry goods. But this costs a lot of money, so borrowing is heavy. Players have to be careful to borrow only as much as they need to bid for turn order, lay track, and move goods. At the end of each turn dividends (interest) on the bonds come due. Those who can't pay lose some of their hard-earn cash.







The Voyages of Marco Polo (2015)

User Rating: N/A

GeekRating: 7,59 - BGG Ranking: 86 Best with: 4 - Recommended with: 2,3,4

In 1271, 17-year-old Marco Polo started on a journey to China with his father and older brother. After a long and grueling journey that led through Jerusalem and Mesopotamia and over the "Silk Road", they reached the court of Kublai Khan in 1275.

In The Voyages of Marco Polo, players recreate this journey, with each player having a different character from history with a special power in the game. The game is played over five rounds. Each round, the players roll their five personal dice and can perform one action each turn with them. Each action requires the use of one or more dice, and can be collecting resources or money, acquiring contracts or traveling on the board. When traveling, each player begins at Venice and can decide between several routes eastward, all the way to Beijing. When a player stops at a city, they place a trading post there, giving them access to extra actions or resources for the rest of the game. The higher the value of the dice used for an action, the better the options that may be chosen, but also the more money the player must pay if an opponent has already chosen the same action.

After five rounds, the game ends with players receiving extra victory points for having trading posts in Beijing, fulfilling the most orders, and having trading posts in the cities on secret city cards that each player gets at the start of the game.

This game should not be confused with Marco Polo Expedition, which has the same German title.





Vulcano (0) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

The volcano in the land of the dragons is spitting out fireballs! Who will be clever enough to imagine in which part the ball might land after the fire cloud has been spun? The dragons are waiting impatiently in their part for the next eruption. Who will collect the biggest amount of fireballs in her crater? Of course the fireballs of the player's colour are much more precious!

W (67 games) Waarom? Daarom! (1998) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5,6,7,8,9,10,11,12,13,14,15,16 On your turn you draw a card and read the question out loud. The correct answer is also printed on the card. Questions (P)₄₅ range from absurd to very difficult. eg: "Why is a carrot orange and a tomato red?" or "What happens to the caffeine that 's extracted to create caffeine free coffee?" Each player writes an answer in secret on a piece of paper. The player who read the question writes down the correct answer in his own words. Answers are gathered, shuffled and numbered. The answers are read out loud and every player votes on what he thinks is the correct answer. The other players get a point if they guess the correct answer or if someone thought his or her wrong answer was right. The first player who reaches the end of the 20 step score track wins the game. Wabash Cannonball (2007) User Rating: N/A GeekRating: 6,90 - BGG Ranking: 561 Best with: 4 - Recommended with: 3,4,5 Wabash Cannonball, which has also been released as Chicago Express, was the first title in Winsome Games' Historic In the game, the B&O, C&O, Pennsylvania and New York Central railroads drive from the East Coast across the growing eastern U.S. to Chicago. Smaller, more aggressive railroads like the Wabash spring up to further expand America's extensive railroads. The sharpest railroad executives vie for the maximum return on their investment in this luck-free business game lasting about one hour. The game plays out over a maximum of eight rounds. In each round, players take turns choosing one of three available Wabash Cannonball Auctioning a share of one of the railroad companies. Expanding the rail system of one of the railroad companies. \bigcirc_{30-60} Developing one of the board's hexes.

Each of these actions is available only a limited number of times. As soon as two actions can no longer be chosen, a dividend phase is executed in which all players gain income from the railroad companies of which they have shares. After this dividend phase, the number of actions is reset, and a new round begins.

The game ends after eight rounds or if one of the following conditions is met:

Three or more companies have no more locomotives. Three or more companies have no more shares. The general supply contains at most three houses.

At this point, the player with the most money wins.

Note: Some editions of this game have carried a player count of 2-6, while the 2023 Rio Grande Games edition is labeled for 3-6 players. No rules have been changed.



sort of waterpump) as close to the Wadi as possible. A wadi, however, is a desert river. Water flows though it for only a small part of the year. The rest of the time it is dry. In the short wet period, you try to pump as much water as possible to the water reservoirs. Preferably in the vicinity of fertile land, because the more fertile the land, the better the harvest. And the better the harvest, the more points a player earns.

But... other players might have noticed the same good spot, where you want to build your shadoof. And when you build your shadoof there, they won't help you fill the water reservoirs. But if you hesitate too long, the other players might pump dry the Wadi. Or worse, the water streams down the wadi and the land close to your shadoof remain dry and barren.





Players build their shadoofs on the land tiles. Each shadoof can pump water pawns from the river bed or from another land tile that lies in the vicinity of that shadoof (vicinity = water pawn lies on his own tile or on an adjacent tile). In his turn a player can carry out two actions. He can either:

Build 1 shadoof first and then pump 1 water pawn (or vice versa)

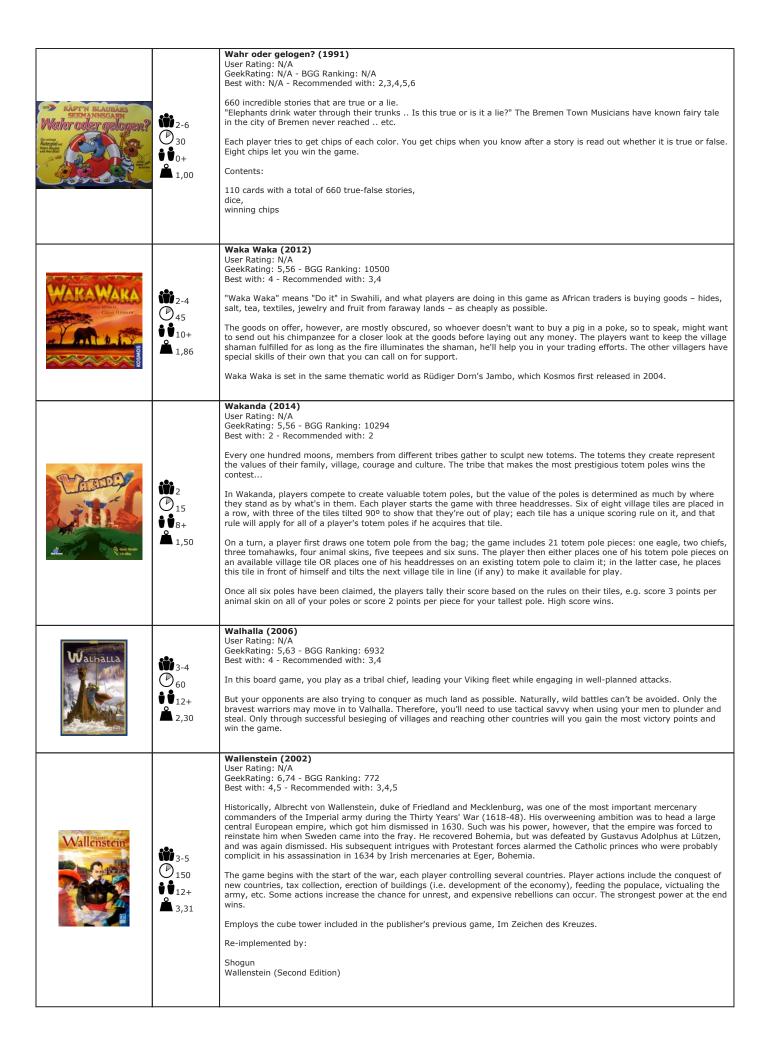
Pump 2 water pawns

Round after round players build shadoofs and/or pump water pawns. At the end of each round, the water that is still in the river bed, flows downstream. This means, that all the water pawns in the river beds are moved downstream 1 river tile. When the river bed is completely empty, the game is over.

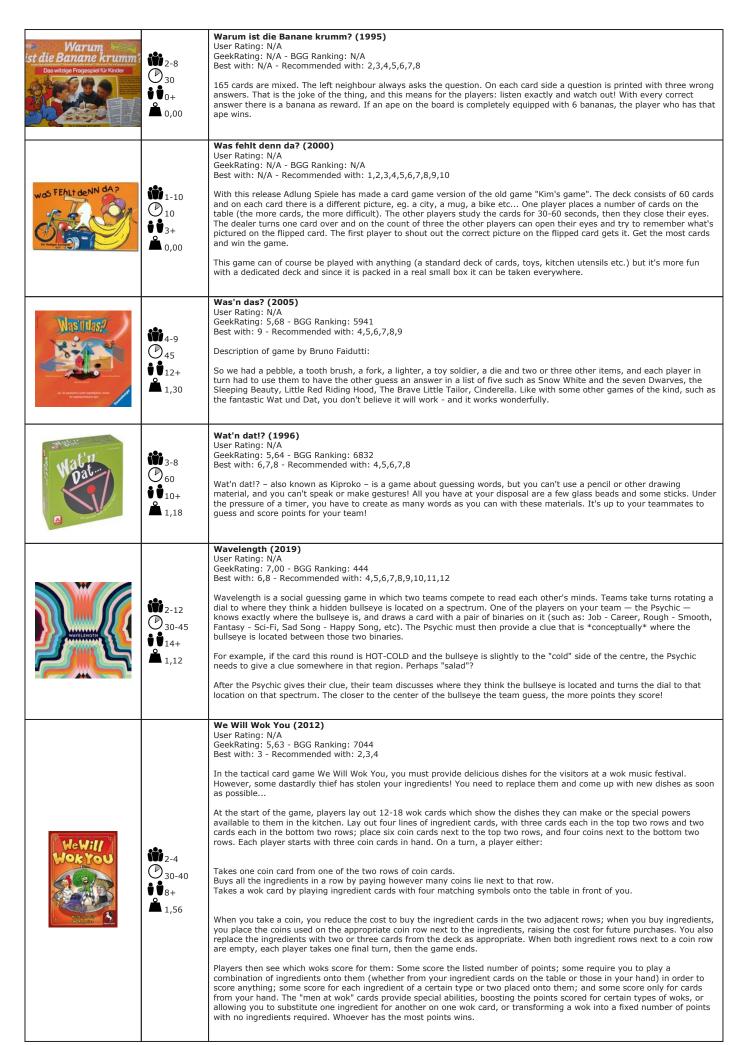
Players earn points per shadoof. Every landtile surrounding the shadoof (including its own tile) with a water pawn on it brings 1, 2 or 3 points, depending on the fertility of the land. The player with the highest score wins.

Players "fight" to get water pawns near their shadoofs and for the places to build their shadoofs. They also try to profit from water pawns that other players pumped on to the land tiles. Because of the placing rules (not explained here) this is not always as easy as it looks.

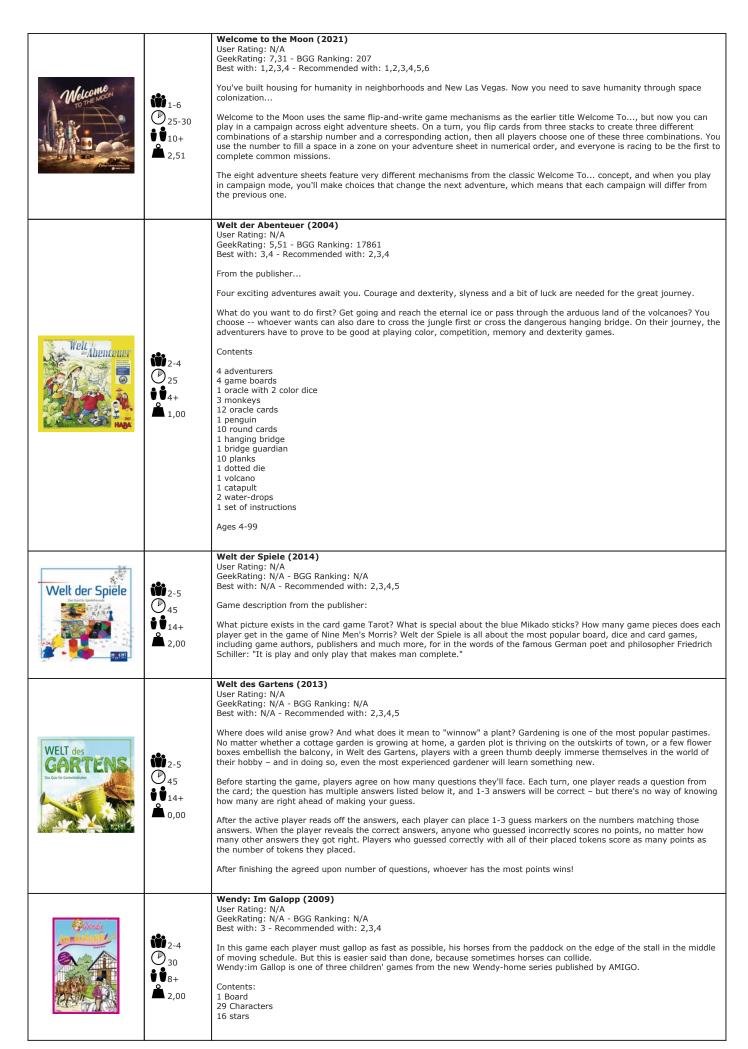
All in all Wadi is a quick, tactical game. With 2 players it is a bit more strategic.

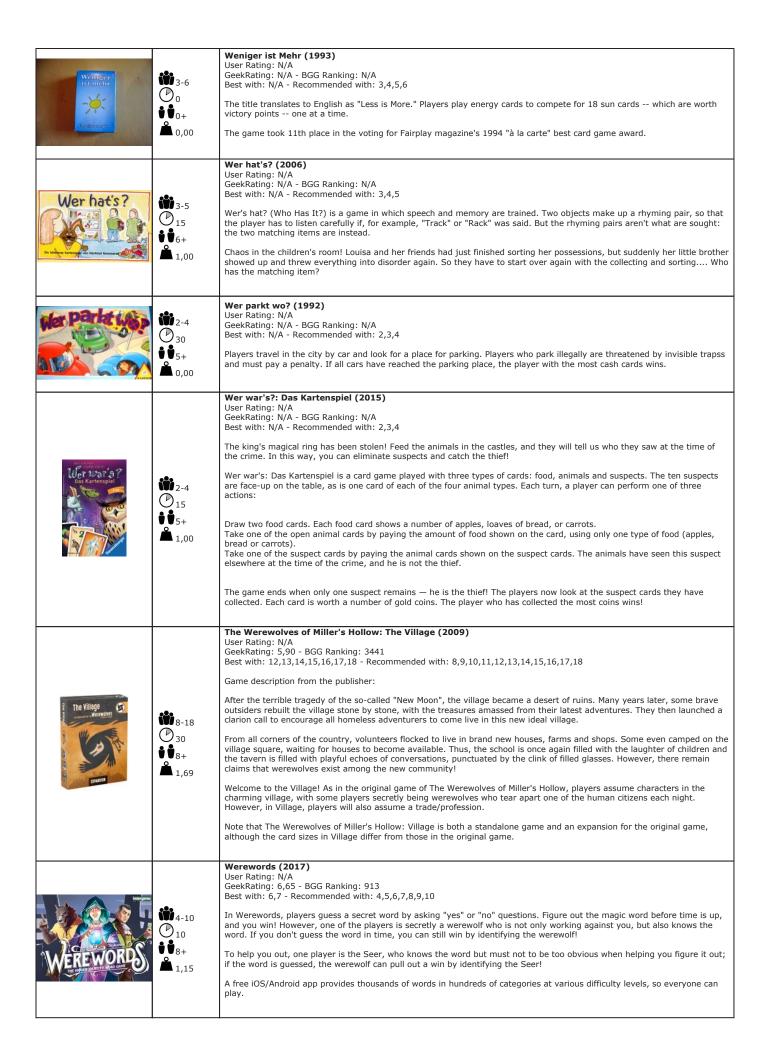


TALEST GASTE	1-4 30-60 10+ 2,46	Walnut Grove (2011) User Rating: N/A GeekRating: 6,29 - BGG Ranking: 1664 Best with: 3,4 - Recommended with: 1,2,3,4 Walnut Grove borrows ideas from jigsaw puzzles and worker placement games, as players add tiles to their farm, and perform actions in the city. Each player manages their farm over 8 years, expanding their plots each spring, harvesting each summer, doing business in the city each fall, and hunkering down each winter. Each worker must be fed, and provided with
		Walnut Grove could be described as drawing inspiration from Carcassonne (tile laying) and Agricola (running a farm). The goal of the game is to build and run own farm, to score points at the end of the game. Players can improve their farm during the game by adding new land tiles to it, hiring more workers, building improvements, etc
		The game play is divided into eight years, and each year is divided into Spring, Summer, Fall and Winter phases. During Spring, players add 1 or 2 land tiles to their farm. During Summer, players position their workers in their fields to gather resources. When Autumn comes, all players get to visit the city. Finally, during the Winter phase, players need to feed their workers and heat their homes.
		When placing tiles, their sides do not need to match. But you generally want them to, because each land area will produce resources based on its size, when you send a worker there.
		In the city you can hire more workers, sell goods to gain coins, build improvements, and so on. Each player may do only one action in the city each year. The city is a kind of rondel that is divided into halves; each time you cross the midline you have to pay a coin. Therefore it is wise to move as slowly as possible on the rondel, but then again, you have consider what actions you want to take! This part of the game is worker placement with a single worker, since you can only move to a vacant space.
		Spring, Summer and Winter phases can be done simultaneously, providing fast game play. This is a very tight game, with limited actions and scarce resources. Solo rules are included.
WAMPUM	2-5 45 10+ 2,13	Wampum (2010) User Rating: N/A GeekRating: 5,52 - BGG Ranking: 17376 Best with: 4 - Recommended with: 3,4,5
		Players are merchants in the colonial U.S., trading wares such as maize, tobacco, animal pelts, weapons and alcohol with Native American villages. In some villages, you trade your wares for other wares. In other villages, for your wares, you receive wampumbands of shells and beads used as currency by American Indiansand subsequently the white European settlers as well. The types of wares you are trading and the types in the village where you are trading determine whether you will get wares or wampum.
		Clever trading in the right village at the right time is the key to collecting the most wampum and winning the game. The game won second prize in the 2009 Hippodice Game Design Competition.
Wandering Towers	2-6 30 8+ 1,66	Wandering Towers (2022) User Rating: N/A GeekRating: 6,15 - BGG Ranking: 2146 Best with: 4,5 - Recommended with: 2,3,4,5,6
		Each year, the graduating classes of the Ravenrealm Magic School compete to demonstrate their mastery of magic. For the final exam, all the wizards of each class must assemble at the legendary Ravenskeep but every last one of them has procrastinated, distracted by learning new spells. They've also used all their potions—they can't show up unprepared, with empty potion bottles!
		Help your wizards get to Ravenskeep as quickly as possible. Using their magic they could even move the very towers atop which they stand to get there more easily! But how can they refill their potion bottles along the way? Well, here's a little secret: Trapping wizards allows you to capture some of their magical essence in a bottle
WANZEN EN LANGEN	₩ 2-4 ♥ 30 ₩ 8+	Wanzen tanzen (2012) User Rating: N/A GeekRating: 5,55 - BGG Ranking: 11692 Best with: 3 - Recommended with: 2,3,4
		In Wanzen Tanzen ("Dancing Bugs") you will not dance and the only bugs you'll encounter are made of cardboard. What you will find in the box is a dice-and-card game in which you're challenged to compete multiple tasks on a card in order to claim it for points.
		At the start of the game, shuffle the 28 task cards, then place fifteen of them face-down and remove the rest from the game. Place the five penalty cards (worth -1 to -5 points) in order with the -5 on the bottom. Give the starting player the five dice, then reveal the top task card.
		On a turn, the active player starts by rolling all the dice, then she has two choices:
		Set aside at least one die, then roll any remaining dice. Take one baby bug token and reroll all dice just rolled.
		After each roll, a player has these two options. She continues until either she sets aside all five dice or takes a fifth baby bug. (More on that below.) If the player has set aside all the dice and has completed one (or more) of the tasks on the card, she covers one task with a marker. If no tasks remain uncovered, she claims the task card, which is worth positive points, then the next player reveals the next task card and takes his turn.
		If at least one task remains uncovered, the player can either take another turn immediately or pass the dice to the next player. If the player has set aside all the dice without completing a task, she takes two baby bug tokens, and the next player takes a turn.
		As soon as a player has five or more baby bugs, that player claims the top penalty card and all players return all baby bugs to the supply. The game ends as soon as the last task card or the last penalty card has been claimed. Players sum their points, and the player with the highest score wins.



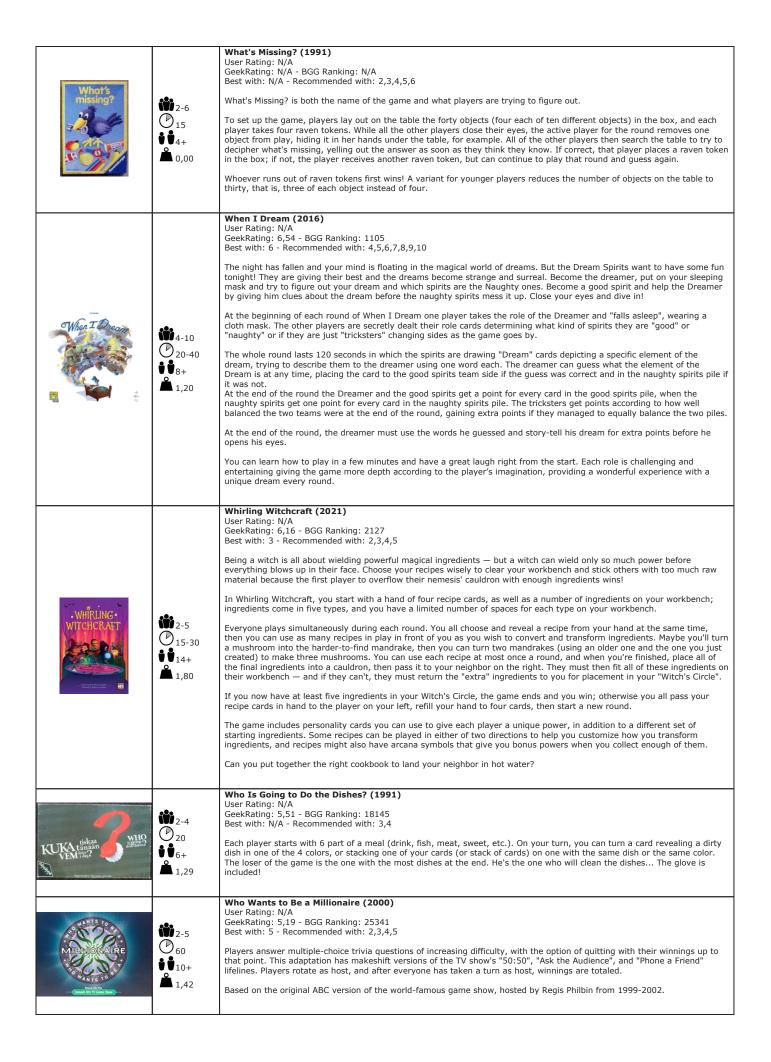
WeB of Power	3-5 50-60 12+ 2,42	Web of Power: The Vatican Web of Power: The Vatican Web of Power: The Duel Wer Rating: 0,62 - BGG Ranking: 978 Best with: 3 - Recommended with: 3,4,5 Players struggle for influence over regions of Europe by placing two different type of control markers, Monasteries and Advisors. Monasteries are the basic placement, with the goal of securing a majority in a region or chain of monasteries or even decent points from second place. The placement of the Advisors is more restricted as the total number of Advisors in a region is limited by the majority player's number of monasteries. The game is played in two rounds and is very fast paced. Online Play http://www.boardgames-online.net (turn-based) Implemented bonus maps: China, Hellenia, Skandinavia, America, AD 850, Life on Mars, Big in Japan, Soviet Union http://www.onlinebrettspiele.de/kuk/default.asp?l=en (Against AI) Re-implemented by: China Iwari Expanded by: Web of Power: The Vatican Web of Power: The Duel
Weißt du cigenllich, wie lieb ich dich hab?	2-4 D ₁₅ 15 0+	Weißt du eigentlich, wie lieb ich dich hab? (2006) User Rating: N/A - BGG Ranking: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 After the well-known children's book "Guess how much I love you" by Sam McBratney and Anita Jeram, Kosmos now also presents the matching game to the children's book. Just like in the book, it has to be estimated how much the little rabbit loves the big rabbit. Before the game starts, the hare figure is assembled and placed in front of the oldest player. The cords are placed in front of the oldest players. The bunny cards come in the middle of the board and the game can start. The game is played in rounds. First of all, all players - except for the player who is just the "little rabbit" - close their eyes. The "little bunny" then pulls a string and attaches it to the rabbit figure. In the first round, the oldest player is the "little rabbit", then always the next player in a clockwise direction. If the "little bunny" has attached the string, he calls "Guess how much I love you" and all players are allowed to open their eyes. Players now need to assess the length of the string that the "little rabbit" has chosen. The players grab as quickly as possible one of the rabbit cards from the middle, on which always a string is shown. Of course, each string on each rabbit card has a different length, of course, if possible, you should choose the rabbit card with the right string length. Once each player has taken a card, the "little rabbit" now determines which player has taken the right one. He takes the cord and places it on the respective cards. If a player chooses the right rabbit card, he gets a chip for it. If no player has chosen a correct card, the "little bunny" himself gets the chip. The cards come back to the middle of the table, as well as the string. Then the player to the left of the previous "little rabbit" is the new "little rabbit" and the next round begins. The game ends as soon as a player has collected three chips. This player then aut
We'Br 50-dunoch	2-6 0-60 114+ 0,00	Weißt du noch?: Die 70er (2007) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4,5,6 The theme of the game is to put events from the 1970s in the correct chronological order and bring memories to life with narration. Text and picture cards (movie posters) are shuffled separately and stacked. Each player gets one movie poster card and three text cards and places them in front of them. The cards must now be put in the correct order, for this you may look at the date on the back of the movie poster. Once everyone has laid out an order, the players take turns presenting the events; memories and stories come into play. You get one point for each correct card, in case of doubt the year counts. Whoever has the most points after an agreed number of rounds wins. —user summmary

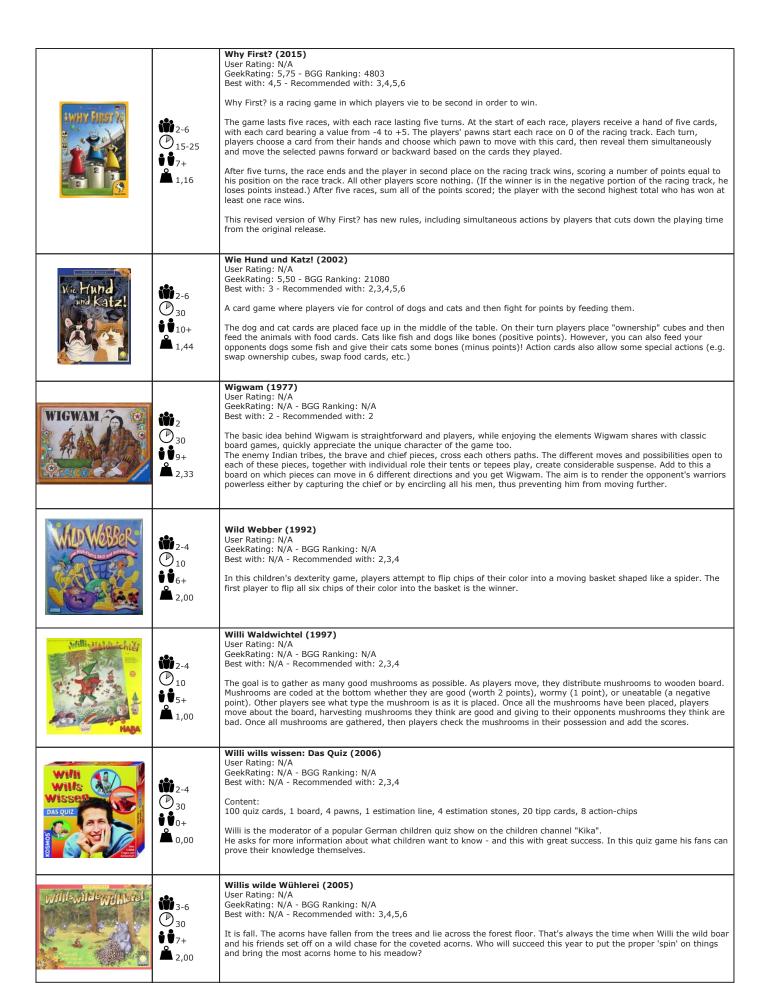


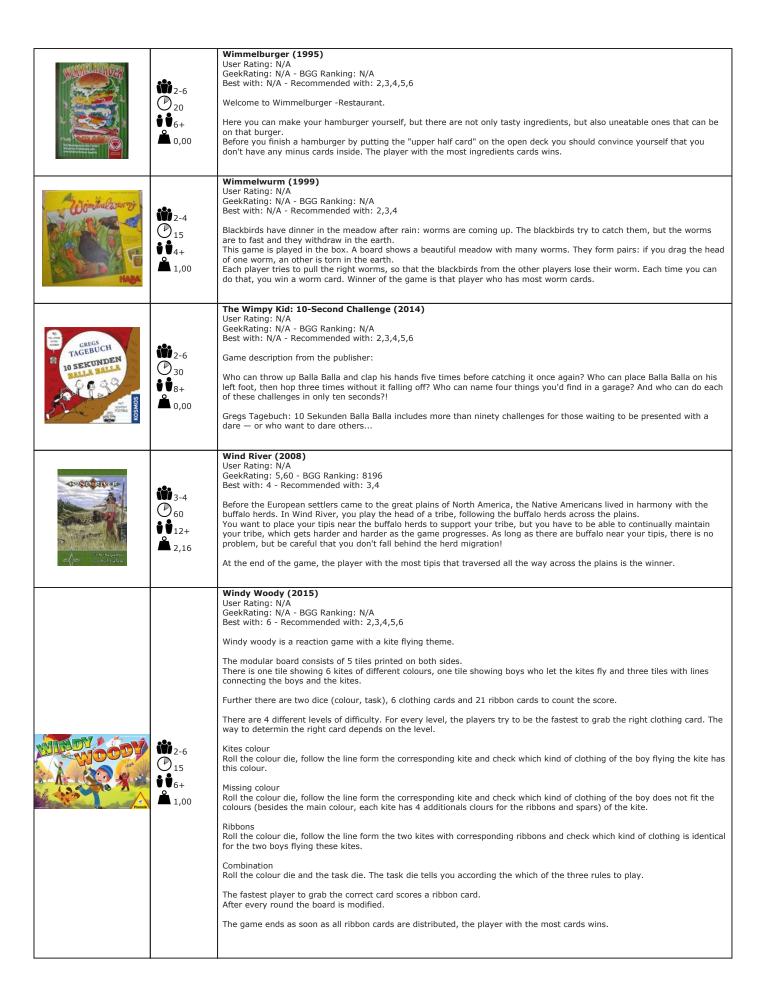




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Witch of Salem (2008)

User Rating: N/A

GeekRating: 6,04 - BGG Ranking: 2634 Best with: 4 - Recommended with: 2,3,4

Witch of Salem is a cooperative boardgame based on Wolfgang Hohlbein's book series which in turn is based on H.P.

In this game, the players attempt to close all the gates to the other dimensions that have opened in Arkham city and thus preventing the Old One from entering our world. Players need to banish monsters and collect items in order to seal the eight gates before time on the doom-tracker runs out and the Great Old One awakens.

The gameplay follows three steps in a fixed order: bringing new creatures in the game, the player actions and drawing an

The game can be won by succesfully by completing different goals: find out the active Great Old One, seal all eight gates and send a player with the right combination of items to the Great Old One to banish him.

Losing the game can be done in three different ways: the doom track runs out, the players fail to reveal the Great Old One in time or the players all go insane.

From the publisher:

Step back to early 20th Century New England. Here, the horrible "Great Old Ones" mysterious inhabitants of a dark, unfathomable void-seek entry into our world. One of their imprisoned overlords gathers them, just as his worldly servants open portals throughout Arkham for the coming onslaught. Only Salem's master witch, Robert Craven, holds the key to safeguarding mankind. He plans to gather a team of intrepid scholars to find the hidden portals and close them with powerful magic seals. The noble witch's elite team must battle the threat of madness, duel the dark servants, tackle mystical challenges, and face their ultimate nemesis; an unidentified Great Old One with an unknown and incalculable strenath.

In "Witch of Salem," you step into the terrifying world of renowned storyteller Wolfgang Hohlbein, a mythos inspired by the tales of H. P. Lovecraft. You play one of the witch's scholarly allies. Working cooperatively with your cohorts, uncover the secrets of the Necronomicon, combat creeping insanity, defeat the coming Evil, and bar the Great Old Ones from exiting the inter-dimensional abyss.

Contains:

1 game board, 4 game figures, 1 witch figure, 1 Necron Stone, 1 battle die, 26 creature cards, 6 Great Old One cards, 12 event cards, 6 overview/turn cards, 32 minor location cards, 4 player boards, 34 item markers, 4 sanity markers, 6 artifact markers, 8 portal tiles, 1 cloth bag, game rules, brief history



The Witches: A Discworld Game (2013)

User Rating: N/A GeekRating: 5,79 - BGG Ranking: 4367 Best with: 4 - Recommended with: 1,2,3,4

The Witches: A Discworld Game is the second of three games by Martin Wallace set in Terry Pratchett's Discworld, the first



1 2-4 \bigcirc_{60}

1 1 10+

2,48

The Witches is set in the magically charged land of Lancre. Players take on the role of trainee witches, such as Tiffany Aching and Petulia Gristle, learning their craft and dealing with all the problems, both petty and serious, that life on Discworld can throw at them. A subtle blend of headology, magic and, of course, the all-important cup of tea will see our heroines tackle everything from a sick pig to a full-blown invasion of elves. Each player tries to be better at everything than the others, while also cooperating to prevent crises from escalating.

Life can be tough for a young witch in Lancre. Fear not, however, as some of Terry Pratchett's most famous characters will be on hand to aid your quest. Along the way you'll meet Granny Weatherwax, Nanny Ogg and Magrat Garlick, as well as a rich supporting cast of familiar faces from the Discworld series. When things get really tough and you feel you are turning "Black Aliss", you can always have a cup of tea with one of your fellow witches.

The Witches can be played competitively, cooperatively, or solo.



Witch's Brew (2008)

User Rating: N/A

GeekRating: 6,49 - BGG Ranking: 1211 Best with: 5 - Recommended with: 4,5

This is the 4th game in the Alea medium box series. It is the second game by Viennese designer Andreas Pelikan, where players will have constantly changing roles from the druid Drax to the assistant Gemalher. Players who come after you in turn will always have the better cards!"



D₂₀₋₃₀

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A simultaneous-selection (but then sequential play) card game. Players select 5 of their 12 role cards to play per set. Then they reveal them in sequence. Each role has a main full action and a less valuable "favor" action. If you are the first player with that role you announce that you are that character. If you follow after but choose that same role card you can take the favor action instead, or declare that you are that character in hopes that you can command the full action. You risk having it taken from you by a later player, though. The different roles help players collect different ingredients and money to make potions listed on the cauldron cards. When everyone's five role cards have been played and actions taken, another five cards are chosen for the next set and the process repeats as before.

Ages 9 and up, a 2 on the Alea scale.

Witch's Brew: The 6th Player & The Amulets & The Magical Abilities, contained in the Treasure Chest, adds 3 expansions: The 1st expansion adds cards for a 6th player, as well as raven tokens to signal the game's end. The 2nd expansion adds amulets to increase the excitement in 3-player games. The 3rd expansion adds 17 magical ability cards to make certain roles particularly attractive.



Wizardry to the Power of Three (2016)

User Rating: N/A GeekRating: 5,63 - BGG Ranking: 6966

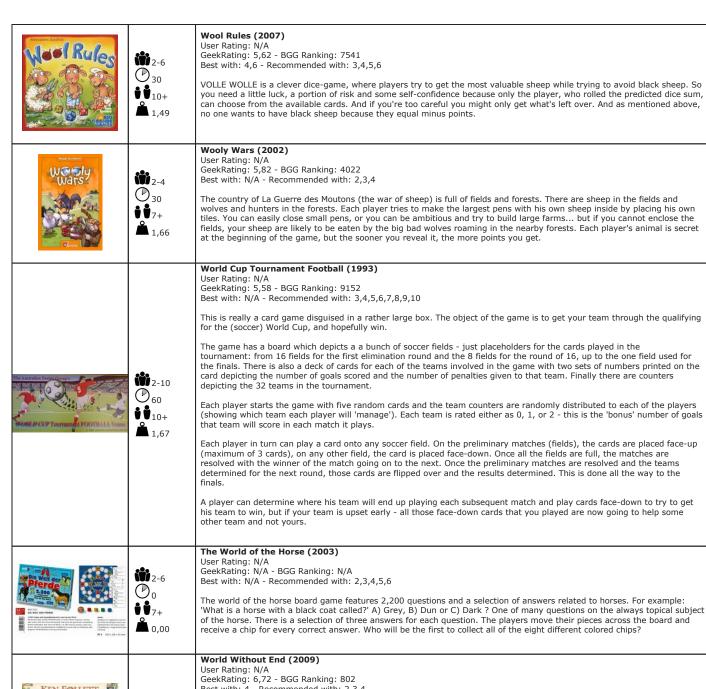
Best with: 3,4 - Recommended with: 2,3,4,5,6

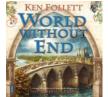
Description from the publisher:

The wizard students are in trouble! It's long past bedtime, but they sneaked out of the wizards' school to visit the secret midnight market and see the flying brooms and talking cats they heard the grown-ups talk about. Unfortunately they don't get far for while crossing the forest near the wizards' school, Willy the Warden Ghost takes up their trail. Now they have to double back quickly or they are facing detention. But the forest is too dark to find the way back without help. Luckily they have an idea: The Lumies, magical glowing creatures that live in the forest, can light their way back to the school. The wizard students need to stick together to find the Lumies and make it back to the school before Willy catches one of them.

While escaping the Warden Ghost in Wizardry to the power of three, players need to work together, memorize the tree tiles, and use their magic potions and dice enchantments at the right time to make it back without being caught and win as a team.









Best with: 4 - Recommended with: 2,3,4

Die Tore der Welt / World Without End is based on the novel by Ken Follett, a sequel to his bestselling The Pillars of the Earth. This is the 2009 game in the Kosmos line of literature-based games.

World Without End shares the Kingsbridge location of the earlier novel, but occurs 200 years later. Similarly, the game shares many themes but is a new standalone game.

As citizens of Kingsbridge, players need to take care of the following areas: Building, Trading, Religion, Feeding, and Medical Knowledge. Each turn an event card is flipped that defines available player actions. Victory points can be won in numerous ways, e.g. by creating buildings or taking care of sick people.

X (3 games)

X nimmt! (2016)

User Rating: N/A GeekRating: 5,87 - BGG Ranking: 3627 Best with: N/A - Recommended with: 2,3,4

It's time to run from the bulls once again in X nimmt!





This card game starts with the same premise as the well-known 6 nimmt!: Each turn, players all simultaneously reveal one card from their hand, then these cards are placed into existing rows one at a time, starting with the lowest-valued card. If a row is full, then whoever played that final card takes all of the cards already in the row, scoring negative points for all of the

X nimmt! changes these rules a few ways. Each player starts with eight cards in hand and a personal X row. Played cards will be placed into three rows, with those rows being able to hold three, four or five cards. Whenever someone takes cards from a row, those cards go into the player's hand, then the player must play one card into their personal X row.

All cards in this X row must also be played in ascending order! If you can't do this, then you place all of those X cards aside in order to start a new X row, with the value of those set-aside cards now being doubled.

A round ends after someone plays the final card in their hand, and whoever has the fewest negative points after two rounds

This game was called Take A Number when included in the two game set Take 5 & Take A Number.

Xactika (2002)

User Rating: N/A GeekRating: 5,55 - BGG Ranking: 11599

Best with: 4 - Recommended with: 3,4,5,6,7,8





Xactika is an original card game that challenges players' ability to estimate the outcome of playing eight cards. You must predict the chances of being able to take the other players' cards that are laid down during each round. There is no drawing or discarding. You must predict exactly – hence the name Xactika – the number of rounds in which you will be able to take the cards played. Cards that appear too weak to take a trick initially may become strong enough to do so as the hand evolves. Players must recognize the value of their hand, not just from having the highest point cards in one of the four combinations on each card, but also from an understanding of the chances that for some of their other cards that no cards of the same combination may remain in the hands of the other players. Xactika, while of the same genre as Spades or Euchre, has more opportunity and takes a little more skill.

To play you must examine your hand to find cards in specific combinations that have values that are greater than your opponents. Some cards are sure bets, but only if you can take the lead. Other cards have a high probability of taking a players. You must also arrange to play your cards so that at the end of each hand you don't get stuck with a trick you don't want. The outcome of a hand is not determined until the end of the eight rounds, so each player must keep focused on the play throughout each of the eight hands of the game. Keep on your toes, and figure out how to take, as well as avoid taking, tricks. There are a number of ways to play each hand, but finding the way to make exactly the right numbers of bids is the challenge.





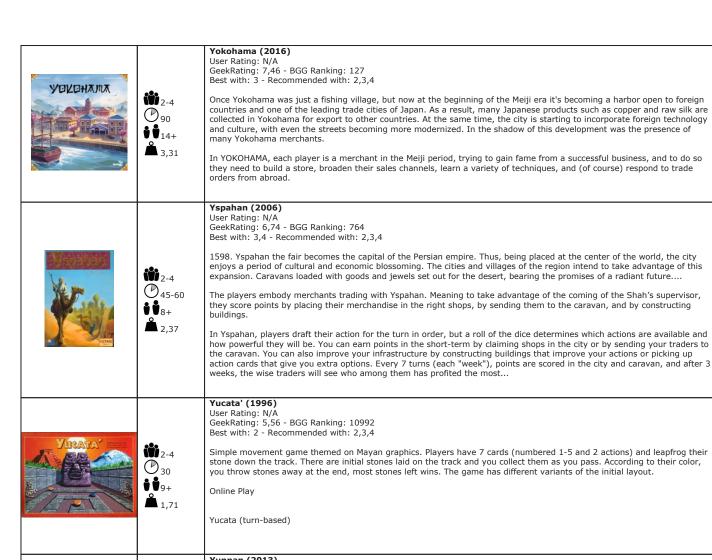
Xtreme Limits (2006)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5,6

Here is a description of the game from Die Poppelkiste:

In Xtreme Limits, the timer's running. With the help of chips, a player can change the hand. The goal is to have the three hands in the right orientation once the time has run out. And there is one extra piece of meanness: If a hand is on 4 or 8, a player can switch his task card with another's.

Y (10 games) Yahtzee Deluxe Poker (199 User Rating: N/A GeekRating: 5,61 - BGG Ranking: 7682 Best with: 4,5,6 - Recommended with: 2,3,4,5,6 Last Chance is contract Yahtzee with side betting. Each player starts with a stake of chips. One of seven cards is overturned **D**₂₀ which shows a combination a player must roll on five dice. The tougher the combo, the more the cards are worth if won. Players bid on the chance to roll for the card. Those who don't win the bid can bet for or against the roller. If the roller makes the combo, he gets his bid back plus the card's stated value plus any bets made against him. If he fails, he loses his bid money. Any dice he applied to the combo stay on the card and players bid again on the partially completed card. If a player is low on cash, he can call "last chance" during bidding to win the bid automatically. Failure to make the combo will cost that bidder the game, however. Whoever has the most chips and at least one card by the end of the short card stack wins the game. YAK (2015) User Rating: N/A GeekRating: 5,50 - BGG Ranking: 21467 Best with: N/A - Recommended with: 3,4,5,6 Players boast about the elusive creatures they claim to have seen in the mountains. But can you always believe their **ii**i 2-6 Every player gets five cards, showing one of five animals with quantities of 1, 2 or 3. The starting player plays a card face down on the table, making a claim such as "I have seen one Yak", then draws a new card. Next player adds to that stack, raising the claim, either by raising the number or the size of the animal. The cards in the stack represent the animals which have actually been around. Play continues in clockwise order until a player calls a bluff and flips open the stack. If it doesn't contain at least as many animals of the last kind as were announced, the bluffing player takes the stack as a penalty, if it **i** 1,00 does, the caller takes them. Beware, there are some special cards that players can sneak into the stack, those which reduce the numbers on the cards or those that make all animals appear as the same kind. When the draw pile is exhausted, the player with least penalty cards wins. The game is a simplified reimplementation of Bluff im Zoo. Yangtze (2016) User Rating: N/A GeekRating: 5,60 - BGG Ranking: 8119 Best with: 4 - Recommended with: 3,4 In Yangtze, players are distributors on the Yangtze River, with each trying to make the most money there. **D**₆₀ On a turn, a player can take two actions, first selling one or more bundles of goods, then possibly purchasing a commodity. Goods on the Yangtze become cheaper and cheaper the further that they drift towards Shanghai. Whoever can wait a long time gets a chance to buy goods at a bargain price — assuming that another trader doesn't snatch those goods away first! 2,14 Players don't need to rely solely on trade, however. They can also establish business branches that give them advantages during play, in addition to the half-dozen special cards that every player holds at the start of play. Yay! (2012) User Rating: N/A GeekRating: 5,54 - BGG Ranking: 13295 Best with: N/A - Recommended with: 2,3,4 **1** 2-4 D₁₅₋₄₅ In Yay! you have to roll three dice on a 8x8 grid. You can write the sum of the dice in either field the dice touch, provided **i i**₈₊ your opponent has not added a higher number on a neighbouring field. If an opponent has entered a lower number on a neighbouring field you can cross that field out. You may reroll your dice if you are not satisfied with your result, but the sum of the following dice roll has to be higher than your previous one. If it isn't, you have to cross one of your fields out. The **1**,09 game ends, when one horizontal and one vertical row is filled out. The player with the most occupied fields wins. Yedo (2012) User Rating: N/A GeekRating: 6,68 - BGG Ranking: 870 Japan, 1605 – Hidetada Tokugawa has succeeded his father as the new Shogun, ruling from the great city of Edo (a.k.a. Yedo), the city known in present times as Tokyo. This marks the beginning of the golden age of the Tokugawa Shogunate and the so-called Edo Period that will last until 1868. Naturally, the most powerful families in Edo immediately try to curry favor with the new Shogun – and this is the opportunity our clan has been looking for, our chance at power and glory. Our clan will prove ourselves to be indispensable to the new Shogun. We will work from the shadows to acquire information about our rival clans. We will kidnap those who might oppose our ascent and assassinate those who prove a threat. We will use cunning to prevent our adversaries from doing the same to us. We will find glory and honor in the eyes of this new Shogun – or failing that we will end his rule by any means necessary. 120-180 In the strategy game Yedo, players assume the roles of Clan Elders in the city of Edo during the early years of the Tokugawa Shogunate. The object of the game is to amass Prestige Points, mainly by completing missions. To do so, players must gather the necessary assets and - most importantly - outfox their opponents and prevent them from completing their missions There are several ways to reach your goal. Will you try to complete as many missions as possible and hope that your efforts catch the Shogun's eye? Or will you choose a more subtle way of gaining power by trying to influence the Shogun during a private audience? You can also put your rivals to shame by buying lots of luxury goods from the European merchants. It's all up to you - but be careful to make the right choices, for in Yedo, eternal glory and painful disgrace are two sides of the Yeti (2016) User Rating: N/A GeekRating: 5,69 - BGG Ranking: 5641 Best with: 3 - Recommended with: 2,3,4,5 **1** 2-5 \bigcirc_{20-40} Yeti is a quick family dice game with extraordinary components and funny illustrations. **i i**8+ In Yeti players are competing adventurers and mountaineers, looking for traces of the Yeti, the legendary Snowman in the Himalaya. They want to find its footprints — or even better take photos of it — in order to collect points. To achieve this, they need to improve their equipment and acquire the help of Sherpas to lead them up the mountains. Most importantly, **1**,58 though, they should hope for good weather because if too much snow falls, the search of all players comes to a halt...









GeekRating: 6,16 - BGG Ranking: 2121 Best with: 4,5 - Recommended with: 3,4,5

Yunnan — home of delicious Pu'er tea. For more than 1,000 years, the tea dynasties have provided this sought-after good via their horse caravans to faraway Tibet. The Tea-Horse Road — a network of paths and roads leading through the jungles of Yunnan, across the steppes of Sichuan, and over the peaks of the Himalaya — is the traditional travel route of the tea

In Yunnan, players control the fate of their tea dynasties. Their main goal is to establish a broad and secure trading network to deliver the tea to the farthest provinces, doing it better than their opponents. The main work behind the scenes is done in Pu'er, their home location: New traders need to be trained, better horses need to be acquired, and a good number of border passes need to be requested to be able to reach the farthest provinces.

Mere trading is not enough to beat the competition, however. Great social influence and a prestigious tea house may come in handy to propitiate the province inspector. Bridges provide shortcuts, and trading posts in faraway places secure one's own path along the Tea-Horse Road.

Yunnan is well-suited for players who like tactical development games. Due to the interleaving game mechanisms, the players are involved at all times. The great variety of available actions allows for different strategies. Only the player who calculates well, goes against the proper opponents, and reacts to the actions of others swiftly and adequately will win this game, which includes no elements of chance.

Z (33 games) Z3BRA (2023) User Rating: N/A GeekRating: 5,51 - BGG Ranking: 17996 Best with: N/A - Recommended with: 2,3,4,5 In the card game Z3BRA, all good things comes in threes — because then you move closer to victory! **1** 2-5 To set up the game, deal each player fifteen cards. Without looking at the cards, they lay out nine cards in a 3x3 grid, then (P)₂₀ place the remaining six in a personal stack. On a turn, draw a card from the deck or the discard pile, then exchange it with a card in your grid, discarding that card face up; alternatively, you can discard the drawn card to reveal a face-down card in your grid. With the right card in hand, you can even steal a card from another player's grid. 1.00 As soon as you have three cards of the same color or number in a row, whether vertically, horizontally or diagonally, you discard those cards, then replace them with face-down cards from your personal stack. If a player has discarded all 15 of their cards or all cards in all grids are face up, the game ends, and players tally their remaining cards. Whoever has the Zahlenklau (1994) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A **ii** 2-4 (P)₂₀ Best with: N/A - Recommended with: 2,3,4 The games' idea is to catch as many number cards as possible. But beware: The number cards may be collected only in the 0,00 Zähnchen (1992) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4 A 4-player-game for kids and family with some educational emphasis on brushing teeth. Like in pachisi players run around a parcours via dice-rolling but with only 1 pawn. The first to reach the goal wins. The fields of the parcour feature eating meals, sweets or going to bed, which require to have rolled a toothbrush on a 2nd die. If not, 1 of 6 teeth (white dice in front of each player) get "darker" by rolling the w6 again. (even 2 sections if eating 15-45 sweets.) Other fields allow players to "brush" one tooth - get it 1 section "brighter" again -, acquire a physical toothbrush - which can be used instead of rolling a toothbrush on the 2nd die - or go back to the "DOC"-field, which totally "whitens" one of the 0,00 players "teeth". Some fields (going to bed and teddy-bear) also require the player to skip her/his next turn. The final 6 steps in the "house" each require 2 eyes of the die and can only be passed if the corresponding "tooth" of the player is completely white. If not, the player has to roll the 2nd die every turn in order to try to get "whiten" this tooth 1section again. The last step even requires at least a 2 on the W6 AND a toothbrush on the 2nd die. Zanzibar (2009) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A **4** 2-4 Best with: N/A - Recommended with: 2,3,4 Oh how wild is Africa! Cards depicting animals (a lion, giraffe, elephant, zebra,...) are dealed. Then each player on his turn plays one of his cards in to one of the two matching card decks. A player who can play a card on his turn stays in the round; one who doesn't has to pass for this round. The final player to pass in a round wins one of the two decks. The player that in the end has the most different animals wins. Zanzibar is the 2009 original edition. Wilde Bande is the German translation, edited by Amigo in 2010. 1,00 Zapp Zerapp (2000) User Rating: N/A GeekRating: 5,62 - BGG Ranking: 7444 Best with: N/A - Recommended with: 2,3,4 This is a very novel take on the old parlor game, Parcheesi or Sorry or even Trouble, that many people remember. Players \bigcirc 30 are trying to get their pawns from their starting position around the board into the safe zone. If a pawn is either landed on or passed over by another player's pawn, the jumped pawn is returned to its starting location. However, players don't simply roll the dice and move in Zap Zerapp. Instead, two dice are rolled and results are announced to the table. Players simultaneously start picking up one of the thirteen little wooden containers and shaking them. Inside the containers are one to thirteen lead pellets. Players are trying to select the container with the highest number of pellets, so long as it doesn't exceed the result of the dice. Once all players have selected their container (the number of pellets are denoted on a sticker 1,30 on the bottom), players move one-by-one from highest to lowest, assuming their selection allows them to move at all by being lower. Zaromba und der verhexte Wald (2002) User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 4 - Recommended with: 3,4,5 The forest is on fire and all its animals and inhabitants are in big trouble. You have to save them and bring them to the dwarven castle. \mathcal{D}_{45} The way into the dwarven castle is full of obstacles. You have to go through the cursed forest, in which the malicious gnome lives. He drives back all creatures which meet him in the burning forest. And at the end, you must find the right key to open 1,00 the charmed gate to the dwarven castle. Ages 6 and up





User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A
Best with: N/A - Recommended with: 2,3,4,5,6

Up to six fishermen and their wives are looking for a better home, as in the fairy tale. A fisherman can move forward or back according to a die roll, but never to a building that is more than one rank better than the one that his wife is currently in. Moving the wife forward can only be achieved by a kind of lottery, in which you draw wooden sticks from a bag. The more green ones, the better the result. If you fail to reach the number of green sticks determined by the square you are on, both the fisherman and his wife move back to their lowly hut and start again.

There is a "magic fish" which determines the end of the game. It consists of three jigsaw puzzle pieces, and any player who rolls a fish symbol can either add one piece of the fish or move 1-4 squares (to extend the game).



Zauberhut (2003)

User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

"As soon as the magician leaves, the little apprentices zip up the stairs to the larder . There the invisible chocolate is stored! The suspicious magician, however , has taken precautions and dressed up six stone guardians there. Only by wearing the magic hat can someone enter the larder and have a bite of the chocolate.

Players try to steal the magic hat from each other and carry it to the goal. Movement is dictated by tile draws.

 $Contents: 4 \ apprentice \ pawns, \ 1 \ big \ magic \ hat, \ 6 \ stone \ guardian \ tiles \ (with \ 1 \ to \ 6 \ dots), \ 1 \ game \ board \ consisting \ of \ 4$

Zauberkater (1983)

User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A Best with: N/A - Recommended with: 2,3,4

Cooperative game for children. Each player has two segments of an enchanted house with four cookies each. In the house there is a cute pussycat.

The players take turns rolling dice. When a cookie symbol is shown, the player may either remove a matching cookie from one of his or her wall segment, or donate the roll to another player. When a player rolls a cat symbol and has an incomplete cookie pattern, a puzzle piece is uncovered - when the tenth piece is opened, the cat turns into an evil cat and everyone loses. A player who rolls a cat symbol and has emptied one wall segment already, however, can cover up one puzzle piece. If all players manage to get all the cookies before the evil cat is summoned, everyone wins.

Zauberlehrling (2002)

User Rating: N/A
GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 2,3,4,5,6

[translated from the publisher's description] A magical game of chance

Who will be the lucky guesser and the first to manage to place all their tiles? A cheerful murmur rings through the magic caves: Each year the apprentices meet to compare their clairvoyant abilities. But only the best can win the magic contest.

Each child has their own magic equipment, which they place on the four different magic objects and five tiles. Each round two children play a game with one another. One child secretly divides his magic objects between his two hands. The other chooses one of the hands and looks at what it holds: Are there magic objects whose tiles they hold? If so, they can put them aside.



Zauberzwerg (2023) User Rating: N/A

GeekRating: N/A - BGG Ranking: N/A

Best with: N/A - Recommended with: 1,2,3,4,5,6

In Zauberzwerg, you want to race the sorcerer's apprentices as quickly as possible to the end of the path to collect crystals for their magic wands from the dwarf Rupert, but you must avoid the witches to do so.



To set up, place the game boards to create a colorful path, place all of the apprentices on the end of the path opposite the mine, and scatter the cards face down around the table. The first player reveals two cards, then uses one of them to move the depicted character — apprentice or witch — to the next field on the path of the same color. The remaining card stay face up, then the next player reveals a new card, chooses one of the two, etc. If all of the sorcerers' apprentices make it to the mine before the witches, the players all win together.

Zauberzwerg can be played at different levels of difficulty, and it can also be played competitively in addition to cooperatively.



ii 2-4 \bigcirc_{15-25}

1,50

Zero Hero (2023)

User Rating: N/A

GeekRating: 5,52 - BGG Ranking: 17404 Best with: 4 - Recommended with: 3,4

Timing matters - do you take 1 disc or do you prefer to buy a pair of cards? Whoever manages to collect sets of exactly 3 cards that prevent "zero sums" will earn a lot of points!





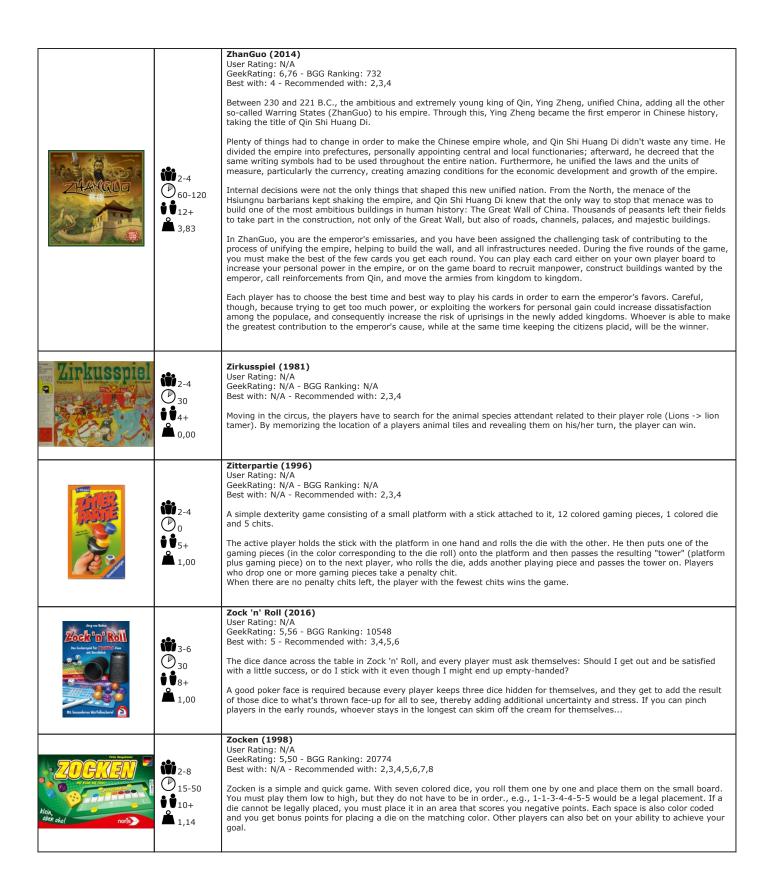
ZÈRTZ (1999)

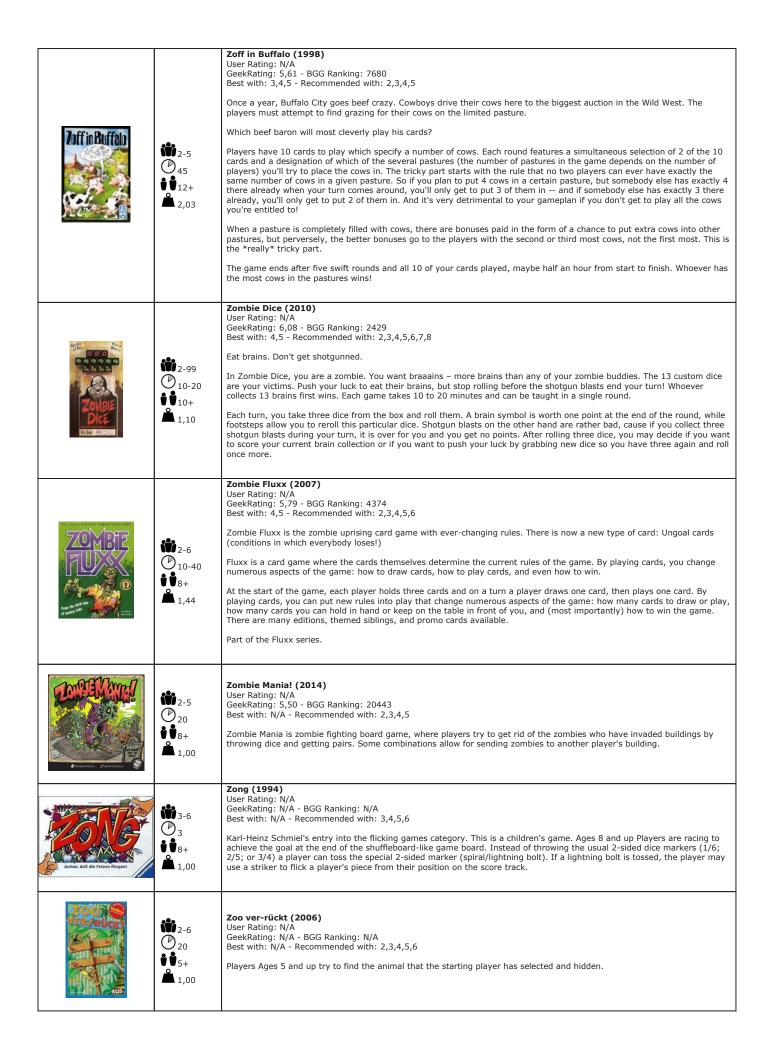
User Rating: N/A

GeekRating: 6,68 - BGG Ranking: 874 Best with: 2 - Recommended with: 2

In ZÈRTZ, the third addition to the GIPF Project, players compete to acquire sets of multi-colored balls. This is mostly accomplished by jumping one ball over one or more others, Checkers-style, on a hex board. A player's turn consists of either jumping (which can be forced) or placing any color ball on the board and removing an empty space from the edge of the board. In this manner, the play space continually shrinks, giving the endgame an almost claustrophobic feel.

This game is part of project GIPF.





ZOODIAK	10 10 1,00	User Rating: N/A GeekRating: N/A - BGG Ranking: N/A Best with: 2 - Recommended with: 2 The players place their pieces on a central board trying to recreate the constellation patterns that appear on their cards in order to win. The game comes with a cloth board, 20 double-sided wooden cylinders and 2 black cylinders (used for blocking board positions).
Indeptor Control of the Control of t	2-5 45 \$\textit{\tex	Zooloretto (2007) User Rating: N/A GeekRating: 6,62 - BGG Ranking: 980 Best with: 4 - Recommended with: 3,4,5 In Zooloretto, each player uses small, large, wild, and exotic animals and their young to try to attract as many visitors as possible to their zoo – but be careful! The zoo must be carefully planned as before you know it, you might have too many animals and no more room for them. That brings minus points! Luckily, your zoo can expand. A zoo of a family game in which less is sometimes more Can be combined with Aquaretto Zooloretto Mini
Zonore do	2-5 45 \$ 8+ \$ 2,04	Zooloretto Exotic (2009) User Rating: N/A GeekRating: 5,73 - BGG Ranking: N/A Best with: 4 - Recommended with: 2,3,4,5 Now the zoo becomes more exotic with the building of a new jungle experience path with strange animals from all over the world. These new exotic animals attract a large number of curious visitors. The stands near these animals pay double because of the increased business. Of course, the other zoos also have their exotic animals to lure customers to them. The player who creates exhibits that keep visitors in his zoo will earn bonus points at the end. Expands: Zooloretto Small Expansions: Chamaeleon (in Abacusspiele Katalog-Edition 10) Home Page & Newsletter: www.zooloretto.com (German, English, Dutch, Hungarian, Spanish, Swedish)
Butterstan	2-5 45 8+ 1,95	Zooloretto: Rio Grande Games Expansion Pack #1 (2007) User Rating: N/A GeekRating: 5,68 - BGG Ranking: N/A Best with: N/A - Recommended with: 3,4,5 Rio Grande Games calls its first collected Zooloretto expansion set (SKU 345) Zooloretto: Polar Bear after its primary component. Contains five mini-expansions originally released separately: Polar Bear Three Extra Enclosures with three new animals (elephant, flamingo, and zebra) The Petting Zoo Building Sites Three Additional Buildings

