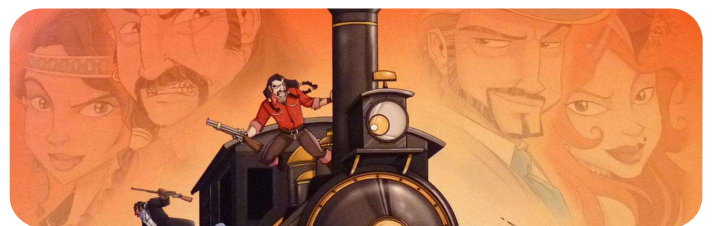
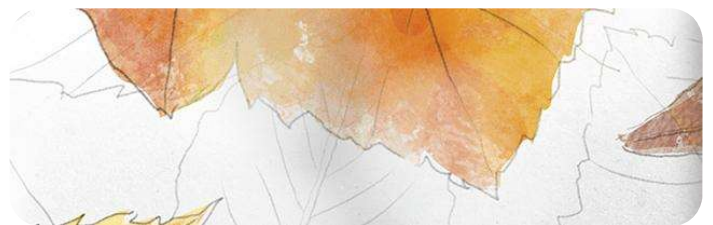
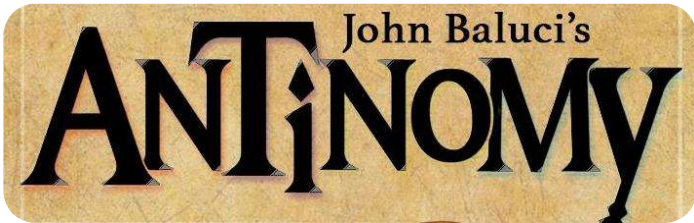


# BOARD GAME COLLECTION

Date 27 September 2022

User zquadrat



# BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
5 Minuten Puzzle	6.2	2.0	1 - 6	5
Abalone	6.4	2.1	2	30
Antinomy	7.0	2.0	2	30
Atlantis	6.5	1.8	2 - 4	45
Awkward Guests	7.7	2.3	1 - 8	75
Bandida	6.6	1.5	1 - 4	15
Bandido	6.4	1.1	1 - 4	15
Biss 20	7.1	1.4	2 - 8	20
Brew	7.2	2.5	2 - 4	90
Bunte Blätter	6.5	0.0	2 - 4	10
Can't Stop	6.8	1.1	2 - 4	30
Colt Express	7.1	1.8	2 - 6	40
Colt Express: Horses & Stageco..	7.4	2.1	2 - 6	60
Cupcake Academy	6.9	1.2	2 - 4	10
Deep Sea Adventure	6.9	1.1	2 - 6	30
FITS	6.5	1.3	1 - 4	45
Fold-it	6.2	1.2	1 - 5	20
Food Chain Island	7.2	1.3	1	15
Fugitive	7.2	1.6	2	20
Get on Board: New York & Londo..	7.9	1.5	2 - 5	30
Gigamons	6.5	1.0	2 - 4	15
Go for Gold	6.3	2.0	2 - 4	10
Great Plains	7.3	1.9	2	20
Halli Galli	5.7	1.0	2 - 6	10
Hey, That's My Fish!	6.7	1.4	2 - 4	20
Hidden Leaders	7.6	1.8	2 - 6	40
High Score	6.4	1.0	2 - 5	30
Inspektor Nase	6.8	1.0	2 - 5	20

# BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
K3	7.2	1.0	2 - 4	0
Keltis	6.4	1.6	2 - 4	30
Kingdomino	7.3	1.2	2 - 4	25
Loot, Shoot, Whisky	6.2	1.0	2	5
Magic Rabbit	7.2	1.0	1 - 4	3
Make 'n' Break	6.0	1.2	2 - 4	30
Math Rush: Addition & Subtract..	5.9	0.0	1 - 5	20
Niagara	6.4	1.8	3 - 5	45
Niagara: The Spirits of Niagar..	6.8	2.1	3 - 6	45
Orchard: A 9 card solitaire ga..	7.4	1.1	1	10
Panic Island!	6.5	1.0	1 - 8	2
Penguin Party	6.4	1.1	2 - 6	15
Pickomino	6.5	1.1	2 - 7	20
Point Salad	7.2	1.1	2 - 6	30
Prime Climb	6.2	1.3	1 - 4	45
Quirky Circuits: Penny & Gizmo..	7.3	0.0	2 - 4	30
Rajas of the Ganges: The Dice ..	7.6	2.3	2 - 5	45
Riverside	7.3	1.7	1 - 6	25
Rolling Realms	7.2	1.8	1 - 6	30
SCOUT	7.4	1.4	2 - 5	15
Takenoko	7.2	1.9	2 - 4	45
The Border	6.5	1.0	2 - 4	30
TRAILS	7.2	1.8	2 - 4	40
TransAmerica	6.6	1.3	2 - 6	30
Twenty One	6.4	1.0	2 - 6	15
Ubongo	6.7	1.5	1 - 4	25
Voll verplant	7.4	1.7	1 - 6	20
Voll verplant: Japan	8.5	0.0	1 - 6	20

# BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
Wild Space	7.3	2.1	1 - 5	40
Zatre	6.3	2.0	2 - 6	45

# BOARD GAME STATS

## Number of games

58

## Favorite designers

Reiner Knizia [5]  
Steffen Benndorf [2]  
Hisashi Hayashi [2]  
Martin Nedergaard  
Andersen [2]  
Thomas Liesching [2]

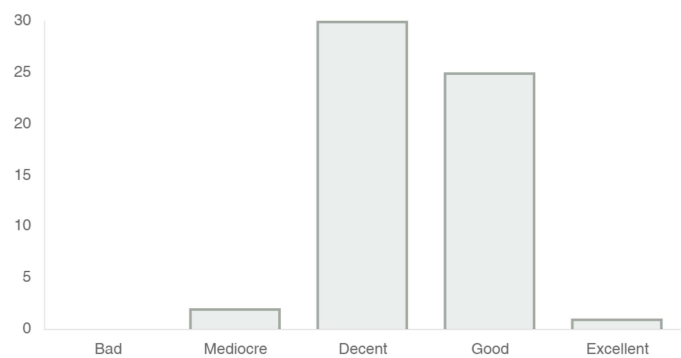
## Favorite artists

Christian Opperer [4]  
Oliver Freudenreich [4]  
[3]  
Olga Cress [2]  
Odile Sageat [2]

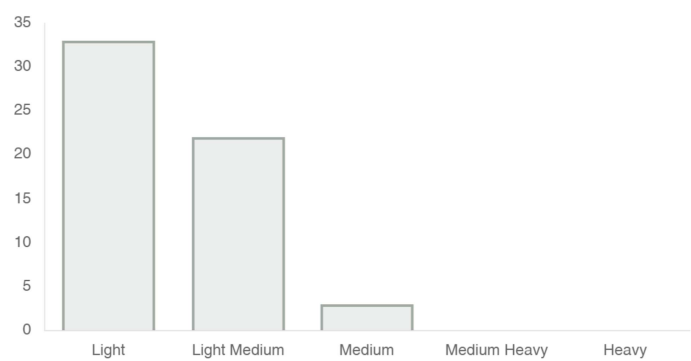
## Favorite publishers

Nürnberger-Spielkarten-  
Verlag [7]  
KOSMOS [3]  
AMIGO [3]  
Helvetiq [3]  
Blue Orange (EU) [2]

## Rating distribution



## Difficulty distribution





# 5 MINUTEN PUZZLE

1 - 6 5

**Published** 2021

**Publisher** Nürnberger-Spielkarten-Verlag

**Designer** Steffen Benndorf

**Artist** Christian Opperer

**Theme**

**Mechanic** Dice Rolling

Each player in 5 Minuten Puzzle takes one of the player sheets — making sure that everyone is using the same side — and a pen. One side of the sheet shows a roughly hexagonal grid composed of black hexes

and blue and red circles (collectively "spaces"), while the other side has these hexes and circles arranged like a bear's head. On a turn, any player rolls the die, then you each must draw one of the shapes next to t...

*rating*

6.2

2.0

*difficulty*



# ABALONE

2 30

**Published** 1987

**Publisher** Abalone Games

**Designer** Michel Lalet

**Artist**

**Theme** Abstract Strategy

**Mechanic** Grid Movement

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

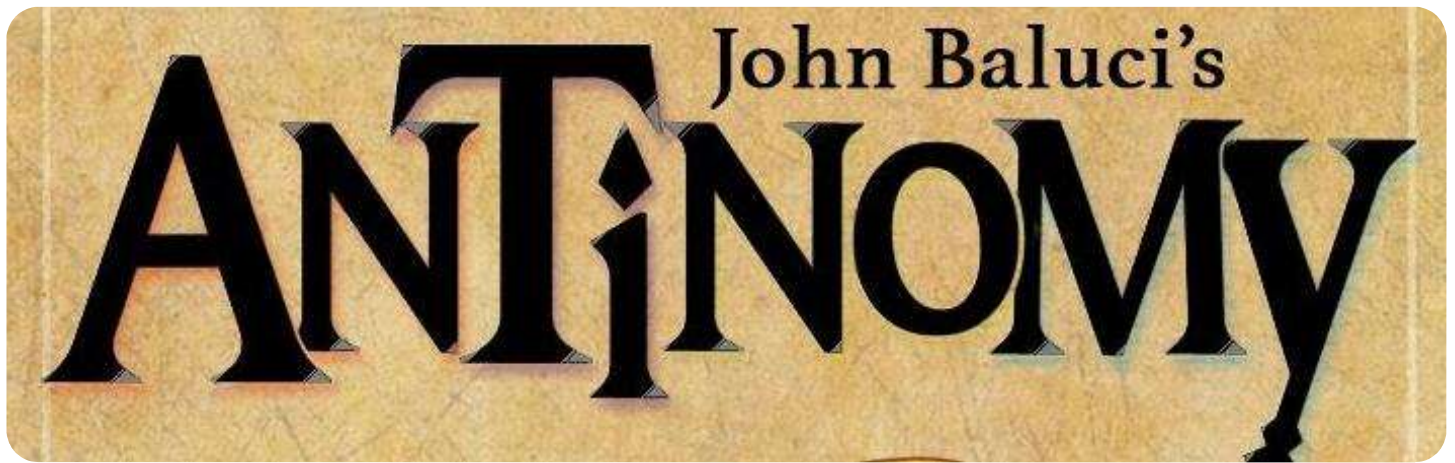
that a column of marbles has weight given by the number of marbles in line. Someone will need to push with a heavier group of marbles in order to push the column along that axis. However, with six possible directions, it...

*rating*

6.4

2.1

*difficulty*



## ANTINOMY

2 30

**Published** 2019

**Publisher** Button Shy

**Designer** John Baluci

**Artist** Marty Cobb

**Theme** Card Game

**Mechanic** Hand  
Management

an-tin-uh-mee/

noun (A

contradiction

between two beliefs or  
conclusions that are in  
themselves reasonable; a  
paradox) As a Sorcerer, you  
have long sought ancient  
relics, imbued with magic.  
What unspeakable power

can you unleash when you  
collect relics from anywhere  
in the spacetime continuum?  
Antinomy is a head to head  
battle of wits as 2 competing  
sorcerers in search of  
powerful Paradox Crystals.  
Play a single card from you...

*rating*

7.0

2.0

*difficulty*



## ATLANTIS

2 - 4 45

**Published** 2009

**Publisher** 999 Games

**Designer** Leo Colovini

**Artist** Leo Colovini

**Theme** Mythology

**Mechanic** Hand  
Management

More than 2,000  
years ago Plato told  
the myth of the  
splendid city of Atlantis,  
which was sunk in the sea. In  
this family game the players,  
by skillful placing of cards  
and the building of bridges,  
try to leave the city of

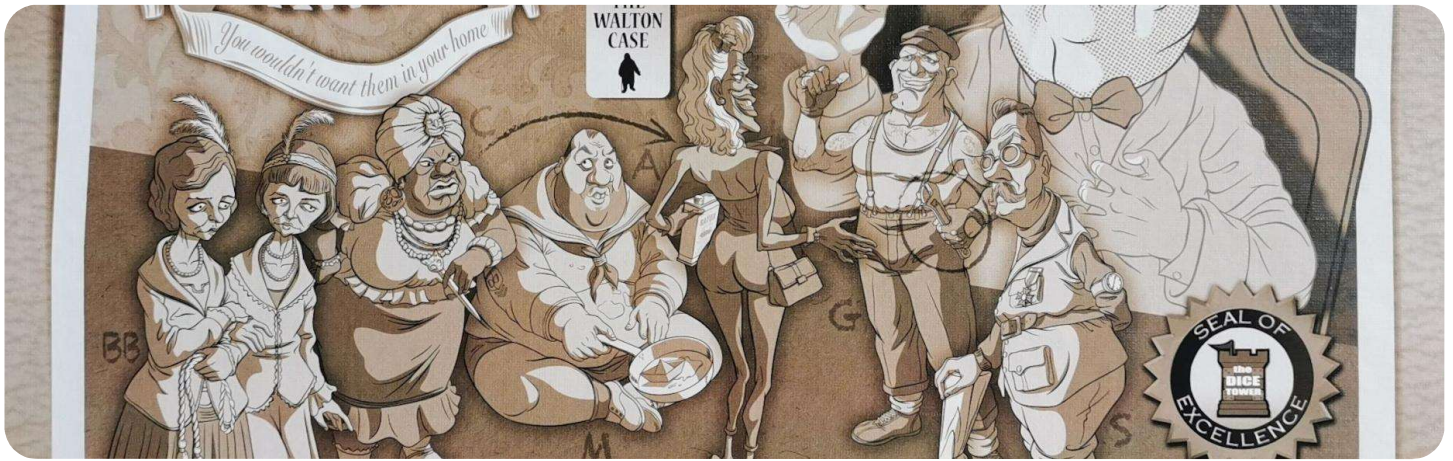
Atlantis in order to reach the  
solid ground with as much  
treasures as possible. The  
city of Atlantis and the solid  
ground are interconnected by  
land tiles. The players  
receive cards with several  
drawings, land ...

*rating*

6.5

1.8

*difficulty*



# AWKWARD GUESTS

1 - 8 75

**Published** 2016  
**Publisher** Megacorp  
**Designer** Ron Gonzalo García  
**Artist** Samuel Gonzalo García  
**Theme** Card Game  
**Mechanic** Card Drafting

**A**wkward Guests, a.k.a. Incómodos Invitados, is a one-of-a-kind deduction game with infinite re-playability. You can recreate Mr. Walton's murder in so many different ways that you won't ever play two similar games!

(Mr. Walton will not thank you for doing this.) The game challenges you to use genuine detective abilities to solve each case. To solve a mystery, you have to interrogate the suspects, question the househo...

rating

7.7

2.3

difficulty



# BANDIDA

1 - 4 15

**Published** 2020  
**Publisher** Helvetiq  
**Designer** Martin Nedergaard Andersen  
**Artist** Odile Sageat  
**Theme** Card Game  
**Mechanic** Cooperative Game

**T**ired of seeing Bandido always escaping? Beware, a new gangsta's coming to town... Which side will you choose this time: will you play cop and try to prevent Bandida from running away, or join the wild side and help

her? In this new Pocket game, you will find all the things you loved about Bandido and more. Three different ways of playing and cooperating all together bring even more fun.

rating

6.6

1.5

difficulty



# BANDIDO

1 - 4 15

**Published** 2016  
**Publisher** Helvetiq  
**Designer** Martin Nedergaard Andersen  
**Artist** Odile Sageat  
**Theme** Card Game  
**Mechanic** Cooperative Game

A light-security prisoner is trying to escape through tunnels starting underneath his cell. Will you be able to join forces and cards to stop

him? Bandido is a cooperative game of strategy and observation for the entire family.

rating

6.4

1.1

difficulty



# BISS 20

2 - 8 20

**Published** 2020  
**Publisher** 999 Games  
**Designer** Lena Burkhardt  
**Artist** Rolf Vogt  
**Theme**  
**Mechanic** Memory

In Biss 20, you count from 1 to 20 together, with each player saying one number in turn. Okay, that sounds simple! And it would be if not for Fritz the bat who keeps coming up with new rules that you need to

remember — and just when you've remembered one rule, he's already waiting around the corner with the next one. How many rules can you recall? —description from the publisher

rating

7.1

1.4

difficulty



# BREW

2 - 4 90

**Published** 2021  
**Publisher** Pandasaurus Games  
**Designer** Stevo Torres  
**Artist** Jake Morrison  
**Theme** Fantasy  
**Mechanic** Area Majority / Influence

Bring balance back to the forest! Time is broken and shattered. The seasons all exist at once, and day and night have no real cycle — they rotate at the whim of the forest. This enchanted land has been driven into

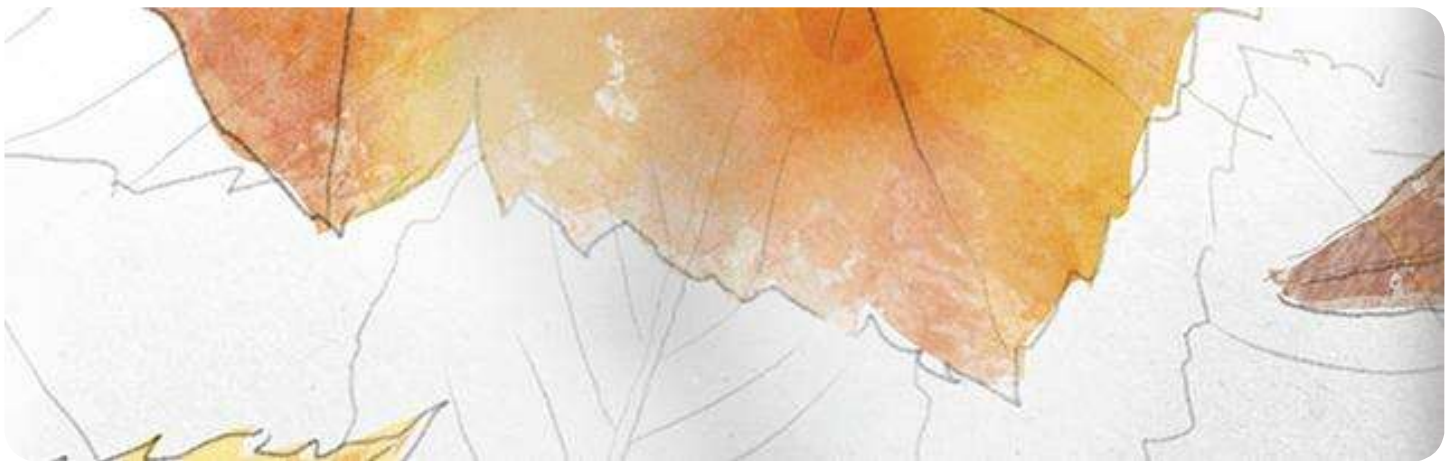
chaos and it's up to you, the cunning mystics of the forest, to tame extraordinary woodland creatures and use your magic to bring back balance. In Brew, players must choose how to use element dice, either to take ...

rating

7.2

2.5

difficulty



# BUNTE BLÄTTER

2 - 4 10

**Published** 2021  
**Publisher** Nürnberger-Spielkarten-Verlag  
**Designer** Jens Merkl  
**Artist** Christian Opperer  
**Theme** Card Game  
**Mechanic** Layering

In Bunte Blätter (Colorful Leaves), you want to recreate a pattern of leaves as quickly as possible. Each player has a set of five double-sided leaf cards, with four leaves on each side of each card. The game also

includes 16 double-sided target cards that show a pattern of 16 leaves. To play, flip over a target card to reveal the pattern on the opposite side. You then race to recreate the leaf pattern shown, placing four of...

rating

6.5

0.0

difficulty



# CAN'T STOP

2 - 4 30

**Published** 1980

**Publisher** Parker Brothers

**Designer** Sid Sackson

**Artist** Klemens Franz

**Theme** Dice

**Mechanic** Dice Rolling

In this Sid Sackson classic, players must press their luck with dice and choose combinations tactically to close out three columns. The board has one column for each possible total of two six-sided dice, but the number of spaces in each

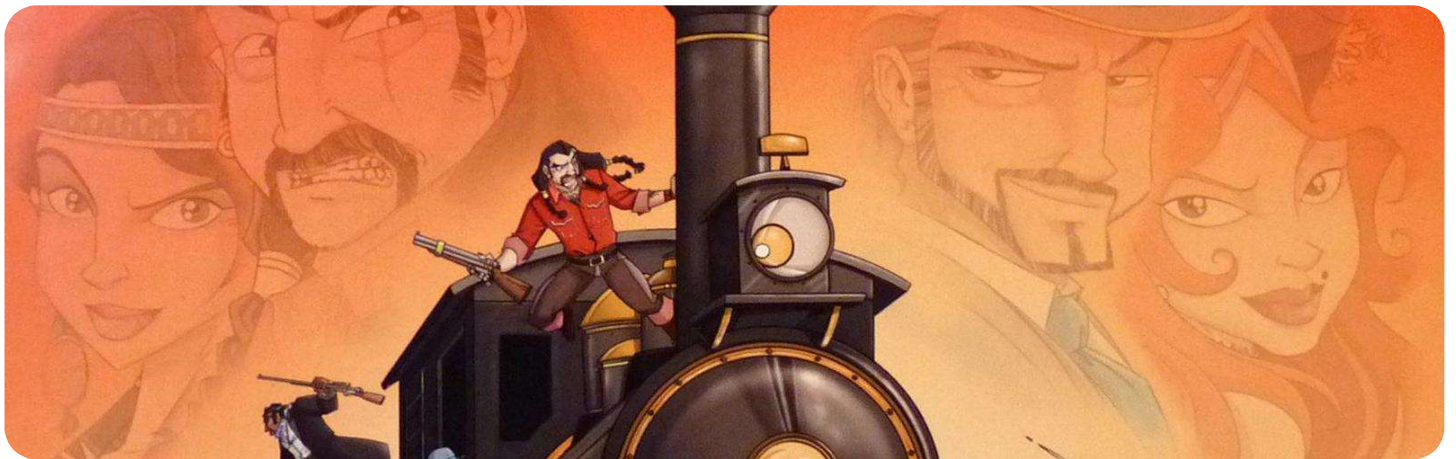
column varies: the more probable a total, the more spaces in that column and the more rolls it takes to complete. On their turn, a player rolls four dice and arranges them in duos: 1 4 5 6 can become 1+4 and 5+6 fo...

*rating*

6.8

1.1

*difficulty*



# COLT EXPRESS

2 - 6 40

**Published** 2014

**Publisher** Ludonaute

**Designer** Christophe Raimbault

**Artist** Ian Parovel

**Theme** American West

**Mechanic** Action Queue

On the 11th of July, 1899 at 10 a.m., the Union Pacific Express has left Folsom, New Mexico, with 47 passengers on board. After a few minutes, gunfire and hurrying footsteps on the roof can be heard. Heavily armed bandits have come to

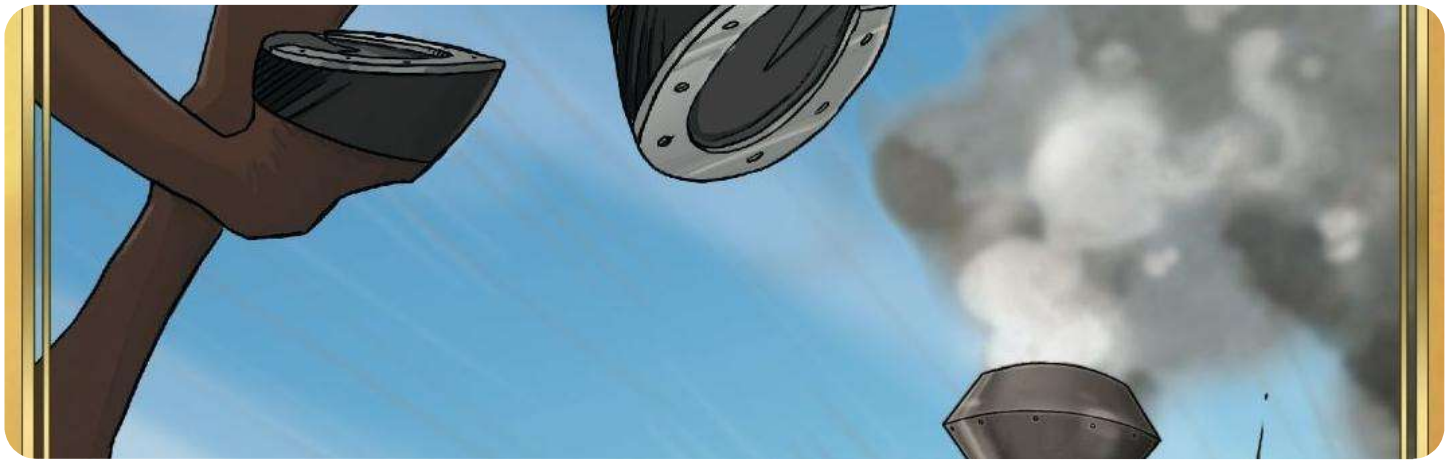
rob honest citizens of their wallets and jewels. Will they succeed in stealing the suitcase holding the Nice Valley Coal Company's weekly pay, despite it having been placed under the supervision of Marshal Samuel For...

*rating*

7.1

1.8

*difficulty*



# COLT EXPRESS: HORSES & STAGECOACH

2 - 6 60

**Published** 2015  
**Publisher** Asterion Press  
**Designer** Christophe Raimbault  
**Artist** Jordi Valbuena  
**Theme** American West  
**Mechanic** Action Queue

Colt Express: Horses & Stagecoach, the first expansion for the 2015 Spiel des Jahres winner Colt Express, introduces a 3D stagecoach that rides alongside the train from the base game. The bandits now have horses that they can ride to move

faster between the cars, and these horses allow them to jump into the stagecoach as well. The stagecoach is protected by a guard with a shotgun, but a punch in his face would be enough to eject him toward the...

rating

7.4

2.1

difficulty



# CUPCAKE ACADEMY

2 - 4 10

**Published** 2020  
**Publisher** Blue Orange (EU)  
**Designer** Erwan Morin  
**Artist** Simon Douchy  
**Theme** Puzzle  
**Mechanic** Cooperative Game

Cupcake Academy is a cooperative game of logic and speed. Work together with your fellow pastry chefs to organize your kitchen based on your instructor's assignments. Each assignment wants your

cupcake cups to be arranged in a specific layout in the kitchen, so you must quickly move the cups to empty plates or on top of smaller cups, one at a time, before time runs out! —description from the publisher

rating

6.9

1.2

difficulty



# DEEP SEA ADVENTURE

2 - 6 30

**Published** 2014  
**Publisher** Oink Games  
**Designer** Jun Sasaki  
**Artist** Jun Sasaki  
**Theme** Dice  
**Mechanic** Pick-up and Deliver

A group of poor explorers hoping to get rich quickly heads out to recover treasures from some undersea ruins. They're all rivals, but their budgets force them all to share a single rented submarine. In the rented submarine, they all

have to share a single tank of air, as well. If they don't get back to the sub before they run out of air, they'll drop all their treasure. Now it's time to see who can bring home the greatest riches. Game Obj...

rating

6.9

1.1

difficulty



# FITS

1 - 4 45

**Published** 2009  
**Publisher** Ravensburger  
**Designer** Reiner Knizia  
**Artist** KniffDesign  
**Theme** Abstract Strategy  
**Mechanic** Bingo

FITS (Fill In The Spaces) is essentially a multi-player Tetris. Each player has an inclined board on which they place different polyominoes, with three, four, or five squares. Cards are drawn from a pile to tell the players which piece to

take. The pieces may be rotated and reversed before they slide down the inclined area to dock to other gaming pieces, but unlike Tetris cannot be slid horizontally once dropped. Scoring is based on quantity and c...

rating

6.5

1.3

difficulty



## FOLD-IT

1 - 5 20

**Published** 2016

**Publisher** Albi

**Designer** Yohan Goh

**Artist** Agsty Im

**Theme** Action / Dexterity

**Mechanic** Pattern  
Recognition

The race is on to find out who's the best chef in town, and everyone starts cooking at the same time. In order to cook the order, each player takes their individual recipe cloth and folds it so that it shows only the items displayed on the order card. Th...

*rating*

6.2

1.2

*difficulty*



## FOOD CHAIN ISLAND

1 15

**Published** 2020

**Publisher** Button Shy

**Designer** Scott Almes

**Artist** Annie Wilkinson

**Theme** Animals

**Mechanic** Chaining

In this forgotten island in a tiny corner of the ocean the animals are hungry! Your goal is to influence the wildlife - and arrange their meals - so there is only one animal left! In this game, you will take as many turns as possible with a goal of only having one land animal card left on the table after starting with a grid of 16. On each turn, you must move one animal to eat another smaller, adjacent animal. If you cannot move an animal...

*rating*

7.2

1.3

*difficulty*



# FUGITIVE

2 20

**Published** 2017  
**Publisher** Fowers Games  
**Designer** Tim Fowers  
**Artist** Ryan Goldsberry  
**Theme** Bluffing  
**Mechanic** Hand Management

Fugitive is a two-player card game set in the world of Burgle Bros. One player is a fugitive trying to make it out of town while being pursued by an unstoppable agent. The fugitive plays cards face

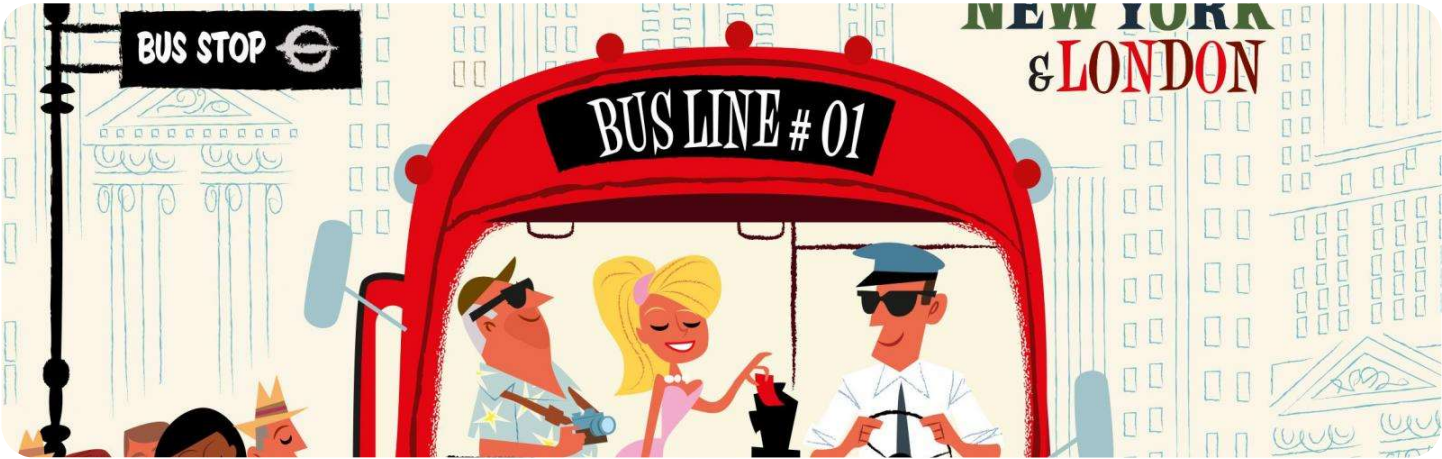
down to the table trying to work their way to a goal, while the agent must guess those cards to uncover them. If all the cards are face up, the fugitive is caught.

rating

7.2

1.6

difficulty



# GET ON BOARD: NEW YORK & LONDON

2 - 5 30

**Published** 2022  
**Publisher** IELLO  
**Designer** Saashi  
**Artist** Monsieur Z  
**Theme** Transportation  
**Mechanic** Connections

Ah, here's the bus! Hurry, grab a seat, and get out of the rain! Just like every trip, you're fascinated by all the other passengers on board: tourists, professionals, students... They're all traveling together, though

they each have different destinations. This bus line is truly special, but will it be able to transport everyone safe and sound? In Get on Board: New York & London, you have twelve rounds in which to build the bes...

rating

7.9

1.5

difficulty



# GIGAMONS

2 - 4 15

**Published** 2014  
**Publisher** Blue Orange Games  
**Designer** Karim Aouidad  
**Artist** Marie-Anne Bonnetterre  
**Theme** Children's Game  
**Mechanic** Memory

**L**a Chasse aux Gigamons is a game for 2 to 4 players from 5 years old. This is the last event to enter the guild of magicians. It remains the ultimate lesson to master: the invocation of Gigamons. After this test, one that will

catch more Gigamons be promoted to Elemage. Good luck and good luck to all! Aim of the game Find the pairs Elemons to the exchange against Gigamons. Setting up of the game: 1- Mix all t...

rating

6.5

1.0

difficulty



# GO FOR GOLD

2 - 4 10

**Published** 2021  
**Publisher** Nürnberger-Spielkarten-Verlag  
**Designer** Kaddy Arendt  
**Artist** Christian Opperer  
**Theme**  
**Mechanic** Dice Rolling

**I**n Go for Gold, you and others explore an island with temples and treasures, attempting to grab more loot for yourself than anyone else can. To set up, each player takes their own double-sided player sheet, making sure that everyone is using the

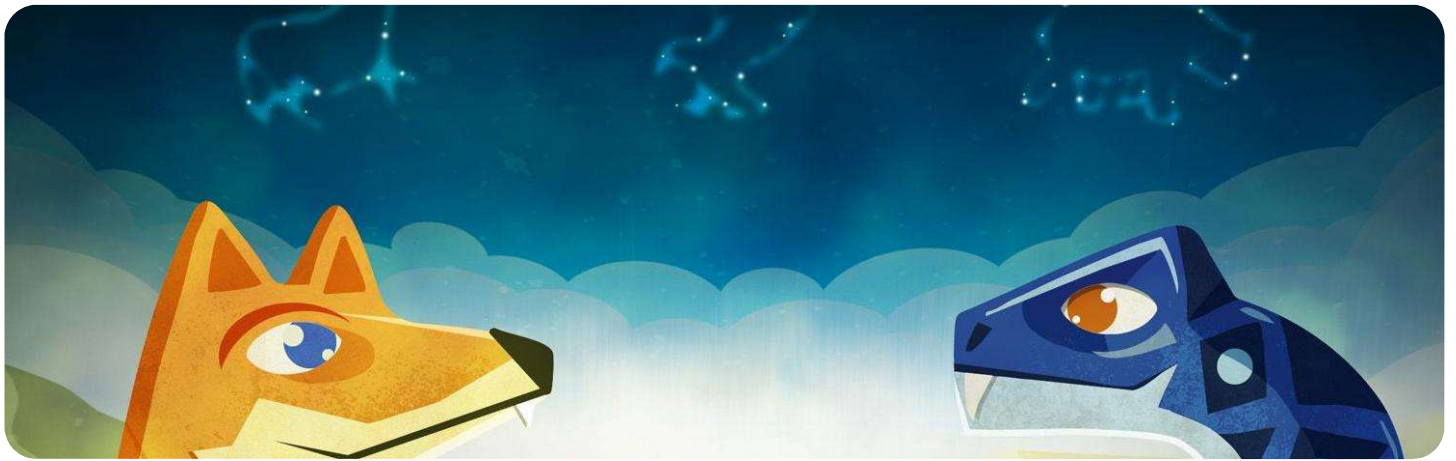
same side. The sheet shows an island of hexes, with various spaces displaying shovels, footprints, treasures, and five colors of temples. Each player starts the game in a different harbor space on...

rating

6.3

2.0

difficulty



# GREAT PLAINS

2 20

**Published** 2021

**Publisher** Lookout Games

**Designer** Trevor Benjamin

**Artist** Klemens Franz

**Theme** Abstract Strategy

**Mechanic** Area Majority /  
Influence

Our ancient ancestors created images on the walls of caves to tell stories about the world around them and the animals they shared it with — and perhaps they, like you, played games to make those stories come to life... Great

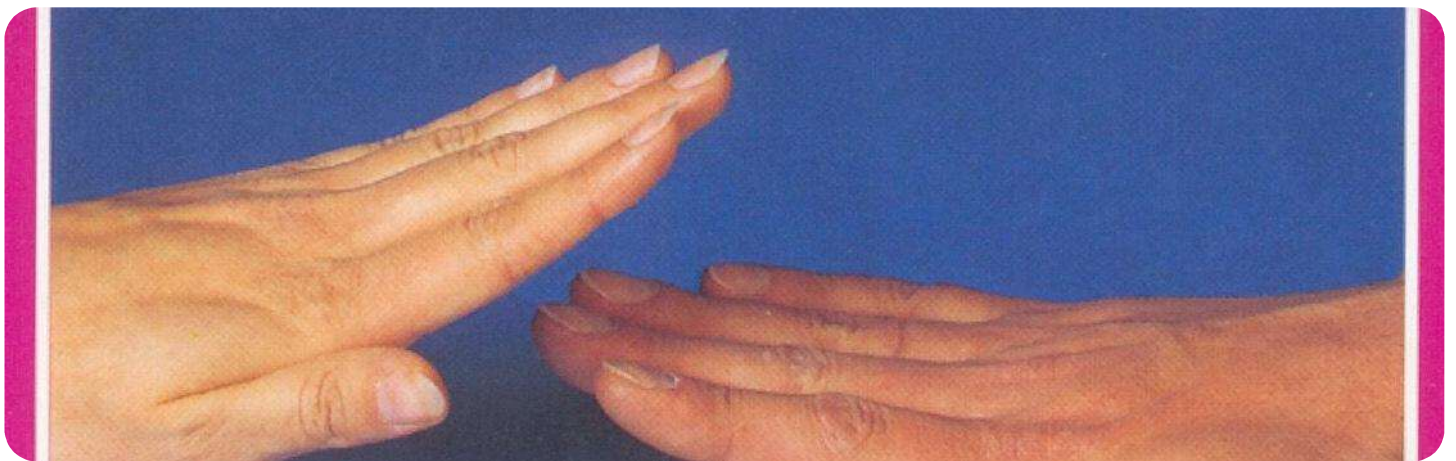
Plains is a mysterious game about a not-so-mysterious behavior of our kind: two players competing for the dominance over the Great Plains! With help from the spiritual animal world, they overcome hills, cross t...

*rating*

7.3

1.9

*difficulty*



# HALLI GALLI

2 - 6 10

**Published** 1990

**Publisher** AMIGO

**Designer** Haim Shafir

**Artist** Oliver Freudenreich

**Theme** Action / Dexterity

**Mechanic** Pattern  
Recognition

Halli Galli is a speed action game in which players watch for sets of exactly five fruit. The deck contains 56 playing cards showing four kinds of fruit in groups of 1 to 5 and a bell of the type found at hotel reception desks. The deck is

distributed evenly between the players. All players hold their deck face down and take turns dealing one card face up in front of them. As each player reveals her next card, the instant you see a total ...

*rating*

5.7

1.0

*difficulty*



# HEY, THAT'S MY FISH!

2 - 4 20

**Published** 2003

**Publisher** Bambus  
Spieleverlag

**Designer** Günter Cornett

**Artist** François Briel

**Theme** Abstract Strategy

**Mechanic** Grid Movement

In Hey, That's My Fish!, players want to catch as many fish as possible with their waddle of penguins. Each turn, a player moves one penguin in a straight line over hex-shaped ice tiles with 1, 2 or 3 fish on them. The player then collects the

hex from where the penguin started its movement from the table, thereby creating a gap which penguins can't cross on future turns. When a penguin can't move, it's removed from play with its owner claiming th...

rating

6.7

1.4

difficulty



# HIDDEN LEADERS

2 - 6 40

**Published** 2022

**Publisher** BFF Games

**Designer** Andreas Müller

**Artist** Satoshi Matsuura

**Theme** Bluffing

**Mechanic** Deduction

The island of Oshra is in turmoil. Following the death of the Emperor, the conflict between the Hill Tribes and the Imperial Army escalated. While the Water People try to maintain balance between the old rivals, the Undead

aim to escalate the war. All hope rests on the six children of the Emperor: Who of them will claim the throne? In Hidden Leaders, you take the role of one of six secret leaders, each of them is allied with two of the fo...

rating

7.6

1.8

difficulty



# HIGH SCORE

2 - 5 30

**Published** 2021  
**Publisher** KOSMOS  
**Designer** Reiner Knizia  
**Artist**  
**Theme** Dice  
**Mechanic** Dice Rolling

**H**igh Score is an ingenious dice game with unique challenges. Turning over a new challenge card tells players how to score points this round and how you can re-roll your dice. Will even numbers score 0 points this round? What effect will the

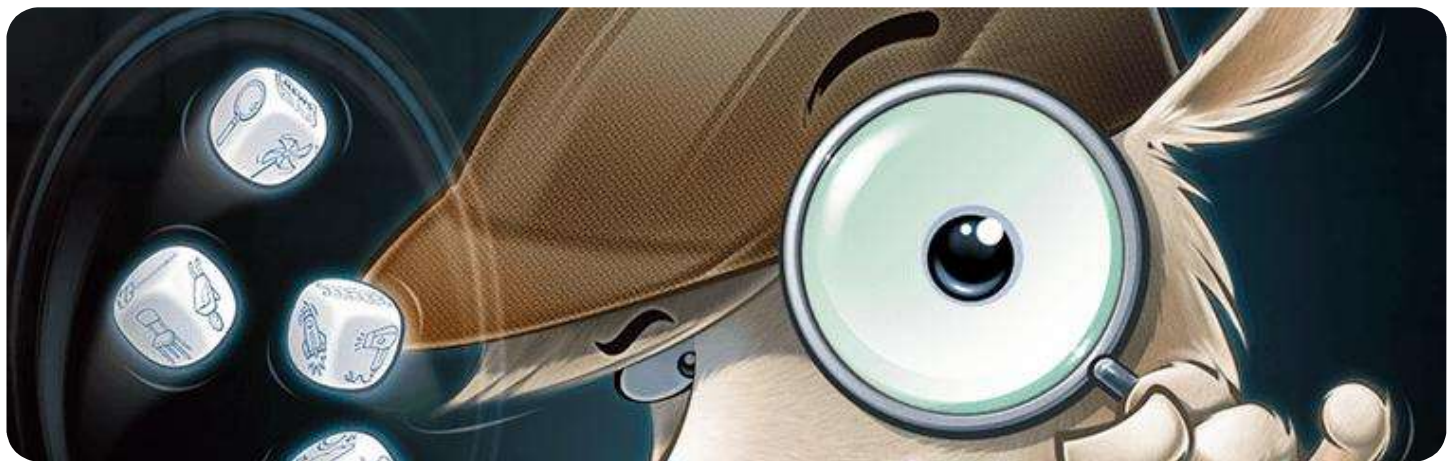
vortex have this round? After the first player finishes their turn, the other players can attempt to beat their score, but risk too much and you may come away empty-handed. Whoever has the most points ...

*rating*

6.4

1.0

*difficulty*



# INSPEKTOR NASE

2 - 5 20

**Published** 2021  
**Publisher** Nürnberger-Spielkarten-Verlag  
**Designer** Reinhard Staupe  
**Artist** Oliver Freudenreich  
**Theme**  
**Mechanic** Cooperative Game

**I**n the co-operative deduction game Inspektor Nase, players take turns in the role of "Inspector Nose" to try to lead everyone else to identify the correct card. The game plays over five rounds, and you start each round by

laying out five image cards from the deck. If you are Inspector Nose, shuffle the number cards (1-5) and look at one of them to determine which target card players must not remove from play. You then roll five ...

*rating*

6.8

1.0

*difficulty*



## K3

2 - 4 0

**Published** 2021

**Publisher** Helvetiq

**Designer** Philippe Proux

**Artist**

**Theme** Abstract Strategy

**Mechanic** Action Drafting

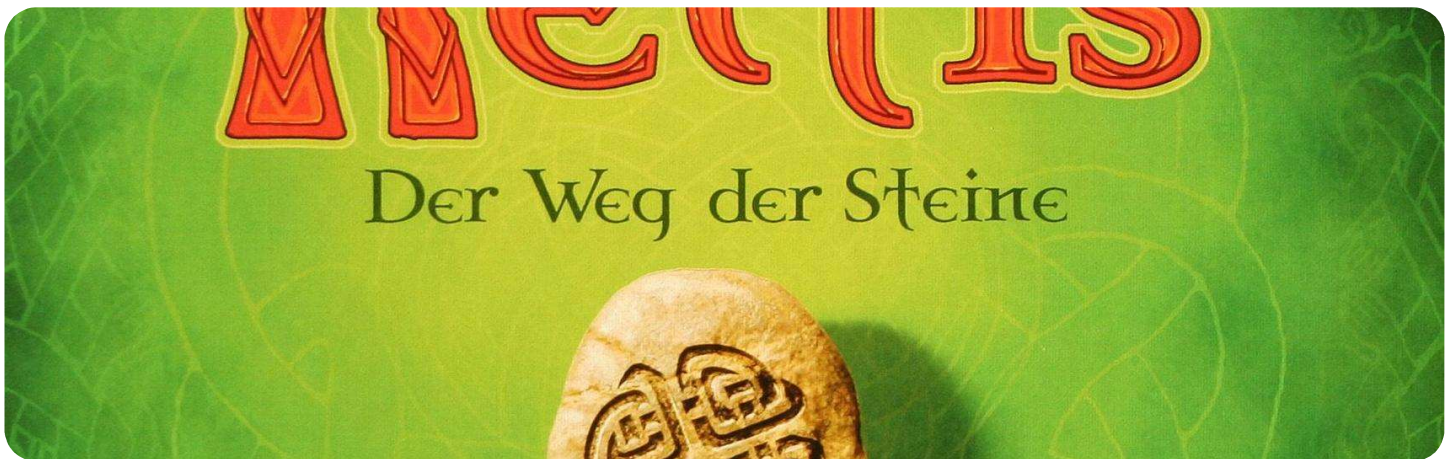
K3 is one of the most dangerous mountains in the world, and while many will attempt to climb, only a few will make it, so plan your steps carefully to be the last climber to survive. To begin play, the starting base will be filled with nine pegs drawn at random from those in the supply. Each player has a supply of tokens that varies based on the player count, and on a turn you place a token following certain rules; if you cannot play, you...

*rating*

7.2

1.0

*difficulty*



## KELTIS

2 - 4 30

**Published** 2008

**Publisher** KOSMOS

**Designer** Reiner Knizia

**Artist** Martin Hoffmann

**Theme**

**Mechanic** Hand Management

Keltis is a multi-player game based on Lost Cities, with some rules changes, later published with Knizia's original rules and theme as Lost Cities: The Board Game. Players play cards to move their playing pieces along stone paths. Cards show one of five 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 in either ascending or des...

*rating*

6.4

1.6

*difficulty*



# KINGDOMINO

2 - 4 25

**Published** 2016  
**Publisher** Blue Orange (EU)  
**Designer** Bruno Cathala  
**Artist** Cyril Bouquet  
**Theme** City Building  
**Mechanic** Card Drafting

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 them first. The

game uses tiles with two sections, similar to Dominoes. Each turn, each player will select a new domino to connect to their existing kingdom, making sure at least one of its sides connects t...

rating

7.3

1.2

difficulty



# LOOT, SHOOT, WHISKY

2 5

**Published** 2021  
**Publisher** Nürnberger-Spielkarten-Verlag  
**Designer** Moritz Dressler  
**Artist** Christian Opperer  
**Theme** American West  
**Mechanic** Rock-Paper-Scissors

After a greenhorn foolishly drops their golden nuggets on the saloon floor, the two players in Loot, Shoot, Whisky are caught up in a struggle over the precious loot. Each round, four saloon cards are revealed, with the

cards showing either gold nuggets, whiskey, or a bullet. Each player has a hand six cards: two each of Loot (go for the card), Shoot (take a shot at their opponent), and Whiskey (grab the whiskey bottle). Players each secr...

rating

6.2

1.0

difficulty



# MAGIC RABBIT

1 - 4 3

**Published** 2020

**Publisher** Lumberjacks Studio

**Designer** Julie Dutois

**Artist** Jonathan Aucomte

**Theme** Children's Game

**Mechanic** Chaining

The magic show is about to start. Behind the curtain, it is chaos: the rabbits jump from all sides and the hats roll to the ground! You have to put all this back in order. Hurry up! The audience is already getting impatient! In

Magic Rabbit, players will cooperate in a limited time to gather in line rabbits and hats together in an ascending order. The game design is straightforward. At first, place rand...

rating

7.2

1.0

difficulty



# MAKE 'N' BREAK

2 - 4 30

**Published** 2004

**Publisher** Ravensburger

**Designer** Jack Lawson

**Artist** Kinetic

**Theme** Action / Dexterity

**Mechanic** Pattern Building

Building blocks for adults? In this fast-paced game, players must uncover and copy building plans of various difficulty, each showing 10 colored blocks in a particular arrangement, before the timer runs out. An

advanced variant allows player to pass undesirable plans to their neighbor and take the one they would have drawn. Ages 8 and up Re-implemented by: Make 'n' Break Extreme Mini Make 'n' Break Ma...

rating

6.0

1.2

difficulty



By John J. Coveyou and  
Steve Schlennhorst

# MATH RUSH: ADDITION & SUBTRACTION

1 - 5 20

**Published** 2020  
**Publisher** Genius Games  
**Designer** John Coveyou  
**Artist** Tomasz Bogusz  
**Theme** Math  
**Mechanic** Cooperative Game

**M**ath Rush is a timed, co-operative card game for 1-5 players who race to complete sets of matching cards in the right order. In Math Rush: Addition and Subtraction, the cards show

sums and differences that must be played in ascending or descending order, meeting the requirements of the goal cards (odds only, subtraction only). —description from the designer

rating

5.9

0.0

difficulty



# NIAGARA

3 - 5 45

**Published** 2004  
**Publisher** Zoch Verlag  
**Designer** Thomas Liesching  
**Artist** Victor Boden  
**Theme** Nautical  
**Mechanic** Bias

**N**iagara 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 j...

rating

6.4

1.8

difficulty



NIAGARA: THE SPIRITS OF NIAGARA

3 - 6 45

**Published** 2006  
**Publisher** Rio Grande Games  
**Designer** Thomas Liesching  
**Artist** Victor Boden  
**Theme** Adventure  
**Mechanic** Set Collection

Expansion for Niagara. From the publisher: The search for jewels across the raging torrent of Niagara continues - and now, river ghosts come into the game. With larger canoes (which

can hold more gems), extra paddle cards and river ghosts who can help during moments of extreme danger, the award-winning game becomes even more exciting.

rating

6.8

2.1

difficulty

ORCHARD

9 CARD SOLITAIRE GAME

ORCHARD: A 9 CARD SOLITAIRE GAME

1 10

**Published** 2018  
**Publisher** (Web published)  
**Designer** Mark Tuck  
**Artist** Mark Tuck  
**Theme** Abstract Strategy  
**Mechanic** Melding and Splaying

Orchard is a quick solitary "tile laying" game that plays in under 10 minutes and that won the 2018 9-Card Nanogame Print and Play Design Contest. The aim of the game is to harvest fruit (score points) by playing

cards so that their fruit trees overlap other trees already in the orchard that bear the same fruit. The more trees you can overlap, the more fruit you'll pick. In addition to the nine double-sided cards, you need 15 d...

rating

7.4

1.1

difficulty



# PANIC ISLAND!

1 - 8

2

**Published** 2017

**Publisher** Blue Orange Games

**Designer** Antonin Boccara

**Artist** Michel Verdu

**Theme** Real-time

**Mechanic** Cooperative Game

**T**HE cooperative game in two minutes top ! In Panic Island, you are on Gouga Island among Cro-Magnon who lives in harmony with the famous Dodos. Sadly, one morning, the volcano erupts. You

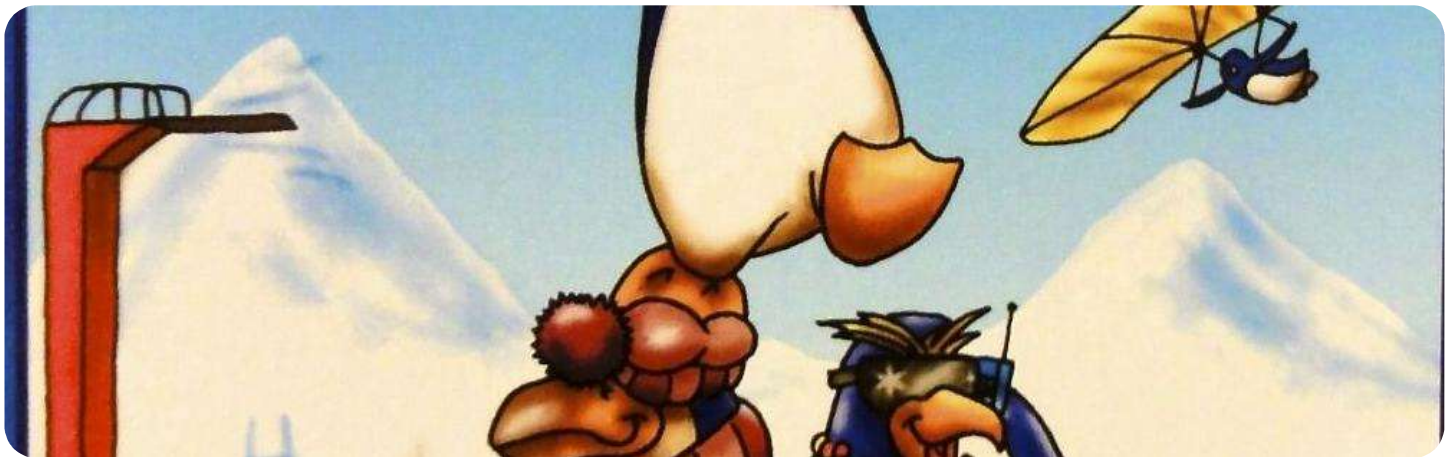
need to flee ! As clan chiefs, you have 2 minutes to save as many Cro-Magnons, Dodos and eggs as you can before the volcano destroy the island. And don't forget the raft and its oar.

*rating*

6.5

1.0

*difficulty*



# PENGUIN PARTY

2 - 6

15

**Published** 2008

**Publisher** AMIGO

**Designer** Reiner Knizia

**Artist** Okamoto Kanako

**Theme** Animals

**Mechanic** Hand Management

**A**fter a long dark winter, the sun is shining and it's party time for the penguins, who celebrate by fishing. To look over the waters more easily, the penguins build high pyramids. The more penguins you can fit in the

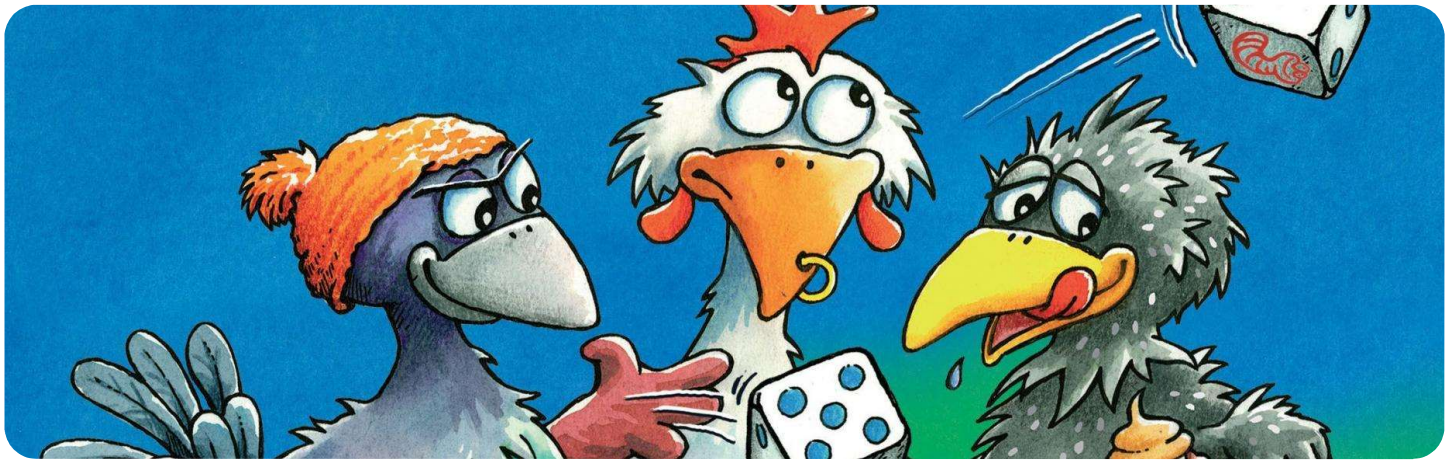
pyramid, the better — but it's not that easy. In Penguin Party, players collectively build a pyramid of penguins, trying to empty their hands of cards along the way. The deck consists of 36 penguin cards: 8 green and 7 ...

*rating*

6.4

1.1

*difficulty*



# PICKOMINO

2 - 7 20

**Published** 2005  
**Publisher** Zoch Verlag  
**Designer** Reiner Knizia  
**Artist** Doris Matthäus  
**Theme** Animals  
**Mechanic** Dice Rolling

In Pickomino, two to seven players, ages 8 and up try to obtain fried worms for their chickens, so that they don't go hungry. Of course, anyone who doesn't manage to grab a worm off of the grill can help himself to those of his

opponents. This fast-paced game by Reiner Knizia is, like Hick Hack im Gackelwack, a gambling game in the finest chicken tradition." Each turn players roll their dice and set aside all those matching any singl...

rating

6.5

1.1

difficulty



# POINT SALAD

2 - 6 30

**Published** 2019  
**Publisher** Alderac Entertainment Group  
**Designer** Molly Johnson  
**Artist** Dylan Mangini  
**Theme** Card Game  
**Mechanic** Card Drafting

Point Salad is a fast and fun card drafting game for the whole family. There are over 100 ways to score points. Players may use a variety of strategies and every game of Point Salad is unique! Cards come in six different types of veggies,

and the back of each card has a different scoring method. So for instance, one scoring method may award 2 points for every carrot you have, but deduct a point for every onion. By drafting combinations o...

rating

7.2

1.1

difficulty



# PRIME CLIMB

1 - 4 45

**Published** 2014  
**Publisher** Math for Love  
**Designer** Katherine Cook (I)  
**Artist** Shawn Kemna  
**Theme** Educational  
**Mechanic** Dice Rolling

Prime Climb is a new board game that uses arithmetic to open a beautiful world of possibility. Players race to be the first to get to the center of the board while avoiding getting knocked back to the start by other players.

Highlighting the power of the prime numbers, Prime Climb is mathematical, deep, creative, and fun. Each player controls two pawns that start at the 0 circle. Players take turns rolling two 10-sided dice and applying t...

rating

6.2

1.3

difficulty



# QUIRKY CIRCUITS: PENNY & GIZMO'S SNOW DAY!

2 - 4 30

**Published** 2022  
**Publisher** Plaid Hat Games  
**Designer** Nikki Valens  
**Artist** Danalyn Reyes  
**Theme** Animals  
**Mechanic** Communication Limits

Help Penny and Gizmo have the best snow day ever in Quirky Circuits: Penny & Gizmo's Snow Day, a co-operative programming game for the whole family. Program lovable robots with your friends and family, but make sure to complete each

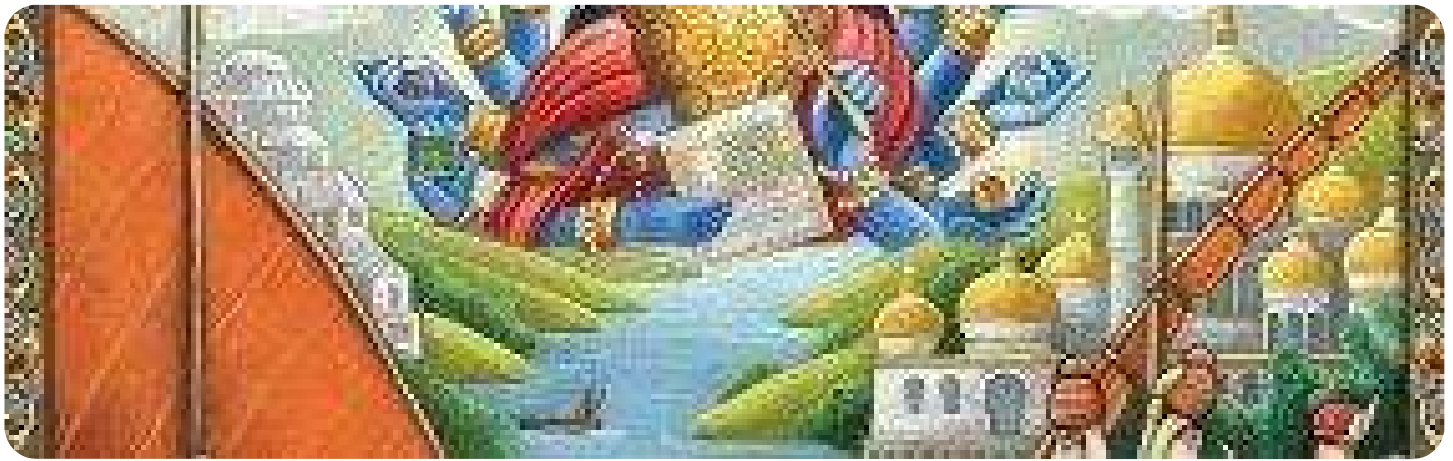
task before batteries run out. All players must work as a team to complete unique scenarios across a 20-page game book, with each scenario being quirkier than the last. Chase down naughty dust bun...

rating

7.3

0.0

difficulty



# RAJAS OF THE GANGES: THE DICE CHARMERS

2 - 5 45

**Published** 2020  
**Publisher** HUCH!  
**Designer** Inka Brand  
**Artist** Dennis Lohausen  
**Theme** Dice  
**Mechanic** Dice Rolling

In Rajas of the Ganges: The Dice Charmers, players use eight symbol dice to develop their province, gather goods, and sell them at the market; win over influential personalities in the palace; and sail up and

down the Ganges River. As in the original game, you win this race for wealth and fame if you are the first to have your fame marker and your money marker intersect on the two tracks running in opposite directions. —des...

rating

7.6

2.3

difficulty



# RIVERSIDE

1 - 6 25

**Published** 2021  
**Publisher** Chilifox Games  
**Designer** Eilif Svensson  
**Artist** Gjermund Bohne  
**Theme** Dice  
**Mechanic** Dice Rolling

Far to the north, in a remote winter land, rivers are frozen most of the year. When the villages along the riverside eventually are accessible, a small river cruise company offers exotic tours like polar bear safaris, reindeer trips,

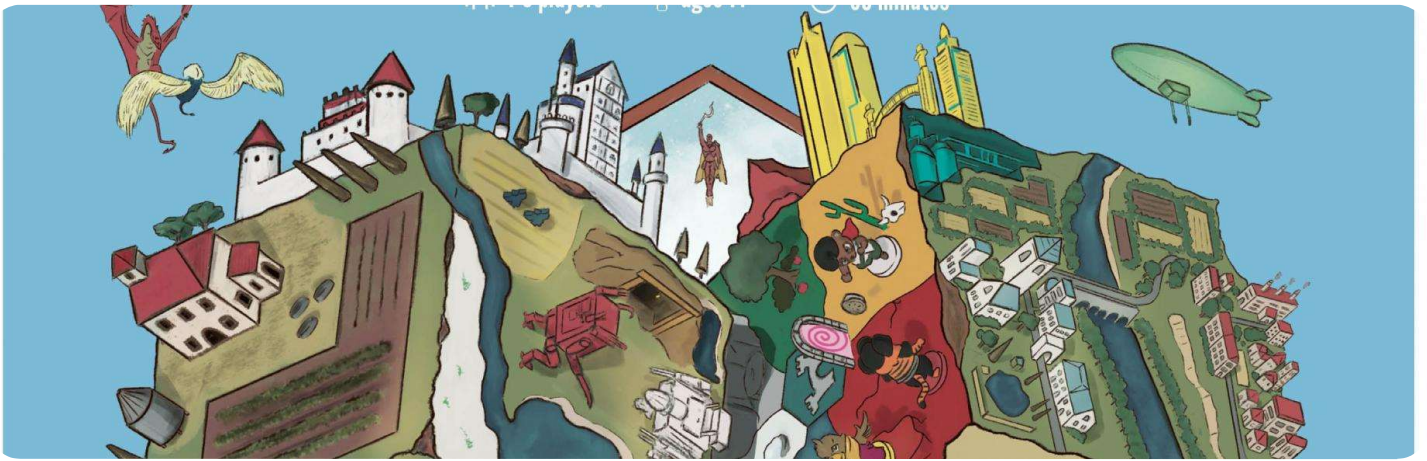
ice fishing, and more. Lucky tourists may even get a chance to see the northern lights. You work as a tour guide trying to attract tourists to your guide boats for spectacular excursions. Riverside i...

rating

7.3

1.7

difficulty



# ROLLING REALMS

1 - 6 30

**Published** 2021  
**Publisher** Stonemaier Games  
**Designer** Jamey Stegmaier  
**Artist** Marius Petrescu  
**Theme** Number  
**Mechanic** Bingo

In the early days of the coronavirus, a time of self-isolation for many people, Jamey decided to create an infinitely scaling roll-and-write game to teach and play with people around the world via Facebook Live. In Rolling Realms, players

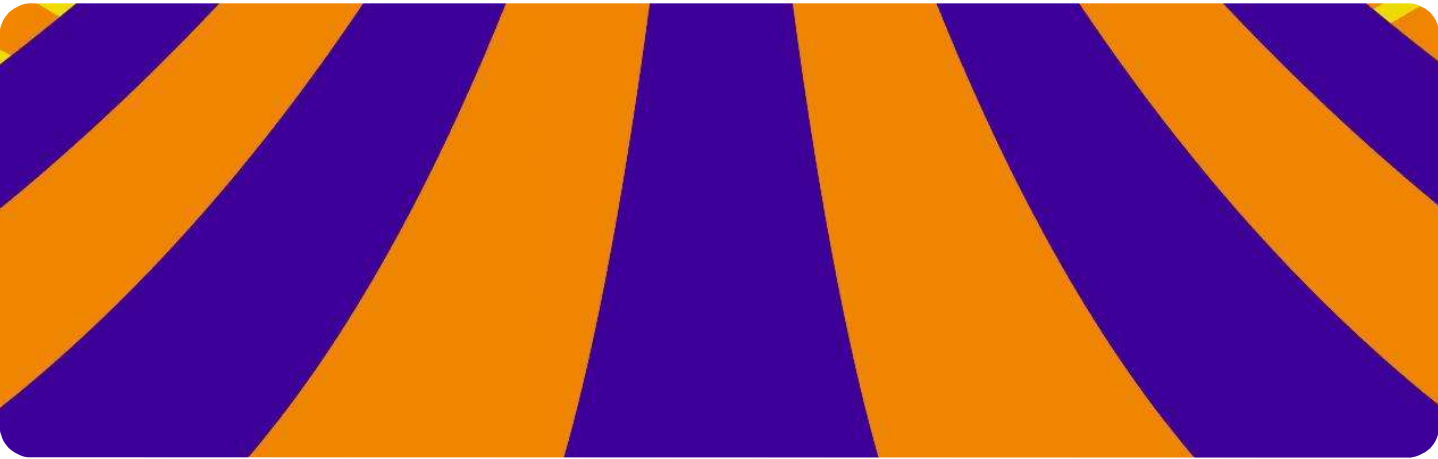
compete to earn the most stars in a series of minigames over 3 rounds. This is a roll-and-write game, meaning that players will write on the game components using dry-erase markers. Each turn, o...

rating

7.2

1.8

difficulty



# SCOUT

2 - 5 15

**Published** 2019  
**Publisher** Oink Games  
**Designer** Kei Kajino (梶野桂)  
**Artist** Rie Komatsuzaki  
**Theme** Card Game  
**Mechanic** Ladder Climbing

SCOUT is a ladder-climbing game in which cards have two potential values, players may not rearrange their hand of cards, and players may pass their turn to take a card from the current high set of cards into their hand. More specifically, cards are dual-

indexed, with different values on each half of the card, with the 45 cards having all possible combinations of the numbers 1-10. During set-up, whoever is shuffling the cards should random...

rating

7.4

1.4

difficulty



# TAKENOKO

2 - 4 45

**Published** 2011

**Publisher** Bombyx

**Designer** Antoine Bauza

**Artist** Nicolas Fructus

**Theme** Animals

**Mechanic** Action Points

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) wit...

*rating*

7.2

1.9

*difficulty*



# THE BORDER

2 - 4 30

**Published** 2022

**Publisher** Nürnberger-Spielkarten-Verlag

**Designer** Michael Kiesling

**Artist** Oliver Freudenreich

**Theme** Dice

**Mechanic** Dice Rolling

Y our goal in The Border is to surround as many areas as possible as quickly as you can. Each player has an erasable game board that features nine areas, with each area being surrounded by a path of hexagons and with these hexagons being

grouped in six colors. Most of these paths border two areas. Two hexagons are white and contain an X mark. On your turn, you roll five dice up to three times, keeping and re-rolling dice as you wi...

*rating*

6.5

1.0

*difficulty*



# TRAILS

2 - 4 40

**Published** 2021

**Publisher** Keymaster Games

**Designer** Henry Audubon

**Artist** Fifty-Nine Parks Print Series

**Theme** Adventure

**Mechanic** Contracts

Take a hike in TRAILS, exploring iconic sites and national parks across the U.S., gathering resources, observing wildlife, and earning wilderness badges. TRAILS is a standalone adventure in the PARKS series with artwork from the

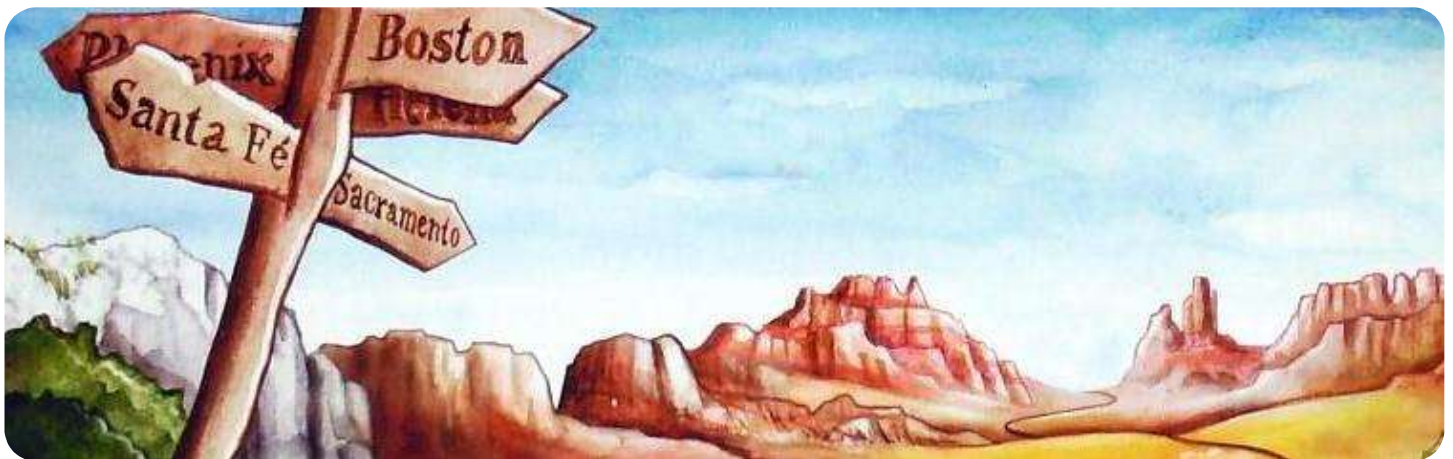
Fifty-Nine Parks Print Series. In TRAILS, players hike back and forth along the trail, collecting rocks, acorns and leaves; taking pictures; and encountering wildlife to gain bonuses. At trailhead and trail end, y...

rating

7.2

1.8

difficulty



# TRANSAMERICA

2 - 6 30

**Published** 2001

**Publisher** Winning Moves Germany

**Designer** Franz-Benno Delonge

**Artist** Marcel-André Casasola Merkle

**Theme** Trains

**Mechanic** Connections

TransAmerica is a simple railway game. Each player has a set of five cities strung across the U.S. that need to be connected by rail. Players place either one or two rails each turn. The game ends

when the first player completes a connected route between their five cities. The player who can make the best use of the other players' networks is generally victorious.

rating

6.6

1.3

difficulty



# TWENTY ONE

2 - 6 15

**Published** 2017  
**Publisher** Nürnberger-Spielkarten-Verlag  
**Designer** Steffen Benndorf  
**Artist** Oliver Freudenreich  
**Theme** Dice  
**Mechanic** Dice Rolling

Each player in Twenty One receives a different score sheet at the start of the game; each sheet has five horizontal rows with six colored dice pictured in each row, and while the numbers are identical in each of the

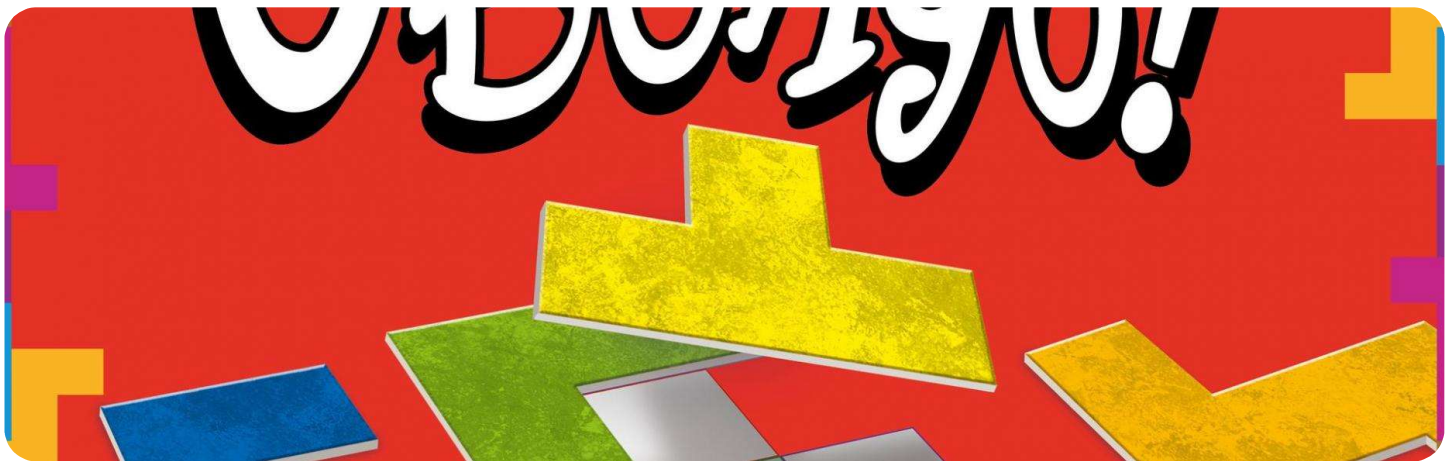
rows on each sheet, the arrangement of colors differs. To score points, a player needs to fill these dice with numbers, but they have to fill (or mark off) all six dice in a row before they can move to the next row on their sc...

rating

6.4

1.0

difficulty



# UBONGO

1 - 4 25

**Published** 2003  
**Publisher** KOSMOS  
**Designer** Grzegorz Rejchtman  
**Artist** Sandra Johansson  
**Theme** Puzzle  
**Mechanic** Grid Coverage

In Ubongo, players compete to solve individual puzzles as quickly as they can to get first crack at the gems on hand for the taking. 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 configur...

rating

6.7

1.5

difficulty



# VOLL VERPLANT

1 - 6 20

**Published** 2021  
**Publisher** Schmidt Spiele  
**Designer** Hisashi Hayashi  
**Artist** Olga Cress  
**Theme** Number  
**Mechanic** Bingo

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...

rating

7.4

1.7

difficulty



# VOLL VERPLANT: JAPAN

1 - 6 20

**Published** 2022  
**Publisher** Schmidt Spiele  
**Designer** Hisashi Hayashi  
**Artist** Olga Cress  
**Theme** Expansion for Base-game  
**Mechanic** Bingo

Voll verplant: Japan is an expansion for Voll verplant that includes four maps set in

Japan: Tokyo, Osaka, Nogoya, and Sendai.

rating

8.5

0.0

difficulty



# WILD SPACE

1 - 5 40

**Published** 2020

**Publisher** Catch Up Games

**Designer** Joachim Thôme

**Artist** Amélie Guinet

**Theme** Animals

**Mechanic** End Game

Bonuses

A new Galaxy has just been discovered on the borders of the Empire! Commanding your Spaceship, you go explore this new Eldorado, full of treasures and mysteries. Planet after Planet, your discoveries allow you to build up your Crew. Hire

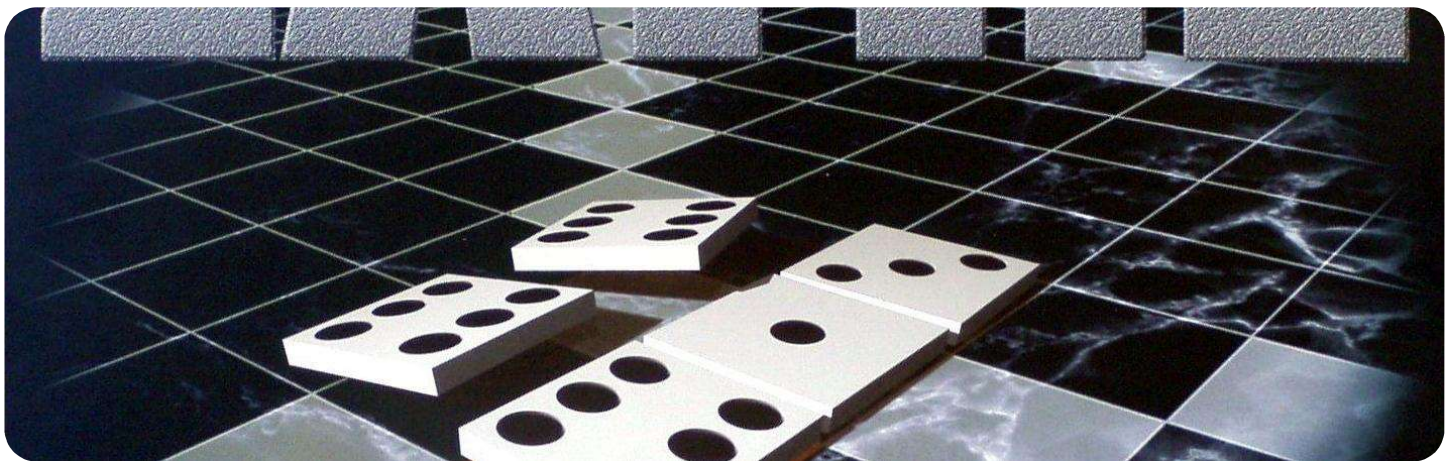
Specialists and Robots to benefit from their abilities. Attract Empire Emissaries on board, which will entrust you with new missions, worth Credits. Grab your part of the wonders that this new Galaxy is full of, t...

*rating*

7.3

2.1

*difficulty*



# ZATRE

2 - 6 45

**Published** 1990

**Publisher** AMIGO

**Designer** Manfred Schuling

**Artist** Barbara Spelger

**Theme** Abstract Strategy

**Mechanic** Tile Placement

Zatre is short for Zahlen & Treppen, numbers and steps. The publisher was obliged to replace the phrase "scrabbling with numbers" for "dominoes for the 21st century" on the box, but really it is just Scrabble with

numbers. And very good for it, it is too. There are 121 tiles with 1-6 dots like a standard die or domino (20 of each number plus an extra 1). Players alternately draw and place 2 tiles on the board extending the ...

*rating*

6.3

2.0

*difficulty*

