

Legend for Need column: R (Rainbow Deck only), D (Rainbow Deck Deluxe), S (Rainbow Deck SuperDeluxe)											
Rank	Name	Designer	Mechanic	Min Players	Max Players	Need	Contents	Setup	Gameplay	Endgame	Scoring
50	Tichu	Urs Hostettler	Betting/Wagering, Hand Management, Partnerships, Trick-taking	3	6	R	<ul style="list-style-type: none"> * colour 0,2,4,6 x 1-K (common cards 2-10, J,Q,K,A) * red, orange, green, blue joker (phoenix, mahjong, dragon, dog) 	<ul style="list-style-type: none"> * The original game is for 4 players, 2 vs 2 game. * Deal 8 cards to each player. A player may call Grand Tichu (bets he is the first to go out). If he wins, he gets 200 pts. Else, -200 pts. * Before a player plays his first card, he can call Tichu. If he wins, he gets 100 pts, Else, -100 pts. * Each player passes 1 card face-down to each other player. Player with Mahjong leads the first trick. * For 3 players, one of the player play with a dummy player (cards face-up). He gives 2 cards to his opponents. * For 6 players (3 vs 3), each player pass 2 cards to his 2 partners. Dog passes lead to a partner of your choice. Last player remaining gives all cards in hand and score piles to opponents. 5th player to go out gives all his score piles to the first player who went out. Double victory no points. If all 3 went out first, they get 300 pts. 	<ul style="list-style-type: none"> * Player who leads the trick plays single, pair, consecutive pairs, 3 of a kind, full house or straight of at least strength 5. Players then play with a higher value combination. A player who have passed may play again. If all other players passed in succession, player takes all the cards played and leads the next trick. * Mahjong: Value 1. When played, player may wish for any other rank (2 to Ace). The next player who can legally play the wished for card MUST do so. * Dog: May only be played as a lead. Immediately transfers lead to your partner. If your partner is out of game, the lead rotates clockwise until it hits a player still in the game. This transfer may NOT be bombed. * Phoenix: A wild card. As a single card, it is considered +0.5 of the previously played card. Played as a single card lead, it is 1.5. * Dragon: Can only be played as a single card. Highest value single card. If it is the winning card, the winner must place the won cards in scoring pile of one of his opponents. * 4 of a kind and straight flush of at least 5 cards are bombs. Phoenix cannot be part of bombs. 	<ul style="list-style-type: none"> * Round ends when all but 1 player has run out of cards. His cards in hand go to the opponents, while the cards in his scoring pile go to the first player who went out. 	<ul style="list-style-type: none"> * 5, 10 and K are worth 5, 10 and 10 pts. Dragons = 25pts, phoenix = -25pts. * If both member of the team go out first, they get 200 pts. No card points are totalled. * First team to reach 1000 pts wins.
77	The Resistance	Don Eskridge	Partnerships, Simultaneous Action Selection, Voting	5	10	D	<ul style="list-style-type: none"> * colour 6 x value 1-6 (resistance) * colour 0 x value 1-6 (spy) * 5 x jokers (team cards) * 1 meeple (leader) * colour 11 x 1-10 (vote-approve and mission-success cards) * colour 10 x 1-10 (vote-reject and mission-failure cards) * 3 x red, blue chips (failure, success markers) * 1 x black chip (current mission) * 3 x cardback (5 squares to denote 5 missions) 	<ul style="list-style-type: none"> * Deal resistance and spy cards to players face-down to assign roles. * For 5/6/7/8/9/10 players, use 2/2/3/3/3/4 spies and 3/4/4/5/6/6 resistance cards. * There are 5 missions. * Number of players to go on each mission is as follows: 5p: 2-3-2-3-3, 6p: 2-3-4-3-4, 7p: 2-3-3-4-4, 8/9/10p: 3-4-4-5-5 	<ul style="list-style-type: none"> * Leader selects the required number of players to go on the mission. He hands the team cards to the selected players. * Players place their vote cards face-down and reveal simultaneously. * If selection is rejected, the leader moves to the left player and new selection starts. If selection is rejected 5 times in a row, the mission is considered failed. * If selection is approved, the selected players place a mission card face-down. If there is at least 1 failure card, the mission fails. Put all the success and failure mission cards together, shuffle and deal back to the selected players. * Leader moves to the left, and the next round begins. 	<ul style="list-style-type: none"> Resistance has 3 mission successes, or spies have 3 mission failures. 	

90	Battle Line	Reiner Knizia	Hand Management, Set Collection	2		R	<ul style="list-style-type: none"> * colour 0-5 x value 1-10 (troop) * colour 10 x value 1-10 (tactics) * 9 face-down cards (flags) 	<ul style="list-style-type: none"> * Place 9 flags in a row between 2 players * Deal 7 troop cards to each player. * Prepare troop pile and tactics pile 	<ul style="list-style-type: none"> * A player places a troop or tactics card, place it at his side next to a piece, and draw 1 card from either deck. * If unable to play troop card, he may pass or play tactics card. * Comparison same as schotten totten. * If tie, last player to play the card loses. <p>Morale (played as a Troop card): Leader (Alexander and Darius) (1,2) – wild value and colour. Only 1 may be played Companion Calvary (3) - value 8, wild colour Shield Bearer (4) - value <=3, wild colour</p> <p>Environment (played at his side next to an unclaimed flag): Fog (5) - flag is decided based on total value Mud (6) - flag is decided based on 4 cards</p> <p>Guile (played at his side, next to the tactics pile): Scout (7) - Draw 3 cards from 1 or both decks. Choose 1 and put the others back. Redeploy (8) - move any troop or tactics card to another flag, or discard it face up at his side, next to the tactics draw pile. Deserter (9) - discard any of opponent troop or tactics card at opponent's side next to the tactics pile. Traitor (10) - steal any troop card to place at own empty side next to a flag</p>	A player claims 3 adjacent flag, or any 5 flags.	
114	King of Tokyo	Richard Garfield	Card Drafting, Dice Rolling	2	6	S	<ul style="list-style-type: none"> * 150 tokens (life tokens) * 0,2,4,6,8,10 x K (monsters) * 2 x jokers (tokyo and tokyo bay) * 154 face down cards (victory points) * 6 x dies 	* Deal 10 life tokens to each player.	<ul style="list-style-type: none"> * During each turn, each player rolls 6 dies, then may reroll 2 more times. Any dice can be rerolled. 1,2,3 represent victory points (VP). 3 x 1 or 2 or 3 gets the corresponding Vps. Each subsequent same number is worth 1 VP. 5 represents life. 6 represents attack. 4 represents nothing (energy cubes in actual game). * Monsters in Tokyo attack all monsters not in Tokyo. Monsters not in Tokyo only attack monsters in Tokyo. The monster being attacked may choose to get out of Tokyo, and the attacker moves in. Moving into Tokyo gets 1 VP. Starting your turn in Tokyo gets 2 VP. However, monsters in Tokyo may not heal with dice. For the 1st player moving into Tokyo, only 1 attack is needed. * For 5,6 players, Tokyo Bay is added to Tokyo City. Tokyo refers to both. If any of these 2 region is empty and there is an attack, the attacker must move in. If only 1 region is occupied, Tokyo city must be occupied first. 	* A player gets 20 VP or is the last monster standing.	* Player who first gets 20 VP wins or is the last monster standing.

179	For Sale	Stefan Dorra	Auction/Bidding, Simultaneous Action Selection	3	6	D	<ul style="list-style-type: none"> * sequence 1-30 (property) * poker suit 5,6 x 1-15 (cheque, value 1 = cheque value 0) * 84 x chips (\$1 coin) 	<ul style="list-style-type: none"> * Each player receives \$18/\$14 coins for 3-4/5-6 players. * Randomly remove 6/2 cards for both property and cheque cards for 3/4 players. 	<ul style="list-style-type: none"> * Phase 1: Number of properties equal to number of players are turned face up. Players bid to buy these using coins. They must increase bid of previous player or drop out the bidding by passing. If pass, pay half of bid (rounded up) and take the lowest card. Last player left in the auction gets the most valuable property but pays the full bid. He starts the bidding for next round of auction of new properties. Repeat until all properties are bought. * Phase 2: Number of cheques equal to number of players are turned face up. Each player chooses a property to sell, and all players reveal together. Highest cheque goes to player with highest property, and so on. Repeat until all properties are sold. 	Both phase 1 and 2 are completed.	* Player who has the most money (coins + cheques) wins.
202	Lost Cities	Reina Knizia	Card Drafting, Hand Management, Set Collection	2		R	<ul style="list-style-type: none"> * colour 0-4 x value 1 (marker card), 2-10 (number card), J-K (multiplier card) 	Deal 8 to each player. Place the 5 marker cards in a row between the 2 players.	<ul style="list-style-type: none"> * A player must either 1) Add a number card next to marker with same colour. Card's value must be larger than that of previous card. Multiplier cards can be placed first prior to other cards, up to 3 possible. Multiplier effect for a row point is 2/3/4 for 1/2/3 multiplier cards. 2) Discard a card on top of marker card with same colour. Then player draws card from draw pile or discard pile. Player may not draw the card he discarded this turn. 	Player draws the last card from draw pile.	The point for each row with card is -20 plus all the numbers. Final score is the sum of all row points.
237	Schotten-Totten	Reina Knizia	Hand Management, Set Collection	2		R	<ul style="list-style-type: none"> * 0-5 colours x value 1-9 * 9 face down cards (boundary card) 	<ul style="list-style-type: none"> * Deal each player 6 cards from draw pile. * Place boundary cards in a row between 2 players. 	<ul style="list-style-type: none"> * A player must put 1 card on his side on a boundary card, then draw a card * There cannot be more than 3 cards for each boundary at each side * Before placing a card, player may claim ≥ 1 boundary with 3 cards placed, if he has (or can prove he has) the superior set of cards. Place the boundary card to his side. * Ranking is same colour consecutive values > same value > same colour > consecutive values > any random set * If there is a tie, the higher total wins, if still tie then the player who placed the 3rd card first wins 	A player claims 3 adjacent boundaries, or total 5 boundaries. This player wins.	Winner scores 5, loser scores 1 for each boundary claimed
268	Coloretto	Michael Schacht	Card Drafting, Set Collection	2	5	R	<ul style="list-style-type: none"> * colour 0-6 x value 1-9 (colour card) * colour 11 x value 1-10 (+2 card) * 3 x joker (wild card) * colour 10 x value 1-5 face down (row card) * 5 score reference card * 1 end of round card (actual playing card rotated 90) 	<ul style="list-style-type: none"> * Put num of row cards in common area equal to num of players. * Each player gets 1 card of different colour. * For 3 players, remove 1 colour. * For 2 players, remove 2 colours and each player takes 2 cards of different colours. There are 3 row cards (with numbers 1,2,3). 	<ul style="list-style-type: none"> * A player must either 1) Draw a card and put on a row 2) Take a row, provided the row has at least 1 colour card and stay out of the round * Once all players took a row each, put all row cards back and start again Following the player sequence from last round. * For 2 players, after each player has taken a row, the cards on the 3rd row are discarded. The value on each row card indicate the number of colour cards that can be placed on that row. 	Once the last 15th card is drawn, discard and draw again. That round is the last round.	<ul style="list-style-type: none"> Top 3 rows with most cards get positive points, the rest of the rows get negative points * 1 card = 1 pt * 2 card = 3 pt * 3 card = 6 pt * 4 card = 10 pt * 5 card = 15 pt * ≥ 6 card = 21 pt * +2 add 2 points * Wild cards can represent any colour

285	Medici	Reina Knizia	Auction/Bidding, Set Collection	3	6	D	<ul style="list-style-type: none"> * poker 1-5 x value 0,1,2,3,4,5,5 (cloth, fur, grain, dye, spice lot tiles) * joker (gold card) * colour 0,2,4,6,8,10 x 7 chips (counters) * colour 0,2,4,6,8,10 x 1 chip and card backs (market stalls with 8 levels each) * poker 1-5 x value 0,0,1,1,...,9,9 (to form the money track) 	<ul style="list-style-type: none"> * Each player gets the 7 counters of same colour. * Place 1 counter for each market stall, and 2 counters on the money track. * For 3/4/5/6 players, each player gets 40/40/30/30 florins as money. 	<ul style="list-style-type: none"> * Choose a starting player. * For 3/4/5/6 players, remove 18/12/6/0 lot tiles face-down. For subsequent rounds, player with lower money starts first. * Each player take turns to reveal lots for auction. He can reveal 1-3 lots for auction. There must be at least 1 player who is eligible to bid for these lots. Bidding starts from the player on the left of the active player. Each player gets 1 chance to bid or pass. He cannot bid more than he has. If everyone passes, the lots are discarded and put face-down. He cannot bid for lots that would cause him to exceed the 5 lot limit for his ship. * Winning bidder place the lots in his ship (5 spaces). He pays the bid and moves up his counter at the market stall by corresponding number of positions depending on the number of tiles of that good. If he reaches the top 3 positions, he gets bonus florins of 5, 10 or 20. If he has 5 lots in his ship, he is out of future auctions for that day. 	<ul style="list-style-type: none"> * A day ends when all but 1 player has 5 lots in his ship. The last player picks enough tiles to top up to 5 lots in his ship. If not enough tiles, scoring still occurs. 	<ul style="list-style-type: none"> * Add the value of the lots in each ship. Players get points by ranking their total values. 3P=30/15, 4P=30/20/10, 5P, 30/20/10/5, 6P=30/20/15/10/5. * For ties, the corresponding payments are added and divided, rounded down. * Player in highest position of each market stall gets 10 florins. 2nd place gets 5. For ties, awards are added and divided, rounded down.
285	No Merci	Thorsten Gimmler	Auction/Bidding, Press Your Luck, Set Collection	3	5	D	<ul style="list-style-type: none"> * sequence 03 to 35 * 55 chips 	<ul style="list-style-type: none"> * Each player gets 11 chips. * Remove 9 cards face-down randomly from the game so that only 24 cards are used. VARIANT: 3 of the cards are 10,20 and 30. * Reveal top card of draw pile face up. 	<ul style="list-style-type: none"> * A player must either 1) Keep the card and any chips in play, reveal the next card and repeat this process 2) Put a chip and play continues clockwise. * Chips are hidden from view. Cards taken are face up and observable by all players. 	<ul style="list-style-type: none"> Last revealed card from draw pile is taken. 	<ul style="list-style-type: none"> * Number on each card gets as minus points * A chip is +1 point * Consecutive cards count as minus points according to the lowest absolute number
355	Haggis	Sean Ross	Betting/Wagering, Hand Management, Trick-taking	2	3	R	<ul style="list-style-type: none"> * 0,2,4,6,8 colour x value 2-10 (common cards, 3,5,7,9-1 pt) * 0,2,4 color x value J,Q,K (wild cards, J-2 pts, Q-3 pts, K-5 pts) 	<ul style="list-style-type: none"> * For 2 players, remove 1 complete suit and 1 set of J,Q,K. * Each player gets 1 set of J,Q,K. Deal 14 cards to each player. Put the remaining 8/3 cards for 2/3 players aside as the Haggis. * Each player may make a bet that he goes out first (0,15 or 30). If he loses, the first player who goes out or a player who did not bet gets the points. 	<ul style="list-style-type: none"> * Play daidi. Play sets (1 to 8 cards of same rank) or sequences of consecutive sets (at least 3 for singles, at least 2 for pair and beyond). * Bombs can be played anytime, but the cards go to the opponent. The bombs from weakest to strongest are 3-5-7-9 (4 different suits), JQ, JK, QK, JQK, 3-5-7-9 (same suit). 	<ul style="list-style-type: none"> * A player goes out. He gets the Haggis and also all cards in the last player remaining. 	<ul style="list-style-type: none"> * A player earns 5 pts for each card in the hand of player with most cards remaining in hand. * Player earns points for the 3,5,7,9,J,Q,K captured. * First player to reach 250 wins.
365	Hey That's My Fish	Alvydas Jakeliunas, Günter Cornett	Area Enclosure, Grid Movement, Modular Board	2	4	D	<ul style="list-style-type: none"> * 24 x dice value 1, 6 jokers (30 x 1 fish ice tile) * 20 x dice value 2 (20 x 2 fish ice tiles) * 10 x dice value 3 (10 x 3 fish ice tiles) * 4 color x 4 chips (penguins) 	<ul style="list-style-type: none"> * Get 4/3/2 penguins each for 2/3/4 players. * Distribute the ice tiles evenly to create alternate rows of 7-8 tiles in hexagonal pattern. * Players take turn to place a penguin at a 1 fish ice tile until all penguins have been placed. 	<ul style="list-style-type: none"> * Each player moves a penguin in any straight direction for any number of connected ice tiles, then collect the starting ice tile. * Penguins cannot go through empty tile areas or other penguins. * If a player cannot move any of his penguins, he picks up the penguins and the tiles they are at. 	<ul style="list-style-type: none"> * All players have retrieved their penguins. 	<ul style="list-style-type: none"> * Player with most fishes wins. If tied, player with most ice tiles wins.

394	Can't Stop	Sid Sackson	Dice Rolling, Press Your Luck	2	4	D	<ul style="list-style-type: none"> * 4 colours x 11 tokens * 3 x black tokens * 4 dice * Use cards with values 2 to Q to form 2/4/6/8/10/12/10/8/6/4/2 spaces for 11 columns numbered 2 to 12 (shown below) * Each card contains 2 spaces. <pre> 7 ----- 678 ----- 56789 ----- 4567890 ----- 34567890J ----- 234567890JQ </pre>	* Each player chooses a colour and takes all the chips of that colour.	<ul style="list-style-type: none"> * A player rolls 4 dices. Then he combines to form 2 pairs of numbers. The sum for each pair represents the columns on which the player must place the markers. If there are no coloured chips on that column, put it at the first space away from the top. If there is, put the marker one space above the coloured chip. * The player may continue to roll and do the same. He must place the 3rd marker on another column if a new number is formed. * As long as one of the 2 pairs formed equals to one of the 3 columns that the markers are at, he must advance that column and decide whether to continue to roll. If the pairs do not equal all the 3 columns, he removes all the markers and end his turn. At any time, if a player can place a marker, he must. * If the player decides to end the turn, he replaces the markers with his coloured chips. * Once a player reaches the 1 space above the top most space in the column, he claims that column and all other coloured chips are removed. All players may not place markers or chips in that column anymore. * If after a roll, a player cannot place or move a marker, he is busted and has to end his turn. 	* A player reaches the top of any 3 columns (eg. the 13 th space for column 7)	* The first player to claim 3 columns wins.
411	Sticheln	Klaus Palesh	Hand Management, Trick-taking	3	8	R	<ul style="list-style-type: none"> * poker suit 1-6 x value 0-19 	<p>Players/numbers</p> <pre> 3/0-8 4/0-11 5/0-14 6/0-14 7/0-17 8/0-18 </pre> <ul style="list-style-type: none"> * Deal 15 to each player, 14 if eight are playing. Remaining cards are shown and set aside. * Each player chooses a card with his pain colour. All players place it face-up simultaneously. 	<ul style="list-style-type: none"> * Each player take turns to play a card. Need not follow suit. * Highest card in trump suit wins. 0 cannot be a trump suit. * Every other colour played different from the first lead colour is a trump colour. * The player who first played the highest valued card with suit different from the leading suit wins. 	All cards are played	Number of cards in non-pain colour minus total numerical value of all pain cards
419	Qwirkle	Susan McKinley Ross	Pattern Building, Pattern Recognition, Tile Placement	2	4	R	<ul style="list-style-type: none"> * poker suit 1-6 x 3 copies of dice value 1-6 (the 2 variables are poker suit and dice value) 	<ul style="list-style-type: none"> Deal 6 cards to each player, with the rest forming the draw pile. * Each player declares the largest number of cards that share 1 attribute (poker suit or dice value). The player with the highest number starts. If tie, the older player starts. 	<ul style="list-style-type: none"> * During his turn, each player does 1 of 3 things 1) Add a tile to the grid, then draw a card to bring hand back to 6. 2) Add 2+ cards to the grid in the same line (a line defined as 2+ adjacent cards). These cards must share 1 attribute, but do not have to touch each other. Draw 2 cards back to 6 cards hand. Each line must have only 1 of each poker suit or each dice value. 3) Trade any number of cards. Draw the number of cards to be traded, then shuffled the unwanted cards back into the draw pile. 	* The draw pile is depleted and a player uses all his tiles.	<ul style="list-style-type: none"> * When creating or adding to a line, each tile in the line scores 1 pt. * If there are 6 tiles in the tile, bonus of 6 pts. * Whoever clears his hand first gets bonus 6 pts. * Player with highest score wins.

443	High Society	Reina Knizia	Auction/Bidding	3	5	R	<ul style="list-style-type: none"> * poker 1-5 x 1,2,3,4,6,8,10,12,15,20,25 (currency cards) * colour 11 x 1-10 (luxury cards) * colour 10 x J,Q (-5, thief misfortune cards) * colour 10 x 0 (1/2 misfortune red-border card) * colour 10 x 1,2,3 (3 x "x2" recognition red border cards) 	<ul style="list-style-type: none"> * Each player takes all 11 currency cards of same colour. * Shuffle the luxury, recognition and misfortune cards together. 	<ul style="list-style-type: none"> * Reveal a card, and players start to bid for this card. * Player may play >=1 card as his bid. Subsequent players must lay a higher bid or pass. If player passes, his bid goes back to his hand. To increase bid, add new cards. * Winner of bid takes the card and place it face up in front of him. His bid is discarded. * If all players pass without placing a bid, last player gets the card for free. * Winner of bid starts the next round of bidding. * For misfortune cards, the first player who passes takes the card and his bid back to his hand. Other players lose their bids. If player gets a Thief, discard a luxury card. If he does not have one, discard the 1st luxury card he purchase. Both Thief and luxury card are discarded. 	<ul style="list-style-type: none"> * The 4th red border card is revealed. 	<ul style="list-style-type: none"> * Total the currency cards. Player with the least amount loses immediately. * Remaining players total their luxury cards, subtract -5 if any, double if any, 1/4 if any in this sequence. * Player with highest total wins. If tie, player with highest single luxury card wins.
454	Incan Gold	Bruno Faidutti, Alan R. Moon	Press Your Luck, Simultaneous Action Selection	3	8	D	<ul style="list-style-type: none"> * jokers 1-5 (temple cards 1-5) * poker suit 1 x dice value 1,1,1,2,2,2,3,3,3,4,4,4,5,5,5 (quest cards – hazard) * poker suit 4 x value 1,2,3,4,5,5,7,7,9,11,11,13 (quest cards – treasure) * colour 8 x value 4,5,7 (quest cards – treasure 14,15,17) * colour 11 x value 1-8 (player card - torch) * colour 10 x value 1-8 (player card – camp) * colour 2 x 1-5 (artifact card) * orange chips x 25 (gold gem, 10 pts each) * black chips x 25 (black gems, 5 pts each) * red, green, blue, purple chips x 25 for each colour (green gems, 1 pt each) 	<ul style="list-style-type: none"> * Each player gets 1 torch (stay) and 1 camp (leave) card. * Shuffle the quest cards with 1 more artifact card (1 artifact in 1st round, 5 artifacts in 5th round). * Place the temple cards face down, then turn over the 1st temple to indicate the 1st round. * Reveal 1 quest card. If it is a hazard, reveal another quest card. Hazard – red Treasure – blue, purple Player card – black, grey Artifact – yellow 	<ul style="list-style-type: none"> * Each player chooses either torch or camp card, then reveal them together. * If a player leaves, he gets the treasures he has found so far and put into his tent (hidden area). He also shares the treasures that remain on the cards on the path to the exit. If it cannot be divided equally, the remainder is placed on any quest card. * After settling the players who leave, reveal the next quest card. If it is a treasure, share it equally among the players still exploring. Put the gems explored near the quest cards, not near the players to indicate they have not got the gems, only discovered them. If there is remainder, place it on the card to be available for players leaving the tunnel later. * If it is a hazard card, place it at right angles to make it easy to identify. If it is the 2nd similar hazard card, all the players still in the tunnel lose everything they have, and the next round begins. The hazard card that triggered the end of the round is removed from game. * A round also ends if all players leave the tunnel. * Artifacts can only be claimed by a player leaving the tunnel, and only if 1 player is leaving. Put the artifact card in front of the player. Any artifacts left in the tunnel when the round ends is removed from game. * Shuffle the quest cards for the next round. 	<ul style="list-style-type: none"> 5 rounds are played. 	<ul style="list-style-type: none"> * The 1st 3 artifacts to leave the temple is worth 5 pts, any further artifacts worth 10 pts. * Player with the most points wins. If tie, the player with the most artifact wins.
458	Wizard	Ken Fisher	Betting/Wagering, Hand Management, Trick-taking	3	6	R	<ul style="list-style-type: none"> * colour 0-3 x value 1-13 * colour 10 x value 1-4 (Wizard card, Z) * colour 11 x value 1-4 (Fool card, N) 	<ul style="list-style-type: none"> * Deal 1 card to each player for 1st round, 2 cards for 2nd round etc. For every round, the deal rotates in clockwise direction. * Cards not dealt form a pile in the middle. * Reveal 1 card as trump colour. Fool - no trump, Wizard - dealer calls trump. * Fool - lowest trump, lower than all 1. Wizard - highest trump, higher than all 1. 	<ul style="list-style-type: none"> * At the start of each round, player predicts the number of tricks he can get. Note this down in a note, or using chips. * Player can always decide when to play Z and N * First wizard played wins * Any card can be played when opened with Z. Winner goes to first Z played. * 2nd card color determines the colour to follow when opened with N. If all fools, first fool wins. 	<ul style="list-style-type: none"> All cards are played 	<ul style="list-style-type: none"> Exact number of tricks will earn 20 pts plus 10 pts/trick. Else, -10/trick over or under. Highest pts win

468	Wyatt Earp	Richard Borg, Mike Fitzgerald	Card Drafting, Hand Management, Set Collection	2	4	D	<ul style="list-style-type: none"> * 0-6 colours x dice value 6 (posters) * 0-6 colours x dice value 1,1,2,2,3,3,5 (outlaws) * 0-6 colours x dice value 4 (photo) * 8 colours x dice value 1,1 (stagecoach robber) * 8,9 colours x dice 2,2,2,2 (bank robbery) * 8,9 colours x dice 3,3,3 (fastest gun) * 10 colour x dice 1,1,1 (most wanted) * 11 colour x dice 1,1,1,1,2,2,2 (Wyatt Earp) * 3 x jokers (hideout) * 150 chips (\$1k tokens) 	<ul style="list-style-type: none"> * Place the 7 posters in a circle. Place \$1k token on each poster. * Deal 10 cards to each player. The remaining cards form the draw pile. Reveal 1 card to create discard pile. 	<ul style="list-style-type: none"> * During each turn, a player 1) Draw 2 cards from draw pile, or top card from discard pile. 2) May play as many Outlaws cards as he wants, and at most 1 Sheriff card. The first Outlaw cards for each colour-coded Outlaw must be played as a set of at least 3 Outlaw cards. Once played, anyone can play any number of that Outlaw cards. Place num of cards – 1 x \$1k tokens on the corresponding poster. 3) Discard 1 card. * Outlaw – 2 capture points (CP) each * Photo – 4 CP. Adds \$1k token to poster. * Stagecoach Robbery – 1 CP. If successful shot, adds \$3k tokens to poster. * Bank Robbery – 2 CP. If successful shot, adds \$1k token to poster. * Fastest Gun – 3 CP. If success shot, adds \$1k token to poster. Remove any existing Fastest Gun on the table. * Most Wanted – (1) Asks other player in clockwise or anti-clockwise order for one specific Outlaw card. (2) If successful shot, steal an Outlaw card on the table from another player. As a result, if Sheriff cards are no longer attached to a Outlaw, those Sheriff cards are discarded. * Hideout – All CP for that Outlaw is not counted. * Wyatt Earp – (1) Draw 2 cards from draw pile. (2) Search and take 1 card from discard pile. (3) If successful shot, remove a Hideout from your territory. This option can be played during another player's turn as a reaction to a Hideout being played. 	<ul style="list-style-type: none"> * Hand ends when a player discards his last card or has no cards in hand OR a player needs to draw from draw pile but there is 0 or 1 card left and the draw pile is exhausted once before. * Claim tokens, \$1k is added to each poster, and every player gets new hand of 10 cards. 	<ul style="list-style-type: none"> * Tokens are claimed at the end of each hand. * Count the CP for each Outlaw. * If <8 CP for any Outlaw, no tokens can be taken. * If 8+ CP, any player with 5+ CP more than any other player gets all the tokens from that Outlaw. Else, all players who have 4-CP less than the highest player gets to share the reward. Player with highest CP gets \$2k, then 1\$k for each remaining eligible player. Continue until there is not enough money to pay 2 or more players with same CP. * Play until a player has \$25k or more tokens.
473	Die Sieben Siegel	Stefan Dorra	Trick-taking	3	5	S	<ul style="list-style-type: none"> * poker suit 1-5 x value 1-15 (common) * 5 x red, 3 x yellow, 3 x green, 3 x blue, 3 x violet chips (seals) * 4 x dice (white seals) * 6 x black chips (seals) * 1 black dice (Saboteur) 	<ul style="list-style-type: none"> * For 3/4/5 players, use 1-9/1-12/1-15 * Deal 15 cards to each player. * Each player takes turns to pick the chips that he predicts will indicate the number of the colored tricks he will get. OR take the Saboteur. If there is no available chips, he gets it from any player. That player receives a white chip which can act as jokers. 	<ul style="list-style-type: none"> * Players must follow leading colour. * Red is always trump. If no trump cards played, then highest number wins. Winner takes trick face down in his own discard pile. * If the player wins a trick, he can throw a seal (back to the bank) which has the colour of the winning card or the leading colour of the trick. Else, he gets a black chip. White chips represent any colour. 	<ul style="list-style-type: none"> All 15 cards are played. 	<ul style="list-style-type: none"> Colored seal/2 penalty, black/3, white/4. Saboteur gets 4 penalty minus total of black chips other players have.

510	Balloon Cup	Stephen Glenn	Hand Management, Set Collection	2		D	<ul style="list-style-type: none"> * colour 0 x 1-13 (red balloons) * colour 2 x 1,2,3,5,6,7,8,9,11,12,13 (yellow balloons) * colour 4 x 1,2,4,6,7,8,10,12,13 (green balloons) * colour 6 x 1,3,5,7,9,11,13 (blue balloon) * colour 8 x 1,4,7,10,13 (purple balloon) * 13 red, 11 yellow, 9 green, 7 blue, 5 purple chips (victory cubes) * colour 1 x 3 (trophy) * colour 3 x 4 (trophy) * colour 5 x 5 (trophy) * colour 7 x 6 (trophy) * colour 9 x 7 (trophy) * 1 bag * 4 jokers (balloon hop tiles – front is flatland, back is mountain) 	<ul style="list-style-type: none"> * Place the chips in a bag. * Place the balloon hop tiles in a row between the 2 players – heart, star, club, diamond (numbered 1,2,3,4) in flatland, mountain, flatland, mountain. * Randomly draw and place victory cubes on the balloon hop tiles. 1 cubes on tile 1 to 4 cubes on tile 4. * Deal 8 balloon cards to each player, with the remaining as draw pile. * Place the trophy cards face up near the board. 	<ul style="list-style-type: none"> * Each player selects a balloon card and place it next to a balloon hop tile, either on his or his opponent's side. Then he draws a card and ends turn. * A player has to play a card if he can, even at the opponent's side. If he cannot play, he must show his cards to his opponent to prove it. If true, he ends his turn without playing any card. Else, he must play a card. * The colours and numbers of the victory cubes determine the exact colours and number of cards that must be placed on each side of the tile. * If the tile is a mountain, the player with the highest sum of balloon cards gets the victory cubes. If it is flatland, then the lowest sum player wins the cubes. * If the sums are the same, then the player who last placed a card on either side wins the cubes. * After the victory cubes are won for a tile, the balloon cards are discarded. The tile is flipped to the other side, and puts randomly drawn victory cubes on it, the number of cubes depending on the number on the tile. At this point, players check if they have enough victory cubes to claim the trophy cards. Play then continues to the player who lost the tile scoring. * After claiming a trophy card and place it face up near the player, the victory cubes go back to the bag. A player may exchange 3 victory cubes (any number of sets of 3) of an already claimed trophy colour for 1 victory cube of another colour he is trying to claim trophy for. * If there are not enough victory cubes to fill a balloon hop tile, then remove that tile. 	<ul style="list-style-type: none"> * A player claims a third trophy card. 	<ul style="list-style-type: none"> * The player who claimed the third trophy card wins.
513	Cash n Guns	Ludovic Maublanc	Player Elimination, Simultaneous Action Selection, Variable Player Powers	4	6	D	<ul style="list-style-type: none"> * colour 0,2,4,6,8,10 x K (Bang! Bang! Bang!) * colour 0,2,4,6,8,10 x 1,2 (Bang!) * colour 1,3,5,7,8,11 x 1-5 (Clic Clic Clic) * 15 red chips (\$5) * 15 orange chips (\$10) * 10 green chips (\$20) * 25 blue chips (shame markers) * 25 black chips (wound markers) 	<ul style="list-style-type: none"> * Each player gets a set of 8 cards, and 5 banknotes. 	<ul style="list-style-type: none"> * At the start of a round, reveal 5 banknotes into the pool, then chooses a Bullet card and put face-down. * One player (godfather) counts to 3, upon which players aim at a player of his choice. Count to 3 again, upon which players can either lay down their guns, discard their played Bullet card face-down, get a Shame marker OR do nothing. Players who are aiming a player that has layed down also lay down their guns and discard their card face-down. * The rest of the players reveal their cards. Players touched by a Bang Bang Bang card is hit and gets a Wound marker. Then players are hit by Bang! cards. One hit, one wound marker. If Clic Clic Clic, nothing happens. 	<ul style="list-style-type: none"> * 8 rounds are played. 	<ul style="list-style-type: none"> * Each shame marker= -\$5
513	Turn the Tide	Stefan Dorra	Hand Management, Memory, Simultaneous Action Selection	3	5	D	<ul style="list-style-type: none"> * sequence 1-60 (weather cards) * colour 10-11 x value 1-12 (Tide cards) * 24 chips (Life token) 	<ul style="list-style-type: none"> * Deal 12 cards to each player. Remove the remaining cards from game. Get the number of life preservers. * 25-36=1 life, 13-24=0.5 life, 37-48=0.5 life 	<ul style="list-style-type: none"> * Reveal 2 Tide cards * Each player puts a weather card face-down and all reveal at the same time. * Largest weather card gets the lower Tide card. 2nd largest weather card gets the 2nd Tide card. * Compare the Tide cards of all players. Largest Tide card minus 1 life token. * After 12 cards are played, pass Tide cards and life tokens to the left player. 	<ul style="list-style-type: none"> Play until all players played all sets of cards. 	<ul style="list-style-type: none"> Total the life preservers left for all rounds. Highest score wins.

522	Werewolf	Dimitry Davidoff, Andrew Plotkin	Partnerships, Player Elimination, Role Playing, Variable Player Powers, Voting	8	24	R	<ul style="list-style-type: none"> * joker (moderator) * colour 10 x 1-2 (werewolf) * poker 1 x 20 (villagers) * colour 2 x 1 (villager – seer) 	<ul style="list-style-type: none"> * Deal one card to each player (villager card count may vary depending on number of players). * Try to get odd number of players, including the moderator. 	<ul style="list-style-type: none"> * Moderator need to conduct the game. Everyone closes their eyes during the night phase. 1) "Werewolves, open your eyes. Pick someone to kill. Close your eyes". 2) "Seer, open your eyes. Pick a person to ask about." Moderator thumbs up if that person is a werewolf, thumbs down if not. "Seer, close your eyes". 3) "Everyone open your eyes." Point to the player who has been killed. He reveals his card and is out of the game. * During the day phase, the players vote for a player to kill. He reveals his card and is out of the game. Players out of the game may not speak. 	<ul style="list-style-type: none"> * When both werewolves are killed, or there are equal number of werewolves and villagers. 	<ul style="list-style-type: none"> * If the werewolves are killed, the villagers win. Else, they lose.
540	Cartagena	Leo Colovini	Hand Management, Modular Board	2	5	D	<ul style="list-style-type: none"> * poker suit 1-6 x 1-17 (common cards) * poker suit 1-5 x 12 chips(6 pawns, each pawn is 2 stacked chips) * poker suit 1-6 x 6 chips (markers for the board) * 9 cardbacks (put side by side to form a 2x18 U-shaped track, total 36 spaces) 	<ul style="list-style-type: none"> * Put markers next to each square on the board to assign a colour to each square. There should be 6 different colours for each set of 6 consecutive squares. * Deal 6 cards to each player from the draw pile. These cards are placed face-up. * Deal 12 cards face-up in a row next to the draw pile. The card just next to the draw pile should be the most recent revealed card. 	<ul style="list-style-type: none"> * A player has 1 to 3 moves per turn. Each move can be either 1) Play a card and advance a pirate to the next vacant space marked with the same colour as the card played. If that space is occupied, move to the next one. If there is no such space, move him out of the passage. 2) Move a pirate backwards to the first space occupied by 1 or 2 pirates. Vacant spaces and spaces occupied by 3 pirates are ignored. If the space is occupied by 1 pirate, draw 1. If 2 pirates, then draw 2 cards. Always pick the oldest cards from the 12 revealed cards on the table. 	<ul style="list-style-type: none"> * A player who has all 6 pirates out of the passage wins. 	
562	Hanabi	Antoine Bauza	Co-operative Play, Hand Management, Memory, Set Collection	2	5	D	<ul style="list-style-type: none"> * poker suit 1-5 x dice value 1,1,1,2,2,3,3,4,4,5 * 5 jokers * 8 blue chips * 3 red chips 	<ul style="list-style-type: none"> * For 2-3/4-5 players, deal 5/4 cards to each player. * Players are not allowed to look at their own cards. Face it away so that other players can see. * Place the blue chips on the box lid, and red chips besides the box. 	<ul style="list-style-type: none"> * During each turn, a player does one of below 1) Give information to another player Remove a blue chip from lid and place next to the box. If no available chips, this option cannot be taken. Choose either a colour or number, then point out all the cards having this colour or number. 2) Discard a card. Place a blue chip from next to box back on the lid. If no available chips, this option cannot be taken. Draw a card without looking at it. 3) Play a card If the card begins or adds to a firework, draw a card. If it does not add to a firework, discard the card and put a red chip on the lid. Then draw a card. Fireworks * All cards in a firework must be the same colour. There is only 1 firework of each colour. A firework must be built in order from 1 to 5. A firework may not contain more than one card of each value. * If a firework is completed, put a blue chip on the lid. 	<ul style="list-style-type: none"> * Game ends when 1) The 3rd red token is placed on the lid OR 2) The team completes all five colours of fireworks OR 3) A player draws the last card from the deck. Each player gets one more turn, including the player who drew the last card. Players cannot draw more cards during these final turns. 	<ul style="list-style-type: none"> The team scores the sum of the highest value card for every fireworks.

562	Ikebana	Antoine Bauza	Co-operative Play, Hand Management, Memory, Set Collection	2	5	D	<ul style="list-style-type: none"> * poker suit 1-5 x dice value 1,1,1,2,2,3,3,4,4,5 * 5 jokers * 27 yellow + 3 black chips (1 prestige point) * 15 blue chips (5 prestige points) * 15 red chips (10 prestige points) * 5 green chips (50 prestige points) 	* Each player gets 6 prestige points.	<ul style="list-style-type: none"> * During each turn, player can either 1) Draw a card Draw a card and add to your bouquet OR refuse it, pay a prestige point to player on the left, discard in your own discard pile face-up (only top card is seen) and draw another. To refuse the 2nd card, pay 2 prestige points to the 2nd player on your left. And so on. You cannot pay prestige points to yourself. Skip to the next player. 2) Buy a card Buy the top card of another player's discard pile by paying prestige points equal to the card value to the player. 	* Round ends when every player has 5 cards in their bouquet.	<ul style="list-style-type: none"> Combination:Points Pair: value x 2 Trio: value x 3 Square: value x 4 Quinte: value x 5 1,2,3,4: 8 2,3,4,5: 12 1,2,3,4,5: 15 * Each card can only be used in one combination. The sum above is multiplied if below applies. Colour: Multiplier 2 colours: x2 1 colour each: x3 Same colour: x4
575	Onirim	Shadi Torbey	Card Drafting, Co-operative Play, Hand Management, Set Collection	1	2	R	<ul style="list-style-type: none"> * poker 1,2,3,4 x dice value 1,1 (doors) * poker 1,2,3,4 x dice value 2,2,2 (keys) * poker 1,2,3,4 x dice value 3,3,3,3 (moon) * poker 1 x dice value 6,6,6,6,5,5 (sun) * poker 2 x dice value 6,6,6,6,5,5 (sun) * poker 3 x dice value 6,6,6,6,5,5,5 (sun) * poker 4 x dice value 6,6,6,6,5,5,5,4 (sun) * colour 10 x value 1-10 (dream card – nightmare) 	<ul style="list-style-type: none"> * The original game is a 1p game. * Draw 5 cards. Put any door or dream cards in the Limbo pile, and draw to 5 Labyrinth cards. Shuffle the Limbo pile back to the deck. * For 2p, draw 8 labyrinth cards, then each player gets 3 (personal resource). 2 cards are shared resource, put face-up on the table. Effectively, each player has 5 cards to play with. 	<ul style="list-style-type: none"> * A player's turn has 3 phases 1) Play a card along his own row or discard a card. The played card's symbol (key, moon, sun) must not be the same as the previous card. If there are 3 adjacent cards of same colour, he searches the deck for a door of the same colour. For discard, if it is a key card, look at the top 5 cards of the deck, discard 1 of them, and put the 4 remaining cards on top in any order. For 2p, a player may also swap a card from his Personal resource with a card from the Shared resource. 2) Draw a card. If it is a door card, put it into the Limbo pile unless you have a key card of the same colour. If so, discard the key card and get the door card. If it is nightmare card, you can do any of the options below before discarding it. <ul style="list-style-type: none"> a) Discard a key card. b) Place one of your door cards into the Limbo pile. c) Reveal the first 5 cards, if there is any door and/or dream cards, these are put into the Limbo pile. Remaining cards are discarded. d) Discard your whole hand. Draw until you have 5 labyrinth cards. Any other cards are put into the Limbo pile. You always end with 5 cards after the draw phase. 3) Shuffle the Limbo pile back into the deck. 	<ul style="list-style-type: none"> * Player gets all 8 doors on the table, or he is unable to draw a card from the deck when he needs to. * For 2p, each player must have 4 doors, one of each colour. 	* Player wins if he has all 8 doors, else he loses.

586	Babel	Uwe Rosenberg, Hagen Dorgathen	Action Point Allowance System, Set Collection	2	D	<ul style="list-style-type: none"> * colour 1 x value 1-10 (temple card, level 1) * colour 2 x value 1-9 (temple card, level 2) * colour 3 x value 1-8 (temple card, level 3) * colour 4 x value 1-7 (temple card, level 4) * colour 5 x value 1-6 (temple card, level 5) * colour 6 x value 1-5 (temple card, level 6) * colour 7-11 x value 1-12 (tribe card) * colour 7-11 x value K (territory marker) * 2 colour x 1 chip (or coin) 	<ul style="list-style-type: none"> * Each player take a level 1 temple card and place it face-up to start temple column. This level 1 temple card must be played in the first turn. The rest form the temple draw pile. * Deal 5 cards from tribe draw pile to each player. 	<p>Player performs these in sequence</p> <ul style="list-style-type: none"> * Draw 3 tribe cards * Take actions * Draw and place 2 temple cards in his column, larger level first. He needs to announce the number of cards he has if he has 4 or more tribe cards. <p>Actions, in any order, are</p> <ol style="list-style-type: none"> 1) Move - Play tribe card to tribe discard pile and move figure to corresponding colour territory 2) Settle - Play tribe card on his side next to the territory where his figure stands 3) Build temple card in his side of territory where figure stands. Take temple cards from either player's column. Build in order, 1, 2 to 6. Max level possible equals to number of his tribe cards in that territory. 4) Migrate (once per turn) - move topmost 3 tribe cards from 1 territory to another 5) Skill - discard 1 of set of 3 consecutive tribe cards after using the tribe's ability in territory where figure stands <p>Assyrians – Destroy Temple: place opponent's temples face down on top of temple draw pile Hitites – Rob Temple Level: place opponent's topmost temple on your temple, can skip level. Tribe card including discarded must be equal or higher than the stolen temple level. Medes – Emigrate: discard all tribe cards from 1 tribe from opponent Sumerians – Switch Sides: steals all tribe cards from opponent that match his topmost tribe card Persians – Jump a Level: jump 1 temple level All - opponent discard half his cards, rounded down</p>	<ol style="list-style-type: none"> 1) ≥ 15 total temples levels and opponent has < 10. 2) Highest total temple level if the last temple card is drawn 3) ≥ 15 total temples levels and opponent has ≥ 10. <p>Then enter into End-phase. Victor is first to 20 total temple levels, or loser is first to fall below 10.</p>
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617	Felix: The Cat in the Sack	Friedemann Friese	Auction/Bidding, Betting/Wagering, Secret Unit Deployment	3	5	S	<ul style="list-style-type: none"> * colour 10 x 0,2,3,4,6 (mouse cards) * colour 0,2,4,6,8 x 3,5,8,11, Joker,0 (good cat cards, joker = 15, 0 = value 0) * colour 1,3,5,7,9 x 5,8 (bad cat cards, -5,-8) * colour 1,3,5,7,9 x Q,K (small dog, large dog) * 108 chips (mice coins) * 1 die (start player marker) 	<ul style="list-style-type: none"> * Lay the mouse cards in a row from 0 to 6. 0 is the Cat in the Sack card. For 4 players, use the 2,4,6. For 3 players, use 3,6. * Place coins equal to the value on each card. * Each player takes a colored set of cat cards and 15 coins. * Starting player gets the start player marker. * The person sitting to each player's left randomly remove 1 unseen card in that player's hand from game. * For 3 players, set up a dummy player hand. Randomly remove 1 unseen card from this hand. 	<ul style="list-style-type: none"> * Start player places a cat card face down below the Cat in the Sack card. Other players take turns to do the same, at the next adjacent mouse card. Place a similar coloured chip next to the cat card to indicate the colour of the cat card. For 3 players, the 1st card is a random card from the dummy player hand. The last player card will not have a mouse card on top. * Once all cards are placed, reveal the card under the Cat in the Sack. * Start player starts to bid. Minimum is 1 mouse. Subsequent bid must be higher. If the player pass, he gets back what he has used for bidding, plus the coins from the mouse card that is currently having the lowest number of mice, then reveal the next cat card. If all players pass in the first round, the start player reveals all cards and see if he wants to pay 1 mouse to get these cards. If he passes, discards all these cards and begin a new round without any mouse coins on the mouse cards. * Bid winner pays the bid to the bank and claims the sack. Before claiming, check for dogs. Large dog chases away most positive valued cat, both cards are removed. Small god chases away most negative valued cat, both cards are removed. Bid winner also takes the start player marker. 	<ul style="list-style-type: none"> * All players run out of cat cards. 	<ul style="list-style-type: none"> * Total the points on the cat cards plus mouse coins. Player with most points wins. If tie, the tied players only compare the points for the cat cards.
638	Kingdoms	Reina Knizia	Tile Placement	2	4	D	<ul style="list-style-type: none"> * poker 1-4 x dice value 1,1,1,1,2,2,2,3,3,4 (castle) * colour 11 x dice value 1,1,2,2,3,3,4,4,5,5,6,6 (resource +1 to +6) * colour 10 x dice value 1,2,3,4,5,6 (hazard tiles -1 to -6) * joker heart (dragon) * joker diamond (gold mine) * joker club (mountain) * joker spade (mountain) * 19 red chips (copper coins value 1) * 12 red chips (copper coins value 5) * 20 red chips (copper coins value 10) * 8 red chips (copper coins value 50) * 4 red chips (copper coins value 100) 	<ul style="list-style-type: none"> * Each player chooses a colour and takes 4/3/2 rank 1 castles for 2/3/4 players. He also takes all the rank 2,3 and 4 castles. * Deal 50 gold and 1 non-castle card face down to every player. * Players play cards on a 6 row 5 column grid. 	<ul style="list-style-type: none"> * Each player can either 1) Place a castle 2) Draw and place a non-castle card 3) Place a non-castle card * If the player cannot take any of these 3 actions, he may pass. * Mountain: Divides its row and column into two parts, each of which is scored separately. * Gold mine: Doubles the score of the row and column * Dragon: Cancels all resource tiles in its row and column. 	<ul style="list-style-type: none"> * A round ends when there are no more empty spaces on the board. 	<ul style="list-style-type: none"> * Each player scores points in a row or column with their castles. Add the value of all resource tiles, subtract the hazard tiles, then multiply by total ranks of all castles. * Play total of 3 rounds. For the 2nd and 3rd round, remove all the rank 2,3 and 4 castles played from game. * Player with the most gold play first in the 2nd and 3rd game. Each player draws a non-castle card at the start of the round.

702	Parade	Naoki Homma	Hand Management, Set Collection, Tile Placement	2	6	R	<ul style="list-style-type: none"> * colour 0,2,4,6,8 x value 0-J (J=value 10) 	<ul style="list-style-type: none"> * Deal 5 cards to each player from the draw pile. * Lay 6 cards face-up from draw pile in a row. This is the parade. The draw pile is placed at one end to indicate the start of the parade. 	<ul style="list-style-type: none"> * A player place 1 card at end of parade. If necessary, cards are removed from parade and placed in front of player. Draw 1 card from draw pile. * If the cards in parade is larger than the placed number, the difference is equal to the number of cards at the front of the parade that will be in the removal mode. For these cards in the removal mode, (1) any cards of same colour OR (2) number less than or equal the played card goes to the player. These cards are clearly displayed in front of player. The cards that do not fulfill one of these 2 criteria remain in the parade. 	<ul style="list-style-type: none"> * A player collected cards of all 6 colours, or draw pile is depleted. Then 1 last turn for all players, including the player who created the endgame condition. Players do not draw a card at end of their last turn. * Players end with 4 cards in hand. Choose and discard 2, and lay the rest together with other cards in front of them. 	<ul style="list-style-type: none"> * For player with largest number of cards of a colour, he gets 1 penalty/card. The rest gets the total sum of face values as penalty. Player with least penalty points wins.
724	You're Bluffing	Rudiger Koltze	Auction/ Bidding, Hand Management, Memory, Set Collection, Simultaneous Action Selection	3	5	R	<ul style="list-style-type: none"> * colour 0,5 x value 1-10 (money cards \$0 and \$5) * colour 1,2 x value 1-10 (money cards \$1) * colour 10 x value 1-5 (money cards \$10) * colour 11 x value 2.5 (money cards \$20,\$50) * colour 4,5,6,7 x value 1-10 (animal cards, 10 kinds) 	<ul style="list-style-type: none"> * Deal each player 2x\$0, 4x\$1, 1x\$5 cards. * Rooster=1, Goose=2, Cat=3, Dog=4, Sheep=5, Goat=6, Donkey=7, Pig=8, Cow=9, Horse=10 	<ul style="list-style-type: none"> * A player can either 1) Auction off the top animal card. Other players bid simultaneously on this card. Each next bid must be higher than the previous. The auctioning player may buy the card by paying the highest bidder. If not, the highest bidder pays bid to the auctioning player. No change is allowed, so it is possible a player pays more than the bid. 2) Do a horse trade with a player who has the same kind of animal (same number) as he (challenging player) has. The number of horses traded is always the lower number of horses owned by the 2 players. He places any number of money cards face-down. The challenged player can <ul style="list-style-type: none"> a) Accept the offer, take money and hand over the animal. b) Place a bid. Both players exchange and keep their bids. Player with higher bid gets the animal. If equal, repeat this process. If still equal, challenging player gets the animal. * When the donkey (value=7) is turned over for auction, deal everyone additional money worth \$5/10/20/50 for the 1st/2nd/3rd/4th donkey. * When there are no animals to auction off, players can make horse trade if they can. 	<ul style="list-style-type: none"> * No horsetrades to be made and all animals are auctioned off. 	<ul style="list-style-type: none"> * Each complete set of animal (4 cards) scores the square of its value. Sum the animal values, and multiply by the number of different kinds of animals collected.
733	Loco	Reina Knizia	Stock Holding	2	5	D	<ul style="list-style-type: none"> * colour 0-4 x value 1-6 * 5 colour x 5 chips OR colour 0-4 x value 10-K 	<ul style="list-style-type: none"> * Sort the chips by colour on the table * 2 or 4 players, remove 2 cards * 3 players, remove 3 cards * Deal the rest evenly. 	<ul style="list-style-type: none"> * A player places a card of same colour face-up in a stack next to the chips, then collect any chip * All chips and cards must be fully displayed. 	<ul style="list-style-type: none"> 6th card of any colour is placed 	<ul style="list-style-type: none"> Each chip is worth the number of points on the top card of the stack.

740	Money!	Reina Knizia	Auction/Bidding, Set Collection, Simultaneous Action Selection	3	5	R	<ul style="list-style-type: none"> * colour 0-6 x value 2,J,Q,3,8,9,4,5,6 (7 x 20,20,20,30,30,30,40,50,60 currency card) * 5 x joker (bluff card) * colour 0-5 x 1 (10 currency card) 	<ul style="list-style-type: none"> * If 3/4 players, use 5/6 currencies. * Each player takes a bluff card. * Deal 6 to each player from draw pile. 	<ul style="list-style-type: none"> * Reveal 4 cards from draw pile and place on right of draw pile. Reveal another 4 cards and put to the left of draw pile. * Player choose a bid from their hand (>=1 currency card, bluff card optional). All players reveal their bid together. * Starting from highest bid, each player may - exchange bid cards for one of the sets displayed on left or right of deck - exchange bid cards with another player's bid. That player may then take the next turn since he has the highest bid now - no exchange. Player takes back his bid * Reveal new cards for next round of bidding. 	<ul style="list-style-type: none"> * Draw pile is used up. 	<ul style="list-style-type: none"> * For each currency type, if the total value is >=200, player gets total value. If <200, 100 is subtracted from the total value (cannot go -ve). * 10 coin cards keep their values * If player has 3 cards of same currency (2 or 3), player gets 100 bonus pts. * If player has all 9 notes of a currency, he will get 500 pts in total. * Player with highest score wins.
756	Kupferkessel co.	Gunter Burkhardt	Modular Board, Set Collection	2		S	<ul style="list-style-type: none"> * colour 0,2,4,6,8,10,11 x dice value 1,1,2,2,3,3,4,4 (ingredient cards) * 4 cardbacks (corner cards) * red,black x meeple (red and black pawns) 	<ul style="list-style-type: none"> * Deal 32 ingredients cards face-up and form a 6x6 grid, together with the 4 corner cards at the corners. * Place the pawns next to the top left and bottom right corner cards. * Each player draws and reveals 1 ingredient card. If it is his own colour, put it under the draw pile and reveal another. This card starts the Magic Kettle. 	<ul style="list-style-type: none"> * A player must move his pawn clockwise according to the number of this top card in his Magic Kettle. Each outer edge and each corner card counts as 1 space. * After movement, he must take a card from the row which is pawn is next to. No cards taken if he lands next to the corner cards. The card taken is placed in his Magic Kettle face-up, forming the top-most card. Below cards are not visible. Replace the empty space with a card from the draw pile. * If the card taken has dice value 2 and not a red or black card, then play can choose to perform a special action. It is based on the card value. 1) Value 1-6=Exploding kettle: The other player takes the topmost card in his kettle and place it face-down under the draw pile. If there is no draw pile left, the card is removed from game. 2) Value 7-Q=Magic wand and magic hat: Player ends his turn and takes another turn. He may not take more than 2 turns in a row. 	<ul style="list-style-type: none"> * A player takes the last card from any row. He may choose to discard this card instead. 	<ul style="list-style-type: none"> * Player with most ingredients of value 1 (exclude black and white) gets 5 pts. If tie, no pts. * All ingredients in player's own colour (black or red) scores double their value (positive or negative). * Single cards of an ingredient gets penalty pts for their value. * 2 cards of an ingredient scores 0pts. * 3 cards of an ingredient scores the sum of the values. * 4 cards of an ingredient scores sum of values plus 5 bonus pts.
757	Skull and Roses	Herve Marly	Betting/ Wagering, Hand Management	3	6	D	<ul style="list-style-type: none"> * colour 0,2,4,6,8,10 x 1-3, L (3 roses and 1 skull) * 6 black chips (winner markers) 	<ul style="list-style-type: none"> * Each player chooses and place a card face-down. 	<ul style="list-style-type: none"> * Players take turns to either 1) Play a second card face-down on top of his first 2) Start a bid * The bid is the number of cards that can be revealed without getting a skull. A player may not bid if he has passed. * Highest bidder reveal the number of cards according to his bid, starting with his own cards. If he reveals a skull from his own pile, he chooses to discard one of his own cards. Another round begins. If he reveals a skull from another player's pile, that player randomly chooses one of the bidder's cards to discard. Cards are discarded face-down. If he does not reveal any skulls, he gets a winner marker. * In all cases, the challenger gets to go first next round. 	<ul style="list-style-type: none"> A player gets 2 winner markers. 	<ul style="list-style-type: none"> Player who first gets 2 winner markers wins.

766	Pickomino	Reina Knizia	Dice Rolling, Press Your Luck	2	7	S	<ul style="list-style-type: none"> * Sequence 21 to 36 (worm tiles, 21-24 with 1 worm, 25-28 with 2 worms, 29-32 with 3 worms, 33-36 with 4 worms) * 8 dice (the 6 is a worm which is worth 5 points) 	* Place all tiles face up	<ul style="list-style-type: none"> * A player rolls all 8 dice, then decides which number to lock in. All dice of that number are locked in. Then he rerolls the other dices and lock-in another number that is not any of the numbers he has already locked in. * Once satisfied with his locked-in dice and there is at least 1 worm in these dice, he then uses the sum of these dice (worms are worth 5 pts) to get a tile on the table equal to or less than this sum. He may also steal a tile equal to this sum from another player. He can only get a tile with value less than the sum, if there is no tile of same value on the table or in front of other players. * He then puts the tile claimed in front of him face up and on top of the previous tile he got. Only the top tile can be stolen by other players. * If the player is unable to lock in a number, or all 8 dice are locked in but there is no worm, or all 8 dices are locked or all 6 values are locked in but there is no suitable tile to claim, he has to place his top tile back on the table, and turn over the highest tile on the table to remove it from game. If he does not have a tile, his turn just ends. 	No tiles left on the table.	Player with the most worms wins.
768	R-Eco	Susumu Kawasaki	Card Drafting	2	5	R	<ul style="list-style-type: none"> * colour 0-7 x 1-10, J (single waste cards) * colour 0,2,4,6 x Q, colour 1,3,5,7 x Q,K (double waste cards) * colour 0,2,4,6 x K (disposal facility cards) * colour 0,2,4,6 x 18 chips (rewards) * joker 0-3 (-2 reward) 	<ul style="list-style-type: none"> * Arrange the rewards in the sequence 0,1,2,3,3,-2,4,5 * For 3/4 players, remove a 3. For 2 players, all 3s. * Place the disposal facilities in a row. Once side is factory, the other side is dump. * Deal 3 waste cards to each player. 	<ul style="list-style-type: none"> * Each player must 1) Play at least 1 garbage card (all of same colour) to the corresponding facility. Count the number of wastes. If 4 or more, take the top reward and remove all waste cards. 2) Take all garbage cards. If more than 5 cards in hand, discard face-down down to 5. These are penalty points. 3) Refill the garbage. Add cards equal to number of wastes + 1. If draw pile is exhausted, shuffle back the discard pile. 	* All rewards of a facility has been claimed.	<ul style="list-style-type: none"> * Sort the tokens by color. If only 1 token, need to discard. * Face-down cards worth -1 pt. If no face-down cards, get 1 point per player with face-down cards. For 2 players, this bonus is 4 pts. * Player with most pts win. If tied, player with least face-down cards wins.
783	Pick Picnic	Stefan Dorra	Auction/Bidding, Dice Rolling, Simultaneous Action Selection	2	6	D	<ul style="list-style-type: none"> * colour 0,2,4,6,8,10 x dice value 2,3,3,4,4,5,6 (fowl cards, value 2 is -2) * colour 1,3,5,7,9,11 x 4,5,6, dice values (fox cards) * 6 x jokers (poultry yards) * 26 blue chips * 13 yellow chips * 27 green + 12 black chips 	<ul style="list-style-type: none"> * Place the poultry yards in a row. * For 2-3/4-6, deal 6/5 fowl and fox cards to each player. * Randomly place a chip on each of the poultry yards. 	<p>Card-play phase</p> <ul style="list-style-type: none"> * Each player place a card face-down in front of himself. For 2 players, place 2 cards (cannot be a fowl and fox of same colour). * Cards are revealed simultaneously. The colours of the cards played determine which yard the animal looks for food. <p>Feeding phase</p> <ul style="list-style-type: none"> * A fowl that is alone in a yard gets all the food. Player gets the chips (food) and place in front of him. All played cards are discarded. * If more than 1 fowl in a yard, players can negotiate who gets what. If no agreement, each player roll a die and add their card value to the die roll. Player with highest sum gets all the food. If tie, repeat the duel. * Fowl with -2 value only feeds if it is alone in a yard. If it is not alone, it flees but will take a green grain if it is available. * A fox who ends up with other fowl (including -2 fowl) in a yard gets all the fowl cards and places them in his supply. * If there are more than 1 fox, duel first being getting the fowls. 	<ul style="list-style-type: none"> * Round ends when the grains and fowls are distributed. * For new round, add a grain to each yard randomly. Each player draws a card. With 2/3 players, draw 2 cards. * Last round is when there is less than 6 grains left for distribution. 	<ul style="list-style-type: none"> * Each player add their grains and fowls. * Yellow/blue/green = 3/2/1 points * Fowl points = card values * Player with most points wins.

788	Lifeboats	Ronald Wethering	Player Elimination, Simultaneous Action Selection, Voting	3	6	S	<ul style="list-style-type: none"> * colour 0,2,4,6,8,10 x value 0 (lifeboats) * colour 0,2,4,6,8,10 x value 1-7 (lifeboat cards) * cardback (lifeboat) * jokers x 6 (lifeboat cards) * colour 0,2,4,6,8,10 x value J,Q,K (captain's hat) * colour 0,2,4,6,8,10 x 5 chips (sailors) * colour 0,2,4,6,8,10 x 4 chips (officers, 2 chips stacked) * colour 11 x value 4-6 (island, 6=left, 4=middle, 5=right) * 15 coins (leaks) * Black meeple (start player token) 	<ul style="list-style-type: none"> * Everyone chooses a colour from colour 0-6, then takes the corresponding 5 sailors and 2 officers. If 5/6 players, take 4 sailors. * Each player also takes 7 lifeboat cards, 1 of each colour, and 3 captain's hat cards. * Place the lifeboats in a row at the start line. * Players take turns to place their sailors and officers on each lifeboat (5 spaces on each boat). 	<ul style="list-style-type: none"> * Each turn consists of 3 phases. 1) Lifeboat leaks: Players choose a colour and put face down. All players reveal together, boat with colour that is majority of votes gets a leak. For all ties, start player decides. If all seats are taken on the boat, the players who have at least 1 seaman in the boat gets to vote who is thrown out of the boat. For this vote, each sailor gets 1 vote and each officer 2 votes (eg. Green player plays yellow lifeboat card to vote yellow sailor out. Green player has 1 sailor, 1 officer so he has 3 votes against yellow). Officers are removed only if player has no remaining sailors in that boat. Replace the removed seaman with a leak. 2) Lifeboat moves: Players vote to move a lifeboat. When a lifeboat reaches an island (3 boat lengths away), seaman are placed on the island and the boat is placed on the first empty landing stage at right border of the gameboard (sequence of boat arrival is important). 3) Seamans change boat: Starting player chooses a seaman from any boat and put it behind the boat. Other players also take turns doing this, unless they cannot. In this case, they do nothing. Then, in reverse order, players put their seaman back into another boat. If he cannot do so, he loses the seaman. After all players reboard their seaman, check if there are more leaks than seamen. If yes, the boat sinks. * Captain's hat can be used to outvote all others, if only 1 is played. It does not go back to hand after play. If more than 1 played captain's hat, they cancel out and usual vote rules apply. If all players play captain's hat, start player decides. 	<ul style="list-style-type: none"> * When all lifeboats are either sunk or arrived at an island. 	<ul style="list-style-type: none"> * Players get pts based on their seaman that arrived at the island. * Left island: 6p/sailor, 8p/officer * Middle island: 4p/sailor, 6p/officer * Right island: 5p/sailor, 7p/officer. * Player with most pts win. If tie, player whose lifeboat arrived on an island first wins. If boats of all these players are sunk, all of them win.
798	Keltis The Card Game	Reiner Knizia	Hand Management, Set Collection	2	4	R	<ul style="list-style-type: none"> * colour 0,2,4,6,8 x value 1,2,8,9,10 * colour 0-9 x value 3,4,5,6,7 (common cards), K (End card) * colour 10 x value 1-11 (Point card) * colour 11 x value 1-9 (Wishing stone) 	<ul style="list-style-type: none"> * Place wishing stones on the table, in order * Deal 8 cards to each player from the draw pile. * For 2 players, remove non-stone 30 cards. 	<ul style="list-style-type: none"> A player must either * play a number card, either increasing or decreasing order, for a row without End card in front of him * discard a card into the corresponding poker suit discard common pile, or Point card discard common pile * discard 2 cards with same value and get the corresponding value stone * play a End card on a row with or without End card * play a Point card on a row with similar value top card, regardless of poker suit * play a Point card in a Point row without any order <p>Then, draw a card from draw pile or the discard pile to 8 cards in hand.</p>	<ul style="list-style-type: none"> * End cards played in any 5 rows. Last player who played end card does not draw cards. * Last card from draw pile drawn. 	<ul style="list-style-type: none"> * Cards in row/points 1/-4 2/-3 3/-2 4/1 5/2 6/3 7/6 8/7 9+/-10 * Each point card in a Point row is worth 1 point * Wishing stone/points 0/-4 1/-1 2/0 3/4 4/6 5+/-10 * Winner with most points wins.

805	The Great Dalmuti	Richard Garfield		4	8	R	<ul style="list-style-type: none"> * colour 0 x 1 * colour 0-1 x 2 * colour 0-2 x 3 * colour 0-3 x 4 * colour 0-4 x 5 * colour 0-5 x 6 * colour 0-6 x 7 * colour 0-7 x 8 * colour 0-8 x 9 * colour 0-9 x 10 * colour 0-10 x 11 * colour 0-11 x 12 * 2 x jokers (jesters) 	<ul style="list-style-type: none"> * Deal cards evenly to each player * 1 is ranked the highest, 12 the lowest. Jesters are ranked 13. 	<ul style="list-style-type: none"> * Plays like Daidi, no limit to number of cards to play * Lower number is higher rank * First player plays one or more cards of same rank to the center of the table. 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. 	<ul style="list-style-type: none"> After everyone except one has gone out. 1st person to go out is the winner. 	<ul style="list-style-type: none"> The players are ranked. For example, the person who first went out becomes The Great Dalmuti. The 2nd player who went out sits to the left of the Great Dalmuti, and so on. Play for several rounds.
839	Gang of Four	Lee Yih	Hand Management	3	4	R	<ul style="list-style-type: none"> * poker suit 1-3 x value 1-10 * 1 x joker (multicolour 1) * colour 2,4 x value Q (phoenix) * colour 0 x value K (dragon) 	<ul style="list-style-type: none"> * Deal 16 cards to all players. For 3 players, deal to a dummy player. * Player with multicolour 1 starts first. For subsequent rounds, the winner of previous round starts first. The direction of play alternates between clockwise and anti-clockwise. 	<ul style="list-style-type: none"> * Play daidi, putting cards in combination of 1,2,3,4,5. * Red > Yellow > Green * Player with last card must declare, else he cannot play his last card. He adds 1 penalty point at the end of the round. * Player just before player with last card must play non single cards if possible. * Dragon can only be played as single card. It is the highest card. Phoenix can be played as single or a pair (in a full house too). Yellow phoenix > green phoenix. * Multicolor 1 > all 1s. Can be any colour when part of a flush. 	<ul style="list-style-type: none"> A player plays his last card 	<ul style="list-style-type: none"> Remaining cards/penalty factor times cards left 1-7/x1, 8-10/x2, 11-13/x3, 14-15/x4, 16/x5
842	Famiglia	Friedemann Friese	Card Drafting, Deck/Pool Building, Hand Management	2		R	<ul style="list-style-type: none"> * poker 1-4 x dice value 0,0,0,0,joker,1,1,1,1,2,2,2,3,3,4 (joker=0, red=famiglia, blue=accountant, yellow=brutes, green=mercenaries) 	<ul style="list-style-type: none"> * Each player gets one 0 value card of each family, and then reveal 6 cards face-up from draw pile (Street). 	<ul style="list-style-type: none"> * A player may reveal 2 cards of same colour and value, play one of the two cards face-up in front of him, and then get a card of same colour but one value higher on the Street. * Before doing this, he may play a card face-up in front of him to activate its special ability. 1) Famiglia(red): No special ability. It scores higher VP. 2) Accountant(blue): Swop number of cards between play area and hand equal to its value. 3) Brutes(yellow): Reduce the value of all cards in the Street by its value. 4) Mercenaries(green): It can represent any colour with values lower than its original value. * Instead of playing cards to get a card, he can also get a value 0 card from the Street. If there is no value 0 cards, discard one card from the Street and place that many new cards in the Street. 	<ul style="list-style-type: none"> * When draw pile is depleted, form a draw pile from the discard pile and play till the new draw pile is depleted. Then the game ends. 	<ul style="list-style-type: none"> * Players score the VP of their cards in their play area and in hand. * Red: For value 0/1/2/3/4, score 1/3/6/10/15 VP. * Blue/yellow/blue: For value 0/1/2/3/4, score 0,1,3,6,10 VP.
853	Qwixx	Steffen Benndorf	Dice Rolling, Paper-and-Pencil	2	5	S	<ul style="list-style-type: none"> * red,orange,green,blue x 1 die * purple,black x 1 die (white dice) * Paper and pencil 	<ul style="list-style-type: none"> * Write 4 rows of numbers. First 2 rows are red and orange rows, from 2 to 12. The next 2 rows are green and blue, from 12 to 2. 	<ul style="list-style-type: none"> * A player rolls the 6 dice. Then he performs 2 actions in this sequence. 1) Announce the total of the 2 white dice. Any player may strike off a number in any row corresponding to this. 2) He may choose to add 1 white die and 1 coloured die together, and strike off the corresponding sum on the row whose colour corresponds to the coloured die. * The numbers must be crossed out from left to right. Numbers left out may not be crossed afterwards. * If he wants to cross out the last number on the extreme right, he must have made at least 5 crosses in that row. If he does cross out that last number, that colour is now closed off for all other players and they may not cross any numbers from this coloured row. Remove the corresponding coloured die. * If he crosses no numbers in his turn, may a Misthrow marking. 	<ul style="list-style-type: none"> * When a player marks his 4th Misthrow, or 2 colour-rows have been completed and 2 dice removed. 	<ul style="list-style-type: none"> * Each misthrow is -5pts. * The number of crosses in each row scores as below. 1=1pt 2=3pts 3=6pts 4=10pts 5=15pts 6=21pts 7=28pts 8=36pts 9=45pts 10=55pts 11=66pts 12=78pts * Highest score wins.

862	Circus Flohcati	Reiner Knizia	Press Your Luck, Set Collection	3	5	R	<ul style="list-style-type: none"> * colour 0-9 x value (number card) * colour 11 x value 1-9 (action card) 		<ul style="list-style-type: none"> * A player may reveal top card of draw pile and place face up in common area, and repeat. If the revealed card's colour matches the colour of any cards in play, discard the revealed card in discard pile and he cannot take a card. * Player must take a card to end his turn. * Before ending the turn, player may form trios from his hand (3 cards of same value) or call a gala show (at least 1 card of each colour). * Action cards: 1-3=Choose and keep an opponent's colour card, face up. 4-6=Random keep an opponent's colour card, face up. 7-9=Reveal cards until a card matches in colour, discard this card. Then player chooses a card to keep. Repeat until a new action card is played. 	A player calls gala show or when a player who reveals the last card from the draw pile ends his turn.	Trio=10pts, Gala show=10pts, highest value of each colour
864	Poison	Reina Knizia	Hand Management	3	6	R	<ul style="list-style-type: none"> * poker suit 1-3 x dice value 1,1,1,2,2,2,4,4,5,5,5,6,6,6 (dice value 6=potion value 7), (potion card) * colour 10 x value 1-8 (poison card, each value 4) * 3 x joker (cauldron) 	* Deal potion and poison cards evenly to all players.	<ul style="list-style-type: none"> * A player must play 1 potion or poison card. * Each cauldron only accepts 1 colour. Poison do not have colour. There can only be one cauldron for each colour. * If sum is <=13, turn passes on. Else, get all cards in the cauldron and keep it face-down in score pile. He may not look at these cards later. But the last card played remains. 	All cards in players' hands are played.	<ul style="list-style-type: none"> * Discard potion cards with colour that is the majority among all players. * 1 point for Potion card, 2 points for Poison card in score pile. * Lowest score wins.
902	StreetSoccer	Corne van Moorsel	Roll/Spin and Move	2		S	<ul style="list-style-type: none"> * red, blue x 5 chips (players) * cardbacks (form a 10 x 6 field) * 1 black die * 1 blue die (soccer ball) 	<ul style="list-style-type: none"> * Form a 10 x 6 field. * The center 2 squares at the extreme ends are the goalpost. The 4 center squares are the middle of the field. * Each player take turns to place their players. 1 goalie at the goalpost, 1 in the middle, at least 1 in own half and 1 in opponent's half. * Both players roll a die. The one with higher die-roll gets to go first, steps is the difference between the die rolls. 	<ul style="list-style-type: none"> * A player does the following 1) Roll a die (except for the first turn). This is the steps available for your turn. 2) Choose 1 of your 5 players to move orthogonally. He can change direction anytime and even move outside the lines, but may not move back to original position. 3) If your player reaches a ball, he can kick the ball and it moves by unused pips PLUS 1 (always plus 1 before a kick/pass). It can move in any direction and may reach a spaced occupied by your player, and can change direction once (eg. Diagonal to straight). The ball always end on the field, not on a square with a player. * A player has to use all his pips (except if scoring a goal), upon which his turn ends. * A goal is scored when a ball passes one of the 2 squares at the goalpost. After a goal is scored, the defeated goalie is placed at one of the 2 squares with the ball. You throw at least a 2. * Only the goalie can move to the 2 squares at the goalpost. Only 1 player can be in your penalty area (4 squares in front of the goalpost). You may not surround the ball such that your opponent cannot reach the ball without moving outside the lines. 	* Game ends 25 turns. If tie, play for maximum 10 turns. Whoever scores first wins.	* Player with more goals wins.
909	Pit	Edgar Cayce, George S. Parker, Harry Gavitt	Set Collection, Trading	3	8	R	<ul style="list-style-type: none"> * colour 0-7 x value 1-9 (commodities) * colour 10 x value K (Bull) * colour 11 x value Q (Bear) 	<ul style="list-style-type: none"> * Use as many suits as players * Deal evenly to all players 	A player shouts a number to indicate the number of cards he wants to swap. These cards must be of the same commodity. He then swops with any player who also happens to want to swap that number of cards.	A player has all cards of a commodity. This player rings a bell, or slams the table.	<ul style="list-style-type: none"> * Bull and head causes penalty of -20 when an opponent completes the set * Bull can act as a wild card, 10th card for winning player * Points (50, 55, 60, 65, 75, 80, 85, 100 for colours 0-7)

936	Bargain Hunt	Uwe Rosenberg	Trick-taking	3	4	R	<ul style="list-style-type: none"> * poker suit 1-6 x value 1-9 * 2 joker (super special offer) 	<ul style="list-style-type: none"> * Play 6/4 rounds for 3/4 players * Deal 8 to each player and put remaining cards out of game. * For first round, each player puts 1 card face-up in their bargain pile in sequence. 	<ul style="list-style-type: none"> * Player places cards of their bargain number on the bargain pile. Each card is worth 1 point. The rest are put face-down in odds and ends stack. Each card is worth -1 point. * The first color must be followed. If no cards of led colour, player place card of another card and declare if it is trump or not. Can only have 1 trump in a trick. * When same number is played, player can decide if it is higher or lower than the previous * The first super special offer played is highest trump. 	<ul style="list-style-type: none"> All cards are played. Clear: discard cards (3/2 for 3/4 players) of a certain number from odds and ends stack, and put the rest to the bargain pile to change the bargain. Shuffle discard under draw pile, and start next round. Deal 8, or equal number to each player. For last round, player can clear twice. 	<ul style="list-style-type: none"> 1 pt/bargain card, -1 pt/odds and ends stack
937	En Garde	Reiner Knizia	Hand Management	2		D	<ul style="list-style-type: none"> * colour 0-4 x value 1-5 (number card) * 6 x face down cards (to form a board with steps 1-23) * 2 colour x 1 chip 	<ul style="list-style-type: none"> * Deal 5 cards to each player * Place 1 chip each at step 1 and 23 	<ul style="list-style-type: none"> A player can either <ul style="list-style-type: none"> * move his fencer. Can advance or retreat. Cannot move off board or over opponent. * attack. When advance lands on the opponent's position. Play one or more cards of same value to strengthen attack. Opponent can parry by playing same set of cards, but does not replenish hand. * advance and attack. Similar to attack, except you play a card to move first once. Opponent can parry or retreat. If retreat, opponent's turn ends. * If attack is successful, round ends. * Replenish hand to 5 cards. 	<ul style="list-style-type: none"> A player cannot defend an attack, or cannot make a legal move, or last card of draw pile is drawn. 	<ul style="list-style-type: none"> The player who attacks successfully wins the round. F no one attacks successfully, player who has more cards that can attack wins. Else, the player who moved furthest down the board wins. Else, draw. Play for 5 rounds.
993	Ivanhoe	Reina Knizia, Andy Lewis	Auction/Bidding, Hand Management	2	5	D	<ul style="list-style-type: none"> * poker 1,5 x dice value 3,3,3,3,4,4,4,4,5,5,5,5,6,6 (sword, jousting) * poker 2,4 x dice value 2,2,2,2,3,3,3,3,4,4,4,4,5,5 (morningstar, axe) * poker 3 x 1-14 (no weapon, all value 1) * poker 6 x 1,1,1,1,2,2,2,2,3,3,3,3,4,4 (supporter - squire) * 4 joker (support - maiden value 6) * colour 0,2,4,6,8 x 5 chips (tokens) 	<ul style="list-style-type: none"> * Deal 8 cards to each player. Left of player starts the game. For future rounds, winner of previous tournament starts the round. 	<ul style="list-style-type: none"> * The starting player first announces colour in which the tournament will be contested (cannot be purple if previous tournament is purple). Only cards of that colour or supporter cards may be played in this tournament. * Subsequently, a player does the following <ol style="list-style-type: none"> 1) Draw a new card. No hand limit. 2) Play cards. The total card value must be the highest at this time in order for him to remain in the tournament. Else, he is out of the tournament. 3) May withdraw from the tournament (can do so without playing a card). If he has played a Maiden (only 1 maiden may be played), he has to return a token. Player is out of the tournament. 	<ul style="list-style-type: none"> * Tournament ends when only 1 player remains. He gets a token of the tournament colour. If it is purple, the player may take any token. * All played cards go to a face-up discard pile. 	<ul style="list-style-type: none"> * The winner is the player who has a token of each colour.
1001	Bananagrams	Rena Nathanson, Abe Nathanson	Tile Placement	1	8	R	<ul style="list-style-type: none"> * letters 1 to 162 	<ul style="list-style-type: none"> * Deal 21/15/11 cards to each player for 2-4/5-6/7 player game 	<ul style="list-style-type: none"> * Each player uses their cards in real-time and together to form crosswords in front of them. Words can be left to right or top to bottom. * Once a player uses all their letters in a crossword, everyone draws 1 card. 	<ul style="list-style-type: none"> * There are less cards in the draw pile than players. 	<ul style="list-style-type: none"> * First player with no cards in hand wins and misspelt words wins. * If he has any misspelt words, he is out of the game and the other players continue.
1002	Abalone	Michel Lalet, Laurent Levi	Grid Movement	2		D	<ul style="list-style-type: none"> * 61 tiles (to form the hexagonal board) * 14 red chips, 14 blue chips (pawns) 	<ul style="list-style-type: none"> * Form a hexagonal board with 5 units at each side. * Place the pawns in rows of 5,6,3 (5 near player). 	<ul style="list-style-type: none"> * A player can move 1-3 pawns that are in a straight line in any direction. * If the movement is parallel to the pawns and the number of pawns is greater than the opponent pawns, the opponent pawns are pushed. * When the pawns are pushed out of the board, they are removed. 	<ul style="list-style-type: none"> * A player has 6 pawns removed. 	<ul style="list-style-type: none"> * Player with 6 pawns removed loses.

1014	That's Life	Michael Kiesling, Wolfgang Kramer	Modular Board, Roll/Spin and Move	2	6	S	<ul style="list-style-type: none"> * colour 0,1 x value 1-8 (negative route cards) * colour 0 x value 9,10 (negative route cards) * colour 4 x value 1-8 (positive route cards) * colour 2 x value 1-6 (fortune route cards) * 2 cardbacks (start and end cards) * poker suit 1-6 x 3 chips (pawns) * 8 coins (guards) * 1 die 	<ul style="list-style-type: none"> * Each player takes 3/2 pawns for 2-4/5-6 player game and place them on the start card. * Place the cards in the following formation. ppppppnnnn p_____n p__sn__n p____n__n o____n__n o____n__n o____n__n o____nn__e * p=positive, n=negative, o=fortune, s=start, e=end. Cards are arrange most positive to most negative from the start towards the end. The last 2 cards near the end are n9 and n10. * Place guards on the p7, p8 and fortune cards. 	<ul style="list-style-type: none"> * A player rolls a die and then moves either one of his own pawn or a guard. That guard must have at least 1 other pawn on that route card. * If a player moves a pawn and his pawn was the last pawn from the initial route card, he takes that card. Cards are shifted to close the gap. * Once the last pawn has crossed a route card, that card is removed from game. 	<ul style="list-style-type: none"> * All players have moved their pawns to the end. 	<ul style="list-style-type: none"> * Players sum the values of their cards. 1 fortune cards can be used to convert the 1 most negative card into positive.
1026	Divinare	Brett J/ Gilbert	Card Drafting, Hand Management	2	4	D	<ul style="list-style-type: none"> * colour 0 x value 1-6 (chiromancy) * colour 2 x value 1-12 (astromancy) * colour 4 x value 1-10 (tasseomancy) * colour 6 x value 1-8 (crystallomancy) * colour 0 x value 1-6 (prediction board, 1/2+6 single bonus) * colour 2 x value 4-12 (prediction board, 4/5+11/12 double bonus, 6+10 single bonus) * colour 4 x value 3-10 (prediction board, 3/4 double bonus, 5+9/10 single bonus) * colour 6 x value 2-8 (prediction board, 2/3+7 single bonus, 8 double bonus) * 16 blue chips (3 pt token) * 21 orange+21 green chips (1 pt token) * 20 red chips (-1 pt token) * 25 black chips (bonus marker) * 4 red,orange,green,blue chips (prediction tokens) 	<ul style="list-style-type: none"> * The original game is for 4p. Each player takes 4 prediction tokens. * As many rounds as players will be played. Each player will be first player once. * Deal 24 cards evenly to each player. Put the 12 remaining cards aside face-down for this round. 	<ul style="list-style-type: none"> * A player does the following 1) Play a card next to the corresponding board. Overlay so that players can see how many cards. 2) Move your prediction token on that board. You must move it to any unoccupied space, or back to the central space on that board. The number predicted is that number of cards of this suit played this round. * When each player has 6 cards in hand at the start of the round, each player pass 3 cards anti-clockwise. 4 cards in hand – pass 2 cards. 2 cards in hand – pass 1 card. * For 3p, 8 cards in hand – pass 4. 4 cards in hand – pass 2. * For 2p, 12 cards in hand – discard 2 from hand face-down. 8 cards in hand – pass 4. 4 cards in hand – pass 2. At the end of the round, reveal these 4 cards and put next to their boards. 	<ul style="list-style-type: none"> * All players have played their cards. 	<ul style="list-style-type: none"> * For perfect prediction, get 3 pts. For predictions +/- 1, get 1 pt. All other spaces get -1 pt. If central space, no tokens taken. * For the double/single bonus spaces, get 2/1 yellow or red tokens.
1035	Modern Art: The Card Game	Reina Knizia	Commodity Speculation, Hand Management	2	5	D	<ul style="list-style-type: none"> * poker suit 1 x value 1-17 (red art) * poker suit 2 x value 1-18 (orange art) * poker suit 3 x value 1-19 (green art) * poker suit 4 x value 1-20 (blue art) * poker suit 5 x value 1-21 (violet art) (value 1: draw 1 card, value 2: play 1 more card of same artist, value 3: add 2 to any artist, value 4: all players simultaneous play 1 card, value 5,6: play 1 more card face down of any artist) * colour 0,2,4,6,8 x value K (artist cards) * 34 chips (value tokens) 	<ul style="list-style-type: none"> * Place the 5 artist cards in a row. They have a virtual number each (17 to 21 indicating the number of cards the colour has). * Deal 13 art cards to each player. Reveal 1 card face up. The rest forms the draw pile. * There are 4 rounds in the game. Deal 13/13/13/13 (1st round), 6/6/4/2 (2nd round), 6/6/4/2 (3rd round), 3/0/0/0 (4th round) for 2/3/4/5 players. The remaining cards from previous round remain in players' hands. Each round starts with 1 revealed card from the draw pile. 	<ul style="list-style-type: none"> * A player take turns to play 1 art card and builds a tableau in front of him, sorted by artist. If the card has a special action, perform it. 	<ul style="list-style-type: none"> * A round ends when the 6th card of any artist is played. * Players can add cards equal to the number of different artists he has played cards for. 	<ul style="list-style-type: none"> * Place 3/2/1 value tokens to the artist card with the most cards played. Tie is broken by the lower virtual number on the artist card. * Each player earns points according to the cards they played times the artist value. * Play 4 rounds, the player with the highest score wins.

1053	Loot	Reina Knizia	Auction/Bidding, Hand Management	2	5	R	<ul style="list-style-type: none"> * poker 2-5 x 1,1,2,2,2,3,3,3,3,4,4,6 (pirate ships) * poker 1,6 x 2,2,2,2,3,3,3,3,3,4,4,4,4,4,5,5,5,5,6,6 (gold coins) * joker 1,2 (1=7,2=8 gold coins) 	<ul style="list-style-type: none"> * Deal 6 cards from draw pile to each player. 	<ul style="list-style-type: none"> A player can * Draw a card from deck * Play a merchant card, which becomes yours if it is not attacked before your next turn * Play a pirate card, the colour has to be one that is not yet used * Play a pirate captain on similar colour pirate ship you played previously * Play the admiral as a captain, but only on your own merchant ships. * At the beginning of the turn, if the player has the most pirate ships on a merchant ship or the last played captain, he gets the merchant ship Merchant ships are collected face-down. Other cards go to discard pile 	<ul style="list-style-type: none"> Draw pile depletes and a player has played his last card. When draw pile is depleted, player can discard non-merchant cards. 	<ul style="list-style-type: none"> Total merchant gold coins collected minus those in hand. Highest gold coins win
1080	Lexio	Thomas H. Jung	Hand Management	3	5	D	<ul style="list-style-type: none"> * poker suit 1-4 x 1-15 * 65 chips - red (25pt), green(5pt), yellow (1pt) 	<ul style="list-style-type: none"> * Each player gets 4 yellow chips, 4 green chips, 5 red chips. * For 3/4/5 players, deal 12/13/12 cards to each player, with range 1-9/1-13/1-15. * Smallest number is 3. Highest numbers are 9,10,11,12,13,14,15,1,2. * Combinations available are single, pair, triple, straight, flush, full house, four card, straight flush. * Colour hierarchy is red>green>yellow>blue * 1 can be used as the last number of a straight 	<ul style="list-style-type: none"> * Player with black 3 plays first. He puts down a combination. It does not have to put black 3. * Next player puts the same number of cards but stronger combination. He can choose to pass for the moment. * If everyone passes except one player, he becomes the starter and puts a new combination. 	<ul style="list-style-type: none"> * If a player clears his hand, the round ends. He wins this round. * Play 5 rounds. Game also ends if a player loses all his chips. 	<ul style="list-style-type: none"> * If a player has a card of value 2 remaining in his hand, he must pay chips equal to x2 his remaining cards. Player with the most chips wins.
1106	Raj	Alex Randolph	Simultaneous Action Selection	2	5	R	<ul style="list-style-type: none"> * poker suit 1-5 x value 1-15 * colour 10 x value 1-10 (Treasure) * colour 11 x value 1-5 (Cobra -1 to -5) 	<ul style="list-style-type: none"> * Deal the 15 cards of the same colour to each player * For 2 players, randomly remove 3 cards from 15 cards each starting hand, and randomly unknown 3 treasure OR vulture cards. * Treasure and cobra cards are placed face-down in the middle. 	<ul style="list-style-type: none"> * Reveal a treasure/cobra card * Each player chooses a card and place it face-down * Reveal all cards, highest number wins a treasure card, lowest a cobra card * Similar cards cancel out each other. The next card takes effect. * If all cards are the same and cancel each other, open another treasure/cobra card. If the sum of these cards is >=0, the highest number takes these cards. If < 0, the lowest number takes these cards. 	<ul style="list-style-type: none"> All cards are played 	<ul style="list-style-type: none"> Treasure points minus cobra points

1110	Havoc The Hundred Years War	K. C. Humphrey	Card Drafting, Hand Management	2	6	D	<ul style="list-style-type: none"> * poker suit x value 1-18 (common cards) * poker suit x value 1-K (Dog cards) * 1 die (peacekeeper marker) * 100 chips (VP tokens) 	<ul style="list-style-type: none"> * For 2/3/4/5/6 players, use 1-8/1-10/1-13/1-15/1-18 common cards and 6/6/8/10/12 Dog cards. * Deal 7 common cards and 1 dog card to each player. * Reveal 3 cards face-up to form the Recruiting area. * Shuffle the Dog cards into the draw pile. * VP tokens are awarded for each battle for the winner and 2nd/3rd players according to below. * Battle 1: 5/3/0 * Battle 2: 5/2/1 * Battle 3: 6/4/0 * Battle 4: 6/3/2 * Battle 5: 8/0/0 * Battle 6: 7/4/2 * Battle 7: 9/6/0 * Battle 8: 9/5/3 * Battle 9: 11/8/5/3 	<ul style="list-style-type: none"> * The active player (peacekeep) increase the Peacekeeper marker by 1 if no battle was started last round. If it is already at 3 for 2-4p (2 for 1-2p), then set the marker back to 1. Discard the lowest battle card. All other players discard 1 card. * Every player, starting with Peacekeeper, must take turns to either <ul style="list-style-type: none"> 1) Recruit troops: Draw 2 cards from recruiting area or draw pile. No hand limit. Then discard 1 card onto recruiting area. If the recruiting area is full (4 cards for 2-3p, 5 cards for 4+p), then player must draw at least 1 card from there. Player may in addition also either <ul style="list-style-type: none"> a) Discard 1 dog cards and take a card from Recruit area or draw pile. b) Discard 2 dog cards and take any card from the discard pile. 2) Cry Havoc: Take the Peacemaker marker and set it to 6, indicating Havoc. Play at least 2 cards to begin the next battle. Other players must play at least 2 cards to join the battle. If they do not want to join, they draw 1 card each. Players take turns to add cards until a maximum of 6 cards are played. If a player passed, he may not add cards again. Dogs=0 value. Highest hand wins. If tie, player with least cards in hands wins. If tie, split points rounding down. * After battle, beginning with active player, players can use Dog cards played during the battle but not used as part of their ranking. He can use 1 dog card to take any face-up card into hand, or use 2 dog cards and take 1 non-dog card from the discard pile. All played cards are discarded. * Winner of battle becomes the next active player. Winner performs any action on battle card. * If necessary, refill recruit area to 3 cards from draw pile. * After the 8th battle, deal 2 more cards to each player. Up to 2 dogs can be used to get 2 cards from draw pile. Players play the best hand that they can for the last battle. 	<ul style="list-style-type: none"> * 9 battles are fought. 	<ul style="list-style-type: none"> * Player with most VP wins.
1118	Triumvirate	Travis Worthington	Card Drafting, Trick-taking	2		D	<ul style="list-style-type: none"> * colour 0,2,10 x value 0-8 (caesar, pompey, crassus, 0=mob, 3,5,7=legion, 1,2,4,6,8=senator) * colour 0,2,10 x 3 chips (consul makers) * colour 8 x 3 chips (game scoring markers) * colour 6 x 1 chip (dealer marker) 	<ul style="list-style-type: none"> * Set aside 5 cards face-down, then deal 11 cards to each player. * First player gets the dealer marker. Non-dealer leads the hand. 	<ul style="list-style-type: none"> * A player leads the trick and the other player must follow suit if possible. Highest card wins, ties are won by the first card. If it is a Mob, it is a trump if the other card is from another suit. Winner of trick leads the next trick. * Cards played remain on the table face-up. If there are 3 tricks of a colour, the hand ends. Put the corresponding consul marker on the table. This Triumvirate member has been elected as consul. 	<ul style="list-style-type: none"> * The hand ends if there are 3 tricks of the same colour. * Each player then optionally pledge a card by putting it face-down in front of him. * Pick up the played cards and set-aside cards, deal to the players even, leaving only 3 cards face-down on the table for the 2nd and subsequent hand. * The dealer alternates. 	<ul style="list-style-type: none"> * A round ends when a leader has 3 consuls and becomes emperor. Pledges are revealed, total the rank of the legions of the same colour as the emperor. Player with highest total wins a game marker. * First player to get 2 game marker wins.

1120	Cloud 9	Aaron Weissblum	Betting/Wagering, Press Your Luck	3	6	S	<ul style="list-style-type: none"> * poker 1-4 x 1-18 (balloon) cards * poker 6 x 1,2,4,6,9,12,15,20,K (Clouds, K=25, dice=2,2,2,3,3,3,4,4,0) * joker x 4 (wild) * dice x 4 (1-4 represents red,orange,green,blue, 5-6 are blank) * colour 0,2,4,6,8,10 x meeple (pawns) 	<ul style="list-style-type: none"> * Deal 6 cards to each player. * Place pawns on Cloud 1. 	<ul style="list-style-type: none"> * On a player's turn, he rolls dice equal to number shown on the current Cloud. * Before rolling, all players except the acting player decides whether to stay or jump out. If they jump out, the score pts as shown on the board. * After the dice are rolled, the acting player must play cards to match the dice. He must play the cards if he has. He may play a Wild card to replace all other cards to match the dice. If he cannot match the dice, the balloon crashes. A player cannot jump out unless he is the last person in the balloon. * If the balloon has no people, the player left of active player becomes the next active player. The signals the end of the round and all players draw 1 card. * If the balloon reaches Cloud 9, it goes back to Cloud 1. 	Player who reaches 50pts first wins.	
1120	Gloria Picktoria	Alan Moon	Set Collection	2	5	S	<ul style="list-style-type: none"> * colour 0-9 x value 1-9 (goods) * 5 x joker (wild) * colour 0-4 x K (doubler) * colour 10 x value 1-10 (scoring card) * 1 dice (fox) 	<ul style="list-style-type: none"> * Shuffle the wild and goods cards together. Reveal the top 3 cards. Then deal 4 cards (wild+goods) to each player. * Each player gets 1 doubler card. Remove the remaining doubler cards. * Shuffle the scoring cards with the wild/goods cards to form the draw pile. 	<p>A player can perform 3 actions, the options are (default 1 action unless specified)</p> <ol style="list-style-type: none"> 1) take 1 out of 3 face up cards on the table and add to his hand. Replace the card taken from draw pile. 2) take top card of draw pile and add to his hand. It counts as 2 actions 3) construct a treasure chest - show a card to all players and place it face-down. This is a treasure chest. 4) play a card face-up on one of his own collections, either a treasure chest or an existing row of cards with same goods. Every card in a collection must be of the same goods. Each player cannot have more than one of each type of goods pile. The last player to add a card face up places the fox on that row of cards. 5) move the fox to another of your own collection (1 action) or move it to any collection of your left neighbour (2 actions). The fox may only be moved once per turn. <ul style="list-style-type: none"> * The fox first goes to the last player who created a collection. * Player may pass the fox to any collection of the left neighbour after his turn is completed. He may do so even if he has moved the fox within his collections during his turn. * A doubler card can be added to a collection with at least 1 good. No more cards can be played to a goods pile after a doubler card has been played there. A doubler can be used as a treasure chest. * When 4th scoring card is drawn, place in separate stack and draw another card, then perform a scoring. Similarly for 7th and 10th scoring card drawn. If the scoring card is revealed during a player's turn, his turn is interrupted and he continues only after the scoring is completed. For the 3rd scoring, the game ends immediately after the scoring. 	All scoring cards are drawn	<ul style="list-style-type: none"> * Player who has most of a type of goods (include wild but not doubler) score 3 pts, 2nd most score 1 pt. * If only 1 player has that goods type, he scores 4. If 2 players tie for 1st place, each gets 2 points. The second longest gets no points. * For doubler, score is doubled for that collection. * During 3rd scoring period only, each player lose 2 pts for every empty treasure chest and 1 pt for each card in his hand. * Player with highest total score for the 3 scoring periods wins.
1122	David & Goliath	Reinhard Staube	Trick-taking	3	6	R	<ul style="list-style-type: none"> * poker 1-5 x value 1-18 	<ul style="list-style-type: none"> * For 3/4/5/6 players, use 1-9/1-12/1-15/1-18 cards. * Deal 15 to each player 	<ul style="list-style-type: none"> * Each player must follow the colour if able to. * Last highest number goes to the player who played the last lowest number. The rest goes to the player who played the highest number. * All captured cards are arranged, face-up and visible * Winner begins next trick. 	All cards are played	<ul style="list-style-type: none"> * If there is 1/2 cards of the colour, the face value is scored. Else, each card is worth 1 pt. * Player with highest score wins.

1172	The Bucket King	Stefan Dorra	Hand Management	2	6	D	<ul style="list-style-type: none"> * colour 0-9 x value 1-8,Q,K (Q=1, K=8) * colour 0,2,4,6,8 x 18 chips (buckets) 	<ul style="list-style-type: none"> * Deal 12 cards to each player, and 15 buckets (3 of each colour) * Player build a pyramid from the 15 buckets 	<ul style="list-style-type: none"> * A player plays 1 to 3 cards of the same colour (must be same colour as previous player, if there is) and draw a card. The total must be higher than the previous player, if there is. * If the bidding comes full circle, additional cards can be added. If he is not able to or he chooses not to, he loses a bucket of that colour and begins a new round by discarding 1 to 3 cards and draw a card. * If any bucket loses support (2 buckets underneath), they are lost too. If you have to lose a bucket which you do not have, choose any other bucket. * A player cannot have more than 1 pyramid, thus if 2 pyramids are formed the player must choose to keep only 1. * The cards played are removed from game. 	<ul style="list-style-type: none"> A player loses all buckets (3-4 players). 2 players loses all buckets (5-6 players) 	<ul style="list-style-type: none"> Winner is the player with most number of buckets left (or the height, or the last man standing by elimination variant)
1193	Shanghai	Roman Pelek, Michael Schacht	Dice Rolling, Set Collection	2		S	<ul style="list-style-type: none"> * colour 0-7 x dice value 1,2,3,3,4 (tavern cards) * 6 dice * red,blue x 6 chips (to stand in as dice placed next to the cards) 	<ul style="list-style-type: none"> * Players pick 6 chips of same colour. * Reveal 6 cards (tavern). The starting player decides which card correspond to dice value 1. 	<ul style="list-style-type: none"> * A player can either 1) Roll and add dice, if you have at least 2 dice. Roll 2 dice, choose 1 and put a marker next to the corresponding tavern card. Remaining markers indicate the dice that you have left. 2) Shanghai to end the round, if you have placed at least 2 dice. If no dice added to a card, it is removed from game. If only 1 player die is placed, he gets the card. If there are dice from both players, the player with more dice wins. If tie, add the neighbouring dice values to see who is higher. If still tie, remove the card from game. * Sort the cards obtained according to their colour. 	<ul style="list-style-type: none"> * A round ends when all 6 cards have been distributed. The player who chose to Shanghai deals out 6 new cards, and the other player gets to go first in a new round. * Game ends after 8 rounds when draw pile is empty. 	<ul style="list-style-type: none"> * If both players have sailors in a nationality, the player with stronger Sailors removes his opponent's sailors. If tied, remove all the sailors of that nationality. * If only a player has sailors from a nation, he keeps his cards. * Players add their Sailor values as VP, player with most pts wins.

1241	Neue Heimat	Klaus Zoch	Auction/Bidding	2	5	D	<ul style="list-style-type: none"> * colour 0,2,4,6,8,10 x value 1-6 (floor cubes) * poker suit 1-5 x joker (special cubes – mayor, cancel, building permit 1,2,3) * 6 dice (cubes to indicate owner of colour) * colour 11 x dice value 1,1,2,2,3,3,4,4,5,5,6,6 (rooftops with number) * colour 9 x 5 cards (rooftops without number) * 60 non black chips (cheque) * imaginary 3 column x 10 row board (1st column - 1st and 7th space with white fence, 2nd column - 3rd and 5th space with white fence, 3rd column - 2nd space with white fence. Use black chips to indicate these spaces) 	<ul style="list-style-type: none"> * Random reveal 24 floor cubes and put them in a 3 x 8 layout. The remaining floor cubes are out of the game. * Remove 5 rooftops randomly face down from the game. Put the rest face down next to the board. * Put the special cubes face up. * Each player gets 12 cheques. 	<ul style="list-style-type: none"> * A player chooses a cube or rooftop and holds an auction. Other players take turns to bid. Each player can only bid once. * Once the highest bidder is determined, the player can either get the bid money, or play the bid money to the bidder instead and get the piece. Then the next player picks a piece and starts an auction. * Floor cubes can only be taken from each of the rows (total 6 possible cubes). Rooftops can only be auctioned if there are houses without roof. A rooftop without number has value 0. The floor cubes can be placed starting from the bottom of the board, without gaps within the column. A floor cube can only be placed on another floor cube with a higher number. Once there are 4 houses in a column and they all have roofs, it is considered to be complete. The building permit can extend or decrease the maximum number of houses at that column. The cancel cube nullifies the building permit. * The player who gets the rooftop or floor cube must immediately place it on the board. The special cubes or mayor can be placed or removed from game. * The player who places the first floor cube of a new colour gets the corresponding owner indicator cube. A player can own more than 1 or 0 colour. * At the beginning of the turn, a player may store a cheque. He may not use it again, but it is worth 1 point at the end of the game. 	<ul style="list-style-type: none"> * When 2 rows are completed, OR all roofs are used, OR all 24 floor cubes are used and all have roofs. 	<ul style="list-style-type: none"> * Only the player owning the topmost level scores for each house. The total is the number of pips on every floor cube, plus any roof. * All houses in completed columns score positive. All houses in incomplete columns score negative. * For the column with the mayor, the score is doubled – can be positive or negative. * Total points from the houses plus the stored cheques is the final score. Player with highest score wins.
1254	Court of the Medici	Richard James	Hand Management	2		R	<ul style="list-style-type: none"> * colour 0,1,6,7 x value 1-10, J,Q(1=Ladies-in-Waiting rank 1, J=Jester rank 1-10, Q=Ministers rank 0) * colour 0,6 x value K (Duke rank 15) 	<ul style="list-style-type: none"> * Each player gets a set of 25 cards. * Deal 4 cards from your deck and place face-up in the middle of the table (inner court). * Draw 5 cards from your deck. * Add value of all your nobles at the inner court. Jester is worth 1 pt. Player with highest total go first. If tie, flip a coin. 	<ul style="list-style-type: none"> * A player must play a card. He can either 1) Send a noble to court. Play a card to your outer court, away from the inner court. 2) Build an alliance. Place a card on top of any card or stack of cards on the table. 3) Conspire. Place a card on top of any card or stack of cards on the table, then eliminate any other card or alliance whose value equal the total value of the cards in your conspiracy. Place those cards in discard piles of their respective houses. 4) Plan for the future, if there is card left in your draw pile. Place a card face-down at bottom of your deck. If both players play this consecutively 3 times in a row, the game is a draw. * After playing a card, draw a card. If you draw the last card from your deck, reveal to your opponent. You may not play a noble greater than this noble. * Jester: Determine a value from 1-10 when it is played. Whenever a noble is played, that player can set new values for any Jester in play. * Lady-in-Waiting: If it is used to build an alliance, separate all the nobles from each other. * Minister: If it is used to add to an alliance with 2 or more nobles, these nobles are discarded except the Minister. 	<ul style="list-style-type: none"> * When either player cannot play a card, or a House no longer has a noble in the inner court. 	<ul style="list-style-type: none"> * Add the values of all nobles in play. Player with highest total wins. If tie, player with most nobles wins. If tie, it is a draw.

1292	Coyote	Spartaco Albertarelli	Bluffing, Deduction	2	6	R	<ul style="list-style-type: none"> * colour 0-2 x value 0, J (0=0, J=10) * colour 0-3 x value 1-5 * colour 0-1 x value Q (J=15) * colour 0 x value K (K=20) * colour 10-11 x value 5 (minus 5) * colour 10 x value J (minus 10) 	* Each player draws a card but without looking it, puts it facing outwards, either holding it or putting on his forehead.	* A player take turns to declare the total value of all cards. The next player must increase the bid or "call" by saying "Coyote". If someone calls the bid, all cards are revealed and the values are totaled. If value is equal or higher than the last bid, the challenger loses. Else, the active player wins. Loser gets a penalty token.	* A player is eliminated if he has 3 penalty tokens.	* Last remaining player wins.		
1316	Take 5!	Wolfgang Kramer	Hand Management	2	6	R	* sequence 1-100	<p>player/hand/on table</p> <p>2/14/7 3/12/9 4/12/12 5/12/15 6/10/15</p>	A player can <ul style="list-style-type: none"> * Place 1-3 cards on any of the rows * If the 5th card on a row is placed, player has to collect the row * 1 "+5" and 1 "x2" card can be put on each row. They do not count towards the 5 card total 	All cards in hand are played	* default=1green, ? 2=2green, ? 5=2red, ?0=3red, ?? =5red * +5 first, then x2		
1319	Rummikub	Ephraim Hertzano	Set Collection	1-Jan	3-Jan	R	<ul style="list-style-type: none"> * poker suit 1-4 x values 1-K (number card) * 2 x joker (wild card) 	* Deal 14 cards to each player from draw pile.	<ul style="list-style-type: none"> * A group is >=3 cards of same value diff suit, a run is >=3 cards of consecutive numbers same suit * A player needs to open game by making a group and/or run, totalling 30 points. If not, he draws a card and end turn. * After opening, a player must either <ol style="list-style-type: none"> 1) Play >=1 card on groups or runs on the table. 2) Draw a card. * Manipulation of cards on the table is allowed as long as legitimate groups or runs remain on the table * If manipulation fails within a time limit, player gets 3 cards as penalty * Wild cards can be replaced with a number card, and wild card retrieved to be used within the same turn. 	A player clears all his cards.	Each player totals all numbers in their leftover cards (wild cards are 30). This score is negative. Winner gets positive total of all other players' scores.		
1320	Corsari	Leo Colovini	Set Collection	2	4	R	* colour 0-9 x value 1-11	<ul style="list-style-type: none"> * Deal 12 to each player * Deal 7/8/9 cards face up in a column for 2/3/4 players * These cards are the Tavern, top-most card is the Tavern colour * Reveal top card from draw pile as discard pile. 	<ul style="list-style-type: none"> * A player must either draw card from draw pile, discard pile or top most Tavern card and put into his hand. * Then he discard 1 card face up into the discard pile. 	A player sets sail: Discard 1 card face-down (after drawing a card), divide the rest into prisoners (Tavern colour), crew (diff numbers, at most 2 colours), stowaways (total value). Other players do the same, but before that they can add to the ending player crew of the same 2 colours (same player cannot add same number, but different players can add same number)	<ul style="list-style-type: none"> * The player who drew the last card from the draw pile must set sail immediately. * When the last card from Tavern is drawn, the hand ends and is not scored. 	Any player with more total value than ending player records the value as penalty pts. When less or equal, subtract 10 from the total value then record the result as penalty pts. His stowaway cards go to the ending player.	<ul style="list-style-type: none"> * If ending player has less than all other players, he has no penalty. Else, he has 10 penalty pts plus his stowaway and those received from others as penalty pts. * A player is out of the game once he has >100 penalty points. Last player remaining wins. * If a player sets sail without any stowaways, he instantly wins! For tie, the ending player wins.

1322	Nicht die Bohne!	Horst-Rainer	Simultaneous Action Selection, Trading	3	6	D	<ul style="list-style-type: none"> * colour 0,2,4,6 x value 1-10 (common) * colour 0-7 x value J (-) * colour 0,2,4,6 x value Q (-) * colour 0,2,4,6 x value K (x2) * poker 1-4 x joker (niche die bohne) * 1 chip (bean chip) 	* Deal all cards evenly	<ul style="list-style-type: none"> * A player places Bean chip on top of a face-up card from his hand. * Other players choose a card and place it face-down. Then all cards are face-up at the same time. * The player who placed the bean chip chooses any other card other than the bean chip card and place it face up in his score area. The player of just taken card does the same. * The last player gets the Bean chip card and Bean chip. He then starts the next round. 	All 60 cards have been taken.	<ul style="list-style-type: none"> * Sum the total for each colour. * 1 or 3 minus turns the colour to negative, 2 or 4 minus positive. * X2 double the score for that colour. * Niche die bohne will cause that colour to be 0. * Add the scores for the colours together. Highest score wins
1337	Kakerlakenpoker	Jacques Zeimet	Hand Management, Set Collection	2	6	R	* colour 0-7 x value 1-8	* Deal all cards to all players.	<ul style="list-style-type: none"> A player chooses 1 card of a colour and pass to any player, stating the colour. That player can either 1) Accept the card: Declare true or false. If believe or doubt correctly, 1st player takes back his cards and place it face-up. If believe or doubt wrongly, player takes the cards and place it face-up. 2) Pass the card on: Peak at the card, then pass to another player. 2nd player must also state a colour. 3rd player has 2 options again. Passing can be done until card is passed to every player once. Last player only has option 1. * Whoever ends up laying the card face-up starts the next round. 	<ul style="list-style-type: none"> * A player has 4 cards of same colour in front of him. * A player has no more cards in his hand to start a round. 	<ul style="list-style-type: none"> Player with 4 cards of same colour in front of him or no cards in hand to start a round loses.
1347	Njet	Stefan Dorra	Hand Management, Trick-taking	3	4	D	<ul style="list-style-type: none"> * colour 0,2,4,6 x 0-9 (common cards, 0=1) * 15 black chips (Njet stones) * red,orange,green,blue x 1 chip (character) * colour 0,2,4,6 x J,Q,K (to form board for start player, trumps, supertrumps) * colour 10 x value 1-4 (to form board for number of points) * colour 11 x value 1-2 (to form board for laying cards) * joker (to form board for laying cards) 	<ul style="list-style-type: none"> * Form the board. 1st row shows the starting player 4 colours. Starting player chooses a partner (may choose, for 3p game). 2nd row shows the number of laying cards 0,1,2. Put these cards aside face-down before round starts. 3rd row shows the trump. 4th row shows supertrump. 1s are supertrumps but count as lowest cards in their colours. 5th row shows number of points per trick/booty 1,2,3,4. * Each player gets a character chip. * Deal 10 cards to all players. * For 3p, remove the 2s. Each player gets 12 cards. 	<ul style="list-style-type: none"> * The game is played in 2 phases. * Njet phase: Each player take turns to place the stones on the board, until there is 1 left for each row. * Trick-taking phase: Players must follow suit if possible. If both 1s are played, the second 1 is higher. Winner leads the next trick. Tricks won are kept face-down. * Booty cards are 1s. Each capture 1 is kept face-up. 	<ul style="list-style-type: none"> * Round ends when all cards are played. * Player left of previous dealer starts the next round. * Game ends after 8 rounds (6 rounds for 3p). 	<ul style="list-style-type: none"> * Count the number of tricks and booty, then multiple by the points number shown at the 5th row. * Player with most points wins. * For 3p game, single player doubles his score.

1356	Rook	George S. Parker, Grace Parker	Auction/Bidding, Card Drafting, Hand Management, Partnerships, Trick-taking	2	6	R	<ul style="list-style-type: none"> * poker 1-4 x 1-14 * joker (rook bird card) 	<ul style="list-style-type: none"> * Original game is for 4 players, 2 vs 2 game. * Remove the 1,2,3,4, and add the rook bird card for 41 cards total. * Deal the cards to the players as well as to a nest. Once the nest has 5 face-down cards, stop dealing cards to it. * For 5/6 players, do not use Rook bird card. Deal 6/2 cards for the nest. 150 pts wins the game. Minimum bid is 30pts, max is 100pts. * For 2/3 players, remove 1,2,3 and add Rook bird card. Deal 12 to each player (dummy for 2 player, half the cards for dummy face-up). For the remaining 8 cards, put 5 in nest and the other 3 out of the game. 300 pts win the game. Minimum bid is 50, max is 100. The winner of the bid plays for himself. The other 2 players (or 1 player 1 dummy) are partners. The dummy cards are face-up, where the other player controls what to play. 	<ul style="list-style-type: none"> * Each player bid for the points that he thinks his team can win. Only Counters score pots. The value/pts are 5=5pts, 10=10pts, 14=10pts, Rook=20pts. * If the team bid but fail to equal or higher the bid, they lose pts equal to the bid. If they get higher, they get all the pts from their Counters. If the team did not bid successfully, they still get pts for their Counters. * Players start to bid at 70 pts to decided the trump colour. Highest possible is 120. Players bid in increments of 5. Players who passed cannot bid again. * Highest bidder announces the trump colour and adds the 5 cards into his hand, then discards 5 cards face-down back into the nest. The person who wins the last trick gets these 5 cards. * Player left of dealer starts the first trick. Rook bird takes the trick. If Rook bird card is led, other players must play a trump if possible. If a trump colour is led and you have no trump cards, you must play the Rook bird. * Tricks won are kept face-down. Winner of trick leads the next trick. 	<ul style="list-style-type: none"> * Round ends when all cards are played. * Play until a team reaches 300 pts. 	<ul style="list-style-type: none"> * First team to reach 300 pts wins.
1357	Cheeky Monkey	Reina Knizia	Press Your Luck, Set Collection	2	6	R	<ul style="list-style-type: none"> * colour 3 x value 1-3 (elephant) * colour 4 x value 1-4 (walrus) * colour 5 x value 1-5 (giraffe) * colour 6 x value 1-6 (zebra) * colour 7 x value 1-7 (kangaroo) * colour 8 x value 1-8 (wild pig) * colour 9 x value 1-9 (hyena) * colour 10 x value 1-10 (cheeky monkey) 	<ul style="list-style-type: none"> * A player reveals a card from the draw pile. He can reveal as many as he wants. If he gets the same animal twice, all cards go back to the draw pile. * If he stops, he puts his animal cards stack is a pile, in his preferred order. * If he draws an animal that matches the top card of another player's stack, he can get that player's animal and add to your own cards drawn this turn. * If he draws a monkey, he can <ul style="list-style-type: none"> 1) Claim any matching top card from another player's stack. 2) Swap the monkey with any animal on top of another player's stack. * If all the revealed animal cards are the same kind, he can secure the herd by ending his turn and putting all his cards at the bottom of his stack. 	<ul style="list-style-type: none"> * Draw pile is used up. 	<ul style="list-style-type: none"> * Players score 1 pt for each animal. * If he has the most of an animal, he gets the bonus pts equal to corresponding value of each animal. 	
1359	Get Bit	Dave Chalker	Hand Management, Simultaneous Action Selection	4	6	D	<ul style="list-style-type: none"> * colour 0,2,4,6,8 x value 1-7 (common cards) * joker (Shark card) * 4 x red,orange,green,blue,violet chips (limbs) 	<ul style="list-style-type: none"> * For 5/4 players, remove the numbers 7/7+6 from the common cards. * Each player chooses a colour and gets all cards of that colour. * Stack 4 chips of the same colour to represent each player with limbs. * Place each stack in front of the shark. 	<ul style="list-style-type: none"> * During each round, there are 3 phases. Phase 1: Each player chooses and reveals a card at the same time on the table. Phase 2: Players with cards that tie do not move. Players with the lowest move their stack to the front of the line (furthest from the shark). Then the 2nd lowest move and so on. Phase 3: The player nearest to the shark loses a limb. Remove a chip. If he has no more limbs, he is out of the game. Else, he moves to the front of the line. He picks all the cards he has played and put back to hand. If any player has 2 or less cards in hand, he also picks the cards he has played into hand. 	<ul style="list-style-type: none"> * 2 players left. 	<ul style="list-style-type: none"> * Player furthest from the shark wins.

1455	Crazy Chicken	Michael Schacht	Hand Management, Set Collection	2		R	<ul style="list-style-type: none"> * colour 0-9 x value 5, Joker (value 20) * colour 0-8 x value 4, 0 (value 18) * colour 0-7 x value 3, K (value 16) * colour 0-6 x value 2, Q (value 14) * colour 0-5 x value 1, J (value 12) * colour 0-5 x value 6 (value 6) * colour 0-6 x value 7 (value 7) * colour 0-7 x value 8 (value 8) * colour 0-8 x value 9 (value 9) 	<ul style="list-style-type: none"> * Deal 3 cards to each player, the rest in 2 face-down pile of equal height. 2 discard piles space between these 2 piles 	<ol style="list-style-type: none"> 1) Player draw 2 cards from 2 different piles, either from draw piles or discard piles. 2) Then lay ≥ 2 card face-up of same type in front of themselves OR discard 1 card. There cannot be groups of cards with same type in play. Player must lay more cards than an existing played set of same type. If player do so, opponent with less card discards laid cards from that type onto one of the 2 discard piles. <ul style="list-style-type: none"> * When the players discard a card, 1st card goes to 1st discard pile, 2nd card goes to 2nd discard pile. If there are 2 discard piles, then the player can choose which pile to discard to. * A player may not add to his own existing sets. However, he may discard a set and play a similar set of higher card count. 	<p>1 player has played 6 different types, or both played 9 different types in total, or only 1 draw pile left (discard piles ignored)</p>	<ul style="list-style-type: none"> * Add the value of each chicken in player's own area. * Player with highest score wins.
1463	Pick and Pack	Simon Hunt	Abstract Strategy	2		R	<ul style="list-style-type: none"> * colour 0-4 x dice value 1 x 10 copies (apple trays) * colour 0-4 x dice value 2 x 8 copies * colour 0-4 x dice value 3 x 7 copies * colour 0-4 x dice value 4 x 6 copies * colour 0-4 x dice value 5 x 4 copies * colour 0-4 x dice value 6 x 1 copies * colour 8,9 x value 1-6 (action tiles) * colour 10,11 x value 1-6 (action tiles) 	<ul style="list-style-type: none"> * Deal the apple trays face-up to form a 6x6 grid. * Place the grabber on the 6 apples card. * The players sit at right angles to each other. One controls the columns, one controls the rows. * Place the 12 action tiles face-up at 6 spaces above and 6 space below the 6x6 grid. There are eventually 2 action tiles per column. * Each player also has 4 crate spaces in front him to place apple trays. 	<ul style="list-style-type: none"> * A player can move the grabber horizontal to any of the 5 other spaces. If he lands on an apple tray, he gets the apple card and place it in his crate with the few trays. If tied, he can choose. * If he stops over an empty square (only possible if he has at least 1 action tile in that column), he can use an action tile in that row. * The action tiles are as follows 1) Premium: Put this tile on top of any crates. No further trays may be added. Each apple is worth 2 pts instead of 1 pt. 2) Wholesale: Put this tile on any of opponent's crate. That crate's total is halved (rounded down). 3) Quality Control: Steal 1 topmost apple tray from any opponent's crate and place it on one of his own crates. 4) Order Mix-up: Swap 1 topmost apple tray with opponent. 5) Malfunction: Flip over any apple tray or action token on the board. 6) Rush order: Put in a location next to your crates. Discard this action token at any time to move the grabber again. 	<p>* A player cannot move to any square, or a player has used all his premium and wholesale tiles.</p>	<ul style="list-style-type: none"> * Total all the apples, including Premium and Wholesale effects. Highest score wins.
1475	Relationship Tightrope	Reina Knizia	Hand Management, Simultaneous Action Selection, Trick-taking	3	5	D	<ul style="list-style-type: none"> * sequence 1-50 (common) * colour 10 x value 1-9 (relationship) * colour 6 x value K (blue forgiveness, value 0) * colour 0 x value Q (red forgiveness, value 0) * 25 x red chips (balance) * 25 x blue chips (balance) 	<ul style="list-style-type: none"> * Deal 9 common cards to each player. * Shuffle the relationship and forgiveness cards together to form a relationship pile. 	<ul style="list-style-type: none"> * Reveal a card face-up from relationship pile. * Each player takes turn to play a card. Highest gets blue chips equal to relationship value number, lowest gets red chips equal to relationship value number. Player then returns any pairs of blue and pink chips that he has. * When blue or red forgiveness card is revealed, reveal the next card. Either blue or red (same colour as the revealed card) chips will not obtained for this trick (value 0). * Whoever played the highest card begins the next trick. 	<p>All 9 relationship cards are played.</p>	<p>1 red or blue chip is 1 pt. Lowest pt wins. If the score is 0 for current round, player can change the score of a previous round to 0. Play as many rounds as there are players.</p>
1531	Ka-Ching!	Horst-Rainer, Klaus Palesch	Auction/Bidding, Set Collection	2		R	<ul style="list-style-type: none"> * poker suit 1-5 x value 2,3 * colour 0,2,4,6,8 x value 4,5,6 (point card) * 2 x joker (wild value 2) * colour 0-9 x value J (\$1 cash card) * colour 0-4 x value Q (\$2 cash card) * colour 0-5 x value K (\$5 cash card) * colour 0-7 x value 10 (\$10 cash card) 	<ul style="list-style-type: none"> * Deal the Point cards face-up in 5 columns with 7 cards in each column, overlapping. * Each player gets a Joker face-up in front of him, and 5x\$1, 1x\$5, 1x\$10 in hand. 	<ul style="list-style-type: none"> A player must either * Buy 1 card (any last free-lying card) by paying the number on the Point card, then place it face-up in front of him. * Sell 2 cards of same colour and get money by multiplying the 2 Point card values. Place these cards face down out of the game. Player may sell together with a wild card with value 2. 	<p>Only 2 columns left. Each player may sell 2 cards of same colour one last time.</p>	<p>Total money earned</p>

1546	Rat-a-Tat Cat	Ann Stambler, Monty Stambler	Card Drafting, Memory, Set Collection	2	6	R	<ul style="list-style-type: none"> * poker suit 1-4 x value 0-8 * colour 0-8 x value 9 * colour 0-8 x value J (swap) * colour 0-6 x value Q (peek) * colour 0-4 x value K (draw 2) 	<ul style="list-style-type: none"> * Deal 4 to each player, who place them face-down in a line * Reveal a card face up from draw pile as the discard pile * Peek at the 2 outer cards once 	<ul style="list-style-type: none"> * A player must either 1) Replace the top discard card with one of his cards 2) Draw a card from draw pile and use it to replace one of this cards, or use it if it is a Power card, or discard it * Peek: See one of your cards * Swap: May swap a card with another player * Draw two: Allowed to draw twice, if the 1st draw is discarded. 	<ul style="list-style-type: none"> A player saying "rat-a-tat cat". Other players have one last turn, then all players turn over their cards. Replace Power cards by replacing from draw pile. 	<ul style="list-style-type: none"> Add all values on 4 cards. The lowest score wins.
1554	Knights of Charlemagne	Reiner Knizia	Hand Management, Partnerships, Set Collection	2	4	D	<ul style="list-style-type: none"> * poker suit 1-5 x value 1-5 (common) * 10 x black chips (treasure) * 1+2+3+4+5 x black chips (manor estate, stacked chips) * 1 x red, 1 x yellow, 1 x green, 1 x blue, 1 x violet (cities estate) * 1 x violet chip (cathedral) 	<ul style="list-style-type: none"> * Estate in 1st row (left-to-right numbers 1-5, then the 5 colours), then treasure in 2nd row below. One treasure corresponding to each estate. * Cathedral at the extreme left * Discard 2 randomly (unseen) from draw pile, then deal 8 cards to each player. 	<ul style="list-style-type: none"> A player must * places a card with same number or colour as an estate tile next to it * draw a card 	<ul style="list-style-type: none"> All deck and hand depleted 	<ul style="list-style-type: none"> * Score from 1 to last colour. * Player with most knights get the estate, the 2nd gets the treasure. * For 2 player tie, each tile scores 1. For 3 player tie, nobody scores. * First player to win 2 estate wins the cathedral. * Player with highest score wins. If tie, player with least estate tiles wins.
1557	Too Many Cooks	Reina Knizia	Hand Management, Set Collection	2	5	D	<ul style="list-style-type: none"> * colour 2,4,6 x dice value 1,1,2,2,3,3,4,4,5,5,6,6 (Pea, Onion, Mushroom, 6=0) * colour 3,5,6 x dice value 0 (0 Boil over) * poker 2,3,4 (pea, onion, mushroom value 10) * colour 0 x dice value 1,1,2,2,3,3,4,4,5,5 (chilli) * colour 1,3,5,7,10 x dice value 1-5 (menus, black – no soup today) * 125 chips 	<ul style="list-style-type: none"> * Each player gets 5 chips and a set of 5 different menus in front of him. * Deal all cards to each player. * Each player chooses a menu, then the round starts. Play 5 rounds, so every menu has to be used. 	<ul style="list-style-type: none"> * A player plays a card, then announce the total value of all cards played so far. A 10 played as first card is a 0. * If a Pea, French Onion or Mushroom card is played, players must follow suit. If a Chilli card is played, this restriction is lifted. * A 0 Boil Over! card resets the total to 0. * When a player's card brings the total to 10 or more, he wins the trick and keeps all the cards face-down. He begins the next trick. 	<ul style="list-style-type: none"> * A round ends when a player needs to play a card but has no cards left to play. Players discard their hands and do scoring. 	<ul style="list-style-type: none"> * For Pea soup menu, 1 Pea card=1 chip, 1 chilli card=-1 chip. Same for Mushroom and French Onion. * For chili, 1 Chilli=1 chip, 1 small 0=-1 chip. * For no soup today, he gets 5 chips, and loses 1 chip per card he has. * Play for 5 rounds. Player with most chips wins.

1561	Die Fugger	Klaus-Jurgen Wrede	Commodity Speculation	2	4	D	<ul style="list-style-type: none"> * colour 0,2,4,6,8 x value 1-9 (goods cards – copper, fabric, wine, spices, jewels) * colour 10 x value 1-9 (price card, 8 and 9 have royal seals) * colour 0,2,4,6,8 x 1 chip (price marker) * joker 1-4 (merchants) * 1 face-down card (Jacob the Rich) 	<ul style="list-style-type: none"> * Shuffle the goods and merchants. Deal 2 goods card to Jacob face-up. * Deal 4 to each player. * Arrange the price cards in a circle, 1-9. * Place the price markers at 5. 	<ul style="list-style-type: none"> * A player can either 1) Draw a card, if you have 4 or less. 2) Lay a card face-up in front of you, either goods or merchant. 3) Lay a card face-down, only once per round and only in the first 2 rounds. Jacob gets 1 goods card face-up. 	<ul style="list-style-type: none"> * Round ends when 5 cards of a goods type are in play. * Players score points. Then each player draws 2 cards. If you have a merchant played, draw 2, 2 merchants draw 5. Then discard the merchants. * Deal 2 goods card face-up to Jacob, and new round starts. * Game ends when a player has more than 100 florins. 	<ul style="list-style-type: none"> * Highest 3 goods go up in price by how many there are. Last 2 goods drop by 1 value. Anything that goes above 9 ends at 1. Cannot go below 1. If tie for 3rd place, all go up. * Players score based on the value of goods they have in front of them. Goods with royal seals score double, provided there is 3 or less such goods on the table. Then all goods are discarded. * When game ends, everyone scores their face-down cards, double their value. Player with most florins wins.
1568	It's Alive	Yehuda Berlinger	Auction/Bidding, Set Collection	2	5	D	<ul style="list-style-type: none"> * colour 0,1,2,3 x dice value 2,3,4,4,5,6 (body parts, cost 2,3,4,5,6) * colour 6,7,8,9 x dice value 1,2,2,3,3,4 (body parts +4, cost 5,6,6,7,7,8) * colour 10,11 x dice value 4,4,4,6,6,6 (villager uprising) * colour 4,5 x dice value 5,5,5,6,6,6 (coffin +4, cost 9,10) * 80 chips (coins) 	<ul style="list-style-type: none"> * Each player gets 12 coins. * All coins and cards bought are hidden from other players' view. 	<ul style="list-style-type: none"> * Reveal a card from draw pile or from a graveyard. If it is from graveyard, the player has to pay coins and/or tiles that are equal or higher in value than the chosen card. Tiles spent are put into their respectively player's graveyard. A player can do one of 3 things 1) Buy the card by paying to the bank. Put the card into hand. 2) Put the card for auction. Player makes the first bid. Other players in clockwise direction may bid higher or pass. If player wins, he pays the bank and gets the card. If another player wins, he pays the active player and gets the card. 3) Sell the card to the bank for half the cost, rounded down. * If a villager uprising card is revealed, player needs to pay coins and/or tiles equal or higher than the cost. He keeps the card, which can be used to pay for future cards. In these cases, the card is put out of game instead of to the graveyard. He then continues his turn by selecting a tile. If another uprising is revealed, it is ignored and shuffled back at the end of his turn. 	<ul style="list-style-type: none"> * A player has one of each body part. 	<ul style="list-style-type: none"> * Add the value of the body parts (one for each part only), plus coins (may not exceed half of their body part total), plus 5 for the player who ends the game. Highest score wins.

1593	Pecking Order	Richard Garfield	Auction/Bidding, Rock-Paper-Scissors	2		R	<ul style="list-style-type: none"> * colour 0,2 x value 1-13 (13=jaguar) * poker suit x value 1,2,3,4,5,6,7,8,8,9,10 (perch) 	<ul style="list-style-type: none"> * Each player gets his deck of 13 cards and shuffles to form a draw pile. * Put the perch in sequence in a row. 	<ul style="list-style-type: none"> * A player must draw and play a card face-down at any of the perch on his side. * If there is another card on the opposite side, the active player is the attacker. Defender reveals his card, attacker reveals who is the winner. Higher value wins. If tie, attacker wins. Remove losing card from the game. * If a player takes control of the vision roof perch (3), he may look at an opponent's face-down card, leaving it face-down. * If a player takes control of the tie breaker perch (1), he wins all ties. * Whenever an attack involves a jaguar, both the jaguar and the bird are removed from game. 	<ul style="list-style-type: none"> * All players have played their cards and challenges resolved. 	<ul style="list-style-type: none"> * Players add up all the perches they control. 19 pts if they control both perch 8. * Play 4 rounds. Highest score wins.
1630	Siam	Didier Dhorbait	Abstract Strategy	2		D	<ul style="list-style-type: none"> * red, blue chips x 5 chips (elephants, rhino) * black x 3 chips (rocks) * cardback (to form 5x5 board) 	<ul style="list-style-type: none"> * Each player takes the 5 elephants or rhinos. * Form a 5x5 board. Place the 3 rocks horizontally in the center. 	<ul style="list-style-type: none"> * A player can either 1) Place an animal on the board, at any of the edge squares, facing any direction.. If it is occupied, then your animal pushes the animal/rock towards the center of the board, and your animal faces the direction it is pushing. 2) Move an animal orthogonally 1 space, move an animal orthogonally 1 space and rotate it, or simply rotate it. 3) Remove one or your animals from the edge squares. 4) Push all the animals and rocks in front of where your animal is facing 1 space. Any animals facing the opposite direction in that line cancels the strength of animals in same direction as your pushing animal. Each rock needs 1 strength to push. * Animals pushed off the board can be used again. * If a rock is pushed off the board, the player whose animal is orthogonally nearest to the rock and is facing the rock wins. 	<ul style="list-style-type: none"> * A player pushes a rock off with an animal next to the rock and facing it. 	<ul style="list-style-type: none"> * Player who pushes the rock off wins.
1632	Zooloretto Mini	Michael Schacht	Set Collection, Tile Placement	2	5	R	<ul style="list-style-type: none"> * colour 0-6 x value 1-10,J (animal tiles, 7 kinds – meerkat, giraffe, impala, llama, rhinoceros, ostrich, wolf, dice value 1=fertile male, dice value 2=fertile female) * colour 0-6 x value Q,K (offspring animal tiles) * colour 8,10,11 x value 1-3 (landscape tiles, 8=pond, 10=cliff, 11=shrub) * joker x 5 (trucks) 	<ul style="list-style-type: none"> * For 4/3/2 players, remove 1/2/3 animal types. * Shuffle the animal and landscape tiles together. Draw 15 cards face-down and put them aside. They will be used near the end of the game. * Offspring tiles are placed aside. * Each player has 3 empty enclosures that can keep 6 animals each, and 1 barn. * Use as many trucks as players. Each truck can only contain 3 animals. * For 2p, use 3 trucks (use poker suit 1-3). They can contain 1,2,3 animals. After the 2 trucks are picked, the animals on the 3rd truck are removed from game. 	<ul style="list-style-type: none"> * A player can either 1) Add an animal to a truck: Draw and place it face-up next to a truck. 2) Take a truck and all its animal tiles. Place the animals into your zoo. Each enclosure only allows 1 type of animal, but landscape tiles can be placed anywhere. Additional animals are placed in the barn. * A fertile male and female animal will immediately produce 1 Offspring. Add an Offspring to your enclosure. * If you fill your last space in your enclosure, you may either discard a tile from your barn, or take a tile from a neighbour's barn and place in your zoo. 	<ul style="list-style-type: none"> * A round ends when all trucks are taken. * Return all trucks to the table, and another round begins. * End game is triggered when the draw pile is empty and tiles from the last 15 cards (placed aside during the start) are used. This signals the last round. 	<ul style="list-style-type: none"> * Players get pts for their animals in each enclosure (6=12pts, 5=8pts, 4=4pts, 3=3pts, 2=2pts, 1=1pts). * Each type of landscape earns 2 pts * Each type of animal and landscape in your loses 2 pts. * Highest score is the winner.

1660	Ninety-nine	David Parlett	Auction/Bidding, Hand Management, Trick-taking	3		R	<ul style="list-style-type: none"> * colour 0,2,4 x value 6-10,J,Q,K,A (common cards) 	<ul style="list-style-type: none"> * Deal 12 cards to each player. * Players put 3 cards face-down as bid-cards, using their suits to represent how many of the 9 tricks they will win. Diamonds=0, Spades=1, Hearts=2, Clubs=3. Only the suits matter in the bidding, not the ranks. * A player may offer to Declare by turning his bid-cards face-up. For higher bonus, he may offer to Reveal by revealing his hand face-up. Only 1 player may declare or reveal. Declare has priority over declare. Priority goes to the start player left of the dealer, in clockwise direction. * First deal is always no trump. Subsequently, the trump suit is based on the previous deal results. Clubs is trump is 3 succeeded in meeting their bid, hearts if 2, spades if 1 and diamonds if none. 	<ul style="list-style-type: none"> * Player left of dealer starts the trick. Player must follow suit. Winner of trick leads the next. 	<ul style="list-style-type: none"> * All 11 tricks are played. 	<ul style="list-style-type: none"> * 1 pt for each trick. * If meet the bid, 10 pts if all 3 succeed, 20 if 2 succeed and 30 if only 1 succeeds. * 30 pts for declaring, 60 pts for revealing. * Play 9 deals, player with highest score wins.
1665	King's Breakfast	Alan R. Moon, Aaron Weissblum	Card Drafting, Set Collection	3	5	R	<ul style="list-style-type: none"> * poker suit 1-6 x 1-15 (6 types of common dish cards) * poker suit 1-6 x K,K (7th type of dish) * colour suit 0-2 x Q (7th type of dish) * joker x 5 (emerald) 	<ul style="list-style-type: none"> * Deal twice as many cards as players on the table face-up. Group them according to dishes. Emerald cards are placed next to the dishes. 	<ul style="list-style-type: none"> * A player can either 1) Take all portions (cards) of the same dish and put into hand. 2) Take 1 card from draw pile and put into hand. If it is an Emerald card, he must use it immediately or put it face-up next to the dishes. 3) Use Emerald to take 2 portions from any dish from the king's place, when 1 or more Emerald cards are on the table and at least 2 portion cards. Remove all 3 cards from the game. * Once all players have taken 1 action, the remaining dishes are put into the king's place, grouped by dishes. Emerald cards remain on the table. * In the new round, 2 cards are dealt to the table for each player. 	<ul style="list-style-type: none"> * When not enough cards are in the draw pile to fill the table. 	<ul style="list-style-type: none"> * Each player discards all the cards of a dish in which he has more than the king. * For the remaining cards, he scores each card based on the number of portions of that dish in the king's place. * Highest score wins. If tie, player who discarded the least card for having more portion cards than king wins.
1683	Schafkopf	Uncredited	Auction/Bidding, Partnerships, Trick-taking	4		R	<ul style="list-style-type: none"> * colour 0,2,4,6 x 7-10,J,Q,K (7-9=0, J=under=2, Q=over=3, K=4, A=11, 10=10) 	<ul style="list-style-type: none"> * Deal all cards evenly to the 4 players. * Heart is the trump suit. * Starting player calls the Ace of non-trump suit as his partner. * Player left of dealer leads the first trick. * The Over and Under are trump. * The ranking of the cards are Over (spades,hearts,clubs,diamonds), Under (spades,hearts,clubs,diamonds), A,10,K,9,8,7. 	<ul style="list-style-type: none"> * A player leads or follows a trick. * Players must follow suit. * The called-Ace must be played when the suit is led for the first time. 	<ul style="list-style-type: none"> * All cards are played. 	<ul style="list-style-type: none"> * Points are added up, team with higher points wins.
1686	Phoenix	Zach Greenvoss, Amanda Greenvoss	Hand Management, Pattern Recognition	2		D	<ul style="list-style-type: none"> * colour 0,2,4,6,8,10 x 5 chips (pawns) * colour 0,2,4,6,8,10 x 1 chips (light spectrum cubes) * poker suit 3 x dice value 2,2,2,3,3,3,4,4,4 (move pawn) * colour 6 x dice value 1,1,2 (move cube) * colour 8 x value 1-5 (rotate end pawn) * poker 1,2 x dice value 1,1,1,1,1,2,2,2,2,2,3,3,3,3,3,3,4,4,4,4,4,4 (switch pawn) * colour 10 x value 1-10 (exchange pawn) * Exact card distribution not known 	<ul style="list-style-type: none"> * Randomly place the 6 cubes in a row. * Each player draws and places 10 pawns and place in a row near each player. * Deal 5 cards to each player from the draw pile. 	<ul style="list-style-type: none"> * A player either 1) Play a card and perform its action. 2) Discard a card. * He draws 1 card at end of turn. 	<ul style="list-style-type: none"> * A player achieves the Cube sequence with his pawns. It is ok if he has missing colours. 	<ul style="list-style-type: none"> * 5pts for first to achieve the arrangement. * 4pts for having all colours of the spectrum * 2/3/4 pts for consecutive sequence of 3/4/5 pawns of same colour. * Play 3 rounds, highest score wins.

1693	Don	Micheal Schacht	Auction/Bidding, Set Collection	3	6	D	<ul style="list-style-type: none"> * colour 0 x value 6-10 (district 1) * colour 1 x value 1-5 (district 2) * colour 2 x value 2,3,4,6,0 (district 3) * colour 3 x value 2,4,7,9,0 (district 4) * colour 4 x value 1,5,7,8,9 (district 5) * colour 5 x value 1,3,5,6,8 (district 6) * 72 chips 	<ul style="list-style-type: none"> * Deal 12 chips to each player. This money supply may be kept secret by the players. 	<ul style="list-style-type: none"> * Reveal cards for auction. Number of cards are 1-2-3-1-2-3 etc * First player starts a bid (lowest bid is 0). Other players either raise or drop out, until there is 1 winner. * The money from the winning bid goes to all players with a number having the last digit of the winning bid amount. If the players have equal number of cards of that number, then money is evenly distributed. If a player has more cards, then all money goes to him. If no player has cards of that number, then divide evenly rounded down. Remaining chips goes to a pot, which is to be used in the next round of distribution. * Player is not allowed to place a bid with last digit equal to any number on the cards he has. If he does, he pays a chip to the pot and bids another number. * Winner becomes the next starting bidder * A player may sell ONE of his districts at the start of an auction round. Other players bid for the district, and the player gets all the bid money. 	All cards are auctioned	<ul style="list-style-type: none"> For each colour district, cards/pts 1/1, 2/3, 3/6, 4/10, 5/15 Player with most chips get 2 pts. If tie, both get 2 pts. * Player with most points wins. If tie, player with highest sum of numbers on their district cards wins.
1703	Foppen	Friedemann Friese	Trick-taking	3	6	D	<ul style="list-style-type: none"> * poker suit 1 x value 2-16 (common) * poker suit 2 x value 2-14 (common) * poker suit 3 x value 2-20 (common) * poker suit 4 x value 2-10 (common) * colour 10 x value 1-4 (Ones) * 6 x jokers (outline/offer) * 1 black chip (marker) 	<ul style="list-style-type: none"> * Each player gets a outline card. * All cards are dealt equally to the players. 	<ul style="list-style-type: none"> * Players must follow leading colour if possible. * Winner with highest card in leading colour wins the trick, and starts the next. Player who played the lowest card of leading colour (if all cards followed) or lowest non-leading colour card receives the marker and sits out next trick. Played cards are put aside. * 1s (ones) can be played even if player has a card in led suit. 1s adopt the colour that was led. It has a value of 1. If 1 is led, the next colour that appear is the leading colour. If all 1s are played, first player wins and last player loses and gets the marker. * Every player's number of cards is known. 	>= 1 players do not have any cardsleft in hand.	<ul style="list-style-type: none"> * Players with cards left in hand gets the sum of their values as -ve points. * Player who ends without cards get +10 pts, provided they are not holding the marker. * Player until everyone has dealt twice. * Player with least minus pts wins.
1710	Rage	Uncredited	Hand Management, Trick-taking	3	8	R	<ul style="list-style-type: none"> * poker suit 1-6 x value 0-15 * 2 x joker * colour 0-3 x value K (without trump) * colour 4-7 x value K 4 (change trump) * colour 0-2 x value Q (+5) * colour 0-2 x value K (-5) 	<ul style="list-style-type: none"> * Deal 10 cards to each player. Place the remaining cards in a pile in the middle. * For 2nd round, 9 cards are dealt and so on until 10th round 1 card. * Reveal a card and place next to pile. The colour is the trump colour for current round * A player bids or estimate how many tricks he can win before starting the round. Note this down. 	<ul style="list-style-type: none"> A player must either * Play a card following the leading suit * Play card of non-leading suit if he has no leading suit cards. * Play an action card if he does not have a colour of the colour that is led * The first card of a trick may be a Action Card. * The second card played in a trick begun with a Action Card may be any other card. The first color or Joker played will determine the suit of the trick. If only Action Cards, not including Jokers, are played, the first card played in the round wins the trick. * Without trump: Turn over the trump card in the middle. No trump this round. Flip a new trump card after this trick ends. * Change trump: Immediately turn over a new trump card. This is trump for current and future rounds. * Joker: Always the highest number for the last player who played it. Colour can be chosen, either trump or non-trump colour. 	All cards played	<ul style="list-style-type: none"> * Tricks (include +/- 5 action cards) equal to bid, score 10 points. Else, -5 points. * Player with highest score after 10 rounds wins.

1727	Dragonmaster	G.W. Jerry D'Arcey	Trick-taking	3	4	D	<ul style="list-style-type: none"> * colour 0,2,4,6 x 1-8 (common cards. Suits: Warriors, Dragonlords, Nomads, Druids, Ranks: Fool, Baron, Count, Duke, Wizard, Prince, Queen, King) * colour 10 x 1-5 (hand cards) * 25 x violet (diamond - 20 crystal) * 25 x green (emerald - 10 crystal) * 25 x red (ruby - 5 crystal) * 25 x blue chips (sapphire - 1 crystal) 	<ul style="list-style-type: none"> * For 3 players, remove the value 1 and 2 cards. * Deal the common cards such that each player has 8 cards. * Each player gets 100 crystals. 	<ul style="list-style-type: none"> * The Dragonmaster (dealer) chooses a hand card, then starts the trick. Players must follow suit if possible. Player with highest rank in lead suit gets the trick. He leads the next trick. * Once all cards are played, players pay the Dragonmaster for the penalty cards or tricks taken. * Each round consist of 5 hands. For each hand, all cards are played. * The hands are <ul style="list-style-type: none"> 1) Dragonlords: Pay 1 per dragonlord card. 2) Wizards: Pay 2 per Wizard (value 5). 3) Prince of Warriors: Pay 8. 4) First or Last: 4 for last trick, 4 for first trick. 5) Staff of Power: All of the above hands. 	<ul style="list-style-type: none"> * Play as many rounds as players. * Everyone gets to be Dragonmaster once. 	<ul style="list-style-type: none"> * Player with most crystals wins.
1750	Sneaks and Snitches	Vlaada Chvatil	Set Collection, Simultaneous Action Selection	2	5	D	<ul style="list-style-type: none"> * colour 0,2,4,6 x dice value 2,3,3,4,4,5,6 (loot cards) * colour 0,2,4,6 x dice value 0,0,1,1,2,5,6 (secret stash cards, 0/1/2/5=1 item, 6=compromising document) * joker x 4 (secret stash, collection) * poker 5 x dice value 1,1,2,2,3,3 (secret stash cards, 1=blank check, safecracking, intrigues) * colour 11 x dice value 1,1,2,3 (secret stash special item, 3=1 VP) * colour 10 x value 1-8 (location cards) * colour 1,3,5,7 x value 1-8,K (player cards, K=boss) * red,orange,green,blue x 25 chips (tokens) 	<ul style="list-style-type: none"> * Lay the 8 locations in a row sequential. Each location is represented by its card value. * Each player gets 3 random tokens, and also a set of player cards. * Deal 1 loot card next to each location. 	<ul style="list-style-type: none"> * Every player decides simultaneously which location to put a sneak (thief) and another (can be same) location to put a snitch (cop). He places a player card with the corresponding location number on top of his boss to act as the cop, and another card below the boss to act as the thief. Everyone reveals together and place their cards next to the locations. 3 scenarios <ul style="list-style-type: none"> 1) Cop with thieves or just cops: Nothing happens. 2) 1 Thief only: Player gets the corresponding tokens from the bank. Loot card is discarded. 3) 2 Thieves or more: Each get a Secret stash card. Special cards are performed unless if it is special item. 4) No one: Discard loot card. * All discarded loot are replaced. * There are some special secret stash cards. <ul style="list-style-type: none"> Collection: Get 1 of each coloured token. Blank check: 3 tokens of your choice. Safecracking: Draw 3 secret stash cards. Intrigues: Exchange up to 3 tokens with other players. Special item: Worth VP. Compromising document: All other players must return to bank half of their tokens of that colour (rounded up). 	<ul style="list-style-type: none"> * Not enough loot cards to replenish all the locations. 	<ul style="list-style-type: none"> * Players count their tokens and secret stash cards for each colour. Get VP pts as below. <ul style="list-style-type: none"> Player/blue/green/red/orange 2p/40/30/30/20 3p/300/310/320/330 4p/3000/3200/3310/3330 5p/30000/33000/33300/33330 * Include the special items with VP for final score. * Highest VP wins.
1755	Take 10!	Wolfgang Kramer	Hand Management	2	7	R	<ul style="list-style-type: none"> * sequence 1-100 (blockhead cards) * colour 10 x value 1-10 (bull cards) 	<ul style="list-style-type: none"> * Deal 10 cards to each player from draw pile. Reveal the top card from the draw pile to form the discard pile. * Put the 10 Bull cards next to the draw pile. 	<ul style="list-style-type: none"> * A player can either <ul style="list-style-type: none"> 1) Play a card on one of the stacks. Played card has to be higher than the top card. Maximum difference is 10. The number goes above 100 and wraps back to 1. Only the top card of each stack is visible. 2) Take all cards from 1 stack into hand, either because he cannot play a card or he chooses to do so. When a stack is taken, reveal 2 cards to form 2 new stacks. If the stack taken is 3 cards or more, take a Bull card. If the Bull card pile is empty, he takes from the player with the most Bull cards. If tie, he can choose. * If a player has a Bull card, he can play more than 1 blockhead card to 1 stack. Each one has to be inside the 10 difference from the existing one at the top of stack (eg. If top card is 33, he can play all cards between 34 and 43 in ascending order). If he has 2 bull cards, he can play multiple cards on 2 stacks, and so on. 	<ul style="list-style-type: none"> * A player runs out of cards. 	<ul style="list-style-type: none"> * Players add up the ox-heads on the cards in their hand. They are minus pts. * Player with most minus pts start the next round. * Play as many rounds as players. Player with least minus pts wins. * Prime number but does not end with 3=3 ox-heads * Prime numbers and end with 3=5 ox-heads * Not prime numbers but end with 3=7 ox-heads

1803	Penguin Party	Reiner Knizia	Area Control/ Area Influence, Hand Management	2	6	D	<ul style="list-style-type: none"> * colour 0-3 x value 1-7 (colour card) * colour 4, value 1-8 (colour card) * 84 chips (penalty) 	<ul style="list-style-type: none"> * Deal all cards to the players * For 2 players, deal 14 to each player and remove the rest. 	<ul style="list-style-type: none"> * Players place a card to form a pyramid. Bottom row consists of maximum 8 cards (7 for 2 players). The 2nd player onwards must place a card in the first tier that is adjacent to cards already played in the first tier. Stack on top of 2 cards if it matches in colour to at least 1 of the 2 cards. * If play cannot play or out of cards, he is out of the game. 	<ul style="list-style-type: none"> All players are out of the game 	<ul style="list-style-type: none"> * Players get penalty chips equal to number of cards left in hand. * If no cards left, player may remove 2 penalty chips. * Player with least penalty chips wins.
1823	Buyword	Sid Jackson	Set Collection	1	4	D	<ul style="list-style-type: none"> * letters 1 to 104 * colour 10 x value 1-9 (wild) * red,orange,green,blue,violet x 25 chip (\$1,\$5,\$10,\$20,\$50) 	<ul style="list-style-type: none"> * Each player gets \$200. * For 1/2/3/4 players, each player gets 8/4/3/2 wild tiles. * Start player rolls a die to determine how many tiles each player picks each turn. If 1 or 6, he chooses a number from 2-5. * Each letter has dots. Letter value 1/2=1, 3/4=2, 5-9=3, 13-22=4. 	<ul style="list-style-type: none"> * Buy tiles phase: Each player pulls the number of tiles as determined by the die roll. Then he chooses which tiles to buy. The cost is the dots squared. Tiles not bought are removed from game. * Sell words phase: Each player can sell words back to the bank. The price is squaring the number of dots in the word. * Player must not have more than 8 tiles at the end of a round. 	<ul style="list-style-type: none"> * Round ends after sell words phase. * Die passes to the next player and next round begins. * Last round is when the last tile is drawn. 	<ul style="list-style-type: none"> * Player with most money wins.
1832	Bang The Dice Game	Michael Palm, Lukas Zach	Dice Rolling, Variable Player Powers	3	8	S	<ul style="list-style-type: none"> * dice x 5 (1=Bull's eye '1', 2=Bull's eye '2', 3=Gatling, 4=Indian Arrow, 5=Beer, 6=Dynamite) * colour 6 x value 1 (sheriff) * colour 7 x value 1-2 (deputies) * colour 0 x value 1-3 (outlaw) * colour 8 x value 1-2 (renegade) * red,orange,green x 25 chips (life pt tokens) * black x 9 chips (arrow tokens) 	<ul style="list-style-type: none"> * For 4/5/6/7/8 players, get 1 sheriff, 1/1/1/1/2 renegade, 2/2/3/3/3 outlaws, 0/1/1/2/2 deputies. Deal the hidden role cards to each player. Sheriff is revealed. Renegade has to kill the sheriff last and be the last man standing. * Each player also gets a Character with special ability. 1) Bart Cassidy(8): You may take an arrow instead of losing 1 life (except to Indians or Dynamite) 2) Black Jack(8): You may reroll Dynamite if there are less than 3. 3) Calamity Janet(8): You can use Bull's eye '1' and '2' interchangeably. 4) El Gringo(7): When a player deals you 1 damage, he gets 1 arrow. 5) Jesse Jones(9): If you have 4 life or less, gain 2 life if you use a beer. 6) Paul Regret(9): Immune to Gatling Gun. 7) Pedro Ramirez(8): Each time you lose a life, you may discard an arrow. 8) Rose Doolan(9): You may use Bull's eye '1' and '2' for a player sitting 1 place further. 9) Sid Ketchum(8): At the beginning of your turn, you may choose any player to gain 1 life. 10) Slab the Killer(8): Once per turn, you may use beer to double at Bull's eye '1' or '2'. 	<ul style="list-style-type: none"> * A player rolls 5 dice. He may choose to keep or reroll some or all of them, up to 2 times. Total 3 rolls. * Bull's eye '1' and '2': Choose a player 1 or 2 places away from you and deal him 1 damage for each die rolled. * Gatling: If you roll 3 or more, each other * Indian arrow: Get an arrow token every time this is rolled. If you take the last arrow, Indians attack and each player loses 1 life for each arrow token that he has. All arrow tokens are discarded. player loses 1 life. You discard all arrows. * Beer: Choose any player to gain 1 life. You cannot have more life than your initial life. * Dynamite: Cannot be rerolled. If you get 3 or more, lose 1 life. 	<ul style="list-style-type: none"> * Sheriff is killed (renegade or outlaws win) or all Outlaws and Renegades are killed (sheriff and deputies win). 	
1848	Unspeakable Words	James Ernest, Mike Selinker	Word Game	2	6	D	<ul style="list-style-type: none"> * letters 1 to 104 * 2 dice * poker suit 1-6 x 5 chips (Cthulhu pawns) 	<ul style="list-style-type: none"> * Deal 7 cards to each player from the draw pile. * Each player gets 5 Cthulhu pawns of the same colour. 	<ul style="list-style-type: none"> * A player can either 1) Play cards to form a word, different from played words so far. Add the points of the letters used and score these pts. Throw 2 dice. If the dice roll is equal or higher than the word score, he loses 1 Cthulhu pawn. 12 is always success and 2 is always failure. Refill hand to 7 2) Discard hand and draw 7 new cards. 	<ul style="list-style-type: none"> * First player to reach 50 pts wins. However, on his last word, he must pass the die roll. 	

1891	Clubs	Dominic Crapuchettes	Press Your Luck, Trick-taking	2	6	R	<ul style="list-style-type: none"> * poker 1-4 x 1-15 (common cards) * joker 1-6 (12pt, 10pt, 8pt, 5pt, 2pt, no points) 	<ul style="list-style-type: none"> * Deal 10 cards to each player. Remaining cards are set aside. * Player left of dealer leads the first trick. * Only the clubs have points. (1=5pts, 2-3=4pts, 4-6=3pts, 7-10=2pts, 11-15=1pt) 	<ul style="list-style-type: none"> * A player can lead with 1-4 cards of the same rank, or a run of at least 2 cards. Other players must play a higher value combination (same number of cards). A player can pass and then play again. * If a player gets rid of his cards, he gets the highest available bonus points. Only the last player to go out gets the 0 bonus points card (does not score pts this round). If he wins the trick, the player left on him leads the next trick. * Before playing first card, a player can make a "Double or Nothing" call. If they go out first, they win double the bonus+club points. If they fail to go out first, they earn nothing. 	<ul style="list-style-type: none"> * Round ends after there is only 1 player left. Deal passes to the next player. * Game ends when a player reaches 50 pts or higher. 	<ul style="list-style-type: none"> * Players with the highest points wins.
1891	Quiddler	Marsha J Falco	Hand Management, Set Collection	1	8	R	<ul style="list-style-type: none"> * letters 1-116 	<ul style="list-style-type: none"> * Deal 3 cards to each player for the 1st hand, 4 cards for 2nd hand and so on until 10 cards for 8th hand. * Remaining cards as draw pile in center, top card revealed as discard pile. 	<ul style="list-style-type: none"> * Player draws from stockpile or discard pile. Then he discards a card. * A player may then go out by arranging the cards into words (>= 2 letters), with 1 card remaining as a discard. * When a player goes out, other players have 1 last turn to draw, discard and make words. 	<ul style="list-style-type: none"> * All 8 hands are played. 	<ul style="list-style-type: none"> * Cards on words made score +ve points, cards remaining in hand score -ve points. * In each hand, player with most words gets 10 points, longest word gets 10 points. If players tie, no bonus points given.
1906	Klunker	Uwe Rosenberg	Set Collection	3	5	R	<ul style="list-style-type: none"> * colour 0,2,4,6,8,10 x value 1-13 (jewelry cards, 6 types) * joker 1-6 (jewelry cards, 6 types) * colour 11 x value 1-10 (7th jewelry type, necklace) * 5 card backs (shop window cards) * colour 9 x value 1-5 (purchase cards) 	<ul style="list-style-type: none"> * Each player gets 1 shop window card and place in front of him. * Use at many purchase cards as players (eg. 4P use 1-4) * Deal each player 1 jewelry card which they place face down in their bank. Then deal 6 cards to hand. * Each player has in front of him a shop window, a bank and a safe. 	<ul style="list-style-type: none"> * There are 3 phases in the game. 1) Sell jewelry: Players take turns to place jewelry cards face-up in their shop. After this phase, there must be at least 1 card in each shop. 2) Store jewelry: Players take turns to place 1 jewelry card at a time to their safe face-up. If he pass, he takes the purchase card 1. The next player who passes takes purchase card 2. Phase ends when all purchase cards are taken. As soon as a player has 4 cards of same jewelry type, he must sell them. If he has only these 4 cards, he turns them over for 4 bank notes. If he has 2 jewelry types, he turns over 3 and discards 1, and so on. If he has 4 or more types, he turns over 1 and discards 3. If a player has more than 4 cards of a type, the extra are considered another type. However, no penalty for sale of necklace. 3) Buy jewelry: Pay 1 banknote from his bank to buy all jewelry from 1 shop. If he buys from his own shop, he does not pay anything. Put the purchased jewelry into his safe, and sell if possible. If he has no cards in his shop, he can choose not to buy anything. If so, the phase ends immediately. He becomes the starting player. Else, the next round starting player remains the same. Deal to refill each player's hand to 6. 	<ul style="list-style-type: none"> * Not enough jewelry cards to refill players hands to 6 cards. 	<ul style="list-style-type: none"> * Player with most banknotes wins. If tie, player with fewest cards left in their safe and shop wins.

1917	Hatrick	Klaus Palesch	Trick-taking	4	6	R	<ul style="list-style-type: none"> * poker suit 1-3 x value 1-20 	Deal 15 cards/4 players, 12/5, 10/6	<ul style="list-style-type: none"> * No trump. Any player may place another colour different from the leading colour and start the 2nd trick. No 3rd trick can be started. The highest of the 2 tricks start the next trick. If tie, the player who played the 2nd highest card starts the next trick. * Collected tricks are revealed to all players. * A player can pass by revealing and discard a card of 3rd colour. This card is placed face down to his other cards. A player can only pass if he is unable to start a 2nd trick. 	All players have 1 card left. This is card is discarded without any effect or scoring.	1 pt/card for highest number of colour cards. -1 pt/card for other colours. -2 pts for each face-down card
1929	Canasta Caliente	Philip Orbanes	Set Collection	2	6	R	<ul style="list-style-type: none"> * colour 0-7 x value 4-10, J, Q, K, A (common cards) * colour 10 x value 2-10, J, Q, K, A (2-10 small wild, J-A big wild) * colour 8 x value 1-4 (bonus cards) * colour 9 x value 1-4 (stop cards) 	<ul style="list-style-type: none"> * The original game is for 4 players, 2 vs 2 game. * Deal 11 cards to each player. After each hand, deal passes to the player on the left. * Bonus cards are played immediately, draw cards to replace them. * Reveal a card from draw pile to form the Prize pile. If this card is a wild or bonus card, turn it sideways to indicate the prize pile is frozen. Then reveal the next card until a natural card tops the Prize pile. * Natural meld: 3 or more cards of same rank * Mixed meld: A set that includes wild. A set cannot contain more wild than natural cards. * Canasta: 7 or more cards of same rank. 	<ul style="list-style-type: none"> * A player does the following 1) Draw card from draw pile or take entire prize pile. To take the entire prize pile, you must first use the top card of the prize pile to make a meld. If your team has not made the first meld, the top card must be used with at least 2 other natural cards of same rank and enough pts for the first meld. If your team has made the first meld, then if the prize pile is not frozen, you can use the top card by combining with 2 cards of same rank from hand (1 can be wild) or add to existing meld. If prize pile is frozen, you can unfreeze it by combining it with 2 natural cards from hand to form a new meld. 2) May meld cards (required if you took the prize pile). The minimum points for the 1st meld is determined by the team's score at the beginning of the hand. 0-1495pts=50pts, 1500-2995pts=90pts, 3000+pts=120pts, negative pts=any 3 card set. Bonus cards do not count towards first meld. 3) Discard 1 card face-up onto the Prize pile. Stop card prevents next player from taking the prize pile. Wild card freezes the entire prize pile. * You can only meld Stop cards when going out (3 or 4 of them). Wilds cannot be added. 	<ul style="list-style-type: none"> * A team has a canasta and a player melds the remaining cards in hand, or left 1 card for the discard. If the team does not have a canasta, the player must keep 1 card after the discard. Either of them cannot go out. 	<ul style="list-style-type: none"> * Team to go our first=100 pts * Natural canasta=500pts * Mixed canasta=300pts * Bonus card(if team has first meld)=100pts * Played all 4 bonus cards=400 extra pts * Bonus card(if team does not have any meld)= -100pts (-800pts if 4 bonus cards are played) * Ranks 4-7=5pts * Ranks 8-K=10pts * Ace=25pts * Wild small=20pts * Wild big=50pts
1929	Voluspa	Scott Caputo	Hand Management, Tile Placement	2	5	D	<ul style="list-style-type: none"> * colour 0-5 x value 1,6,8 (loki, troll, odin) * colour 0-8 x value 2,3 (valkyrie, skadi) * colour 0-7 x value 4,5,6 (fenrir, dragon, thor) * red x 25 chips (10 pts token) * black x 25 chips (50 pts token) * orange,green,blue,violet x 25 chips (1 pts token) 	<ul style="list-style-type: none"> * Deal 5 tiles to each player. * Reveal a tile on the table (draw another if it is a troll). * Each tile has their own abilities, except odin and thor Troll (6): No tiles except Trolls may be placed adjacent to it. Dragon (5): It may be placed on top of a non-Dragon tile. Fenrir (4): Value of this tile is the sum of all Fenrir tiles in that row or column, times 4. Skadi (3): Exchange with a tile. If it is with a tile under a Dragon, that tile is removed from game. Valkyrie (2): It scores when the ends of the line are both Valkrie. Loki (1): Non-Loki tiles adjacent to the Loki has no value. Fenrir tiles adjacent to it does not contribute any value. 	<ul style="list-style-type: none"> * A player may either 1) Play a tile. It must touch at least another tile orthogonally, and each line must not have more than 7 tiles. Score points if the tile is the highest value along that row and/or column. Pts scored is the number of tiles in the row and/or column. 2) Discard a tile, and remove it from game. * Then, he draws a tile, unless he just played a Skadi. 	<ul style="list-style-type: none"> * All tiles are drawn and every player has no tiles left. 	<ul style="list-style-type: none"> * Player with highest score wins. If tie, player who first reached the highest score wins.

1941	Trump, Tricks, Game	Gunter Burkhardt	Trick-taking	3	4	R	<ul style="list-style-type: none"> * colour 0,2,4,6 x value 1-12 (animal cards – wolf, mouflon, wild boar, bear. Value 5,9 have 1 footprint, value 6,8 have 2 footprints, value 7 have 3 footprints) * colour 0,2,4,6 x value K (trump cards) 	<ul style="list-style-type: none"> * For 3 players, remove animal cards with values 1,6,12. Deal evenly to each player. * Deal the trump cards face up, each card slightly on top of the earlier one. The top card is the trump card for the round. 	<ul style="list-style-type: none"> * Player with mouflon 10 starts the 1st round. * Player must follow the leading colour. If not able to, he can play trump or other colour. Highest value of leading colour wins, or if there is trump, the highest trump wins. * For the first 3 rounds, for 3/4 players, only 4/3 tricks may be won. The subsequent cards played after a player got the predetermined number of tricks have no effect in deciding who wins the trick. * Cards won are used for the next round. * For 4th round, there is no limit to the tricks. 	<ul style="list-style-type: none"> * 4 rounds are played. 	<ul style="list-style-type: none"> * At the end of the first 3 rounds, total the number of footprints x number of different animals. This will be the score for the round. * For the last round, each wolf/mouflon/wild boar/bear card wins 1/2/3/4 pts. Footprints have no effect. * Player with most points wins.
1942	Gold	Michael Schacht	Hand Management, Set Collection	2	3	R	<ul style="list-style-type: none"> * poker suit 1-6 x J,J,Q,3,3,4,5,6,7,8 (J and Q represent donkeys with value -2) 	<ul style="list-style-type: none"> * For 2 players, take 1 donkey from each poker suit and remove from game. * Give each player 1 donkey card in a different suit. Players place all their cards in front of them face up, sorted by colour. * Shuffle the remaining cards and remove 2 cards from game. Then reveal 5 cards and place face up on the table for offer. 	<ul style="list-style-type: none"> * On each turn, each player must either 1) Take the card with the lowest value from the table. If there are multiple cards available, player may choose any. 2) Exchange a card. Either a gold from hand with a gold of lower value on the table, OR a donkey from hand with a gold on the table. * When the table is empty, reveal 5 more cards. * If a player has 3 cards of the same suit in his tableau, he must score. As a bonus, he may take a card from an opponent's tableau, but only of a suit which is not present in his tableau. * Cards scored are placed face down in front of the player as score pile. 	<ul style="list-style-type: none"> * When the draw pile is depleted. 	<ul style="list-style-type: none"> * Add the card values for each suit in every player's tableau. The player who has the highest total in a suit adds the highest value gold card he owns of that colour to his score pile. * Add all the card values in score pile. Player with most points wins. If tie, winner is player with most cards in score pile.
1999	24/7: The Game	Carey Grayson	Tile Placement	2	4	D	<ul style="list-style-type: none"> * colour 0-3 x 1-10 * 20 chips * 7x7 card grid * The X locations below is x2 locations. The S is the starting tile location. <pre> OOXOOOO OOOOXOO OOOOOOX OOOSOOO XOOOOOO OOXOOOO OOOOXOO </pre>	<ul style="list-style-type: none"> * Random remove 3 cards and put them face-down. * Place a 4th card face up in the middle of the grid on the table. * For 2/3/4 players, draw 6/5/5 cards. 	<ul style="list-style-type: none"> * On each turn, each player must 1) place a card adjacent to another card on the table (horizontally, vertically, diagonally). A line of adjacent cards must not exceed sum of 24. If the sum is exactly 24, place chips in the spaces at the sides of each end of the line. 2) Draw a card. 	<ul style="list-style-type: none"> Game ends when a player has no tiles, the board is full or it is illegal to play any of a player's cards on the board. 	<ul style="list-style-type: none"> Combination points: * Sum of 7 – 20 * Run of 3 – 30 * Sum of 24 – 40 * Run of 4 – 40 * Set of 3 – 50 * Run of 5 – 50 * Set of 4 – 60 * Run of 6 – 60 * Bonus – 60 (when player scores sum of 24 with 7 cards, or scores sums of 24 and 7 with the same move. * Runs must consist of sequential numbers. * For sums, the whole row is considered but not true for runs and sets. * Player with highest points wins.

2008	Snorta	Chris Childs, Tony Richardson	Acting, Memory	3	8	R	<ul style="list-style-type: none"> * colour 0-11 x value 1-8 (animal cards) * colour 0-11 x value K (animal marker, cat, cow, dog, donkey, duck, frog, mouse, owl, pig, rooster, sheep, snake) * joker x 1 (swap) 	<ul style="list-style-type: none"> * Deal 1 animal marker to each player face-down. * Each player makes a noise to let others know what animal they are. * Deal all animal cards to the players. * For 5-6/4 players, remove 1/2 sets of animal cards. 	<ul style="list-style-type: none"> * Each player take turns to play the top card of his hand onto the table in front of him to form a stack. Play continues until a card played matches another player's top card. The 2 players race to make the sound of each other's hidden animal. The loser gets the winner stack of cards. He puts that stack and his stack together and put to the bottom of his cards in hand. * When a swap card is revealed, the player has to swap his animal with the animals not chosen of the game. If all animals are chosen, then he chooses 1 player to swap. * If the 2 cards match is missed and the 3rd card is played, only the players for the 1st 2 cards race to make the sound. 	<ul style="list-style-type: none"> * First player who has no cards in hand after his turn wins. 		
2042	Hanafuda	Uncredited	Fishing games, game system	2	7	R	<ul style="list-style-type: none"> * 0-11 colours x 1-4 (4 cards each for 12 months) 					
2050	Coda	Hiroaki Suzuki, Eiji Wakasugi	Deduction	2	4	R	<ul style="list-style-type: none"> * colour 10,11 x value 0-9,J,Q (light, dark) 	<ul style="list-style-type: none"> * Deal 4 cards to each player. Players arrange the cards from low (left) to high (right). If there are same numbers, put the darker one on the left. 	<ul style="list-style-type: none"> * A player must attack another player's code by guessing a card in that player's hand (eg. The leftmost card is Light 1). If player is correct, he can continue guessing or stop. The other player reveals the guessed card by flipping it to face outwards. If active player stops guessing, he picks 1 card from the draw pile and put into his hand to increase his code by 1. If player is wrong, then he draws a card and put into his hand and put in order but facing outwards so other players get a clue. 	<ul style="list-style-type: none"> * A player is out of the game if all his cards are facing outwards. Last player remaining wins. 		
2059	Honeybears	Reina Knizia		3	5	D	<ul style="list-style-type: none"> * colour 0,2,4,6 x value 1-6 (walk cards value 1) * colour 1,3,5,7 x value 1-5 (run cards value 2) * colour 10 x value 1-11 (joker set) * 4 colour x chips (red, yellow, green blue bears) 	<ul style="list-style-type: none"> * Discard 10/4 cards for 3/4 players. * Deal the rest evenly to all players. * Set up the running track. 14 spaces. 1st 7 spaces -1 value, 8-9th space 0 value, 10-11th space 1 value, 12-13th space 2 value, 14th space 3 value * Bears are placed at 1st space. 	<ul style="list-style-type: none"> * Player plays a walk/run card, then moves the corresponding bear 1 or 2 spaces. For joker, he can move any colour bear any spaces. * A heat ends when a bear reaches the last space (cave). 	<ul style="list-style-type: none"> Number of heats equal to number of players are played. 	<ul style="list-style-type: none"> * Player who finished a heat gets 6 points. * All players score for all their remaining cards. * Joker cards 0 points. * The colour cards score according to the location of their corresponding bears. * Each pair of walk scores 5x space value. * Remaining walk scores space value. * Each run scores 2x space value. * Player with highest score after all heats played wins. If tie, player with higher score for final heat wins. 	

2064	Deduce or Die	Larry Levy	Deduction	3	6	R	* colour 0,4,10 x value 1-9	* Draw and place 2 cards face-down. These are the Evidence cards. * Deal the rest to all players. There might be 1 card left. Reveal so that everyone knows. * The rank of murderer card is the sum of the Evidence card ranks. The ranks wrap around. If the sum is higher than 9, subtract 9. The suit of the murderer card is the Evidence card suits if they are the same, or the third suit if they are different.	A player can either 1) Interrogate: Ask a player how many cards he has within a range (must be more than 1 card). He can specify a range in rank, and any number of suits. 2) Accuse: He writes down the Evidence card and Murderer card. Then he looks at the Evidence cards and the cards of the player who he thinks holds the Murderer card. If the active player has the Murderer card, then he is looking for a card with one rank higher. After looking at these cards, he declares whether he is right or wrong. If he is wrong, he is still available for interrogation.	* A player makes a correct accusation.	Player who solves the murder wins.
2138	Und Tschuss	Martin Wallace	Simultaneous Action Selection	4	6	R	* poker suit 1-6 x value 1-15 (common) * colour 0-7 x value J (-5) * colour 0-5 x value Q (-10) * colour 0-5 x value K (Und Tschuss)	* Deal player/cards 4/7 5/8 6/9 * Lay cards face up in a row, number of cards laid is 1 less than num of players for each round	A player must 1) draw to fill his hand first 2) play a card face-down, reveal together with other players and announce the total * Lowest value player drops out, gets the lowest value card on the table and put under Und card. Played card is discarded. * Repeat with other players adding a card to the card they already played, and more players dropping out. Eventually, only left 2 players. The lower value player gets nothing. The higher value player gets the last card. * Lay more cards if there is a tie. No players go out.	* New round begins when all cards on the table are taken. * Before start of a new round (after cards are dealt, before cards are laid on the table), the player who left the round first previously can exchange any number of cards by discarding and getting from the draw pile. * For endgame, 4 players: Draw deck ends 5-6 players: Draw deck ends the 2nd time	Add all values of collected cards under the Und Tschuss card. Player with highest points wins.
2144	Mit List and Tucke	Klaus Palesch	Trick-taking	4	6	R	* poker suit 1-4 x value 1-21	* For 6/5/4 players, use cards 1-21/1-18(red,orange)+1-17(green,blue)/1-14. * Deal all cards to the players.	* The leading colour is the trump. * There cannot be more than 3 colours in the trick. * Player skip his turn if he cannot play a card. Leading colour need not be followed. * Winner takes 2 cards/4 players, 3 cards/5,6 players. First played lowest non-trump takes the rest, then starts next trick. * If there is only 1 suit colour played, the 2 nd half of the trick is discarded and the winner starts the next trick. * As soon as a player has cards from all 4 colours, he chooses 2 colours as his scoring colour, and stack cards of the other 2 colours face-down as his discard pile (3 rd stack).	All cards are played. If before this happens, a player cannot play a card to a trick because of the colour constraint, the round ends immediately and all cards in the trick and in players' hands are discarded.	Product of the 2 largest stack number of cards, divided by 3 rd remaining stack number, rounded down.

2169	Animalia	Malcom Braff, Bruno Cathala	Card Drafting, Set Collection	2	6	R	<ul style="list-style-type: none"> * colour 0,2,4,8,10 x dice value 1,2,3,4,5,6 + value K (1=black stain, 2=2 stars, 3=3 stars, 4=thief, 5=spy, 6=prankster, K=neutral) * colour 1,3,5,7,9 x value 1-13 (medals) * joker x 1 (owl) 	<ul style="list-style-type: none"> * For 2/3/4 players, remove the neutral cards. 	<ul style="list-style-type: none"> * A player reveals a card face-up from the draw pile. Then he has 2 options. 1) Keep the card by placing it in front of him face-up. 2) Pass the card to the player on the left. If he does not want the card, then to the next player. Player who wants keep the card face-up in front of him. If the card comes back to the active player, he must reveal another card. The same process repeats until there are 3 revealed cards and comes back to the active dealer, who will have to take them. * A player can only have 5 animals in front of him. If he has 3 cards already and 2 cards come back to him, he must take the cards. * The spy, thief and prankster have special powers that is activated whenever it is added during normal play to a collection and the collection has 2 or more of them. The power applies to that collection only (for 2p player). * For 2p game, each player builds 2 rows of animals. Once the animal is assigned, it cannot move. * Special powers Thief: Steal an animal from opponent. Spy: Rearrange the top 5 cards in the deck. Prankster: Give a card to an opponent who must place into a collection of active player's choice. 	<ul style="list-style-type: none"> * All players have 5 animals in front of him. 	<ul style="list-style-type: none"> * Each player total up the elegance pts in their collection. Black stain is -1 pt. Player with most elegance pts take 2 bonus cards from the deck, which he keeps hidden. If tie, each take 1 card and no 2nd place. The 2nd takes 1 bonus card. If tie, each take 1 card. * For each set of 2-5 animals of same family take the corresponding number of animal medals. Single animals no medals. However, if a player has 1 of each animal, he gets 1 medal of each animal. Owls can stand in for any animal. * Bonus cards from the elegance pts may be used to replace any of these 5 animals. They can be kept for future rounds. * Play 3 rounds. Each set of 5 (7 for 2p) medals of same animals get 5 bonus pts. Player with most pts wins.
2206	Ole	Wolfgang Panning		3	8	D	<ul style="list-style-type: none"> * poker 1,4 x 1-15 (red,blue) * poker 2,3 x 1-13 (orange,green) * 18 chips (penalty chips) 	<ul style="list-style-type: none"> * Take out 5/5/4/2/0/0 cards from the red and blue cards for 3/4/5/6/7/8 players. Take out similar cards + 2 more for the orange and green cards. * Deal all cards evenly to all players. * The colour is ranked red,orange,green,blue in the first round. The player with the lowest card (yellow 1 in the first round) discards it to start the discard pile. 	<ul style="list-style-type: none"> * Each player must play a card that is higher than the discard card in terms of colour rank (yellow lowest, for first round) or value rank (1 lowest). * If both ranks are higher, then he can start a series by putting more cards that are higher in both colour and value than the previous, up to 5 cards. Once the series is completed, he must take one more turn and play a card following the normal rules. If unable to, he takes a penalty chip. 	<ul style="list-style-type: none"> * Round ends when a player discards his last card, or no player has a legal card to play (then all players take 1 penalty chip). * The player with the most negative points in this round gets to reverse the colour rank in the next round after seeing their cards in the next round. If tie, then the player with the overall worst total can choose. 	<ul style="list-style-type: none"> * Each card left in hand is worth -1 point, each penalty chip -5 points. * Play as many rounds as players. * Player with the least negative score wins.

2273	Jericho	Thomas Lehmann	Hand Management, Set Collection	3	5	R	<ul style="list-style-type: none"> * poker 1-5 x dice value 1,1,1,1,3,3,3,3,Joker,4,4,4,4,5,5,5,6 (wall cards, joker = value 3, 6 = value 7) * dice value 2 x 22 copies (trumpet cards) * colour 10 x value 1-3 (scoring cards) 	<ul style="list-style-type: none"> * Deal 7 wall cards to each player. * Divide the remaining wall cards into 6 pile. Place the scoring card into 3 of these piles. Then stack the piles, alternating between piles with and without scoring cards. This is the draw pile. * Each player then chooses the first card in his layout and put it face-down in front of him. * Each player puts 1 card face-down into the supply (this occurs at the beginning of every round). After this, reveal the face-down 1st card they added to their layout. 	<ul style="list-style-type: none"> * A player can either 1) Play a wall card – A wall card is added to a wall of similar colour he already has, or a wall card can form a new wall of new colour. 2) Play a trumpet card – A trumpet card is a joker. Player must announce what colour it is. The highest-value wall card of this colour on the table is removed and added face down to the supply. If tied, all the tied cards are removed. Secondly, if the player already has a wall of that colour, he may add the trumpet card to it (worth 2 points). Else, the trumpet card is removed from game. If a wall is such that it only has trumpet cards, all the trumpet cards are removed from game. 3) Add a card to the supply Then he draws a card from the draw pile and end his turn. * If a player draws a scoring card, he reveals it, draws a replacement card, scoring occurs, and the round ends. 	3 rounds are played.	<ul style="list-style-type: none"> * Cards in the supply are revealed and sorted into their colour. Trumpet cards are removed from game. * Each player adds the numbers on each of their wall. The player with the longest wall (highest sum) gets the cards of same colour of the supply, and put it face down in a pile in front of him. If tie, divide the cards equally. Remaining cards go back into the supply. * Any unclaimed walls remain the supply for the next round. * After the 3rd scoring, the final scoring occurs. Put all 1 value walls into the cards won. Any walls that only has trumpet cards are discarded. * Player with most won cards wins. If tie, player with the most cards left in his walls wins.
2276	Typo	Corne van Moorsel	Pattern Building, Simultaneous Action Selection	2	6	R	<ul style="list-style-type: none"> * letters 1-64 	<ul style="list-style-type: none"> * Place 4 random cards in a column as start of 4 rows. * Deal 14/13/12/11/10 cards each to 2/3/4/5/6 players. Remaining cards are removed from game. 	<ul style="list-style-type: none"> * Every player chooses a card and reveal simultaneously. First player gets the token. Player sitting closer to token (clockwise) plays first in case of alphabet order tie. * Player with a letter earlier in the alphabet order (eg. A) then places his card in front (left) or after (right) a card in any of the 4 rows, then say a word that can be formed using these letters as the start of a word. * If the player cannot connect his letter to any row, he will collect 2nd half of the cards (rounded up) from the longest row . The first half will be removed from the game. The letter that he cannot use to connect previously will be the new letter in the removed row. He gets the token. * When all players have played their cards, all cards except those already in play are dealt again. This time the alphabet order is reversed. 	* All players played their cards at end of 2 nd round.	<ul style="list-style-type: none"> * Cards collected when card cannot connect count as 1 penalty point each. * Player with least penalty points wins. * Alternatively, players only play 1 round and the player who plays his last card first wins.

2292	Kakerlakenpoker Royal	Jacques Zeimet	Hand Management, Set Collection	2	6	R	<ul style="list-style-type: none"> * colour 0-7 x value 1-8 (animal cards, bat, fly, cockroach, toad, rat, scorpion, stink bug) * colour 0-7 x value K (royal card) * joker x 2 (special cards) 	<ul style="list-style-type: none"> * Place 7 (16 for 2p) cards as the penalty pile. Deal the rest of the cards to all players. If there are cards left over, first player gets 1 card (for 2p this is must) and the rest added to the penalty pile. 	<p>A player chooses 1 card of a colour and "royal" and pass to any player, stating the colour or "royal".</p> <p>That player can either</p> <p>1) Accept the card: Declare true or false. If believe or doubt correctly, 1st player takes back his cards and place it face-up. If believe or doubt wrongly, player takes the cards and place it face-up.</p> <p>2) Pass the card on (not for 2p): Peak at the card, then pass to another player. 2nd player must also state a colour. 3rd player has 2 options again. Passing can be done until card is passed to every player once. Last player only has option 1.</p> <ul style="list-style-type: none"> * Whoever ends up laying the card face-up starts the next round. * For royal cards, there are 2 right claims. Either the colour or "royal". Each time a player puts a royal card face-up, he also gets top card from penalty pile and place it face-up. Top card of penalty pile is turned face-up once more. * Special cards Joker 1: No matter what claim one makes, it is always wrong. Joker 2: No matter what claim one makes, it is always right except for "royal" claim. * Whoever gets these 2 special cards puts them into hand. He must also either place 1 card from hand in front of him (according to last claim) or if he cannot or does not want to put the named card, he place any 2 cards. 	<ul style="list-style-type: none"> * A player has 4 (5 for 2p) cards of same colour in front of him. * A player has no more cards in his hand to start a round. 	
2336	Wheedle	Reina Knizia	Set Collection, Trading	4	6	R	<ul style="list-style-type: none"> * colour 0-2 x value 0-2 (companies 0,1,2) * colour 3-6 x value 0-6 (companies 3,4,5,6) * colour 7,8 x value 0-8 (companies 7,8) 	<ul style="list-style-type: none"> * Deal all cards evenly to all players, with the remaining card face-up (once all players are ready) on the table 	<p>There are no turns. A player can</p> <ul style="list-style-type: none"> * replace a card from hand with the card on the table * trade with other players any number of cards 	<p>A player shouts "Stop!"</p>	<ul style="list-style-type: none"> * 2 pts/card for cards in a complete set of same company * 1 pt/card for cards of same company they have majority of compared to other players * 0 pts/card for others * -1 pt/card for cards same as the one on the table. * +5 pts for player who stopped the game, if he has majority of cards of all companies he has in his hand. If not, -5 pts.

2349	Army of Frogs	John Yianni	Tile Placement	2	4	D	* red,orange,green,blue x 10 chips	* Each player gets a set of 10 frogs of same colour, and put them in a bag. * Each player gets 2 frogs randomly from the bag. The first player plays one frog and draws a frog.	* A player does the following 1) Move one of your frogs, if possible. The frog jumps along a row of 1 or more joined frogs. Multiple jumps is possible, but it may not jump to its starting position. The move must not create 2 islands. 2) Add a frog from your hand to the island. The board is a hexagonal one. If it is a frog of your colour, it must not touch any of your existing frogs. If not possible, just skip this turn. 3) Draw a frog from the bag. * A move or addition of frog may not create a string of frogs where there are 3 or more single connections (ie. at most 2 isolated frogs extending outwards).	* A player has at least 7 frogs that are linked.	Player with at least 7 frogs linked wins.
2387	Zero	Reina Knizia		3	5	R	* colour 0-6 x value 1-8	* Deal 9 cards to each player. * Take 5 cards from remaining cards and place face-up in the middle adjacent to each other to form the pool. For 2 players, place 9 cards instead. * Remaining cards are removed from this round.	* Player must either 1) Swap: Choose a card and place it face-up into the pool. Then select a different card from the pool and keep it. 2) Knock: Pass and end turn. After the 2 nd knock of the round, regardless same or different players, all players get one more turn before round ends except the player who performed the 2 nd knock. For the last round, players can choose to knock and pass.	Number of rounds played equals number of players.	* 5+ cards of same colour or number scores 0 penalty points. * Otherwise, each number is scored once for penalty points (eg 2x5s is scored as 5). * If 1 card can be shared such that 2 groups of 5 cards of colour and number are formed, points is 0. * Player with lowest penalty points after all rounds wins.
2391	Trendy	Reina Knizia	Set Collection	2	5	R	* poker 1 x value 1-7, K (K=supermodel) * poker 2 x value 1-9, K (K=supermodel) * poker 3 x value 1-11, K (K=supermodel) * poker 4 x value 1-13, K (K=supermodel) * poker 5 x value 1-15, K (K=supermodel) * joker 1-5 (out of fashion)	* Deal 6 cards to each player. * Red designer is number 3, orange designer is number 4,...violet designer is number 7 * Supermodel cards are worth 2 cards. * Out of fashion cards discards all cards from that designer. * Player left of dealer goes first.	* Each player plays a card, then draws a card. Group cards of same designer together. * When the number of cards on the whole table equals to the designer number, the designer achieves a breakthrough. All cards of that designer are kept face-down for scoring later, while the rest of the cards are discarded. The next player begins a new hand.	* When the draw pile is depleted, the next breakthrough ends the round. * Next player on the left becomes the new dealer.	* Each card kept face-down is worth pts equal to the designer number. No double pts for Supermodel. * Play as many rounds as players. Player with most pts wins.
2398	Pitch	Uncredited	Trick-taking	2	4	R	* colour 0,2,4,6 x value 2-10,J,Q,K,A	* Deal 6 cards to each player.	* Play a normal trick-taking game. But, a player can trump even if he can follow suit. * The first card played is the trump suit.	* All cards are played.	* There are 4 points available. High – team with highest trump in play. Low – team with lowest trump in play. Jack – team with Jack of trumps. Game – team with highest point total in tricks won. Ace=4pts, K=3pts, Q=2pts, J=1pt, 10=10pts.

2428	Victory and Honor	Ty Douds	Hand Management, Trick-taking	4		D	<ul style="list-style-type: none"> * colour 0,2,4,6 x value 1-7,J,Q,K (regiment cards, J/Q/K=1/2/3 star general) * colour 0,2,4,6 x 4 chips (marker) 	<ul style="list-style-type: none"> * Deal all 40 regiment cards to each player. Players sit across each other, and take a set of markers. 	<ul style="list-style-type: none"> * A player plays a card in his left flank, center or right flank position. Other players will put the marker corresponding to the played card colour in their positions, to remind the colour to be played for that position. * The next player to play is determined by the active player played card position (eg center=player across, left flank=left player). If there is a situation where it is a player's turn but his board is full, the play goes clockwise from that position. * Once there is a coloured marker in all 3 positions, the marker not used is the trump colour. If a player cannot follow a colour for a position, he can any card face-down as sacrificed cards. * Tricks are evaluated once there is a card on all 3 positions. Tricks are kept for scoring. * Special abilities <ul style="list-style-type: none"> 1) Scout: You may tell next player which position he has to play, as long as it is vacant. 4) Artillery: You will capture the card adjacent to it (eg. Placed on right flank, it will capture right player's left flank card). Capture is done before tricks are resolved. 7) Cavalry: Capture all the cards at that position if it is the last card played regardless of rank. However, it still loses to a trump card. 	<ul style="list-style-type: none"> * 3 rounds are played and each player has 1 card left. 	<ul style="list-style-type: none"> * Each player sorts his captured cards by colour. Troops (1-7) give pts if you capture a general of same colour. Troops get pt=value x total of general stars. Generals get the pts=stars. * Team with most score wins after 4 rounds.
2565	Nobody but Us Chickens	Kevin G. Nunn	Hand Management, Simultaneous Action Selection	3	6	S	<ul style="list-style-type: none"> * poker 1-6 x dice value 1,1,1,2,3,4,5,6 (1=healthy chicken, 2=plump chicken, 3=rat, 4=prize chicken, 5=fox, 6=dog) * joker 1-6 (sickly chicken worth -1pt) * Red meeple (Fox King marker) * Black meeple (Top Dog marker) 	<ul style="list-style-type: none"> * Each player gets a set of nine cards. * Starting player gets the Fox King marker, player to his right gets the Top Dog marker. 	<ul style="list-style-type: none"> * Each player select 1 card and reveal simultaneously. Below are possible scenarios. All played predators and dogs eventually go to the score pile. <ol style="list-style-type: none"> 1) All are chickens. Nothing happens and they stay. 2) More than 1 fox. Starting with Fox King and continuing clockwise, anyone who played a fox chooses and keeps 1 chicken face-down. Continue until no more chickens left. 3) 1 fox. That player keep all the chickens. 4) 1 or more rats. Similar to fox, except the player only gets 1 chicken even if there are chickens remaining. If foxes played, they get the choose first. 5) 1 dog, no predators. Chicken remains. 6) 1 dog, some predators. Get all the chickens. 7) More than 1 dog, some predators. Starting with the Top dog and continuing clockwise, anyone who played a dog chooses and keeps 1 chicken face-down. Continue until no more chickens left. 	<ul style="list-style-type: none"> * A round ends when all cards are played. * Play as many rounds as players. * The Fox King and Top Dog markers move 1 position to the left. 	<ul style="list-style-type: none"> * Player with most pts wins.
2569	Straw	Richard James	Hand Management, Press Your Luck	2	6	R	<ul style="list-style-type: none"> * colour 0,2,4,6 x 1-10 (goods) * colour 10 x 1-9 (flying carpets) * colour 0,2,4,6 x J (aladdin's lamp) * colour 0,2,4,6 x Q (copy) * colour 0-4,6 x K (reverse) * joker 0 (straw) 	<ul style="list-style-type: none"> * Deal 4 cards to each player. 	<ul style="list-style-type: none"> * Each player must play 1 card and announce the total weight on the camel. Then draw 1 card. If draw pile exhausted, continue play without draw cards. Reverse: Change direction of player. Value=0 Copy: Copies previous card, if there is one. Aladdin's lamp: Choose a number from 1-10. Straw: Value=1/1000. Can only be played to break a camel's break. Flying carpets: Negative values. 	<ul style="list-style-type: none"> * The round ends when the total weight exceeds 50. 	<ul style="list-style-type: none"> * For each round, every player except the player who broke the camel's back scores his hand. * If the player broke the camel's back with a straw, only he scores his hand. * Play as many rounds as players. * Highest total score at end of last round wins.

2571	Where's Bob's Hat?	Alan R. Moon	Trick-taking	3	5	R	<ul style="list-style-type: none"> * poker 1-3 x 1-20 (14,15 have picture of Bob's hat) * colour 10,11 x 1 (Bob's hat card, -10 and +10 pts) * poker 1-3 x J,J,Q,Q,K (bidding cards) * joker 1-5 (bidding card for least cards taken) * poker 1-3 x K (trump card) * joker 6 (no trump card) 	<ul style="list-style-type: none"> * Deal 5 cards to each player. Number of cards dealt increases with each subsequent round. Reveal 1 trump card. Dealer chooses a Bob's hat card and reveals it. * Each player selects at least 1 bid card and put it face down. * Dealer leads the trick. 	<ul style="list-style-type: none"> * Players must follow suit if possible. First player to take a hat (14,15) flips up the Bob's hat card and take it. The hat changes ownership when someone else gets a trick with 14 or 15. 	<ul style="list-style-type: none"> * A round ends when all cards are played. 	<ul style="list-style-type: none"> * For each bit, you must have undisputed most (no ties). If you make the bid, you get 5 pts plus number of cards of that colour that you took. Else lose 5 pts. If you bid the least number of cards, gain or lose a number equal to initial hand size, if you make or fail your bid respectively. * Play more rounds until all cards are dealt.
2587	Pinata	Stephen Glenn		2		S	<ul style="list-style-type: none"> * poker 1 x dice value 1,1,2,2,3,3,4,4,5,5,6,joker (joker=7) * poker 2 x dice value 1,1,2,2,3,3,4,4,5,5,6 * poker 3 x dice value 1,1,2,2,3,3,4,4,5 * poker 4 x dice value 1,1,2,2,3,3,4 * poker 5 x dice value 1,1,2,2,3 * colour 10 x value 1-4 (mats) * colour 11 x dice value 1,1,2,2,3,3,4,4,5 (wild) * colour 0 x 13 chips (candies) * colour 2 x 11 chips (candies) * colour 4 x 9 chips (candies) * colour 6 x 7 chips (candies) * colour 8 x 5 chips (candies) * colour 0,2,4,6,8 x 1 die (medals – red=7, orange=6,green=5,blue=4,violet=3) 	<ul style="list-style-type: none"> * Place the 4 mats on the table, either vertically or horizontally. Vertically means a high mat, horizontally means a low mat. * Random put 1 candy on card 1, 2 candies on card 2 and so on. * Deal 8 cards to each player. 	<ul style="list-style-type: none"> * A player plays a card next to a mat on his side, then draws a card. If he cannot play a card, show it to his opponent, and he may discard as many cards and draw that many. * The number on the mat determines how many cards on each side can be played, while the colour of the candy determines the colour of the cards that can be played. A player may place cards on the opponent's side if his side hits the required number of cards. * A player may not play a final card that would result in equal values on both sides. * Wild cards can act as any colour. 	<ul style="list-style-type: none"> * A mat is scored when both sides have the required number of cards. Discard all the cards played to it. The high mat becomes a low mat, and vice versa. * The player who lost during the scoring gets to go first. 	<ul style="list-style-type: none"> * If the mat is high, the player with the highest total wins the candies. Else, the lowest wins. * When a player gets candies, he checks to see if he has as many candies as the corresponding medal number. * First player to get 3 medals wins.
2639	Ugo	Ronald Hoekstra, Thomas Jansen, Patrick Zuidhof	Card Drafting, Hand Management, Trick-taking	2	4	D	<ul style="list-style-type: none"> * colour 0,2,4,6,8 x value 0-8 (countries, 0/8=0 farmer, 1/2/6/7=1 farmer, 3/4/5=2 farmers) * red,orange x 36 chips (farmers) 	<ul style="list-style-type: none"> * Deal 10 cards to each player. 	<ul style="list-style-type: none"> * Play a normal trick-taking game, no trump suit. If numbers tie, the card with leading colour wins. * Won cards are placed in the 5 stacks, each different colour, in front of each player face-up. They can arrange the order to put. * Based on the top card, players add farmers to their 3rd, 4th and 5th space in sequence. They have 2,3,4 spaces for farmers. 1st and 2nd stack has 1 farmer each by default. * Players also add farmers if they lose when they play 1 or 2. If play 1 and matched winner card colour, get 1 farmer. If did not match, get 2 farmers. If play 2 and did not match, get 1 farmer. If match, no farmer. 	<ul style="list-style-type: none"> * All 10 tricks are played. 	<ul style="list-style-type: none"> * Players score the top-most card on each stack, only if that stack has full set of farmers. * If the 3rd/4th/5th space has full set of farmers but no cards, they score 1/3/5.

2680	Tindahan	Peer Sylvester	Trick-taking	3	5	D	<ul style="list-style-type: none"> * colour 0,2,4,6,8 x value 1-10 (fruit cards) * colour 0,2,4,6,8 x value K (market stalls) * colour 0,2,4,6,8 x 9 chips (sellers) * 1 black chip (donkey cart) 	<ul style="list-style-type: none"> * For 3/4 players, remove 2/1 fruit types (suits). * Place the market stalls for the fruits used on the table. Place the donkey card on suit 0 (banana) to indicate it is trump at start of the game. * Deal the fruit cards to the players. Each player also get a set of sellers. 	<ul style="list-style-type: none"> * The starting player can either 1) Play a card. The other players must follow suit if possible. Trump is the fruit where the donkey cart is at. 2) Move the donkey cart to another market stall. This fruit is now the new trump. The next player MUST play a card on his turn. * The other players can either 1) Play a card 2) Send a seller to the market stall that match the fruit type that was led. * Once all players have a taken their turns, the trick goes to the player who played the highest card, or highest trump. He keeps the trick in front of him face-down. He starts the next trick. 	<ul style="list-style-type: none"> * Round ends when a player is out of cards. 	<ul style="list-style-type: none"> * Each trick=2pts * Unplayed card in hand= -1pt * Most sellers at a stall= 5pts * 2nd most seller at a stall= 2pts * First and second place at the stall with donkey cart= bonus 1 pt each * If tie for first place, tied players split the first and second place pts. If tie for second place, tied players split the second place pts. If no second place player, the pts are not awarded. Always round down. * If a player placed no sellers and won no tricks, he gets as many pts as the player who scored the most pts this round. * Play as many rounds as players. The start player rotates in clockwise direction. Winner is player with most pts.
2697	Epigo	Chris Gosselin, Chris Kreuter	Simultaneous Action Selection	2		R	<ul style="list-style-type: none"> * colour 0,2,4,6 x 1-7 (tiles) * colour 1,3,5,7 x 1-7 (cards) * Cardback (to form a 8x8 board) 	<ul style="list-style-type: none"> * For a 8x8 board, with the 3 squares at each corner not used in the game. * Line up your tiles in a horizontal line in the middle of the board. 	<ul style="list-style-type: none"> * Each player chooses 3 cards to put face-down in a particular direction. The corresponding tiles will be moved in that direction in the next phase. * Everyone reveals their cards. Same number cards cancel each other. The higher number tiles move first. * Along a string of connected tiles, if there are less of your tiles than your opponent tiles, you cannot push the opponent's tile along (like Abalone). 	<ul style="list-style-type: none"> * When a player has 3 tiles pushed off the board. 	<ul style="list-style-type: none"> * The player with 3 tiles pushed off the board loses.

2708	Robot Master	Reiner Knizia	Hand Management, Tile Placement	2	4	R	<ul style="list-style-type: none"> * colour 0-5 x value 0-5 	<ul style="list-style-type: none"> * Deal 12/7 from the draw pile to each player for 2/4 players. Top card of draw pile is revealed as the center card of the 5x5 grid. * Decide the team that plays the rows, and the other team columns. * For 4 players, each player in the team is seated opposite to each other. Communication is not allowed. 	<ul style="list-style-type: none"> A player must place a card that touches existing cards. 	<ul style="list-style-type: none"> The 5x5 grid is filled. 	<ul style="list-style-type: none"> 1 robot=face value, 2 same robots=10xface value, 3 same robot=100, 4/5 same robot=100+(1xface value). Compare the row and column with the lowest score. Higher score wins. In case of tie, the next lowest score is considered. For more rounds, winner of each round accumulates the difference in score.
2729	Spooks	Jason Wittman	Hand Management, Trick-taking	3	6	R	<ul style="list-style-type: none"> * colour 0,1,2,4,5 x value 1-10, K (common, Master) * 1 joker (cat) Spiders (0) & Spooks (1), Goblins (2), Bones (4) & Bats (5) 	<ul style="list-style-type: none"> * Deal all cards to each player. * Player with spider 1 discards to form discard pile. 	<ul style="list-style-type: none"> If top discard card is higher in number. M > 10. Cat is wild, next player can play any card. * Goblin, everyone chooses a card and reveal simultaneously. Player with higher Goblin card wins and he can play any card he wants. Cat wins. All 4 cards revealed are discarded. If no winner, next player continues with any card he wants. * Bones or Bats, the next card must match in suit or number. If unable to play any card to Bone card, previous player can play a straight of any length and mixture of suits, highest card on top. Then current player continue. If unable to play card to Bat card, players give 1 card each to current player in counter clockwise direction. Then current player continues. 	<ul style="list-style-type: none"> A player plays his last card. 	
2761	Worm Up!	Alex Randolph	Simultaneous Action Selection	3	5	D	<ul style="list-style-type: none"> * colour 0,2,4,6,8 x value 4,5,6,7,K (movement tiles) * colour 0,2,4,6,8 x 7 chips (worm segments) * colour 10 x 4 chips (posts for start and finish lines) 	<ul style="list-style-type: none"> * Use 2 black markers each for the start and finish lines (50 cm distance). * The worm segments are formed into a worm in a straight line, lined up behind the starting line. 	<ul style="list-style-type: none"> * Each player chooses a movement tile and reveal together. * Any similar numbers cancel out each other. Cancelled cards are returned to hand. Successful cards are placed aside and may not be chosen in the next round. * If only a person played X, he can move any number not chosen by other players. He may also keep 1 post at the finishing line stationary, and move the other post. * For movement, move the last chip to the front for 1 movement. Playe rwho bid the least gets to move first. 	<ul style="list-style-type: none"> * Player whose worm first touches the imaginary line between the 2 posts at the finishing line wins. 	
2775	Trumpet	Philip Orbanes	Trick-taking	2	6	D	<ul style="list-style-type: none"> * colour 0,2,4,6,8,10 x value 1-11 (common cards) * joker 1-3 (trumpet cards) * 13 cardbacks (to form a 26 space track) * colour 0,2,4,6,8,10 x 1 die (pawns) * 3 cardbacks (to form the suit tracker) * colour 0,2,4,6,8,10 x 1 chip (suit marker) 	<ul style="list-style-type: none"> * Form a 26 space track. 1st space is start, 26th space is Winner space. 4th, 7th, 11th, 16th, 21st, 24th are trumpet spaces. Spaces 20th to 25th are green spaces. * Deal 7 cards to each player. Put the rest face-down. 	<ul style="list-style-type: none"> * A player leads a trick. Other players must follow suit if possible. For the first round, there is no trump suit. * When a player wins a trick, he can move his piece on the track 1 space. If it is occupied, then the next space. Winner of the trick leads the next. * When a player lands on a Trumpet space, he can choose the trump suit by putting the corresponder suit marker on the suit tracker. The next suit marker will beat this suit. The last suit marker is the highest trump. * In the green spaces, if a player wins a trick, he can move a space, or move back another opponent's pawn. 	<ul style="list-style-type: none"> * A round ends when all cards are played. All played cards are shuffled back, and a new hand of 7 cards is dealt. Deal is passed to left of previous dealer. * Game ends when a player reaches the Winner space. 	<ul style="list-style-type: none"> Player who reaches the Winner space wins.

2846	Hyle	Eric Solomon	Pattern Recognition, Tile Placement	2		D	* colour 0,2,4,6,8 x 5 chips (counter) * 9 cardbacks	* Use 9 cardbacks to form a 5x5 board. * Designate 1 player as Chaos, the other as Order.	* Chaos draws a random counter and place it on any empty square. * Order gets to move any counter in vertical or horizontal direction (like a rook).	* When all squares are occupied.	* Any symmetrical pattern scores the number of counters in the pattern (eg. ABABA scores 5+3x3) * Players reverse roles. Player with most pts wins.
2945	Six	Steffen Muhlhauser	Pattern Building, Pattern Recognition, Tile Placement	2	4	D	* red, black x 21 chips	* Each team chooses a colour. For 4p, players sit opposite each other and must not communicate.	* Each player take turns to place a tile on the table, connecting to an existing tile. The goal is to form one of 3 winning formation with 6 tiles of his colour. 1) Straight line 2) Triangle 3) Hexagon (center can be empty or filled) * If no player wins when all tiles are played, the game does to second phase. * Each player take turns to move a tile to another location. If the removal causes 2 groups, the smaller group is removed. The piece that caused the break is put back.	* When a player gets a winning formation or a player has less than 6 pieces (loses).	
2954	Katzenjammer Blues	Reina Knizia	Auction/Bidding, Set Collection	2	6	D	* colour 2,3 x value 1-15 (cards value 1) * colour 4,5 x value 1-15 (cards value 2) * colour 6,7 x value 1-15 (cards value 3) * colour 8,9 x value 1-15 (cards value 4) * colour 10,11 x value 1-15 (cards value 5) * colour 0,1 x value 1-15 (jokers) * 24 chips (mice)	* If <= 4 players, remove 4 mice. * Deal 6 cards to each player from draw pile.	* Reveal cards from draw pile face-up on the table until a card value is turned up a second time, or a joker is revealed. If a joker is revealed, each player draws a card. The cards on the table are ready for auction. * Players start to bid for the cards. If player passed, he may not rejoin. The bid is number of cards with different or same values. A bid of same values is always higher than bid of different values, given the same number of cards. * Winner of bid discards he used for the bid face-up in the discard pile, and collects the cards on the table into his hand. He may now meld >= 1 quartet. A quartet is 4 cards of same value. For each quartet, he gets mice equal to card value of quartet. Then quartets go into discard pile. * Jokers can be used in bid or quartet. However, they do not go into the discard pile after use, but is placed in front of the player. * When player meld a quartet of jokers, he may declare them of 0 value and discard them instead.	Last card is taken from draw pile or last mouse is picked up. If not enough mice, player gets whatever is left.	* Player with most mice at end of game loses 5 mice. If tie, each lose 5 mice. * Player with most mice wins. If tie, player with fewer jokers used wins.
3052	Going Going Gone	Scott Nicholson	Auction/Bidding, Set Collection	2	6	D	* colour 0-6 x value 1-7 (item cards) * colour 0,2,4,6,8,10 x 25 chips (bucks) * 5 cups * A cardboard (to cover the cups)	* Place the 5 cups in the center. Deal 2/2/1/1/1 cards next to each cup.	* The first player announces start of auction. * Each player drops chips in the cups next to the cards that they want to get. * When auction ends, chips are counted to see who gets the cards. Only winner pays the chips. If tied, active player wins. If not, the winner is the player nearest to the active player clockwise. Item cards won are kept face down. * Players may sell collections to get more bucks. * Collection is a groups of items that share the same colour or number.	* 7 auctions are played (all item cards have been auctioned).	* Players calculate their collection value and chips left. * Player with most chips wins. * For 1/2/3/4/5/6/7 size of collection, get 2/6/12/20/30/38/44 chips.
3117	Black Spy	Alan Moon	Trick-taking	3	6	R	* colour 0,2,4,6,10 x value 1-10, J (1-Informer, 2-Interrogator, 3-Infiltrator, 4-Saboteur, 5-Assassin, 6-Agent, 7-Spy, 8-Double Agent, 9-Code Breaker, 10-Deputy, 11-Director) * colour 11 x value 1-5 (5 x Spy)	* Deal all cards evenly. The next dealer moves to the left in clockwise manner. * Each player must pass 3 cards face down to the player on his left. He may not look at the cards passed to him until he has passed his 3 cards.	* Player left of the dealer leads the first trick. Black card cannot lead the first trick. Players must play a card of same colour or same rank. If he cannot do so, he may play any card. * Player who plays the highest rank card in the lead colour takes the trick. For Black Spy ties, the first person who played a Black Spy wins.	* Round ends when all cards have been played. * Game ends when a player gets 200+ pts.	* Ranks 1-6 = 1pt. Rank 7 = 10 pts. Rank 8 = 2 pts, 9 = 3 pts, 10 = 4 pts, 11 = 5pts. * Player with lowest pts wins.

3130	Sultan	Sergio Halaban, Andre Zatz	Auction/ Bidding, Set Collection	2	5	D	<ul style="list-style-type: none"> * poker suit 1-5 x value 1-15 (money cards) * black x 12 chips (1 pt) * red x 11 chips (2 pts) * yellow x 10 chips (3 pts) * green x 9 chips (4 pts) * blue x 8 chips (5 pts) 	<ul style="list-style-type: none"> * Each player gets a set of money cards. * Each player deals himself 5 cards. 	<ul style="list-style-type: none"> * A player picks 4 random jewels (chips) from a bag, and chooses 3 for auction. * He starts by placing a card face-down next to a jewel. Other players take turns to do so. Player with highest card wins the jewel. If tie, player who first played the card wins. * If 5 cards are played, draw another 5 cards to continue. 	* 15 auctions are completed.	<ul style="list-style-type: none"> * Each jewel scores its own pts. * Sets of jewels also score, as below. 3+p: 3/4/5/6=2/5/10/20pt 2p: 4/5/6/7=2/5/10/20pt
3143	Vampire	Reiner Knizia	Hand Management, Set Collection	3	5	R	<ul style="list-style-type: none"> * poker suit 1-6 x 1,1,2,2,3,3,4,4,5,5,6 (11 common vampire cards, 1 head) * poker suit 1-6 x J,J,Q,Q,K (5 common vampire cards, 2 heads) * 6 joker (6 wild carriage cards, 1 head) * poker suit 1-4 x 0 (4 wild carriage cards, 1 head) 	<ul style="list-style-type: none"> * Find 1 vampire card with 1 head of each colour and place them on the table face-up. * Deal 4 cards to each player. 	<ul style="list-style-type: none"> A player can either 1) Draw 2 cards from draw pile. Then, he must play 1 card to one of the gathering places (vampires to similar coloured places) OR play a set of at least 3 cards of same colour (go on vampire hunt). Set must be displayed to reveal the heads. 2) Take all cards from a gathering place and must play a set. * If a player plays a set of a colour he already has a set, the existing set is discarded. * Carriage cards can be added to a set with at least 1 vampire card. 	* The last card from the draw pile is drawn, or a player has played sets of all colours.	<ul style="list-style-type: none"> * Players total the number of heads for each colour. Players with the least heads in each colour discard cards of that colour. Tied players also discard. No cards played count as least. * Player with highest score wins.
3145	Linja	Steffen Muhlhauser	Abstract Strategy	2		D	<ul style="list-style-type: none"> * red, black x 12 chips * 4 cardbacks (markers for the field with 8 spaces) 	<ul style="list-style-type: none"> * Put the cardbacks on the left side to mark the 8 spaces/rows in the main playing area. * Place the pieces as follow. BBBBBB OBOORO OBOORO OBOORO OBOORO OBOORO RRRRRR 	<ul style="list-style-type: none"> * Each player takes 2 actions 1) Initial move: Move a piece 1 space towards the opposite end. 2) Following move: The total pieces in the row moved to in initial move determines the number of spaces to move in following move. * If piece reaches the last row, he gets 1 move for following move. * If a piece reaches an empty row with a following move, he gets an extra turn (maximum only 1 extra turn). * There cannot be more than 6 pieces in a row. 	* Game ends when pieces of both players completely passed each other.	<ul style="list-style-type: none"> * Players get 5/3/2/1 pts for the last to the 4th last space. Highest pt wins.
3165	Auf falscher Fahrte	Jurgen Kraul	Trick-taking	3	4	D	<ul style="list-style-type: none"> * colour 0-3 x 1-13 * 4 chips * 4 jokers 	<ul style="list-style-type: none"> * For 3/4 players, use 1-10/1-13. * Deal all cards evenly to all players. For 3 players, reveal the last remaining card to all and set it aside. * Each player places a card face-down on the table. These cards are shuffled and placed as a pile in the middle of the table. * For 3/4 players, the round is a Minus round if the sum of the face-down cards is $\leq 13/\leq 23$. * For 3/4 players, the round is a Plus round if the sum of the face-down cards is $\geq 14/\geq 24$. * A Minus round is won by a player who takes the least tricks. A Plus round, by the most tricks. * The red chip is placed in the middle of the table to indicate it is the trump colour. 	<ul style="list-style-type: none"> * Player left of deal starts the trick. * Players must follow suit if possible. Won tricks are placed face-down in front of the winner, such that other players can see how many tricks are won. * For 3 player game, the face-down pile is turned over at the 3rd, 4th and 5th trick. For 4 player game, at the 2nd, 3rd, 4th and 5th trick. * When every player has only 4 cards left, the player with the least or most tricks can change the trump colour by replacing the red chip with another chip. If players are tied for worst performance, this opportunity is skipped. Joker variant * For 3/4 players, add 3/4 jokers. 1st card for 1st trick cannot be joker. Jokers can be played anytime. They can never win a trick. A second joker cannot be played in the same trick, except the last trick. If a trick is led with a joker, the next player must play any colour card of his choice, which becomes the suit to follow. Player who played the joker may change the trump colour at the end of the trick (not when players have 4 cards left). 	* All players played their cards.	<ul style="list-style-type: none"> * 4 players: 4,3,2,0 points * 3 players: 3,2,0 points * If players tie for the same place, they get the corresponding points.
3197	Null and Nichtig	Reina Stockhausen	Trick-taking	3	5	R	<ul style="list-style-type: none"> * poker 1-5 x 1-10,K,K (K=0) 	<ul style="list-style-type: none"> * Deal 13 cards to each player. Each player chooses 3 cards to put face-down at starting score piles. 	<ul style="list-style-type: none"> * Play a normal trick-taking game, no trump suit. Ties go to player who played first. Winner of the trick puts the card he played on his stack, then the left player card on another stack of that colour and so on. Player who wins the trick leads the next. 	All 10 cards are played	<ul style="list-style-type: none"> * Each player scores the top card of their scoring piles. Highest score wins.

3234	Five Crowns	Marsha J. Falco	Set Collection	2	7	R	<ul style="list-style-type: none"> * poker 1-5 x value 3-K * colour 11 x value 1-12 (joker) 	<ul style="list-style-type: none"> * Deal 3 for first hand, 4 for second hand, 13 for last hand * 3s are wild for first hand, 4 are wild for second hand etc * Reveal a card as the discard pile 	<ul style="list-style-type: none"> * A player must either draw from draw pile or discard pile. Then discard a card. * If possible, he goes out by laying out all cards in combinations, with 1 card left. Lastly, he discards 1 card. * Runs are >=3 consecutive numbers in same suit, books are >=3 same numbers in different suits. 	<ul style="list-style-type: none"> A player goes out. Other players have 1 last turn where they will lay down all the runs and books and discard 1 card. 	<ul style="list-style-type: none"> Score is the sum of the values of remaining cards (J=11, Q=12, K=13) in hand. Wild = 20 pts, Joker = 50 pts. Play for 11 rounds. Lower score wins.
3236	Tien Zi Que	Ta-Te Wu	Hand Management, Set Collection	2		R	<ul style="list-style-type: none"> * colour 0,2,4,6 x 1-9 (currency cards) * colour 0,4,6 x 0,J,Q,K (direction cards) * colour 10 x value 1-3 (Tien Zi Que) * joker 1,3,4 (red dragon cards) 	<ul style="list-style-type: none"> * Deal 5 to each player from the draw pile. * Direction and red dragon cards are Word cards. 	<ul style="list-style-type: none"> * A player can either 1) Draw: Draw 1 and discard 1. 2) Pung: Draw 1 and then create a set with 3 cards. The set can be sequence or triplet, all from the same suit. 3) Chow: Take the last discarded card and form a set with 2 cards in hand. * When a player creates a set, he chooses 1 card to keep for scoring and discards the other 2. * Tien Zi Que is a wild card. It cannot be picked from the discard pile. It can be kept for scoring but counts as a black card. 	<ul style="list-style-type: none"> * A player completes his 5th set. Only he scores. 	<ul style="list-style-type: none"> * Flush (red,blue,green)=3pts. * Orange flush=4pts. * Elements(all diff colour)=4pts * King of Sparrows(3 Tien Zi Que)=6pts * Dare Dragon(sequence)=6pts * Pair=2pts * Three of a Kind=5pts * Four of a kind=10pts * Word: 1 type=1pt, 2 type=3pts, 3 types=5pts, 4 types=9pts * All directions=12pts (word pts not added) * Honors(any five words)=16 pts (word pts not added) * Winning draw (complete 5th set from drawing or own hand)=1pt * Play 4 rounds, player with most pts wins.

3272	Chaos	<ul style="list-style-type: none"> * Pietro Valentyne * Francois Valentyne * Rant Valentyne * Sly Valentyne 	Auction/Bidding, Memory, Set Collection, Trading	3	5	R	<ul style="list-style-type: none"> * colour 0-3 x value 1-13 (Spectrum card) * colour 10 x value 1-4 (Order card) * colour 11 x value 1-2 (Chaos card) 	Deal all cards to every player plus one dummy player. The dummy player hand is the draw pile.	<ul style="list-style-type: none"> * If there are 5+ cards in the discard pile, the player chooses and takes 1 card from the discard pile, then followed by the next player until no cards left. Resolve any laws before proceeding to next player. * Player draws a card. * Player can do 1-3 of below Actions, in any order and combination 1) Seek: Ask another player for a card. Reveal your desired card from your hand. If he does not have, player must discard 1 card. If player Seeks successfully 3 in a row, other players take turn to discard one of their cards. 2) Trade: Exchange a card with another player face-down 3) Battle: All players choose a card and reveal simultaneously. Order cards (14), Spectrum face value, Chaos (0). If 2 chaos meet, return them to owners' hands. Other non-unique cards go to discard. Highest number takes all cards. * Player may place 1+ sets on the table any time before or after an Action. If he draws a card subsequently that matches his set, it negates the set. Place the 4th card in the set face-down to indicate it scores 0 points. * Discard 1 card. There are 3 Laws 1) Force of Chaos: Discard all Order cards if player gets a Chaos card. Resolve when player gets a card. 2) Surrender of Order: If all 4 Orders are in the pool, the round ends. Resolve when a player discards. 3) Spin of Chaos: When a Chaos card is discarded, all players put their cards face-down. * The discarder chooses a direction to pass the cards around. Discarder chooses when to stop the passing. Do not look at the cards while passing. * If any set of 4 spectrum cards is in the discard pile, remove them from the round. * If player has 3 Order cards, he can Declare Order during his turn, or Reveal Order during opponent's turn. Then the round ends. 	<ul style="list-style-type: none"> * All 13 sets of Spectrum are on the table. * A player has no cards left. * A player declares, reveals or surrenders order. * Player 2nd round until there is a winner with at least 13 points. 	<ul style="list-style-type: none"> Player with highest points (at least 13) wins. * Spectrum set, 3 cards on table: 1 pt * Spectrum set, 3 cards on table, 4th card in hand: 0 pt * Spectrum set, 4 cards negated on table: 0 pt Order set, 3 cards in hand: 3 pt Order set, 4 cards in hand: 0 pt Revealed Order: 4 pt Declared Order: 5 pt Chaos card, 1 or 2 in hand: 0 pt for whole round regardless of spectrum sets
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3278	Bali	Uncredited		1	4	R	<ul style="list-style-type: none"> * letters 1-108 * 2 x joker 	<ul style="list-style-type: none"> * For 1 player, use only 54 cards. * Deal a panel consisting of 7/7/5/4 cards for 1/2/3/4 players. Each card represents a column from which words can be formed downwards. 	<ul style="list-style-type: none"> * In a turn, a player may move the cards to make words or parts of words to attempt to form a word on ONE of his column. All cards in a column have to be moved together. When a panel has no cards (open), fill it with top card of draw pile at the end of turn. * Completed words are removed from game whenever desired and is counted as a turn. When word is removed, score points equal to the sum of the letters times the number of letters. Removing a completed word is not forced, unless no other play is possible. * If a player cannot play, he must shuffle one of his uncompleted column into the draw pile. The next player decides which column is being shuffled. * Player may build any number of cards on only ONE of his columns in his panel. * Player can only capture cards to build on a letter or letters on their own column. * When last card from draw pile is dealt, every move onwards must result in a completed word. * Words can be challenged. If the challenged player plays a wrong word, then he loses his turn. Else, the challenger loses his turn. 	<ul style="list-style-type: none"> * All players have no more moves to make. 	<ul style="list-style-type: none"> * Any player with no cards left in his panel (Bailed) triples his final score. Bali only applies if the draw pile is depleted.
3335	Musketeers	Franz Josef Lammingner	Auction/ Bidding, Hand Management, Simultaneous Action Selection	2	4	R	<ul style="list-style-type: none"> * Sequence 4-10,12,15,18,20,25,30,35,40 (guards) * colour 5-9 x value 0-9,J (musketeers, J=10) * joker 1-3 (gem) * colour 10 x 1-3 (prison) 	<ul style="list-style-type: none"> * Remove guards depending on no. of players (2p=25,30,35,40, 3p=4,35,40, 4p=4,5,7). * Shuffle the guards and put as guard pile. * Deal 12 musketeer cards to each player. * Each player chooses 3 cards as his Pay cards and put them face-down. 	<ul style="list-style-type: none"> * Reveal a guard card. * Players choose and reveal together 1 musketeer card each. * If musketeers total value is less than the guard, musketeers lose. Player who made the lowest contribution takes a prison card and attach to his Pay cards. For musketeer ties, use the dice value. * If musketeers total value is equal or higher than the guard, musketeers win. Player who made the greatest contribution takes a gem card and attach to his Pay cards. * If all prison or gem are in play when you want to take one, you take it from another player instead. If you already have a prison or gem and need to take another, you remove an existing one (eg. Remove a gem instead of getting a prison, remove a prison instead of getting a gem). 	<ul style="list-style-type: none"> * All cards are played. 	<ul style="list-style-type: none"> * Total your Pay cards value. Gem double their value while Prison makes them 0. * First player to reach 100 wins.
3343	Pala	Jeffrey D. Allers	Betting/ Wagering, Trick-taking	3	5	D	<ul style="list-style-type: none"> * poker 1,4,10 x value 1,1,2,2,3,3,4,5 (primary colours, black= yellow) * colour 2,4,8 x value 2,3,4,5,6,7,8,9 (secondary colours) * colour 0,2,4,6,8,10 x 5 chips (bidding chips) 	<ul style="list-style-type: none"> * Red+yellow=orange * Red+blue=purple * Blue+yellow=green * These rules is for Pointillism. * For 3/4/5 players, deal 14/11/9 cards to each player. The remaining cards are put face-down. * Dealer starts to bid, putting a chip to indicate he must score at least 1 trick in that colour. 	<ul style="list-style-type: none"> * A player leads a trick and other players must follow suit if possible. * For primary colour tricks, you must "copy" the suit if possible. If not, play a primary card to whoever is winning the trick, then play another card of the secondary colour in front of you. This changes the colour of the trick. * For secondary colour tricks, you must "copy" the suit if possible. If not, you can "mix" by playing 2 primary cards that form this secondary colour. Or "junk" or play any single card. * Highest value card in the trick wins the trick. He takes a card of the trick colour and put into his scoring pile. Winner leads the next trick. 	<ul style="list-style-type: none"> * A round ends when the winner of the previous trick has no cards, or only 1 player has cards. * Shuffle all cards and deal moves to the player left of previous dealer. 	<ul style="list-style-type: none"> * If you did not bid any tricks and win no tricks, you win 25/7/2 pts for 3/4/5p. Else lose as many pts. * If you bid colours and has at least 1 trick in each colour you bid, you get total no. of tricks times no. of colours. If not, 0 pts. * If you bid all 6 colours and achieve the bid, you get 100 bonus pts.

3375	Au Backe!	Frank Nestel	Set Collection	2	6	R	<ul style="list-style-type: none"> * poker suit 1-3 x 1-15 (animal cards) * poker suit 4 x 1-15 (chicken run cards) * colour 10,11 x Q (poo) * colour 10,11 x K (shovel) 	<ul style="list-style-type: none"> * Place the chicken run cards (15 cards) and the poo and shovel cards (4 cards) face down across the table. * Deal all the animal cards face down to each player to form their own draw piles. Each player has to clear their own draw piles. * Each player draws 5 cards from their own draw pile. 	<ul style="list-style-type: none"> * During each turn, player chooses and reveals a card in his hand, then tries to find the same card on the table by revealing a table card. If the same card is turned over, he can discard the played card and continue. If not, he takes back the played card, and draws back to 5 cards. If he clears 5 cards, he draws back to 5 cards and his turn ends. * If the poo card is revealed, the player tries to reveal a shovel card. If he does, his turn is over. If not, he must draw 2 cards from other players' hands and turn is over. In both cases, he can shuffle all the chicken run cards on the table. 	<ul style="list-style-type: none"> * Game ends when a player has discarded his last animal card and his draw pile is cleared. 	<ul style="list-style-type: none"> * Player who clears his draw pile and hand first wins.
3434	Rise	Michael Coe	Area Control/ Area Influence, Area Enclosure, Modular Board, Tile Placement	2		D	<ul style="list-style-type: none"> * 60 cards (land tiles) * red,orange,green,blue x 25 chips (50 chips per player for workers and towers – stack 2 for small, 3 for medium, 4 for large) 	<ul style="list-style-type: none"> * Use 12 land tiles for a dog-bone board (3 tiles at the ends). * Place a work at one space inner of the edge most spaces. * For the first turn, red moves first and he has only 1 action. 	<ul style="list-style-type: none"> * A player can perform any 2 actions. 1) Place land tile next to an existing tile. 2) Place worker next to existing worker. 3) Move worker to an unoccupied tile. 4) Jump a worker over an opponent's worker to remove it. 5) Sacrifice any 2 workers to eliminate an opponent's worker. May not reduce workers to 0. 6) Sacrifice any 2 workers to place a worker anywhere. 7) Remove a tier from your tower. * A tower is constructed when an unoccupied tile has 6 of your workers surrounding it. The next tier is placed at the start of your next turn, if the formation remains. Only 1 tier is constructed per turn. Construction does not take up an action. * An opponent's tower can be destroyed by surrounding it with 6 of your workers. Similar mechanism as construction. 	<ul style="list-style-type: none"> * A player wins if he has 3 completed towers, or opponent has no workers. 	
3441	Belote	Uncredited	Partnerships, Trick-taking	2	4	R	<ul style="list-style-type: none"> * colour 0,2,4,6 x 7-10,J,Q,K 	<ul style="list-style-type: none"> * Form 2 teams. * Deal 5 cards to each player. * First card of the draw pile is revealed. Its suit is the trump. Players take turn to decide whether to take the card. If they take, deal 2 cards to him and 3 to everyone else. If no players take, then take turn to decide to take the card and decide what suit is trump. 	<ul style="list-style-type: none"> * A player leads a trick and other players must follow suit if possible. 	<ul style="list-style-type: none"> All cards are played. 	<ul style="list-style-type: none"> * Add up the points in captured tricks. Highest score wins. * Trump suit: J=20, (=14, A=11, 10=10, K=4, Q=3, 7/8=0 * Other suit: A=11, 10=10, K=4, Q=3, J=2, 7/8/9=0
3444	Little Devils	Michael Feldkotter	Trick-taking	3	6	R	<ul style="list-style-type: none"> * Sequence 1 to 54 (dice value=number of devils) 	<ul style="list-style-type: none"> * Use the first 27/36/45/54 cards for 3/4/5/6 players. * Deal 9 cards to each player. Remove any unused cards from the game. 	<ul style="list-style-type: none"> * The first player leads with a card. The second player plays a card. If the card is higher, then the highest card wins the trick. If the card is lower, then the lowest wins the trick. * However, in the first case, if any player plays a card that is lower than the first played card because he does not have a suitable card, then the lowest card played in the trick wins. Similarly for the second case. * A player who wins the trick takes the cards and put face down in front of him. He then leads the next trick. Cards with 6 devils may not be used to lead. 	<ul style="list-style-type: none"> * All 9 tricks are played. 	<ul style="list-style-type: none"> * Each player totals the number of devils in his collected tricks. * Play more rounds until a player has 100 or more devils. Player with least devils wins.

3484	Leapfrog	Gordon Lamont, Fraser Lamont	Hand Management, Simultaneous Action Selection	1	6	D	<ul style="list-style-type: none"> * colour 0,2,4,6,8,10 x 1 meeple (frog) * colour 0,2,4,6,8,10 x 1-6 (common card) * 6 orange chips (tadpoles) * 1 green chip (lily) 	<ul style="list-style-type: none"> * Random place the frogs behind the lily. * Place 1 tadpole beside the 4th, 5th and 6th frog. The 1st frog is adjacent to the lily. * If less players than frogs, just place the frogs as dummy. 	<ul style="list-style-type: none"> * Each player chooses 1 card and put it face-down next to their frog. The cards are revealed together. * Starting with the 2nd frog, compare the card number with the 1st frog. If it is larger, the frogs switch places. Continue until it cannot do so, or it reaches the maximum jumps (which is the card number). Frogs also cannot move back further than their maximum distance. Frogs that have moved their maximum distance may not be jumped by any frog. The cards played are left on the board. 	<ul style="list-style-type: none"> * All 6 cards are played. * The 2nd round is to race to be last. Pt scoring is reversed. The lily is at the back, but frogs still move forward. 1st, 2nd and 3rd has 1 tadpole each. * 3rd round is similar to 1st round, but only 6th position has a tadpole. Also, the 2nd position frog at the end immediately loses. 	<ul style="list-style-type: none"> * First place gets 6 pts, last place gets 1 pt. * The players with frogs having tadpoles get the tadpoles at end of round. * At the end of the game, 1 tadpole=1 pt, 2 tadpoles=5pts, 3 tadpoles=10pts. * Highest score wins.
3541	Stomple	Greg Zima	Abstract Strategy, Pattern Recognition	2	6	S	<ul style="list-style-type: none"> * 6 colour x 7 chips * 7 coins * cardbacks to form a 7x7 board * 6 coloured dice (pawn) 	<ul style="list-style-type: none"> * Randomly place the chips and coins on the 7x7 board * Randomly assign each player a coloured pawn 	<ul style="list-style-type: none"> * For the first turn, a player moves his pawn to any chip at the edge of the grid and remove it. If it is a part of a string of other similar coloured chips, remove them as well. Adjacent chips include diagonal chips. Place the pawn at the last removed chip location. * For subsequent turns, player can either remove adjacent chips of the same colour, or move to a chip of his own colour and remove all adjacent chips of that colour. * If a player has no legal move, he is out of the game. 	<ul style="list-style-type: none"> Only 1 player remains. 	<ul style="list-style-type: none"> * Play until there is a win (reaches 40/20/15/10 points for 2/3/4/5-6 players).
3592	Chicago Poker	Bruno Faidutti, Bruno Cathala	Card Drafting, Hand Management	2	6	D	<ul style="list-style-type: none"> * poker 1-5 x 1-15 (common cards) * 5 x red, orange, green, blue chips (business tiles – Speakeasy, Jazz Club, Gambling House, Brewery) 	<ul style="list-style-type: none"> * Deal 5 cards to each player. * For 2/3/4/5/6 players, randomly pick 2/2/3/4/4 business tiles and put on the table. * The hand rankings are <ul style="list-style-type: none"> - Chicago Poker: 5 same ranks, diff suits - Straight flush: 5 consec ranks, same suit - Regenboogstraat: 5 consec ranks, diff suit - Four of a kind: 4 same rank, diff suit - Full House: 3 same rank+ 2 same rank - Flush: 5 same suit - Straat: 5 consec ranks - Three of a kind: 3 same rank, diff suit - Twee Paar: 2 x pair - Paar: Pair - Hoogste Kaart: Single 	<ul style="list-style-type: none"> * Each player either plays a card on any business tile, or draw a card. 1st player takes 1 action, 2nd player 2 actions, and subsequently 3 actions for every player. * Players need to ensure when they draw cards, that they have maximum 7 cards at end of turn. * Each business tile has cards played differently. Speakeasy (green): First 2 cards face-down, next 3 face-up. Jazz Club (orange): First 3 cards face-up, next 2 face-down. Gambling House (blue): First card face-up, alternating after that. Brewery (red): All cards face-up. * When any player places their 5th card at a business tile, a bullet token is placed on a tile, showing a 'shootout' occurs at the beginning of their next turn. * During the shootout, players compare who has the highest hand. He wins the tile, all played cards are discarded, and a new tile is drawn. 	<ul style="list-style-type: none"> * A player has won 3 business of same kind, 1 of each kind or 5 total business tiles. 	<ul style="list-style-type: none"> * Player who achieves the endgame condition wins.

3710	Palabra	Jim Kondrick	Set Collection	2	6	R	<ul style="list-style-type: none"> * letters 1 to 104 * jokers 1-3 (wild) * colour 10 x 1-2 (joker cards) 	<ul style="list-style-type: none"> * Deal 7 cards to each player from the draw pile. * All letters with dice value 6 has 2 star bonus. Any word formed with these letters will have the pts times 2. 	<ul style="list-style-type: none"> * A player lays cards down from their hand each turn. Below are the options. * Word: Get points equal to total of letter values. 7-letter words get 70 bonus pts. Same colour, double the pts. * Straight: At least 3 cards in order of alphabet. * Flush: At least 5 cards of same colour. * Vowels: 6 vowels for 20pts, 7 vowels for 40pts. * Build: Add cards to words or straights of other players. Cards played only remain for 1 round. He gets pts for the whole word. If the set is of the same colour, the added cards must be of that colour. * Jokers (pre-play): Cancel the pts earned by another player. * Shave (pre-play): Play letters that are used in a word formed by the previous player. These pts are subtracted from previous player and added to current player. Current player draws replacement cards and can play again. Can only shave once per turn, cannot be against flushes or vowels. * Replace: Discard cards and replace them. Cannot be done if there are 10 or less cards in draw pile. * Pass his turn * After one of the above options, he draws to 7. 	<ul style="list-style-type: none"> * Draw pile is used up, and a player has played all his cards (or everyone passed). 	<ul style="list-style-type: none"> * Cards in hand are subtracted from the final score. Highest score wins.
3800	12 Days	James Ernest, Mike Selinker	Trick-taking	3	5	R	<ul style="list-style-type: none"> * colour 0 x value 1-12 (gift cards) * colour 1 x value 2-12 * colour 2 x value 3-12 * colour 3 x value 4-12 * colour 4 x value 5-12 * colour 5 x value 6-12 * colour 6 x value 7-12 * colour 7 x value 8-12 * colour 8 x value 9-12 * colour 9 x value 10-12 * colour 10 x value 11-12 * colour 11 x value 12 * joker 1-2 (Mr and Mrs Claus, value 0) * colour 0 x value 2-12,K (holiday cards, K=1) 	<ul style="list-style-type: none"> * Deal 12 gift cards to each player. Arrange the holiday deck in numerical order, with first day at the top. 	<ul style="list-style-type: none"> * Each player will do 3 things 1) Pass 1 card to the left face-down. 2) Play a card face-down. Reveal together. The lowest card wins the holiday card. If tie, the next lowest card wins and so on. If all tie, the day is kept and the next day is revealed. Played cards are discarded. Mr and Mrs Santa Claus have value of 0. 3) Everyone draws a card. 	<ul style="list-style-type: none"> * All 12 holidays are captured after 12 rounds. 	<ul style="list-style-type: none"> * Each day card is worth its number. * Whoever scores the most cards of each rank scores the point value of that rank. If tied, both scores.
3819	Upwords	Elliot Rudell	Hand Management, Tile Placement	2	4	R	<ul style="list-style-type: none"> * letters 1 to 104 (Q=Qu) 	<ul style="list-style-type: none"> * Play on an imaginary 10x10 board. * Deal 7 cards to each player. * First player must form a word that covers one of the 4 squares in the middle. 	<ul style="list-style-type: none"> * Players take turns to form words. Replace the cards used. Letters can be stacked on top of another (maximum 5 tiles high) to change the original word, but at least 1 letter of the original word must remain. Players score the 1 pt for each tile. If the letters are 1 tile high (same level), score 2pts per tile. 20 bonus pts if all 7 tiles are used. * Player can pass or exchange a tile instead. * Qu tile scores 2 bonus pts if it is used in a word that is 1 tile high. 	<ul style="list-style-type: none"> * All letter tiles are played, no one can make a word, or all players passed. 	<ul style="list-style-type: none"> * Any remaining tiles is -5 pts.
3867	Escalation	Reina Knizia	Hand Management	2	6	R	<ul style="list-style-type: none"> * colour 0 x value 1 * colour 0,1 x value 11,12,13 * colour 0,1,2 x 9,10 * colour 0,1,2,3 x 8 * colour 0,1,2,3,4 x 2,7 * colour 0,1,2,3,4,5 x 3,4,5,6 * colour 10-11 x value K (neighbourhood watch) * 3 x joker (wild) 	<ul style="list-style-type: none"> * Deal 6 from draw pile to each player. 	<ul style="list-style-type: none"> * A player must either 1) Play ≥ 1 cards and announce total value. If there is more than 1 card, these cards must have the same value. Total value must be higher than previous player. Wild cards are any value from 1-7. 2) Play neighbourhood watch. Announce value same as that of previous player. * Then draw to 6 cards hand. * If unable or unwilling to play a higher total, collect all cards and place face-down in a stack in front of you. Then play ≥ 1 cards. 	<ul style="list-style-type: none"> A player plays his last card. Other players add their hand into their face-down stack. 	<ul style="list-style-type: none"> Player with fewest card in their stack wins.

3883	Khmer	Uncredited	Hand Management	2		R	* poker 1,2 x dice value 1,1,2,2,3,3,4,4,5,5,6,6,6,6,6	* Deal 6 to each player, and put aside the remaining cards.	* A player can either 1) Play a card to the field face-up, and announce the current total. The field total is the allowed maximum point limit. 2) Draw the top card card from field, and keep them face-down away from your hand. 3) Discard a 6 and remove it from game. 4) Knock and end the game, if the total value of your cards (including those Drawn) is equal or lower than the field total.	* A player knocks.	* Compare total pts, highest wins. If tie, the player who knocks loses. If a player exceeds the field total, he loses.
3920	My Word!	Reina Knizia	Card Drafting, Pattern Recognition, Set Collection	2	6	R	* letters 1 to 69 (actually 54 single letter, 15 double letter) * 3 joker (wild)		* Dealer deals a card face-up one at a time. * Any player who spots a 3 or more letter word my call out the word and take the cards. If the word is invalid, other players get 1 free card each from the table. * Round ends when all cards are dealt. * Next player becomes dealer,	Play until every player has dealt once.	Player scores 1 point for each card collected each round. Player with most points wins.
3922	The Big Cheese	James Ernest, Jon Wilkie	Auction/Bidding, Dice Rolling	3	6	S	* colour 0,2,4,6 x 2,4,6,8,10,J,Q,K,A (J=12, Q=20, K=The Big Cheese, A=Veto) * 6 colours x 10 chips * 1 die	* Reveal the top card from the draw pile. * Each player gets 10 chips of same colour.	* Each player take turns to bid for the revealed card (project). * Bid must exceed current bid. You cannot bid higher than what you have. If you pass, you cannot bid again. * Winner of the bid puts his counters on the card. He starts off the next bidding. * When a project is taken, all other projects on the table lose 1 counter, which goes back to the player's pool. * When the last counter leaves a project with a number, the player rolls a die and scores pts equal to die value times card value. If it is Veto or Big Cheese cards, it becomes playable at any time. * Veto: You can play this instead of bidding. Both Veto and the project are discarded. Reveal a new project. * Big Cheese: Allow re-roll of a die during project completion. Has to keep the new roll.	* A player reaches 200+ pts.	* Player with most pts wins.
3940	Farfalia	Derek Carver	Trick-taking	2	5	R	* colour 0,2,4,6 x 1-13 (common cards, strawberry, shell, leaf, fish, 8/10/12=butterfly) * colour 1,3,5,7 x 1-5 (symbol cards) * joker 1-5 (symbol cards for butterfly)	* The basic rules is for 5 players. Deal 10 cards to everyone and 12 to the dealer. The dealer form a team, while the other 4 players form 2 teams of 2 people each. * Dealer chooses 2 cards to remove from game. He also declare the Trump suit. * Reveal 5 symbol cards on the table face-up. This is the Farfalia set.	* Player left of dealer starts the trick. Players must follow suit if possible. Winner of a trick picks 1 card from the trick that is among the Farfalia set and which he does not have. * Winner of trick leads the next trick. * For 4p, no cards can be taken from 1 st 3 tricks. * For 2/3p, it is the same as 4p but with a dummy player with half of cards exposed. 6 cards face-down, 7 cards on top face-up. The face-down cards are revealed only after playing the face-up card on top of it.	* 10 tricks are played.	* Players get 1/3/6/10/15 pts for 1/2/3/4/5 cards matched to the Farfalia set. Player with least pts becomes the new dealer (for 2/3/4p, the dealer shifts 1 player clockwise). * Play for 3 rounds. For the 3 rd round, the pts are doubled. Highest score wins.
3946	Word Thief	Uncredited	Word Game	2	10	D	* letters 1 to 104 * 4 jokers (0 pts) * red x 25 chips (10 pts) * non-red x 100 chips (1 pt)	* Assign 1 suit as a trump suit. * Deal 7 cards to each player from the draw pile.	* A player forms a word with at least 2 letters, and scores the total value of the letters. If same suit, double the pts. If trump suit, triple the points. If more than 4 words, 5 bonus pts per additional letter. All cards used, 20 bonus pts. * A player may also steal a word (cannot be of same suit) from another player, and form 1 or more words using additional 1 or more of your own cards in hand. Each new word must have at least 1 stolen letter. * Draw back to 7.	* Draw pile is used up, or 1 player runs out of cards.	* Record only bonus pts and wordlocked words during the game, since other words can be stolen. * During final scoring, add all the word values together. Highest score wins.

4006	Diaballik	Philippe Lefrancois	Grid Movement, Point to Point Movement	2		D	<ul style="list-style-type: none"> * red, blue x 7 chips (pieces) * black x 2 chips (balls) * 4 cardbacks (to form 7x7 board) 	<ul style="list-style-type: none"> * Form a 7x7 board. * Put the pieces at the row nearest to each player, and the ball at the middle piece. 	<ul style="list-style-type: none"> * A player can perform up to 3 of the following actions in any order (must do at least 1) 1) Move non-ball carrying piece orthogonally 1 space. 2) Move non-ball carrying piece orthogonally 1 space. 3) Pass ball orthogonally or diagonally in a straight line from 1 piece to another. Passing line must be free of opponent's pieces. * Anti-play: If the opponent pieces form a continuous line and 3 of your pieces touch the blocking line, you announce Anti-play and win. 	Player wins when he has a piece with ball at opponent's starting line.	
4017	Lucky Numbers	Micheal Schacht	Tile Placement	2	4	R	<ul style="list-style-type: none"> * poker 1-4 x value 1-20 	<ul style="list-style-type: none"> * Each player draws 1 card and put at one of the 4 diagonal spaces from top left to bottom right of his 4x4 grid. Then each draw 3 more cards and fill up this diagonal. Try to place lower numbers near top left and higher numbers near bottom right. 	<ul style="list-style-type: none"> * A player can either 1) Draw a card and place it face-up on your grid. If you cannot or choose not to, discard it face-up. 2) Take the top card from the discard pile and place it in your grid. * For placement of tile, you can either put to an empty space, or exchange with an existing tile. The old tile is discarded. All numbers placed must be ascending from top to bottom, left to right. 	* Player who fills all his 4x4 grid wins, or if draw pile runs out, player with least empty spaces wins.	
4075	Cowabunga	Reinhard Staupe	Memory	2	5	D	<ul style="list-style-type: none"> * colour 4-7 x value 0,1,8,9 (wave) * colour 4-10 x value 2,3,4,5,6,7 (wave) * sequence 10-30 (obstacle) * 1 green chip (wave up indicator) * 1 red chip (wave down indicator) * 17 black chips (cows) 	<ul style="list-style-type: none"> * Deal 3 wave cards to each player * Reveal a wave card as the discard pile and place the wave direction indicator pointing up. * Deal 1 obstacle card face-up to each player, who then placed them face-down. 	<ul style="list-style-type: none"> * A player plays a wave card, adds the number to the current count and announces the new count. Waves are added if the wave is up, and subtracted if the wave is down. * Whenever the count is above 30 or below 10, the wave changes direction. * If the tide flips because of this new count, the previous player draws an obstacle card, reveal to all and place in face-down. * If a player announces the new count and another player has an obstacle of that number, that player reveals the obstacle card and player gets a cow. 	A player gets 4 cows.	The player with the least cows wins

4162	Montgolfiere	Dominique Ehrhard	Auction/ Bidding, Hand Management, Simultaneous Action Selection	2	6	D	<ul style="list-style-type: none"> * poker 1-6 x 0,0 (sleep gas) * poker 1-6 x 1,1 (storms) * poker 1-6 x 2-9, 12-18 (ballast cards) * poker 1-6 x J (grappling hooks) * poker 1-6 x Q,Q,K,K (grappling hooks) * poker 1-6 x 1 chip (balloon) 	<ul style="list-style-type: none"> * Each player takes his own deck of 24 cards and a balloon to place at the 5th level (lowest). * Deal 7 cards from own deck to each player. 	<ul style="list-style-type: none"> * Each player chooses 1 card and put face-down. Reveal together. * Cards are resolved in order from Sleeping gas, Storm, Ballast, Super Motors, Grapping Hooks. Player may play cards that have no effect. 1) Sleep Gas: Cancels all cards (except Super Motor) which have been played on the level immediately below the player playing this card. Canceled cards are discarded. Sleeping gas cards can cancel another, only the one played from higher level takes effect. 2) Storm: If an odd number of Storm cards are played, there is a storm and all balloons descend by 1 if they would have risen (reverse action). 3) Ballast: Player who played the highest Ballast card rises 1 level. If tie, all move. 4) Super Motor: It allows you to rise 2 levels, independent of any Ballast cards played. If there is storm, Super Motor only moves up 1 level. 5) Grappling Hook: Advance balloon in the same way as any balloon on next higher level above him. * When several players are at the same level, they may form a squadron. They can discuss what to play without showing other players. However, each player can play a different card than promised. If several players play the same Ballast card in a squadron, that value is increased by the number of players showing that card (eg 3 players play 7, the result is 10). 	<ul style="list-style-type: none"> * A player reaches the 1st level or no cards left in hand. 	<ul style="list-style-type: none"> * Player gets 5 bonus pts for reaching the 1st level. * All players get pts equal to their level at the end of a round. * Play to an agreed total, first to reach wins.
4168	Pacal	Gunter Burkhardt	Hand Management	2		R	Sequence 1 to 50	<ul style="list-style-type: none"> * Each player build a pyramid with 10 face-down cards. * Deal remaining 30 cards to each player 	<ul style="list-style-type: none"> * Player chooses 2 cards and place on the table. Opponent takes 1 card, then player takes 1 card. * Each player places his card on the pyramid. Order must be top to bottom, left to right. * Player can place a card to cover existing card once. 	<ul style="list-style-type: none"> A player completes his pyramid. If player cannot place a card, he lose. If both complete together, larger difference between highest and lowest card wins 	
4236	Lamarckian poker	James Ernest, David Howell	Auction/ Bidding, Set Collection, Simultaneous Action Selection	2	6	R	* colour 0,2,4,6 x 2-10,J,Q,K,A	<ul style="list-style-type: none"> * Deal 4 cards from the draw pile. 	<ul style="list-style-type: none"> * Reveal 4 cards from the drawpile to form the pool. * Each player selects 1 card and put face-down, reveal together. * These bid cards are called sparks. a spark is executed from highest to lowest card (a-2), highest to lowest suit (spade,heart,diamond,club). * The player who threw the spark takes all cards either of the same rank or suit as the spark. Lastly, the spark is placed into the pool. * After all Sparks are executed, all cards in the pool are discarded. A new pool of 4 cards are revealed. * Once the last Pool is discarded, players make their best poker hand. 	<ul style="list-style-type: none"> * Player with highest poker hand wins. 	

4241	Voltage	Brian Yu	Hand Management, Pattern Building	2		D	<ul style="list-style-type: none"> * poker 1-4 x dice value 1,2,3 x 4 copies * joker 1-4 (terminal tokens) * colour 10 x value 1-4 (blown fuse cards) * colour 11 x value 1-4 (swap cards) * red,blue x 4 chips (score marker) 	<ul style="list-style-type: none"> * Place the terminal tokens on the table (+--+). Vertical is +, horizontal is -. * Deal 4 cards to each player. 	<ul style="list-style-type: none"> * A player can either 1) Place a card on their side or opponent's side, then draw a card. 2) Play 2 cards on 2 different terminals, at either side. 3) Draw 2 cards. * When total 5 cards are played on a terminal, players add up the cards on their side. If terminal is +, highest total wins. If -, lowest wins. If tie, the player who played the 5th card loses. Winner gets a score marker. * Bypass and Blown fuse cards (0 value) can be played on any terminal. Bypass is played on a card at opponent's side. That card is moved to your side, while Bypass remains at opponent's side. Blown fuse is played on a card at opponent's side. That card is discarded, while Blown fuse takes its place. * You may not have more than 6 cards at any time. You always have even number of cards at end of turn. * Cards with dice value 1 are transformer cards. When you draw this card, you must flip the polarity of a terminal. 	First player to get 4 score marker wins.	
4254	Parlay	Paul Sturgis, Jennifer Sturgis	Bluffing, Word Game	2	6	R	<ul style="list-style-type: none"> * letters 1 to 54 	<ul style="list-style-type: none"> * Deal 7 cards total to each player, with 2 cards face-up on the table. These face-up cards form the Community Cards. 	<ul style="list-style-type: none"> * Players take turns to discard and replaced up to 3 cards from their hand. Replace from the draw pile. * Players decide to fold or stay. If they fold, they score the best word they can make with the 7 cards. * For players who stay, they first compare their best poker hand. The winner doubles his word score. * Next, everyone adds bonus pts for word length. 5 pts for 5-letter, 15 pts for 6 letters, 30 pts for 7 letters. 	<ul style="list-style-type: none"> * Everyone who stayed totaled their points. 	<ul style="list-style-type: none"> * Player with most pts among those who stayed scores his total points. The rest do not score. * First player to reach 100 points wins.
4368	Pico 2	Doris Matthaus, Frank Nestel	Hand Management, Simultaneous Action Selection	2		R	<ul style="list-style-type: none"> * poker 4 x 4-13,16 (4:1 pips, 5-7: 2 pips, 8-13: 3 pips, 16: 4 pips) 	<ul style="list-style-type: none"> * Deal 5 cards to each player and place the last card face-up on the table. 	<ul style="list-style-type: none"> * A player chooses a card and place face-down. Reveal together. * Higher card wins and player sets that card aside to score the pips on it. The loser retains his card. However, if the higher card is more than twice the lower card, it is the lower card that is scored. 	<ul style="list-style-type: none"> * A player is left with 1 card. 	<ul style="list-style-type: none"> * Players total their pips in their score pile. * Players exchange their hands and play 1 more time. * Player with highest score wins.
4544	Tile Chess	Jason Wittman	Grid Movement	2	6	R	<ul style="list-style-type: none"> * poker 1-6 x 2-9,J,Q,K,1,1,0,0 (2-9=pawn, J=knight, Q=queen, K=king, 1=Rook, 0=Bishop) 	<ul style="list-style-type: none"> * Players get a set of chess pieces. Use 8/6/4 pawns for 2/3/4+ players. * Players take turns to place their pieces on the table until all pieces have been placed. Each tile placed must contact an existing tile, either at the sides or corners. * The King must be placed the last. It cannot be placed in check or next to another King. 	<ul style="list-style-type: none"> * Players take turns to move. * All pieces must end adjacent to another piece on a side or corner. Pieces can move over unoccupied space. Pieces end their moves either by taking an unoccupied space or taking a piece of another colour. * Pieces can move through other pieces of their own colour. * Pawns can move orthogonally, and capture diagonally. * A player may skip his turn on if his King cannot escape from check, he has no legal moves, or any move he makes will put his king in check. * When a king is captured, the capturing player takes control of the rest of the pieces. * Kings can capture a trapped King. * Checks must be announced before capturing Kings. 	<ul style="list-style-type: none"> * One player is left, or a sequence of moves is repeated 3 times, or all players agree to end the game. 	<ul style="list-style-type: none"> * If it is a stalemate, players score as below to determine a winner. Queen: 12 pts Rook: 5 pts Bishop: 3 pts Knight: 3 pts Pawn: 1 pt

4547	Volltreffer	Gunter Burkhardt	Trick-taking	3	5	S	<ul style="list-style-type: none"> * colour 0,2,4,6,8 x 1-10 (common cards) * colour 10,11 x 0-9 (form scoring track 1-80) * colour 0,2,4,6,8 x 1 meeple * joker 1,2,4,6 (price cards, 6=0) 	<ul style="list-style-type: none"> * Place the prices cards in sequence. * Players place their meeples on the scoring track. 25/30 for 3-4/5 players. * Reveal top card and half placed under the deck. This is the trump suit for the round. 	<ul style="list-style-type: none"> * There are 3 phases in the game Buying phase <ul style="list-style-type: none"> * 4 cards are revealed from draw pile and placed next to the price cards. The highest card goes to the most expensive price card, and so on. * A player takes a card and deducts from his score track. Reveal another card and re-order the 4 cards. Then the next player buys a card. Continue until everyone has 8 cards. Meld phase <ul style="list-style-type: none"> * Players may meld cards to score points. 3/4/5 cards of same rank scores 5/10/25 pts. Cards in all 5 suits=5pts. Smallest sum scores 5 pts and becomes the start player for Trick-taking phase. Smallest sum must meld. Trick-taking phase <ul style="list-style-type: none"> * Play a normal trick-taking game. A trick scores 5 pts. 	<ul style="list-style-type: none"> * After a round of 3 phases, a player has 61-70 pts. He wins. If several players in this range, player closest to 66 wins. 	
4581	22 Pommes	Juan Carlos Perez Pulido	Point to Point Movement, Set Collection	2		R	<ul style="list-style-type: none"> * poker 1,3 x dice value 1,1,1,2,2,3,3,3,5,5,5,5 (apples) * joker (apple picker) 	<ul style="list-style-type: none"> * Place the 25 cards randomly to form a 5x5 square. 	<ul style="list-style-type: none"> * Each turn, a player must <ol style="list-style-type: none"> 1) Select and keep a token in the row or column in which the picker stands. Keep the captured tokens face-up in red and green groups. 2) Move the picker to the spot where the token was taken. 	<ul style="list-style-type: none"> * A player collects exactly 11 green and 11 red apples. He wins 2 pts. * OR, a player has more than 11 green or 11 red apples. He loses. Opponent wins 1 pt. * OR, a picker moves to a location that has no tokens in its row or column. The player who collected the most apples with going over 11 for each colour wins. 	<ul style="list-style-type: none"> * Play to an agreed score. First to reach wins.
4598	Pisa	Gunter Burkhardt	Trick-taking	3	5	R	<ul style="list-style-type: none"> * poker 1-4 x 0-13 	<ul style="list-style-type: none"> * Deal all cards to the players. 	<ul style="list-style-type: none"> * There are 2 phases. Bidding phase: <ul style="list-style-type: none"> * This phase decides the primary and secondary trump, goal of the hand (most or least tricks win) and order of cards (high or low wins). * Players bid 1 to 3 cards face-down on each portion of the Tower (base, middle, top), corresponding to the 3 items above. Reveal together. Highest score determines the result of each portion. All the bid cards are set aside face-up. * Each player totals up the sum of their bid cards. The player with fewest points get N pts (N=number of players), and so on. The most points get 1 pt. * Each player discards 3 cards from their bid cards and put the rest into hand. Then play a trick-taking game. 	<ul style="list-style-type: none"> * All cards are played. 	<ul style="list-style-type: none"> * Player who achieves the goal gets N points, and so on until the last player who gets 1 pt. * Play as many rounds as number of players. * Highest score wins.

4666	King's Blood	Tadaaki Kawahito, Hitoshi Yashuda	Card Drafting, Hand Management, Set Collection	1	6	R	* colour 0-7 x 1-9 (4 colour, dark suit is male, light suit is female, 1s are skip, 2s are reverse, 3 are draw 3)	* Deal 7 cards to each player from the draw pile. * An active card is a card with an empty space on either side of it, and no cards on top of it. A card cannot be placed between 2 existing cards such that it is touching both.	* A player either 1) Play a card next to an Active card with matching colour or number. If same colour and opposite gender, a Marriage is arranged. Reveal a card as the child, put it overlapping the 2 parents. If you have 1 or more cards of same number as child in your hand, you can play them to the right or left of the child (siblings). 2) Draw a card. * The abilities affect the next player. You can avoid a Draw 3 by playing another ability card (no marriages are arranged in this case). The played ability will occur first before the Draw 3.	* Player who runs out of cards first wins.	
4690	Riffifi	Stefan Dorra	Simultaneous Action Selection	3	5	D	* colour 0,2,4,6,8 x value 1-8 * 5 colour x 10 chips OR colour 1,3,5,7,9 x value 1-10	* Deal all cards to players. If 3 players, remove any 4 x 1s.	* No need to follow leading colour. If play a card of same colour and lower than other similar colour card, higher card is face-down and corresponding player keeps in own pile. * If a player still has his card face-up in front of him after 1 full round, he takes a number of chip equal to number on card and colour of the card. Then turn the card face-down, and play a card face-up. If not, he just plays a card face-up. * Player is allowed to play a card face-down without showing to other players. * If the chip stockpile is depleted, player steals from another player with most chips of that colour.	All cards have been played.	Player with most chips wins.
4717	Floriado	Corne van Moorsel	Set Collection	2		D	* colour 0-4 x 1-8 * 2 colour x 1 chip with marking to show direction (pawns)	* Randomly place the cards in a 5x8 grid. * Each player take turns to place his pawn on any card. He collects the card and place it in front of him.	* Each player can move his pawn left, right or straight ahead to any card. If the player already has card of that colour, the card being moved to must have value less than the value of the last card of that colour picked. He picks up the card landed on and puts in front of him.	Game ends when neither player can pick any flower. If one player cannot make a move, his opponent continues until he cannot make a move.	No. cards: score 1: 1 2: 3 3: 6 4: 10 5: 15 6: 21 7: 28 8: 36 Player with highest score wins.
4803	Stream	Yoshihisa Itsubaki	Paper-and-Pencil, Pattern Building	1	99	R	* sequence 1-30 * colour 10 x value 1-9 (11-19) * joker (wild)	* Each player gets a paper with 20 spaces to be filled.	* Reveal a tile, and each player writes the number in any space.	* 20 tiles are drawn.	* Each ascending stream of numbers (same numbers do not break a stream) scores pts equal to the no. of numbers in the stream. * Highest score wins.
4816	Letter Head	Kristan Lawson, Herbert R. Lawson		1	9	R	* letters 1 to 124 (near 5x26)	http://www.atlas-games.com/pdf_storage/lh_rulebook.pdf			
4819	Tin Soldiers	Al Newman	Hand Management, Partnerships, Trick-taking	3	5	R	* colour 0,2,4,6 x 0-9,K (K=flag, 0/9=0 cans, 1/2=1 can, 3/4=2 cans, 5/6=3 cans, 7/8=4 cans) * colour 10 x 1-5 (catsup cannon) * colour 11 x 1 (Trump placeholder) * joker 1-5 (cabinet card, 0,5,15,30 at each side)	* The rules is for 4 players. Each player gets a cabinet card. Deal 9 cards to each player. Deal another 3 cards underneath each player * colour 11 x 1 (Trump placeholder) * Last card remaining is the trump suit. Player with the Trump placeholder gets exchange it for this last card. * Each player swap 3 cards with their partners.	* Players play a trick-taking game. Each card scores the number of cans on it. * Flags have no cans. At the end of the round, the team gets 1/5/10/20 pts for 1/2/3/4 flags. * Cannon card allows player to eliminate a card played during the trick. * A player may choose to play a card from the cabinet stack instead. If he wins the trick, the cabinet card is rotated to the next scoring indicator. He scores 5,15 and 30 pts for the next 3 tricks. * If a player wins a trick with a 3, he can peek at the top card of the cabinet stack of an opponent.	* A player has no more cards left in hand.	* Players score the number of cans in their captured tricks. * Cards left in the cabinet score double pts. * Team with highest score wins.

4908	Mate	G. Capellen	Trick-taking	2		R	<ul style="list-style-type: none"> * colour 0,2,4,6 x 3,4,7,10,11 (knight, bishop, rook, queen, king) 	<ul style="list-style-type: none"> * Deal 10 cards to each player. * Suits are ranks high to low from blue, green, yellow and red. 	<ul style="list-style-type: none"> * Dealer leads a card. Opponent must follow suit, if not then follow rank. * Player who played the highest rank (same colour) or highest suit (same rank) wins the trick and lead the next. Cards are played face-up in front of each player. 	<ul style="list-style-type: none"> * If the second player cannot play, he loses the round. Winner gets pts equal to the card value multiplied by the final trick number (eg. Played 7 at 4th trick. He gets 28 pts). 	<ul style="list-style-type: none"> * Play 3 rounds. Highest score wins.
4939	Das Grosse und das kleine A	Wolfgang Kramer	Climbing Games	3	9	R	<ul style="list-style-type: none"> * poker 1-4 x 1-13 x 2 copies (common cards) * colour 10, 11 x K (black K=Big A, grey K=small a) * joker 1-4 	<ul style="list-style-type: none"> * Pull out both A cards. Deal all the cards to the players. * Player left of dealer starts. 	<ul style="list-style-type: none"> * A player may lead with any number of same value cards. Next player must play same number of cards of higher value or pass. Player who played the last set of cards take the cards and lead the next trick. * A joker played alone is worth 14 pts and always wins a trick. Jokers may be used as an extra card of a rank. A joker remaining in hand at end of round is worth 14 pts. * Winner of first trick takes the little a into hand. Winner of second trick takes the big A. At end of round, little a is worth 15 pts, big A is worth 20 pts. * Only way to get rid of a A card is to lead as first card of a trick. This trick is special. The A card has value 0. Joker has value 1. Every player plays once, no-one may pass (unless he only has the other A card). Whoever played the highest card takes the trick. * You may not play a A card immediately after picking it. Little a trick: Player who wins the trick takes all cards and place in separate pile with little a card face-up on top. The cards will be worth pts. Joker is worth 1 and little a card 0 pts. Big A trick: Takes all cards including big A into hand. 	<ul style="list-style-type: none"> * A player plays his last card. 	<ul style="list-style-type: none"> * Players score pts remaining in their hand. Cards count face value. Joker=14pts, big A=20pts. Cards under little a score face-value. * Play 5 rounds. Player with least pts wins.
4940	Margin for error	Dean Seiji	Partnerships, Trick-taking	4		R	<ul style="list-style-type: none"> * poker suit 1-4 x 1-14 * 2 joker (hearts, spades) (1 low goal and 1 high goal) 	<ul style="list-style-type: none"> * Deal all cards evenly. * Each player is partnered with player sitting opposite him. * Dealer can choose to be captain. If not, option passes in clockwise direction. If all pass, dealer is captain. * Captain chooses point suit for the round. Each card of point suit is worth 1 point card at end of round, regardless of its number value. * Captain decides whether to take low goal card (objective to win point cards with total <=4) or take high goal card (objective to win point cards with total >=10). Captain gives the goal card to his partner, who looks and keeps it face-down. * Captain passes 3 cards face-down to his partner. Partner looks at these cards, and chooses 3 different cards from his hand face-down back to Captain. The player left of Captain does the same, but only exchanging 2 cards. 	<ul style="list-style-type: none"> * Player with green 1 starts first trick by putting green 1. * Players must follow suit if possible. If no cards of the suit led, he can discard any card. * There are no trump cards. * Player who played highest card of the suit led wins the trick and starts the next trick. The cards won are put face-down in front of the winner, into 2 piles (point cards and non-point cards). * Once any card of the point suit is played, the point is considered broken. From then on, players can lead a trick with a card of point suit. * When (1) at least half of the tricks have been played OR (2) either partnership has taken at least 5 point cards, whichever comes first, the Captain's opponents can see the goal card. There are total 14 tricks to be played. 	<ul style="list-style-type: none"> * Round ends after all cards have been played. * Players take turns clockwise to be the dealer. 	<ul style="list-style-type: none"> If Captain chose the low goal, the Captain team wins if they have <=4 point cards. If they took 5 point cards, it is a draw. If high goal, then they win if they have >=10 point cards. If they took 9 point cards, it is a draw. * If Captain's team wins, they get 15 points. If opponents win, they get 10 points. If draw, no points for both teams. * Bonus 10 points for Captain's team if they get 0 and 14 point cards for low and high goal respectively.

5009	Colorpop	Lionel Borg	Abstract Strategy	1	5	D	<ul style="list-style-type: none"> * colour 0,2,4,6,10 x 19 chips * colour 10 x 5 chips (joker) * colour 0,2,4,6,10 x value 1 (secret colour token) 	<ul style="list-style-type: none"> * Place the chips to form a 10x10 grid. Assign 1 edge as the bottom. * Deal the secret colour tokens to each player. 	<ul style="list-style-type: none"> * Players take turns to remove 2 or more chips that are connected orthogonally and of the same colour. Black chips are wild. * Slide the remaining chips downwards to the bottom. If there are gaps between columns of chips, close the gap. 	<ul style="list-style-type: none"> * No legal moves can be made. 	<ul style="list-style-type: none"> * The player scores 19 minus the remaining chips of that colour at the end of the game. * Highest score wins.
5039	North Pole	Christopher Rama Rao	Card Drafting, Hand Management, Modular Board, Point to Point Movement, Set Collection, Tile Placement	2	6	S	<ul style="list-style-type: none"> * poker 1-4 x dice value 1-6 x 4 copies (include a K for poker 1-3, they are Blizzard cards) * 6 meeples (pawn) * 6 colour x 1 chip (marker) * colour 10 x value 7 (base camp) * colour 11 x value 0 (north pole) 	<ul style="list-style-type: none"> * Put 32 cards face-down to form a 4x8 grid. Replace the bottom-left and top-right with base camp and north pole. * Deal 5 cards to each player. Reveal 5 cards face-up in a row next to the draw pile. 	<ul style="list-style-type: none"> * A player may do any of below a number of times 1) Play 1 or more cards matching the colour of the adjacent (orthogonal or diagonal) location you are moving to, with total value more than (waddle, turn ends immediately) or equal to (snow shoe) the location number. 2) Play 3 cards of same number and move to any adjacent location face-up or face-down (sled). 3) Play 3 cards of same number and colour, and move 2 spaces face-up or face-down (dog sled). * After a movement, turn over all orthogonal adjacent cards, including the location moved to. If any of the cards is a Blizzard card, you may destroy a card, except the base camp/north pole, locations with penguin or face-up blizzard card. * At any time during your turn, you may also play a Blizzard card face-up to any hole on the board. * After playing cards and movement, draw 2 from the draw pile or from the face-up store goods (which are replenished). * Player leave their marker once they reach the north pole. 	<ul style="list-style-type: none"> * A player who reaches the north pole and back to the base camp wins. 	
5046	Cafe International	Rudi Hoffman, Roland Siegers	Hand Management	2	5	R	<ul style="list-style-type: none"> * colour 0-11 x dice value 1,1,2,2,3,3,4,4 (odd – gentlemen, even – ladies from 12 countries) * colour 0-11 x dice value 6,6 (table cards from 12 countries) 	<ul style="list-style-type: none"> * The guest cards and table cards are shuffled separately. * Deal 7 guest cards to each player from draw pile. * 6 table cards are drawn to form a 3 x 2 region, with 1 card separation between the tables. 	<ul style="list-style-type: none"> * Each player may perform 1 of 3 actions 1) Place up to 3 guests from hand at the tables. 2) Draw 1 guest card from draw pile. Maximum hand is 12 cards. 3) Discard a guest card face down in front of him. It is worth -2 pts at end of game. * The guest placed must be next to a table of his country. Also, at any time, the lady-gentleman at a table is either 1-1, 1-2, 2-1, or 2-2. * For tables with only guests of their country, the points are doubled. Guests are scored separately, one by one. Tables are scored separately. 	<ul style="list-style-type: none"> * No table cards to fill to 6 tables, or last guest card is drawn, or a player has no guest cards and declares the game ends. 	<ul style="list-style-type: none"> * Each card left in hand and on the table face-down is worth -2 pts. * Player with most pts wins.
5061	Rack-0	uncredited	Set Collection	2	4	R	<ul style="list-style-type: none"> * sequence 1 to 60 * RD variant: using sequence 1 to 70 for 5 players, 1 to 80 for 6 players and so on. 	<ul style="list-style-type: none"> * Use 1-40/1-50/1-60 for 2/3/4 players. * Deal 10 cards to each player, placed back to front facing player (first card to last card dealt). * Reveal top card of draw pile to form discard pile. 	<ul style="list-style-type: none"> * Player must either 1) Take top card from discard pile to exchange with one of his cards. 2) Take top card of draw pile to exchange or discard. 	<ul style="list-style-type: none"> A player arranges rack in ascending order from front to back. For 2 players, at least 3 cards must be in consecutive sequence. 	<ul style="list-style-type: none"> Only for player who rack-0 (who gets 75pts), there is bonus pts for consecutive sequential cards. (3/50pt, 4/100pts, 5/200pts, >=6/400pts). The other players get 5 pts per card in order, starting with the front card. Once a card breaks the sequence, the subsequent cards do not count anymore.

5151	Dicht Dran	Reinhard Staube	Hand Management	3	5	R	* sequence 1 to 100	* Take out the 1 and 100. Reveal 4 more cards . Place all 6 cards randomly in a circle face-up. * Push the card left of 1 towards the center. This is the target card for this round.	* Players play a card face-down and reveal together. * Player with number closest to the target card gets the target card. Replace it with the winning card. * The range of numbers between 1 and the 3 rd number is the free area. Any played cards that fall into this range are removed from game. * For any played cards remaining, the player gets cards equal to the dice value (1/2=1 card, 3/4=2 cards, 5/6=3 cards) and put to hand. The played cards are removed from game. * The next card in clockwise direction gets pushed to the center.	* A player has no more cards at the end of a round. * OR the draw pile is depleted.	* Cards collected score their dice value, cards in hand score negative of their dice values. * Player with highest score wins.
5195	Crazy Creatures of Dr. Doom	Michael Schacht	Hand Management	2	4	R	* poker 1-4 x 1-6 (creature cards) * colour 0,2,4,6 x K (machine cards)	* Place the machine cards aligned vertically on the table. Vertical orientation indicates Plus, horizontal orientation indicates Minus. * Deal 12/12/10 cards to each player for 2/3/4 players. Place 8 cards face-down in a reserve pile and remove the rest from game.	* On each turn, each player plays a creature card next to a corresponding coloured machine. If he cannot, he passes his turn. * If the machine shows a Plus sign, creature cards with same number or higher may be played on top of any existing creature card. If Minus, then same number or lower. 1 and 6 are looping in that a 1 can be played on a 6, and vice versa, depending on the Plus or Minus sign. * If cards of the same number is played, the player may change the sign of any machine, or force any player to draw 1 card from the reserve deck. If no cards left in the reserve, the player must change the sign of a machine.	* When a player plays his last card and all other players take their last turn OR all players passed because they cannot play a card.	* Each creature card left in hand is worth 0/1/2/2/1/0 for numbers 1/2/3/4/5/6. * If a player has no creature cards left in hand, he subtracts 3 points from his score. If a player has < 3 points, he loses all penalty points. * Play number of rounds equal to number of players. * Player with least penalty points wins.
5247	Lexicon	Paul T. Haskell David Whiteleaw		1	4	R	* letters 1-108 * 2 x joker (wild)	* Deal 10 cards to each player except for 5 players (9 cards). * For 2-5 players, used 54 cards. * Remaining cards form draw pile. Reveal top card as discard pile.	* Player places 2-4 letters to form a word that connects to other words on the table. * If player is unable to play, he must discard 1 card and take from top of discard or draw pile. The turn ends. * Not allowed to use S or ES to form plurals unless the S or ES forms a new word at a new corner or joint. * Jokers remain the letter they are chosen throughout the game. * When a player plays his last card (goes out), every player gets penalty points for the remaining cards in his hand.	A player gets 100 penalty points.	Player with least penalty points wins.
5386	Ohio	Reina Knizia	Betting/ Wagering	2	5	R	* colour 0-4 x value 1-10 (number), K (Ohio)	Each player gets 1-10 and Ohio card	* Players play a lower number than previous. * When all but 1 player has passed, the player wins the trick and starts another. * Ohio cards are slightly less than the previously card.	A player plays his last card.	Value of captured cards minus value of cards in hand. Ohio are -10 pts.
5439	Tricky Bid	Hilko Drude	Auction/ Bidding, Trick-taking	2	4	R	* poker 1-5 x 0-15	* Use 3/4/5 colours and deal 16/12/16 for 2/3/4 players. * Reveal top card of draw pile to determine the trump colour.	* Players take turns to place a card face-up. * Starting player (dealer) then begins a trick. Players must follow suit. Winner takes his own ante card and all other ante cards of the same colour. The other ante cards and trick cards are discarded. * Winner can decide to change the trump by revealing top card of draw pile. * Player left of the previous starting player leads the next ante and trick.	* All cards are played.	* Players score the sum of numbers on their ante cards won. * Play as many rounds as players. Player left of dealer deals the next round. * Player with highest score wins.

5498	Eggs of Ostrich	Shinpei Sato	Hand Management, Simultaneous Action Selection	3		D	<ul style="list-style-type: none"> * colour 0,4,6 x value 2,3,5,7 (bag cards) * colour 1,3,5,7 x value 2,3,5,7,K (claim cards, K=skip) * poker 6 x 4,5,5,6,7,8,9,9,10 (egg cards) * colour 2 x 1-3 (amber egg cards) * colour 2 x 3 chips (amber) * colour 0,4 x 25 chips (50 eggs) 	<ul style="list-style-type: none"> * Remove 2 egg cards at random before forming a draw pile. * Each player chooses a colour and take the corresponding bag and claim cards. Place the bag cards face-up in front of player. Claim cards go to hand. 	<ul style="list-style-type: none"> * Reveal an egg card. * Players play a claim card face-down and reveal together. * All players who revealed a card share the eggs and put the number of eggs into their bag with same number as their played card. Player who played Skip does not get any eggs. If all play Skip, nobody gets eggs. The cards played remain face-up until the next round where they return to hand. * If the number of eggs exceed the number on the bag, the bag breaks. All eggs are returned and the corresponding claim card is put face-down on the bag card. Both cannot be used again. * If an amber egg is revealed and only 1 player played a Skip, he gets an amber. If not, nobody gets the amber. * If a player has all his bags broken, he is out of the game. 	<ul style="list-style-type: none"> * All 5 cards in hand are played. 	<ul style="list-style-type: none"> * If bag is full, it is worth its number. * if bag is not filled but not full, it is worth half the number of eggs in it, rounded down. * An amber is 4 pts. * Play 10 rounds. Highest score wins.
5550	Willi	Gunter Burkhardt	Trick-taking	3	4	R	<ul style="list-style-type: none"> * 4 colours x 1-9 (common cards) * 8 colours x 1-3 (point cards) 	<ul style="list-style-type: none"> * Place the point cards into 3 decks: 1,2,3. * Deal the common cards evenly to each player. * Each player chooses 1 card and return it face-down back to the box. 	<ul style="list-style-type: none"> * Trick-taking phase begins. Players must follow the colour of the led card. He may also play a card that matches the number of the led card. If the above cannot be fulfilled, player can play any card. * The player who last played the lowest card wins the trick regardless of colour. * A player can call "Meinz". If he does, he wins the trick regardless of the cards played. The first player gets the only chance after 1 card is played. The 2nd player and then 1st player gets their chance after the 2nd card is played. Subsequently, 3rd, 1st and 2nd player gets their chance. No chances after the 4th card is played. * A player who won a trick can exchange 1 card in his card with 1 card of same colour from the trick. He shows this to everyone, then puts the trick face-down in front of him. * Winner of the trick starts the next trick. * If a player has taken 2 tricks, he cannot take anymore tricks or call "Meinz". If he would win because he played the lowest card, the second lowest card wins instead. * If there are 3 players, the 4th hand is a dummy player who holds 9 cards. He plays the topmost card of his stack. 	<ul style="list-style-type: none"> * Round ends when every player has taken 2 tricks. * Player left of start player begins new round. 	<ul style="list-style-type: none"> * Each player sums the values of numbers on their cards. * The players with highest to lowest sum gets a 3/1/nothing/2 point card. * Play 8 rounds. Player who has the most points in the form of point cards wins. * If there is a dummy player, add 12 to its sum of values of numbers.
5589	Insidious Sevens	Alex Weldon	Trick-taking	2	5	R	<ul style="list-style-type: none"> * colour 0,2,4,6,8 x value 0-7 (common cards) * joker 1-5 (trump indicator cards) 	<ul style="list-style-type: none"> * The suit ranks high to low from purple to red. Number value takes precedence (eg. green 4 is larger than purple 3). * Take sheet, mark a column for each player with rows 0, 1<=>, 2=>, 3<=>, 2=>, 1<=>, 0. * Deal 7 cards to each player. 	<ul style="list-style-type: none"> * Each round has 4 phases. 1) Passing <ul style="list-style-type: none"> * In the 2/6/3/5/4 round, pass 1/1/2/2/3 cards to their left/left/right/right/left face-down simultaneously. 2) Bidding <ul style="list-style-type: none"> * Put a card face-down and reveal together. This is the number of tricks the player will attempt to win. Highest bidding card will have its colour as the trump colour. Place the trump indicator in the middle as reminder. Winner leads the first trick. The bid cards are put back to hand. 3) Playing <ul style="list-style-type: none"> * Players must follow suit or number of lead card. 	<ul style="list-style-type: none"> * All 7 cards are played. 	<ul style="list-style-type: none"> 4) Scoring <ul style="list-style-type: none"> * Players who get what they bid gets 2 pts plus the number they bid. * Players who did not get what they bid lose 1 pt for every trick too few or too many. * Play 7 rounds, highest score wins.

5631	Play Nine	Ceil Anderson, Kathy Assell	Hand Management, Set Collection	2	6	R	<ul style="list-style-type: none"> * 8 colours x value 0-12 (common, K as 0) * 4 x jokers (hole-in-one with value -5) 	<ul style="list-style-type: none"> * Deal 8 cards face down to each player, who then places them in 4x2 grid face-down in front of them individually. * Each player reveals any 2 cards * Reveal a card from the draw pile as the discard pile 	<ul style="list-style-type: none"> A player can 1) Draw a card from top of discard pile and use it to replace any card in his grid and place it face-up, then discard the original card. 2) Draw a card from draw pile and (a) use it to replace any card in his grid and place it face-up, discarding the original card. OR (b) discard this card and reveal a card face-up in his grid. * If the player has one last card remaining facing down, he can choose to draw from draw pile, discard that card and does not need to reveal a card face-up in his grid. 	<ul style="list-style-type: none"> A player reveals his last card face up in his grid. All other players get a last turn. 	<ul style="list-style-type: none"> * Total points in the grid. * Same numbers (except for hole-in-ones) in a column scores 0. Hole-in-ones in same column score their face values (ie. -10 total). * For common cards, 2/3/4 columns with same numbers score -10/-15/-20 bonus points. * For hole-in-ones, 2 columns with hole-in-ones score -10 bonus points. * Play 9 rounds, player with lowest score wins. For ties, play sudden death playoff.
5676	Bugs	Keith Meyers	Climbing Games	3	6	R	<ul style="list-style-type: none"> * colour 0 x value 1-9 * colour 1 x value 1-8 * colour 2 x value 1-7 * colour 3 x value 1-6 * colour 4 x value 1-5 * colour 5 x value 1-4 * colour 6 x value 1-3 * colour 7 x value 1-2 * colour 8 x value 1 (rank and copies add up to 10) * joker 1-2 (Outbreak - Wild) * colour 10 x value 1-3 (Net – Skip my turn) * colour 11 x value 1-3 (Repellent – Reverse) * colour 9 x 1 (Exterminator – Reset) 	<ul style="list-style-type: none"> * Deal all cards to all players. Some players may have more cards. * Each rank represents a bug. 	<ul style="list-style-type: none"> * The starting player leads with 1 or more cards of the same bug (rank), and announce the total. If he has all the cards of a bug (can include outbreak cards), he can choose to discard them to discard pile. * The next player can choose any of below 1) Add to the swarm by adding a card of similar rank. 2) Play a new swarm with total larger than the current swarm. 3) Play an action card. Exterminator resets the current swarm to 0. Played actions cards go into a discard pile separate from the swarm. 4) If you cannot do any of the above, pick up the swarm and add to hand. You lead the next round. If the swarm picked up has only 1 bug, you cannot lead with the same bug unless the swarm is larger than when you picked it up. 	<ul style="list-style-type: none"> * A player played all his cards. * Player with most points deals and leads the next round. If tied, player with the most low numbered cards deals and leads. 	<ul style="list-style-type: none"> * 1 pt for each card left in hand. * After 6 rounds, player with fewest pts wins.
5730	Ruckus	Dan Levy	Set Collection	2	5	R	<ul style="list-style-type: none"> * colour 0-5 x value 1-12 (colour card) 	<ul style="list-style-type: none"> * Deal 7 cards to each player. 	<ul style="list-style-type: none"> * Player puts any 2 or more cards of same colour face-up in front of him. They cannot be kept or broken up for any reason. * To steal another player's set, you must have a single card of the colour. Place it face up on top of another player's set and steal it. * Players steal at will without taking turns. * When there is no action, deal 1 card to each player face down. All players see their card at the same time. * With the new card, build on existing sets with single or multiple cards of same colour, or create new sets. 	<ul style="list-style-type: none"> When a player has only 1 card left. He goes out by putting down his card face down as discard, part of his set or steal, and then shouting "Ruckus". 	<ul style="list-style-type: none"> 1 point/card in their sets, -1point/card in their hand. 5 points for going out. Lowest possible score is 0.
5825	Pico	Doris Matthaus, Frank Nestel	Hand Management, Simultaneous Action Selection	2	3	R	<ul style="list-style-type: none"> 2-10, 13, 16 	<ul style="list-style-type: none"> * Deal all cards, discard the remaining card face-up * For 3 players, 2 sets of cards needed (minus 2x2, 1x3) 	<ul style="list-style-type: none"> * Players each simultaneously reveal a card * Highest number wins unless it is more than twice of the other number (2 players), or sum of the other 2 numbers (3 players). * If tie, both win. * Losing card goes back to hand, winning card is placed face up in front of player. 	<ul style="list-style-type: none"> A player has 1 card left. Swop hands for the next round. 	<ul style="list-style-type: none"> Total value of cards won.

5828	Earthquake	Mike Elliott		2	4	R	<ul style="list-style-type: none"> * 0,2,4,6,8 colour x value 1-12 (common) * colour 10 x value 1,2 (clone) * colour 10 x value 3,4 (Earthquake) * colour 10 x value 5,6 (Opportunity) * colour 10 x value 7,8 (Prosper) * colour 10 x value 9,10 (Time Warp) 	<ul style="list-style-type: none"> * Deal 7 cards to each player from the draw pile. 	<ul style="list-style-type: none"> * Discard any cards played in previously round in front of you into the discard pile. * Play your first meld or special card, and score. A meld is ≥ 1 cards of the same colour. * Play your second meld or special card, and score. * Replenish your hand back to 7 cards from draw pile. * Play then passes clockwise. <p>Special cards:</p> <ul style="list-style-type: none"> * Earthquake – Remove all cards * Opportunity - Draw 4 cards. If player ends with > 7 cards in hand at end of turn, he keeps his cards and does not draw. * Prosper - Score 5 points * Time Warp - Play as many melds as you like 	<p>A player ends his turn with 100 points or more</p>	<ul style="list-style-type: none"> * Scoring per meld is by multiplying number of cards in the meld by total number of cards of that suit on the whole table. * First person to reach ≥ 100 points wins.
5950	Black Monday	Sid Jackson	Commodity Speculation	2	6	D	<ul style="list-style-type: none"> * poker suit 1-4 x 1-13 (shares) * 1 x joker (market closed card) * red, yellow, green x 25 chips (\$1) * blue, violet x 25 chips (\$5) * black x 25 chips (\$10) 	<ul style="list-style-type: none"> * Reveal cards so as to determine the first card with value 1-10 for every suit. This is the rate. All other cards are discarded. * Deal 8 cards to each player, with the remaining as draw pile. * Each player gets 20000 as starting capital. 	<ul style="list-style-type: none"> * A player can 1) Deal shares and/or change rate 2) swap cards Then he refills hand to 8 cards. * To buy share, pay the current share cost times number of shares and place the card in front of player. Max 2 cards to buy shares per turn. Cannot own > 12 shares of one type. Value of the card in hand indicates the number of shares, value of card at the rate board indicates the cost of share. * To sell share, discard the corresponding card in front of him, and get the amount by similar calculation from bank. * To change the rate, place it onto the existing card. Max change is bounded by Rate Board. Up to 2 cards can be played. * Max increase for red/blue/green/yellow is 3/4/5/6, max decrease is 2/3/4/5. * Cards will value 11,12,13 can set the rate to 0. When played, all shares in front of players or at the rate board are discarded. When rate is 0 (ie no cards at Rate board), no shares of this type can be bought. A new rate can be set by any player during his turn. * To swap cards, discard 1-4, then draw same number of cards. * Once draw pile depleted for first time, take all cards from Rate board except the top-most cards, adds Market closed card in the pile, shuffles and creates a new draw pile. 	<p>When a player draws the market closed card. All players must now sell their face-up cards in front of them at current market value.</p>	<p>Player with most money wins.</p>

5970	Foil	Frederick A. Herschler		2	4	R	* letters 1-156 (actually 2 x 108)	* Deal 10 cards to each player from draw pile. * Reveal top card of draw pile as discard pile.	* Player must either 1) draw 1 card from draw pile 2) draw consecutive cards from discard pile * Then he discards 1 card. * A player can go out by using all his cards to form words. The words must include at least 1 with 5/6/7 or more letters for round 1/2/3. Also, words must contain minimum of 4 letters. Plurals (ending with s) may be used if the word (including the s) uses 6 or more letters. Violation of these rules gets -10 points. * He may go out at any time during his turn. If before draw, he cannot discard. If after draw, discard is optional. * If player does not have word of required size before going out, he gets -15 points. * After going out, all players may rearrange their cards to use as many cards to form words. The player who goes out may also do so, but must retain at least 1 word of required size. * Then every player scrambles the letters in their words formed and reveal the scrambled words to other players. Any remaining used cards score -1 point each. * Each player then writes down his own words (can be more than 1 word per set of cards) under his name, then attempts to unscramble other players' words in a fixed time (5 min). * 5 points score for unscrambling a word different from the player's word. -10 points if the unscrambled word violates any rules.	* 3 rounds are played.	* Players total their score for 3 rounds. Highest wins. Word formation * Bonus letter: 5 (J,K,Q,X,Z) * Other letter: 2 * Violation: -20 Unscrambling * Each letter: 1 * Violation: -10 * No solve own: -20 Bonus * Knock (0 unused): 15 * Others (0 unused): 10 * 4 or more words: 5 * 1 word, all cards: 10 * Unsolved words: 10
5976	Munchhausen	Thomas Schneider Axmann	Bluffing	3	8	R	* colour 0-7 x 1-8 (common cards)	* Each player takes a set of 8 cards of same colour. With 6+ players, remove 1/2 value cards from game.	* The active player is a Baron. Other players bid to play a card face-down on Baron's mat. If the bid is equal, the Baron gets to choose which player wins the bid. * If Baron believes the card played face-down is indeed the card bid, he does nothing and the next player takes his turn. * If Baron does not believe, he turns the card over. If it does not correspond to the bid, the player must take back his played card. Baron may play 1 card face-down on his own mat. If it does correspond, Baron must pick up the card and put into hand. The winning bidder player gets to play 1 card face-down on his own mat.	* A player has no cards in hand.	* Players total their face-down cards, minus those left in their hand. Highest score wins.
6019	Fiasco	Reinhard Staube	Press Your Luck, Set Collection	2	5	R	* poker 1-5 x dice value 1,1,1,2,2,2,4,4,4,5,5,5,3,3,3,3 (commodity cards) * joker 1-6 (fiasco cards) * colour 10 x 1-2 (catastrophe cards)		* A player can either 1) Draw one or more cards. If you draw a Fiasco, show it to others and lose all cards in your hand to discard pile together with Fiasco card. If you draw a catastrophe card, show it to other players. They discard their hand to discard. Catastrophe card also goes to discard. 2) Score your hand for a certain commodity. The pts scored must be >=13 and is sum of numbers on the cards of the selected commodity multiplied by the total number of cards in hand. Discard the cards after scoring. Note down the score for the commodity. You can only score for a commodity if you have not scored for it before.	* A player has scored for all 5 commodities.	* The player who ends the game scores additional 20 pts. * The player who scores the most for each commodity scores additional 30 pts. If tie, both get 15 pts each. * Player with highest score wins.

6024	Head-to-Head Poker	Reina Knizia	Betting/ Wagering, Dice Rolling, Hand Management, Set Collection	2		S	* colour 0,2,4,6 x 1-10,J,Q,K (standard playing cards) * 12 chips * 1 die	* For the 1 st /2 nd /3 rd round, reveal 3/4/5 common cards in a row face-up between the players. Put a chip on each card. * Roll a die to determine what type of round is played. By default, players play cards on their side of the table. 1) Draw 1: Draw 1, play 1. 2) Split 2: Draw 2, play 1. Give the other card to opponent who plays it. 3) Hold 3: At the start of the round, deal 3 cards to each player. On each turn, play 1 then draw 1. 4) Play 4: At the start of the round, deal 4 cards to each player. On each turn, play 1. When no cards left in hand, deal new 4 cards. Players alternate playing first after receiving 4 new cards. 5) Share 5: At the start of the round, reveal 5 cards face-up. Choose 1, play 1. When no more cards left, reveal another 5. Players alternate going first after the 5 new cards are revealed. 6) Crazy: Roll the die another time until a number other than 6 appears. Players play a crazy version by playing on either side of the board.	* When there are 8 cards played plus the common card for a row, the row is complete. Player with highest five-card combination wins the chip on the common card.	* A round ends when all rows have been completed.	* Play 3 rounds. Player with most chips wins.
6115	Run Wild	Brad Carter	Hand Management, Set Collection	2	4	R	* colour 0,2,4,6,10 x 1-12 (common cards) * colour 10 x 1-9 (wild) * joker 1-3 (draw 3)	* Deal all cards evenly to all players to form their own draw pile. * Each player draws 8 card from their draw pile to form a hand.	* There are no turns. Players do any of 6 actions below 1) Play a set or run. 2) Play a wild card. 3) Draw a card. 4) Add a card to a set or run. 5) Take a card from a set or run, but only if the remaining cards form a complete set or run. 6) Play a draw 3 card. This is placed next to the draw pile. All other players must draw 3 cards from their draw pile. If this is the last card played, other players do not draw. * Set: 3 or more cards of same number, regardless of colour. * Run: 3 or more cards of same colour in numerical order.	* A player has no cards in hand.	* Each player scores 5/10/10 pts for common/wild/draw 3 cards. * Player to left of current dealer becomes new dealer. * Play 4 rounds. Player with lowest score wins. If tie, play another round.
6130	Instinct	Mike Elliott Bill Rose	Hand Management, Trick-taking	3	6	R	* colour 0,2,4,6,8 x 1-12 * 6 x jokers (trump)	* Deal 11 cards to each player.	Bid phase * Each player bids number of tricks he intends to capture this round. Minimum 0, maximum 11 tricks. Play phase * Deal starts the first trick. Players must follow suit. If no available cards of the suit led, player can play cards from other suits. * If a trump card is led, players do not have to follow suit and can play cards from other suits. * All trump cards share the same rank. Whoever played the last trump wins the trick. * Winner of trick places the cards won face-down in front of him, then starts the next trick.	* Every player runs out of cards.	If player gets exactly the tricks he bid, he gets 10 points. If he bids 0/1/4/5/6, he gets bonus points of 10/5/5/10/50. * First player to score >=100 points wins.

6219	Lobo 77	Thomas Pauli		2	8	D	<ul style="list-style-type: none"> * colour 9-11 x value 2-9 * Sequence 11, 22, 33, 44, 55, 66 * colour 0-8 x value 10 * colour 0-3 x value J (minus 10), Q (x2), K (reverse) * 4 x joker (0) * 24 chips 	<ul style="list-style-type: none"> * Deal 5 cards from draw pile and 3 chips to each player. 	<ul style="list-style-type: none"> * A player must play a card on the discard pile, announce the total, then draw a card. * If the total is a doublet, discard a chip. * If the card is x2, the total remain unchanged but the next player has to put down 2 cards. The next player may not put a x2 card as his first card. * If the total equals or exceeds 77, the player has to discard all chips. All cards are reshuffled, deal 5 cards to each player and new round is played. * A player is out of the game if he has no chips and has to lose 1 or more chip 	<ul style="list-style-type: none"> Only 1 player has chips. 	
6260	Royalty	Uncredited	Hand Management, Partnerships, Set Collection	1	6	R	<ul style="list-style-type: none"> * letters 1 to 104 * 1 joker 	<ul style="list-style-type: none"> * Deal 7 cards to each player from the draw pile. 	<ul style="list-style-type: none"> * Any player can form the first word using 3 or more letters. * Thereafter, each player may either <ol style="list-style-type: none"> 1) Meld 1 word with 1 or more letters. Score points equal to the letter values. 2) Capture another player's word on the table. He must add at least 1 letter to the word, which can be rearranged. Merely adding plurals, prefixes and suffices is not allowed. Put the captured word in front of the player. Score points equal to the letter values. Draw back to 7 cards. 3) Meld and capture. 4) Pass. 5) Trade. Return all cards to the draw pile, shuffle and draw 7 cards. * If the formed word remains in play after 1 round, keep them face down in a score pile. * At anytime after a word is formed, another player may Challenge the active player. If Challenger is correct, player gives all cards in play to Challenger and forfeits his turn. If challenger is incorrect, player scores the word and puts into score pile immediately. 	<ul style="list-style-type: none"> * When deck is exhausted, game continues until 1 player goes out or all players pass. Capture must be 1 or more letters. A player who passed remained passed for the rest of the game. * All other players pass their cards to the player who went out. Points on those cards are added to his score. Put the cards in her score pile. * If all players pass, points on unplayed cards are deducted from their score piles. Amount of cards are deducted from their score pile. 	<ul style="list-style-type: none"> * Score 1 pt per card in their score pile. * Highest score wins. * Double word scoring when <ol style="list-style-type: none"> 1) Melds in hearts/stars or clubs/diamonds and 4+ letters 2) Meld by first player of 3+ letters. If only hearts/stars or clubs/diamonds and 5+ letters: Quadruple value. 3) Captures with letters in hearts/stars or clubs/diamonds and 4+ letters 4) All 7 cards played 5) Meld of word "Royalty"
6315	Spy	Reina Knizia	Hand Management	2	4	D	<ul style="list-style-type: none"> * poker suit 1-6 x 3 copies of dice value 1-6 * 6 x jokers (symbols=poker suit) * colour 0-6 x K (continents=dice values) * 48 chips (spy markers) 	<ul style="list-style-type: none"> * Place the 12 goal cards (6 symbols, 6 continents) in 2 rows on the table. Place 1 spy marker on every card. Distribute the remaining markers evenly among the players. * Deal 3 cards to each player. 	<ul style="list-style-type: none"> * When a player has 3 cards in his hand, he must play 1 card in front of him as his display. * Player may play combinations of cards from hand or display, with the cards having the same symbol or continent. The symbol or continent corresponds to a particular goal card. * The number of cards played must be higher than the spies on that goal card. The difference between this two is the number of spies the player can place on that goal card. * Lastly, the player takes 1 card from draw pile. 	<ul style="list-style-type: none"> * Round ends when a player moves all spies out onto the goal cards. * Play as many rounds as there are players. 	<ul style="list-style-type: none"> * Each player scores negative points for the spies left in his stock when a player goes out.
6445	Fusion	Reinhard Staube	Pattern Recognition	2	4	R	<ul style="list-style-type: none"> * colour 0,2,4,6,8,10 x 1-13 * jokers 1-3 	<ul style="list-style-type: none"> * Deal the cards evenly to every player. * Each player draws top 3 cards of his own deck. * Place the 3 jokers in a row, leaving a space between. First joker is "=", second is "+1/-1" and third is "!=". 	<ul style="list-style-type: none"> * Players play cards next to the jokers to form a stack in real-time, and refill hand to 3 cards whenever they want. The rules are <ol style="list-style-type: none"> 1) "=": Card played must match the colour or letter in play. 2) "+1/-1": Number must be 1 higher or lower than card in play. 3) "!=": Card cannot match number, colour or letter in play. 	<ul style="list-style-type: none"> * First player to run out of cards wins. 	

6835	Sparta	Yannick Holtkamp	Abstract Strategy	2		D	<ul style="list-style-type: none"> * red, blue chips x 16 * orange, green chips x 16 	<ul style="list-style-type: none"> * Form a 10x10 board with cardbacks. * Use 8 red and blue chips as Warriors * Use 4 orange and green chips as Cities * Use 8 red+orange and blue+green chips as Heroes. * Put the warriors in the X and cities in the 1/2 below. Put the heroes outside of the board behind each fighter. <pre> ooooooooo xxxxxxxxx ooooooooo ooooooooo ooooooooo o1oo21oo2o o2oo12oo1o ooooooooo ooooooooo xxxxxxxxx ooooooooo </pre>	<ul style="list-style-type: none"> * A player must move 1 piece during his turn. 1) Warrior: Move 2 squares in any direction (orthogonal or diagonal). 2) Hero: Move 3 squares in any direction (orthogonal or diagonal). * Pieces must end on unoccupied squares or cities, and must not be the same square it started from. * When a warrior moved into his own city, he becomes a hero. Swop this with a hero outside of the board. * When a warrior moved into opponent's city, swop the city tile of his own city tile. He does not turn into a hero. * One or more pieces are captured if they are trapped between pieces of opponent along a orthogonal or diagonal row without any vacant space in between. 	<ul style="list-style-type: none"> * All cities are owned by a player (he wins), OR 1 player has only 1 piece left on the board (opponent wins), OR both players have 1 or 2 pieces left on the board (player with more cities wins).
6941	SiegeStones	Patrick Matthews	Abstract Strategy	2	4	D	<ul style="list-style-type: none"> * red, orange, green, blue x 20 chips (stones) * black x 9 chips (towers) 	<ul style="list-style-type: none"> * Each player gets stones of the same colour. * Form a hexagonal board, with 4 spaces at each side. * For 2p, use 8 towers. 	<ul style="list-style-type: none"> * A player can either place a stone or a tower on the board. * Each stone starts with threat rating of 6. Each tower next to it decreases its threat rating by 1. * Each tower is controlled by whichever colour has the highest total threat rating of at least 5pts next to it. Place a stone on top to indicate ownership. 	<ul style="list-style-type: none"> * A player who controls 4 towers wins. If tie and there are empty spaces, continue playing until there is one player with most towers. * If run out of empty spaces before this happens, player with most towers wins. If tie, player with most stones wins.
7144	Cordoba	Reina Knizia	Area Control/ Area Influence, Hand Management, Secret Unit Deployment, Set Collection	2		R	<ul style="list-style-type: none"> * colour 0,6 x value 1-10 (powers) * colour 10 x value 1-7 (landmarks) 	<ul style="list-style-type: none"> * Each player gets 1 set of power cards and draw 1 card in hand. * Place the landmarks in a row face-up. 	<ul style="list-style-type: none"> * Player play a power card next to a landmark on their side and draw a card. * The first card is placed face-down until both players have played cards to that landmark, after which both cards are revealed. * A player may not play a card to a landmark which opponent has just played a card. 	<ul style="list-style-type: none"> * When all cards have been played, player with highest total power next to a landmark controls it. * Player with highest total value of controlled landmark wins.
7234	Pepper	Matt Mariani, Traci Spooner		3	5	R	<ul style="list-style-type: none"> * poker suit 1-5 x value 1-5 * colour 6,8 x value 6 	<ul style="list-style-type: none"> * Deal 5 to each player. The rest are not used. 	<ul style="list-style-type: none"> * First player places a card face up in front of another player. * Subsequently, the player either 1) Place a higher number or a same poker suit from his hand face up in front of another player. 2) Pick up all cards in front of him, then choose to play any card in hand in front of another player. 	<ul style="list-style-type: none"> * A player plays his last card to a player who is unable to play without picking up cards and cannot respond because he has no cards. He is the winner. * If that player can respond, then play continues until someone achieves the winning condition.

7254	Explosiv	Michael Schacht	Card Game	2	4	R	<ul style="list-style-type: none"> * colour 0,2,4,6 x value 1-8 (common cards) * colour 10 x value 1-8 (explosive cards, negative value on the card back where the absolute value equals 9) 	<ul style="list-style-type: none"> * Each player gets a set of common cards of same colour. * Put 3/4/5 explosive cards face-up for 2/3/4p. 	<ul style="list-style-type: none"> * Players take turns to play 1 card to any explosive cards, in a row. * 2 same coloured cards cannot be played consecutive in a row. * Each number can appear in a row only once, except 8. * A row has positive value up to 7 cards. If an 8th card is played, turn the explosive card over. Now it is negative. For 2p, the longest row at the end of a round becomes negative. * If a player cannot play a card, he discards a card. 	<ul style="list-style-type: none"> * A round ends when all cards are played. * Game ends when there is not enough explosive cards to start a new round. 	<ul style="list-style-type: none"> * Sum the total for each player for each row. Last card in a row scores 2 extra points. Whoever has the most pts in a row wins the explosive card. If tie, player who played the highest card in that row wins. If still tie, second highest card wins. * Return all common cards to the players. New explosive cards are dealt. Player left of starting player begins new round. * Players sum their explosive cards. Player with most pts wins.
7350	Babylon	Bruno Faidutti	Tile Placement	2		D	<ul style="list-style-type: none"> * colour 0,2,4,6 x 3 chips 	<ul style="list-style-type: none"> * Place the pieces in a row. 	<ul style="list-style-type: none"> * A player take turns to take a pile and place it one top of another pile which shares at least 1 characteristic. 1) Height: Both piles contain the same number of pieces. 2) Colour: Top piece of both piles are the same colour. 	<ul style="list-style-type: none"> * 1 player cannot move any more piles. He has lost. 	
7536	Baha	Uncredited	Trick-taking	2	6	R	<ul style="list-style-type: none"> * colour 0,2,4,6 x 1-13 (common cards) 	<ul style="list-style-type: none"> * Deal an even number of cards to all players. If there is any leftover cards, the player who takes the first round gets them. * Each player chooses and passes 3 cards to their right. 	<ul style="list-style-type: none"> * Player right of dealer begins by playing any card to the table. * Next player must follow suit. If cannot, play any card. * Player with highest card in the leading suit wins the trick. He begins the next trick. * For 2 players, deal 13 cards to each player and form a draw pile with the remaining cards. Players draw a card after playing one. 	<ul style="list-style-type: none"> * When all cards have been played, each player checks their 9-K cards and sum their penalty points. * Dealer passes to the right and another round begins. For 2nd round, pass 3 cards to the left. For 3rd round, do not pass any cards. For 4th round, same as 1st round and so on. * Play until a player has 100 penalty pts. Player with least penalty pts wins. 	<ul style="list-style-type: none"> * Penalty points are 1/2/3/4/5 for 10/J/Q/K/A.

7599	Uno Hearts	Jim Keifer	Hand Management, Trick-taking	2	8	R	<ul style="list-style-type: none"> * poker 1-4 x 1-23.K (K=0) * colour 10 x 1-10 (wild draw) 	<ul style="list-style-type: none"> * Deal 13 cards to each player. Form a draw pile with the remaining cards. 	<ul style="list-style-type: none"> * Player leads a card. Other players must follow suit. If cannot, play any card. Player with highest card of leading suit wins the trick. It is placed face-down to form a trick pile. He leads the next trick. * A heart may not be lead until a heart or 13 yellow has been played. You can lead hearts if that is all you have. * Special cards <ul style="list-style-type: none"> 1) 8 Purple and 8 Green: Pass hand cards. When played, players pass their entire hand to the player next to them after the trick. Direction is decided by the player who played this card. 2) Wild Draw cards. The suit is "called" by the player who played this card. It does not change the lead suit. A Wild Draw card called a heart is not worth any points. You can only play or lead a Wild Draw card as a suit that you do not have in hand. A Wild Draw card outranks a common card of same value. The player who wins the trick must draw from the draw pile the number equal to the value of the Draw card. He then place them into his trick pile. 	<ul style="list-style-type: none"> * After all cards have been played, players total their penalty points. * Play more rounds until a player has 60 or more penalty pts. Player with least penalty pts wins. 	<ul style="list-style-type: none"> * For all hearts and 13 yellow, it is 1 penalty point.
7703	Skip-Bo	Hazel Skip Bowman	Hand Management	2	6	R	<ul style="list-style-type: none"> * colour 0-11 x 1-Q (number card), K (wild card) * 6 x joker (wild card) 	<ul style="list-style-type: none"> * Each player gets a stock pile. 2-4 players: 30 cards, >=5 player: 20 cards * Deal 5 cards to each player from draw pile. 	<ul style="list-style-type: none"> * A player must flip over the top card of the stock pile. Then must either 1) Use a card from his hand, TOP card of any 1 of 4 discard piles or stock pile to place in one of the 4 building piles. Then repeat this process. 2) If not able to build, discard a card in one of his 4 discard piles and end the turn * There are 4 building piles. Each must start from 1 and goes sequentially to Q (12). 	<ul style="list-style-type: none"> A player clears his stock pile. 	<ul style="list-style-type: none"> * 25 points for winning the round and 5 points for each card in the opponents' stock piles
7707	Uno	Merle Robbins	Hand Management	2	10	R	<ul style="list-style-type: none"> * poker suit 1-4 x value 1-9 (number card), J (draw two), Q (skip), K (reverse) * colour 0,2,4,8 x value 0 * 4 x joker (wild card) * colour 11 x value K (draw four wild) 	<ul style="list-style-type: none"> * Each player gets 7 cards * Reveal top card of draw pile face up to start the discard pile 	<ul style="list-style-type: none"> * A player can play a card on the discard provided the poker suit or the value is the same. Wilds can be played anytime. * If no cards can be played, player draws a card and then plays it if possible. Else, play continue to next player. * If player has 1 card left, he must say "Uno". If not, draw 2 cards as penalty. 	<ul style="list-style-type: none"> All players except 1 clears his hand 	
7772	Slamwich	Ann Stambler, Monty Stambler		2	6	R	<ul style="list-style-type: none"> * 11 ingredients x 4 (11 colours x 9,J,Q,K) * 3 thief (1 colour x 1-3) * 8 muncher (3x(1), 3x(2), 2x(3)) 	<ul style="list-style-type: none"> * Deal all cards to each player face down. Remaining cards are face-up and removed from game. 	<ul style="list-style-type: none"> * Each player take turn to discard top card of their own pile * When 2 same ingredient card in a row or 2 same ingredient separated by another ingredient or thief, any player can slap on the discard pile * Player can then get all the cards in discard pile and put under his own pile face-down, then reveal his top card to start new round. For thief, he must shout "Stop Thief" * When muncher is thrown, the player to the left discard that number of cards 1 by 1, up to the number shown on the muncher card. If no combination come up after 1 round, muncher takes all cards. If combination comes up, anyone can slap to take the cards. * Muncher count as ingredients too * If slap wrongly, put top card of your pile face-up to bottom of discard pile 	<ul style="list-style-type: none"> Until 1 player remains 	<ul style="list-style-type: none"> Last remaining player or player with most cards win

7789	Phase 10	Kenneth Johnson	Set Collection	2	6	R	<ul style="list-style-type: none"> * poker suit 1-4 x value 1-12 * colour 0-7 x value 13 (wild) * 4 x joker (skip) 	<ul style="list-style-type: none"> * Deal 10 to each player from the draw pile. * Reveal the top card of draw pile to be the discard pile. 	<ul style="list-style-type: none"> * Each player take turns to draw 1 card from the draw pile or discard pile and then discard a card * After this, each player take turns to make one phase face-up. Additional cards can be played on that same phase as long as minimum criteria is met. * Once a phase is made, player can hit on other players phases. * After this, being a new hand by drawing, discarding and making phases. * When a player clears his hand, 1 round ends. Shuffle all cards, begin new round. Players form the next phase, or current phase if they have not complete it * Set are >=2 cards with same value, run is >=4 cards consecutive numbers, any suit * Phases must be made in sequence. They are 2 sets of 3 1 set of 3 + 1 run of 4 1 set of 4 + 1 run of 4 1 run of 7 1 run of 8 1 run of 9 2 sets of 4 7 cards of 1 color 1 set of 5 + 1 set of 2 1 set of 5 + 1 set of 3 * Skip: Player who plays this chooses another player to skip his turn. Skip cannot be picked from the discard pile. Cannot play more than 1 skip on same player. If first discard card is Skip, the first player loses his turn. 	<ul style="list-style-type: none"> A player makes 10 phases (goes out). 	<ul style="list-style-type: none"> Penalty Points/cards 5/1-9 10/10-12 15/a skip 25/a wild * Player who makes 10 phases wins at the end of a hand. If >= 1 player make 10 phases, player with least penalty points win. If tie, the first player who goes out wins.
7836	Diabolo	Michael Schacht	Hand Management	3	5	R	<ul style="list-style-type: none"> * poker 1-5 x dice value 1,1,1,1,2,2,2,3,3,4,4,5,5 (number cards) * joker 1-5 (heaven/hell cards) * colour 10 x 5 (doubler cards) 	<ul style="list-style-type: none"> * The 5 heaven/hell cards are placed horizontally in a row. Deal 6 numbers cards and 1 doubler card to each player. The top part of the heaven/hell card is heaven, the bottom part is hell. * The remaining number cards form the draw pile. 	<ul style="list-style-type: none"> * A player does the following 1) Draw a card. 2) Play a card to the left or right of a matching-colour heaven/hell card. Each side can only have up to 3 cards. Once a row has 5 cards total, no cards can be added. Rotate the card to indicate this. 	<ul style="list-style-type: none"> * When 2 rows have 5 cards, the game ends. For 5p, when 3 rows have 5 cards each. 	<ul style="list-style-type: none"> * The sum of values on each side of the heaven/hell card is calculated to determine the colour is scoring positive or negative. 1) Heaven side larger: Player may player doubler card first. Player with highest total value of cards in hand of this colour gets this total as points (doubler scores double). The rest 0 pts. 2) Hell side larger: Similar to heaven, but negative points. 3) Heaven and hell tied: Row is not scored. * If player tie for highest total, all score the pts. * Play as many rounds as players. Player with most positive pts wins.

7864	Eye of Horus	Uncredited	Fishing games	2	8	R	* colour 0,2,4,6 x 1-10,J,Q,K (J=Eye of Horus, K=Pharaoh)	* Deal 4 to each player. Then reveal 4 cards on the table.	* A player must play 1 card on his turn. He then capture card(s) from the table whose sum equal to the card played. Both the played and captured cards are kept in a score pile face-down in front of the player. * If he cannot capture any cards, the card is left on the table. * If he captures all cards on the table, he gets 10 bonus pts. * If the Eye of Horus is played, he gets all the cards on the table, but does not get the 10 bonus pts. * If the 7 of Hearts is played (seven of ankh), he gets all the cards on the table. If the sum is 10 or less, he gets 10 bonus pts.	* A hand ends after all 4 cards are played. * 4 new cards are dealt to each player. Hands continue until the draw pile is depleted (1 round completed). * On the final hand, the remaining cards go to the player who last captured cards.	* At the end of a round, 30 pts for the player with the most cards. If tied, the pts are distributed. * Eye of Horus=1 pt, Ace=3pts, Two=2pts, Ten=3pts * Play more rounds until a player reaches 121 pts. He is the winner.
7964	Walk the Plank	Brian Hess, Evan Sass	Trick-taking	3	9	R	* colour 0,2,4,6,8 x value 1-13 * colour 10 x value 1 (sea monster) * colour 11 x value 1-2 (walk the plank)	* Deal 7 cards to each player from the draw pile. Deal 1 less for each subsequent rounds. * Turn over the top card. The suit of this card is the trump suit. If Walk the Plank or Sea Monster, no trump for this round. Subsequent rounds, the dealer chooses the trump after looking at his cards.	* Play a normal trick-taking game. Players need to follow suit if possible, unless the leading card is Walk the Plank or Sea Monster. You do not have to follow suit if you have a special card. * Player who wins the trick starts the next trick. Player who wins the most trick becomes the dealer next round. If tie, draw cards and higher card becomes dealer. 1) Walk the Plank: When it is first played in a trick, it is the highest card in the trick. 2) Sea Monster: Player who played this starts the next trick. The cards played are discarded.	* When only 1 player wins any tricks in a round. He wins.	
8028	Alpha (Alpha Blitz)	Mike Selinker	Simultaneous Action Selection	2		R	* letters 1 to 104 (4 x 26) * colour 10 x 1-10 (blitz)	* Lay out 6 cards face-up. * Deal 3 cards to each player.	* During a player's turn, he has to 1) Form a word from the 6 letters on the table. Each letter can be used as many times as he wants. 2) Covers a letter with a card from his hand, then draw a card. He can do this before or after forming a word. If a blitz card covers a letter, that pile is removed.	* Only 2 piles left.	* 1 point for making a word. 1 point for every letter in the word above the number of letter piles. 1 point for each J,K,Qu,X,Z
8028	Blitz (Alpha Blitz)	Mike Selinker	Simultaneous Action Selection	3	6	R	* letters 1 to 104 (4 x 26) * colour 10 x 1-10 (blitz)	* Lay 2 cards face-down in front of each player. * Deal 3 cards to each player.	* Reveal all cards on the table at the same time. * First player to call a word that can be formed with the letters gets 1 point plus 1 point for each J,K,Qu,Z used. 2 nd player gets 2 points but word must be longer than the previous word. Continue until all players called a word or no more words can be formed. * New rounds start with covering a letter from a card in hand. Draw a card before starting the round.	* A player has both piles covered with blitz cards.	* Player with highest score wins.

8039	Mexican Train	Roy Parsons, Katie Parsons	Tile Placement	1	8	D	<ul style="list-style-type: none"> * double 11 domino set * 6 colours x 1 chip 	<ul style="list-style-type: none"> * Draw 16/16/15/14/12/10/9 dominoes for 2/3/4/5/6/7/8 players. Players get 1 train marker each. * Players build their personal trains radiating out in 8 directions from the table center. Put the highest double tile at the center. There is a common Mexican Train at the side of the table. 	<ul style="list-style-type: none"> * On each turn, each player plays a domino on his own train, match the ends of the domino (can be right angles), or on another train with marker, or at the common mexican train. * If he cannot, draw a domino (if no more draw pile, then pass) and play if possible. If not, place a marker on his own train. Later, he may remove the marker when he plays a domino on it. * When a double is played, player must play another tile that is not double. Double is placed horizontally. * If a double is left open, the next tile played must be on the open double. If cannot after drawing tile, player must place a marker on their train. If it is impossible to close the double because all 12 tiles have been played, then the open double does not restrict play. * A player must announce when he has 1 tile left. 	<ul style="list-style-type: none"> * A player has no more tiles, or when the draw pile is depleted and no one can play anymore. * Next round starts with a double that is 1 number lower than the previous round engine. Blank double is the engine for the last round. 	<ul style="list-style-type: none"> * At the end of each round, players add up the value of their tiles in hand. Player with lowest total score wins.
8066	Stone Soup	Monty Stambler, Ann Stambler	Hand Management, Memory	2	5	R	<ul style="list-style-type: none"> * colour 0,1,2 x value 1-4 (potato,tomato,sausage) * colour 3 x value 1-5 (onion) * colour 4 x value 1-6 (carrot) * colour 5 x value 1-7 (cabbage) * colour 6 x value 1-8 (pea) * colour 10 x value 1-6 (stone) * colour 11 x value 1-8 (dash-of-salt) 	<ul style="list-style-type: none"> * Deal all the cards to the players. * If 3p, deal 1 more hand. If 2p, deal 2 extra hands. 	<ul style="list-style-type: none"> * On each turn, each player plays food cards face-down in sequence (from 0 to 6), announcing the number and type (eg. 2 zeroes). * Players bluff by adding stone cards, playing with other food card, or playing more cards than declared. * Anyone can call bluff after a player played his cards. The loser takes all the cards played so far. If you play more cards than declared, take back twice the number of cards you added. * Players can play dash-of-salt to pass his turn. 	<ul style="list-style-type: none"> * A player has no more cards. He wins. 	

8073	aBRIDGEd	Maureen Hiron	Auction/ Bidding, Trick- taking	4		R	* colour 0,2,4,6 x 1-13 (1=14)	<p>* Players form 2 teams and sit opposite each other.</p> <p>* Deal all cards to the players.</p> <p>* Starting with dealer, each player has 1 chance to declare Pass or Play. First person to Play becomes the declarer, and their partner becomes dummy. He places his cards face-up, while declarer declares which colour is "trump". Each player must then declare their sum of pips on this cards (11:1pip..14:4pips). They must also declare their colour count (largest quantity of cards in 1 colour).</p> <p>* If everyone passes, each player states their hand strength, with team with higher total becoming declaring team. Declarer is person with higher total of that team, the other is dummy. Declarer then decides whether they can win either at least seven or ten tricks, as well as the trump colour. Player then state their colour counts.</p>	<p>* Player leads a card. Other players must follow suit. If cannot, play any card. Player with highest card of trump suit wins the trick. If no trump cards, then the highest of leading suit. He leads the next trick.</p>	<p>* All 13 tricks are played.</p>	<p>* Declaring team who declared Play must win at least 10 or more tricks (10/11/12/13 tricks score 90/100/110/120 pts). Otherwise, the other team wins pts for each trick over four that they win (5/6/7/8/9/10/11/12/13/14 tricks score 10/30/60/100/150/210/280/360/450/550).</p> <p>* Dealer passes, player total 4 rounds. Team with highest total wins.</p> <p>* Declaring team who declared Ten: (10/11/12/13 tricks score 50/55/60/65 pts). For other team, 5/6/7/8/9/10/11/12/13/14 tricks score 5/10/15/20/25/30/35/40/45/50 pts.</p> <p>* Declaring team who declared Seven: (7/8/9/10/11/12/13 tricks score 10/15/20/25/30/35/40 pts). For other team, 8/9/10/11/12/13/14 tricks score 5/10/15/20/25/30/35 pts.</p>
8120	StrataGem	Maureen Hiron	Abstract Strategy, Card Game	2	4	R	* colour 0,2,4,6,10 x dice value 1,1,2,2,3,3,4,4,5,5,6,6 * poker 6 x 1-18	<p>* Deal 8 cards to each player.</p>	<p>* On each turn, each player must</p> <p>1) Play 1 gem card to their own 3x3 grid, or a Thief card on their opponent's grid. First card played must be a gem card. May play gem cards on top of played gem cards. Play a thief or gem on top of opponent's thief card to unblock the pile. Once unblocked, further thief cards cannot be played on the pile. Cards may not be moved, but the 3x3 grid can be created in any direction from the starting card.</p> <p>2) Draw 1 card.</p>	<p>* Players continue when draw pile is finished.</p> <p>* Game ends when 1 player finishes his 3x3 grid. Other players may not play thief cards on this player's grid. Other players can now complete their grid. They can only play thief cards to unblock their own grids.</p>	<p>* Score each row, column and diagonal.</p> <p>* First player to finish grid: 3pts</p> <p>* Same colour: 2/3 cards=1/3 pts</p> <p>* Same number: 2/3 cards=1/3 pts</p> <p>* Run of 3 cards in order(eg. 1,2,3,)=3pts</p> <p>* Run of 3 cards not in order(eg. 2,1,3)=1pt</p> <p>* Highest score wins.</p>

8203	Blind Chicken	Michael Schacht	Trick-taking	3	6	R	* sequence 0-59	* For 3p, remove 0-23. For 4p, remove 0-11. * Deal all cards to the players. * Players sort their hand. Once game starts, you can only play the rightmost or leftmost card in your hand.	* Play a trick-taking game. 59 is the highest card. * Blind Chicken cards count as minus pts (each egg is worth -1 pt). 1) 10,15,50,55: 2 eggs 2) 20,25,40,45: 3 eggs 3) 30,35: 4 eggs * If there is more than 1 blink chicken in a trick, you multiply the total by the number of cards. * Whoever wins the last trick may choose 1 other trick. He will not score for that trick.	* Play set number of hands or to a set score. Player with least minus pts wins.	
8305	Sudoku The Card Game	Reina Knizia	Pattern Building, Set Collection	2	5	R	* colour 0,2,4,6,8,10 x value 1-9	* Place any non-black cards face-up in the middle. Deal 5 cards to each player, with the remaining cards as draw pile.	* On each turn, each player plays a card face-up according to the following rules 1) Must be adjacent (orthogonal) to at least 1 card already in play. 2) Non-black cards can only be placed in 1 of 8 positions around a black card. All numbers within this 3x3 box must be different. 3) Black cards may only be placed vertically or horizontally to another black card, with exactly 1 non-black card in between. There cannot be duplicate numbers in any 3x3 box. 4) All numbers in any row or column must be different, even across gaps. * If a player plays a card incorrectly and is pointed out, he retrieves his card and put face-down into his penalty stack. If it only discovered later, it remains. * If a player cannot or does not want to play a card, he place 1 card into his penalty stack. * Draw 1 card to fill hand to 5 cards.	* When draw pile is depleted, players continue to play until all cards are played.	* Black cards are worth 2 penalty pts, other cards 1 penalty pt. * Player with least pts wins.
8446	Yummy	Leo Colovini, Dario de Toffoli	Set Collection	2	5	R	* dice value 3 x 21 copies * dice value 4 x 20 copies * dice value 5 x 20 copies * dice value 6 x 24 copies * dice value 1 x 21 copies (1=7)	* Deal all cards face-down to the players. They are the draw piles. * Each player draws 3 cards from their draw piles.	* Players take turns to play 1-3 cards face-up on the table, then draw to 3 cards in hand. * Cards of same number are stacked overlapping each other. * A set is completed when the number of cards in a stack equals to the number. The player who completes the set keeps the set in his score pile.	* A player has no more cards. Player with most cards in his score pile wins.	

8864	Take the Train	Uncredited	Hand Management, Route/Network Building	2	6	D	<ul style="list-style-type: none"> * colour 0,2,4,6 x value 1-13 (13=Station) * colour 10 x value 1-2 (End of Line) * colour 11 x value 1-2 (Transfer) * joker 1-2 (Free Ride) * 100 chips (train fare tokens) 	<ul style="list-style-type: none"> * Distribute the train fare tokens evenly to all players. Remainer are kept in the Conductor's Pot. * Deal 13/13/8 cards for 2/3/4+p. Remaining cards form the draw pile (Conductor's Hand). 	<ul style="list-style-type: none"> * Starting with player left of dealer, a player checks if they have a Station card. If yes, they play it to start the first line. If not, their turn passes. If no stations, players draw 1 card in turn until 1 station is found. * Once first station is played, that line is open. Players can make 1 of 3 moves <ol style="list-style-type: none"> 1) If player has 1 or more cards of same colour as open line that can be played in ascending (7 to 12) or descending order (6 to 1), he may do so. 2) If a player has another station card, he may play it along with a sequence of same colour descending from 6 or ascending from 7, if any. 3) Play a special card. 4) If he cannot play a card, he pays 1 fare to Conductor's Pot, then draw 1 card from draw pile. * Free Ride: Stand in for any number. Any player can exchange it for a number card. This counts as the play for their turn. * End of Line: Prohibits players from adding to that side of the line. The other side can wrap around to take in the rest of the numbers. * Transfer: Play this with a card having same number but different colour on the table. This effectively spawns a new station and branches out into a new colour line. The original station may not be played. This new line can wrap around. 	<ul style="list-style-type: none"> * 1 player has no more cards, or no more fare tokens. All other players pay 1 fare to the pot for each card in hand, player with most fares left wins. 	
8958	Connect Four	Ned Strongin, Howard Wexler	Abstract Strategy	2		D	<ul style="list-style-type: none"> * 6 vertical by 7 horizontal grid board (use cardbacks) * 21 red chips, 21 orange chips 	<ul style="list-style-type: none"> * Assign one edge to be the top. 	<ul style="list-style-type: none"> * Take turns to slot a chip down. 	<ul style="list-style-type: none"> * A player forms a line of 4 chips in diagonal or orthogonal direction. 	<ul style="list-style-type: none"> * Player who forms the line wins.
9032	Hispaniola	Michael Schacht	Trick-taking	3	5	R	<ul style="list-style-type: none"> * colour 0,2,4,6,8 x value 1-15 * colour 0,2,4,6,8 x 10 chips (pirates) * colour 10 x 1-5 (islands) * joker 1-6 (ship, black is neutral) 	<ul style="list-style-type: none"> * For 3/4p, remove 10-15/13-15. * Deal the cards evenly to all players. * Each player puts 1 card face-down and all reveal together. Highest card is the trump card. If tied, then the next high card is the trump. If all cards are tied, repeat this process. * Put the islands 1-5 from left to right. Place the 6 ships around the islands. 	<ul style="list-style-type: none"> * Player left of dealer starts the trick. 15 is highest. Players must follow suit. If cannot, then play any card. If tie for highest card in a trick, first played card of the tie wins. Winner of the trick places 1 pirate on the ship of the leading colour of the trick. He keeps the trick face-down and begins new trick. He can also pass this trick and other won tricks face-down to player left or right of you. * Pirates are always placed in the middle of the ship (he is a captain). There are 3 spaces for each ship. If there is a pirate in that center spot, it is moved to the left or right. It is possible another pirate gets tossed overboard. This pirate goes to the first island. Any pirate there is pushed to the second island. At the 5 island, it goes back to the player's reserve. * If you already have a pirate on the corresponding ship of the trick colour, you can trade places with another adjacent pirate on that ship instead of placing a pirate. * If 3 or more colours are played in the trick, the winner places pirate at the neutral (black) ship. 	<ul style="list-style-type: none"> * All cards are played. Scoring occurs. * Pirates remain on the ships and islands. * New hand is dealt, new trump is determined and another round begins. Play as many rounds as players. 	<ul style="list-style-type: none"> * Captain: 5 pts * Pirate on a ship: 1 pt * Pirate on islands from left to right: -1,-2,-3,-4 pts * Largest trick stack: -4 pts (for tie, all score) * 2nd largest trick stack: -2 pts (for tie, all score) * Player with most pts wins.

9037	O'NO 99	Uncredited	Card Game	2	8	D	<ul style="list-style-type: none"> * colour 0,2,4 x value 2-9 * joker 1-4 ("99" cards) * colour 10 x 1-10 ("Ten" cards) * colour 11 x 1-4 ("Minus Ten" cards) * colour 6 x 1-4 ("Hold" cards) * colour 7 x 1-6 ("Reverse" cards) * colour 8 x 1-2 ("Double Play" cards) * 24 chips 	<ul style="list-style-type: none"> * Deal 4 cards from the draw pile. Each player gets 3 tokens. 	<ul style="list-style-type: none"> * Players play, announce the total card values and draw 1 card. * If draw pile is depleted, shuffle played cards to form new draw pile. Special Helper cards: <ul style="list-style-type: none"> 1) Hold card: Maintains the total. 2) Reverse: Maintains the total and reverses play direction. For 2p, it acts as a hold card. 3) Minus Ten: -10 for the total, which can go negative. 4) Double play: Maintains total, causes the next player to play 2 cards. * "99" card: You may play this if the total ends with a 0. 	<ul style="list-style-type: none"> * A player goes to 99 or above. He loses 1 token. * Once a player loses all tokens, he is allowed to lose 1 more round, after which he is eliminated from the game. 	<ul style="list-style-type: none"> * Number cards in hand count as face value. * Player who goes over gets 25 pts. * "99" card: 20 pts * Special cards: 15 pts * Less than 4 cards in hand: 15 pts for each missing card.
9208	Eifer raus	Uncredited	Card Game, Number	2	6	R	<ul style="list-style-type: none"> * colour 0,2,4,6 x 1-20 	<ul style="list-style-type: none"> * Deal 20/20/15/12/10 cards for 2/3/4/5/6p. * For 2p, remove the blue cards. * The remaining cards form the draw pile. * Player with red 11 goes first. Place this card face-up in the middle. If no red 11, the 11 of another colour goes first. Order of precedence is yellow,green,blue. If still no 11, redeal the cards. 	<ul style="list-style-type: none"> * The next player has 3 options <ul style="list-style-type: none"> 1) He plays a 10 of the same colour to the left or 12 to the right. Cards of same colour should be placed on top of each other in sequence 10-1 or 12-20. 2) He lays another 11 above or below the 11 already played and starts a new row. 3) He cannot play a card and draws 1 card. If he can, play it. If not, he must take another card, up to maximum of 3 cards. Then he ends his turn. * A player can play as many cards as he can. * Matching cards do not have to be played. 	<ul style="list-style-type: none"> * A player has no more cards left. Other players add up the values of their cards in hand. * Play as many rounds as players. Player with lowest score wins. 	
9416	Kings in the Corner	Uncredited	Card Game	2	6	D	<ul style="list-style-type: none"> * colour 0,1,10,11 x 1-13 * 80 chips 	<ul style="list-style-type: none"> * Distribute the chips to the players. * Deal 7 cards to each player. * The imaginary board has 4 tabbed stalls at the top,bottom,left,right of the board. At the corners are Kings stalls. * Place 1 card for each tabbed stall. * Remaining cards form the draw pile. 	<ul style="list-style-type: none"> * To begin each hand, each player place 1 chip to the chip pot. Players then take turns to play cards to any stall. The cards in the stalls must be in alternate colours (hearts,spades,hearts) and must be lower by 1 from the bottom card (similar to solitaire). * If a king is dealt to a player or drawn from the deck, player must place it at an open Kings stall. He can also move a king under a tab stall into a kings stall. If you are discovered to hold a king in hand, pay 3 chips as penalty. * Plays to kings stall must start with kings and cards may not be moved from kings stall. * If a tab stall is open, you may insert any card. * You may move all cards from a tab stall to any stall provided the bottom card is playable. * If a player does not make a play, he must place 1 chip into the chip pot. * At end of turn, player draws 1 card. If he forgets, pay 1 chip. 	<ul style="list-style-type: none"> * A player has no cards in hand. Other players put 1 chip for each card remaining in hand. Winner (player who goes out) receives all chips in the pot. He records this. Then all chips are collected and redistributed for next hand. 	<ul style="list-style-type: none"> * First player to get 100 pts wins.
NA	Abluxxen	Michael Kiesling, Wolfgang Kramer	Hand Management	2	5	R	<ul style="list-style-type: none"> * colour 0-7 x value 1-13 (common cards) * joker x 5 * colour 10 x value 1 (luxx card) 	<ul style="list-style-type: none"> * Deal 13 cards to each player. Reveal 6 cards face-up and put on the table in a row. 	<ul style="list-style-type: none"> * A player plays 1 or more cards of the same number face-up in front of him. All cards played must be visible. * If any opponent has most recently played the same number of cards and those cards are of a lower value, the active player has 2 options. <ul style="list-style-type: none"> 1) Take those cards into hand and opponent draws same number from the display or draw pile. 2) Does not take those cards into hand. Opponent either returns those cards to his hand or discards them and draw as many cards. Refill display only after someone finishes drawing cards. * Jokers can be played on their own, and they are higher than all values. 	<ul style="list-style-type: none"> * Game ends immediately when draw pile runs out, or a player has no cards in hand. 	<ul style="list-style-type: none"> * Each player scores 1 pt for each card played, and loses 1 pt for each card in hand. Highest score wins.

NA	Agent Hunter	Mike Elliott	Memory, Secret Unit Deployment	2		D	<ul style="list-style-type: none"> * colour 0,2 x 0-9 (agent cards) * colour 0,2 x 5 chips (decoy tokens) 	<ul style="list-style-type: none"> * Each player place 3 agent cards face down as his safe houses. 	<ul style="list-style-type: none"> * A player may 1) Play an agent card on opponent's safe house. If matched, the opponent reveals his secret agent face up. If not matched, opponent must say the attacking card is higher or lower. 2) Switch secret agent. Reveal agent from safe house and replace with another from hand (can be same). Place a decoy token on the safe house. If all 5 decoy tokens are at safe houses, switching cannot be done. 3) Attack from safe house. If matched, attacking agent stays there and place another secret agent in safe house. If not matched, opponent searches a matching agent and conquers the attacking safe house. 	<ul style="list-style-type: none"> A player's 3 safe houses have been defeated. 	<ul style="list-style-type: none"> * 1 VP for a defeated opponent's safe house. * 1 VP for opponent's decoy tokens. * Player with highest VP wins.
NA	Cowtown	Richard Borg	Hand Management	3	6	D	<ul style="list-style-type: none"> * colour 0,2,4,6 x 1-10, K (all cards without bull's eye, K=Cowtown) * colour 1,3,5,7 x 1-10, K (all cards with bull's eye, K=Cowtown) * 40 chips (scorecows) 	<ul style="list-style-type: none"> * Deal 6 cards to each player, and 4 cards face up on the table. The rest forms the draw pile. If there are cards with number 10 on the table, put them into the discard pile and replace them from the draw pile. * If a player has any Cowtown cards, place them face up on the table as well. 	<ul style="list-style-type: none"> * During each turn, a player may place at least 1 card face up on top of any stack on the table. The card must be one number greater than the number of the card on top of the stack. Cowtown cards start a new stack, with 1 placed on it. * At any time, once the colour of any card played is not the same as the top card, before the turn ends, the player must turn the top card from draw pile onto the discard pile. If that card has a bull's eye, draw 1 card from draw pile and put into hand. However, if that card is a Cowtown, put the Cowtown card face up on the table. * If a player cannot or choose not to play a card, he has to draw and keep 1 top card from draw or discard pile. Then his turn ends unless it is a Cowtown card. Cowtown cards drawn are always played face up onto the table. * There are situations when a player can play more than 1 card: 1) Horn-to-Tail Sequence: Consecutive numbers of same colour. If there are 3 or more cards played in the sequence, collect 1 scorecow. 2) Stampede: 2 or more cards of same number played. Collect 1 scorecow. * If a player plays a 10, the stack is removed from game. Then the player either passes a card to another player, or takes another turn. * When a player has only 1 card, he has to say "Moo!". If he forgets, he must draw a card as penalty. 	<ul style="list-style-type: none"> * A player has no cards left in hand, or the draw pile is depleted, or the scorecows are depleted. 	<ul style="list-style-type: none"> * Player who goes out (or has the fewest cards) gets 4 scorecows. The player with next fewest cards get 2 scorecows. In case of tie, each gets 2 scorecows. Other players get 1 scorecow except the player with the most cards. If tie, each get no scorecows. * Play for 4 rounds. Player with most scorecows wins. If tie, player who won the last round wins.
NA	Cripple Mr Onion	Andrew Millard, Terry Tao	Betting/Wagering	2	7	R	<ul style="list-style-type: none"> * poker 1-4 x 1-K 	<ul style="list-style-type: none"> * Left player of dealer is Elder, right player is Younger. If tie, the elder player wins. Dealer is the eldest. * Dealer gets 2 cards, deals 3 to each player clockwise. Then dealer gets 3 cards, deals 2 to each player. In clockwise direction, player can discard and replace up to 4 of their cards. Dealer then gets to do the same. * Dealer gets 5 cards face down. Each player is dealt 5 cards face up. 	<ul style="list-style-type: none"> * Elder declares his highest card grouping (using all 10 cards) and compares with the player on his left. If the left player cannot equal or beat the grouping, he is out of the game. If he can equal, the next card grouping is considered. If the he can beat the grouping, the Elder can rearrange the card groupings. 	<ul style="list-style-type: none"> * Comparison continues until there is left only 1 player and the dealer. 	<ul style="list-style-type: none"> * Dealer and the last player compare their groupings. The player with the higher grouping is the winner.

NA	Deuce	Uncredited	Card Drafting, Pattern Recognition	2	6	R	* colour 0,2,4,6 x value 0-J (number card, J=value 10) * 6 x joker (rainbow card) * colour 10,11 x value K (X card)	* Deal 6 cards to each player * Each player places 2 cards in front of him face-up, that must match by colour or number	* A player takes turn to play a card on any one of the discard pile, such that it matches in colour or number next to it. * Any card can be played next to a Rainbow card. Only X or Rainbow card can be played next to a X card. No cards can be played on a X except if the X is next to a Rainbow card. * If a player cannot or does not want to play a card, he is allowed to draw continuously from draw pile, but a card must be played in the end. If the draw pile runs out, all players take their discard piles except for the top cards to form a new draw pile.	* A player plays his last card and his score is equal or higher than all others. * If the score is lower, he draws at least 1 card and ends his turn.	* Winner is the player who goes out and he gets 10 pts plus combined values of cards in other players' hands. * In case of tie, player who goes out first wins. * Rainbow and X cards score 0.
NA	Fiasco	David Pubrat	Trick-taking	2	6	R	* colour 0-5 x value 1-8,K	* Deal 6 cards to each player and keep the remaining cards out of game. * Each player choose a colour * 5 is Fiasco, K is King	* No trump play. Do not have to follow suit. * Cards of own suit or Kings goes to collection pile face up in front of player, the rest go to discard pile. Winner leads the next trick. * When a trick has a Fiasco, the winner loses a card from his collection pile for each Fiasco in the pot. * King is the highest. * If there is a tie in a trick, play another trick until winner is determined. * Deal another 6 when hand is depleted. If sufficient cards, deal equal number of cards to each player and discard the remaining.	Deck is depleted 3 times	2 pts for own suit card, 1 pt for each king, 10 pts for 6 kings, 20 pts for all 7 of their suit cards.
NA	Kan-U-Go	Uncredited		2	7	R	* letters 1 to 58 * 2 joker (wild)	* Deal 12/11/10/9/8/7 cards for 2/3/4/5/6/7 players. * Remaining cards form the draw pile. Reveal top card as discard pile.	* Player may place 2-4 cards on the table to form words. For 6-7 players, 2-3 cards. * If unable to form words, he must discard 1 card then draw from discard or draw pile. Turn ends. * Not allowed to place S or ES to form plurals. * Kan U Go can be discarded for the win after forming a word or start of a turn. * When a player plays his last card (goes out), every player gets penalty points for the remaining cards in his hand.	A player gets 100 penalty points.	Player with least penalty points wins.
NA	Kommando	Reinhard Staupe		2		R	* colour 0-2 x value 1-10	* Lay 10 cards face-up in a row, with 2 face-down (4 th card from left and right) * Deal 10 cards to each player. * If player has no 10,9 or 8 in his opening hand, the cards are redealt.	* First player places a card next to a card on the row, with both cards having different colour. This is an attack. The 2nd player must then place a card of third colour to respond. * Only the very left or right cards that are not yet attacked may be attacked. * Winner with higher value card gets to score the row card and loser gets to place the next card. If tie, player who started the previous attack will start a new attack. If no suitable card of correct colour, play any colour. * For the covered cards, they are exposed after both players place their cards. The defender can place any of the 2 missing colours.	All cards are played.	* Players get the row cards that they won. Row cards that are tied are not won. * Players score the points on their row cards. * Play more rounds. First player to reach 100 wins.
NA	Letres	Thomas Sturdevant	Set collection, Trick-taking	1	4	R	* letters 1 to 54 (2 x 26)	* Dealer decides how many cards to deal, from 3 to 8 cards. * Reveal a face-up card as discard pile.	* Players try to form words with all cards in their hand. * On player's turn, if he does not have a word, he can take top card from draw pile or the discard pile. Then discard 1 card. If possible, form a word.	* Round ends when a player forms a word.	* Player gets the points on the letters used to form the word. * Play up to 25 total pts. Highest pt player wins.
NA	Mango Tango	Leo Colovini, Dario de Toffoli	Hand Management, Simultaneous Action Selection	2	7	R	* colour 0-8 x value 1-12 (common cards)	* Deal 10 to each player from draw pile.	* Reveal a card face-up from the draw pile. Players choose and reveal a card simultaneously. Highest bidder decides whether the card is selected or discarded. If tied, the next highest bidder decides. Played cards are discarded. If the revealed card is discarded, each player draws a card. The next top card is revealed and process repeats.	* The round ends when 5 cards are selected and players have 5 cards in hand.	* Every hand card that matches a selected card in either suit or rank scores its rank for its owner. * Player with most pts wins.

NA	Paletto	Dieter Stein	Set Collection	2	4	D	* colour 0,2,4,6,8,10 x 6 chips	* Put the chips randomly to form a 6x6 board. * For 4 players, partners play opposite each other and cannot communicate.	* Each player can remove any number of same coloured chips on his turn. However, only chips at least 2 empty adjacent sides may be taken. And all remaining pieces must remain connected.	* A player gets all chips of same colour, or takes the last chip.	Player who ends the game wins.
NA	Rainbow	Mito Sazuki	Hand Management, Set Collection	2	6	R	* colour 0-4 x dice values 1-6	* Deal as many cards as players on the table. For 2 players, deal 4 cards. These are VP cards. * The remaining cards are dealt to the players. * For 3 players, deal 14 to each player. The remaining 15 cards are removed from game. * For 2 players, deal 4 piles and each player takes 2 piles. 1 pile is the 1 st deck and goes to hand, the 2 nd deck remains face-down until the 1 st deck is used up.	* Each player needs to play at least 1 card during his turn. For 2 players, play 2 rounds (at least 2 cards in total, first on the left, second on the right). * Solo. 1 card, can always be played. * Set. 2 or more cards of same number. Other players can only play solo or sets. * Run. 2 or more cards of consecutive values. Other players can only play solo or runs. * The number of cards played determine the order to get the VP cards. If tied, then the card with the highest number. If tied, then the order in which the cards are played. VP cards collected are placed face-down. Any remaining VP cards are removed from game. * For 1 st round, only single VP cards are collected. 2 nd round onwards, player can choose single or 2 cards of same value. * The played cards become the VP cards for next round. Player who first chose the VP cards starts the next round. If he has no cards, the player on his left starts.	* 2 or more players has no cards. * For 2 player game, if 1 player has no cards. * For 3 or more player games, all hand cards are discarded. * Any player who has no hand cards is out of the game until VP calculation.	* Player with most VP wins. * For 2 player games, cards in hand or second group on the table gets 1 VP per card.
NA	Roolz	Brandon Morris	Auction/Bidding, Trick-taking	2	6	R	* poker 1-6 x value 0-15 (common cards) * joker 1,2 (higher rooler, low rooler) * joker 5,6 (blank cards)	* The original game is a 4p, 2 vs 2 game. * For 2/3/4/5/6, deal 19/19/19/16/16 cards to the players. The widow cards are 5/5/5/4/4. * For 2/3/5 players, use a dummy hand. For 6 players, play 3 vs 3. * For 2/3/4 players, remove 0,1,2 and 1 blank card. * The dummy hand has 10 face-up cards on top of 9 face-down cards. The face-down cards are only revealed after the face-up card on top is played.	* Bidding phase: Player left of dealer starts the bidding in clockwise direction. Bids in increment of 5 from 170 to 300. Players who passed may not bid again. * Highest bidder gets the widow cards. He adds them to his hand and discard face-down an equal number, but cannot discard point-value cards (5,10,14,15,rooler). * Highest bidder choose a High trump and a Low trump. The High rooler is the lowest of the High trump, and the Low rooler is the lowest of the Low trump. * The Blank cards may be played anytime. * Players must follow suit if possible.	* All cards are played.	* 15=15pts, 14=10pts, 10=10pts, 5=5pts, Rooler cards=30pts
NA	Summon the Dragon	Stephen Claude Smith	Auction/Bidding, Partnerships, Trick-taking	4		R	* colour 0,2,4,6 x 1-8,9,10,J,Q,K (9=Elemental, 10=Mage, J=Warrior, Q=Queen, K=King) * joker 1 (Dragon card)	* Players form 2 teams. * Deal 12 cards to each player, and 5 cards to the table face-down (Kitty).	* Players needs to bid 3 things – number of tricks his team can win, high or low cards to win the trick, and the trump suit (eg. 7, Low, Air) * Winning bidder can choose to 1) Take whatever he wants from the Kitty, and discard down to 12. 2) Summon the Dragon. The player who has the Dragon passes him the card, but that player gets to change cards with the Kitty. All players need to discard to 12. 3) Do nothing. Earn extra 25 pts if his team wins. * Winning bidder leads the trick. Players must follow suit if possible. Winner of the trick leads the next trick.	* All cards are played.	For the team which made the bid (negative points if they fail to achieve the bid), * Per bid=10 pts * Per trick above bid=5 pts For the other team, *Per trick=5pts
NA	The Last Card	Jonathan Hessler	Trick-taking	3	5	R	* poker suit 1-4 x value 1-16	* For 5/4/3 players, use 1-16/1-13/1-10 * Deal all cards to players except 4 cards * Top card of the 4 is the trump	The rules are (in order) 1) Play a card of the suit led 2) If no cards of suit led, play a trump if it is available 3) If neither 1 or 2, play any suit Once the above is determined, the card played by player has to be higher in value than the current highest card played (numerically). Otherwise, any number can be played.	All players have 1 card left.	Score is number of tricks x value of last card. Player with highest score wins.

NA	Word Madness	Uncredited		2	6	R	* letters 1-112	* Deal 10 cards to each player from draw pile.	* Spellout phase 2 min. Every player play as many words (>=4 letter) from his hand as possible. Reveal the words face-up. * First player then asks any player for a letter (eg. Give me all 'e's'). If he does not have, player draws card from draw pile. If it is what he has called for, he can continue to lay down words or asking other players for more letter cards. Turn ends when he does not get the desired card from draw pile. * At any time during his turn, player can add letters to own or other players' words. If added on opponent's word, get 50 points for each letter. * Player can challenge a word that he thinks is wrong. If the challenge is successful, he gets 100 points. Opponent pick up the letters back into hand. If challenge is unsuccessful, player loses 100 points and turn ends.	A player plays his last card (goes out) or no more players can make any more words with the draw pile depleted.	* First player to reach 2000 points wins. Letters/points 4/50 5/100 6/150 7/200 8/250 9/300 10+/500 Bonus First go out: 200 First go out in spellout: 100 Card left in hand: -5 Use J,Q,X,Z: Double word score. 2 cards used then triple.
NA	Word Rummy	Uncredited	Set Collection	2	6	R	* letters 1 to 104	* Deal 7 cards to each player from the draw pile.	On their turn, each player has 3 options. 1) Form and meld one word of three or more letters 2) Change one word previously placed by adding letters from your hand (this allows you to 'steal' an opponent's word) 3) Draw one card from the draw deck and discard one card	Round ends when the draw deck runs out and players are unable to form or change words.	* For 2/3/4 players, first player to reach 50/25/25 wins. * The pts for words are scored as below (letters=pts) 3 = 1 4 = 2 5 = 3 6 = 5 7 = 7 8 = 10 9 = 12 10 = 15 11 = 17 12 = 20 13+ = 25 * Bonus pts as below Going out = 3 Q/X/Y/X = 2 4 word group = 5 ea 5 word group = 10 ea * Penalty for cards left in hand Q/X/Y/Z = 2 Other letters = 1