

Various & Sundry, mainly Lloyd Krassner

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The WarpSpawn Second Big Book O'Games

Tome 9 Others Part 1/2

Various & Sundry, mainly Lloyd Krassner
December 2020

- First edition, Sep 2004, compiled by P. Cobcroft (curufea@yahoo.com). Authors: Various & Sundry, mainly Lloyd Krassner. The Big Book has been compiled by Peter Cobcroft the official Warpspawn Librarian and keeper of Arcane Tomes.
- Second edition Dec 2020, compiled by C. Rocchini. Send comments to claudio@rockini.name. Authors: Various & Sundry, mainly Lloyd Krassner; so main contains some error and omissis.

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This book was created by an automatic parser from the original Warpspawn site, and compiled with \LaTeX ; it may contain errors and omissions. Send comments and reports to claudio@rockini.name. Most unnecessary images have been deleted, due to copyright concerns. The \LaTeX style is vaguely inspired by dndbook class and rpg-module style. All chapter's decorations are derived from images by commons. [wikipedia. org](https://commons.wikimedia.org/), Category: Headpieces (book illustration) along with their usage licenses.

Florence (Italy), december 2020

Part I

Intro

Introduction to Warpspawn Games

Article by Tom Higgins (tom@wsmf.org), Main editor of Countermoves.

There are many ways to game as there are gamers to play them. There are focused gamers who pick a theme and stick with it most of their lives. There are die hard role players, hard dice roll players and anti dice hard tech players. There are board game aficionados and card game fanatics. There are folks who like to move around the hexes and those who wont map the territory of their playing.

Then there are those who like to mix it all up.

Precious few resources exist for this type of gamer, one such resource though is Warp Spawn Games (<http://www.angelfire.com/games2/warpspawn/index.html>) Warp Spawn is home to a motley crew of game developers and players who revel in creating games as much as they do in playing them. The lead mad scientist in this laboratory of gamming is Lloyd Krassner who has been running this site since.

1997

The site itself is spartan but what it lacks in graphics it makes up for in game rules. Lloyd and the Warp Spawn regulars have been churning out game rules at a break neck speed for the last few years, the count for 2001 is now over 200 and climbing. Game types range from your pure card game to your roll and move board games to hex game to role-playing to combinations of all of the above. There are lots of different types of game mechanics to choose from as well. The rule sets are broken into thematic sections; there are sections for SF, Fantasy, Historical and the infamous Other as well as a place of Universal Game Systems. More on this last one in another article. Each of these sections is further broken down by time period of subtype.

Many of the rule sets you will find are mostly straight text files. Very few have any sort of graphics, maps or unit counters. These are left for others to work on. In some cases there are graphics available either as image files or as Thoth game sets. The big advantage to a Thoth game set in this case is that the individual graphical items are not hidden in the gamebox, they are available to be manipulated and customized in directories.

The good news is that over time and with more people using Warp Spawn games the more ready-made graphics there are to play with. If you cant find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing. Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing games is a powerful tool in the developmental cycle of a game.

The act of making a game has become a game for the Warp Spawn game makers. Trying out combinations of types, tweaking rules sets, merging different mechanics and methods all are evident in the rules sets found here. You can get a glimpse of what goes on in one game developers mind on Llyod's Brainstroming page. There is also an open channel of discussion between the users and developers. This comes in the form of a message board. It's a simple text only web message board but it works to get the conversation and critiques flowing.

A Review and Essays page gives players and developers alike a place to work out the workings of the games; the good, the bad and the ugly. Often what doesn't work can be has helpful to making a better game as what does work. Hearing from the developer and the players is a great way to get a look into some of the games.

The biggest strengths Warp Spawn has going for it is not its flashy graphics (there are none) or its professional publication ready games (these games are as raw as they come, rivaling even CheapAss Games) or even its detailed rule sets (some of these games are as abstracted from their source material as a Pollack canvas). What Warp Spawn has is a down in the muck attitude where the game comes before the detail and the developing is as much fun as the playing. It's a schloberknocker no holds barred game development site that offers as wide a range of game styles as I have seen represented in any one place.

It has a core group of members who are quick to help and very into the idea that everyone is a game developer just looking for a chance to come out and play.

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Part II

Games



Air Fare

Introduction

2-6 player Bidding Card Game. Players control airlines.

Object

Have the most money at the end of the game. Add to your bank account the base cost of all of your planes and landing rights minus any loans.

The Deck

There are 110 cards in the deck. There are 3 types of cards: Planes, Landing Rights, and Events. Landing Rights cards are also called Terminals.

Other Materials

Calculators and pen & paper are needed. Alternatively, use play money to represent profits. A 10 sided die is also needed (1D10).

Setup

Each player starts with: \$50 (50 Million dollars). One Boeing 737 or one McDonnell Douglas DC-9. Landing rights to two Minor Airports.

Remove the Plane and Landing Rights cards from the deck.

Turn Sequence

Maintenance Phase Draw Phase Flying Phase Revenue Phase Bid Phase End Phase

Maintenance Phase

Each players rolls 1D10 for each of his planes. Very old planes are grounded on a roll of 1-3. Old planes are grounded on a roll of 1-2.

New planes are grounded on a roll of 1.

Draw Phase

All players draw one card. The cards are placed face up on the center of the table. This is known as the Bidding Pool.

If there are no cards left in the deck, the game is over.

Flying Phase

Remove all of your planes from their current terminals. Move (Fly) all non-grounded planes to a different terminal in a different city. Planes with a "US" range cannot fly to Europe.

Flights connecting to Europe must originate or end in New York, Atlanta, Miami, Boston, or Washington DC. Place plane cards face up onto your terminal cards. Your planes can only fly to terminals you control.

Certain Events may prevent flights into or out of specific cities. The Concorde can only be used to fly between New York and Europe.

Revenue Phase

When a plane lands, you get an amount of money that depends on the number of landing rights, at that city, you control. Each Minor airport terminal gives a revenue of \$10, no matter how many you control. At major Hubs, each landing will generate progressively more revenue, according to the table built into the Landing Rights card list.

For example: The first plane you land at Miami International gives \$20. The second plane you land earns \$40. If you control all 4 landing rights, the fourth plane you land produces \$90. Certain types of planes will increase or decrease the revenue generated by their flight. Money can be saved from turn to turn in your "Bank account".

Pay interest on loans. If you cannot pay, you go bankrupt and lose the game.

Bid Phase

Event Cards are discarded. Players may bid on some, none, or all of the plane cards and landing rights cards in the Bidding Pool. Bids are written down in secret and are revealed simultaneously.

You cannot bid more money than you have in your account. Planes and Landing rights have Base costs as given in the card lists. A Bid cannot be for less than the Base Cost.

The player that bid the most for a card gets control of it. That player keeps the card and subtracts the bid amount from his Bank account. If you lose a Bid you do not lose the money you bid.

If a bid is a tie, all players lose the bid, and the card remains in the pool for next turn. Discard any cards no one bid on.

End Phase

Place the cards you won in bidding face up in front of you. They can start being used to generate income

next turn. You may have more planes than landing rights and vice-a-versa.

Raise Money Fast

You may at any time sell your planes and landing rights to neutral third parties. Discard the card and

gain money equal to the cards base cost. You can take a maximum bank loan of up to \$100 at an interest payment of 20% per turn.

Players can also sell cards to each other, or make loans to each other.

Landing Rights (terminals) Card List

City:	#	Base	1	2	3	4
Minor Airports	8	20	10	10	10	10
Atlanta	4	30	10	20	40	50
Washington DC	4	40	10	30	50	70
Boston	4	40	10	30	50	70
Miami	4	50	20	40	60	90

City:	#	Base	1	2	3	4
Dallas	4	50	20	40	60	90
Los Angeles	4	60	20	50	80	100
Chicago	4	60	20	50	80	100
New York	4	80	30	60	90	120
Europe	4	100	40	80	120	150

Number of that card in the deck.

Base Base cost (Minimum Bid)

Plane Card List

Type:	#	Base	Rev	Range	Age	Size
Boeing 737	4	25	-10%	US	Very Old	Small
McDonnell Douglas DC-9	4	25	-10%	US	Very Old	Small
McDonnell Douglas MD-80	6	75	—	US	New Medium	
British Aerospace 146	2	75	—	US	New Medium	
Lockheed L-1011 TriStar	2	100	+10%	Any	Old	Large
McDonnell Douglas DC-10	4	100	+10%	Any	Old	Large
Boeing 757	4	125	+10%	Any	New Large	
Boeing 767	6	125	+20%	US	New	Large
Boeing 747 Jumbo Jet	8	150	+30%	Any	Old	Huge
Aerospatiale/BAC Concorde	2	150	+20%	Any	New	Small

Rev Increase/decrease in revenue generated by flight.

Event Card List

Event:	#	Effect
Pilot Strike	1	You get no income this turn
New York snowed in	1	No flights to/from NY this turn
Chicago Bag Handlers Strike	1	No flights to/from Chicago this turn
Riots in Los Angeles	1	No flights to/from Los Angeles this turn
Plane Crash	1	Lose one of your planes and \$100 in litigation & settlements
Air Traffic Controllers Strike	1	No flights to/from Atlanta this turn
Hurricane	1	No flights to/from Miami this turn
Oil Shortage	1	Everyone makes 50% revenue this turn
Holiday Season	1	Everyone makes 150% revenue this turn
Maintenance	5	Everyone pays \$10 for each of their planes this turn
Terminal Tax	2	Everyone pays \$10 for each of their landing rights this turn
Independence Day	1	Flights to Boston +50% revenue this turn
Snowbirds	1	Flights to Miami +50% revenue this turn
Terrorism	1	No flights to/from Europe this turn
Strong Dollar	1	Flights to Europe +50% revenue this turn
Effective Advertising Campaign	4	You get +50% income this turn

Price War Optional Rule

During Maintenance phase each player may pick one or more cities that they have landing rights at. These cities generate no income this turn.

Advertising Phase Optional Rule

Insert this optional phase in between the Flying and Revenue Phases. Players secretly write down how much money they are spending on advertising for each of the cities they have landing rights at. If you spent more than an opponent you get to take 10% of his revenue from that city.

If you spent twice as much as an opponent you get to take 1D10 X 10% of his revenue from that city. Un-

like lost bids, all money spent on advertising is gone. Example: 4 players (A,B,C,D) have rights at the same city.

Player A spends \$0 on advertising and promotions. B spends \$3. C spends \$5. D spends \$10. B rolls 1D10 X 10 and gets 50. B gets 50% of A's revenue.

C gets 10% of B's income and 1D10 X 10% of A's remaining income. D gets 1D10 X 10% of the remaining profits of A, B, and C.

Faster Game Variants

For a quicker game remove 10-40 nonevent cards from the deck. Or, remove all the Boeing 757s, McDonnell Douglas MD-80s, Atlanta rights and Washington DC rights.





Alphabet Pirates

Introduction

Educational spelling kids board dice and card game.
For 2-4+ players. Pirate Theme.

Victory

The first player to get 17 Ducats (Coins) is the winner. Coins are earned by making words with letter cards.

Decks & Hands

There are 3 Shared decks:

1. Vowel Deck (letter cards)
2. Consonant Deck (letter cards)
3. Fortune Deck

The decks are kept separate and have their own discard piles. Players will have a hand of letter cards from both the Vowel & Consonant decks. Maximum hand size is 7 card. Discard excess cards.

The Vowel Deck

This deck has 5 cards:

A, E, I, O, U

There are 5 copies of each card. Total 25 cards.

The Consonant Deck

Common Cards:

B, C, D, F, G, H, J, K, L, M, N, P, R, S, T

Rare Cards:

Q, V, W, X, Y, Z

There are 2 copies of each common card. There is only one copy of each rare card. Total 36 cards.

Fortune Deck

The card list is at the end of the rules. Fortune cards are always played immediately and then discarded. They never go into your hand.

The Board

The board is a square track. Each side has 9 spaces. Total of 32 spaces

1. Pirates Cove (Starting Space: Right Bottom Corner)
2. Sargasso sea

3. Town
4. Caribbean Sea
5. Skull & Crossbones
6. Atlantic Ocean
7. Merchant Ship
8. North Sea
9. Man O' War (Left Bottom Corner)
10. Mediterranean Sea
11. Town
12. Black Sea
13. Skull & Crossbones
14. Red Sea
15. Merchant Ship
16. Arabian Sea
17. Buried Treasure (Left Top Corner)
18. Indian Ocean
19. Town
20. South China Sea
21. Skull & Crossbones
22. Sea of Japan
23. Merchant Ship
24. Bering Sea
25. Treasure Ship (Right Top Corner)
26. Arctic Ocean
27. Town
28. Pacific Ocean
29. Skull & Crossbones
30. Southern Ocean
31. Merchant ship
32. The Equator

Board Notes

If you land on a Town, draw the top card from the Consonant deck and put it in your hand. If you land on a Merchant Ship, draw the top card from the Vowel deck and put it in your hand. If you land on a Skull & Crossbones draw the top card from the Fortune deck.

If you land on the Treasure Ship, draw the top card from both the consonant and The Vowel deck and put them in your hand. If you land on the Man O' War bury one card from your hand. If you land on the Buried Treasure space, put all Buried cards into your hand.

Sea, Oceans, and the Equator are "Safe" spaces where nothing happens. Every time you pass the Pirates cove, draw the top card from either the consonant or The Vowel deck and put it in your hand.

Burying Cards

When a Fortune card tells you to bury a card or you land on the Man O' War, you must take one Vowel or Consonant card from your hand, and put it the Buried

Treasure space.

Bits & Pieces

Six sided dice are needed. Use coins to represent "Ducats". Each player has a "Ship". Use tokens or pawns to represent ships.

Setup

Shuffle each of the 3 decks. Each player's Ship starts on the Start space. Each player draws 1 consonant and 1 vowel.

Roll high to see who goes first. (Players take turns) Start with 1 consonant and 1 vowel on the Buried

The Fortune Deck

Card Name:	Effect:
Storm	Skip next turn
Trade Winds	Move Again
Doldrums	Skip next turn
Off Course	Skip next turn
English Warship	Bury 1 Card
Pirates Map	Go to Buried Treasure
Pillage & Plunder	Gain 2 Consonant cards
Monty Haul	Go to Treasure Ship
Sea Robbers	Steal 1 card from Opponent
Buccaneers	Steal 1 card from Opponent
Typhoon	Skip next turn
Hideout	Go to Pirates Cove

Treasure space.

Movement

On your turn roll 1 die and move your ship clockwise the indicated number of spaces. If you land on an opponent, you may steal 1 card from his hand.

Making Words

Use the letter cards to make words & gain Ducats (coins). A 3 letter word is worth 1 Ducat. A 4 letter word is worth 2 Ducats.

A 5 letter word is worth 3 Ducats and so on. Discard the used letter cards and keep the Ducats.

Card Name:	Effect:
Run Aground	Skip next turn
Shipwreck	Skip next turn
Scurvy	Discard 1 card
Albatross	Move Again
Spanish Armada	Bury 1 Card
French Fleet	Bury 1 Card
A Pirates Life for Me	Everyone Sings
Rum, Wine, & Grog	Everyone Drinks
Sail the 7 Seas	Go to any Sea Space
Hurricane	Skip next turn
Sextant & Compass	Move Again
Latitude & Longitude	Move Again





Arc Gammon

Introduction

Two player variant of backgammon.

The Board

The Board is a ring of 12 Circles. The circles are also referred to as spaces. The spaces are numbered 1 to 12.

Dice

Two white six sided dice are needed. One black six sided die is needed. This is referred to as the 'Modifier die.'

Pieces

Each player gets a set of 12 tokens of a distinct color (red & blue for example). Tokens must be able to stack.

Setup

The red player puts one token on spaces 7, 9, and 11. The blue player puts one token on spaces 8, 10, and 12. That leaves each player with a pile of 9 tokens.

Roll high on one die (1D6) to determine who goes first.

Stacking

You may stack any number of tokens in a space. A stack contains one or more tokens. All of your tokens in the same space must be stacked together.

Moving a stack onto another stack makes one bigger stack.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Roll Phase
2. Modifier Phase
3. Place Phase
4. Move Phase

Roll Phase

Roll all 3 dice (the two white and one black).

Modifier Phase

If all 3 dice show the same number (Triples) then put two tokens on the space with that number. For example: You roll 3 Fives: Put 2 tokens on space number

5. You cannot do this if the space contains 3 or more enemy tokens (Go to Place Phase).

If the space contains 1 or 2 enemy tokens they are captured. Captured tokens go to their players (owners) pile. If the dice come up 1,3,5 (Odds) then Switch the location of one of your stacks with an opponents stack.

If the dice come up 2,4,6 (Evens) then Knock one of your opponents stacks out of play. Knocked out tokens go to their players pile. If you got Odds, Evens, or Triples then your turn ends.

Do not go on to Place or Move Phase.

Place Phase

Discard the Modifier die (it is only used in modifier phase). If both white dice show the same number (Doubles) then put one token on the space with that number. For example: You roll 2 Sixes: Put 1 token on space number 6.

You cannot do this if the space contains 2 or more enemy tokens (Go to Move Phase). If the space contains 1 enemy token it is captured. If you got Doubles this turn then your turn ends. Do not go on to Move Phase.

Move Phase

For each roll on each of your white dice you may move a stack or part of a stack that many spaces clockwise. For example: on the white dice you roll a 3 and a 4. You move one of your stacks 3 spaces.

Then you move another stack 4 spaces. Or you can move a stack 3 & then 4 spaces (or 4 & then 3 spaces). You must move if it is at all possible.

Moving part of a stack allows you to break up big stacks. A larger stack can capture an enemy stack of smaller or equal size by moving onto it. Captured tokens go to their players pile.

A stack cannot be moved onto an opposing stack that is larger

Winning

To win you must satisfy one of the following conditions:

1. Capture all of your opponents tokens
2. Occupy any 9 spaces
3. Occupy Spaces: 12,1,2,3
4. Occupy Spaces: 3,4,5,6
5. Occupy Spaces: 6,7,8,9
6. Occupy Spaces: 9,10,11,12
7. Occupy any 5 spaces in a row.





Archeologists

Introduction

Players are rival Archaeologists in the early 20th century trying to accumulate Fame and Artifacts. Card game for 2-4+ players.

Victory

The first player to accumulate 50 Victory Points (VP) wins the game.

Victory Points, Pile, & Tokens

Use coins or tokens to represent Victory Points. A Player's Victory Pile will contain Find cards and Victory Tokens.

The Decks

There are 2 Common Decks: The Dig Deck and the Finds Deck. If during play, a deck ever runs out, shuffle the discard and draw from it.

The Dig Deck

The Dig Deck contains 3 kinds of cards: Expedition Cards Help Cards Score Cards

Setup

Shuffle both decks. Players draw cards from the Finds Deck. The player that draws the highest value Draw card is the Lead Archeologist on the first turn.

Redraw in case of Ties. Shuffle the cards back into the deck.

Lead Archaeologist

Use a small object (the Relic) to denote which player is the Lead Archaeologist (LA). The LA goes first in all

Cards in Meld	Dig Value
3	3
4	5
5	7
6	9

Excavation Phase

In turn, Players who played Melds may dig in the Finds Deck. To Dig, draw a number of cards from the Find Deck = Dig Value of the Meld. A player may keep any Find cards he draws that match the EC in his Meld.

These are placed in the players Victory Pile. All other Find cards are shuffled back into the deck. Meld

phases in which the players take turns. After the LA play proceeds clockwise.

Turn Sequence

Each turn has 7 Phases:

1. Resources Phase
2. Recruiting Phase
3. Expedition Phase
4. Excavation Phase
5. Exposition Phase
6. Sabbatical Phase
7. Cataloging Phase

Resources Phase

Draw 8 cards from the Dig Deck and place them Spread out, face-up in the middle of the Table. These are called the Resource cards (RC).

Recruiting Phase

Players take turns picking one RC and putting it in their hand Until all the RC's have been picked.

Expedition Phase

In turn, players may make Melds. A Meld must contain: Minimum 1 Expedition Card (EC) (More than 1 EC may be played but they must all be of the same locale) (Free EC's are Wild cards: they may be used as any locale) At least 2 Help Cards (HC) All HC's in a Meld must be of different types. Local Guides must match the locale of the EC.

A Meld has a Dig Value according to the following chart:

Cards in Meld	Dig Value
7	11
8	13
9	15

Cards are discarded.

Exposition Phase

If a player did not make a Meld this turn, he may play 1 Score card. A Conference card gains the player a number VP equal to 1 plus the Number of Expeditions the player has done this game in the indicated Locale.

An Exhibition card gains the player a number VP equal to the Value of all his Find cards (in his Victory Pile) of the indicated Locale.

Sabbatical Phase

If you did not make a Meld or Play a card in Exposition Phase, players may In turn, do one of the following:

1. Draw 2 Dig cards and add them to your hand.
2. Look at the next 5 cards in the Dig Deck and put 1 in your hand.
3. Draw 3 Dig cards, put them in your hand, then discard 2 cards from your hand.
4. Discard 3 Dig cards and then draw 4 Dig cards.
5. Discard your hand and draw an equal number of Dig cards from the deck.
6. Discard 1 Dig card and steal 1 random Dig card

- from opponent's hand
7. Gain 1 Victory Token
8. Steal the Relic

Cataloging Phase

Max hand size is 9 Dig cards. Players must discard excess cards. The Leading Archeologist passes the Relic to the next player clockwise; Exception: If you stole the Relic in Sabbatical Phase, you keep it for next turn.

Card List Notation

X Expedition Cards

H Help Cards

S Score Cards

Number of copies of that card in the Deck

VP Victory Point Value

The Dig Deck Card List

Type:	Name:	#	Kind	Notes:
Transportation	Train	1	H	-
Transportation	Automobile	1	H	-
Transportation	Ship	1	H	-
Transportation	Caravan	1	H	-
Transportation	Zeppelin	1	H	-
Transportation	Rails	1	H	-
Digging Tools	Picks & Shovels	1	H	-
Digging Tools	Foreman	1	H	-
Digging Tools	Laborers	1	H	-
Digging Tools	Native Workers	1	H	-
Digging Tools	Porters	1	H	-
Digging Tools	Grad Students	1	H	-
Scholarly Research	Egyptology	1	H	Worth 2 cards Egypt only
Scholarly Research	Agean Civilization	1	H	Worth 2 cards Greece only
Scholarly Research	Biblical Studies	1	H	Worth 2 cards HLand only
Scholarly Research	Fertile Crescent	1	H	Worth 2 cards Mesop only
Site Selection	Literary Evidence	1	H	-
Site Selection	Unearthed Artifact	1	H	-
Site Selection	Standing Remains	1	H	-
Site Selection	Raised Mounds	1	H	-
Site Selection	Local Guide	1	H	-
Financing	University	1	H	-
Financing	Government	1	H	-
Financing	Museum	1	H	-
Financing	Library	1	H	-
Financing	Private Sponsor	1	H	-
Expertise	Ceramics	1	H	-
Expertise	Numismatics	1	H	-
Expertise	Architecture	1	H	-
Expertise	Linguistics	1	H	-
Expertise	Inscriptions	1	H	-
Expertise	History	1	H	-

Type:	Name:	#	Kind	Notes:
Expedition	Greece	4	X	-
Expedition	Egypt	4	X	-
Expedition	Holy Land	4	X	-
Expedition	Mesopotamia	4	X	-
Expedition	Free	4	X	Wild Card
Conference	Greece	1	S	-
Conference	Egypt	1	S	-
Conference	Holy Land	1	S	-
Conference	Mesopotamia	1	S	-
Exhibition	Greece	1	S	-
Exhibition	Egypt	1	S	-
Exhibition	Holy Land	1	S	-
Exhibition	Mesopotamia	1	S	-

Finds Deck Card List

Card Name:	Locale:	#	VP
Sand	-	15	0
Minor Find	Greece	5	1
Noteworthy Find	Greece	4	2
Rare Find	Greece	3	3
Important Find	Greece	2	4
Major Find	Greece	1	5
Minor Find	Egypt	5	1
Noteworthy Find	Egypt	4	2
Rare Find	Egypt	3	3
Important Find	Egypt	2	4
Major Find	Egypt	1	5

Card Name:	Locale:	#	VP
Minor Find	Holy Land	5	1
Noteworthy Find	Holy Land	4	2
Rare Find	Holy Land	3	3
Important Find	Holy Land	2	4
Major Find	Holy Land	1	5
Minor Find	Mesopotamia	5	1
Noteworthy Find	Mesopotamia	4	2
Rare Find	Mesopotamia	3	3
Important Find	Mesopotamia	2	4
Major Find	Mesopotamia	1	5





Army Man Backgammon

Introduction

2 player backgammon variant.

Board & Pieces

Use a normal backgammon board. 2 six-sided dice are needed. Each player needs a set of 15 Army men: A Green set & a Tan set.

Set Up

Place 3 of your men in each of your back 5 rows (spaces). Roll high on 1D6 to see who goes first.

Weapon Table

Weapon:	Attack Range
Bazooka, Mortar, Radio	6
Machine Gun	5
Rifle	4

Stance Table

Stance:	Maximum Move	Saving Throw
Prone	1-3	1-4
Kneeling	1-4	1-3
Standing	1-5	1-2
Running	1-6	1

Casualties

If a man is killed (hit, captured, destroyed) he is removed from the board and is out of the game.

Sergeant Rule

Designate one of your men as the Sergeant. If the Sergeant is killed you must either Dig-in or Charge every turn.

Turn Sequence

Players take turns Each turn has 4 phases:

1. Tactics Phase
2. Maneuver Phase
3. Attack Phase
4. Stance Phase

Tactics Phase

Roll 2 dice. You must use your dice rolls during the turn if it is at all possible.

Victory

Be the first to move any one of your men (soldiers, units, figures) off your opponents back row. The roll to move off the back of the board does not have to be exact. For example: One of your men is 4 rows away: You win on a roll of 4, 5, or 6.

Your remaining men may be anywhere else on the board.

Army Men

Each of your men has 2 traits: Weapon & Stance.

Weapon:	Attack Range
SMG	3
Grenade, Flamethrower	2
Pistol	1

Maneuver Phase

Use one of your dice rolls to move one of your men that many spaces forward. A man is limited to how far he can move by his Stance. For example, a prone soldier could only move using a die roll of 1, 2, or 3.

A running soldier could use any die roll. There is a 5 man limit to how many of your men may be in any one row. If your man lands on a row containing one enemy, the enemy man is captured.

If your man lands on a row containing two or more enemy men, your man is captured.

Attack Phase

Use one of your dice rolls to attack and kill an enemy man. Consult the Weapon table. The attack must be made by a man with a weapon that matches the die roll.

For example, if you rolled a 4, the attack must be by a rifleman. The target enemy must be exactly a number of rows away equal to the die roll. For example, a rifleman can only attack an enemy exactly 4 spaces away.

Only one enemy unit (attackers choice) is killed by the attack. The target unit may make a Saving Throw: The attacked man rolls 1 die. Consult the Stance Table: If the roll is in the Saving Throw range the unit is not killed.

For example, a standing soldier would save on a roll of 1 or 2.

Stance Phase

You may replace a soldier with another figure that has the same weapon but a different stance. For example, you may replace a kneeling rifleman with a running rifleman.

Fire & Movement Rule

You may switch the order of the Movement & Attack phases in your turn.

Charge Orders Rule

You may move two men instead of attacking.

Dig In Orders Rule

You may attack with two men instead of moving.

Infiltration Orders Rule

A single running soldier may move twice using the Charge Orders Rule.

Mine Detector Optional Rules

Place 3 hidden minefields in 2 spaces on your side of the board. Enemy units that land on these spaces must save or be destroyed. Soldiers with mine detectors that enter these spaces automatically destroy the minefield.

Variants

More or less men. More dice. Units with multiple weapons.





Around The World In 80 Days

Introduction

Card game based on the novel of the same name by Jules Verne. For 2 or more players.

The Deck

Players share a common deck.

Time & Distance

1 Turn = 8 days 1 Travel Card = 1 Unit of Distance

Victory

Be the first player to travel 80 Units of Distance.
Major Victory: Finish your trip in 10 turns.

Turn Sequence

Each Turn is divided into 5 phases: Planning Phase
Logistics Phase Travel Phase Adventure Phase Destination Phase

Planning Phase

Each player fills their hand to 9 cards.

Logistics Phase

Each player may discard up to 5 cards & draw replacements.

Travel Phase

Players make 'Trips'. A 'Trip' is a combination of cards that must include: 1 Unique Travel card

Common Deck Card List

Card Name:	Type	#	DV
Orient Express	TU	1	2
Trans-Siberian Railway	TU	1	3
Union Pacific	TU	1	2
Berlin-Constantinople Line	TU	1	2
Great Indian Peninsula Railway	TU	1	1
Rails	T	3	1
Line	T	4	2
Railway	T	3	3
Luxury Liner	WU	1	2
Tramp Steamer	WU	1	2

plus... Any number of Basic Travel cards of the same type as the Unique Travel card. For example: You play the "Orient Express". It is a Unique Travel card of the 'Train' type.

You then play 3 basic 'Train' cards. You may make more than 1 trip during this phase.

Adventure Phase

You may play Adventure cards in this Phase. An Adventure card will cause a random Basic Travel type card in a target 'Trip' to be discarded (it is not counted in Destination Phase). A single player may only be targeted by one Adventure card per turn.

Destination Phase

Add up the Distance Values of every Travel card you played. This is the number of Units of Distance you've traveled this turn. Discard all played cards.

Card List Notation

- # Number of this card in the deck
- T Basic Train Travel card
- TU Unique Train Travel card
- W Basic Water Travel card
- WU Unique Water Travel card
- R Basic Road Travel card
- RU Unique Road Travel card
- S Basic Sky Travel card
- SU Unique Sky Travel card
- A Adventure card

Card Name:	Type	#	DV
Paths	R	3	1
Roads	R	4	2
Paved Roads	R	3	3
New Fangled Areoplane	SU	1	3
Hot Air Balloon	SU	1	1
Zeppelin	SU	1	2
Blimp	SU	1	2
Dirigible	SU	1	2
Stormy Sky	S	10	1
Clear Sky	S	10	2

Card Name:	Type	#	DV
Private Yacht	WU	1	2
Schooner	WU	1	3
Chinese Junk	WU	1	1
River	W	3	1
Seas	W	4	2
Ocean	W	3	3
Model T Roadster	RU	1	3
Safari Elephants	RU	1	1
Caravan Camels	RU	1	2
Sled Dogs	RU	1	2
Pony Express	RU	1	2

Card Name:	Type	#	DV
Favorable Winds	S	10	3
Bad Weather	A	1	-
Monsoons & Typhoons	A	1	-
High Seas Pirates	A	1	-
Political Unrest	A	1	-
Hostile Natives	A	1	-
Local Authorities	A	1	-
Workers Strike	A	1	-
Mechanical Breakdown	A	1	-
Injury & Sickness	A	1	-
Vehicular Accident	A	1	-

Links

English Translation

Notes

Planned Route of Phineas Fogg:	Days
From London to Suez via Mont Cenis and Brindisi, by rail and steamboats	7
From Suez to Bombay, by steamer	13
From Bombay to Calcutta, by rail	3
From Calcutta to Hong Kong, by steamer	13
From Hong Kong to Yokohama (Japan), by steamer	6
From Yokohama to San Francisco, by steamer	22
From San Francisco to New York, by rail	7
From New York to London, by steamer and rail	9
Total days:	80





Baseball Outs

Introduction

Card & Dice & Record Keeping game for 2 players
Simulation of a Baseball game.

Victory

Most Runs at the end of 9 Innings wins.

The Deck

Players share a common Event Deck.

Dice

Six sided dice (D6) are needed.

Pawns, Tokens, Markers, & Counters

Use counters to keep track of Runs. Use pawns to represent the Batter & Runners. Use tokens to keep track of Outs.

Use markers to keep track of Innings.

The Board

Used to keep track of runners. Draw a regular Baseball Diamond.

Setup

Flip a coin to determine who is Home Team and who is the Visiting Team.

Rules Of Baseball

It is assumed players are familiar with Baseball & the Rules of Baseball. There are 9 Innings. The Visitors bat the first half (The Top) of the Inning. The Team at bat is the Offensive Player. The Team at Field is the Defensive Player.

The remaining rules deal with the parts that need to be simulated in a card game format. There are things

left unsaid, such as movement of the runners, that should be intuitive to those familiar with the actual game. Confusions will be addressed in a FAQ's section after playtesting.

Turn Sequence

A Turn represents a single batters turn at bat. Important: A Turn does not correspond to a single pitch, but rather, the The final end result of a Batter's efforts. Each turn is divided into 3 phases:

1. Draw Phase
2. Batting Phase
3. Fielding Phase

Draw Phase

Both players draw or are dealt 2 cards from the deck. If the deck runs out, shuffle the discard & draw from it.

Batting Phase

The Offensive Player rolls 2D6 (2 six-siders added together) To get a Result on the Batting Table. This Roll is called the Batting Roll. The Offensive player may play up to one Hit card and one Batter card to Modify the roll.

The Defensive player may play one Pitch card to modify the Roll. Players may also play 'Effect' cards to modify the roll. Hit, Batter, Effect, and Pitch cards are collectively referred to as Modifier cards.

Modifier cards must be played before the Roll is made. Before any Modifier cards are played, the Offensive Player may play one 'Automatic Result' card. If the Offensive player doesn't play an Automatic Card, the Defensive player may play one Automatic card. Automatic cards provide a particular outcome instead of making the Batting Roll.

Played cards are always immediately discarded.

Batting Table

2D6	Result:	Notes:
2-6	Out	Batter is either Struck out or Fielded out
7	Ball	Roll Again
8-9	Single	Place the Batter Pawn on 1st Base
10	Double	Place the Batter Pawn on 2nd Base
11	Triple	Place the Batter Pawn on 3rd Base

2D6	Result:	Notes:
12+	Home Run	Homer

Note: Base Hits will cause Runners already on base to be moved forward.

Fielding Phase

The Defensive Player may play one Fielding card. If the Defensive player did not play a Fielding card, the Offensive Player may play one fielding card. Maximum hand size is seven cards.

Discard excess cards at the end of this phase.

Card List Notation

- H** Hit
- P** Pitch
- B** Batter
- E** Effect
- F** Fielding
- A** Automatic Result. Do not Roll on the Batting Table.
- X** Special
- BR** Batting Roll

Event Deck Card List

Card Name:	#	Type	Notes
Fast Ball	1	P	BR -1 (Heater)
Curve Ball	1	P	BR -1 (Uncle Charlie)
Knuckle Ball	1	P	BR -1
Slider	1	P	BR -1
Breaking Ball	1	P	BR -1 (Cutter)
Change Up	1	P	BR -1 (Slow Pitch)
Sinker	1	P	BR -1 (Fork Ball)
Spit Ball	1	P	BR -1 (Illegal)
Strike	1	P	BR -1
Slugger	1	B	BR +1
Pinch Hitter	1	B	BR +1
Switch Hitter	1	B	BR +1
Clean Up Hitter	1	B	BR +1
Designated Hitter	1	B	BR +1
Top of the Line-up	1	B	BR +1
Heavy Hitter	1	B	BR +1
Lead Off Hitter	1	B	BR +1
Big League Hitter	1	B	BR +1
Line Drive	1	H	BR +1
Ground ball	1	H	BR +1
Base Hit	1	H	BR +1
Fair Ball	1	H	BR +1
Fly Ball	1	H	BR +1
Bunt	1	H	BR +1
Gap Hit	1	H	BR +1
Texas Leaguer	1	H	BR +1 (Between Infielders & Outfielders)
Error	1	E	BR +1
Steal	2	F	Move 1 Runner forward 1 Base
Walk	2	A	Batter goes to 1st Base (Base on Balls)
Over the Fence	1	A	Batter gets a Homerun (Homer)
Beaned	1	A	Batter goes to 1st Base (Hit by Pitch)
Safe	1	E	BR +1
Relief Pitcher	1	E	BR -1
Brush Back	1	E	BR -1
Relay Ball	1	E	BR -1
Bullpen Warm-up	1	E	BR -1
Ace	1	E	BR -1 (Club's Best Starting Pitcher)
Sacrifice Fly	1	A	All Runners move forward 1 base. Batter is Out

Card Name:	#	Type	Notes
Sacrifice Bunt	1	A	All Runners move forward 1 base. Batter is Out
Caught Stealing	1	F	Target Runner is Out
Foul Ball	2	X	Reroll BR right after it is made
Foul Tip	1	X	Reroll BR right after it is made
Double Steal	1	F	Move 2 Runners forward 1 base
Single	2	A	Batter goes to 1st Base
Double	1	A	Batter goes to 2nd Base
Triple	1	A	Batter goes to 3rd Base
Double play	1	A	Batter & Runner are Out
Around the Horn	1	A	Batter & Runner are Out (Double Play)
Force Out	1	A	Runner is Out if Batter makes it to Base
Triple Play	1	A	Batter & 2 Runners are Out
Tag Out	1	F	Runner is Out
Pick Off Runner	1	F	Runner is Out
Fly Out	1	A	Batter is Out
Circus Catch	1	A	Batter is Out (Outstanding Catch)
Infield Fly	1	A	Batter is Out
Strike Out	1	A	Batter is Out (Caught Looking)
Grand Slam	1	A	Batter gets Homerun if Bases are Loaded
Ground Rule Double	1	A	Batter goes to 2nd Base
Hit & Run	1	F	Move 1 Runner forward 1 Base
Wild Pitch	1	F	Move 1 Runner forward 1 Base (Passed Ball)
Hot Box	1	F	Target Runner is Out (Run Down)
Interference	1	F	Redo the whole Turn
Squeeze Play	1	F	Runner on 3rd Base steals Home
Greenlight	1	X	Draw 2 Cards in Draw Phase
Base Coach	1	X	Draw 2 Cards in Draw Phase

copies of card in deck

Game Designers Notes

Be sure to sing the Star Spangled Banner First.
Peanuts & Crackerjacks are optional.





Battle Royale

Introduction

Battle Royale is a chess variant that uses Strategic & Tactical boards.

Strategic Board

7 X 7 Chess grid. The corner squares & center squares are special locations called towns. On opposite sides of the board in the center of each players back row is a special location called the Castle.

Players move their armies around on the strategic board.

Objective

The object of the game is to capture the opponents castle

Playing Pieces

Players should use cardboard counters or chits to represent pieces. Write the name of the unit type on the counter. Each player should have counters of separate colors.

Chess men (pawns, bishops, knights, etc.), used on the tactical board, are also referred to as pieces, troops, units, or figures. Armies, used on the strategic board, are also represented by numbered chits

Board & Unit Graphic Set Available

to get the File

Tactical Board

6 X 6 Chess grid. Players move their men around on the tactical board

Turn Sequence

1-white moves 2-black moves 3-revenue phase 4-recruit phase

Set Up

Each player starts with 6 Armies on the strategic map. One army is located in the castle & and the other five surround the castle

Armies

The location of armies are represented by counters on the strategic map An army represents a force of up to 5 men Stack the units under the army counter An army counter that contains no pieces is destroyed

Strategic Moves

A player can move all of his armies once in a single turn. Armies move like kings in chess Only one army can occupy a single space, except during attacks During an attack a player moves an army into a space occupied by an opponents army The battle is immediately resolved on the tactical Board If two adjacent armies do not move then units can be transferred between them A unit can only be transferred once per turn

Terrain

Before a battle starts place terrain obstacles on the tactical map On each row place one obstacle marker Use a six sided die to determine on which of the six squares in the row to place the obstacle Figures cannot enter squares containing obstacles

Battles

Battles take place on the tactical map when two opposing armies occupy the same space Put up a partition in the middle of the board so players set up their men in secret Players set up their men in any order on the back row & the partition is removed The defender goes first moving or capturing with one piece The attacker then gets to go. Play proceeds as in regular chess, players alternating turns Movement & capturing is just like in normal chess The battle continues until one side is eliminated or no pieces can move or no capture has been made in 10 turns or no further captures can be made by either side After the battle the strategic turn continues If one side was eliminated then its army counter is destroyed If neither side is eliminated then the attacker must retreat his army back to the square it came from

Revenue Phase

Players collect 2 gold from their Castle and 1 gold from each town occupied by one of their armies

Recruit Phase

Players may spend their gold to buy one or more units Players may save their gold from turn to turn A new unit appears in an army that is in or adjacent to a town (or castle) you control New army chits may also be purchased They must be purchased with at least one figure in their stack Army chits appear adjacent to a town (or castle) you control

Unit Types List

TYPE	COST	NOTES
Peasant	1	Identical to a pawn in regular chess.
Shield Man	2	Moves horiz and vert one space. Captures forward one space.
Pikeman	3	Moves forward one space and captures diag forward one or two spaces.
Halberdier	3	Moves horizontally and vertically and captures diagonally forward one space
Spearman	3	Moves diagonally & captures horizontally and vertically one space
Catapult	3	Moves horiz and vert one space. Shoots forward exactly 3 spaces
Javelineer	4	Moves diagonally and shoots horizontally and vertically one space
Slinger	4	Moves horizontally and vertically and shoots diagonally one space
Archer	4	Moves and shoots horizontally and vertically one space
Crossbowman	4	Moves and shoots diagonally one space
Footman	4	Moves horiz and vert one or two spaces. Captures diag forward one space
Swordsman	4	Moves and captures horizontally and vertically one space.
Axeman	4	Moves and captures diagonally one space.
Elephant	4	Moves like a Rook. Captures diagonally one space
Chariot	5	Identical to a Bishop in regular chess
Knight	5	Identical to a Knight in regular chess
Cavalry	6	Moves horizontally and vertically one space. Captures diagonally
Siege Tower	6	Identical to a Rook in regular chess. One max per army
Crown Prince	10	Identical to a Queen in regular chess. One max per player
Army	4	Moves like a king on the strategic map
Royal Army	7	Moves like a king on the strategic map one or two spaces

Unit Notes

If peasant reaches opponents back row immediately place The peasant in any open space on the board. The Shieldman is Immune to shooters. If a pikeman reaches a backrow he immediately turns around and starts heading the opposite way.

The Swordsman & Axeman can jump over an adjacent unit. The Catapult shoots over obstacles. One max per army.

Shooting

When a piece that can shoot captures it doesn't move into the space of the captured space, it remains in the space it started the turn in.

Initial Army Composition

Starting armies contain 12 Gold worth of units each.





Bees

Introduction

Players control rival Hives trying to acquire the most honey.

Bees, Boards, Flowers, & Dice

Use a 13 X 13 grid as the board. Each player has a set of 4 counters of a separate color to represent their bees. Have a set of counters of a unique color to represent the flowers.

The flower counters become nectar, and then honey counters. Six sided dice are required.

Object

Be the first player to have 20 honey counters.

Setup

Each player controls one corner square known as their hive. A player stacks all 4 of his Bee counters onto his hive space. Roll high on the eight sided die to determine turn order.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Bloom Phase
2. Move phase

Bloom Phase

Roll 2D6 twice. The first roll is the x-axis coordinate, the second roll is the y-axis coordinate. Place a flower counter on the indicated square.

If the flower blooms on a players bee, that bee gets a nectar counter. Flower counters may be stacked on top of each other.

Move Phase

Roll two six sided dice. Move one of your bees a distance equal to one of the dice rolls. Move one of your bees a distance equal to the other roll.

This can be the same bee, or two different bees. If you roll doubles, you may use each dice roll twice. If one of your bees lands on a flower counter, it is captured: stack the counter onto the bee. It is now called a nectar counter.

When a bee with nectar counter returns to his hive, the nectar counters become honey counters. Keep your captured honey counters in a separate honey pile. A bee may hold any number of nectar counters.

A bee with a nectar counter that lands on a flower gets a pollination bonus: Add a counter to your honey pile. If one of your bees lands on an opponents bee, that bee is stung. A stung bee is moved back to his players hive.

The stinging bee steals all the nectar counters from the stung bee. Bees may only move orthogonally. Your bees cannot move into other players hives.

Bees may 'jump' over other bees. You may stack your bees. Stacked bees may move nectar from one bee to another.

A bee cannot move onto an opponents stack of bees. A bee that lands within 2 spaces of his hive may automatically be moved onto the hive by his controlling player.

Counterset Available

[Click Here](#)

Variants

Use a standard chessboard and eight sided dice to get coordinates.





Benthos

Introduction

7 Major International Companies are developing the Worlds Ocean Resources. Players buy stocks in these companies and control how they grow. Board Game for 2-7 players.

The Companies

Company Name:	Color:	Abbreviation:
Abyssal Shipyards	Black	AS
Benthic Construction	Blue	BC
Oceanic Industries	Red	OI
Nautical Manufacturing	Yellow	NM

Stocks

There are 7 Companies. There are 7 Stock cards for each Company.

Cubes

Each company gets a set of cubes of a different color. A set has 15 cubes.

The Map

The Map is a 10 x 10 Square Grid. The map has 100 spaces. Each square can hold 1 Tile.

The Tile Set

There are 100 Tiles, 1 for each space on the board. There are 30 Land Tiles. There are 10 Tiles for each of the 7 Resource Types:

1. Mineral
2. Petroleum
3. Energy
4. Research
5. Fisheries
6. Shipping
7. Tourism

Money

Use paper play Money, or (poker) chips. The base unit of Money is 1 Billion Dollars. Money not owned by any player is kept in the Bank.

Company Value Track

This is a track going from 0 to 100 in units of Billions. Use 1 cube for each company to keep track of its value on the track.

Victory

At the end of the game, the player with the most Money wins.

Game End

The game ends at the end of the 5th Round.

Company Name:	Color:	Abbreviation:
Deep Sea Development	Orange	DD
Marine Explorations	Green	ME
Naval Productions	White	NP

Company Values

Each company has a value depending on how many spaces it Controls and the type spaces controlled. Controlling 1 Space of a resource is worth 1 Billion. Controlling 2 Spaces of a resource is worth 4 Billion.

Controlling 3 Spaces of a resource is worth 9 Billion. Controlling 4 Spaces of a resource is worth 16 Billion. Controlling 5 Spaces of a resource is worth 25 Billion.

Controlling 6 Spaces of a resource is worth 36 Billion. Controlling 7 Spaces of a resource is worth 49 Billion. Controlling 8 Spaces of a resource is worth 64 Billion.

Controlling 9 Spaces of a resource is worth 81 Billion. Controlling 10 Spaces of a resource is worth 100 Billion.

Setup

Put 1 random Tile onto each space on the board. Separate out 2 Stock cards for each company and Shuffle these together into a mini-deck. Each player gets 2 Random Stocks from the mini-deck.

Each player starts with 10 Billion Dollars.

Round Sequence

Each Company gets a Turn. When every company has had a turn, the Round is over. At the end of a Round, Dividends are paid out for each company.

Dividends

Each player gets paid the value of each stock for each company they own. For example: Company AS has a value = 3; Company BC has a value = 5. You have 1 Stock in AS and 2 Stocks in BC.

You would get paid $3 + 5 + 5 = 13$.

Turn Sequence

Each Company gets a turn. Each Turn has 3 Phases:

1. Bid Phase
2. Operation Phase
3. Value Phase

Bid Phase

1 Stock of the current Company comes up for Auction. Players secretly Bid for the stock. Players reveal their Bids simultaneously.

Highest Bid wins. If there is a tie for the highest Bid (even if its 0), the tied player With the fewest stocks wins the bid. If still tied, The tied player with the least Money wins the Bid. The winner pays his bid to the Bank.

The losers keep their money. The winner takes possession of the Stock card.

Operation Phase

The winner of the Bid operates the Company this turn. The operator gets to do 1 of 2 Actions:

1. Gain control of 1 Space not adjacent to a space already controlled
By the company.

2. Take control of 1 Space adjacent (Bordering a side) to a space

Already controlled by the company. This may be done twice (in a row) to Gain control of a total of 2 spaces. Note that in the first round, only option 1 is available. Show ownership by placing a cube of that company on the target space.

Companies only control Resource spaces. They can never control Land spaces.

The Adjacency Rule

In Operation Phase a player must always choose the second option if it is at all possible.

Value Phase

Recalculate the value of the company and adjust the Company Value Track.

Components

Game Components by Jimmy Badfish. Thanks!!!





Booster

Introduction

Card game for 2-4+ players. Theme: Exploration and Development of the Solar System

Objective

Be the first player to accumulate 10 or more Victory Points. For a long game make it 15 or 20.

Victory Tokens

Players share a common set of Victory Tokens. Each Victory Token is worth 1 Victory Point.

The Deck

Players share a Common Deck The Deck has 5 cards types: Crew, Propulsion, Destination, Transport, and Payload. Each type has 10 cards for a deck total of 50 cards.

Melds

A meld is a hand containing 1 of each of the 5 card types. The term Mission can substitute for Meld.

Setup

Shuffle the Deck. Each player is dealt a hand of 5 cards. The most scientifically literate player goes first.

Turn Sequence

- Players take turns. Each turn has 3 phases:
1. Prep Phase
 2. Mission Phase
 3. Eject Phase

Crew Cards

Name:	Range:
Astronauts	Near
Cosmonauts	Near
Robots	Mid
Cyborg	Mid
Replicants	Mid

Prep Phase

Fill your hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Mission Phase

You may make 1 Meld. Score VP for the Meld.

Eject Phase

You must discard either 1 or 2 cards.

Meld Requirements

Your Destination card will determine if the mission range is Near, Midrange, or Far. Your Crew and Propulsion cards must match or exceed the mission range. Your Payload card will determine if the Mission cargo requirement is Light, Medium, or Heavy.

Your Transport card must equal or exceed the Mission cargo requirement. Other interactions include the Resource availability of: Solar, Moons, Atmosphere, and Ore. Certain Payloads require the Destination has the indicated Resource.

All requirements must be met for a Meld to be legal.

Meld Scoring

A Meld will score VP according to its Range and Cargo requirements:

VP	Range	Cargo
1	Near	Light
2	Mid	Med
3	Far	Heavy

For instance: A Mission that is Far (3) and Light (1) will score a total of 4 VP. When a Meld is scored, discard all the Meld cards and take Victory Tokens equal to The number of VP scored.

Name:	Range:
Android	Mid
Transhuman	Mid
Computer AI	Far
Virtual	Far
Cryogenic	Far

Destination

Name:	Range:	Solar:	Ore:	Moon:	Atmosphere:
Near Earth Orbit	Near	Yes	No	No	No
Luna	Near	Yes	Yes	Yes	Yes
Lagrange Point	Near	Yes	No	No	No
Mercury	Mid	Yes	No	No	No
Venus	Mid	Yes	No	No	Yes
Mars	Mid	No	Yes	Yes	Yes
Asteroid Field	Mid	No	Yes	No	No
Jupiter	Far	No	Yes	Yes	Yes
Saturn	Far	No	Yes	Yes	Yes
Outer Planet	Far	No	Yes	Yes	Yes

Transport

Name:	Cargo:
Booster	Light
Booster	Light
Booster	Light
Freighter	Medium
Freighter	Medium

Name:	Cargo:
Freighter	Medium
Freighter	Medium
Heavy	Lifter
Heavy	Lifter
Heavy	Lifter

Propulsion

Name:	Range:
Chemical Rockets	Near
Plasma Drive	Near
Space Elevator	Near
Fission Engine	Mid
Fusion Engine	Mid

Name:	Range:
Solar Sails	Mid
Ion Drive	Mid
Sling Shot	Far
Ramscoop	Far
Antimatter Drive	Far

Payload

Name:	Cargo:	Other Requirements:
Research Station	Light	None
Comm Sat	Light	None
Manufacturing Pod	Light	None
Mining Extractor	Med	Ore
Gas Refinery	Med	Atmosphere

Name:	Cargo:	Other Requirements:
Solar Station	Med	Solar
Spaceport Extension	Med	None
Colony Core	Heavy	None
Military Depot	Heavy	None
Moon Base	Heavy	Moon





Box Cars

Introduction

Train-themed Dice-and-scoring game for one or more players.

Dice Roll Table

1D10	Result:	Notes:
1	Locomotive	
2	Caboose	
3	Mail Car	
4	Sleeper Car	Passenger Car
5	Coach	Passenger Car

Turn Sequence

- Each turn has 6 phases:
1. Roll 10 Phase
 2. Reroll 8 Phase
 3. Reroll 6 Phase
 4. Reroll 4 Phase
 5. Reroll 2 Phase
 6. Scoring Phase

Roll 10 Phase

Roll 10 ten-sided dice. Consult the Dice Roll Table for every roll. Each roll corresponds to a type of Train Car.

Reroll 8 Phase

You may reroll up to 8 of your dice. A Breakdown result may only be rerolled if you have a Way Car in play.

Dice

Use 10 sided dice. 10 dice are required.

1D10	Result:	Notes:
6	Box Car	Freight Car
7	Tank	Freight Car
8	Hopper	Freight Car
9	Way Car	
0	Breakdown	

Reroll 6 Phase

You may reroll up to 6 of your dice. A Breakdown result may only be rerolled if you have a Way Car in play.

Reroll 4 Phase

You may reroll up to 4 of your dice. A Breakdown result may only be rerolled if you have a Way Car in play.

Reroll 2 Phase

You may reroll up to 2 of your dice. A Breakdown result may only be rerolled if you have a Way Car in play.

Scoring Phase

Look at your final die roll results:

Roll or Combo:	Points:
One Locomotive	+10
No Locomotive	Score no points at all this turn
Each Additional Locomotive	+0
One Caboose	+10
Each Additional Caboose	+0
No Caboose	-10
Way Car	+0
Breakdown	-10
One Mail Car	+10
Each Additional Mail Car	+0
One of a Kind	+5
Two of a Kind	+20
Three of a Kind	+40
Four of a Kind	+60

Roll or Combo:	Points:
Five of a Kind	+80
Six of a Kind	+100
Seven of a Kind	+120
Eight or more of a Kind	+140 (For Example: 8 Coach Rolls)
Passenger Car Bonus	+10
Freight Car Bonus	+10

Notes

"X of a kind" apply to Sleeper, Coach, Box, Tank, & Hopper Cars only To get the Passenger Car Bonus you must have at least 2 Passenger Car results & no Freight Car results. To get the Freight Car Bonus

you must have at least 2 Freight Car results & no Passenger Car results.

Full Game

Add up your score for 5 Turns.





Bug Out

Introduction

Board game for 2 players. Bug Theme strategy game.

Winning

You win the game if you accumulate 7 points. The winner is said to be "All Bugged Out" If no one can move because all bugs are marked, the player with the most points wins.

The Bugs

Bug Name:	Abr	Move:
Bee	B	Moves exactly one space diagonally
Ant	A	Moves exactly one space orthogonally
Ladybug	L	Moves exactly two spaces diagonally
Grass Hopper	G	Moves like a Knight in Chess
Beetle	T	Moves exactly two spaces orthogonally
Spider	S	Moves exactly three spaces diagonally
Dragon Fly	D	Moves exactly three spaces orthogonally

Abr Abbreviation

B	A	L	G	T	S	D	B
D	-	-	-	-	-	-	A
S	-	-	-	-	-	-	L
T	-	-	-	-	-	-	G
G	-	-	-	-	-	-	T

Turn Sequence

Players take turns. On you turn, move one un-marked bug Place one of your control marker beads on the Bug you moved If you line up 3 of your control markers in a row you score one point. (Orthogonal only, not diagonally) Use coins to record points.

Getting 3 in a row is referred to as a "Bug Out" Remove control markers from all 3 bugs involved in a Bug Out.

The Board

Use a regular chessboard of 8 x 8 = 64 spaces.

The Pieces

Each player has a set of glass beads of a unique color. Glass beads are used as control markers. Players share a common set of Bug Counters.

Bug Counters are flat & should have a picture of a Bug on them. There are 7 types of Bugs. There 4 of each type of counter.

A complete set has 28 Bug Counters.

Setup

Place one Bug Counter on each of the 28 edge squares of the Board. Diagrammatically, Bugs are placed thus:

B	A	L	G	T	S	D	B
L	-	-	-	-	-	-	S
A	-	-	-	-	-	-	D
B	D	S	T	G	L	A	B

Movement

Pieces can jump over (crawl over) each other.

Sting Rule

If you catch an Enemy Bug between 2 Bugs you control, remove The control marker from the Bug in the middle (You got stung!) (Orthogonal only, not diagonally)

Variant

For a harder game get 4 in a row.





Calcala

Introduction

2-4 Player Mancala Variant using a square 36 pit board.

Winning

Capture the Most stones by the end of the Game.

.
.	A1	B1	C1	D1	E1	F1
.	A2	B2	C2	D2	E2	F2
.	A3	B3	C3	D3	E3	F3

Stones

Use glass Beads or whatever (seeds, nuts, pebbles) for Pieces. Players share a common set of Stones.

Capture Pile

Each player has his own pile (cup) where he keeps the Stones he has captured.

Setup

Place 2 Stones in each Pit. The least gracious player goes first.

Turn Sequence

This ruleset assumes familiarity with other Mancala variants. On your turn grab the Stones from any pit and sow them in any Direction going Vertical, Horizontal, or Diagonal. If your last stone lands in a pit containing more stones, pick them up and Continue sowing in the same direction you were going.

If you come to an edge re-enter the board on the opposite side of the same row. (Examples: C2 -> C1 -> C6 or E4 -> F4 -> A4) This applies also to diagonal moves through the corners (Example: B5 -> A6 -> F1) If you are going diagonal and hit an edge (not

Game End

The Game ends when there are only 6 or less stones remaining on the board.

The Board

The board is composed of 36 Pits (spaces) laid out in a 6 by 6 Grid. Use the following diagram for reference:

.
.	A4	B4	C4	D4	E4	F4
.	A5	B5	C5	D5	E5	F5
.	A6	B6	C6	D6	E6	F6

a corner) you make a 90 degree bounce. (Example: D5 -> E6 -> F5 -> E4) If you drop your last stone in an empty space you capture all the Stones in the Next consecutive space, if there are any, and your turn ends.

(Example: B3 -> C3 -> You drop your last stone in D3 so you get all stones in F3)

Edge Rule

If you start your turn by grabbing stones from a pit on the edge of the board or a corner, you must sow the stones either along the edge or directed into the board. You may not immediately jump off the board and re-enter it from the other side. (Example: From A2 you could sow into A1, A3, B1, B2, or B3. You cannot jump to F2)

Alternate Setups

Short Game - Put only 1 stone in each pit. Long Game - Put 3 Stones in each pit. Double Dutch - Put 3 Stones in every other pit.

Half Dutch - Put 2 Stones in every other pit.

Links

Mancala History & Rules





Caravan

Introduction

Players control Arabian caravans going back and forth across the deserts, acting as Middlemen between Europe and the Orient.

The Board

Use a chessboard: 8 x 8 square grid. Number the rows 1 through 8. Row 1 is Europe.

Row 8 is the Orient. Rows 2-7 are the Middle Eastern rows.

Dice

Use an eight sided die as a randomizer.

Board Setup

For each Middle Eastern row place one 'Oasis' marker on a random space and one 'Quicksand' marker on a different random space.

The Pieces

Each player gets a Pawn of a unique color to represent their caravan. One unique pawn is needed to represent the Bandits. One unique pawn is needed to represent the Sandstorm.

6 Quicksand and 6 Oasis markers are needed. Use coins to represent Gold.

The Deck

Players share a common deck.

Victory

The first player to accumulate 50 Gold is the winner.

Setup

Roll high to determine turn order. Each player starts with 5 cards. Players pawns may choose to start in Europe or the Orient.

Two Pawns may never occupy the same space. The Sandstorm and Bandits Pawns start in open spaces in the center of the board.

Turn Sequence

Players take turns. Each turn has 5 Phases: Draw Phase Buy Phase Move Phase Desert Phase Sell Phase

Draw Phase

Discard any cards you don't want. A player may discard 2 cards and draw 1 replacement card. Draw 3 cards and discard 1 of these cards.

Max hand is 7 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Buy Phase

If you are in Europe you may play up to 5 soldiers or European trade goods in your Hand to the table. This becomes your Caravan. Note that your Caravan cards are not the same as the cards in your hand. If you are in the Orient you may play up to 5 soldiers or Oriental trade goods in your Hand to the table. This becomes your Caravan.

Move Phase

Discard a Move card to move your pawn exactly the indicated number of spaces. Moves may be diagonal or orthogonal. You may not land on or move through other Pawns or Quicksand spaces.

If you land on an Oasis, you may play another Move card and move again. If you land next to another Players Pawn, you may trade cards if you wish. All trades must be acceptable to both players.

Desert Phase

You may move the Sandstorm or Bandit Pawns if you have the appropriate cards. They have the same movement restrictions as Caravans. The Sandstorm is merely an obstacle.

If the Bandits land next to any opposing caravan pawns, those caravans must lose one soldier card or all their trade cards. (the cards on the table) You may do your Desert Phase before your Move Phase. The Bandits and Sandstorm may only go to Middle Eastern rows.

Sell Phase

If you are in Europe and you have Oriental goods in your Caravan (the cards on the table), you may turn them in for gold. An unmatched card is worth one gold. A pair earns 3 gold. (For example: two Spice cards) Three of a kind garners 5 gold.

Four of a kind gets you 7 gold. Five of a kind cashes in at 9 gold. If you are in the Orient and you have European goods in your Caravan (the cards on the table), you may turn them in for Gold in the same manner.

Card List

Card Name	#	Notes:
Move 1	5	Move your Caravan 1 Space
Move 2	10	Move your Caravan 2 Spaces
Move 3	10	Move your Caravan 3 Spaces
Move 4	5	Move your Caravan 4 Spaces
Bandits 1	1	Move the Bandits 1 Space
Bandits 2	1	Move the Bandits 2 Spaces
Bandits 3	1	Move the Bandits 3 Spaces
Bandits 4	1	Move the Bandits 4 Spaces
Bandits 5	1	Move the Bandits 5 Spaces
Sandstorm 1	1	Move the Sandstorm 1 Space
Sandstorm 2	1	Move the Sandstorm 2 Spaces

Card Name	#	Notes:
Sandstorm 3	1	Move the Sandstorm 3 Spaces
Sandstorm 4	1	Move the Sandstorm 4 Spaces
Sandstorm 5	1	Move the Sandstorm 5 Spaces
Soldiers	5	Negate Banditry
Metals	5	European Good
Woods	5	European Good
Furs	5	European Good
Tea	5	Oriental Good
Spices	5	Oriental Good
Silk	5	Oriental Good

Number of that card in the deck.





Carny

Introduction

Players are setting up their Game Booths at the Fair. Card game for 2+ players.

Carnival

A cooperative business arrangement between independent showmen, ride owners and concessionaires to present outdoor amusement for the public.

CARNY or CARNEY Someone who works in a carnival. The term is also applied to the carnival itself.

Game Length

Each turn = 1 day. Before play, players decide on the duration of the Fair from 5 to 20 days.

Winning

The Player with the most money at the end of the Fair wins.

The Decks

Players share a common deck. The deck contains 4 card types: Games Carnies Neighbors Events

Turn Sequence

Each turn has 6 Phases: Draw Phase Meld Phase Event Phase Recovery Phase Score Phase End Phase

Draw Phase

Each player fills their hand to 10 cards. If the deck runs out, shuffle the discard into the deck & draw from it.

Card List

Card Name:	Type	Cash	#	Notes:
New Kid	C	25	3	Green Help
Skinny Guy	C	75	3	Tattoos
The Pro	C	—	3	Target Meld Scores Double
Mumbler	C	50	3	
Bozo	C	100	2	Clown
Old-Timer	C	200	3	Knows all the tricks
Retiree	C	0	3	No Build Up or Gaff in Meld
Three Cats (Punk Rack)	G	50	1	Knock over Stuffed Animals
Swinger	G	50	1	Knock over Pin with Ball on String
Guess Weight	G	25	1	

Meld Phase

Each player may play 1-2 Melds from their hand face up to the table. A Meld must contain 1 Game and 1 Carny. A Meld may contain 0-2 Neighbor cards.

Event Phase

You may add bad neighbor cards to your opponent's Melds. You may add good Event cards to your Melds & bad Events to your opponents.

Recovery Phase

You may play replacement cards from your hand to replace cards discarded by opponent's Event cards.

Score Phase

Every card in a Meld scores a certain amount of cash. Illegal Melds (no Carny or Game card) score no cash. Keep track of earned cash from turn to turn.

Doubles are Cumulative.

End Phase

All cards in play are discarded. Players must discard their hands down to 2 or less cards.

Card List Notation

G Game
C Carny Worker
X Event
N Neighbor
Number of Copies of card in deck

Card Name:	Type	Cash	#	Notes:
Guess Birth Month	G	25	1	
Darts (Balloon Pop)	G	50	1	
Darts (Hit the Star)	G	75	1	
Pyramid (Spill the Milk)	G	50	1	Milk Bottles
Shoot out the Star	G	200	1	BB Gun
Milk Can Toss	G	50	1	Get Ball in Can
Whiffle Ball Toss	G	50	1	
Ring Toss	G	100	1	Rows of Bottles
Ping Pong Goldfish	G	75	1	Win Goldfish
Test of Strength	G	200	1	Swing Hammer
Speed Pitch	G	100	1	
Paint Gun Shoot	G	100	1	
Indian Rope Trick	G	25	1	Rope Ladder
Water Gun Race	G	75	1	
Dunk Tank	G	50	1	
Hanky Pank	G	25	1	Kids Game: Win Every Time
Basket Ball Toss	G	75	1	Through Hoop
Build Up	X	200	1	
Lots of Cheap Prizes	X	50	1	Scum
Blowoff	X	50	1	Activity after a Show
Gaff	X	200	1	Cheat
Score	X	100	1	
Suckers	X	100	1	
Showmanship	X	—	1	Target Meld Scores Double
Cool Prizes	X	100	1	Flash
Bad Spot	X	—	1	Target Meld Scores Half
Beginners Luck	X	-25	1	
Rain	X	-200	1	Affects all Melds in Play
Hustle	X	50	1	Affects all your Melds in Play
Bait	X	50	1	Shill
Easy Mark	X	50	1	
First Count	X	100	1	
Beef	X	-50	1	Complaint
Good Night	X	100	1	Affects all Melds in Play
Bad Night	X	-100	1	Affects all Melds in Play
Competition	X	-50	1	Affects all Opponent's Melds
Drunk Carny	X	-	2	Discard target Carny card
Inspector	X	-	2	Discard target Game card
Shut Down	X	-	2	Discard target Neighbor card
Trash Collection	N	-100	1	
Port-O-Lets	N	-200	1	
Near the Entrance	N	200	1	
On the Midway	N	200	1	
Center Joint	N	—	1	Meld Scores Double
In the Back	N	-75	1	Back End
Freak Show	N	50	1	Performers, Oddities, Taxidermy
4-H Barn	N	-50	1	Champion Milking Cows
Main Stage	N	100	1	Loud but Busy
Grill	N	75	1	Hot Dogs, Hamburgers, Sausages
Ice Cream Stand	N	100	1	Snow Cones, Italian Ices
Snack Shop	N	75	1	Pretzels, Popcorn, Nachos, Corn Dogs
Candy Store	N	100	1	Caramel Apples, Cotton Candy
Fryer	N	100	1	Elephant Ears, Funnel Cake, Fries

Card Name:	Type	Cash	#	Notes:
Rotary Club	N	75	1	Homemade Treats, Pies, Cookies
Beer Tap	N	200	1	In Small Plastic Cups
Himalaya	N	200	1	Cars on Loop Track
Gravitron	N	50	1	Vomitorium
Wooden Roller Coaster	N	100	1	Creaks
Ferris Wheel	N	—	1	Meld Scores Double
Merry Go Round	N	100	1	Carousel
Tunnel of Love	N	75	1	
Fortune Teller	N	25	1	Look at opponent's hands
Fun House	N	75	1	Haunted House
Giant Slide	N	50	1	
Kiddie Ride	N	25	1	Bounce House
Thrill Ride	N	100	1	





Chinese Rummy

Introduction

Card game for 2-3 players. Chinese symbolism theme with rummy/poker mechanics.

The Deck

Players share a common deck. The deck contains 27 cards. There are 5 Suites each with 5 cards numbered 1-5.

The 5 Suites are:

1. The 5 Elements
2. The 5 Blessings
3. The 5 Virtues
4. The 5 Directions
5. The 5 Beasts for Sacrifice

In addition there is 1 Yin card and 1 Yang card.

Setup

Shuffle the deck. Players cut high to see who goes first. Each player is dealt 5 random cards.

Flip one card from the deck into the discard. The Deck is kept face down. The Discard pile is kept face up.

Turn Sequence

Players take turns. At the beginning of your turn take either the top card of the Deck or the Discard pile.

Card List

Card Name	Rank	Suite
Earth	1	Elements
Wood	2	Elements
Metal	3	Elements
Fire	4	Elements
Water	5	Elements
Long Life	1	Blessings
Wealth	2	Blessings
Peace	3	Blessings
Virtue	4	Blessings
Fame	5	Blessings
Piety	1	Virtues
Uprightness	2	Virtues
Manners	3	Virtues

Double Decks

When playing with 4-6 people use 2 Decks shuffled together. When using Double Decks, a Meld may not contain duplicate cards.

At the end of your turn discard one card from your hand.

The first player to make a Meld wins the game.

Melds

There are 3 possible types of Melds: Flush Straight Five of a Kind

Flush

All 5 cards from one Suite.

Straight

Five cards numbered 1-5. They must all be from different suites.

Five Of A Kind

All cards with the same number. They must all be from different suites.

The Yin Card

The Yin card can be used as a wild card for a Flush.

The Yang Card

The Yang card can be used as a wild card for a Five of a Kind.

Card Name	Rank	Suite
Knowledge	4	Virtues
Trust	5	Virtues
South	1	Directions
West	2	Directions
North	3	Directions
East	4	Directions
Center	5	Directions
Ox	1	Beasts
Sheep	2	Beasts
Dog	3	Beasts
Fowl	4	Beasts
Pig	5	Beasts

Cardset Available!!!

Thanks Ron





City Services

Introduction

Tile Laying game for 2-4 players.

Winning

The player with the highest score at the end of the game is the winner. The game ends when there are no tiles left in the cups and no one is Able to place another tile.

The Board

A 10 x 10 board is used (Square Grid) The tiles must fit into the board grid squares. The board is also referred to as the Map.

Tile	#	Range	Notes
Roads	5	2	Highways, Bridges, Tunnels
Power	5	2	Power Plants, Wind Farms
Water	5	2	Water Towers, Pumping Stations
Sewage	5	2	Treatment Plants
Waste	3	3	Dumps, Landfills, Recycling
Fire	3	3	Fire Stations
Police	3	3	Police Stations, Jail
Health	3	3	Hospitals, Clinics
Government	3	3	Town Hall, Post Office, County Clerk
Parks	3	3	Green Spaces, Beaches
Education	3	3	Schools, Museums, Libraries
Transportation	3	3	Harbor, Airport, Train Station
Entertainment	3	3	Arena, Concert Hall, Theme Park
Religious	3	3	Churches, Temples

Setup

Place each set (Zone and Service) in a separate cup (or box). Each player starts with a hand of 1 Zone Tile and 1 Service Tile randomly drawn. The most industrious player goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Plan Phase
2. Build Phase
3. Revenue Phase

Plan Phase

Draw 2 random Service Tiles and 2 random Zone Tiles and add them to your hand.

Tile Sets

There are 2 Tile Sets: The Zone Set and the Service Set. Each set has 50 Tiles.

The Zone Set

The Zone Set Mix:

Tile:	#	Notes:
Residential	25	Suburbs, Apartments
Commercial	15	Malls, Markets, Financial
Industrial	10	Factories, Manufacturing

The Service Set

The Service Set Mix:

Build Phase

Place 2 of your Zone Tiles, then 2 of your Service Tiles. The first tile of the game must be placed in one of the center 4 spaces of the Map. When played, a Tile must be adjacent, along a side (not a corner), to another tile already placed.

Revenue Phase

For each Service Tile you place, gain 1 Point for each Zone Tile in range that is not already in Range of a Service Tile of the same type. Note that some Service tiles have a range of 2 and others have a range of 3. Ranges do extend through the diagonal.

Placement Limits

Residential and Industrial Zones cannot be placed adjacent (side by side) to each other. Transportation and Entertainment services (due to noise) cannot be placed next to residential. Likewise Waste Services (due to smell) cannot be placed next to residential either.

If this means you cannot place the full number of tiles you normally would be allowed then Just keep the extra tile in your hand.

Scoring Limits

Parks, Religious, and Entertainment Service Tiles do not score Industry Zones.





Cow Clicker The Card Game

Introduction

Card game based on the Cow Click Social Network game. For 2-4+ players.

Disclaimer

Cow Clicker is a licensed, copyrighted product. This is merely a fan site.

Game End

The Game ends when the Cowmageddon Card is revealed.

Victory

The player with the highest score at the end of the game wins. Your score is equal to the total Mooney value of all your cows divided by the number of cows in your pasture. (get the calculators...)

The Decks

Players share 2 common decks:

1. The Basic Cow Deck
2. The Premium Cow Deck

Mooney

Each cow is worth a certain amount of mooney as listed on its card. Mooney levels are low in the basic deck and higher in the advanced deck.

The Pasture

The area directly in front of a player is his pasture. A player keeps his cow cards in his pasture.

Setup

(read carefully, this is tricky) Separate Basic from Premium cards. Separate out the Starting Stockyard (*) cards from the Premium deck. Flip these starting 7 cards face up next to the Premium deck.

Shuffle the 2 Decks. Each player draws 3 cards from the Basic Cow Deck. Players put their 3 basic cows in their Pasture.

The player who lost the last game goes first. Play then proceeds clockwise. When shuffling the Premium deck, remove any 10 cards including the Cowmageddon card. Shuffle these 10 cards separately, then set them aside.

This is called the Cowntdown deck. If the Premium deck ever runs out, draw from the Cowntdown deck.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Sale Phase
2. Buy Phase
3. Upgrade Phase
4. Stockyard Phase
5. Out to Pasture Phase

The Trade Rule

Players may trade (or Gift) Cows at any time. Trades (but not gifts) must be acceptable to both parties. The most Basic Cows you can have in your pasture is 5.

(You cannot gift or trade someone basic cows if it would cause them to exceed their limit) You can have any number of Premium cows.

Sale Phase

You may discard a Basic Cow. The most Basic Cows you can have in your pasture is 5.

Buy Phase

If you have 4 or less basic cows in your pasture, you may draw the top card of the Basic deck and add it to your pasture. You may only add 1 basic cow to your pasture this way per turn. If the Basic cow deck runs out, shuffle the discard and draw from it.

Upgrade Phase

You may discard 2 or more cows (basic and/or Premium) to gain an Premium Stockyard cow with a mooney value exactly equal to the total mooney value of the cows you discarded. For Example: There is a 17 Mooney cow available as one of the 7 Stockyard cows. You have in your pasture a 5 mooney cow, a 2 mooney cow, and a 10 mooney cow. ($5 + 2 + 10 = 17$). You discard them to get the 17 mooney cow and put it in your pasture.

Discard Rule

Basic and Premium cards go into the same discard! Therefore, if the Basic deck ever needs to be replenished, Premium cards will show up in it.

Stockyard Phase

If there are less than 7 Stockyard cows available, flip over the top cards of the Premium deck until there are 7. Remember, if one of these is the Cowmageddon card, the game ends.

Out To Pasture Phase

Take the highest Mooney cow from the Stockyard and place it on the bottom of the Premium deck. If you

are into the Cowntdown deck, skip this phase.

Basic Cow Deck List

Name:	Copies	Mooney
Plain Cow	7	1
Red Poll Cow	6	2
Yellow Cow	5	3
Blue Cow	4	4
Pink Cow	3	5

Name:	Copies	Mooney
Galloway Cow	2	6
Hereford Cow	2	7
Swiss Brown Cow	2	8
Holstein Cow	2	9

Premium Cow Deck List

Name:	Copies	Mooney
Steel Cow	2*	10
Cloud Cow	2*	12
Angus Cow	2*	13
Polka Dot Cow	2*	15
Ponycorn Cow	1*	17
Hello Cow	1	20
Bacon Cow	1	23
Purple Cow	1	25
My First Cow	1	26
Oil Cow	1	27
Paisley Cow	1	33
Racing Cow	1	35
Argyle Cow	1	38
Highland Cow	1	40
Soviet Cow	1	45
Longhorn Bull	1	50

Name:	Copies	Mooney
Mao Cow	1	55
Zombie Cow	1	58
Rainbow Cow	1	64
Rhinestone Cow	1	69
Number 7 Cow	1	70
Pirate Cow	1	73
Duck Cow	1	77
Kowrate Kid	1	80
Cowthulhu	1	83
Sheep Cow	1	88
Angel Cow	1	92
Stargrazer	1	97
Hayroller	1	98
Pig Cow	1	99
Bling Cow	1	100
Cowmageddon	1	Rapture

* Starting Stockyard Cows

Variants

- Add, change, or remove Breeds
- Change Mooney Values
- Change Number of Copies

Optional Event Cards

These are part of the Basic deck. If you draw one of these in setup as one of your starting 3 cards, discard it and draw another. They take effect as soon as they are revealed.

They are then immediately discarded:

Card	Description
Rustling	Steal the lowest mooney Premium Cow from target opponent.
Milk	Get an extra 1,2, or 3 Mooney to spend this turn.
Cow Patty	This card does nothing and is worth nothing.
Twins	Draw 2 more Basic cards.
Baby Calf	Search Basic deck for a cow and put it in your pasture.
Cow Bell	Put the lowest mooney cow in the stockyard into your pasture.
Cowboy	Discard X Basic Cows and draw up to X+1 Basic cards.
Bar-B-Que	Target opponent must discard his lowest mooney Basic Cow.
Cattle Drive	Switch 1 of your Basic Cows with an opponent's Basic Cow.
Cow Tipping	All players must give 1 Basic Cow to the player to their right.





Cross & Crown

Introduction

Abstract Strategy. 2-4 players. Players are Royal Dukes using political, religious and military influence to gain the most economic control of a disputed region.

Set Up

Each player gets a set of counters placed in an opaque cup. Flip coins to determine turn order.

End Of Game

The game ends when there are no empty spaces left on the board.

Victory

The player with the most Victory Points (VP) wins. VP are determined at the end of the game. Each settle-

ment has a VP award for control of it.

Gain 1 VP for every direct connection between 2 settlements that is composed of a trail of just your counters. Gain 1 VP for controlling the most settlements of one type. (Award for each type)

The Board

Use a 10 x 10 Hex map. 20 of the 100 spaces are Settlements. Draw settlements onto the board.

Try to arrange it that settlements are not adjacent to each other or the side of the map. (Some of this is ok) Other spaces without settlements are considered to be empty spaces. If you wish, some spaces may be Mountains where counters cannot be placed. There are 5 types of settlements as listed in the Settlement table.

Settlement Table

Type	Number	VP
Village	6	1
Town	5	2
Castle	4	3

Type	Number	VP
Mine	3	4
City	2	5

Number = Number of this type of settlement on the board

VP Victory points awarded for controlling this settlement.

Counters

Each player has a set of counters of a unique color. A Counter set contains: 6 Monks numbered 1-6 (Religious Influence) 6 Squires numbered 1-6 (Military Influence) 6 Heralds numbered 1-6 (Political Influence) 6 Priests numbered 7-12 (Religious Influence) 6 Knights numbered 7-12 (Military Influence) 6 Counts numbered 7-12 (Political Influence) 3 Bishops numbered 13-15 (Religious & Political Influence) 3 Templars numbered 13-15 (Military & Religious Influence) 3 Barons numbered 13-15 (Political & Military Influence)

Turn Sequence

Players take turns. On your turn draw 2 random counters from your counter cup. Place one counter (from your pile of drawn counters) onto any empty square on the board.

Counters may not be placed onto settlements or on

top of other counters. Max hand size is 7 counters. Put excess counters back into your cup.

Control Of Settlements

Determine control at the end of the game. The player having the most counters of one type surrounding a settlement controls it. For example: Player 1 has 3 Religious counters surrounding a village & no one else has 3+ counters of any one type.

If players have an equal number of counters of different types then use the Superiority Analog: Military defeats Religious, Religious defeats Political, Political defeats Military. For Example: Player 1 has 2 Military counters & Player 2 has 2 Political counters. Player 2 gains control. If players have an equal number of counters of the same type, then the side with the higher number total wins.

For Example: Player 1 has 3 Military counters with a combined total value of 18. Player 2 has 3 Military counters with a combined total value of 15. Player 1 gains control. In more complex situations the settlement remains contested and no one gains control.

Note that if a counter is adjacent to 2 settlements it influences both of them.





Cruise Ship Quest

Introduction

Board game for 2-4+ players. Cruise Line Management Theme.

Victory

The player with the most Cruise Points at the end of the game wins.

Game End

The game ends when players have gone through the deck 3 times and a turn starts and there are no cards left to draw.

The Deck

Players share a common deck. The Deck has 5 types of cards:

1. Destination Cards
2. Room Cards
3. Mess Cards
4. Crew Member Cards
5. Souvenir Cards

City List

City:	Region:
Anchorage	North Pacific
Vancouver	North Pacific
Los Angeles	North Pacific
San Francisco	North Pacific
Shanghai	Asia
Seoul	Asia
Tokyo	Asia
Hong Kong	Asia
Sydney	East Australia
Great Barrier Reef	East Australia
Brisbane	East Australia
Auckland	East Australia
Melbourne	West Australia
Hobart	West Australia
McMurdo Sound	West Australia
Perth	West Australia
Bali	SE Asia
Singapore	SE Asia
Ho Chi Minh	SE Asia
Manila	SE Asia

The Room cards are further divided into 3 types:

1. Food Cards
2. Sleep Cards
3. Play Cards

Ship Tokens

Players share a set of 20 Ship Tokens. Each Token is numbered for identification. Tokens move around on the map.

Ships Logs

Each ship will require a scrap piece of paper to record its Ship name, Captain Name, owner, value, and destinations it has arrived at.

The Map

The map contains 18 Regions. Regions are connected to certain other regions by Course lines. (Each region directly connects to 1-5 other regions) Within each Region are 3-5 Cities.

All Cities within a region are connected to each other.

City:	Region:
Istanbul	Mediterranean
Athens	Mediterranean
Venice	Mediterranean
Rome	Mediterranean
London	Northern Europe
Paris	Northern Europe
Amsterdam	Northern Europe
Dublin	North Atlantic
Edinburgh	North Atlantic
Reykjavik	North Atlantic
Greenland	North Atlantic
Prague	Arctic
Arkhangelsk	Arctic
Moscow	Arctic
Boston	East Coast USA
New York	East Coast USA
Washington DC	East Coast USA
Miami	SE USA
New Orleans	SE USA
Key West	SE USA

City:	Region:
Abu Dhabi	India & Arabia
Dubai	India & Arabia
Mumbai	India & Arabia
Sri Lanka	India & Arabia
Mombasa	South Africa
Madagascar	South Africa
Cape Town	South Africa
Johannesburg	South Africa
Lagos	SW Atlantic
Casablanca	SW Atlantic
Barcelona	SW Atlantic
Cairo	Mediterranean

City:	Region:
Cuba	Caribbean
Montego Bay	Caribbean
Bahamas	Caribbean
Cancun	Central America
Panama	Central America
Acapulco	Central America
Rio De Janeiro	South America
Lima	South America
Buenos Aires	South America
Maui	South Pacific
Oahu	South Pacific
Easter Island	South Pacific

Region Connectivity List

Region:	Connected to:
South Pacific	SE Asia, East Australia, North Pacific, Central America, Asia
Central America	North Pacific, Caribbean, South America, South Pacific
South America	Central America, Caribbean, South Pacific, SW Atlantic
SE USA	Caribbean, East Coast USA
Caribbean	SE USA, Central America, South America
East Coast USA	North Atlantic, SE USA
Arctic	North Atlantic
North Atlantic	Arctic, Northern Europe, East Coast USA, SW Atlantic
Northern Europe	North Atlantic, SW Atlantic
Mediterranean	India & Arabia, SW Atlantic
SW Atlantic	South America, North Atlantic, Mediterranean
South Africa	SW Atlantic, India & Arabia
India & Arabia	Mediterranean, SE Asia, West Australia, South Africa
SE Asia	Asia, India & Arabia, West Australia, East Australia, South Pacific
Asia	North Pacific, SE Asia, South Pacific
West Australia	India & Arabia, SE Asia
East Australia	SE Asia, South Pacific
North Pacific	Asia, South Pacific

Setup

Shuffle the Deck. Players come with names for their Cruise Lines. Players fill their hands to 7 cards.

Turn Sequence

Players take turns. Each turn has 7 Phases:
Itinerary Phase Investment Phase Business Phase
Launch Phase Sail Phase Destination Phase Port Phase

Itinerary Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it. If it is the third time the deck has run out, the game ends.

Investment Phase

You may Reduce your Cruise Point Score by 1 to draw an extra card. You may then Reduce your Cruise Point Score by another 2 to draw a second extra card. (total 3 points) You may then Reduce your Cruise Point Score by another 3 to draw a third extra card. (total 6 points)

Business Phase

Players may trade cards and Cruise points with each other. Limit this to 3 minutes.

Launch Phase

You may launch a new Cruise ship. To do this you must play 7 cards from your hands. 6 cards must be Room cards: 2 Sleep Cards 2 Play Cards 2 Food Cards The seventh card is a city card; the location where the ship will start from.

Start a Ship Log for the new ship. Select a ship Token. On the Log record the Identity number of the ship token.

Record your name as the owner of the ship. Record a name for the ship. Record a name for the captain.

Place the ship Token on the Map at the city designated by the City card. Determine and record the Value of the ship. Each room has a value of 1 or 2.

Add up these room values to get your total Ship Value. Record on the log, the ships Home Port (starting location). You may have any number of ships in your fleet.

Important: No player starts with a ship in play. Discard all 7 cards at the end of the phase a ship is launched.

Sail Phase

You may move each of your ships on the map. Each of your ships may move once on your turn in this phase. Important: Ships move 4 ways:

1. Region to adjacent Region (as allowed on the Region Connectivity List)
2. Region to City within that Region.
3. City to Region that city is in.
4. City to city within a Region (all cities within a region are connected)

Destination Phase

If you have one of your ships at a city, you may play a matching Destination card. For example: Your ship

is at Cuba on the Map and you play the Cuba card. You score Cruise Points for arriving at a destination.

Gain 2D6 Cruise points (roll 2 six sided dice) and add the value of your ship to get the base number of cruise points earned. Next, each other player may play one or more Mess cards from their hands against you. You may play crew member cards from your hand to negate Mess cards on a one to one basis.

For each Mess card not negated, you earn 1 less Cruise Point. You may play 1 or more Souvenir cards. Gain 1 Cruise Point for each such card played. Discard all cards played.

Record on the Ships Log the Destination (City) you arrived at and the number of Cruise points you scored.

Port Phase

Max hand size is 7 cards. Discard excess cards.

Business Growth Rule

Every time you launch a ship, your hand size increases by one.

Card List Notation

- C** City Card
X Crew Member Card
M Mess card
S Sleep Card
F Food Card
P Play Card
V Souvenir Card

Common Deck Card List

Name	Type	Value	Notes:
Anchorage	C	-	North Pacific
Vancouver	C	-	North Pacific
Los Angeles	C	-	North Pacific
San Francisco	C	-	North Pacific
Shanghai	C	-	Asia
Seoul	C	-	Asia
Tokyo	C	-	Asia
Hong Kong	C	-	Asia
Sydney	C	-	East Australia
Great Barrier Reef	C	-	East Australia
Brisbane	C	-	East Australia
Auckland	C	-	East Australia
Melbourne	C	-	West Australia
Hobart	C	-	West Australia
McMurdo Sound	C	-	West Australia
Perth	C	-	West Australia
Bali	C	-	SE Asia
Singapore	C	-	SE Asia
Ho Chi Minh	C	-	SE Asia

Name	Type	Value	Notes:
Manila	C	-	SE Asia
Abu Dhabi	C	-	India & Arabia
Dubai	C	-	India & Arabia
Mumbai	C	-	India & Arabia
Sri Lanka	C	-	India & Arabia
Mombasa	C	-	South Africa
Madagascar	C	-	South Africa
Cape Town	C	-	South Africa
Johannesburg	C	-	South Africa
Lagos	C	-	SW Atlantic
Casablanca	C	-	SW Atlantic
Barcelona	C	-	SW Atlantic
Cairo	C	-	Mediterranean
Istanbul	C	-	Mediterranean
Athens	C	-	Mediterranean
Venice	C	-	Mediterranean
Rome	C	-	Mediterranean
London	C	-	Northern Europe
Paris	C	-	Northern Europe
Amsterdam	C	-	Northern Europe
Dublin	C	-	North Atlantic
Edinburgh	C	-	North Atlantic
Reykjavik	C	-	North Atlantic
Greenland	C	-	North Atlantic
Prague	C	-	Arctic
Arkhangelsk	C	-	Arctic
Moscow	C	-	Arctic
Boston	C	-	East Coast USA
New York	C	-	East Coast USA
Washington DC	C	-	East Coast USA
Miami	C	-	SE USA
New Orleans	C	-	SE USA
Key West	C	-	SE USA
Cuba	C	-	Caribbean
Montego Bay	C	-	Caribbean
Bahamas	C	-	Caribbean
Cancun	C	-	Central America
Panama	C	-	Central America
Acapulco	C	-	Central America
Rio De Janeiro	C	-	South America
Lima	C	-	South America
Buenos Aires	C	-	South America
Maui	C	-	South Pacific
Oahu	C	-	South Pacific
Easter Island	C	-	South Pacific
Hot Tub	P	1	
Dance Academy	P	1	
Cooking School	P	1	
Painting Seminar	P	1	
Games Room	P	1	
Karaoke Theatre	P	1	
Ping Pong Table	P	1	
Putting Green	P	1	

Name	Type	Value	Notes:
Shuffleboard	P	1	
Indoor Pool	P	1	
Fitness Center	P	2	
Jazz Bar	P	2	
Indoor Climb	P	2	
All Purpose Spa	P	2	
Movie Theatre	P	2	
Swimming Pool	P	2	
Waterslide	P	2	
Casino	P	2	
Show Lounge	P	2	
Garden Atrium	P	2	
Vending Machines	F	1	
Ice Cream Shop	F	1	
Coffee House	F	1	
Smoothie Shop	F	1	
Sports Bar	F	1	
Cool Lounge	F	1	
Bakery	F	1	
Burger Station	F	1	
Barbeque Pit	F	1	
Tiki Bar	F	1	
Dim Sum Restaurant	F	2	
Sushi Bar	F	2	
Chophouse Grill	F	2	
Italian Restaurant	F	2	
French Restaurant	F	2	
Medieval Feast	F	2	
Seafood Restaurant	F	2	
Fancy Dining	F	2	
Continental Cuisine	F	2	
Captains Table	F	2	
Lido Deck Cabin	F	1	
Standard Cabin	F	1	
Small Cabin	F	1	
Veranda Deck Cabin	F	1	
Promenade Deck Cabin	F	1	
Poop Deck Cabin	F	1	
Aruba Deck Cabin	F	1	
Riviera Deck Cabin	F	1	
Main Deck Cabin	F	1	
Sun Deck Cabin	F	1	
Luxury Cabin	F	2	
Japanese Cabin	F	2	
Comfortable Cabin	F	2	
Family Stateroom	F	2	
Presidential Stateroom	F	2	
Ambassador Stateroom	F	2	
Balcony Stateroom	F	2	
Sky Loft	F	2	
Royal Suite	F	2	
Ice Palace	F	2	
Smell	M	-	

Name	Type	Value	Notes:
Sickness	M	-	
Leak	M	-	
Accident	M	-	
Rowdy Guests	M	-	
Spill	M	-	
Lost Item	M	-	
Inconvenience	M	-	
Storm	M	-	
Excursion Cancelled	M	-	
Port Closed	M	-	
Incident	M	-	
Maid	X	-	
Servers	X	-	
Officer	X	-	
Captain	X	-	
Guest Relations	X	-	
Steward	X	-	
Concierge	X	-	
Porter	X	-	
Suntan	V	-	
T-Shirt	V	-	
Photograph	V	-	
Post Card	V	-	
Map	V	-	
Snow Globe	V	-	
Rum Cake	V	-	
Non-Taxable Liquor	V	-	
Perfume	V	-	
Jewelry	V	-	

End Of Game Scoring Bonuses

The Ship that visits the most Cities gets 25 Cruise Points. The Ship that visits the most Regions gets 25 Cruise Points. A Ship that visits a city no other ship has visited gets 10 Cruise Points for each such city.

When a ship visits all the cities in a single region, this is called a Hat Trick. A Ship gets 10 Cruise Points for every Hat Trick it Makes.

— Variants —

Larger Ships

The second ship you launch can have 1 extra room (any type). The third ship you launch can have 2 extra rooms and so on.

Starting Ship

Everyone starts with a ship already in play with a value of 6.

Early Investments

Each player starts the game with 10 Cruise Points.





Da Vinci Poker

Introduction

Poker variant with a Leonardo da Vinci theme.

The Deck

Players share a Unique 52 card deck

The Suites

There are 5 Suites:

- 1. Art
- 2. Earth Science
- 3. Humanities
- 4. Engineering
- 5. Life Science

Each suite represents a field of knowledge that Leonardo contributed to.

The Cards

Each card has 4 properties:

- 1. Suite (One of the Five Suites)

- 2. Rank (Numerical value from 1 to 10)
- 3. Name (Unique for each card)
- 4. Details (Unique for each card)

The 5 Suites comprise 50 of the cards. There are 2 Additional "Renaissance Man" cards that act as Wild cards.

Play

Play is that of poker, the main differences being there are 5 suites and no Face cards, so available Hand combos will be different. 5 card stud and 5 card draw are recommended to start.

Hand Combinations

In order from lowest to highest scoring: 2 of a Kind 2 Pair (2 of a Kind and 2 of a Kind) 3 of a Kind Full House (2 of a Kind and 3 of a Kind) 4 of a Kind Flush 5 of a Kind Straight Straight Unique (Renaissance Man: All 5 Suites) Straight Flush (Master)

Card List Notation

Suite	Abbreviation	Symbol
Art	A	Mona Lisa
Earth Science	S	Sun & Moon
Humanities	H	Codex Manuscript

Suite	Abbreviation	Symbol
Engineering	E	Flying Machine
Life Science	L	Vitruvian Man

Card List

Suite	Rank	Name	Details
A	1	Music	
A	2	Artists Materials	
A	3	Sculpture	
A	4	Precepts of the Painter	
A	5	Colour	
A	6	Landscape	
A	7	Light & Shade	
A	8	Perspective	
A	9	Comparison of the Arts	
A	10	Commissions	Mona Lisa, Last Supper
S	1	Astronomy	
S	2	Experimentation	
S	3	Physical Geography	Topography, Canalization
S	4	Mathematics	Proofs

Suite	Rank	Name	Details
S	5	Atmosphere	
S	6	Flight	
S	7	Acoustics	
S	8	Optics	
S	9	The Nature of Water	
S	10	Movement & Weight	
H	1	Jests	
H	2	Tales	
H	3	Fables	
H	4	Aphorisms	
H	5	Philosophy	
H	6	Bestiary	
H	7	Allegory	
H	8	Prophecies	
H	9	Dated Notes	Personalia, Books
H	10	Letters	Notebooks
E	1	Gunnery	
E	2	Tools	
E	3	Machines	
E	4	Casting	
E	5	Hydraulics	
E	6	Flying Machine	Flight
E	7	Warfare	
E	8	Naval Warfare	
E	9	Architecture	
E	10	Inventions	
L	1	Natural History	
L	2	Medicine	
L	3	Spirit	
L	4	Botany	
L	5	Demonstrations	
L	6	Muscles	
L	7	Physiology	Reproduction, Growth, Gait
L	8	Comparative Anatomy	Lion, Horse, Bull
L	9	Human Proportions	Studies
L	10	Anatomy	





Dance School Competition

Introduction

Drafting Card game for 2-4 players. The game proceeds in 2 parts: In the first part the players build up their dance schools. In the second part the schools participate in competitions.

#	Game Length:	Build Rounds:	Competition Rounds:
1.	Studio	3	1
2.	Academy	4	3
3.	Conservatory	5	5

The Decks

There are 3 Decks:

1. Build Deck
2. Judging Deck
3. Competition Deck

The Build Deck

The Build Deck is only used in the first part of the game. Card types include: Students, Teachers, Classes, Numbers, and Modifier cards.

Build Cards And Trait Scores

All Build cards will have a score in 1 or more traits or will give other cards a Bonus to their score in one or more traits.

Trait List

Traits include: Base, Beginning, Intermediate, Advanced, Jazz, Tap, Ballet, Contemporary, Modern, Lyrical, Musical Theatre, Hip Hop, Solo, Duet, Form, and Heart. All traits will be assigned a score.

Setup

Shuffle the decks. The player with the most dance experience goes first. Play proceeds clockwise. The first player to pick begins the game with a Base score of +5.

The second player to pick begins the game with Base +10 and so on until All players have received a single beginning scoring bonus.

School Build Out Round Sequence

Lay the top 12 cards of the Build deck face up. Players take turns picking 1 card at a time. This continues until all 12 cards are picked.

Victory

The School that wins the most competitions is the overall winner.

Game Length

The game can be played to 3 lengths:

This constitutes a round. A Studio game will have 3 rounds, an Academy 4, and a Conservatory game 5 rounds. After the first round, the first player to pick goes to the player who was the last to Pick in the previous round.

Picked Build cards are placed face up in front of their owner in a grid format and remain in play for the rest of the game.

School Build Grid Format

Build cards are placed next to each other in a grid like matrix. Side by side (orthogonal) cards are considered to be adjacent. Cards whose corners are touching (diagonal) are also considered to be adjacent.

Many cards will give point bonuses to adjacent cards. Teachers give bonuses to all adjacent students. The relationship of students to numbers is more limited: Students give bonuses to adjacent numbers if their style matches, so for Example: If it is a Jazz number, the number will get Jazz bonuses equal to the Jazz bonuses of any adjacent students.

Some cards give bonuses to all cards of a particular type even if not adjacent.

Competition Rules

Before a competition, each player may switch the places of 2 cards within his grid. First shuffle the Judging deck and draw 5 cards. These are placed face up in the middle of the table.

Each judging card lists a Trait. These represent Traits the judges are emphasizing. All scores in these traits are doubled for all players in this competition.

Next, shuffle the Competition Deck. Each player draws 4 cards and places them face up in front of them. Competition cards will modify a player's base score.

Each player adds up the total value of all of his cards including Build cards, current Competition cards and current Judging cards. The player with the

highest total score wins the competition. At the end of the competition discard all judging and competition cards.

If any deck should run out, shuffle its discard and draw from it.

Build Deck Card List

Card Name:	Notes:
Ballet Teacher	Ballet +2; Adj Students get Ballet +2
Tap Teacher	Tap +2; Adj Students get Tap +2
Jazz Teacher	Jazz +2; Adj Students get Jazz +2
Lyrical Teacher	Lyrical +2; Adj Students get Lyrical +2
Hip Hop Teacher	Hip Hop +2; Adj Students get Hip Hop +2
Musical Theater Class	MT +2; Adj Students get MT +2
Classical Ballet Class	Ballet +2; Adj Students get Ballet +2
Modern Class	Modern +2; Adj Students get Modern +2
Acrobatics Class	Form +2; Adj Students get Form +2
Extra Classroom	Base +4; Adj Students get Base +1
Dance Intensive	Base +2; Adj Students get Contemporary +2
Point Class	Ballet +4; All Advanced Girls get Ballet +5
Male Teacher	Base +3; All Boys get Form +3
Good Tap Shoes	Tap +4; All Students get Tap +1
Prop Pops	Base +2; Adj Numbers get Base +2
Choreographer	Form +4; Adj Numbers get Form +5
Team Spirit	Heart +2; Adj Students get Heart +2
Sportsmanship	Heart +2; Adj Students get Heart +2
Showmanship	Heart +2; Adj Students get Heart +2
Practice Lifts	Form +3; Duet +5
Good Technique	Form +3 and Solo +5; One Orthog adj Student
Good Flexibility	Form +6; One Orthogonally adj Student
Good Control	Form +7; One Orthogonally adj Student
Natural Talent	Form +8; One Orthogonally adj Student
Dedication	Heart +8; One Orthogonally adj Student
Private Lessons	Solo +2; Adj Students get Solo +2
Jazz Number	Jazz +5
Contemporary Number	Contemporary +5
Ballet Number	Ballet +5
Tap Number	Tap +5
Lyrical Number	Lyrical +5
Modern Number	Modern +5
Musical Theatre	Musical Theatre +5
Hip Hop Number	Hip Hop +5
Solo Number	Solo +5
Duet Number	Duet +5
Production Number	Heart +5
Acrobatics Number	Form +5
Cute Kids Number	Beginners +5
Intermediate Number	Intermediate +5
Advanced Number	Advanced +5
Beg Boy Toby	Beginner +2 Heart +2
Beg Boy Rick	Beginner +2 Hip Hop +2
Inter Boy Freddie	Intermediate +4 Lyrical +2
Inter Boy Caleb	Intermediate +4 Duet +2
Adv Boy Andrew	Advanced +6 Tap +2

Card Name:	Notes:
Adv Boy Nathan	Advanced +6 Hip Hop +2
Beg Girl Carlee	Beginner +2 Ballet +2
Beg Girl Kendall	Beginner +2 Heart +2
Beg Girl Gabby	Beginner +2 Contemporary +2
Beg Girl Sydney	Beginner +2 Lyrical +2
Inter Girl Mackenzie	Intermediate +4 Form +2
Inter Girl Sierra	Intermediate +4 Modern +2
Inter Girl Taylor	Intermediate +4 Tap +2
Inter Girl Alyssa	Intermediate +4 Solo +2
Adv Girl Katie	Advanced +6 MT +2
Adv Girl Madison	Advanced +6 Ballet +2
Adv Girl Olivia	Advanced +6 Jazz +2
Adv Girl Grace	Advanced +6 Contemporary +2
Injury	Base -5; Must be placed orthogonal to a student
Laziness	Base -2; Must be placed orthogonal to a student
Drop Out	Discard this and one Student in your Grid
Dance Mom	Base +3; Must be placed orthogonal to a student
Bad Diet	Base -2; Must be placed orthogonal to a student
Good Diet	Base +3; Must be placed orthogonal to a student
Homework	Base -2; Must be placed orthogonal to a student
Distractions	Base -2; Must be placed orthogonal to a student

Judging Deck Card List

Emphasis: Tap Ballet Contemporary Modern Lyrical Musical Theater Hip Hop Solo Duet Beginner Inter-

mediate Advanced Form Heart Boys (All Boy Students get Base +2)

Competition Deck Card List

Card:	Base Score:
Best in Show	+10
Wardrobe Malfunction	-5
Hot Mess	-5
Out Sick	-10
On Fire	+10
Not in Sync	-5
Point your Feet	-5
Everyone gets Gold	+5
Platinum Performance	+5
Diamond Performance	+10
Warm Up	+5

Card:	Base Score:
Last Minute Changes	-5
Biased Judge	-5
Backstage Drama	-5
Scholarship	+10
Special Award	+5
Stage Not Right	-5
Need to Re-block	-5
Large Competition	-5
Cheering Section	+5
Enthusiasm	+5
Judges Favorite	+10





Diamond Traders

Introduction

Card game. 2-5+ players.

Object

Have the largest point score at the end of 4 turns.

Suite	Value	Notes
Cut	1	Imperfect
Cut	2	Beget
Cut	3	Square
Cut	4	Perfect Round
Color	1	Canary
Color	2	Yellow
Color	3	Off White
Color	4	White
Clarity	1	Carbons
Clarity	2	Slight Inclusions

Turn Sequence

There are 3 Phases in a turn:

1. Draw Phase
2. Trade Phase
3. Show Phase

Draw Phase

All players draw cards to fill their hands to 12 cards. If the deck runs out shuffle the discard and draw from it.

Trade Phase

All players may trade cards with each other. Anything goes. Beg, borrow, and steal. Trades may be public, private, by auction, uneven, I.O.U., etc.

After 10 minutes, or if no one wants to trade anymore, go on to the next phase.

Show Phase

All players simultaneously score points in this phase. To score points you must play (reveal) one

The Deck

Players share a common 60 card deck. There are 5 suites. Each Suite has 12 cards. Include 3 of each card listed below.

Suite	Value	Notes
Clarity	3	Clean
Clarity	4	Flawless
Karat	1	Milli
Karat	2	Half Karat stone
Karat	3	One Karater
Karat	4	Rock
Kind	1	Amethyst
Kind	2	Ruby
Kind	3	Emerald
Kind	4	Diamond

or more "Stones". A "Stone" is a combination containing 1 card from each of the 5 suites: Cut, Color, Clarity, Karat, and Kind.

To determine the point value of a Stone: Multiply together the values of all of the cards in the combo. For example: Joe plays: Cut = 3, Color = 1, Clarity = 1, Karat = 2, and Kind = 4. The score for the stone = $3 \times 1 \times 1 \times 2 \times 4 = 24$! Cards not in a combo do not score points. They are called "Dead Merchandise." Dead merchandise is kept in the players hand for next turn.

Keep a running total of your cumulative score.

Variants

Very long game: Deal 15+ cards. (3 stones per phase per player possible) Long Game: Deal 13 or 14 cards. Short Game: Deal 10 or 11 cards. (6 players possible with 10 or fewer cards) Very Short Game: Deal 5-9 cards. (Only one stone per phase per player possible) The Trade Option: During Trade Phase discard 3 cards to draw 1 card.





Dodeca

Introduction

Abstract strategy game. Similar to chess. Dice are used as pieces.

Object

Capture both of your opponents Dodecas.

The Board

The board is a 10 X 10 grid.

Unit Chart

#	Name:	Type:	Abbreviation:	Move:	Capture:
10	Tetras	Four sided dice (D4)	Orthogonal	Diagonal	
4	Cubes	Six sided dice	(D6)	Diagonal	Orthogonal
4	Octos	Eight sided dice(D8)	Diagonal	Diagonal	
2	Dodecas	Ten sided dice	(D10)	Orthogonal	Orthogonal

Number of that dice in a set of 20.

Setup

You set up your pieces on your back 2 rows. All 10 of your Tetras go on your second row. The order of your pieces on your back row: 6,6,8,8,10,10,8,8,6,6.

Before each piece is placed on the board, the die is rolled, and is placed that face up. For example, you roll a 5 on a six sider. The die is placed on the board with the 5 face up. Four sided dice are read along the bottom edge.

Rules

Players take turns. Roll high on a D10 to see who goes first. On your turn you may do one of 2 things:

1. Move one of your units and reset its face number
2. Reroll a die to reset its face number

The Pieces

Dice are used as pieces. They are also referred to as units. Each player has a set of 20 dice. Dice come in many colors. The color schemes of the two opposing sets should easily set them apart.

There are 4 types of dice: four sided Tetras, six sided Cubes, eight sided Octos, and ten sided Dodecas.

When you move a unit you must move it a number of spaces equal to the number on its top face. Tetras move orthogonally and capture diagonally. Cubes move diagonally and capture orthogonally.

Octos move and capture diagonally Dodecas move and capture orthogonally. Units may never jump over other units. You may not land on a friendly piece.

If you land on an enemy piece you have captured it. Captured pieces are removed from the game. After a piece moves or captures its top face number must be changed +/- 1.

For example a cube of face 5 captures. It can be rotated to the 4 or 6 face. For example a cube of face 6 moves. It must be rotated to the 5 face. Instead of moving you may roll one of your dice.

The die is returned to its same space with the result of the roll face up. A player may not do two rerolls in a row unless he has no other possible move.





Dodge Ball

Introduction

Board and card game for 2 players.

Victory

Eliminate all players on the opposing team.

The Board

Use an 8 x 8 grid (Chessboard)

Pieces

Use pawns, checkers, miniatures, coins, rocks, etc. to represent men. Each team has 6 men (or women).

Setup

Place your six men on your back row. Roll on the Skill table once for each of your men. You may allow your Team Captain 2 Rolls.

Stacking

Men may never stack.

Sides

Your men may move only on the first 4 rows of your side of the board. Likewise your opponent may only move his men on his side of the board.

The Deck

Players share a common deck

Common Deck Card List

Card Name	#	Dist	Type	Notes
Walk	5	1	M	
Jog	5	2	M	
Run	5	3	M	
Sprint	5	4	M	
Cut Across	5	K	M	
Throw Short	6	1	T	
Throw Near	5	2	T	
Throw Long	5	3	T	

Turn Sequence

Players take turns. Each turn has 4 phases: Draw Phase Run Phase Throw Phase Dodge Phase

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard & draw from it.

Run Phase

Play a Move card to move a man that many Spaces, orthogonally or diagonally. A man can move only once per turn.

Throw Phase

Play a Throw card to have a man throw at a target that many Spaces away, orthogonally or diagonally. A man can move only once per turn. A target opposing player that is Hit is out.

The target opponent may play a Dodge card to Negate a Throw card. The target opponent may play a Catch card to Negate a Throw, and allow one of your Out players to come back in. The player comes in at any one of your side spaces.

Card List Notation

Copies of that card in the deck
M Move
T Throw
D Dodge
C Catch
S Skill
X Special
K As a Knight moves in Chess
Dist Distance

Card Name	#	Dist	Type	Notes
Throw Far	4	4	T	
Side Throw	5	K	T	
Dodge	2	-	D	
Blocking Ball	2	-	D	
Duck	2	-	D	
Dip	2	-	D	
Dive	2	-	D	
Catch	5	-	C	
Skill	10	-	S	
Get Mad	1	-	X	Draw 3 cards
Time Out	1	-	X	Draw 3 cards
Think	1	-	X	Look at opponent Hand
Intimidate	1	-	X	Opponent must discard 2 cards
Penalty	1	-	X	Opponent must discard 2 cards
Return Package	1	-	X	Reflect Throw back on Thrower
Not Looking	1	-	X	Negate a Dodge or Catch card
No Balls	1	-	X	Opponent may not Throw this Turn
Double Teamed	1	-	X	Negate a Dodge card
Aim Low	1	-	X	Negate a Catch card

Player Skill Table

1D6	Skill	Notes:
1	Dodge	This player may use Skill card as a Dodge Card
2	Fast	This player may use Skill card as a Run Card
3	Aim	This player may use Skill card as a Throw Long Card
4	Catch	This player may use Skill card as a Catch Card
5	Strong	This player may use Skill card as a Throw Far Card
6	Quick	This player may use Skill card as a Cut Across Card





Dragon Checkers

Introduction

Chinese Checkers Variant using cards!!!

Preface

You must first know how to play Chinese Checkers. A Chinese Checkers Set is required.

Victory

Same as in regular Chinese Checkers. Get all your pegs to the opposite corner first.

The Deck

Players share a common deck. There are 3 card types: Move Cards, Destiny Cards, and Special Cards. The cardset has 2 copies of each card in the card list.

Move cards are used to make one or more pegs move in a way they don't normally move. Destiny cards affect other cards, your hand, the deck, or your opponent's hand. Special cards have unique timing issues or highly variable effects.

Terminolgy

Peg - Synonym for Pawn, Man, Piece, Counter, Marble, Checker. Move - This can be a regular move or a card move. Regular Move - Either moving 1 space or Jumping as in the regular rules.

Walk - Moving 1 space (not jumping) as in the regular rules once. Card Move - Playing a Move card and moving a peg according to its directions. Route - All the Moves (Walks, jumps, and otherwise) a Peg makes during a single turn.

Jump - In card text the term Jump always allows for multiple jumps if possible.

Common Deck Card List

Card Name:	Type	Notes:
Way of the Rat	M	Peg may Jump and then Walk
Way of the Ox	M	Walk one Peg Twice
Way of the Tiger	M	Peg may Walk once and then Jump
Way of the Rabbit	M	2 Pegs may Jump
Way of the Dragon	M	Peg may Jump, then Walk, then Jump again
Way of the Snake	M	Switch places of any 2 Pegs
Way of the Horse	M	Peg may Walk, then Jump, then Walk again
Way of the Sheep	M	Walk Opponent's Peg
Way of the Monkey	M	Walk Opponent's Peg and Jump with your Peg

Setup

Each player is dealt a hand of 3 cards. The loser of the previous game goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases: Fate Phase Destiny Phase Journey Phase Destination Phase

Fate Phase

Draw 1 card from the deck and add it to your hand. If the deck runs out, shuffle the discard and draw from it.

Destiny Phase

You may play (discard) a Destiny card from your hand.

Journey Phase

You may make a Regular move or play (discard) a Move card. Move cards break the regular game rules of movement.

Destination Phase

Max hand size is 5 cards. Discard excess cards.

Card List Notation

M Move Card

D Destiny Card

X Special Card

Card Name:	Type	Notes:
Way of the Rooster	M	Peg may make one 2-space Jump during its Route
Way of the Dog	M	You may Walk 2 Pegs
Way of the Pig	M	Walk Opponent's Peg and your Peg
Yang	X	Negate a card just played
Yin	X	Copy the top card of the Discard
The Fortune Teller	D	Look at Next 5 cards in Deck
The Merchant	D	Draw 2 Cards from the Deck
The Thief	D	Steal 1 Random card from Opponent's Hand
The Spy	D	Look at Opponent's Hand
The General	D	Opponent must discard his entire hand
The Diplomat	D	Draw 1 Card. Opponent must discard 1 Card

Cardset Available!!!

other side.

Thanks Ron! [Click Here](#)

Way Of The Rooster Revealed

This means you can jump two opposing pegs that are next to each other but have an empty space on the

Links

[Play Chinese Checkers](#)

[Play Multiplayer Chinese Checkers](#)





Dragon Poker

Introduction

Card game. Players use cards to construct a dragon and provide it with treasure.

The Cards

The deck contains 68 cards: 2 White Heads, 2 White Bodies, 2 White Tails, 2 White Wings, 2 Green Heads, 2 Green Bodies, 2 Green Tails, 2 Green Wings, 2 Black Heads, 2 Black Bodies, 2 Black Tails, 2 Black Wings, 2 Blue Heads, 2 Blue Bodies, 2 Blue Tails, 2 Blue Wings, 2 Red Heads, 2 Red Bodies, 2 Red Tails, 2 Red Wings, 2 Gold Heads, 2 Gold Bodies, 2 Gold Tails, 2 Gold Wings, 4 Dragon Slayers, 2 Maidens, 8 Gold Treasures, 4 Gem Treasures, 2 Dragon Eggs.

Turn Sequence

1. Shuffle deck.
2. One player is chosen as the dealer (Dragon Master).
3. Players ante in.

COMBO	POINTS
Serpent (Head & Tail)	1
Beast (Head & Body)	1
2 Serpents or 2 Beasts (Bookends)	2
Winged Serpent (No Body)	2
Tailless Dragon (No Tail)	2
Wingless Dragon (No Wings)	2
Bastard Dragon (2 or 3 Colors)	3
Wyrm (No body & 2 Tails)	3

Treasure

If a player has one of the combos above, he can earn extra points if his hand contains treasure cards:

TREASURE	POINTS
Gold Treasure	1 per 2 cards
Gem Treasure	1 per card
Maiden	2 (one card max)
Dragon Eggs	1 per card if not used as a body part

Variants

Use 5 card hand size instead of 7 cards. Play it like Gin Rummy instead of Poker. Add more combos (Example: The two headed serpent).

4. The Dragon Master deals out 7 cards to each player Cards are dealt face down unless house rules state otherwise. Play starts with the player to the DM's left and proceeds clockwise
5. In turn each player may discard up to 6 cards and receive replacement cards.
6. Players may now, in turn, raise the ante (Dragon Rage). Other players must match the raise or drop out.
7. In turn, If a player has a Dragon Slayer he must discard it to cause his opponent to discard a random card from his hand.
8. Players reveal their hands. The hand worth the most points wins. If tied, players split the pot (Dragon Council).

Combinations

Heads, bodies, tails, and wings are used to construct Dragons. Dragon eggs are wild cards and can be used as any color body part.

COMBO	POINTS
Chromatic Dragon (4 Colors)	4
White Dragon	5
Green Dragon	6
Black Dragon	7
Blue Dragon	8
Red Dragon	9
Gold Dragon	10
Hydra (6 Heads & 1 Body)	12

Cardsets

In English, Italian, & French from alecrespi.





Dungeon Tricks

Introduction

4 Player Trick taking card game. Dungeon Crawl Fantasy Theme.

The Deck

Players share a common deck. The deck has 4 Suites. Each Suite has 13 cards.

Each card has a value from 1 to 13. The 4 Suites are: Treasures Monsters Heroes Traps

Card Set Available

[Click Here](#)

Setup

Shuffle the deck. Each player is dealt 13 cards. Each player picks 3 of his card to pass.

Each player passes 1 card to each of the other 3 players.

Sequence Of Play

Each round is composed of 13 Tricks (4 cards each). In each Trick the players take turns putting down 1 card each. The player with the Bag of Gold leads with it in the first Trick.

Play than proceeds clockwise until all players have played 1 card. The winner of the Trick keeps all the cards from the trick. The winner of the Trick goes first in the next trick.

Common Deck Card List

Suite	Score	Title	Notes:
X	1	Bag of Gold	Lead Card First Trick
X	2	Gemstones	
X	3	Precious Metals	
X	4	Priceless Jewels	
X	5	Elixir of Life	
X	6	Flying Carpet	
X	7	Singing Sword	Trump Hero
X	8	Horn of Plenty	
X	9	Genies Lamp	
X	10	Rescue Princess	
X	11	Kings Crown	
X	12	Buried Treasure	

The first person to go in a Trick must lead with a Treasure if he has one. If he doesn't he may lead with any card. On your turn you must play a card of the same suite or Play a card that Trumps the suite of the last card played.

Monsters Trump Treasures. Heroes Trump Monsters. Traps Trump Heroes.

After a Trump has been made, the cards following it in the Trick Must match Suite or trump it if possible. The Current Suite is the suite that has most recently been used to Trump or The suite of the lead card if no Trumps have been made in the Trick. If you are unable to Trump or follow suite, you may play any card from your Hand, in which case the current suite does not change.

The winner is the player who has played the highest card in the Current Suite. The winner puts all 4 cards from the trick into his scoring pile.

Scoring And Victory

Treasures and Heroes are Positive scoring Monsters and Traps are Negative scoring At the end of a Round calculate your score. The player with the highest score wins the round. The first player to win 2 Rounds wins the game.

Common Deck Card Notation

X Treasures
M Monsters
H Heroes
Z Traps

Suite	Score	Title	Notes:
X	13	Dragons Hoard	Trump Monster
M	1	Nymph	Trump Hero
M	2	Goblins	
M	3	Skeletons	
M	4	Swarm	
M	5	Golem	
M	6	Black Knight	
M	7	Minotaur	
M	8	Sorcerer	
M	9	Jabberwocky	
M	10	Sea Monster	
M	11	Demon	
M	12	Giant	
M	13	Dragon	
H	1	Thief	Trump Trap
H	2	Halfling	
H	3	Gnome	
H	4	Bard	
H	5	Dwarf	
H	6	Elf	
H	7	Cleric	
H	8	Ranger	
H	9	Fighter	
H	10	Druid	
H	11	Paladin	
H	12	Warlord	
H	13	Wizard	
Z	1	Secret Passage	
Z	2	Arrow Trap	
Z	3	Water Trap	
Z	4	Pendulum Trap	
Z	5	Spiked Pit	
Z	6	Moving Walls	
Z	7	Quicksand	
Z	8	Fire Trap	
Z	9	Rolling Boulder	
Z	10	Cave-In	
Z	11	Whirlpool	
Z	12	Labyrinth	
Z	13	Bottomless Pit	





Durable Goods

Introduction

Economics Game. Players buy raw materials, manufacture products, and then sell them.

Raw Materials Deck

The decks consist of 80 cards or chits The deck contains 20 each of the following raw materials: Wood Plastic Metal Fabric

Manufactured Goods Deck

Also called Durable Goods. Use chits or cards to represent the following manufactured goods: -Houses -Furniture -Cars -Appliances -Clothing

Objective

Be the first player to accumulate \$500.

Turn Sequence

1. Raw Materials Phase
2. Production Phase
3. Selling Phase

Durable Good	Metal	Wood	Plastic	Fabric
House	1	2	0	0
Furniture	0	2	0	1
Car	2	0	1	0

A player may manufacture as many durable goods as he has material available. A player may make only one type of durable good per turn. Use chits or cards to represent durable goods.

Selling Phase

The Maximum Market value of the first unit of a good sold is \$50 If only one player is selling he automatically gets the maximum value If more than one player is selling they must bid to sell at a lower price.

Setup

Each player starts with \$50 and no raw materials or products.

Raw Materials Phase

Scarce raw materials become available. Draw 12 Raw material cards and place them in 4 piles according to the four types of materials. Players make a separate bid for each pile.

Bids are written down in secret on a scrap piece of paper. A player cannot bid more money than he owns. If he does, none of his bids count. All bids are revealed simultaneously.

The player who bid the most for a pile gets to keep the pile, and must pay his bid price. Players who lost a bid do not have to pay. Players may trade or purchase raw materials or goods from each other at any time

Production Phase

One unit of a durable good may be manufactured using the indicated amount of raw materials:

Durable Good	Metal	Wood	Plastic	Fabric
Appliances	1	0	2	0
Clothing	0	0	1	2

The player that quotes the lowest price makes the sale. The Maximum Market value of the second unit of a good sold is \$40 The Maximum Market value of the third unit of a good sold is \$30 The Maximum Market value of the fourth and greater unit of a good sold is \$20 Use paper and pencil to record profits.

Link

Durable Goods has been published in the ACADEMIC GAMING REVIEW





Ecros

Introduction

Chess Variant. Abstract. 2-Player. 20 x 20 Board. Unique pieces. 40 men to a side. Multiple victory conditions.

The Board

A 20 X 20 square grid is used.

Verbage

Men = Pieces = Units = Figure

Board = Map = Playing Field

Space = Square

Capture = Kill = Eliminate = Destroy

Null Jumpers = subset of men who move by jumping.

Slip Jumpers = subset of Men who move by jumping, like knights.

Sliders = subset of men who move variously like rooks, bishops, and queens.

Nexials = Pair of men who serve the same function as kings in chess.

Victory

There are 4 ways to win:

1. Capture both of your opponents Nexials.
2. Occupy all 4 corners.
3. Occupy all 4 center spaces.
4. Reduce opponent to 9 or less men.

Setup

Your men are placed on your back two rows. Nexials and sliders are placed in any desired configuration on your Backmost row. The Jumpers are then used to fill in the remaining spaces also In any desired configuration. White sets up first, then Black.

Turn Sequence

White gets first move. Players alternate moves, moving 1 man per turn.

Capturing

Capturing occurs just like in regular chess, when you move one of your men into A space occupied by an opponent's figure.

Reversal Rule

A piece may never reverse a move it made. For example: You move a piece forward 2 spaces. You may not when moving it again the next time (which could Be several turns later) move It back 2 spaces to the space it previously occupied.

Piece Descriptions

There are 2 sets of 40 pieces. One white, and one black. Most pieces are unique. Out of the 40 men you start with only 3 Have doubles (The 3 sliders). So there are 36 unique types of units.

Nexials

Each player has 2 Nexials. If both are captured, you lose. Nexside = This man moves 1 space orthogonally.

Nextant = This man moves 1 space diagonally.

Castling

Once per game, as a move, you may destroy any one of your pieces (on your side of the board) to move one of your Nexials to the space the destroyed unit had occupied.

Sliders

These do not jump. They slide across the board. Your own pieces are Obstacles, while enemy pieces can be captured.

Diagos Odd = There are 2 of this Unit. It moves diagonally like a Bishop in Chess. It must end its move after moving an odd number of spaces.

Diagos Even = There are 2 of this Unit. It moves diagonally like a Bishop in Chess. It must end its move after moving an even number of spaces.

Orthogos Odd = There are 2 of this Unit. It moves orthogonally like a Rook in Chess. It must end its move after moving an odd number of spaces.

Orthogos Even = There are 2 of this Unit. It moves orthogonally like a Rook in Chess. It must end its move after moving an even number of spaces.

Ultangent Odd = There is just 1 of this Unit. It moves like a Queen in Chess. It must end its move after moving an odd number of spaces.

Ultangent Even = There is just 1 of this Unit. It moves like a Queen in Chess. It must end its move after moving an even number of spaces.

Odd And Even Move Limits

Sliders are described as being odd or even. An Odd unit must end its turn (Capture or not) after moving an Odd number of spaces. It may never under any circumstances move an Even number of spaces. So for example it could move 1, 3, 5, 7, etc. spaces but never end its Move 2, 4, 6, etc. spaces away from where it started.

Null Jumpers

There is one copy of each of these pieces. These units jump over other pieces when moving. Note that these units can move orthogonally or diagonally.

Null One = Moves 1 space in any direction. (This unit is the exception in that It doesn't actually jump. Its like a King in regular chess).

Null Two = Jumps 2 spaces.

Null Three = Jumps 3 spaces.

Null Four = Jumps 4 spaces.

Null Five = Jumps 5 spaces.

Null Six = Jumps 6 spaces.

Null Seven = Jumps 7 spaces.

Null Eight = Jumps 8 spaces.

Slip Jumpers

These units jump over other pieces when moving. There is one copy of each of these pieces. Note that

these units move like Knights in chess: They move orthogonally a Certain number of spaces (2-8) and then over (90 degrees) another number of Spaces (1-3).

Primero Two = Moves 2 spaces and then over 1 (exactly like a Knight in chess).

Primero Three = Moves 3 spaces and then over 1.

Primero Four = Moves 4 spaces and then over 1.

Primero Five = Moves 5 spaces and then over 1.

Primero Six = Moves 6 spaces and then over 1.

Primero Seven = Moves 7 spaces and then over 1.

Primero Eight = Moves 8 spaces and then over 1.

Segundo Three = Moves 3 spaces and then over 2.

Segundo Four = Moves 4 spaces and then over 2.

Segundo Five = Moves 5 spaces and then over 2.

Segundo Six = Moves 6 spaces and then over 2.

Segundo Seven = Moves 7 spaces and then over 2.

Segundo Eight = Moves 8 spaces and then over 2.

Tercio Four = Moves 4 spaces and then over 3.

Tercio Five = Moves 5 spaces and then over 3.

Tercio Six = Moves 6 spaces and then over 3.

Tercio Seven = Moves 7 spaces and then over 3.

Tercio Eight = Moves 8 spaces and then over 3.

Construction Of Pieces

I recommend counters with the names of the pieces written out.

Designers Notes

I wanted something that feels wide open.





Elemental Chess

Introduction

Chess Variant. 2 player game. Earth, Air, Water, Fire Theme.

The Board

Use a standard 8 x 8 chessboard.

The Pieces

Each player has a set of 24 pieces. A set contains:
2 Air Rooks 2 Air Bishops 2 Air Knights 2 Water Rooks
2 Water Bishops 2 Water Knights 2 Fire Rooks 2 Fire
Bishops 2 Fire Knights 2 Earth Rooks 2 Earth Bishops
2 Earth Knights A piece will have to somehow denote
which of the 4 elements it belongs to in addition to
what type it is and to which player it belongs.

Setup

Players place a dividing screen along the middle of the board. A player does not see how his opponent sets up his pieces. Players set up their 24 pieces in any way on their back 3 rows.

When both players are finished setting up, the screen is removed. Determine turn order by house rules.

The Rules

Players take turns. Just as in normal chess, you must move or capture with one of your pieces every turn. Air pieces can only capture Water & Fire pieces.

Water pieces can only capture Fire & Earth pieces. Fire pieces can only capture Earth & Air pieces. Earth pieces can only capture Air & Water pieces.

Victory

You win if you capture all your opponent's pieces of one element. For example: you capture all 6 of his fire pieces.





Euro Risk

Introduction

This rule set describes a Diceless Variant for the game of Risk.

Disclaimer

Risk is a copyrighted property. This is merely a fan site.

Victory

When the game ends, the player with the most Victory Tokens wins.

Game End

The game ends when all 6 Continents have been scored.

Old Board & Bits

The regular Risk map and pieces are used. The dice are not used. Except in setup. The card set should have 44 cards.

42 cards each depict one territory and one troop type. Two cards are wild cards depicting all 3 troop types.

New Bits

Players share a set of Tokens called Victory Tokens.

Setup

Each player gets 1 set of troops of a unique color. Each player is dealt 4 cards (Discard Wild cards and redraw) Players reveal their hands and place 1 Figure on each of the 5 territories listed on their cards. The cards are then discarded. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Reinforcement Phase
2. Deployment Phase
3. Capture Phase

Reinforcement Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it.

Deployment Phase

You get 3 actions on your turn. There are 4 Types of actions:

- Revolt Action
- Strategic Action
- Annexation Action
- Victory Action You may do up to 3 Attack, Annexation, or Victory Actions. You may do up to one Strategic Action.

Revolt Action

Discard a card and take control of the indicated region. You must also discard 2 more cards with the same unit type. Show control by placing one of your figures on the region.

If an opponent had a figure there, remove it.

Strategic Action

Discard 3 cards all showing the same unit type. Take control of any Region on the Board that is Adjacent to a region you already control.

Annexation Action

Discard a card that shows a region you already control. Take control of any 1 Region that is adjacent to it.

Victory Action

Discard a card that shows a region you already control. Gain 1 Victory Token.

Capture Phase

Discard down to 4 cards. If you take control of the last unoccupied Region of a Continent, gain 2 Victory Tokens (VT); This also Triggers a Scoring Round. A continent can only be completed once, so there will be a max of Six scoring rounds. After the last scoring round, the game ends.

Scoring Rounds

Determine who controls the most regions in each of the 6 Continents: The player who controls the most regions in a continent gains X VT. X is determined by the continent: (N Amer = 5, S Amer = 2, Africa = 3, Asia = 7, Europe = 5, Australia = 2) (If tied for most, tied players get X VT each).

If you control all the regions in a Continent, get 1 extra VT.

If you control at least 1 region in a continent, gain 1 VT.

Note: It is possible to complete a continent in setup. If this happens, a scoring round is not triggered, and there will be one less scoring round during the game.

Note: If 2 Continents are completed in the same turn, there will be only one Scoring Round.

Alternate Rules

Reduced Scoring Rounds: Score only after the 2nd, 4th, and 6th Continents. Delayed Scoring: Score only after the 4th, 5th, and 6th Continents. Least Scoring: Score only after all 6 Continents are completed.





Famous Movie Quotes

Introduction

Movie Themed Trivia Game for 2-4+ players.

Victory

After all players have given up the player with the most points wins.

The Cards

Each card has 5 pieces of information:

1. A Quote from a Movie
2. The Name of the Movie the Quote came from
3. The Name of the Character that was Quoted
4. The Name of the Actor that played the Character
5. The Year the Movie came out

Turn Sequence

Players take turns. Play proceeds clockwise. On your turn the player to your left draws a new card and reads the Quote.

Score 1 point if you can name the Movie. Score 1 more point if you can name the Character. Score 1 more point if you can also name the Actor.

Score 1 additional point if you can name the year the Movie came out. Use pen and paper to keep track of points.

Sample Cards

"I feel like I got a really great deal on a used car." The Big Chill (1983) Meg (Mary Kay Place)

"Women need a reason for having sex. Men just need a place." City Slickers (1991) Mitch Robbins (Billy Crystal)

"Frankly, you're beginning to smell. And for a stud in New York, that's a handicap." Midnight Cowboy (1969) Ratso Rizzo (Dustin Hoffman)

"Listen, I . . . I appreciate the whole seduction scene you got going . . . But let me give you a tip. I'm a sure thing." Pretty Woman (1990) Vivian Ward (Julia Roberts)

"Not only did I enjoy that kiss last night, I was awed by the efficiency behind it." To Catch A Thief (1955) John Robie (Cary Grant)

"You really think you were easy? Compared to what? The Hundred Years War?" The Way We Were (1973) Hubbell Gardner (Robert Redford)

"I love the smell of Napalm in the morning - it smells like. . . victory." Apocalypse Now (1979) Lt. Colonel Kilgore (Robert Duval)

"Whoever you are, I have always depended on the kindness of strangers." A Streetcar Named Desire (1951) Blanch Dubois (Vivien Leigh)

"Life's a banquet, and most poor suckers are starving to death." Auntie Mame (1958) Auntie Mame (Lucille Ball)

"Every man dies. Not every man really lives." Braveheart (1995) William Wallace (Mel Gibson)

"You can't fight in here, this is the War Room!" Dr Strangelove (1964) President Merkin Muffley (Peter Sellers)

Links

100 Greatest Movie Quotes

Notes

I plan to occasionally add a few cards to the list. I figure once there is about 100 cards that should actually be enough to play a game.





Fiefs

Intro

Medieval Dukes contest for gold and lands.

Object

The player with the most gold at the end of the game wins.

Board

The board is a 3x3 grid. The Central square is the Palace. The 8 Surrounding squares are the lesser Fiefs.

Deck

Players use a common deck. The deck contains 78 cards.

Pieces

Use coins to represent Gold. Each player has a set of pieces of a unique color. Use colored cardboard counters (chits) for pieces.

There are 4 types of pieces in a set: Control markers, Bishops, Nobles, & Knights. A set should have 9+ of each piece type. Control markers are blank.

Bishops, Nobles, & Knights are called pawns Mark bishop counters with a "B" Mark noble counters with a "N" Mark knight counters with a "K"

Pawn Chart

UNIT(PAWN)	FORCE	NOTES
Bishops	1	Inquisitions +2
Nobles	1	Coups +2
Knights	1	Sieges +2

Setup

Each player starts in control of one corner Fief. Players put all of their pawns into their starting Fief. Each player starts with 3 Bishops, 4 Nobles, and 5 Knights.

Each player starts with 6 gold and a hand of 7 cards. Determine turn order alphabetically. The first player to go in a game must lose 4 gold & 1 card.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Draw Phase
2. Taxes Phase
3. Move Phase

4. Event Phase
5. Contest Phase
6. Recruit Phase

Draw Phase

Draw 1 card. You may pay 2 gold to draw an extra card. If the deck runs out the game ends.

Maximum hand size is 7 cards. Discard excess cards.

Taxes Phase

Gain 3 gold. Gain an additional 1 gold for each Fief you control. Gain an additional 2 gold if you control the Palace.

Move Phase

You may move any 1 of your pawns to an adjacent space. Pawns may move orthogonally but not diagonally. You may move your pawns into Fiefs controlled or occupied by other players.

You may discard a move card from your hand to move a pawn of the type indicated on the card.

Event Phase

You may play an Excommunication card to cause any target opponents pawn to be removed from the game. You may play a plague card on a target square. All players with pawns on the square must remove 1 of those pawns from the game.

You may play a Peasant Revolt to cause a target control marker to be removed. Play a Crusade card to cause a target Knight to be removed from the board for 3 turns. The Knight returns to the palace in Event phase with 5 gold. The Pilgrimage card is a "crusade" card for Bishops.

The Envoy card is a "crusade" card for Nobles. All "Played" cards are discarded.

Contest Phase

Play a contest card to try to gain control of target Fief (or Palace). You must have a Pawn in the target Fief. There are 3 types of contest cards: Siege, Inquisition, and Coup cards.

If no one controls the Fief you gain control of it. Place a control marker on Fiefs you control. If another player controls the Fief there will be a contest.

Both players must determine their force total for the contest: A pawn is worth 1 Force point. A knight

is an additional +2 in Siege contests. A bishop is an additional +2 in Inquisition contests.

A noble is an additional +2 in Coup contests. Certain cards can be discarded (Armies, Courtesans, and Heresy) to add additional Force. These are called ally cards. Players may increase force by +1 per gold paid. Players secretly write down how much gold they are bidding on scrap piece of paper. The gold bids & allies are revealed simultaneously.

The player with the most Force wins the contest. The current controller wins ties. The winner gains control of the Fief (or the Palace) The loser must retreat

one his pawns into an adjacent space.

You may play as many contests as you have contest cards. You may initiate a contest of any type, for any square, once on your turn, without discarding a Contest card, for a price of 3 gold. Sieges cannot take place at the palace.

Recruit Phase

You may discard a "Gain" card to gain a pawn of the type indicated on the card. You may pay 3 gold to gain a pawn of any type. New pawns start in a Fief you control or the Palace.

Card List

#	Card Name:	Effect:
6	Move Bishop	
6	Move Noble	
6	Move Knight	
6	Siege	
6	Inquisition	
6	Coup	
4	Courtesans	Force = +2 in coups
4	Armies	Force = +2 in battles
4	Heresy	Force = +2 in Inquisitions

#	Card Name:	Effect:
4	Gain Knight	
4	Gain Bishop	
4	Gain Noble	
3	Crusade	
3	Pilgrimage	
3	Envoy	
3	Excommunication	
3	Plague	
3	Peasant Revolt	

Number of that card in the deck

Cardset Available

Cards, counters, and Board! Thanks Eric! [Click Here](#)





Fish Food

Introduction

Board and Dice game for 2 Players.

Victory

Eat all the opposing Edible Fish, or Occupy the center 4 spaces of the Board (Tank) at the end of your opponents turn.

The Fish

Fish	Number	Force	Note
Whale	2	7	
Shark	2	6	
Sword Fish	2	5	
Dolphin	2	4	
Barracuda	2	3	
Flying Fish	2	2	Can Jump over other Fish
Minnow	2	1	One Minnow can use both Dierolls in one Turn
Puffer	2	0	Inedible and Harmless (Blocker)

The Puffer cannot be eaten, and cannot occupy the middle 4 spaces of the Board.

Setup

Place your fish in any order you like on your back 2 rows. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. On your turn Roll two dice. (On the very first move of the game, only roll 1 Die) You may move up to 2 of your fish.

Each dieroll will allow 1 fish to move exactly as

The Tank

The Board (= Tank) is a standard 8 x 8 Chess board.

Dice

Six sided Dice are needed.

Fish

Each player has a set of 16 Fish (= Pieces = Men) of a unique color.

many spaces as the number rolled on the die. Fish cannot jump over other fish.

Fish Eat Fish

If your Fish lands on top of another fish with a smaller Force, your Fish eats it. You cannot move onto another Fish with equal or Greater Force. There is a Second way to eat a Fish that is called Nibbling.

To Nibble, you must have 2 fish adjacent to the target fish and directly opposite each other. If their combined Force is equal to or greater than that of the fish in the Middle, it is eaten. Eaten Fish are removed from the Board.





Fortac

Introduction

Abstract board & card strategy game for 2 players.

The Board

Use a 4x4 grid.

The Pieces

Each player has 4 men (pieces, pawns, tokens, etc.). One player is Red, the other is Black.

The Deck

Players share a common deck.

Victory

Victory is achieved by being the first to make 2 different Combos. A Combo is made by placing your 4 pieces into one of 4 arrangements:

1. Occupy all 4 corner spaces of the board (Corner Combo)
2. Occupy 4 spaces in a row diagonally (Diagonal Combo)
3. Occupy 4 spaces in a row orthogonally (Orthogonal Combo)
4. Occupy the 4 center spaces of the board. (Center Combo)

You must verbally declare a Combo on the turn you form it. After your first combo play continues from the same positions & with the same hands. Your second combo must be of a different type from the first.

Setup

Each player places his 4 men in the 4 spaces of one corner. Diagrammatically (R = Red, B = Black, E =

Empty) it would appear thus:

.	R	R	E	E
.	R	R	E	E
.	E	E	B	B
.	E	E	B	B

Each player is dealt a hand of 3 cards from the deck. Cards are always placed face up in front of the player. Players can always see their own and each other's hand.

Red goes first.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Move Phase
2. Draw Phase

Move Phase

To move one of your men, discard one of your cards and Move the man according to the rules on that card. (To move you must play (discard) a card) You must move if it is at all possible. If it is impossible for you to move, your opponent automatically wins.

You may only play one card (make one move) in this phase. At the end of Move phase you must have 2 cards in your hand.

Draw Phase

Draw phase always comes after move phase. Draw the top card of the deck and put it in your hand face up. At the end of Draw phase you must have 3 cards in your hand.

The Common Deck

Card Name:	#	Notes:
Hop	4	Move orthogonally 1 space
Skip	4	Move diagonally 1 space
Jump	4	Jump over adjacent piece
Trade	4	Trade places with adjacent piece
Switch	4	Switch places with non-adjacent piece
Rook	2	Move piece like Rook in Chess
King	2	Move like a King in Chess
Horse	4	Move like a Knight in Chess

Card Name:	#	Notes:
Bishop	4	Move like a Bishop in Chess
Zip	2	Move to any empty corner space
Zap	2	Move to any empty non-corner space
Push	4	See Notes

Copies of that card in the deck.

Push Card

This one requires a little extra explanation: Move 1 piece into an adjacent space already occupied by another piece. The other piece is pushed into the next space over in line. Two pieces in a row can be pushed

like this.
The furthest pushed piece must have somewhere to go, there must be an Empty space for it to be pushed into. It cannot be pushed off the board.

Play On Line

Super Duper Games





Game Of Lists

Introduction

Trivia game for 1 or more players.

Winning

The first player to score 35 points is the winner.

The Deck

Players share a common deck of cards.

The Cards

Each card has a Title. The Title refers to a List.

Setup

Shuffle the deck well.

Turn Sequence

The Top card is flipped face-up from the deck. The Title is revealed. Each player writes down as many items as he can think of that are on the List. Players get 3 minutes to make their lists.

The Lists are then revealed. Incorrect items are scratched from the list. (Players will have to debate on the correctness of Items) A Player gets 1 point for each Item on his list.

A player can score a maximum of 10 points in a turn.

Card List

Title:

- Names of Planets in Our Solar System
- Names of Moons in our Solar System
- Names of Asteroids in Our Solar System
- Names of Comets in Our Solar System
- Names of Man-Made Space Satellites
- Names of the first 10 US Presidents
- Names of Conflicts fought in the 20th Century
- Names of Current World Leaders
- Names of Countries in Africa
- Names of Countries in South America
- Names of State Capitals in the USA
- Names of Cities in Germany
- Names of Impressionist Painters
- Names of Greek Philosophers
- Names of Kings of England
- Names of Roman Emperors
- Names of Physicists
- Names of WWII Generals
- Names of Battles fought by Napoleon
- Names of Landlocked Countries

- Names of Jazz Musicians
- Names of Explorers
- Names of Popes
- Names of the 10 largest Mountains
- Names of the 10 largest Rivers
- Names of Cuts of Beef
- Names of Sports Cars
- Names of Inventors
- The Seven Ancient Wonders of the World
- Names of the Seas
- Names of Fruit (2 for 1 Point)
- Names of Vegetables (2 for 1 Point)
- Names of Whales
- Names of Non-Whale Sea Mammals
- Names of Fish
- Names of Crustaceans
- Names of Mollusks
- Names of Insects (2 for 1 Point)
- Breeds of Dogs
- Breeds of Horses
- Names of Flowers (2 for 1 Point)
- Names of Shakespeare's Plays
- Types of Martial Arts
- Names of Card Games (52 card deck)
- Names of Winter Olympic Sports (2 for 1 Point)
- Names of Antibiotics
- Names of Islands
- Names of Bridges
- Names of the 10 Tallest Buildings
- Names of Famous Airplanes
- Names of Famous Sailing Ships
- Names of Greek Gods
- Names of Christian Sects
- Names of Famous Paintings
- Names of Civil War Battles
- The Books of the Bible
- The 10 Commandments
- The First 10 Elements on the Periodic Table
- Names of Computer Programming Languages
- Geologic Time Periods
- Names of Gemstones
- Names of Constellations
- Names of Rocks/Rock Types
- Names of Movies that Start with the Letter B
- Crewmembers of the Original Star Trek
- Names of Bad Guys in Star Wars

Variants

Add/Drop/Modify Cards. Allow more/less time per turn. Play on Teams.

Change Points needed to win. Allow more/less points to be earned per turn.





Gamma Chess

<body>

Premise:

This plays like a cross between chess and backgammon

Set Up:

Regular Chessboard and pieces plus two dice

1D6	Piece
1	Knight
2	Pawn
3	Rook

Example: If you roll 1 on one die and 4 on the other you must move one of your 8 pawns and one of your bishops. If you roll 1 and 2 you must move either two of your pawns or one of your pawns twice. If you roll a piece you no longer have, add one to your roll. If you have no queen go back to one.

Moves:

Pieces move as normal except that they can only go forward or sideways.

Object:

Move all your men off your opponents back row. (for a shorter game, just the king)

Play:

Players take turns.

Turns:

At the beginning of your turn roll the two dice and consult the table below. This determines which pieces you can move.

1D6	Piece
4	Bishop
5	King
6	Queen

Capturing:

A piece can only capture if it is moving forward. The captured piece is immediately put, by its owning player, in a square on its back row. If no spaces are available, place it on the next available row.

Moving Off:

If you move one of your pieces onto your opponents back row remove it from the game.





Gearhead Skirmish

Introduction

Board & Dice game for 2 players. 2 Armies of Wind-up toys duke it out.

Disclaimer

Based on an old Video game. This is merely a fan site.

Victory

Players get 1 point every time a toy goes off their opponent's Side of the board. The game ends when the counter pile is empty and there are No toys left on the board. (or no toy has been able to move in 5 turns) The player with the most points wins the game.

The Board

Use a chessboard (8 X 8 grid).

Dice

Six and 8 sided dice are needed.

Counters

Toys are represented by counters (Chits, markers). There are 12 different types of toys. Each counter has 2 items of information written on it:

1. Identification of what type of toy it is.
2. An Arrow showing which way the toy is facing.

The Counter Pile

Players share a common set of counters. Place all counters in a cup called the counter pile. The set contains 6 copies of each Toy (72 Toys) Note: The Small Fry Toy is separate from the main 12 Toys.

Counter Discard

Place Toys that are destroyed into this area.

Victory Piles

Keep the toy counters that go off your opponent's side of the Board in your own pile (as a way of keeping score)

Control

Remember toys have an arrow showing facing. You control all Toys facing your opponents side of the board.

Setup

Players roll 1D8. High roll goes first.

Turn Sequence

Each turn has 3 phases: Draw Phase Placement Phase Action Phase

Draw Phase

Draw 1 random Counter from the counter pile (cup).

Placement Phase

Place the Toy (Counter) you just drew onto any empty Space on your last row (facing your opponent's side of board).

Action Phase

Each Toy you control moves once during your turn. The exception is toys you just gained control of this turn. See the rules for each individual Toy to see how it moves and what else it does.

There can only ever be one Toy per space. A Toy cannot move through other toys. If a toy "BUMPS" into another toy blocking its path, it must stop.

When a Toy moves diagonally it has a choice of moving to its left or right.

Flying Toys

Some toys can fly. They can jump (move over) other toys.

Toy List:

Big Al

Appearance: Bulldozer Move Roll:

1D6	Result:
1-2	Move straight ahead 1 Space
3-4	Move straight ahead 2 Spaces
5-6	Move straight ahead 3 Spaces

If AL Bumps into another toy, he pushes that toy back 1 Space and continues his move. AL can push a whole line of toys in this way.

Clucketta

Appearance: Chicken Move Roll:

1D8	Result:
1	Move straight ahead 1 Space
2	Move straight ahead 2 Spaces
3	Move straight ahead 3 Spaces
4	Move diagonally ahead 1 Space

Clucketta is a Flying Toy. If Clucketta lays an Egg, place a "Small Fry" Toy counter in any empty space adjacent to her.

Small Fry

Appearance: Baby Chick Move Roll:

1D6	Result:
1-3	Move straight ahead 1D6 spaces
4-6	Move diagonally ahead 1D6 Spaces

1D6	Result:
1	Move straight ahead 1 Space
2	Move straight ahead 2 Spaces
3	Move straight ahead 3 Spaces

If Dead Head bumps into or is bumped by any toy facing Dead head, that Toy immediately turns around and faces the opposite direction.

1D6	Result:
1	Move straight ahead 1 Space
2	Move straight ahead 2 Spaces
3	Move straight ahead 3 Spaces

When Shooting, the first toy the shot hits is destroyed (place in discard). Shots have unlimited range.

Handy

Appearance: White Glove Move Roll: Move straight ahead 1D6 Spaces. When Handy stops moving he winds up one adjacent Toy of your choice. The Wound up Toy gets a Free Move, which must be taken immediately.

Krush Kringle

Appearance: Santa Claus on Steroids Move Roll:

1D6	Result:
1-3	Move straight ahead 1 Space
4-6	Move straight ahead 2 Spaces

At the end of his move, you may have Kringle pound the ground. If he does this, all adjacent toys reverse their direction.

Orbit

Appearance: Flying Saucer Move Roll: Move straight ahead 1D6 Spaces. Orbit is a Flying Toy.

1D8	Result:
5	Move diagonally ahead 2 Spaces
6	Move diagonally ahead 3 Spaces
7-8	Clucketta Lays an Egg

Note: Small Fry counters are not kept in the Counter Pile with the rest of the Toys. They only appear when a Clucketta lays an egg. Make a separate Pile of Small Fry Counters

Dead Head

Appearance: Skull Move Roll:

1D6	Result:
4	Move diagonally ahead 1 Space
5	Move diagonally ahead 2 Spaces
6	Move diagonally ahead 3 Spaces

Disasteroid

Appearance: Robot with Laser Move Roll:

1D6	Result:
4	Shoot straight ahead
5	Shoot diagonally ahead to the left
6	Shoot diagonally ahead to the right

Presto

Appearance: Magician Move Roll:

1D8	Result:
1-2	Move straight ahead 1 Space
3-4	Move straight ahead 2 Spaces
5-6	Move straight ahead 3 Spaces
7-8	Disappear

If Presto Disappears roll 1D8 for the X & Y axes of The board to determine what space he reappears on. If the space is occupied, roll again.

Kangaruffian

Appearance: Kangaroo with Boxing Gloves Move Roll:

1D8	Result:
1-2	Move diagonally ahead 1 Space
3-4	Move diagonally ahead 2 Spaces
5-6	Move diagonally ahead 3 Spaces
7-8	Move diagonally ahead 4 Spaces

When Kanga Ruffian ends his move, he punches one Adjacent Toy of your choice. The target Toy moves 1D3 spaces directly away from Kanga. The Toy will move fewer spaces if blocked, and will not change facing.

Walking Timebomb

Appearance: Bomb with legs Move Roll: Move straight ahead 1D6 Spaces. At the end of his move, you may have the bomb explode. The Bomb and all adjacent Toys go to the Discard.

Zap-bot

Appearance: Robot on Unicycle Move Roll:

1D8	Result:
1-2	Move diagonally ahead 1 Space
3-4	Move diagonally ahead 2 Spaces
5-6	Move diagonally ahead 3 Spaces
7-8	Move diagonally ahead 4 Spaces

When Zap-Bot ends his move, he zaps one adjacent toy of your choice. A Zapped toy skips its next move/action.

Ziggy

Appearance: Cockroach Move Roll:

1D6	Result:
1-3	Move straight ahead 1D6 spaces
4-6	Move diagonally ahead 1D6 Spaces

If Ziggy Bumps or is bumped, he flips over on his back. (flip the counter) When on his back, he cannot move. If bumped into while on his back, he flips over onto his legs. If not flipped on his first move, Ziggy may immediately make a Second move on his turn.





Gerrymandering

Definition

Gerrymandering means changing district lines in order to benefit one political party.

Link

Gerrymandering has been published in the online Winter 2000 issue of the

Academic Gaming Review

Introduction

Players take turns changing the district lines in order to win the election.

Equipment

Players will need: Six sided dice (1D6) Map: 10 X 10 Grid. Each square represents a city block. Chits: tiny cardboard counters. (Blocks & District Markers)

Map Setup

Randomly place 100 Block chits on the map, one chit per space.

Race Table

1D6	Race	Abbreviation
1	Black	Black
2	WASP	WASP
3	European	Euro

Issues Table

1D6	Issue	Abbreviation
1	Taxes	Tax
2	Roads	Road
3	Healthcare	Heal

Making Block Chits

Each Block has exactly one randomly determined income, party, race, and issue. Use the abbreviations when writing on the chits: On the upper left hand corner of the chit write the income. On the upper right hand corner of the chit write the party.

In the middle of the chit write the race. On the bottom, write the issue.

Blocks

Each block is described by a chit. Before playing the first game players will have to make 100 chits. Each block chit has 4 variable characteristics that describe it.

These include: Income, Party, Race, and Issue.

Income Table

1D6	Income	Abbreviation
1-2	High	H
3-4	Medium	M
5-6	Low	L

Party Table

1D6	Party	Abbreviation
1-3	Democratic	D
4-6	Republican	R

1D6	Race	Abbreviation
4	South American	SAmer
5	Caribbean	Carib
6	Oriental	Orient

1D6	Issue	Abbreviation
4	Crime	Crime
5	Education	Edu
6	Environment	Envir

Setup Candidate

Each player has a candidate that is running for office Each candidate has the following 8 profile characteristics:

1. Income: Determine on the Income Table
2. Party: Determine on the Party Table
3. Race: Determine on the Race Table
4. First Allied Race: Determine on the Race Table (must be different from #3 on this list)
5. Second Allied Race: Determine on the Race Table (must be different from #3 & #4)

6. Primary Issue: Determine on the Issue Table
7. Second Issue: Determine on the Issue Table (must be different from #6)
8. Third Issue: Determine on the Issue Table (must be different from #6 & #7)

Playing The Game

After setup the game has 4 phases:

1. District lines are drawn
2. District lines are redrawn
3. Census
4. Election

District Lines Are Drawn

Players take turns. Roll high on 1D6 to determine who goes first. In the first part the District lines are drawn. There are 50 District Markers (Blank Chits). They are all the same.

The first player places 1D6 markers on the map, one per block. The very first marker may be placed on any one of the 9 center squares. All other markers must be placed on a block adjacent to another marker.

Adjacent means side by side, not diagonal. The next player places 1D6 markers, then the next, and so on. This continues until all 50 markers are placed.

Everything under a marker is part of the voting district.

District Lines Are Redrawn

In the second part the District lines are redrawn. Turns continue from where they left off. The game will continue for another XD6 turns. X = number of players.

On a players turn he may move 1D6 markers. A marker cannot be moved if it is adjacent to 3 or more markers. A marker cannot be moved if this action separates the district into 2 or more isolated parts.

A removed marker can then be placed back on the map adjacent to any other marker. After this then a census is taken of the district

The Census

Take the 50 blocks in the district and count the number of each variable. For example: The district may have contained: 16 High income blocks, 19 middle income, and 15 low income; 27 Democrats and 23 Republicans; 9 Blacks, 8 WASPs, 6 Europeans, 10 South Americans, 8 Caribbean's, and 9 Orientals; 10 Taxes, 6 Education, 10 Roads, 9 Health care, 7 Crime, and 8 Environmentalists.

The Election

Calculate votes for the candidates:

1. For each matching Income block get 2 votes.

For example: A High income candidate would get 32 votes for 16 High income blocks in the district but no votes for middle and low income blocks.

2. For each matching Party block get 1 vote.
3. For each matching Race block get 3 votes.
4. For each matching First Allied Race block get 1 vote.
5. For each matching Second Allied Race block get 1 vote.
6. For each matching Primary Issue block get 3 votes.
7. For each matching Second Issue block get 2 votes.
8. For each matching Third Issue block get 1 vote.

Victory

The player with the most votes at the end of the game is the winner. And your next elected official.

Variations

For a smaller game play on an 8 X 8 map and use 32 District markers. Pick your candidates characteristics instead of generating them randomly.





Glee Club Competition

Introduction

Card game for 2-4+ players. Theme: Competing High school singing clubs. Each player represents the glee club of one school.

Winning

The player with the highest Glee point total at the end of the year is the winner.

The Deck

Players share a common deck. There are 4 card types:

1. Songs
2. Singers
3. Events
4. Special

Glee Point Total

Players start the game (year) with zero Glee points. These are accumulated after each semester.

Semesters

The game is played in 4 Quarters (one whole school year).

Quarters	Competition Level	Competition Points
1	Sectional	2
2	Regional	4
3	State	6
4	Nationals	8

Setup

Shuffle the Deck.

Semester Turn Sequence

Each semester has 6 phases:

1. Audition Phase
2. Rehearsals Phase
3. Changes Phase
4. Final Set Phase
5. Competition Phase
6. Break Phase

Singer Card List

Audition Phase

Each player is dealt a hand 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Rehearsals Phase

Players made discard up to 4 cards and draw replacements.

Changes Phase

Players made discard up to 3 cards and draw replacements.

Final Set Phase

Players made discard up to 2 cards and draw replacements.

Competition Phase

Players make melds from their hands. Players score their melds. That score is added to their Glee Totals. The player with the highest scoring meld also wins that quarters Competition and gets to add those competition points to their Glee Total.

(winner of Sectional gets 2 extra points, Winner of Regional gets 4 extra points, etc.)

Break Phase

Players discard their Melds and the remaining cards in their hands.

Meld Scoring

A Meld is made from cards in your meld (not your hand). A Meld can contain a maximum of: 4 Singers, 3 (non-duplicate) Songs, 2 Events, 1 Special card Score one point for each card in your hand. Score additional points if your singers give bonuses to the songs in your meld.

Score additional points if your Events give bonuses to the singers in your meld.

Card List Notes

All cards from all lists are mixed together in the common deck. Except for some Song cards, there is only one copy of each card listed in the deck.

Name:	Bonus:
Diva	Show +2
Mean Girl	Pop +2
Cheerleader	Pop +1 Show +1
Redneck	Country +2
Hippie	Folk +2
Goth	Alternative +2
Jock	Rock +2
Nerd	Folk +1 World +1
Closet Queen	Show +1 Blues +1
Macho	Latin +1 Pop +1
Soprano	Vocal +2
Bass	Vocal +1 Hip Hop +1
Surfer	World +1 Rock +1
Exchange Student	World +2

Name:	Bonus:
Butch	Hip Hop +1 Blues +1
Heavy	Pop +1 Gospel +1
Mixer	Hip Hop +1 Pop +1
Hill Billy	Country +1 Folk +1
Crooner	Show +1 Vocal +1
Operetta	Class +2
Soul Sister	Gospel +2
Flamer	Show +2
China Doll	Pop +1 Alternative +1
Rapper	Hip Hop +2
Falsetto	Class +1 Vocal +1
Handicapped	Blues +2
Punk	Alternative +1 Rock +1
Latina	Latin +2

Song Card List

Category:	Copies of Card in Deck:
Pop	3
Blues	2
Rock	3
Hip Hop	2
Alternative	2
Country	1
Latin	1

Category:	Copies of Card in Deck:
Folk	2
Vocal	3
World	1
Gospel	2
Show Tunes	3
Classical	1

Event Card List

Event:	Bonus:
Rivalry	Diva +1 Mean Girl +1
Teen Pregnancy	Cheerleader +1 Punk +1
Homelessness	Surfer +2
Bullying	Jock +1 Handicapped +1
Drug Abuse	Goth +2
Alcoholism	Redneck +2
Smoking	Hill Billy +2
Depression	Closet Queen +2
Failing Grades	Jock +1 Surfer +1
Traffic Accident	Handicapped +1
Cyber Bullying	Mean Girl +1 Nerd +1
Love Triangle	Operetta +1 Crooner +1

Event:	Bonus:
Bad Breakup	Latina +1 Macho +1
Coming Out	Flamer +1 Butch +1
Body Image	Heavy +2
Teen Sex	Cheerleader +2
Skipping School	Mixer +2
Dropout	Punk +2
Racial Slurs	Soul Sister +1 Rapper +1
Crime	Delinquent +2
School Politics	Hippie +2
Not Fitting In	Exchange Student +2
Parental Pressure	China Doll +2

Special Card List

Choreography School Spirit Teamwork Friendship
Costumes Success Hard Work Parental Support Teachers
Personal Growth

Optional School And Mascot Names

At the beginning of the game state your School name and mascot. Example: River Dam High and the Fighting Beavers

Optional Teacher Bonuses

Your Glee club teacher gives you a special ability:
Mister Broadway: Show Tunes +1 Fundraiser Extraordinaire: Draw 2 extra cards in Rehearsal Phase Set Stealer: At end of Changes Phase look at one opponents hand and steal 1 song Recruiter: At end of Audition Phase look at one opponents hand and steal 1 singer Acapella Expert: Vocal +1 Choreographer: Hip Hop +1 and Latin +1 Mixologist: Meld may contain one extra song Drama Queen: Meld may contain one extra

Event and one extra Special card Choir Teacher: Meld may contain one extra student

Design Notes

Events score points because they fuel the passions of the singers.

Ties

If there is a tie the tied players have a sing off of Journey's "Don't Stop Believing"





Go Chess

Rules

Start with an empty chess board. Standard chess pieces are used. Players take turns. White goes first.

Place any one of your pieces on any empty space on the board. You cannot put your opponent's king into

check or checkmate. You cannot place your pawns on your opponent's back 4 rows.

When you have placed all of your pieces, you may begin moving your pieces as in normal chess. At this point all regular chess rules apply. Capture your opponent's king to win.





Grand Tour

The Map

On a blank sheet of paper draw 10 cities. Name each of the cities. Draw lines connecting each city to its nearest neighbors.

Do not cross lines. Two cities can may be directly connected by one or more lines. Each city should be connected to at least 4 or more lines.

For each line roll 1D10 on the Terrain Table. Write the terrain type on the line.

Terrain Table

D10	TERRAIN
1	Road
2	Airport
3	Ocean
4	Tracks
5	Bus Route

The Deck

The Deck should contain 5 of each Vehicle card.

Object

Be the first player to visit each of the 10 cities, or Be the player that visited the most cities before the last card is drawn from the deck

Cards

VEHICLES	TERRAIN
Sports Car	Road
Jumbo Jet	Airport
Ocean Liner	Ocean
Passenger Train	Tracks
City Bus	Bus Route

VEHICLES	TERRAIN
Bicycle	Sidewalk
Ferry	River
Helicopter	Helicopter Pad
Dune Buggy	Dunes
18-Wheeler	Truck Stop

Setup

Roll high on D10 to determine turn order. Each player draws 2 cards. Players start in different cities.

In reverse turn order players place their pawn on a city of their choice.

Turn Sequence

1. Draw Phase-
Player draws 1 card
2. Move Phase-

A player may move his pawn to a connected city if he has a vehicle card that matches the terrain. The vehicle card is discarded after it is used. The player may move more than once in a turn if he has the right

cards.

You cannot enter a city another player occupies. Keep track of which cities you have visited.

3. Planning Phase-
If the player did not move he may draw an extra card.
4. Discard Phase-
The player must discard cards in excess of seven. All cards are played and discarded face up.

Strategy Hint

Remember what cards have been played.

Card Set Available

Thanks Alessandro [Click Here](#)





Great Wall

Introduction

Card Game for 2-4+ players. Theme: Building The Great Wall of China Note: This game requires a long playing surface.

Victory

Score the most Honor points when the game ends.

End Game

When the last card is drawn from the deck, each player Gets 1 last turn and then the game ends.

Honor Points

Use Poker Chips to keep track of Honor Points.

The Deck

Shuffle together 2 regular decks of cards.

Setup

Players cut the deck. High cut goes first. Each player is dealt 7 cards. Play the top card of the deck face-up to the right end of the table.

This card is called the Eastern End.

Cards	Honor Points
0 (Pass)	0
2	5
3	10
4	15

Get 5 extra Honor Points for every King you play.

Supply Phase

Draw cards from the deck to fill your hand to 7 cards. If you Passed (played zero cards in Build phase), you may discard any Number of cards and then refill

Turn Sequence

Players take turns. Each turn has 3 Phases: Build Phase Honor Phase Supply Phase

Build Phase

The current Player adds cards to the growing wall from their hand. The wall is only built in 1 direction: from right to left. The leftmost (most recently built) card is called the Eastern Edge.

The cards added must be one of 3 types of combos:

1. Flush: They must match the suite of the Eastern Edge.
2. X of a Kind: They must have the same number value as the Eastern Edge.
3. Straight: They create a consecutive numerical sequence starting with the Eastern Edge.

In a Straight the cards can be ascending or descending. Straights may wrap around. For example: Q-K-A-2-3. For all 3 types of combos, you must add at least 2 cards.

If you cannot make a combo, you must pass

Honor Phase

Gain Honor points according to the number of cards you played in Build Phase:

Cards	Honor Points
5	25
6	35
7	50

your hand.

Kings

Kings represent Guard Towers. You cannot make an X of a Kind using Kings or place 2 Kings Adjacent to each other.





Hong Kong Phooey

Introduction

Trump taking Card game for 2 or 4 players. Based on the Hanna Barbara Cartoon Honk Kong Phooey.

Disclaimer

Hong Kong Phooey is a copyrighted, licensed product. This is merely a fan site.

Winning

The player with the lowest score after 4 Rounds wins the game.

The Deck

Players share a common deck. The deck has 4 suites: Hong Kong Phooey Friends Villains Extras There are 10 cards in each suite numbered 1 to 10.

Setup

Deal out the entire deck. In a 2 player game, each player gets a hand of 20 cards. In a 4 player game each player gets a hand of 10 cards.

Before any hands are played each player takes 3 cards and gives them to the player on his right.

Card List

Card Name	Suite	Number
Penrod Pooch Undercover	H	1
Mild Mannered Janitor	H	2
Alter Ego Penry	H	3
Anthropomorphic Dog	H	4
Crime Fighter	H	5
Masked Martial Artist	H	6
Master of Kung Fu	H	7
Super Tough	H	8
Quicker than the Human Eye	H	9
Number One Super Guy	H	10
Telephone Operator	F	1
Sergeant Flint	F	2
Rosemary	F	3
Sarge	F	4
The Mystery Maverick	F	5
Posse Impossible	F	6
Honcho	F	7

Turn Sequence

The player with the Penrod Pooch Undercover card plays it first. Play proceeds clockwise. Cards must be played to the same suite if possible.

(If not possible, any card can be played) When all players have played a card, it is considered a phase. The player who played the highest Card in suite captures all the cards in the phase and plays the first card in the next phase. When all players have no cards left in their hand, it is considered a round.

Players score at the end of the round. A player gets 1 point for each villain they captured. The player who captured the Hong Kong Phooey Chop card gets 10 points.

The Green Pagoda Rule

If a player captures the Honk Kong Phooey Chop card, and all of the Villain cards, He scores no points and all of his opponents score 20 points.

Card List Suite Notation

- H** Hong Kong Phooey
- F** Friends
- V** Villains
- X** Extras

Card Name	Suite	Number
The Gumdrops Kid	V	1
The Giggler	V	2
The Incredible Mr. Shrink	V	3
Green Thumb	V	4
Grandma Goody	V	5
Dr Disguiso	V	6
Professor Presto	V	7
Goldfisher	V	8
The Voltage Villain	V	9
Mr. Tornado	V	10
Filing Cabinet Exposition	V	1
Bumblin' Antics	V	2
Police Department	V	3
Rink Dinky Doo	V	4
Phooey Mobile	V	5
Bong of the Gong	V	6
Accidental Hero	V	7

Card Name	Suite	Number
Spot the Pet Cat	F	8
Loyal Cat	F	9
Feline Sidekick	F	10

Card Set Available

Thanks Ron! [Click Here](#)

Card Name	Suite	Number
Hong Kong Phooey Chop	V	8
Book of Kung Fu	V	9
Spot Saves the Day	V	10

Links

[Wikipedia](#)





Javelin

Introduction

Track & Field Series card game. Simulation of the Javelin Throw for 2 or more players.

The Deck

Players share a common deck. There are 5 basic suites of cards. The suites are the stages of a Throw.

In proper order they are:

1. Start
2. Run Up
3. Run to Plant
4. Plant
5. Release

There is an additional special suite of Wild cards:

6. Training

The Cards

The deck contains 1 copy of each card listed in the Card list. There are 36 cards in the deck. Each card has a numerical value between 9 and 20.

This is the number in meters the card contributes to the distance of a throw.

Cardset Available

From Alcespi

Card List

Card Name:	Suite	Meters
Relax Arm	S	18
Relax Shoulder	S	16
Visualize Movement	S	20
Chest Muscles Stretched	S	14
2 Finger Grip	S	12
Place Marker	S	10
10 TO 12 Quick Strides	RU	18
7 Meters per Second	RU	20
Accelerating	RU	12
Concentrate Energy	RU	16
Look Straight Ahead	RU	10
Gain Momentum	RU	14
Stressed Step	RTP	12
5 Strides	RTP	14
Turn to the Side	RTP	16
Legs Cross	RTP	18
Maximum Amplitude	RTP	20

Winning

Play 6 hands. Each player gets 6 'attempts'. The player with the longest single throw in 6 attempts is the winner.

Turn Sequence

A turn is also referred to as a hand, a round, or an attempt.

- Each player is dealt a hand of 7 cards
- Each player may discard up to 5 cards and draw replacements
- Players reveal their cards and score their hands.

Scoring Hands

You may score 5 cards from your hand. You may score 1 card from each of the 5 basic Suites. If you don't have a card from a suite you may substitute a Training card.

If you still don't have a card for a suite, you get a consolation 5m for that suite. To Score, Add up the values from each of your 5 suites. This is the distance in meters of your Throw.

Card Name:	Suite	Meters
Last 2 Strides	P	14
Tense Body	P	16
Javelin Behind Shoulder	P	18
Flexible Arm	P	20
Run Up Track	P	10
Both Feet on the Ground	P	12
Stop Suddenly	R	10
Explosive Movement	R	14
Powerful Throw	R	16
Optimal Throwing Angle	R	20
25 to 40 Degrees	R	12
31 Meters per Second	R	18
Muscle Building	T	9
Flexibility Exercises	T	9
Elastic Resistance	T	9
Throwing Weighted Balls	T	9
Running & Jumping	T	9

Card Name:	Suite	Meters
Midway Marker	RTP	10

Card Name:	Suite	Meters
Coordination & Balance	T	9





Kid Stuff

Introduction

Don't know what to do next with the kids? Grab your Kideck (Kid- Deck) draw a card & get on with it. . . The list below is specific (in no particular order) to my house-hold. You will have to customize the deck to suit your own situation. Show the cards to your kids and read them together.

Card List

- Magnets
- Lite-Brite
- Kung-Fu Practice
- Darts
- Cooking
- Magna-Doodle
- Chalk Drawing
- Matching Game
- Electronic Books
- Sword Fighting
- Musical Instruments
- Frisbee
- Yo-Yos
- Wooden Train Set
- K-Nex
- Spaceship Toys
- Superheroes
- Legos
- Painting
- Drawing
- 20 Questions
- Baseball
- Marbles
- Hot Wheels Cars
- Watch Movie
- Thumb Wrestling
- Take a Walk
- Plastic Army Men
- Nak-Naks
- Lincoln Logs
- Internet Kid Site
- Play Dough
- Reading
- Playing Cards (Casino)
- Fantasy Miniatures
- Monopoly (Variants)
- Jigsaw Puzzle
- Chess
- Gameboy
- Catch
- Leapster
- Eyetoy
- Play Station
- Local Park
- PC Video Game
- Hockey
- Pirates
- Dinosaurs
- Coloring Books
- Action Figures
- Slaps
- Fishing
- Build Fort
- Sock-bombs
- Dress Up
- Bubbles
- Sticker Books
- Building Blocks
- Board Games
- Simon Says
- Bike Riding
- Sing Songs
- RC Models





Kings Gambit

Introduction

Chess Variant.

Equipment

Standard Chessboard and pieces. Standard Deck of 52 playing cards.

Objective

Same as in regular chess: Capture your opponents King.

Turn Sequence

At the beginning of every turn both players play a hand of Draw Poker. The winner of the Poker hand gets to move one of their Chessmen. The loser does not get to move.





Kings Hand

Introduction

Card game.

Rules

Play like 5 card stud poker or Rummy.

The Suites

1	Knight (N)
2	Dragon (D)
3	King (K)
4	Castle (C)
5	Magic (M)
6	Army (A)
7	Princess (P)

The Deck

The deck has 52 cards. There are 13 suites each with 4 cards. Cards are not numbered.

1	Knight (N)
8	Treasure (T)
9	Knave(V)
10	Ship (S)
11	Sword (Z)
12	Steed (H)
13	Cross (X)

Combos

A combo will consist of two pairs. Possible combinations include:

Necromancers Army	MMAA
Excalibur	ZZMM
Royal Palace	KKCC
Dragons Lair	DDCC
Warrior Princess	PPZZ
Coronation	KKXX
Sorcerers Apprentice	VVMM
The Joust	NNHH
Holy Crusade	XXAA
Dragons Hoard	DDTT
Tax Collector	VVTT
The Royal Wedding	PPKK
Poisoned Dagger	VVZZ
The Enchantress	PPMM
Ship of Fools	VVSS
The Armada	SSAA

Necromancers Army	MMAA
The Dowry	PPTT
The Messenger	VVHH
The Royal Carriage	KKHH
Questing Beast	MMHH
The Green Knight	NNMM
The Paladin	NNXX
Dragon Ship	DDSS
Lancelot	NNNN
King Arthur	KKKK
Guenivere	PPPP
Merlin	MMMM
Camelot	CCCC
The Holy Grail	MMXX
Knights of the Round Table	NNCC
Wizards Tower	MMCC

Victory

The player with the most non-repeat combos in 7 hands is the winner.





Kings Men Backgammon

Introduction

Backgammon Variant. Wargaming Elements. Medieval Theme.

Victory

Destroy the opposing King.

The Board

Use a Regular Backgammon Board.

Dice

Six sided dice are used.

The Men

Pieces or Men are Unique. See the unit list. Use Miniatures or counters for Men.

Damage

Use counters to keep track of damage. Stack counters underneath a wounded unit.

Setup

Each player starts with 12 Men: 1 King, 2 Knights, and 9 other Men. You have 40 points to spend on the 9 other Men. Place 5 of your men on the last point of your Home Board.

Place 4 of your men on the second to last point of your Home Board. Place 3 of your men on the third to last point of your Home Board. Roll high on 1D6 to see who goes first.

Unit List

Unit Name	Cost	Hits	Attack	Special Ability:
King	*	5	2	None
Knight	(8)	4	3	Move Far
Archer	5	2	1	Shoot Twice
Powder Keg	3	1	5	Bomb
Crossbowman	5	2	2	Shoot
Yeoman	5	2	1	Shoot Far
Bowman	4	2	1	Shoot

Rules Of Play

(Rules that directly contradict regular Backgammon rules are in brackets) Players take turns. On your turn roll 2 dice. A player must use both numbers.

Units always move towards the opponent's home board by way of the outer boards as in Regular backgammon. (When a man reaches the end he does not bear off, instead he moves back into his own Home board (pieces continually circle the board)) (A Man can move using only one die roll not two (unless it has the 'Move Far' ability)) A Piece may land on a point containing one (or more) enemy units. (Units do not get sent to the Bar.) When a unit lands on a point with enemy units it does damage equal to its attack rating.

The defender distributes this damage to his units. Use counters to indicate damage. A unit with more damage counters than hits is destroyed (captured) A destroyed unit is removed from play.

Note that defenders do not inflict damage. A Unit may move if it shares a point with enemy units. If a double is rolled, roll again and use all rolls this turn.

Special Abilities

Some units will have special abilities: Move Far: the unit may combine 2 dice rolls into a single move (not 2 moves) Shoot: instead of moving the unit with the die-roll, the unit shoots a missile that distance. The missile does damage equal to the unit's Attack rating. Shooting is always in the same direction as the unit moves.

Units that shoot do no damage when moving, only when shooting. Shoot Far: combine 2 dice roll into a single shooting attack. Shoot Twice: The unit may shoot twice per turn using two dice.

Bomb: the unit destroys itself when it attacks. Shoot Fast: The Unit can move & shoot in the same turn.

Unit Name	Cost	Hits	Attack	Special Ability:
Slinger	3	1	1	Shoot
Footman	2	1	1	None
Shieldman	5	4	1	None
Swordsman	5	3	2	None
Guard	3	2	1	None
Axeman	6	3	3	None
Berserker	4	1	3	None
Spearman	4	2	2	None
Pikeman	5	2	3	None
Catapult	5	1	2	Shoot Far
Horseman	5	2	2	Move Far
Lancer	6	3	2	Move Far
Scout	3	1	1	Move Far
Horse Archer	4	1	1	Shoot Fast
Rogue	3	1	2	None

Notes

Other special abilities (& units) possible: Move twice, Move Backwards, Shoot Backwards, Defender does damage, Attacker distributes damage, etc. Magic

using units & Spells possible.

Links

[Backgammon Rules](#)





Laugh-a-lympics

Introduction

Card game for 3 Players. 3 Teams of Cartoon Characters compete in Sporting Events. Based on the Hanna-Barbara cartoon of the same name.

Disclaimer

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Summary Of Play & Victory

Each hand = 1 Episode.

Each Episode will have 4 Sports events.

Players use Team & Antics cards to bid on Events.

- First place in an event = 25 Points.
 - Second place in an event = 15 Points
 - Third place in an event = 10 Points The Team with the most points in 4 events wins the Episode.
- There are 8 Episodes in a Season.

Teams

There are 3 Teams:

SD Scooby-Doobeys

YY Yogi Yahooveys

RR Really Rottens

Each player picks one team to control.

Team Decks

Each Team has its own Unique Team Deck.

Antics Deck

Players share a common Antics Deck.

Turn Sequence

Flip over the Top 4 cards of the Event Deck. Note: Each Event has a number of Contestants Each player draws X+2 cards from their Team Deck.

X Total Number of Contestants required by each Event.

Each player also draws X Antics cards. Each player assigns the appropriate number of Team cards to each Event face down. After all Team cards are placed, they are revealed face up.

The Scooby Doobeys

Players then take turns playing Antics cards 1 at a time face up. (In order: RR then YY then SD) Each Team Member has a Laugh Track Value (LTV) Antics increase or decrease a Characters LTV. Tally up the total LTV for each event.

Highest score gets first place, and so on. In Ties, all the tied teams get the points. (For example: 2 first place & 1 Third place, or 3 First Place)

- First place in an event = 25 Victory Points
- Second place in an event = 15 Victory Points
- Third place in an event = 10 Victory Points The Team with the most VP in all 4 events wins the Episode. At the end of the turn discard all cards and reshuffle the team & Antics decks.

Bonus Points Card

Card found in the Event Deck. Draw an extra Event & place it on top of this one. Whoever wins that event gets an extra 25 VP.

Extra Event Card

Card found in the Event Deck. Discard this card & Draw 2 extra Event Cards.

Joining

If a Team member is used in an Event with another Team member that can join him, the Joiner gets +5.

Team Deck Card List Notation

LTR Laugh Track Rating

CS Comedy Styling

S Straight Man

F Foolishness

W Wit

X Feminine Wiles

C Cute

B Bumbling

L Born Loser

Swimmer = Character is +5 in swimming events

Driver = Character is +5 in car racing events

Runner = Character is +5 in running events

Strong = Character gets +5 in strength events

Climber = Character gets +5 in climbing events

Character	LTR	CS	Notes
Scooby-Doo	10	F	Dog
Shaggy	7	F	Join Scooby; Runner
Tinker	4	S	Join Speed Buggy; Driver
Speed Buggy	7	C	Vehicle; Driver
Dynomutt	8	B	Super; Dog; Robot
Blue Falcon	9	S	Super; Gadgets; Join Dynomutt
Hong Kong Phooey	6	F	Super; Dog
Scooby-Dum	5	F	Dog
Jeannie	5	X	Magic
Babu	3	B	Magic; Join Jeannie
Captain Caveman	8	F	Strong
The Teen Angels	5	X	Join Captain Caveman

The Yogi Yahooeys

Character	LTR	CS	Notes
Yogi	7	W	Bear; Hillbilly
Boo Boo	5	S	Bear; Join Yogi
Huckleberry Hound	8	W	Dog; Hillbilly
Snooper	4	S	Detective; Cat
Blabber	4	S	Detective; Mouse; Join Snooper
Wally Gator	7	W	Alligator; Swimmer; Hillbilly
Quick Draw McGraw	5	B	Lawman; Dog; Cowboy
Mr Jinks	3	L	Cat; Join Pixie & Dixie
Pixie and Dixie	6	C	Mice; Climbers
Augie Doggie	5	C	Dog
Doggie Daddy	4	S	Dog; Join Augie Doggie
Grape Ape	10	F	Gorilla; Strong; Climber
Yakky Doodle	6	F	Duck
Cindy Bear	7	X	Bear; Join Yogi

The Really Rottens

Character	LTR	CS	Notes:
Mumbley	9	W	Dog; Joins Dred
Dastardly Dalton	4	F	Cowboy; Join Dalton
Dinky Dalton	6	F	Strong; Cowboy; Join Dalton
Dirty Dalton	3	F	Cowboy; Join Dalton
Daisy Mayhem	5	X	Hillbilly
Sooeey Pig	2	C	Join Daisy
The Great Fondoo	4	B	Magic; Join Brak
Brak, the Magic Rabbit	5	W	Magic
Dred Barron	10	L	Gadgets; Driver
Orful Octopus	8	F	Octopus; Swimmer
Mr. Creepley	4	S	Join Creepley
Mrs. Creepley	3	X	Join Creepley
Jr. Creepley	5	B	Join Creepley

Antics Deck Card Notation

C Cheat
R Referee
B Bonus (to LTV)

P Penalty (to LTV)
S Special
G Guest Star
A Announcer

Antics Deck

Card Name:	#	Type	Notes:
Puppy Power	2	B	Dog card gets +5
Wrong Way	2	P	Loser, Fool or Bumbler gets -5
Really Rotten Trick	3	C	Really Rotten Character gets +8
Misdirection	3	C	Really Rotten Character gets +7
Sabotage	3	C	Really Rotten Character gets +6
Catch Cheating	4	R	Negate Cheat card: Cheater gets -5
Compensation	2	R	Negate Cheat card: Target gets +5
Illegal Equipment	2	R	Negate Cheat card: Cheater gets -4
Feminine Wiles	2	B	Female Character gets +5
Magic Trick	2	B	Character with Magic gets +5
Dumb Luck	4	B	Loser, Fool or Bumbler gets +5
Too Cute	2	B	Cute Character gets +5
Suave	2	B	Character with Wit gets +5
Nifty Device	2	B	Robot, Vehicle, or Gadget gets +5
Sleuthing	2	B	Super, Lawman, or Detective gets +5
Ornery	2	B	Cowboy or Hillbilly gets +5
Break Stuff	2	B	Strong Character gets +5
Brains	2	B	Witty Character gets +5
Funny Animal	2	B	Animal Character gets +5
Slap Stick	2	P	Loser, Fool or Bumbler gets -5 or +5
Jabberjaw	2	G	Draw 2 Antics cards
Fred Flintstone	2	G	Draw 2 Antics cards
Snagglepuss	1	A	Discard Event & Draw new one
Mildew Wolf	1	A	Discard Event & Draw new one
Backfire	2	S	Negate Antics card
Assist	2	S	Add extra Character from hand to Event
Disqualification	2	S	Discard target Character & draw another

Event Deck

Event	Contestants	Notes
Bonus Round	X	8 in deck
Extra Event	X	4 in deck
Downhill Ski Race	1	
Ice Skating	1	
Toboggan Race	3	Driving
Sumo Wrestling	1	Strength
One Point Tennis	1	
Baseball Batting Contest	2	
Underwater Relay	3	Swimming
Cliff Diving	1	Swimming
Speed Boat Race	3	
Big Ben Tower Climb	1	
Fox Hunt	2	
Skateboard Polo	4	
Swamp Buggy Race	1	Driving
Water-Ski Contest	2	
Track Race	2	Running
Rickshaw Race	2	Running

Event	Contestants	Notes
Ping Pong	1	
Gymnastics	2	
Dune Buggy Race	2	Driving
Fill Up The Oasis Race	2	
Loch Ness Photograph Race	3	Swimming
Three Legged Kilt Race	2	Running
Tour De France Bicycle Race	1	
Eiffel Tower Climb	1	
Boomerang Throw	1	
Kangaroo Race	1	
Pole Vault	1	Running
Disco Throw (Discus)	1	Strength
Rail Cart Race	2	Driving
Rapid River Keelboat Race	2	

Notes

For more events please see this comprehensive Site





Librarium

Introduction

Game for 2 or more players.

Winning

Players play for as long as they collectively wish. At the end of this time the player with the most correct guesses wins. A tie is a tie.

Setup

This game requires the players to be sitting together in a small library. The Host goes first.

How To Play

Players take turns. The current player is the Reader. The other players are the Listeners. At the beginning

of your turn the Listeners must close their eyes.

They may talk amongst themselves. On your turn select one book from the library. This should be done quickly, within a fraction of a minute. The reader asks the other players to be quiet.

Read a passage from the book out loud so everyone can hear. Place the book where it was back on the shelf as silently as possible. The Listeners may open their eyes.

There may be some discussion. Listeners may pose questions to the Reader. Going clockwise each Listener may in turn try to guess what book it was. If a player guesses correctly he gets a point and the turn ends.

If no Listener is able to guess correctly the Reader gets a point.





Linear Progression

Rules

1. Linear Progression is a two player abstract strategy game played on a regular chess or checkers board.
2. One player gets a set of black tokens. The other player gets a set of white tokens. Plastic winks work great.
3. Players begin by dropping one of their tokens onto the board. The square it lands on is their starting location.
4. Players take turns moving. White moves first.
5. Tokens move like queens in chess.
6. Every space your token moves into or through put a token of your color into that square.
7. If an opponent had tokens in spaces you moved into or through, remove them and replace them with your tokens.
8. A player moves only one token per turn but it can be any of their tokens.
9. A token cannot move into or through an opponent's last remaining token on the board.
10. For a move to be legal you must enter at least one empty space on your turn.
11. If you move into a space occupied by one of your own tokens you must stop moving and your turn ends.
12. The game ends when the last empty space becomes occupied. The winner is the player with the most spaces of their color on the board.
13. The corner spaces of the board are not used and cannot be entered.

Optional Rules

Equal Number of Moves: Black always moves last even if white occupied the last empty space.

Blockers:

Use rooks for blockers. Tokens cannot move into or through blockers. Blockers move like queens: They can move onto or through spaces that are empty or occupied by tokens.

Blockers cannot move into: The last unoccupied space on the board or Onto a player's last remaining token on the board or Into the last space your opponent moved into last turn. Players can move one blocker per turn in addition to one token. If a blocker is on top of a token that token cannot be moved.

Tokens a blocker moves through or onto are not removed. Players start the game with one blocker. This blocker starts in any unoccupied corner space.

Variant Boards

Try using boards of different shapes and sizes. This may include "islands" in the middle that cannot be moved into or thru.

Faq

Q....Rule 10) So you can finish a turn in an occupied cell? *YES* In the case of your own colour you are required to stop (rule 11), *YES* in the case of the opposing colour, you replace it with a token of your own? *YES*





Lions & Gladiators

Introduction

Abstract Board & Dice Strategy game for 2 players.
Roman Coliseum Theme. One player is the Gladiators.
The other player is the Lions.

Victory

There are 2 ways to win:

1. Capture both of your enemies pawns
2. Capture the most prisoner Tokens.

The game ends when both of one players pawns are captured, or When all Prisoner Tokens have been captured.

The Board

Use an 8 X 8 Chessboard.

	E	E	E	L	L	E	E	E
	P	P	P	P	P	P	P	P
	P	P	P	P	P	P	P	P
	P	P	P	P	P	P	P	P

- Notation:
- L** Lion Pawn
 - G** Gladiator Pawn
 - P** Prisoner Token
 - E** Empty Space

Turn Sequence

Both players roll 1D6. High roll goes first. Players take turns. On your turn roll 1D6.

Move one of your pawns that many spaces. Moves may be orthogonal or diagonal. If you move into or through a space containing a Prisoner Token, keep it.

You may not move through another pawn (or onto

Dice

Two six sided dice are needed.

Pieces

Each player gets 2 Pawns. 48 Prisoner Tokens are needed.

Counterset Available!

Alecrespi

Board Setup

Setup the board like so:

	P	P	P	P	P	P	P	P
	P	P	P	P	P	P	P	P
	P	P	P	P	P	P	P	P
	G	E	E	E	E	E	E	G

your own). If you land exactly on an opponent's pawn, you capture it. If you are blocked and cannot move, skip your turn.

Optional Rules

Columns

Add Column Spaces that cannot be moved through.

Jump Six

If you roll a six, you may move your Pawn like a knight in chess. (Jumping the intervening pieces)





Making Plays

Introduction

2 player card game. Simulation of an American Football game.

Victory

As in regular football, the player with the most points at The end of the game wins.

Rules

Assume regular football rules are in effect, however, Game simplifications may abstract some of these away. Common Sense should in all cases prevail.

Tokens	Field Position
0	Own End Zone Line
1	Own Red Zone
2	Own Territory
3	Midline

Upon Conversion (players, switching Of-fense/Defense Roles) all Tokens are discarded.

Down Tokens

As the offensive player (OP), you accumulate Down Tokens (DT) If the OP accumulates 5 DT, possession immediately goes to the opposing team. Upon Con-version (players, switching Offense/Defense Roles) all Tokens are discarded. Every time the OP gains 1 or more FPT the OP discards all DT except 1.

Setup

One player gets to be the Home Team. Toss a Coin. The winner gets to be the Offensive player (OP) first. The other player is the Defensive Player (DP) Both play-ers are dealt 5 cards.

Turn Sequence

Each Play (Turn) is divided up into 9 phases:

- New Down Phase
- Huddle Phase
- Blitz Phase
- Play Phase
- Touchdown Phase
- Extra Point Phase
- Field Goal Phase
- Punt Phase
- Kick Off Phase

The Deck

Players share a common deck.

Dice

Six sided dice are needed.

Field Position Tokens

Field position is abstracted in this game. As the offensive player (OP), you accumulate Field Position Tokens (FPT)

Tokens	Field Position
4	Enemy Territory
5	Enemy Red Zone
6	Enemy End Zone Line
7	Touchdown

New Down Phase

Skip this phase if a Kick Off is being conducted, in Which case go directly to Kick Off Phase The OP gains 1 DT.

Huddle Phase

Each player draws 3 cards. If the deck runs out, shuffle the discard and draw from it. The OP declares: Regular Play, Punt, or Field Goal Attempt.

OP may Punt only if he has less than 4 FPT. If Punt, go directly to Punt Phase. OP may make a Field Goal Attempt only if he has more than 3 FPT.

If Field Goal go directly to Field Goal Phase.

Blitz Phase

The DP may play a Blitz Card. If it is not countered by the OP using a card that Negates Blitz Cards, the play is over.

Play Phase

If the OP declared a Regular play in Huddle Phase, he must now Declare either a Running Play or a Pass Play. The OP may discard any 1 card to act as either:

1. Short Pass: (Pass Card): Gain 1 FPT
2. Rush: (Run Card): Gain 1FPT

If the Card is not countered by the DP, the OP may then play 1 additional Pass card (Pass Play only) and 1 Run card (either play) to further increase the FPT gained.

Touchdown Phase

If the OP accumulates 7+ FPT he gets a Touchdown = 6 Points, and May then go for the Extra Point.

Extra Point Phase

Roll 1D6: On 4+ the OP gets +1 point. The Play is over and next turn starts with a Kickoff.

Field Goal Phase

Roll 1D6:

- 4 FPT: Long Shot: Field Goal successful on a roll of 5+
- 5 FPT: Field Goal successful on a roll of 4+
- 6 FPT: Chip Shot: Field Goal successful on a roll of 3+

A successful Field Goal is worth 3 Points. The Play is over and next turn starts with a Kickoff.

Punt Phase

The OP kicks to the DP. Roll 1D6 to determine starting position of Receiving Team:

1D6	FPT
1	1
2-3	2
4-5	3
6	4

The Receiver may run it back by playing a Run card. The Kicker may block the run back with a suitable card.

Kick Off Phase

This is conducted as the first play of each quarter, and the turn after a team has Scored a Touchdown or made a Field Goal. Roll 1D6 to determine starting position of Receiving Team:

Common Deck Card List

Card Name:	#	Type	Notes:
Penalty	1	X	OP gains 1 FPT (Max 6)
Foul	1	X	OP loses 1 FPT
Block Kick	2	D	Negate a Kick Card
Pass Coverage	2	D	Negate a Pass Card
Incomplete	2	D	Negate a Pass Card
Man-to-Man Coverage	2	D	Negate PORC
Zone Coverage	2	D	Negate PORC if FPT is 5 or less
Tackle	2	D	Negate Run Card
Hold the Line	2	D	Negate PORC if OP has 6 FPT
Pass Rush	2	B	Negate PORC
Sack	2	B	Negate PORC

1D6	FPT
1-2	1
3-5	2
6	3

The Receiver may run it back by playing a Run card. The Kicker may block the run back with a suitable card.

Runback Rule

If the DP gains possession by an Intercept or Fumble card, he Immediately gains FPT = 7 - the FPT the other team had and may Run it back by playing a Run card, which may be countered by an Appropriate Defense card.

Conversion Rule

If the OP accumulated 5 DT the DP becomes the new OP with a starting

FPT 7 - the FPT the other team had.

Common Deck Card List Notation

X Special

R Run (Running Play or Run after Catch)

P Pass

K Kick (Extra Point or Kick Off or Punt or Field Goal Attempt)

B Blitz

O Offense

D Defense

OP Offensive Player

DP Defensive Player

DT Down Token

FPT Field Position Token

FD First Down

PORC Pass or Run Card

Conversion: DP gains control of ball and becomes OP next turn

Copies of that card in the deck

Card Name:	#	Type	Notes:
Scramble	1	O	Negate a Blitz Card
Pass Protection	1	O	Negate a Blitz Card
Play Action	1	O	Negate a Blitz Card
Roll Out	1	O	Negate a Blitz Card
Pocket	1	O	Negate a Blitz Card
2 Point Conversion	1	R	OP gain 2 Points in Extra Point Phase
Safety	1	R	OP gain 2 Points in Extra Point Phase
Home Field Advantage	2	X	The Home Team draws 3 cards
Time Out	2	X	Draw 3 cards
Hand Off	2	R	Negate a Defense Card
Quarterback Sneak	2	R	Negate a Defense Card used vs a Running Play
Ground Game	2	R	Gain 1 FPT
Rushing	2	R	Gain 2 FPT
Drive	2	R	Gain 3 FPT
Sweep	1	R	Gain 4 FPT
Fancy Footwork	1	R	Gain 5 FPT
Blazing Speed	1	R	Gain 6 FPT
Go the Distance	1	R	Gain 7 FPT
Lateral	2	P	Negate a Defense Card used vs a Pass Play
Screen Pass	2	P	Gain 1 FPT
Down the Middle	2	P	Gain 2 FPT
Shotgun	2	P	Gain 3 FPT
Bomb	1	P	Only if 2 FPT or Less: Gain 4 FPT
Hail Mary	1	P	Only if 2 FPT or Less: Gain 5 FPT
Pressure	1	X	OP must discard 2 cards
Play Option	1	X	DP must discard 2 cards
Intimidation	1	X	Opponent must discard 2 cards
Spirits Up	1	X	Draw 3 cards if you are winning
Resignation	1	X	Opponent must discard 2 cards if he is losing
Underdog	1	X	Draw 3 cards if you are losing
Onside Kick	2	K	Only with 4 DT and less than 5 FPT: Gain 1 FPT
Fumble	2	D	Negate Run: Conversion
Interception	2	D	Negate Pass: Conversion
Interference	1	X	Negate Card just played by OP
Disrupt Timing	1	X	Negate Card just played by OP
Team Card	4	X	See Team Card Rules

Team Card Rules

Roll twice for each team in Setup:

1D6	Team Strength	Notes:
1	Passing	Use a Team Card as a Down the Middle card
2	Running	Use a Team Card as a Rushing card
3	Offense	Use a Team Card as a Play Option card
4	Defense	Use a Team Card as a Pressure card
5	Gumption	Use a Team Card to draw 2 cards
6	Kicking	Use a Team Card to get +1 to a Kick Roll





Mayan Metropolis

Introduction

Tile Laying game for 2+ players. Mayan City Building Theme.

Victory

Score the most points by the end of the game. The game ends when all pieces (tiles) are placed or discarded.

Cards & Pieces

Players share a common deck of cards and set of pieces (tiles). For every card there is a corresponding piece. Pieces are placed on the board, cards are not.

The Board

Use an 8 x 8 grid (Chessboard)

Downloads

Thanks to Peter Cobcroft (curufea@yahoo.com)
[Click Here for Board & Tile Pieces](#)

Setup

Randomly determine who picks first.

Turn Sequence

The turn is divided into 3 phases: Draw Phase Place Phase

Draw Phase

Put the top 3X cards of the deck face up on the table. X is the number of players. Players take turns picking face up cards, one at a time.

(Each player will have picked 3 of the face up cards)
The player who picked second last turn picks first. Pick order goes clockwise. Players gather the pieces that correspond to the cards they picked.

Card/tile Set

Name:	#	Size & Shape of Tile:
Causeway	3	1 x 3 Linear
Acropolis	2	2 x 3 Rectangle
Reservoir	3	3 Space L-shape
Temple	4	1 x 2

The cards are then discarded.

Place Phase

Players take turns placing the pieces onto the board. Note that each piece will occupy 1 or more spaces. The player who picked last this turn places first.

Placing proceeds counterclockwise. If you are blocked from placing, you must discard a piece. The turn ends when all 3X pieces are placed or discarded.

Adjacency Defined

Spaces that share a border are adjacent. Spaces that touch only at the corners are not.

Placing Rules

Pieces may not overlap (share the same space). A piece may not be placed adjacent to another piece of the same type.

Zones

The center 4 spaces are referred to as Zone 1. The 12 spaces that surround Zone 1 are referred to as Zone 2. The 20 spaces that surround Zone 2 are referred to as Zone 3.

Scoring

Scoring is done during Place Phase. When you place a piece, you score points equal the number of Occupied spaces the piece is adjacent to. If you finish filling in Zone 2, you get 4 points.

If you finish filling in Zone 3, you get 6 points. Every Piece you place adjacent to a causeway gets 1 extra point. Every Piece you place adjacent to a plaza gets 1 extra point.

If you finish off completely surrounding another piece, get 1 extra point.

Name:	#	Size & Shape of Tile:
Plaza	4	1 x 2
Market	1	2 x 2 Square
Palace	4	1 x 1 Single Space
Pyramid	2	2 x 2 Square

Name:	#	Size & Shape of Tile:
Ball Court	1	1 x 2

Name:	#	Size & Shape of Tile:
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Miami Beach

Introduction

Card game for 2-4 players.

The Deck

Players share a common deck of 56 cards.

Card Attributes

Each card represents one Building. There are 48 building cards in the deck. Each building has 5 attributes: Color, Type, Size, Class, and Age There are 3 colors: Peach, Lemon, and Aquamarine There are 2 types: Hotels and Condos There are 2 Sizes: Tall and Short There are 2 Classes: Ritzy and Standard There are 2 Ages: New and Old 8 of the cards are 'Renovation' cards (not buildings).

The deck has one of each of the buildings in the card list.

Game End

The game ends when there are no cards left in the deck and all possible Cards have been played.

Winning

The player with the most points at the end of the game wins.

Round Sequence

The game is played in rounds. Each round has 2 phases:

- 1. Deal Phase
- 2. Action Phase

The round ends when no players have any cards left in their hands.

Deal Phase

Each player is dealt 4 cards face up.

Traits in Common:	Points Scored:
0	-5
1	1

Action Phase

Each Action phase is divided into turns. Players take turns. Have a different player take the first turn each round.

(For example: I go first this round, you go first next round.) Each turn has 2 segments:

- 1. Build Segment
- 2. Scoring Segment

Build Segment

Players are developers building (or buying) a row of buildings along Miami Beach. During a players Build segment he/she builds one building. The building must be one of the cards in the player's hand.

If this is the first building of the game just place it face up onto the table. Later buildings must be built (placed) adjacent to one of the other buildings. The buildings form a single row so a new building can only be placed on one of Two spots, the far left or the far right.

Color Rule

You cannot place a building next to a building of the same color. (For example: You cannot have two Lemon colored buildings next to each other.) If you are unable to place a building because of this rule you must discard a card from your hand and skip the rest of your turn.

Renovation Rule

If you have a renovation card in your draw, you may discard it to place one of your Buildings (in your hand) on top of any other building in play that is already built. (effectively replacing it) The building being renovated must be 'Old' and the one replacing it must be 'New'.

Scoring Segment

After you place (build) a building, you score with it. Each building has 4 scoring attributes (traits): Type, Size, Class, and Age You score X points for each attribute a building has in common with its immediate neighbor:

Traits in Common:	Points Scored:
3	9
4	16

Traits in Common:	Points Scored:
2	4

Normally when a building is placed it only has one neighbor, however when renovating, a Building may have 2 neighbors increasing the possible number of traits in common:

Traits in Common:	Points Scored:
5	25
6	36
7	49
8	64

Use paper and pencil to keep track of scoring.

Traits in Common:	Points Scored:
-------------------	----------------

Card List Notation

P Peach (pink)
L Lemon (yellow)
A Aquamarine (blue)
H Hotel
C Condo
T Tall
S Short
R Ritzy
S Standard
O Old
N New

Building Card List

Color	Type	Size	Class	Age
P	H	T	R	N
P	C	T	R	N
P	H	S	R	N
P	H	T	S	N
P	H	T	R	O
P	C	S	R	N
P	C	T	S	N
P	C	T	R	O
P	H	S	S	N
P	H	S	R	O
P	H	T	S	O
P	C	S	S	O
P	H	S	S	O
P	C	T	S	O
P	C	S	R	O
P	C	S	S	N
L	H	T	R	N
L	C	T	R	N
L	H	S	R	N
L	H	T	S	N
L	H	T	R	O
L	C	S	R	N
L	C	T	S	N
L	C	T	R	O

Color	Type	Size	Class	Age
L	H	S	S	N
L	H	S	R	O
L	H	T	S	O
L	C	S	S	O
L	H	S	S	O
L	C	T	S	O
L	C	S	R	O
L	C	S	S	N
A	H	T	R	N
A	C	T	R	N
A	H	S	R	N
A	H	T	S	N
A	H	T	R	O
A	C	S	R	N
A	C	T	S	N
A	C	T	R	O
A	H	S	S	N
A	H	S	R	O
A	H	T	S	O
A	C	S	S	O
A	H	S	S	O
A	C	T	S	O
A	C	S	R	O
A	C	S	S	N

Cardset Available

Thanks Ron! Click Here

Links

Miami





Motala Strom

Turn-based 1D strategy by Marcus Salo

I think I have created the simplest strategy game. I call it Motala Strom (isn't that a really catching and commercial name), that is the river that flows through my beloved Norrköping, Sweden.

Well, the rules go like this:

The board:

Nine spaces connected with line. Space two is marked yellow for the yellow player and space eight blue for the blue player:

O - Y - O - O - O - O - O - B - O

The pieces:

Both players, the yellow and the blue, have four playing pieces of their color.

Phase one: Placing the Pieces.

Both players take turns placing the pieces on the board on any vacant space. Yellow player starts.

Phase two: Moving and Capturing.

Pieces move one space at the time. Enemy pieces are captured by jumping. Captures are mandatory. If after a capture jump a new capture jump can be made, the player must do it. In other words, capturing works like in checkers. If the player cannot move, the other player has a new turn.

However, you have to give your opponent a chance to move within three turns. If you don't, you lose.

Winning:

A player wins by capturing all the enemy pieces or by having his last piece on his own home space marked with his own color.

I have tested this game with Zillions thousands of time and to my surprise, it seems to work and actually be very challenging and have a lot of depth and strategy. :-)

Enjoy!

Link

Super Duper Games





My City

Introduction

Board Game for 2-4+ players.

Victory

The player with the most Prestige points wins.

The Board

Use a Chess Board (8x8 Grid)

Landmark:	Prestige Point Value:
Airport	4
Seaport	4
Train Station	4
Subway Station	4
City Hall	3
University	3
Power Plant	3
Water Plant	3

Players share a common set of Landmark Counters.

Zone:	Access Point Value:
Highway Exit	4
Highway Exit	3
Highway Exit	2
Highway Exit	1
Commercial	4
Commercial	3
Commercial	2
Commercial	1
Residential	4
Residential	3
Residential	2
Residential	1

Setup

For each row on the board roll the eight sided die twice. Reroll duplicates. These are the locations of 2 Random Landmarks drawn from a cup. (Example: You roll a 5 and a 2. Place Landmarks on the second and fifth spaces of that row) Each of the 8 rows will have 2 Landmarks.

Each player rolls a die. High roll goes first.

Dice

Eight sided dice are needed for setup.

Counters

There are 2 types of Counters: Landmark Counters and Zone Counters.

Landmark Counters

There are 16 Landmark counters as follows:

Landmark:	Prestige Point Value:
Fire Station	2
Police Station	2
Zoo	2
Aquarium	2
Stadium	1
Cathedral	1
Library	1
Museum	1

Zone Counters

Each player has a set of Zone counters of a unique color. Each Set has 24 counters as follows:

Zone:	Access Point Value:
Industrial	4
Industrial	3
Industrial	2
Industrial	1
Utilities	4
Utilities	3
Utilities	2
Utilities	1
Park	4
Park	3
Park	2
Park	1

Adjacency Rule

Squares that share a side (orthogonal) or a point (diagonals) are said to be adjacent. A square in the center of the board would have 8 adjacent squares.

Turn Sequence

Players take turns. On your turn place one of your Zone counters onto an empty square of the board. (You may not place your counter on top of another counter)

The next player places one counter, and so on, going clockwise around the table.

If there are empty spaces, but you are unable to place a counter, skip your turn. The game ends when there are no empty spaces left on the board or no one is Able to place any more of their counters.

Zone Placement Rules

You may not place a Zone counter adjacent to another Zone of the same type.

End Of Game Scoring

Determine the controller for each landmark in turn. A landmark is controlled by the player with the most Access points adjacent to it. Players may tie for control of a landmark.

The controller of a Landmark gets the Prestige Points associated with it. (If tied, all controllers get the points. For example: If Jane and Jim both Control the Airport, they both get 4 points) Each player adds up all their Prestige Points. The highest score wins.

Variants

Some possible variants:

Alternate Countersets

Change the names and values of the landmarks and zones.

Landmark Types

Airport	Transportation
Seaport	Transportation
Train Station	Transportation
Subway Station	Transportation
City Hall	Civic
University	Civic
Cathedral	Civic
Library	Civic
Power Plant	Services

Landmark Type Scoring

If you control the most Landmarks of a given type, you get an extra 1 Prestige Point.

Parks Rule

Any empty spaces at the end of the game automatically become parks that are worth 1 Prestige point each.

Alternate Maps

Play on a hex map Play on a bigger map (requiring larger counter sets)

Random Zone Selection

Instead of picking any zone from your set, draw 2 random counters and Use 1 and throw back the other.

Reduced Adjacency

Only squares that share a side are considered adjacent.

Rezoning

Three times per game, as a move, you may replace one of your zones in Play with one from your cup.

City Dump

Add this to the Landmark counterset. It is worth -1 (negative one) Prestige Points.

Slums

Each zone counterset gets one Slum Zone Counter. A Slum is worth -1 Access points. All Zone counters adjacent to the Slum are worth -1 Access Points.

Airport	Transportation
Water Plant	Services
Fire Station	Services
Police Station	Services
Zoo	Recreation
Aquarium	Recreation
Stadium	Recreation
Museum	Recreation

Zone Scoring

Score 1 prestige point for making an orthogonal, unbroken line of Five or more Zones in a row.

Cardset Available!!!

Thanks Ron! [Click Here](#)





Nationalist Chess

Introduction

2 player Chess variant. Each player chooses a Nationality which gives them a special ability. Special Abilities based on some historic aspect of the National character.

British

A Great Seafaring Nation. You may move your pawns like queens. (Not capture like queens, only move like queens) British pawns cannot be upgraded.

Chinese

Go Masters. If you border any opponents piece on 2 opposite sides with any 2 of your pieces, you automatically capture it.

Japanese

Bushido Warrior Fanatics. Move any one of your pieces twice in a row during your turn but that piece is Removed from play at the end of your turn. You may not checkmate your opponent in this way.

American

The Land of Opportunity. You may at any time, as a move, replace any one of your Pawns with any of your other pieces that have been captured by an opponent.

German

Inventors of the Blitzkrieg. On your turn, you may move 2 of your pieces. (Not one piece twice)

Russian

Manpower Juggernaut. As a move, you may return one of your captured pawns to play in any empty space on your back 2 rows.

Roman

Mighty Legions. All your pieces may move and/or capture like pawns in addition to their regular movement.

French

Napoleonic Greatness. As a move, you may switch the locations of any 2 of your pieces. You may not use this ability to check or checkmate.

Viking

Legendary Raiders. You may as a move, on your turn, move any one of your non-pawn, Non-king pieces to any empty space on the board. You may not use this ability to check or checkmate.

Links

Rules in Italian





New World Order

Introduction

Card game for 2-6 players. New World Order Conspiracy Theme. The World is controlled by a Secretive Elite of Blue Blooded Billionaires.

Their main goal is to create a single world government with which to enslave the rest of the Human Race. They hope to achieve this by first achieving total Economic Global Control. As a Sub-Goal they want to drastically reduce the Worlds Population.

(The fewer there are of us, the easier we are to control) Each player represents an unnamed faction of these Elites who are trying to gain the most power and influence for themselves while advancing the main goal. The hidden presence of Secret Societies, Aliens, Occult Powers, and super advanced Technologies further empowers and complicates these plans.

Game End

The game ends at the end of the turn there are no cards left in the Control Deck.

Victory

The player with the highest score (most points) in the most Control Categories wins the game.

Control Categories

There are 8 Control Categories:

1. Economic Control
2. Technology Control
3. Population Control
4. Agenda Control
5. Occult Control
6. Social Control
7. Information Control
8. UFO Control

Each player has a score (point total) in each Category. Scores change during the course of the game. Use pen and paper to keep track of Control Category Scores.

Having the highest Score in a particular Category will give you a Special Category Ability during the turn as described below:

- Economic Control: In Influence Phase you gain 2 IC and 1 other target player of your choice gets 1 IC.
- Technology Control: In Event Phase steal one point in any control category from a target player of your choice and add it to your own score in that category.

- Population Control: You get +2 to Control Battle Rolls in Resolution Phase.
- Agenda Control: In Influence Phase steal 1 IC from any target player.
- Occult Control: In Planning Phase draw 3 cards from the top of the Action Deck. Add them to your hand. Then discard any 3 cards from your hand.
- Social Control: In Event Phase roll 1D6. On a Roll of 5-6 steal 1 Target Control Card from any target player. Accordingly, your score in the Category goes up and the victims score goes down.
- Information Control: In Secret Society Phase you choose first. Also if you are tied in any other Control category you win the tie. If players are tied for
- Information Control a random contesting player takes control. Also your max action card hand size is +2.
- UFO Control: In Event Phase gain 2 points in any one Control Category of your choice.

Dice

Six sided dice are needed.

Influence Counters

Influence is the basic currency of the game. Influence is represented by Influence Counters (IC). Players share a common pool of IC.

They may also be referred to as Influence Points. Use Tokens to keep track of influence.

Player Mats And Shields

Each player has a Mat and Shield. These are used for bidding. The mat has 6 marked spaces, one for each of the 6 Opportunity cards.

IC are placed on these spaces to Bid on the respective cards. The shield is used to keep the bids secret and is then removed to reveal the bids at the appropriate time.

Decks

There are 3 Decks:

1. Secret Society Deck
2. Control Deck
3. Action Deck

Each deck has 1 copy of each card in its list.

Secret Society Deck

This deck has 8 Cards. These represent Secret Societies each player can ally with during the turn to gain

a special Ability. These cards are kept face up and players choose which one they want in Secret Society Phase.

Secret Society Deck Card List

Name:	Special Ability:
Elders of Zion:	Gain 2 IC this turn in Influence Phase.
Babylonian Brotherhood:	Immediately Look at the next 2D6 cards in the Action or Control Deck
Majestic 12:	Automatically Win 1 (target) Tie this turn in Resolution Phase.
Freemasons:	After Bids are revealed, you may move one of your IC to another Bid of your choice in Reveal Phase.
Illuminati:	Draw 1 extra Action card in Planning Phase.
Round Table:	Immediately gain +1 in any 3 different Control Categories of your choice.
Masters of Ancient Wisdom:	Immediately spend 3 IC to draw 1 Random Control Card from the deck and put it into play under your control.
Fourth Reich:	You may rearrange the order of the Opportunity cards in Opportunity Phase. You may also discard one of these cards.

Control Deck

There are 2 Types of Control Cards:

1. Category Cards
2. Organization Cards

Category cards increase your Score in a single target Control Category. Each Organization Card you own gives you 1 extra IC in Influence Phase. In Bid Phase players use IC to bid on a small set of revealed (opportunity) Control Cards.

the highest Information Score goes first. If players are tied roll high on 1D6 to see who goes first.

Roll 1D6: On 1-3 Play proceeds Clockwise. On 4-6 play proceeds Counterclockwise.

Planning Phase

Each player draws 1 card from the Action deck and places it in their hand. If the deck runs out, shuffle the discard and draw from it.

Action Deck

These cards produce a wide range of effects. Most are played in Event Phase.

Setup

Each player starts with 5 Points in each Control Category.

Opportunity Phase

Flip over the top 1D6+2 cards of the Control deck. This is called the Opportunity Roll. Line them up in row face-up in the middle of the table.

These are referred to as Opportunity cards. They are further designated as first, second, third and so on. If the deck runs out the game ends at the end of this turn.

Turn Sequence

Each turn has 9 Phases:

1. Secret Society Phase
2. Planning Phase
3. Opportunity Phase
4. Influence Phase
5. Event Phase
6. Bid Phase
7. Reveal Phase
8. Resolution Phase
9. End Phase

Influence Phase

Each player gets 10 IC. Get 1 extra IC for each Organization card you control. Important Note: IC cannot be saved from turn to turn.

The player with highest Economic Control Score

Event Phase

Some Action cards are played during this Phase. Certain Control Category Abilities are used during this Phase. Actions are conducted in the same order as in Secret Society Phase.

Secret Society Phase

Players take turns choosing one of the 8 available Secret Societies to Ally with. Each player can ally with only one. You cannot pick a Society someone else has already chosen.

On the first turn of the game players roll high on 1D6 to see who goes first. On later turn the player with

Bid Phase

Players bid for the Six current available Opportunity Cards. Players place their bids onto the six spaces on their individual Mats Bidding is Secret: The Mats are hidden by shields. Each Mat space corresponds to one of the six Opportunity cards.

A player may bid some, none, or all of his IC on any given space. Remember IC cannot be saved from turn to turn.

Reveal Phase

Players simultaneously lift their Shields and reveal their Bids.

Resolution Phase

For each opportunity card in turn, starting with the first, determine which player has the highest IC bid. That player gains control of the card. If one or more players are tied for a card there will be a Control Battle. In a Control Battle, each contesting player rolls 1D6 and adds any modifiers.

The player with the highest Battle Roll wins control of the contested card. If a Battle roll is tied, Players Reroll. The player with the highest Population Control Score gets +2 to Battle Rolls.

Place Control cards you won face-up in front of you visible to all players. If it is a Category card your score in that category goes up by the amount indicated

on the card. Note that as each Opportunity card is resolved players scores in the various Categories will change, with the possibly new leaders of the Population and Information Control Categories getting to use their advantage this turn.

End Phase

Max Action card hand size is 5 cards. Discard excess cards.

Control Deck Card Notation

E Economic Control
T Technology Control
P Population Control
A Agenda Control
O Occult Control
S Social Control
I Information Control
U UFO Control

ORG Organization

Bonus = Amount your score in that Category is Increased

Control Deck Card List

Name:	Type	Bonus
Central Banks	E	7
Big Business	E	7
Blue Blood Billionaires	E	6
Multinational Corporations	E	6
Regionalism	E	5
Socialist Economy	E	5
Big Government Spending	E	4
Financial Reforms	E	4
Single Electronic Global Currency	E	3
Suppress Clean Energy Technology	E	3
Build Mountain Bases	T	7
Denver International Airport	T	7
Super Artificial Intelligence	T	6
Trans-Humanist Singularity	T	6
Montauk Project	T	5
HAARP	T	5
Weather Control Devices	T	4
Earthquake Machines	T	4
Stealth Weapons	T	3
Black Helicopters	T	3
Environmental Disasters	P	7
Plagues	P	7
Famines	P	6
Genocides	P	6
Unnecessary Wars	P	5
Engineered Viruses	P	5
Abortion & Contraception	P	4

Name:	Type	Bonus
Suppress Anti-Aging Drugs	P	4
Suppress Cures for Cancer & AIDS	P	3
Tainted Vaccines	P	3
New World Order	A	7
One World Government	A	7
Global Domination	A	6
Shadow Government	A	6
Super Imperialism	A	5
Inverted Totalitarianism	A	5
Militarization	A	4
Transition to Police State	A	4
Martial Law	A	3
Gun Bans & Internment	A	3
New Age	O	7
Apocalyptic Prophecies	O	7
Neo-Pagan Synarchy	O	6
Suppress Organized Religions	O	6
One World Religion	O	5
False Religion	O	5
Occult Sciences	O	4
Symbolism & Rituals	O	4
Guidestones & Monuments	O	3
Quantum Mysticism	O	3
Brave New World	S	7
Culture of Fear	S	7
Direct Mind Control	S	6
Mass Media	S	6
Disinformation	S	5
Propaganda	S	5
Water Fluoridation	S	4
Chem-Trails	S	4
Pharmaceutical Pacification	S	3
Video Games & Internet Porn	S	3
Mass Surveillance	I	7
Knowledge is Power	I	7
All Seeing Eye	I	6
Big Brother is Watching	I	6
Government Databases	I	5
Cult of Intelligence	I	5
Erosion of Privacy	I	4
Spy-Chip Implants	I	4
Online Social Networks	I	3
Bar Codes & Social Security Numbers	I	3
Cover-Up Alien Presence	U	7
Alien Imperialism	U	7
Alien Occupation	U	6
Collaboration	U	6
Area 51	U	5
Alien Technology	U	5
Military Applications	U	4
Infiltration	U	4
Crossbreeding Experiments	U	3
Abductions	U	3

Name:	Type	Bonus
Bilderberg Group	ORG	
Trilateral Commission	ORG	
Council on Foreign Relations	ORG	
Federal Reserve System	ORG	
World Bank	ORG	
European Union	ORG	
United Nations	ORG	
International Monetary Fund	ORG	
Bohemian Club	ORG	
The Fellowship	ORG	
Skull & Bones	ORG	

Action Deck Card Notation

Time Phase in Which the card is played
IC Influence Counters
EP Event Phase

X Play whenever appropriate
BP Bid Phase
RP Resolution Phase
OP Opportunity Phase

Action Deck Card List

Name:	Time	Notes:
Alien Conspiracy	EP	Steal 2 IC from Player with lowest UFO Score
Hidden Agenda	EP	Steal 2 IC from Player with lowest Agenda Score
Luddites	EP	Steal 2 IC from Player with lowest Techno Score
Money is Power	EP	Steal 2 IC from Player with lowest Economy Score
Drain on Resources	EP	Steal 2 IC from Player with lowest Population Score
Cabal Machinations	EP	Steal 2 IC from Player with lowest Occult Score
Out of Touch	EP	Steal 2 IC from Player with lowest Social Score
Know Nothings	EP	Steal 2 IC from Player with lowest Info Score
UFO Sightings	EP	Steal 2 IC from Player with highest UFO Score
Political Backlash	EP	Steal 2 IC from Player with highest Agenda Score
Epic Fail	EP	Steal 2 IC from Player with highest Techno Score
Economic Crisis	EP	Steal 2 IC from Player with highest Economy Score
War Crimes Trials	EP	Steal 2 IC from Player with highest Population Score
Lunatic Fringe	EP	Steal 2 IC from Player with highest Occult Score
Underground Movement	EP	Steal 2 IC from Player with highest Social Score
Libertarian Victory	EP	Steal 2 IC from Player with highest Info Score
Moral Majority	EP	Target Opponent loses 2 IC
Crypto-Politics	EP	Gain 2 IC
Mastermind	EP	Steal 1 IC from all other players
Fratricide	X	Negate Target Action Card just played
Missed Opportunity	X	Negate Secret Society Card ability just activated
False Flag Operation	BP	Add 2 IC to Target Bid
Assassination	RP	Add 5 to Target Battle Roll
Subversion	EP	Steal Target Organization
Neutralize	EP	Discard Target Organization
Critical Moment	EP	Draw 2 Action cards and add them to your hand
Dominoes Fall	EP	Draw 2 Control Cards. Play 1 and discard 1
Smoke Filled Room	EP	Steal Target Control Card
Exposed	EP	All players lose 5 IC this turn
Cover-Up	EP	Lose 3 IC and draw 3 Action Cards
Common Knowledge	EP	Discard Target Control Card
Official Conspiracy	OP	Discard Target Opportunity Card

Name:	Time	Notes:
Military Industrial Complex	EP	Gain 3 points in any target Control Category
Identity Theft	EP	Steal 2 points in target Category from target player
Sabotage	EP	Target player loses 2 points in target Category
Paradigm Shift	EP	Switch up to 4 points amongst your Control Categories
Coup d'etat	EP	Gain 5 IC. Lose 5 IC next turn
Plausible Deniability	EP	Target player discards 3 random Action Cards
Manipulation	EP	Switch 3 points amongst target Opponents Categories
Think Tank	BP	Add 3 IC to target Agenda Bid
Men in Black	BP	Add 3 IC to target UFO Bid
Defense Contractors	BP	Add 3 IC to target Techno Bid
International Bankers	BP	Add 3 IC to target Economy Bid
Body Count	BP	Add 3 IC to target Population Bid
Vril Society	BP	Add 3 IC to target Occult Bid
Media Moguls	BP	Add 3 IC to target Social Bid
Intelligence Agencies	BP	Add 3 IC to target Info Bid
Scapegoat	EP	Lose 1 IC. Target Opponent loses 3 IC
High Ranking Operatives	EP	Steal 2 Random Action Cards from Target Player
Front Organizations	EP	Gain 1 IC this and next turn
Orchestrate Crisis	OP	Gain 1 IC. Reroll target Opportunity Roll
Secret Elite	X	Use as any Secret Society Ability
Heads of State	EP	Gain 1 IC. Look at target Opponents Hand
Power Broker	X	Use as any Special Category Ability





Newsprint

Introduction

Card game for 2-4+ players. Players are reporters for rival newspapers.

Winning

The player with the most circulation points at the end of 5 turns wins.

Circulation Phase

Use change to keep track of circulation points.

The Deck

The deck has 5 main suites of Story and 20 special cards. The 5 main suits are: International National Washington Business Local Special cards include Edit, Investigation, and Event cards.

Setup

Shuffle the deck.

Turn Sequence

Each turn has 8 Phases:

1. Lead Phase
2. Scoop Phase
3. Reporter Phase
4. Investigation Phase
5. Story Phase
6. Edit Phase
7. Circulation Phase
8. End Phase

Lead Phase

Each player is dealt 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Circulation Chart

Story Cards	Circulation Points
1	1
2	4
3	9
4	16
5	25

Inside Scoop Rule

If two or more players play a story of the same suite, only the Story with the Most cards earns points. The

Scoop Phase

Players pick 1 card and pass it to the player on their left. Players repeat this for as many times as there are players.

Reporter Phase

Players may discard up to 5 cards and draw replacements.

Investigation Phase

Players may play Investigation cards in this phase. Start with the player with the fewest circulation points and Go clockwise. If tied, flip a coin.

Story Phase

Players simultaneously play one Story each. A story consists of 1 or more cards of the same suite.

Edit Phase

Players may play Edit cards in this phase. Start with the player with the fewest circulation points and Go clockwise. If tied, flip a coin.

Circulation Phase

A player gets Circulation points (CP) for his story according to the Circulation Chart. 1 CP is the lowest a Story can earn. 100 CP is the highest a Story can earn.

International Stories earn CP as if they were 2 cards larger National Stories earn CP as if they were 1 card larger Washington Stories earn CP exactly as the Chart denotes Business Stories earn CP as if they were 1 card smaller Local Stories earn CP as if they were 2 cards smaller

Story Cards	Circulation Points
6	36
7	49
8	64
9	81
10	100

other players earn nothing. The "Break the Story" card does not count towards this determination.

End Phase

Players discard all their cards.

Card List Type Notation

S Story cards
I Investigation card
E Edit card
V Event card

Common Deck Card List

Card Name	#	Type	Notes:
International	10	S	-
National	10	S	-
Washington	10	S	-
Business	10	S	-
Local	10	S	-
Red Herring	2	I	Opponent must discard 2 random cards
Stop the Presses	2	I	Wild card; Counts as any Suite
Extra! Extra!	2	I	You may play 2 Stories this turn
Investigative Reporting	2	I	Draw 2 cards
Freelance Journalist	2	I	Steal 1 random card from opponent
Rewrite	2	I	Discard your hand and draw 10 new cards
Break the Story	2	E	Your Story counts as if it were 2 cards larger
Editorial	2	E	Worth 5 CP
Defamation	2	E	Target Opponent's Story is discarded
Freedom of the Press	2	V	Negate an Edit or Investigation card

Links

Wikipedia





Nose Goblins

Introduction

Card game, about, you guessed it, nose picking.

Victory

The first player with a collection of 100 Magic Nose Goblin Points (MNGP) wins.

The Deck

Players share a common deck.

Magic Nose Goblin Points

Use Change to keep track of MNGP.

Setup

Each player is dealt 5 cards. The player with the biggest Booger goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

- Pick Phase
- Stick Phase
- Flick Phase

Pick Phase

Draw 1 card from the deck. If the deck runs out, shuffle the discard and draw from it.

Card List

Stick Phase

Play a combo if you have one. A combo must contain exactly 1 Pick card and 1 Booger card. The combo may also contain a Modifier card.

Discard the played combo. Get MNGP equal to the smaller value card (Pick or Booger) in the combo plus The bonus of the Modifier card if there is one. Certain cards played by your opponents can negate the Pick card or the Booger card.

If a card is negated, you may play another card to take its place. If not replaced the combo earns no points.

Flick Phase

Discard cards from your hand in excess of 5.

Card List Notation

- P** Pick Card
- B** Booger Card
- S** Special
- N** Negate a Pick Card
- X** Negate a Booger Card
- M** Bonus Point Modifier
- MNGP** Magic Nose Goblin Points

Card Name:	Type	MNGP	Notes:
Caught In The Act	N	-	
In Public	N	-	
Nose Bleed	S	-	Opponent discard 3 Cards
Accumulations	S	-	Draw 3 Cards
Runny Nose	X	-	
Sneeze	X	-	
Tastes Salty	M	+5	
Nose Hair	M	+4	
Flick It	M	+7	
Scratch Itch	M	+6	
Roll It	M	+3	
Relieve Discomfort	M	+2	
Stick It	M	+1	
Fake Nose Scratch	M	+8	

Card Name:	Type	MNGP	Notes:
While Driving	M	+9	
Dried Nasal Secretions	B	1	
Nefarious Nose Goblin	B	12	
Crusty	B	3	
Goey	B	10	
Squishy	B	11	
Wet One	B	2	
Multiform	B	8	
Greenie	B	7	
Super String	B	4	
King Size	B	14	
Snot Ball	B	5	
Mucus Blob	B	6	
Sugar Booger	B	13	
Hanger On	B	9	
Pick a Winner	P	14	
Digging for Gold	P	12	
Pinkies Up	P	3	
Index Finger	P	1	
Instrument of Choice	P	4	
Corkscrew	P	10	
Double Penetration	P	7	
Thumb Press	P	2	
Forefinger & Thumb	P	6	
Rim Job	P	5	
Jam It Up There	P	11	
Foreign Body Extraction	P	9	
Proboscis Probing	P	8	
Hit Paydirt	P	13	





Numeria

Introduction

Abstract Board Game for 2 Players.

The Board

Use a standard Chessboard.

The Pieces

Use a set of 36 Tiles numbered 1 to 36.

Winning

The first player to collect 3 Tropes is the winner.

Setup

Each player draws a random Tile: High Number goes first. Randomly place the 36 Tiles onto the middle 36 spaces of the Board. Each tile should fit comfortably within a single space on the Board.

Each tile should be number side up. Remove the 4 Tiles from the 4 middle spaces of the Board. Randomly place these 4 Tiles onto the 4 corner spaces of the Board.

Tropes

A Trope is a line of 4 Tiles that make a recognized mathematical pattern. A Trope can be orthogonal or diagonal. The Tiles within a Trope must form a connected line of adjacent tiles.

In an orthogonal Trope tiles will share a side. In a diagonal Trope tiles will share a corner.

Officially Recognized Trope

Patterns list: Consecutive Run— (Four Consecutive Numbers) Example: 1,2,3,4 or 8,9,10,11

Multiples Run— Example: 3,6,9,12 or 8,12,16,20

Irregular Repeating Run— Example: 4,7,10,13 or 13,17,21,25

Plus 1 Plus 2 Plus 3 Run— Example: 16,17,19,22

Prime Number Run— (Must be consecutive Primes) Example: 1,2,3,5, or 7,11,13,17 or 23,29,31,33

Power Run— Example: 1,2,4,8 or 4,8,16,32 or 1,3,9,27

Squares Run— Example: 1,4,9,16 or 9,16,25,36

Triangular Run— Example: 1,3,6,10 or 6,10,15,21 or 15,21,28,36

Fibonacci Run— Example: 1,2,3,5 or 3,5,8,13 or 8,13,21,34

Trope Order Rule

Important: The numbers within a Trope must be in line in ascending or descending Order so for instance you could have 1,2,3,4 or 4,3,2,1 but not 2,3,1,4 or 4,2,1,3

Turn Sequence

Players take turns. On your turn you may Move 1 Tile. A Tile may be moved like a queen in Chess.

A Tile may also jump other tiles like in Checkers. When Jumping, there may be any number of Jumps and they may be in any direction, forwards and backwards. (Remember the starting space of a Tile you are moving just in case you change your mind mid-move) No Take-backs once your hand leaves the Tile.

Making A Trope

If you make a Trope on your turn remove it from the board and place it in a pile next to you. If you collect 3 Tropes you win. Note: Yes, really the 4 Tiles of the collected Trope are removed from the board for the rest of the game and cannot be used to make new Tropes.

You just have to make do with what is left.

Last Tile Standing Rule

You cannot move, or use in a Trope, the tile your opponent just moved on his last turn.

Double Tropes Rule

If you make a pattern of 2 tropes that shares 1 or more Tiles, you can only remove 1 Trope, the other does not count.

Finding A Trope

If you find an already completed Trope on the board made earlier, you may not claim it. You can only claim a trope you make yourself on the turn you make it.

Designers Notes

Numeria was the Roman Goddess of Mathematics.





Numica

Introduction

Strategy Board Game for 2 players. Game of Displacement.

Victory

Capture Opponents pieces. Either: 2 Square pieces & 2 Round pieces or 3 Square pieces or 3 Round pieces.

The Board

Use a chess board: 8 X 8 square grid.

The Pieces

Each player has a set of pieces (Men) of a unique color. (A red player & a blue player) A Set consists of 8 Pieces, 4 of them square and 4 of them round.

Tiles

Make a set of 64 Tiles as described in the Tile Set List. Tiles are flat counters/chits. A Tile must fit within one square on the board and one playing Piece must be able to be put on top of it.

Each Tile has a Symbol inscribed on it.

Setup Board

Randomly place the Tiles on the squares of the board. Each of the 64 Squares should contain 1 Tile face up.

Basic Tile Set List

Tile Symbol	Copies in Set
1	12
2	10
3	10
4	8

Setup Play

Each player places his 8 pieces on the back row of his side of the Board in any order. Red player goes first.

Stacking

Pieces never stack.

Turn Sequence

On your turn you may move 1 of your pieces. How the piece moves is determined by the Tile it is on. If the Tile Symbol is a number, the piece moves exactly that many Spaces in a straight line, orthogonally or diagonally and

- It jumps over other pieces.
- If the Symbol is a K, the piece moves like a knight in chess.
- If the Symbol is a R, the piece moves like a rook in chess.
- If the Symbol is a B, the piece moves like a bishop in chess.
- If the symbol is an X, the piece may move to any empty

Space on the board. If your piece lands on an opposing piece, you capture it. You may never land on one of your own pieces.

If you are ever unable to move, you automatically lose.

First Move Capture Rule

A piece cannot capture on its first move an opposing piece that has not moved yet so far during the game.

Game Designers Notes

Other Tile Types are possible. Other types of pieces (& victory conditions) with special abilities are also

possible.





Oil And Gas

Introduction

Card game for 2-4+ players. Theme: Oil Industry.

Victory

Be the first to get 25 Profit Tokens.

The Deck

Players share a common deck. There are 7 types of cards: Explore, Oil, Transport, Refinery, Gasoline, Product, and Event.

Tokens

There are 7 types of common Tokens: Profit, Explore, Oil, Transport, Refinery, Gasoline, and Product Tokens. Higher value Profit Tokens are also recommended.

Dice

Six sided dice are used.

Set Up

Shuffle the deck. Each player starts with 10 Profit Tokens.

Turn Sequence

Each turn has 10 Phases:

1. Company Phase
2. Market Phase
3. Event Phase
4. Explore Phase
5. Drill Phase
6. Transport Phase
7. Refining Phase
8. Gasoline Phase
9. Production Phase
10. Profit Phase

Company Phase

All players Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size is 10 cards. Discard excess cards.

You may pay 1 Profit Token to draw an extra card. (Max 2 extra cards per turn)

Market Phase

Players may trade Cards and Tokens.

Event Phase

Players roll high on 1D6. Highest goes first playing 1 event or passing, then proceed clockwise: You may play (discard) an Event card to activate its special effect. Some Event cards are designated as Economy cards.

Only one Economy card can be played per turn. No one may play one after the first. Multiple Event cards can be played each player. The phase ends when all players pass.

You may not play any Event cards after passing.

Explore Phase

Discard 3 Explore Cards to roll 1D6 (Exploration Roll): On 1-3 nothing happens. On 4-5 gain 1 Explore Token. On 6+ gain 2 Explore Tokens.

Drill Phase

Discard 4 Oil Cards to roll 1D6 (The Drill Roll): On 1-2 nothing happens. On 3-5 gain 1 Oil Token. On 6+ gain 2 Oil Tokens.

Transport Phase

Discard 4 Transport cards to gain 1 Transport Token.

Refining Phase

Discard 3 Refinery cards to get 1 Refinery Token.

Gasoline Phase

Discard 4 Gasoline cards to get 1 Gasoline Token.

Production Phase

Discard 3 Product cards to get 1 Product Token.

Profit Phase

You may make 1 or more Melds. A Meld requires: 1 Explore Card or Token 1 Oil Card or Token 1 Transport Card or Token 1 Refinery Card or Token 1 or more Gasoline Cards or Tokens Zero to 1 or more Product Cards or Tokens Gain 1 Profit Token per card you play in the Meld. All Meld Cards and Tokens are discarded.

After making a Meld, immediately draw 2 cards.

Card List Notation

X Explore
O Oil
T Transport
R Refinery

G Gasoline
P Product
V Event
EE Economy Event
PT Profit Tokens

Oil And Gas Common Deck Card List

Name:	Type	Notes
Porous Sediments	X	+1 to Exploration roll
Fractures	X	
Rock Formations	X	
Surface Features	X	
Aerial Photographs	X	Counts as 2 cards
Geophysical Survey	X	Counts as 2 cards
Gravimeter	X	
Seismograph	X	
Magnetometer	X	
Drilling Mud	X	+1 to Exploration roll
Derricks	O	
Petroleum Engineer	O	+1 to Drill roll
Crude Oil	O	
Proved Reserve	O	Counts as 2 cards
Oil Well	O	
Oil Field	O	Counts as 2 cards
Oil Rig	O	
Drilling Platform	O	
Directional Drilling	O	+1 to Drill roll
Offshore Drilling	O	
Storage Tanks	T	
Pipelines	T	Counts as 2 cards
Gathering Lines	T	Counts as 2 cards
Trunk Lines	T	Counts as 2 cards
Pumping Stations	T	Counts as 2 cards
Shipping Points	T	
Barges	T	
Tankers	T	
Super Tankers	T	
Railroad Tank Cars	T	
Manufacturing	R	
Fractionation Tower	R	
Distillation	R	Counts as 2 cards
Polymerization	R	Counts as 2 cards
Thermal Cracking	R	
Catalytic Sweetening	R	
Purification	R	Counts as 2 cards
Treatment	R	
Blending	R	
Conversion	R	
Octane	G	Counts as 2 cards
Gas Stations	G	Counts as 2 cards
Tank Trucks	G	
Service Stations	G	Counts as 2 cards

Name:	Type	Notes
Filing Stations	G	Counts as 2 cards
Premium Brands	G	Counts as 2 cards
Discount Brands	G	
Petrol	G	
Diesel Fuel	G	
Truck Stops	G	
Light Heating Oil	P	
Asphalt and Tar	P	
Lubricants	P	
Synthetic Fibers	P	
Plastics	P	Counts as 2 cards
Detergents & Paints	P	Counts as 2 cards
Synthetic Rubber	P	Counts as 2 cards
Fertilizers	P	
Jet Fuel	P	
Herbicides & Insecticides	P	
New Recovery Techniques	V	Gain 1 Oil Token
Major Oil Spill	V	Steal 2 random cards from Target player
Wildcat Well	V	Gain 1 Exploration Token
Financial Crisis	V	EE: Melds earn -3 PT this turn
Recession	V	EE: Melds earn -2 PT this turn
Downturn	V	EE: Melds earn -1 PT this turn
Recovery	V	EE: Melds earn +2 PT this turn
Growth	V	EE: Melds earn +4 PT this turn
Prosperity	V	EE: Melds earn +6 PT this turn
Mid East Wars	V	All other players discard 2 random cards
Stimulus Package	V	All players draw 1 card. You draw 4
Gain Market Share	V	Gain 1 Gasoline Token
Petrochemical Industry	V	Gain 1 Product Token
Free Trade	V	Gain 1 Transport Token
Environmental Legislation	V	All other players lose 2 PT each
Federal Taxes	V	All other players lose 3 PT each
OPEC Price Controls	V	Melds earn -1 PT this turn
Oil Glut	V	Draw 3 cards
Consumer Demand	V	Melds earn +1 PT this turn
Oil Embargo	V	Discard Hand and draw 7 new cards





Pagodas

Introduction

Card game for 2-4 Players. Unique Deck.

Game End

The game ends when there are no cards left in the Deck and No players have any Pagodas left to play.

Winning

The player with the most points at the end of the game is the winner.

The Deck

There are 60 Basic cards in the Deck. There are 5 Suites. Each Suite has 12 Cards numbered 1 to 12.

Each card represents a Floor of a Pagoda. Higher numbers indicate a lower (and wider) floor. The 5 Suites are: Red, Blue, White, Black, and Green.

The Deck also contains 4 Special Cards.

Setup

Shuffle the Deck. Deal each player 6 random cards.

Turn Sequence

Players take turns. On your turn draw 1 card from the Deck or the top of the Discard. The Deck is Face-down. The Discard is Faceup.

You may play a Pagoda (See Pagoda Rules). All Pagodas you play are kept face up in front of you on

the table. At the end of your turn discard cards from your hand in excess of 6.

Pagoda Rules

A Pagoda must be composed of 3, 4, or 5 cards. A Pagoda must have all cards the same color or all different colors. Exception: You can do 2 colors only if the colors are on alternating floors.

The number sequence of the cards must show one of the Following Repeating Patterns:

1. Sequential (1,2,3 or 5,6,7,8 or 8,9,10,11,12 and so on)
2. Twofold (2,4,6 or 1,3,5,7 or 4,6,8,10,12 and so on)
3. Threefold (1,4,7 or 2,5,8,11 or 3,6,9,12 and so on)
4. Fourfold (1,5,9 or 2,6,10 or 3,7,11 or 4,8,12)

Scoring

Size 3 Pagodas score 1 Point Size 4 Pagodas score 2 Points Size 5 Pagodas score 3 Points

Special Cards

Emperor Card: Discard to discard your hand and draw 6 new cards. Dragon Card: Discard to look at an opponent's hand and steal 1 card. Architect Card: Discard to change the Numerical value of a card you play.

Artisan Card: Discard to change the Color of a card you play.





Pawn Poker

Introduction

Abstract Strategy game for 2-4 players.

Game End

The Game Ends, when all the cards have been collected.

Victory

The Player with the best hand at the end of the game wins. The best hand according to standard 5 card Poker rules. At the end of the game each player will have more than 5 cards.

The player chooses which of his captured cards to use to make his 5 card hand.

The Board

Use a large 5 X 5 Grid. Each square must be large enough to hold 1 card

The Deck

Use a regular deck of playing cards.

Pawns

Each player gets a single pawn of a unique color.

Setup

Shuffle the Deck. Place 1 Random card on each of the 25 Spaces. High draw from the remainder of the deck determines who goes first.

Each player places their pawn on a corner space.

Turn Sequence

Players take turns. On your turn move your pawn like a queen in chess. You must move if possible.

At the end of your move, you keep the card in the space you started on. (If the space is empty, you get nothing.) You cannot move through or jump over other pawns. Max hand is 10 cards. Discard excess cards.

Variant Rules

Use a 6 x 6 Board or bigger. Players get extra Pawns. Extra pawns move like Bishops, Rooks, or Knights in Chess.





Peanuts Gag Grab

Introduction

Board game for 2-4+ players. Charlie Brown, Snoopy, Peanuts Theme.

Disclaimer

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Winning

The player with the most Gag Points at the end of the game wins.

Game End

The game ends when a Gag card needs to be replaced on the Board, and there are none left in the Gag Deck.

The Decks

There are 2 decks:

1. The Gag Deck
2. The Kid Deck

The Gag Deck

These cards form the Board. They are claimed by players and are worth Gag Points. In order to be claimed they require the player to move his pawn onto that card and discard 2 Kid cards of the indicated type.

The Kid Deck

There are 2 basic types of Kid Cards:

1. Main Characters
2. Peanut Gallery

There are 4 Suites of Main Characters:

1. Charlie Brown
2. Snoopy
3. Linus
4. Lucy

Each suite has 10 cards (All identical). There are 12 Peanut Gallery cards each listing one supporting Character.

Pawns

Each player gets a unique pawn. Ideally each pawn is miniature statue of one of the Peanuts characters (especially the Main Characters).

Dice

Six sided dice are needed.

The Board

The board is a 6 X 6 Grid. Each space will contain 1 face-up Gag card. As Gag cards are claimed during play they will be immediately replenished by the Gag Deck.

Setup

Each player chooses a pawn. Shuffle the Decks. Place 1 Gag card face-up onto each of the 36 spaces on the Board.

Each player is dealt 2 Kid cards. Players roll high on 1D6 to see who goes first. Reroll ties. Players place their Pawns in separate corner spaces.

If playing with 5 or more players, use the 4 center spaces as allowable starting spaces also.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Draw Phase
2. Roll Phase
3. Move Phase
4. Claim Phase
5. End Phase

Draw Phase

Draw 2 Kid Cards from the top of the Kid Deck and put them in your hand. If the Kid deck ever runs out, shuffle the discard and draw from it. Next if your pawn is adjacent to any opponent's pawns, you may trade Kid cards from your hands. Trades must be agreeable to both parties.

Roll Phase

Roll one die.

Move Phase

You may move your pawn a number of spaces equal to the number you rolled in Roll Phase OR Less. Moves may be orthogonal or diagonal. You may not land in the same space occupied by another pawn.

You may move through (past, over) other player's pawns. You must move if you are at all able. If somehow you cannot move (blocked), reroll the die.

Claim Phase

You may claim the Gag card in the space your pawn currently occupies. Each Gag card lists 2 Kid cards that must be discarded in order to claim it. Place the claimed card into your Gag pile.

Next, replace the gag card you just claimed with the top card of the Gag deck. If there are no Gag cards left, the game ends.

End Phase

Max hand size is 7 cards. Discard excess cards.

Peanut Gallery Cards

The Secondary Character cards in the Kid Deck have a variety of extra uses:

Kid Deck Card List

Name	Number of Cards
Charlie Brown	10
Snoopy	10
Linus	10
Lucy	10
Sally	1
Woodstock	1
Schroeder	1
Violet	1

Name	Number of Cards
Peppermint Patty	1
Marcie	1
Franklin	1
Pig Pen	1
Spike	1
Rerun	1
Frieda	1
Shermy	1

Gag Deck Card List Notation

CB Charlie Brown
SN Snoopy
LI Linus

LU Lucy
GP Gag Points
Any Any Kid
MC Main Character

Gag Deck Card List

Name:	GP	Kids Required
Little Red Haired Girl	3	CB + LI or LU
Football Kick	4	CB + LU
Shortstop	3	SN x2
Beethoven's Ninth	5	LU + Schroeder
Psychiatry Booth	4	CB + LU
Good Grief	2	CB x2 or LI x2
Great Pumpkin	3	LI x2
Security Blanket	3	LI + MC
Scout Master	5	SN + Woodstock
Red Baron	3	SN x2
Christmas Program	2	MC + Any
Daisy Hill Puppy Farm	5	SN + Spike
Suppertime	4	SN + CB
Blanket Stealer	4	SN + LI
Give Up Blanket	5	LI + LU
No Valentines	2	CB + Any
Run Away from Home	1	Any + MC

1. Discard 1 Secondary Character to increase the result of a roll by 1 or 2.
2. Discard 2 Secondary Characters to draw 3 Kid Cards and discard any 2 from your hand.
3. Discard 2 Secondary Characters to cause a target Gag card on the board to be discarded and then replaced.
4. Discard 1 Secondary Character to get a second move roll (Make a second move right after your first, in effect, you get a second Roll & Move Phase right after the first).
5. Discard 1 Secondary Character after you have made a Claim to get an extra Roll, Move, and Claim Phase!

Name:	GP	Kids Required
Melting Snowman	3	CB or SN + CB or SN
Bible Quotes	3	LI x2
Bad Temper	3	LU x2
Thanksgiving	1	MC + Any
Summer Camp	1	Any x2
Bird Bath	5	SN + Woodstock
Kite Eating Tree	3	CB + LU or LI
Snowflake Collection	3	LI + LI or LU
Toy Piano	5	LU + Schroeder
Stargazing	3	LI + LU or CB
Baseball Coach Pep Talk	2	CB + Any
Ice Skating	1	MC + Any
Captain of the Ship	3	SN x2
WWI Flying Ace	3	SN x2
Rained On	2	LI or CB + LI or CB or LU
Beg for Food	3	SN + Any
Mountain Lion	3	SN x2
Cat Next Door	3	SN x2
Sand Castles	3	LI x2
Naturally Curly Hair	5	MC + Frieda
Girl Trouble	2	Boy + Girl
Snowball Fight	2	MC + Any
Dog House	3	SN x2
Big Sister	3	LU x2
Stupid Dog	2	SN + MC
Cloud Watching	2	MC + MC
The Stone Wall	4	CB + LI
Spelling Bee	2	CB + Any
New Math	5	CB + Peppermint Patty
Crab-In	5	LU + Violet
Joe Cool	3	SN x2
All Stars	2	CB + Any
Slug You	2	LU + CB or LI
Bonk!	3	LU x2
Best Selling Novelist	3	SN x2
Chuck	5	CB + Peppermint Patty
Round Headed Kid	3	CB x2
Joe Shlabotnik	3	CB x2
Pencil- Pal	3	CB x2
Pitching Mound	3	CB x2
Fussbudget	3	LU x2
Phone Call	2	CB + Girl
Yes Sir	7	Peppermint Patty + Marcie

Links

Peanuts





Pedro For President Game

Introduction

Card game for 2-4+ players. Napoleon Dynamite School Election Theme. Each player has a "Nerdy" candidate that is running for school president.

Disclaimer

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Victory

The player with the most votes at the end of the game wins.

Game End

The game ends at the end of the turn in which the last card has been drawn from the deck.

The Deck

Players share a common deck. The deck has 1 copy of each card described in the card list.

Dice

A six sided die (D6) is needed.

Stats

Each player has 3 Stats: Time, Money, and Votes. Use tokens to record these: White = Time

Red Money

Blue Votes

All Tokens can be saved from turn to turn.

Card List

Name:	Cost:	Notes:
Take the Bus	-	TOL 3T +2V
Solo Tetherball Match	-	TOL 2T +1V
Hunt Wolverines in Alaska	2T	YG 3V
Get Beat Up by Bully	-	TOL 1T +3V
New Kid	-	TOL 2V
Visit School Nurse	-	TOL 3T

Setup

The nerdiest player decides who goes first. Each player is dealt a hand of 3 cards. Each player starts with 10 Vote Tokens.

Each player starts with 5 Money Tokens.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Time Travel Phase
2. Get your Groove on Phase
3. Stuff Happens Phase
4. Freakin Idiot Phase

Time Travel Phase

Get 1D6 Time Tokens for free.

Get Your Groove On Phase

Draw 2 cards from the Deck and put them in your hand. Spend 5 Time Tokens to draw an extra card.

Stuff Happens Phase

Play up to 2 cards from your hand Spend 5 Time Tokens to play an extra card. Cards cause you or your opponents to gain or lose stats. Often a card will have a cost in time and/or money to play.

Freakin Idiot Phase

Max hand size is 5 cards. Discard excess cards.

Card List Notation

T Time

M Money

V Votes

TOL Target Opponent Loses. . .

YG You Gain. . .

Name:	Cost:	Notes:
Win Farm Trivia Contest	3T	YG 3M +1V
Ride Bike to School	-	TOL 4T +1V
Worst Day Ever	-	Opponent Discards 3 cards
Cage Fight Brother Kit	-	TOL 1T
Bad Hair Cut	-	TOL 1T +3V
Rex Kwon Do	-	TOL 2T + 5M
Boondoogle Keychains	6T +5M	YG 8V
Scout Camp Connections	2T	YG 2V
Feed the Llama	-	TOL 2T +1V
Buddy System	-	YG 2V +1T
Red, White, & Blue Pants	-	TOL 2M +3V
Sign Language Sing Along	-	TOL 3T +1V
Got My Back	-	YG 1V +2T
Find Date for School Dance	9T	YG 6V
Girlfriend From Oklahoma	2T	YG 2V
Compulsive Liar	3T	YG 3V
Grow a Moustache	7T	YG 4V
Tater Tots in Your Pants	-	TOL 2V
Do You Dare Me?	2T	Draw 2 Cards
Listen to Creepy Uncle Rico	-	TOL 4T
Online Chat Rooms	-	TOL 6T
Fund Raiser	6T	YG 5M
Time Machine Modulus	-	TOL 3T +4M
Racial Slur	-	TOL 1V
Cyberspace Dating	-	TOL 4T
Make a Friend	2T	YG 2V
Draw Ligers	2T	YG 1V
Private Phone Call	2T	Draw 2 Cards
Glamour Shot	2T +3M	YG 4V
Special Skills	4T	YG 2V
Talent Show	4T +3M	YG 6V
Awesome Dance Moves	3T	TG 5V
Sell Tupperware Sets	6T	YG 6M
Rip Mole Off Neck	-	TOL 1T +1V
Job at Chicken Farm	6T	YG 2M
Brand New Suit	1T + 5M	YG 4V
Steak Dinner	-	TOL 2T +2M
Muscle Car	-	YG 3T +4V
Vote for Pedro!	3T	YG 3V
Sweet Ride	-	YG 2T +2V
Bodyguard	2T	YG 2V
Checkout Cashier	5T	YG 4M
Flyers	4T +3M	YG 6V
Buttons	4T +6M	YG 8V
Makeover	3T +2M	YG 4V
Pedro Will Protect You	4T	YG 3V
Sell Bust Enhancer Formula	5T	YG 5M +Lose 1V
Break Effigy Pinata	3T +3M	YG 5V
Disqualification	-	TOL 3T +3V
Find Soul Mate	3T	Draw 3 Cards
Personal Transformation	4T	YG 3V
Moon Boots	2M	YG 1V
Pegasus Xing	-	YG 3T

Name:	Cost:	Notes:
Inspired Speech	2T	YG 4V
Happy Hands Skit	6T +4M	YG 7V
Reach For the Stars	-	YG 5T
Popular Girl	3T	YG 4V
Sing Love Ballad Off Key	2T	YG 1V

Links

Wikipedia





Pizza Pie Maker

Introduction

Children’s card game. 2-4 players.

Winning

The game ends when a player goes to draw a card and there are none left. The player with the most points in their oven at the end of the game wins.

Setup

Players are dealt 8 cards each. The youngest player goes first.

Turn Sequence

Eac turn is divided into 4 phases: Market Phase
Order Phase Sale Phase Overhead Phase

Market Phase

The current player draws one card and puts it in his or her hand.

Order Phase

The current player may make a ‘pie’. A pie is a combo of three or more cards that must include: 1 crust card, 1 sauce card, 1 cheese card, and 0 or more topping cards. Place the pie into the ‘oven’ (your scoring pile).

Deck Card List

Card Name:	#	Type	Notes
Crust	10	C	
Thin Crust	1	C	+1 point
Chicago Crust	1	C	+1 point
Cheese	10	E	
Sauce	10	S	
Mushrooms	5	V	
Onions	4	V	
Peppers	3	V	

Sale Phase

Earn points for your pie if you made one this turn: A basic pie of 1 crust card, 1 sauce card, 1 cheese card is worth 3 points. Each additional topping is worth 1 point. You may not duplicate toppings. Special Scoring Pies: Everything Pizza: Basic pie + 6 different toppings is worth 12 points.

Meatsa Pizza: Basic pie + 1 pepperoni + 1 sausage + 1 meatball card is worth 8 points. Veggie Pizza: Basic pie + 4 different veggie toppings is worth 10 points. White Pizza: Substitute garlic for sauce.

Double Ingredient: once per game you may duplicate any topping or cheese or sauce. Note: Some cards score extra points.

Overhead Phase

If your hand contains more that 8 cards discard down to 8 cards.

Card Type Abbreviations

- # Number of that type of card in the deck
- C Crust
- E Mozzarella Cheese
- S Tomato Sauce
- V Veggies Topping
- M Meat Topping
- X Special Topping

Card Name:	#	Type	Notes
Black Olives	2	V	
Pepperoni	5	M	
Sausage	4	M	
Meatballs	3	M	
Pineapple	1	X	+1 point
Anchovy	1	X	+1 point
Garlic	1	X	

Links

Go Here for a Pizza Maker card set and some expanded rules. Thanks Tom!





Play Ground Skirmish

Introduction

Board & card game for 2 players. Fight between two groups of kids on the playground.

Victory

Drive the opposing gang off the playground.

The Map

Use an 8x8 chessboard. Make 8-10 spaces obstacle spaces. These include: Jungle Gyms, Monkey Bars, Teeter Tooters, Swings, Slides, etc.

Gangs

Each player has a gang of 8 kids. Use chits or miniatures to represent kids. Designate 2 kids to have skates, 2 to have skateboards, and 2 to be on bikes.

Setup

Each player places one kid on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Draw Phase Move Phase Fight Phase

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your kids. Kids cannot move through other kids except. The move card has a number.

This is the number of spaces the kid moves. Moves are diagonal or orthogonal. A Kid must end his move upon entering an Obstacle space.

Fight Phase

Play (discard) an Attack card to have a kid attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The kid that is the target of the attack is removed from the playground. (Runs home crying to his Mama.) Play a defense card to negate an attack.

Card List Notation

Type Purpose of card

Number of that type of card in the deck

M Movement

A Attack

D Defense

X Special

Card List

Card Name:	#	Range	Type	Notes:
Find Cover	2	-	D	Only in Obstacle spaces
Dodge	2	-	D	Plus move 1 space
Duck	2	-	D	
Run Away	2	-	D	Plus move 2 spaces
Boys Don't Cry	2	-	D	
Spit Balls	2	2	A	
Big Water Gun	2	2	A	
Dodge Ball	2	3	A	
Water Balloon	2	4	A	
Wedgie	1	1	A	
Tittie Twister	2	1	A	
Noogies	2	1	A	
Indian Rope Burn	1	1	A	

Card Name:	#	Range	Type	Notes:
Walk	7	1	M	Any Kid
Run	7	2	M	Any Kid
Skates	2	3	M	Only kids with Skates
Skate Board	2	3	M	Only kids with Skate Boards
Bike	2	4	M	Only kids with Bikes
Trip	2	-	X	Negate target Move
Here's the Plan	2	-	X	Draw 2 Cards
Intimidation	2	-	X	Opponent discards 2 cards





Play Sets

Introduction

Activity for an adult and one or more small children (age 3+).

Materials

Large pieces of white paper. Markers, pens, pencils, crayons. Safety scissors.

Concept

Draw and cutout pictures of your favorite action figures. Draw background scenery on separate pages. Play with the picture cutouts out on the scenery.

I do this with my four year-old. Some 'play-sets' we have created include: Star Wars, Buzz Lightyear, Power Rangers, and Teenage Mutant Ninja Turtles. It's a lot of fun, it's quality time.

The kids really get into it. You get to improve your Art Skills.





Presidential Candidates

Introduction

Character generation, Debate, and Voting.

Disclaimer

This game is dated for the political reality of 2007-8.

Candidates

In the Basic game, Players create 6 Presidential Candidates. Each candidate has 10 Traits and 20 Stances.

Candidate Traits

- Name
- Party
- Sex
- Age
- Race
- Religion
- Political Service
- Military Service
- Skeletons
- Presence

Candidate Stances

- Iraq Pullout
- New Orleans Rebuilding
- Abortion
- Same-Sex Marriages
- Prayer in School
- Stem Cell Research
- Affirmative Action
- Death Penalty
- Euthanasia
- Socialized Medicine
- Gun Control
- Energy Policy
- Social Security Benefits
- Immigration
- War on Terror & Civil Liberties
- Torture
- The War on Drugs
- Greenhouse Gasses
- School Vouchers
- Bilingualism

Name

Name a Candidate after all other traits and stances are determined.

Party

Pick party affiliation or roll 1D10:

D	Result
1-4	Democrat
5-8	Republican
9	Libertarian
10	Independent

Gender

Roll 1D10:

D	Result
1-9	Male
10	Female

Age

Roll 1D6:

D	Result
1	Young
2-5	Mature
6	Old

Race

Roll 1D10:

D	Result
1-9	White
10	Black

Religion

Roll 1D6:

D	Result
1-5	Protestant
6	Catholic

Political Service

Roll 1D6:

D	Result
1-3	Congressman
4-6	Senator
7-9	Governor
10	Businessman

Military Service

Roll 1D6:

D	Result
1-3	None
4-5	Served
6	War Hero

D	Result
1-4	None
5	Flip-Flopper
6	Sex Scandal
7	Inhaled

Skeletons

Roll 1D10:

D	Result
8	Embezzlement Charges
9	Fund Raising Controversy
10	Nepotism

Presence

Roll 1D10:

D	Result
1	Stump Speaker
2	Telegenic
3	Poor Speaker
4	Monotone
5	Charismatic

D	Result
6	Shrill
7	Weird Hair
8	Handsome
9	Ethnic
10	Unremarkable

Iraq Pullout

Roll 1D6

D	Result
1-2	Immediate
3-4	Phased
5-6	Stay the Course

D	Result
1-3	OK
4-6	Not OK

Stem Cell Research

Roll 1D6:

D	Result
1-3	OK
4-6	Not OK

New Orleans Rebuilding

Roll 1D6

D	Result
1-3	Bigger and Better than Before
4-6	Smaller on Higher Ground

Death Penalty

Roll 1D6:

D	Result
1-3	Yes
4-6	No

Abortion

Roll 1D6

D	Result
1-3	Pro-Life
4-6	Pro-Choice

Affirmative Action

Roll 1D6:

D	Result
1-3	Keep Quotas
4-6	Remove Quotas

Same Sex Marriage

Roll 1D6:

D	Result
1-3	OK
4-6	Not OK

Euthanasia

Roll 1D6:

D	Result
1-3	OK
4-6	Not OK

Prayer In School

Roll 1D6:

Socialized Medicine

Roll 1D6:

D	Result
1-3	National Healthcare
4-6	No

Gun Control

Roll 1D6:

D	Result
1-3	Guns for Everybody!
4-6	Restrict Guns

Energy Policy

Roll 1D6:

D	Result
1-3	Drill in Alaska and Build more Reactors
4-6	Lets go Green

Social Security Benefits

Roll 1D6:

D	Result
1-3	Reduce Benefits
4-6	Make future Generations Pay

Immigration

Roll 1D6:

D	Result
1-3	Amnesty
4-6	Build the Wall

War On Terror & Civil Liberties

Roll 1D6:

D	Result
1-3	Security trumps Privacy
4-6	Rights trump Security

Torture

Roll 1D6:

D	Result
1-3	Water Boarding OK
4-6	No Torture

War On Drugs

Roll 1D6:

D	Result
1-3	Decriminalize
4-6	Just say No

Greenhouse Gasses

Roll 1D6:

D	Result
1-3	Major Emission Reduction
4-6	Protect Industry

School Vouchers

Roll 1D6:

D	Result
1-3	OK
4-6	Not OK

Bilingualism

Roll 1D6:

D	Result
1-3	English Official
4-6	Melting Pot

The Game

The game proceeds in 4 stages:

1. Create the Candidates
2. Debate the Candidates
3. Votes the Candidates

Create The Candidates

6 Candidates for a basic game. As many as 20 Candidates for a more realistic game.

Debate The Candidates

Players debate on which are the best candidates.

Votes The Candidates

Players secretly vote for their favorite candidate. The candidate that gets the most votes wins. In case of a Tie, see the game entitled Hanging Chads and Vote Fraud.

Variants

More stances and updated stances. Conduct separate party primaries.





Presidential Race

Introduction

Board game for 2 players. Race for the US Presidency. One player is the Democratic Nominee. The other is the Republican Nominee.

Dice

Six-sided dice are needed.

Tokens

There are two types of Tokens: Money Tokens and Vote Tokens.

Vote Tokens

There are exactly 100 Vote Tokens (or just Votes). Each player starts the game with 37+1D6 Votes. The

remaining un-owned votes are in the center: These are the Undecided Votes.

Money Tokens

Each token represents one million dollars. There is no limit to the number of money tokens. Each player starts with 2D6 Money Tokens.

Pawns

Each player has a pawn representing his candidate and campaign efforts.

The Board

The board is a square track with 11 spaces on a side. (Like a Monopoly Board) Pawns travel clockwise. The Board has the following spaces:

#	Title	Notes:
1	Start (1st Corner)	+1 M
2	PAC Contributions	+4 M
3	Speeches	+1 V
4	Mass Mailings	+2 V -1 M
5	Florida	+2 V
6	Campaign Trail	Draw 1 card from the Campaign Deck
7	Individual Donations	+2 M
8	Get out the Vote Drive	+2 V -1 M
9	Print Ads	+4 V -2 M
10	New England States	+3 V
11	Scandal (2nd Corner)	-5 V
12	Soft Money	+3 M
13	Appearances	+1 V
14	TV Ads	+6 V -3 M
15	Texas	+2 V
16	Campaign Trail	Draw 1 card from the Campaign Deck
17	Hard Money	+1 M
18	Special Interest Groups	+2 M
19	Internet Ads	+3 V -1 M
20	Deep South States	+3 V
21	Mud-Slinging (3rd Corner)	-2 VO -1 V
22	Fund Raising	+2 M
23	Knock on Doors	+1 V
24	Newspaper Ads	+2 V -1 M
25	California	+3 V
26	Campaign Trail	Draw 1 card from the Campaign Deck
27	Public Funding	+1 M
28	Public Interest Groups	+2 V

#	Title	Notes:
29	Radio Ads	+2 V -1 M
30	Bible Belt States	+3 V
31	Negative Press (4th Corner)	-3 V
32	Special Interest Groups	+2 M
33	Campaign Promises	+1 V
34	Magazine Ads	+2 V -1 M
35	New York	+2 V
36	Campaign Trail	Draw 1 card from the Campaign Deck
37	Lobbyists	+2 M
38	Paid Advertisements	+4 V -2 M
39	Telephone Ads	+1 V -1 M
40	Mid-West States	+3 V

Notation

V Your Votes

M Your Money

VO Votes owned by Opponent

The Decks

There are 3 Decks: Candidate Deck Campaign Deck
Election Deck

Campaign Deck

Card Name	Notes:
Civil Liberties Groups	+2 V
Environmental Groups	+2 V
Media Attention	+3 V
Television Talk Shows	+3 V
Manipulate the Media	+2 V
Skeleton in the Closet	-3 VO
Political Backlash	-5 VO
Political Pundits	-1 VO
Union Support	+5 V
Endorsement	+3 V
Public Awareness	+1 V
Black Vote	+5 V
Hispanic Vote	+5 V
Third Party Candidate	-6 VO
Conservative Interest Groups	+6 V
Christian Coalition	+5 V
Grass Roots Support	+1 M +2 V
Negative Campaigning	-4 VO -1 V
Personal Attacks	-4 VO -1 V
Law Firms	+3 M
Real Estate Industry	+4 M
Retirees	+2 M

Card Name	Notes:
Securities & Investment Groups	+4 M
Pharmaceutical Companies	+5 M
Computer Companies	+3 M
Entertainment Industry	+2 M
Oil & Gas Industry	+3 M
Tobacco Industry	+7 M
Gun Rights Lobby	+2 M
Political Consultant	+1 V
Campaign Manager	+2 V
Finance Chair	+4 M
Campaign Planning	+1 V
Volunteers	+2 V
Media Consultant	+2 V
Public Opinion Surveys	+2 V
Voting Blocks	+2 V
Address Issues	+1 V
Allegations	-2 VO
Controversy	-2 VO
Smoke Filled Room	+1 M
Appeal to Moderates	+2 V
Political Machine	+1 V +1 M

Candidate Deck

Card Name	Notes:
Favorite Son	+1 V
Ride on Coat Tails	+2 V
Personal Fortune	+5 M

Card Name	Notes:
Intelligent	+2 to Debate Rolls
Good Looking	+2 V +1 to Debate Rolls
Dark Horse	+2 V

Card Name	Notes:
Self Made Man	+3 M + 1 V
Congressman	+1 V
Business Tycoon	+4 M
War Hero	+5 V
Quick Wit	+2 to Debate Rolls
Senator	+3 V
Governor	+4 V
Charismatic	+4 V
Old Rich	+5 M
Confident	+2 V +1 to Debate Rolls
Religious	+3 V
Movie Star	+5 V

Setup

Both pawns begin on the start space. Both players draw & play 5 Cards from the Candidate Deck.

Turn Sequence

On your turn move forward 1D6 or 2D6 spaces. Follow the instructions of the space you land on. When gaining votes, take Undecided votes first.

If there are no undecided votes, take votes from your opponent. When losing votes, the lost votes go into the undecided pile. If a space or card asks you to spend money you don't have, you do not gain the indicated votes.

Extra Money

On your turn, you may convert 2 Money Tokens into 1 Vote.

Election Deck

Card Name	Notes:
Confusing Ballots	-1 VO
Long Lines	-2 VO
Short Hours	-2 VO
Inconvenient Locations	-2 VO
Hanging Chads	-1 VO
Lost Votes	-3 VO
Voter Error	-1 VO
Ballot Problems	-3 VO
Uncounted Ballots	-3 VO
Recount	+1 V

National Convention Multi-player Variant

Any number can play. The election is not the Presidential Election, but rather, a National Convention where a party selects its Presidential Candidate. All players belong to the same political party (Democrat or Republican).

Card Name	Notes:
Uptight	-3 V
Foolish	-3 V
Troubled Youth	-2 V
Sickness	-4 V
Poor Speaker	-4 V
Diplomatic	+2 V +1 to Debate Rolls
Strong Platform	+2 V +1 to Debate Rolls
Reformer	+2 to Debate Rolls
Military Service	+2 V
Lawyer	+2 to Debate Rolls
Public Speaker	+2 to Debate Rolls
Ticket Balance	+2 V

Debates

If you land on your opponent's pawn, there will be a debate. Both players roll 2D6 and add benefits from any Candidate cards. The higher roll wins the debate.

The winner takes votes from the loser equal to the difference of the rolls.

Damage Control Rule

If you are ever the target to lose votes (except in a debate) roll 1D6. On a roll of 6 or greater, you lose 2 less votes.

The Election

After 30 turns, the Popular and Electoral Votes occur. Both Players take turns drawing & playing 5 cards from the Election Deck. The player with the most Votes wins the Election.

Card Name	Notes:
Pick Up Key State	+4 V
Electoral College	+2 V
Winner Takes All	+5 V
Red State	+3 V
Blue State	+3 V
Electoral Votes	+2 V
Plurality System	+3 V
General Ticket	+2 V
Popular Vote	+1 V
High Turnout	+2 V

The Election Deck is not used. Each Nominee starts with 1D6 Money Tokens and 2D6 Votes.

Links

Electoral Vote Map





Progression

Introduction

Math themed Card game for 2-4+ players.

The Deck

- Cards are numbered zero to nine (0-9).
- There are 6 copies of each card.
- The Deck is composed of 60 cards.

Winning

The first player to make 5 Progressions wins. Keep track on a piece of paper.

Setup

Players cut the deck: The player with the highest cut goes first Shuffle the deck. The Deck is kept face down in the middle of the table. Each player is dealt 7 cards.

Turn Sequence

Players take turns. Each turn has 3 Phases: Draw Phase Progression Phase End Phase

Draw Phase

Draw 1 card from the top of the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Progression Phase

You may play one progression from your hand. A Progression consists of 3 related numbers. A List of possible Progressions follows the Turn Sequence.

Note: To make an individual number greater than 9 requires 2 or more cards:

- Example 1: The number "3" requires only a 3 card.
- Example 2: The number "81" requires both an 8 card and a 1 card.
- Example 3: The number "125" requires a 1, a 2, and a 5 card.

Note a zero by itself may not be a number in a Pattern. A Progression must contain at least 4 cards.

End Phase

If you made a progression this turn, draw 1 card. Max hand size is 8 cards. Discard excess cards.

Progression List

There 7 types of Progressions currently available: Basic, Algebraic, Prime, Exponential, Pythagorean, Fibonacci, Geometric

Basic Progression

The numbers must be related by an addition or multiplication pattern: Examples:

- $88 + 90 + 92$ ($88 + 2 + 2$)
- $15 + 20 + 25$ ($15 + 5 + 5$)
- $83 + 84 + 85$ ($83 + 1 + 1$)
- $79 + 83 + 87$ ($79 + 4 + 4$)
- $23 + 34 + 45$ ($23 + 11 + 11$)
- $15 + 30 + 45$ ($(15 \times 1) + (15 \times 2) + (15 \times 3)$)
- $18 + 27 + 36$ ($(9 \times 2) + (9 \times 3) + (9 \times 4)$)
- $33 + 44 + 55$ ($(11 \times 3) + (11 \times 4) + (11 \times 5)$)

Algebraic Progression

The numbers must be related by an algebraic equality: Examples:

- $7 + 9 + 16$ ($9 + 7 = 16$)
- $7 + 9 + 63$ ($9 \times 7 = 63$)

Prime Progression

These are sets of sequential Prime Numbers: Examples:

- $13 + 17 + 19$
- $29 + 31 + 33$

Exponential Progression

A sequence of: Number + Number Squared + Number Cubed. Examples:

- $3 + 9 + 27$
- $4 + 16 + 48$
- $5 + 25 + 125$

Pythagorean Progression

The Squares of 3 sequential numbers. Examples:

- $4 + 9 + 16$
- $9 + 16 + 25$

Fibonacci Progression

3 Sequential numbers of the Fibonacci Sequence. Examples:

- $5 + 8 + 13$
- $55 + 89 + 144$

Geometric Progression

A sequence of: Number + Number x Coefficient +
((Number x Coef) x Coef) Examples:

- $2 + 16 + 18$ ($2 + (2 \times 3) + ((2 \times 3) \times 3)$)
- $5 + 10 + 20$ ($5 + (5 \times 2) + ((5 \times 2) \times 2)$)

Game Designers Notes

If any mathematicians out there would like to add
some more Progressions, Please let me know.





Ready Fence

Introduction

Card game for 2 players. Simulation of a Fencing Match.

Victory

The first player to score 5 (or 15) points wins the bout.

The Deck

Players share a common deck.

Setup

Choose whether the match is to 5 or 15 points. Choose which of the 3 weapons both Fencers will be using: Foil, Epee, or Sabre. Each player starts with a hand of 2 cards.

Flip a coin to see who goes first.

Turn Sequence

Players take turns (Right of Way). Each turn has 3 phases:

- 1. Draw Phase
- 2. Attack Phase
- 3. Defense Phase

Draw Phase

The current player draws the top X cards from the deck. Foil Bout X = 2 (Midway between Epee & Sabre)

Epee Bout X = 1 (Cautious Match) Sabre Bout X = 3 (Animated Match) If the deck runs out, shuffle the discard & draw from it.

Attack Phase

The current player may make one Attack if able. To make an Attack, the current player must play an Attack card plus the indicated number of Movement cards. Instead of Attacking the current player may discard a Feint card to make his Opponent discard 3 random cards.

Defense

The defender may defend if attacked. To defend, the defending player must play a Defend card plus the indicated number of Movement cards. If the current player attacked, and the defender did not Defend, the attacker scores a hit (touch) and earns 1 point.

Max hand size is 7 cards. The current player discards excess cards at the end of his turn.

Card List Notation

- A** Attack Card
- D** Defense Card
- M** Movement Card
- X** Special Card
- F** Move Forward Card
- B** Move Back Card

Card List

Card Name:	#	Type	Cards required to Play (Notes):
Move Forward	20	M	-
Move Back	20	M	-
Deflection	4	D	1 B (Guard Parry)
Block	2	D	2 B (Beat Parry)
Retreat	2	D	3 B
Feint	2	X	(See Attack Phase)
Thrust	4	A	1 F (or Cut)
Lunge	2	A	2 F
Fleche	2	A	3 F (Running Attack)
Riposte	2	A	1 F + 1 B (Counter Attack)
Flick	2	X	(Negate Defense card (Whip))
Tactics	2	X	(Discard to draw 2 cards)
Ability	6	X	(See Fencers Rules below)

Fencers

Each Fencer gets an agreed upon number of Special Abilities:

1D6	Ability:	Notes:
1	Athletic	Use Ability cards as B or F cards
2	Finesse	Use Ability cards as Riposte cards
3	Experienced	Use Ability cards as Tactics cards
4	Aggressive	Use Ability cards as Lunge cards
5	Tricky	Use Ability cards as Feint cards
6	Cautious	Use Ability cards as Block cards

Cardset Available

Much Thanks to Alcrespi





Renaissance Fair

Introduction

Get the most out of your trip to the Renaissance festival. Board game for 2+ players.

4. Acting Tokens
5. Music Tokens
6. Education Tokens

Victory

Be the first player to get 5 of each type of token. There are 6 types of Tokens:

1. Craft Tokens
2. Game Tokens
3. Food Tokens

Bits & Pieces

Tokens (6 Types) Six-sided dice

The Board

The Board is an irregular circular track of 85 spaces.

Contents:	Type	Notes:
Entrance/Exit	X	Starting Space
Dark Ale	F	Drink
Ye Olde Playground	G	Kids
Live Chess Match	A	
Comedic Minstrels	M	
Alchemists Shoppe	E	
Frozen Treats	F	
Climbing Tower	G	
Armors Shoppe	C	Expensive
Ride the Dragon	G	Kids
Meat Pie	F	
Jousting Field	A	
Singing Executioners	M	
Encounter	V	
Maze	G	
Pottery Shoppe	C	
Lemonade	F	Drink
Carousel	G	Kids
The Mud Show	A	
Courtly Dance Show	M	
Glass Blower	E	
Archery	Challenge	G
Footwear Shoppe	C	
Pub Sing	F	Drink: or gain a Music Token
French Fried Potatoes	F	
Magician	A	
Celtic Music	M	
Medieval History Group	E	
Throwing Axes	G	
Games Shoppe	C	or gain a Games Token
Ice Water	F	Drink
Storytelling Monk	A	
Acoustic Guitar	M	
Combat Reenactment	E	

Contents:	Type	Notes:
Cannon Shoot	G	
Hammer Swing	G	
Toys Shoppe	C	Kids
Turkey Leg	F	
Royal Falconer	A	
Renaissance Melodies	M	
Encounter	V	
Throwing Knives	G	
Sword Smithy	C	Expensive
Medieval Beer	F	Drink
Laundry Wenches	A	
European Folk Music	M	(Hammered Dulcimer)
Graveyard	G	Kids
The Royal Feast	F	Also gain an Acting Token
Weavers Demonstration	E	
Mug Toss	G	
Candles Shoppe	C	
Polish Sausage	F	
Acrobats	A	
Instrumentalists	M	(Recorder & Lutar)
Local High School Club	E	
Fencing	G	
Henna Tattoos	C	
Cola Drinks	F	Drink
Puppetry	A	Kids
Maypole Dance	M	
Encounter	V	
Jacobs Ladder	G	Kids
Jewelry Shoppe	C	
Fried Dough	F	
Romantic Scoundrels	A	
Slay the Dragon	G	Kids
Gypsy Dancers	M	
Metal Smith	E	
Peasant Shoot	G	
Flute Maker	C	or gain a Music Token
Honeyed Meade	F	Drink
Feats of Strength/Skill	A	
Silly Songs Show	M	Kids
Heraldry	E	
Crossbows	G	
Costume Shoppe	C	Expensive
Italian Pizza	F	
Kids on Stage	A	Kids
Percussionists	M	
Historical Rein-actors	E	
Darts	G	
Puzzles Shoppe	C	or gain a Games Token
Wine & Spirits	F	Drink
Tarot Reader	X	Gain an Acting Token
Face Painting	C	Kids

Board Space Types

- X** Special Space
- C** Gain a Craft Token if you land here.
- G** Gain a Game Token if you land here.
- F** Gain a Food Token if you land here.
- A** Gain an Acting Token if you land here.
- M** Gain a Music Token if you land here.
- E** Gain an Education Token if you land here.
- V** Draw an Encounter card if you land here.

No Repeat Rule

A Player can only get Tokens from a specific space once. This also applies to encounter cards.

Kids

At the beginning of the game, declare if you are bringing kids (children). There are certain spaces designated as "Kid" spaces. You can only acquire tokens from these spaces if you have kids.

Craft Tokens

Some Craft spaces are described as "expensive". You may only get Craft tokens from a maximum of 2 expensive spaces.

Game Tokens

When gaining a token from a Game space roll the die: On a roll of 1 or 2, you must miss your next turn (You keep playing). On a roll of 6 you win and get an extra Game or Craft (Prize) Token.

1st Roll	Now Showing:
1	Live Chess Match
2	Jousting Field
3	The Mud Show

2nd Roll	Now Showing:
1	Feats of Strength & Skill
2	Laundry Wenches
3	Acrobats

3rd Roll	Now Showing:
1	Comedic Minstrels
2	Singing Executioners
3	Courtly Dance Show

4th Roll	Now Showing:
1	Acoustic Guitar
2	Instrumentalists
3	Percussionists

Acting & Music Tokens

You can only gain an Acting or Music Token from a space if there is a Performance occurring there this turn (as determined in the Show Time Phase).

Food Tokens

Food Spaces serve either Food or Drink. If you got food last time, you must get a drink this time and visa versa.

Education Tokens

You only need to collect 3 of these, not 5.

Encounter Deck

If you land on an encounter space, draw a card from the Encounter deck.

Turn Sequence

Play proceeds in Rounds. Each Round has 3 phases:

1. Show Times Phase
2. Players Turns Phase

Show Time Phase

Remove markers from previous turns. (Use markers to denote which performances are taking place) Roll 4 Dice:

1st Roll	Now Showing:
4	Magician
5	Storytelling Monk
6	Royal Falconer

2nd Roll	Now Showing:
4	Puppetry
5	Romantic Scoundrels
6	Kids on Stage

3rd Roll	Now Showing:
4	Celtic Music
5	Renaissance Melodies
6	Maypole Dance

4th Roll	Now Showing:
4	Gypsy Dancers
5	European Folk Music
6	Silly Songs Show

Players Turns Phase

During this phase each player gets a turn. The youngest player goes first. Play proceeds clockwise.

On your turn roll a die and move that many spaces, forwards or backwards. If you have kids and you roll a six, you do not move and you miss the turn (potty break).

Encounter Card List

Card Name:	Notes
Buy a Map	Move to any space on the board
Pickle Wheelbarrow	Gain a Food Token
The Beggar	Gain an Acting Token
The Jester	Gain an Acting Token
Fairies	Gain an Acting Token
Bagpiper	Gain a Music Token
Stilt Walker	Gain an Acting Token
The Insultor	All your opponents gain an Acting Token
Queens Procession	Gain an Acting Token
Parade	Gain an Acting Token
Bawdy Bearded Bard	Gain a Music Token
Heartstring Player	Gain a Music Token
Rickshaw	Move to any space on the board
Privy	Nothing
Rest	Nothing
Queens Guard	Miss your next turn

Links

Royal Chessmen





Reserve Chess

<body>

Introduction

Chess Variant.

MATERIALS, SETUP, and OBJECTIVE Same as in normal chess.

Variations

Every time you capture an enemy piece, you may take any one of your captured pieces, and put it into your reserve. On your turn, instead of moving, you may take any piece from your reserve, and put it on any empty space on the board, except checkmate. When your pawns reach your opponents back row, instead of promoting them, you may put them into your reserve.





Rules Of Order

Introduction

Card game for 2+ players. Representation of a parliamentary debate. Based on Robert's Rules of Order. Players compete to capture the Floor, which enables them to Use up (gain) the most Time.

Victory

The player with the most Time Chips at the end of the game wins.

The Deck

Players share a common deck.

Time Chips

There are 100 Time Chips (Use tokens, coins, beads, whatever)

The Floor

Use a special item (Key, pencil, mallet, whatever) to represent the "Floor". Only one player at a time can have the "Floor". Sometimes no one will have the Floor and the next player able to Play a Gain card gets the Floor.

Only the person with the Floor can play Time cards & gain time chips.

Setup

All 100 Time chips are in a pile in the middle of the table. Each player is dealt a hand of 5 cards. The loudest player has the Floor first (or flip a coin).

Turn Sequence

- Players take turns.
- Each turn has 4 Phases:
 - Proposal Phase
 - Motions Phase
 - Oration Phase
 - Resolution Phase

Common Deck Card List

Card Name	Type	TTG	Notes
Limit Debate	L	-	
Majority Vote	L	-	
Out of Order	L	-	Opponent discards 1 card

Proposal Phase

Draw 1 card.

Motions Phase

There are 2 possibilities here:

1. If no one has the Floor, you may play a "Gain" card to get possession of the Floor.
2. If an opponent has the "Floor" you may play a "Lose" card on that player to make them lose the Floor (at this point, no one has the Floor). You may then Play a "Gain" card to get possession of the Floor.

An opponent may play a "Negate" card to nix your play of a "Lose" card.

Oration Phase

If you have the Floor, you may play 1 Time card and gain the indicated number of Time chips from the center pile. When there are no more time chips left in the center pile, the game ends. If you have the Floor but have no time card to play, you automatically lose the Floor.

Resolution Phase

Max hand size is 5 cards. Discard excess cards.

Censure Rule

A censured player loses the Floor and skips his next turn.

Card List Notation

- T** Time card
G Gain Floor
L Lose Floor
N Negate the play of a Lose Floor card
X Special
TTG Time Tokens Gained by playing the Time card

Card Name	Type	TTG	Notes
By-Laws	L	-	
Motion to Adjourn	L	-	All players discard 1 card
Indecorum	L	-	Opponent Censured
Question of Order	L	-	
Rescind	L	-	
Strike Out	L	-	
Withdraw a Motion	L	-	
Suppress	L	-	Opponent gains 1 card
Defer	L	-	Discard 1 card
Objection	L	-	Draw 1 card
Postpone	L	-	Look at opponents hand
Take a Recess	L	-	Look at next 5 cards in deck
Fix the Time	L	-	All players draw 1 card
Extend Limits	N	-	
Amend an Amendment	N	-	
Undebatable	N	-	
Amend Standing Rules	N	-	
Main Motion	G	-	Next Time card played gets +5
Order of Precedence	G	-	Look at next 5 cards in deck
Raise a Question of Privilege	G	-	
Seconded	G	-	All players discard 1 card
Reconsidered	G	-	
Adopt a Report	G	-	
Appeal	G	-	Opponent is Censured
Refer	G	-	Opponent gains 1 card
Commit	G	-	
Division of the Question	G	-	
Informal Consideration	G	-	Look at opponents hand
Lay on the Table	G	-	All players draw 1 card
Suspend the Rules	G	-	Draw 1 card
Incidental Motion	G	-	Discard 1 card
Inquiry	G	-	Opponent discards 1 card
Reconsider	G	-	
Substitute	G	-	
Leave to Continue	G	-	
Make Nominations	G	-	
Special Order	G	-	
Oratory	T	15	
Read Papers	T	10	Lose Floor and draw 1 card
Confined Debate	T	5	
Debate	T	20	Opponents may draw 1 card
Rhetoric	T	10	
Drone on and on	T	20	Lose Floor
Point by Point	T	15	
Review	T	15	
Introduction	T	5	Draw 1 card
Fine Points	T	10	
High Points	T	10	
Anecdotes	T	5	Play a second Time card this turn
Monologue	T	10	
Announcements	T	5	
Proposals	T	10	
Inflammatory Rant	T	15	You are Censured

Card Name	Type	TTG	Notes
Deliberation	T	20	All players draw 1 card
Resolution	T	10	All players discard 1 card
Argument	T	10	
Discussion	T	15	
Lecture	T	20	Discard 1 card
Illustration	T	5	
Instruction	T	10	
Outburst	X	-	Negate Time card; You are censured
Prepared Notes	X	-	Draw 3 cards
Opposition Disorganized	X	-	Opponent discards 3 cards

Chairman & Secretary

The winner of the previous game is the Chairman. The Chairman gets to go first in the next game. The last place loser of the previous game is the Secretary.

The Secretary goes last and gets to shuffle and deal the cards (and serve drinks)

Optional Cutthroat Rule

During your Motions Phase, if you have control of the Floor, an opponent may play a "Lose" card on you to make you lose the Floor.

Links

<http://www.robertsrules.com/> Robert's Rules of Order.





Santas Workshop

Introduction

Card game for 2-4+ players. Each player is one of Santa's Elves helping to make toys for Christmas. The Elf who makes the most Toys by games end wins.

Game End

The game ends when there are no cards left in the deck, and all Player's hands are empty.

Victory

The player with the most points worth of cards in his Toy pile at the End of the game wins.

The Deck

The deck has 9 Suites of Toy Cards and 6 special cards. Each Suite has 7 cards numbered 1 through 7. A card's number is its point value.

Setup

Players cut the deck: Highest cut goes first. Each player is dealt 5 cards. Play proceeded clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases: Draw Phase Event Phase Meld Phase Pass Phase

Card List

Card Name	#
Balls	7
Dolls	7
Toy Soldiers	7
Puppets	7
Sleds	7
Nut Crackers	7

Draw Phase

Draw 3 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Event Phase

You may play one Special card from your hand. Once played, a Special card is removed from the game. If you play a Coal card, a target player must discard 2 Random cards from his hand.

If you play a Naughty card, steal 2 random cards from A target player's hand. If you play a Nice card, draw 2 cards from the deck and put them in your hand.

Meld Phase

Play one meld from your hand. A Meld consists of 1 or more Toy cards from the same Suite. These cards go to your Toy pile.

Pass Phase

Max hand size is 7 cards. Give excess cards of your choice to the next player clockwise to you.

Card List Available

[Click Here Thanks Ron!](#)

Card Name	#
Stuffed Animals	7
Drums	7
Rocking Horses	7
Coal	2
Naughty	2
Nice	2





Scooby Doo Mystery Game

Introduction

Solve Mysteries with Scooby Doo & the gang of Mystery Inc. Card game for 2+ players.

Disclaimer

Scooby Doo is a licensed, trademarked, copyrighted property. This is merely a fan site.

Winning

The first player to solve 3 Mysteries is the winner.

The Deck

Players share a common deck

Setup

Shuffle the deck. The youngest player goes first.

Turn Sequence

Players take turns. Each turn is divided into 4 phases: Mystery Phase Find Clues Phase Chase Phase Capture Villain Phase

Mystery Phase

Lay the top eight cards of the deck face up on the table. These are known as clue cards.

Find Clues Phase

Players (starting with the current player) take turns taking one clue card and Putting it into their hand. Continue until all 8 clue cards are taken. Max hand size is 13 cards. Discard excess cards. Special cards take effect (played & discarded) as soon as they are picked.

Chase Phase

Any player may discard 2 of a kind from their hand to draw 2 cards from the top of the deck and put them into their hand.

Capture Villain Phase

Any Player may solve a Mystery. To solve a Mystery, you must play from your hand the following combination of 7 cards: 1 Scooby card 1 Shaggy card 1 Fred card 1 Velma card 1 Daphne card 1 Villain card 1 Location card

Card List

Card Name:	#	Type
Scooby Doo	8	Scooby (Character)
Shaggy	8	Shaggy (Character)
Freddy	8	Freddy (Character)
Daphne	8	Daphne (Character)
Velma	8	Velma (Character)
Zoinks	1	X = Opponent must discard 1 random card
Scooby Snacks	1	X = Draw 2 cards
Mystery Machine	1	X = Draw 3 cards and discard 2
Jeepers	1	X = Opponent must discard a Character card
Mystery Club Convention	1	X = Take a Location clue card & go again
The Van Breaks Down	1	X = Opponent must discard a Location card
Scrappy Doo	1	X = Counts as Velma & Fred
Gypsy Woman	1	X = Look at next 8 cards in deck & go again
Secret Identity	1	X = Opponent must discard a Villain card
Velma loses her glasses	1	X = This card does nothing
The Malt Shop	1	X = Discard all Character Clue Cards
Best Pals	1	X = Counts as Scooby & Shaggy
Chase Scene	1	X = Counts as any card type for Chase Phase

Card Name:	#	Type
Pull off the Mask	1	X = Draw a card & go again
The Girls	1	X = Counts as Daphne & Velma
I have a Plan	1	X = Take 2 Clue Cards
Captain Cutler	1	Villain
The Creeper	1	Villain
Snow Ghost	1	Villain
Shadow Phantom	1	Villain
Dracula	1	Villain
Miner 49'er	1	Villain
Chinese Zombies	1	Villain
Frankenstein's Monster	1	Villain
Haunted Castle	1	Location
Spooky Island	1	Location
Ship Graveyard	1	Location
The Big Top	1	Location
The Wax Museum	1	Location
The Abandoned Mine	1	Location
The Lighthouse	1	Location
Funland Park	1	Location

number of copies of that card in the deck.

X Special





Sea Battles

Abstract WWII Naval Strategy Game

Ship Types

#	SHIP	MAX	MAX	MAX	MAX	-	-
SHIPS	TYPE	HITS	MOVE	RANGE	DAMAGE	ATTACKS	NOTES
1	PT Boat	1	6(x2)	1	6	1	Torpedo
1	Submarine	2	3	2	6	1	Torpedo, Underwater
2	Destroyer	3	5	3	3	1	
1	Frigate	4	4	4	4	1	
1	Cruiser	5	4	4	5	2	
1	Battleship	6	3	5	6	2	
1	Carrier	6	3	4(x2)	6	3	

Battlefield Map

Use an 8 x 8 or larger square or hex map. All ships can move and shoot vertical and horizontal but not diagonal. Each side starts with 1 of each ship and 2 destroyers for a total of 8 ships.

Turn Sequence

1. INITIATIVE- Roll high to see who goes first
2. COMMAND ROLLS- Roll 6D6. These scores are the players command rolls for this turn. A roll cannot be used for less than its value
3. MOVE- Use up a command roll to move a ship that many spaces in one direction
4. ATTACK- Use up a dice roll to set the Range of the attack and another to determine the Damage in Hits Inflicted

Sample Move

A player rolls 1, 3, 3, 4, 6, 6. He moves a destroyer forward 1 space (He could have used a 3 or a 4, but not a 6; The maximum move of a destroyer is 5) He removes the die showing 1. He Fires to the right at a range of 3 (Maximum range for a destroyer is 3) and hits a battleship for 3 Damage. He removes both dice showing 3's. The Battleship is reduced to 3 Hits for the rest of the game (He would have liked to do 6 damage which would sink the battleship, but the maximum damage a destroyer can do is 3). He uses the roll of 4 to move his cruiser to the left. He is unable to use the two rolls of 6 for anything useful so they are wasted.

Terrain

On the Sea map mark several spaces as land obstacles. Ships cannot move over land but they can shoot over it. Torpedo attacks cannot be made over land.

Pt Boats

Fast and maneuverable, PT Boats can move twice in a turn. Example: A player uses a command roll of 6 to move the PT forward 6 spaces and a second roll of 2 to move it left 2 spaces.

Submarines

Since they are underwater and hard to detect, other boats can only attack subs if they right next to them, range = 1.

Carriers

Attacks (Up to 3 per turn) made by carriers are really made by their fighters and bombers which have much longer ranges than ship artillery. 2 command rolls can be used to determine the range of the attack. Example: A roll of 3 and a roll of 4 can be combined to hit a ship 3 to the left and 4 back. (4 is the max for either roll)

Objective

Completely destroy all enemy ships.

Variants

Increase the number of ships per side. Roll 4D6 instead of 6D6. Allow diagonal movement and attacks. Destroy opponents carrier to win. Rolls of 6 can be used to repair 1 point of damage.

Counter Set

The following amazing counter set was created by Janne Thorne: jan.thorne@mail.bip.net Janne has also

made counters and cards for Blitz, Midway, & Cannonade.

??[Download Sea Battle Counters](#)





Simulchess

Objective

Capture the opponents King.

Setup

Normal chess setup. Paper & writing instruments needed.

Turn Sequence

Players take their turns simultaneously.

1. Write Move Orders in secret.

Indicate piece you want to move and where you want it to go.

2. Reveal Orders Simultaneously.
3. Move & Capture.

Special Rules

If opposing pieces are ordered into the same square, both are 'captured'. A piece cannot move this turn if it made a capture last turn. You can never order a piece to move into a square occupied by one of your own pieces.





Ski Race

Introduction

Card and Board game for 2-4+ players. Alpine Ski Race theme.

Victory

First player to reach the Finish line is the winner.

The Board

The board is a track 100 spaces long. The first space is the starting gate. The last space is the finish line.

Each space is assigned a random number from 1 to 10. When making a board roll 1D10 for each space. The starting space has a value of 2.

Pawns

Each player has 1 pawn representing their Skier.

The Deck

Use a common deck of cards. Aces have a value of 1. Jacks are wild cards: They are equal to the number of the space you are on.

Discard a Queen to draw 3 cards and keep 1. Discard a King to draw a card and look at your opponent's hand.

Setup

Players cut the deck. High cut goes first. Each player is dealt a hand of 4 cards.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Downhill Phase
2. Gate Phase

Downhill Phase

On your turn, you must play a card that is within 1 of the number of The space you are on. For example, if you are on a 4, you may Play either a 3, 4, or a 5. Move your pawn forward a number of spaces equal to the value of The card you just played. If you cannot play an appropriate card, you do not move, instead Discard your hand and Draw 4 new cards. (This is called "Missing the Gate") If after drawing 4 cards, you still do not have one can play, you are considered to have "crashed" and automatically lose the game.

Spaces with a value of 10 are jumps. On a jump space, you may play a card of any value.

Gate Phase

Draw 1 card from the deck. If the deck runs out, shuffle the discard and draw from it. If you landed on an opponents pawn this turn, you must look at their hand, and then immediately take another turn.





Slimed

Introduction

Ghostbuster Backgammon. One player is the Ghostbusters (GB). The other player is the Ghosts.

Rules

Use a regular backgammon board. Same Rules as backgammon except for the following differences: The Ghostbuster player has on only 5 pieces. In setup these are placed one each on the last 5 points on his side of the board.

The Ghost player has 20 pieces. In setup these are placed in 4 stacks of 3 on the last 5 points on his side of the board. When a Ghostbuster piece captures a ghost piece it is sent to the bar.

The bar is called "The Containment Field". Ghosts cannot escape the bar. If a ghost captures a ghost-

buster the GB is "slimed".

A slimmed GB remains where it is trapped under the ghost that caught it. If the ghost moves, the GB is un-slimmed and may move. Any number of Ghosts may stack onto a slimmed GB.

If only one Ghost is slimming a GB, another GB may land on the Ghost and capture it, setting the first GB free. The GB wins when all the Ghosts are put in the containment field. The Ghosts win if all the GB are slimmed.

Pieces never "end-off" the board, they keep going around. Pieces continue to circle the board until the victory conditions are met.

Disclaimer

Ghostbusters is a copyrighted, trademarked property. This is only a fan-site.





Soap Box

Introduction

Game of Oration. Players pretend to be USA presidential candidates.

Player Roles

There are 3 types of Player Roles:

1.	Candidates	At least 2 players
2.	Judge	One player only
3.	Citizens	All remaining Players

Setup

Players decide what roles they want to be. Determine how much time is available to play. The Judge picks which issues he wants to cover in the allotted time.

Sample Issue List

1.	Global Warming
2.	Over Population
3.	Stem Cell Research
4.	Middle East Peace Process
5.	Racism
6.	Abortion Controversy
7.	Domestic Economy
8.	Election Reform
9.	Term Limits
10.	Campaign Fundraising
11.	Star Wars Missile Defense

Sequence Of Play

The Judge picks one issue. Each candidate gets 2-5 minutes to address the issue. The Judge determines speaking order, rules of conduct, and watches the clock.

Candidates should explain how they as president of the USA would solve the problem. After all candidates speak on an issue, the Judge and the citizens vote to see which of the candidates they most agree with on that particular issue. The candidate that gets the most votes for that issue gets an "Electoral Vote".

If the Issue vote is a tie, neither candidate gets an Electoral Vote. At the end of the gaming session, the player with the most Electoral Votes wins the presidential election.

1.	Global Warming
12.	Iraq
13.	Education
14.	Energy Development
15.	Space Exploration
16.	Immigration Policy
17.	War on Drugs
18.	Foreign Relations with China
19.	Health Care
20.	AIDS





Solar Racers

Introduction

Card game. Space race game for 2+ players.

Winning

The first player to travel 100 AU (Astronomical Units)

The Deck

Players share a common 65 card deck

Card Types

There are 4 major card types:

- 1. Propulsion
- 2. Difficulty
- 3. Breakdown
- 4. Repairs

Setup

Each player is dealt a hand of 7 cards. Youngest player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

- 1. Astrogation Phase
- 2. Propulsion Phase
- 3. Breakdown Phase
- 4. Repair Phase

Astrogation Phase

Draw 1 card from the top of the deck and put it in your hand. If the deck runs out, shuffle the discard pile and draw from it.

Common Deck Card List

#	Type	Title:	Notes:
7	P	Solar Sail: Solar Wind	Travel 5 AU
5	P	Solar Sail: Solar Flare	Travel 10 AU
3	P	Solar Sail: Orbital Lasers	Travel 20 AU
7	P	Ramscoop: Space Dust	Travel 5 AU
5	P	Ramscoop: Ion Cloud	Travel 10 AU
3	P	Ramscoop: Stellar Gas	Travel 20 AU
7	P	Slingshot: Planetoid	Travel 5 AU
5	P	Slingshot: Planet	Travel 10 AU
3	P	Slingshot: Gas Giant	Travel 20 AU

Propulsion Phase

Every propulsion card has an AU (Astronomical Units) value of distance. There are 3 types of Propulsion every players ship is capable of:

- 1. Solar Sail
- 2. Ramscoop
- 3. Slingshot Effect

Play one or more cards of a single type. Your ship travels the combined distance in AU's. Your opponent may play a Difficulty card to negate one of your Propulsion cards of the appropriate type.

Record the distance you traveled this phase.

Breakdown Phase

You may put a breakdown card from your hand onto one of your opponents. That opponent cannot play Propulsion cards of the indicated type. The breakdown stays in play until it is repaired.

Repair Phase

You may play a Repair card to discard a Breakdown card of the indicated type that Is affecting your own ship.

Card List Notation

- # Number of copies of that card in the deck.
- P Propulsion
- D Difficulty
- B Breakdown
- S Repairs

#	Type	Title:	Notes:
2	D	Sunspot	Negate Solar Sail Card
2	D	Empty Space	Negate Ramscoop Card
2	D	Navigation Error	Negate Slingshot Card
2	B	Micro-meteor Damage	Cannot use Solar Sail Cards
2	B	Reactor Meltdown	Cannot use Ramscoop Cards
2	B	Superstructure Cracks	Cannot use Slingshot Cards
2	R	Panel Refit	Fix Micro-meteor Damage
2	R	Core Stabilization	Fix Reactor Meltdown
2	R	Robotic Soldering	Fix Superstructure Cracks
2	R	Space Station	Fix any Breakdown

Cardset Available

Cool Set! Thanks ShaunGamer. From Paper Worlds





Sorcery Chess

Welcome Knave!

The premise of sorcery chess is that the king is also a powerful wizard. The rules are that of normal chess plus the following differences.

Spell Acquisition & Spell Books At the end of a players turn, that player makes one roll on the Spell Table. The player records the spell on a record sheet called the spell book. Both players may look at each others spell book.

5's the Limit A player can have no more than 5 spells in their spell book. If by the end of the turn the player has acquired more than 5 then that player must cross off (forget) spells of his choice until only 5 are left.

Move or Magic On your turn you may move a chess

piece normally or cast a spell. Most spell merely modify the way a piece can move.

Optional Rule: Magic Chivalry Players cannot check or checkmate on a turn they cast a spell.

Skipping If a piece is given the power to skip it can jump over pieces like a king in checkers. Pieces that are jumped are not captured.

Events These are not spells. They occur immediately.

Artifacts These behave like permanent spells. A player may only have 1 of each type of artifact.

Optional Card Version Make 1 card for each spell on the list. Instead of rolling on the list draw 1 card. Hands are played face up.

Maximum hand = 5 spell cards.

Spell Table

D100	Spell
01-02	Lordly Standing: Knight moves like a King
03-04	Masonic Secret: Rook moves like a King
05-06	Divine Authority: Bishop moves like a King
07-08	Squires Errand: Pawn moves like a King
09-10	Feebleness: Opponent forgets 2 spells of his choice
11-12	Arcane Study: Roll again Twice on Spell Table
13-14	Counterspell: Negate an opponents spell as it is cast
15-16	Teleport: Move one of your pieces anywhere except capture or check
17-18	Pawn Skip: Pawn can skip
19-20	Queen Skip: Queen can skip
21-22	Rook Skip: Rook can skip
23-24	Knight Skip: Knight can skip
25-26	Bishop Skip: Bishop can skip
27-28	King Skip: King can Skip
29-30	Probability shift: Reroll a diceroll
31-32	Knight Templar: Move knight like bishop
33-34	Holy Ground: Move rook like bishop
35-36	Divine Moment: Move king like bishop
37-38	Monks Deliverance: Move Pawn like Bishop
39-40	Pilgrimage: Move bishop like rook
41-42	Charge: Move knight like rook
43-44	Trade Fair: Move pawn like Rook
45-46	Kings Highway: Move King like Rook
47-48	Queen's Revenge: Move Queen like Knight
49-50	King's Battle: Move King like Knight
51-52	Juggernaut: Move Rook like Knight
53-54	Paladin: Move bishop like Knight
55-56	Strength of the Common Man: Move pawn like Knight

D100	Spell
57-58	Knight Moves: Move Knight like King. No Capturing.
59-60	Bulwark: Move Rook like King. No Capturing.
61-62	Intercession: Move Bishop like King. No Capturing.
63-64	King of Thieves: Move pawn like King. No Capturing.
65-66	Procession: Move Queen twice. No capturing
67-68	Joust: Move Knight twice. No capturing
69-70	Pilgrimage: Move bishop twice. No capturing
71-72	Siege Tower: Move Rook twice. No capturing
73-74	Forced March: Move Pawn twice. No capturing
75-76	Master Stroke: Move king twice. No capturing
77-78	Follower: Move 2 pieces this turn one after the other.
79-80	Transferral: Switch locations of two pieces you control.
81-82	Call Defender: Move any one of your pieces to an unoccupied square adjacent to the king
83-84	Knighting Ceremony : Promote any pawn to a Knight
85-86	Opponent forgets one spell of your choice.
87-88	Antimagic: Event. No one can cast spells on their next 3 turns.
89-90	Steal Magic: Steal one of opponents Spells.
91-100	Roll on Wild Magic spell table

Wild Magic Spell Table

D100	Spell
01	Fey magic: Forget all current Spells and roll for new spells equal to the number you had.
02	The Meek Shall inherit: Event. All pieces move as pawns on both players next 3 turns.
03	Shield: Target piece cannot be captured by pawns on opponents next 3 turns.
04	Invulnerability: Target piece cannot be captured on opponents next turn.
05	Hand of Fate: Cause opponent to reroll a Spell roll immediately after it is made. Cast on Opponents turn.
06	Kings Crown: Artifact. You may have an extra spell in your spellbook.
07	Hex: Target unoccupied space cannot be moved into or through for both players next 3 turns.
08	Petrify: Target non king piece cannot move or be captured for next 3 turns of both players.
09	Plague: Event: Each player must destroy one of their pieces.
10	Eldritch Barrier: Target piece cannot be target of spells for next 3 of both players turns.
11	Exchange: Players exchange Spellbooks.
12	Mirror Image: One row or column is reversed this turn.
13	Excommunicate: One of opponents Knights is turned into a pawn.
14	Thief: Steal one of opponents artifacts.
15	Merlins Staff: Artifact: You may change your Spell roll by +1 or -1.
16	Magical Vortex: Event. Both players forget all their spells.
17	Drain: Destroy an artifact
18	Dispel: Destroy a spell that lasts longer than 1 turn

D100	Spell
19	Hallucinatory terrain: Shift whole column or row over 1 square distance this turn. Cannot cast if this results in a captures or figures going off board.
20	All the Kings Men: You may move some or all of your pieces this turn.
21	Battle Frenzy: Move 2 pawns this turn.
22	Invisibility: Piece is removed from board. Its moves are recorded on paper in secret. Piece may capture or be captured. Piece may move this turn. Lasts for next 3 of both players turns.
23	Death Spell: Forget 2 Spells and Destroy target non king piece.
24	Mystic Ward: Opponent may not cast spells on his next 3 turns.
25	Barring Ways: Prevents a normal move. Opponent must do something else. Cast on opponents turn.
26	Resurrection: One of your captured pieces reenters play on an unoccupied space on your back row.
27	Reverse Time: Undue the last 2 turns. This spell is forgotten. (No time loops)
28	Word of Recall: Send target piece to its original starting square if the space is not occupied.
29	Translocation: Switch places of one of your pieces with opponents piece of same type.
30	Father to Son: Switch places of your king and one of your pieces.
31	Black Magic: Force opponent to cast one of his spells this turn. You choose the target and the spell results.
32	Old Tricks: Event. Regain a spell you previously cast.
33	Major Arcana: Event. Gain any one spell.
34	Possession: Play on opponents turn. Opponent must make a normal move of your choice.
35	Spellbind: Neither player may make a normal move on their next turn.
36	Banish: Destroy target pawn.
37	Hold: Target nonking piece cannot move next turn.
38	Confusion: Switch location of two of opponents pieces.
39	Cursed ground: Mark a box of 4 squares. Any pieces remaining within after opponents next 3 rounds are destroyed.
40	Destiny: Opponent must capture next turn.
41	Tempest: Move any 4 of opponents pieces like kings
42	Chaos: Move six of opponents pieces this turn.
43	Weird: Move any or all of your pieces like kings this turn. No capturing.
44	Mislead: Move an opponents nonking piece twice this turn.
45	Cowardice: Opponent must move a piece backwards twice next turn.
46	Delude: Move an opponents piece like a king this turn.
47	Turn the tides: Opponent may not move any pieces forward on his next 2 turns.
48	Phase: Move one of your rooks. It may move through 1 figure.
49	Ritual: You may cast this and two other spells this turn.
50	Wrap: Move one of your pieces. It may move off the side of the board and reenter through the opposite side.
51	Morganas Orb: Artifact. Roll for 2 spells and pick one.
52	Kings Scepter: Artifact. You may have an extra spell in your spellbook.
53	Excalibur: Artifact. King may move like a Knight.
54-100	Roll again or create your own spells.





Space Base

Introduction

Players control rival commercial colonies on a small piece of stable crust on a volcanic moon.

Equipment

The map is a 10 x 10 grid. Map spaces must be large enough to hold a card. Two ten sided dice are needed.

Each player will need a set of colored control tokens. Paper & pencil to keep track of Credits. The deck consists of 120 cards

Setup

Each player starts with 50 credits. Each player begins with one Outpost card. Players place their Outpost cards in opposite corners, within 2 spaces of the corner space.

Turn Sequence

Players take Turns. Each Turn is divided into several Phases. When each player has taken a Turn, that is the end of the Round.

1. Transfer Phase
2. Repair Phase
3. Meteor Phase
4. Production Phase
5. Control Phase
6. Draw Phase
7. Build Phase

Transfer Phase

By playing (discarding) a Transfer card a player may:

1. Move a site he controls to any other space adjacent to a site he also controls, or . . .
2. Switch the location of any two site cards he controls.

Repair Phase

Repair sites damaged by meteors. Pay 1 credit to remove 1 point of damage.

Meteor Phase

Each turn a meteor hits a random space. (How convenient) Roll two ten sided dice to determine the X and Y axes. If the space contains an installation, it receives 1D10 points of Damage. Damaged sites are considered to be "defunct".

Empty spaces and resource spaces are unaffected. Shield generators and installations adjacent to shield generators are unaffected.

Production Phase

Some installations produce income (credits). If an installation meets all of its functional requirements, then it is functional and produces income. If an installation cannot meet all of its functional requirements, then it is considered defunct.

Defunct sites produce no income. For example, a Spaceport must be adjacent to a Colony, a High tech industry, and a Power source. To be functional, all of the adjacent required sites must also be functional.

Installations may meet requirements using adjacent sites controlled by opponents.

Control Phase

By playing (discarding) a Control card a player may:

1. Replace the control marker on an opponents site with one of your own markers.

The target site must already be adjacent to one of your sites. Or. . .

2. Look at opponents hand and steal one card.

Draw Phase

Draw one card. If a player has 9 or more cards in his hand he must discard down to 8 cards.

Build Phase

A player may place one or more "site" cards onto the map. One site card per space. A site may be placed in an empty space orthogonally adjacent to a site you control.

Place one of your control markers onto any site you place.

Resource Sites

There are three types: Metals, Radioactives, Ice + Organics. These are called resources or ores.

Extractors

These mine raw materials from all adjacent resource sites, even resources of different types.

Outpost

Each player starts the game with one of these. Outpost cards are removed from the deck before play. Outposts are power sources.

Outposts are also extractors.

Refineries

These process the raw ores collected from all adjacent extractors, even resources of different types. To be functional these must be adjacent to an extractor, which is adjacent to any resource site.

Solar Panel Array

These catch solar energy that can power all adjacent installations.

Geothermal Plant

These catch geothermal energy that can power all adjacent installations. To be functional these must be adjacent to a volcano site.

Volcano

These are not considered to be resource sites. In build phase these may be placed in any empty space.

Reactor Core

These produce nuclear energy that can power all adjacent installations. To be functional these must be adjacent to a refinery, which is adjacent to an extractor, which is next to a Radioactives resource site.

Factory

These are producing manufactured goods. To be functional these must be adjacent to a refinery, which is adjacent to an extractor, which is next to a Metals resource site.

Hydroponic Dome

These are producing food, water, and Oxygen. To be functional these must be adjacent to an extractor, which is next to an Ice + Organics resource site.

Colony

These contain relatively large populations of enterprising colonists. To be functional these must be adjacent to a hydroponic dome.

Transport Hub

All sites adjacent to the hub are also considered to be adjacent to each other. This applies only to people and materials. This system does not transmit power or shielding.

Research Station

These are studying the local geology, biology, meteorology, and astronomy.

Shield Generator

The generator and all adjacent sites are immune to meteor hits.

High-tech Industry

These are producing sophisticated electronics, vehicles, computers, robots, etc. To be functional these must be adjacent to a Colony, and a Factory

Bio-med Labs

These are producing new drugs derived from the native life-forms. To be functional these must be adjacent to a Colony, and a Research Station

Space Port

Centers of trade and commerce. To be functional these must be adjacent to a Colony, and either a High-Tech Industry or Bio-Med Lab

Card List

The number of that type of card in the deck.
Income = Credits produced in Production Phase

I Installation site

IP Installation site that produces power

R Resource site

V Volcano site

A Action Card

#	Name	Type	Income	Requirements
4	Outpost	I	1	None, Produces Power, Functions as Extractor
8	Volcano	V	0	None
9	Metal	R	0	None
6	Radioactives	R	0	None
9	Ice + Organics	R	0	None
8	Extractor	I	1	Power, Resource sites
8	Solar Panels Array	IP	0	None; Produces power
6	Geothermal Plant	IP	0	Volcano; Produces power

#	Name	Type	Income	Requirements
4	Refineries	I	2	Power, Extractor (Any Ore)
4	Reactor Core	IP	3	Refinery (Radioactives); Produces power
5	Hydroponic Dome	I	2	Power, Extractor (Ice + Organic ores)
5	Factory	I	3	Refinery (Metals)
4	Transport Hub	I	0	Power
4	Shield Generator	I	0	Power
4	Research Station	I	1	Power
4	Colony	I	3	Power, Hydroponic Dome
3	High-Tech Industry	I	4	Power, Colony, Factory
2	Bio-Med Labs	I	4	Power, Colony, Research Station
2	Space Port	I	5	Power, Colony, High-Tech Industry or Bio-Med Lab
10	Transfer	A	-	Play in Transfer Phase
10	Control	A	-	Play in Control Phase

End Of Game

The game ends when the last card is drawn from the deck.

Victory

The player with the most credits at the end of the game is the winner.





Space Blast

Introduction

Backgammon variant on a circular board with cards and a sci-fi theme. One player is the Terran Defense Force. The other player is the Evil Empire.

Object

The first player to occupy all four planet spaces is the winner.

The Board

The board is in the shape of a circular track. The circle is divided into 28 spaces also known as sectors. One space represents Planet Earth. (Space #1) The opposite space is Planet X, home of the Evil Empire. (Space #15) Moving clockwise from Earth, Space #8 is the Planet Nimrod.

Moving clockwise from Planet X, Space #22 is the Planet Cygnus-7. All other spaces are known as Deep-Space sectors. The deck and the discard pile (the vortex) can be kept in the interior of the circle.

Also in the interior there is an area called the scrap heap where destroyed units are kept.

Pieces

Each side has 15 pieces or units. Make them using cardboard counters (or chits). Use blue chits for the Terran Defense Force units.

Use red chits for the Evil Empire units. Chits should be marked with their force value, a number between 1 and 5.

The Deck

Both players share a common deck. The deck contains 2 of each card on the list.

Setup

Each player starts with 5 cards. Each player puts all 15 of his units on his homeworld.

Turn Sequence

Players alternate turns. The player whose turn it is, is known as the attacker, the other player is the defender. The Evil Empire goes first.

Each turn has 5 phases:

1. Draw Phase
2. Roll Phase
3. Build Phase
4. Move Phase

5. Fight Phase

Draw Phase

Draw two cards. If the deck runs out, shuffle the discard and continue. Base maximum hand size = 6.

Discard excess cards. Max hand size +1 if you control Nimrod. Max hand size +1 if you control Cygnus-7.

Max hand size -2 if you are not in control of your Homeworld.

Roll Phase

Roll two six sided dice (2D6). Cards can be used to modify these dice rolls.

Build Phase

If a player rolls doubles (two sixes, snake-eyes, etc.) he may place one of his destroyed units back into play onto his homeworld (Earth or Planet X). He may only do this if he currently occupies (controls) his homeworld by having one or more of his units on his homeworld space. The player still uses the die rolls for movement.

Move Phase

As in backgammon, move one or two of your units a number of spaces indicated by the dice. Both dice can be assigned to one unit, or each die roll can be assigned to two different units. Die rolls (from roll phase) must be used.

Terran units move clockwise. Evil Empire units move counterclockwise. A unit cannot use the second die if, as a result of its first roll, it lands on a space containing enemy units.

Cards can be used to modify which units move and by how much. Played cards are discarded. Rolling doubles does not allow you to move four times as in normal backgammon rules.

Fight Phase

Each unit has a force value. See the Unit Lists. If a space contains opposing units there will be a fight. Each side adds up the force value of all of its units present to get a force total.

The attacker may play attack cards to increase his total. The defender may play defense cards to increase his total. Played cards are discarded.

The higher total wins. All units of the loser are destroyed and sent to the scrap heap. The winner keeps units with a total force value equal to the difference between the winning and losing sides force totals.

The winner always keeps at least one unit. For example: Winner = 7, loser = 5, difference = 2. The winner may keep units with a total force value of 2 or

less, or any one unit, even if it has a force value greater than 2.

Terran Defense Force Unit List

#	Force	Unit Name
1	5	Sol-1
2	4	Stellar Navy
3	3	Space Marines

Number of units (chits) of this type.

Sol-1: Flagship of the Terran Defense Force. Commanded by the heroic Captain Stark Raving. Stellar Navy: Two main fleets of battlecarriers, and their escorts.

Space Marines: Three battle groups of zero-g power armor commando troops and their heavily armed trans-

#	Force	Unit Name
4	2	Solar Scouts
5	1	Planetary Patrol

ports. Solar Scouts: Also called the Space Rangers. Squads of fast, stealthy ships for reconnaissance and ambush. Planetary Patrol: Also called the Star Guard. Local law enforcement and rescue operations. Armed to deal with pirates and criminals. Also includes a variety of ships pressed into military service.

Evil Empire Unit List

#	Force	Unit Name
1	5	Vindicator
2	4	Star Cruisers
3	3	Imperial Enforcers

Vindicator: Personal Dreadnought of Emperor Phlebotamus. Star Cruisers: Massive Hulks bristling with armor and weapons and filled with divisions of elite shocktroops. Imperial Enforcers: An unsavory lot of alien mercenaries, cyborg bounty hunters, and mutant

#	Force	Unit Name
4	2	Robot Drones
5	1	Clone Troopers

raiders.

Robot Drones: An assortment of probes, androids, drone ships, and death machines. Clone Troopers: Swarms of expendable ground troops and space fighters. Best for terrorizing civilians.

Deck Card List

Card Name	Notes
Ion Thrusters	Add +1 to one die roll
Warp Overdrive	Add +2 to one die roll
Maximum Burn	Add +3 to one die roll
Hyper Jump	Roll one additional die in Roll Phase
Strategic Move	Use one die roll to move all units in one space
Space Combat Tactics	Use one die roll to move backwards
Defend the Homeworld	Move target unit directly to your homeworld
Hold Position	Do not use one die roll
Battle Computers	Cause one of your die rolls to be rerolled
Continuous Wave Laser	Attacker +1 Force
Plasma Generator	Attacker +2 Force
Disruptor cannon	Attacker +3 Force
Antimatter Missiles	Attacker +4 Force
Nova Bomb	Attacker +5 Force
Surprise Attack	Attacker +1D6 Force
Plasteel Armor	Defender +1 Force. *
Electronic Countermeasures	Defender +2 Force. *
Inertial Force Field	Defender +3 Force. *
Evasive Maneuver	Defender +4 Force. *

Card Name	Notes
Ablative Energy Shields	Defender +5 Force. *
Ambush	Defender +1D6 Force. *
Espionage	Look at opponents hand. Play on opponents draw phase.
Jam Transmission	Target enemy unit cannot move this turn. *
Reinforcements	Rebuild one extra destroyed unit in build phase.
Major Offensive	Discard 2 cards and take another turn.

Notes: Unless specified otherwise, all cards target your own units during your own turn. * Play on opponents turn.





Space Program

Introduction

Card game for 2+ players. Each player represents a National Space Program. Players acquire technologies, perform Missions, and develop Space Industries.

Victory

The player with the most Prestige Points (PP) at the end of the game wins. The game ends when players have gone through the deck twice.

Turns

Each turn represents a Decade.

The Deck

Players share a common deck. There are 8 card Types:

Type:	PP
D	0
L	1
M	2
N	3

- D** Disasters (Catastrophic failures that setback space programs)
- L** Lift Capability (Escape Earth Orbit)
- N** Near Earth (Space Stations & Bases close to the Earth and Moon)
- M** Missions (Requiring only Lift Capability to pursue)
- Z** Zero-G Industries (Industries that can take place in Near Earth Space)
- S** Stellar Transport (Technologies used to travel to other Planets)
- P** Projects (Missions requiring Stellar Transport)
- I** Industry (Mining Operations requiring Stellar Transport)

Prestige Points

Each time you put a card into play, you get a number of Prestige Points (PP) According to the type of card:

Type:	PP
Z	4
S	5
P	6
I	7

Card Limits

- D** There is no limit to the number of Disasters you can get stuck with.
- L** Basic Technologies upon which all Space programs depend
- M** You cannot play more Mission cards in a turn than you have Lift cards
- N** You cannot have more Near Earth cards in play than you have Lift cards
- Z** You cannot have more Zero-G cards in play than you have Near Earth cards
- S** You cannot have more Stellar cards in play than you have Near Earth cards
- P** You cannot have more Project cards in play than you have Stellar cards
- I** You cannot have more Industry cards in play than you have Stellar cards

Turn Sequence

Each turn has 4 Phases:

- Logistics Phase
- Implementation Phase
- Prestige Phase
- Maintenance Phase

Logistics Phase

Take X cards from the top of the deck and place them face up on the table.

X 2 x Number of Players.

The cards are called Bid cards at this stage. Going clockwise, Players take turns picking one Bid card and putting it into their hand. The player with the fewest PP picks first. (or random player if PP totals are tied) Continue until all cards are picked.

Implementation Phase

Each player may put up to 2 cards into play. If you were forced to take a Disaster card, you may not put any cards into play this turn. You cannot put into play more than one card of a single type.

(For example: Only one Lift card not two) Cards you put into play are placed face up in front of you.

Prestige Phase

Keep a running total of the PP value of all cards you have in play.

Maintenance Phase

Max hand size is 5 cards. Discard excess cards.

Common Deck Card List

Type	#	Card Name
L	4	Multi-Stage Rockets
L	4	Space Shuttles
L	4	Space Planes (Scramjets, etc.)
L	2	Space Elevator
M	2	Unmanned Deep Space Probes
M	2	Space Telescope
M	2	Atmospheric Penetrator Probes
M	2	Orbital Probes
M	2	Manned Space Expeditions
N	2	LEO Station (Low Earth Orbit)
N	4	GEO Station (Geosynchronous Orbit)
N	1	L-4 Space City (Lagrange Point)
N	1	L-5 Space City (Lagrange Point)
N	2	Moon Base (Lunar Colony)
Z	1	Zero-G Manufacturing
Z	1	Zero-G Materials Research
Z	1	Giant Space Solar Panels
Z	1	Zero-G Pharmaceuticals
Z	1	Zero-G Tourism
S	2	Ion Engine
S	2	Sling Shot Effect
S	2	Solar Sail
S	2	Ramscoop
S	2	Nuclear Powered Spacecraft
P	1	Generation Ship
P	1	Inner Planet Bases (Mercury, Venus)
P	1	Alpha Centauri Probe
P	1	Mars Terraforming Project
P	1	Outer Planet Outposts (Uranus, Neptune, Pluto)
I	1	Moon Mining
I	1	Asteroid Belt Mining
I	1	Jupiter Atmospheric Extractor
I	1	Saturn Ring Mining
I	1	Mars Mining
D	1	Malfunction
D	1	Fuel Leak
D	1	Explosion
D	1	Equipment Failure
D	1	Meteorite Impact





Space Station Alpha

Introduction

Bidding & Placement Game. Each player represents a space agency: NASA, European Union, Russia, Japan, etc. Players are working together to build the ISS (International Space Station).

Players add Modules and score points.

Objective

The game ends at the end of the turn when all 60 modules have been placed. The player with the most victory points at the end of the game wins.

The Board

Use a Chessboard. The center 4 spaces of the board represent the Core Command & Control Module. The Core Module is a self supporting active vehicle with the following capabilities: Propulsive control, Piloting station, Main Engine, Gyrostabilizers, Fuel storage, Assembly area, Operational quarters, Multiple module docking ports, Life support Monitoring systems, Environmental controls (Energy, Electrical, Temperature, Atmosphere)

Player Markers

Each player has a set of 40 blank counters (markers) of a unique color

Module Counters

Players share a Build pile (cup) of 60 cardboard counters representing Space Station Modules. The Build pile contains 4 of each of the 15 types of modules in the list.

The Event Deck

Players share a common deck.

Setup

Each player starts with a hand of 6 randomly dealt cards.

Turn Sequence

Each turn is divided into 5 phases: Planning Phase Bidding Phase Deployment Phase Scoring Phase Event Phase

Planing Phase

Take X random Module counters out of the pile and place them to the side of the board face up.

X number of players.

If there are modules remaining from previous turns, only enough New Modules are drawn to have X Modules up for bidding.

Bidding Phase

Players bid on the Module counters using Funding Cards from the event deck. Bids are made secretly, and then simultaneously revealed. Note the funding cards have different values.

In case of ties, players cut the deck, the highest funding value revealed wins. If you lose a bid put your funding card(s) for that bid back in your hand. If a Module receives no bids, it remains to be bid on next turn.

The winner of a Bid (highest bid) gets to deploy that module next phase.

Deployment Phase

Place the modules you won last phase into play (0, 1 or more modules). A module can be placed on any space on the board adjacent to another module (or Core). Place a marker (of your color) next to the module to show your ownership of the module.

Maximum of one Module per space. The player who bid the most Funding last turn deploys first, followed by the next most, and so on.

Scoring Phase

Gain one VP (Victory Point) for every Module you place. If you place 4 or more of your own modules in a row (orthogonal or diagonal), gain 3 VP. Gain 1 additional VP for each of your Modules in a row in excess of 4 modules.

Play event cards that allow for additional special scoring. Owners of Truss Exterior Frameworks gain 1 VP every time a module is built (O or D) adjacent to it. Owners of External Stowage Platforms gain 1 VP every time a problem is played.

Event Phase

Each player draws 3 cards from the Event Deck. Max hand size = 10 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

End Of Game Scoring

Earn extra VP at the end of the game: The player with the most modules a single type gets 1 VP (check

for all 15 types) The player with the most Research modules gets 5 VP. The player with the most Service modules gets 5 VP. The player with the most Modules gets 3 VP.

Module Counter List

Module:	Type	Notes
Multi-Purpose Logistics	S	Reusable Cargo Module; Carried by Shuttle
External Stowage Platform	S	Trash, Food, Water, Oxygen, Fuel, Equipment
Living Quarters	S	Crew Compartments, Galley, Hygiene, Exercise
Truss Exterior Framework	S	Structural Component
Unity Node	S	Pressurized Mating Adaptor, Control Moment Gyros
Photovoltaic Module	S	Solar Panel Array plus Batteries, Radiators
Air Lock	S	EVA Capability
Remote Manipulator System	S	Cargo Crane plus Robotics, Moveable Truss
Docking Platform	S	Universal, Emergency Crew Return Vehicle
Communications	S	Radio Antennae, Computers, Telemetry
Astrophysics	R	Observatory, Spectrophotometers, Radio Telescopes
Bioastronautics	R	Biochemistry, Hydroponics, Medical Monitoring
Engineering	R	Materials Technology, Electronics, Physical Sciences
Earth Observation	R	Meteorological, Oceanographic Research
SPACEHAB	R	Habitable Experimental System Rack Storage

S Service Module

R Research Module

Event Deck Card List

Card Name:	#	Notes
Funding 10	7	Used for Bidding
Funding 20	7	Used for Bidding
Funding 30	7	Used for Bidding
Funding 40	7	Used for Bidding
Funding 50	7	Used for Bidding
Collision	1	Problem: Put target Module back into the Build pile
Air Leak	1	Problem: No one may bid or build this turn
Power Loss	1	Problem: No one may bid or build this turn
Major Malfunction	1	Problem: Each Docking Platform earns its owner 6 VP
Attitude Control Adjustment	2	Each Unity Node earns its owner 3 VP
Space Flight Experiments	3	Each SPACEHAB earns its owner 2 VP
New Drug Synthesized	1	Each Bioastronautics earns its owner 6 VP
New Manufacturing Techniques	1	Each Engineering earns its owner 6 VP
New Astronomical Data	1	Each Astrophysics earns its owner 6 VP
New Meteorological Data	2	Each Earth Observation earns its owner 3 VP
Crew Rotation	2	Each Living Quarters earns its owner 3 VP
Maintenance Space Walk	2	Each Air Lock earns its owner 3 VP
Supply Shipment	3	Each Multi-Purpose Logistics earns its owner 2 VP
Telecommunications	3	Each Communications earns its owner 2 VP
Reposition Element	2	Each Remote Manipulator earns its owner 3 VP
Reroute Power	2	Each Photovoltaic earns its owner 3 VP
Commander	1	Play during Crew Rotation to earn 2 VP
Flight Engineer	1	Play during Crew Rotation to earn 2 VP
Science Officer	1	Play during Crew Rotation to earn 2 VP

Card Name:	#	Notes
Political Turmoil	1	Players draw no cards or Modules this turn

Number of copies of card in deck

Links
Iss





Spawn

Introduction

2 Player Shibumi Set Game.

Equipment

Shibumi Set: 4 x 4 Board. 3 sets of 16 Red, White, and Black Balls.

Rules

Players take Turns. On your turn:

FIRST place 1 Red Ball, 1 White Ball, and 1 Black Ball. All three Balls you place must be touching each other. (At least 1 Ball must be touching the other 2. This may be a line or cluster and may be all on one level or multiple levels.) For purposes of this game balls on the same level that are orthogonally or diagonally adjacent are considered to be touching.

If you ever run out of balls of one of the colors, then only place two balls of the remaining two colors. If you ever run out of balls of two of the colors, then only place one ball of the remaining color.

THREE BALL BAN: A Ball when placed may NOT be DIRECTLY touching 2 or more balls of the same color as itself. (For example: You place the Red Ball: It may be touching a max of 1 other Red Ball.)

SECOND Remove 1 Ball from the Board of any color. It may not be one of the three balls you just placed. It may be a ball that is one lower than the highest currently built level allowing for a ball immediately above it to drop into its space.

It may not result in a situation that breaks Three Ball Ban Rule. (Skip the Second Action on the first turn of the game.)

Visibility Rule

If a ball is completely buried (hidden from view), it does not count towards placement rules. If it is later revealed, it then counts.

Aim

If you are unable to place your balls you lose and the other player wins. If you ever break the Three Ball Ban Rule you lose and your opponent wins.

- If you complete the pyramid on your turn you win.

Haiku

Red White Black Balls Stack Three to Place One
to Remove

- Avoid Three the Same





Spectrum

Introduction

Gin Rummy variant with novel deck. Poker variants are possible of course.

The Deck

52	cards:	Notes
7	Red	
7	Orange	
7	Yellow	
7	Green	
7	Blue	
7	Indigo	
7	Violet	
1	Infra-Red	Wild card for Red, Orange, or Yellow
1	Ultra-Violet	Wild card for Blue, Indigo, or Violet
1	Prism	Wild card for any color

Color Order

A prism divides white light into a rainbow that has the colors in the following order: ROYGBIV.

Play

The most colorful player goes first. Players start with 7 random cards. Players take turns drawing one card from the deck or discard and then discarding one

card face up.
The first player to get a combo wins.

Combos

3 of a kind & 4 of a kind.
"A kind" = all of one color (all red, all green, etc) or colors in order (ROY or GBI or OYGB, etc)
7 of a kind (all blue, all yellow, etc) or 7 in a Row (ROYGBIV)





Spider-man

Introduction

2 player card game. One player is Spiderman (Spidey). The other player is the Bad Guys.

The Decks

There are 2 decks: The Bad Guy Deck & The Spiderman Deck. The Bad Guy deck has 5 of each of the cards listed in the Bad Guy Card List & Bad Guy Attack Card List. The Spidey deck has 5 of each of the cards listed in the Spiderman Defense Card List & Spiderman Attack Card List.

Objective

Get all 50 plot Tokens.

Setup

Each player gets 25 plot tokens.

Turn Sequence

Players go simultaneously. Each turn is divided into 7 phases:

1. Plot Phase
2. Encounter Phase
3. Plot Thickens Phase
4. Maneuver Phase
5. Climax Phase
6. Attack Phase
7. Resolution Phase

Plot Phase

Each Player must put 2 Tokens in the pot (now referred to as the PLOT)

Encounter Phase

Each player draws 7 cards from his deck. If the deck runs out, shuffle the discard and draw from it.

Plot Thickens Phase

Starting with the Bad guys, each player may up Ante by up to 5 plot tokens. A Player may fold and concede the PLOT to his opponent.

Bad Guy Attack Card List

Maneuver Phase

Players can discard up to 5 cards and draw replacement cards.

Climax Phase

Starting with the Spiderman, each player may up the Ante by up to 5 plot tokens. A Player may fold and concede the PLOT to his opponent.

Attack Phase

Players reveal their hands. Calculate the value of each hand.

For the Bad Guys: Multiply the number of cards of a particular Bad Guy x The number of his attack cards. For Example: You have 2 Mysterio cards & 3 Energy Globes in your hand. This would score $2 \times 3 = 6$.

Lets say the other 2 cards in his hand are Vulture and Lightning Blast. No points are gained for either card. However, If the other two cards were Vulture and Swoop Attack that would be worth $1 \times 1 = 1$ point and the Total score would be $6 + 1 = 7$

For Spidey: Attack and defense cards that you only have one copy of do not count. Multiply the number of attack cards times the number of defense cards. For Example: You have 3 Jumps and 2 Punches and 1 Swing and 1 Tangle.

The Tangle and the Swing cards do not count. Multiply 3×2 to get your final hand value: $2 \times 3 = 6$.

Resolution Phase

Compare the point totals of the hands. The winner gets the PLOT. If tied, the PLOT carries over to the next hand.

Bad Guy Card List

Card Name: Mysterio Hobgoblin Vulture Dr. Octopus Chameleon Shocker

Card Name:	Associated Bad Guy:
Energy Globes	Mysterio
Goblin Grenades	Hobgoblin
Swoop Attack	Vulture

Card Name:	Associated Bad Guy:
Tentacle Attack	Dr. Octopus
Surprise Attack	Chameleon
Lightning Blast	Shocker

Spiderman Defense Card List

Card Name: Jump Swing Wall Crawling Backwards
Flip Spider Senses Web Wall

Spiderman Attack Card List

Card Name: Spin Web Tangle Sticky Strands Spider
Lasso Punch Leaping Kick

Disclaimer

Spiderman is a copyrighted/trademarked property.
This is only a Fan site.





Stakk Chess

Objective

Capture opponents King.

Setup

Use a normal chessboard. Each side has 1 King and 31 flat pawns. Stack your pawns in your back 2 rows as follows: 1 1 1 1 1 1 1

4 2 3 5 K 3 2 4

Pawns must be flat and stackable. Use checker pieces for pawns.

Rules

Players take turns moving. On your turn move your King, one pawn, or one stack. Moving onto an opponents stack or pawn captures all of those pawns.

A pawn or stack may move onto a friendly pawn or stack forming a bigger stack. One or more pawns may be moved off a stack into the same space adjacent to the stack. At least one pawn must remain from the original stack.

Pawns moved this way may not capture or checkmate. A stack may be up to 5 pawns high. Pawns & Kings move as in normal chess.

A stack of 2 may move as a knight. You may only have two knights at a time. A stack of 3 may move as a bishop.

You may only have two bishops at a time. A stack of 4 may move as a rook. You may only have two rooks at a time.

A stack of 5 may move as a queen. You may only have one queen at a time. Single pawns that reach the back row may move laterally on the back row one space. They may not capture.





Stellar Poker

Introduction

Poker variant Requires a special deck called the Earth Sun Moon deck

Earth Sun Moon Playing Card Deck

This deck has 52 nonstandard cards There are 4 suites. They are designated:

ORDER	CARD	NOTES
1	Sun	-
2	Mercury	Inner Planet
3	Venus	Inner Planet
4	Earth	Inner Planet
5	Moon	Inner Planet
6	Mars	Inner Planet
7	Asteroids	-

Turn Sequence

1- Shuffle deck. 2- One player is chosen as the dealer. 3- Players ante in.

4- Five cards are dealt to each player Cards are dealt face down unless house rules state otherwise. Play starts with the player to the dealers left and proceeds clockwise 5- In turn each player may discard up to 4 cards and receive replacement cards. 6- Players may now, in turn, raise the ante.

Other players must match the raise or drop out. 7- Players reveal their hands. The highest combination wins the pot.

Combinations

In order from lowest to highest:
Pair Two Pair Two Pair of adjacent planets (Example:

SUITE	SYMBOL
FULL	Black circle
NEW	White circle
WAXING	Black Crescent
WANING	White Crescent

Each suite contains 13 cards:

ORDER	CARD	NOTES
8	Jupiter	Outer Planet
9	Saturn	Outer Planet
10	Uranus	Outer Planet
11	Neptune	Outer Planet
12	Pluto	Outer Planet
13	Comets	

Jupiter & Asteroids) Two Pair of Earth & Moon Flush Straight Inner Planets Straight Outer Planets Straight Three of a Kind Full House Four of a Kind Four Moons & New or Full Earth Inner Planets Straight Flush Outer Planets Straight Flush

Notes

Use Comets as the first choice for Wild Cards (Asteroids second) The order of the Moon & the Earth are interchangeable when forming a straight The order of the Neptune & Pluto are interchangeable when forming a straight (Pluto's orbit is elliptical. It is sometimes closer to the Sun than Neptune is)

Cardset Available

Ooooooh Pretty





Stratego Shogun

Introduction

Stratego variant with a Japanese theme. There are 40 new pieces. The object is to capture all of your opponent's 4 fortresses.

Fortresses do not move. High rank units capture lower ranks. (A Daiyamo = 12 would capture Heavy Cavalry = 11) Equal ranks result in mutual destruc-

tion.

There are no bombs. Ninja can move diagonally. Ninja always win if they are the attacker.

Ranged units (R) always defeat infantry (I). Cavalry (C) always defeats ranged units. Certain infantry will defeat cavalry, if the cavalry is attacking.

Cavalry move like scouts.

Unit Name	#	Rank	Type	Notes
Fortress	4	0	-	
Ninja	3	0	-	Defeats all units in attack
Ashigaru Spearmen	3	1	I	Defeats Cavalry in defense
Ashigaru Gunners	3	2	R	Defeats Infantry
Bushi Spearmen	3	3	I	Defeats Cavalry in defense
Bushi Musketeers	3	4	R	Defeats Infantry
Bushi Spear Cavalry	6	5	C	Defeats Ranged Units
Warrior Monks	2	6	I	
Samurai Swordsmen	3	7	I	
Samurai Horse Archers	2	8	-	Defeats Infantry/Move like scouts
Samurai Archers	3	9	R	Defeats Infantry
Samurai Naginata	2	10	I	Defeats Cavalry in defense
Samurai Heavy Cavalry	2	11	C	
Daiyamo	1	12	C	

Stratego Shogun Labels

by Raymond A. Salvas

[Click Here](#)

Here's what I have for playing pieces for Shogun Stratego. These are to be put on the Stratego playing pieces from Hasbro. They would measure 5/8" wide by 7/8" high. The person who would use these would need to cut and paste a little to make them fit.

Also, the blue and red pieces are separated. The blue are on top, (the pieces are of blue colored nature),

and the same would go for the red pieces, (the pieces are of red colored nature), so to speak. People can do anything they want with the coloring, this is what I and my two sons decided on the coloring. There are extra pieces at the bottom, which were created by my son.

Stratego Links

[Ed's Stratego Page](#)





Stratego Wwii Naval

Introduction

Stratego variant with a WWII Naval theme. All spaces are sea spaces, except for 2 islands in the center of the board. There are 40 new pieces.

There are 2 ways to win:

- 1. Destroy all of your opponent's Carriers.
- 2. Have one of your Transports reach your opponents back row.

All units except mines move 1 or 2 spaces. There are no scouts. Mines are equivalent to bombs. High Rank destroys low rank.

For example: Battleships = 7 defeat Cruisers = 6. Every turn in addition to your normal move you may make one Air Mission. There are 2 types of missions: Reconnaissance & Bomber missions.

For a Reconnaissance mission choose an enemy unit and roll one six sided die:

1D6	Result:
1-3	Unit Identity revealed if it is not a sub or a mine
4-5	No sightings
6	Reconnaissance Plane shot down by AA guns/fighters

For a Bomber mission choose an enemy unit and roll one six sided die:

1D6	Result:
1-3	Target unit (not sub or mine) destroyed by bombs/torpedoes
4-5	Bomber misses
5-6	Bomber shot down by AA guns /fighters

Each player has 4 Reconnaissance Planes and 4 Bombers. If all planes of 1 type are shot down, no more missions of that type are possible.

Unit Name	#	Rank	Notes
Mines	6	-	Same as Bombs
Transport	4	1	
PT Boat	4	3	Defeats all units except mines when attacking
Mine Sweeper	2	2	Automatically defeat Mines
Destroyer	8	5	Automatically defeat Subs
Cruiser	4	6	
Battleship	4	7	
Carrier	4	4	
Submarine	4	-	Defeats all units except mines & destroyers

Counter Set & Map

The following counter set and map was created by Janne Thorne: jan.thorne@mail.bip.net Janne has

also made counters and cards for Blitz, Midway, Cannonade, and others.





Studio Comics

Introduction

Board Game for 2-4+ players. Each player owns a Comic Book Studio. Each Studio creates Heroes, publishes, collects Talent, and merchandizes in Order to outdo their Rivals and create an entertainment empire.

Disclaimer

Much of the material in this game refers to licensed, published properties. This is merely a fan site.

- H** Hero
- A** Action
- M** Merchandise
- T** Talent
- P** Publication

Dice

Six-sided dice are needed. At least three.

Pawns

Each player gets a Pawn of a unique color.

Tokens

Four Sets of colored Tokens are needed:

- Red** Victory Tokens
- Blue** Talent Tokens
- Yellow = Merchandising Tokens
- Green = Publication Tokens

The Decks

There are 7 Common Decks:

1. Golden Age Heroes
2. Silver Age Heroes
3. Bronze Age Heroes
4. Modern Age Heroes
5. Talent

Victory

The player with the most Victory Points at the end of the game is the winner.

Game End

The game ends when the last Modern Hero has been created.

The Board

The Board is a square Track seven spaces to a side like so:

.	H	-	A	-	P	-	T	-	M	-	A	-	H	.	.
.	A	A	.	.
.	M	P	.	.
.	T	T	.	.
.	P	M	.	.
.	A	A	.	.
.	H	-	A	-	P	-	T	-	M	-	A	-	H	.	.

6. Merchandizing
7. Publication

Setup

Separate out the components. Shuffle the Decks. Roll high to see who goes first.

Play proceeds clockwise. Each player takes a Pawn. Pawns are placed in the Hero corner spaces.

Players should spread their pawns out amongst the 4 corners.

Turn Sequence

Players take turns. Roll 1 Die and move your Pawn that many spaces. This is the Movement Roll. Pawns move clockwise around the Board.

If you land on an opponent's Pawn, steal 1 Token of your choice from him. If you land on a Hero Space take the top card of the Golden Age Hero Deck And place it face up on the table in front of you. You own this Hero. If there are no Golden Age Heroes left take a Silver Age Hero card.

If there are no Silver Age Heroes left take a Bronze Age Hero card. If there are no Bronze Age Heroes left take a Modern Age Hero card. If there are no Modern Age Heroes left the game ends.

Note: While drawing cards from a specific Age Hero Deck all the players Studios are considered to actually be in that Age. If you land on a Publication Space take

the top card from the Publication Deck. Gain Publication Tokens according to the Card, then Discard the card.

If the Publication Deck ever runs out, shuffle the discard and draw from it. If you land on a Merchandise Space take the top card from the Merchandise Deck. Gain Merchandise Tokens according to the Card, then Discard the card.

If the Merchandise Deck ever runs out, shuffle the

Roll	Result:	Notes:
1	Retro	Move Backwards 1D6 Spaces
2	Visionary	Move Forwards 1D6 Spaces
3-4	Stagnation	Nothing Happens

discard and draw from it. If you land on a Talent Space take the top card from the Talent Deck. Gain Talent Tokens according to the Card, then Discard the card.

If the Talent Deck ever runs out, shuffle the discard and draw from it. Important Note: In the Non-Hero Decks some cards have a minimum Age Requirement. If it is too early in the game the card has no effect. If you land on an Action Space roll 1D6:

Roll	Result:	Notes:
5	Sales Slump	Lose 1 Token
6	Hard Work	Gain 1 Token

End Of Game Scoring

Note that Hero cards have point values (according to their popularity). The player with the Highest total Golden Age Hero Score gets 1 Victory Token. The player with the Highest total Silver Age Hero Score gets 1 Victory Token.

The player with the Highest total Bronze Age Hero Score gets 1 Victory Token. The player with the Highest total Modern Age Hero Score gets 1 Victory Token.

The player with the most Publication Tokens gets 1 Victory Token.

The player with the most Merchandise Tokens gets 1 Victory Token. The player with the most Talent Tokens gets 1 Victory Token. Player with the most Victory Tokens wins.

In case of a tie the player with the highest Golden Age Hero Raw Score wins. If that is a tie, go to the Silver Age Raw Score and so on.

Golden Age Heroes Deck List

Card Name:	Point Value
Crime Stories	5
Westerns	5
Supernatural Stories	6
War Stories	6
Dick Tracy	10
The Shadow	8
Tarzan	10
John Carter of Mars	8
Zorro	9
Buck Rodgers	10
Lone Ranger	10
Nemor the Submariner	4
Green Hornet	9
Superman	10

Card Name:	Point Value
Batman	10
Wonder Woman	8
Flash Gordon	10
Aquaman	8
Green Lantern	6
Captain America	7
Conan the Barbarian	7
Doc Savage	4
The Phantom	4
Flash	10
Dare Devil	4
Green Arrow	8
Plastic Man	4
Astro Boy	10

Silver Age Heroes Deck List

Card Name:	Point Value
Ant Man	6
Iron Man	10
Spider Man	10
X-Men	10
Avengers	9
Hulk	8
Fantastic Four	10

Card Name:	Point Value
Doctor Strange	8
Inhumans	3
Silver Surfer	8
Black Panther	6
Guardians of the Galaxy	4
Star Trek Comics	10
The Defenders	5

Card Name:	Point Value
Justice League	9
Thor	7
Martian Manhunter	6
Super Girl	8

Card Name:	Point Value
Teen Titans	4
Black Widow	3
Judge Dredd	10

Bronze Age Heroes Deck List

Card Name:	Point Value
Wolverine	7
Punisher	5
New Gods	4
Rogue	4
Swamp Thing	8
Alpha Flight	6
New Mutants	6
Groo	4

Card Name:	Point Value
Star Wars Comics	10
Godzilla Comics	8
Ghost Rider	8
The Eternals	4
Elektra	4
Vampirella	7
American Flagg	3
Teenage Mutant Ninja Turtles	10

Modern Age Heroes Deck List

Card Name:	Point Value
Watchmen	10
Spawn	8
Hellboy	7
Transformers	10
Power Rangers	10
The Incredibles	9
Ben 10	9
X-Statix	5

Card Name:	Point Value
Thundercats	6
Cable	5
Gambit	4
Tank Girl	5
Deadpool	6
Nova	6
Mrs. Marvel	5

Talent Deck Card List

Card Name:	Tokens	Notes:
Good Writing	4	
Good Artist	4	
Good Editing	4	
Good Inker	4	
Good Colorist	4	
Good Illustrator	4	
Marvel Method	5	
Stan Lee	5	
Alan Moore	5	
Jack Kirby	5	
Al Feldstein	5	
Jim Shooter	5	Silver
Gardner Fox	5	Gold & Silver Only
John Byrne	5	Bronze
Joe Gill	5	Gold - Bronze Only
Edmond Hamilton	5	Gold & Silver Only

Card Name:	Tokens	Notes:
Otto Binder	5	Gold & Silver Only
Roy Thomas	5	Silver
Edgar Rice Burroughs	5	Golden Only
Frank Miller	5	Bronze
Steve Ditko	5	
Jim Steranko	5	
Osamu Tezuka	5	
Will Eisner	5	
John Romita	5	Modern
Brian Bolland	5	Bronze
Dave Gibbons	5	Silver
Detective Comics	5	
Marvel Comics	5	
Valiant Comics	3	Modern
Dark Horse Comics	3	Modern
Image Comics	3	Modern

Merchandizing Deck Card List

Card Name:	Tokens	Notes:
Movie Adaptation	3	
Blockbuster	5	Bronze
Good Movie	4	
Bad Movie	2	
Movie Series	5	
TV Show	5	Silver
Radio Show	5	Golden Only
Live Action TV	4	Silver
TV Cartoon	5	
Toy Line	5	
Action Figures	5	Silver
Comic Book Convention	4	Silver
Videos	4	Modern
Omnibus	3	Bronze
Chronicles	3	Bronze
Collected Volume	3	Bronze
Pulp Magazine	3	Golden Only
Graphic Novel	4	Silver
Board Game	2	

Card Name:	Tokens	Notes:
Card Game	2	Modern
Video Game	5	Modern
Online Gaming	5	Modern
Cereal Box Prizes	2	
Fast Food Prizes	2	
Statues	2	Modern
Clothing	3	
Posters & Prints	3	
Décor	2	
T-Shirts & Hats	3	
Watches & Wallets	2	
Costumes	3	
Stickers, Pins and Buttons	2	
Accessories	3	
Gimmicks	1	
Free Comic Book Day	5	
Collectibles	4	
Play Sets	4	
Comic Book Stores	5	

Publication Deck Card List

Card Name:	Tokens	Notes:
Multiverse	5	Modern
Mainstay	5	
Situational Character	1D6	
Hay Day	5	
Reboot	4	Bronze
Retcon	4	Silver
Saga	5	Silver
Event	4	
Story Arc	3	
Rebranding	4	
Series Wide Event	5	
Canceled	1	
Comics Code	1	
New Incarnation	4	
Critical Acclaim	5	Modern
Superhero Debut	6	
Newspaper	4	Not Modern

Card Name:	Tokens	Notes:
Resurgence in Popularity	5	Silver
Landmark Superhero	5	
Minor Superheroes	3	
Superhero Team	4	
Sidekick	2	
Extended Storyline	3	
Title Character	4	
Long Run	4	
Second Series	3	
Crossover Event	3	
Limited Series	2	
Mini-Series	2	
Ongoing Series	3	
Shared Universe	5	
Relaunch	4	
New Continuity	4	
New Villain	5	





Swords & Such

Introduction

Abstract War game for 2+ players.

Victory

Capture your opponents King.

Dice

Two 6-sided dice are required.

The Board

12 x 12 square grid.

Terrain

Clear Spaces & Mountain Spaces. Units cannot move into or through Mountain spaces.

Units

Each player has a set of 15 units (or men): 1 King
4 Knights 4 Archers 6 Footsoldiers

Setup

Place your men in your back 2 rows. Only one unit per space. Roll high to see who goes first.

Turn Sequence

Players take turns. On your turn roll two dice. For each roll move one man that many spaces.

Units cannot jump over other units. If you land on an opponents man, you capture it. Captured units are removed from play.

Knights

A Knight can move twice using both dice.

Archers

Archers may either shoot or move. Archers cannot capture when they move. To capture, they shoot the distance of 1 die roll.

Archers may shoot over other units.

Passing

You may pass instead of using a dice roll.

Optional Rules

Catapults

Like Archers except they use the sum of both dice to determine how far they shoot.

Horse Archers

Like archers except they can use 2 dice to move.

Juggernauts

They can move through other pieces. They capture them when they do so.





Takeover

Introduction

Card game for 2+ players. Each player represents a group of investors trying to buy a target Company. Of course they are competing with rival groups.

Objective

At the end of the game, the player with the most Shares (Coins & Investor Cards) Wins Control of the Company.

Game End

The Game Ends when there are no cards left in the deck at the Beginning of a round. (The Shareholders then vote to see whom to sell the Company to)

Shares

Use change (pennies, nickels, dimes) to keep track of Shares. Investor cards are also worth Shares as stated on the card.

(un)certainty

Players must keep their Investor cards face up so that the other players can see them. Shares in the form of Change can be stacked and hidden under Investor cards.

The Deck

Players share a common deck. There are 2 basic card types: Investor cards and Tactics cards. The deck contains 1 copy of each card in the card list.

Card List

Card Name:	Type	Shares	Notes:
Sheared Brokerage	I	5	-
Dr Cola Company	I	7	D: Pep Cola Company
Pep Cola Company	I	6	-
Superstar Entertainer	I	4	-
Entrepreneur	I	-	F: (H: Shares=6) (L: Shares=0)
Real Estate Affiliates	I	3	-
Paramounted Film Co	I	4	+8 SIYH Superstar
International Air	I	3	+5 SIYH Military Industrial Complex

Setup

Shuffle the deck. Each player starts with 50 Shares.

Initial Bid

Players secretly bid up to 50 Shares. Bids are revealed simultaneously. The player with the Highest Bid is known as the Buyer.

Flip a coin to resolve ties. All Bid Shares are lost.

Turn Sequence

Draw 7 cards from the deck and place them face up in plain sight of all players. These are referred to as the Auction cards. Players take turns picking 1 Auction card each starting with the current Buyer.

If you pick an Investor card, put it in play in front of you. If you pick a Tactics card, resolve its effects immediately and Discard it. Note that you must pick a card, even if you don't want to.

The turn Ends when all Bid cards have been picked, and all Tactics cards resolved. The player to the left of the current Buyer becomes the Buyer next turn.

Card List Notation

- I** Investor Card
- T** Tactics Card
- F** Flip a Coin (when played)
- H** Heads
- L** Tails
- D** Discard if you have
- SIYH** Shares if you also have the
- ETL** Each time you loose
- TP** Target Player
- K** Keep this card and play it later to
- AO** All Opponents

Card Name:	Type	Shares	Notes:
Military Industrial Complex	I	5	-
Venture Capitalists	I	1	+1 Share for each Investor you have
Chased Credit Card Co	I	3	+6 IYH Chased Manhattan Bank
Failsafe S&L	I	-	F: (H: Shares=4) (L: Shares= -2)
Dot.Com Company	I	-	F: (H: Shares=6) (L: Shares= -3)
High-Rise Construction	I	2	+4 SIYH Real Estate Affiliates
Prudent Insurance	I	2	Get +1 Share ETL an Investor
USMED Healthcare Provider	I	4	-
Dowed Pharmaceutical	I	3	+6 SIYH USMED
Japanese Investors	I	6	D: Military Industrial Complex
British Financial Group	I	4	D: Real Estate Affiliates
Chased Manhattan Bank	I	3	-
Old Rich	I	6	D: If you have more than 5 Investors
Arab Oil Tycoon	I	6	D: If you have Jap or Brit Investors
Investor Backs Out	T	-	TP must discard target Investor
Bankruptcy	T	-	TP must discard an Investor
Allegations of Monopoly	T	-	K: TP must discard an Investor
SEC Investigation	T	-	Each player must discard 1 Investor
Refinance	T	-	F:(H: Shares=2)(L: Draw 1 card from deck)
Golden Parachute Clause	T	-	All opponents lose 1 Share
Junk Bonds	T	-	All players F:(H: Shares=4)(L: Shares= -4)
Bad Press	T	-	TP loses 3 Shares
Shark Repellant	T	-	TP loses 4 Shares
Pac Man Defense	T	-	TP loses 5 Shares
Greed	T	-	TP loses 6 Shares
Poison Pill	T	-	TP F: (H: Shares=-2) (L: Shares= -4)
Gray Knight	T	-	TP loses 2 Shares. You gain 2 Shares
Killer Bees	T	-	All opponents lose 1 Share
Target Company takes on Debts	T	-	All opponents lose 1 Share
Corporate Raid	T	-	All opponents lose 2 Shares
Sale of the Crown Jewels	T	-	All opponents lose 3 Shares
Sell the Picasso in your Office	T	-	Gain 1 Share
Board of Directors Likes You	T	-	Gain 2 Shares
White Knight	T	-	Gain 3 Shares
Dividends	T	-	Gain 1 Share per Investor you have
Merger	T	-	Gain 1 Share per Investor you have
Whitemail	T	-	Gain 2 Shares. AO lose 1 Share
Last Minute Backing	T	-	Take any Investor card from the deck
Insider Information	T	-	F: (H: Shares=7) (L: Shares= -5)
Proxy Fight	T	-	F: (H: AO lose 3 Shares) (L: Shares= -3)
Ace in the Hole	T	-	Draw 2 cards from the deck and pick 1
Leveraged Buyout	T	-	Draw 2 cards from the deck and pick 1
Lawyers Earn their Money	T	-	K: Negate a Tactics card
Full Disclosure	T	-	TP must reveal his exact value in Shares
Hostile Takeover	T	-	Steal one of your opponents Investors
College Buddy owns Company	T	-	Opponent must give you 1 of his Investors
Business Savvy	T	-	Trade 1 of your Investors with an Opponent
Secret	T	-	K: TP skips his turn as Buyer





Terratain

Introduction

An abstract strategy game of unit placement and scoring for 2+ players.

The Board

The board is a grid of 9 squares known as territories. These territories are numbered 1-9.

1	2	3
4	5	6
7	8	9

Each territory is further divided into a grid of 9 squares known as plots. The plots in each territory are also numbered 1-9. The map consists of (9 x 9) 81 plots.

Counters

Cardboard counters are also referred to as chits. Each player needs a set of counters of a unique color. There are 70 counters in each set.

There are 7 types of counters in each set. Each set includes 10 of each type of counter. Counter Types:

- 1. Temple
- 2. Castle
- 3. Town
- 4. Farm
- 5. Mine
- 6. Palace
- 7. Armies

The first six types of counters are called structures. Army chits are not structures. Temples represent religious influence.

Castles represent military resources. Towns represent economic resources. Farms represent agricultural resources.

Mines represent mineral resources. Palaces represent political influence. Armies represent use of military force.

Setup

Each player gets a set of counters. Players keep their counter sets in separate opaque cups. These are called draw cups.

Determine turn order by a flip of a coin.

Turn Sequence

Players take turns. Each turn has 4 phases:

- 1. Draw Phase
- 2. War Phase
- 3. Build Phase
- 4. End Phase

Draw Phase

Draw 2 random chits from your cup of chits. These chits go into your reserve pile. Reserve pile chits are played face up in front of you.

If your cup is empty place your discard pile into it.

War Phase

You may discard one army chit from your reserve pile. Discard an enemy structure from any one plot. Each player has a discard pile to put his discarded chits.

Build Phase

Place one of your structure chits in an empty plot. You cannot place your castles next to enemy castles. You cannot place your temples next to enemy temples.

You cannot place your palaces next to enemy palaces.

End Phase

Discard chits from your reserve pile to keep it at a maximum of 4 chits.

The End Of The Game

The game ends when all plots are occupied.

Victory

The player with the highest total score is the winner.

Scoring

At the end of the game players determine their scores. Points are accumulated from a variety of scoring combinations. Add up all points to get your total score.

You control a territory if you have the most structures in it. "In a row" can mean orthogonal or diagonal.

Points	Scoring Combo
5	Having 5 structures in a territory
6	Having 6 structures in a territory
7	Having 7 structures in a territory
8	Having 8 structures in a territory
9	Having 9 structures in a territory
5	Control of the center territory
9	Control 3 territories in a row
8	Control of a square of 4 territories
8	Control of the 4 corner territories
3	Have the most Temples on the board
3	Have the most Farms on the board
3	Have the most Castles on the board
3	Have the most Towns on the board
3	Have the most Mines on the board
3	Have the most Palaces on the board
3	Having 3 structures in a row (6 if of the same type)
4	Having 4 structures in a row (8 if of the same type)
5	Having 5 structures in a row (10 if of the same type)
6	Having 6 structures in a row (12 if of the same type)
7	Having 7 structures in a row (14 if of the same type)
8	Having 8 structures in a row (16 if of the same type)
9	Having 9 structures in a row (18 if of the same type)
6	Having one of each of the 6 types of structures in a territory

Variants

Mountains: Have some plots contain mountains.
 Mines must be placed on or next to mountain plots.
 Rivers: Have some plots contain rivers.

Farms must be placed on or next to river plots.

Game Designers Notes

Advanced color wars.

Play On Line

Super Duper Games





The Great Traveling Circus Game

Introduction

Each player is the owner of a traveling circus.

Game Board And Pieces

Use a monopoly game board. Also use the monopoly pawns, money, houses, and hotels. (But not the cards) Six sided dice are needed.

End Game

The game ends when the last card is drawn from the Act Deck. Alternate ending: When the Lead player goes around 15 times.

Winning

The player with the most money at the end of the game wins.

The Deck

The game uses a novel set of cards called the act deck. The deck contains one of each of the cards in the Card List. Each card represents a Carnival/Circus Act.

There are 4 types of acts: Acrobats, Clowns, Animals, and Freaks. Do not use any of the Monopoly cards.

Setup

Each player picks a pawn to represent their circus. Pawns are placed on the starting space. Each player gets \$200 All other money is kept in the Bank.

Each player gets 4 cards from the Act Deck. Each player also has a Ringmaster. The Ringmaster counts as an Act, but not any of the 4 types, and cannot be stolen or lost.

Players should name their Circus. Players roll high on 1D6 to determine turn order. The winner of the turn order contest is known as the Lead Player.

Act Deck Card List

Name of Act:	Type
Flying Trapeze	A
Human Cannonball	A
Tightrope Walkers	A

Turn Sequence

Players take turns. On your turn roll 1D6 and move your pawn that many spaces forward. If you land on another player you may steal one random Act card from him.

If you land on a city with no time markers you may perform. Get \$10 for every act you own when you perform. Three Ring Bonus: For every 3 cards of the same type you have earn an extra \$10 when performing.

After performing put 1D6-2 (Maximum = 3) time markers on the city you just performed at. If you land on a city with any Time markers on it, you may not perform there. Use houses to represent time counters. One Hotel = Three Time Counters.

Players must stop on the Start space when they reach it. Every time the Lead player lands on the Start space remove one time counter from all cities. When a player lands on the Start space he must pay each of his Acts \$10.

A player must discard any Acts he cannot pay. If your pawn lands on a railroad, pay 1D6 x \$10 to the Bank. If your pawn lands on a utility or luxury tax pay 1D6 x \$10 to Free Parking.

If your pawn lands on Free Parking take the money there. If your pawn lands on Go to Jail put one of your Acts in Jail. If your pawn lands on Jail take one of the Acts there.

If you land on a space that allows you to draw a card then draw and keep one Act card. If you visit all the cities in a colored region get a one time bonus of 2D6 x \$10. (Keep tract of cities visited with colored chips, or on paper) If you visit all the cities on a side get a one time bonus of 2D6 x \$10.

If you visit all the cities in the game get a one time bonus of 5D6 x \$10.

Card Type Notation

- A** Acrobat
- C** Clown
- N** Animal
- F** Freak

Name of Act:	Type
Zebras	N
Monkeys	N
White Tigers	N

Name of Act:	Type
Chinese Acrobats	A
Bicycle Act	A
Trampoline Act	A
Daring Young Man	A
High Wire Act	A
Motorcycle Act	A
Showgirls	A
Fixed Straps Act	A
See Saw Act	A
Sway Pole Act	A
Clown Car	C
Clowns on Stilts	C
Cop Clowns	C
Fireman Clowns	C
Midget Clowns	C
Mime	C
Clown Band	C
Clown Magic Show	C
Vaudville Clowns	C
Clown Crooks	C
Clowns with Pies	C
Clown on Unicycle	C
Clown Jugglers	C

Name of Act:	Type
Sheep Dogs	N
Indian Elephants	N
Trained Horses	N
Lion Tamer	N
Two Hump Camels	N
Bengal Tigers	N
Dancing Bears	N
African Elephants	N
Alpacas	N
Miniature Horses	N
Block Head	F
Fire Eater	F
Sword Swallower	F
Bearded Lady	F
Snake Charmer	F
Strongman	F
Fortune Teller	F
Siamese Twins	F
Knife Throwing Act	F
Escape Artist	F
Contortionist	F
Tattooed Man	F
Belly Dancer	F

More Acts

You can include more acts for a longer game. Some ideas for additional act cards: Gymnasts, Woman Sus-

pending by Hair, Horn playing Seal





The Muppet Show

Introduction

Card game for 2-4 players. Theme: The Muppet Show! The game represents one Episode.

Disclaimer

The Muppet show is a trade-marked, copyrighted property. This is merely a fan site.

Winning

The game ends when 8 Acts have been played. The player with the most Act points is the winner. If tied, the player with the most acts wins.

The Deck

Players share a common deck. The Deck is kept face down. The Discard is kept face up.

Act Points

Use plastic discs to keep track of Act Points.

Setup

Pick who the Guest star is going to be from the Guest Star List. Shuffle the deck. Deal 5 cards to each player.
The youngest player goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Dressing Room Phase
2. Backstage Phase
3. Act Phase
4. Finale Phase

Dressing Room Phase

Draw 1 card from the top of the deck or discard and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Backstage Phase

You may play (discard) a Special card in this phase to activate its special ability.

Act Phase

You may play an Act this phase. An Act requires 2-6 specific cards to be played (revealed) according to the Act Chart. Score Act Points as listed on the Chart for completing the Act.
Score an extra Act Point if you were the last player to also play an act. Discard the Act cards at the end of this phase. Each Act in the Act Chart can only be claimed once per game.
Bonus cards can be played along with the required cards of an Act. Each Bonus card played is worth 1 Act point. Some Bonus cards give an extra Act Point for specific Acts. Multiple copies of a card cannot be used in a single Act.

Finale Phase

Max hand size is 7 cards. Discard excess cards.

Act Chart

Name:	Points	Requires:
At the Dance	4	2 Male Muppets & 2 Female Muppets
Bear on Patrol	3	Fozzie Bear and Link Hogthrob
Fozzie's Act	3	Fozzie Bear and Statler & Waldorf
Muppet Labs	5	Dr. Bunsen Honeydew & Beaker & Disaster
Muppet News Flash	3	News Announcer & Disaster
Pigs in Space	5	Any 3 Pigs
Swedish Chef	3	Swedish Chef & Disaster
Vetrinarian's Hospital	5	Rowlf, Miss Piggy, & Janice
Musical Act	6	Guest Star & any 5 Muppets
The Great Gonzo	3	Gonzo & Disaster

Name:	Points	Requires:
Electric Mayhem	5	Any 4 Band Members
Sketch	5	Guest Star & 4 Muppets
Set Piece	4	Any 4 Muppets
Talk Spot	2	Guest Star & 1 Muppet
Panel Discussion	4	Guest Star & 3 Muppets
Vaudeville Blackout	3	Guest Star & 2 Muppets
Piano Solo	3	Rowlf & Guest Star
Diva Spotlight	3	2 Miss Piggy cards

Common Deck Card List Notation

Copies of this card in the deck
C Character

E Event
B Bonus card
AP Act Points
S Special

Common Deck Card List

Name	Type	#	Notes:
Guest Star	CS	5	Give to opponent & Draw 1 card
Kermit the Frog	CS	4	Look through deck and take 1 card
Miss Piggy	C	4	AP +1 if played with Kermit
Fozzie Bear	C	3	-
Gonzo the Great	C	2	-
One-Liners	B	1	AP +1 if played in At the Dance Act
Snappy Come-Back	B	1	AP +1 if played in At the Dance Act
Bad Jokes	B	1	AP +1 in Fozzie's Act
Statler & Waldorf	C	2	-
Hecklers	B	1	AP +1 in Fozzie's Act
Dr. Bunsen Honeydew	C	1	-
Beaker	C	1	-
Explosion	B	1	AP +1 in Muppet Labs
Malfunction	B	1	AP +1 in Muppet Labs
Absurdist Humor	B	1	AP +1 in Muppet News Flash
Disaster	E	4	-
News Announcer	C	1	-
Link Hogthrob	C	2	Pig
Dr Julius Strangepork	C	1	Pig
Swedish Chef	C	1	Mock Swedish
Pepper	B	1	AP +1 when played with Swedish Chef
Sam the Eagle	CS	1	Look at Opponents Hand & Discard target card
Rowlf	C	3	Dog; Pianist & Dr. Bob
Gibberish	B	1	AP +1 in Swedish Chef
Camilla the Chicken	C	1	AP +1 when played with Gonzo
Muppet Theater	S	1	Look at next 7 cards in deck
Phantom of Muppet Theater	CS	1	Look at Opponents Hand & Draw 1 card
Backstage Right	S	1	Steal 1 Random card from Opponent
Prop-Room	S	1	Discard Hand and draw 5 cards
Back Alley	S	1	Search Discard and keep 1 card
Pandemonium	S	1	Opponents discard 1 random card each
Scooter	CS	2	Draw 2 cards
Parody	B	1	-
Slapstick	B	1	-
Daredevil Stunt	B	1	AP +1 when played with Gonzo

Name	Type	#	Notes:
Animal	C	1	Band; Drummer
Janice	C	2	Band; Guitar
Dr Teeth	C	1	Band; Keyboard
Sgt. Floyd Pepper	C	1	Band; Bassist
Zoot	C	1	Band; Sax
Lips	C	1	Band; Trumpet
Bad Luck	B	1	AP +1 in Muppet News Flash
Singing	B	1	AP +1 when played with Guest Star
Rizzo the Rat	C	1	-
Sarcasm	B	1	AP +1 when played with Rizzo
Muppet Orchestra	BC	1	-
Lew Zealand	C	1	Fish Thrower
Crazy Harry	C	1	AP +1 when played with Explosion
Sweetums	C	1	AP +1 when played with Guest Star
Whatnots	C	1	Wild Card: Substitute for any other Muppet
Woodland Animals	C	1	-

Optional Guest Star Deck Card List

Name:	Special Game Changing Rule:
Ethel Merman	No Special Rule
John Denver	Game goes to 9 Acts
Elton John	Players hand size Max +1
Linda Ronstadt	Muppets can be used as Bonus cards
John Cleese	All players draw 1 extra card in Dressing Room Phase
Harry Belafonte	Game goes to 7 Acts
George Burns	Players may trade cards in Backstage Phase
Florence Henderson	All completed Acts earn +2 Act Points
Vincent Price	When you play a special card draw 1 card
Phyllis Diller	Bonus Cards earn an additional extra point
Alice Cooper	Players hand size Max -1
Bob Hope	All completed Acts earn -1 Act Points
Steve Martin	When you play an act each opponent discards 1 random card

Links

Wikipedia





Three Little Pigs

Introduction

Card game for 2-4+ players. Fairy Tale Theme.

Winning

First player to make a combo wins.

The Deck

Players share a common Deck. The deck contains

7 Suite of cards:

1. Pig Cards
2. Supply Cards
3. Location Cards
4. Tool Cards
5. Structure Cards
6. House Cards
7. Wolf Cards

Each Card also belongs to one of three Material types:

1. Straw
2. Sticks
3. Bricks

The Deck contains 3 copies of each card listed.

Setup

Shuffle the Deck. Youngest player goes first. Play proceeds clockwise.

Deal 7 cards to each player.

Turn Sequence

Players take turns. On your turn draw 3 cards and discard 3 cards. The drawn cards may be the top card of the Deck or the Discard.

If you discard 1 or more Wolf cards a target opponent must Discard a random card and draw a new one from the deck For each Wolf card so discarded. If you have the cards to make a Combo, Show them to the other players: You win. A Combo consists of: 1 Card from each of the 6 Suites (not including the Wolf) and All cards must be of the same Material Type.

(Easy Game: Cards may be of different Material Types)

The Deck

Card Name:	Suite:	Type:
Big Bad Wolf	Wolf	—
Fifer the Thatcher	Pig	Straw
Fritz the Carpenter	Pig	Sticks
Franz the Mason	Pig	Bricks
Hay Bale	Supply	Straw
Wood Pile	Supply	Sticks
Clay Pit	Supply	Bricks
Scythe	Tool	Straw
Saw	Tool	Sticks
Trowel	Tool	Bricks

Card Name:	Suite:	Type:
Field	Location	Straw
Forest	Location	Sticks
Hill	Location	Bricks
Roof	Structure	Straw
Doors	Structure	Sticks
Walls	Structure	Bricks
Hut	House	Straw
Shack	House	Sticks
Cottage	House	Bricks





Tic Tac Tics

Introduction

Abstract Game for 2 Players. Tac-tac-toe variant with a regular deck of cards and played on 3 Boards.

The Boards

There are 3 boards. Each board is a 3 x 3 grid. Each space (square) on each board is numbered.

The Spaces on a board are numbered 1 through 9. Each player gets 1 Home Board. The third board which is placed between the players is called the Mid Board.

Pieces

Each player gets a set of unique pieces: X's and O's. These can be tokens, chips, counters, stones, coins, whatever. Each player has a set of 9 pieces.

The Deck

Use a regular deck of cards. Each numbered card corresponds to same numbered spaces on the boards. Aces always have a value of 1. Numbered cards (1-9) are also called Meld cards.

Tens, Jacks, Queens, and Kings produce special effects. Tens, Jacks, Queens, and Kings are also called Special cards.

Victory

To achieve victory, you must get two simultaneous three-in-a-rows (TIARS). TIARS cannot be on your Home Board. You could have both TIARS on your opponents board or the Mid board, or 1 TIAR each on the Mid board and your opponent's board.

If both TIARS are on the same board, they may share a space.

Setup

Each player places his 9 pieces on the 9 squares of his Home board. The Mid Board is empty. Players cut the deck. High cut goes first.

Turn Sequence

Players take turns. Each turn has 3 phases: Draw Phase Play Phase End Phase

Draw Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the deck and draw from it.

Play Phase

You may do one of 3 things:

1. Draw an extra card
2. Play 1 Meld
3. Play 1 Special Card

Playing Melds

To play a Meld discard 2 Numbered (Meld) cards. This causes 1 of 2 effects:

1. Transfer 1 piece (it must be your own)
2. Switch places of 2 pieces (at least 1 must be yours)

In a Transfer, one of the cards must correspond to the location of the Piece you want to move. The other card must correspond to the Number of the empty space you want to move it to. The piece can be Moved on the same board or to either of the other 2 boards. In a Switch, you switch places of 2 pieces. The cards must Correspond to the numbers of the spaces the pieces are on. In a Switch, the pieces can be on the same or different boards.

Special Cards

Tens, Jacks, Queens, and Kings are Special cards. These have 1 or more special effects.

Tens

You can use a Ten as a Meld card with a value equal to the other card in the Meld. (Example: Playing a 5 and a 10 would be like playing two 5's) Discard a Ten card to negate a Special card just played by an opponent.

Jacks

Discard a Jack to look at your opponent's hand and steal one card. Discard a Jack to transfer one of your pieces: Move it like it was a Knight in Chess: It must remain on the same Board.

Queens

Discard a Queen to play 2 Melds this turn. Discard a Queen to switch places of 2 pieces that are on opposite corners of the same board.

Kings

Discard a King to move any of your pieces to any empty space on your Home Board. Discard a King to

move one of your pieces to an adjacent empty space on the same Board.

End Phase

Max hand size is 7 cards. Discard excess cards.

Optional Rules & Variants

Red & Black Rule

The red Meld cards can only be used for the Mid Board. Black Meld cards can only be used for Home Boards.

Links

[Wikipedia](#)





Time To Tell

Introduction

Educational Party game for 2-8+ players. Players must answer trivia type questions involving Historical dates.

Winning

The first player to accumulate 25 Chips is the winner. (or 50 for a long game)

Pieces

Dice, chips, and a special deck of Date cards are needed.

Dice

A six sided die is needed.

Chips

Poker chips are needed for keeping track of scores.

Roll:	Result:
1	Craps
2	Timeline = 2
3	Timeline = 3

If you get Craps your turn ends immediately. If you get a Timeline, draw the indicated number of cards and Put them in the correct temporal order. If you get Super Six, draw 1 card at a time, and guess the exact Correct date for each card up to a max of 6 cards. Stop if you fail to guess correctly.

When cards are drawn the Event Description is kept face up and the Date face down. Only after an answer or solution is given are the cards flipped to reveal the Dates.

The Date Deck

Players share a common deck. The cards are 2-sided. One side of a card describes a Historical Event.

The other side is the date in which the Event occurred. The deck contains one copy of each card in the card list.

Setup

Shuffle the deck. Players cut the deck. Oldest date goes first. Proceed clockwise. Re-shuffle the deck.

The deck is placed with Event descriptions face up and Dates face down.

Turn Sequence

Players take turns. Each turn has 3 Phases:

- Luck Phase
- Knowledge Phase
- Scoring Phase

Luck Phase

Roll 1 Die once:

Roll:	Result:
4	Timeline = 4
5	Timeline = 5
6	Super Six

Scoring Phase

If you got Craps, you get no Chips. If you put a Timeline in the correct order, get Chips equal to the length of the timeline. Get 1 chip for each date correctly guessed in a Super six.

Creating Your Own Decks

Players are encouraged to create their own decks. Decks may be themed (Pop Culture, Music, Art, Politics, War, Science, etc.)

Science & Technology Theme Deck #1- Card List

Date:	Card Name:
c. 2725 B.C.	- Imhotep in Egypt considered the first medical doctor
c. 2540 B.C.	- Pyramids of Egypt constructed
c. 2000 B.C.	- Chinese discovered magnetic attraction
c. 700 B.C.	- Greeks discovered electric attraction produced by rubbing amber

Date:	Card Name:
c. 600 B.C.	- Anaximander discovered the ecliptic (the angle between the plane of the earth's rotation and the plane of the solar system)
c. 600 B.C.	- Thales proposed that nature should be understood by replacing myth with logic; that all matter is made of water
c. 585 B.C.	- Thales correctly predicted solar eclipse
c. 530 B.C.	- Pythagoras developed mathematical theory
c. 500 B.C.	- Anaximenes introduced the ideas of condensation and rarefaction
c. 450 B.C.	- Anaxagoras proposed the first clearly materialist philosophy - the universe is made entirely of matter in motion
c. 370 B.C.	- Leucippus and Democritus proposed that matter is made of small, indestructible particles
335 B.C.	- Aristotle established the Lyceum; studied philosophy, logic
c. 300 B.C.	- Euclid wrote "Elements", a treatise on geometry
c. 300 B.C.	- Aristarchus proposed that the earth revolves around the sun; calculated diameter of the earth
c. 300 B.C.	- The number of volumes in the Library of Alexandria reached 500,000
c. 220 B.C.	- Archimedes made discoveries in mathematics and mechanics
c. 150 A.D.	- Ptolemy studied mathematics, science, geography; proposed that the earth is the center of the solar system
190	- Chinese mathematicians calculated pi to five decimal places
271	- Chinese mathematicians invented the magnetic compass
415	- A mob of rioters burned down the Library of Alexandria, and much of the recorded knowledge of the western world was lost
450-1000	- the "Dark Ages" in Europe
1232	- Rockets invented in China to defend city of Kaifeng against Mongol invaders
1252	- Pope Innocent IV approved the use of torture in witchcraft trials
1269	- Maricourt used compass to discover that a magnet is encircled by lines which terminate on two poles
1348	- The plague appeared in Europe
1390	- The first paper mill began operating in Germany
1455	- The Gutenberg Bible became the first book printed with movable metal type
1508-1510	- Leonardo da Vinci compiled notebooks on mechanics, astronomy, anatomy, and his inventions
1543	- Copernicus formed the hypothesis that the planets revolve around the sun.
1543	- Vasalius published treatise on human anatomy
1570	- Brahe discovered supernova in constellation Cassiopeia
1600	- Gilbert discovered that electricity occurs in things other than amber; wrote a book on magnetism
1608	- Lippershey invented the telescope
1609	- Galileo built 20X telescope, discovered craters and mountains on the moon
1609	- Kepler announced his 1st and 2nd laws
1613	- Galileo discovered sunspots
1614	- Napier discovered logarithms
1616	- Galileo called to Rome and ordered to stop supporting the Copernican theory
1619	- Kepler announced his 3rd law
1619	- The first slaves transported to America
1620	- Bacon published "Novum Organum" (scientific method and inductive reasoning)
1621	- Snell discovered the law of refraction
1628	- Harvey published a book describing blood circulation
1633	- The Inquisition denounced Galileo
1637	- Descartes Published "Geometry"
1638	- Galileo published "Discourses Concerning Two New Sciences", summarizing the principles of mechanics
1642	- Pascal invented the mechanical adding machine
1650	- Archbishop Usher estimated by reading the Bible that the earth was created

Date:	Card Name:
	on October 23, 4004 BC at 9:00 AM
1652	- Pascal discovered laws of fluid pressure
1654	- Guericke invented the vacuum pump
1660	- Redi disproved theory of spontaneous generation with experiment on flies
1666	- Newton invented the calculus
1666	- Newton discovered glass prism separates white light into spectrum
1675	- Leibniz independently invented the calculus
1687	- Newton published "Principia", describing the laws of motion
1690	- Locke published "Essay Concerning Human Understanding" (empiricism, tabula rasa)
1692	- The first witchcraft trials in Salem, Massachusetts
1704	- Newton published "Opticks"
1738	- Bernoulli proposed laws of fluid mechanics
1758	- Linnaeus developed taxonomy of species, proposed binomial nomenclature
1764	- Hargreaves invented the spinning jenny
1769	- Watt invented the modern steam engine
1777	- Lavoisier proposed idea of chemical compounds made of elements
1781	- Herschel discovered Uranus
1783	- Michel and Montgolfier invented the hot air balloon; the first people to fly, altitude 1800 m
1785	- Coulomb confirmed the inverse square law for electric force
1785	- Hutton proposed the idea of uniformitarianism in the geological history of the earth
1785	- Cartwright invented the power loom for producing cloth
1787	- Berthollet proposed system of chemical nomenclature
1792	- Rousseau wrote "Social Contract"
1793	- Whitney invented the cotton gin
1796	- Jenner discovered smallpox vaccination
1799	- Discovery of the Rosetta Stone
1800	- Volta invented the battery
1800	- Ampere discovered properties of magnetic field produced by electric current
1803	- Dalton composed the law of definite proportions in chemistry
1804	- Rockets developed by the British Army Corp reached height of 1830 m
1807	- Fulton invented the steamboat
1808	- Dalton published a periodic table based on atomic weights
1811	- Avogadro introduced the concept of the mole
1814	- Stephenson invented the locomotive engine
1820	- Oersted discovered that an electric current causes the deflection of compass needle
1822	- Champollion translated the Rosetta Stone
1825	- discovery of Ampere's Force Law
1827	- Brown discovered Brownian motion
1830	- The first railroad (between Liverpool and Manchester, England)
1831	- Faraday (England) and Henry (U.S.) independently discovered that a current is produced in a wire when it is moved near a magnet
1833	- Charles Lyell published "Principles of Geology", based on uniformitarianism
1839	- Goodyear invented vulcanized rubber
1844	- Morse sent the first telegraph message
1846	- Galle discovered Neptune, accounting for observed perturbations in the motion of Uranus
1849	- Fizeau measured the velocity of light
1853	- Bessemer in Britain and Kelly in U.S. invented the Bessemer steel process
1854	- Boole invented Boolean algebra
1856	- Neanderthal fossil found in Germany
1859	- Darwin published "On The Origin of Species"
1866	- Mendel wrote a paper on his findings about heredity in plants
1868	- Cro-Magnon fossil found in France

Date:	Card Name:
1869	- Mendeleyev used a periodic table of known elements to correctly predict the properties then undiscovered elements
1873	- Maxwell published "Treatise on Electricity and Magnetism"
1874	- Cantor established principles of mathematical set theory
1877	- Edison invented the phonograph
1877	- Hall discovered the two moons of Mars
1879	- Wundt established the first laboratory for psychology experiments
1879	- Edison invented the electric light bulb
1882	- Lindemann proved that pi is transcendental
1882	- Edison created the first large power station in NYC
1883	- Wroblewski and Olszewski first produced liquid oxygen.
1885	- Benz invented the gasoline-powered automobile
1885	- Eastman invented the box camera
1885	- Hertz discovered the photoelectric effect
1885	- Balmer discovered spectral lines of hydrogen
1887	- Mendelson and Morley conduct experiment showing no evidence for the existence of an "ether"
1888	- Hertz discovered radio waves, verifying Maxwell's prediction of electromagnetic waves
1888	- Edison invented the kinetoscope
1889	- Hollerith invented the first calculating machine, used punch cards
1891	- "Java Man" discovered in Indonesia
1892	- Dewar discovered that a double-walled bottle with a vacuum layer insulates the contents from heat flow
1895	- Roentgen discovered x-rays
1895	- Marconi invented antenna and wireless telegraph (short distance)
1896	- Becquerel discovered radioactivity
1896	- Marconi increased range of wireless telegraph to 1.6 km
1897	- Marconi increased range of wireless telegraph to 29 km; first ship-to-shore message
1898	- Curie and Curie announced their discovery of radium and polonium
1899	- Marconi established wireless telegraph service between England and France
1900	- First public awareness of Mendel's findings in genetics, when his 1865-1866 papers were found
1900	- Freud published "The Interpretation of Dreams"
1900	- Finlay discovered that yellow fever is spread by mosquitos
1900	- Planck proposed that energy can only be absorbed or emitted by matter in discrete amounts (quanta)
1901	- First transatlantic wireless telegraph
1902	- Discovery of Tyrannosaurus Rex
1902	- Kennelly (U.S.) and Heaviside (England) independently discovered the ionosphere
1903	- The botanist De Vries discovered mutations in plants
1903	- Wright brothers' airplane remained in flight for 12 seconds
1904	- Fleming invented vacuum tube diode
1904	- Genetics experiments by Thomas Morgan, discovery of sex-linked mutations (among a group of fruit flies with normal red or unusual white eyes, all of the white-eyed offspring were male).
1905	- Einstein published papers on Brownian motion, the photoelectric effect, and the special theory of relativity
1906	- De Forest invented the triode vacuum tube
1906	- Thomson discovered the electron
1908	- the "Tunguska event" - major damage to a forest region in Siberia caused by a comet or meteorite
1908	- Ford produced the Model T automobile
1908	- Wegener proposed theory of continental drift

Date:	Card Name:
1909	- The "Piltdown Man" hoax – a fake archeological discovery announced by dishonest scientists who wanted to "prove" that human beings had evolved in Europe
1911	- Rutherford discovered that the positive charge in an atom is concentrated in a small nucleus; proposed a planetary model of the atom
1912	- Pickard invented the crystal diode and crystal detector
1913	- Edison invented motion pictures with sound
1913	- Ford added the assembly line to his automobile plant
1913	- Bohr published his model of the atom, based on energy states described by one quantum number
1916	- Lewis proposed the idea of covalent bonds
1916	- Einstein published the general theory of relativity
1917	- Germany - the first major military use of airplanes to drop bombs on cities
1919	- Eddington recorded data on the sun's gravitational deflection of starlight during a solar eclipse, confirming Einstein's general theory of relativity
1923	- Freud published "The Ego and the Id"
1923	- Development of the diphtheria vaccine
1923	- Production of insulin to treat diabetes
1923	- Hubble estimated the distance from the Milky Way Galaxy to the Andromeda Galaxy
1924	- Discovery of Australopithecus Africanus, its human-sized brain too large to be that of an ape, but having the canine teeth of a gorilla
1924	- De Broglie proposed that all matter has wave properties
1925	- Pauli proposed the Exclusion Principle (no two electrons in an atom can have the same set of quantum numbers)
1925	- Scopes fired from biology teaching position for teaching evolution
1926	- Schrodinger developed the wave equation
1926	- Born proposed the statistical interpretation of the wave equation
1926	- Goddard launched the first liquid-fueled rocket
1927	- Heisenberg proposed the Uncertainty Principle (we cannot simultaneously determine the position and momentum of a subatomic particle)
1927	- Experiment by Davisson and Germer, and simultaneous experiment by G. P. Thompson, proved the wave behavior of electrons
1927	- the first television transmission (England)
1928	- Dirac developed the relativistic quantum theory
1927	- Big bang theory introduced
1929	- Hubble discovered that the galaxies are moving away from each other, causing an expansion of the universe
1930	- Tombaugh discovered Pluto
1931	- Lawrence invented the cyclotron
1931	- Anderson discovered the positron
1932	- Chadwick discovered the neutron
1936	- the first regular television broadcast (England)
1937	- Discovery of the muon
1938	- Hahn, Strassmann, Meitner and Frisch discovered nuclear fission
1938	- Bethe hypothesized that nuclear fusion is the source of energy in stars
1939	- The first regular TV broadcast in the U.S.
1939	- Discovery of Kirlian photography – electrical "auras" surrounding living specimens
1942	- Fermi produced the first nuclear chain reaction in an experiment
1942	- Establishment of the Manhattan Project to develop an atomic bomb
1945	- The first atomic bomb was detonated at Hiroshima, Japan – about 70,000 people were killed instantly; about 30,000 more people died within several weeks

Date:	Card Name:
1946	- Gamow proposed the Big Bang hypothesis.
1946	- The University of Pennsylvania developed the ENIAC computer, containing 18,000 vacuum tubes
1947	- W. F. Libby invented radiocarbon dating
1947	- Researchers at Bell Labs invented the transistor
1947	- Discovery of the pion (predicted by Yukawa in 1935)
1948	- Kinsey published "Sexual Behavior in the Human Male"
1951	- Franklin discovered nucleic acids (RNA and DNA), helical shape
1952	- The first sex-change surgery, transforming George Jorgensen into Christine Jorgensen
1953	- Kinsey published "Sexual Behavior in the Human Female"
1953	- Watson and Crick discovered DNA has double helix, composed of ATCG bases occurring in pairs (A with T, and C with G)
1953	- Miller produced amino acids from inorganic compounds and sparks
1953	- Radioactive fluorine dating proved that the "Piltdown Man" artifact was a hoax
1956	- Discovery of the neutrino (predicted by Pauli in 1930)
1957	- The first artificial satellite, Sputnik, put into earth orbit
1958	- U.S. Congress established NASA
1959	- First unmanned spacecraft hit the moon (Soviet Union)
1960	- Maiman invented the ruby laser
1960	- Javan invented the helium-neon laser
1960	- Goodall studied chimpanzees in Tanzania
1960	- Development and approval of the birth control pill
1961	- A person orbited the earth for the first time (Yuri Gagarin)
1963	- Vine and Matthews discovered that rock layers with particular magnetic orientations, indicating reversals of the earth's magnetic field, are symmetrical about the mid-oceanic ridge, indicating that new crust is created at the ridge.
1963	- Gell-Mann proposed protons and neutrons are made of smaller particles (quarks)
1964	- Discovery of a quasar
1964	- Unmanned U.S. spacecraft transmitted television pictures of the moon before hitting the surface
1964	- Wilson and Penzias discovered the background microwave radiation of the universe
1965	- The first "space walk" (Soviet Union)
1966	- The first unmanned soft landing on the moon (Soviet Union)
1967	- Salam and Weinberg developed a model to unite electromagnetism and the weak nuclear force.
1967	- Bell and Hewish discover pulsars
1967	- U.S. astronauts Grissom, White and Chaffee killed during ground test; Apollo program delayed
1968	- Human beings orbited the moon for the first time (Apollo 8)
1969	- People walked on the moon for the first time (Apollo 11)
1969	- Meteorite in Australia found to contain amino acids
1970	- Apollo 13 moon landing canceled due to severe malfunctions
1971	- First unmanned spacecraft hit Mars (Soviet Union)
1971	- Apollo 15 used the lunar rover
1971	- First space station, Salyut 1, and first space docking (Soviet Union)
1972	- Discovery of a 2 million year old humanlike fossil, Homo habilis, in Africa
1973	- U.S. launched Skylab space station
1974	- Discovery of "Lucy" in Africa, an almost complete homonid skelton over 3 million years old, only 3 and a half feet tall but having adult teeth, a small brain, walked upright

Date:	Card Name:
1975	- First unmanned soft landing on Venus (Soviet Union)
1975	- The first U.S.-Soviet space docking (Apollo and Soyuz)
1975	- Invention of the CAT scanner (computerized axial tomography)
1976	- Cosmic string theory was introduced
1977	- Voyager spacecraft launched; contained recording of earth sounds, including music and greetings in 55 Earth languages
1977	- Submarine "Alvin" explored midoceanic ridge, discovered chemosynthetic life
1979	- First "test tube baby" from artificial insemination
1979	- Voyager 1 and 2 photographed Jupiter
1980	- Voyager 2 photographed Saturn
1980	- Introduction of the the communication protocol that led to the Internet
1981	- Binnig and Rohrer invented the scanning tunneling microscope
1981	- U.S. launched the first space shuttle, Columbia
1982	- First launch of communications satellites into orbit by space shuttle
1984	- First retrieval of malfunctioning satellites, repair and relaunch by space shuttle
1984	- Discovery of ozone hole over Antarctica
1986	- Voyager 2 photographed Uranus; discovered moons
1986	- Development of the first high temperature superconductors
1986	- Soviet Union launched Mir space station
1986	- U.S. space shuttle Challenger exploded on launch, killing 7 astronauts
1989	- Voyager 2 photographed Neptune; discovered moons
1989	- An asteroid came relatively close to colliding with the earth
1990	- Hubble Space Telescope launched; optical defect discovered
1991	- Discovery of the buried crater near the Yucatan Peninsula, dated at 65 million years old
1992	- Pope John Paul II acknowledged the Vatican's error in the condemnation of Galileo
1993	- Wiles proved Fermat's Last Theorem, which had been first proposed in 1637
1993	- Hubble Space Telescope repaired
1994	- Hubble Space Telescope confirmed existence of a black hole
1994	- Astronomers observed comet Shoemaker-Levy 9 (S-L 9) colliding with Jupiter
1995	- the second U.S./Russian space docking (Atlantis and Mir)
1995	- Discovery of the top quark at Fermilab
1996	- Pope John Paul II affirmed evolution by natural selection
1997	- Microscopic analysis of meteorite led to belief in ancient life on Mars
1997	- Pathfinder vehicle studied and photographed Mars





Tlachtli

Introduction

Board & Card game for two players. Based on the Aztec sport of the same name.

Victory

The first player to score 4 points is the winner. The other player's team is sacrificed to the gods.

The Board

13 x 7 grid. Columns are long. Rows are short. Spaces 4-10 of the first and last columns are walled out.

Space 7 of the second column is one player's basket. Space 7 of the sixth column is the other player's basket.

Pieces

Use a pawn to represent the Ball. There are also 2 pawns to represent 2 Blockers.

The Deck

The deck contains 2 of each card described in the card list.

Setup

The ball begins in a corner space of the board The blockers are placed one in front of each basket. Players start with a hand of 7 cards. The oldest player goes first.

Card List

Card Name	Notes:
Action 1	You may play 1 move card this turn
Action 2	You may play 2 move cards this turn
Action 3	You may play 3 move cards this turn
Action 4	You may play 4 move cards this turn
Move 1	Move the ball or a blocker 1 space
Move 2	Move the ball or a blocker 2 spaces
Move 3	Move the ball or a blocker 3 spaces
Move 4	Move the ball or a blocker 4 spaces
Move 5	Move the ball or a blocker 5 spaces
Move 6	Move the ball or a blocker 6 spaces
Move 7	Move the ball or a blocker 7 spaces
Move K	Move the ball or a blocker like a knight in chess

You may not score on the first turn of the game.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Action Phase
2. Move Phase
3. Draw Phase

Action Phase

Play zero, one, or more action cards. You may discard any cards from your hand you do not want.

Move Phase

Discard a move card to move a pawn. Pawns may move orthogonal or diagonal. Pawns may not move through other pawns.

You may make as many moves as indicated by the action cards you played.

Draw Phase

Draw cards from the deck to fill your hand to 7 cards. If the deck runs out, shuffle the discard and draw from it. Your hand is kept face up on the table for all to see.

Scoring

If you move the ball into your opponent's basket, you score one point. Your turn ends. Place the ball in a corner square.





Tlatelolco

Introduction

Tlatelolco was the great market for the Aztec Empire. The Aztecs had no coins; so all trade was by barter. Players are pochteca (merchants) trying to acquire certain goods.

Victory

Be the first player to acquire one unit of each of your six target goods.

The Board

Use a chess board. Merchant stands are located on the black squares. There are no stands in the corner squares or the center four squares.

The center four squares is the great temple.

Pawns

Each player has a pawn to represent their pochteca. There is also a thief pawn. Six sided dice are needed.

Counters

Counters represent goods available in the market. There are 2 sets of counters: The Sellers Set The Sellers Set contains one counter of each type described in the Goods counter list. The Buyers Set The Buyers Set contains two counters of each type described in the Goods counter list.

Setup

Each player places his pawn in a corner square. The thief pawn starts in a red space adjacent to the great temple. Each player draws one random counter from the Sellers set.

The player writes down the name of the trade good and returns the counter to the set. A player starts with 20 units of that type of good. (This is that players export good) Players then, in turn, each draw 6 counters from the sellers set, write down the item names, and Return the counters to the set. (redraw if you drew your export good) These six goods are the player's target goods. On each Merchant stand, place one random counter from the Sellers set.

Players roll high to see who goes first. On each Merchant stand, place two random counters from the Buyers set.

2d6

Player Turns & Moving

Players take turns. On your turn roll one die. You may move your pawn that many number of spaces.

Pawns cannot move into or through the Temple spaces or the thief pawn. Pawns may enter Black & Red spaces and spaces occupied by other players pawns. Pawns may move diagonally and orthogonally.

If you enter a Merchant stand space your turn automatically ends. If you end your move on a red space, roll on the red space roll table.

Trading

When you land on a merchant stand you may trade with it. The merchant only has one good to trade away (the seller counter) and will Only trade for two types of goods (the 2 buyer counters). Goods are traded on an equal unit for unit basis.

Write down what goods you have after trading. Stands never run out of their trade good, and their thirst for the other 2 goods never lessens.

The Thief

If you ever roll a 1 when moving your pawn, roll a second time. This second roll is the Thief roll. Move the thief exactly that number of spaces (if at all possible) in a straight line (orthogonal or diagonal). The thief does not stop for anything but the temple.

If the thief lands on an opponent's pawn that player loses 1 unit of any one good (your choice).

Player Trades

Players with pawns in the same space may trade freely.

Goods Counter List

Shells & Pearls Jade Pineapple Chocolate Turquoise Gold Silver Pottery Tobacco Bitumen Feathers Rubber Cotton Cloth Baskets Sandals Honey Turkeys Edible Dogs Spices Copper Skins Paper Jewelry Obsidian Corn Flour Red Dye Rabbits Sculptures

Red Space Roll Table

2	Gain one unit of a good from any adjacent merchant stand
3	Roll 1D6 and move again
4	Move opponent's pawn to any corner square
5	If adjacent to an opponents pawn do a forced trade
6	Roll 1D6 and move the thief
7	If adjacent to an opponents pawn do a forced trade
8	Roll 1D6 and move again
9	Move to any other Red Space
10	Roll 1D6 and move the thief
11	Move to a corner square and gain 1D6 units of your export good
12	Gain one unit of a good from any adjacent merchant stand

Forced Trade

(your choice).

Trade opponent one unit of any one of your goods
(your choice) for any one unit of any one of his goods





United States

Introduction

Educational Geography card game. Subject: The United States of America.

The Deck

The deck has 50 cards. One for each State. Each Card just lists the name of one state.

Setup

Each player is dealt 7 cards. Turn order is reverse age order. Youngest player goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

- Draw Phase
- Meld Phase
- Discard Phase

Draw Phase

Take the top card off of the top of the Deck or the Discard pile.

Meld Phase

You may play one or more melds to the table from your hand. A Meld consists of 3 or more States that are adjacent and/or connected. For example: California, Oregon, and Washington would be a legal meld.

California & Washington are not adjacent, but they are connected by Oregon.

Discard Phase

Max hand size = 7 cards. Discard excess cards. The Discard pile is face up.

End Game

The game ends when there are no more cards left to be drawn, and No one can make any more Melds.

Scoring

Tally points at the end of the game. Get one point for every State you played in a Meld.

Warm Up Exercises

- Name all 50 States from Memory.
- Someone names a State. You name all States adjacent to it.
- Get copies of an unlabeled map and write in the names of the States.

Easier Variants

- Put a picture of the state on each card (To make it easier)
- Play with a Labeled Map nearby that everyone can see.
- Play with an unlabeled Map nearby.

Scoring Variant

- Get 5 points for playing a 4 card Meld.
- Get 7 points for playing a 5 card Meld.
- Get 9 points for playing a 6 card Meld.
- Get 11 points for playing a 7 card Meld.
- Get 13 points for playing an 8 card Meld.

Draw Variants

- In draw Phase draw 2 cards.
- In draw Phase always fill your hand to 8 cards.
- When you play a Meld draw an equal number of replacement cards.

Alaska & Hawaii

- Consider Alaska to be adjacent to Washington.
- Consider Hawaii to be adjacent to California.
- Consider Alaska & Hawaii to be adjacent to each other.

Solo Variants

- The game can be played solo as is.
- Solo scoring: Subtract one point for every turn you play.

Interactive Variants

- Players may Trade cards.

Punishing Variants

- If you make an incorrect Meld, put it back in your hand and skip your next turn.
- If you make an incorrect Meld, put it back in your hand and discard a card.





Utopia

Introduction

Solo card, dice & record keeping game. Based on the old Intellivision Video Game. Build up your Island Paradise.

Disclaimer

Utopia is a licensed, copyrighted product. This is merely a fan site.

Victory

Beat your last score. Record your final score after 2 runs through the deck.

Stuff

You will need Paper, Pencil, Six sided dice & the deck

Setup

You start with 100 Gold Bars You start with 1000 Population You start with Zero Score Shuffle the deck

Turn Sequence

- Census Phase
- Taxes Phase
- Industry Phase
- Housing Phase
- Food Phase
- Flip Phase
- Fishing Phase
- Farming Phase
- Build Phase
- Piracy Phase
- Rebellion Phase
- Hurricane Phase
- Score Phase

Census Phase

Gain 25 Population

- -5 per Factory
- +10 for Hospital
- -5 if Food Shortage
- -5 if Housing Shortage
- +5 on first 10 Turns of game

Taxes Phase

Gain 1 Gold Bar per 100 Population.

Industry Phase

Gain 4 Gold Bars per Factory If there is a School, Factories earn +1 If there is a Hospital, Factories earn +1

Housing Phase

Each Housing card provides Housing for 500 Population. If not enough Housing is available, there is a Housing Shortage.

Food Phase

Each Fishing Boat & Crops card provides Food for 500 Population. If not enough Food is available, there is a Food Shortage.

Flip Phase

Flip over the top card of your deck. This is the NEW card.

Fishing Phase

If the New card is a Fish card, each Fishing Boat earns 1D6 Gold Bars.

Farming Phase

If the New card is a Rain card, each Crop earns 1 Gold Bar.

Build Phase

If the New card is a Building, Boat, or Crops, you may pay for it & put it into play. You may also pay for (rebuild) any Buildings, Boats, or Crops in your discard pile.

Piracy Phase

If the New card is a Pirate, roll 1D6:

D6	Result
1-5	Nothing
6	A Fishing Boat is destroyed

Roll Modifiers:

- -1 per PT Boat you own
- +1 per Fishing Boat you own after the first.

Rebel Phase

If the New card is a Rebel, roll 1D6:

D6	Result
1-5	Nothing
6	Rebellion

Roll Modifiers:

- -1 per Fort you own
- -1 for the School
- +1 for Housing Shortage
- +1 for Food Shortage

- +1 per Factory If there is a Rebellion, lose half your Gold & half your Score.

Hurricane Phase

If the new card is a Hurricane one random crop, building, or boat is destroyed on a roll of 5+ on 1D6.

Score Phase

Scoring is cumulative. Add to your running score: The Gold you earned this turn.

Card List

Card Name	#	Cost
Fort	2	50
Factory	4	40
Crops	8	25
School	1	35
Hospital	1	75
Housing	8	60
PT Boat	2	40

Card Name	#	Cost
Fishing Boat	4	25
Rebels	4	-
Pirates	2	-
Hurricane	2	-
Rain	8	-
Fish	8	-

Number of cards in deck





War Fair

Introduction

2-6 player Card Game. Players are Arms Dealers out to make big profits.

Object

Have the most money at the end of the game.

The Deck

There are 76 cards in the deck. There are 5 types of cards: Weapons, Sellers, Buyers, Interception, Evasion

Other Materials

Use play money to represent profits.

Setup

Each player starts with 5 cards. Randomly determine turn order.

Turn Sequence

Players take turns. Draw Phase Deal Phase Intercept Phase Profit Phase

Weapon Card List

Weapon Type:	#	1	2	3	4	5
Chemical	9	5	15	30	50	75
Biological	8	10	25	45	70	100
Conventional	10	15	35	60	90	125

Number of that card in the deck.

Seller Card List

Country:	#	Profit	Cannot Sell to:
USA	4	+10%	Iraq
USSR	3	-5%	Afghanistan
China	1	-5%	North Korea

Buyer Card List

Draw Phase

Draw one card. If there are no cards left in the deck, the game is over. You can have a maximum of 7 cards in your hand.

Discard excess cards.

Deal Phase

You may trade cards with other players. You may pass the rest of the turn or lay down a 'Deal' face up. A deal must include a seller card, a buyer card, and one or more Weapons cards of the same type.

Intercept Phase

Other players may play Intercept cards from their hands. You may play Evasion cards from your hand to counter the Intercept cards on a one to one basis. If more Intercept cards are played than Evasion cards, the Deal is discarded and the profit phase is skipped.

Profit Phase

If your deal was not intercepted you make a profit equal to the progression table incorporated into the Weapon card list. For example: If your deal had one Chemical card you would make \$5. If your deal had 4 Missile cards you would make \$110.

Some buyers and sellers will increase or decrease your profits. Discard your deal and draw one card.

Weapon Type:	#	1	2	3	4	5
Missile	7	20	45	75	110	150
Nuclear	6	25	55	90	130	175

Country:	#	Profit	Cannot Sell to:
France	2	—	Angola
UK	2	—	—

Country:	#	Profit
India	2	+10%
Iraq	2	—
Afghanistan	2	-5%

Country:	#	Profit
Iran	2	—
North Korea	2	+5%
Angola	2	-10%

Interception Card List

Agency:	#	Cannot be Evaded by:
CIA	2	Front Company
FBI	2	Staging Post
Interpol	2	Diplomatic Immunity

Evasion Card List

Ploy:	#
Staging Post	2
Front Company	2
Diplomatic Immunity	2

Cardset Available!





War Jhong

Introduction

Card game for 2-4+ players.

Victory

Be the first player to accumulate 100 Victory Points. Points are scored for each hand when a player goes out. A player goes out by making 4 sets of 3 cards each.

Only the player that went out scores points.

The Deck

Players share a common deck

Suits

There are 3 Common Suits:

- Infantry, Archers, & Cavalry Common Suit cards are numbered 1-9 and have 3 copies of each number. There are 2 Honor Suits:
- Junks & Forts Honor Suits are not numbered.
- There are 16 Junks & 9 Forts
- There are 2 Special Suits: Generals & Tactics
There are 8 Generals & 6 Tactics Each General is worth 1 Victory Point when discarded. Tactics cards are Wild cards and can be used in place of any Common or Honor card.

Setup

Each player is dealt 12 cards. The player who won the last game goes first. Play proceeds to the right.

Scoring Chart

Scoring Combo	(Victory Points)	Notes:
Going Out	(1)	1 point for Going Out
Double Formation	(3)	2 Formations have the same number sequences
Triple Formation	(9)	3 Formations have the same number sequences
High/Low	(5)	4 Formations have numbers 1-5 or 5-9.
Fleet	(2)	1 Formation of Junks
Double Fleet	(4)	2 Formations of Junks
Triple Fleet	(8)	3 Formations of Junks
Armada	(16)	4 Formations of Junks
Wall	(3)	1 Formation of Forts
Border Wall	(9)	2 Formations of Forts
Great Wall	(27)	3 Formations of Forts

Sequence Of Play

On your turn, draw a card from the top of the deck. Add it to your hand. At the end of your turn, you must either go out, or discard 1 card.

Formations

A Formation is a set of 3 cards:

- Sequence: 3 consecutive Common cards of the same suit
- Triplet: 3 Common cards of the same suit with the same number
- 3 matching Honor cards
- 3 matching Tactics cards

Going Out

You go-out when you have 4 Formations. (Combined in your hand & face-up in front of you)

Attacks

You may take a discard & immediately use it to Go-Out or make a Formation The Formation must be played face-up on the table in front of you. You must then discard a card & play proceeds to your right. If more than one player claims the discard, the player whose turn is Most soon to be next gets it.

Scoring

If you went out, you may score your hand. Several Scoring Combos may apply to your hand, and all may be counted.

Scoring Combo	(Victory Points)	Notes:
Great Formation	(6)	4 Formation of the same Common Suit
General	(1)	Get 1 VP per General you discarded this hand
All Triplets	(4)	4 Common Formations are Triplets
All Sequences	(4)	4 Common Formations are Sequences
Identical Double Formation	(6)	2 Formations same Common Suit & Numbers
Identical Triple Formation	(18)	3 Formations same Common Suit & Numbers
Split Army	(3)	2 Formations from 2 Common suits
Grand Formation	(10)	Complete run of sequences from 1-9 in same Suit
Grand Maneuver	(7)	3 Formations same Common Suit & 1 Honor Suit
Ruse	(5)	1 Formation of Tactics cards
Great Ruse	(25)	2 Formations of Tactics cards
Diplomatic Solution	(2)	No Formations & all cards in same suit 3 digits apart

Card List

Card Name:	#	Card Name:	#
Infantry 1	3	Archers 8	3
Infantry 2	3	Archers 9	3
Infantry 3	3	Cavalry 1	3
Infantry 4	3	Cavalry 2	3
Infantry 5	3	Cavalry 3	3
Infantry 6	3	Cavalry 4	3
Infantry 7	3	Cavalry 5	3
Infantry 8	3	Cavalry 6	3
Infantry 9	3	Cavalry 7	3
Archers 1	3	Cavalry 8	3
Archers 2	3	Cavalry 9	3
Archers 3	3	Junks	16
Archers 4	3	Forts	9
Archers 5	3	Generals	8
Archers 6	3	Tactics	6
Archers 7	3		





Wargammon

Introduction

Two player abstract strategy board game. Variant of Backgammon

Equipment

Checker Board (64 spaces) 16 red checkers 16 black checkers 2 six sided dice

Setup

Each player gets one set of 16 checkers. Each player has his own 'side of the board' On the back row of a players side, the player places a stack of 8 checkers in each of the two corner spaces Red moves first

Object

Be the first to move all of your checkers off the board past your opponents back row

Turn Sequence

Players take turns On your turn roll the two six sided dice You may move one checker twice or two checkers once a number of spaces equal to the dice rolls Checkers may be moved forward, to the left sideways, and to the right sideways Checkers may not be moved diagonally or backwards If one of your checkers lands on top of a single opponent's checker the opponent's checker is captured A stack of two or more checkers may not be captured A checker may not capture another checker on its second move A captured checker is immediately placed on top of one of its owners corner stacks by its owner A checker may not jump over any other checker or stack of checkers A checker moved off the board past the opponents back row is out of the game Rolling doubles allows the player to make 4 moves, just as in regular backgammon





Water Gun Fight

Introduction

Card game for 2+ players. Each player controls a group of Kids with Water guns.

Winning

The first player to soak 10 opposing Kids is the winner.

Water Drops

Use blue glass beads to represent water drops.

The Deck

Players share a common deck.

Dice

Six sided dice are needed.

Setup

Players roll 1D6. High roll goes first.

Capacity

This is how much Water Drops a Water Gun can hold.

Volume

This is how many Water Drops a Water Gun can shoot in one attack.

Hits

This is how wet a Kid can get before he is "Soaked": A kid with Water Drops on him = to his Hits is considered to be Soaked.

Filled-up

A Water Gun that is filled up will have Water Drops placed on it equal to its Capacity. A Water gun with no water drops on it is said to be Empty.

Turn Sequence

Players take turns. Each turn has 5 Phases.

- Refill Phase
- Draw Phase
- Recruit Phase
- Soak Phase
- End Phase

Refill Phase

A Kid who is Empty or Soaked has retreated and cannot Attack or be the target of attacks. A Soaked Kid Returns to play on a roll of 5 or greater on 1D6. This is called the Dry-off Roll.

Remove all water drops from the Kid. A Kid who is on Empty Returns to play on a roll of 5 or greater on 1D6 This is called the refill Roll. Fill the Water Gun with Water Drops to its Capacity.

Draw Phase

Draw 2 cards. If the Deck runs out shuffle the discard and draw from it.

Recruit Phase

You may put Kid cards from your hand into play under your control. Place them face up in front of you. You may attach a Water gun to each Kid.

A Kid may have a Max of 1 Water gun attached. A Water gun just put into play will be filled-up.

Soak Phase

Your Kids may attack. Only Kids who are not Soaked and have a loaded Water Gun may attack. Remove the Shot Water Drops from the Gun equal to the Guns Volume.

To attack, roll 1D6 and add the Volume of the Water Gun. This is the Attack Roll. If the modified result is 6 or higher, the attack hits.

If it is a hit put the Shot Water Drops on the Target Kid.

End Phase

Max hand size is 5 cards. Discard excess cards.

Water Balloons

Use Tokens to represent Water Balloons A Water Balloon hits on a roll of 5+ on 1D6. If hit by a Water Balloon, a Kid will get 1D6 Water Drops.

Card List Notation

Number of Copies of Card in Deck

W Water Gun

K Kid

H Hits

C Capacity

V Volume

M Modifier = Attach this card to a Water Gun just put in play

E Event

Min Cannot be attached to kids with 5 or more Hits

Max Cannot be attached to kids with 4 or less Hits

Shield = Attack Rolls against this Kid are at -1

Stream = This Gun may make up to 2 attacks per turn

Splash = This Gun may make a Double Volume Attack

WPIP When put in Play

Water Gun Card List

Card Name	V	C	Notes
Mini-Water Gun	1	2	Min
Squirt Gun	1	3	Min
Water Squirter	1	3	
Character Gun	1	3	
Animal Gun	1	3	Min
Water Pistol	1	4	
Water Luger	1	4	
Water Uzi	1	6	
Water Space Gun	1	4	
Water Ray Gun	1	4	
Spray Gun	2	4	Splash
Magnum Water Gun	2	6	

Card Name	V	C	Notes
Liquidator	2	6	Stream
Pump Squirt Gun	2	8	Splash
Mega-Water Gun	2	10	
Stream Machine	3	6	Max Stream
Super Soaker	3	9	Max Stream
Water Blaster	3	12	Max
Water Cannon	4	8	Max
Bazooka Water Gun	4	12	Max Splash
Shield Water Gun	2	8	Max Shield Stream
Shield Blaster	3	9	Max Shield
Shield Mega Blaster	3	6	Max Shield Splash

Kid Card List

Card Name	H	Notes
Crybaby	2	Put in play under opponents control
Wus Kid	3	-1 to attacks with Water Balloons
Runt Kid	3	-1 to Attacks vs this Kid
Little Kid	3	-1 to Dry-off Rolls
Cute Kid	4	Always the last Kid to be Attacked
Special Ed Kid	4	-1 to Refill Rolls
Screaming Kid	4	Opponents Hand Size -1
Scardey-Cat Kid	4	-1 to Hit & to be Hit
Fast Kid	4	May attack twice per turn
Mean Kid	5	+1 to Attack Roll
Rat Fink Kid	5	WPIP steal 2 cards from opponent
Oblivious Kid	5	+1 to attacks vs this Kid
Clumsy Kid	5	-1 to Attacks
Laughing Kid	6	+1 to Hit & to be Hit
Bully Kid	6	WPIP discard Kid with less Hits
Commando Kid	7	He may attach 2 Water Guns
Control Freak Kid	7	WPIP Draw 3 cards
Fat Kid	8	-1 to Dry-off Rolls
Big Kid	8	WPIP he gets 1D6 Water Balloons
Older Kid	9	+1 to Refill Rolls
Teenager	10	Your Hand Size is +1
High-School Kid	10	+1 to Hit with Water Balloons

Action Card List

Card Name	Type	Notes
Pump Action	M	Water Gun gets V+1
Double Barrel	M	Water Gun gets V+1
Motorized	M	Water Gun gets V+1
Rapid Fire	M	Water Gun gets V+1
Cylindrical Reservoir	M	Water Gun gets C+6
Water Clips	M	Water Gun gets C+6
Water Tank	M	Water Gun gets C+6
Water Pack	M	Water Gun gets C+6
Broken	E	Discard target Water Gun
Time to Go Home	E	Discard target Kid
Lunch Time	E	Each player must discard 1 Kid
Face Shot	E	Hit Kid is Automatically Soaked
Quick Getaway	E	Attack Roll gets -3
Point Blank	E	Attack Roll gets +3
Extreme Short Range	E	Attack Roll gets +3
Long Range Attack	E	Attack Roll gets -3
Hit & Run	E	Attack Roll gets -2 or +2
Duck	E	Attack Roll gets -3
Dodge	E	Attack Roll gets -3
Ambush	E	Attack Roll gets +3
Kamikaze Attack	E	Target Kid gets an extra Attack
Find Cover	E	Attack Roll gets -3
Surprise Attack	E	Attack Roll gets +3
Double Team	E	All Attack Rolls vs Target Kid at +2
Switch Sides	E	Take control of Target Kid
Water Balloon Lob	E	Distribute 1D6 Water Balloons to your Kids
Water Balloon Fling	E	Distribute 1D6 Water Balloons to your Kids
Water Balloon Hurl	E	Distribute 1D6 Water Balloons to your Kids
Half Filled	E	Remove 1D6 Water Drops from Target Gun
Wild Shots	E	Remove 1D6 Water Drops from Target Gun
Water Waster	E	Remove 1D6 Water Drops from Target Gun
Shot in the Back	E	Attack Roll gets +3
Water Bomb	E	Distribute 1D6 Water Balloons to your Kids
I Have A Plan	E	Draw 3 cards
Temporary Truce	E	No one may attack in their next attack phase
Garden Hose	E	Refill Roll +3
Submerged	E	Refill Roll +3
Towel Dry	E	Dry-off Roll +3
Spare Shirt	E	Dry-off Roll +3





Wildcat Soccer

Introduction

Card & Record-Keeping game for 2 players. Simulation of League Soccer game with team player ages 5-6. At this age there are no positions.

The game is divided into four periods each lasting 12 minutes. The Coaches are on the field directing traffic. The players often go the wrong way & need frequent water breaks.

No one really keeps score. All players get juice & chips at the end of the match.

Victory

Score the most Goals by the end of the game.

The Decks

There are 3 common Decks:

1. The Coach Deck (4 cards)
2. The Kids Deck (20 cards)
3. The Action Deck

The Action Deck

The Action deck has 6 card types:

- M** Movement (Used to set up a shot)
- P** Possession (Used to take control of the ball)
- G** Goal (Used to score a goal)
- B** Block (Used to negate a Goal card after it is played)
- S** Substitution (Used to cause target kid to be put on the Bench)
- O** Out (Used to Immediately End the Action Phase)
- L** Lost Opportunity (These cards do nothing)

Setup

Each player draws 1 Coach card and 10 Kid cards. (Or draw 2 Coaches - second one is the "Assistant" Coach) Put 5 of your kids on the field.

Rounds

The game is divided into Rounds. Each round is equal to 2 minutes. There are 6 rounds in a period.

Field & Bench

At all times: 5 of your kids will be on the Field. (Face up in line towards the center of the table) The other 5 will be on the Bench. (Face up in line closer to you)

Round Sequence

Each round is divided into 8 phases: Bench Phase Coach Phase Running Phase Control Phase Kicking Phase Defense Phase Possession Phase Action Phase

Bench Phase

In the first Bench phase of a New Period both players must switch all Kids currently on the Bench with all kids currently on the Field.

Coach Phase

Both players draw 6 Action cards.

Running Phase

Add up the Speed score of all your Kids on the Field. The side with the higher score gets to draw an extra Action card.

Control Phase

Add up the Control score of all your Kids on the Field. The side with the higher score gets to draw an extra Action card.

Kicking Phase

Add up the Kick score of all your Kids on the Field. The side with the higher score gets to draw an extra Action card.

Defense Phase

Add up the Defense score of all your Kids on the Field. The side with the higher score gets to draw an extra Action card.

Possession Phase

Players flip a coin to see who gets possession of the Ball.

Action Phase

Players take turns. The Player with Possession gets first turn. On your turn, you may play 1 Action card: You may play a Movement card only if you have Possession of the Ball.

If you don't currently possess the ball, you may play a Possession card to take possession of it. You may play a Goal card if you have possession of the ball and you played a Movement card on your last turn. If your

opponent played a Goal card last turn, you may play a Block card to negate it.

An unblocked Goal card scores a Goal. (Keep track of Goals) You may play a Substitution card to cause

a target kid to be put on the Bench. The other player immediately replaces him with another Kid from the Bench. You may play an Out card to Immediately End the Action Phase.

Action Deck Card List

Card Name:	Type	#
Kick	M	2
Pass	M	2
Good Control	M	2
Run	M	2
Turn It Around	P	1
Lose Control	P	1
Kick the Wrong Way	P	1
Steal	P	1
Goal	G	4
Score	G	4

Card Name:	Type	#
Block	B	2
Defense	B	2
Lost Shoe	S	1
Needs Water Break	S	1
Trip & Fall	S	1
Crying for Mommy	S	1
Day Dreaming	L	1
Out of Position	L	1
Kick it out	O	1
Out of Bounds	O	1

Number of copies of that card in the deck.

Kids Deck Card List

Name:	Speed	Control	Kicking	Defense	Notes:
Joe	2	3	3	5	Loves the Game
Simon	3	1	3	3	Daydreamer
Niki	4	4	4	3	Bounce to his Step
Armond	5	2	3	4	Racehorse
Randy	2	1	2	2	Shrimp, Coaches Son
Gonzo	3	2	2	3	Complainer
Danny	3	2	4	2	Class Clown
Josh	2	3	3	4	The Little General
Brian	3	3	4	3	Show Off
Anthony	2	3	3	3	Short, Powerful
Katie	4	4	3	4	Tomboy
Lorna	2	1	5	3	Foul Mouthed
Hannah	2	2	1	2	Fragile
Jonathan	4	3	4	3	Tall & Lanky
Richard	3	4	2	2	Neurotic
Phillip	2	3	2	3	Slow, Gland Problem
Jimmy	3	2	2	4	Skinny Kid
Rony	3	3	3	3	Bushy Haired
Mike	2	3	1	2	Nerd
Grahm	2	4	3	3	Tall Geek

Coach Deck Card List

Name:	Notes:
Randy	All Kids get +1 to their Control Rating. (Drill, Drill, Drill)
Crawford	Can use Out cards as Block cards. (Kick it out Defensive Tactic)
Martinez	Can always Substitute 1 of his own kids in Bench Phase. (Makes Parents Mad)
Mickey	In Setup switch 2 Kids with opponent. (Maintains last years teams best players)

Notes

Be sure to name your team (Sharks, Strikers, etc.)
Uniform Color & Design too.





Word Poker

Create a deck of cards. Each card has 1 letter on its face

Deck Composition

CARD	COPIES	CARD	COPIES
A	3	N	2
B	1	O	3
C	2	P	1
D	1	Q	1
E	4	R	2
F	1	S	2
G	1	T	2
H	1	U	3
I	3	V	1
J	1	W	1
K	1	X/Z	1
L	1	Y	3
M	2	WILD	3

Word Poker

Play proceeds like 7 card draw Players are each dealt 7 cards They may keep what they like and discard the rest in exchange for one set of replacements

Players try to form words with the cards in their hands Proper names are not allowed. Spelling counts The player with the longest word(s) wins the pot Tied hands split the pot

WORD RANKS	POINT VALUES
3 Letter word	9
Two 3 Letter words	–
4 Letter word	16
4 Letter word & 3 Letter word	–

WORD RANKS	POINT VALUES
5 Letter word	25
6 Letter word	36
7 Letter word	49

Word Rummy

Play proceeds like Gin Rummy Players are each dealt 7 cards On their turn a player may draw the top card from the deck or the face up discard Players place words they create face down on their side of the table.

These cards are out of play If a player has more than seven cards in his hand he must discard at the end of his turn If a player empties his hand the round is over Players get points for the words they made minus the number of cards in their hands





World Powers

Introduction

Card, Bidding, and Stock Ownership Game for 2-6+ players.

Premise

Each player is a large Multinational Corporation. Players invest in different World Powers.

World Powers

World Powers (WP) represent Nations and whole Regions. There are 9 different World Powers players can invest in.

Treasury Tokens

The basic monetary unit is the Treasury Token (TT).

Winning

The player with the most TT at the end of the game is the winner.

Game End

The Game ends when the turn track reaches 20.

Random World Power Table

1D10	Power:
1.	USA
2.	Japan
3.	China
4.	Russia
5.	Europe

Setup

Each player starts with 10 TT. Players roll high on 1D10 to see who goes first. Play proceeds clockwise. The player who is last assumes to role of the Time

WP	Starting Value
USA	6
Japan	3
China	4
Russia	2
Europe	5

Turn Sequence

Players take turns. Each turn has 6 Phases:
1. Opportunity Phase

Tracks

There are 10 tracks: 1 for each World Power and the Turn Track. Each track goes from 0 to 20.

Value Markers

For each Track there is a Value Marker. The Value Markers can all be identical.

Share Markers

Each player has a set of 9 Share Markers (SM) of a unique color. Each player places 1 SM on each World Power Track to indicate how Many shares in that WP he owns.

Dice

A 10 sided die is needed (1D10)

The Deck

Players share a common deck. The deck has 63 cards. There are 7 cards for each of the 9 World Powers: USA, Japan, China, Russia, Europe, Middle East, Africa, South America, India

1D10	Power:
6.	Middle East
7.	Africa
8.	South America
9.	India
0.	Pick One

Keeper. Players start owning zero shares. The Value Marker for the Turn Track starts on 1.

Value Markers for each World Power are placed as follows:

WP	Starting Value
Middle East	2
Africa	1
South America	1
India	3

- 2. Action Phase
- 3. Dividend Phase
- 4. Progress Phase

5. Crisis Phase
6. End Phase

Opportunity Phase

Draw 4 cards from the deck. If the deck runs out, shuffle the discard and draw from it. Place them face up in front of you.

These are called the Draw cards.

Action Phase

You must take 4 set actions. You may take them in any order. The 4 set actions are:

1. Investment Action
2. Auction Action
3. Finance Action
4. Profit Action

Investment Action

You may discard 1 draw card to buy 1 share of the Power indicated. You must pay TT equal to the current value of the Power. Move your Share marker up one space on that Powers Track.

You may also decide not to invest: Simply discard a draw card.

Auction Action

You must auction off 1 draw card. You do not bid on the auction card but the other players do. Minimum bid is equal to the powers current value.

Bidding runs clockwise. A Player must bid higher than the current bid or drop out. The winner of the bid pays you TT equal to the bid.

Other players keep their TT. The bid winner discards the card and gains 1 share of the auctioned Power. If no player offers a bid, you may buy it yourself for its current value.

If no one wants it, it is discarded.

Finance Action

Discard 1 draw card to increase that Powers Value by 1. Move the Powers value marker up 1 space on its Track.

Profit Action

Discard 1 draw card to gain TT equal to its value.

Dividend Phase

Roll on the Random World Power Table. The player with the most Stocks in that Power gains TT equal to the current value of that power. If tied, players share the TT. (Round Down) Second place gets half the TT of the current value. (Round Down)

Progress Phase

Roll on the Random World Power Table. The Value of the indicated Power increases by 1.

Crisis Phase

Roll on the Random World Power Table. The Value of the indicated Power decreases by 1. (Minimum Zero)

End Phase

If it is the Time Keepers turn, move the marker on the Turn Track up by 1.





Wreckers

Introduction

Players are Maritime Salvage Companies searching the World's waters for Treasure laden Shipwrecks. Card game for 2-4+ players.

Victory

At the end of 10 Rounds, the player with the most Money Wins. If tied in money, the player with the most Discovery Tokens wins.

The Deck

Players share a common deck. It is important in this game that cards not be damaged or otherwise marked.

Card Types

There are 7 card types: Search, Investor, Location, Controversy, Expenses, Wreck, and Delay.

Money

Use coins for Money. (Spanish Doubloons if you have them) The Basic Denomination is 1 Million Dollars.

Discovery Tokens

Use Poker Chips for Discovery Tokens.

Setup

Each player starts with an investment of \$10 Million Dollars.

Card Picked:	Go Again:	Phase Ends:	Notes:
Wreck	No	No	Keep the Wreck card
Location	No	Yes	-
Search	Yes	No	-
Controversy	No	No	-
Expense	Yes	No	Lose 2 Million
Delay	No	No	Lose 1 Million
Investor	Yes	No	Gain 5 Million

Keep all Wrecks you find in a Victory Pile next to you. If you pick a Search, Expense, or Investor card from your opponent's hand you may Immediately take another turn. If you draw a Location card you may take no more turns this Phase.

If on your turn, you have no Search cards left in your hand, you must pass. The Phase ends when all

Rounds, Phases, And Turns

Play proceeds in Rounds. Rounds are divided into Phases. Some Phases are further sub-divided into Player Turns.

One Round represents one Year.

Round Sequence

A Round is divided into 3 Phases:

1. Draw Phase
2. Search Phase
3. End Phase

Draw Phase

Shuffle the Deck. Each player draws a hand of 10 cards. (Beginning Hand Size limit = 10) Players then cut the remainder of the deck.

The player who cuts to the highest value wreck goes first in Search Phase. You may spend 20 Million once per Round to permanently increase your Hand size by +1.

Search Phase

In search phase players take turns. Play proceeds clockwise. (Note: Each player may have multiple turns in this Phase) On your turn discard a Search card and pick one random card from any Opponent's hand. (Players fan their hands out face down) What happens next depends on what type of card they Pick:

players have used up all their Search cards.

End Phase

Players discard their hands. Each player loses 1 Million dollars (Basic expenses).

Bankruptcy

If you go to zero or less Money, you are Bankrupt. In a 2 player game the other player wins. In a Multi-player game, you may reenter play as a "New" player in 2 Rounds.

War Graves

Note that some Military Wrecks have low monetary values. This is because they still belong to their respective governments and may not be Disturbed unless a

deal can be made with that government.

Card List Notation

S Search
I Investor
L Location
C Controversy
E Expense
W Wreck
D Delay

Common Deck Card List

Name:	Type	Millions	Discovery
Derelict	W	-	1
Airplane	W	-	1
Barge	W	-	1
Cargo Ship	W	2	1
Trading Ship	W	3	4
Wooden Ship	W	4	4
Freighter	W	1	1
Merchant Ship	W	5	5
17th century Ship	W	1	5
German U-Boat	W	-	3
WW I Ship	W	-	2
WW II Ship	W	-	2
Soviet Nuclear Sub	W	-	10
Ship Graveyard	W	7	10
Colonial Wreck	W	2	5
Pirate Ship	W	6	8
British Warship	W	4	12
Viking Longboat	W	8	15
Mexican Silver	W	25	5
Sunken Treasure	W	50	6
Portuguese Wreck	W	100	8
Pieces of Eight	W	200	10
Gold Coins	W	300	10
Spanish Galleon	W	400	12
Treasure Ship	W	500	15
English Channel	L	-	
Caribbean	L	-	
North Sea	L	-	
Mediterranean	L	-	
Straights of Gibraltar	L	-	
Spanish Waters	L	-	
Florida Keys	L	-	
Barbary Coast	L	-	
Indian Ocean	L	-	
Atlantic Ocean	L	-	
Pacific Ocean	L	-	
Red Sea	L	-	
Black Sea	L	-	
Collectors	I	-	

Name:	Type	Millions	Discovery
Dropped Coin	I	-	
Wall Street	I	-	
Companies	I	-	
Celebrity Treasure Hunter	I	-	
Wrecking	S	-	
International Waters	S	-	
Scour the Seabed	S	-	
Underwater Robots	S	-	
Remote Operated Vehicles	S	-	
Treasure Hunting	S	-	
Secure a Deal	S	-	
Excavation	S	-	
Search the Ocean Floor	S	-	
Survey	S	-	
Photo Mosaic	S	-	
Discovery	S	-	
Underwater Salvage	S	-	
Promising Target	S	-	
Researchers	S	-	
Historical Archives	S	-	
Divers	S	-	
Zoom In	S	-	
Crack Team	S	-	
Site Mapping	S	-	
Recovery Mission	S	-	
Conservation Effort	S	-	
Identify Wreck	S	-	
Research Vessel	S	-	
Unsavory Reputation	C	-	
Archeologist's Criticism	C	-	
Politicians	C	-	
Sovereignty Claims	C	-	
Accusations of Looting	C	-	
Nationalist Fury	C	-	
Museum Directors	C	-	
Competing Salvagers	C	-	
Legal Claims	E	-	
Admiralty Lawyers	E	-	
Lawsuits	E	-	
Official Problems	D	-	
Minister of Culture	D	-	
Mishap	D	-	
Seizure	D	-	
Inspections	D	-	
Ship Detained	D	-	





Young Wizards Duel

Introduction

Card Game for 2+ players. Fantasy Combat Theme.
Educational: Basic Math Skills for ages 6-8+

Victory

Reduce your opponents to zero Magic Points.

Magic Points

Each player starts with 25 Magic Points (MPs). If you lose all your MPs you lose the game. Use change (coins) to keep track of MPs.

The Deck

Players share a common deck. The deck has 50 cards. The deck has 5 Suites and 10 cards in each Suite.

The Suites are:

1. Fire Ball
2. Lightning Bolt
3. Heal
4. Shield
5. Creatures

Each card has a numerical force value (level) ranging from 1 to 10.

Fireballs

Fire Balls (FBs) do damage equal to their level. FBs can target your opponent. Your opponent loses Magic Points when hit by a FB equal to the level of the FB.

FBs can also target Creatures. If the FB level is equal to or greater than the level of the Creature, the Creature is discarded. You can only play FBs on your own turn.

FBs are discarded immediately after being played.

Lightning Bolts

Lightning Bolts (LBs) do damage equal to their level. LBs can target your opponent. Your opponent loses Magic Points when hit by a LB equal to the level of the LB.

LBs can also target Creatures. If the LB level is equal to or greater than the level of the Creature, the Creature is discarded. You can only play LBs on your own turn.

LBs are discarded immediately after being played.

Heal Cards

When you play a Heal Card (HC), you regain lost MP equal to the level of the HC. You cannot have more MP than 25. You can only play HCs on your own turn.

HCs are discarded immediately after being played.

Shield Cards

You may play Shield Cards (SCs) to negate damage caused by FBs, LBs, and Creatures. Damage prevented is equal to the level of the SC. You can only play SCs on your opponent's turn.

SCs are discarded immediately after being played.

Creature Cards

Creature cards (CCs) when played stay in play face up until damage is done to them, causing them to be discarded. Each turn in your Creature Phase, each of your Creatures does damage equal to their level to your Opponent, or a target opponent's Creature.

Setup

Each player is dealt 5 cards. The youngest player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Draw Phase
2. Action Phase
3. Creature Phase
4. End Phase

Draw Phase

Draw 2 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Action Phase

You may do one of 4 Actions:

1. Play one or more Fireball cards
2. Play one or more Lightning Bolt cards
3. Play one or more Heal cards
4. Play one Creature card

Your opponent may play Shield cards to prevent damage done by FBs & LBs

Creature Phase

Each of your Creatures does damage equal to their level to your Opponent, or a target opponent's Creature. Your opponent may play Shield cards to prevent

damage done by Creatures.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List

Card Name:	Level:	Notes:
Fire Ball	1	
Fire Ball	2	
Fire Ball	3	
Fire Ball	4	
Fire Ball	5	
Fire Ball	6	
Fire Ball	7	
Fire Ball	8	
Fire Ball	9	
Fire Ball	10	
Lightning Bolt	1	
Lightning Bolt	2	
Lightning Bolt	3	
Lightning Bolt	4	
Lightning Bolt	5	
Lightning Bolt	6	
Lightning Bolt	7	
Lightning Bolt	8	
Lightning Bolt	9	
Lightning Bolt	10	
Heal	1	
Heal	2	
Heal	3	
Heal	4	
Heal	5	

Card Name:	Level:	Notes:
Heal	6	
Heal	7	
Heal	8	
Heal	9	
Heal	10	
Shield	1	
Shield	2	
Shield	3	
Shield	4	
Shield	5	
Shield	6	
Shield	7	
Shield	8	
Shield	9	
Shield	10	
Creature	1	Spider
Creature	2	Goblin
Creature	3	Wolf
Creature	4	Lion
Creature	5	Troll
Creature	6	Minotaur
Creature	7	Knight
Creature	8	Unicorn
Creature	9	Giant
Creature	10	Dragon

Enchantresses Duel

Variant intended for 2 sisters.

Each of the girls has a deck and cards are not mixed (Magic wise)

Each deck is made up exactly with the same cards but ...

The shield card is with the picture of the girls (ie, the need for two sets!)

The heal card is with the picture of the girl's mother ... kinna sneaky I know

I have replaced the goblin card with a dog card ... so now each girl has her own dog on the card (again, the need for two sets)

One of the "knight" cards has been replaced with a "amazon" card since one of the girls is an amazon fan.

Ciao from Italy Angelo Tamburello



Warpspawn Cast

Lloyd Krassner Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

Gottardo Zancani (Zak)

Janne Thorne

Jason Newell Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

Peter Cobcroft (Curufea)

Markus Salo Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

Mike Marinos

Ian Milnes

Tom Higgins Tom features Warpspawn games in his zine Countermoves. tomwhore@wsmf.org
Warpspawn Rules

Rabbidgerbal

David Ashton

Michael Callahan

Peter Schutze

Brian Train

Peter L. de Rosa

Frederic Moll

Ronald Pehr

Jörg Hansen

Mike Murgatroyd

Emmanuel Delva

Geo Gibson

Dragyn

Jon Parshall

Dana Darby

Wolfhvl (Matt R.)

Joe Nixon

Mike Mifrin

Aaron Dalton

Walt O'Hara

Dave Sanborn

Steven Cranmer

Tryvor J. Phillips

Dave Stattler

Patrick Bunch

C Gerard Luft

Alexander Herklotz

Patrick H. Lewis

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawN