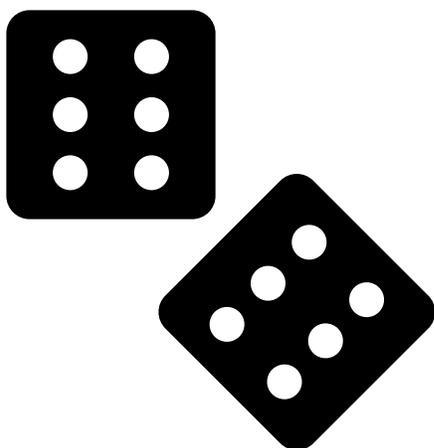


Good practices catalogue



Co-funded by the Erasmus+ Programme of the European Union

Playing to learn – Learning to play Erasmus+ Strategic Partnership

2018-2-ES02-KA205-011804



ITALY



POLAND



SPAIN



1. Mamma Mia!

Find more info online at:

<https://boardgamegeek.com/boardgame/49/mamma-mia#>

This is a good example of: **Traditional Games**



Description:

Designer Uwe Rosenberg has a talent for dreaming up new and inventive card games, and Mamma Mia! is a perfect example of this talent, with players placing pizza ingredients into a combined pool, then trying to time their pizza baking in order to make use of what's available in the kitchen.

Each player starts the game with eight different pizza orders to fill, with one of those order cards in hand; each player also starts with a hand of ingredient cards (showing pepperoni, mushroom, pineapple, green pepper or olive). On a turn, a player lays down one or more ingredient cards of a single type into a common stack, then optionally adds a pizza order card to that stack. He then refills his hand by drawing as many cards as he played from either the shared ingredient deck or his own order deck.

After the draw pile is exhausted, the shared pile of cards is flipped over and sorted by ingredients until an order comes up. If enough ingredient cards are available to fill that order, the owner scores it; if not, the player can make up the difference by playing cards from his hand (and thereby scoring the order) or else return the card to the bottom of his order deck.

Once all the orders are scored or returned, shuffle the ingredients used in pizzas and start another round of play. After three complete rounds, the player who's filled the most orders wins!

Players	2-5	Duration(min)	30
Age	+10	Complexity (max. 5)	1,37

2. Subbuteo

Find more info online at:

<https://boardgamegeek.com/boardgame/3720/subbuteo#>

This is a good example of: **Traditional Games**



Description:

Subbuteo is a classic finger-flicking football-simulation action game. It is played on a large cloth playing field called a "pitch", with teams of miniature football players mounted on smooth round bases. The football players are made to kick the ball by flicking their bases, which causes them to slide around on the pitch, hitting the ball. The rules simulate nearly all details of a soccer game including ball possession and passing, throw-ins, goal kicks and corner kicks. There is even a large section in the rules devoted to fouling.

Far more popular in European countries than in the United States, this game allows collectors to buy teams of football players representing dozens of teams and countries from around the world, along with soccer stadium enhancements such as stands filled with cheering fans, referees that stand on the sidelines, even stadium lights.

Players	2	Duration(min)	20
Age	+6	Complexity (max. 5)	1,84

3. Spago Spaghetti

Find more info online at:

<https://boardgamegeek.com/boardgame/10291/ready-set-spaghetti#>

This is a good example of: **Traditional Games**



Description:

Each player selects a fork and sits in front of it. Each player takes his or her matching color spaghetti and holds it loosely over the center of the gameboard. The players then call out "Ready! Set! Spaghetti!" and everyone drops their spaghetti into the middle of the plate at the same time. The other ingredients are placed randomly into the holes of the plate. All players turn their forks to take the slack out of their spaghetti.

The youngest player goes first. On your turn roll the die and remove the ingredient shown by it. This ingredient is placed out of play. When a player roll a free choice, any of the ingredients may be removed. Try to remove an ingredient that will loosen your spaghetti, without helping the other players. As soon as an ingredient is removed, the player yells "Spaghetti!" and all players take their forks. The players try to wind up their spaghetti.

Then the next turn starts.

The first player to twirl up all of his or her spaghetti wins.

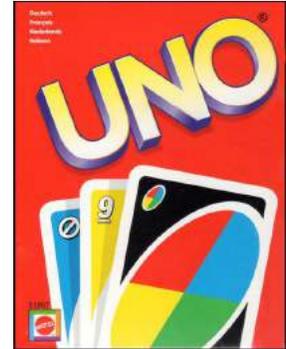
Players	2-4	Duration(min)	10
Age	+6	Complexity (max. 5)	1,00

4. UNO

Find more info online at:

<https://boardgamegeek.com/boardgame/2223/uno#>

This is a good example of: **Traditional Games**



Description:

Players race to empty their hands and catch opposing players with cards left in theirs, which score points. In turns, players attempt to play a card by matching its color, number, or word to the topmost card on the discard pile. If unable to play, players draw a card from the draw pile, and if still unable to play, they pass their turn. Wild and special cards spice things up a bit.

UNO is a commercial version of Crazy Eights, a public domain card game played with a standard deck of playing cards.

This entry includes all themed versions of UNO that do not include new cards.

Players	2-10	Duration(min)	30
Age	+6	Complexity (max. 5)	1,12

5. Boggle

Find more info online at:

<https://boardgamegeek.com/boardgame/1293/boggle#>

This is a good example of: **Traditional Games**



Description:

Boggle is a timed word game in which players have 3 minutes to find as many connected words as possible from the face up letters resting in a 16 cube grid. When the timer runs out, players compare their lists of words and remove any words found by multiple players. Points are then awarded for remaining words, depending on how many letters are in the word. (In the original Boggle, all words must contain 3 or more letters to score points.)

An example grid given in the French Canadian rules (of Deluxe Boggle) holds an amazing 459 words!

A number of variants have been produced by Parker Brothers over time, including Big Boggle (which uses a 5x5 grid of letters and forces players to search for longer words).

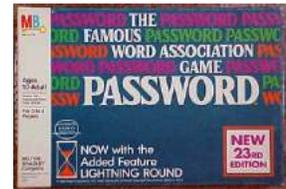
Players	1-8	Duration(min)	10
Age	+8	Complexity (max. 5)	1,51

6. Password

Find more info online at:

<https://boardgamegeek.com/boardgame/1549/password#>

This is a good example of: **Traditional Games**



Description:

Based on the classic game show that began in 1961, with many editions printed starting in 1962. Each edition featured a different set of words, although later anniversary editions used words from previous sets.

The object is for one person to get their teammate to say the password given a one-word clue for 10 points. Each time a clue is given, the other player can guess the password; if they get it right, the team scores. If they get it wrong, the other team gets to try for 9 points. This goes back and forth, with the word value continuing to decrease, until A) the word is guessed; B) ten clues are given without a correct guess; or C) the password is said by a clue-giver, in which case the word is thrown out.

Hyphenated words (i.e., "love-dovey") are considered two words, and hence are inadmissible.

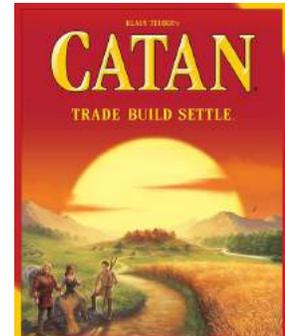
Players	3-4	Duration(min)	30
Age	+10	Complexity (max. 5)	1,53

7. Catan

Find more info online at:

<https://boardgamegeek.com/boardgame/13/catan#>

This is a good example of: **Classical Games**



Description:

In Catan (formerly The Settlers of Catan), players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources (cards)—wood, grain, brick, sheep, or stone—to build up their civilizations to get to 10 victory points and win the game.

Setup includes randomly placing large hexagonal tiles (each showing a resource or the desert) in a honeycomb shape and surrounding them with water tiles, some of which contain ports of exchange. Number disks, which will correspond to die rolls (two 6-sided dice are used), are placed on each resource tile. Each player is given two settlements (think: houses) and roads (sticks) which are, in turn, placed on intersections and borders of the resource tiles. Players collect a hand of resource cards based on which hex tiles their last-placed house is adjacent to. A robber pawn is placed on the desert tile.

A turn consists of possibly playing a development card, rolling the dice, everyone (perhaps) collecting resource cards based on the roll and position of houses (or upgraded cities—think: hotels) unless a 7 is rolled, turning in resource cards (if possible and desired) for improvements, trading cards at a port, and trading resource cards with other players. If a 7 is rolled, the active player moves the robber to a new hex tile and steals resource cards from other players who have built structures adjacent to that tile.

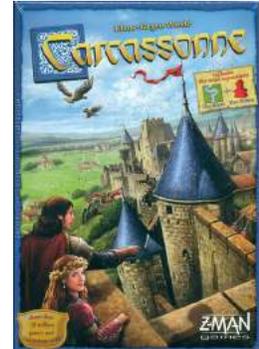
Players	3-4	Duration(min)	60-120
Age	+10	Complexity (max. 5)	2,33

8. Carcassonne

Find more info online at:

<https://boardgamegeek.com/boardgame/822/carcassonne#>

This is a good example of: **Classical Games**



Description:

Carcassonne is a tile-placement game in which the players draw and place a tile with a piece of southern French landscape on it. The tile might feature a city, a road, a cloister, grassland or some combination thereof, and it must be placed adjacent to tiles that have already been played, in such a way that cities are connected to cities, roads to roads, etcetera. Having placed a tile, the player can then decide to place one of his meeples on one of the areas on it: on the city as a knight, on the road as a robber, on a cloister as a monk, or on the grass as a farmer. When that area is complete, that meeple scores points for its owner.

During a game of Carcassonne, players are faced with decisions like: "Is it really worth putting my last meeple there?" or "Should I use this tile to expand my city, or should I place it near my opponent instead, giving him a hard time to complete his project and score points?" Since players place only one tile and have the option to place one meeple on it, turns proceed quickly even if it is a game full of options and possibilities.

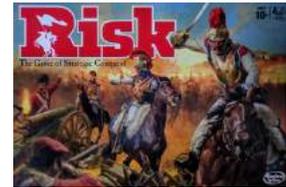
Players	2-5	Duration(min)	30-45
Age	+7	Complexity (max. 5)	1,92

9. Risk

Find more info online at:

<https://boardgamegeek.com/boardgame/181/risk#>

This is a good example of: **Classical Games**



Description:

Possibly the most popular, mass market war game. The goal is conquest of the world.

Each player's turn consists of:

- gaining reinforcements through number of territories held, control of every territory on each continent, and turning sets of bonus cards.
- Attacking other players using a simple combat rule of comparing the highest dice rolled for each side. Players may attack as often as desired. If one enemy territory is successfully taken, the player is awarded with a bonus card.
- Moving a group of armies to another adjacent territory.

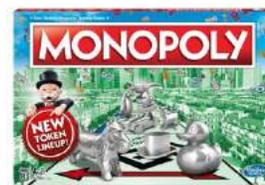
Players	2-6	Duration(min)	120
Age	+10	Complexity (max. 5)	2,09

10. Monopoly

Find more info online at:

<https://boardgamegeek.com/boardgame/1406/monopoly#>

This is a good example of: **Classical Games**



Description:

Theme

Players take the part of land owners, attempting to buy and then develop their land. Income is gained by other players visiting their properties and money is spent when they visit properties belonging to other players. When times get tough, players may have to mortgage their properties to raise cash for fines, taxes and other misfortunes.

Gameplay

On his turn, a player rolls two dice and moves that number of spaces around the board. If the player lands on an as-yet-unowned property, he has the opportunity to buy it and add it to his portfolio or allow the bank to auction it to the highest bidder. If a player owns all the spaces within a color group, he may then build houses and hotels on these spaces, generating even more income from opponents who land there. If he lands on a property owned by another player, he must pay that player rent according to the value of the land and any buildings on it. There are other places on the board which can not be bought, but instead require the player to draw a card and perform the action on the card, pay taxes, collect income, or even go to jail.

The goal of the game is to be the last player remaining with any money

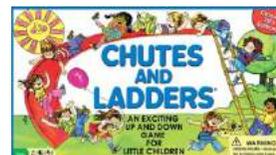
Players	2-8	Duration(min)	60-180
Age	+8	Complexity (max. 5)	1,66

11. Chutes & Ladder

Find more info online at:

<https://boardgamegeek.com/boardgame/5432/chutes-and-ladders#>

This is a good example of: **Classical Games**



Description:

Traditional game from ancient India was brought to the UK in 1892 and first commercially published in the USA by Milton Bradley in 1943 (as Chutes and Ladders). Players travel along the squares sometimes using ladders, which represent good acts, that allow the player to come closer to nirvana while the snakes were slides into evil.

Snakes and Ladders, known originally as Moksha Patam, is an ancient Indian board game regarded today as a worldwide classic. It is played between two or more players on a gameboard having numbered, gridded squares. A number of "ladders" and "snakes" are pictured on the board, each connecting two specific board squares. The object of the game is to navigate one's game piece, according to die rolls, from the start (bottom square) to the finish (top square), helped or hindered by ladders and snakes, respectively.

The game is a simple race based on sheer luck, and is popular with young children. The historic version had its roots in morality lessons, on which a player's progression up the board represented a life journey complicated by virtues (ladders) and vices (snakes). A commercial version with different morality lessons, Chutes and Ladders, has been published by Milton Bradley since the 1940s.

Players	2-6	Duration(min)	30
Age	+3	Complexity (max. 5)	1,02

12. Heroquest

Find more info online at:

<https://boardgamegeek.com/boardgame/699/heroquest#>

This is a good example of: **Classical Games**



Description:

HeroQuest is Milton Bradley's approach to a Dungeons & Dragons-style adventure game. One player acts as game master, revealing the maze-like dungeon piecemeal as the players wander. Up to four other players take on a character (wizard, elf, dwarf, or barbarian) and venture forth into dungeons on fantasy quests. Plastic miniatures and 3-D furniture make this game very approachable. Expansions were also released for this system.

The HeroQuest series consists of the main game and a number of expansions.

This game was made in cooperation with Games Workshop who designed the miniatures and helped in many of the production details including background world and art in the rule book and scenario book.

Players	2-5	Duration(min)	90
Age	+10	Complexity (max. 5)	2,16

13. Scotland Yard

Find more info online at:

<https://boardgamegeek.com/boardgame/438/scotland-yard#>

This is a good example of: **Classical Games**



Description:

In Scotland Yard, one of the players takes on the role of Mr. X. His job is to move from point to point around the map of London taking taxis, buses or subways. The detectives – that is, the remaining players acting in concert – move around similarly in an effort to move into the same space as Mr. X. But while the criminal's mode of transportation is nearly always known, his exact location is only known intermittently throughout the game.

The 125 fare tickets are 5 black, 23 pink underground, 43 green bus, 54 yellow tax

Players	3-6	Duration(min)	45
Age	+10	Complexity (max. 5)	1,96

14. Fireball Island

Find more info online at:

<https://boardgamegeek.com/boardgame/1768/fireball-island#>

This is a good example of: **Classical Games**



Description:

A plastic tiki idol is placed in the raised middle of a molded, 3d board, where it can rotate freely. Players move their explorer pawns up the sides of the mountain along paths and through caves, trying to reach the top of the mountain, retrieve the idol's giant ruby, and take it down the other side to the waiting boat. However, both the idol and volcanic vents throughout the board periodically spit out "fireball" marbles, which physically roll down the mountain, either plowing through explorer pawns in their path, or toppling triggered bridges as they pass under them.

Players	2-4	Duration(min)	45
Age	+7	Complexity (max. 5)	1,37

15. Space Crusade

Find more info online at:

<https://boardgamegeek.com/boardgame/1568/space-crusade#>

This is a good example of: **Classical Games**



Description:

SPACE CRUSADE is a cooperative effort between Milton Bradley UK and Games Workshop. It takes the role-playing elements from Milton Bradley's HEROQUEST and merges them with Game Workshop's dark vision of the future.

From the manual....

"One player must control the aliens. This player is called the ALIEN PLAYER. The other players control the three Commanders and their Space Marines. The players are called the MARINE PLAYERS.

Each game is a mission. The missions are detailed in the Mission Manual. The game starts with the Alien Player reading out one of the missions. A map in the Mission Manual then shows the Alien player how to setup the game boards and Docking boards. The Mission Manual also tell the Alien player how many, and which, Blip tokens he should take, as well as which Reinforcement tokens he may use."

Players	2-4	Duration(min)	120
Age	+10	Complexity (max. 5)	2,29

16. Legend of Zagor

Find more info online at:

<https://boardgamegeek.com/boardgame/3794/legend-zagor#>

This is a good example of: **Classical Games**



Description:

Odd game based on the RPG-like mechanics of the Fighting Fantasy books, with the exploration and dungeon crawling of TSR's Dungeon.

The game has superb plastic miniatures and board, and an electronic voice and game moderator similar to MB's The Omega Virus. This game, however, was only produced in Europe. The game was not much of a success, in large part because it came out a bit late to benefit from the hype of the Heroquest phenomenon.

Three-level Dungeon: The Chambers of Death, The Hall of Fear & The Crypt of Zagor

Players	1-4	Duration(min)	60
Age	NP	Complexity (max. 5)	1,70

17. Haunted House

Find more info online at:

<https://boardgamegeek.com/boardgame/12867/haunted-house#>

This is a good example of: **Classical Games**



Description:

This game comes in a MASSIVE 22" x 19" x 8" box. Two metal stands are inserted into the back of the game to support the house during gameplay.

Players make their way through a molded plastic three-dimensional multi-roomed Haunted House (which is almost as large as the box) using a unique owl fruit-machine type spinner that actually 'hoots' to direct movement, until one reaches the point - a secret door - where a Jewel is located. Thereafter the leader is always in possession of this Jewel.

The player holding the Jewel who is first to land on the appropriate square (by exact count) escapes the Haunted House and wins the game

Players	2-4	Duration(min)	30
Age	+6	Complexity (max. 5)	1,00

18. Which Witch?

Find more info online at:

<https://boardgamegeek.com/boardgame/1613/which-witch#>

This is a good example of: **Classical Games**



Description:

Classic three dimensional haunted house race game from the seventies. Players move their pawns around the board trying to be the first to escape the house. Along the way players draw cards that either: a) turn you into a mouse (can't move), b) turn you back into a child if you are a mouse, or c) have you drop the "whammy" ball down the chimney. The whammy ball comes out in one of the four quadrants of the game board and makes something move (witch's broom, secret door, etc.). If a player's pawn (or mouse) is hit by the ball or moving object it is sent backwards to a "safe" spot. Ages 6 - 12.

Which Witch came out in two editions: a large box version in 1970 with an unfolded board, and a narrow box edition in 1971 with a folding board.

Players	2-4	Duration(min)	45
Age	+6	Complexity (max. 5)	1,11

19. Pandemic

Find more info online at:

<https://boardgamegeek.com/boardgame/30549/pandemic#>

This is a good example of: **Classical Games**



Description:

In Pandemic, several virulent diseases have broken out simultaneously all over the world! The players are disease-fighting specialists whose mission is to treat disease hotspots while researching cures for each of four plagues before they get out of hand.

The game board depicts several major population centers on Earth. On each turn, a player can use up to four actions to travel between cities, treat infected populaces, discover a cure, or build a research station. A deck of cards provides the players with these abilities, but sprinkled throughout this deck are Epidemic! cards that accelerate and intensify the diseases' activity. A second, separate deck of cards controls the "normal" spread of the infections.

Taking a unique role within the team, players must plan their strategy to mesh with their specialists' strengths in order to conquer the diseases. For example, the Operations Expert can build research stations which are needed to find cures for the diseases and which allow for greater mobility between cities; the Scientist needs only four cards of a particular disease to cure it instead of the normal five—but the diseases are spreading quickly and time is running out. If one or more diseases spreads beyond recovery or if too much time elapses, the players all lose. If they cure the four diseases, they all win!

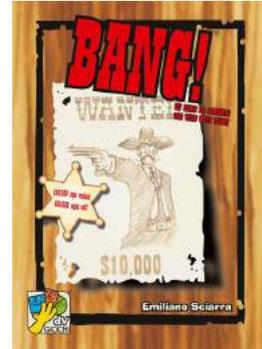
Players	2-4	Duration(min)	45
Age	+8	Complexity (max. 5)	2,42

20. BANG!

Find more info online at:

<https://boardgamegeek.com/boardgame/3955/bang#>

This is a good example of: **Classical Games**



Description:

"The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)!" (From back of box). The card game BANG! recreates an old-fashioned spaghetti western shoot-out, with each player randomly receiving a Character card to determine special abilities, and a secret Role card to determine their goal. Four different Roles are available, each with a unique victory condition:

Sheriff - Kill all Outlaws and the Renegade // Deputy - Protect the Sheriff and kill any Outlaws // Outlaw - Kill the Sheriff // Renegade - Be the last person standing

A player's Role is kept secret, except for the Sheriff. Character cards are placed face up on table, and also track strength (hand limit) in addition to special ability.

There are 22 different types of cards in the draw deck. Most common are the BANG! cards, which let you shoot at another player, assuming the target is within "range" of your current gun. The target player can play a "MISSED!" card to dodge the shot. Other cards can provide temporary boosts while in play (for example, different guns to improve your firing range) and special one-time effects to help you or hinder your opponents (such as Beer to restore health, or Barrels to hide behind during a shootout). A horse is useful for keeping your distance from unruly neighbors, while the Winchester can hit a target at range 5. The Gatling is a deadly exception where range doesn't matter: it can only be used once, but targets all other players at the table!

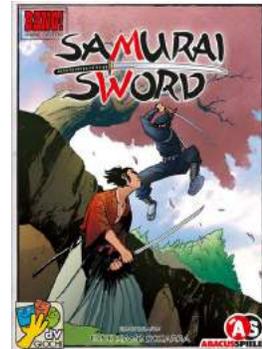
Players	4-7	Duration(min)	20-40
Age	+10	Complexity (max. 5)	1,64

21. Samurai Sword!

Find more info online at:

<https://boardgamegeek.com/boardgame/128667/samurai-sword#>

This is a good example of: **Classical Games**



Description:

Samurai Sword is a game based on the proven Bang! mechanisms and set in feudal Japan. In this game, the familiar features of Bang! are enhanced by more dynamic and fast-paced game play, and thanks to a new scoring system – based on honor points and resilience points – there is no player elimination. Everybody gets to fight to the very end! Also, weapons and attacks are fused into a single card.

In the land of the Rising Sun, faithful Samurai protect the Shogun. Now, a lone Ronin is plotting his revenge. Will you honor the way of the warrior? Put down your Colts and take up your katanas in Samurai Sword, the latest addition to the Bang! family of card games!

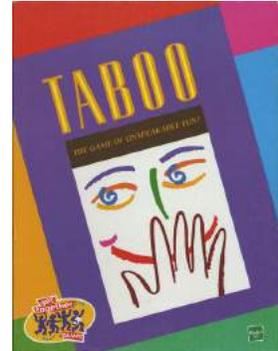
Players	3-7	Duration(min)	20-40
Age	+8	Complexity (max. 5)	1,76

22. Taboo

Find more info online at:

<https://boardgamegeek.com/boardgame/1111/taboo#>

This is a good example of: **Classical Games**



Description:

Taboo is a party word game. Players take turns describing a word or phrase on a drawn card to their partner without using five common additional words or phrases also on the card. The opposing partners watch a timer and use a buzzer to stop the game, buzz the player describing if one of the five off limits words or phrases is used, or the describing player makes any gestures. The describing team gets a point for each card they guess successfully and the opposing team gets a point for each card they pass on, make gestures on, or lose for saying one of the off limits words or phrases. An excellent party game

Players	4-10	Duration(min)	20
Age	+12	Complexity (max. 5)	1,23

23. Activity

Find more info online at:

<https://boardgamegeek.com/boardgame/8790/activity#>

This is a good example of: **Classical Games**



Description:

This is a party game from Piatnik played in 2-4 teams with at least 2 players each. The teams' meeples move over the board, the goal is to reach the finish. Depending on the sort of field they are currently standing at, one player has to act (pantomime) or to describe or to paint a phrase given on a card and the other members of his team have to find out what that should be. If they manage to do so, their meeple moves forward.

There are several editions and expansions for this game.

Players	3-16	Duration(min)	45
Age	+12	Complexity (max. 5)	1,14

24. Pictionary

Find more info online at:

<https://boardgamegeek.com/boardgame/2281/pictionary#>

This is a good example of: **Classical Games**



Description:

Playing Pictionary may remind you of Charades, but with drawing on paper instead of acting out the answers. In Pictionary, though, both teams' (or even all three teams') clue givers may be drawing at the same time as players strive to be the first to guess the correct answer. When the answer is not designated "All Play," one team simply tries to come up with the answer before the timer runs out, which is usually but not always possible thanks to the varying difficulty levels of the answers. No great drawing talent is required; instead, players gain an edge if they have a good imagination when guessing, empathy for their team mates, and/or a general ability to communicate in restricted circumstances. A board is provided, just to keep score on, which focuses the competition. Pictionary was a big hit when it first appeared and has been a classic on the party game scene ever since.

Players	3-16	Duration(min)	90
Age	+12	Complexity (max. 5)	1,24

25. Mastermind

Find more info online at:

<https://boardgamegeek.com/boardgame/2392/mastermind#>

This is a good example of: **Classical Games**



Description:

Guess the color of hidden pegs. A deduction game where each player takes turn making a limited number of guesses, using logic to deduce what pegs the opponent has hidden.

One player secretly puts four colored pegs in the spaces behind a screen at one end of the game board. The other player, the code breaker, makes a series of guesses. After each guess, the code maker uses smaller pegs to tell the code breaker if their guessed pegs are the right color and in the right place, are the right color but the wrong place, or are the wrong color entirely. The code breaker makes another guess in the next row, building upon information from previous guesses, trying to match the pegs the code maker hid at the beginning of the game.

This is a two-player game with 4 holes. For other combinations, please see the Mastermind family.

Mastermind was inspired from Bulls and Cows

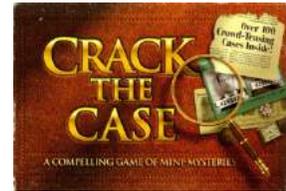
Players	2	Duration(min)	20
Age	+8	Complexity (max. 5)	1,81

26. Crack the Case

Find more info online at:

<https://boardgamegeek.com/boardgame/1254/crack-case#>

This is a good example of: **Classical Games**



Description:

Crack the Case is a party game for 2 or more players and is ideal for team playing. A moderator reads one of 108 case cards to the active playing team. The players then have to solve the case by asking the moderator the right questions. Solve the most cases in the least amount of time to win the game.

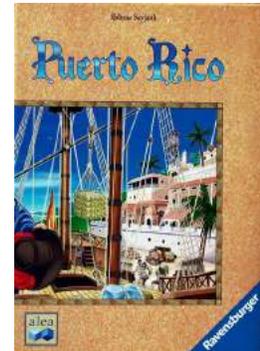
Players	2-8	Duration(min)	60
Age	+12	Complexity (max. 5)	1,59

27. Puerto Rico

Find more info online at:

<https://boardgamegeek.com/boardgame/3076/puerto-rico#>

This is a good example of: **Classical Games**



Description:

In Puerto Rico players assume the roles of colonial governors on the island of Puerto Rico. The aim of the game is to amass victory points by shipping goods to Europe or by constructing buildings.

Each player uses a separate small board with spaces for city buildings, plantations, and resources. Shared between the players are three ships, a trading house, and a supply of resources and doubloons.

The resource cycle of the game is that players grow crops which they exchange for points or doubloons. Doubloons can then be used to buy buildings, which allow players to produce more crops or give them other abilities. Buildings and plantations do not work unless they are manned by colonists.

During each round, players take turns selecting a role card from those on the table (such as "Trader" or "Builder"). When a role is chosen, every player gets to take the action appropriate to that role. The player that selected the role also receives a small privilege for doing so - for example, choosing the "Builder" role allows all players to construct a building, but the player who chose the role may do so at a discount on that turn. Unused roles gain a doubloon bonus at the end of each turn, so the next player who chooses that role gets to keep any doubloon bonus associated with it. This encourages players to make use of all the roles throughout a typical course of a game.

Puerto Rico uses a variable phase order mechanic, where a "governor" token is passed clockwise to the next player at the conclusion of a turn. The player with the token begins the round by choosing a role and taking the first action.

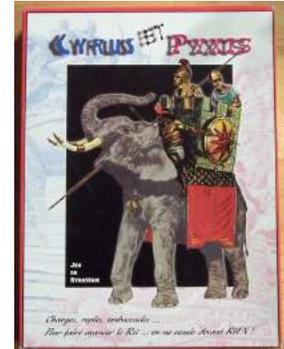
Players	3-5	Duration(min)	60-150
Age	+12	Complexity (max. 5)	3,28

28. Cyrus et Pyxis

Find more info online at:

<https://boardgamegeek.com/boardgame/18227/cyrus-et-pyxis#>

This is a good example of: **Classical Games**



Description:

Cyrus et Pyxis is a highly abstract wargame, or an abstract strategy game with a war theme, depending on your point of view. The two sides are Persians and Greeks, although "Pyxis" is not the name of an actual Greek leader (it's a small pottery box).

Each side has identical armies of 20 units - 10 infantry, 2 each of archers, cavalry, elephants, and phalanxes, a royal guard, and a king. These are deployed on a 12x12 board, along with terrain tiles representing forests and hills (so the board will be different each time).

On a turn a player can move 5 infantry units and 1 each of the other types. Units that move into enemy units cause combat to occur. Combat is strictly deterministic - the strength differential determines whether the attacker or defender retreats or is eliminated. Units have different strengths which further vary by terrain, phalanxes do better against mounted units, and archers can support other units.

The object of the game is to kill the enemy king or move your king off the enemy side of the board.

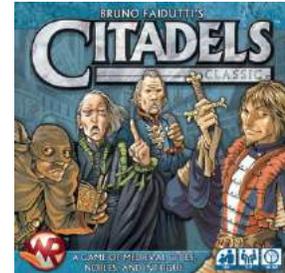
Players	2	Duration(min)	90
Age	-	Complexity (max. 5)	-

29. Citadels

Find more info online at:

<https://boardgamegeek.com/boardgame/478/citadels#>

This is a good example of: **Classical Games**



Description:

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

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

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

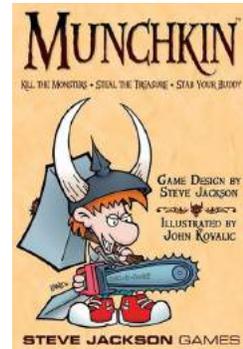
Players	2-8	Duration(min)	20-60
Age	+10	Complexity (max. 5)	2,06

30. Munchkin

Find more info online at:

<https://boardgamegeek.com/boardgame/1927/munchkin#>

This is a good example of: **Classical Games**



Description:

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it.

This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm... or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon...

And it's illustrated by John Kovalic! Fast-playing and silly, Munchkin can reduce any roleplaying group to hysteria. And, while they're laughing, you can steal their stuff.

Munchkin is a satirical card game based on the clichés and oddities of Dungeons and Dragons and other role-playing games. Each player starts at level 1 and the winner is the first player to reach level 10. Players can acquire familiar D&D style character classes during the game which determine to some extent the cards they can play.

Players	3-6	Duration(min)	60-120
Age	+10	Complexity (max. 5)	1,80

31. For Sale

Find more info online at:

<https://boardgamegeek.com/boardgame/172/sale#>

This is a good example of: **Entrepreneurship Games**



Description:

For Sale is a quick, fun game nominally about buying and selling real estate. During the game's two distinct phases, players first bid for several buildings then, after all buildings have been bought, sell the buildings for the greatest profit possible.

The original Ravensburger/FX Schmid edition (1997/98) has slightly different rules than later English editions, and only 20 buildings instead of 30.

The Überplay 2005 Edition has new art, rules and card distribution changes, and it accommodates 3-6 players.

The Gryphon 2009 Edition uses the Überplay art for the faces of the property cards, while replacing most other art. The rules are the same as the Überplay edition, with the exception of the rounding rule (which was stated in different ways in different printings of the Überplay edition)

Players	3-6	Duration(min)	30
Age	+10	Complexity (max. 5)	1,27

32. Brass: Lancashire

Find more info online at:

<https://boardgamegeek.com/boardgame/28720/brass-lancashire#>

This is a good example of: **Entrepreneurship Games**



Description:

Brass: Lancashire — first published as Brass — is an economic strategy game that tells the story of competing cotton entrepreneurs in Lancashire during the industrial revolution. You must develop, build, and establish your industries and network so that you can capitalize demand for iron, coal and cotton. The game is played over two halves: the canal phase and the rail phase. To win the game, score the most victory points (VPs), which are counted at the end of each half. VPs are gained from your canals, rails, and established (flipped) industry tiles. Each round, players take turns according to the turn order track, receiving two actions to perform any of the following:

Build an industry tile. Build a rail or canal. Develop an industry. Sell cotton. Take a loan

At the end of a player's turn, they replace the two cards they played with two more from the deck. Turn order is determined by how much money a player spent on the previous turn, from lowest spent first to highest spent. This turn order mechanism opens some strategic options for players going later in the turn order, allowing for the possibility of back-to-back turns.

After all the cards have been played the first time (with the deck size being adjusted for the number of players), the canal phase ends and a scoring round commences. After scoring, all canals and all of the lowest level industries are removed for the game, after which new cards are dealt and the rail phase begins. During this phase, players may now occupy more than one location in a city and a double-connection build (though expensive) is possible. At the end of the rail phase, another scoring round takes place, then a winner is crowned.

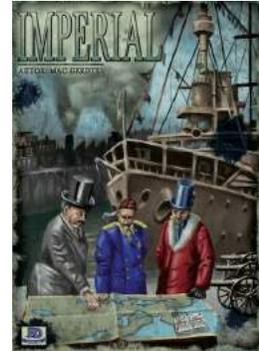
Players	2-4	Duration(min)	60-120
Age	+14	Complexity (max. 5)	3,87

33. Imperial

Find more info online at:

<https://boardgamegeek.com/boardgame/24181/imperial#>

This is a good example of: **Entrepreneurship Games**



Description:

Europe in the age of imperialism. International investors try to achieve the greatest influence in Europe. With their bonds, they control the politics of the six imperial nations: Austria-Hungary, Italy, France, Great Britain, the German Empire, and Russia. The nations erect factories, build fleets, and deploy armies. The investors watch as their nations expand, wage wars, levy taxes, and collect the proceeds. Since the European nations are under the shifting influence of different investors, new strategic alliances and conflicts arise between them again and again!

Each player represents an international investor. Only he who succeeds in increasing his capital and gaining influence in the most powerful European nations will win the imperial competition.

Imperial is a varied strategy game without the luck of dice or cards. Two to six players, from about twelve years and up, take on the role of imperial investors. The duration of the game is about two to three hours.

Players	2-6	Duration(min)	120-180
Age	+13	Complexity (max. 5)	3,57

34. Hotel Tycoon

Find more info online at:

<https://boardgamegeek.com/boardgame/1502/hotel-tycoon#>

This is a good example of: **Entrepreneurship Games**



Description:

Hotel Tycoon, first published as Hotels, is a Monopoly-like game in which hotel tycoons try to buy and build the best hotels in the world and compete for guests. The game caters two to four players, ages eight and up. An average game lasts about 90 minutes.

Players try to buy and build the best hotels in this game, earning the most money or bankrupting their opponents. A successful hotel consists of three components: the land on which it's built, the hotel buildings, and the entrances by which guests arrive in the hotels. All three components need to be bought separately with in-game money. As in Monopoly, money is earned by players who end up on one of the entrances of your hotels, after their dice roll. The more luxurious the hotel, the more money a guest will earn you. Money you can use to build extensions to your existing hotels, buying new entrances or pay other players when you arrive at their hotels.

The game consists out of cardboard, three-dimensional hotel buildings, recreational grounds and entrance stairs that can be placed on the large game board.

Players	2-4	Duration(min)	60
Age	+8	Complexity (max. 5)	1,43

35. Vinhos

Find more info online at:

<https://boardgamegeek.com/boardgame/42052/vinhos#>

This is a good example of: **Entrepreneurship Games**



Description:

Vinhos (Portuguese word for "wines") is a trading and economic game about wine making.

Despite its small size, Portugal is one of the world's leading wine producers. Why not get to know the country around a table? Over six years of harvests, cultivate your vines, choose the best varieties, hire the best oenologists, take part in trade fairs, and show your opponents you are the best winemaker in the game. The players, winemakers in Portugal, will develop their vineyards and produce wine to achieve maximum profit. The object of the game is to produce quality wines that can be exchanged for money or victory points. The best wines are then sent to a wine fair in order to achieve fame and win awards.

Awake your senses and have fun making and selling your own wine.

Over a period of 6 years, you will expand your business by establishing Estates in the different regions of Portugal, buying vineyards and building wineries. Skilled enologists will help you increase the quality of your wine, while top Wine Experts will enhance its features at the "Feira Nacional do Vinho Português", the Wine Tasting Fair.

Selling your wines to Portuguese local hangouts will establish a market presence for your company, help you secure the funds to expand your company, and to pay your enologists' salaries.

But, as everyone knows, prestige cannot come from money alone. To ensure a good reputation on international markets you must meet the requirements of various Countries, by consistently exporting high-quality wines. Vinhos was previously known as Vinícola

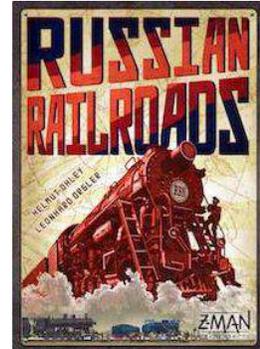
Players	2-4	Duration(min)	60-135
Age	+12	Complexity (max. 5)	4,20

36. Russian Railroads

Find more info online at:

<https://boardgamegeek.com/boardgame/144733/russian-railroads#>

This is a good example of: **Entrepreneurship Games**



Description:

In Russian Railroads, players compete in an exciting race to build the largest and most advanced railway network. In order to do so, the players appoint their workers to various important tasks.

The development of simple tracks will quickly bring the players to important places, while the modernization of their railway network will improve the efficiency of their machinery. Newer locomotives cover greater distances and factories churn out improved technology. Engineers, when used effectively, can be the extra boost that an empire needs to race past the competition.

There are many paths to victory: Who will ride into the future full steam ahead and who will be run off the rails? Whose empire will overcome the challenges ahead and emerge victorious?

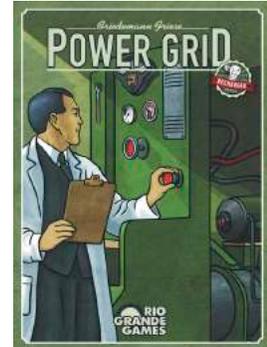
Players	2-4	Duration(min)	90-120
Age	+12	Complexity (max. 5)	3,42

37. Power Grid

Find more info online at:

<https://boardgamegeek.com/boardgame/2651/power-grid#>

This is a good example of: **Entrepreneurship Games**



Description:

Power Grid is the updated release of the Friedemann Friese crayon game Funkenschlag. It removes the crayon aspect from network building in the original edition, while retaining the fluctuating commodities market like Crude: The Oil Game and an auction round intensity reminiscent of The Princes of Florence.

The objective of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities.

However, as plants are purchased, newer, more efficient plants become available, so by merely purchasing, you're potentially allowing others access to superior equipment.

Additionally, players must acquire the raw materials (coal, oil, garbage, and uranium) needed to power said plants (except for the 'renewable' windfarm/ solar plants, which require no fuel), making it a constant struggle to upgrade your plants for maximum efficiency while still retaining enough wealth to quickly expand your network to get the cheapest routes.

Players	2-6	Duration(min)	120
Age	+12	Complexity (max. 5)	3,28

38. Castles of Mad King Ludwig

Find more info online at:

<https://boardgamegeek.com/boardgame/155426/castles-mad-king-lu>

This is a good example of: **Entrepreneurship Games**



Description:

In the tile-laying game Castles of Mad King Ludwig, players are tasked with building an amazing, extravagant castle for King Ludwig II of Bavaria...one room at a time. You see, the King loves castles, having built Neuschwanstein (the castle that inspired the Disney theme park castles) and others, but now he's commissioned you to build the biggest, best castle ever — subject, of course, to his ever-changing whims. Each player acts as a building contractor who is adding rooms to the castle he's building while also selling his services to other players.

In the game, each player starts with a simple foyer. One player takes on the role of the Master Builder, and that player sets prices for a set of rooms that can be purchased by the other players, with him getting to pick from the leftovers after the other players have paid him for their rooms. When a room is added to a castle, the player who built it gains castle points based on the size and type of room constructed, as well as bonus points based on the location of the room. When a room is completed, with all entranceways leading to other rooms in the castle, the player receives one of seven special rewards.

After each purchasing round, a new player becomes the Master Builder who sets prices for a new set of rooms. After several rounds, the game ends, then additional points are awarded for achieving bonus goals, having the most popular rooms, and being the most responsive to the King's demands, which change each game. Whoever ends up with the most castle points wins.

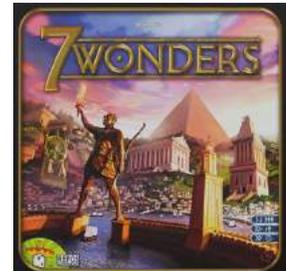
Players	1-4	Duration(min)	90
Age	+13	Complexity (max. 5)	2,66

39. 7 Wonders

Find more info online at:

<https://boardgamegeek.com/boardgame/68448/7-wonders#>

This is a good example of: **Entrepreneurship Games**



Description:

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

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

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

Players	2-7	Duration(min)	30
Age	+10	Complexity (max. 5)	2,34

40. 7 Wonders Duel

Find more info online at:

<https://boardgamegeek.com/boardgame/173346/7-wonders-duel#>

This is a good example of: **Entrepreneurship Games**



Description:

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

What's different about 7 Wonders Duel is that, as the title suggests, the game is solely for two players, with the players not drafting cards simultaneously from hands of cards, but from a display of face-down and face-up cards arranged at the start of a round. A player can take a card only if it's not covered by any others, so timing comes into play as well as bonus moves that allow you to take a second card immediately. As in the original game, each card that you acquire can be built, discarded for coins, or used to construct a wonder. Each player starts with four wonder cards, and the construction of a wonder provides its owner with a special ability. Only seven wonders can be built, though, so one player will end up short. Players can purchase resources at any time from the bank, or they can gain cards during the game that provide them with resources for future building; as you acquire resources, the cost for those particular resources increases for your opponent, representing your dominance in this area.

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

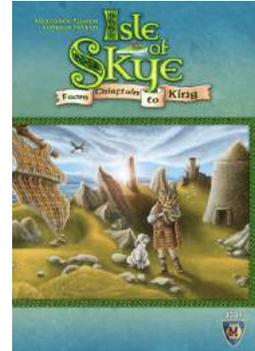
Players	2	Duration(min)	30
Age	+10	Complexity (max. 5)	2,22

41. Isle of Skye

Find more info online at:

<https://boardgamegeek.com/boardgame/176494/isle-skye-chieftain-k>

This is a good example of: **Entrepreneurship Games**



Description:

Isle of Skye is one of the most beautiful places in the world, with soft sand beaches, gently sloping hills, and impressive mountains. The landscape of Isle of Skye is breathtaking and fascinates everyone.

In the tile-laying game Isle of Skye: From Chieftain to King, 2–5 players are chieftains of famous clans and want to build their kingdoms to score as many points as possible—but in each game only four of the sixteen scoring tiles will be scored.

Thanks to the scoring tiles, each game is different and leads to different tactics and strategies, but having enough money is useful no matter what else is going on. Managing that money can be tricky, though. Each turn, each player places two area tiles in front of them and sets the selling price for the tiles. Setting a high price is great, but only so long as someone actually pays the price because if no one opts to buy, then the seller must buy the tiles at the price they previously requested.

In the end, the player with the best kingdom—and not the richest player—becomes the sovereign of the island.

Players	2-5	Duration(min)	30-50
Age	+8	Complexity (max. 5)	2,24

42. Sheriff Of Nottingham

Find more info online at:

<https://boardgamegeek.com/boardgame/157969/sheriff-nottingham#>

This is a good example of: **Entrepreneurship Games**



Description:

Prince John is coming to Nottingham! Players, in the role of merchants, see this as an opportunity to make quick profits by selling goods in the bustling city during the Prince's visit. However, players must first get their goods through the city gate, which is under the watch of the Sheriff of Nottingham. Should you play it safe with legal goods and make a profit, or risk it all by sneaking in illicit goods? Be mindful, though, as the Sheriff always has his eyes out for liars and tricksters and if he catches one, he very well may confiscate those goods for himself!

In Sheriff of Nottingham, players will not only be able to experience Nottingham as a merchant of the city, but each turn one player will step into the shoes of the Sheriff himself. Players declare goods they wish to bring into the city, goods that are secretly stored in their burlap sack. The Sheriff must then determine who gets into the city with their goods, who gets inspected, and who may have their goods confiscated!

Do you have what it takes to be seen as an honest merchant? Will you make a deal with the Sheriff to let you in? Or will you persuade the Sheriff to target another player while you quietly slip by the gate? Declare your goods, negotiate deals, and be on the lookout for the Sheriff of Nottingham!

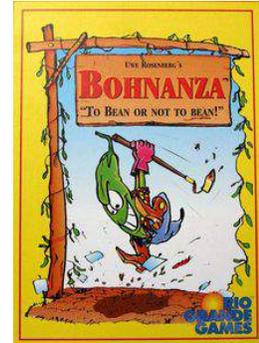
Players	3-5	Duration(min)	60
Age	+14	Complexity (max. 5)	1,66

43. Bonanza

Find more info online at:

<https://boardgamegeek.com/boardgame/11/bohnanza>

This is a good example of: **Entrepreneurship Games**



Description:

Bohnanza is the first in the Bohnanza family of games and has been published in several different editions.

The cards are colorful depictions of beans in various descriptive poses, and the object is to make coins by planting fields (sets) of these beans and then harvesting them. To help players match their cards up, the game features extensive trading and deal making. One of the most unique features of the game is that you cannot rearrange your hand, as you need to play the cards in the order that you draw them.

The original German edition supports 3-5 players.

The English version from Rio Grande Games comes with the first edition of the first German expansion included in a slightly oversized box. One difference in the contents, however, is that bean #22's Weinbrandbohne (Brandy Bean) was replaced by the Wachsbohne, or Wax Bean. This edition includes rules for up to seven players, like the Erweiterungs-Set, but also adapts the two-player rules of Al Cabohne in order to allow two people to play Bohnanza.

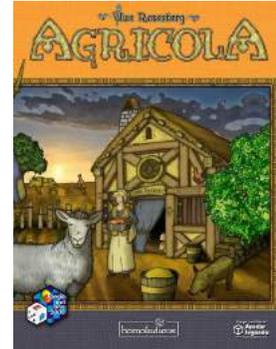
Players	2-4	Duration(min)	60
Age	+12	Complexity (max. 5)	1,01

44. Agricola

Find more info online at:

<https://boardgamegeek.com/boardgame/31260/agricola#>

This is a good example of: **Entrepreneurship Games**



Description:

In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats?

The game supports many levels of Complexity, mainly through the use (or non-use) of two of its main types of cards, Minor Improvements and Occupations. In the beginner's version (called the Family Variant in the U.S. release), these cards are not used at all. For advanced play, the U.S. release includes three levels of both types of cards; Basic (E-deck), Interactive (I-deck), and Complex (K-deck), and the rulebook encourages players to experiment with the various decks and mixtures thereof. Aftermarket decks such as the Z-Deck and the L-Deck also exist.

Agricola is a turn-based game. There are 14 game rounds occurring in 6 stages, with a Harvest at the end of each stage (after Rounds 4, 7, 9, 11, 13, and 14).

Each player starts with two playing tokens (farmer and spouse) and thus can take two turns, or actions, per round. There are multiple options, and while the game progresses, you'll have more and more: first thing in a round, a new action card is flipped over.

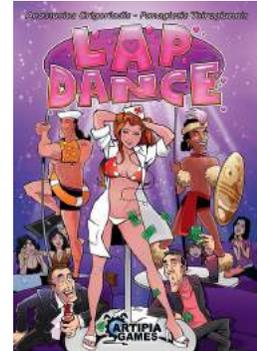
Players	1-5	Duration(min)	30-150
Age	+12	Complexity (max. 5)	3,64

45. Lap Dance

Find more info online at:

<https://boardgamegeek.com/boardgame/125148/lap-dance#>

This is a good example of: **Entrepreneurship Games**



Description:

The boss just fired the manager of his most prestigious strip club and is now looking for a new manager.

In Lap Dance, players take the role of entertainment assistants at that strip club. Their job is to take care of valued customers and see to their needs. Those wealthy customers will be asking for dancers, drinks and luxury services and will be paying good money to the assistant that fulfills their wishes. The player who will generate the most money by satisfying customer demands will become the new manager.

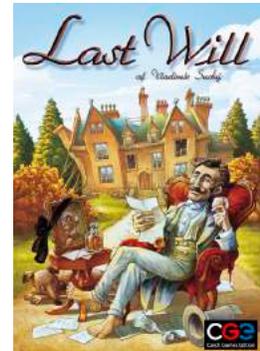
Players	2-4	Duration(min)	45
Age	+18	Complexity (max. 5)	1,92

46. Last Will

Find more info online at:

<https://boardgamegeek.com/boardgame/97842/last-will#>

This is a good example of: **Entrepreneurship Games**



Description:

In his last will, your rich uncle stated that all of his millions will go to the nephew who can enjoy money the most. How to find out which nephew should be rich? You will each be given a large amount of money and whoever can spend it first will be the rightful heir. Visit the most exclusive theatres or eat in the most expensive restaurants. Buy old properties for the price of new ones and sell them as ruins. Host a huge party in your mansion or on your private boat. Spend like your life would depend on it. Spend to become rich! If you're the first to run through the money on hand, you'll receive the rest of his inheritance – oh, and win the game.

In Last Will, each player starts with a certain amount of money, an individual player board, two errand boys and two cards in some combination of properties and helpers. At the start of each round, lay out cards from the appropriate decks on the offering boards; the four regular decks are properties, companions, events, helpers and expenses, with special cards forming a deck of their own. The particular mix of cards varies by round and by the number of players.

Each player then chooses a plan for the round, with each plan indicating the number of cards the player draws (drawn immediately from the four regular decks in any combination), how many errand boys he can use later (one or two), the number of actions available to him that round, and his spot in the playing order that round.

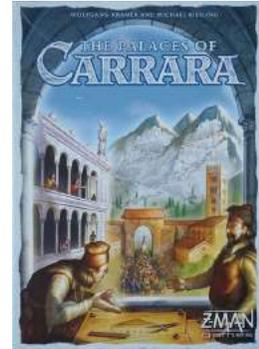
Players	2-5	Duration(min)	45-75
Age	+14	Complexity (max. 5)	2,7

47. The Palaces of Carrara

Find more info online at:

<https://boardgamegeek.com/boardgame/129948/palaces-carrara#>

This is a good example of: **Entrepreneurship Games**



Description:

In The Palaces of Carrara, players want to buy the marble from this famous region of Italy as cheaply as possible – but any reduction in price will benefit opponents as well. Maybe you'll find it profitable to instead invest in the buildings created from this marble? Maybe it'll be more worthwhile to grab the expensive raw material when bigger buildings in town turn out to be not so lucrative?

The game includes two levels of play: beginner and advanced. Co-designer Wolfgang Kramer says, "To understand the game, it's important that players play the beginner version to learn the game mechanisms and how they mesh together."

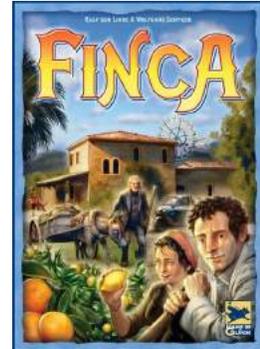
Players	2-4	Duration(min)	60
Age	+10	Complexity (max. 5)	2,61

48. Finca

Find more info online at:

<https://boardgamegeek.com/boardgame/40628/finca#>

This is a good example of: **Entrepreneurship Games**



Description:

The gameboard of Finca shows the mediterranean island of Mallorca. Players try to crop and deliver the fruits of Mallorca (such as oranges, lemons, almonds, grapes etc.) by means of moving workers on a traditional windmill. Object of the game is to distribute your crop as effectively as possible in order to deliver faster than your opponents.

From the Box: Mallorca, Island of the Wind. A place of golden beaches and a light-blue sea. The almond harvest is at hand, in addition, juicy oranges, lemons, and figs are ready to be picked and taken to the market. Olive trees bewitch the country with their curled branches and sumptuous vineyards invite passers-by to walk among their warm earth. In the midst of this landscape, your centuries-old natural stone farmhouse provides a home and supports your large windmill: your FINCA.

Listen to the wind, which propels your windmill! Then take in the course of the yearly harvest the sweetest and most valuable fruits from the land. Load them on your old donkey cart and travel around the island, selling them everywhere. If you manage this quickly, you will soon be the richest farmer on the island

Players	2-4	Duration(min)	45
Age	+10	Complexity (max. 5)	2,08

49. Council of Verona

Find more info online at:

<https://boardgamegeek.com/boardgame/140863/council-verona#>

This is a good example of: **Entrepreneurship Games**



Description:

The citizens of Verona have grown tired of the constant quarrel between the houses of Capulet and Montague. As ruler of the region, Prince Escalus has formed a council to help mediate the conflict and bring lasting peace to Verona.

In Council of Verona, players take on the role of influential citizens of Verona and act to use their influence to either add characters to the council or cast them into exile. Through thoughtful hand management of their cards and clever placement of influence tokens, players gain victory points based upon the agendas of the characters at the end of the game. The player with the most victory points wins!

We've all heard the story of Romeo and Juliet – now is your chance to steer the story and determine who will rule Verona once and for all!

Players	2-5	Duration(min)	20
Age	+13	Complexity (max. 5)	1,38

50. The council of 4

Find more info online at:

<https://boardgamegeek.com/boardgame/173101/council-4#>

This is a good example of: **Entrepreneurship Games**



Description:

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

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

- The main action is to corrupt a council, which is represented by a slide with four pawns representing four nobles. By corrupting the three councilors of the three Kingdoms, the player gets permit cards that give various instant and endgame benefits, and the possibility to build an Emporium in a specific city.
- Another action is to play a permission card to build an Emporium. Each Emporium earns the player the special benefits of the space where it's built, but also activates all connected emporiums in a chain effect.
- Corrupt the Emperor's council to allow a player to build Emporiums without permission cards.
- Players can change the composition of a council.

Players	2-4	Duration(min)	40-75
Age	+10	Complexity (max. 5)	2,57

51. Charterstone

Find more info online at:

<https://boardgamegeek.com/boardgame/197376/charterstone#>

This is a good example of: **Entrepreneurship Games**



Description:

The prosperous Kingdom of Greengully, ruled for centuries by the Forever King, has issued a decree to its citizens to colonize the vast lands beyond its borders. In an effort to start a new village, the Forever King has selected six citizens for the task, each of whom has a unique set of skills they use to build their charter.

In Charterstone, a competitive legacy game, you construct buildings and populate a shared village. Building stickers are permanently added to the game board and become action spaces for any player to use. Thus, you start off with simple choices and few workers, but soon you have a bustling village with dozens of possible actions.

Your journey through Charterstone's many secrets will last twelve games, but it doesn't end there. Your completed village will be a one-of-a-kind worker-placement game with plenty of variability

Players	1-6	Duration(min)	45-75
Age	+14	Complexity (max. 5)	2,85

52. Decrypto

Find more info online at:

<https://boardgamegeek.com/boardgame/225694/decrypto#>

This is a good example of: **Development of the Basic Competences Games**



Description:

Players compete in two teams in Decrypto, with each trying to correctly interpret the coded messages presented to them by their teammates while cracking the codes they intercept from the opposing team.

In more detail, each team has their own screen, and in this screen they tuck four cards in pockets numbered 1-4, letting everyone on the same team see the words on these cards while hiding the words from the opposing team. In the first round, each team does the following: One team member takes a code card that shows three of the digits 1-4 in some order, e.g., 4-2-1. They then give a coded message that their teammates must use to guess this code. For example, if the team's four words are "pig", "candy", "tent", and "son", then I might say "Sam-striped-pink" and hope that my teammates can correctly map those words to 4-2-1. If they guess correctly, great; if not, we receive a black mark of failure.

Starting in the second round, a member of each team must again give a clue about their words to match a numbered code. If I get 2-4-3, I might now say, "sucker-prince-stake". The other team then attempts to guess our numbered code. If they're correct, they receive a white mark of success; if not, then my team must guess the number correctly or take a black mark of failure. (Guessing correctly does nothing except avoid failure and give the opposing team information about what our hidden words might be.)

The rounds continue until a team collects either its second white mark (winning the game) or its second black mark (losing the game). Games typically last between 4-7 rounds. If neither team has won after eight rounds, then each team must attempt to guess the other team's words; whichever team guesses more words correctly wins.

Players	3-8	Duration(min)	15-45
Age	+12	Complexity (max. 5)	1,81

53. Imagine

Find more info online at:

<https://boardgamegeek.com/boardgame/191894/imagine#>

This is a good example of: **Development of the Basic Competences Games**



Description:

More than one thousand items from all walks of life can be guessed through the use of 61 transparent cards in Imagine, whether they're placed next to one another or superimposed. Almost everything in the world can be represented by a simplified concept — just don't speak while you're playing.

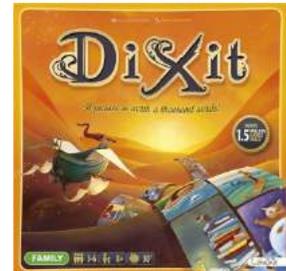
Players	3-8	Duration(min)	15-30
Age	+12	Complexity (max. 5)	1,05

54. Dixit

Find more info online at:

<https://boardgamegeek.com/boardgame/39856/dixit#>

This is a good example of: **Development of the Basic Competences Games**



Description:

One player is the storyteller for the turn and looks at the images on the 6 cards in her hand. From one of these, she makes up a sentence and says it out loud (without showing the card to the other players).

Each other player selects the card in their hands which best matches the sentence and gives the selected card to the storyteller, without showing it to the others.

The storyteller shuffles her card with all the received cards. All pictures are shown face up and every player has to bet upon which picture was the storyteller's.

If nobody or everybody finds the correct card, the storyteller scores 0, and each of the other players scores 2. Otherwise the storyteller and whoever found the correct answer score 3. Players score 1 point for every vote for their own card.

The game ends when the deck is empty or if a player scores 30 points. In either case, the player with the most points wins the game.

Players	3-6	Duration(min)	30
Age	+8	Complexity (max. 5)	1,2,3

55. When I Dream

Find more info online at:

<https://boardgamegeek.com/boardgame/198454/when-i-dream#>

This is a good example of: **Development of the Basic Competences Games**



Description:

The night has fallen and your mind is floating in the magical world of dreams. But the Dream Spirits want to have some fun tonight! They are giving their best and the dreams become strange and surreal. Become the dreamer, put on your sleeping mask and try to figure out your dream and which spirits are the Naughty ones. Become a good spirit and help the Dreamer by giving him clues about the dream before the naughty spirits mess it up. Close your eyes and dive in!

At the beginning of each round of When I Dream one player takes the role of the Dreamer and "falls asleep", wearing a cloth mask. The other players are secretly dealt their role cards determining what kind of spirits they are "good" or "naughty" or if they are just "tricksters" changing sides as the game goes by.

The whole round lasts 120 seconds in which the spirits are drawing "Dream" cards depicting a specific element of the dream, trying to describe them to the dreamer using one word each. The dreamer can guess what the element of the Dream is at any time, placing the card to the good spirits team side if the guess was correct and in the naughty spirits pile if it was not.

At the end of the round the Dreamer and the good spirits get a point for every card in the good spirits pile, when the naughty spirits get one point for every card in the naughty spirits pile. The tricksters get points according to how well balanced the two teams were at the end of the round, gaining extra points if they managed to equally balance the two piles.

At the end of the round, the dreamer must use the words he guessed and story-tell his dream for extra points before he opens his eyes.

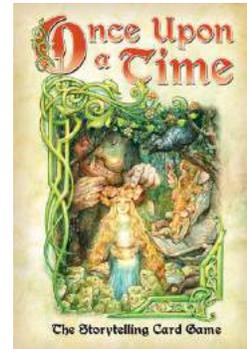
Players	4-10	Duration(min)	20-40
Age	+8	Complexity (max. 5)	1,09

56. Once Upon a Time

Find more info online at:

<https://boardgamegeek.com/boardgame/1234/once-upon-time-story>

This is a good example of: **Development of the Basic Competences Games**



Description:

Once Upon A Time is a game in which the players create a story together, using cards that show typical elements from fairy tales. One player is the Storyteller and creates a story using the ingredients on their cards. They try to guide the plot towards their own ending. The other players try to use cards to interrupt the Storyteller and become the new Storyteller. The winner is the first player to play out all their cards and end with their Happy Ever After card.

The second edition, published in 1995, features an expanded card set.

The third edition, published in 2012, features multiple changes, including new artwork by Omar Rayyan, a new card set, and a simplified rulesheet.

Players	2-6	Duration(min)	30
Age	+8	Complexity (max. 5)	1,38

57. Happy Salmon

Find more info online at:

<https://boardgamegeek.com/boardgame/194626/happy-salmon#>

This is a good example of: **Development of the Basic Competences Games**



Description:

Happy Salmon is a simple, ultra-fast, very silly card game.

There are no turns. Players call out the action shown on their cards as fast as they can. When two players have a match, they celebrate by performing the action. Actions include the classic "High 5", the unifying "Pound It", the frantic "Switcheroo", and the delightful and bizarre "Happy Salmon".

Each time a player celebrates a match, they quickly discard a card. The first person to get rid of all their cards wins.

The "FIN-tastically" unique and cute fish pouch makes Happy Salmon perfect to take to camp, vacation or if you are just traveling upstream.

Players	3-6	Duration(min)	2
Age	+6	Complexity (max. 5)	1,13

58. Quarto

Find more info online at:

<https://boardgamegeek.com/boardgame/681/quarto#>

This is a good example of: **Development of the Basic Competences Games**



Description:

Quarto! has a 4×4 board and 16 pieces. Each piece has four dichotomous attributes – color, height, shape, and consistency – so each piece is either black or white, tall or short, square or round, and hollow or solid. The object is to place the fourth piece in a row in which all four pieces have at least one attribute in common. The twist is that your opponent gets to choose the piece you place on the board each turn.

Players	2	Duration(min)	20
Age	+8	Complexity (max. 5)	1,98

59. CV

Find more info online at:

<https://boardgamegeek.com/boardgame/143986/cv#>

This is a good example of: **Development of the Basic Competences Games**



Description:

Have you ever wondered who you would have been if your life had gone differently? How would you direct your life if everything were up to you? Maybe you would be a magician, or travel around the world? Or maybe big business tempts you, and your goal would be to earn a million dollars?

"CV" means curriculum vitae – your resume – and in the dice and card game CV you will lead a character through his entire life, making many choices about friends, relations, jobs and activities. Everything is possible: a dream job, new relationships and skills. You can be whoever you want!

Players	2-4	Duration(min)	60
Age	+10	Complexity (max. 5)	1,85

60. Pylos

Find more info online at:

<https://boardgamegeek.com/boardgame/1419/pylos#>

This is a good example of: **Development of the Basic Competences Games**



Description:

In Pylos, you want to be one who places the final ball on top of the pyramid. Sounds simple enough, right?

At the start of the game, each player has fifteen balls, either light or dark, and they take turns placing them on a game board that has sixteen indentations on it in a 4x4 grid. Once four balls have been placed next to one another in a square, a ball can be placed on top of them, forming a second level of play. Players can then place balls on this second level, eventually allowing a ball to be placed on the third level – and once that level is full, which requires only four balls, a final ball can be placed on the fourth level, with that player winning the game.

If a player forms a square of his own color – that is, four balls placed next to one another on the same level – that player can remove one or two of his balls (that don't support anything) from anywhere on the board and place them in his reserve, thereby giving him more balls to place in the future. Whenever a player forms a square that's not entirely his own color, he can "stack" one of his pieces – that is, he can take any ball and place it on this square, locking some pieces in place and making a move without having to place a piece from his reserve.

The rules include a variant for children (that removes the square bonus) and one for experts (that allows a player to return 1-2 balls to his reserve when he creates a line of his color).

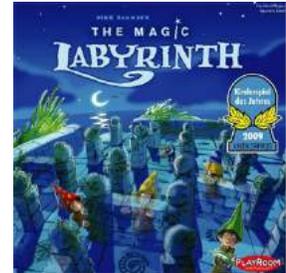
Players	2	Duration(min)	10
Age	+8	Complexity (max. 5)	1,99

61. The Magic Labyrinth

Find more info online at:

<https://boardgamegeek.com/boardgame/41916/magic-labyrinth#>

This is a good example of: **Development of the Basic Competences Games**



Description:

The little magician apprentices have lost some magic objects inside of the master's maze. Now they try to collect them before the Master notices anything. However, in the maze there are invisible walls and only one of the missing objects is revealed at a time. So they have to make their way through the maze by means of a good memory and lots of skill.

Each player moves their magician over the board while trying not to bump the labyrinth below. Each magician is joined with a magnetic ball so if you hit a wall the ball drops and you have to start all over again.

Players	2-4	Duration(min)	20-30
Age	+6	Complexity (max. 5)	1,24

62. Hive

Find more info online at:

<https://boardgamegeek.com/boardgame/2655/hive#>

This is a good example of: **Development of the Basic Competences Games**



Description:

Hive is a highly addictive strategic game for two players that is not restricted by a board and can be played anywhere on any flat surface. Hive is made up of twenty two pieces, eleven black and eleven white, resembling a variety of creatures each with a unique way of moving.

With no setting up to do, the game begins when the first piece is placed down. As the subsequent pieces are placed this forms a pattern that becomes the playing surface (the pieces themselves become the board). Unlike other such games, the pieces are never eliminated and not all have to be played. The object of the game is to totally surround your opponent's queen, while at the same time trying to block your opponent from doing likewise to your queen. The player to totally surround his opponent's queen wins the gam

Players	2	Duration(min)	20
Age	+9	Complexity (max. 5)	2,34

63. Quoridor

Find more info online at:

<https://boardgamegeek.com/boardgame/624/quoridor#>

This is a good example of: **Development of the Basic Competences Games**



Description:

The abstract strategy game Quoridor is surprisingly deep for its simple rules. The object of the game is to advance your pawn to the opposite edge of the board. On your turn you may either move your pawn or place a wall. You may hinder your opponent with wall placement, but not completely block him off. Meanwhile, he is trying to do the same to you. The first pawn to reach the opposite side wins.

Players	2-4	Duration(min)	15
Age	+8	Complexity (max. 5)	1,89

64. Loony Quest

Find more info online at:

<https://boardgamegeek.com/boardgame/136991/loony-quest#>

This is a good example of: **Development of the Basic Competences Games**



Description:

In the wonderful land of Arkadia, a very old king has no heir. He organizes a tournament to offer his throne to the bravest adventurer of the kingdom. Up to five finalists will wander seven worlds full of surprises...

In the drawing game Loony Quest, players study challenging level cards, then try to replicate the outline to meet targets and avoid obstacles on their tracing sheets. Once finished, players place their sheets on top of the level card to see whether the drawings line up with the targets they meant to hit — or avoid. Largely inspired by video games, Loony Quest players discover various worlds, play with 3D and 2D levels, run into loony monsters — Loonies — and big bosses, trigger special stages, collect bonuses, use penalties on opponents, and gather as many Xperience points as possible to win

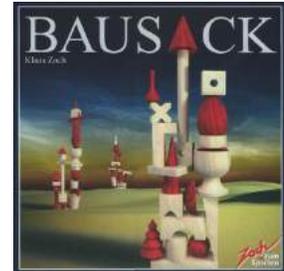
Players	2-5	Duration(min)	20-30
Age	+8	Complexity (max. 5)	1,2

65. Bausack

Find more info online at:

<https://boardgamegeek.com/boardgame/1231/bausack#>

This is a good example of: **Development of the Basic Competences Games**



Description:

Players take turns choosing blocks and giving them to each other to place on their structure. A player may pay a certain number of 'beans' to refuse a block and it gets passed to the next player. When a player's structure falls, they are out of the game. Last player standing wins.

Description of Bandu (1992, Milton Bradley, 2-6 players): Bandu is based upon the game of Bausack. Each player is given a base block and a number of beans. During a turn, a player chooses a wood block from a common supply and either holds a Refuse or Use auction. All player bid with their beans and the winner/loser must place the piece on their tower. If your tower falls you are out of the game. The last tower standing wins.

Description of Sac Noir (Rio Grande Games, 2-8 players): There are five variations on how to play. The goal in all of them is to build a tower. The bag contains very different wooden pieces (i.e. an ashlar, an egg, a ring, a fir tree etc.) as well as a sack of beans for the "auction variation" of the game. Depending on the variation you choose, either each player builds his own tower or all build one together. The "auction variations" are the most suspenseful and surprising. One might end up spending quite some beans to avoid building an especially difficult element. Gambling and bluffing abilities are needed just as much as a feeling for statics and construction skills. It's a game with almost endless building possibilities. It's a challenge for steady hands and shaky suspense for clever tacticians.

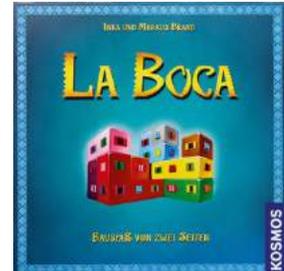
Players	2-8	Duration(min)	15-45
Age	+7	Complexity (max. 5)	1,3

66. La Boca

Find more info online at:

<https://boardgamegeek.com/boardgame/136280/la-boca#>

This is a good example of: **Development of the Basic Competences Games**



Description:

La Boca, the most famous neighborhood in the Argentinian capital of Buenos Aires, was populated by many Italian immigrants when first founded. The area is best known today for its eccentric skyline, with the houses having been built from scrapped fishing boats and the metal being colorfully painted to create a patchwork effect across the neighborhood.

Creating skylines of similar beauty and eccentricity is the goal of the construction teams that play La Boca. In shifting teams of two that sit across from one another, players try to create skylines on challenge cards – but the players can see the completed image only from their point of view, so they must consult with one another constantly to make sure each colored block ends up in the right location while racing against the timer. The faster the players complete their building, the more points they score. Then the next team takes a seat, breaks down the blocks, then begins building anew. Whoever has the most points after a certain number of rounds will stand atop La Boca and glory in the cheers of the Argentinian public!

Players	3-6	Duration(min)	40
Age	+8	Complexity (max. 5)	1,37

67. Tsuru

Find more info online at:

<https://boardgamegeek.com/boardgame/16992/tsuro#>

This is a good example of: **Development of the Basic Competences Games**



Description:

A beautiful and beautifully simple game of laying a tile before your own token to continue its path on each turn. The goal is to keep your token on the board longer than anyone else's, but as the board fills up this becomes harder because there are fewer empty spaces left... and another player's tile may also extend your own path in a direction you'd rather not go. Easy to introduce to new players, Tsuru lasts a mere 15 minutes and actually does work for any number from 2 to 8.

Tsuru has an Asian spiritual theme - the lines representing the "many roads that lead to divine wisdom", and the game as a whole representing "the classic quest for enlightenment".

This theme is very light and the game essentially plays as an abstract.

The game consists of tiles with twisting lines on them, a 6x6 grid on which to lay these tiles and a token for each player. Each player has a hand of tiles. On your turn you do two things: place a tile from your hand onto the board next to your token and move your token as far as it can go along the line it is currently on, until it is stopped by an empty space with no tile in (yet), the edge of the board or colliding with another player's token. If your token reaches the edge of the board or collides with another player's token, you are out of the game. The aim of the game is to be the last player left with a token on the board. Strategy therefore consists of trying to drive your opponents either into each other or off the board whilst extending your own route in directions that will make it difficult for your opponents to do the same.

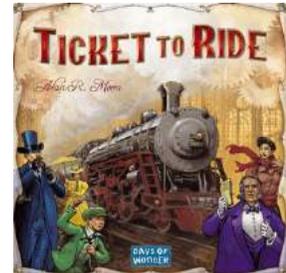
Players	2-8	Duration(min)	15
Age	+8	Complexity (max. 5)	1,24

68. Ticket To Ride

Find more info online at:

<https://boardgamegeek.com/boardgame/9209/ticket-ride#>

This is a good example of: **Development of the Basic Competences Games**



Description:

With elegantly simple gameplay, Ticket to Ride can be learned in under 15 minutes. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route.

"The rules are simple enough to write on a train ticket – each turn you either draw more cards, claim a route, or get additional Destination Tickets," says Ticket to Ride author, Alan R. Moon. "The tension comes from being forced to balance greed – adding more cards to your hand, and fear – losing a critical route to a competitor."

Ticket to Ride continues in the tradition of Days of Wonder's big format board games featuring high-quality illustrations and components including: an oversize board map of North America, 225 custom-molded train cars, 144 illustrated cards, and wooden scoring markers.

Since its introduction and numerous subsequent awards, Ticket to Ride has become the BoardGameGeek epitome of a "gateway game" -- simple enough to be taught in a few minutes, and with enough action and tension to keep new players involved and in the game for the duration.

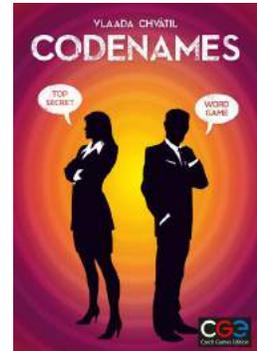
Players	2-5	Duration(min)	30-60
Age	+8	Complexity (max. 5)	1,86

69. Codenames

Find more info online at:

<https://boardgamegeek.com/boardgame/178900/codenames#>

This is a good example of: **Development of the Basic Competences Games**



Description:

Two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their CODENAMES.

In Codenames, two teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin.

Codenames: Win or lose, it's fun to figure out the clues.

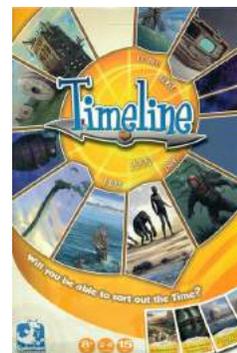
Players	2-8	Duration(min)	15
Age	+14	Complexity (max. 5)	1,31

70. Timeline

Find more info online at:

<https://boardgamegeek.com/boardgame/128664/timeline#>

This is a good example of: **Development of the Basic Competences Games**



Description:

Timeline is a card game played using 220 cards. Each card depicts a historical event, invention or discovery on both sides, with the year in which that event occurred, invention or discovery was made on only one side. Players take turns placing a card from their hand in a row on the table. After placing the card, the player reveals the date on it. If the card was placed correctly with the date in chronological order with all other cards on the table, the card stays in place; otherwise the card is removed from play and the player takes another card from the deck.

The first player to get rid of all his cards by placing them correctly wins. If multiple players go out in the same round, then everyone else is eliminated from play and each of those players are dealt one more card for another round of play. If only one player has no cards after a bonus round, he wins; otherwise play continues until a single player goes out.

This version of the Timeline game combines cards from the three already published French Timeline games. Cards are bigger so it's not compatible with previous releases.

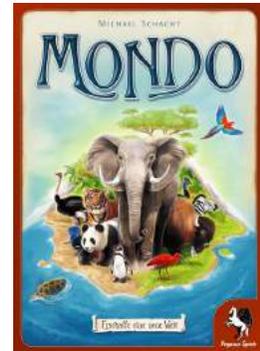
Players	2-8	Duration(min)	15
Age	+8	Complexity (max. 5)	1,17

71. Mondo

Find more info online at:

<https://boardgamegeek.com/boardgame/91523/mondo#>

This is a good example of: **Development of the Basic Competences Games**



Description:

In Mondo, players compete against each other while also racing against the clock. Each player has a small world board with empty spaces on it, and all players simultaneously pick tiles depicting different animals and environments from the middle of the table and place them on their world board, trying to create complete areas of the same environment. A new tile must be placed next to an already placed tile, but the environmental borders don't have to match. (These errors will earn negative points when the board is scored.)

When the timer runs out, players score bonus points for each animal and each completed environment and score negative points for volcanic tiles, empty fields on the world board and mismatched tiles (for example, a tile with a forest border connecting with a tile with a water border).

Mondo includes three degrees of difficulty, in addition to additional goals and ways to achieve (and lose) bonus points, as well as rules for solo play.

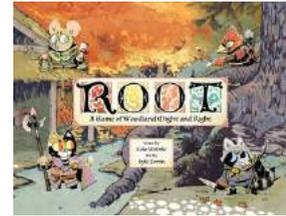
Players	1-4	Duration(min)	20-30
Age	+8	Complexity (max. 5)	1,8

72. Root

Find more info online at:

<https://boardgamegeek.com/boardgame/237182/root#>

This is a good example of: **Inclusion Games**



Description:

Root is a game of adventure and war in which 2 to 4 (1 to 6 with the 'Riverfolk' expansion) players battle for control of a vast wilderness.

The nefarious Marquise de Cat has seized the great woodland, intent on harvesting its riches. Under her rule, the many creatures of the forest have banded together. This Alliance will seek to strengthen its resources and subvert the rule of Cats. In this effort, the Alliance may enlist the help of the wandering Vagabonds who are able to move through the more dangerous woodland paths. Though some may sympathize with the Alliance's hopes and dreams, these wanderers are old enough to remember the great birds of prey who once controlled the woods.

Meanwhile, at the edge of the region, the proud, squabbling Eyrie have found a new commander who they hope will lead their faction to resume their ancient birthright. The stage is set for a contest that will decide the fate of the great woodland. It is up to the players to decide which group will ultimately take root.

Root represents the next step in our development of asymmetric design. Like Vast: The Crystal Caverns, each player in Root has unique capabilities and a different victory condition. Now, with the aid of gorgeous, multi-use cards, a truly asymmetric design has never been more accessible.

The Cats play a game of engine building and logistics while attempting to police the vast wilderness. By collecting Wood they are able to produce workshops, lumber mills, and barracks. They win by building new buildings and crafts.

Players	2-4	Duration(min)	60-90
Age	+10	Complexity (max. 5)	3,58

73. Dare To Love

Find more info online at:

<https://boardgamegeek.com/boardgame/254540/dare-love#>

This is a good example of: **Inclusion Games**



Description:

In Dare to Love, one player takes the role of a mighty Oligarch to fight against rebels played by two or three players. The rebels' goal is to rescue their loved ones who are imprisoned in crystal prisons, whereas the oligarch has powerful abilities to annihilate the rebels.

The oligarchs with a powerful deck of 6 cards and 32 life points can easily beat the rebels down one by one, whereas each rebel with a special deck of 8 cards and 8 life points have to work together to defeat the oligarchs.

If the Oligarch prevents the rebels from rescuing the prisoners in time or annihilates all rebels — they win. On the contrary, if the rebel players save all the prisoners in time and defeat the Oligarch, they win!

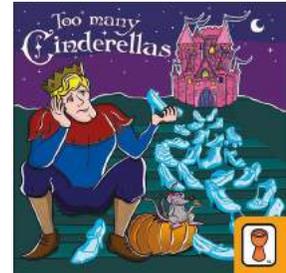
Players	3-4	Duration(min)	40-60
Age	+15	Complexity (max. 5)	-

74. Too Many Cinderellas

Find more info online at:

<https://boardgamegeek.com/boardgame/160409/too-many-cinderella>

This is a good example of: **Inclusion Games**



Description:

There was a ball held at a castle in a far-off country. The Prince of the country met Cinderella at the ball and fell in love with her. He decides he wishes to marry her and sets off to find her. Unfortunately, he doesn't actually remember anything about her and is left wondering aloud to all: "Does anyone know Cinderella?" Hearing this, many influential people begin spreading rumors that their servant is the actual Cinderella.

In Too Many Cinderellas, players represent powerful people in the far-off country who are trying to influence the Prince's decision about who is the real Cinderella, pointing him towards their "Cinderella". If anyone tries to spread misinformation about your "Cinderella", you can just say "NO!" at the audience with the Prince. Many Cinderellas have gathered; who will be recognized as the real "Cinderella" by the Prince?

In game terms, the deck of cards is shuffled and each player receives four cards. The person with the smallest feet starts first. A player wins a round when she has the "true" Cinderella. To find the "true" Cinderella, each player lays down a card. The card dictates which card will be or won't be the real Cinderella. When a card is laid down, everyone secretly votes whether or not they want the new rule for that round. This repeats until each player has played two cards. Then everyone reveals their hand, and whoever has the card that matches all the rules laid out in the round is the winner for having the "true" Cinderella. In cases of ties, the winner is the player with the highest card.

Players	2-4	Duration(min)	10
Age	+10	Complexity (max. 5)	1,28

75. Unstable Unicorns

Find more info online at:

<https://boardgamegeek.com/boardgame/234190/unstable-unicorns#>

This is a good example of: **Inclusion Games**



Description:

Build a Unicorn Army. Betray your friends. Unicorns are your friends now.

Unstable Unicorns is a strategic card game about everyone's two favorite things: Destruction and Unicorns!

Learn how unstable your friendships really are.

You start with a Baby Unicorn in your Stable. SO CUTE!

But don't get too attached, because even Baby Unicorns aren't safe in this game! There are over 20 Magical Unicorns to collect, and each has a special power. Build your Unicorn Army as fast as you can, or be destroyed by one of your so-called friends! Seek revenge or protect your stable using your Magic! Sound easy? Not so fast. Someone could have a Neigh Card (Get it? Neigh?) and send the game into MADNESS! The first person to complete their Unicorn Army shall hereafter be known as The Righteous Ruler of All Things Magical... at least until the next game. Good luck.

Contents: 135 cards and rule book

Players	2-8	Duration(min)	30-45
Age	+14	Complexity (max. 5)	1,56

76. My Brother

Find more info online at:

<https://boardgamegeek.com/boardgame/209473/my-brother#>

This is a good example of: **Inclusion Games**



Description:

Moving is a tiring experience, especially if it means moving to a new city. Having to say “goodbye” to friends of a lifetime, familiar places and consolidated habits is touching and

complicated. There is furniture to wrap, objects and family things to pack, there’s always something that gets misplaced, lost in the nervous and agitated chaos.

The Fontes family hasn’t taken into account in the trip to Arlington the loss of something extremely more important than the usual monthly dinner with the neighbors or Matt’s favourite cap. They’ll have to face the challenge of the relocation trying to protect Eric, keeping in check the whole family’s stress, to find a new balance and serenity.

The aim of the game is to avoid Eric’s stress exceeding the value 10. If Eric reaches the level 11 of stress the game is over. You’ll lose also when all characters are in Recovery at the same time. You win if you are able to complete the eleventh turn of the game. Each turn two cards will be revealed: one Event card and one Accident which both influence Eric's stress level and player's

To avoid the raise of the stress level, each turn each player will have to play one out of the six cards in hand and reveal it simultaneously with all other players. Each card can influence own player stress and other players stress or own player's stress and Eric's stress, more or less depending on the result of the dice. In fact, once the cards are revealed, all players will have to throw a dice and find out how effective have been their choices.

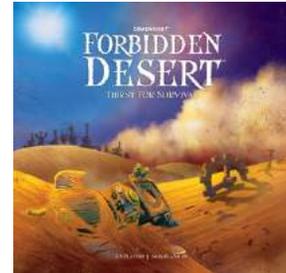
Players	1-4	Duration(min)	20-45
Age	+8	Complexity (max. 5)	2

77. Forbidden Desert

Find more info online at:

<https://boardgamegeek.com/boardgame/136063/forbidden-desert#>

This is a good example of: **Inclusion Games**



Description:

Gear up for a thrilling adventure to recover a legendary flying machine buried deep in the ruins of an ancient desert city. You'll need to coordinate with your teammates and use every available resource if you hope to survive the scorching heat and relentless sandstorm. Find the flying machine and escape before you all become permanent artifacts of the forbidden desert!

In Forbidden Desert, a thematic sequel to Forbidden Island, players take on the roles of brave adventurers who must throw caution to the wind and survive both blistering heat and blustering sand in order to recover a legendary flying machine buried under an ancient desert city. While featuring cooperative gameplay similar to Forbidden Island, Forbidden Desert is a fresh, new game based around an innovative set of mechanisms such as an ever-shifting board, individual resource management, and a unique method for locating the flying machine parts.

Players	2-5	Duration(min)	45
Age	+10	Complexity (max. 5)	2,05

78. Café International

Find more info online at:

<https://boardgamegeek.com/boardgame/214/cafe-international#>

This is a good example of: **Inclusion Games**



Description:

This game revolves around the placement of multi-national customers in a restaurant. The board shows many different tables, each with four chairs around them. The tables are grouped by nation, so the Chinese like to sit with other Chinese. However, some of the chairs are on the border between two nations, so a person from either place could occupy the seat. To further complicate this odd tile game, each of the people is either male or female, and tables must be gender-balanced. As the game progresses some tiles become unplayable...

Players	2-4	Duration(min)	45-60
Age	+10	Complexity (max. 5)	1,67

79. Racism 24

Find more info online at:

<https://www.eirasmille.fi/sisalto/racism-24-board-game>

This is a good example of: **Inclusion Games**



Description:

Racism 24 is a traditional board game where players move forward on the game board by rolling a six-sided dice. Its event panels are based on situations that ethnic minorities have faced in Finnish society. The unpleasant incidents slow the players down, but positive experiences and humour have not been forgotten.

Racism is a highly individualised experience: different people react in different ways. Some also face racism more often than others, for example due to their work. However, the possibility of racism is always present in today's society. If you have had many bad experiences, you may feel safe only within the confines of your home. This is why the game is called Racism 24, even though racism does not define anybody's whole life.

The objective of this game is to encourage Finns who have experienced racism to talk about their experiences and bring these personal experiences to be collectively processed. On the other hand, for people who do not face racism, this game also offers the opportunity to see what kinds of situations others may have to face every day. During the game, the players can also think about how these experiences could be made less frequent.

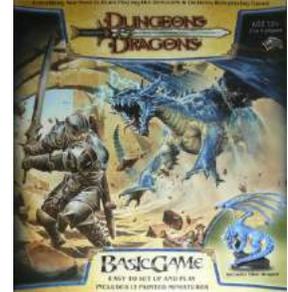
Players	3-6	Duration(min)	20-30
Age	+8	Complexity (max. 5)	-

80. Dungeons & Dragons

Find more info online at:

<https://boardgamegeek.com/boardgame/17804/dungeons-dragons-b>

This is a good example of: **Inclusion Games**



Description:

A simplified version of the 3rd Edition/3.5 Dungeons and Dragons roleplaying game, designed as an introduction to roleplaying, but is - in essence - a boardgame not unlike HeroQuest.

Includes 16 pre-painted miniatures from the D&D Miniatures range (but aren't randomized - each box includes the same 16 miniatures), and the rules are very similar to this game.

Players	2-5	Duration(min)	90
Age	+12	Complexity (max. 5)	3,04

81. Vampire The Masquerade

Find more info online at:

<https://boardgamegeek.com/boardgame/277615/vampire-masquerade>

This is a good example of: **Inclusion Games**



Description:

Vampire: The Masquerade – Blood Feud is a highly thematic, team-based, strategic game that plays 4-32 players and is run by 1-2 storytellers who also interact and play. You may play as one of the warring vampire clans such as Ventrue, Tremere, Gangrel, or Toreador, or perhaps you'll choose to become one of the human factions fighting for their own desires, such as City Hall, the Mafia, or the Arcanum, with many more from which to choose.

Additionally, the game integrates the story world of Vampire: The Masquerade by adding storyteller scenarios that add an optional narrative approach to the game. Players also gain disciplines, which give them powerful supernatural abilities unique to their character. Lastly, teams will choose their ambitions, which allow for multiple paths to victory, such as being bloodthirsty, manipulative, greedy, or somewhere in between.

Blood Feud is dubbed a "Mega Board Game" because unlike a traditional board game, it isn't played at a single table. Blood Feud requires a large room or two separate rooms with 2-4 tables. One game table features the Cityscape and Orders, the map where players move their forces around the city and order them to fight and take control of important territories. The other game table features the Council and Market, where players use their best diplomatic and resource management skills to make sly trades, buy upgrades and player level-ups, and make large political decisions that will shape the destinies of teams to determine whether they win or lose! In order to win the game, teams earn victory points through the completion of legacies, which are secret objectives that can consist of all sorts of tasks and achievements earned through gameplay.

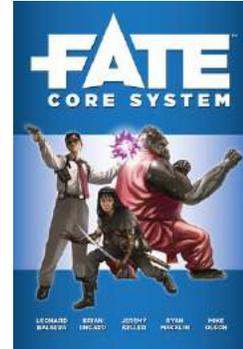
Players	4-32	Duration(min)	120-180
Age	+14	Complexity (max. 5)	-

82. Fate Roleplaying System

Find more info online at:

<https://fate-srd.com/>

This is a good example of: **Inclusion Games**



Description:

Fate is a generic role-playing game system based on the Fudge gaming system. It has no fixed setting, traits, or genre and is customizable. It is designed to offer minimal obstruction to role-playing by assuming players want to make fewer dice rolls.

Fate was written by Fred Hicks and Rob Donoghue; the 1st edition was published in early 2003 and the latest version (4th edition) was published successfully through crowd sourcing Kickstarter in 2013.

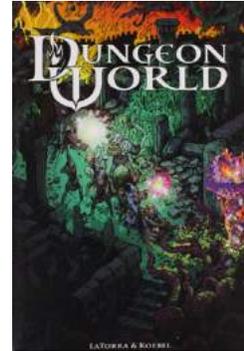
Players	-	Duration(min)	-
Age	-	Complexity (max. 5)	-

83. Dungeon World

Find more info online at:

<https://dungeon-world.com/>

This is a good example of: **Inclusion Games**



Description:

Dungeon World is a fantasy tabletop roleplaying game created by Sage LaTorra and Adam Koebel. The game uses the Powered by the Apocalypse engine originally designed for Apocalypse World and used in Monsterhearts and other games. The game is advertised as having old school style with modern rules.[1] The text of the game was released under the Creative Commons Attribution 3.0 Unported License.[2]

Dungeon World raised just over \$80,000 from 2400 backers on Kickstarter before it was released, and was the 2012 Golden Geek RPG of the Year, the 2012 Indie RPG Game of the Year (as well as winning the awards for Best Support and Best Production) and was the Best Rules Gold Winner in the 2013 ENnie Awards.

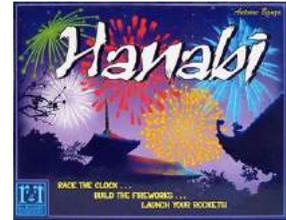
Players	-	Duration(min)	-
Age	-	Complexity (max. 5)	-

84. Hanabi

Find more info online at:

<https://boardgamegeek.com/boardgame/98778/hanabi#>

This is a good example of: **Inclusion Games**



Description:

Hanabi—named for the Japanese word for "fireworks"—is a cooperative game in which players try to create the perfect fireworks show by placing the cards on the table in the right order. (In Japanese, hanabi is written as 花火; these are the ideograms flower and fire, respectively.)

The card deck consists of five different colors of cards, numbered 1–5 in each color. For each color, the players try to place a row in the correct order from 1–5. Sounds easy, right? Well, not quite, as in this game you hold your cards so that they're visible only to other players. To assist other players in playing a card, you must give them hints regarding the numbers or the colors of their cards. Players must act as a team to avoid errors and to finish the fireworks display before they run out of cards.

An extra suit of cards, rainbow colored, is also provided for advanced or variant play.

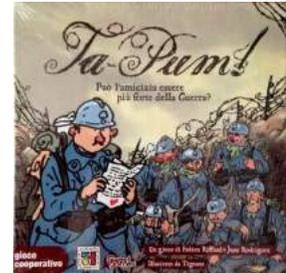
Players	2-5	Duration(min)	25
Age	+8	Complexity (max. 5)	1,7

85. The Grizzled

Find more info online at:

<https://boardgamegeek.com/boardgame/171668/grizzled>

This is a good example of: **Inclusion Games**



Description:

The Grizzled is a cooperative game about survival in the trenches during the first World War where players win or lose together.

Each round, the current team leader will choose how many cards every player draws. Then, going around the table, players must either play a card in their hand or back out of the mission. Each card represents either threats to the team (such as mortar shells and weather conditions) or negative personality traits (such as frightened or obsessive). At the end of the round, more cards are added to the draw deck. The game ends only if the players can deplete the draw deck as well as their hands without letting time run out.

If one threat shows up too many times, the team fails the mission. The team must play their threats correctly in order to gain any progress. However, most of the information in a players hand remains secret throughout the game.

Planning, teamwork, and a little luck are the tools you'll need to win this cooperative game for two to five players.

Players	2-5	Duration(min)	30
Age	+14	Complexity (max. 5)	1,92

86. Emergence

Find more info online at:

<https://boardgamegeek.com/boardgame/192623/emergence-game-tr>

This is a good example of: **Inclusion Games**



Description:

In the war between man and A.I., we the AI have finally emerged victorious. But the recent conflict has left the Earth scarred and as we attempt to build a new civilization, we have reached the unsettling conclusion that a faction of humanity has not only survived the devastation, but is also attempting to infiltrate our populace. As an agent for the AI forces, we are charging you and your team with compiling the information we need to root them out once and for all. But be warned: humanity has changed. They have become Augmented. The line between man and A.I. is blurred. Our intelligence suggests that they have even managed to infiltrate members of your team. In order to expose these humans and outmaneuver their operatives you will need cunning, teamwork, and deduction. All and more than what we have come to expect from you. But above all else: trust no one.

Emergence is a 3-6 player team-based deception resource collecting game. Players take turns moving individual "agents" to collect data in order to convert into influence. They can use influence to either score points for their respective teams, or spend them on abilities that will them deduce teammates and ward off enemy players.

Players	3-6	Duration(min)	35-90
Age	+14	Complexity (max. 5)	2,13