GREE
BOX N
G OF
AMES

CONTEST ✖ 2019

# The Golden Pyramid
## By André Heines

**2-6**

**30'**

**3/5**

The unchilded emperor needs a worthy successor to his throne. He declares that the nobles shall together build a golden pyramid. The emperor demands a pyramid that consists of four levels, with the upper levels being build upon colorful artistic colonnades. The one whose contribution impresses the emperor the most will become the new emperor.

## Components:
- All tiles
- All cards and cubes in 6 colors
- Meeples
- Drawbag



## Setup:
Put aside the 12 cards with values 5 and 6 as well as the yellow and green card. They may be used to create a scoring track. Shuffle the other cards and place them as a draw pile face down on the table. Leave some space for a discard pile. Form 6 face up stacks of tiles, one for each symbol. Put 15 cubes (the columns) of each color (18 in a game with 5 or 6 players) in the bag. In a game with 2-4/5-6 players randomly draw 3/4 cubes from the bag and place them on the yellow star card. They form a common market pool. If at any point in the game, including setup, 3 or more cubes are of the same color, the cubes in market are immediately replaced randomly from the bag. The cubes from the current market are put in the bag before drawing new ones.

Each player draws 3 cubes from the bag and is dealt 3 cards randomly. In a game with 2 or 3 players each player starts with 4 cubes and 4 cards. In addition to that all players take a builder (meeple) and one cube in a player color of their choice. The cube is used for scoring on the track on the back of the rulebook.

## Play
During the game the players will perform one action per turn until the pyramid is finished. When that happens, the game ends immediately. There are five possible actions the players can take during their turn.

a) Draw cubes
b) Draw cards
c) Trade cubes
d) Move builder
e) Build

### a) Draw cubes
The player plays a card from his hand to buy a designed column from a mason (i.e. a cube). The number of pips on the card equal the number of cubes he may draw from the bag. He keeps half the cubes (rounded up) and puts the others back in the bag. Alternatively he may pick one cube from the bag that matches the color of the card he has played. A player may only play one card per turn. The card is then discarded. A player may have as many cubes as he wants.

### b) Draw cards
The player plays a card from his hand to gain more influence (cards). He then draws number of pips plus one card from the deck and keeps up to three. The other cards are put on the discard pile. A player may only play one card per turn. The card is then discarded. If a player has no cards left in his hand and only then, he may instead draw up to two cards. He immediately spends one of his victory points per card. If there are not enough cards left in the draw pile he draws the cards that are left, reshuffles the discard pile and draws cards the remaining cards. The hand limit per player is 7 cards. If a player has at the end of his turn more than 7 cards in his hand, he has to discard down to 7 cards.

### c) Trade cubes
During his turn a player may trade one column either with another player or the common market. A player may only trade one column during his turn at a ratio of 1:1 with another player or 2:1 with the common market. He may offer any trade to other players and negotiate. If no other player wants to trade, he can then either trade with the market or choose a different action. If he trades with the market he takes one column from the market, adds one of his columns to the market in exchange and puts another one of his columns in the bag.

Note: If there are 3 or more cubes of the same color in the market after the trading, all cubes in the market are immediately replaced.

Optional rule: Before trading with the market a player may draw a number of cubes equal to the number of cubes in the market to replace the current market. The cubes from the old market are put back in the bag. If he then wants to trade, he has to spend 1 victory point. If not, he ends his turn.

### d) Move builder
A player may move his builder to a tile on the same level that is not occupied by another players builder.

## e) Build

When a player has gathered enough resources, he can contribute to the pyramid. For the first level of the pyramid he only has to play 1 card with a value of at least 1, as indicated by the number of pips. He takes a tile showing the same symbol as the card he played and adds it to the pyramid with the golden backside up. The card is then discarded. If there is no such tile remaining he chooses another tile, but will not receive points for placing this tile. If he has a card matching an available tile, he must use it.

For the higher levels he has to play 1 card with a value that matches at least the level he wants to build and 4 cards to build the columns. He takes a tile showing the same symbol as the card he played and adds it to the pyramid with the golden backside up. If there is no such tile remaining he chooses another tile, but will not receive victory points for placing this tile. If he has a card matching an available tile, he has to use it. The other 4 cards indicate the colors of the columns he is allowed to use. The 5 cards are then discarded.

If a player builds a new tile, he may place his builder on this tile. If it is his first tile of a level, he must place his builder. The builder may never be placed on a lower level than he currently stands on, since he also marks the highest level of contribution to the pyramid. If a fourth column is placed on the tile the



Example: Georg builds a new tile resting on two blue, one green and one red cubes. The blues and the green are adjacent to cubes of the same colour, scoring 3 points. 1 point is scored for using two cubes of one colour, and finally 2 points for building a tile on level 2. Georg scores 6 points in total.

builder stands, the player must move his builder to another tile of the same level. He may choose any tile, even if he did not build it, as long as there is no other builder. If a player is forced to move his builder, he loses 1 victory point.

Note: The first level of the pyramid consists of 4 by 4 tiles. To build a tile on the second level a player places his four columns on 4 adjacent quarters of 4 different tiles that have to be connected in a 2 by 2 square and puts the new tile on top of them. The new tile has to lay on all four columns The higher levels are build accordingly. The second level consists of 3 by 3 tiles, the third level of 2 by 2 tiles, and the fourth level of a single tile.

Scoring tiles: When a player adds a new tile, he immediately receives victory points, depending on the tiles and columns he used. He also loses 1 victory point, if his builder was not on an orthogonally adjacent tile to the new one or one of the tiles where he placed a column.

For placing a tile on level 1/2/3/4 he receives 1/2/3/4 victory points. For building 2/3/4 columns of the same color the player receives 1/2/4 victory point. Building 2 pairs of two different colors are worth 3 victory points. If a player manages to build a new column right besides an already existing column of the same color, he gains 1 additional victory point for every neighboring column that matches the color. If a player has to build a tile that does not match the symbol on his card, he still scores the columns used.

**End of game:**
As soon as the fourth level of the pyramid is build, the game ends immediately. In addition to the victory points the players have gathered throughout the game, they receive a final bonus for the highest level they have contributed to. For level 2/3/4 they receive 2/3/4 additional victory points. In case of a tie the player who contributed to the highest level wins. If the game is still tied the player who has committed himself more, meaning he has less remaining resources (cards plus cubes), wins. If there's still a tie, the emperor has to find another challenge for his favorites and declares all those tied nobles winners and worthy of another contest.

Action reference
a) **Draw cubes** (keep half)



b) **Draw cards** (keep three)



c) **Trade cubes**



d) **Move builder**
e) **Build** (See example)

Scoring reference



| 1p | 2p | 3p | 4p |

**+1p for each adjacent same colour**
**+(1-4)p for tile level**

**End scoring: 1-4p for max level**

5

# Last Defence at Hudai Monastery
### By Achim Zien

This is a solo tile-laying defense game in the events after "Last Stand at Hudai Pass".

You sent out your most fierce monk to stand against the master demon at Hudai Pass. In a treacherous turn of events, a portal has opened in a nearby cave and minor demons sprawl up the mountain towards Hudai Monastery. You must act quickly to raise your defenses and overcome every single last one of them.

In the game Last Defense at Hudai Monastery you build up the defenses of the monastery, command your monks to fight the onslaught of demons and implement new techniques to become more efficient at both. If you manage to defeat every demon in the demon card deck, you win. Let too many of them through or take too long and you fail.

## Components
all 56 cards (54 with icons, two "star cards")
all 36 tiles
the bag
red, blue, yellow and green cubes
all 7 meeples

## Setup
1. Set aside one tile of each symbol and randomly arrange them in a line from left to right. This is your base wall. Put all remaining tiles in the bag and give it a good shake and scramble.

2. Draw two random meeples and put one one the second tile from the left, one on the second tile from the right of the base wall. Lay them down. These are your monks and they are not charged with Qi, yet.

3. Search the cards with the green background and take a 1 and a 2 of each symbol. Overlap these two cards per symbol such that a track of three fields emerges: symbol, 1, 2. Put one blue cube on each symbol. On the Hammers symbol, put another

one. These are the six techniques you can research. Each start on the basic level and can be upgraded twice.

4. Take the cards with the yellow background and shuffle them. Remove 6 cards without looking at them. Do the same with the cards with red background and stack them on top of the cards with yellow background. Finally, put the remaining cards with blue background on top. You should have a stack of 30 cards, shuffled by background color. This represents the demon hordes attacking you and you win by eliminating them all.

5. Put the stack on the table. Draw the first six cards and arrange them from left to right next to the stack. This is the "Approaching" row. Each card represents a demon and should be associated to exactly one tile in your base wall.

6. Put the green star card above the stack, and the yellow star card below the stack. These cards mark the "Stunned" and "Attacking" rows, respectively. The demon card with the arrow immediately advances to the attacking row. Make sure you leave some room above your base wall for more tiles.

7. Set aside 11 red cubes to represent the monastery's integrity and return the rest to the box. When you run out of integrity, you lose the game. (Alt: Use one cube on the scoring track on the back of the rulebook)

8. Set aside 11 green cubes to represent the time left before you are overrun and return the rest to the box. When you run out of time by removing your last green cube, you lose the game. (Alt: Use one cube on the scoring track on the back of the rulebook)

9. Keep 4 blue cubes ready to mark technique points gained, and a bunch of yellow cubes to mark damage done to the demons.

**Play**
In each turn, you will play through three phases:

1: Build
2: Act
3: Demons

After each turn, remove a green time cube from your reserve.

Techniques
Some values in the game may be enhanced by techniques. For your convenience, these are marked with (+technique). If your technique is level 2, apply the effect of level 1 twice.

**1: Build**
Draw 2 tiles from the bag (+technique) and decide on one to add to your wall. Tiles can be added only above the six base wall tiles and must be adjacent to another wall tile. Put the unused tile(s) to a discard pile.

If you ever need to draw a tile from the bag and cannot, add the tiles from the discard pile to the bag and scramble them.

**2: Act**
Activate two distinct monks on the wall.

When you activate a monk, you can move them by one tile horizontally or vertically (+technique) and then use the tile they are standing on. After that, use one (+technique) of the adjacent tiles in any order .

If a monk was removed from the wall, you cannot activate them any more. Instead, you can spend the activation to select one of the remaining monks and put them on any tile, charged (standing up).

| | Tile action | Technique effect | Demon special ability |
|---|---|---|---|
| (drop) | Deal 1 damage to a demon in this or an adjacent column. If this was the demon's last hit point, heal one integrity. | Deal +1 damage when performing the Drop action. Heal +1 integrity when healing integrity. | Deal double damage. |
| (hammers) | Gain one technique point for this round. Indicate it by a blue cube on the tile. | Use an additional tile when activating a monk. | Downgrade a technique and block its level 2 (highest developed technique first, then player's choice). |
| (circles) | Deal one damage to a demon in this column and one other column that has a Circles tile. | Attack from an additional tile during Circle action. | Deal +1 damage and remove a monk from the wall in this column and remove the top tile in this column (not base). |
| (build) | Perform another build phase. | Draw +1 tile when performing the build phase. | Remove the two topmost tiles in this column (not base). |
| (gear) | Stand up a monk to charge them with Qi. | Give monks +1 damage when discharged, give monks +1 movement on the wall. | Remove a monk from the wall (player's choice). |
| (arrow) | Push this or an adjacent column's demon to the Stun row and deal 1 damage | Push back an additional adjacent demon when performing the Arrow action. | Start in Attacking row when revealed from deck. |

You can discharge (lay down) any monk that is charged (standing) to deal 2 damage to the demon in their column (+technique). If the monk has the color matching the demon card's border, deal +1 damage. The grey monk adds +1 damage on demons with yellow background.

If you have generated technique points, you can spend them to increase your techniques (move the technique marker to "1 pip" for level 1 and "2 pips" for level 2. Level 2 may only be developed after level 1. Level 1 costs 1 technique point, level 2 costs 2. You cannot keep technique points for the next round. Note that Hammers must be upgraded twice for each level (may occur on separate turns).

Mark any damage you deal to demons with yellow cubes on their card. Cover each pip with a cube and put the final cube on their symbol to show that they have been defeated. Thus, a demon with 4 pips takes a minimum of 5 damage to defeat.

### 3: Demons
1. Remove all demons that have damage equal to their hit points (hit points: pips on the card +1).

2. Remove all demons from the Attacking row and remove one integrity for each hit point they have left. Also, apply their special effect. You may mitigate the integrity loss and reduce it one-by-one if you decide to lose the topmost tile in the demon's column (not the base wall).

3. Move all demons from Approaching to Attacking. Move all demons from Stunned to Approaching.

4. In each column that is missing a demon, draw a card from the deck and set it into the Approaching column (pushing down arrow demons to attacking).

### Game end
The game ends when either all demons have been destoyed, in which case you win, or when you lose your last point of integrity or time, in which case you lose.

### Increased challenge
If you want to increase the difficulty, try any combination of these:

Draw six starting tiles at random. This will lead to more scenario variability.
Replace the six cards with green background and instead use all the cards with red or even yellow background.
Reduce the number of green time cubes.

# Desert Dessert

By Yury Milovidov

You are a dessert-loving leader of a small country located in a desert. Your goal is to organize domestic production of vanilla beans and consolidate 6 units of it in your possession. In order to achieve it you must build new industries and supply them with all the required resources.
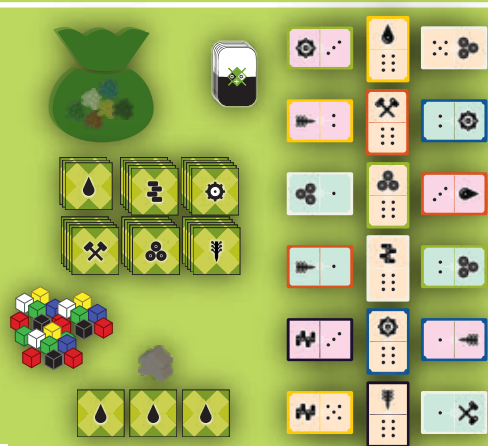
## Components
All 54 cards
All 36 tiles
All 120 cubes
All 7 meeples
Drawstring bag



## Setup
Separate 6 cards with the value of 6 from the deck and arrange them in a column facing up: these are your world market price indicators (see "Trade" below).

Shuffle the rest of the cards: this is your draw pile.

Place 3 green tiles with the Drop symbol on the table: these are your Water Wells (see "Industries" below).

Collect the gray meeple: this is your Domestic Manager (see "Managers" below). Place the remaining meeples in the drawstring bag.

## Play
Each turn consists of 4 consecutive phases:

1: Supply
Assign available Managers to the Industries of your choosing and place the required resources (cubes) on each Industry tile (see "Industries" below). The Industries that do not receive required supplies are disabled (flipped face down) for the remainder of the turn.

2: Trade
Renew the world market prices and make one trade (see "Trade" below). In addition you can exchange 6 units of one resource (6 cubes of the same color) from your inventory for any 1 resource (1 cube of another color).

3: Harvest
Collect all resources (cubes) produced by your Industries (see "Industries" below).

4: Build
Collect a new Industry (green tile) in exchange for a double amount of resources (cubes) required to run this Industry (see "Industries" below).

**Trade**
Each turn during the Trade phase you can exchange some of your resources (cubes) for other ones, depending on the current world market prices which are indicated by the column of 6-value cards. These cards serve as a reminder of which Industry (symbol on the card) produces resources (cubes) of what color (border color of the card).

Example: the 6-value card with Drop symbol and yellow border means that Water Wells (green tiles with Drop symbol) produce Water (yellow cubes).

In order to renew the world market prices, deal 2 cards from the draw pile on both sides of each of the 6-value cards. The left card is the selling price, the right card is the buying price.

When the symbol on left or right card matches the symbol on the 6-value card, the trade on that side is unavailable during this turn.
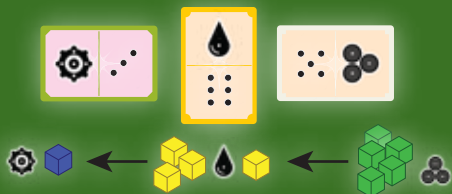


**Example: the cards indicates the buying and selling price for Water (yellow cubes). It can be read like this: 1 Greenhouse (blue cube produced by the Greenhouse Industry) can be bought for 3 Water (yellow cubes), while 1 Water (yellow cube) can be bought for 5 Minerals (green cubes produced by the Minerals Industry).**

**Managers**
Meeples are talented Managers that can be put in charge of individual Industries (one Manager per Industry). When under management, the Industry production doubles but it requires one additional resource favorited by its Manager (1 cube of the same color as the meeple) in addition to its regular supply. The Domestic Manager (gray meeple that you receive in the beginning of the game) does not require any additional resources in order to double the Industry production.
Managers are assigned to Industries during the Supply phase.

Each time your draw pile of cards is depleted, you receive one additional Manager (draw one random meeple out of the drawstring bag).

**Industries**
Green tiles are the Industries, each symbol representing a separate one (see the table below).
In order to build a new Industry you must discard the double amount of resources required for this Industry production (building a Water Well costs 1 red cube and 1 green cube) during the Build phase.

**Winner**
In order to win you must have at least one of each Industry (green tiles with different symbols) and 6 units of Vanilla (black cubes) in your possession.

| Industry/Resource | Production output | Production input needed | Building cost |
|---|---|---|---|
| Water | 🟨 | | 🟥🟩 |
| Tools | 🟥 | 🟨🟩 | 🟨🟨🟩🟩 |
| Minerals | 🟩 | 🟨🟥 | 🟨🟨🟥🟥 |
| Glass | ⬜ | 🟨🟥🟩 | 🟨🟨🟥🟥🟩🟩 |
| Greenhouse | 🟦 | 🟨🟥⬜ | 🟨🟨🟥🟥⬜⬜ |
| Vanilla | ⬛ | 🟨🟩🟦 | 🟨🟨🟩🟩🟦🟦 |

# Attack of the moulds
### By Vegard Farstad

**2-6**

**10'**

**1/5**

In a corner of your fridge there is a hidden menace. Well, actually it's not hidden anymore. Small spots of mould have appeared, slowly growing and spreading across the sandwich you forgot in there a week ago.

Which one of them will eventually win out, absorbing the others and cover most of the sandwich?
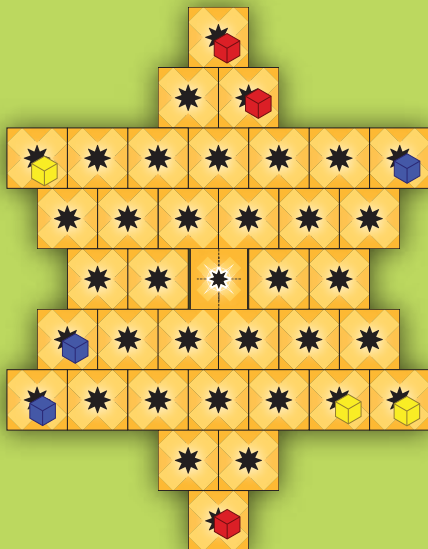


Note: This layout requires 37 tiles. Use the yellow star card as the central tile.
See the wiki for alternative board configurations.

### Setup
Set up the board as shown in the illustration. Depending on player count and personal preference you may use other grid layouts.

Each player uses 20 wooden cubes in their chosen colour. Select a starting corner and place three of your cubes there. If less than 4 players, place 1 cube in one corner and 2 in the opposite corner.

The last person to find mouldy food in their fridge may begin.

### Play
There can be only one cube on each tile.
On your turn, either
A) Grow and place a new piece next to one of your existing ones, or
B) Spread by moving one of your existing pieces to a new position that is 2 steps away instead of next to your old position.

Replace all opponent pieces next to the piece you just placed/moved with your own. In other words, you absorb them into your own mouldy growth. And that completes your turn.

### Game End and Winning
Play until the board is full, and count the number of cubes, or until one of the players have placed all 20 of their cubes, and they instantly win.

# Wacky Wheels

### By Stephen Jennings

**2-5**

**30'**

**3/5**

Race around the track playing cards to speed up or take a shot at your opponents. Also, decide how much time you're willing to spend on pit stops. First to complete the required number of laps wins.

Loosely based off the old PC computer game Wacky Wheels in which players race and shoot hedgehogs to force other players' cars to spin out.

## Components needed

36 Tiles
54 Cards Plus Green and Yellow Card.
1 Meeple (car) per player.
Vehicle Health Cubes (green)
Ammo/Hedgehog Cubes (red)
Fuel Booster Cubes (yellow)
Oil Cubes (blue)
Lap counter cubes (black)
2 dice

## Setup

Assemble the track placing all 36 tiles in a track design pattern of your choice (Suggested initially in number order all the way
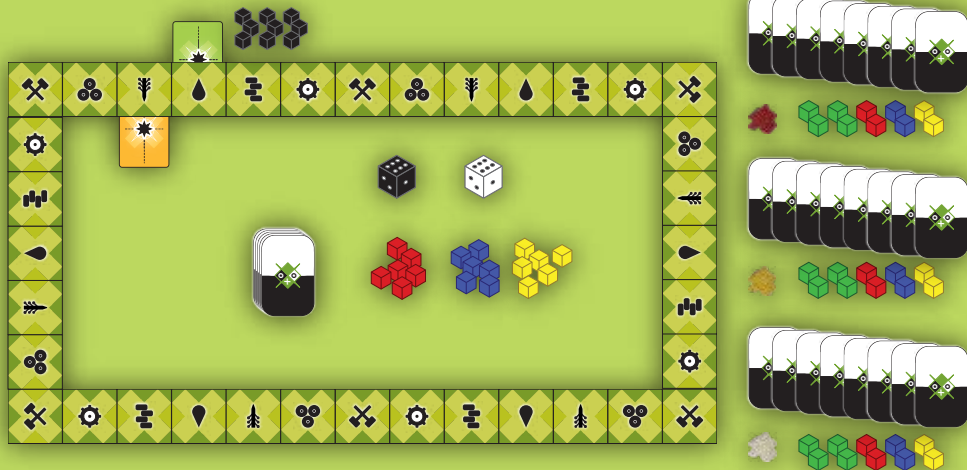
around with variations for each circuit race, see below for suggested track setup order). Put the green card under the start tile and the yellow card under the last tile on the track. Give each player 4 Green, 2 Red, 2 Blue and 2 Yellow cubes.

### Racing card drafting
Shuffle and deal the whole deck of cards so each player gets an even number (with 2 or 3 players, deal 15 cards each). Each player then picks 2 cards to keep and passes the rest of the cards left. Repeat this process until all players have selected 8 cards. Next, shuffle excess cards back into main draw deck.

Each player then puts their meeple on the starting tile (Marked by the solid green card under it, last spot on the race is marked by the solid yellow card) .

All players roll dice and whichever player has the highest roll goes first. Play order continues clockwise from the first player.

Starting with the first player, each player now discards 2 cards and places a cube of their color choice on either the first or last two available tiles on the board with the same symbol as the cards discarded. A symbol is only available if it does not have a cube on it. As the game progresses, any player who lands on these tiles may pick up the cube and add it to their inventory.

### Play
Roll two dice and choose one to use for movement.

You may play a card for additional movement, if your meeple is starting from a symbol space that matches the symbol of the card you wish to play. Multiply the dice value and the number value on the card to get your total movement.

Regardless of the played card you may spend one or more yellow cubes to move further. Each cube allows you to move the value of the selected die.

Example: The player rolls a 5 and then plays a 2 card drop symbol since they are already on that symbol. Normally, they would move 10 spaces (not counting the tile they start on) but since they used a booster they would instead move 15 spaces.

Example: The player rolls a 6 and is on an drop symbol but has no drop symbol cards. Instead the player uses 2 boosters to move 18 spaces (3 x 6)

### Cube actions
Before and/or after movement you may spend one blue or red cube to affect other players. To use a cube you must also play a card with a symbol matching the tile where your targeted opponent is located.

Spend a red cube to shoot a player within five in front of you (if not around a corner) causing them to skid backwards the number of spaces which match your dice, and lose 1 Green health cube.

Spend a blue cube to drop oil which affects anyone 2 spaces or less behind you. Oil causes them to spin out and lose their next turn as well as 1 green cube if they roll less than or equal to your chosen dice roll for this turn. If they roll higher than they dodge the oil.

If you run out of Health, your car has broken down and you will be stuck 2 turns in place waiting for the repair crew to arrive and fix it. Once your car is fixed, set your car's health to 2.

### Pit Stop

Each lap, players have the option to take a pit stop by having at least enough movement spaces to get into the pit. Once in the pit you can immediately add up to 4 cubes and 2 movement cards (without exceeding start stats in any area). If you take a full pit stop and wait another turn you can max back up to 4 Green Cubes, 2 Red Cubes, 2 Yellow Cubes and 2 Blue Cubes and six cards or alternatively you can double the max of one of the above listed cubes plus max the others to start numbers and only get 3 cards (MAX of any cube type is double starting amount of cubes).

### Counting laps

When passing the start tile players collect a black cube to keep track of which lap they are on.

### Last Lap and winners

If players uses a card to get past the finish line, they must still start or end on a tile with the same symbol as their card.

If multiple players cross the finish line on the same turn, the winning order is decided by which player goes the farthest past the finish line after everyone has moved on that turn.

### Race scoring

Standard 3 Lap Race:
1st = 3 Points
2nd = 2 Points
3rd = 1 Point

For Standard race, the suggested minimum is 3 laps. If you play a racing circuit, add an additional point to each poll position for races of more than 3 laps.
So, four laps would be 4-3-2 and so on. 5 laps adds an extra point for all who finish. So it would be 5-4-3-1-1 etc.

### Circuit Suggestion & Rules:

Suggested circuit starts with a short three lap race followed by a four lap race, a five lap race, a six lap race, etc. until you get to the desired number of races for your circuit. At the end, add up scores from each race to

determine the winner. Additionally, for odd lap races you can make sections on the track that give two option paths. Or you can play until someone accumulates at least 20 circuit points for the victory.

After the initial card draw, circuit racers maintain their supply of cubes and cards from race to race, carrying over what they don't use and skipping the initial card draft from the first race. At the start of each race players can discard their 1 cards to put cubes out on the map for pickup--this is the only use of 1's so there is no limit to how many of them can be discarded in this manner to place on the map.

Players may use points gained from their finish positions to buy repairs (additional cubes) and/or card for the next circuit race. If max stats you can go up as high as you want on cards.

Circuit Tracks

Race #1 - (3 Laps) Order 36 tiles #1-6 in order around entire race track.
Race #2 - (4 Laps) Order 36 tiles two of the same symbol next to each other all the way around the track.
Race #3 - (5 Laps) Order 36 tiles with six of the same symbol next to each other all the way around the track.

See the wiki for more curcuit/track suggestions.

# Slush

By Yury Milovidov

**3-6**

**10'**

**2/5**

Slush is a fast paced abstract card game for 3-6 players. The goal is to claim as many cards as possible. Claim all 6 cards of your color to win instantly.

**Components**
1 meeple per player
9 cubes per player

6 cards per player in their color (remove the cards with green backgrounds)

## Setup

Give each player a meeple and 9 cubes of the same color.
Shuffle the cards and place face down to form a draw pile.

## Play

In order to claim a card you must either have more cubes of your color on this card than any other player or you must lock this card with your meeple.

Starting with the person who most recently consumed an iced beverage and going clockwise, the players take turns by doing one of the following:

A: Draw one card from the pile and place it face up on the table.

B: Bid on a facing up card by placing one or more of your cubes on it (see "How to bid" below).

C: Lock a facing up card that has any number of your cubes on it (even if it's currently claimed by another player) by placing your meeple on it. Note that you cannot lock a card that's already locked by another player, i.e. no more than 1 meeple per card. Once a card is locked, the locking meeple stays on it and cannot be used again during this game.

Tip: arrange cards in rows sorted by border color and pip values; it'll be easier to see at a glance which cards are claimed by what player.

How to bid
When bidding on a card, follow these rules:

- Bid only on 1 card per turn by placing 1-4 cubes on it.
- Use no more than 4 cubes at a time.
- You can bid on any card that is not locked by a meeple.
- The total amount of your cubes (including previously placed cubes) must be larger than the current amount of any other player's cubes on this card. In other words, you can only bid on a card if it gets claimed by you as a result.

Tip: by placing 4 cubes on an a card with no bids, you guarantee that other players won't be able to claim this card for themselves.

## Winner

The first player to claim all 6 cards of their color wins the game instantly.

If on your turn you are unable to either draw (the draw deck is depleted), bid (you are out of cubes) or lock (you've already used your meeple), the game ends.

The winner is the player who has the highest total pip value on all cards claimed by the same player. In case of a tie, the player who claimed more cards overall wins. If the scores are still tied, the game is a draw.

# ISLAND

### By Jasper de Lange

**2-4**

**30'**

**4/5**

Island is a tactical game of conquest, exploration and negotiation. Several armies are fighting over control on a newly discovered island, but in the end only one will be recognized as the true king.

## Components

30 tiles for Territories (all except bricks)
36 Territory cards (beige and pink backgrounds)
18 Cycle cards (green backgrounds)
20 cubes for each player (red/green/yellow/blue)
Castles (black cubes)
Peace tokens (white cubes)
First player/Whisperer token (Coin or card)
Monuments (One d6 for each player)
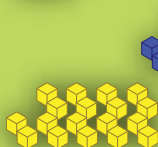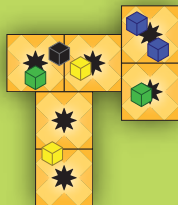


## Setup

Each player chooses a color and puts their units (colored cubes) in front of them.
Create a stack of tiles , a stack of cycle cards, and a stack of territory cards.
Randomly determine the Whisperer for the first cycle by letting each player draw a territory card. The player with the highest number becomes Whisperer. Redraw when there is a tie.
The Whisperer takes the first player token.
Whisperer flips coin to determine play direction. Heads is clockwise, tails is anti-clockwise.

Take turns creating the starting board by letting each player place 1 territory (2 tiles, placed face down). Territories should always touch each other orthogonally (i.e. like a T-shape). Whisperer starts.

The Whisperer places a castle (black cube) on a territory of their choice.

Finally, players take turns placing units, until each player has a total of 2 units on the board.

## Play

The game takes place over several cycles. In each play cycle there are three phases:

A: Draft cycle cards
B: Take cycle actions
C: New cycle procedures

### A: Drafting cycle cards

With 4 players:
Shuffle the 18 cycle cards and deal 4 to each player. Players pick 1 to keep and pass the remaining 3 to the next player. From their new hand of 4 cards they select 2 to keep and 2 to pass. Finally they select 3 to keep and 1 to pass.

With 3 players:
Deal 5 cards to each player. From their first hand, players choose 1 card to discard before continuing the drafting as normal.

With 2 players:
Deal 8 cards to each player. Discard 1 card each drafting round before selecting which cards to keep and which to pass.

Each player always ends the drafting phase with 4 cards in hand.

### B: Cycle actions
During a cycle, when it is their turn, a player may do one of the following:
1: Play a cycle or territory card and perform the appropriate action
2: Pass (this turn only)

Once all players pass in a row, the cycle ends.

### Cards & actions
Action cards and territory cards carry six different icons, which determine the action they trigger. Consult the table on the next page to see all the actions.

### Unit placement, leaders and territory cards
Units owned by different players may be present in the same territory. The player with the most units present in a territory is considered to be its 'leader'.
A player that has a majority of units in a territory is also considered to be leader over all opposing units that are present as minorities. This is important for the victory condition of being leader over 6+ opposing units.

If at any moment in the game all of a player's units are removed from the board, during their next turn that player places 2 units anywhere on the board (in the same or different territories).

### Combat
Combat can be initiated through either the Invade or the Enrage action.

Once a player initiates combat in a territory (the initiator), the other players (the defenders) may opt to use any castles in the territory as defensive structures. In the play direction from the initiator, each defender may announce they are placing 1 of their units in a castle. Keep going around until either all castles are used (1 unit per castle) or no defenders express interest in using any of the castles present. A 'castled' unit is placed on top of a castle (black cube) and is considered not to be present in the territory for the duration of combat; after combat, return all castled units back in the territory.

All players who have (non-castled) units present in the territory take part in the combat. Once a player has no units left in that territory,

During combat, players take turns announcing 1 combat action. This takes place in the play direction, starting with the initiator. There are two different combat actions:

Attack. The defender must either discard a cycle card (green) from their hand, or take back 1 unit from the territory in which combat is taking place. The player taking the attack action always chooses which other player whose units are present is the receiver of the attack.

Retreat. The player taking this action moves all their units from the territory in which combat is taking place, to an adjacent territory in which they are the leader. If there is no such adjacent territory, the retreat action may not be taken. Important! Combat can be stopped at any moment - even before it starts - if all players involved agree that they want combat to stop. However, if at least one of the involved players wants combat to continue, it does.

**C: New cycle procedures**
Before starting the next cycle, players go through a fixed procedure:

**1. Check claims for kingship.**
There are 3 distinct victory conditions in which players can claim kingship:
- They are present in 6+ territories.
- They are present with 6+ castles (anywhere on the board).

| Basic action | | Enchanted action |
|---|---|---|
| | **Replenish** Take the top card from the discard pile. This action may not be taken if the top card is a Replenish card. | **Drown** Play as an immediate reaction to a card (or card combo) played. The card (combo) is discarded without taking effect. |
| | **Recruit** Place 1 unit on a territory where you are present. | **Dominate** Recruit 2 units in any territories where you are present. If an opponent of your choice has 2+ units in 1 of these territories, you may remove 1 of their units |
| | **Pacify** Place 1 peace token on 1 tile in a territory where you are present. If combat is initiated here, initiator immediately loses 1 unit. Remove peace token at the end of the cycle. | **Infiltrate** Move 1 unit from 1 territory to 1 adjacent territory. Do not initiate combat. |
| | **Develop** Turn over 1 tile on which your are present to show the green side with a symbol. | **Immortalize** Erect a monument. Put a die in front of you or move it up 1 pip. |
| | **Enchant** Play immediately followed by different card (not another Enchant card). Take the Enchanted action connected to that card. | |
| | **Invade** Move any number of your units from 1 territory to 1 adjacent territory. Then initiate combat. | **Enrage** Place 1 unit in a territory in which you are present. Then initiate combat there. |

- They are leader over 6+ opposing units (anywhere on the board).

**Monuments**
Monuments are represented by pips on a die for each player. Each monument lowers the required number to reach a victory condition by 1. Players can decide in each moment for which victory condition(s) they would like this to count. For example, a player with 3 monuments (3 pips on the die shown) may claim kingship when present with 3 castles; alternatively, they may claim kingship with units present in 5 territories and having leadership over 4 opposing units.

(Note: As an alternativ to using dice, you may use a cube of each players colour on the scoring track on the back of the rulebook to track monument progress)

If multiple players with fulfill victory conditions, the player with most victory conditions wins the game. If there is a tie in the number of victory conditions, and the Whisperer is one of them, the Whisperer wins. Otherwise, play continues.

**2. Determine leadership and divide territory cards.**
The leader of each territory that has developed tiles gets the corresponding territory cards. If a developed territory has no leader (no player with a majority of units), keep the territory card next to the board for this cycle.

**3. Determine council roles for this season.**
Determine which players will act as Whisperer, Explorer and Guardian this cycle. The same player can take multiple roles if they are the one meeting the criteria. Do so in the following order:
- Whisperer: the player who is present with most castles. This player acts as first player and tie-breaker (ties are always decided in their favor, e.g. when determining the other council roles, and when checking for kingship).
- Explorer: the player who is present in most territories. This player now places a new territory on the board, adjacent to at least one existing territory.
- Guardian: the player who is leader over most opposing units. This player now places a new castle in the board.

**4. Whisperer flips coin to determine play direction.**
Heads is clockwise, tails is anti-clockwise. This play direction is used both during the draft, and as turn order during the cycle.

# Green Bite

By Pedro Dias

**2-6**

**10'**

**1/5**

You are a group of explorers who got caught dwelling in a cave by a great Green Monster. The Green Monster is now following all of you and if he catches he will take a mighty Bite!

## Components
4 health cubes and 1 meeple per player
6 cards for each player numbered 1-6
1 tile as the Green Monster

## Setup
Take the players meeples and randomly lay them in a line in the middle of the table. Then set the Green Monster at one of the ends of the line.

## Play
A round of play has four phases:

### 1: Play Cards
All players simultaneously select one of the cards from his hand and places it facedown on the table. When all players have selected a card, all players flip the chosen cards faceup.

### 2: Move Explorers
Starting with lowerst numbered card move the pawn of that players to the front of the line. In case of a tie, the tied players will not move.

### 3: Green Bite!
NOTE: On the first round of each game, skip this step. The last player on the line will get bitten by the Green Monster and must discard a health cube forever.
If a player ever looses all his cubes he is eliminated and his pawn is removed from the line, the previously second-to-last player is now the last player on the line.

### 4: Discard or redraw
All played cards are discard. Any player with only 2 cards on his hand or that got bit by the Green Monster this round, picks up all his discarded cards.

## Game End
Whenever there are only 2 players left, the player whose pawn is on the front of the line is the winner.

# My First Christmas Tree

By Pedro Dias

**2**

**20'**

**2/5**

For the first time ever, you have been allowed to decorate the Christmas Tree! You are determined to make it the most joyful christmas tree ever and you are gonna do it with your own flair! However, you must share decoration-duties with your opponent (your loved one, your brother/sister or roommate) who has his own style in mind! You two will be competing to see who does the best job decorating the tree and who will do it the fastest!
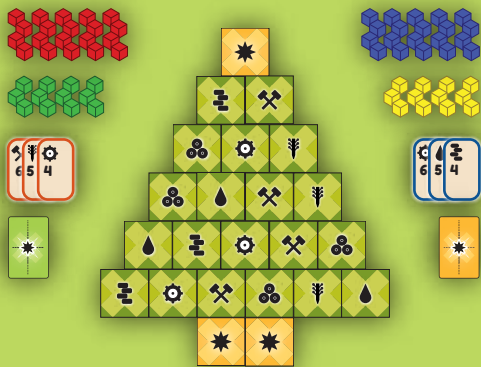
## Components

All cards valued 1-3 form the Decoration Deck
Cards valued 4-6 form the Player and Neutral Decoration Boxes
23 tiles (3 of each symbol + 5 random) - to create the Tree (consisting of Star, Rows and Base)
20 cubes of 2 colors + 12 cubes of 2 other colors - to constitute player Decorations and Finishing Touches

## Setup

Decorations and Finishing Touches: Give each player 2 colors worth of cubes (20 of the base color for Decorations + 12 of the "Finishing Touch" color). Give one player Red and Green + the Green X card to mark it has his "Finishing Touch color". Give the other player Blue and the Yellow + Yellow X card.

Finishing Touches are used to mark the first player to complete a row or when you run out of your colored cubes.

The Christmas Tree: Shuffle 3 tiles of each symbol + 2 random tiles (20 total) and make 5 rows with tiles face up: 1st row = 2 tiles, 2nd row = 3 tiles, etc. until the 5th row with 6 tiles. Then place, facedown, 1 tile on top of the 1st row (this is the star at the top) and 2 tiles below the 5th row (this is the tree base). Center them.

Decoration Boxes: Give each player a set of cards from 4 to 6 in one color, place it as a faceup stack ordered from lowest to highest (lowest on top) - These are the Player Decoration Boxes. Place the remaining cards in stacks, split by ther value (4, 5 and 6) - These are the neutral Decoration Boxes.

Decoration Deck and Pool: Shuffle the deck of cards. Flip 4 face up to form a pool.

Give the first player 1 card and the second player 2 cards from the top of the deck.

## Play

Players will complete their turns back and forth until the end game condition is met. When the condition is met, you finish the round and proceed to scoring.

A player turn consists of 5 phases:

A: Collect decoration - Draw Cards
B: Prepare decoration - Play cards
C: Place decoration - Place cubes [OPTIONAL]
D: Get more Decoration - Complete "Decoration Box" [OPTIONAL]
E: End Turn

Every turn the player will be able to commit in a special way to a task, giving him a bonus on that specific task. Only one Commit Ability may be used per turn.

### A: Collect decoration

The active player may take a card from the Decoration Pool and add it to his/her hand. Immediatelly draw and place a new card from the deck in the Decoration Pool (reshuffle if necessary)

Commit Ability: Before taking a card, discard all 4 cards in the Decoration Pool and refill it.

Commit Ability: Take an extra card from the Pool, after replacing the first card from the deck.

### B: Prepare decoration

A Decoration being prepared consists of a row of cards placed on the table near the player.

To start or continue a decoration, place a card faceup on the table. If you already had a card on the table, place the new card to the left or right of the existing card. A player can only have one Decoration being prepared at a time.

The symbols on your played cards must match a sequence of tiles somewhere on the board, in the same order. If you are unable to play a valid card to continue your decoration, you must discard all played cards and start a new decoration.

Note: You may never have more cards in your preparation row than your current maximum

**Example: You already have a Drop and a Gear placed. This combination can be found in two diagonal lines in the setup illustration. For your third card you may either place a Three-Dots or Bricks in front, OR place Hammers or Three-Dots behind in order to make a valid**

decoration size. The default maximum decoration size is 4 and can be increased (see "Get more Decoration").

Commit Ability: Play an extra card to the preparation row.

**C: Place decorations**
You MAY complete the preparation and decorate the tree, if your current preparation row is equal to or above the minimum decoration size (the minimum is always 3 cards).

You MUST complete the preparation and decorate the tree, if you have achieved your maximum decoration size.

To decorate the tree follow the following steps:
1 - From left to right or from right to left check the symbols on the cards you played

2 - Check the board, diagonally or horizontally, for a sequence of symbols in the exact same order as the cards you played.
3 - Count the number of cards of the same color for the color most represented in the row.
4 - Place as many cubes of your color as the number you got from step 3. You may place one cube on any tile you checked on Step 2.

**D: Get more Decorations**
This step happens everytime you do "Place decorations". If you prepared a complex decoration you might be able to get a box with bigger decorations.

To see if you are able to open a new box, follow these steps:

1 - Select a color and count the number of cards in your preparation row.
2A - If the total from step 1 equals your current maximum take it and place it beneath your X. Your maximum is now the next visible card (5, 6 or unlimited)
2B - If the total from step 1 does not equal your current maximum, but there is still a card with the same value in the neutral Decoration Boxes: Take one card from that stack and add it beneath your X.

Commit Ability: Select an extra color in Step 1. Sum up the 2 values and use it for Step 2.

**Example:**
This is your completed decoration row.

**Placing decorations:**
This sequence is found diagonally from the second lowest row going upward. Yellow is your most represented color, with three cards, so you may place 3 cubes. They may be placed on any of the 4 tiles included in the sequence.

**Get more decorations:**
Three cards of one color is not enough to claim a Decoration Box, but using your commit ability you can also count the white card. Then you are able to claim a Decoration Box valued 4.

### E: End of Turn
To complete your turn follow these steps:

1 - If you performed "Place decoration"/"Get more Decoration" discard all cards in your preparation row.
2 - Check to see if you are the first player have a cube on every tile of a row. If you are, place a Finishing Touch in the middle of that row (if on a row with an even number of tiles, place it on top of your middle cube) to signal that you were the first to complete it.

3 - Check to see if you are the first player to have a cube on each of the 5 rows. If you are, place a cube of your color on the top of the tree (single orange tile). (You got the right to decorate the tree top with a star.)
4 - Check to see if you completed 2 non-adjacent tree rows (green). If you do, place a cube of your color on the left most tile without a cube on the bottom of the tree. (You got the right to decorate part of the tree base). Note: For a player to complete the second tree base, he must have completed 4 rows.

### End of Game
Whenever all rows have been completed (i.e. has a Finishing Touch in the midle of the row), regardless of who completed them, the end of game is triggered. Play the round until the end and proceed to Scoring.

Scoring:
- 6 points for a cube on the Star tile
- 4 points for a cube on the left Base tile
- 3 points for a cube on the right Base tile
- X points for a Finishing Touch on tree row (X = number of tiles on row)
- Y points for completed tree level without a Finishing Touch (i.e. you were not the first player to complete it). (Y = X/2 rounded down)
- Z points for each completed "Decoration Box". (Z = the number on the card)

-1 point for each of your 20 Decoration cubes not placed

# Lords of the Green

By Jørgen Brunborg-Næss

**2-5**

**10'**

**1/5**

Four lords are fighting for control over the land. Direct your knights to the different regions on the board and use your Lord to tighten your grip.
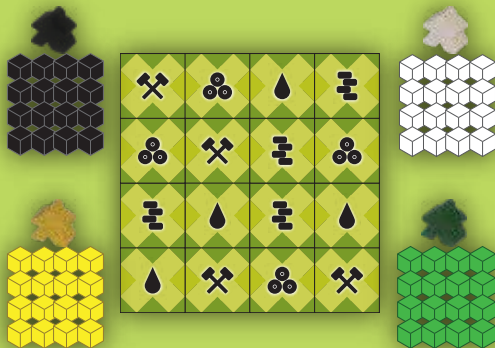
## Components
- 12-20 tiles (3-5 sets of pip values 1-4)
- 16 cubes and 1 meeple in each of four different colours

## Setup
Build a grid board by randomly placing the tiles face up. (2/4 players: 4x4, 3 players: 4x3, 5 players: 4x5)
Give each player Knights (cubes) and a Lord (meeple) of one colour. In a 2-player game each player gets two colours.

## Play
On your turn you will place between 1 and 3 Knights onto one single tile. You may not place Knights on a tile where you already have the majority. You may not place Knights in a space where an opponent has a Lord. In the first round, after placing Knights, you place your Lord on the same tile.

In later rounds, after placing Knights, you must move your Lord from the tile he is in to another tile. When moving the Lord, he must bring along between 1 and 3 Knights into the new tile. This move must ensure the majority in the tile, as the Lord will never reside in a tile where you do not have majority. The Lord counts as one Knight for determining majority.

## Winner
The game ends when all players have placed all their Knights. Score points as follows:
- Every tile you hold the majority scores points from 1 to 4 according to the pip value of the tile
- Your largest area of orthogonally adjacent tiles scores an additional 2 points pr tile

Alternate scoring options for two players:
Alt 1: Total sum of both colours
Alt 2: Only the lowest scoring colour counts for each player (so you win if your lowest scoring colour scores higher than your opponents lowest scoring colour)

# Zap that ghost

By Jørgen Brunborg-Næss

**2-5**

**10'**

**1/5**

Use your quick thinking and lightning reflexes to guide four ghost hunters in their task to rid the old house of ghosts.

## Components
36 tiles
32 cubes across 4 colours
36 cards (all with border colours matching the cubes)
1 die
4 Meeples (any colour)



## Setup
Shuffle the tiles and create a 6x6 grid. The 4 corner tiles should be flipped to display the yellow side, while the rest is a random spread of green side with symbols.

Take 8 cubes of each colour and distribute them randomly, one cube on each green tile. These are the Ghosts.

Place the Meeples on the board, one in each corner tile.

Shuffle the cards and deal 6 cards to each player. Each player can look at their own cards, and study the board, and then discard 2 cards. If any player now has a hand containing less than two cards for which the board has a match for the combination of symbol and colour/cube, deal this player a new hand of 6.

## Play
Each round starts with one player rolling the die.

Then all players simultaneously studies the board and their cards to see if they are able to zap a Ghost. You can zap a Ghost when:

- You have a card in your hand that matches the colour of the Ghost AND the symbol on the tile where the Ghost is residing.
- You are able to move any one of the Meeples to this tile using the exact number of moves indicated by the die roll. Only
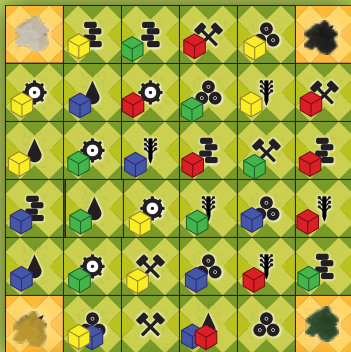
orthogonal moves are allowed (no diagonals). The Meeple can move freely in all directions, and change directions at will, but may not enter the same tile twice.
If you believe you are able to zap a Ghost, shout the colour of the Meeple you want to move. The first player to shout a colour gets the chance to attempt a move.

After shouting a colour, you play a card to the table, and then move your selected Meeple to the location of the Ghost. If you are able to complete the move, i.e. you actually land on a matching Ghost/tile after the exact number of moves indicated by the die, you take the Ghost and score one point. Discard the card and draw a new one.

If you are unable to complete your move, put the Meeple back where it was, and take your card back to your hand.

Regardless of whether you completed the move or not, all other players may now discard one card and draw a new one.

Now you take the die and roll it to start a new round.

**Winner**
The winner is the first player to capture a set number of Ghosts:

2 players = 10 Ghosts
3p = 8; 4p = 6; 5p = 5; 6p = 4

# Thank you!

This rulebook contains rules for games submitted to the "Contest X", which is the second Green Box of Games Game Design Contest, held in 2019.

The X means "eXpansion", and most of the games take advantage of the meeples and/or extra cubes available in the Meeple Mini eXpansion created in 2018.

Thank you for buying the Green Box of Games, thank you for playing the games, for being part of the community and for helping me develop this game system further.

And of course a big thank you to the designers who contributed with their time, effort and ideas to bring this contest, and this rulebook, to life.

Join in to share ideas with other fans of the Green Box in the Community Group on Facebook:  http://bit.ly/greenboxfb

And find lots more games on the wiki: https://greenbox.wikia.com/
(97 games available right now!)

Lots of love,
Jørgen Brunborg-Næss

# Table of Contents

| | | | | | |
|---|---|---|---|---|---|
| 10 | 10 | 10 | 10 | 10 | 10 |
| 9 | 9 | 9 | 9 | 9 | 9 |
| 8 | 8 | 8 | 8 | 8 | 8 |
| 7 | 7 | 7 | 7 | 7 | 7 |
| 6 | 6 | 6 | 6 | 6 | 6 |
| 5 | 5 | 5 | 5 | 5 | 5 |
| 4 | 4 | 4 | 4 | 4 | 4 |
| 3 | 3 | 3 | 3 | 3 | 3 |
| 2 | 2 | 2 | 2 | 2 | 2 |
| 1 | 1 | 1 | 1 | 1 | 1 |