

**G R E E**

**B** **O** **X** **N**

**G** **O** **F**

**A M E S**

**R U L E B O O K**

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## Inspired by other games

While most of the non-traditional games included in this edition are original creations, a few are heavily inspired by other great games created by respected game designers. This is no secret, and in fact a key strength of the Green Box of Games is that you can use it to adapt your favourite games. However, there are no direct references to the original games in the promotion of the game or in the rules, in order to avoid any trademark infringements. The original designers of those games do definitely deserve credit, so here they are:

"Gold Mine" is heavily inspired by "Diamant"/"Incan Gold" by Bruno Faidutti and Alan R. Moon. "Tunnel Run" is heavily inspired by "Cartagena" by Leo Colovini. "Son of Kark" is heavily inspired by "Carcassonne" by Klaus-Jürgen Wrede.

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No. of players



Playing time



Complexity

FAMILY

Gold Mine 2-8 15' 2

Fawly Towers 2-8 15' 2

Flower Garden 2-5 30' 3

Jump Gate 2-4 30' 2

Tunnel Run 2-4 15' 1

Son of Kark 2-4 30' 3

All Your Base 2-6 45' 4

Grenade Salad 2-4 30' 3

War 2.0 2-4 45' 3

The Gauntlet 2-4 30' 4

Temple of Doom 1 (2-6) 30' 5

Liar's Cards 3-10 30' 1

TRADITIONAL

Speed 2 2' 1

Backgammon 2 15' 1

Halma 2-4 30' 1

Othellino 2 15' 1

STRATEGY



## Gold mine

Gold mine is a push-your-luck game where the players venture into an underground cavern looking for precious gold nuggets. But beware: the cavern can collapse at any time! The key is to get out with your loot before the roof comes down.



15'



2/5



None



All 54



All



### Play:

Each turn, a new card is turned up on the table. The number on the card denotes how many gold nuggets are to be found. Divide this by the number of players, and give each the corresponding number of cubes from the pile. Fractions that can not be divided equally are left on the card.

Now each player must decide whether to continue or flee, before the next card is turned up. Each player stick out their hand, with the thumb pointing outwards horizontally. On the count of three, each player decides whether to turn their thumb up (“I continue”) or down (“I run away”).



A



B



C

Example:

Anna, Bente and Christian are in the middle of the first round, and the “3 Drop” has just turned up. Both Anna and Christian decide to run away to safety, and divide the 7 cubes to get 3 each.

Bente is lucky, because the next card to come up is a “5 Wheel”. She can then run away with 6 extra gold. If this card had been an Arrow or a Drop, the mine would have collapsed and Bente would have nothing.



A



B



C

(As an alternative, players can use one tile each that they place on the table hidden under their hand. Brown side up means “run”, green means “stay”)

Players that run away get to collect and divide all the treasure left on the cards. They are then out of the game for the rest of the round. Play continues until all players have left, or until three cards with identical symbols have been placed on the table (not necessarily in sequence). Then the cavern collapses, and any players remaining inside will lose all the treasure they collected this round.

### Winner:

After 4 rounds, count the total gold nuggets each player has collected. The winner is the player with the most gold.



2-8



30'



2/5



None



All 54



All

## Fawlty Towers

This simple game aims to blend tactical choices with dexterity, and requires you to balance the risk of stacking cubes on the tallest tower against the reward of getting the highest valued cards on the table.

### Setup:

Shuffle the cards and place 4 columns of 6 cards face up on the table. Put the rest of the deck on one side which will be the “top” of the 4 columns.

Take one cube of each colour and place them near the cards as the base of 4 towers to be built. The towers are not related to the columns of cards.

Keep the rest of the cubes available in a common pile.

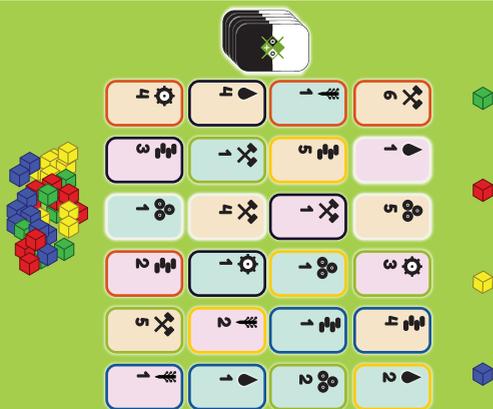
### Play:

Taking turns, each player takes one cube of their choice and places it on top of one of the 4 towers. After placing the cube, the player is allowed to take a card from the table of the same colour as the placed cube.

You can always take the bottom card of any column, but in order to take a card higher up you must make sure the tower you build on includes one cube of the corresponding colour for each card in the column below the one you want to take. Say you want the fifth card from a column, and this is red. The four other cards below include one yellow, two blues and a green. To get the red card, you must place a red cube onto a tower that already contains at least one yellow, two blue and one green cube, in any order. If no such tower exists you have no way of getting the red card this round.

Special rules for white and black cards: Both black and white count as wild colours, meaning they can be taken regardless of which colour cube you placed. For the white cards, you can also use any colour in a tower in order to move past the white card to take a card higher up. Moving past the black cards is harder, because one single black cards counts as three cards when you want to reach a card higher up. So if the first card in a column is black and you want to take the second card, you have to build on a tower that is at least three cubes high.

If any cubes fall off the tower, then the whole tower must be removed from the table. You are then allowed to place a single cube on the table as the base of a new tower, and to take a card of the corresponding colour from the bottom of any column.

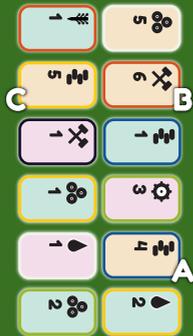




Example:  
To take the blue 4 (A), you can place a blue cube on any of these towers.

To take the red 6 (B), you can place a red cube on towers 2 or 3.

To take the yellow 5 (C), you must place a yellow cube on tower 3.



Once a player has taken a card, the other cards in the column are moved down, and a new card is added to the top.

### Winner:

The game ends when two of the columns are empty. Then each player sums up their score: Each card is worth points equal to the printed number on the card. Each set of 3 equal symbols is worth 5 bonus points, and each set of 5 symbols is worth a total of 10 bonus points.

### Variation:

For a simpler game, remove all black cards from the deck before you start.  
For a more balanced setup, make sure that there are no cards with values 4, 5 or 6 in the first three levels of each column. You can do this by simply replacing any high values that come up with new cards from the deck. Shuffle the high value cards back in before you start.



## Flower Garden

In Flower Garden you compete to create the most beautiful garden. Play your cards in the shop to acquire flowers, or use them to create beds to plant your flowers in. And make sure you get all your flowers planted, or they will dry out and reduce your score.



30'



3/5



None

### Setup:

Shuffle the cards and deal 6 to each player. Keep the rest as a draw pile.

The cubes are the Flowers. Keep them in a pile within reach, and sort them by colour to make things easier.



All 54

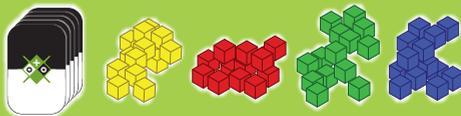
Select a starting player.



All

### Play:

In your turn, you must perform exactly one of the following actions:



- 1: Play one or more cards in the shop
- 2: Play one card in your garden
- 3: Discard up to four cards and draw new ones.

### In the shop:

Play one or more cards with identical symbols.

The cards must be played in descending order, from the highest to the lowest number printed on the cards. You are allowed to start a new row or to continue an existing row, as long as your card(s) have the same symbol and are of lower or equal value to the lowest card already in place. Numbers can be skipped (so playing 4-3-1 is allowed), and you can play several cards of the same value (e.g. 4-3-1-1).

After you have played your cards, count the number of cards in the row, this is how many flowers you get. Check the colour of the lowest card (i.e. the last one you played), this is the colour of the flowers you get. Take your flowers from the pile.

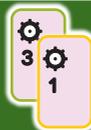
Now see if the row you played cards to has two cards of the same number in it (for instance 3-1-1 or 5-2-2-1). If it does, then the whole row is placed in the discard pile.

### In your garden:

Place one single card in front of you to make a bed for flowers.

Now you **must** place flowers onto the card equal to the colour and the number of the card (e.g. if you play a red 4, place 4 red flowers on it). You can not play a card in your garden if you do not have the flowers to fill it up.

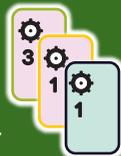
After playing cards, you replenish your hand by drawing as many cards as you played. Shuffle the discard pile when necessary.



Example: Kari starts by playing two Wheel cards in the shop, a 3 and a 1. The lowest card is yellow, so she gets 2 yellow flowers.



Ola then plays an additional Wheel card with the value 1 into the shop. This is the third card in the Wheel row, so Ola gets 3 flowers. Since the card he played was black he can choose which colour flowers he wants. He chooses red.



Because this row now has two cards with the same value, all the cards are moved to the discard pile.



On her next turn Kari plays a yellow card with the value 2 into her garden, and immediately plants her two yellow flowers in the new bed.

Now it's the next players turn.

NOTE: White and black cards are wild, and count as any one colour in the shop or in your garden.

### Winner:

The game ends immediately when either: The draw pile is emptied for the second time (third time with 5 players), OR Two coloured piles of flowers are completely empty.

Players receive one point for each flower they have planted, and lose one point for each flower they have not planted. The player with the highest score is the winner.



## Jump Gate

You are the captain of a cargo ship making pickup rounds across the universe. Roll the die to reach new planets with cargo to pick up, pass through jump gates that send you into different parts of the galaxy, and play cards to move forwards or backwards if you don't end up exactly where you wanted to.



30'



2/5



All 36



9 pr  
player



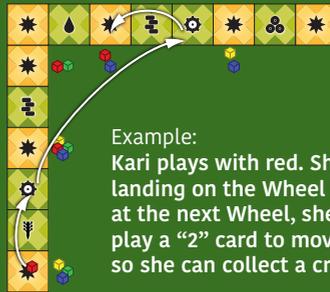
17 pr  
player



### Setup:

Build a square track, each side 10 tiles long. On each side there will be 4 green tiles (Jump Gates) and 4 brown tiles (Planets), plus brown corners. Sort the tiles by symbol to find Jump Gates. You need 4 each of 2 symbols plus 2 each of 4 symbols. Turn the rest of the tiles face down (brown side up). Create the track so that each side has one of each of the symbols with 4 tiles, and two different symbols of the rest.

Place one cube (Cargo Crates) from each player next to each brown tile. Place one cube for each player to move in separate corners (The Ship).



Example:

Kari plays with red. She rolls a 2, landing on the Wheel Gate. Arriving at the next Wheel, she chooses to play a "2" card to move backwards so she can collect a crate.

Sort the cards by colour and give each player a full set of 9 cards in their colour.

### Play:

Taking turns, players move their Ship around the track to pick up their own cubes. Roll the die and move the according number of spaces in clockwise direction.

If you land on a Jump Gate you *must* move forward to the next space with the same symbol.

If you land on a Planet with one of your Cargo Crates beside it, pick it up and remove it from the game.

If you have passed through a Jump Gate, or if you landed on a Planet without a Crate to pick up, you may play one of your cards. You may then move forwards or backwards the exact number of spaces as indicated by the number on the card. If you now land on a Jump Gate, move to the next. If you land on a Planet with a Crate to collect then you may do so. You are not allowed to play more than one card during one turn.

### Winner:

The first player to remove all her Cargo Crates from the board is the winner.



## Tunnel Run

Tunnel Run is a race game in which you play with several pirates trying to escape the Kings fortress through an underground tunnel.



15'



1/5



All 36



All 54



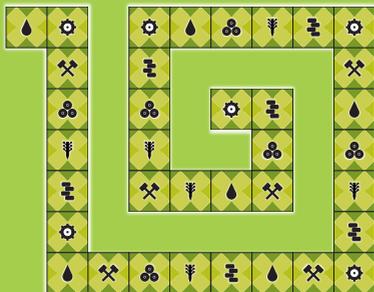
3 pr  
player

### Setup:

Sort the symbol tiles in 6 stacks, each containing all 6 different symbols. Shuffle each stack, and use them to build a “tunnel”, or track. The shape can be anything you like, straght, spiral, serpentine.

Place all Pirates (player cubes) outside one end of the tunnel. Shuffle the cards and deal 3 cards to each player.

Select starting player randomly, or let the youngest player start.



Example: The Yellow player has played a Hammer card. Since the first Hammer tile is occupied by Blue, Yellow moves her piece to the next one.

### Play:

On your turn, you play one card from your hand to move one pirate. Take one of your pieces and move it forward towards the end of the tunnel. Stop when you reach a tile with the same symbol as the card you played. If this tile is occupied by another pirate, keep moving until you reach the next. If you reach the end without coming across an available tile, place your piece outside the tunnel. This pirate has completed the track and exited the tunnel.

When you have played one card and completed your move, draw a new card from the deck. Then it's the next players turn.

### Winner:

The winner is the first player to get all her pirates to the exit.

### Variations:

Try different numbers of cards and pirates pr player to adjust the level of complexity.

## Advanced rules for Tunnel Run:

The following rules introduce more strategy and difficult choices.

Each player plays with six pieces.

You play a card to move forward as described above, but you do not draw new cards every turn.

In order to draw new cards, you must move one of your pieces backwards until you reach an occupied tile. If this tile has one other piece on it, you draw one card, if it has two pieces, you draw two cards. If it has three pieces you must continue backwards to the next occupied tile.

In addition, on your turn you can do a total of three movement actions (forwards or backwards) before play passes to the next person.



30'



3/5



All 36



None



4x5

(3x7 / 2x9)

## Son of Kark

You are Kark, a successful merchant seeking to expand your trading empire by issuing orders to your sons.

### Setup:

Shuffle the tiles in a face down stack. Take the top tile and place it face down on the table. Take the next tile and place it face up next to the previous tile. With 3 or 4 players, remove one or two tiles from the game, respectively, to ensure every player gets the same amount of turns.

With 4 players, give each player 5 Merchants (cubes). With 3 players, 7, with 2 players, 9. Select a starting player randomly.



## Play:

On your turn you must draw and place one tile, and you may place a Merchant on this tile.

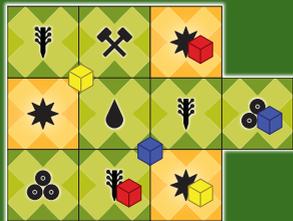
## Placing tiles:

After looking at the symbol on the tile, you can choose whether to place the tile face up or face down. The tile must be placed adjacent to at least one other tile already on the table, so that they have one shared side. Note that you can not place a tile face down adjacent to another face down tile.

## Placing a token:

You can choose to place a Merchant either in the center of the tile, or on the corner of the tile where it intersects with three other tiles. The center of a face up tile is known as a Market, and on a face down tile as a City. An intersection is known as a Crossroad. You are only allowed to place a Merchant on a Crossroad if it is complete, i.e. there are four tiles touching in the same corner.

Example:  
The Red player holds a city worth 4 points, and an Arrow market worth 3 points.  
The Yellow city is worth 3 points, and the Blue Circles market 2 points.



Blue has crossroad control over Arrows, Yellow over Hammers, and they are tied for control over Drop and Cities.

## Scoring:

Your placed Merchant may score points later in the game, depending on where it was placed

**Market:** You own this symbol until someone else places a token on the same symbol. When that happens, you return your cube to your stack and score one point for each of these symbols currently on the table.

**City:** One point for each different Market symbol surrounding the tile, including diagonally. Return the cube to your hand and score when you have all 6, or when the tile is completely surrounded.

**Crossroad:** Crossroads score points only at the end of the game. Each Merchant on a crossroad has influence on all 4 adjacent tiles. For each of the symbols, and counting cities as a symbol, award 5 points to the player with the greatest total influence on that symbol across the board. If two players are tied, they get 3 points each, 3 players tied get 2 points each.

## Winner:

Play continues until all tiles have been placed. Now all Merchants still on the board are scored according to the rules above. After scoring Markets and Cities, remove these cubes to make it easier to calculate the Crossroads

The winner is the player with the most points.



## All Your Base

In AD 2101, war was beginning... Build up your base and install the correct hardware and software on your defence stations to prepare for the oncoming attack. In this game for up to 6 players you play cards from your hand to perform one of three actions, and pass the cards you don't need to the next player.



30'



4/5



All 36



All 54



All

### Setup:

Sort the tiles (Defence Stations) by symbol. Include a number of tiles with each symbol equal to one more than the number of players. So with 5-6 players you use all the tiles. Put the sorted stacks face up in the middle of the table.

Put all the cubes (Hardware) in a common draw pile beside the tiles. Shuffle the deck and deal 10 cards to

each player (or 9 in a 6-player game). See below for special rules for 2 (or 3) players.

### Play:

In the beginning, play can be more or less simultaneous. Each turn each player will play two cards, select two cards to keep, and then pass the rest to the next player on the left.

Playing cards, each card can be used for one of three actions:

**1: Build a Defence Station**, by taking a tile with the same symbol as the card you played and placing it in front of you.

**2: Install Hardware**, by taking a cube of the same colour as the border of the card you played and placing it onto one of your Defence Stations. You can place several pieces of Hardware on one Station, but it must be placed immediately and may not be moved later.

**3: Install Software**, by placing the card directly in front of one of your Defence Stations, making sure the symbol on the card matches the Station. The colour of the card does not have to match the installed Hardware, although that will score you more points. You can upgrade the Software on a Station by discarding the previously placed card and placing a new one.

Hardware and software can be installed in any order. That means you can place a card before you place cubes and vice versa.

Play continues until the players have no more cards in hand. Note that in the final turns when each player has 4 or less cards in hand there will be no cards to send.

When everyone has played all their cards, the Phase ends and each player counts their score. Then \*all\* cards are returned to the deck, shuffled and dealt again for a new phase.





Scoring example:

The Hammer scores 5+3 points (same colour)

The first Drop scores 6 points (wrong colour)

The second Drop scores no points (no card)

The Three Circles scores 1+3+3 points (white matches all)

The Wheel scores 5 points (black matches none)

The Bricks score 2+3 points (one correct and one wrong colour)

“How Are You, Gentlemen!! All Your Base Are Belong To Us!”

The phrase originates from an “english” translation of a japanese video game, and has been an internet phenomenon since 1998. See the full sequence and learn more at [www.allyourbasearebelongtous.com](http://www.allyourbasearebelongtous.com)

### Special rules for 2 (or 3) players

During setup, deal only 6 cards to each player. Each turn, each player now plays two cards, keeps two, sends two to the next player, and then draws two new cards from the deck. A Phase still ends after 10 cards have been played by each player. The 3-player game can be played either like this or with the standard rules.

### Winner

The game ends after three complete Phases have been played, and the winner is the player with the highest total score from all phases combined.

### Scoring:

- Each piece of Software scores points equal to the number printed on the card
- Each piece of Hardware scores 3 points if, and only if, it matches the border colour of the Software card played on the same Station. A white card will match any and all pieces of Hardware, whereas a black card will never match any.

### Advanced deck preparation for 2-4 players

Since not all cards will come into play, you can give the game a feeling of escalation by removing the highest valued cards from the first phase.

- In a 4-player game, remove all 5s and 6s. Then after the first Phase, take out 4 random cards from the starting deck and add in the six 5s. After Phase two, remove 6 more random cards and add in the six 6s.
- In a 3-player game, remove 4s as well. Add the 4s for the second Phase, removing 6 random cards. Then add the 5s and 6s, removing 12 more cards.
- In a 2-player game, remove the 3s as well. Add the 3s and 4s for Phase 2, removing 12 random cards. Add the 5s and 6s for Phase 3, removing 12 more random cards.



## Grenade Salad

Grenade Salad is a light-weight tactical combat game in which soldiers (cubes) battle it out in an open playing field in the middle of the table.



30'



3/5



1 pr  
player



All 54



20 pr  
player

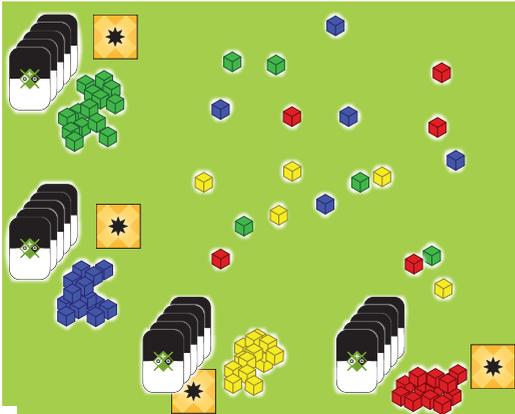
### Setup:

Give each player his set of cubes (soldiers)

Take 5 soldiers from each player, shake them up in your hands, and drop them in the middle of the table. Take a few attempts to find the right height to make the drop. You want the soldiers to be clustered fairly close together, but not all in one heap.

Shuffle the deck and deal 5 cards to each player.

Give each player one tile (to measure distances).



### Play:

The sequence of play is quite simple:

1: (optional) Move one soldier. Any soldier can move in any direction on the table. Maximum movement distance is the width of a tile.

2: Play up to two cards from your hand, carry out their effects in turn.

3: Draw new cards from the deck to replenish your hand up to five.

### Card effects:



Map pointer: Place one single soldier at any exact location on the table.



Three Circles: Drop three soldiers onto the middle of the battlefield (table)



Crossed Swords: Close combat attack – One of your soldiers can kill an opponents soldier, if the space between them is less than the width of a cube.



Arrow: Sniper attack – One of your soldiers can kill an opponents soldier anywhere on the table, as long as there is an unobstructed line of sight between them.





2-4



45'



3/5



All 36



9 pr  
player



20 pr  
player

## War 2.0

War 2.0 is a game of conflict and conquest, of claiming territory on the map by attacking your opponents while trying to protect what you have gained. The game has no randomness, instead relying on psychology and bluffing to maintain the suspense necessary for an engaging game of combat.

### Setup:

Sort the tiles to get 3 of each symbol face up, and the rest face down. Shuffle them around the table, and use them to build a more or less random world map. Make sure the green (symbol) tiles are evenly distributed throughout the world, and try to create several continents/regions that all have at least two entry points.

For a 3 player game, remove the 3 tiles with the “Arrow” symbol, and 3 brown

tiles. Players must use the blue, yellow and white cards. For 2 players, also remove the “Hammers” symbol tiles and 3 more brown tiles. Players must use blue and yellow.

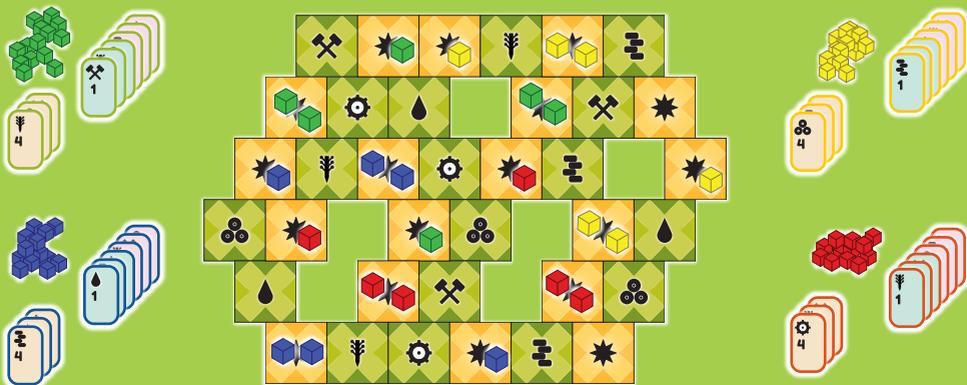
Give each player a set of cards in their colour. The six cards valued 1-3 are the players starting hand, while the cards 4-6 are kept aside for later use. Give each player their set of units (cubes).

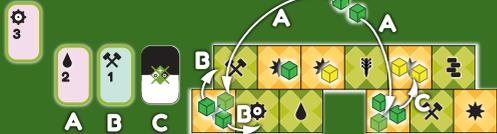
Select starting player randomly.

The player to the right of the starting player now starts selecting one brown tile as starting position, by placing one of her units on it. The other players continue counter-clockwise placing cubes until everyone first has chosen 4 starting tiles, and then for two more rounds where players place additional cubes into tiles they already own. When placing subsequent units, they can not be placed on tiles directly adjacent to a tile you have already chosen. Now you are ready to start playing.

### Play:

You start each turn by playing one card that determines how many actions you will be able to





Example: Kari plays with green and Ola with Yellow. On her first turn, Kari plays her '3' to perform three actions. The first is to recruit 2 units (A), the second to move from one tile (B), and the third to attack Ola (C), played face down.

Ola and Kari both chose a '1' for the battle, so Kari wins with 4 against 3. Ola loses one unit, and flees with the other.



This is the board when Kari has finished her turn.



take this turn. That means if you play a '2', you can take two actions, i.e. play two more cards. There are a total of three available types of actions, and these can be performed in any order.

### Reinforcements:

Play 1 card for reinforcements. The value on the reinforcement card determines how many new units you may place on the board, into tiles that you already own. Only one new unit per tile. You can only perform one single reinforcement action each turn.

### Movement:

Play 1 card for movement. The value on the movement card determines from how many tiles you may move. Playing a 2 allows you to move one or more units from two different tiles. Each unit moves individually, and they can go in separate directions. You can move into another tile where

you already have units, or into an unoccupied tile. Multiple movements are carried out in sequence, and in this way it is possible for the same units to move several spaces in the same turn. You can perform more than one movement action each turn. You must always leave at least one unit behind in the tile you are moving from.

### Attack:

Choose one tile which launches an attack into an adjacent tile containing enemy units. Play one card face down and wait for your opponent to do the same. Reveal the cards, then add the number of your units involved to the value of your card. If the card has the same symbol as the tile being attacked, add 1. Highest total wins, the defender wins a draw. The loser removes one unit. If the attacker wins, the defender must flee from the attacked tile into an adjacent tile that is controlled by the defender. If this is not possible she may flee into an unoccupied tile, but if that is not possible the defender must stay in the attacked tile. If the defender has fled, the attacker may move one or more of the attacking units into the attacked tile.

Now it is the next players turn.

When you have played all cards from your hand, you take them all back the next time you need to play a card, and add one card of a higher value. That is, the first time you add the 4, then the 5, and finally the 6 to your hand. Example: You start your turn with two cards in hand, one 2 and one 1. You play the 2 to be able to perform two actions this turn. Then you play the 1 to perform your first action. Then you must take all cards back to your hand to be able to perform your second action (including the 2 and the 1 you played this round. Use a die to keep track if you still have many actions remaining.)

## Winner:

The game ends when all players have added the 6 to their hand. Now all players get one final turn before scoring, including the current player.

Each player first scores 1 point for each and every tile they own.

Then they score extra points for controlling several different symbols on the board. The first symbol you control gives you 1 extra point. The second type of symbol you control gives you an additional 2 points. The third symbol gives you an additional 3 points. The fourth symbol gives you an additional 4 points (now for 10 extra points in total), and so forth.

Then they score an extra 5 points for each set of three of the same symbol that they control.

The player with the highest score wins the game.

## Board/Map design:

One of the fun things about this game is to create good world maps before you start. This is also what keeps the game interesting, as the layout of the map will have a great impact on the flow of the game and the strategy you choose.

There are several things to consider:

How compact do you want the map to be? You can make a tight hexagonal grid which is only one big “island”, with no “oceans” in between, or a more spacious world with separate “continents” and narrow pathways.

How do you group the symbols? Do you try to spread the equal symbols out across the board, or group them together? The map shown above has equal symbols spread out, which makes it difficult to secure sets of 3, but perhaps easier to conquer 6 different symbols for the maximum bonus.



30'



4/5



All 36



All 54



4 pr  
player



## The Gauntlet

The Gauntlet is a deadly race, where you want to be the first to reach the end while avoiding being hammered by your opponents and pelted with arrows. You have to climb over obstacles using the appropriate cards, keep your shield up at the right time, and maybe find a quiet spot to heal your wounds when necessary.

### Setup:

Sort the tiles and keep the Arrow, Brick and Lumber tiles face up. Turn the rest face down. Use the tiles to build a track (Gauntlet) for the players to navigate. Build it any way you want, and experiment with different setups for every game.

Place one cube from each player next to the start of the track, give the three other cubes to each player. These are the players Life Points.

Flip through the cards and find one Shield, Brick and Lumber for each player. These cards should have values of 1 or 2, each player receiving two 1's and one 2. Shuffle the rest of the cards, turn up three cards pr player, and leave the rest face down in a draw pile. (With 2 players, use only the cards with pink and brown backgrounds. The starting cards should have values of 1, 2 and 3, one card each)

Give the die to the starting player (determined randomly).

## Play:

Each turn has 5 phases:

### 1: Roll the die.

The result is the number of movements each player must perform this turn. If you roll 1 or 2, reroll the die.

### 2: Draw cards.

Starting with the starting player, and moving clockwise, each player draws two cards face up from the table, and two face down from the deck, for a total of four new cards.

### 3: Planning.

Each player secretly selects three cards to play this turn. The cards are placed face down on the table, in sequence from left to right. One card from the hand is then discarded, so each player is back to three cards in hand. Put the hand face down on the table.

### 4: Action phase.

The action phase is divided into three Steps, one for each card. On each Step the players first take up their card, and state which number is on the card. The player with the highest number goes first, then the next highest, and so on. If players have the same number, play start with the starting player and moves clockwise.

The player must now make one move and perform

one action based on the card she has played, but she can choose whether to move or perform the action first.

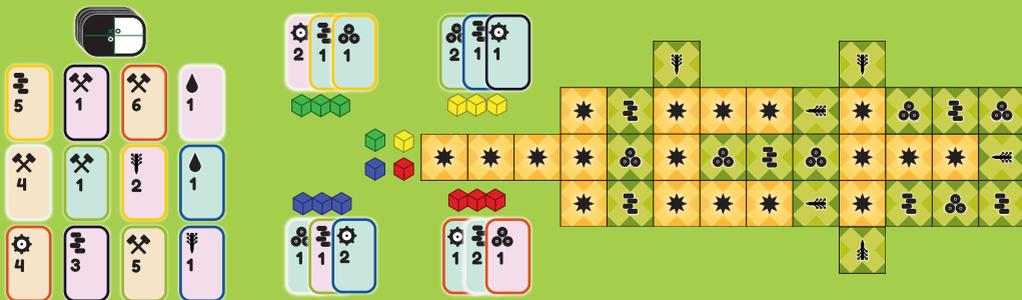
**Movement:** You must move at least one space (not diagonally) each step, but if the movement die shows more than 3 you can distribute this movement as you choose between the three steps. You must complete the total number of moves as shown on the die during the turn. On the brown/blank tiles you can move freely. You can never move onto a tile with an Arrow. You can only move onto a tile with Brick og Lumber if you in this Step have played a card with the corresponding symbol.

### Actions:

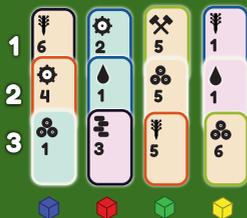
Brick and Lumber cards help you to move, the other cards are different actions. You can choose to perform these actions before or after you have moved.

### Swords: Attack!

You strike at an opponent in the same or directly adjacent square. This player loses one life point, unless she has played a Shield in this step.



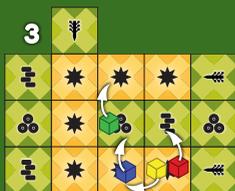
Example:  
The players have selected these three cards each for their actions during one turn. The die shows a total of 5 movement points.



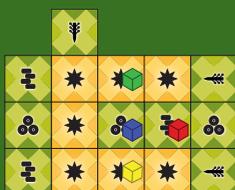
**Step 1:** Blue starts by shooting arrows before moving. Red would have taken two hits had she not played a shield. Green goes next, attacking yellow who loses one health, before moving. Red moves. Yellow fires arrows before moving. Red can still not be hit, but blue and green both lose one health. Everyone uses 3 movement points.



**Step 2:** No attacks, everyone moves one space in turn, with green climbing onto the wood. Red and yellow heal.



**Step 3:** Yellow goes first, and though she had planned to climb the wood, she is not in the right position, and has to move to another open field. Now green fires, and all the three others take a hit. Green then has to move down. Red and blue can now climb onto the obstacles.



End of turn.

### Arrow: Fire!

All Arrows on the board fire in the direction they are pointing. Any and all players currently placed in the line of fire are hit, and lose one Life Point (unless guarded by a Shield). Arrows will not pass through Brick or Lumber, and players standing on these tiles are also safe. It is possible to get hit by two arrows at the same time, thus losing two Life Points.



### Drop (of blood): Heal!

Return one Life Point. You cannot increase Life Points beyond three. Note: If you have lost all three life points, you are unable to act or move for the remaining steps of the current turn, and also for the complete next turn (3 steps). At the end of the next turn, you get your 3 life points back and you can join the game again.



### Shield: Protect!

This is a passive action. Having played this card protects the player from all attacks during the current step.



### 5: Turn end

The starting player gives the die to the next player on the left. Turn up two new cards per player from the deck. Shuffle when necessary.

### Winner:

The object of the game is to reach the end of the track. If several players reach the end during the same Turn, the winner is the player with the most Life Points. If tied, then the player who reached the end in the earliest Step wins.

Try to build another type of track for the next game



## Temple of Doom

Temple of Doom is a solitaire or cooperative game in which you must aid a team of 8 adventurous archaeologists attempting to save as many ancient relics as they can while escaping from the crumbling temple.



30'



5/5



All 36



All 54



2x4

### Setup:

Setup may take some work the first time, but it will probably be faster when you have done it a couple of times.

First **use the tiles to build the Temple**. All tiles should be face up (symbol side). Find 6 tiles, one of each symbol, and place them in a straight row. This is the Starting Row. Now grab more or less random tiles to build more rows. The second row should contain 5 tiles, and be centered in the middle of the starting row, so that each tile in the second row intersects with two tiles in the Starting Row. Continue to build

rows like this, with the third row using 4 tiles, fourth row using 5 tiles, then 4, then 3, 4, 3, and finally 2 in the ninth row (so that's  $6+5+4+5+4+3+4+3+2$ ).

Place the 8 Archaeologists (cubes) in front of the Starting Row.

Now **separate the deck into three decks** by the colour of the background on the cards. The brown cards (values 4, 5, 6) will make up the **Relic Deck**, the pink cards (values 1, 2, 3) will be the **Temple Deck**, and the green cards (values 1, 1, 2) are the **Movement Deck**. Now take the three black border cards from the Relic Deck and add them to the Temple Deck. Then take the three



white border cards from the Temple Deck and add them to the Relic deck. You should now have three decks, each containing 18 cards with a total of 3 of each symbol. Then shuffle all three decks individually.

From the Relic Deck, turn up 3 cards on the table, on the left side of the Temple. From the Temple Deck, turn up 6 cards on the table, on the right side of the Temple. From the Movement deck, deal yourself 9 cards if you are playing solitaire. With more players, deal a total of 12 cards among the players (with 5 players, rotate which two players receive 3 cards in consecutive rounds).

Now you are ready to start! (select starting player randomly if necessary)

## Play:

During one round you will play all the dealt Movement cards, in order to move the 8 Archaeologists. Each movement card has 1 or 2 movement points indicated by the printed number on the cards. If the played card has 2 points, they can be used on 1 or 2 Archaeologists, but they must both be used immediately.

With 1 movement point, you can move one cube exactly one tile in any direction. You can either use the border colour on the card to move a cube of the same colour (white can be any colour, black can be none) or use the symbol on the card to move any cube into a tile with the same symbol. When cubes reach the final row of the temple, you can spend one movement point (matching the colour) to move one cube out of the temple. When all Movement cards have been played, the round ends, and 4 things happen, in the following order:

### 1: Check which Relics you can collect.

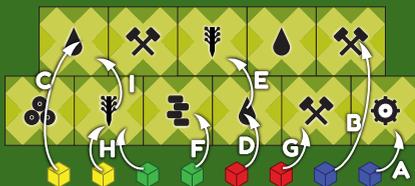
For each face up Relic card, see if there is a match on the board where a cube of the same colour as the card is placed on a tile with the same symbol as the card. White cards can be matched by any cube. If there is a match, collect this card and put it aside.

### 2: Remove collapsed parts of the temple.

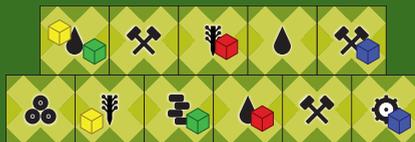
Any tiles that were flipped in the previous round are now removed from the game. Any Archaeologists standing on these tiles are killed by the collapsing temple and are also removed.

### 3: Check which parts of the temple will collapse next.

For each face up Temple Card, see if there is a match on the board where a cube of the same colour as the card is placed on a tile with the same symbol as the card. Black cards can not be matched, which means they are doomed to collapse. If there is a match, place this card in a



Example of movement: Notice cards D and E, which first move the red into the Drop and then pulls it into the Arrow. Card H is used to pull one yellow and one green into the Arrow, and then card I moves the green forward into the Drop.



Example of round end: Two relic cards are matched and can be collected.

Four temple cards are matched and can be moved to the discard. The two remaining cards cause one Drop and one Wheel tile to be flipped this round, and they remain in play next round.

## Setup for 2nd round



discard pile. When all Temple cards have been checked for matches, the remaining cards cause parts of the temple to collapse. For each card, find the first tile with the same symbol closest to the Starting Row and flip it over. Cubes on the tile remain on the tile after it has been flipped, so you have one turn to move them off to save them. Towards the end of the game, there might not be any more tiles with the correct symbol. If there are still any remaining Temple cards, then for each card you must flip any one tile still face up. If there are no more face up tiles, then each unresolved Temple card will cause one tile to fully collapse, i.e. be removed from the game, killing any Archaeologists on it.

Always start flipping/collapsing the tiles closest to the original starting row, but if there are more than one option in the same row then you can choose which one to flip/remove.

## 4: Deal new cards

From the Temple Deck: Turn up exactly 6 new cards. Shuffle the discard pile if there are fewer than 6 cards available.

From the Relic Deck: Turn up as many cards as needed so there are a total of 3 available Relics. From the Movement cards: Deal 9 (1 player) or 12 (2-6 players) new cards. When dealing 12, you should first deal the remaining 6 cards, then shuffle the 12 cards used in the previous round to deal 6 more.

Note: in the co-operative game with more than one player, the players should not show each other their cards. You can talk openly and tell each other which cards you have and discuss what could be the best course of action, but in the end it must be each player's decision which of her cards she wants to play.

## Winner:

When the temple has fully collapsed you must count the number of Archaeologists that have survived and escaped. Then count how many Relics you were unable to collect, and subtract this number to calculate your final score. So if 5 Archaeologists escaped but 2 Relics are left, your total score is 3.

The game is considered a Win if your final score is positive.

The maximum number of points will be 8, if all cubes are safe and all Relics are collected, but you can win if for instance all Relics were collected but only one Archaeologist made it out alive.

If you find the game is too hard, change the layout of the temple by taking the two tiles from row nine and adding them to row 6.



## Liar's cards



30'



1/5



6



All 54



5 pr  
player + 1

Liar's Dice is a classic dice game where each player rolls five dice secretly, and then states a bid for how many total dice of a specified value are on the table. With the Green Box, you can play the same game with cards, and maybe add a few variations.

### Setup:

Place the tiles in a single row ordered by the value of the symbol. Rotate the first tile (the Drop) 45 degrees to make this the starting point and a wildcard. Give each player 5 cubes each, and put an additional cube on the starting tile. Shuffle the cards and deal 5 to each player. Select a starting player randomly.

### Play:

In turn, each player has to state a bid for how many symbols of one type have been dealt among all players. State the number and move the cube to the appropriate symbol on the track. The next player now must:

**EITHER:** State a higher bid, either by moving the cube UP the track and state the same number (or higher if you want to), or by moving the cube DOWN the track and state a higher number only.  
**OR:** Call the last bidder a liar!

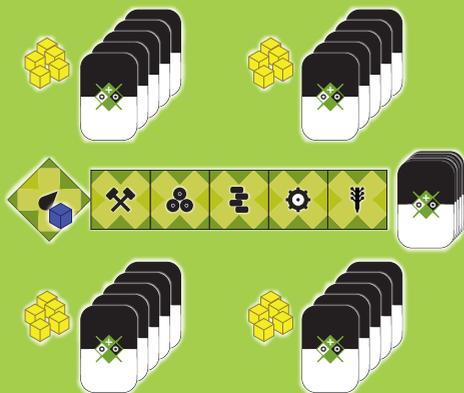
Bids continue as long as nobody is called a liar. When this happens, all players lay down their cards, and you count the symbols to see if the bid was correct. The first symbol in the track is a wildcard, meaning all cards with this symbol count toward the bid in addition to the actual stated symbol.

If the bid is valid, i.e. if the total number of cards with the stated symbol plus the wildcards is equal or greater than the stated number, then the bidder wins, and the player calling her a liar loses. She then has to remove one of her cubes. If the bid is invalid, i.e. there are not enough cards with the right symbols in play, the bidder is indeed a liar and must give up one cube.

Now reshuffle all cards and deal everyone a new hand. From now on, only deal as many cards to each player as they have cubes left, so the player who lost the first round only gets four cards. Players who have lost all their cubes are out of the game.

The starting bidder in the next round is the player who lost a cube in the previous.

Special rules for wild cards: If the starting bidder



chooses to make a bid for the actual starting symbol, then this symbol is not wild this round, and you can rotate the tile back to illustrate this. Further, the wildcards do not count towards a bid if there are no cards on the table with the actual correct symbol. So if Drops are wild, and the bid is for three Arrows, and the cards on the table show four Drops but no Arrows at all, the bid is not valid.

### Winner:

When only one player has cubes left, this player is declared the winner.

Special rule towards the end: When the total number of cards being dealt is less than 4, bids are no longer given for number of symbols. Instead, players bid for the total value of all dealt cards, i.e. the sum of the printed numbers on the cards.



2'



1/5



None



All 54

## Speed

Speed is a speedy card game for two players in real time where the goal is to get rid of your cards with higher speed(!) than your opponent, by matching cards on either symbol, colour or number.

### Setup:

Split the deck in half, giving 27 cards to each player.

Each player takes the top card and places it face down in the middle of the table. Each player also draws three cards to her hand.

On a count of three, each player turns over their starting card, and the game begins immediately.

### With 8-10 players:

In order to ensure that the cards dealt indeed carry sufficient uncertainty, you should always deal less than 40 cards in total. That means that with 8-9 players you deal four cards to each player, and with 10-12 you deal three. You may choose to give each player 5 cubes nonetheless, and then only reduce the number of cards dealt once a player falls below 3-4 cubes. Or you can give the players the same number of cubes as cards, for a slightly quicker game.

### Variation:

Shuffle the tiles before you start. Allow the starting bidder to select which symbol is wild, after looking at their dealt cards. The starting bidder chooses one tile and places it at the start of the row, rotating it 45 degrees.



None



### Play:

There are no turns in this game, both players play cards as fast as they can.

You can play a card to any one of the two piles on the table if it matches either the number, the symbol, or the (border) colour of the current top card of the pile.

You can draw new cards at any time, but you can never have more than 3 cards in your hand at the same time.

### Winner:

The first player to empty her deck and her hand is the winner.



## Backgammon



15'



1/5



### Setup:

Place 12 cards in a row face down. The first six should have the same orientation, but the last six should be upside down. The actual playing fields will be outside the tiles, not on them. There are 24 spaces, 12 above the line and 12 below.



12



2x15

The first player will move clockwise around the board, from the bottom right, moving left and around to the top right space. The second player will move counter-clockwise, from the top right space, moving left and around to the bottom right space.

Each player places 2 cubes on their starting space, and then counting in their direction of movement they must place:

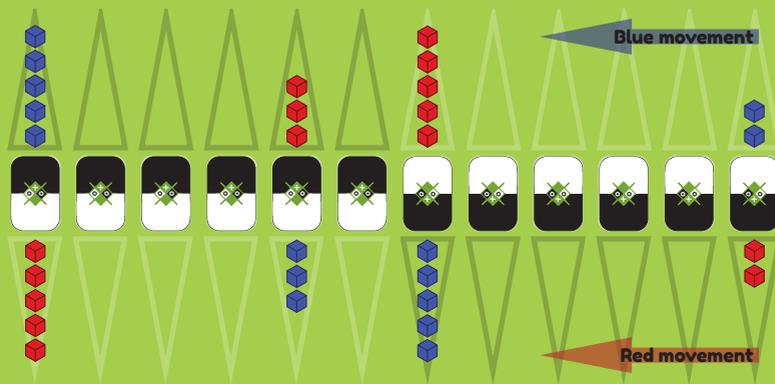
5 cubes on the 12th space

3 cubes on the 17th space

5 cubes on the 19th space

### Play:

To start the game, each player rolls one die, and the player with the higher number moves first using the numbers shown on both dice. If the players roll the same number, they must roll again. The players then alternate turns, rolling two dice at the beginning of each turn.



After rolling the dice, players must, if possible, move their pieces according to the number shown on each die. For example, if the player rolls a 6 and a 3 (notated as “6-3”), the player must move one piece six spaces forward, and another or the same piece three spaces forward. The same piece may be moved twice, as long as the two moves can be made separately and legally: six and then three, or three and then six. If a player rolls two of the same number, called doubles, that player must play each die twice. For example, a roll of 5-5 allows the player to make up to four moves of five spaces each.

In the course of a move, a piece may land on any space that is unoccupied or is occupied by one or more of the player’s own pieces. It may also land on a space occupied by exactly one opposing piece, or “blot”. In this case, the blot has been “hit”, and is placed outside the board. A piece may never land on a space occupied by two or more opposing pieces; thus, no space is ever occupied by checkers from both players simultaneously. There is no limit to the number of checkers that can occupy a space at any given time.

Pieces that have been hit must re-enter the game from the players starting space before any other move can be made. Using one of the rolled dice, the player makes a move from outside the board, so a 1 can move the piece into the first space. Normal rules for valid moves apply. If several of the players pieces have been hit, all of these pieces must enter the board before any other pieces can be moved. If a player has pieces outside the board, but rolls a combination that does not allow any of those pieces to re-enter, the player does not move.

The last six spaces on the board, for each players direction of movement, is called the player’s “home board”. When all of a player’s checkers are in that player’s home board, that player may start removing them. To remove a piece, it must be moved by a dice roll high enough to move it at least one space further than the board. So a piece in the 4th last space on the board can be removed by a dice roll of 4, 5 or 6. However, you may not use a higher number than necessary to remove a piece, if you also have pieces left that require the higher number. So if you have a piece on the 5th last space in addition to the 4th, a roll of 5 or 6 must first be used to remove the piece on the 5th space.

### **Winner:**

The player who first succeeds in removing all her pieces from the board is the winner.



2-4



30'



1/5



25



None



10 pr  
player

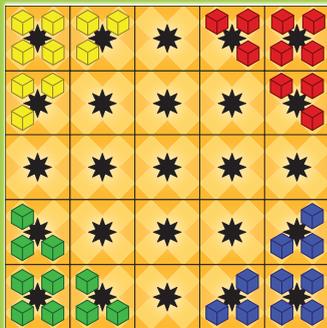
## Halma

Halma is a classic game invented in the 19th century, and the original game behind the variant Chinese Checkers. It has simple rules but provides plenty of interesting strategy, while including enough unpredictable interaction to make it fun for the whole family.

### Setup:

Make a square board with 5×5 tiles. You will be counting each tile as 2×2 spaces, so the board has a total of 10×10 spaces. Each player arranges their pieces in one of the corners in a triangular formation. This is the starting position, and the object of the game is to move all pieces to the other side of the board and arrange them in a similar formation.

Select a starting player randomly, or let the youngest player start.



### Play:

Taking turns, each player moves one single piece. A piece can either move one space in any direction, including diagonally, or jump across another piece (owned by you or an opponent) effectively moving two spaces. When jumping, you can continue to perform consecutive jumps as long as you have valid options for doing so. It is important to exploit opportunities presented to you for jumping across the opponents pieces, as well as trying to block the opponents from using your own.

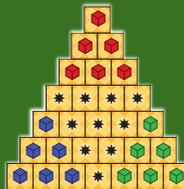
### Winner:

The winner is the first player to arrange all her pieces in the opposite corner from where she started.



### Variations:

The original Halma is played on a board with 16×16 squares. The most you can make with the Green Box is 12×12, but smaller boards are also possible. Smaller boards with fewer pieces make for quicker games. Crowded boards make for more chaos, while boards with extra open space make for a more strategic game, as moving into good opening positions is vital. For a 3-player game, you can even arrange the tiles in a triangle in stead of a square.





2

## Othellino

The classic game of Othello (or actually “Reversi”) takes “a minute to learn, and a lifetime to master”, and is truly a fine example of how the simplest components can create intriguing game experiences. The Green Box doesn’t have enough pieces for a full game, but you can play a compact version on a 6×6 grid.



15'



1/5



All 36

### Setup:

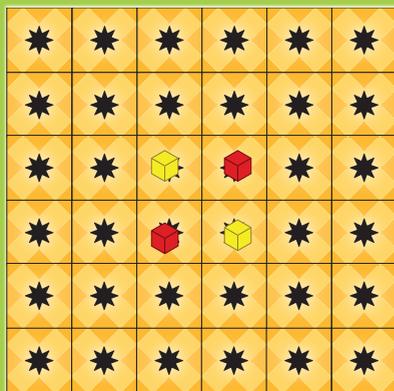
Create a 6×6 square grid using the face down sides of the tiles. Give each player all the cubes of one colour. Each player places two pieces diagonally in the center of the board, so all four center pieces are occupied.



None



2x20



### Play:

Taking turns, each player places one of their pieces on the board. Only moves that capture at least one of the opponents pieces are allowed.

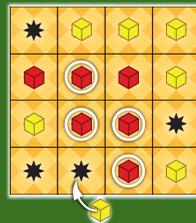
You capture an opponents piece by trapping it between your own pieces in a straight vertical, horizontal or diagonal line. It is possible to trap several pieces with one placement, either in the same direction or in multiple direction. As long as you can trace a line from the piece you placed to another piece of your colour, then all the opponents pieces caught in between are captured. Check all lines moving in all directions from the piece you placed the same way.

Captured pieces are removed from the board, and you replace them with your own in the same spaces. The pieces can be reused later, and the players can not actually run out of pieces.

### Winner:

The game ends when neither player is able to perform a valid move.

For more in-depth play examples, strategy tips and history, check the [Wikipedia page for Reversi](#).



Example: Placing a piece as specified by the arrow, yellow would capture all the highlighted red pieces

## The Deck of Cards

The Green Box of Games includes a deck of 54 cards, with a variation of colours, numbers and symbols following a precise system.

The numbers have an identical distribution across colours and symbols. This means that if you sort the deck either by symbol or by colour you will get 6 complete sets of 9 cards with the numbers 1, 1, 1, 2, 2, 3, 4, 5, 6

9 cards in a colour means you will not get the same amount of symbols. And in a set of 9 cards with one symbol you will not get the same amount of colours.

You can, however, build a consistent and balanced deck of 36 cards in which six cards of one colour has one of each symbol. To achieve this you must remove either the cards with brown backgrounds numbered 4, 5, 6 OR the cards with green backgrounds valued 1, 1, 2.

To make it easier to identify and sort the different sets, we have given the cards three different hues in the background pattern, so you can quickly extract the red, green or brown cards to create different sets.

Separating the deck on the background will create three different decks of 18 cards, each containing 3 of each colour and 3 of each symbol.

The complete layout of the deck can be seen on the next page. This can be useful in games where it is vital to keep track of which cards have been played and which remain hidden.

## The Tiles

The tiles in the Green Box of Games have been designed to enable you to build many different boards (although they may have other uses as well).

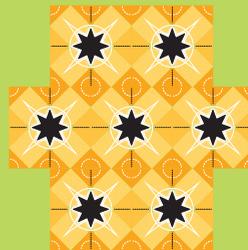
The most obvious option is to build a grid, or a track, where each tile is a space for placing or moving pieces. However, there are several other options:



The two sides of the tiles are fully compatible, so you can create a board using some brown and some green tiles with different symbols.

The tiles can also be arranged in a hexagonal pattern, by shifting them sideways half the width of a tile. The corner markings will help you with this, and a “correct” hexagonal grid has all the small circles completed.

This allows for instance movement in 6 directions from one single tile. One additional feature is that each tile will now have 6 “corners”, represented by the circles, exactly like a true grid of hexagonal tiles.



 6	 5	 4	 3	 2	 1	 2	 1	 1
 6	 5	 4	 3	 2	 1	 2	 1	 1
 6	 5	 4	 3	 2	 1	 2	 1	 1
 6	 5	 4	 3	 2	 1	 2	 1	 1
 6	 5	 4	 3	 2	 1	 2	 1	 1
 6	 5	 4	 3	 2	 1	 2	 1	 1

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	

Use this page as a scoring track in games that need one