Thank you!

This rulebook contains rules for all games submitted to the first Green Box of Games Game Design Contest held 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 of Games in the Community Group on Facebook: http://fbl.me/gbog

And find lots more games on the wiki: https://greenbox.wikia.com/

Lots of love,
Jørgen Brunborg-Næss

		No. of players	Play time	Complexity

Family games

		No. of players	Play time	Complexity
Ⓐ **Matchmaker**	Stephen Jennings	3-6	15'	2
Ⓑ **Gridblock**	André Heines	2-4	30'	2
Ⓒ **Rush Maze**	Kyrre H Eriksen	2-4	15'	2
Snatch	Yury Milovidov	2	15'	1
Swarm	Nicki Lloyd	2	15'	2
Ⓓ **Green Port**	Pedro Dias	2-4	30'	4
Coordinates	Yury Milovidov	2-5	15'	1

Abstract games

		No. of players	Play time	Complexity
Ⓔ **OKI**	Mitsuo Yamamoto	2-4	5'	1
King's Valley	Mitsuo Yamamoto	2	5'	1
Ⓕ **Business Casual**	Elliot Anderson	2	15'	2
Jump	Mitsuo Yamamoto	2	15'	1
Push	Vegard Farstad	2	5'	1
NIM	Vegard Farstad	2	5'	1
Sixteen Stone	Gary Boyd	2	15'	2

Not part of the contest

		No. of players	Play time	Complexity
Guess what!?	Jørgen Brunborg-Næss	3-6	30'	2
Make way	Jørgen Brunborg-Næss	2	15'	2
Make it count	Jørgen Brunborg-Næss	2-6	5'	1

A=Best Game for 3+ players   B=Best Original game   C=Best Family Game

D=Best Adapted Game   E=Best Abstract Game   F=Best Game for 2 players only

Matchmaker

Designer: Stephen Jennings

3-6

15'

2/5

Test your memory as you try to be the closest matchmaker each round. Try to match up from memory what you saw before it all turns over and your memory is tested.

Goal

Score points by remembering and matching sets of revealed cards.

Components:

4 Cubes of each color to every player
(With 6 players, there is not enough cubes for the 6th player, but each round one player is the Matchmaker and does not need cubes)
52 Card Deck
6 tiles per player
2 dice

Setup for each player:

Setup

All players put their six symbol tiles down in whatever order they choose to put them in and then group their sets of four cubes of each color in front of them but not too close to their symbol tiles.
Shuffle the deck to form a draw pile.

Play

Each round one player will be the Maker. The maker rolls two dice and draws the number of cards shown on the dice for the upcoming matching test.
(Optional New Player Learning Option: Try playing with only one dice rolled for a round or two to help people get the hang of the game).

After drawing the Maker puts back any cards that bring a color over four. Maker then looks at cards and sorts them in any order they choose. Maker sets a timer for 2 seconds per card (Ex. 5 cards, 10 seconds, 10 cards 20 seconds, etc) but doesn't start it. The round now has four phases:
Phase 1: The Maker puts all the cards down visible on the table. All other players can now look at the cards and try to memorize them but they are not allowed to move their cubes.
Phase 2: When maker starts the timer everyone can start to move their cubes to match the cards. The idea is to match the color of a cube with the symbol on a tile. If a card has a high number (4, 5, 6) the cube should be placed above the tile, and if a card has a low number (1, 2, 3) a cube should be

placed below the tile. Any white or black cards are considered wilds, which means a cube of any color can be placed onto a tile of their respective symbol regardless of their number.

Phase 3: Once the timer goes off the Maker then tries to gather the cards back up as quickly as he can. Players may now continue to place their remaining cubes based on memory. All players are given a reasonable amount of time to finish (Up to 30 seconds possibly if it takes too long for people to decide)

Phase 4: The Maker now reveals the cards and players score 1 point for each correct match. Every card that is not matched scores a point for the Maker.

Example: Correctly placed cubes for 7 revealed cards

Game then proceeds the same as next player becomes the maker, rolls dice and proceeds as described before.

Winner
Game ends after each player has had one round as the Matchmaker, unless you want it to go longer then all take another turn as Matchmaker. When you are done tally up the total points from all the rounds and then add them together to determine who the best matchmaker is.

Variations
For advanced players, place symbol tiles facedown where only the player knows which symbol each corresponds to. Tiles are flipped in phase 4 to calculate score. Also mix up your cubes together in a pile to make it harder to select the correct cube).

Younger/New Player Option: Play just matching colors and symbols and ignore the numbers so that all colors which match go below the tile while all wilds will go on the tile.

Tip: Instead of setting a timer, the Maker can simply count the seconds needed in the following fashion: "And..one...and...two...and...three...and...four", up to the number of available cards.

Gridblock
Designer: André Heines

2-4

30'

2/5

Goal
Score points by placing your cubes on the grid.

Components
- All 36 tiles
- 20 cubes pr player
- 24 cards with value 1-3 (red, yellow, green, blue).

Setup
- Each player gets 6 cards and 20 cubes in player color.
- In a 2 player game both players receive the components of 2 colors.
- Randomly place the tiles in a 6 by 6 grid with the symbols up. (The symbols should be halfway evenly distributed and not packed.)
- Each player randomly draws one card (per color in a 2 player game) and places one cube of her color in the center of a tile showing the symbol depicted on this card. This is the player's Active Cube. In addition to that, she places a second cube in one of the four corners of this tile.
- Determine a starting player.
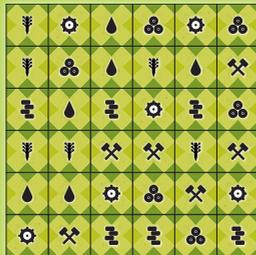
Play:
The game consists of 6 rounds, with 3 turns each.

Every round each player shuffles her 6 cards and draws 3. Those are her cards for the next three turns.

Starting with the first player and then going clockwise, the current player plays one card and moves her Active Cube cube the number of tiles, indicated by the number on the card, placing it on the center of the target tile. Only horizontal and vertical movement is allowed, but not diagonal movement. During movement the direction may be changed, but it is not allowed to enter a tile twice during one turn. If the tile where the movement ends shows the same symbol than the played card and if there is a free corner left on that tile, the player puts one of her cubes on an empty corner. In future turns players may place additional cubes on a tile, if there is a free corner left. If there are cubes on all four corners, cubes can move through or onto the tile, but no additional cubes can be placed on it, the tile is 'gridblocked'.

Note: If a player can't place a cube during a

turn, she can put one cube back into the box. This makes it easier to keep track of the remaining turns.

Optional rule: Instead of shuffling the cards every round, you can use the three remaining cards for the even rounds. This variation makes the game more calculable and tactical. The players are allowed to look at their remaining cards.

Winner
After 6 rounds the player with most points wins. Each cube placed on the grid is worth 1 point. If a player is the only one with 2 cubes on a tile, she gets 1 bonus point. If a player has occupied 3 corners of a tile, she gets 2 bonus points. In a 2 player game the points of both colors are added up. In case of a tie it is a tie.

Example:
Red player has the cards shown in hand, and starts her turn in position A on the board. During her three turns she plays the 2-Hammer followed by the 3-Drop and the 1-Arrow. Every turn she manages to end her movement on a tile matching the card played, so she places one of her cubes in a vacant corner on each of these tiles.
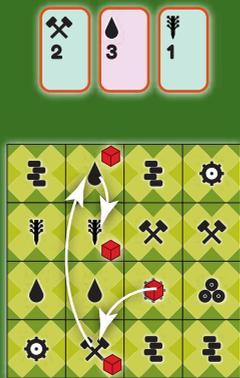
Variants and optional rules
Optional rule: If a player manages to occupy 3 corners of a tile and no other player occupies the fourth corner, the player automatically wins the game.

Optional rule: To make a 2 player game a little more challenging, only the color with the least points is scored.

Variant A:
Create a 6 by 6 grid and determine the starting tiles. After that in reversed turn order every player selects 2 tiles (3 in a 3 player game) and flips them to the yellow side. They may choose every tile, as long as all face up tiles remain horizontally or vertically connected to the grid. The first player who ends his movement on a yellow tile claims it by putting a cube on it. Other players can move through this tile, but may not end their movement on them.

Variant B:
First create randomly a 2 by 3 grid of tiles with different symbols. Every player gets a set of 6 tiles with different symbols. In reversed turn order all players add their tiles to the grid, one by one. They may add the tiles wherever they want, as long as they are horizontally or vertically connected to the grid. In a 2 player game with this variant each player only uses one color.

Rush Maze

Designer: Kyrre Havik Eriksen

2-4

15'

2/5

In Rush Maze you are building a maze with the tiles, while you are rushing to be the first one to get rid of your hand of cards.

Goal
Get rid of the cards in your hand

Components
One cube for each player
All 36 tiles
All 54 cards
First player token

Setup
Give each player a coloured cube (one colour per player). Then shuffle all the tiles, and the deck of cards. Set the stack of tiles to the side, and put one tile for each player in the middle of the board. Then put the players cube on one tile each. Deal out 6 cards if two players, 8 cards if three players, and 10 cards if four players. Then set the deck aside.

Give the first player token, to a random player.

Play
On your turn you perform the following three actions in order:

1: Play a tile
Draw the top tile from the stack, and place it adjacent to you cube (north, east, south, west). If there is no available spot, the tile is put at the bottom of the stack.

2: Move your cube
To move your cube, you need to play a card matching the symbol of a tile adjacent to your current position. Then move your cube to that tile. You can do this as many times as you like. Diagonal movement is not allowed. Note: You can not cross a tile, or move to a tile, that you previously moved to this turn.

3; Draw one new card from the deck at the end of your turn.

When all players have played one turn, move the first player token to the next player. That player then begins the next round.

Winner
The first player to play all of their cards is the winner. Immediately when a player has played all of their cards, the game is over. You don't draw at the end of your turn.

Snatch

Designer: Yury Milovidov

2

🕐 **10'**

👤 **1/5**

This is a simple dice game for 2 players who are trying to snatch cubes from each other. Usually it takes about 10 minutes to play but the time might depend on your luck with dice.

Components
15 tiles
14 cubes (7 for each player)
1 die

Goal
Be the first to steal all of your opponents cubes.

Setup
Build the board: arrange 5 tiles green side up with different symbols (Drop(1), Hammer(2), Wood(3), Brick(4), Cog(5)) in a row and add 1 row of yellow tiles on either side of it. Each player places 5 of their cubes behind
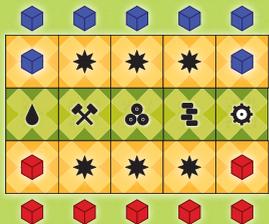
yellow tiles (1 cube per tile).
Each player places 2 of their remaining cubes on the yellow tiles adjacent to the green tiles with Drop and Cog symbol; these two cubes are called Snatchers.

Play
The winner of the previous game (if it's your first game, toss a coin) goes first.

On your turn, roll the dice and move any one of your Snatchers onto the yellow tile adjacent to the green tile with corresponding symbol (Drop for 1, Hammer for 2, and so on) on your side. A roll of 6 is a wild card, you can move your Snatcher onto any yellow tile on your side, except the one it's on right now. If there is a cube behind any (or both) of your Snatchers, it is protected and cannot be snatched by your opponent. If both of your Snatchers are on the same tile, you can snatch your opponent's cube from the opposing tile (the one that's directly across your pair of Snatchers), unless it's protected by one or both of their Snatchers.

If both of your Snatchers are on the same tile and your dice roll indicates the symbol that they are already next to (i.e. it's impossible to move either Snatcher), you must surrender any one of your cubes to your opponent.

Winner
The first player to snatch all the cubes from their opponent wins the game.

Swarm

Designer: Nicki Loyd

2-4

15'

2/5

Goal
Be the first to swarm the board and win the game.

Components
36 tiles
20 cubes of a single colour for each player

Setup
Using the yellow sides, set the tiles up in a 6 by 6 square grid
Each player places 6 of their cubes on their side of the layout. Only one cube can ever be on a tile.
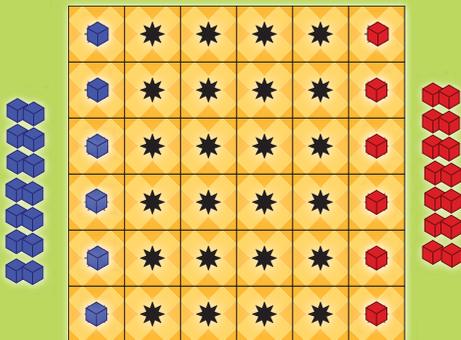
Play

At the start of each turn, players will both roll a die.

Players have movement equal to the dice roll. So if a player rolls a three, they have three movement actions to take that turn. The player with the lowest number will go first that round and will use all their movement actions. The next player will do the same with the movement they rolled.

If both players roll the same number they can both place a cube on a vacant space along their edge of the board. Then the dice are rolled again. This may make more cubes enter for more duplicate rolls.
If any player rolls a 1, then this player can add one cube in the same way. Combining these rules can result in two cubes being played each time a double 1 is rolled.
Each player can never add more than three cubes to the board in any single turn.

Movement actions may be spent in the following ways:

Move: Pieces can move one square in any direction per each movement action.

Jump: Spend two movement actions to have one cube jump across an enemy cube to land in a vacant space.

Bash: Spend two movement actions to move

one piece into an adjacent space containing an enemy cube. Then remove both cubes from the board.

Players have to spend the full amount of movement actions determined by the dice, no more and no less. All movement does not need to be the same cube but any cube that moves cannot end the turn on the tile it started on. So a movement of two cannot be used to move a cube 1 tile left then one tile back right.

Swarming: To swarm, you need to have a cube of yours on two opposite sides of an opponents, to the left and right or above and below. You cannot swarm on the left and above for example. These need to be tiles touching the tile the opponent is on, so cannot be three tiles away on either side etc. When a player swarms another, the cube swarmed is removed from the board and replaced by a cube of the opposite player. So if reds place a red cube to the exact left and exact right sides of a blue cube, the blue cube is removed and replaced by a red one. The new piece is now part of the red players swarm and can be moved and used to swarm as well as get swarmed.

Next turn is rolled for again and movements spent in exactly the same way. This is repeated until a winner is chosen.

Winner
You win the game if you have all 20 of your pieces on the board at the same time or have the opponent reduced to one cube. If all tiles have cubes on and no swarming can occur, then the game is over and the player with the most cubes on the game tiles wins. It is a tie if both players have 18 cubes present.

Example:
Blue player has rolled 4. She spends two points on cube A jumping across the red cube. This causes red cube B to be swarmed and replaced with a blue. The new cube moves making red cubes C and D swarmed and replaced. Finally the new cube C moves to swarm cube E.

Green Port

Designer: Pedro Dias

2-4

30'

4/5

Push your luck game, inspired by Port Royal.

Theme

The gangs of Green Port are fighting for control of the city. In order to be recognized as the top boss, gang leaders must assert their dominance by completing the hardest heists. To do this, they must recruit members which focus on 1 of 4 specialities. If they can get the right amount of members with the right skills they will pull off difficult heists and earn Recognition Points. Likewise they can build Headquarters for their member, to take advantage of their skills and increase their presence, meaning even more Recognition! When all is said and done, the gang leader who earned the most Recognition will be crowded the Kingpin!

Terminology

For clarity purposes the following terms are identical.

Term(s)	Component(s)
Objective	Set of White or Black cards
Unit	Cubes
Headquarters	Green-background cards
Basic colors	Blue, Red, Green or Yellow
Unit Card	A numbered card of a Basic Color drawn from the deck

Setup

1: Separate cards from the deck

Remove the following cards from the deck.
- 9 white cards - These will be used to create Objectives
- 9 black cards - These will be used to create the Events and Objectives. Set one 1, one 2, one 4 and one 6 to the side - These will be used for extra Objectives, the remaining 5 black cards will be as Events.
- 12 green-background cards, 3 of each basic color (red, blue, yellow and green) - These will represent Headquarters that can be built.

2: Objective Creation

Take all nine white cards, shuffle them and start creating an Objective by dealing cards into a column. Deal one card at a time until the sum of the value of all cards is 5 or higher. Now repeat this 2 more times. Finally, deal a fourth column consisting of all remaining white cards. Next, using the black 1, 2 and 4 create another column and set the black 6 as the 6th and final Objective. Take 2 cubes of each color and 4 more random cubes. Shuffle the cubes and randomly set one on top of each card in the columns. The Black 6 does not get a cube as it is a wild Objective (can be completed with any one color). You should have a total of 6 objectives consisting of 13 cards and 12 cubes.

An Objective may be completed if a player can pay the number of cubes matching the color+number combination presented. Objectives do not need to be completed in order.
Eg. Your first columns consists of a White 1, a White 2 and White 5. You take a red cube and place it one the 1, a blue clube and place it on the 2 and a second red cube and place it on the 5. This objective can be completed by paying 6 (1 + 5) red cubes and 2 blue cubes.

Note: If by chance, you cannot create 4 white objectives or the 4th objective has a lower value than 3, just shuffle the white cards and try again.

3: Headquarter Creation

Take the green-backgrounds cards and create a pile of each color, with the 2 on top followed by the two 1s.

4: Deck Creation

Take all remaining basic color cards the 5 Black cards previously set a side + the two X cards (orange and green) and shuffle the Deck. If ever the deck runs out, just reshuffle the discard.

5: Dominant profile

Take 1 tile of each symbol and randomly deal one to each player face up. The remaining tiles can be removed from the Game. It's effect is covered in "Powers" Section.

How to Play
Before the game starts, decide on who will be the first player and put in the center of the table a cube of each color. In reverse play order, players go around choosing one of the available cubes until each player has one. If playing with less than 4 players, return any leftover cubes to the supply.

The first then starts with the first player's turn and proceeds in clockwise direction. A player's turn follows these steps:

Hire Units, Refer Units, Utilize Units (Optional), Clear Unit Pool
Additionally a player may Specialize Units whenever and as many times as he wants.

1: Hire Units

This is the main part of a player's turn. The active player will draw cards, one by one, from the top of the deck and generate the pool of units available for the turn. After revealing a card the player can chose to stop and take all Units of a given color OR he can chose to reveal another card from the deck and add it to the pool.

The player may draw cards as many times as he wants, but every time he does he runs the risk of an Event occuring:

- Green X (Rooting for the Underdog):
After this player's turn, shuffle the discard and deck together. Additionally, the player(s) with the least Recognition Points gain a cube of their choice (EXCEPTION: This bonus does not happen if a bonus has already been awarded this turn. Also, if all players are tied in points, then only the player(s) with least cubes get the bonus).

- Orange X (Police Dispersion):
Any player over the Unit Limit (default limit is 7) must discard half his units. Additionally, the player(s) with the least Recognition Points gain a cube of their choice (EXCEP-

TION: This bonus does not happen if a bonus has already been awarded this turn. Also, if all players are tied in points, then only the player(s) with least cubes get the bonus).

- Black Card (Police Bust): If a Unit card has already been revealed, the player has lost his progress and must skip to the Utilize Units phase without hiring or refering units.

Example: Player A reveals a card from the deck: red card. He chooses to reveal a second card: blue card. He chooses to reveal a third card: blue card. He chooses to reveal a fourth card: red card. He decides to stop, take and discard the 2 red cards to gain 2 red cubes/units.

If Player B has cubes of any color he can chose to pay a cube to Player A to discard the two blue cards and take two Blue Units from the supply. If Player B does this, the "Refer Units" step is over since no more cards are available. If Player B does not use this opportunity, the choice of whether to take cards or pass moves to Player C, and so on.

2: Refer Units

After the active player has Hired Units (assuming no Black card was drawn), other players in clockwise order may pay a cube of any color to the active player to be able to claim units for himself. This continues until all players have had a chance to claim units, or there are no more cards available.

3: Utilize Units

The active player may chose to use Units in the following ways:

Re-activate Dominant Profile
The payer may pay 2 Units to un-flip his Dominant Profile tile (See Dominant Profile section). If he ended his Hire Unit phase due to a Black card being drawn, he can pay just 1 Unit.

Complete Objectives
A player may complete Objectives by paying a number of Units matching the card+number combination of every cards in a column. Additionally, the Black 6 – a Wild Objective - may be completed by paying 6 cubes of any one color.

Buy Headquarters
A player may chose to buy Headquarters of the ones still available. To do this he must pay a number of Unit of the chosen Headquarters color. The cost is equal to 2 + X, where X is the number of cards still available in the Objective columns which match the desired color.

4: Clear unit pool
All cards that were revelead but not discarded by the players go into the discard pile. Reshuffle the discard pile into the deck if the Green X was revealed this turn.
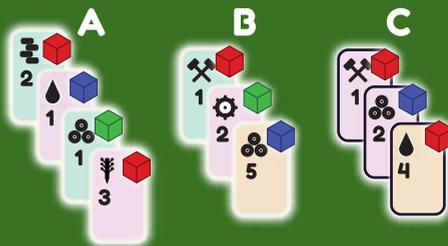
Example: Objective A contains a red 2, blue 1, green 1, red 3. The active Player choses to complete this objective by paying 5 (2+3) red cubes, 1 blue cube and 1 green cube.

Now there are 2 Objective still available. Objective B: 1 red, 2 green 5 blue. Objective C: 1 red, 2 blue, 4 red. If the player wants to buy a red Headquarters he must pay 5 (2 + 3) red units. If he opts for the blue Headquarters, he must pay 4 (2 + 2) blue units. Green would cost 3 (2 + 1) and yellow is at its lowest costing 2 (2 + 0) since no yellow cards remain in the objectives.

5: Specialize Units

At any point during his turn (except if the Orange X was revealed) a player may trade 3 cubes of the same color or 3 cubes of different colors for 1 cube. The color of the cube taken may not match any of the colors of the discarded cubes.

Eg. A player may trade 3 red (or blue or yellow) cubes for a green cube, or he may trade a red, blue AND yellow (3 total) cubes for a green cube.
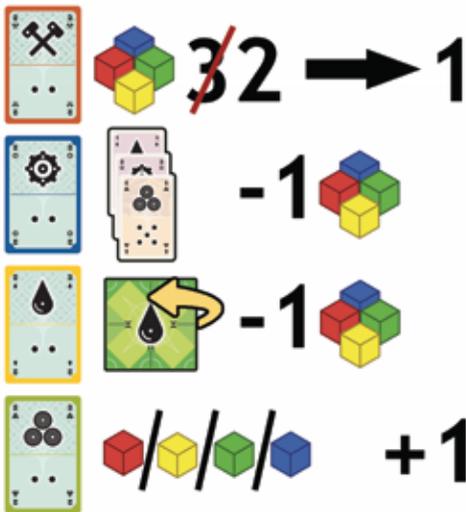
Headquarter powers

Headquarters
Depending on the color of the Headquarter you will have a special ability available

- Red (The Traders): This player may use the Specialize Units power by paying 2 cubes, instead of 3, to trade them in for 1.
- Blue (The Insiders): For each blue Headquarter, the player gets a 1 Unit discount on every objective, to a minimum of 0 Units.
- Yellow (The Spies): For each yellow Headquarter the player gets a 1 Unit discount to un-flip the Dominant Profile tile (See Dominant Profile section), to a minimum of 0 Units.
- Green (The Family): When taking the Headquarter card, take a cube and place it below the card so that it is still visible but not confused with a usable Unit (TIP: form a ramp by placing it underneath the top edge). From now on, whenever you take cards of the chosen color, you can take one extra Unit of that color.

Dominating Profile
Whenever in the Hire or Refer Units phase a player discards a card from the pool whose symbol matches the symbol on his tile, he takes one extra cube of that color. The Dominant Profile tile also provides two powers to the player. Once per turn the player may flip the tile face down (yellow side up) to either:

A) When a Black card is revealed - discard all drawn cards and try again to Hire Units (Note: If the Green X was drawn, you still need to shuffle when the turn is over)
B) When the Orange X is revealed - ignore the penalty in case the player is over the Unit Limit.

While the Dominant Profile tile is face down, the player cannot take the usual extra cube and cannot use any of its powers. The Player may un-flip the tile (i.e. turn it green/symbol side up) in 1 of 2 ways:

A) In the Utilize Units, pay 2 cubes (yellow HQ reduction may reduce this) to un-flip.
B) In the Utilize Units, if he ended the Hire Unit phase due to a Black card, pay 1 cube (yellow HQ reduction may reduce this) to un-flip.
He still must forfeit his Hire/Refer Unit phase.

In Sync
If the 4 basic colors are present on the pool when the active player selects the cards to discard, in addition to taking the cubes of the selected color, takes one cube of each of the other colors.

Game End
The game ends is triggered when all Objectives are completed. The round continues until it's completion, upon which the "End Game Purchase" starts.

End Game Purchase
Go around the table checking which player has the most cubes of a single color. That player can purchase any remaining Headquarters by paying its cost. After that player is not able or willing to buy any more Headquarters of that color, the next player with the most cubes of that color may chose to buy it. Repeat this process until no one can buy any Headquarters. In case of a tie for most cubes, the last player (round wise) has priority. (Example on next page)

After the End Game Purchase phase, players sum the value present on every Objective card they completed, as well as on every Headquarter they bought. The player with the most points wins. In case of a tie, the player with the most cubes win. If player are still tied, the player with the highest single Objective card wins (keep following to the second highest if the first is a tie, and so on).
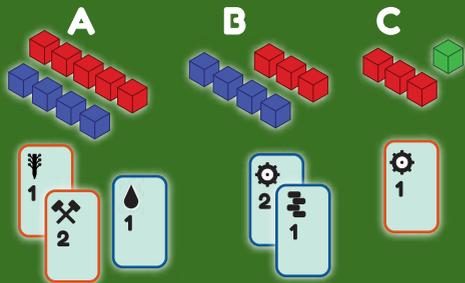
Example: Player A has 5 red cubes and 4 blue Cubes. Player B has 3 red cubes and 4 blue Cubes. Player C has 3 red Cubes and 1 green. Assume all Headquarters are still available.

Since Player A's Red cubes are the most available of a single color, the Red Headquarters are sold first. Player A buys 2 Red Headquarters, 1 remains. Player B and C are tied for most red cubes then, but Player C wins the tiebraker (last player round wise) so he takes the last red headquarter. The next color is selected and it's blue. Since Player A is tied with Player B for 4 cubes, player B will go first and buy 2 Blue Headquarter and Player A will buy the last Blue Headquarter. Player C has a green cube but that is not enough to buy any Headquarters so the "End Game Purchase" phase is over.

Variants
Playing with 3 players
Remove a Headquarter of each color with value 1.

Playing with 2 players
Remove two Headquarter of each color with value 1. Remove the Black Objectives.

Simpler Game
For a simplified version, you may remove the Dominant Profile tiles and/or ignore the Headquarter Powers. Removing the Dominant Profile makes the game a bit longer but more controlled, but at the cost of less player interaction.

Coordinates

Designer: Yury Milovidov

2-5

15'

1/5

Coordinates is a game about collecting tiles by matching symbols, numbers and border color on a special set of cards.

Goal
Collect the most tiles

Components
36 tiles
36 cards (remove the cards with green backgrounds)

Setup
Arrange the tiles yellow side up in a 6x6 grid.
Shuffle the cards to form a draw pile.
Deal 6 cards to each player (5 with 5 players)
Draw 2 cards and place them side by side facing up - these two cards are called Coordinates.
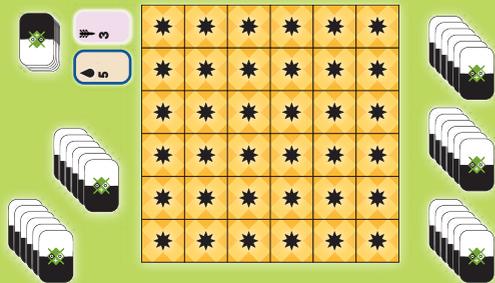
Play
Each player's turn consists of the following three steps:

Step 1: choose a card from your hand to replace one of the Coordinates. This card must match either number, symbol or border color of that Coordinate. If you have no cards that match either of the Coordinates in any way, skip your turn. Cover the Coordinate with your chosen card facing up. Refill your hand from the draw pile (if available).

Step 2: now you have a new set of Coordinates. Looking at the numbers on the Coordinates, open (flip green side up) any tiles that are located in the corresponding rows and columns of the grid. If these tiles are already facing up or gone, you don't have to do anything.

Example: let's say the Coordinates are 2 and 5. It means that the tiles located in the 2nd column of the 5th row AND the 5th column of the 2nd row must be flipped open.

Step 3: if the two Coordinate cards have matching symbols, you can collect all open (green side up) tiles that have the same symbol on them.

Winner
When all players are out of cards that match either Coordinate in any way OR all tiles have been collected the game ends and the player who collected the most tiles wins.

OKI

Designer: Mitsuo Yamamoto

2-4

5'

1/5

Goal
Be the last player to place a cube on the board

Components
25 tiles
25 cubes

Setup
Create a random board layout with the tiles. All tiles must be connected to at least one other tile, either orthogonally or diagonally, but there should be plenty of open spaces.
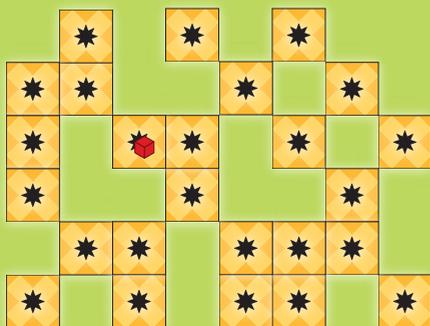
Play
The first player places one cube on any one tile.

After this, players take turns to place as many cubes as they want to, following these two rules:
- All cubes must be placed in a straight line
- Every cube placed must touch another cube on the board (orthogonally or diagonally)

Winner
The player who places a cube on the last vacant space wins the game.

Variations
Try different layouts and also different number of tiles.
Instead of the last player winning the game, count each players score at the end. Every cube a player has placed counts as 1 point. The player ending the game by placing the last cube gets a 5 point bonus.

King's Valley

Designer: Mitsuo Yamamoto

2

5'

1/5

Goal
Maneuver your soldiers to allow your King to be the first to enter the King's Valley.

Components
25 tiles
4 soldiers (cubes) and 1 king (stack of two cubes) for each player
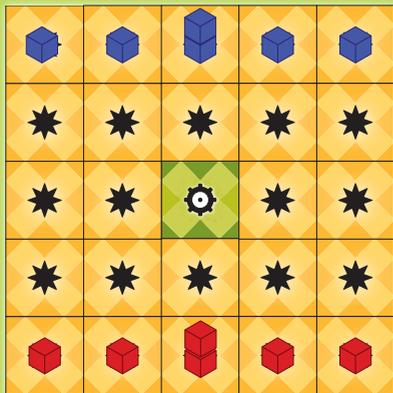
Setup
Lay the tiles out in a 5x5 grid, yellow side up. The tile in the center is flipped to the green side. This is the "King's Valley".
Players place their pieces on opposite sides of the board, with the king in the center and the 4 soldiers spread out to either side on the same line.

Play
Taking turns, each player moves one piece (soldier or king). A piece moves in a straight line in any available direction, including diagonally, as many spaces as possible, stopping on the last available unoccupied space. You are not allowed to move less than than maximum available space.

Note that soldiers can not end their movement in the center space, only a king may do so.

The first player is not allowed to move the king on the first turn.

Winner
When a player is able to end the kings movement in the center "King's Valley" spage, this player wins the game.

Business Casual

You've figured out how to get ahead. You don't have to work harder or be smarter, you just have to look better. Your goal is to show up to work dressed a little better than everyone around you--but not too much (you don't want it to be too obvious that you're substituting style for substance). Don't sit next to the Boss, and of course, you *have* to sit by the New Hire to help out. A quick tile-laying game with (almost) perfect information.

Goal
Score the most points by clever placing of tiles.

Components
32 tiles, in two groups:
16 "Workers" - Three sets of 1-5, and one 6.
16 "Cubicles" - 16 tiles of any value (these will be used face-down).
40 cubes, 20 in each of 2 colors.
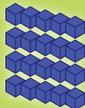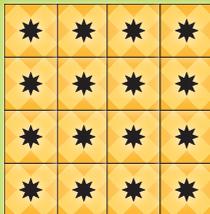
Setup
Each player takes 20 cubes in one color.

Lay the 16 Cubicle tiles out in a 4x4 grid, face down. These are the spaces where the Workers will be placed.

Set the value 6 tile (the "Boss") aside. Mix the other 15 Worker tiles face-down, and separate them into two roughly equal groups. Mix the Boss tile face-down into one of the groups. Stack the non-Boss group face down, then stack the Boss group face down on top of that. Flip the entire stack over without disturbing it, so that only the top tile shows face up (and the Boss tile is somewhere in the bottom half of the stack).

Play
The better-dressed player starts the first game. After that, the loser of the previous game goes first.

On each turn, an additional worker comes into the office and sits down in a Cubicle. The active player takes the top Worker tile from the stack (revealing only the one beneath it), and places the top tile in any unoccupied Cubicle. A tile may be played in any available space--whether or not adjacent to a previously-played tile--with the following two exceptions:

A tile of value 1 represents a "New Hire" who needs help. When a New Hire is played, the

tile played on the very next turn must be placed orthogonally adjacent to the New Hire if possible.

A tile of value 6 represents the "Boss," who is subject to the "New Hire" rule, but otherwise may be placed in any open Cubicle. No Worker really wants to sit by the Boss, thus no subsequent tile may be played orthogonally adjacent to the value 6 tile.

After a tile is placed, compare its value to any orthogonally adjacent tiles. If you "win" against an adjacent tile, place a cube of your color on that border. If you "lose", your opponent places one of their cubes on that border.

Scoring Points

Tiles with more points represent Workers that are "better dressed" than tiles with fewer. Your goal is to place each Worker adjacent to other tile(s) that you've out-dressed by an appropriate margin (making you look better-qualified, and more suitable for promotion). The key is the spread between the new Worker, and the tile(s) it's adjacent to. Out-dress your neighbor by one, and you get the point. Out-dress your neighbor by two, and you're clearly trying too hard, so the other player gets the point. The same math holds for any larger difference:

Odd difference between neighbors = High value wins
Even difference between neighbors = Low value wins.

Example:
Blue player is placing a "3". If played to position A, it would win against the "2" and lose against the "5", scoring one point for each player. If played to B, it would win against both adjacent tiles, scoring two points for player Blue.
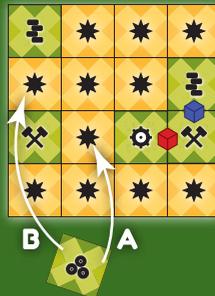
So a newly placed "3" tile will win against a "2", but lose against a "1". It will also win against a "5", but lose against a "4". It would also lose against a "6", but placing next to the Boss is not allowed.

Strategy consists of considering the next tile that will be available to your opponent when laying yours, using New Hire and Boss tiles to force your opponent into an unfavorable position, and counting the remaining tiles available--especially toward the end of the stack.

Winner

Play continues until either (a) all the Workers have been placed (which is not terribly common, because the Boss usually takes a Cubicle or two out of play, or (b) no legal move remains. Tally the number of cubes placed by each player, and the high value wins.

Jump

Designer: Mitsuo Yamamoto

2-4

15'

1/5

Components
24 tiles
8 cubes for each player

Goal
Get all your pieces into the goal area before your opponent does.

Setup
Lay the tiles out in a 4x6 grid with the short sides towards the players. The two rows of tiles closes to each player can show the green sides of the tiles, while the two rows in the middle show yellow sides.
Each player places their cubes on the 8 green tiles on their side of the board.

Play
Taking turns each player makes a move by either:
Moving one cube exactly one space forward (diagonal moves allowed), or
Jumping with one cube over another cube into an unoccupied space in a straight/diagonal line forward
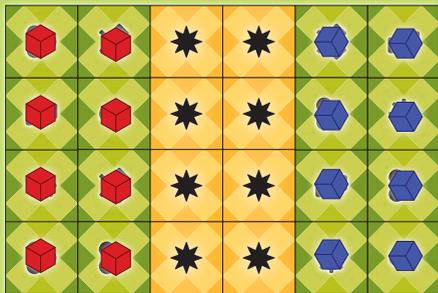
Once a cube has entered the goal area (i.e. the starting area of your opponent) it can no longer be moved.

Winner
The first player to get all her cubes into the goal area is the winner.
If a player at some point does not have any legal moves available, that player loses the game immediately.

Push

Designer: Vegard Farstad

2

5'

1/5

Components
36 tiles

Setup
Place the tiles in a 6x6 grid so that the yellow and green tile backs form a checkered pattern (small chessboard).
One player plays with green tiles and the other with yellow.

Play:
On your turn, pick up any of your own tiles along the edge and move it horizontally or vertically to another edge. Then push it towards the empty space so the tiles in between are shifted one space.

Example: If you pick up a corner tile, you have 2 options of pushing from the other corner along one of the sides that make up that corner. If you pick a tile in the middle of a side, you have 3 options - you can also push the two corner tiles at each end of that side, or the tile directly opposite the tile you picked.

Winner:
The first player to complete a line of 6 tiles (horizontally or vertically).
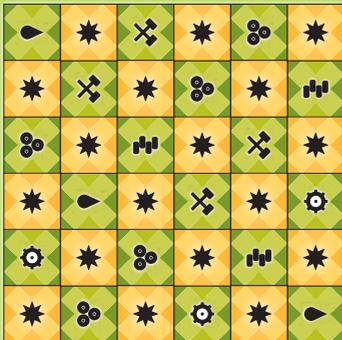
NIM
Designer: Unknown, rules by Vegard Farstad

2

5'

1/5

Nim is an ancient, traditional game played with stones, coins or other any other kind of counters. Nim is a "solved" game with a winning strategy, but it's not so easy to find it if you play with many pieces, and it's a great game for learning to think strategically.

Components
As many of the cubes as you wish

Setup:
One player picks any number of cubes and places them in heaps, deciding the number of heaps and the number of cubes in each heap. The other player makes the first move.

Play:
In turn, each player takes one or more cube(s) from (only) one of the heaps.

Winner
The winner is the player who makes the last move, so there are no cubes left afterwards.

Sixteen Stone
Designer: Gary Boyd

2

15'

2/5

Components
25 Tiles
8 blue cubes + 8 red cubes

Goal
Capture the opponents stones until only one remains or they concede defeat.

Setup
Arrange tiles in a 5x5 grid. Each player takes 8 cubes of a single color. The cubes are referred to as stones and tiles as cells. Starting with the red player, players alternate placing stones on the grid until all stones have been placed.

Play begins with the red player.
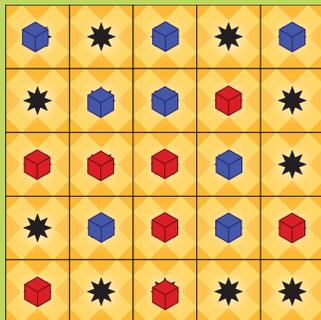
Play
On a players turn they may perform each of the following three actions once: Push, Move, Sacrifice
Note: On their first turn players perform either a Push or a Move but not both.

Push: Players may push an opponent's stone(s) if they have more stones in a line than their opponent. If a stone is pushed off of the board it is returned to the opponent's pool. Stones may be pushed diagonally. Players must have a stone to push and may not push their own stones.
Move: Players may move a single stone to any adjacent cell that is open. Both orthogonal and diagonal cells are considered adjacent. If a player moves a stone into a position where it surrounds an opponent's stone on two opposing sides, the player may return that stone to the opponent's pool and replace it with one of their own. This is referred to as a capture. A stone is not captured if it is moved voluntarily into position between two opposing stones.
Sacrifice: A player may remove a stone from their pool permanently to take one additional move or push action in a turn. This is referred to as a sacrifice. Sacrifices should be considered carefully. It reduces available pieces for the rest of the game.

Winner
The winner is the player who reduces the opponent to a single stone.

Guess what!

Designer: Jørgen Brunborg-Næss

3-6

30'

2/5

In this game you get to create your own rules, and the other players have to guess what they are. It is inspired by the card game Eleusis, created in 1956.

Setup

Determine randomly who is to be the first "Professor", the other players are "Students".

Shuffle the cards and deal 5 cards to each Student. Draw one card from the deck and place it in face up in the center of the table as a starting card.

Play

At the start of a round, the Professor secretly creates a rule deciding what is a correct sequence of cards. Examples of rules:

- Always play a different colour than the previous card
- Always play a higher value card than the previous card
- Alternate between even and odd numbers
- The symbol must match the symbol of any card previously played

The students now play cards to the table in turn, creating a row of cards from the starting card. Each time a Student play a card, the professor states whether it was correct or not. If it was correct, place one cube next to the card, and give one to the Student. If it was incorrect, nothing happens.

The Student may now choose to make a guess as to what the secret rule is. If the guess is incorrect, the Student must give up one of her cubes, and play continues. The Student then draws a new card, and the player on the left continues to play.

If, however, she correctly guesses the rule, then the round is over. The cubes next to the cards are divided between the Student and the Professor. Fractions go to the Student. Now the cards are reshuffled, the player to the left of the Professor becomes the new Professor, and all Students are dealt 5 new cards to start a new round (or they keep their cards from last round).

The round will also end if 12 cards are played without anyone guessing the correct rule. In this case the cubes on the table go back to the stack. In other words, if the Professor creates a rule that is too hard to guess, she might not score any points at all.

Winner

The game ends when all players have been the Professor once. The player with the most cubes is the winner.

Make Way

Designer: Jørgen Brunborg-Næss

Make Way! is a game of territorial strategy for two players. Starting on opposite sides of the board, players use cards to advance their pieces forward. Conflict is inevitable, as your pieces can be pushed back by an advancing opponent, and the key lies in choosing the time and place to bring in reinforcements.
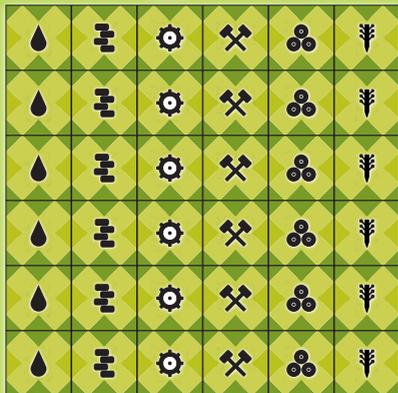
Components used:
All 36 tiles
All 54 cards
9 cubes for each of two players

Setup:
Create a 6×6 board where each row has 6 tiles with the same symbol.

Shuffle the deck and deal 9 cards to each player.

Give each player 9 cubes of their selected colour.

Play:
On your turn you play one card to move a piece into a square with the same symbol as the card you played, adhering to the following movement rules:

- A piece on the board can move one space forward or one space sideways.

- A new piece can enter the board at the first row of tiles closest to you, or on a tile one space behind a piece already on the board

- If there is another piece in the tile you are moving into, you push this piece to the next tile. You can not perform this move if the next tile is occupied. You are not allowed to push your own pieces forward on the board. Moving or pushing horisontally off the side

Example:
Playing a Hammers card, the red player can make one of three moves. She can move the piece in the Hammers column one step forward, or any of the two in the Circles column to the left into the Hammers row. If moving the top piece left, the blue piece currently occupying the Hammers will be pushed left.
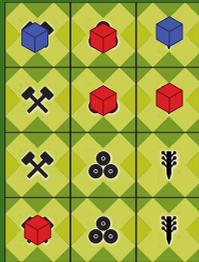

Variation
Play 4 rounds (36 turns each). After two rounds, shuffle the deck and play two more rounds. This gives you a slightly longer game with more randomness .

of the board means the piece will enter in the same space on the opposite side.

When all cards have been played, deal 9 more cards for another round. Alternate starting players between rounds.

Winner:
After 3 rounds (27 turns) the game ends. Count the number of tiles for each piece from the tile it is currently placed and backwards to your starting row. So a piece in tile 4 scores 4 points. If one of the opponents pieces block the way, you do not score more points. Sum up the points for all pieces, and the player with the highest score is the winner.

Blue scoring
$3 + 3+4 + 2 + 3 + 1+2 + 2+3 = 23$
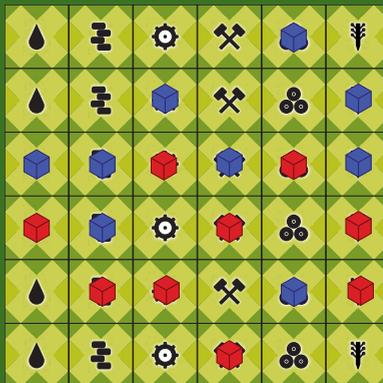
$3 + 2 + 2+4 + 1+3 + 2 + 2+3 = 22$
Red scoring

Make it count

Designer: Jørgen Brunborg-Næss

2-6

10'

1/5

A quick cooperative game featuring simple arithmetic. Lay down sets of increasing value and see how far you can get.

Setup
Shuffle the cards and deal 6 to each player. Whoever has the most 1's in hand starts.

Example: First round of play with 5 players.
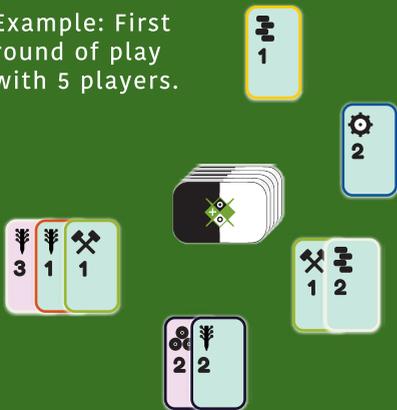
Play
The first player lays down a "1". The next player must lay down "2", either as one card or as two. The next must lay down one or more cards with total value of "3". And so forth.

If you are unable to lay down the exact number you are supposed to, you must pass. When passing you are allowed to discard up to two cards and draw new ones. Play passes to the next player, who must attempt the same number that you were unable to play.

After you have played cards you replenish your hand up to 6 cards. Shuffle the played and discarded cards when neccessary.

Game end
When every player has passed in sequence, the game ends. With 2 or 3 players you can keep going until each player has passed twice.

The last successfully played number is your score. Play again to beat it!

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