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SOLO GAINES

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PRINT & PLAY

Tips for finding and making your own games at a low cost







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Czech Games Edition













Huemmer



Game Reviews Naomi



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Graphic Design Gregg Lewis-Qualls

Contributing Authors: Dann Albright, Justin Spicer, David Wiley, Jesse Tannous, Stephen Conway

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18521 E Queen Creek Rd Suite 105-321 Queen Creek, AZ 85142 (520) 344-0095info@CasualGameRevolution.com

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Skybound.com/games



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Arcane Wonders, founded in 2012 by Bryan Pope, publishes strategic, competitive, and social board and card games to enjoy with your friends, including Mage Wars, Sheriff of Nottingham, and Onitama.

ArcaneWonders.com



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KidsTableBG.com







In Silver, your village is overrun by savage werewolves, and it is up to you to deter as many of them as fast as you can! In this 2-4 player game, each player starts with five facedown cards that make up their village. Each card shows a resident, their unique ability, and a number that represents how many werewolves that resident will attract.

The game begins with everyone peeking at two of their five cards. On their turn, the player chooses a card and decides whether to replace high-valued residents or to take advantage of the new resident's special abilities. Silver contains 14 different abilities, allowing you to view facedown cards, trade cards with neighboring villages, protect your best cards, and more.

Once you believe your village has fewer werewolves sniffing about than the neighboring villages, call for a vote! Your neighbors each have one more chance to save themselves before all is revealed. If you are correct, you receive a score of zero for the round, but if you are wrong, you get the sum of the cards in your village plus an additional 10 points! All other players receive points totaling the sum of their cards. The winner of each round is awarded the glorious silver amulet, granting them an additional source of protection in the next round. After four intense nights, the player with the lowest score wins!







Later this year, look for Silver Bullet — a standalone game that can also be combined with Silver, featuring 14 brand new residents and special abilities, as well as a shiny bullet token to let you take aim at any villager after nightfall.

Some of the new residents include the Gremlin, a 12-point card you can add to any of your neighbors' villages which gives them an additional twelve unwanted werewolves; the Mortician, who allows you to use card abilities when discarding instead of only when drawing them; and the Copycat, whose werewolf value mirrors the lowest card in your village.

Combining the two games is easy! Simply replace all of one card value with the same card value from a different deck. For example, you can play Silver Bullet, but trade out all the fives, eights, and elevens for the fives, eights, and elevens from Silver. We suspect even more residents will be moving in next year, so keep your eyes peeled for more Silver games! 🔃





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What to Play When There's No One





Dann Albright Freelance Journalist and Lifelong Board Gamer

I get weird looks when I tell people that I play solo board games.

They think of board games as a social activity, and have trouble imagining it any other way. I get it. Most people think you can't play board games without at least one other player. But the increasing availability of solo board games means you can play with any number of players. You don't need to wait until someone is available. You can play late at night before you go to bed, or in the morning before you start your day.

And make no mistake about it: these are serious board games. They aren't the equivalent of solitaire in card games. You can play solo games with massive amounts of strategy and depth.

Or you can play solo games that are fast, fun, and easy to take with you. There are options for everyone. Here is a list of nine solo board games that range from light and fast to in-depth campaigns.

ONIRIM

1–2 players, 15 minutes

As a Dreamwalker, you're trapped in the realm of dreams — and if you don't make it out in time, you'll be trapped there forever. Find eight Door cards and you escape. Run out the deck and you lose. Along the way, you'll encounter Nightmare cards that make it more difficult to escape the labyrinth, and the cards you draw will force you to take different approaches to finding Doors.

The rules are simple: you play a card each turn. If you play three cards of the same color in a row, you earn a Door. You can also earn Doors by discarding Key cards. But where Onirim really comes alive is in the included expansions. The base game is great for learning the rules, but adding spells, towers, premonitions, and other cards provides great variety. You can use these expansions in any combination you want.



The first edition of *Onirim* shipped with three expansions. That version was so popular that Z-Man Games released a second edition with seven built-in expansions. That's a lot of fun solo play in a small box.

MAIDEN'S QUEST

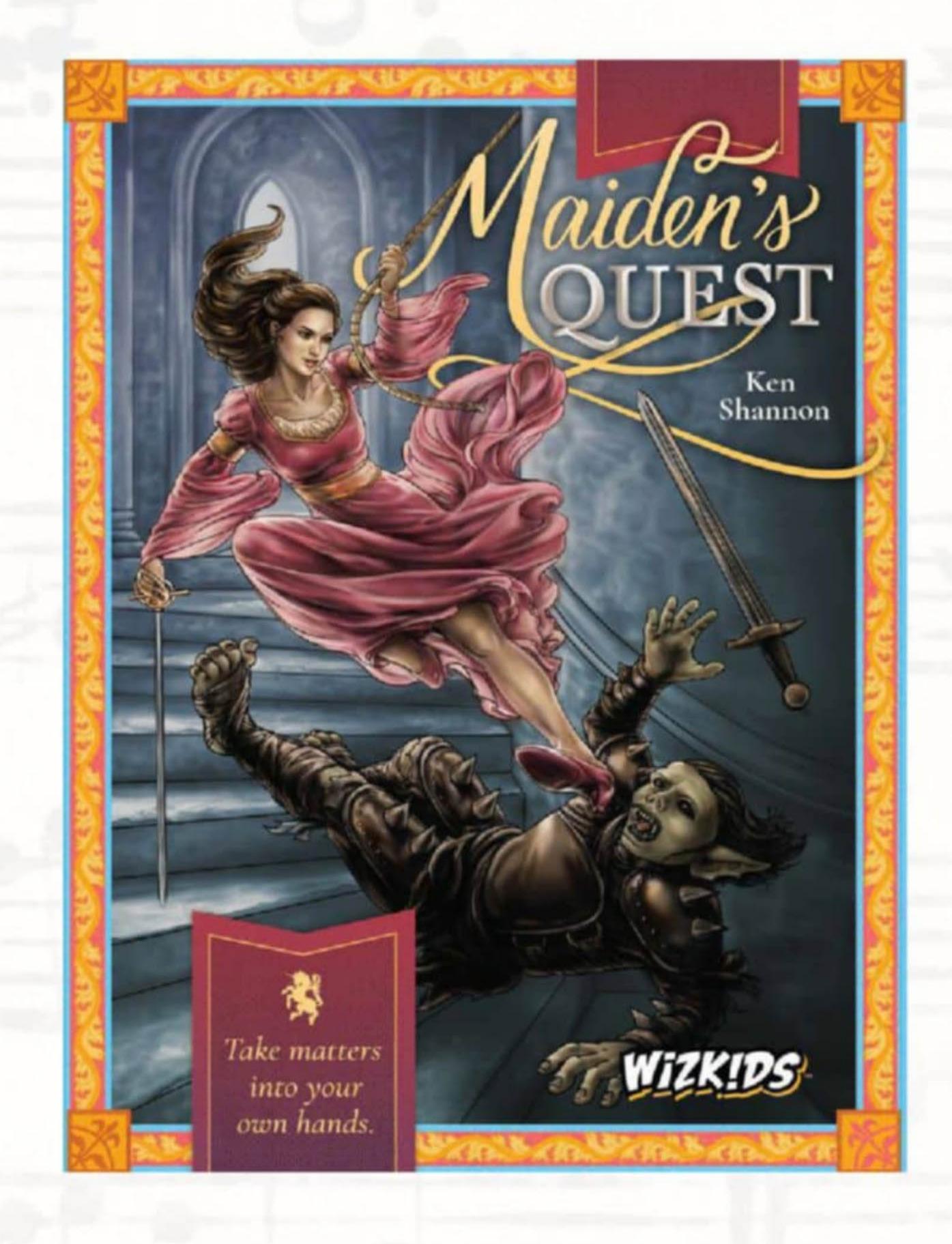
1-5 players, 10-30 minutes

Too many stories see a knight in shining armor rescuing a damsel in distress. This maiden isn't having it. She's tired of waiting for a rescuer, and she's taking the fight to her captors.

You play cards from your hand to fight your enemies and overcome obstacles. And the difficulty scales up throughout the game - as you progress, you'll face much tougher enemies.

But Maiden's Quest doesn't stand out only for its theme. It also provides an innovative way to play a card game: by removing the need for a solid surface to play on. Play it while you're standing in line waiting to board a plane, or waiting for a doctor's appointment, or at your desk. And when you need to pause to do something like pretend you're working when your boss comes into your office - you can just set it down. Few games are so portable.

Maiden's Quest by WizKids is a quick game that you can play anywhere. Full games run 10-30 minutes, but each encounter can be completed very quickly. This is one of the most flexible solo games out there!



GTOWAWAY 52

1-5 players, 45 minutes

An alien ship is about to attack earth, and you've snuck on board. You're Earth's last hope. If you can work your way through all 52 cards, you'll stop the attack and be the world's savior. If you make the wrong decisions, you'll be playing again.

As with other Cardventures games, this is much like a Choose Your Own Adventure book. You'll be presented with a scenario on each card and choose the best option for your situation. Do you go for the flight computer? Or sabotage the engine room? Will you be stealthy or go in with guns blazing?

Each choice affects how you proceed through the deck. If you can correctly choose the path that gets you through all 52 cards, you'll stop the alien attack on Earth and win the game.

Stowaway 52 by Gamewright channels the spirit of Choose Your Own Adventure books and video games with a single deck of cards. If you like science fiction and would love a throwback to the days of gamebooks, give this one a try.



HOGTAGE NEGOTIATOR

1 player, 20 minutes

The games above build tension — but none of them quite match up to Hostage Negotiator by Van Ryder Games. Each turn represents a conversation with a hostage-taker, and you need to play cards to defuse the situation, stall for time, or get hostages released.

You progress through the game by playing cards and rolling dice. If you get into the theme of the game, you'll find that it's an entertaining (and, according to some experts, pretty realistic) representation of the situation.

Thinking ahead and playing cards to set up your long-term strategy will benefit you in the long run. But bad rolls are always a setback. Maybe the hostage taker doesn't believe your promise that a helicopter is coming and kills a hostage in retaliation. Or your well-laid plan for decreasing the threat level is derailed by your foe's instability and you need to take a different tack.

The game might seem very abstract at first. But take the time to get into the right mindset for this one, and you'll find that it's a rewarding — and very difficult – roleplaying experience.



ARKHAM HORROR: THE CARD GAME

1-2 players, 60-120 minutes



Whether you're a diehard fan of H.P. Lovecraft or you just want a solo game that involves lots of deckbuilding and tactical play, Arkham Horror: The Card Game from Fantasy Flight Games is for you. Two warnings about this game, though: first, you'll become absolutely addicted. It will consume your gaming time and thoughts. Second, you'll spend a lot of money on it.

If you're okay with those, there are few better solo games out there. As a Living Card Game, you build a deck from the available card pool (much like Hearthstone or Magic: The Gathering) and use it to move through extremely well-told stories. Those stories require that you find clues, defeat monsters, solve mysteries, and take on some of the oldest and most powerful forces in the universe.

There's a huge amount of strategic and tactical depth here. How you build your deck, how you spend your resources and actions, and how you make the most of limited turns determine your success or failure. Trust me: there will be a lot of failure. But victory in this game is more rewarding than almost any other game I've played. If you can afford the time and money to invest in this game, you'll be glad you did (whether you solo it or not).





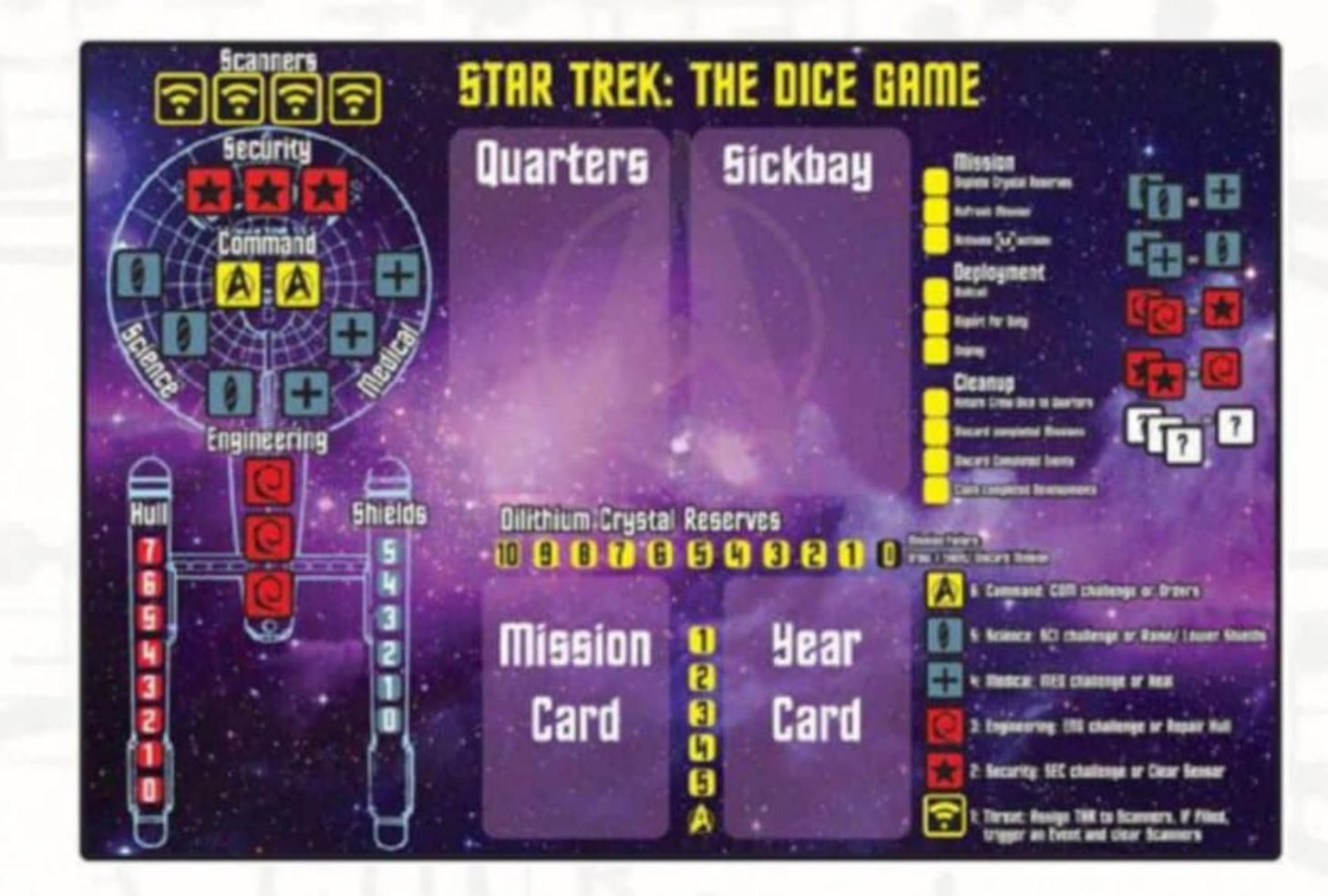
GTAR TREK: THE DICE CAME

1 player, 45-90 minutes.

If you want to try your hand at solo gaming but don't want to invest in a \$40 or \$50 game, this print & play dice game is the perfect solution. Created by Carl White, you can find the files on Board Game Geek (along with an expansion). Print them out, add some dice, and you're ready to play.

The crew of the Enterprise is represented by 10 crew dice; you'll roll them each turn and assign them to different stations on the ship. They can head to the med bay, staff science and engineering stations, monitor threats, and more.

Mission cards set the stage for your adventure: will you deliver medical supplies to a colony? Help a remote system solve a political issue? Complete a rescue mission? While you're assigning dice, event cards will be drawn and get in your way. You'll have to report to the sickbay. Fend off an alien attack. Repair failed equipment. Everything you know and love from Star Trek.



By staving off threats and completing missions for five consecutive years, you'll return to the Starfleet Headquarters for a promotion to the admiralty. Fail to make it back and you'll be lost forever in space.

For a simple game with a handful of dice, Star Trek: The Dice Game provides a deep experience, with each game running up to 90 minutes. You'll have a lot of decisions to make in that hour-and-a-half, going through a full-fledged gaming experience with just a handful of dice.

DAWN OF THE ZEDG

1 player, 45 minutes

Tons of zombies. Deep strategic decisions. Wargaming-influenced mechanics. What more could you ask for? *Dawn of the Zeds* is now in its third edition, which tells you how much people love this game. It can also be very difficult to find — but if you can grab a copy, you've struck gold.

The scene is familiar to horror fans: zombies have taken over your town, and a relief column is on the way...but you must survive until it arrives. That means killing zombies, managing action points, saving townspeople, and searching for a cure.

The game starts off easily to get you acquainted with how it works, but it quickly scales in difficulty. Each new difficulty level adds more complexity, like infections and outbreaks, as well as new heroes that give you more powers and options.

A full game of *Dawn of the Zeds* by Victory Point Games can take up to a couple hours, so you'll need to commit to this one. If you do, you'll be rewarded with a challenging experience that channels zombie horror at your kitchen table.



NEMO'C WAR

1-4 players, 60-120 minutes

Jules Verne's 20,000 Leagues Under the Sea is a classic science fiction story...and now you can take the role of Nemo in commanding the Nautilus. Make no mistake: Nemo's War might feel as complicated as running an actual submarine (unless you're an experienced solo wargamer).

At the beginning of each game, you'll choose a motive — science, exploration, war, or others — that will guide you for the rest of the game. Each motive changes the shape of the game, providing lots of replayability.

You'll journey through the sea completing missions; you may need to sink a warship, or find hidden treasure, or explore new areas. All the while, the forces against you are rallying — enemy ships keep popping up on the board, and the Nautilus will need to be repaired.

There's a lot to manage here. And a lot of rules to learn. But Victory Point Games knows how to balance challenging with engaging, and this is one of the best solo games out there for people willing to dig into it.



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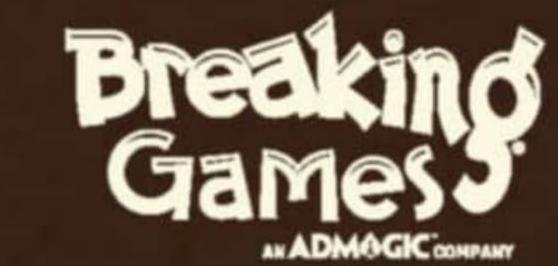
@WereDoomedGame



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weredoomedgame.com





LEGENDARY ENCOUNTERS

1-5 players, 30-60 minutes

Would you like to battle Magneto alongside the X-Men? Survive being hunted by a Xenomorph? Open and investigate the X-Files? With these games, you can. And you don't need a group of players to make it happen.

The Legendary Encounters series lets solo players dive into some of the most iconic movies and TV shows of all time. You'll play as one of the characters from the Marvel universe, Alien, Predator, Firefly, or The X-Files and build a deck that helps you take on enemies and tough situations.

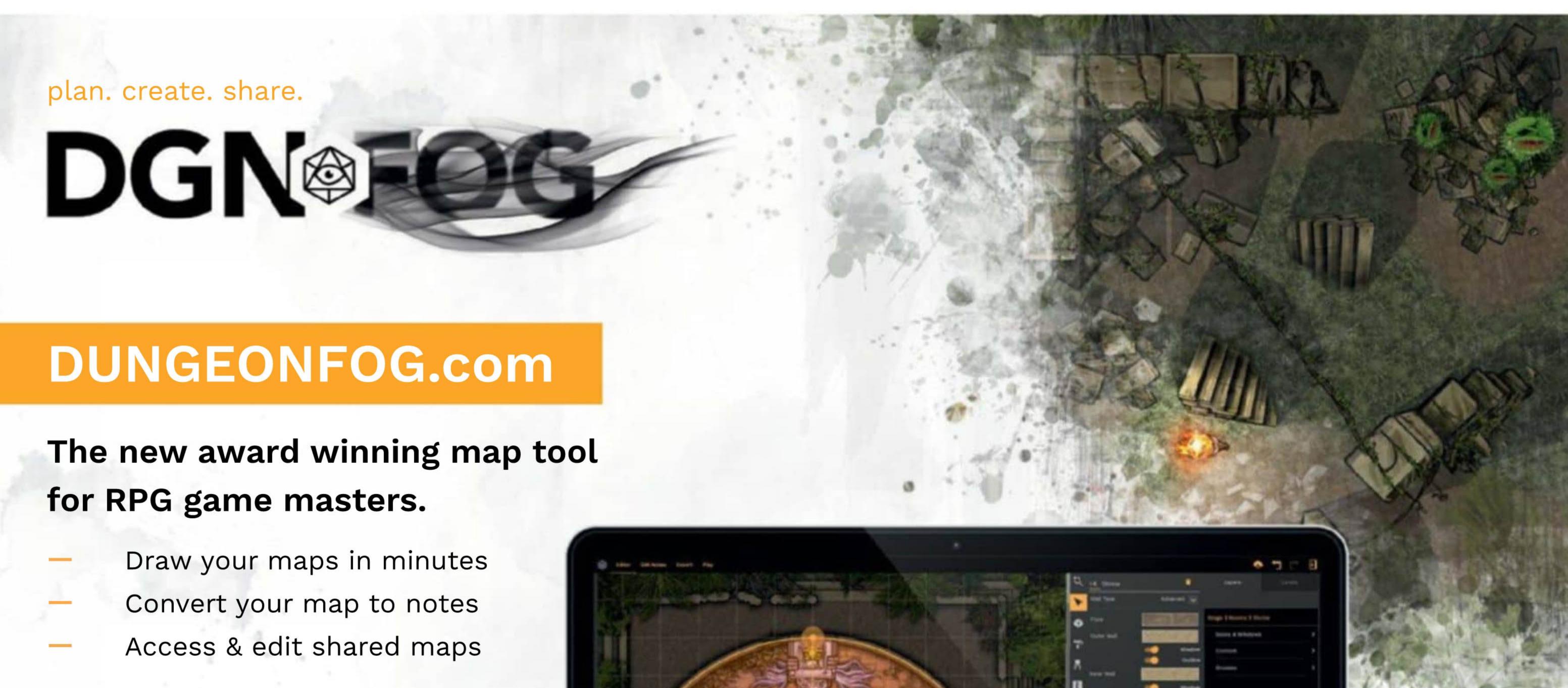
All of these games use the same deckbuilding mechanism, but each has numerous scenarios and card combinations to explore. Make no mistake about it —these games will challenge your deckbuilding and card



playing skills. I spent hours working through the Alien game and faced a wide variety of challenges even when replaying the same scenarios. I felt like I was there in the Nostromo, fending off one of science fiction's most fearsome creatures. The strategic depth and replayability of these games are fantastic.

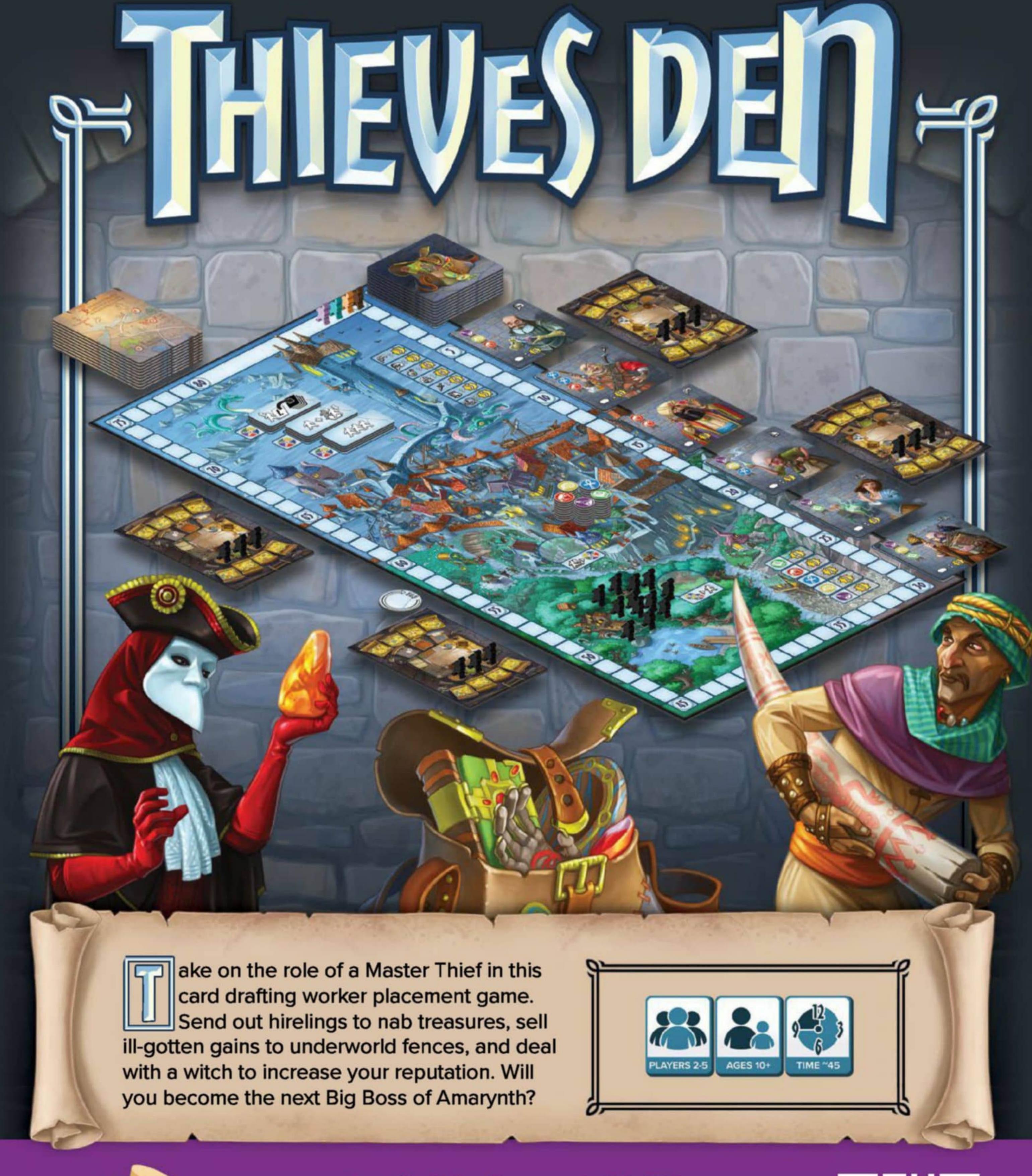
Never Be Without a Gaming Partner Again

Whether you struggle to pull together a gaming group or you just want to spend more time playing, solo board games are a fantastic pastime. Yes, it feels a little weird at first. But you'll get used to it, and you'll be glad you did. It's a little different from playing with a group, or a single-player video game, or any other kind of gaming that you've ever tried. But it's a great experience, and absolutely worth doing. ::





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player. Players must use their driver's unique abilities to sabotage and out-distance their opponents to win the game.











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WHAT'S MISSING? ADDING HOUSE RULES TO YOUR FAVORITE GAMES



ustin Spicer Music Journalist and **Board Game Experimenter**

You have been anticipating game night for weeks. The roadblocks to your favorite time with friends and family have been plentiful: work, kids, school, and commitments that keep you busy and occupied with important matters. It's been a relief to stockpile snacks, drinks, and a bevy of exciting new games for everyone to play. The time has finally come, beverages and food galore flow, and everyone sits down at the table after some friendly chitchat to begin playing an old classic or the newest hotness.

And then it happens.

The rules, while clearly written and understandable, hangdog look of your gaming crew, you can tell the are missing...pizzazz. In the pursuit of making a feeling is mutual. game that is competitive, some of the fun has been sucked out of the proceedings. Sure, we all have that However, this is not a terrible game — not in the streak within us that craves some cutthroat board slightest. Perhaps if it took away a cumbersome game action where only one person or team can mechanism, added an element of unpredictability, win, but that's not for every game night. The game or offered some additional player choice, it would in just is not clicking with you, and as you survey the fact be an excellent game!

Taking It to the Next Level

There is no arguing that the best and brightest game designers bring us experiences worthy of the websites, content creators, conventions, and forums that have risen during the board game boom. But sometimes - just sometimes - we can see the ever-so-slightly fallible human who, in the spirit of making a game that pits players in a battle of wit and strategy, forgot to include that extra element of fun that brings us all is written across all their faces, smiles so wide and together around tables across the globe.

So, we begin to tinker and toy with ideas and solutions to these predicaments. How can we, as players, embrace the spirit of the game and yet bring our own spin to ensure fun is had? The answer is quite simple: the house rule!

This is the element we, as human players, bring to board games: the ability to transform an already spectacular palette of chits, meeples, cards, and boards into our own. It's this spark of ingenuity and creativity that

Monopoly - Free Parking

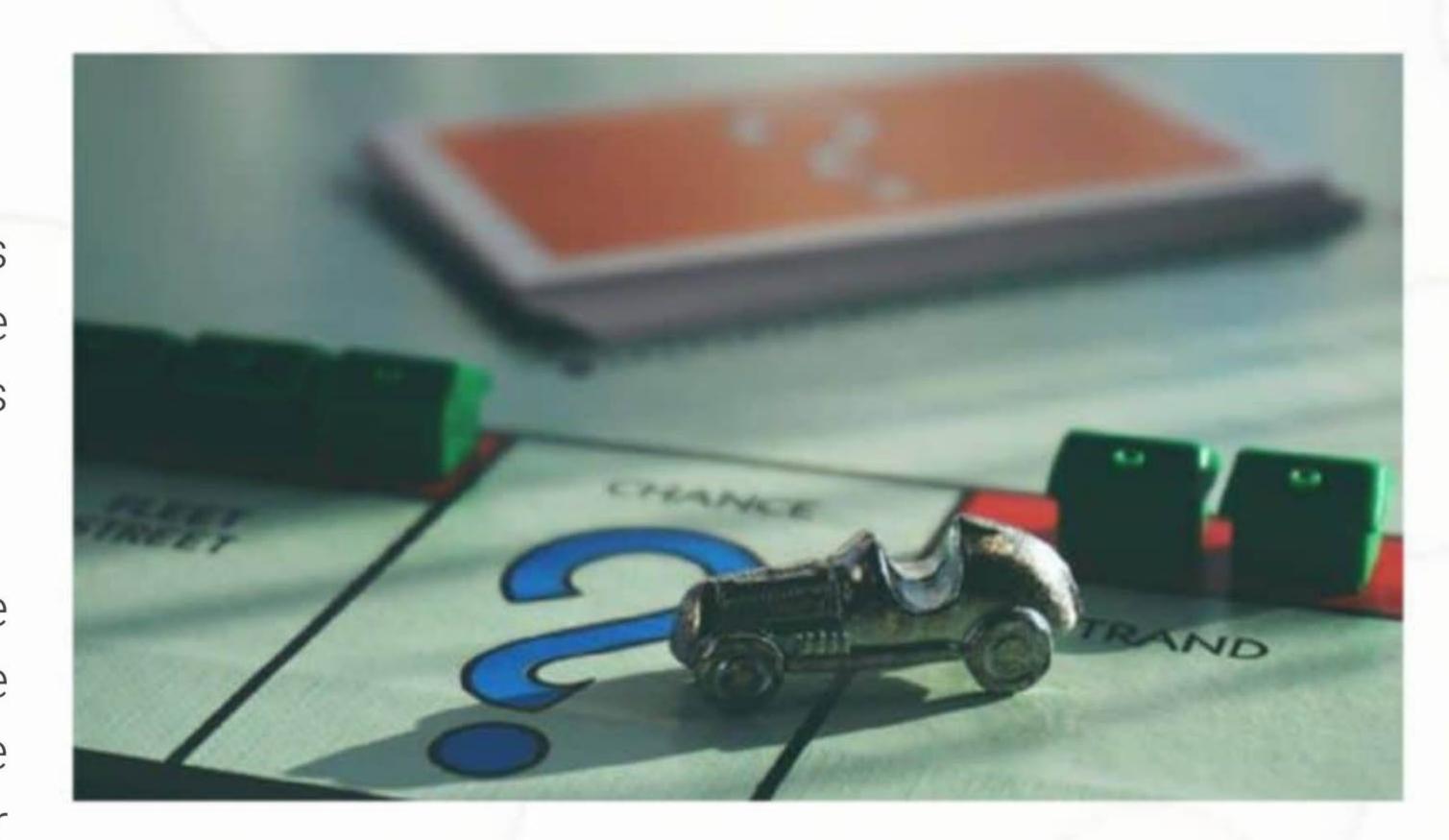
The groans are audible from here, but most people's first experience with house rules comes courtesy of the game that has divided families and broken friendships for nearly a century.

However, a minor change to Monopoly offers us the simplest solution to aid a struggling player, while raising the stakes for a player that's dominating the current playthrough of the classic. The premise is rather Whenever a player lands on the "Free Parking" space, the game length significantly.



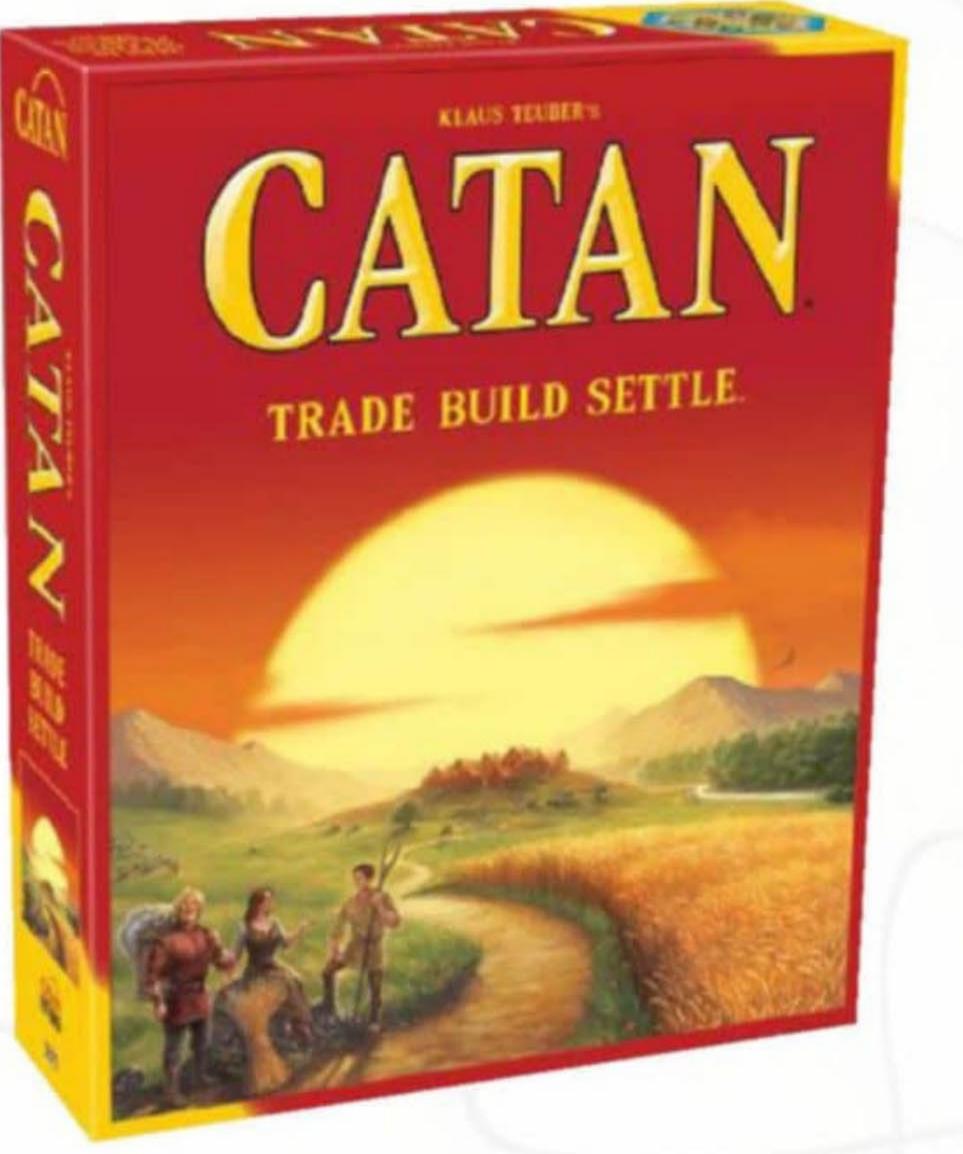
begins to liven the rest of the players hunched over the table sousing out the rest of the field. And then it laughter so loud that we remember that board games are our escape from the world outside this table. Players get to decide which game to play — so why not decide how to play it?

Which begs the question: what are some of the best house rules? This list will either help jog your memory of popular house rules, or provide you with a new list of ideas to bring to your next game night, be it just you and another player or a table full of people looking to balance a winning edge with a fun evening of gaming.



simple: anytime a player must pay a tax or penalty to they reap the rewards (perhaps returning some of their no specified entity, that amount is placed in the middle own lost cash into their hands). While this is a popular of the game board instead of going back to the bank. rule among families everywhere, it also risks extending







Catan - Robbers and Resources

Monopoly dropouts into newly converted fans of a tile. Other variants include returning the robber to the the board gaming hobby, Catan offers its own set of desert after a seven is rolled, before putting him back in frustrating circumstances and outcomes that have led play at the next subsequently rolled seven. to some innovative house rules that make the game more engaging.

The most obvious consternation caused by playing allowing players the chance to gather some resources options and potential strategies.

The supposed gateway game to turn all those without being locked out by the robber's placement on

Another popular house rule involves the resources themselves. If a player has not received any resource over the course of a round in bigger player count Catan can be traced to the robber. This dastardly pawn variants, a player may choose one resource to ensure does not discriminate in who it pillages of resources, that gameplay keeps moving along and everyone is but sometimes the robber knows no mercy no matter getting something. Some players have also instituted how friendly the atmosphere. The most popular robber the house rule that each player receives the resources house rule revolves around the idea that rolls of seven from both starting settlements at the beginning of the do not activate the robber for a certain amount of turns, game to speed along gameplay and allow for more





Left: Catan robber (Mosse Stenström, Mosse on BGG); Right: custom Catan tiles (JarmanProps on Etsy.com)

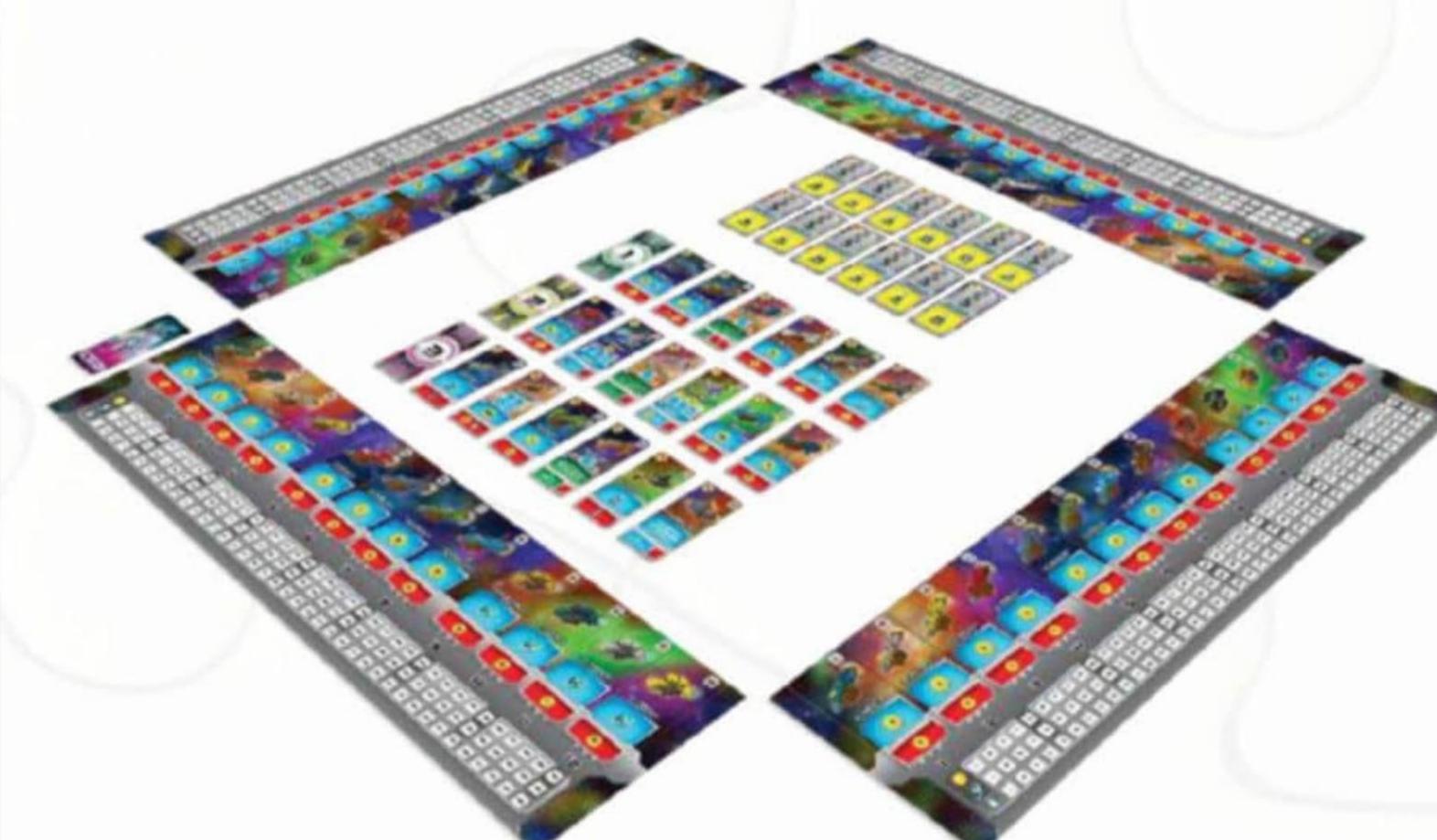
Carcassonne - Tiles to Go

Another popular staple of game nights and family gatherings, Carcassonne is a classic that — as fun as it is in its original incarnation — is a bit more fun with a few house rules.

Most often, players prefer to manipulate the number of tiles in one's hand. A popular variation has each player begin with two tiles in hand, playing the preferred one on their turn and then drawing back up to two to await their next turn. Another deviation from standard Carcassonne involves players picking a tile at the end of their turn, so they can study the board during other players' turns and suss out a few options so that play is hastened (especially good on game nights when a group wants to get more games at a table or is using Carcassonne as a quick filler).







Space Base - Two Times Two

A recent release from AEG is quickly becoming a great game night option with its quick play time and how players are always involved in the gameplay even when other players are rolling the dice and collecting resources.

However, Space Base can suffer in two-player scenarios as it takes longer for players to build up their tableau of options for the rolls of other players. This has birthed the common house rule (also used in similar twoplayer variations in games such as Pandemic) of each player rolling an extra time during their turn to speed up gameplay. This allows players to accrue more resources and build their tableau a bit more quickly.

There are other emerging variations of Space Base's base gameplay, considering how the game can also devolve into a race. Players have begun to change scoring so that more than just earning 40 influence (aka victory points) is needed for victory — such as exceeding a pre-determined threshold for income or having a pre-determined number of cards as part of one's tableau.

Resources and More

Of course, there are countless more house rules than these listed, but hopefully these get your own creative juices flowing with what you already have in your own library. As the hobby has exploded, so too has the homebrewing of rules. You can give a cursory scan through the stalwarts of gaming goodness (Board Game Geek, Reddit, and YouTube are great starting points) to get a better idea of what constitutes house rules, what house rules have already been developed and tested by other gamers in the wild, and even how to construct your own.

There's no denying that many popular board games are beginning to explore different rule sets, revisiting intriguing set-ups, and open play aesthetics that allow multiple paths to victory (that also allows everyone to have fun even in the most competitive gaming groups). Yet some games need a bit of a nudge to make them accessible to all gaming groups, or to help them shake off the board gaming doldrums so that they can compete with the latest and greatest board gaming hotness. 🔃





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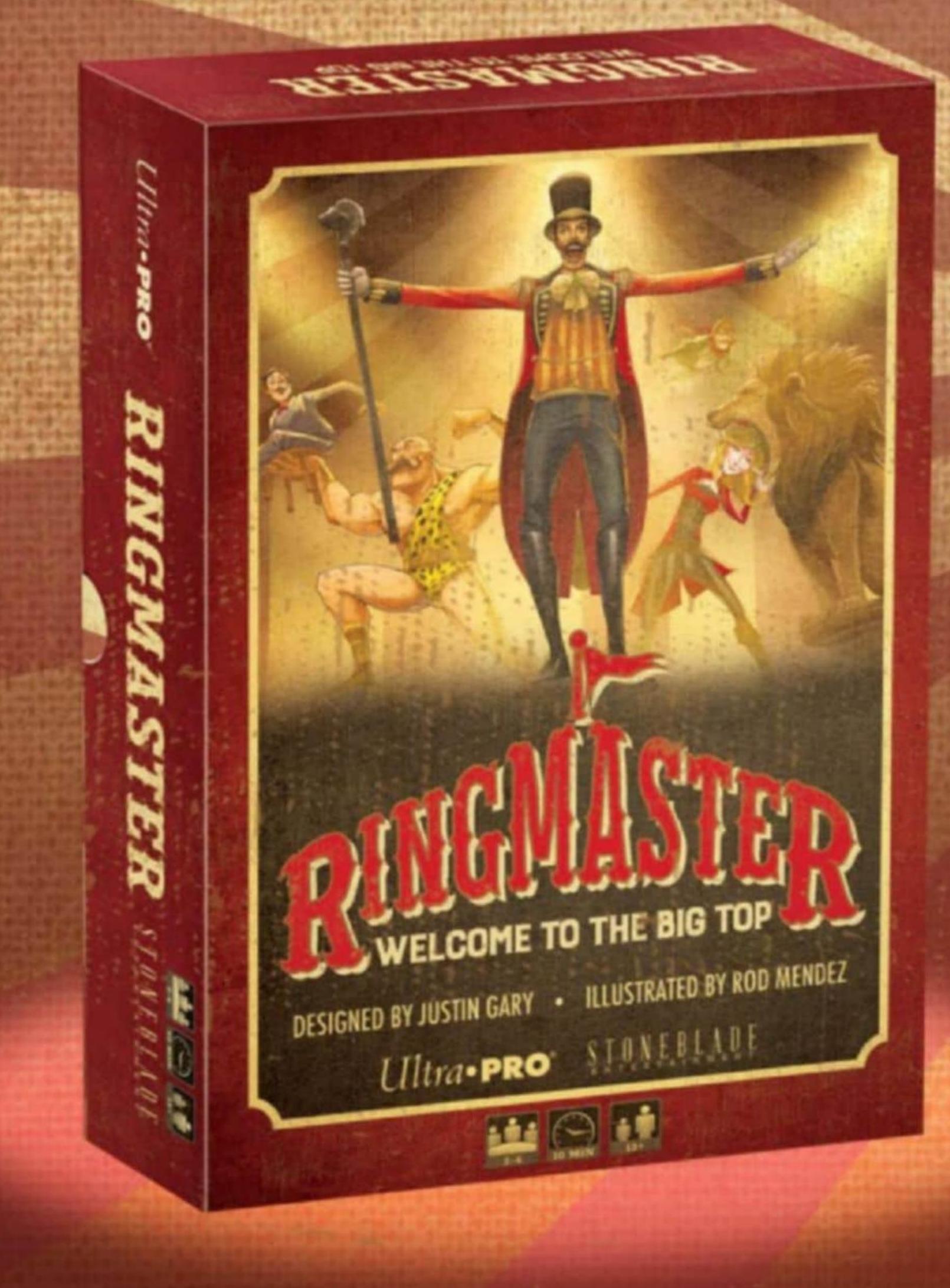




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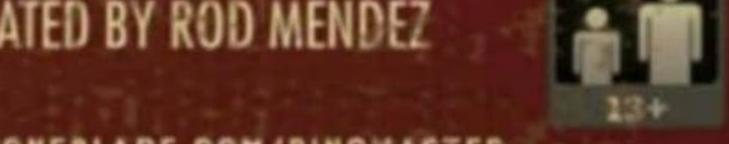
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David Wiley

Wordsmith, Fledgling

Designer, Reviewer

26

The concept of print & play games has been around for many years in the board gaming industry. It has been used by gamers who wanted to handcraft their own version of a game that might be difficult to obtain or outside of their gaming budget. Creative gamers have taken games they love and changed the theme, such as making a Star Wars-themed version of Marvel Legendary: A Deck Building Game.

Many game designers and publishers release a demo-sized version of their game during their Kickstarter campaign to allow players to try the game before they pledge to back the game, and many campaigns also offer a pledge level for buying just the full-color, final print & play version of the game — a way to save money as a gamer, especially for countries where shipping costs are prohibitive. And then there are designers who create games exclusively as print & play files, oftentimes free to use, many of which are created as part of annual contests with a variety of restrictions on the size or scope of the games for the contest.

Regardless of why the files become available as a print & play, the greatest appeal toward these games is the ability to build and grow your library of games at a relatively low cost. And much like the miniature wargaming hobby, there are many who find the process of constructing the games to be as enjoyable of a process as playing the games themselves.

(Don't) Stop the Presses!

Experienced print & play builders would likely tell you that the most important investment to make, if you want to pursue the path of constructing your own games, is to pick up a really good color laser printer. There are excellent reasons for that, as the toner cartridges tend to last a lot longer, the printers generally print faster, and there is less chance of double-sided prints bleeding through. Yet a quick search for one of these printers can lead to sticker shock at the pricing: hundreds of dollars for a lower-end printer.

A far better approach for a beginning print & play crafter would be to leverage a local library's printer, at least for your first few games, to make sure you enjoy the work that goes into crafting the game before investing that much money. And even with a basic inkjet printer, you can still make some good quality games at home.



easiest to put together, and that was where I got started card games (CCGs) like Magic: The Gathering or Pokemon with crafting print & play games. As long as the cards are (i.e., Land or Energy cards), and these are perfect to put standard card size, nine cards can fit on a sheet of paper into a sleeve to give some shape and weight to the cards and perfectly fit in a card sleeve. Most game shops have you're making.

Games that consist primarily of cards are by far the thousands of cards that are hard to get rid of for collectible

Tips for Crafting Your Creations

For Jason Tagmire over at Button Shy Games, it's about starting simple. "If possible, start with a game where there isn't game-changing hidden information on the cards," Tagmire explained. "You can dive right into the craft without worrying too much about the precision."

Depending on your preference, you can either just cut out the printed card and slip it in front of the CCG card, or you could take the time to use an adhesive and attach them to the card itself. If the back doesn't matter for back of those CCG cards as well. By simply sleeving the game, I usually only print the fronts of the cards the cards over an actual card, it makes the game you until I know it is a game I want to keep for the long haul, play feel less like a printed production and more like a although you could certainly attach the backs to the game you purchased.





I think the best advice I'd give is to start small and cheap. No sense in jumping in feet first on a 400+ card game with tons of tokens ... Plus, you can start practicing your skills without fear of wasting lots of resources.

> **Dustin Culbertson** CEO of Side Room Games

of resources."

"Some sort of paper cutter and sleeves are the most The other thing that can be beneficial is using heavier important things I use. That and pilfering games you cardstock for printing, rather than standard printer don't use that often to fill in the remaining components," paper. This is especially true if you are printing a game offered Dustin Culbertson, CEO of Side Room Games. "I that uses counters, tokens, a map or board, and other think the best advice I'd give is to start small and cheap. components that cannot be sleeved. It also makes the No sense in jumping in feet first on a 400+ card game printed card hold up better when sleeved alone, allowing with tons of tokens. 9 card, 18 card, or single-deck (54 you to print on both sides to reduce the amount of card) games are an easy way to start. Plus, you can cutting. You would need a pretty thick cardstock to fully start practicing your skills without fear of wasting lots imitate the thickness and durability of a card, but it can help you at least gain some durability.







The Benefits of the Print & Play Process

The print & play process not only helps the gamer, but is an equally important tool for designers of games — especially newer designer names who are trying to break into the market. Many of them have found incredible benefit from the print & play process, as well as the contests run over on Board Game Geek where they can design a game that is continually being tested and updated by other designers and fans within the gaming community. Here are just a few snippets of thoughts from some of those who have designed games, either within the scope of those contests, or have games that are currently available as free print & play downloads.

"I've seen many examples of designers reaching out to help each other in BGG contests. Keep in mind that in many cases, the designers are helping their competitors in the contest. I think for most of us, the contests aren't about winning or losing, but improving our design skills by sharing feedback, experience, and design assistance with each other." - Chris Hansen, designer of Yeomen: The 9-Card Agincourt Game, 9-Card Siege

"(The print & play contest) builds a great community and helps enthusiasts do what they love and become better at it. It also produces great free games for the rest of us. I think that the contest has been an important step for many to go from gamer to having their work published by a publisher." - Morten Monrad-Petersen, designer of Endless Nightmare and the Automa system used in Scythe, Viticulture

"My favorite thing is the community, of course. Dedicated designers helping each other with advice and playtests and sharing artwork and such. We are a strong community of helpful people." - Todd Sanders, designer of Pulp Detective, The Draugr, Mr. Cabbagehead's Garden

"It's our own little way of fighting the extreme international shipping costs. And with solo games, they are getting played faster than ever. Whether it's an early prototype or a final PNP, the solo community will get started on it right away." - Jason Tagmire, Button Shy Games





Looking to learn a little more about making print & play games? There is a whole forum on Board Game Geek dedicated to just print & play, which is one of the best resources for beginners and experienced builders alike. James Ernest (lead designer of Cheapass Games) has some excellent videos on his channel on YouTube, with videos on how to make game boards, three ways to make cards, how to make double-sided counters, and how to make tile cards.

How to Find Print & Play Games

One of the first things you will need to master, if you are interested in exploring the print & play gaming scene, is where to discover these games in the first place. If you have a user account on Board Game Geek, there is an excellent newsletter called Print and Play Games News that is worth subscribing to, as it will alert you to the newest games as they become available. Another excellent place to begin on BGG is to find one of the many print & play Geeklists, such the Free Solo Print and Play list.

But even beyond BGG, there are plenty of other places to look. Cheapass Games, as the name suggests, is a place to find some relatively inexpensive games to print.



WWW.ARCANEWONDERS.COM

GREAT DRAGON'S RAGE CONSUME YOU ALL?



The aptly-named PNP Arcade has a growing catalog of games from a solid number of publishers, and there are new game files being made available every week. It feels like the number of publishers partnering with PNP Arcade is growing every week, as well. Another excellent source would be Jellybean Games, who have all of their games available as print & plays on their website.



Print & Play Availability: Good for the Industry?

The initial thought about the print & play scene might be that it takes away money from publishers and reduces sales (with the exception of PNP Arcade, where publishers earn 70% of the profits). After all, if a gamer is making their own components at home on their printer, that means they won't be inclined to buy that game on the shelf. However, many gamers utilize the print & play capability to either try a game out to confirm it would be a wise purchase, or to play games that are otherwise unavailable. There might be a few gamers out there who are devoted enough to craft a library of retail games but, by and large, the benefits that print & play games provide far outweigh any negatives to their availability.

who are testing out the game and providing feedback, the better the finished product is bound to become. There are new publishers, such as Side Room Games, reach more gamers. 🔃 who are getting their start by finding some of those outstanding titles from print & play contests and

bringing them into production. Games like Maquis, Pocket Landships, Assembly, Black Sonata, The Maiden in the Forest, Microbrew, and many others may never have reached a state of completion without the vibrant print & play community or the contests that operate annually on BGG. This also means there would be fewer designers actively creating new games. Oftentimes, the designers breaking their design teeth on the print & play community are worth checking out because they are finding innovative ways to create a game that is fun, replayable, and fits within specific restrictions (such as being able to be packaged inside of a mint tin).

One of the coolest things that happen via print & play So while you may never see publishing giants releasing is playtesting of games and/or expansions before print & play files to the public for their games, there they are released in a final version. The more players are plenty of other designers and publishers who are embracing this area of the hobby and leveraging it to make their games better, and to allow their games to



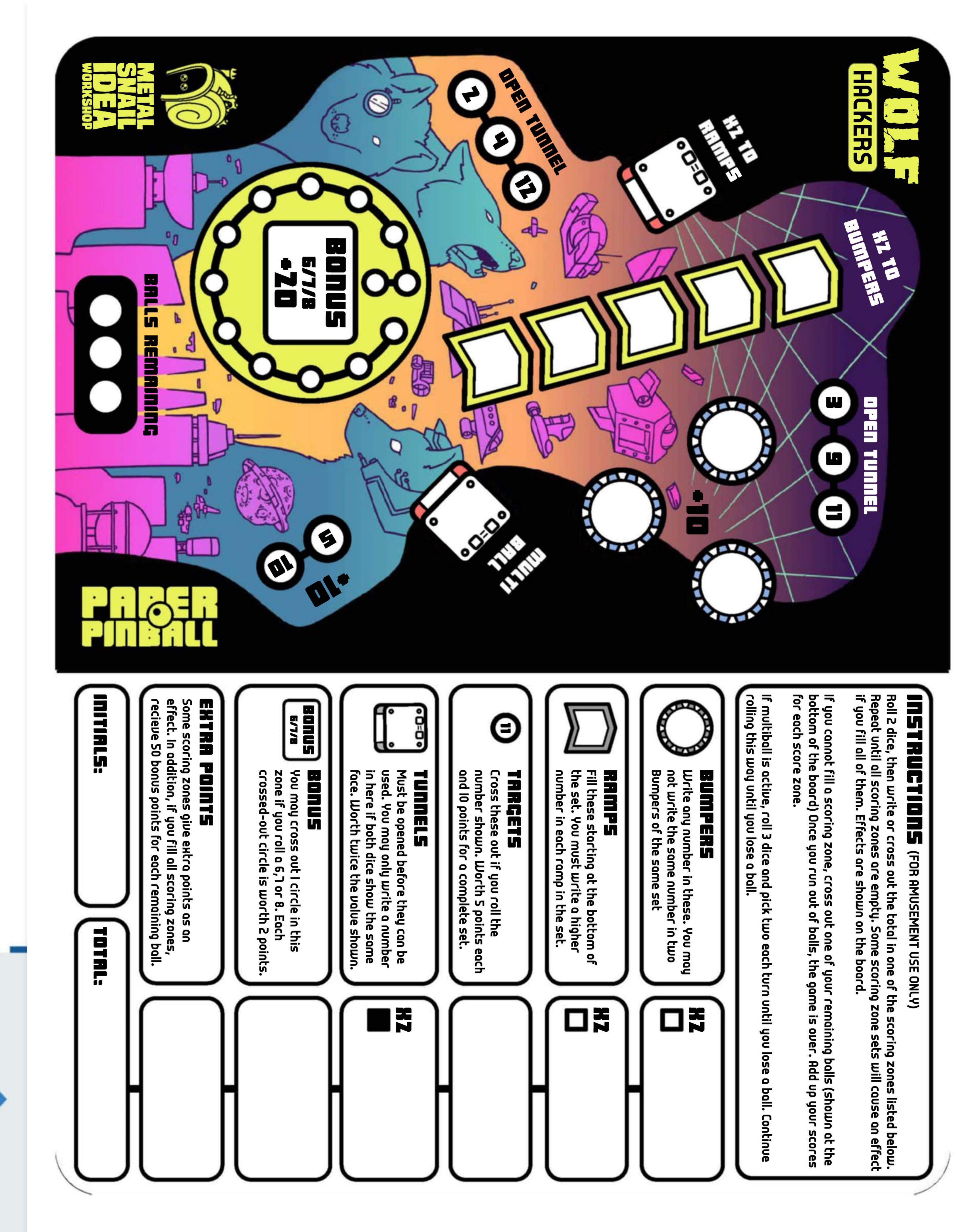




Paper Pinball: Wolf Hackers

Art and Design by Robin Gibson Published by Metal Snail Idea Workshop www.MetalSnail.net











Czech Games Edition:

A Transformation from Journalist to Super Publisher



Jesse Tannous Writer, Gamer, Editor, and **Professional Nerd**

etr Murmak, one of the founders of Czech Games Edition, was a career journalist, not a board game inventor. But his love of board games and his own (sort of accidental) journey toward the discovery of board game design eventually led Murmak to a business venture that opened up an entirely new world.

"I was a journalist writing about computers—software and hardware—but I always liked board games," explained Murmak. "And when modern board games came to the Czech Republic a bit later than, for example, Germany, I started attending different conventions in the Czech Republic and started playing board games with other people," Murmak added. This foray into modern board gaming began in 2004.

It was fellow board game enthusiast and current business partner, Vladimir Suchý, that encouraged Murmak to begin creating prototypes of board games. The duo had a knack for unique themes and game strategies that not only interested both of them, but could be played by anyone.

"I was attending these cons and Vladimír Suchý was attending them, so we met and played games together," said Murmak about his initial introduction to Suchý. "He was always bringing his own game prototypes to play, and I really liked them. After some time, I realized that he was trying to approach mainly German publishers and convince them to publish one of his prototypes, and he always got 'no' for an answer."

That "no" answer wouldn't last long.

CGE Through the Ages

With the introduction of Suchy's game creation, Through the Ages - which was essentially an experiment - they found potential for the game as it gained popularity at the different conventions. So they began to band together with the goal of getting this new the process of making board games, but we knew we would be game published.

"We would plan on attending Essen Spiel with the intention of finding a real publisher for the game. We made about 300 copies and brought them to Essen, and during the show we sold basically all of them," Murmak recalled of the initial release in 2006.

They managed to get the attention of a publisher, but Murmak recalls that the company didn't want to make any of the changes or improvements to the game they had suggested — like upgrading the components or commissioning better graphics. Nothing was done other than aesthetically updating the box. While both Suchý and Murmak went ahead with the deal, they realized that they could do better on their own.

This deal had been the culmination of efforts from a small group of people putting their work into this project over nights and weekends. It occurred to Murmak and others that if they could accomplish this much while focused on other jobs and duties, the possibilities would be endless if they devoted their full attention to game creation.

Not long after, in 2007, Czech Games Edition was founded.

"One of the important things we found was that we really liked unable to do this in the future as a hobby job or second job, so I quit my previous work, and from then I started working full time on publishing board games," Murmak said.

"Since Vladimír had more ideas and prototypes we tried it, and the next year we were at Spiel with Galaxy Trucker and League of Six and again, it was a success."



Left: Petr Murmak, Founder of Czech Games Edition; Right: Vladimír Suchý, game designer



Journalism and Board Game Publishing

helped Murmak become a successful game publisher in ways dollars — is also key for any start-up company. he couldn't have predicted.

Journalists have a pulse on what is happening: they are informed, they know how to reach the public at large, and they have the means with which to do it. They also keep companies on their toes by asking tough questions and often cutting to the chase.

build rapport and understand what a journalist wants and then everything over the internet, so my knowledge of the different provide it. Knowledge of the working media and the ways in which tools and how to properly use them was really helpful."

The experience and the varied skillsets of a working journalist they garner attention effectively — without spending advertising

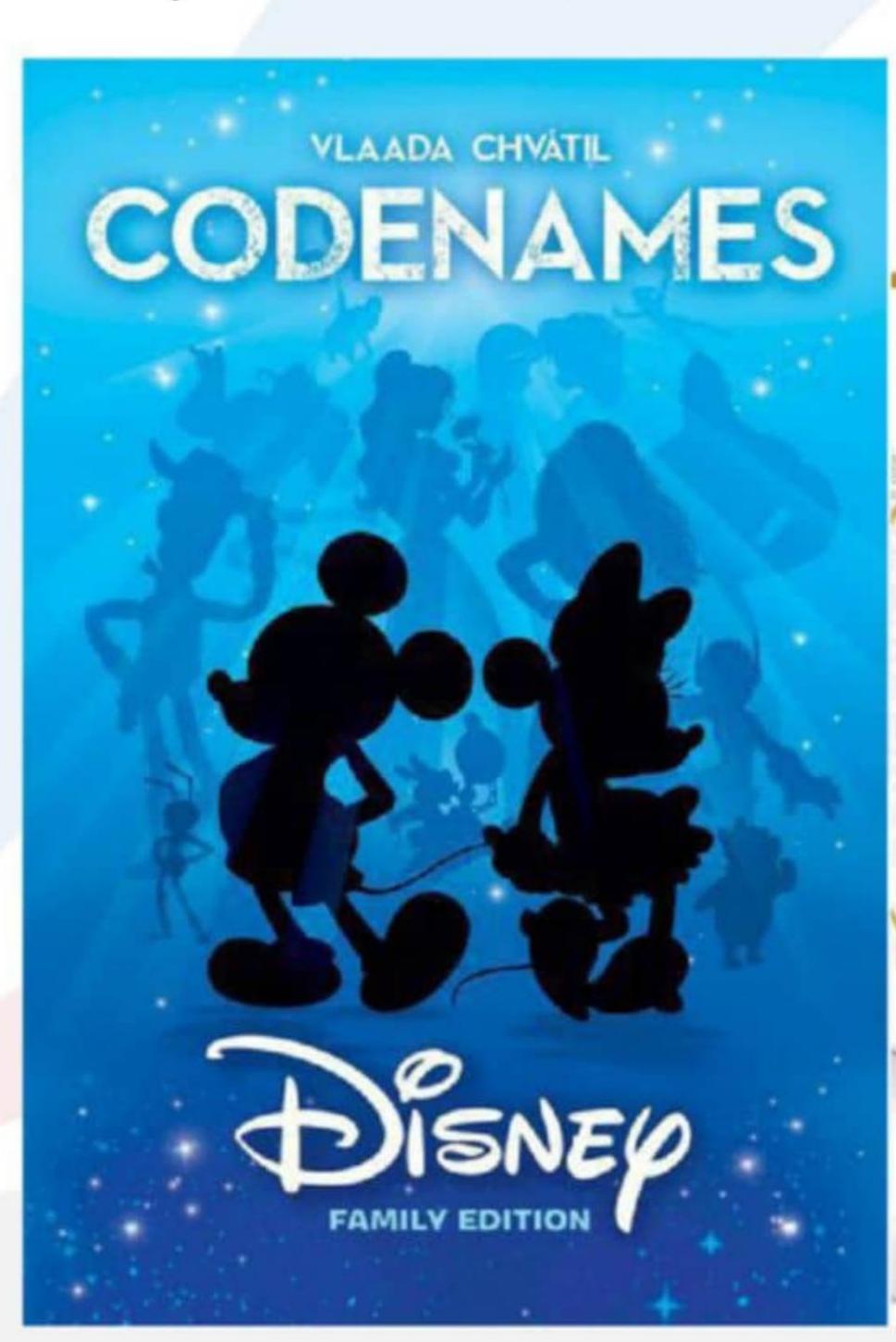
"Understanding the technology and knowing how journalism works really helped us on many levels, because I knew how digital marketing works, and I was able to get the maximum for the limited amount of money we had at the time," Murmak said. "We were also able to do things over the internet very efficiently, which was really key for us. At that time everyone from Czech Games Basically, if you want to be successful, you'd better know how to Edition was in different places and we had to communicate

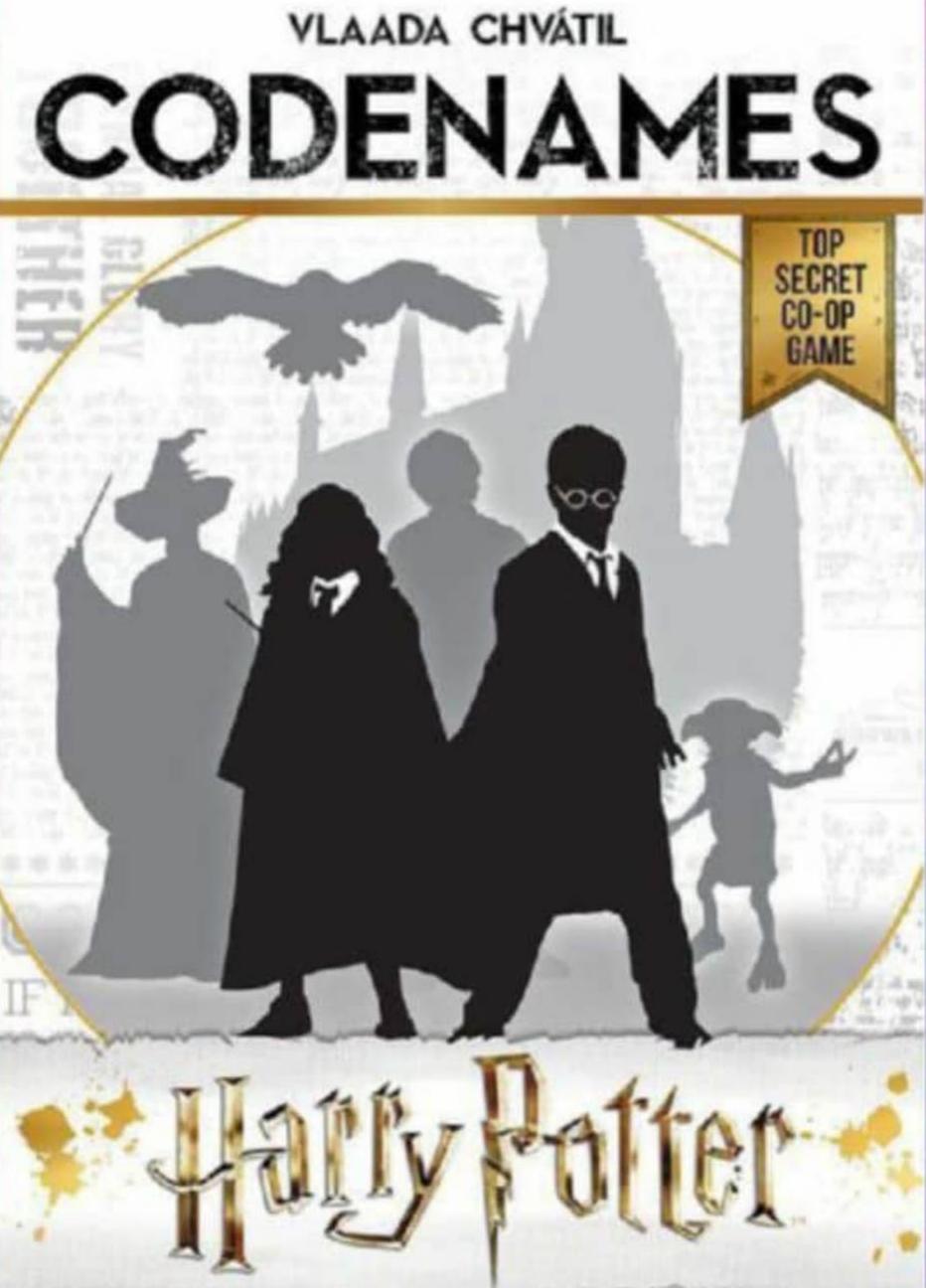
The Game Changer

The defining moment for Murmak and Czech Games Edition tried to do something like a party game that's more accessible," was in the release of Codenames (by Vlaada Chvátil) because Murmak said. the concept of making games that first appealed to them personally and then to their greater circle of friends paid off, big time.

"We have one really important rule: we need to love the games we create. We spend too much time with every game not just playing it, but watching other people playing, so we need to "Our goal was to make it enjoyable for gamers, but we were really enjoy even watching other people play the game. Since kind of lucky that it worked for the general public. Now we have we are mainly hardcore gamers, the games in which we are sold over four million copies and it's less than four years on the interested in are usually more complex heavier games, so most market. For board games that is really unusual, something like of our games are like that, but over time we approached and this happens maybe once in 10 years."

But it was during the development stages of Codenames that the team discovered a kind of "less is more" mentality for a game that is enjoyable for a large population of people attracted by the austerity of certain board games.







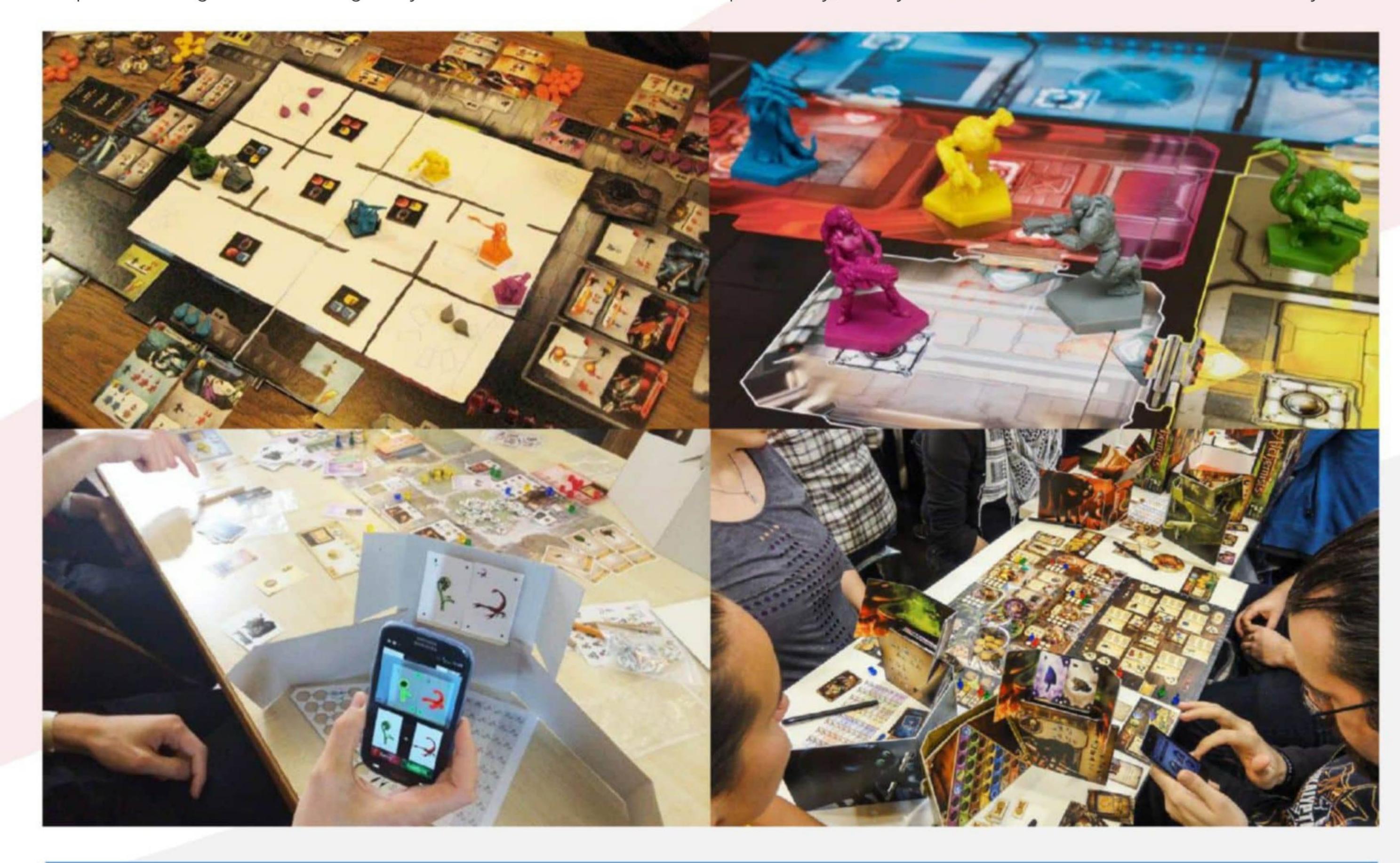
Production Value

Murmak reflected on the greatest challenge to the success of Czech Games Edition and he easily called out one word: production.

As a journalist, Murmak was completely responsible for investigating, researching, creating, writing, and then implementing his work digitally.

But producing physical, tangible copies of something that people would be putting their hands on — that was something quite different.

"When you are working on software like an app, you can go pixel perfect, you can really really polish everything perfectly, and you know it will be there and exactly how



Top: Adrenaline prototype and final product; Bottom: Alchemists prototype and final product.

it will look. But when you prepare graphics for a board "I really enjoyed the experience of learning those game and go print it — it's printed on the paper, then the things. When we were starting production on Galaxy paper is glued on the cardboard, then it is punched. Just *Trucker,* which was our first game as CGE, we had cards, gluing the paper to the cardboard alone runs the risk of cardboard, wooden components, plastic components, the paper stretching slightly, and even the punching is glass components, so I kind of felt like 'okay, we are not absolutely perfect. So you have to overcome these in this game, we have everything so we now know little issues and limitations and these were things we everything.' I was totally wrong." Murmak said. "There had to learn the hard way, and we made some things—were many more challenges in the future. But I have that were not really great," Murmak said.

Still, Murmak embraced and even began to like the challenge and success of something created in the physical realm.

to say I really liked those challenges and finding the solutions to overcome them," he added.

These lessons learned were surely instrumental in the coveted Spiel des Jahres award for Codenames in 2016.





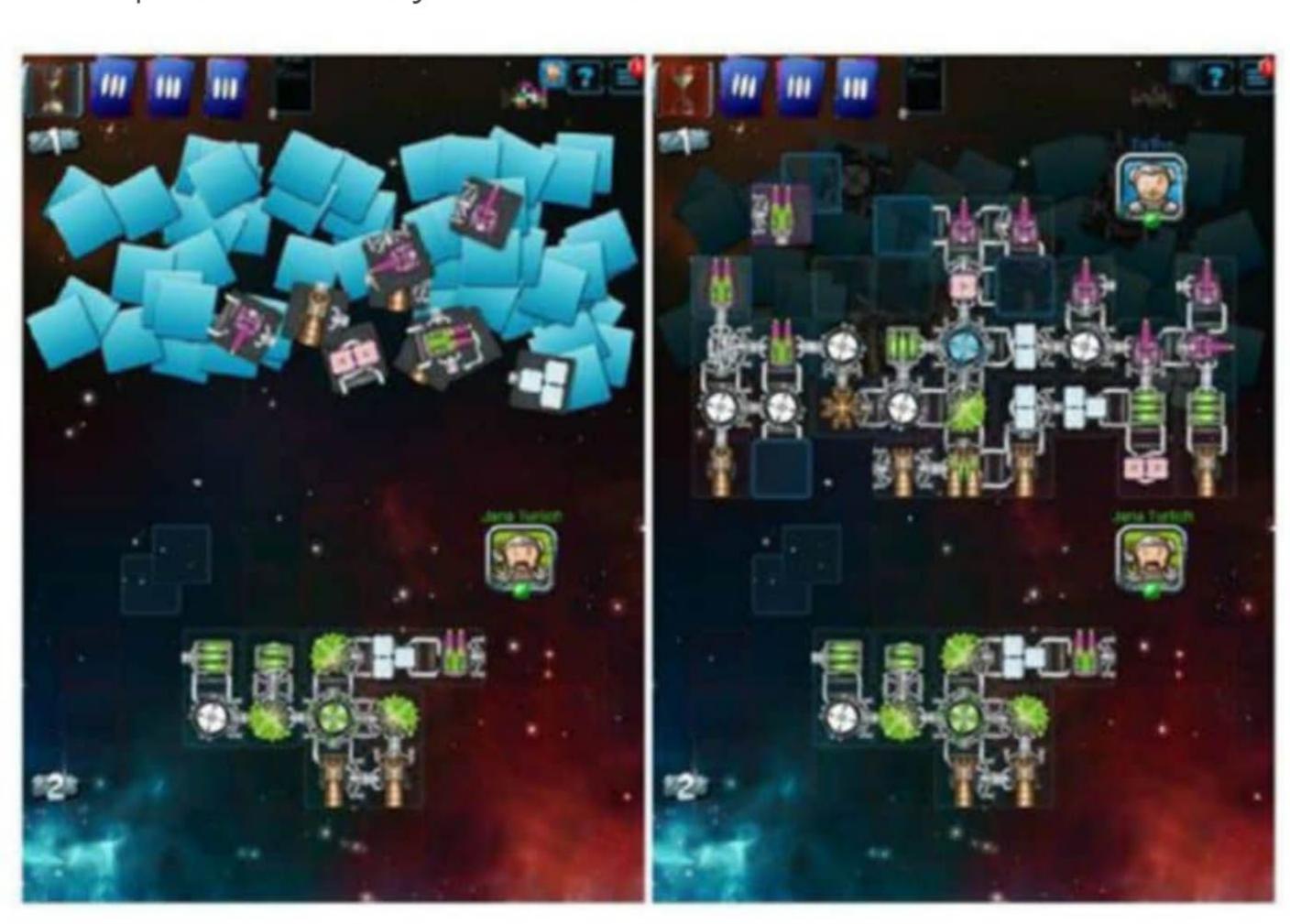
Petr Murmak and designer Vlaada Chvátil accept the Spiel des Jahres award for Codenames.

Exploring Beyond the Galaxy

The sky, as they say, is the limit for Czech Games Edition. They began working on digital board games once Murmak and Suchý became "hooked" when they saw some of the first digital games on iPads.

"Vladimír and I both knew that we wanted to do something in this space," Murmak said as he recounted their first impression and exposure to digital games.

"We knew that Galaxy Trucker was a perfect fit for a Through the Ages. digital version from the beginning. It took more years to even start working on it, because we needed the Czech Games Edition continues to think outside the and quite recently released on Steam."





That release was a success, and was quickly followed up with a successful launch of a digital version of

resources and to find the right people, but eventually we box as they gather more talented designers and team started working on *Galaxy Trucker* for iPad and iPhone members, as they ponder the potential future and products of the company.

> "We are now thinking about simultaneously releasing new games in both a physical form and digital version, but I don't think we will ever release a game just for a digital platform, because we want you to sit at a table with your friends to play a game," Murmak said.

> Whatever comes next, it seems Petr Murmak won't be returning to the news desk anytime soon. 🔃

Left: Galaxy Trucker iPad app screenshots Above: Through the Ages app on iPhone



Create your own world and fill it with animals in Planet — a game that brings a new dimension to tile laying.



Naomi Laeuchli Game Reviewer and Casual Game Groupie

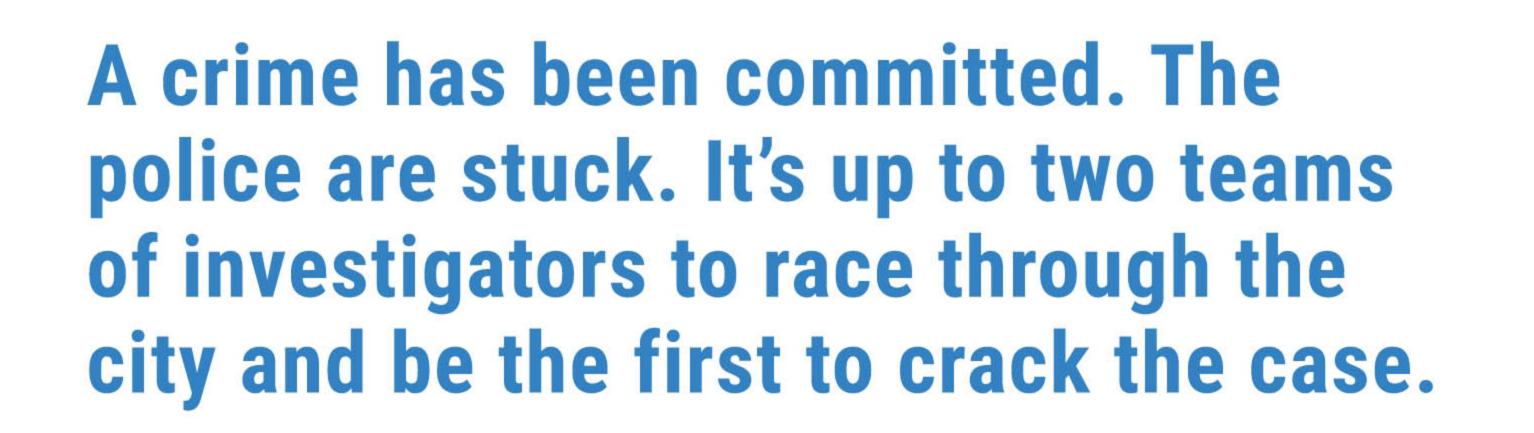
Each player is given a 12-sided 3D planet. Every turn, five tiles are revealed, and players take turns selecting a tile and adding it to their planet (the tiles attach magnetically). Each tile face is divided into five triangles, with each triangle showing one of the five terrain types: forests, glaciers, deserts, oceans, and mountains. Each player has a secret objective card, which will earn points at the end of the game if they have enough triangles of a single terrain type.

is not adjacent to another terrain type, while others go most points wins. to the largest region that is adjacent to another terrain work towards and which turns they will become available.

At the end of the twelfth turn, players reveal their objective

type. If there is a tie, the card will join the animals to be **Planet** offers a challenging puzzle. You are trying to on your planet.

> The planet core pieces are quite neat and it's fun to watch them slowly fill up with land tiles. You are allowed to consult your opponents' planets whenever you choose, and this can slow the game down, but the 3D nature of the planets do add a great layer to the tile laying nature of the game.



Shadows: Amsterdam is a game for two teams. One player on each team is the intelligence officer and the other players control the detective on the board. The board is made up of a series of hexagons, each with a different colorful picture, dealt at random. Each intelligence officer takes a map

sites of undiscovered evidence and then move them to

moves their detective onto a space with the police three

times, the other team automatically wins the round. The

first team to win two rounds wins the game. Between

There is a deck of intel cards, ten of which are dealt

face up on the table. These show various pictures

and images. Once a card is used, it's discarded and a

new one is drawn. The intelligence officers must use

these, and only these, to try and communicate to their

teammates where they want the detective to move. If

the intelligence officer uses a card, the team must move

the detective to an adjacent space based on some clue

in the intel card; if two cards, the team must move the

detective exactly two spaces away. Two cards cover

Shadows: Amsterdam feels like a real-time Mysterium.

Both roles are a lot of fun to play, and the ability to switch

roles between rounds is a plus. The artwork is impressive

more ground but increase the possibility of error.

rounds, players can switch roles if they choose.

and hides it behind a screen (both of the maps share some of the same elements). The maps show where evidence is, where the police are, and where the client is located on the board.

There are no turns, and both teams may move as quickly and creative, and the real-time aspect adds a great as they like, but must be careful to avoid the police. To dimension to the gameplay. You want to move quickly win a round, a team must take their detective to three but not so quickly that you make obvious mistakes.

one of the two hexagons that hold the client. If the team The intelligence officers can block each other, trying to send their detective to collect the shared evidence first, but that might also leave you competing for the same intel cards — yet another reason to keep moving fast. A lovely meeting of clue giving and real-time play, Shadows: Amsterdam is tense, fast, and challenging.

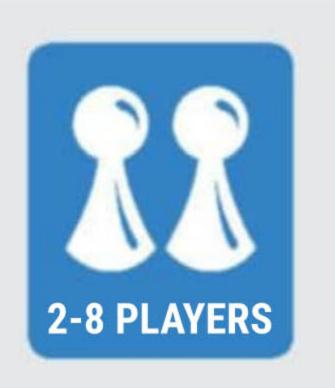
From the third turn onwards, there are also animal cards and add any points rewarded by these cards to cards in play. After tiles have been selected, the animal those from the animal cards they collected. Each animal cards available that round are consulted. Some cards has a terrain type that is their natural habitat — you score go to the player with the largest region of a particular one point for each of your animals whose natural habitat terrain type (a region is a collection of matching terrain matches your object card's terrain and two points for triangles), some go the largest region of a terrain that each animal that does not match it. The player with the

won during the next round. The animal cards are laid out balance your objective with the tiles available to you and during setup, so you always know which ones you have to the animal cards on display. You need to make trade-offs, deciding which animals to go after and which ones to let go, while also trying to find the ideal layout of each tile

Not hard to teach but plenty of strategy within, Planet is more than just eye-catching components — it uses those components to good effect and creates an experience that is both familiar and unique.

Shadows: Amsterdam

Designed by Mathieu Aubert

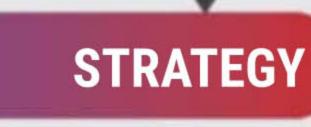




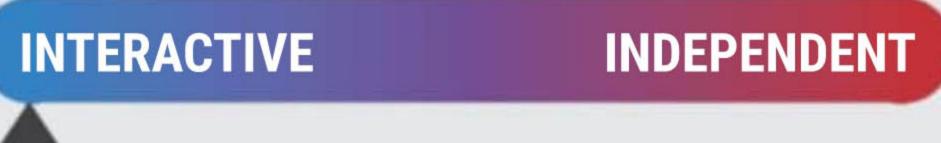














Planet

Designed by Urtis Šulinskas



11 O 11 \$40









In Jurassic Park: Danger!, the dinosaur player is two or three actions shown on the card, and the player has a deck of ten cards. The dinosaur player only has or human), their pawn is placed on its side and they are

Jurassic Park: Danger!

Designed by Forrest-Pruzan Creative





















STRATEGY

is empty, your character is eliminated. In order to escape, the humans must activate three locations on the board (by moving a character to it and then rolling a five or higher on a six-sided die) and then make it to the helicopter

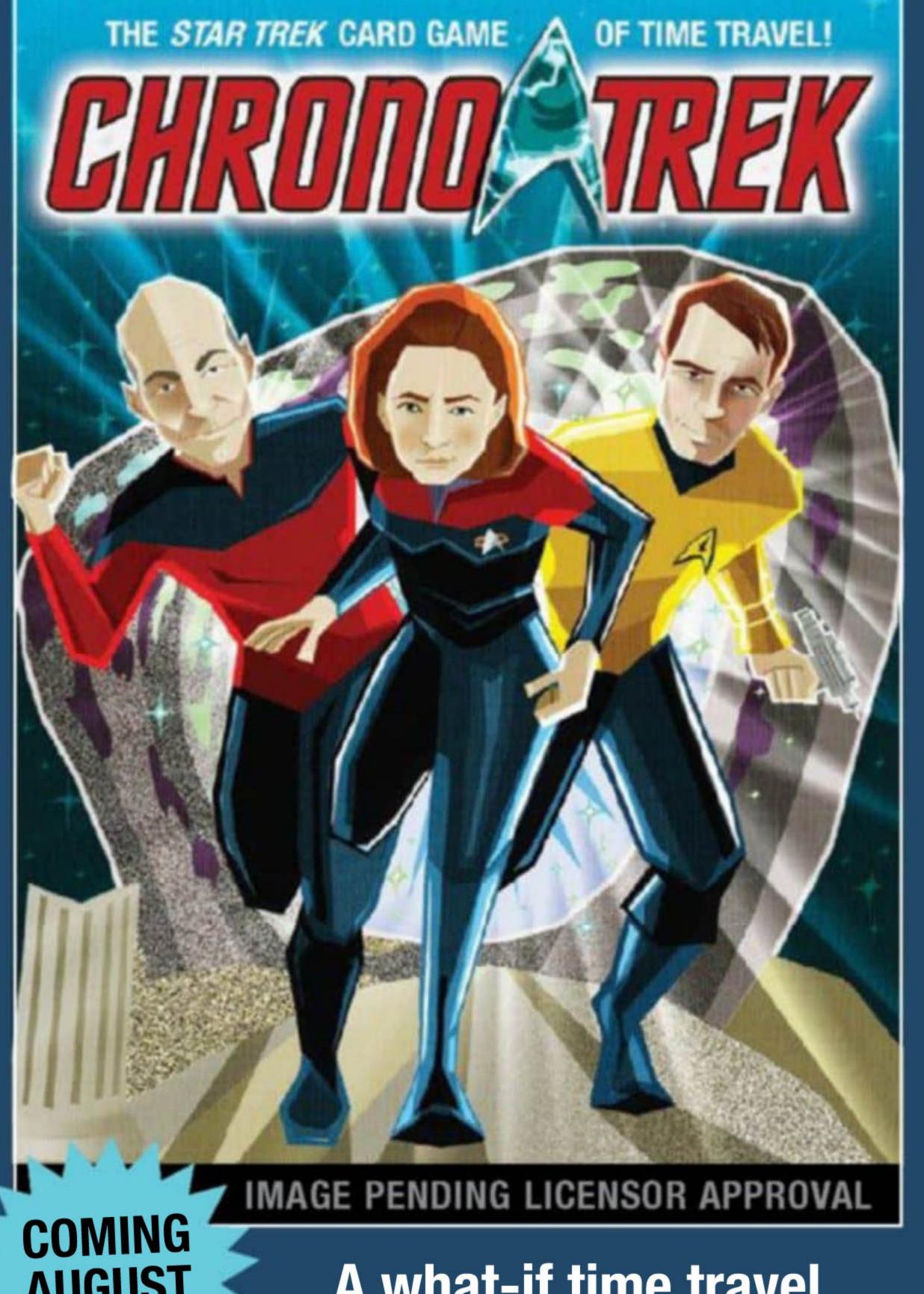
location. Each character also has a unique goal that must be performed before they can escape (such as visiting a particular location).

> Each round, all players select one card and place it facedown. The dinosaur reveals their card first. There will be

attempting to eliminate the humans, while the humans must split these movements between the different are attempting to escape. Whenever a character is dinosaurs. Different tiles require climb or run actions eliminated, the player is given a new one. Each player to move onto them. When someone sneaks (dinosaur three cards in their hand at a time, while human players—considered invisible to their opponents for this round. have their entire deck in hand. Human players have both On the sneaking player's next turn, the figure is stood a discard pile and a burn pile. When a card enters the back up, either on its current tile or on any adjacent tile. burn pile, the player will not be able to use it for the rest The dinosaur player may also activate one of the special of the game. Cards in a player's hand also act as their abilities unique to each dinosaur. Next, all human players health. When a dinosaur attacks, a player must burn a reveal the card they played, each of which shows one card. If you ever have to play or burn a card but your hand action. Some actions, such as climbing, require a player to roll a die. You may burn a card after rolling to add to your die result. If three humans are ever eliminated, the dinosaur wins. Otherwise, if three humans make it to safety, the humans win.

> Of course the theme is fun, but there is also a nice evolution to the game. First, the dinosaurs chase the humans around the board, then the game becomes more strategic in an attempt to block them from reaching the helicopter. The humans have to cooperate and use their characters carefully, sometimes sacrificing them for the greater good. Both sides have their unique challenges and the game is never a sure thing up until the very end.





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Sunflower Valley is a roll-and-write game with dry erase boards. The player boards have a series of hexagons, grouped into five different colors. There are also mountains scattered around the boards. A reference sheet that shows the five colors is set in the middle of the table. At the beginning of each round, six dice are rolled. Players take turns selecting a die and placing it on one of the colors on the reference sheet. No color can be chosen twice.

Dice results can include

a house, sheep, flower,

or train track. After you select a die, you draw its to a unique sheep. Sheep adjacent to each other long as you are legally able to do so. After all colors house by railway, both houses will have sheep. have been selected on the reference sheet, a new round begins. The game ends once all player boards have been filled.

At the end of the game, players score for houses that have a sheep connected to it (losing points for those

You score points for having the most sunflowers and also score points for mountains, earning a point for each sunflower that is adjacent to it. In addition, you earn points for houses connected to each other by at least two tracks of railway. Houses and some flowers without sheep). Each house has to be connected—also add villagers and you score for having the most or second most villagers.

> The game really urges you to get creative with your drawings in the hexagons. This is both fun and also useful for filling up downtime. The game is bright and colorful, it almost looks like a child's game; while a variant is offered to simplify it so kids can play and enjoy too, there is a lot of strategy and planning your ideal valley isn't easy. You have to adapt your plans to the dice and colors available to you, and take into account what you need and how best to block others. Tough, strategic, and with a bit of luck, Sunflower Valley is a lovely mix.



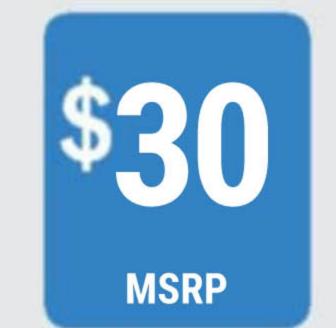
result onto one of the colored hexagons shown on are considered connected to one another. Houses your board that match the color you selected on the adjacent to each other are connected. Train tracks reference sheet. You must select a die on your turn, also connect houses. So, if two sheep are connected and once selected it must be added to your board, as to a single house, which is in turn connected to another

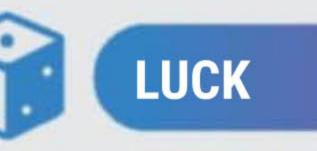
Sunflower Valley Designed by Wouter van Strien















8Bit Box is more than just a game — it's also a gaming system with unlimited possibilities.



Inside **8Bit Box** you will find three games, each in its own interesting for adults. mini box with a set of components and rules. There's also a set of standard components, some or all of which can None of the games are overly complex or too long. You be used in the three included games, but which also can can easily play several rounds of one game or even work theoretically be used in future games designed for the through all three in the course of an evening, and all the system. These standard components include five dice, games offer lots of player interaction, which is good for a various colored cubes, and six colored controllers. The party game setting. controllers each have three dials, one for numbers, one for direction, and one for shapes. The presentation of the box itself is fabulous. It looks slick, playing on your nostalgia for old video gaming consoles.

The games that come in the box have an impressive range: there is Stadium, a sports-themed bidding game that has you playing over a series of different sporting events, spending and conserving your energy; Outspeed, a racing game set out in the desert; and Pixoid, a simultaneous movement programming game in which one player is chased around a maze by all other players (an obvious homage to Pacman). Players plan their moves with the number and direction dials on their controllers, and then reveal them at the same time. The non-Pixoid players are not allowed to discuss their plans aloud. The longer the Pixoid player survives, the more points they earn. The quicker they're caught, the more points the other players earn. After each player has been the Pixoid once, the game ends.

8Bit Box clearly is pushing the nostalgia, but the games themselves are still quite fun. Some of the components in

the mini boxes can be a little flimsy, but all the standard components are hardy and appear well made, particularly the controllers. There is a nice player range across all three games,

and all stay kid-friendly while still being engaging and

Finally, there is the potential contained within 8Bit Box. Yes, the nostalgia is great and the design is clever, but the sheer promise of games to come and seeing how IELLO will use these same components in new and exciting ways is something to look forward to. 8Bit Box is creative, fresh, and just a really good time, cleverly packaged into one eyecatching and engaging experience.



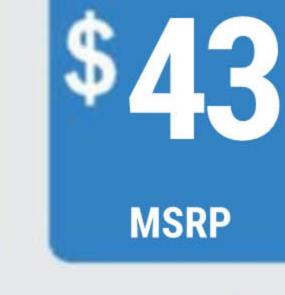
Designed by Frank Crittin, Grégoire Largey



























Just One follows in the tradition of classic party games, while bringing its own cooperative twist to the genre.



During each round, the guesser draws one card from the deck and, without looking at it, places it on their easel facing the other players. They then choose a number between one and five. This is the mystery word they will be trying to guess. All the other players, without talking about it, write a one-word clue on their own easels. After each player has written a clue, the guesser closes their eyes, and players compare clues. Any clues that are identical (or variations of the same word) are hidden, while the rest remain visible. The guesser opens their eyes and has one attempt to guess the mystery word.

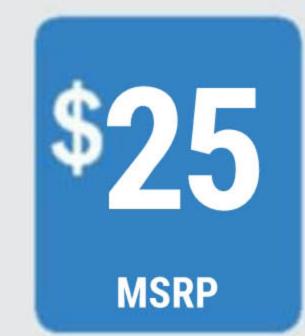
The game consists of a deck of cards, with each card in which case only one card is returned to the box. A new

featuring words numbered one through five. During round begins and a new player becomes the guesser. setup, you shuffle this deck and deal out thirteen cards The game ends once the draw pile is empty, and players facedown. The rest of the deck is returned to the box. count cards in the face up pile to discover their score. Each player takes a small easel and an erasable felt marker, and one player is randomly selected to be the first active player (the guesser).

Just One

Designed by Ludovic Roudy, Bruno Sautter







Just One will have you second guessing and often being too smart for your own good. A one-word clue isn't going to give the active player everything they need to know, so players have to try to predict what each other will write or risk having too many clues knocked out of the running. Different players are also going to think along different lines, so there's plenty of incentive to play with many different groups of people: the makings of an excellent party game!

If the guesser gets it right, they take the card from their

easel and place it face up nearby; if they get it wrong,

the card and the top card from the draw pile are returned

to the box. They may also choose to pass and not guess,

There's a wide range of words and little fear of running

into the same ones regularly, and the erasable markers

are a clever addition that ensures everything you need

to play is in the box. No hunting for pens or pads.



The award winning and fan favorite Element returns better than ever with the included Silver expansion. Take your Element game to the next level by adding silver stones to the mix representing a fifth element of Lightning, Wood, or Metal. Each version requires unique strategies and tactics to achieve victory and each can be played two to four players. Be sure to add this new classic to your library.







Rather Dashing Games.com

Pikoko puts a new spin on trick-taking, as you play another's hand and don't know your own cards!

Each round of Pikoko, players are dealt eight cards. Cards are numbered 1 through 11 in five different colors. Without looking at them, you slot yours into your peacock so that they are facing the other players. From the deck you then reveal an additional card; its color will be the trump color. Players make bets as to how many tricks each player will take before betting on themselves. Finally, you secretly select a card for the bet you are most confident about. If that bid is correct you will earn three points, otherwise you will lose a point (you can also play a no confidence card, in which case you automatically earn only one point).

Players then start playing into tricks. This follows standard trick-taking rules: players have to stay in the same suit if possible, with the highest card winning the trick unless a trump card is played. However, you are



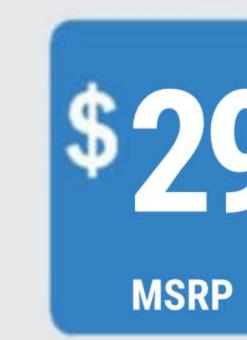
Pikoko

Designed by Adam Porter















always playing for the player on your left (meaning the player on your right will play your cards). Once all eight tricks have been resolved, players score points based on their earlier bets. You earn two points for each correct bet and one point for each bet that was off by one. After three rounds the player with the highest score wins.

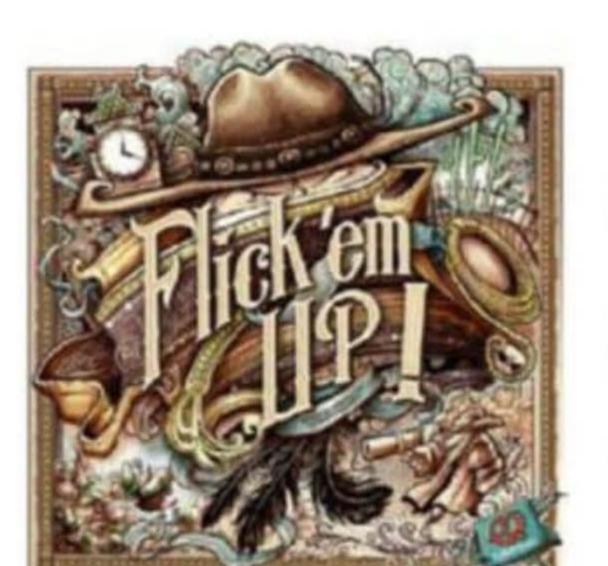
In Pikoko, players have more information to process than in typical card games, and it's much more about the bets you make and the confidence cards than who wins the tricks. If you want a twist to trick taking, Pikoko is layered, the points are often close, and the peacocks are beautiful! 🔃

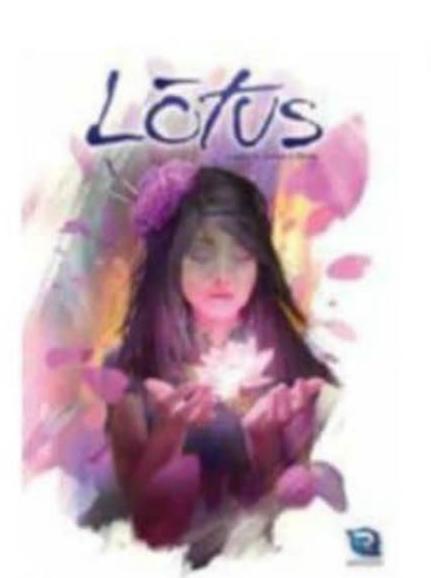


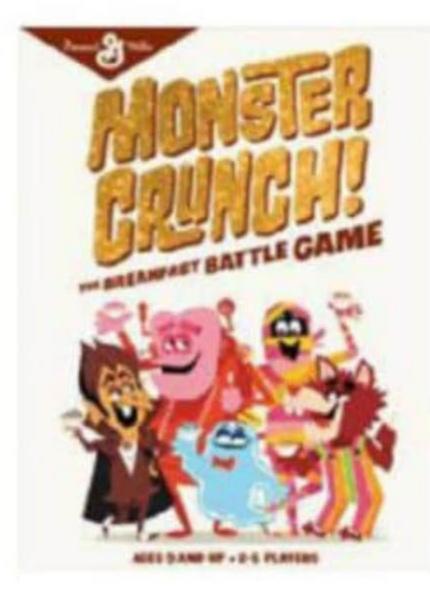
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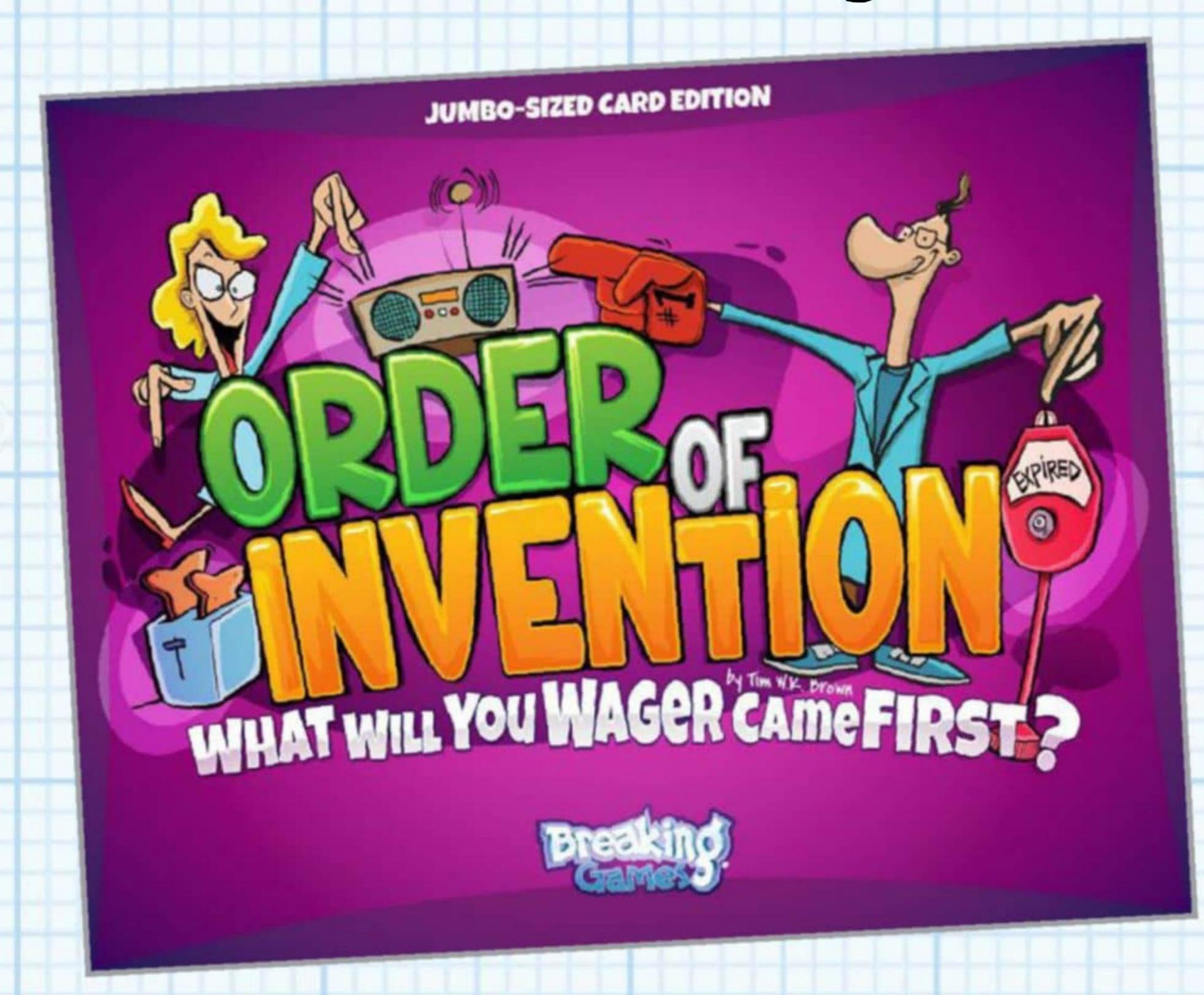






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Order of Invention is Major Fun!





The Major Fun Award was developed by noted philosopher of play Bernie DeKoven nearly 20 years ago. This internationally recognized award celebrates games that are innovative, easy to learn, fast to play, and fun for players of all ages. Out of hundreds of submissions each year, only 12–15 games earn this honor. You can delve into hundreds of great games for kids, families, and friends at MajorFun.com.

The Concept

Bubble Wrap...Instant Coffee...Processed Cheese.
The Zamboni...

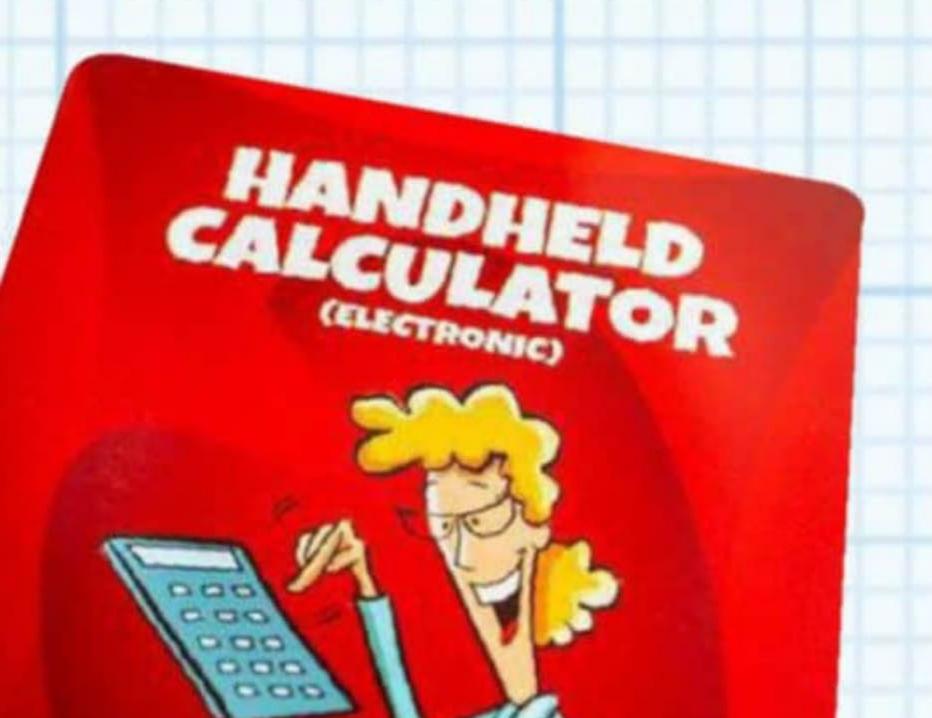
Do you know which came first? Can you put these inventions in the right order? The name of the game says it all.



The Components

There are 80 large and wonderfully illustrated invention cards. The front of each card is red and shows the invention. The back of each card is blue and contains the year of the invention and some fun facts about it. The range of years spans from the 1890s to the 1970s.

Each player or team gets a set of player chips numbered first, second, third, and fourth. A bank of scoring tokens will be used after each round.



The Mechanics

Each round, four inventions will be on display, red side face up. Your task is to place your first chip on the invention that was invented the earliest, following on in numerical order until you place your fourth chip on the invention you think was invented most recently.

Once all chips are placed, flip the cards to reveal the years for each invention and wait for the chorus of cheers and moans.

Now we score.

I like to put the cards in chronological order before revealing the chips to see who scores. It builds a bit more tension and prompts some discussion as you see the small timeline you've created this round.

Any player or team that has a numbered chip on an invention in the correct order earns a scoring token worth one point. If you're wrong, sorry! Better luck on the next one.

If you're feeling frisky, on the next rounds you can bet your scoring tokens in addition to your player chips. But don't get too cocky — if you're wrong, you lose those points!

The player or team with the most points after five rounds wins.



Order of Invention

Designed by Tim WK Brown











INTERACTIVE

INDEPENDENT

What Sets This Game Apart?

There are no lack of games, especially in the party game arena, that ask players to think about time and chronology. Familiarity and context set *Order of Invention* apart from the crowd.

The inventions in the game are small and often eclectic things we know. They are not monumental items, but each in their own way has had some impact on the world. This is history on a small scale; a relatable scale, because the inventions are familiar. The game asks us to place four items in context with each other

"Processed cheese must be before bubble wrap, right? And the Zamboni must come later since it's a gas-powered vehicle...but later than bubble wrap? And what about instant coffee? Didn't the astronauts drink that?"

The heart of fun comes from the conversations these items spur on between us. And that dialogue is inspired by the fact that the items are part of our lives. We can place the inventions in our own frame of reference, in our own context, first. And that allows us to enjoy the game in a way that's markedly different than games that focus on big historical events or famous people.

Final Thoughts

Order of Invention is most certainly Major Fun for groups of almost any size and players of all ages. But it can also be a blast with just two. Not many games can span that range and hold up well in both situations.

The subtle but important choice to focus on the eclectic flotsam and jetsam of our modern world makes the game shine.

And, win or lose, it will bring players back to the table wondering what crazy mix of items you'll get each time you play.

Stephen Conway

on duty as Major Fun and host of The Spiel



A Spotlight on the Gaming Community



What is your favorite game convention?



"I was lucky enough to snag a ticket to Tantrum Con this year and had the best time! I loved how organized and excited all the Tantrum staff was about everyone that showed up. Great job, Tantrum House!"

— Jenna



"TantrumCon! Feels like you're hanging out with family!"

—Thomas M.



"TantrumCon in Spartanburg, South Carolina is my favorite BY FAR! I'm incredibly biased since I helped host its inaugural event this last February but it was genuinely one of the most incredible experiences I've. EVER. HAD. We had amazingly gracious attendees who constantly expressed to us just how much they loved every single minute of it."

- Will Meadows, Tantrum House.

Photos by Sabrina Fields with Tantrum House





"Origins Game Fair. Big enough to draw a lot of vendors and events, but also small enough that I never feel crowded."

- Kimberly L.

Origins photos by Jacob Sigafoos

"Origins Game Fair has been our family vacation every year since 2007. It is much more laid back and easier to play games at. The food in the surrounding area is some of the best. It is an awesome way to kick off the summer convention season."

— Michael C.



"My favorite game convention is Origins because of the familyfriendly and casual atmosphere."

Stephan Brissaud, IELLO.



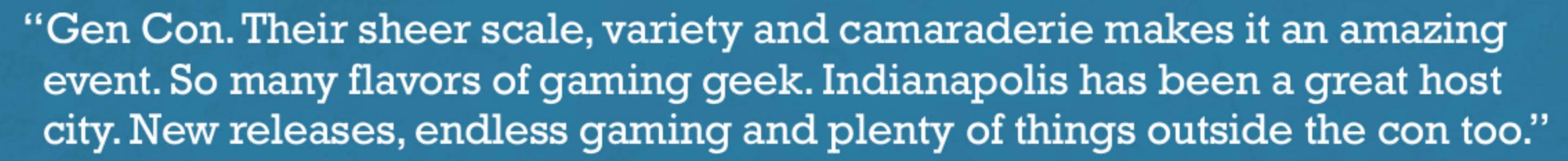
GENCON

THE BEST FOUR DAYS IN GAMING!

"Gen Con — hands down the greatest variety of gaming, best venue, and by far the nicest people on the planet!"

-Randy P.

Gen Con photos by Eric Huemmer



— Daniel M.

"Gen Con because it has so many vendors for multiple types of gaming. Truly something there for EVERYone! Over 50 years running. I can't wait for August in Indianapolis. Meet up with friends from all over the country."

— Holly N.







Songbirds



With the rising sun, the songbirds sing. They call to their mates and declare their territory. You are a forest spirit, helping your favorite bird color prosper in secret. Play songbirds of varying volume from your hand to see which flock will win the delicious berries dangling from trees. The loudest birds win the day, and with each songbird played comes a new opportunity to switch your allegiance to the winning color. Don't forget to play songbirds that will ensure your opponents get sour berries with the lowest points!





Now Available at your FLGS! Look for promo cards on the BoardGameGeek Store or on our website: www.dailymagicgames.com







"BGG.CON Spring. I love the family friendly atmosphere.

The games are more fun and inclusive, and there are a lot of opportunities to join into games."

- Mike H.

"SaltCon in Salt Lake City, Utah. The emphasis is all on the play, with four days of non-stop gaming, but there's plenty of vendors and publishers there to keep your inner nerd happy. And of course the game swap room, where you can buy and sell used games."

— Mike





"Arizona Game Fair. It's a growing convention and the staff care about making a great con."

-Cale D.

ARIZONA CAME FAIR

Next Issue: What game has been in your collection the longest?

Send your ideas and photos to: editor@CasualGameRevolution.com



