

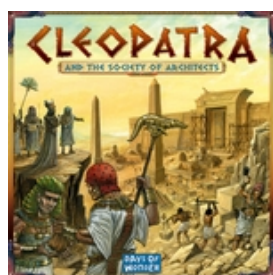
Carcassonne

2 - 5
 60
 8+
 2000
 65
 7,48
 10
 2,0 (Medium/Light)
 City Building, Medieval
 Area Control / Area Influence, Tile Placement



Citadels

2 - 7
 60
 10+
 2000
 92
 7,32
 10
 2,1 (Medium/Light)
 Bluffing, Card Game, City Building, Medieval
 Card Drafting, Variable Player Powers



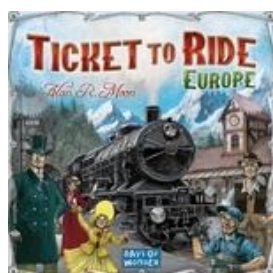
Cleopatra and the Society of Architects

3 - 5
 60
 10+
 2006
 303
 6,89
 10
 2,3 (Medium/Light)
 Ancient, City Building
 Area Enclosure, Auction/Bidding, Card Drafting, Hand Management



The Settlers of Catan

3 - 4
 90
 10+
 1995
 46
 7,60
 10
 2,4 (Medium/Light)
 City Building, Civilization, Negotiation
 Dice Rolling, Hand Management, Modular Board, Route/Network Building, Trading
 Catan: Seafarers
 1997
 7,3
 10



Ticket to Ride: Europe

2 - 5
 60
 8+
 2005
 48
 7,57
 10
 1,9 (Medium/Light)
 Trains, Transportation, Travel
 Card Drafting, Hand Management, Route/Network Building



Zeljevarenje

2 - 8
 30
 0+
 2005
 2878
 6,63
 10
 1,7 (Medium/Light)
 Card Game, Fantasy
 Hand Management, Set Collection



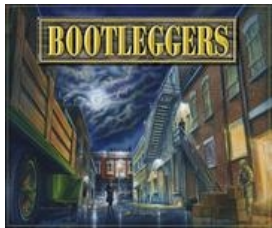
Ad Astra

3 - 5
 90
 0+
 2009
 383
 7,16
 9
 2,7 (Medium)
 Civilization, Science Fiction, Space Exploration
 Simultaneous Action Selection, Variable Phase Order



Battlestar Galactica

3 - 6
 180
 10+
 2008
 17
 7,88
 9
 3,0 (Medium)
 Bluffing, Deduction, Movies/TV/Radio theme, Negotiation, Political, Science Fiction
 Space Exploration, Spies/Secret Agents
 Co-operative Play, Dice Rolling, Hand Management, Partnerships, Secret Unit Deployment
 Variable Player Powers, Voting



Bootleggers

3 - 6
 120
 14+
 2004
 417
 6,79
 9
 2,6 (Medium)
 Economic, Industry / Manufacturing, Mafia, Negotiation, Transportation
 Area Control / Area Influence, Card Drafting, Simultaneous Action Selection, Trading



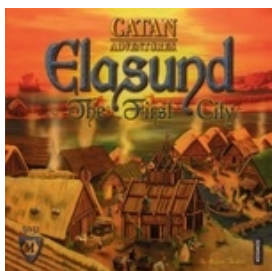
Brass

3 - 4
 120
 13+
 2007
 9
 8,07
 9
 3,9 (Medium/Heavy)
 Economic, Industry / Manufacturing, Transportation
 Hand Management, Route/Network Building, Tile Placement



Day & Night

2
 45
 10+
 2008
 876
 7,12
 9
 2,5 (Medium/Light)
 Fantasy
 Area Control / Area Influence, Hand Management, Pattern Building, Tile Placement



Elasund: The First City of Catan

2 - 4
 90
 10+
 2005
 318
 6,90
 9
 2,7 (Medium)
 City Building
 Area Control / Area Influence, Dice Rolling, Hand Management, Tile Placement, Trading



EVE: Conquests

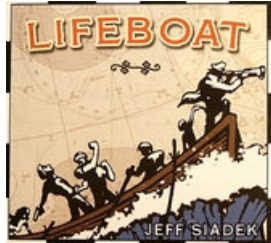
2 - 4 120 0+ 2009

1681 6,85 9 3,5 (Medium)

Civilization, Negotiation, Political, Science Fiction, Territory Building, Video Game Theme

Area Enclosure, Area Movement, Dice Rolling, Hand Management, Pattern Recognition

Route/Network Building, Variable Phase Order



Lifeboat

4 - 6 45 0+ 2002

1426 6,37 9 1,6 (Medium/Light)

Bluffing, Card Game, Humor, Nautical, Negotiation, Travel

Co-operative Play, Hand Management, Partnerships, Secret Unit Deployment, Set Collection

Trading, Variable Player Powers

Lifeboat Expansion #1: Cannibalism 2008 6,7 9



Neuroshima Hex!

2 - 4 30 12+ 2006

97 7,51 9 2,7 (Medium)

Fighting, Science Fiction

Hand Management, Tile Placement, Variable Player Powers



Pandemic

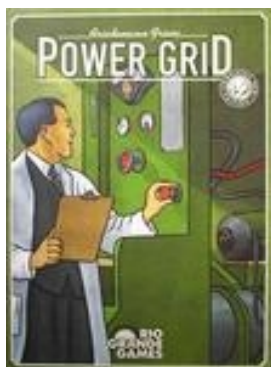
2 - 4 60 10+ 2008

22 7,74 9 2,3 (Medium/Light)

Medical

Action Point Allowance System, Co-operative Play, Hand Management, Point to Point Movement

Set Collection, Variable Player Powers



Power Grid

2 - 6 120 12+ 2004

5 8,18 9 3,3 (Medium)

Economic, Industry / Manufacturing

Auction/Bidding, Route/Network Building

Power Grid - Benelux/Central Europe 2006 8,2 9

Power Grid - The New Power Plants Cards 2007 7,9 9



RoboRally

2 - 8 120 12+ 1994

102 7,29 9 2,5 (Medium/Light)

Racing, Science Fiction

Simultaneous Action Selection



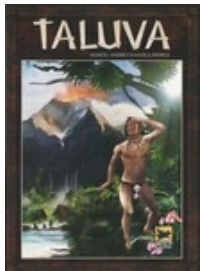
Shadows over Camelot

3 - 7 90 10+ 2005

135 7,23 9 2,5 (Medium)

Adventure, Medieval, Mythology

Co-operative Play, Hand Management, Partnerships, Variable Player Powers



Taluva

2 - 4 40 10+ 2006

186 7,16 9 2,3 (Medium/Light)

Territory Building

Modular Board, Tile Placement



Britannia

3 - 5 240 12+ 1986

156 7,34 8 3,2 (Medium)

Civilization, Wargame

Area Movement, Dice Rolling



Dictator. Control

2 - 4 30 0+ 2005

0 6,44 8 2,5 (Medium/Light)

Card Game, Dice, Wargame

Area Movement, Dice Rolling



Khet: The Laser Game

2 20 9+ 2005

454 6,82 8 2,5 (Medium)

Abstract Strategy, Electronic

Khet: Eye of Horus Beam Splitter 2006 6,9 8



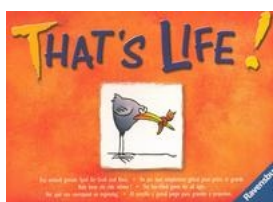
Race for the Galaxy

2 - 4 60 12+ 2007

12 7,95 8 2,9 (Medium)

Card Game, Civilization, Science Fiction, Space Exploration

Hand Management, Simultaneous Action Selection, Variable Phase Order



That's Life!

2 - 6 30 8+ 2005

761 6,48 8 1,3 (Light)

Modular Board, Roll and Move



Chess

2 60 6+ 1475
 215 7,05 7 3,8 (Medium/Heavy)
 Abstract Strategy, Game System



Go

2 90 8+ -2000
 36 7,78 7 4,0 (Medium/Heavy)
 Abstract Strategy, Game System
 Area Enclosure