

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



Carcassonne

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



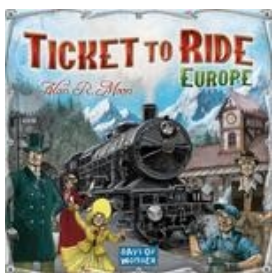
Cleopatra and the Society of Architects

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



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



Ticket to Ride: Europe

2 - 5
 60
 8+
 2005
 49
 7,57
 10
 1,9 (Medium/Light)
 Trains, Transportation, Travel
 Card Drafting, Hand Management, Route/Network Building



Zeljevarenje

2 - 8
 30
 0+
 2005
 2855
 6,69
 10
 1,7 (Medium/Light)
 Card Game, Fantasy
 Hand Management, Set Collection



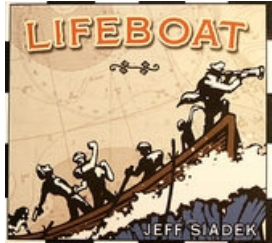
Pandemic

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



Lifeboat

4 - 6 45 0+ 2002
1440 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



Memoir '44

2 - 8 60 8+ 2004
45 7,59 9 2,2 (Medium/Light)

Wargame, World War II

Campaign/Battle Card Driven, Dice Rolling, Hand Management, Modular Board

Memoir '44 - Eastern Front 2005 8,0 9

Memoir '44 - Winter/Desert Board Map 2005 7,2 9

Memoir '44 - Campaign Book: Volume 1 2009 8,4 9

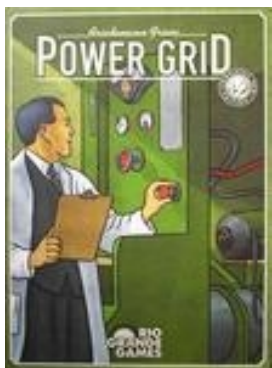


Neuroshima Hex!

2 - 4 30 12+ 2006
98 7,51 9 2,7 (Medium)

Fighting, Science Fiction

Hand Management, Tile Placement, 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



StarCraft: The Board Game

2 - 6 180 12+ 2007
95 7,46 9 3,7 (Medium/Heavy)

Civilization, Science Fiction, Territory Building, Video Game Theme
Area Movement, Campaign/Battle Card Driven, Modular Board



Shadows over Camelot

3 - 7 90 10+ 2005
137 7,22 9 2,5 (Medium)

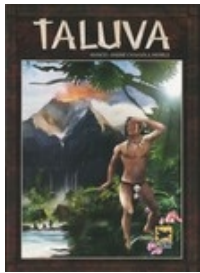
Adventure, Medieval, Mythology
Co-operative Play, Hand Management, Partnerships, Variable Player Powers



RoboRally

2 - 8 120 12+ 1994
101 7,29 9 2,5 (Medium/Light)

Racing, Science Fiction
Simultaneous Action Selection



Taluva

2 - 4 40 10+ 2006
187 7,16 9 2,3 (Medium/Light)

Territory Building
Modular Board, Tile Placement



Ad Astra

3 - 5 90 0+ 2009
380 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 7,87 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



Doom: The Boardgame

2 - 4 180 12+ 2004

273 7,04 9 2,9 (Medium)

Dice, Exploration, Fighting, Horror, Miniatures, Science Fiction, Video Game Theme

Co-operative Play, Dice Rolling, Modular Board, Variable Player Powers



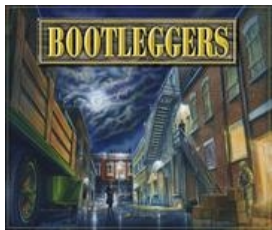
Brass

3 - 4 120 13+ 2007

9 8,07 9 3,9 (Medium/Heavy)

Economic, Industry / Manufacturing, Trains, Transportation

Hand Management, Route/Network Building, Tile Placement



Bootleggers

3 - 6 120 14+ 2004

416 6,80 9 2,6 (Medium)

Economic, Industry / Manufacturing, Mafia, Negotiation, Transportation

Area Control / Area Influence, Card Drafting, Simultaneous Action Selection, Trading



Day & Night

2 45 10+ 2008

852 7,14 9 2,4 (Medium/Light)

Fantasy

Area Control / Area Influence, Hand Management, Pattern Building, Tile Placement



EVE: Conquests

2 - 4 120 0+ 2009

1689 6,86 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



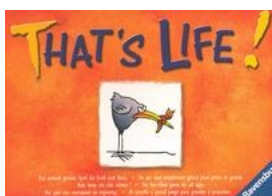
Elasund: The First City of Catan

2 - 4 90 10+ 2005

319 6,90 9 2,7 (Medium)

City Building

Area Control / Area Influence, Dice Rolling, Hand Management, Tile Placement, Trading

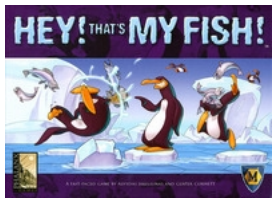


That's Life!

2 - 6 30 8+ 2005

766 6,48 8 1,3 (Light)

Modular Board, Roll and Move



Hey! That's My Fish!

2 - 4 20 8+ 2003
230 6,97 8 1,5 (Light)

Abstract Strategy, Animals
Area Enclosure, Modular Board, Point to Point Movement



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 6,53 8 2,5 (Medium/Light)

Card Game, Dice, Wargame
Area Movement, Dice Rolling



Khet: The Laser Game

2 20 9+ 2005
460 6,81 8 2,5 (Medium)

Abstract Strategy, Electronic
Khet: Eye of Horus Beam Splitter 2006 7,0 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



Go

2 90 8+ -2000
36 7,79 7 4,0 (Medium/Heavy)

Abstract Strategy, Game System
Area Enclosure



Chess

2 60 6+ 1475
213 7,06 7 3,8 (Medium/Heavy)

Abstract Strategy, Game System