



George Jaros

GJJ Games

Tabletop & Board Games

Designs, Reviews, Interviews & More

<http://GeorgeJaros.com/GJJGames>

<http://facebook.com/GJJGames>

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All games have been extensively playtested & peer reviewed at Protospiel.

8 SECONDS

A Buckin' & Bettin' Bull Ridin' Dice Game



***5-60**
MINUTES

1-6
PLAYERS

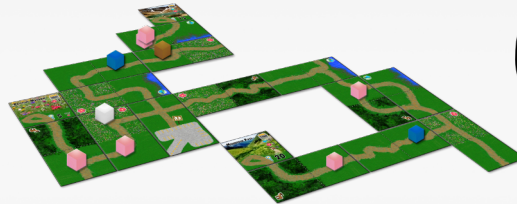
LUCK:■■■■■
STRATEGY:■■■■■
COMPLEXITY:■■■■■

DICE ROLLING, DICE ALLOCATION, PRESS-YOUR-LUCK, BETTING

8 Seconds is a dice game about riding bulls in a rodeo. Ride bulls and avoid getting bucked off! When you're not riding place bets on the rider's results. A streamlined betting mechanic keeps everyone engaged at all times. Experience the thrill of bull riding in a dice game with strategic choices! Place your bets wisely and earn money on your opponents' turns!

*A speed variant plays in just 5-15 minutes!

Go Make a Hike is a competitive tile drafting and placement game for 2-4 players (with a solo mode) about building the perfect hiking path. Each round, players will draft either a Trail or Destination tile to add to their Trail System. Destinations require certain features along their trail: Water, Flowers, Wildlife, or Viewpoints. As players work to build the perfect hike their trails will grow and spread across the table in an impressive display of nature's beauty!



TILE LAYING, DRAFTING, PATH BUILDING

Go Make A Hike

30-60
MINUTES

1-4
PLAYERS

LUCK:■■■■■
STRATEGY:■■■■■
COMPLEXITY:■■■■■

RACE to the MOONS

Make the Next Giant Leap



WORKER PLACEMENT, RESOURCE MANAGEMENT, DICE ROLLING

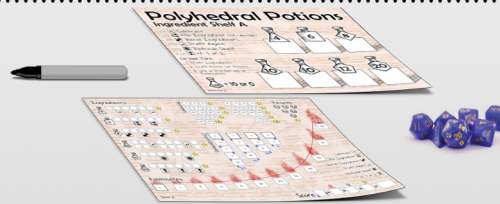
Race to the Moons is a heavier worker-placement game about researching technology and building rockets so you can be the first to colonize a moon around an interstellar planet. A unique first-user bonus mechanic and a change from engine building to a race with risk and risk mitigation make this game stand out from the crowd. Space flight is dangerous! Will you take risks or play it safe?

30 MINUTES
PER PLAYER

1-5
PLAYERS

LUCK:■■■■■
STRATEGY:■■■■■
COMPLEXITY:■■■■■

Polyhedral Potions is a roll & write dice drafting game for 2-5 players that uses a standard set of seven polyhedral dice. Players use the dice as ingredients to craft different types of potions and poisons in order to earn stars and points for making distillations and fulminates. A solo variant presents competency ratings and potion brewing feats.



ROLL & WRITE, DICE DRAFTING, DICE MANIPULATION

Polyhedral Potions



30-45
MINUTES

1-5
PLAYERS

LUCK:■■■■■
STRATEGY:■■■■■
COMPLEXITY:■■■■■

PHARMACOLOGY



DICE DRAFTING, ENGINE BUILDING, WORKER ALLOCATION, ACTION CHAINS

Pharmacology is a heavier dice drafting, engine building game about pharmaceutical companies competing to develop medicine and vaccines to cure diseases. Features a unique dice drafting mechanic from a cycling pool of dice and exciting action chains that make each turn a fun puzzle to solve. An earlier version of this game won the 2017 The Manhattan Project Dice Game Contest hosted by Minion Games.

30-90
MINUTES

1-5
PLAYERS

LUCK:■■■■■
STRATEGY:■■■■■
COMPLEXITY:■■■■■

In **Les Petits Pirates** you are a pirate captain, working to gather resources and gold while trying to prevent rival pirate captains from doing the same. Featuring a blend of simultaneous play, turn based action selection, and asynchronous resolution, players will use dice manipulation and strategy to plunder, attack, and sail the seas in a quest to retire with enough treasure to support a pirate's golden years!



20-60
MINUTES

1-4
PLAYERS

LUCK:■■■■■
STRATEGY:■■■■■
COMPLEXITY:■■■■■

ACTION SELECTION, VARIABLE TURN ORDER, PICK-UP & DELIVER, DICE MANIPULATION

Les Petits Pirates

A Game of Piracy, Plunder, and Buried Treasure



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ANTIOCH



75-90
MINUTES

1-4
PLAYERS

LUCK: ■■■■■
STRATEGY: ■■■■■
COMPLEXITY: ■■■■■

**TILE LAYING, AREA INFLUENCE,
CONNECTIONS, CHANGING GAME ARC**

Set in ancient **Antioch**, this evokes classic games, like *Tigris & Euphrates*, with a unique twist. Increasingly destructive earthquakes destroy more city after each Age, allowing players to rebuild and generate new scoring opportunities. As the game unfolds, focus shifts from constructing buildings to clearing rubble, creating an engaging arc. With each passing Age, converting coins to Prestige becomes costlier, but end-game Prestige is earned from rubble cleared throughout the game.

Inspired by *The Red Green Show*.

In **Duct Tape Roll**, you're working on some ingenious handyman projects, using the handyman's secret weapon. Roll your dice to collect parts like appliances, tools, and vehicles along with plenty of duct tape. Send your assistant out on errands and hope he finds what you need. But watch out for explosions! Too many and you'll just be collecting scraps.



**PRESS-YOUR-LUCK, DICE ROLLING,
CRAFTING, INTERACTION, HIGHLY THEMATIC**

30-45
MINUTES

1-4
PLAYERS

LUCK: ■■■■■
STRATEGY: ■■■■■
COMPLEXITY: ■■■■■

miniskull Quests



MiniSkull Quests is a light press-your-luck adventure game with mild take-that mechanics and lots of dice rolling. Press-your-luck while trying to go on the perfect quest. Then use your heroes' special equipment and abilities (and sometimes your opponents' heroes, too) to help you succeed. Games always last about the same time regardless of player count! This is part of my MiniSkull series of games which share a theme and setting, but have unique mechanics, smaller size, and quick play times.

45
MINUTES

2-5
PLAYERS

LUCK: ■■■■■
STRATEGY: ■■■■■
COMPLEXITY: ■■■■■

**DICE ROLLING, PRESS-YOUR-LUCK,
TAKE-THAT, TABLEAU MANAGEMENT**

Trick Builders is a unique blend of trick-taking and deck-building! Build a powerful hand so you can win tricks, but be careful. What helps you this hand builds the common deck that will be available to everyone in the next hand. Trick Builders blends familiar mechanics in a unique way that plays quickly. *JT Smith of The Game Crafter called it one of the top three games he played during Protospiel Milwaukee 2018.*



TRICK BUILDERS

**TRICK-TAKING, DECK-BUILDING
CARD DRAFTING**

30-45
MINUTES

2-6
PLAYERS

LUCK: ■■■■■
STRATEGY: ■■■■■
COMPLEXITY: ■■■■■

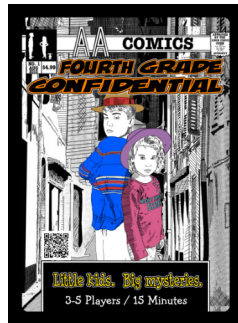
Micro Games - 18 cards, minimal components, big gameplay!



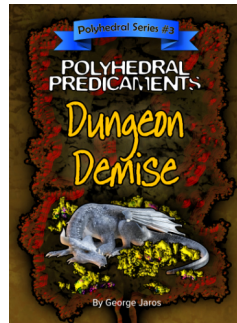
The Overland Route
•18 Cards
•2 Players, 15 minutes
•Semi-Cooperative
•Route Building
Build more tracks on the transcontinental railroad than your partner!



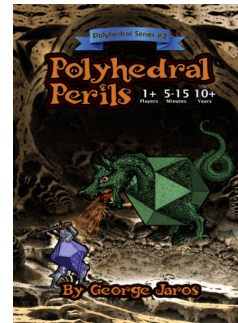
Snowball Fight
•18+ Cards
•2 Players, 15 minutes
•Deck-building
•Combat
Build the best snowball arsenal to take out the competition!



4th Grade Confidential
•18+ Cards
•3-5 Players, 15 minutes
•1 vs Many
•Deduction
Can a 4th grade detective solve the latest mystery of the schoolyard?



Polyhedral Predicaments: Dungeon Demise
•18 Cards, 7 Polyhedral Dice
•1 Player, 10 minutes
•Dungeon Crawler
Explore a dungeon, fight monsters, gain weapons, and gather treasure.



Polyhedral Perils
•7 Polyhedral Dice Only!
•1+ Players, 5-30 minutes
•Press-your-luck
•Campaign mode
Using just dice, fight your way through a dungeon or across the lands.



ChromaWerks
•18 Cards
•2 Players, 10 minutes
•Pattern Matching
Take one of four actions each turn to repair your tableau of machinery before your opponent.



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ROLLING SEAS

SAIL. EXPLORE. TELL YOUR TALE!



**DICE ROLLING, EXPLORING,
MAP DRAWING, STORIES**

Rolling Seas is a roll & write exploration game for 1 to 6 players. Explore the islands and seas of the Alkundic Archipelago and tell tales of your voyages! You will have adventures, stop at ports to resupply, get a better ship, and tell the tale of your voyages. The more you tell your story the more reputation you'll earn. Will your crew have the greatest tale to tell and earn the most reputation? Sail the Rolling Seas and find out!

30-60
MINUTES

1-6+
PLAYERS

LUCK: ■■■■
STRATEGY: ■■■■
COMPLEXITY: ■■■■

USE FOOD FROM YOUR BEARD TO GROW MORE BEARD!

Beard Snacks is a light to middle-weight tableau and engine-building game about growing the most bodacious beard! Have snacks and meals, store food in your beard, then use that food to grow a longer beard! Action cards have multiple uses that can help you or hinder your opponents.



**HIGHLY THEMATIC, HAND MANAGEMENT,
TABLEAU BUILDING, ENGINE BUILDING**

BEARD SNACKS

30-60
MINUTES

1-5
PLAYERS

LUCK: ■■■■
STRATEGY: ■■■■
COMPLEXITY: ■■■■

COMING SOON

8 SECONDS

A Buckin' & Bettin' Bull Ridin' Dice Game

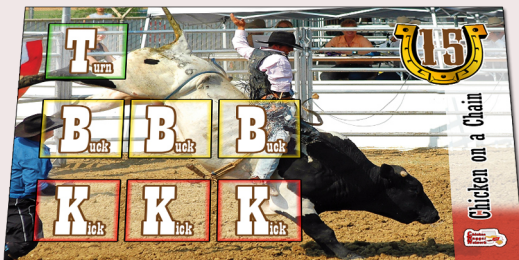


***5-60**
MINUTES

1-6
PLAYERS

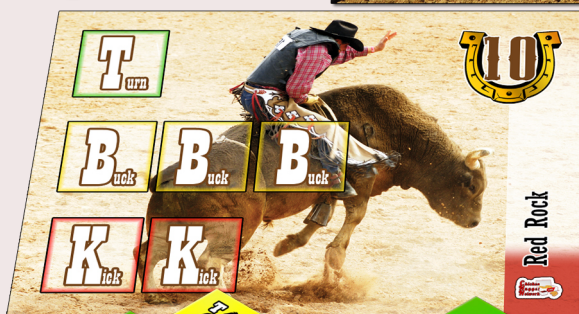
LUCK: ■■■■■
STRATEGY: ■■■■■
COMPLEXITY: ■■■■■

**DICE ROLLING, DICE ALLOCATION,
PRESS-YOUR-LUCK, BETTING**



Experience the thrill of bull riding
in a dice game with strategic choices!

Place your bets wisely and earn money
on your opponents' turns!



Draw 3 Bulls from the Semi-Pro or Professional Circuits.
Roll your dice and match your moves to the moves of the Bulls.
Discard a Bull to re-roll until you have only one Bull to ride.
Successfully ride to earn points and money!

Earn money through
betting and endorsements.
Gain assistance from the
Rodeo Clowns.
Ride well and earn a
Golden Buckle!

Strategic Choices in a Press-Your-Luck Game!

- Do you:
- Ride Lucky Strike, the 7 point bull?
You already have the moves, and you do Endorse the Sponsor.
 - Go for the 10 point Red Rock?
You'll need to roll another Kick. Use one die, or two?
 - Go all out and try to ride Chicken on a Chain for 15 points?
You need two more Kicks, but must sacrifice moves you already have!

A Streamlined Betting Mechanic
keeps all players engaged even when not riding Bulls!

Features:

- Competitive Play:** With fast, exciting turns!
- No Downtime:** Place bets on other players' turns!
- Solitaire Play:** Offers a quick diversion that takes up very little room.
- *Speed Variant:** Fast, simultaneous bull riding, plays in just minutes!

Components:

- 8 Custom Dice
- 142 Cards
- 36 Tokens
- 30 Cubes
- 100 Poker Chips



ANTIOCH

REBUILD THE ROME OF THE EAST

75-90
MINUTES

1-4
PLAYERS

LUCK: ■■■■
STRATEGY: ■■■■
COMPLEXITY: ■■■■

TILE LAYING, AREA INFLUENCE,
CONNECTIONS, CHANGING GAME ARC



In *Antioch* you play as a Construction Guild in the ancient Roman city of Antioch, which has been plagued with earthquakes for millennia. Your job is to rebuild the city in the Ages between the disastrous earthquakes, earning Prestige from the Roman emperors. Can you rebuild their beloved city of Antioch?

Features:

Thematic & Strategic

Set in ancient Antioch, this evokes classic games, like *Tigris & Euphrates*, with a unique twist. Increasingly destructive earthquakes destroy more city areas after each Age, allowing players to rebuild and generate new scoring opportunities.

Strategic Shift over Four Ages

As the game unfolds, the focus shifts from constructing buildings to clearing rubble, creating an engaging arc.

Unique Scoring

With each passing Age, converting coins to Prestige becomes costlier, but end-game Prestige is earned from rubble cleared throughout the game.

Simple Depth

Elegant mechanics make it easy to learn, but provide a variety of decisions.



An evolving city creates opportunities for exciting turns and meaningful choices.



Screens hide your tiles from other players while allowing you to plan your next turn.

Taking a Turn:

Take two actions. Each building type earns coins based on surrounding buildings and colors. Money tiles earn coins based on quantity turned in. Aftershock tiles clear rubble.

Take optional actions once each. Pay to play another tile, place a Master Builder to enhance scoring opportunities, and use Building Crews to manipulate and collect rubble.

End your turn. Draw back up to six tiles. Tremor tiles progress toward the end of each Age.



Markets earn your Construction Guild one coin for each connected market.

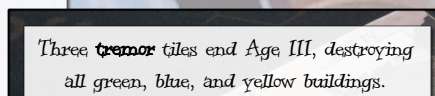
Ending an Age:

When the number of Tremor tiles equals the current Age, the Age ends with an earthquake.

- Destroy all buildings matching the colors on the Tremor board - they become rubble.
- Master Builders score the tile they are on again.
- Buy Prestige - it gets more expensive in each Age.

After Age IV, earn additional Prestige for the rubble you've cleared throughout the game.

Have the most Prestige after Age IV to win!



Three tremor tiles end Age III, destroying all green, blue, and yellow buildings.



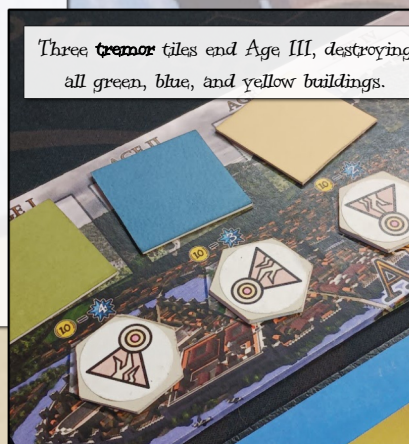
Each of five building types earns coins differently, creating strategic choices.



This age-ending quake left mostly red buildings and lots of rubble to clear!

Components:

- 12 Wooden Discs
- 128 Hex Tiles
- 1 Game Board
- 4 Square Tiles
- 4 Player Screens
- Coin Tokens
- 1 Cloth Bag
- 4 Meeples
- 1 Score Pad



BEARD SNACKS

30-60
MINUTES

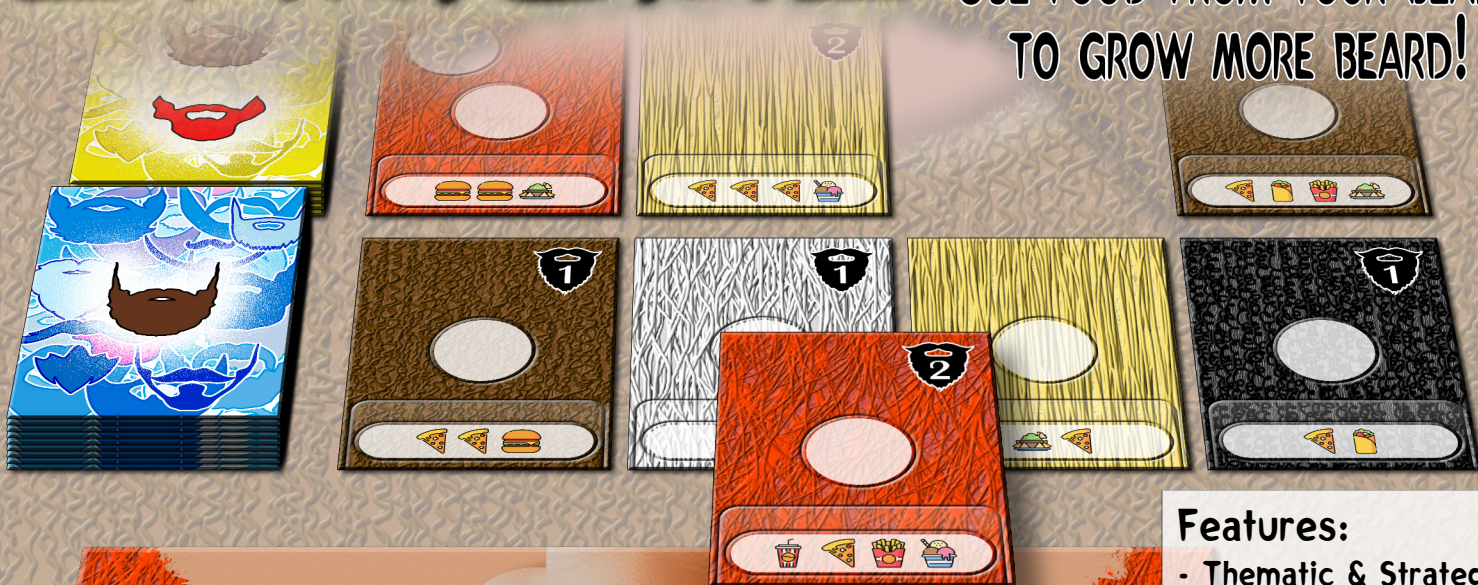
1-5
PLAYERS

LUCK: ■■■■
STRATEGY: ■■■■
COMPLEXITY: ■■■■

HIGHLY THEMATIC, HAND MANAGEMENT,
TABLEAU BUILDING, ENGINE BUILDING



USE FOOD FROM YOUR BEARD
TO GROW MORE BEARD!



- Features:**
- Thematic & Strategic
 - Light Take-That
 - Multi-use Cards
 - Resource Trading
 - High Player Interaction
 - Solo Mode

Use Hand Management to gain Food Morsels and Crumbs that you'll store in your beard. Spend those morsels to grow your beard.

Use Action Cards like Scissors, Napkins, and Endangered Birds to mess with your opponents or maybe help yourself. Protect your beard with Beard Balm and Bibs.

YOU CAN GROW A BODACIOUS BEARD!

Components:

- 5 player boards
- 237 cards
- 107 Tokens
- 22 Crumb pieces

DUCT TAPE ROLL

30-45
MINUTES

1-4
PLAYERS

LUCK: ■■■■ □
STRATEGY: ■■■ □ □
COMPLEXITY: ■ □ □ □ □

**PRESS-YOUR-LUCK, DICE ROLLING,
CRAFTING, INTERACTION, HIGHLY THEMATIC**



Duct Tape Roll is a dice game inspired by *The Red Green Show*. Roll your dice to collect parts like appliances, tools, and vehicles along with plenty of duct tape. Send Harold out on errands and hope he finds what you need. But watch out for explosions! Too many and you'll just be collecting scraps.

You're working on some ingenious handyman projects, like a One-Man Water Heater Submarine, a Chainsaw Moped, and a Stretch Limo. You can also acquire useful tools, like the Possum Van, Bill's Overalls, and a Duct Tape Dispenser to help you manage your junk and make good use of the handyman's secret weapon.

Duct Tape Roll can easily be re-themed to a generic handyman competition if the *Red Green* license is unattainable.

On Your Turn:

1. Choose Dice to Roll

- Keep or re-roll Parts & Duct Tape
- Send Harold on Errands - Pass them to the next player to roll and resolve.
- Watch Out for Explosions - Gain 3 and your turn ends.

2. Collect Earnings

- Collect Scraps if you got 3 Explosions.
- Collect Parts & Duct Tape if you didn't explode.

3. Maintain Existing Projects - Each project uses some Duct Tape to maintain.

4. Complete New Projects - If you didn't explode, spend Parts and Duct Tape to complete new Handyman Projects.



Features

- Hilarious, accessible theme
- Highly interactive dice play
- Engaging choices
- Simple to learn



Harold:

When you roll a Harold you'll send him out on an errand. Pass any Harold dice to the next player to roll. They'll either find the parts Harold is looking for, gain some Duct Tape for themselves, cause an explosion, or send Harold on to the next player.

Harold keeps everyone involved on every turn!



Components:

- 7 custom dice
- 36 cards
- 4 player boards
- 5 trackers per player
- 40 tokens
- 1st Player token



Go Make A Hike

30-60
MINUTES

1-4
PLAYERS

LUCK: ■■■■
STRATEGY: ■■■■■
COMPLEXITY: ■■■■

**TILE LAYING, DRAFTING,
PATH BUILDING**

Semi-Finalist in the
McMeeple Gateway to
Games Design Contest by
The Game Crafter



Go Make a Hike is a competitive tile drafting and placement game for 2-4 players (with a solo mode) about building the perfect hiking path. Each round, players will draft either a Trail or Destination tile to add to their Trail System. Destinations require certain features along their trail: Water, Flowers, Wildlife, or Viewpoints.

As players work to build the perfect hike their trails will grow and spread across the table in an impressive display of nature's beauty!



Features:

- Tactile play with tiles and tokens.
- Inviting theme and great table presence.
- Simple rules, fast setup, low downtime.
- Enjoy the outdoors from your game table!
- Solo mode included - no additional components.

Components:

- 64 Domino Tiles (50mm x 100mm)
- 24 Square Tiles (50mm)
- 12 Objective Cards
- 70 Cubes or Discs (10-15mm)
- 1 Cloth Bag
- 1 1st Player Marker



Les Petits Pirates

45-60
MINUTES

1-4
PLAYERS

LUCK: ■■■■
STRATEGY: ■■■■
COMPLEXITY: ■■■■

ACTION SELECTION, PICK-UP & DELIVER,
VARIABLE TURN ORDER, DICE MANIPULATION

*A Game of Piracy, Plunder,
and Buried Treasure*

Winner:



2015 BGG MicroGame PnP Contest
(2nd People's Choice, 3rd Overall)

Use action selection and dice manipulation to plunder, attack, and sail the seas.
Bury enough treasure to enjoy a decadent pirate retirement!

Spend Gold & Resources to
Manipulate Your Dice and
Choose Your Ships' Actions

Expand Your Fleet

Sail the Seas

Bury Treasure

Plunder Gold and Resources

Attack Your Opponents

Each round players roll and assign action dice to their ships. Then, in order from lowest to highest die value, players take actions, spending resources to adjust die values. The first player to successfully bury twenty gold coins is the winner.

Components:

- ♦ 2-6 Map Boards
- ♦ Coin Tokens
- ♦ First Player Token

Per Player:

- ♦ 3 12mm Dice
- ♦ 1 16mm Die
- ♦ 3 Ship Tokens

MiniSkull Quests

45 MINUTES	2-5 PLAYERS	LUCK: ██████ STRATEGY: ████ COMPLEXITY: ████
DICE ROLLING, PRESS-YOUR-LUCK, TAKE THAT, TABLEAU BUILDING		

Big Quests
Big Excitement
Mini Game



Draw cards until you have the Quest you want!

Events may change your Quest unexpectedly.



Use your opponents' Heroes on your Quests!

Sacrifice points to use Artifacts and Equipment that mess with your competition.

A Card and Dice Based Press-Your-Luck Game



Draw cards to go on the perfect Quest.

Roll the dice to determine success or failure.

Use Equipment, Artifacts, and Skills to help you succeed.

Use Equipment, Artifacts, Skills, and Curses to affect your opponents.

Components:

- 6 Custom D8 Dice
- 2 Custom D6 Dice
- 1 Custom D10 Die
- 179 Cards

Features:

Fast Play: Game length doesn't vary with player count!

The game ends when the Quest deck runs out.

Little Downtime: Player interaction keeps players engaged!

Mild take-that mechanics encourage player interaction.

Excitement: Dice and cards provide interesting choices and interactions! Events keep quests unpredictable and exciting.

Simple: Learn and start playing in just a few minutes! Turns are fast and easy. A great filler or intro game.

Survive and out-Quest the competition to win!

Learn more about the **MiniSkull Games** series!



A growing collection of GJJ Games designs with a shared theme, small size, fast play, easy rules, and unique mechanics.



PHARMACOLOGY

30-90
MINUTES

1-5
PLAYERS

LUCK: ■■■■
STRATEGY: ■■■■■
COMPLEXITY: ■■■■■

**DICE DRAFTING, ENGINE BUILDING,
WORKER ALLOCATION, ACTION CHAINS**



2017 Manhattan Project Dice
Game Contest by Minion Games



In Pharmacology, lead a pharmaceutical company to success by developing the most lucrative drug treatments and vaccines.

Each turn is a puzzle to solve. How do you maximize your workforce and resources with the dice available to you in the dice pool? Deftly manipulating your drafted dice can create exciting action chains that make for huge turns!

Drafted dice can be used to power locations to generate temporary workers, medical supplies, resources, and money, which can then be used to power other locations to research drugs and vaccines so you can treat diseases to earn points. Outreach Programs provide abilities that can further increase your engine's potential output.

Features:

- Unique dice drafting, dice allocation, and action chaining mechanics.
- Simple to learn, but complex puzzles result in feelings of accomplishment every turn.
- Interesting interactions provide layers of depth.
- Build-up to amazing turns with action chains.
- Solo Automa provides a challenging competitor that gives the feel of a multiplayer experience. The Automa can defeat you!



Components:

- 10 Custom Dice
- 5 Player Boards
- 10"x10"
- 55 Cubes
- 50 Tokens
- 1" circle
- 90 Cards
- poker size

Includes Solo Automa!

REFERENCE

- Spend \$1 per Die in the **Die Pool** to Re-roll All Dice (start of turn only)
 - Re-roll 1 Die (Group new or old result) to initiate Disrupted Outreach Program (plus program cost)
 - Buy Medical Supplies - Buy Unused **Die** (x Only)
 - Settle Lawsuit (ADVANCED)
 - Upgrade Location - Buy 2 Samples
 - Pay Out - Lateral Verdict (ADVANCED)
 - FEDERAL GRANT

Polyhedral Potions

30-45
MINUTES

1-5
PLAYERS

LUCK: ■■■■
STRATEGY: ■■■■
COMPLEXITY: ■■■■

**ROLL & WRITE, DICE DRAFTING,
DICE MANIPULATION**



A Dice Drafting Roll & Write Game of Potion Crafting with Polyhedral Dice.

On your turn you'll complete three steps:

- Draft** Ingredients and mark them on the Ingredients chart on your score sheet.
- Craft** a Potion by combining the drafted Ingredients. Mark that on the Potion chart (if the Potion has already been marked you craft a Poison instead - mark a Poison Skull).
- Use** the Potion (or Poison) as a Distillation or Fulminate. Mark the value in the appropriate box on the chosen track.

Features:

- Roll & write with polyhedral dice!
- Quick to play, easy to learn, but lots of choices.
- Player interaction for up to 5 players, or play solo!

Score points by earning Stars and making Distillations and Fulminates.



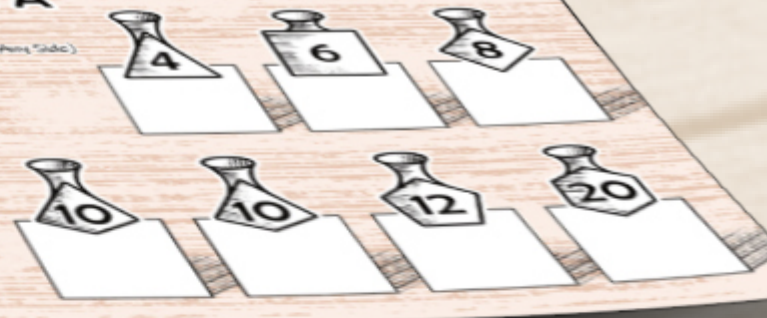
Polyhedral Potions

Ingredient Shelf A

D4 Subtract
 D6 Flip Ingredient (D4 - Any Side)
 D8 Reroll Ingredients
 D10 Draft Again
 D12 Refresh Shelf
 D20 +/- 1 or 2

On Your Turn:
 1. Draft Ingredients
 2. Craft Potion (or Poison)
 3. Use in Distillations or Fulminates

= 10 or 0



Ingredients



Potions



Poisons



Distillations



Fulminates



Score 18 + 23 + 2 + 40

Components:

- 5 dry-erase score sheets
- 1 ingredient shelf
- 5 dry-erase markers
- 1 set of seven polyhedral dice



A growing collection of GJJ Games designs that use a set of polyhedral dice as a central component.



RACE to the MOONS

60-150
MINUTES

1-5
PLAYERS

LUCK: ■■■■
STRATEGY: ■■■■
COMPLEXITY: ■■■■

**DICE DRAFTING, ENGINE BUILDING,
WORKER ALLOCATION**

Make the Next Giant Leap



Semi-Finalist in the *Big Box Challenge* by The Game Crafter
Winner of the July 2015 BCG 24-Hour Design Contest



Race to the Moons is a worker placement game for 1-5 players about researching technology, building rockets, and interstellar journeys. Be the First to Colonize the Moons of the Gamma Leporis System

Features:

- High Player Interaction
- First Worker Bonus Mechanic
- Strategic & Thematic Choices
- Dice Rolling with Risk Mitigation
- Multiple Paths to Victory
- Little Downtime
- Worker Placement Builds to an Exciting End Game!

Deploy your workers to manage Money, Resources, and Public Opinion. Conduct Research, activate your Factories, operate Mission Control, and Invest in your future. Be first to use a location each round to gain a bonus.

Launch Your Rockets! Every stage of the mission has some risk and excitement from the roll of the technology dice!

Train your crew to improve your chances of success.

Research technologies for each stage of the mission:
Journey, Arrival & Landing, and Colonization.

Game Components:

- | | |
|---------------------------------|------------------------------------|
| -1 Game Board | -35 Tracker Cubes |
| -1 Reference & Scoring Board | -30 Research Cubes |
| -1 Production Outsourcing Board | -2 D6, 4 D8, 2 D10, and 3 D12 Dice |
| -5 Player Boards | -Money |
| -60 Worker meeples | - \$1, \$5, \$10 Denominations |
| -50 Rockets | -35 Save the Day Tokens |
| -5 Research Drones (Discs) | -1 First Player Marker |
| | -84 Poker Sized Cards |

Build Rocket Ships, Research Labs, Factories, Launch Stations, Research Drones, and more!

TRICK BUILDERS

A Unique Blend of Trick-Taking and Deck-Building

Build a powerful hand so you can win tricks, but be careful. What helps you this hand builds the common deck that will be available to everyone in the next hand.

30-45
MINUTES

2-6
PLAYERS

LUCK: ■■■■
STRATEGY: ■■■■
COMPLEXITY: ■■■■

**TRICK-TAKING, DECK-BUILDING,
CARD DRAFTING**



In the **Trick Phase** players will win tricks that will earn them points and give them purchasing power.

In the **Purchasing Phase** players either draft or purchase advanced cards with powerful effects to bolster their hand for the next round.

However those advanced cards will then go into the common deck to be dealt out to everyone in subsequent rounds.

Two Play Modes:

Standard Game - Draft cards to build your hand and the common deck.

Advanced Game - Use Gold earned from won Tricks to purchase cards that build your hand and the common deck.



Features:

- Unique Blend of Familiar Mechanics
- Mild Take-That
- Card Abilities Create Interesting Interactions
- Strategic Choices
- Fast Paced

12 of Hearts is winning.

Do you play your *9 of Spades* to change the Lead Suit to Spades and win the Trick? It's worth at least 5 points.
Or dump your *Zero* and stick someone with -3 points?

"One of the top three games I played all weekend!"
JT Smith - The Game Crafter
At Protospiel Milwaukee, 2018

2-4 Player Components:

- 82 Poker Cards
- 1 Score Track
- 4 Score Markers
- 1 Round Marker
- 40 \$1, \$2, \$5 Tokens

5-6 Player Components:

- 22 Poker Cards:
- 2 Score Markers