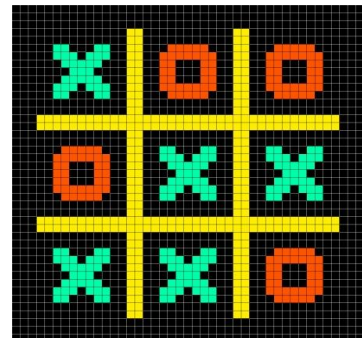


3D Naughts and Crosses

Objective: Get three of your symbols to line up either in a row, column or diagonally.

Instructions:

1. Ensure that all pieces of the game board are present.
2. Each player takes turns in placing their pieces into the platform of the board.
3. Once one player can line up three of their symbols, they win!





Cathedral

Objective: Place as many of your pieces on the board as possible.

Instructions:

1. Ensure that all pieces of the board game are present.
2. Start by deciding where to place the cathedral on the board.
3. The players then take turns to place their pieces on the board.
4. If a player surrounds an opponent's piece, the opponent's piece is removed from the board. These pieces mustn't be diagonally connected.
5. If a player forms a boundary with the outside of the board, only they can place pieces within those boundaries.
6. The cathedral can also be moved if surrounded.
7. When no players can fit anymore pieces on the board, they count how many spaces they have left on their pieces and the player with the lowest wins.



Labyrinth

Objective: Collect all your items on the board and return to your starting square.

Instructions:

1. Ensure that all pieces of the game board are present.
2. Set 34 pieces on the board randomly with the 35th piece to the side.
3. Place each player on opposite corners.
4. On the players first turn, they draw a card which tells them what the first item they need is. They then take the spare tile piece and push it into any row marked with a yellow arrow.
5. The player can then move their character whichever way they choose along a path.
6. If a player falls off the board due to these moving rows, they are placed on the new card.
7. Players will then draw a new card once they have collected their previous item.
8. Once the player has gathered all their items, they should head back to where they started.





Quoridor

Objective: Get your pawn to the opposite side of the board

Instructions:

1. Ensure that all pieces of the game board are present.
2. Place your pawn in the center square on your side of the board.
3. On each turn, a player can move their pawn (Forward, Back, Left or Right) or place a wall.
4. Walls must be placed between squares and fully block 2 squares from 2 others.
5. You cannot block all possible paths for your opponent to your side of the board.
6. You can jump over your opponent's pawns and if there is a wall behind them you go to their left or right instead.
7. You cannot jump over a wall to jump over a pawn.
8. The first player to get to the other side of the board wins.





River Crossing

Objective:

Get your hiker safely across the river without falling into the river below.

Instructions:

1. Ensure that all pieces of the game board are present.
2. Choose a template card and place it on the board.
3. Fill in the stump pieces onto the board and template.
4. Place the planks over the shadows on the river and place your hiker at the start.
5. Players can move the magnetic hiker and he can carry planks.
6. The hiker can carry planks across the other planks and or rotate a plank around a stump.
7. Once the player gets their hiker to the other side, they win.





Rush Hour

Objective:

Get your car out of the traffic and to the opposite side of the board

Instructions:

1. Ensure that all pieces of the game board are present.
2. Arrange the game board to fit one of the templates found on the supplied cards.
3. You can move any car forwards or backwards on the board.
4. Try to move your car to the other side of the board in as few moves as possible.





Tak

Objective: Create a road from one side of the board to the other first.

Instructions:

1. Ensure that all pieces of the game board are present.
2. Players randomly choose who starts first and, on both players' first turn, they place one of their opponents' stones faces down on the board wherever they wish.
3. After this, every turn a player can place a stone standing, flat or a capstone or move a stack.
4. Stones may be stacked on top of flat stones, and these stacks can be moved on each turn. For every space they move, they drop the bottom stone. Stacks can only be moved by the player with the stone on top.
5. Players can only move 5 stones at a time in a stack.
6. Players cannot move or create stones diagonally.
7. Capstones can flatten any standing stone.
8. If the board is full or out of pieces the flattest stones on the board win.





Quarto

Objective: To complete a line with four pieces that are similar by one common characteristic either size(tall/short), color(light/dark), shape(square/circle) and density(solid/hollow).

1. Arrange the 16 pieces beside the board.
2. A dice is thrown to see who goes first.
3. The first player selects one of the 16 pieces and gives it to the opponent.
4. The opponent places the piece on any available place on the board and then selects a new piece for the other player – players alternate this way.
5. If a player does a line of four pieces with at least one common characteristic, they must call Quarto to win! E.g. four-square shaped pieces.
6. If the player makes a valid line but does not notice it and passes a piece to the opponent, the player can call quarto at any moment and win the game.





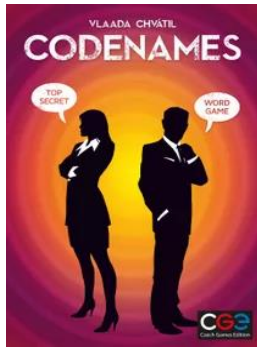
Pylos

Objective: Players take turns placing a sphere on the playing board, eventually building a pyramid. By taking advantage of certain rules, you can slow down the number of balls you use from your supply. The winner is the player who can place the last ball on the top of the pyramid.

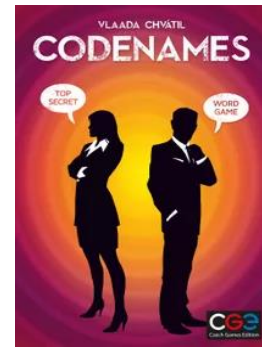
Setup: Place the board in the middle of the table. Each player receives the 15 balls in their color and places them on the border of the board. Players can randomly determine who starts first.

1. Each player, at the beginning of the game, places one of their balls in one of the hollows on the board. Play continues in this order, placing one ball each turn.
2. When a square made of four spheres exists on the board or at higher levels at the beginning of a player's turn, a player may choose to stack one of his spheres on it.
3. They may use a sphere from their reserve, or they may use a sphere from the board and stack it on top of the square, thus limiting the number of balls they take from their reserve. Of course, a player can only take a ball from the board if it is not supporting any other balls on top of it.
4. A player who makes a square completely out of their own color (4 balls) immediately takes back one or two of his spheres from the board and places them back into their reserve. They may take back the ball that they just played which completed the square.
5. The winner is the player who places their last sphere on top of the pyramid.



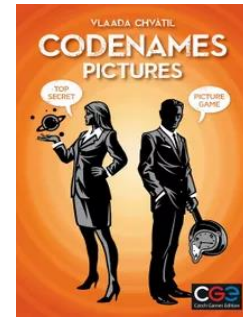
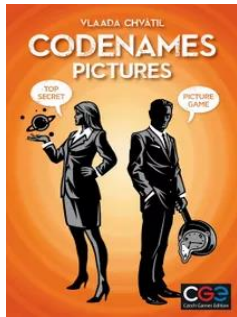


Codenames



Objective: Spymasters, know the secret identities of 25 agents. Field Operatives only know the agents by their codenames. Compete in teams of 2 or more to see which team can contact all their agents first. These teams can be made of up to 4 people. Instructions:

1. Lights around the edge of the key show which team starts. This team has 9 agents to find, the other has 8. The Field Operatives must try to guess words of the right color and avoid the ones belonging to the Spymasters.
2. On the first turn, the Spymasters give a clue to the Operators to help them find each of their own agents.
3. Spymasters give 1-word clues that can point to more than 1 word on the board. The word should be something that relates to one of the codenames on the table belonging to that team. The number should relate to how many visible codenames are associated with that word.
4. Once the clue is given, Spymasters must keep a straight face, and not give any additional hints - verbal or otherwise!
5. To guess, Field Operatives point to a word on the board. A correct guess allows the team to choose another word.
6. If a bystander is chosen, the turn ends, and the card pointed at is covered by a bystander card. This is the same case if the team chooses an agent from the opposite team, except this time an agent of the other team's color covers that card. If Field Operatives choose the assassin, they instantly lose the game.
7. If the Field Operative is unsure of what to guess, they can pass their turn to the next team.



Codenames Pictures

Objective: 2 rival Spymasters know their agents' secret identities. Field Operatives only know the agents by their codenames. Compete in teams of 2 or more to see which team can contact all their agents first. If either team contacts the assassin, they lose!

Instructions:

1. One member of each team is the Spymaster. The other team members are Field Operatives. Spymasters and Field Operatives must sit at opposite ends of the table.
2. Place all agent, bystander, and assassin cards near the Spymasters.
3. Pick any 20 picture cards and place them in a 5x4 grid on the table. Each picture represents a location in the game.
4. Pick any key card and place it in the stand facing the Spymasters.
5. Lights on the sides of the key show which team starts. The starting team has 8 agents to find, while the other has 7.
6. The starting Field Operative receives the double agent card.
7. The Spymaster must give a secret message to their Field Operative. The clue must take the form of a single word and number. The number represents how many pictures are associated with the given clue. The Spymaster must not give any other hints – verbal or otherwise!
8. Field Operatives guess by pointing to a picture. If they touch a picture of their own team, the Spymaster must cover it with an agent. A correct guess allows the team to guess again. If Operatives point to a bystander or agent of the opposite team, then their turn ends, and the picture is covered with a bystander or agent. If they point to an assassin, they lose the game.
9. A team must make at least 1 guess, but they can choose to stop at any time if they are not sure what to choose. At most, they can have 1 more guess than the number given, and this extra one is normally used to pick up previous clues that they may have missed earlier.



Concept



Objective:

Guess a concept through a series of associated icons. A team of two players choose a word or phrase that the other players need to guess.

Instructions:

1. Make sure all parts of the game are altogether before setting up!
2. Place the icon game board in the center of the table. Shuffle the deck and place it face down.
3. Create a pile of 12 Double VP tokens, and one of lots of Single VP tokens. Place pawns and cubes in the bowl.
4. Form 2 teams; both teams are formed by 2 players who are neighbors at the table
5. Use cubes of the same color to clarify the main concept. You can also choose to create sub-concepts with additional pawns and cubes.
6. The 1st correct guess earns that team 1 Double token (worth 2 VP tokens). Each team member whose word was guessed gets 1 Single token (worth 1 VP token).
7. The next 2 players (in the clockwise direction) choose a new word. Team members can say 'yes' to good answers but cannot directly communicate anything else.
8. The order of the cube placement matters; team
8. The order of the cube placement matters; team members can discuss with each other to decide where to place cubes for maximum clarity.
9. In this game, players can place cubes freely without waiting for their turn. Team members can collaborate at the same time. There is no limit to the number of pawns or cubes one can use to convey a concept.
10. If other players cannot guess the concept, a 3rd player (not already in the game) can join in to provide extra clues. If no one guesses correctly still, then no points are awarded for that round.
11. The player helps summaries explanations for universal icons used. These icons represent various concepts, emotions, and ideas.
12. Continue the game until a point goal is reached. The team with the most points wins!