Name	Designer	Number of players	Contents	Setup	Gameplay	Endgame	Scoring
Babel	Uwe Rosenberg, Hagen Dorgathen	2	* colour 1 x value 10 (temple card) * colour 2 x value 9 (temple card) * colour 3 x value 8 (temple card) * colour 4 x value 7 (temple card) * colour 5 x value 6 (temple card) * colour 6 x value 5 (temple card) * colour 7-11 x value 1-12 (tribe card) * colour 7-11 x value K (territory marker) * 2 colour x 1 chip (or coin)	* Each player take a level 1 temple card and place it face-up to start temple column. This level 1 temple card must be played in the first turn. The rest form the temple draw pile. * Deal 5 cards from tribe draw pile to each player.	Player performs these in sequence * Draw 3 tribe cards * Take actions * Draw and place 2 temple cards in his column, larger level first. He needs to announce the number of cards he has if he has 4 or more tribe cards. Actions, in any order, are 1) Move - Play tribe card to tribe discard pile and move figure to corresponding colour territory 2) Settle - Play tribe card on his side next to the territory where his figure stands 3) Build temple card in his side of territory where figure stands. Take temple cards from either player's column. Build in order, 1, 2 to 6. Max level possible equals to number of his tribe cards in that territory. 4) Migrate (once per turn) - move topmost 3 tribe cards from 1 territory to another 5) Skill - discard 1 of set of 3 consecutive tribe cards after using the tribe's ability in territory where figure stands Assyrians – Destroy Temple: place opponent's temples face down on top of temple draw pile Hitites – Rob Temple Level: place opponent's topmost temple on your temple, can skip level. Tribe card including discarded must be equal or higher than the stolen temple level. Medes – Emigrate: discard all tribe cards from 1 tribe from opponent Sumerians – Switch Sides: steals all tribe cards from opponent that match his topmost tribe card Persians – Jump a Level: jump 1 temple level All - opponent discard half his cards, rounded down	1) >= 15 total temples levels and opponent has < 10. 2) Highest total temple level if the last temple card is drawn 3) >=15 total temples levels and opponent has >=10. Then enter into End-phase. Victor is first to 20 total temple levels, or loser is first to fall below 10.	
Bali	Uncredited	1 to 4	* letters 1-108 * 2 x joker	* For 1 player, use only 54 cards. * Deal a panel of 7/7/5/4 for 1/2/3/4 players. Each panel or column allows words to be formed downwards.	* Player may move the cards to make words or parts of words. Once a column (>1 card) is formed, they have to be moved together. When a panel has no cards (open), fill it with top card of draw pile at the end of turn. * Completed words are removed from game whenever desired. When word is removed, score points equal to the sum of the letters times the number of letters. Removing word count as 1 move. * Player may only build on one of his columns in his panel. * When last card from draw pile is dealt, every move onwards must result in a completed word.	* All players have no more moves to make.	* Any player with no cards left in his panel (Balied) triples his final score. Bali only applies if the draw pile is depleted.

Name	Designer	Number of players	Contents	Setup	Gameplay	Endgame	Scoring
Chaos	* Pietro Valentyne * Francois Valentyne * Rant Valentyne * Sly Valentyne	3 to 5	* colour 0-3 x value 1-13 (Spectrum card) * colour 10 x value 1-4 (Order card) * colour 11 x value 1-2 (Chaos card)	Deal all cards to every player plus one dummy player. The dummy player hand is the draw pile.	* If there are 5+ cards in the discard pile, the player chooses and takes 1 card from the discard pile, then followed by the next player until no cards left. Resolve any laws before proceeding to next player. * Player draws a card. * Player can do 1-3 of below Actions, in any order and combination 1) Seek: Ask another player for a card. Reveal your desired card from your hand. If he does not have, player must discard 1 card. If player Seeks successfully 3 in a row, other players take turn to discard one of their cards. 2) Trade: Exchange a card with another player face-down 3) Battle: All players choose a card and reveal simultaneously. Order cards (14), Spectrum face value, Chaos (0). If 2 chaos meet, return them to owners' hands. Other non-unique cards go to discard. Highest number takes all cards. * Player may place 1+ sets on the table any time before or after an Action. If he draws a card subsequently that matches his set, it negates the set. Place the 4th card in the set face-down to indicate it scores 0 points. * Discard 1 card. There are 3 Laws 1) Force of Chaos: Discard all Order cards if player gets a Chaos card. Resolve when player gets a card. 2) Surrender of Order: If all 4 Orders are in the pool , the round ends. Resolve when a player discards. 3) Spin of Chaos: When a Chaos card is discarded, all players put their cards face-down. * The discarder chooses a direction to pass the cards around. Discarder chooses when to stop the passing. Do not look at the cards while passing. * If any set of 4 spectrum cards is in the discard pile, remove them from the round. * If player has 3 Order cards, he can Declare Order during his turn, or Reveal Order during opponent's turn. Then the round ends.	* All 13 sets of Spectrum are on the table. * A player has no cards left. * A player declares, reveals or surrenders order. * Player 2nd round until there is a winner with at least 13 points.	Player with highest points (at least 13) wins. * Spectrum set, 3 cards on table: 1 pt * Spectrum set, 3 cards on table, 4th card in hand: 0 pt * Spectrum set, 4 cards negated on table: 0 pt Order set, 3 cards in hand: 3 pt Order set, 4 cards in hand: 0 pt Revealed Order: 4 pt Declared Order: 5 pt Chaos card, 1 or 2 in hand: 0 pt for whole round regardless of spectrum sets

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Circus Flohcati	Reiner Knizia	3 to 5	* colour 0-9 x value (number card) * colour 11 x value 1-9 (action card)		* A player may reveal top card of draw pile and place face up in common area, and repeat. If the revealed card's colour matches the colour of any cards in play, discard the revealed card in discard pile and he cannot take a card. * Player must take a card to end his turn. * Before ending the turn, player may form trios from his hand (3 cards of same value) or call a gala show (at least 1 card of each colour). * Action cards: 1-3=Choose and keep an opponent's colour card, face up. 4-6=Random keep an opponent's colour card, face up. 7-9=Reveal cards until a card matches in colour, discard this card. Then player chooses a card to keep. Repeat until a new action card is played.	A player calls gala show or when a player who reveals the last card from the draw pile ends his turn.	Trio=10pts, Gala show=10pts, highest value of each colour
Coloretto	Michael Schacht	3 to 5	* colour 0-6 x value 1-9 (colour card) * colour 11 x value 1-10 (+2 card) * 3 x joker (wild card) * colour 10 x value 1-5 face down (row card) * 5 score reference card * 1 end of round card (actual playing card rotated 90)	* Put num of row cards in common area equal to num of players. * Each player gets 1 card of different colour. * For 3 players, remove 1 colour.	* A player must either 1) Draw a card and put on a row 2) Take a row, provided the row has at least 1 colour card and stay out of the round * Once all players took a row each, put all row cards back and start again Following the player sequence from last round.	Once the last 15th card is drawn, discard and draw again. That round is the last round.	Top 3 rows with most cards get positive points, the rest of the rows get negative points * 1 card = 1 pt * 2 card = 3 pt * 3 card = 6 pt * 4 card = 10 pt * 5 card = 15 pt * >=6 card = 21 pt * +2 add 2 points * Wild cards can represent any colour
Corsari	Leo Colovini	2 to 4	* colour 0-9 x value 1-11	* Deal 12 to each player * Deal 7/8/9 cards face up in a column for 2/3/4 players * These cards are the Tavern, top-most card is the Tavern colour * Reveal top card from draw pile as discard pile.	* A player must either draw card from draw pile, discard pile or top most Tavern card. * Then he discard 1 card.	A player sets sail: Discard 1 card face-down, divide the rest into prisoners (Tavern colour), crew (diff numbers, at most 2 colours), stowaways (total value). Other players can do the same, and add to the ending player crew (same player cannot add same number)	Any player with more total value than ending player records the value as -ve. When less or equal, the value is +ve and the stowaway cards go to the ending player. If ending player has less than all other players, he has no penalty. Else, he has -10 plus his stowaway and those received from others as negative points. Last person to cross over 100 penalty points win.

Name	Designer	Number of players	Contents	Setup	Gameplay	Endgame	Scoring
David Goliath	Reinhard Staupe	3 to 6	* dice 1-5 x value 1-18	* For 3/4/5/6 players, use 1-9/1-12/1-15/1-18 cards. * Deal 15 to each player	* Each player must follow the colour if able to. * Last highest number goes to the player who played the last lowest number. The rest goes to the player who played the highest number. * All captured cards are arranged, face-up and visible * Winner begins next trick.	All cards are played	If player has 1-2 cards of a colour, add face value. If > 2 cards, 1 pt/card. Add all points for total score
Deuce	Uncredited	2 to 6	* colour 0-3 x value 0-10 (number card) * 6 x joker (rainbow card) * colour 10,11 x value K (X card)	* Deal 6 cards to each player * Each player places 2 cards in front of him face-up, that must match by colour or number	* A player must play a card on any one of the discard pile, such that it matches in colour or number next to it. * Rainbow card can be matched by any card. X card can only be matched by Rainbow card or X card. No card can be placed on the X card until it is matched. * Player is allowed to draw from draw pile, but a card must be played in the end.	* A player plays his last card and his score is equal or higher than all others. * If the score is lower, he draws a card at end of turn.	* Winner gets 10 pts plus combined values of cards in other players' hands. * In case of tie, player who goes out first wins. * Rainbow and X cards score 0.
En Garde	Reiner Knizia	2	* colour 0-4 x value 1-5 (number card) * 6 x face down cards (to form a board with steps 1-23) * 2 colour x 1 chip	* Deal 5 cards to each player * Place 1 chip each at step 1 and 23	A player can either * move his fencer. Can advance or retreat. Cannot move off board or over opponent. * attack. When advance lands on the opponent's position. Play one or more cards of same value to strengthen attack. Opponent can parry by playing same set of cards, but does not replenish hand. * advance and attack. Similar to attack, except you play a card to move first once. Opponent can parry or retreat. If retreat, opponent's turn ends. * If attack is successful, round ends. * Replenish hand to 5 cards.	A player cannot defend an attack, or cannot make a legal move, or last card of draw pile is drawn.	The player who attacks successfully wins the round. F no one attacks successfully, player who has more cards that can attack wins. Else, the player who moved furthest down the board wins. Else, draw. Play for 5 rounds.
Escalation	Reina Knizia	2 to 6	* 1/5/6/6/6/6/5/4/3/3/2/2/2 x value 1,2,3,4,5,6,7,8,9,10,11,12,13 * colour 0-1 x value K (neigbourhood watch) * 3 x joker (wild)	* Deal 6 from draw pile to each player.	* A player must either 1) Play >=1 cards and announce total value. If there is more than 1 card, these cards must have the same value. Total value must be higher than previous player. Wild cards are any value from 1-7. 2) Play neighbourhood watch. Announce value same as that of previous player. * Then draw to 6 cards hand. * If unable or unwilling to play a higher total, collect all cards and place face-down in a stack in front of you. Then play >=1 cards.	A player plays his last card. Other players add their hand into their face-down stack.	Player with fewest card in their stack wins.
Fiasco	David Pubrat	2 to 6	* colour 0-5 x value 1-8,K	* Deal 6 cards to each player and keep the remaining cards out of game. * Each player choose a colour * 5 is Fiasco, K is King	* No trump play. Do not have to follow suit. * Cards of own suit or Kings goes to collection pile face up in front of player, the rest go to discard pile. Winner leads the next trick. * When a trick has a Fiasco, the winner loses a card from his collection pile for each Fiasco in the pot. * King is the highest. * If there is a tie in a trick, play another trick until winner is determined. * Deal another 6 when hand is depleted. If sufficient cards, deal equal number of cards to each player and discard the remaining.	Deck is depleted 3 times	2 pts for own suit card, 1 pt for each king, 10 pts for 6 kings, 20 pts for all 7 suit cards.

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Five Crowns	Marsha J. Falco	2 to 7	* dice 1-5 x value 3-K * colour 11 x value 1-12 (joker)	* Deal 3 for first hand, 4 for second hand, 13 for last hand * 3s are wild for first hand, 4 are wild for second hand etc * Reveal a card as the discard pile	* A player must either draw from draw pile or discard pile. Then discard a card. * If possible, he goes out by laying out all cards in combinations, with 1 card left. Lastly, he discards 1 card. * Runs are consecutive numbers in same suit, books are same numbers in different suits.	A player goes out. Other players have 1 last turn where they will lay down all the runs and books and discard 1 card.	Score is the sum of remaining cards in hand. Wild = 20 pts, Joker = 50 pts. Play for 11 rounds. Lower score wins.
Foil	Frederick A. Herschler	2 to 4	* letters 1-156 (actually 2 x 108)	* Deal 10 cards to each player from draw pile. * Reveal top card of draw pile as discard pile.	* Player must either 1) draw 1 card from draw pile 2) draw consecutive cards from discard pile * Then he discards 1 card. * A player can go out by using all his cards to form words. The words must include at least 1 with 5/6/7 or more letters for round 1/2/3. Also, words must contain minimum of 4 letters. Plurals (ending with s) may be used if the word uses 6 o rmore letters. Violation of these rules gets -10 points. * He may go out at any time during his turn. If before draw, he cannot discard. If after draw, discard is optional. * If player does not have word of required size before going out, he gets -15 points. * After going out, all players may rearrange their cards to use as many cards to form words. The player who goes out may also do so, but must retain at least 1 word of required size. * Then every player reveal their scrambled words. Any remaining used cards score -1 point each. * Each player writes down his own words (can be more than 1 word per set of cards) under his name, then attempts to unscramble other players' words in a fixed time. * 5 points score for unscrambling a word different from the player's word. -10 points if the unscrambled word violates any rules.	* 3 rounds are played.	* Players total their score for 3 rounds. Highest wins. Word formation * Bonus letter: 5 * Other letter: 2 * Violation: -20 Unscrambling * Each letter: 1 * Violation: -10 * No solve own: -10 Bonus * Knock (0 unused): 15 * Others (0 unused): 10 * 4 or more words: 5 * 1 word, all cards: 10 * Unsolved words: 10
Gang of four	Lee Yih	3 to 4	* dice 1-3 x value 1-10 * 1 x joker (multicolour 1) * colour 2,4 x value Q (phoenix) * colour 0 x value K (dragon)	* Deal 16 cards to all players. For 3 players, deal to a dummy player. * Player with multicolour 1 starts first. For subsequent rounds, the winner of previous round starts first. The direction of play alternates between clockwise and anti-clockwise.	* Play daidi, putting cards in combination of 1,2,3,4,5. * Red > Yellow > Green * Player with last card must declare, else he cannot play his last card. He adds 1 penalty point at the end of the round. * Player just before player with last card must play non single cards if possible. * Dragon can only be played as single card. It is the highest card. Phoenix can be played as single or a pair (in a full house too). Yellow phoenix > green phoenix. * Multicolor 1 > all 1s. Can be any colour when part of a flush.	A player plays his last card	Remaining cards/penalty factor times cards left 1-7/x1, 8-10/x2, 11-13/x3, 14-15/x4, 16/x5

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Honeybears	Reina Knizia	3 to 5	* colour 0,2,4,6 x value 1-6 (walk cards value 1) * colour 1,3,5,7 x value 1-5 (run cards value 2) * colour 10 x value 1-11 (joker set) * 4 colour x chips (red, yellow, green blue bears)	* Discard 10/4 cards for 3/4 players. * Deal the rest evenly to all players. * Set up the running track. 14 spaces. 1St 7 spaces -1 value, 8-9th space 0 value, 10-11th space 1 value, 12-13th space 2 value, 14th space 3 value * Bears are placed at 1st space.	* Player plays a walk/run card, then moves the corresponding bear 1 or 2 spaces. For joker, he can move any colour bear any spaces. * A heat ends when a bear reaches the lat space (cave).	Number of heats equal to number of players are played.	* Player who finished a heat gets 6 points. * All players score for all their remaining cards. * Joker cards 0 points. * The colour cards score according to the location of their corresponding bears. * Each pair of walk scores 5x space value. * Remaining walk scores space value. * Each run scores 2x space value. * Player with highest score after all heats played wins. If tie, player with higher score for final heat wins.
Ka-ching	Horst-Rainer, Klaus Palesch	2	* dice 1-5 x value 2,3 * colour 0,2,4,6,8 x value 4,5,6 (point card) * 2 x joker (wild value 2) * colour 0-9 x value J ($1 cash card) * colour 0-4 x value Q ($2 cash card) * colour 0-5 x value K ($5 cash card) * colour 0-7 x value 10 ($10 cash card)	* Deal the Point cards face-up in 5 columns with 7 cards in each column, overlapping. * Each player gets a Joker face-up in front of him, and 5x$1, 1x$5, 1x$10 in hand.	A player must either * Buy 1 card (any last free-lying card) by paying the number on the Point card, then place it face-up in front of him. * Sell 2 cards of same colour and get money by mutiplying the 2 Point card values. Place these cards face down out of the game. Player may sell together with a wild card with value 2.	Only 2 columns left. Each player may sell 2 cards of same colour one last time.	Total money earned
Kakerlakenpoker	Jacques Zeimet	2 to 6	* colour 0-7 x value 1-8	* Deal all cards to all players.	A player chooses 1 card of a colour and pass to any player, stating the colour. That player can either 1) Accept the card: Declare true or false. If believe or doubt correctly, 1st player takes back his cards and place it face-up. If believe or doubt wrongly, player takes the cards and place it face-up. 2) Pass the card on: Peak at the card, then pass to another player. 2nd player must also state a colour. 3rd player has 2 options again. Passing can be done until card is passed to every player once. Last player only has option 1. * Whoever ends up laying the card face-up starts the next round.	* A player has 4 cards of same colour in front of him. * A player has no more cards in his hand to start a round.	Player with 4 cards of same colour in front of him or no cards in hand to start a round loses.

Name	Designer	Number of players	Contents	Setup	Gameplay	Endgame	Scoring
Kan U Go	Uncredited	2 to 7	* letters 1 to 58 * 2 joker (wild)	* Deal 12/11/10/9/8/7 cards for 2/3/4/5/6/7 players. * Remaining cards form the draw pile. Reveal top card as discard pile.	* Player may place 2-4 cards on the table to form words. For 6-7 players, 2-3 cards. * If unable to form words, he must discard 1 card then draw from discard or draw pile. Turn ends. * Not allowed to place S or ES to form plurals. * Kan U Go can be discarded for the win after forming a word or start of a turn. * When a player plays his last card (goes out), every player gets penalty points for the remaining cards in his hand.	A player gets 100 penalty points.	Player with least penalty points wins.
Keltis	Reiner Knizia	2 to 4	* colour 0,2,4,6,8 x value 1,2,8,9,10 * colour 0-9 x value 3,4,5,6,7 (common cards), K (End card) * colour 10 x value 1-11 (Point card) * colour 11 x value 1-9 (Wishing stone)	* Place wishing stones on the table, in order * Deal 8 cards to each player from the draw pile. * For 2 players, remove non-stone 30 cards.	A player must either * play a number card, either increasing or decreasing order, for a row without End card in front of him * discard a card into the corresponding dice suit discard common pile, or Point card discard common pile * discard 2 cards with same value and get the corresponding value stone * play a End card on a row with or without End card * play a Point card on a row with similar value top card, regardless of dice suit * play a Point card in a Point row without any order Then, draw a card from draw pile or the discard pile to 8 cards in hand.	* End cards played in any 5 rows. Last player who played end card does not draw cards. * Last card from draw pile drawn.	* Cards in row/points 1/-4 2/-3 3/-2 4/1 5/2 6/3 7/6 8/7 9+/10 * Each point card in a Point row is worth 1 point * Wishing stone/points 0/-4 1/-1 2/0 3/4 4/6 5+/10 * Winner with mos points wins.
Lexicon	Paul T. Haskell David Whitelaw	1 to 4	* letters 1-108 * 2 x joker (wild)	* Deal 10 cards to each player except for 5 players (9 cards). * For 2-5 players, used 54 cards. * Remaining cards form draw pile. Reveal top card as discard pile.	* Player places 2-4 letters to form a word that connects to other words on the table. * If player is unable to play, he must discard 1 card and take from top of discard or draw pile. The turn ends. * Not allowed to add S or ES to form plurals. * Jokers remain the letter they are chosen throughout the game. * When a player plays his last card (goes out), every player gets penalty points for the remaining cards in his hand.	A player gets 100 penalty points.	Player with least penalty points wins.
Lobo 77	Thomas Pauli	2 to 8	* colour 9-11 x value 2-9 * Sequence 11, 22, 33, 44, 55, 66 * colour 0-8 x value 10 * colour 0-3 x value J (minus 10), Q (x2), K (reverse) * 4 x joker (0) * 24 chips or 24 face down cards	* Deal 5 cards from draw pile and 3 chips to each player.	* A player must play a card on the discard pile, announce the total, then draw a card. * If the total is a doublet, discard a chip. * If the card is x2, the total remain unchanged but the next player has to put down 2 cards. * If the total exceeds 77, the player has to discard all chips. All cards are reshuffled, deal 5 cards to each player and new round is played. * A player is out of the game if he has no chips and has to lose 1 or more chip	Only 1 player has chips.	

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Loco	Reina Knizia	2 to 5	* colour 0-4 x value 1-6 * 5 colour x 5 chips OR colour 0-4 x value 10-K	* Sort the chips by colour on the table * 2 or 4 players, remove 2 cards * 3 players, remove 3 cards * Deal the rest evenly.	* A player places a card of same colour face-up in a stack next to the chips, then collect any chip * All chips and cards must be fully displayed.	6th card of any colour is placed	Each chip is worth the number of points on the top card of the stack.
Lost Cities	Reina Knizia	2	* colour 0-4 x value 1 (marker card), 2-10 (number card), J-K (multiplier card)	Deal 8 to each player. Place the 5 marker cards in a row between the 2 players.	* A player must either 1) Add a number card next to marker with same colour. Card's value must be larger than that of previous card. Multiplier cards can be placed first prior to other cards, up to 3 possible. Multiplier effect for a row point is 2/3/4 for 1/2/3 multiplier cards. 2) Discard a card on top of marker card with same colour. Then player draws card from draw pile or discard pile. Player may not draw the card he discarded this turn.	Player draws the last card from draw pile.	The point for each row is -20 plus all the numbers. Final score is the sum of all row points.
Mahjong		4	* dice 1,2 x 1-9 (Wan zi) * dice 3,4 x 1-9 (Suo zi) * dice 5,6 x 1-9 (Tong zi) * dice 1,2 x 10-13 (Da pai) * dice 3,4 x 10-12 (Xiao pai) * dice 3,4 x 13 (Fei) * dice 5,6 x 10-11 (Flower) * dice 5,6 x 12-13 (Animal)				
My Word	Reina Knizia	2 to 6	* letters 1 to 69 (actually 54 single letter, 15 double letter) * 3 joker (wild)		* Dealer deals a card face-up one at a time. * Any player who spots a 3 or more letter word my call out the word and take the cards. If the word is invalid, other players get 1 free card each from the table. * Round ends when all cards are dealt. * Next player becomes dealer,	Play until every player has dealt once.	Player scores 1 point for each card collected each round. Player with most points wins.
Nicht die bohne	Horst-Rainer	3 to 6	* colour 0,2,4,6 x value 1-10 (common) * colour 0-7 x value J (-) * colour 0,2,4,6 x value Q (-) * colour 1,3,5,7 x value Q (x2) * colour 0,2,4,6 x value K (niche die bohne) * 1 x joker (bean chip)	* Deal all cards evenly	* A player places Bean chip on top of a face-up card from his hand. * Other players choose a card and place it face-down. Then all cards are face-up at the same time. * The player who placed the bean chip chooses any other card other than the bean chip card and place it in his score area. The player of just taken card does the same. * The last player gets the Bean chip card and Bean chip. He then starts the next round.	All 60 cards have been taken.	* Sum the total for each colour. * 1 or 3 minus turns the colour to negative, 2 or 4 minus positive. * X2 double the score. * Niche die bohne score will cause that colour to be 0. * Add the scores for the colours together. Highest score wins

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No merci	Thorsten Gimmler	3 to 5	* sequence 03 to 35 * 55 chips or 55 face down cards	* Each player gets 11 chips. * Reveal top card of draw pile face up.	* A player must either 1) Keep the card and any chips in play, reveal the next card and repeat this process 2) Put a chip and play continues clockwise. * Chips are hidden from view. Cards taken are face up and observable by all players.	Last revealed card from draw pile is taken.	* Number on each card gets as minus points * A chip is +1 point * Consecutive cards count as minus points according to the lowest absolute number
Ohio	Reina Knizia	2 to 5	* colour 0-4 x value 1-10 (number), K (Ohio)	Each player gets 1-10 and Ohio card	* Players play a lower number than previous. * When all but 1 player has passed, the player wins the trick and starts another. * Ohio cards are slightly less than the previously card.	A player plays his last card.	Value of captured cards minus value of cards in hand. Ohio are -10 pts.
Pacal	Gunter Burkhardt	2	1 to 50	* Each player build a pyramid with 10 face-down cards. * Deal remaining 30 cards to each player	* Player chooses 2 cards and place on the table. Opponent takes 1 card, then player takes 1 card. * Each player places his card on the pyramid. Order must be top to bottom, left to right. * Player can place a card to cover existing card once.	A player completes his pyramid. If player cannot place a card, he lose. If both complete together, larger difference between highest and lowest card wins	
Pepper	Matt Mariani, Traci Spooner	3 to 5	* dice 1-5 x value 1-5 * colour 6,8 x value 6	* Deal 5 to each player. The rest are not used.	* First player places a card face up in front of another player. * Subsequently, the player either 1) Place a higher number or a same dice suit from his hand face up in front of another player. 2) Pick up all cards in front of him, then choose to play any card in hand in front of another player.	A player plays his last card to a player who is unable to play without picking up cards.	

Name	Designer	Number of players	Contents	Setup	Gameplay	Endgame	Scoring
Phase 10	Kenneth Johnson	2 to 6	* dice 1-4 x value 1-12 * colour 0-7 x value 13 (wild) * 4 x joker (skip)	* Deal 10 to each player from the draw pile. * Reveal the top card of draw pile to be the discard pile.	* Each player take turns to draw 1 card from the draw pile or discard pile and then discard a card * After this, each player take turns to make one phase face-up. Additional cards can be played on that same phase as long as minimum criteria is met. * Once a phase is made, player can hit on other players phases. * After this, being a new hand by drawing, discarding and making phases. * When a player clears his hand, 1 round ends. Shuffle all cards, begin new round. Players form the next phase, or current phase if they have not complete it * Set are >=2 cards with same value, run is >=4 cards consecutive numbers, any suit * Phases must be made in sequence. They are 2 sets of 3 1 set of 3 + 1 run of 4 1 set of 4 + 1 run of 4 1 run of 7 1 run of 8 1 run of 9 2 sets of 4 7 cards of 1 color 1 set of 5 + 1 set of 2 1 set of 5 + 1 set of 3 * Skip: Player who plays this chooses another player to skip his turn. Skip cannot be picked from the discard pile. Cannot play more than 1 skip on same player. If first discard card is Skip, the first player loses his turn.	A player makes 10 phases (goes out).	Penalty Points/cards 5/1-9 10/10-12 15/a skip 25/a wild * Player who makes 10 phases wins at the end of a hand. If >= 1 player make 10 phases, player with least penalty points win. If tie, the first player who goes out wins.
Pico	Doris Matthaus, Frank Nestel	2 to 3	2-10, 13, 16	* Deal all cards, discard the remaining card face-up * For 3 players, 2 sets of cards needed (minus 2x2, 1x3)	* Players each simultaneously reveal a card * Highest number wins unless it is more than twice of the other number (2 players), or sum of the other 2 numbers (3 players). * If tie, both win. * Losing card goes back to hand, winning card is placed face up in front of player.	A player has 1 card left. Swop hands for the next round.	Total value of cards won.
Pingu Party	Reiner Knizia	2 to 6	* colour 0-3 x value 1-7 (colour card) * colour 4, value 1-8 (colour card) * 84 chips or 84 face down cards (penalty)	* Deal all cards to the players * For 2 players, deal 14 to each player and remove the rest.	* Players place a card to form a pyramid. Bottom row consists of maximum 8 cards (7 for 2 players). Stack on top of 2 cards if it matches in colour to at least 1 of the 2 cards. * If play cannot play or out of cards, he is out of the game.	All players are out of the game	* Players get penalty chips equal to number of cards left in hand. * If no cards left, player may remove 2 penalty chips. * Player with least penalty chips wins.

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Pit	Edgar Cayce, George S. Parker, Harry Gavitt	3 to 8	* colour 0-7 x value 1-9 (commodities) * colour 10 x value K (Bull) * colour 11 x value Q (Bear)	* Use as many suits as players * Deal evenly to all players	A player shouts a number to indicate the number of cards he wants to swop. These cards must be of the same commodity. He then swops with any player who also happens to want to swop that number of cards.	A player has all cards of a commodity. This player rings a bell, or slams the table.	* Bull and head causes penalty of -20 when an opponent completes the set * Bull can act as a wild card, 10th card for winning player * Points (50, 55, 60, 65, 75, 80, 85, 100 for colours 0-7)
Poison	Reina Knizia	3 to 6	* poker suit spade-heart-club x value 1,2,4,5,7. Remove 1 x value 4 from each suit. (potion card) * colour 11 x value 1-8 (poison card) * 3 x joker (cauldron)	* Deal potion and poison cards evenly to all players.	* A player must play 1 potion or poison card. * Each cauldron only accepts 1 colour. Poison do not have colour. * If sum is <=13, turn passes on. Else, get all cards in the cauldron and keep it face-down in score pile. But the last card played remains.	Last card in players' hands is played.	* Discard potion cards with colour that is the majority among all players. * 1 point for Potion card, 2 points for Poison card in score pile. * Lowest score wins.
Quiddler	Marsha J Falco	1 to 8	* letters 1-116	* Deal 3 cards to each player for the 1st hand, 4 cards for 2nd hand and so on until 10 cards for 8th hand. * Remaining cards as draw pile in center, top card revealed as discard pile.	* Player draws from stockpile or discard pile. Then he discards a card. * A player may then go out by arranging the cards into words (>= 2 letters), with 1 card remaining as a discard. * When a player goes out, other players have 1 last turn to draw, discard and make words.	* All 8 hands are played.	* Cards on words made score +ve points, cards remaining in hand score -ve points. * In each hand, player with most words gets 10 points, longest word gets 10 points. If players tie, no bonus points given.
Rack-0	uncredited	2 to 4	1 to 60	* Use 1-40/1-50/1-60 for 2/3/4 players. * Deal 10 cards to each player, placed back to front facing player (first card to last card dealt). * Reveal top card of draw pile to form discard pile.	* Player must either 1) Take top card from discard pile to exchange with one of his cards. 2) Take top card of draw pile to exchange or discard.	A player arranges rack in ascending order from front to back. For 2 players, at least 3 cards must be in consecutive sequence.	For player who rack-o (75pts), there is bonus pts for consecutive sequential cards. (3/50pt, 4/100pts, 5/200pts, >=6/400pts). The other players get 5 pts per card in order, starting with the front card.

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Rage	Uncredited	3 to 8	* dice 1-6 x value 0-15 * 2 x joker * colour 0-3 x value K (without trump) * colour 4-7 x value K 4 (change trump) * colour 0-2 x value Q (+5) * colour 0-2 x value K (-5)	* Deal 10 cards to each player. Place the remaining cards in a pile in the middle. * For 2nd round, 9 cards are dealt and so on until 10th round 1 card. * Reveal a card and place next to pile. The colour is the trump colour for current round * A player bids or estimate how many tricks he can win before starting the round. Note this down.	A player must either * Play a card following the leading suit * Play card of non-leading suit if he has no leading suit cards. * Play an action card if he does not have a colour of the colour that is led * The first card of a trick may be a Action Card. * The second card played in a trick begun with a Action Card may be any other card. The first color or Joker played will determine the suit of the trick. If only Action Cards, not including Jokers, are played, the first card played in the round wins the trick. * Without trump: Turn over the trump card in the middle. No trump this round. Flip a new trump card after this trick ends. * Change trump: Immediately turn over a new trump card. This is trump for current and future rounds. * Joker: Always the highest number for the last player who played it. Colour can be chosen, either trump or non-trump colour.	All cards played	* Tricks (include +/- 5 action cards) equal to bid, score 10 points. Else, -5 points. * Player with highest score after 10 rounds wins.
Raj	Alex Randolph	2 to 5	* dice 1-5 x value 1-15 * colour 10 x value 1-10 (Treasure) * colour 11 x value 1-5 (Cobra -1 to -5)	* Deal the 15 cards of the same colour to each player * For 2 players, randomly remove 3 cards from 15 cards each starting hand, and randomly unknown 3 treasure OR vulture cards. * Treasure and cobra cards are placed face-down in the middle.	* Reveal a treasure/cobra card * Each player chooses a card and place it face-down * Reveal all cards, highest number wins a treasure card, lowest a cobra card * Similar cards cancel out each other. The next card takes effect. * If all cards are the same and cancel each other, open another treasure/cobra card. If the sum of these cards is >=0, the highest number takes these cards. If < 0, the lowest number takes these cards.	All cards are played	Treasure points minus cobra points
Rat-a-tat cat	Ann Stambler, Monty Stambler	2 to 6	* dice 1-4 x value 0-8 * colour 0-8 x value 9 * colour 0-8 x value J (swap) * colour 0-6 x value Q (peek) * colour 0-4 x value K (draw 2)	* Deal 4 to each player, who place them face-down in a line * Reveal a card face up from draw pile as the discard pile * Peek at the 2 outer cards once	* A player must either 1) Replace the top discard card with one of his cards 2) Draw a card from draw pile and use it to replace one of this cards, or use it if it is a Power card, or discard it * Peek: See one of your cards * Swap: May swap a card with another player * Draw two: Allowed to draw twice, if the 1st draw is discarded.	A player saying "rat-a-tat cat". Other players have one last turn, then all players turn over their cards. Replace Power cards by replacing from draw pile.	Add all values on 4 cards. The lowest score wins.

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Riffifi	stefan dorra	3 to 5	* colour 0,2,4,6,8 x value 1-8 * 5 colour x 10 chips OR colour 1,3,5,7,9 x value 1-10	* Deal all cards to players. If 3 players, remove any 4 x 1s.	* No need to follow leading colour. If play a card of same colour and lower than other similar colour card, higher card is face-down and corresponding player keeps in own pile. * If a player still has his card face-up in front of him after 1 full round, he takes a number of chip equal to number on card and colour of the card. Then turn the card face-down, and play a card face-up. If not, he just plays a card face-up. * Player is allowed to play a card face-down without showing to other players. * If the chip stockpile is depleted, player steals from another player with most chips of that colour.	All cards have been played.	Player with most chips wins.
Robot Master	Reiner Knizia	2 to 4	* colour 0-5 x value 0-5	* Deal 12 from the draw pile to each player. Top card of draw pile is revealed as first card. * Decide the team that plays the rows, and the other team columns.	A player must place a card that touches existing cards.	The 5x5 grid is filled.	1 robot=face value, 2 same robots=10xface value, 3 same robot=100, 4/5 same robot=100+face value. Compare the row and column with the lowest score. Higher score wins. For more rounds, winner of each round accumulates the difference in score.
Ruckus	Dan Levy	2 to 5	* colour 0-5 x value 1-12 (colour card)	* Deal 7 cards to each player.	* Player puts any 2 or more cards of same colour face-up in front of him. They cannot be kept or broken up for any reason. * To steal another player's set, you must have a single card of the colour. Place it face up on top of another player's set and steal it. * Players steal at will without taking turns. * When there is no action, deal 1 card to each player face down. All players see their card at the same time. * With the new card, build on existing sets with single or multiple cards of same colour, or create new sets.	When a player has only 1 card left. He goes out by putting down his card face down as discard, part of his set or steal, and then shouting "Ruckus".	1 point/card in their sets, -1 point/card in their hand. 5 points for going out. Lowest possible score is 0.

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Rummikub	Ephraim Hertzano	2 to 4	* dice 1-4 x values 1-K (number card) * 2 x joker (wild card)	* Deal 14 cards to each player from draw pile.	* A group is >=3 cards of same value diff suit, a run is >=3 cards of consecutive numbers same suit * A player needs to open game by making a group and/or run, totalling 30 points. If not, he draws a card and end turn. * After opening, a player must either 1) Play >=1 card on groups or runs on the table. 2) Draw a card. * Manipulation of cards on the table is allowed as long as legitamate groups or runs remain on the table * If manipulation fails within a time limit, player gets 3 cards as penalty * Wild cards can be replaced with a number card, and wild card retrieved to be used within the same turn.	A player clears all his cards.	Each player totals all numbers in their leftover cards (wild cards are 30). This score is negative. Winner gets positive total of all other players' scores.
Schnappchen Jagd / Bargain Hunt	Uwe Rosenberg	3 to 4	* dice 1-6 x value 1-9 * 2 joker (super special offer)	* Play 6/4 rounds for 3/4 players * Deal 8 to each player and put remaining cards out of game. * For first round, each player puts 1 card face-up in their bargain pile in sequence.	* Player places cards of their bargain number on the bargain pile. Each card is worth 1 point. The rest are put face-down in odds and ends stack. Each card is worth -1 point. * The first color must be followed. If no cards of led colour, player place card of another card and declare if it is trump or not. Can only have 1 trump in a trick. * When same number is played, player can decide if it is higher or lower than the previous * The first super special offer played is highest trump.	All cards are played. Clear: discard cards (3/2 for 3/4 players) of a certain number from odds and ends stack, and put the rest to the bargain pile to change the bargain. Shuffle discard under draw pile, and start next round. Deal 8, or equal number to each player. For last round, player can clear twice.	1 pt/bargain card, -1 pt/odds and ends stack
Schotten totten	Reina Knizia	2	* 0-5 colours x value 1-9 * 9 face down cards (boundary card)	* Deal each player 6 cards from draw pile. * Place boundary cards in a row between 2 players.	* A player must put 1 card on his side on a boundary card, then draw a card * There cannot be more than 3 cards for each boundary at each side * Before placing a card, player may claim >= 1 boundary with 3 cards placed, if he has (or can prove he has) the superior set of cards. Place the boundary card to his side. * Ranking is same colour consecutive values > same value > same colour > consecutive values > any random set * If there is a tie, the higher total wins, if still tie then the player who placed the 3rd card first wins	A player claims 3 adjacent boundaries, or total 5 boundaries. This player wins.	Winner scores 5, loser scores 1 for each boundary claimed

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Skipbo	Hazel Skip Bowman	2 to 6	* colour 0-11 x 1-Q (number card), K (wild card) * 6 x joker (wild card)	* Each player gets a stock pile. 2-4 players: 30 cards, >=5 player: 20 cards * Deal 5 cards to each player from draw pile.	* A player must flip over the top card of the stock pile. Then must either 1) Use a card from his hand, TOP card of any 1 of 4 discard piles or stock pile to place in one of the 4 building piles. Then repeat this process. 2) If not able to build, discard a card in one of his 4 discard piles and end the turn * There are 4 building piles. Each must start from 1 and goes sequentially to Q (12).	A player clears his stock pile.	* 25 points for winning the round and 5 points for each card in the opponents' stock piles
Slamwich	Ann Stambler, Monty Stambler	2 to 6	* 11 ingredients x 4 (11 colours x 9,J,Q,K) * 3 thief (1 colour x 1-3) * 8 muncher (3x(1), 3x(2), 2x(3))	* Deal all cards to each player face down. Remaining cards are face-up and removed from game.	* Each player take turn to discard top card of their own pile * When 2 same ingredient card in a row or 2 same ingredient separated by another ingredient or thief, any player can slap on the discard pile * Player can then get all the cards in discard pile and put under his own pile face-down, then reveal his top card to start new round. For thief, he must shout "Stop Thief" * When muncher is thrown, the player to the left discard that number of cards 1 by 1, up to the number shown on the muncher card. If no combination come up after 1 round, muncher takes all cards. If combination comes up, anyone can slap to take the cards. * Muncher count as ingredients too * If slap wrongly, put top card of your pile face-up to bottom of discard pile	Until 1 player remains	Last remaining player or player with most cards win
spooks	Jason Wittman	3 to 6	* colour 0,1,2,4,5 x value 1-10, K (common, Master) * 1 joker (cat) Spiders (0) & Spooks (1), Goblins (2), Bones (4) & Bats (5)	* Deal all cards to each player. * Player with spider 1 discards to form discard pile.	If top discard card is * Spiders or Spooks, the next card must be higher in number. M > 10. Cat is wild, next player can play any card. * Goblin, everyone chooses a card and reveal simultaneously. Player with higher Goblin card wins and he can play any card he wants. Cat wins. All 4 cards revealed are discarded. If no winner, next player continues with any card he wants. * Bones or Bats, the next card must match in suit or number. If unable to play any card to Bone card, previous player can play a straight of any length and mixture of suits, highest card on top. Then current player continue. If unable to play card to Bat card, players give 1 card each to current player in counter clockwise direction. Then current player continues.	A player plays his last card.	

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Sticheln	Klaus Palesh	3 to 8	* dice 1-6 x value 0-19	Players/numbers 3/0-8 4/0-11 5/0-14 6/0-14 7/0-17 8/0-18 * Deal 15 to each player, 14 if eight are playing. Remaining cards are shown and set aside. * Each player chooses a card with his pain colour. All players place it face-up simultaneously.	* Each player take turns to play a card. Need not follow suit. * Highest card in trump suit wins. 0 cannot be a trump suit. * Every other colour played different from the first lead colour is a trump colour. * The player who first played the highest valued card with suit different from the leading suit wins.	All cards are played	Number of cards in non-pain colour minus total numerical value of all pain cards
Turn the tide	Stefan Dorra	3 to 5	* sequence 1-60 (weather cards) * colour 10-11 x value 1-12 (Tide cards) * 24 chips OR 24 face-down cards) (Life token)	* Deal 12 cards to each player. Remove the remaining cards from game. Get the number of life preservers. * 25-36=1 life, 13-24=0.5 life, 37-48=0.5 life	* Reveal 2 Tide cards * Each player puts a weather card face-down and all reveal at the same time. * Largest weather card gets the lower Tide card. 2nd largest weather card gets the 2nd Tide card. * Compare the Tide cards of all players. Largest Tide card minus 1 life token. * After 12 cards are played, pass Tide cards and life tokens to the left player.	Play until all players played all sets of cards.	Total the life preservers left for all rounds. Highest score wins.
Typo	Corne van Moorsel	2 to 6	* letters 1-64	* Place 4 random cards in a column as start of 4 rows. * Deal 14/13/12/11/10 cards each to 2/3/4/5/6 players. Remaining cards are removed from game.	* Every player chooses a card and reveal simultaneously. First player gets the token. Player sitting closer to token (clockwise) plays first in case of alphabet order tie. * Player with a letter earlier in the alphabet order (eg. A) then places his card in front (left) or after (right) a card in any of the 4 rows, then say a word that can be formed using these letters as the start of a word. * If the player cannot connect his letter to any row, he will collect 2nd half of the cards (rounded up) from the longest row . The first half will be removed from the game. The letter that he cannot use to connect previously will be the new letter in the removed row. He gets the token. * When all players have played their cards, all cards except those already in play are dealt again. This time the alphabet order is reversed.	* All players played their cards at end of 2nd round.	* Cards collected when card cannot connect count as 1 penalty point each. * Player with least penalty points wins. * Alternatively, players only play 1 round and the player who plays his last card first wins.
Uno	Merle Robbins	2 to 10	* dice 1-4 x value 1-9 (number card), J (draw two), Q (skip), K (reverse) * colour 0,2,4,8 x value 0 * 4 x joker (wild card) * colour 11 x value K (draw four wild)	* Each player gets 7 cards * Reveal top card of draw pile face up to start the discard pile	* A player can play a card on the discard provided the dice suit or the value is the same. Wilds can be played anytime. * If no cards can be played, player draws a card and then plays it if possible. Else, play continue to next player. * If player has 1 card left, he must say "Uno". If not, draw 2 cards as penalty.	All players except 1 clears his hand	

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Wizard	Ken Fisher	3 to 6	* colour 0-3 x value 1-13 * colour 10 x value 1-4 (Wizard card, Z) * colour 11 x value 1-4 (Fool card, N)	* Deal 1 card to each player for 1st round, 2 cards for 2nd round etc. For every round, the deal rotates in clockwise direction. * Cards not dealt form a pile in the middle. * Reveal 1 card as trump colour. Fool - no trump, Wizard - dealer calls trump. * Fool - lowest trump, lower than all 1. Wizard - highest trump, higher than all 1.	* At the start of each round, player predicts the number of tricks he can get. Note this down in a note, or using chips. * Player can always decide when to play Z and N * First wizard played wins * Any card can be played when opened with Z. Winner goes to first Z played. * 2nd card color determines the colour to follow when opened with N. If all fools, first fool wins.	All cards are played	Exact number of tricks willl earn 20 pts plus 10 pts/trick. Else, -10 /trick over or under. Highest pts win
Word Madness	Uncredited	2 to 6	* letters 1-112	* Deal 10 cards to each player from draw pile.	* Spellout phase 2 min. Every player play as many words (>=4 letter) from his hand as possible. Reveal the words face-up. * First player then asks any player for a letter (eg. Give me all 'e's"). If he does not have, player draws card from draw pile. If it is what he has called for, he can continue to lay down words or asking other players for more letter cards. Turn ends when he does not get the desired card from draw pile. * At any time during his turn, player can add letters to own or other players' words. If added on opponent's word, get 50 points for each letter. * Player can challenge a word that he thinks is wrong. If the challenge is successful, he gets 100 points. Opponent pick up the letters back into hand. If challenge is unsuccessful, player loses 100 points and turn ends.	A player plays his last card (goes out) or no more players can make any more words with the draw pile depleted.	* First player to reach 2000 points wins. Letters/points 4/50 5/100 6/150 7/200 8/250 9/300 10+/500 Bonus First go out: 200 First go out in spellout: 100 Card left in hand: -5 Use J,Q,X,Z: Double word score. 2 cards used then triple.
Zero	Reina Knizia	3 to 5	* colour 0-6 x value 1-8	* Deal 9 cards to each player. * Take 5 cards from remaining cards and place face-up in the middle adjacent to each other to form the pool. For 2 players, place 9 cards instead. * Remaining cards are removed from this round.	* Player must either 1) Swap: Choose a card and place it face-up into the pool. Then select a different card from the pool and keep it. 2) Knock: Pass and end turn. After the 2nd knock of the round, regardless same or different players, all players get one more turn before round ends except the player who performed the 2nd knock.	Number of rounds played equals number of players.	* 5+ cards of same colour or number scores 0 penalty points. * Otherwise, each number is scored once for penalty points. * If 1 card can be shared such that 2 groups of 5 cards of colour and number are formed, points is 0. * Player with lowest penalty points after all rounds wins.

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		4	* colour 0,2,4,6,8 x value 1, 2-10, J-K * colour 1,3,5,7,9 x value 2-4	Same. Partners sit opposite each other.	Same. A player has an additional option * Pass 2 cards face down to partner, however hand cannot be reduced to < 6. * No communication allowed.	Same.	Same.
		2	* colour 0-4 x value 1-9 (colour card) * colour 10 x value 1-3 face up (row card) * Same	* Same. * Each player takes 2 cards of different colour.	* Same. * After each player has taken a row, the cards on the 3rd row are discarded. * The value on each row card indicate the number of colour cards that can be placed on that row.	Same.	Same.