



Randomskill Games

Game Catalogue

Whether you are a publisher, designer or gamer,
Randomskill Games bridges the gaps between all
to bring awesome games to the table.

In this booklet, we display the finest selections of our unpub games.
They are easy to teach, easy to showcase in conventions.
Uncomplicated yet packed with depth.

Enjoy.



You are a birder in a specific location spending a week to spot birds. You will look for, listen about and photograph birds unique to your area. Compete with other players individually or in teams. You could even play solo or cooperative in this versatile game. Birdsong is inclusive and enjoyed by all demographics.



Players: 1 - 6
Age: 8+

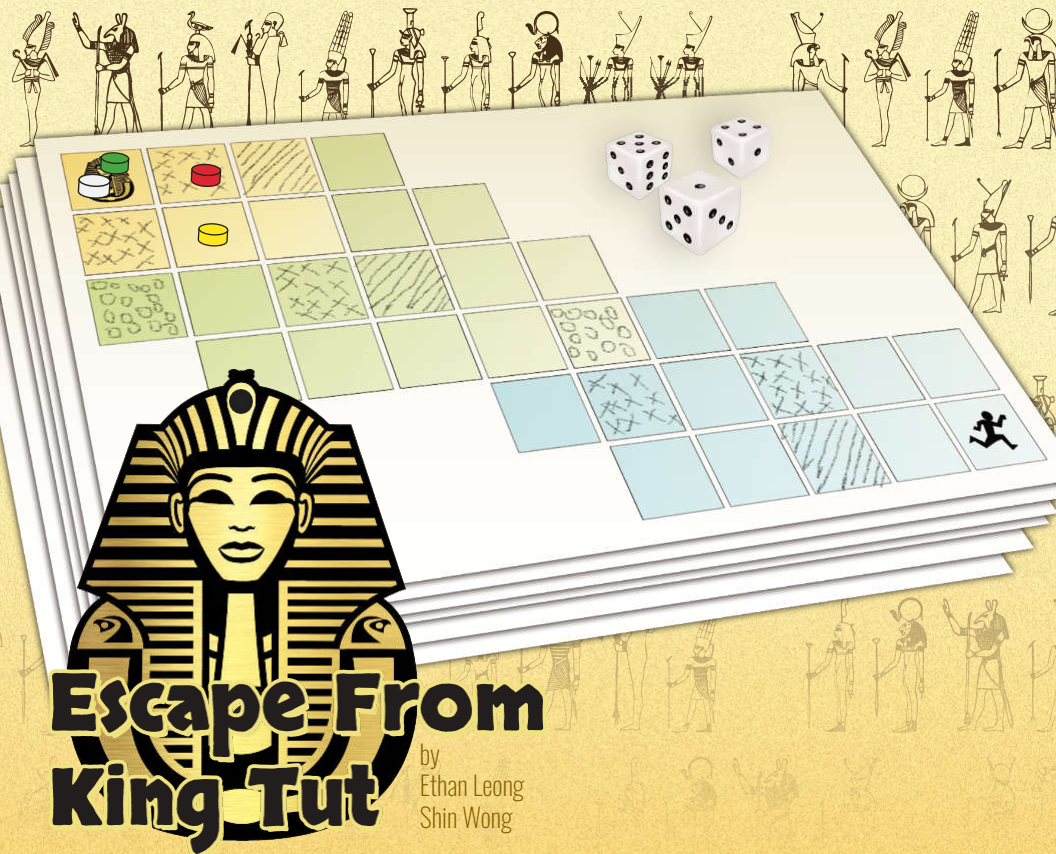


10 mins
per player

Features

- Most popular in BGG first Roll & Write Contest.
- 80 hours of blind-playtesting
- Player Sheets can actually be used as a birder's checklist, meticulously examined and verified by Ohio's Director of Ornithological Studies.
- 192 highly-detailed scientific illustrations of unique birds.

Availability: Worldwide



You have looted King Tut's tomb and enraged all the deities while at it. Make your escape by weaving around obstacles for the shortest path or find the clearest long path. Too slow and the collapsing tomb will hinder your attempt at escaping. You get to keep the loots if you made it out in 17 rounds.



Players: 1 - 6
Age: 10+

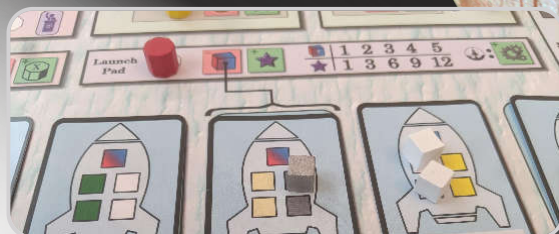
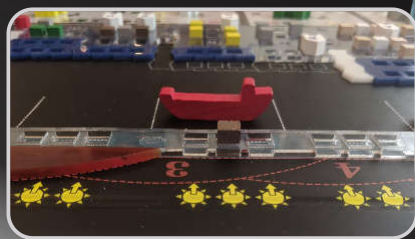


30 mins

Features

- Roll and write with plenty of player interactions. Sabotage your friends' attempt at the escape.
- 4 different game modes. Players can choose to play competitive, cooperative, in teams, or solo.
- Obstacles are placed by players before each game, adding layers of strategy and replayability.

Availability: Worldwide



LINEAE

The Ice Fractures of Europa

By Don Schwarz

Since you arrived on Europa, you've been awaiting the tremors that precede the formation of a new linea, or break in the moon's icy surface. Now that day has finally come and the mineral-laden ocean is exposed to the elements for just a few days. You and the other colonists will compete to collect the moon's natural resources, excavate mineral deposits along the ocean floor, and launch rockets to ship those extracted minerals back to Earth before the surface refreezes.

Features

- Well liked by gamers:
8th place, TBGW Design Contest 2019.
Finalist, Cardboard Edison Award 2019.
Protospiel Chicago 2018.
- Engine building eurogame with a unique space colony theme.
- Variable setup and layout with tons of replayability.
- Components critically designed to be intuitive.



Players: 1 - 5
Age: 12+



100 mins

Availability: Europe, North America



Lawless Empire

By Shin Wong

Set yourself in the shoes of a persona in the Mafia world. Play as Consigliere, Undercover, and even the Godfather among other roles. Betray your friends and negotiate with them in this cut-throat setting to build a lawless empire.



Players: 2 - 5
Age: 16+



120 mins

Features

- A dice management game with hidden roles.
- Variable setup of roles, 5544 settings for very different game dynamics.
- Negotiation can be used for catching up when players fall behind.
- Players have many ways to manage bad dice rolls.
- Lawless Invasion expansion adds more ways to manage dice.
- Gritty artwork.

Availability: Worldwide

by Daniel Lee

by Daniel Lee



Lightning Sleuth is a light but intense puzzle speed-solving game for 2 to 8 players, who are detectives of a murder mystery. Players compete simultaneously to be the fastest player to answer in a round. Quick observation skill is the key to being the best detective.



Players: 2 - 8

Age: 8+



15 mins

Features

- A game of speedy observation and swift logic.
- 5 game modes to challenge the players, each using very different logic to play. (The Murderer, The Evidence, Alibi, The Eyewitness, Story Variant)
- Offers a wide range of player count.
- High variability ensures replayability.

Availability: Europe, North America



Constellation

by Milan Zivkovic

Look up the night sky, mark the stars you spot and trace the constellations. Each player sees the same sky (dice roll) and attempt to trace the highest scoring constellations. Find the rare stars (power-ups) to score higher than the other players.



Players: 1 - ∞
Age: 10+



20 mins

Features

- Foldable roll and write with shared dice pool.
- Unique folding mechanics on player sheets to unlock powers and scoring multipliers.
- Plays with as many players as your universe can accomodate.
- Marvelous, straightforward and universal theme.
- Potential for beautiful illustration.

Availability: Worldwide



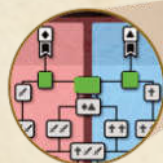
Claim Junctions



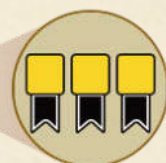
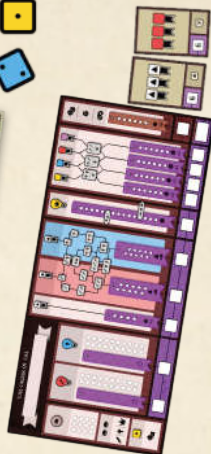
Claim Districts



Gather Favors



Improve Influence



Complete Objectives

Queen's Landing

by Milan Zivkovic

Every town has its secret societies, the shadow rulers, and Queen's Landing is no exception. Now it is time to secure your position as the true and only shadow ruler.



Players: 1 - 4
Age: 10+



30 mins

Features

- Language independent.
- An area control roll and write game on a shared map sheet.
- Designed for low player down time.
- Great introduction to heavier area control games.

Availability: Worldwide



Ninja Flip

By Daniel Lee

Flip your ninjas (cards) to defeat other players. Players take turns to play a card from their hands onto the growing board and flip existing cards. Colours of each player's ninjas can be seen on either side of the cards. Flip the wrong ninjas and you will be assassinated.

Features

- Less than 30 seconds to explain the game to anyone.
- Strategic and tactical as the board changes when players add and flip cards.
- Combines abstract, strategy and memory game into a pocket-sized game of only 36 cards.
- Great for gamers to bring along for travels.



Players: 2 - 4
Age: 8+



10 mins

Availability: Europe, North America

Sudoku Rush

	2		
			1
6			3
	5		

Sudoku Rush

	2	3	4
3	6	2	5
2	5	4	1
4	3	5	2



Sudoku Rush

By Bojan Jovanovic

Race against time to fill your sheet before other players, while following the rules to score. No need to fill out the whole Sudoku, as you can call TIME! and rush the other players by counting down from 10.



Players: 1 - 4
Age: 12+

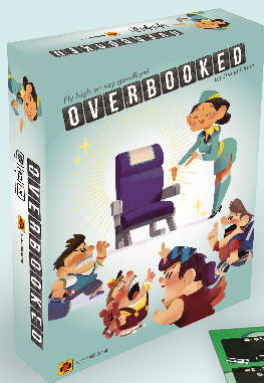


5 mins

Features

- Fans of solo play can tackle 3 difficulty levels and play against time, or you can combine several copies for a mega Sudoku Rush game.
- Highly competitive.
- An absolute must for the Sudoku lovers.
- Highly re-themable.

Availability: Worldwide



OVERBOOKED

By Daryl Chow

In this game, players are transported into a world of competitive airline seat managers in which everyone strives to be the most prestigious airline with the most satisfied customers. Too many passengers and the aircraft will have unhappy customers; too few passengers and lose precious points. Do you have what it takes to be the most prestigious airline?



Players: 1 - 4
Age: 8+

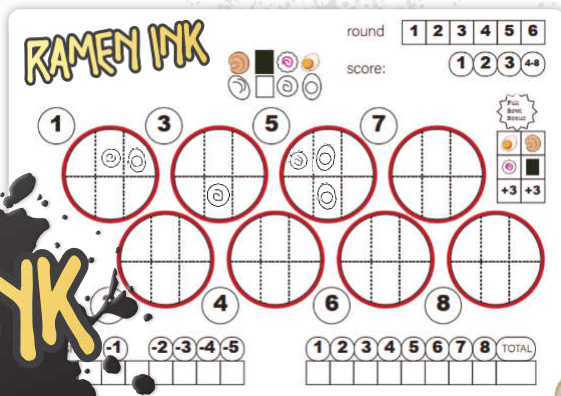


30 mins

Features

- Pattern building, strategic puzzle.
- Event cards to add replayability.
- Solo and advanced game variants.
- Intuitive to teach and learn.

Availability: Worldwide (Europe, Thailand rights reserved)



Put on your chef hat and cook the perfect ramen for your customers. The problem is, most customers are picky and would like their ramen to be customised to their liking.

Drafted cards are your available ingredients, pick a card and ink them on your player sheet to serve the perfect ramen according to your customers. Compete with other chefs to be the best ramen sensei.



Players: 1 - 4
Age: 8+



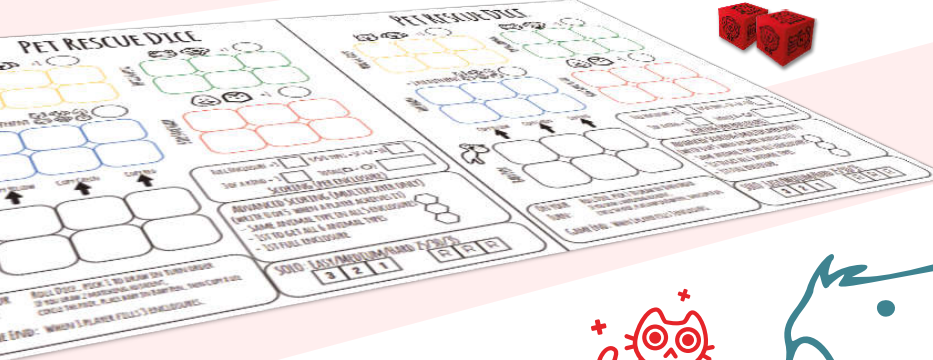
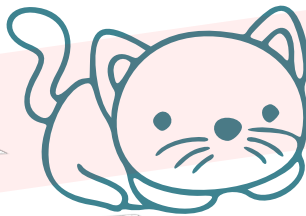
20 mins

Features

- Uncommon gameplay: Draft and draw.
- Fresh theme; Everyone loves food.
- Graphic direction is easy to change.
- Designed by Singapore's renowned game designer.

Availability: Japan, Korea, China





Animal Rescue Dice

By Daryl Chow

You play as rangers, rescuing animals from the wild into your natural sanctuaries. You want to place lots of the same type of animal together, yet it's good to have biodiversity. Which player can create the best environment for their pet havens to score the most points?



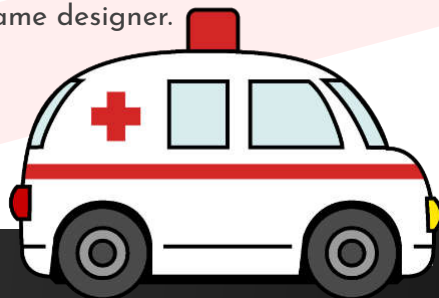
Players: 2 - 5
Age: 8+



15 mins

Features

- Roll and draw, dice drafting, easy to pick up.
- Great fun for the family with a familiar and easygoing theme.
- Solo variant available.
- Players get to draw animals during the game.
- Designed by Singapore's renowned game designer.



Availability: Japan, Korea, China

Title	Players	Age	Duration	Availability	Tags
Animal Rescue Dice	2 - 5	8+	15 mins	Japan, Korea, China	R&W, Drafting, Draw, Family, Solo
Birdsong	1 - 6	8+	10 mins/pax	Worldwide	R&W, Birds, Popular, Family, Solo
Constellations	> 1	10+	20 mins	Worldwide	R&W, Folding, Science, Solo
Escape From King Tut	1 - 6	10+	30 mins	Worldwide	R&W, Race, Interactive, Solo
Lawless Empire	2 - 5	16+	120 mins	Worldwide	Dice, Interactive, Hidden Roles, Variable Setup, Negotiation
Lightning Sleuth	2 - 8	8+	15 mins	Europe, North America	Observation, Speed, Logic, Family
Lineae	1 - 5	12+	100 mins	Europe, North America	Engine Building, Variable Setup, Science, Popular, Solo
Ninja Flip	2 - 4	8+	10 mins	Europe, North America	Abstract, Memory, Travel, Family
Overbooked	1 - 4	8+	30 mins	Worldwide (Europe, Thailand rights reserved)	Puzzle, Patterns, Popular
Queen's Landing	1 - 4	10+	30 mins	Worldwide	R&W, Area Control, Interactive, Solo
Ramen Ink	1 - 4	8+	20 mins	Japan, Korea, China	Flip and Write, Draw, Cuisine, Family
Sudoku Rush	1 - 4	12+	5 mins	Worldwide	Speed, Competitive, Solo

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<https://randomskill.games/game-design-pairing>

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