



Randomskill Games

# Games Catalogue



# Evergarden

By Gary Yee



Players: 2 - 4

Age: 10+



10-20 mins

Plant trees, attract butterflies and grow fruits and flowers. When the weather changes your gardens come alive! Keep an eye on the weather, otherwise butterflies will migrate to your opponents' gardens.

## Features

- Innovative weather system that drives card placement and movement
- All in a compact package of less than 100 cards and 24 tokens
- Live garden tableau with moving elements that interact with each other. Players will compete to keep butterflies in their gardens
- Optional beehive and gnome expansion for more interactivity
- Suitable for the whole family

Availability: Worldwide

# Portrayal

by Miller Hollinger

Enter a world of art and profit in Portrayal! Bribe the ever-vigilant inspector, create masterpieces, and make riches in the fast-paced world of art.



Players:  
3 - 4

Age: 10+

## Features

- Combination of different mechanics such as bluffing, auctioneering, bidding and set collection
- Powerful and rare black market cards offer grand reward for risky players
- High player interaction with tense negotiation and trade



90 mins

## Components

- 193 Cards
- 4 Gallery Boards
- 60 Coins
- Game Tracker



# SHAPELY

By Arun Mehra and Matt Golec

In Shapely, you make shapes using abstract pieces and guess what your opponents created. During play, you'll be challenged to make shapes with fewer and fewer pieces. Racing to make a shape may nab you a better bonus, but going later in the round can make your shape easier to guess!



Players: 3 - 6

Age: 8+



30 mins

## Features

- Artistry even if you can't draw
- No downtime - everyone makes and guesses shape to
- Tactile pieces and creative gameplay

## Components

- 264 Cards
- 26 Player and Score Tokens
- 30 Shape pieces
- 6 Canvas
- 1 Game board, 1 Turn order track, 1 score track



Availability: Worldwide

# TEMPLE TRAP

By Aaron Lambert

**A thrilling game of set collection and survival**



Direct your team of explorers in an ever-changing temple as you collect valuable tablets and treasures while evading the temple's traps and the hungry monster that lurks below.

## Features

- Innovation action selection mechanism and tension-filled dice mechanics
- Exciting balance of risk-reward with trap activation and treasure collection
- Great table presence with unique 3D rotating board
- Suitable for the whole family



**Players: 2 - 4**

**Age: 9+**



**60 mins**

## Components

- Temple Board
- 10 Mats
- Action Wheel
- 49 Cards
- 13 Meeples
- 1 Diamond token
- 10 Six-sided Die
- 36 Tablets
- Bag (for drawing tablets)



Availability: Worldwide



# Birdsong

By Mike Heiman

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+**

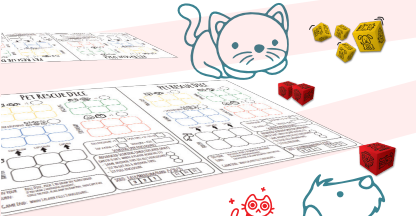


**10 mins  
per player**

## Features

- Most popular in BGG 1st 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**



# 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?

## 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.



**Players: 2 - 5**  
**Age: 8+**



**15 mins**

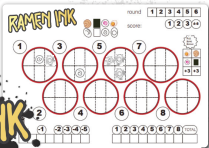


Availability: Japan, Korea, China



# RAMEN INK

By Daryl Dow



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

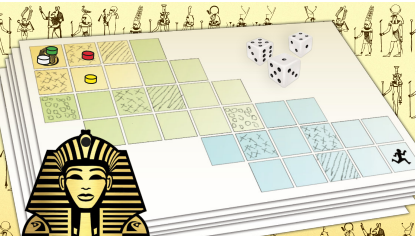
## Features

- Draft and draw.
- Fresh theme; Everyone loves food.
- Light and easy for game production.
- Graphics direction is easy to change.
- Designed by Singapore's renowned game designer.

Availability: Japan, Korea, China







# Escape From King Tut

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 hamper your attempt at escaping. You get to keep the loots if you made it in 17 rounds.



**Players: 1 - 6**  
**Age: 10+**



**20 mins**

## Features

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

**Availability: Worldwide**



# LAWLESS Empire



Players: 2 - 5  
Age: 16+



120 mins

Set yourself in the shoes of a persona in the Maia 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.

## Features

- A dice management game with hidden roles.
- Variable set up 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, mature theme.

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. Seat too many passengers and the aircraft will have unhappy customers; seat 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 advance game variants.
- Intuitive to teach and learn.

Availability: Worldwide (Europe, Thailand rights reserved)



Randomskill Games

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