Randomskill Games

Games Catalogue

Whether you are a publisher, designer or gamer, Randomskill Games bridge 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 convention. Uncomplicated yet packed with depth.

Enjoy.

Fuzzy Logic

By Blake Hovde

Fuzzy Logic is a party game that makes an art out of clue-giving! Each player thinks up a few clues to their unique secret "topic" that will allow the other players to guess what their topic is. However, there's a catch! The more players that guess your topic based on clues you provide, the less points you all share! Therefore, providing vague clues, fewer clues or "Fuzzy Logic", prevents too many players from guessing the right answer! Choose your clues wisely!

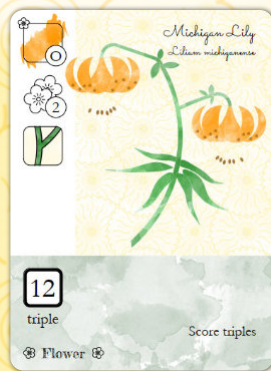**Players: 4 - 9**
Age: 12+

45 mins

Features

• Party game with clues provided to guess the hidden "topic".

• More points are shared with fewer people correctly guessing the topic.

• Easy to learn and suitable for all types of gamers.

• Simultaneous play; No downtime.

• Unlimited replay value.

Availability: Worldwide

WILDFLOWERS

BY BRIAN GARTHWAITE

The meadows are a riot of color, alive with the buzzing of insects, and it's the best time to collect a beautiful summer bouquet. Players compete for the the most stylish composition, with bonus points awarded for key traits and combinations. Can you gather the most stylish flowers? A card game of drafting and set collection played over three rounds.

Players: 1 - 8
Age: 8+

20 - 30 mins

Features

- Card-drafting set collector with a good amount of player tension, variable scoring conditions and unique "claim early" mechanics

- High replay value with different combinations of scoring conditions.

- Rare theme with beautiful ready-made illustrations available.

- Huge upside of becoming a great gateway card game.

- 2-player and solo variants available.

WINTER IS COMING

by Rodrigo Rego

Autumn is ending in the woods and the animals need to prepare for the winter, by collecting and storing the food they like the most. To win this game, you need to build a forest, fill it with animals and make sure they are storing their favourite foods.

Players: 2 - 4
Age: 10+

30 mins

Features

- Tile-laying game with different bonuses for drawing tiles from different piles.

- High replay value with different combinations of tiles and bonuses.

- Easy to learn and fast to play.

- Great filler that is suitable for families.

- 2-player advance mode available.

Availability: Worldwide

BABYLON

By Bojan Prakljacic

In Babylon, players will compete to make the most magnificent and majestic tower of ancient wonder. They will employ their master workers and ships to gather precious resources and build various buildings to speed up their work. Whoever scores most points with his tower will be the winner of the contest.

Players: 1 - 4
Age: 8+

30 - 45 mins

Features

- Roll-and-write with spatial elements.

- Innovative point-salad with many interesting and unique mechanisms.

- High player tension with tough decision-making infused into its core game play.

- Beautiful ready-made illustrations with a strong theme.

- Solo mode available.

Availability: Worldwide

The Treasure & The Tempest

By Daniel Lee Yingjie

In The Treasure & The Tempest, players are treasure-hunting divers. The seas, represented by the board, change after each dive, presenting different opportunities and challenges from turn to turn.
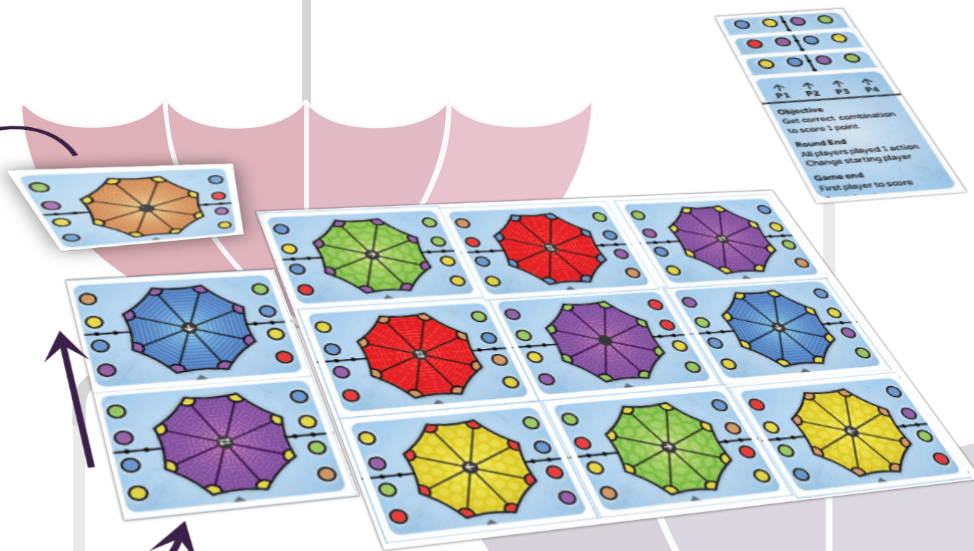
Players: 2 - 4
Age: 10+

40 - 60 mins

Features

- Set collection with memory elements in its core game play.

- Team play for 4 player count and competitive for 2 and 3 player count.

- High player tension in both competitive and team play

- Many unique mechanisms intertwined to form a cohesive and brain-burning strategic game.

- High replay value.

Availability: Worldwide

Agueda

By Milan Zivkovic

A City of Umbrellas

In the city of Agueda, players take actions to rearrange the streets of beautifully stacked umbrellas to match threir objective.
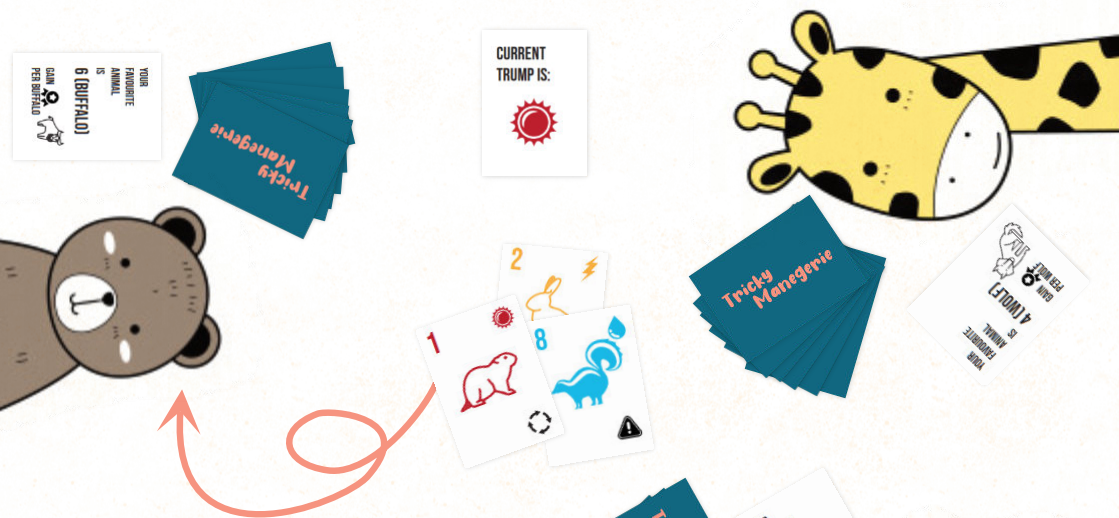
Players: 2 - 4
Age: 8+

10 - 20 mins

Features

- Abstract pattern-recognition puzzle.

- Small footprint with great portability.

- Lean design which is easy to learn but hard to master.

- High replay value even with a small number of cards.

YOUR FAVOURITE ANIMAL IS
6 (BUFFALO)
GAIN PER BUFFALO

CURRENT TRUMP IS:

YOUR FAVOURITE ANIMAL IS
4 (WOLF)
GAIN PER WOLF

YOUR FAVOURITE ANIMAL IS
2 (HARE)
GAIN PER HARE

Tricky Menagerie

By Daryl Chow

A trick-taking game about manouevering your forest friends to earn the most points. But beware - the player with the most tricks isn't usually the trickiest of them all!

Players: 3 - 5
Age: 10+

20 - 30 mins

Features

- Bridge with a twist; more depth in game-play as compared to bridge.

- From the same designer who has brought "Artemis Project", "Overbooked" and "In Too Deep" to the world.

- Easy to teach and learn.

- Suitable for a wide range of players including seasoned bridge players.

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.
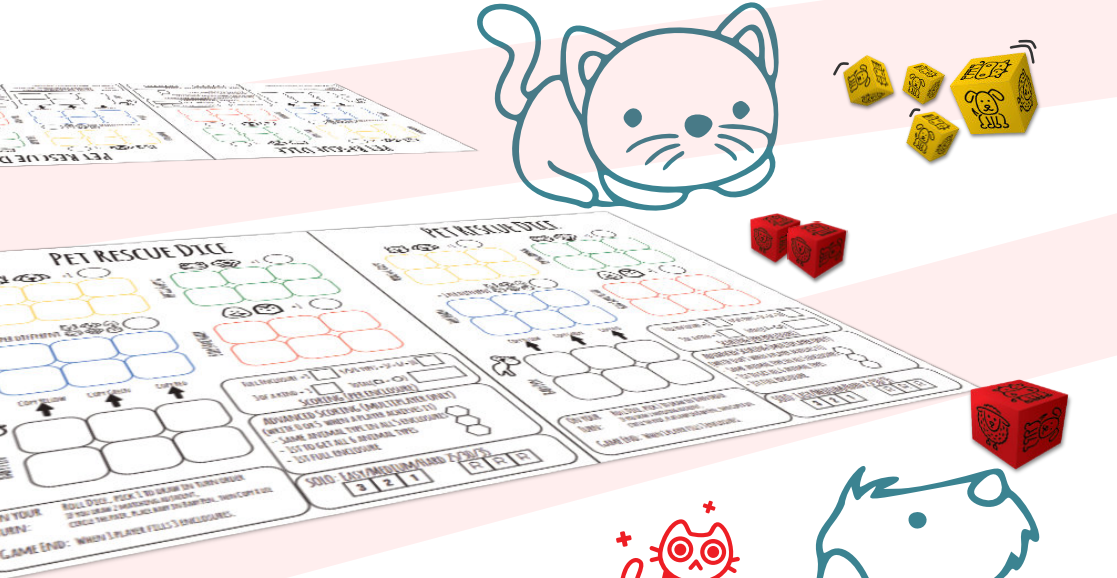
Players: 1 - 6
Age: 8+

10 mins per player

Features

- Most popular in BGG 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-details 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?
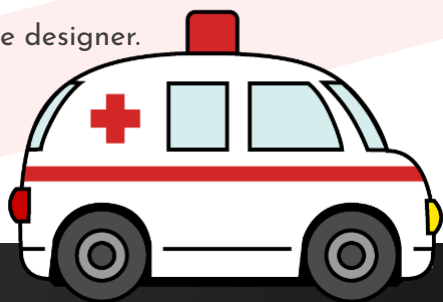
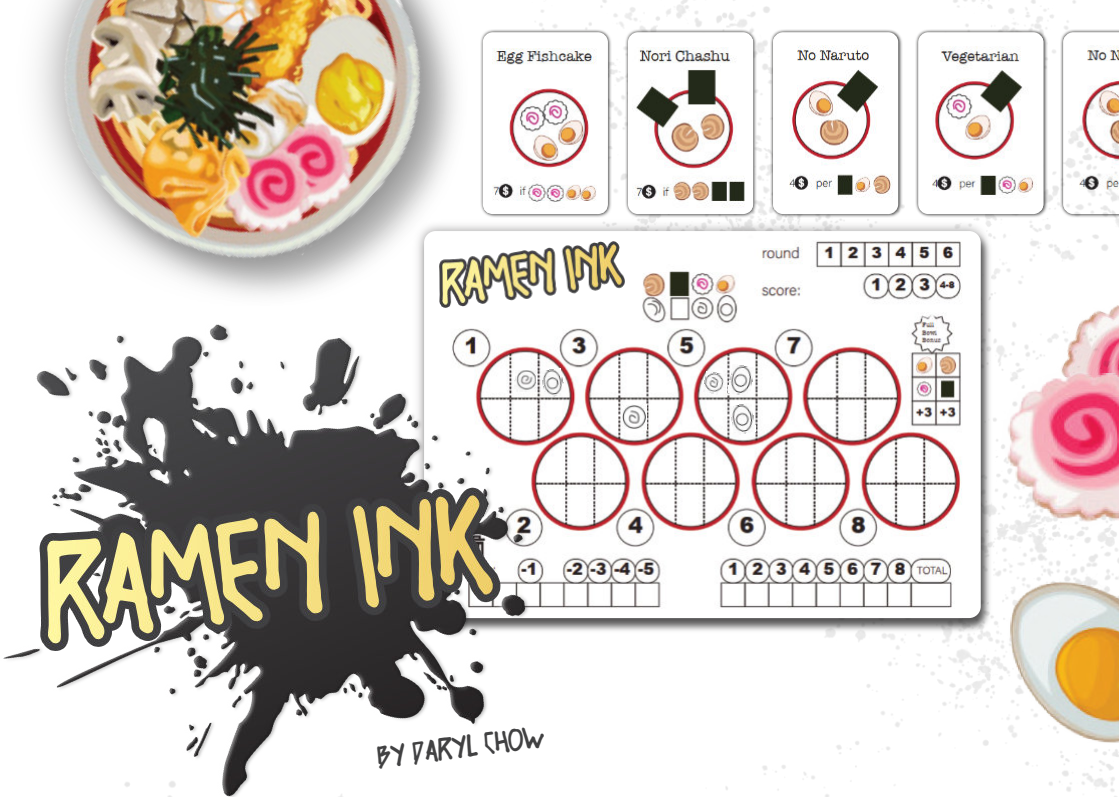**Players: 2 - 5**
Age: 8+

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

RAMEN INK

BY DARYL CHOW

Egg Fishcake

Nori Chashu

No Naruto

Vegetarian

No N

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.
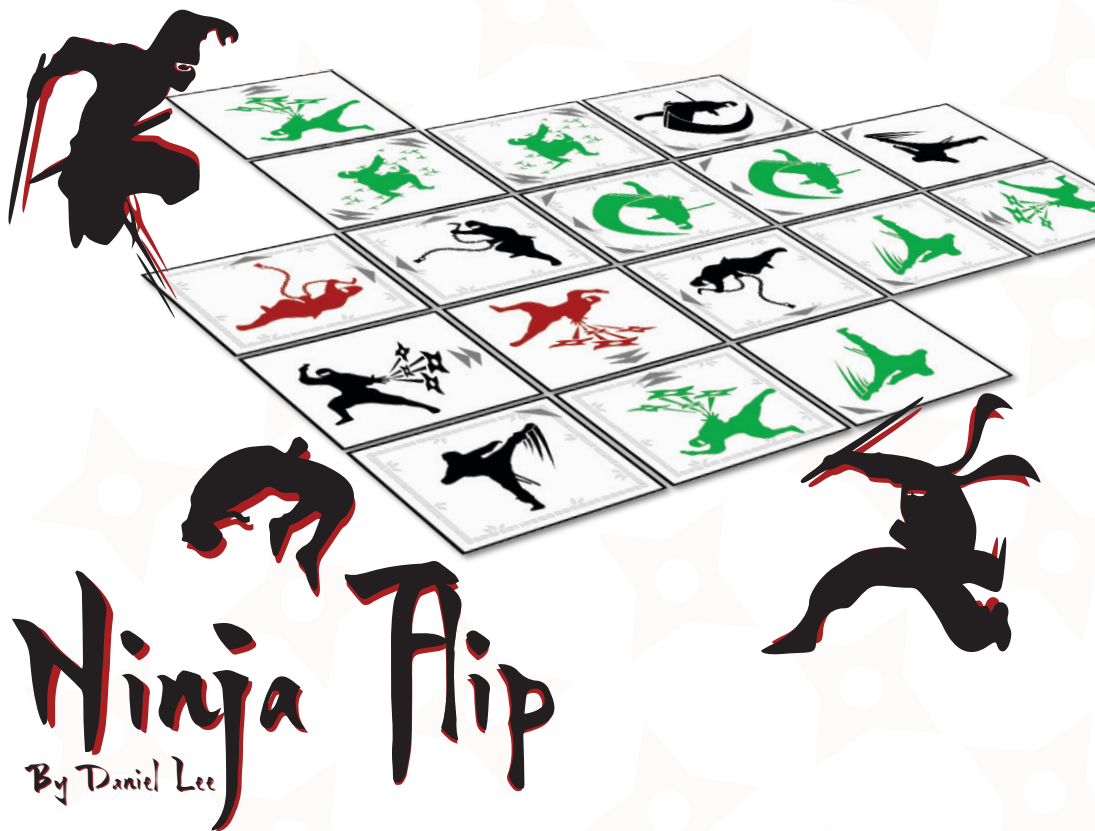
Players: 1 - 4
Age: 8+

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.

Ninja Flip

By Daniel Lee

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

Players: 2 - 4
Age: 8+

10 mins

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.

Availability: Europe, North America

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.
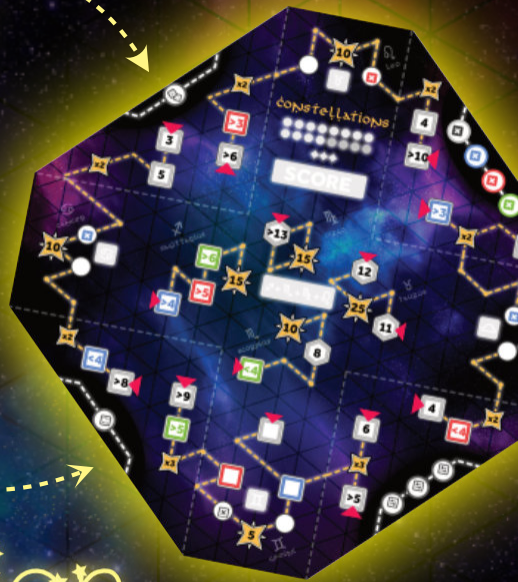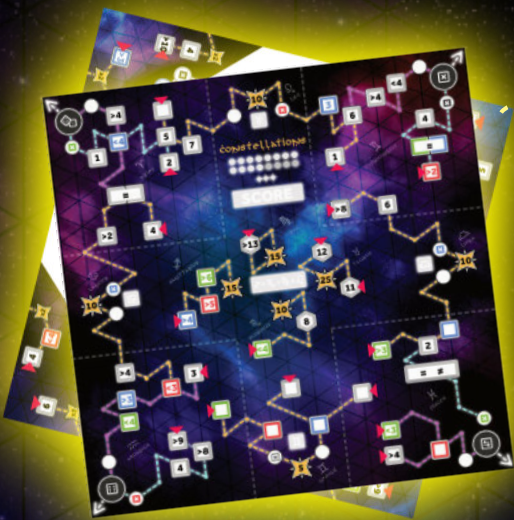
Players: 1 - 6
Age: 10+

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.

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 other players.
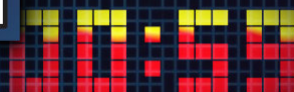
Players: 1 - ∞
Age: 10+

20 mins

Features

•   Foldable roll and write with shared dice pool.

•   Unique folding mechanics on players sheet to unlock powers and scoring multipliers.

•   Plays with as many players as your universe can accomodate.

•   Marvelous, straightforward and universal theme.

•   Easy to illustrate.

Availability: Worldwide

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.
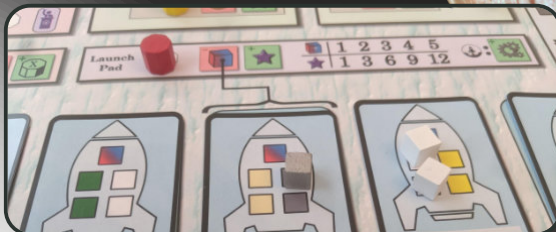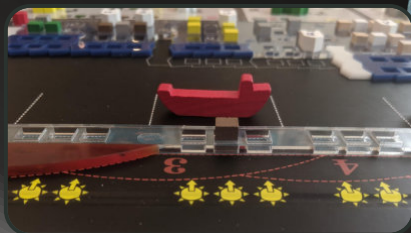
Players: 1 - 4
Age: 12+

5 mins

Features

• Fans of solo play can tackle 3 difficulty levels and play against timer, or you can combine several copies for a mega Sudoku Rush game.

• Highly competitive.

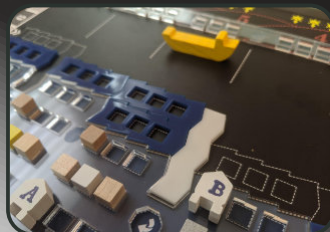• An absolute must for the Sudoku lovers.

• Highly re-themable.

LINEAE
The Ice Fractures of Europa
By Don Schwarz

Since the day 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.

Players: 1 - 5
Age: 12+

100 mins

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.

- Randomised layout with tons of replayability.

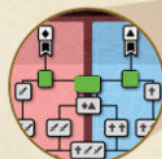- Components critically designed to be intuitive.
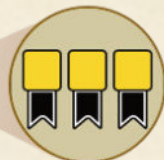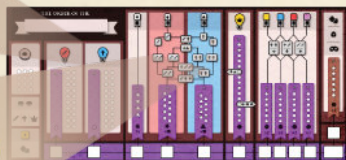
Availability: Worldwide

Claim Junctions

Claim Districts

Gather Favors

Improve Influence

Complete Objectives

Queen's Landing

by Milan Zivkovic

Every town has it's 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.

- Turn passes quick for little player down time.

- Great introduction to heavier area control games.

Availability: Worldwide

Lawless Empire

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 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
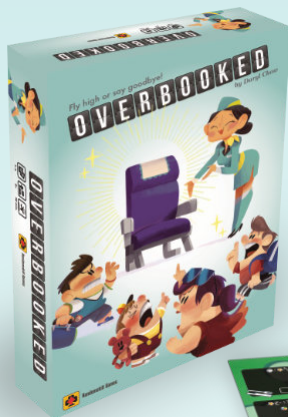
OVERBOOKED

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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