Game Menu

Kickstarter Prototypes

**Project NOS** : 2-4 players, 10 minutes. Fast-paced dice-rolling racecars

**Island of Doctor Necreaux**: 1-4 players, 60 minutes. Cooperative , ‘50s pulp sci-fi

**Grimm Forest**: 2 to 4 players, 45 minutes. Fairy tales, bidding/bluffing

**Wu Wei**: 2 to 6 players, 2 hours. Martial arts–inspired abstract strategy

**5ive: King’s Court**: 2 to 4 players, 10 minutes. Set collection, take-that

**Rise to Nobility**: 2 to 5 players, 25 min/player. Fantasy Dice Worker Placement

**Sailing Toward Osiris**: 2-5 players, 60-90 minutes. Egyptian worker Placement

**Wanted Earth**: 2-5 players, 60-120 minutes. 1-vs-many alien invasion

**Hardback**: 2 to 4 players, 60 minutes. Deck-building meets word-building

GeekDad Approved

**Eko:** 2-4 players, 40 minutes. Abstract Strategy

**Clank!**: 2-4 players, 30-60 minutes. Deck-building treasure hunting

 **Shadowrift**: 2-6 players, 45-120 minutes. Cooperative deck-building

**Villages of Valeria**: 2 -5 players, 30-60 minutes. Tableau building

**Kingdomino**: 2-4 players, 20 minutes. Tile-laying, bidding

Silly Fun

**Happy Salmon**: 3-6 players, 5 minutes. Fast-paced High Fives

**Rally Roll**: Any number of players, 5-10 minutes. Press-your-luck dice

**Go Go Gelato!**: 2-4 players, 15 minutes. Dexterity puzzle game

**Dr. Microbe**: 2-4 players, 15 minutes. Dexterity puzzle game

**Tumble Tree**: 2-4 players, 15 minutes. Dexterity card stacking

**Chef’s Choice**

**Cavern Tavern**: 2-6 players, 25/player. Dice Worker Placement, serving drinks

**Herbaceous**: 2-4 players, 20 minutes. Set collection, planting herbs

**Sea of Clouds**: 2 -4 players, 40 minutes. Pirates, press-your-luck, set collection

**Roll Player**: 2-4 players, 60 minutes. Create-a-character as a game , dice placement

**My Village**: 2-4 players, 2 hours. Dice drafting, resource management

**Riftwalker**: 2-4 players, 30-60 minutes. Card Combos, Storm Hollow game

**DragonFlame**: 2- 5 players, 30 minutes. Set collection, bluffing/bidding

**Ice and the Sky**: 2 to 4 players, 20 minutes. Cooperative ecosystem-building