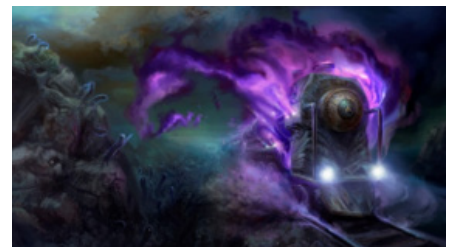
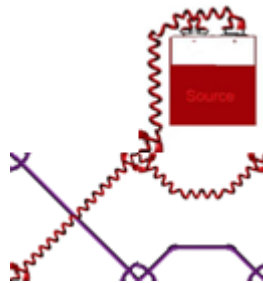
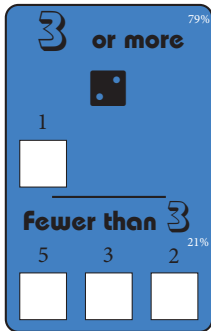


12 Games from Bruce Glassco



Bruce Glassco Game Pitches

(In order from least to most components)

Cards and Counters

1. **High School Sweethearts** --- You're a teenager! Go out and make some memories.
2. **Pirate Winds** --- Get three merchant ships safely to your harbor to win. Either guide your own ships past your opponents' privateers, or use your own privateer to capture their ships in battle!
3. **Canterbury Square** --- 5-13 players send out members of every medieval profession to mingle in the square.

Dice

4. **The Odds Must Be Crazy** --- Guess the hidden dice of everyone else at the table by watching how they bid.

Tile Laying

5. **My Splendid Machine** --- You're minions of a mad scientist, desperate to build a wonderful machine to please the Master -- but each of you wants to make it do something completely different!
6. **Over the Horizon** --- There's always something new to discover...

Boards and Maps

7. **Wigs and Muskets** --- Warfare and Diplomacy in an age of shifting alliances.
8. **Steamdragon City Council** --- Make deals for your constituents in a fantasy steampunk city.
9. **Eerie Central Railroad** --- As the engineer of a Ghost Train, your job is to pick up and deliver monsters, ghosts, and thrill-seeking humans to haunted locations all across America. There's just one problem: they're all trying to kill each other.
10. **To the Barricades!** --- Cooperate with your fellow revolutionaries to inspire your city and overthrow tyranny!

Lots of stuff

11. **Masked Ball** --- A LARP in a box! Disguised Royalty, Rebels, Spies, Tinkerers and Spellcasters mingle in a fantasy steampunk world.
12. **Mothership** --- Consult the Book of Galactic Tales to have adventures and face decisions on ten wildly varied civilized and uncivilized worlds.

High School Sweethearts

2-4 players | 1 hour | Ages 10+

You're a teenager!
Go out and make some memories.

You are **Brittany**. These will be your scores when you take your yearbook photo:

- +2 if you are popular (top 2 slots).
- 2 if you are unpopular (bottom 2 slots).

You would love to date **Carlos**:

- +3 if you are shipped with him.

You think **Leia** and **Ganon** would make an awesome couple!

So would **Morganna** and **Deion**, even though they don't have anything in common.

- +2 for each pair shipped.

Your besties are **Leia** and **Cat**.

- +2 for each of them beside you.

You can't stand **Carmen**!

- +1 if she is unpopular.
- 2 if she is more popular than you.
- 3 if she is shipped with **Carlos**!

Sid



Carlos



Deion



Play event cards to move up the social ladder, stay close to your besties and bros, make sure your enemies don't end up on top, and ship yourself and your friends with the right people!

Date

Musical Theater Date

MOVE a 😊 🤔 teen two or three spaces.



Drama

Must...beat... this...boss...

EXILE a 😊 🎮 teen.



Coming Out

Ace

Reveal your teen and place this card beneath them. You do not score for being shipped, but for every other positive score you achieve, score +1.



Components:

12 character cards or tiles
51 cards
12 counters
Scorepad

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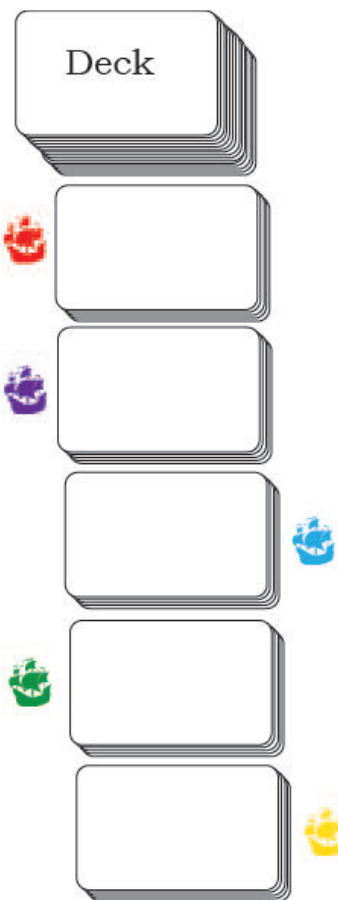


Get three merchant ships safely to your harbor to win. Either guide your own ships safely past your opponents' privateers, or use your own privateer to capture their ships in battle!

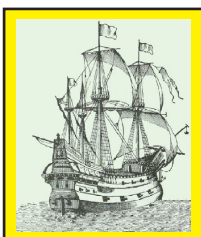
2-5 players | 30 minutes | Ages 10+

Five stacks of cards represent the Atlantic Ocean.

Each turn, slide two cards -- either merchant ships or decoys -- from your hand underneath two of the stacks, then draw cards from the tops of those stacks to replace them.



Spanish Merchant



Hurricane!

Event phase

Shuffle two adjacent stacks together, then deal them out into two stacks again.

Spyglass

Item

Before moving your pirate ship each turn, you may look at the top card of the stack it is on.

Open Sea



If your merchant ship makes it to the top of a stack, score it! If an opponent's ship is revealed beside your privateer, seize it!

Sometimes, the merchants fight back:

Broadside!



Components:

72 cards
5 pirate ships
player aid cards

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Canterbury



Square

5-13 players | 60-90 minutes | Ages 10+

Send out members of every medieval profession to meet and mingle in the square.

Three commodities: Gold, Force, and Piety.

You get the most points for whatever you have the least of.

What you get depends on who everyone else chooses each turn!



Commoner



94

Organist

Any other player who has gained piety so far this turn gains one extra piety. You gain 1 piety for each piety gained in this way + 1.



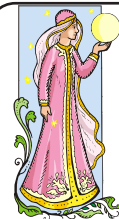
Noble



82

Overlord

Choose force or gold. Every Commoner must pay you one of the chosen commodity.



Clergy



36

Seer

Gain 1 piety for each other Clergy. At the end of the round discard your entire hand, including Seer, then draw five role cards and keep three.

Components

72 unique role cards

Turn marker die

50 small cubes and 20 large cubes of three different colors representing force (red), gold (green), and piety (blue)

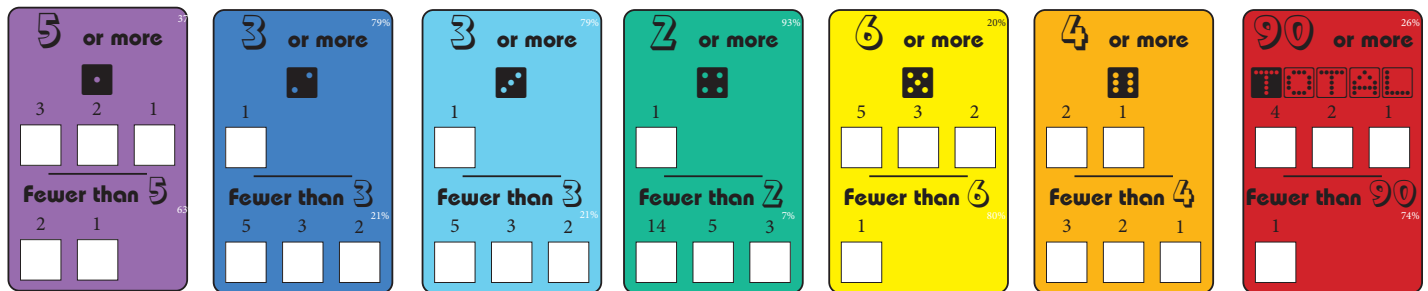
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The Must Be Crazy!

Guess the hidden dice of everyone else at the table by watching how they bid!

3-6 players | 45 minutes-1 hour | Ages 10+

Lay out a random selection of bid cards:



Everyone rolls hidden dice:



Everyone takes turns revealing their dice by placing them on cards to bid.
Do you think there are more or fewer than four 6's on all 24 dice?

With each die that is revealed, you get a better sense of the odds -- but the payoffs for being right get smaller!

Components:

- 42 cards - 6 of each color
- 48 standard dice
- 6 player screens

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My Splendid Machine



A tile-laying game of improbable engineering

You're all minions of a mad scientist, desperate to build a wonderful machine to please the Master. You're all working on different parts of the same machine -- but each of you wants to make it do something completely different!

2-5 players | 45 minutes | Ages 10+

Each player has a different goal:

Dirigible

- 1 Mixer 
- 1 Propeller 

These devices must be no more than three tiles from one another (counting diagonals).

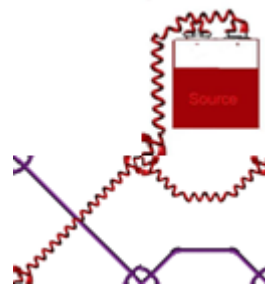
Just be sure not to utter the words "big gasbag" anywhere around the Master.

Chess Player

- 2 Brains 
- 1 Hand 

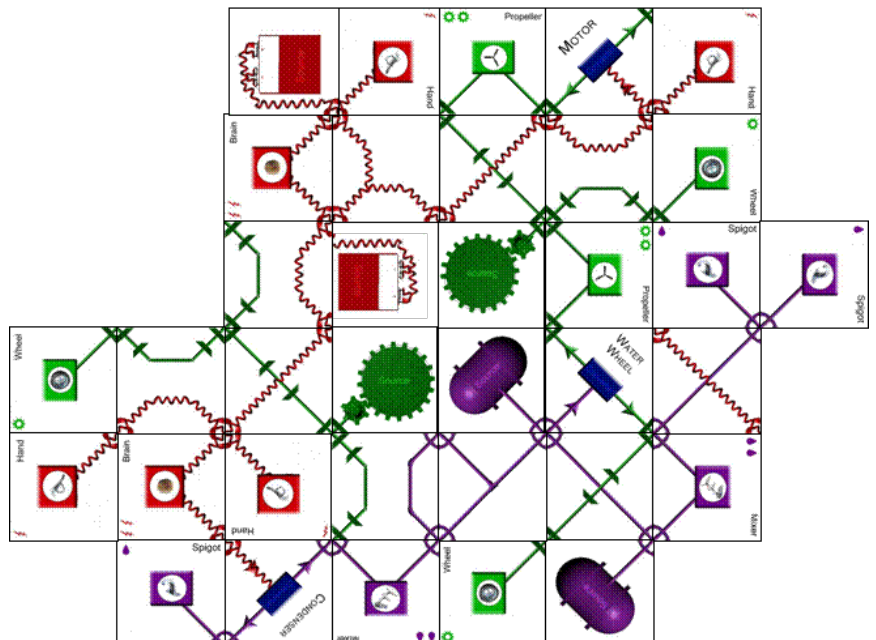
...because nothing sends the Master into a rage more than being beaten in chess by some smarty-pants secret agent.

Position your tiles to connect electric, mechanical, and hydraulic power sources to the devices you need. Use converters to change one type of power to another type.



Collectively build an amazing contraption.

Use the advanced tiles to create even crazier devices like the Jacob's Ladder and the Electrified Flying Death Gear. Or build a Death Ray and become the new Master!



- 18 goal cards
- 84 tiles, consisting of
 - 30 connector tiles
 - 24 device tiles
 - 12 source tiles
 - 18 bonus tiles (advanced game)
- 18 ownership markers (advanced game)

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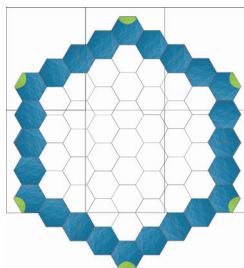
There's always something new to discover...

Over the Horizon

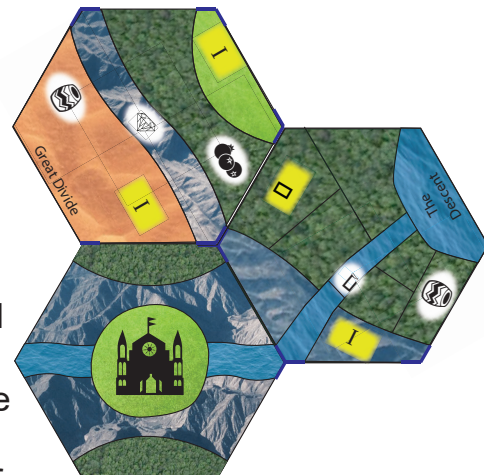
2-6 players | 2 hours | Ages 10+

Two centuries ago, people from your country went off to explore a new continent and never returned. Now follow in their footsteps to chart an unknown land. No matter how many times you've played this game, you'll always have a chance of discovering something new!

Start from opposite corners of a giant hexagon.



Draw and play hexagonal tiles to help your expedition or hinder your opponents as you race to claim the longest river, try not to get lost or starve in a trackless desert or disease-ridden swamp, locate valuable crystals in inaccessible terrain, befriend and trade with the locals, recruit new expedition members with valuable skills, and be the first to arrive at the ancient temple in the heart of this land!



Defeat or avoid the monsters blocking your path!



This card is the key to the game's exciting replayability. An envelope full of hidden cards guarantee that even experienced players can keep making new discoveries for at least twenty games, while gradually uncovering the history of this mysterious continent. What clues have the ancients left behind with their bizarre technology?

New Discoveries Rumor

Play this this card:
Immediately.

What it does:

If this is your first time playing this game, discard this card and draw another. If you have played before, open the special envelope and draw the top card there.

Effect may be used:
1x

Hidden Cave Rumor

Play this this card:
Your expedition is on a river space with a waterfall.

What it does:

You find two crystals.

Effect may be used:
1x

Capsized Disaster

Play this card:
Immediately.

What it does:

Gain 1 Trade Good. Choose another expedition on an Open Water or River space. That expedition must choose whether to lose 1 food or 2 trade goods.

Geologist Expert

Play this card:
End of game

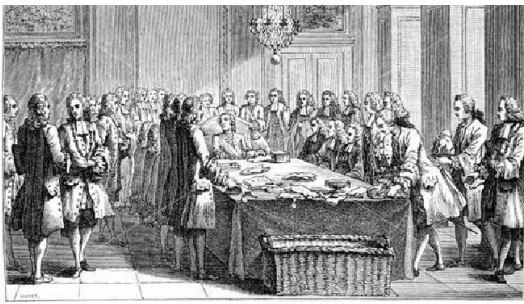
What it does:

Each mountain you have surveyed is worth 1 extra point. Each mountain you have explored is worth 2 extra points.

Components

37 unique hexagonal tiles
Rigid border for outside ocean
50 Discovery cards
Envelope for hidden cards
12 monster figures or stand-up counters
6 Explorer and 6 Boat meeples
90 small exploration tokens

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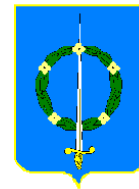
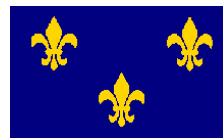


WIGS AND MUSKETS

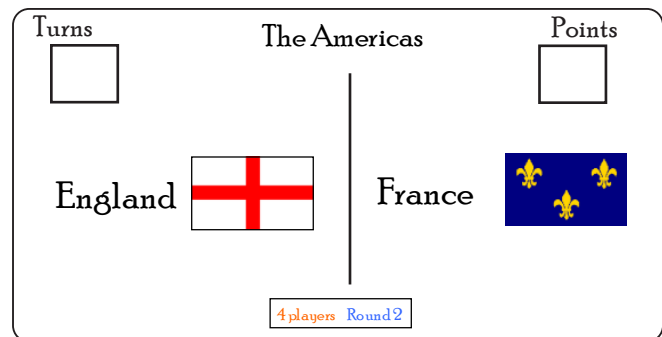
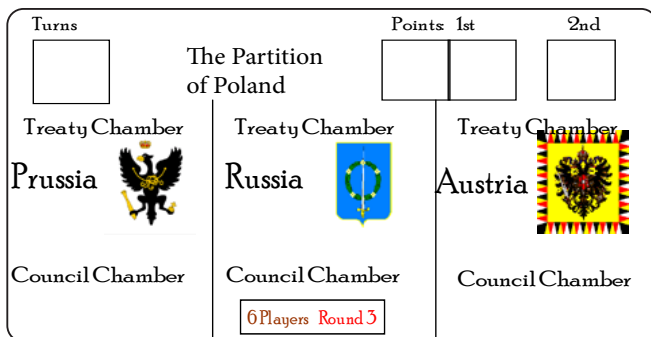
Diplomacy and Warfare in an age of shifting alliances

4-6 players | 90-120 minutes | Ages 12+

The Great Powers of Europe in the 18th century:



Each turn, new conflicts will arise.



You can't win without making alliances, but no alliance lasts forever. Bribe, threaten, cajole, bargain, and backstab -- all in real time.

Because when diplomacy fails, it's time to put away the wigs and get out the muskets.

Components:

- 6 nation boards and one War display
- 6 sets of Influence tokens (approx. 30 per player)
- 6 Timeline cards (1700-1775) Production note: could be printed on a cardboard strip.
- 47 Conflict cards (15 for five players, 16 for four players, and 16 for six players)
- 30 Number markers (labeled 2-4)

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Make deals for your constituents in a Fantasy Steampunk City!

3-6 players | 60-90 minutes | 12+

7	8	9	10	11	12	13	14	15
Merchants		Elves		Gnomes	Wizards		Underworld	
Workers								
5	4	3	2	1	0	TREASURY		

Gain 1 Influence

Each Round:

- Draw Tax card
- Choose Crisis
- Draw new crises
- Assign Turn Order
- Assign Counselors

Round 1

Round 2

Round 3: Draw Tax card on 6

Round 4: Draw Tax card on 5 or 6

Gain 2 Influence

Gain 3 Influence

44
Dwarves dumping sludge in river

A: Do Nothing	1
+2	-2, -2

B: Pass Water Quality Mandates
\$0

+2, +1	-2
-----------	----

C: Build Viaduct system
\$6

+3, +2	-1
-----------	----

Each turn, use your councilors to vote for the best resolutions for the problems that plague the town of Steamdragon -- at least, the best for you. Wheel, deal, threaten, and bluff the other players. The council member who strengthens their supporting factions the most will rule the city!

76
Air Pirate fleet lurks in mountain pass

A: Do Nothing	\$4
+1	-2, -1, -1, persists

B: Seek alternate route
\$4

-2, -1

C: Build Up Airship Fleet and Attack!
\$8

+3, roll D6 +	+1
1-8: as A / 9-11:	+3, -2, 5\$

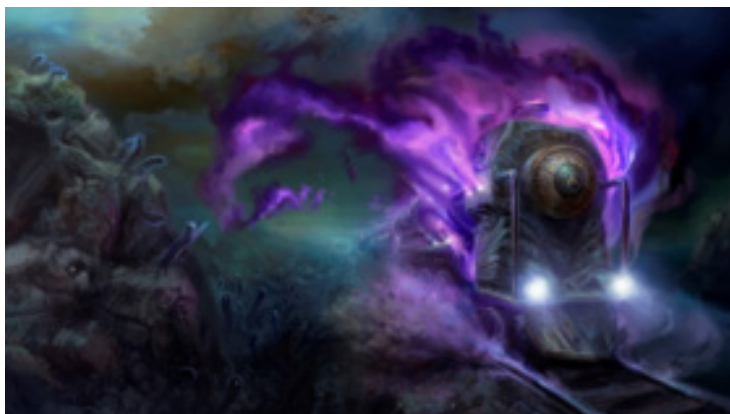
Components:

- Power track
- 5 Councilor tokens each for 6 players
- 6 Turn order tokens
- 12 Faction tokens
- 84 Faction cards
- (7 each for 12 factions)
- 70 conflict cards
- Money
- 2 standard dice

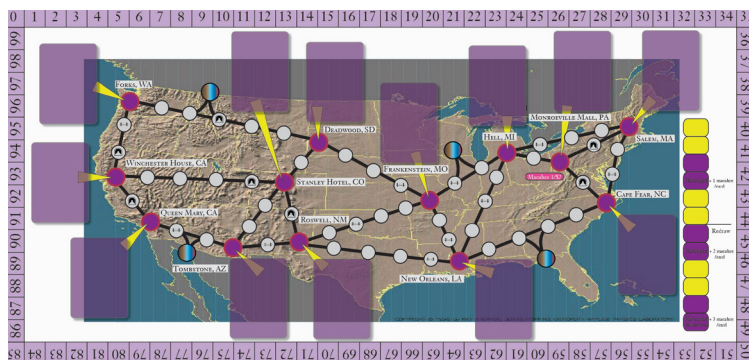
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EERIE **CENTRAL** **RAILROAD**

2-5 players | 60-90 minutes
 Ages 12+



As the operator of a Ghost Train, your job is to deliver monsters, ghosts, and thrill-seeking humans to haunted locations all across America. There's just one problem: they're all trying to kill each other.



This lovely couple just wants to take your train to Cape Fear...

...but can you keep them safe from her...

...and him...

Couple



\$7

Travelling Together
Boarding: Add partner token when this card boards. The couple must board into the same carriage.
Debarking: Both must debark to collect \$.

BANSHEE

6



\$0

Howl
Movement: Train gains +1 speed while Banshee is aboard.
6: Discard Banshee and one red passenger anywhere on train.

Sickly young person



\$6

Family Secret
8: Discard this passenger and replace it with the top purple card in the passenger deck.

BLOB

4 + *



\$0

Blob Growth
End of Turn: Every turn, place a blob token adjacent to this card or a blob token. Any passenger already in that space is discarded. May spread between carriages.
6: Add an extra blob token.
*** Debarking:** Add +2 Macabre for each token.

1 board
 Fourteen carriage boards
 5 train markers
 5 scoring markers
 1 turn marker
 5 extra engine markers
 Longest and fastest train markers

18 Special passenger markers
 Movement cards: 5 sets of 8 cards
 Passenger deck: 80 cards
 Event deck: 26 cards
 Goals: 16 cards
 Personnel: 9 cards
 money

- Human passengers earn money to buy upgrades -- engines, coaches, and conductors.
- Monster passengers earn Macabre victory points. Keep them separate!
- Simultaneous move selection.
- Start with a goal card and purchase more.

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The setting for this game could be 1789 in Paris, or this year in Tehran. In every nation where tyranny becomes oppressive and the wealthy dismiss the plight of the poor, in the salons and wineshops and slums the spirit of opposition will grow.

A Revolutionary Game by Bruce Glassco

3-5 players | 60-90 minutes | Ages 10+

Cooperate with your fellow revolutionaries to inspire your city and overthrow tyranny!

Secret Room Architect   Arrival: 1 rumor 🔑 Find a new hideout In any residential district: 👁 Spend 1 cash to gain a Safe House token.	Street Preacher   Arrival: 1 preparation token 🔑 Burn it all down! In any district: 👁 Raise Unrest by 2 in this quarter.	Reporter   Arrival: 1 cash 🔑 Ear to the ground In any district: Gain a Rumor in any district other than the Underground Newspaper. You may perform this action more than once per turn in different districts.	Student Poet   Arrival: 2 rumors 🔑 Words of Fire In Underground Newspaper district: 👁 Raise Bourgeois Unrest and Worker Unrest by 1 each.
--	---	--	--

*"The most heroic word in all languages is revolution."
-- Eugene Debs*

- Inspire the populace to stop living in fear!
- Smuggle weapons past the police, train the people how to use them, and strengthen camaraderie!
- Foil the evil regime's insidious plots!
- Set off the spark for the uprising when the time is right!
- Try not to get arrested or shot!
- 23 different rebels to play, each with their own specialties
- Could be rethemed with AI overlord and robot police.

Components

- 1 map
- 3 decks of cards: Rebels (23), Rumors(60), and Regime (43)
- 23 standup Rebel character counters or figures
- 16 police counters or figures
- 3 Unrest cubes
- 12 Preparation tokens
- 15 Safe House tokens
- 60 Suspicion tokens
- Cash tokens or paper cash

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Masked Ball

6-20 players | 45-90 minutes | Ages 10+

A LARP in a box!

Disguised Royalty, Rebels, Spies, Tinkerers and Spellcasters mingle at a masked ball in a Fantasy Steampunk world. Choose your role:



Fool's Mask

Use with

Attributes:

11+ **Mask** – You must always have exactly one Mask.

O b v i o u s – You must show this card to anyone with whom you interact.

This item is worth 5 points at the end of the game. Once per interaction, the person with whom you are

interacting may ask you a question which you must answer truthfully.



Rebel Inventor

Use with

6+

Traits:

Tinkerer, Rebel

You start with extra Knowledge: Somewhere in this room is a Jeweled Bird you made for the monarch. If you can locate it, you know that it is **Deadly Clockwork**.

Scoring: Gain 12 points if the Monarch dies, and 6 points for each other character with the "Palace" trait who dies. You gain these points even if you yourself die. Also, gain 3 points for each

Royal Secret.

Witch

Use with

6+

Traits:

Spellcaster, Assassin

Curse: Write down the name of a **Magical** item. (It need not be an item you have ever owned.) That item is now considered to be **Deadly Magic**. Also, you are **Protected from Deadly Magic**.

Scoring: Gain 6 points for each **Magical** item.

Hint: Don't plan on killing anybody until you can find someone who's willing to pay you. That's not good business!

Trade the items you've got for the items you need.

Scandalous Memoirs

Use with

6+

Attributes:

Work of Art

Print

Royal Secret

This item is worth three extra points to anyone with the "Palace" trait.



Gear Jammer

Use with

6+

Attributes:

Clockwork

You are Protected from all **Deadly Clockwork**.



Pet Cat

Use with

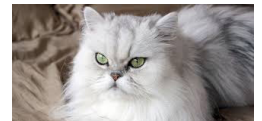
6+

Attributes:

Animal

O b v i o u s – You must show this card to anyone with whom you interact.

The Pet Cat is rumored to be **Valuable**.



Learn the secrets of the other players so you don't end up with a deadly item!

KNOWLEDGE

6+

The Pet Cat is a rare breed, and is **Valuable**.



KNOWLEDGE

6+

The Crystalline Mask is **Valuable**.



KNOWLEDGE

6+

The Crystalline Mask is **Deadly Magic**.
You know how they say that the truth hurts?



Components:

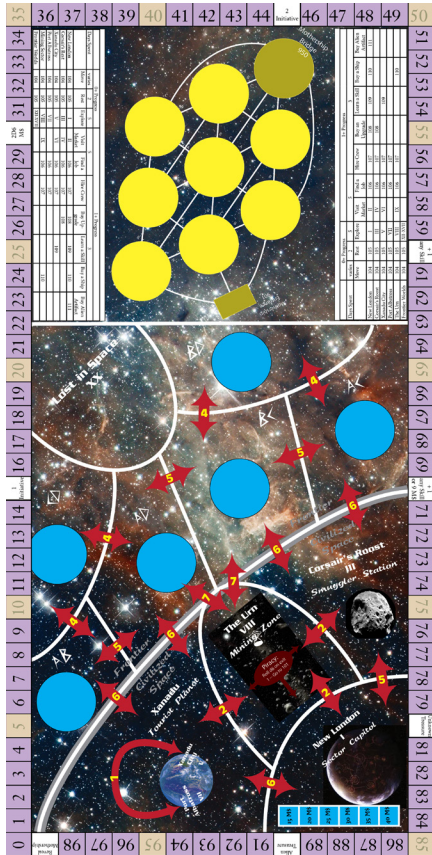
20 cardboard masks
80 item cards
47 role cards
46 knowledge cards

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Mothership

1-6 players | 2-3 hours | ages 14+

Consult the Book of Galactic Tales to have adventures and face decisions on ten wildly varied civilized and uncivilized worlds. Gather clues to find an ancient alien starship, then race your rivals to claim it in this thrilling space opera! Playable as a solo game, head to head, or in teams. In the campaign version the full story can take many replays to uncover!



Choose from characters like Quaxar the Cyborg, Blake Starstrummer, Lisandra the Empath, Doctor Graboznik, or the evil Lord Thormeer, each in your own ship carrying a different mix of skills, crew, and equipment.

As you travel to your next destination, gain Initiative tokens to prepare you for the dangers you will face.

Read an encounter on the world you land on.



Hunting Party (Ice world Walton)

You come across a group of off-world hunters who have traveled here to bag a giant snow worm. They seem to be expendable idiots. Do you wish to do your best to help them, or pretend to help them while sabotaging their hunt, or ignore them and allow them to go on their merry way?

Help them: At least they have some big guns. Roll D6 + **Combat** + **Command** + **Gunner** + **Survival**.

1-5 Why did you think this was a good idea? One of your crew members disappears down the monster's gigantic throat, along with all the hunters.

6-7 You aren't coming away with any trophies, but at least you manage to drive the creature away. Add +1 to one of the four skills.

8+ You actually manage to kill one of the enormous things! The hunters tell you that there is a rare secretion that comes from one of its glands, and they pay you well from their expected profits. Gain +1 in any of the four skills, plus 12 M\$.

Sabotage: Roll D6 + **Diplomacy** + **Engineer** + **Stealth** + **Survival**.

For each encounter, choose a response and how much Initiative to spend on your skill rolls.

No-one knows what you will need to do to claim the alien ship once you find it -- but you can uncover clues as you locate alien artifacts and maps!

+Y: Absolute Control 956

First team to the Bridge wins!

+W: Greedy Aliens 953
Points for Merchant Skill,
all Treasures, value of docked Ships,
Ship upgrades, Glowstone, & Robot
Crew members

+X: Exploding Ship 955
Points for Agility + Pilot/Maneuver
+ Alien Treasures
Occupy Bridge

Components:

Book of Galactic Tales

24 character sheets

200+ Crew, Treasure, Hunter, Profession, Quest, and
Ship cards (could be spread out in expansions)

80+ Initiative, Progress, goods, and status markers

Currency

6 Ship figures

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Play video also available.