

# SPIELNACHT

It's that time again! The drinks are on ice, the pizza guy just dropped off tonight's dinner, and your friends are nearly here! In short, it's time for Spielnacht!!! (or "Game Night" if you have trouble with the original German). As you stand in front of your shelves looking at your rather spectacular— if you do say so yourself— collection of games, you realize that you have no idea what to play!

Your friends all like different types of games. Would game night be better with a strategy game, or maybe that hot new party game that everyone's raving about?! And then you have to throw in the added complication of player counts! Are there going to be enough people around to play that cool new card game that you just know they'll love? And you don't even know what games your friends are going to bring!

Spielnacht drops you right into that hot seat. Each Player is trying to bring games to game night that the most gamers will enjoy. Over the course of 5 rounds, you'll need to constantly be adding to your collection and monitoring the group dynamic in order to please the most Gamers. At the end of the game, the Player who was able to attract the most Gamers to his own games is going to walk away with the victory and the title of "Master Host."

## COMPONENTS

- **95 Gamer tokens.** These tokens represent the people in your game group that are actually going to be playing games during game nights. Each Gamer token has a preference for one or more categories of games, and they will only be attracted to games where the color of the game matches the color of the Gamer token.
  - 10 Gold Gamers ("Star" Gamers)
  - 25 Single-color Gamers (5 each of red, blue, green, gray, purple)
  - 60 Double-color Gamers (3 each of any color combination, e.g. blue-gray)
- **60 Game cards.** These cards represent actual games that will be played at Game Night. Each game falls into a specific category, indicated by the background color of the Game card. The category that a game belongs to will determine which Gamers are attracted to that game. Additionally, each Game card has a phase denoted on the back of the card. As the phase increases, the games get better.
  - 25 Phase I Games
  - 15 Phase II Games
  - 10 Phase III Games
  - 10 Phase IIII Games
- **1 red bag for "Potential Gamers"**
- **1 green bag for "Available Gamers"**
- **1 pad of paper.** At the end of each round, Players use this pad to update their total score.

For the Gamer tokens and the Game cards, the colors represent the categories that they belong to, as depicted below:

Gray	Red	Green	Blue	Purple
Strategy	Card	Conquest	Cooperative	Party

## SETUP

Begin by separating the Game cards into different stacks based on their phases (the number on the back of the card). Now that you've got 4 stacks, go ahead and shuffle each of them and place them face-down (so the Players only see a phase number on each of the 4 stacks).

Put all of the Gamer tokens into the "Potential Gamers" bag. It's important that the players are not able to see into either of the bags, since they should be drawing randomly.

Without looking, draw 8 Gamer tokens from the (red) "Potential Gamers" bag and line them up in the middle of the table for all the Players to see. These 8 Gamers are going to be the start of your gaming group, so each Player should take a moment to look at which types of Gamers are represented. For example, if there are lots of Card Gamers (red tokens), then Players might want to consider bringing extra Card Games (red cards). Once all of the Players have had a chance to look at these 8 Gamer tokens, place the tokens into the (green) "Available Gamers" bag. You're now ready to begin your first round of Spielnacht!

## ROUND OVERVIEW

At the start of each round, draw eight Game cards from the phase stack that corresponds to the current round in the chart below. For example, in the first two rounds, take cards from the Phase I deck; in the third round, take cards from the Phase II deck, etc. Place these eight Game cards face-up in the middle of the table.

Round	Phase
1	I
2	I
3	II
4	III
5	IIII

In the first round, the Player who has most recently purchased a board game in real life is the Starting Player and play follows clockwise. At the end of each round, the Starting Player position

moves clockwise around the table. Thus, if John is the Starting Player in the first round, the Player to his left will be the Starting Player in the second round. The Starting Player takes one of the eight cards in the middle of the table. After the Player chooses a Game card, play proceeds to the next Player in clockwise order.

The Players continue taking cards in order, until all the Players have taken two cards. At that point, if there are any cards remaining in the middle of the table, those cards are discarded from the game.

Now it's time to invite your friends to game night!

## INVITE FRIENDS

Games are always better with more people, so now everyone has a chance to add some Gamers to the group that is going to show up at game night.

Each player should secretly draw 5 random Gamer tokens from the (red) "Potential Gamers" bag. Once you have those tokens, choose 2 of them that you want to invite to become regular members of your game group. You want people to play the games that you bring, so it's worth keeping in mind which categories (colors) of games you own, and which Gamers will want to play those games. Once you've selected the 2 that you want to invite, drop those 2 into the (green) "Available Gamers" bag. Return the remaining 3 Gamer tokens to the (red) "Potential Gamers" bag.

Once all the players have finished inviting friends, we're ready for game night!

## GAME NIGHT

During game night, each player is allowed to choose some of his Game cards to try to convince the Gamers to play. Whenever a Gamer is attracted to one of the Game cards, the Player who brought that card to game night has the potential to score Gamer points. The maximum number of Games that a player can bring is determined by the round number.

Round	Maximum Games
1	2
2	2
3	3
4	3
5	4

Each Player looks at his collection of Game cards and secretly chooses which games he is going to bring to game night. If you let the other Players know what games you're bringing to

game night, they can adjust their own games to gain an advantage! Each Player should place the Game cards that he is bringing face-down directly in front of him.

Once all the Players have chosen their Game cards for this round, the Players all reveal the Game cards that they brought to game night by flipping them face-up. Now it's time to see which of these games are going to be played, and which Player is going to get the most points.

Without looking, draw the Gamer tokens from the bag one at a time, and assign each token to one of the Game cards that a Player brought to game night. Use the following rules—in order—to determine which game a Gamer chooses to go to:

- 1) **Color.** If a Gamer is a single color (excluding gold), it must be assigned to a game of the same color. If a gamer is double-color, Players should first attempt to assign the gamer to the color of the gamer's head. If there are no available games of that color, then the Players should attempt to assign the Gamer using the color of his feet. Gold Gamers like all types of games, so skip this rule for them.
- 2) **Game rating:** Gamers want to play the best game within their preferences, so the players should assign the Gamer to the highest rated game of the color that matches the Gamer's preferences. The rating is the number in the top right of each Game card.
- 3) **Player count:** A Gamer should not be assigned to a game that has reached its minimum player count, unless all other games of the same color have reached the minimum player count.

If the Gamer cannot be assigned to a game according to these rules, the Gamer token is unable to play a game, so the token should be returned to the (red) "Potential Gamers" bag.

Once all the Gamer tokens have been drawn from the (green) "Available Gamers" bag, it's time to tally up the score and see how each player did.

## BRIBING

Now that all the Gamers have decided which games they're playing at, you've got one last chance to add a few people to your games. If you have any games left in your hand (i.e. games that you did not bring to Game Night), you can give them away as a bribe!

In this case, a bribe means that you convince a random passerby to join one of your games, but they're only willing to join if you can give them a game that they want to play. For example, if you need another Gamer to play your Party (purple) game, you can discard a Party game from your hand.

If you REALLY need another Gamer, but you don't have the right type of game in your hand, don't worry! You can discard two games of ANY type (they don't have to be the same type) to get that Gamer that you need!

When you bribe a Gamer, they don't get added to the group, so the easiest way to remember to count them is to put the game that you're discarding underneath the game that you need

another gamer for. That card now represents another Gamer who decided to play that game! After scoring, just remember to discard the game that you used as a bribe.

You can bribe as many Gamers as you want. This is a great way to get rid of some of those older games that just don't draw the same crowd anymore!

## SCORING

If a game did not attract enough Gamers to meet the minimum player count depicted on the lower left corner of the game card, that game does not score any points. The Player who brought that game returns it to his collection and is allowed to bring that game to a future game night if he so chooses.

If a game did attract enough Gamers to meet the minimum player count, the game scores points for the Player who brought it. For each Gamer that was attracted to the game, the Player who brought it scores 1 gamer point. After adding the points to his total score, that Player returns the game to his collection, and is allowed to bring the game to a future game night if he so chooses.

After each of the Players have calculated their scores for the round, they add the round score to the total score and the next round begins. Return all the Gamers to the (green) "Available Gamers" bag to get ready for the next round, and remember that the player with the lowest total score is going to draw first in the next round!

## END OF GAME

The game ends after 5 rounds. The player with the most Gamer points is the winner! In the case of a tie, the tied Players add up the ratings of all of the games that they own, and the player with the lower total is the winner!