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# Intrigue

by Stefan DORRA

3-5 players / 14+ / 45 minutes

The players incarnate notables desirous of getting rich by sending counselors into the opponent castles. Unfortunately, there may be not enough space for everyone. You have to find the necessary means (promises, bribes, blackmails) to ensure the best locations in opposing castles to be more productive and thus raise more money. Of course, the engagements aren't forced to be respected! Betraying to succeed, of course, but remember that short reckonings make long friends!

History :

1994 – Intrigue published by FX Schmid

2005 – Intrigue published by Amigo and Mayfair

“They aren't many games that have this kind of level of cutthroat”  
– Tom Vasel







# **TEMPLARI**

by Michael SCHACHT

3-5 players / 14+ / 30 minutes

The players take the role of members of the Knights Templar who discovered a part of the Templars' treasure. Instead of donating to museums, an atypical auction game is held between the members to divide the spoils. Bet, spend and collect the most prestigious collection of treasures without waking the cursed souls contained in the relics of Templars.

History :

2001 – Don (mafia theme) published by Queen Games

2002 – Serengeti (African art theme) published by Asmodee then in 2006 by Abacusspiele



# Vabanque

by Bruno FAIDUTTI and Leo COLOVINI  
3-6 players / 14+ / 45 minutes

The players try to win the most money by choosing the right casino tables and setting traps for their opponents. Be greedy but not too greedy, or you risk falling into their own traps! Unless it was all a bluff on their part... Do you prefer to be cautious by winning little or try and win a lot, at the risk of being trapped by your opponents? Such is the permanent dilemma of Vabanque!

## History :

2001 – Vabanque published by Winning Moves Games

2017 – Vabanque published by New Games Order







by Mathias BAGLIONI and R,  
2-8 players / 14+ / 20 minutes

'Not Not' is the multiplayer adaptation of Alt Shift's video game of the same name (available on iOS, Android, Nintendo Switch and Playstation). It's a fast-paced game combining your sense of direction, logic, and reflexes. It's based on two cognitives biases: multiple negations and incongruent words (the colors are written in another color than the one they specify). It's up to you to filter out irrelevant information that'll slow down your reaction time to be the fastest to tap the correct card.