

# Board Games

- Most popular: [Battlestations](#) files and supplements

## Current Challenge

- [Gamecrafter Game Pieces Only](#) Challenge
  - [GamePieces](#) - Game (Open)
- [Gamecrafter Hidden Movement](#) Challenge
  - [HiddenMovement](#) - Game (Semi Finals)

## Own Creations

- [BattleBots](#) Heavily inspired by Robo Rally. Each player has a robot that is programmed with cards. Whenever the robot is damaged, a card is removed.
- [ColosseumOffcuts](#) How to play with the little square bits you would normally throw away from the [Colosseum boardgame](#).
- Creative Writer- A monopoly type game about game design. (100% complete, but needs rewriting)  
[BoardCardsRules](#)
- [DungeonMaster](#) Similar in concept to my card game, [DungeonBuilder](#) but trying to get as close as reasonably possible to the multiplayer version of the computer game [Dungeon Keeper](#)
- [Fiefdom](#) Resource management
- [GoodvsBad](#) (10%) A variable boardgame in somewhat similar style to monopoly. Inspired by [Tales of Thrilling Adventure](#), but more abstract than pulp.
- [The Great Machine Beta](#) A tile placement and rat feeding experiment game. (50% complete)
- [HellRaiser](#) (40% complete) A board and card game similar to [Betrayal at House on the Hill](#).
- [HordesoftheGods](#) (10% complete) A boardgame in the style of a computer RTS (real time strategy) game using the rules for [Hordes of the Things](#) as the base.
- [MechaBots](#) The concept behind this game is the construction of warrior robots that fight each other. But the mechanics of the construction are different. Hexmap based.
- [MetaMorph](#) (80% complete) A game of shapechanging mages in a fantasy setting
- [Morituri](#) (10% done) Possibly this could be viewed as "Battle Bots 2". There's elements of [Wings of Fury](#) in it now. I like the concept of different decks for different people. Update - there's already a gladiator game with this name using this mechanic (great minds think alike!) - you can find it here- <http://boardgamegeek.com/boardgame/36709/morituri-te-salutant>  
On a side note, apparently the phrase is apocryphal and was a-typical.
- [rollerBall](#) A single route/multiple route game. I imagine a square board with multiple concentric rings.
- [StormTheCastle](#) Players are groups of peasants bent on bringing down the mad scientist in his evil mansion. Inspired by the World Works paper model of [Shellendrak Manor](#).
- [ThiefGame](#) (30%) Inspired by the various Thief games from [Looking Glass Studios](#) that have been part of my favourite computer games of all time. I really should have started designing a boardgame about them well before now.
- [Trove](#) Mentioned in passing as an amusing pun of [Trovia Pursuit](#) by a work colleague. However - I think it has game potential.

- [Wedding](#) What happens when you gather a bunch of geeks and their families, dress them up according to different time periods and perform a wedding?  
Well, the obvious of course - an invasion by Cybermen who think there is time travel technology present. Prepare to be upgraded.
- [TowerDefense](#) An attempt at turning a computer game genre into a board game

## Expansions and Utilities

- [Penciltown](#) resources
- [Eclipse Map viewer](#) - HTML5 canvas
- [Battlestations](#) files and supplements
- [Battletech](#) - things for campaigns
- The Avalon Hill **Dune** Boardgame
  - [Dune Treachery card descriptions](#)
  - [Cyberboard Gamebox](#) —Also available on the [PBeM Emporium](#) website where there is also an improved version.
- [My hosted dungeons](#) - My things for the solo dungeon building game  
<http://planet-thirteen.com/Dungeon.aspx> [How to Host a Dungeon](#)
- [GamesPiecepack](#) - Things I've made for the piecepack system
- [Roborally](#) helpful rules summaries, variants etc..
- [Stonehenge](#) - New rules! Published here- [on the Paizo site](#) and possibly [on this German site](#)

## Variants

- [AIMP](#) My variant of Jeremiah Lee's <http://www.boardgamegeek.com/game/33468> [Zombie in my Pocket](#) game. With an Aliens theme and longer playtime.
- [CoTwister](#) - A co-operative dungeon exploration variant of Dungeon Twister. For 1+ players (1 expansion or base game required for every 2 players)
- [FourthDimension](#) (100% complete) My own variant version of the original TSR game that came out in 1979. The original game is listed here- <http://www.boardgamegeek.com/game/675>
- [Nightmare House](#) - The re-visioning of the ARES magazine haunted house board game
- [Renegade Car Wars](#) - my Carwars variant using armour and weapon ideas from Renegade Legion.

## Medieval Manor

[Medieval Manor](#) - my art for [Lloyd's Warpspawn](#) game

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