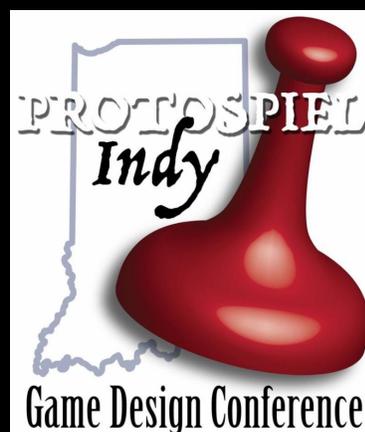


## Protospiel: Where boardgames go to be broken...

Amateur and established game designers meet at Protospiel to test and promote nearly-finished game prototypes. We went to Indianapolis in May for a very long weekend of networking, playtesting, and fun.

We thought you might enjoy a sneak peak at some of the games we tested, many of which will be on the shelves in your local game store or on Kickstarter in the near future. Scroll down to check out some of these up-and-coming games!



## But first, here's what's happening with Herd: Fleece Your Friends...

BoDa Games has begun production of 1000 units of Herd: Fleece Your Friends. Manufacturing is estimated to be completed on June 10th. Shipping from China will most likely take 8 weeks or more. What does this mean? We are still on schedule to deliver by the estimated September date. So far, so good!



Thanks again for supporting Herd! While we wait for the slow boat from China,

have a look at some works-in-progress from other designers at Protospiel Indy. Keep in mind that these are prototypes in draft form. Finished products will look a little different.

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## Curbside

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Curbside is a tile placement game designed by Danielle Reynolds. We played with 4 players, but I'm pretty sure it can be played with 2-4 players. In Curbside, you are a taxi driver attempting to pick up as many fares as possible, dropping them at their destinations. The game includes a nifty little gas gauge so you can keep track of your fuel. Curbside was easy to learn and fast to play. I think this will be a great game for all ages!



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## Nut Stash

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This is another game designed by Danielle Reynolds. I didn't actually get a chance to play Nut Stash at Protospiel, but the concept looks like fun.

Nut Stash will be launching on Kickstarter on June 5th. Please click on the link and support Danielle!

[DMR Creative Group Website](#)

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## Card-Z

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I liked Card-Z by Gerald Kielpinski so much I played it twice! I'm typically not a big fan of the zombie theme, but Gerald has put a lot of love and attention into Card-Z and it shows. As Gerald describes it, Card-Z is a gritty, press-your-luck solitaire or multiplayer card game designed to help your

zombie survival skills. Gerald hopes to launch on Kickstarter in October of 2019. Keep your eyes open for this one!



## Transmission

Transmission is a game designed by Adam West (no, not that Adam West). This is Adam's 9th game and his experience is evident in the polish of the design. In Transmission, the players share the four robots on the board. Based on the cards in the player's hand, he can move the robots to a destination but always in the same direction around the board. The mechanic is simple, but there are ways to upgrade robots, acquire energy, and collect victory points (ideas) that make the game cleverly complex. Adam is working with artist Matt Dixon, who has produced several published collections of robot artwork.



## Under Cover

Under Cover is a game of influence and intrigue designed by Lucas Gentry. Set collection is the primary mechanic. Under Cover is designed for 1-4 players and takes approximately 30 minutes to play. Our group of 4 players did a blind playtest of Under Cover, meaning we had no direction from the designer as we read the rules, taught ourselves how to play, and then played the game. This has a lot of potential as a fantastic filler game.



## Kapture 3

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If you like pure strategy games, then Kapture 3 is for you. Designed by Bob Conover, Kapture 3 is a 2 player game of head-to-head action requiring keen analytical skills to chart a path to victory. Bob not only designed the game, he also built the beautiful wooden board in which it is housed.

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Next time: Another Herd update, DiceTowerCon and GenCon!

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