



# News

After many delays, we have decided to publish another newsletter and apologize for the long time since the previous one. Since then we have been busy having published: [Roll for the Galaxy](#), [Dominion: Adventures](#), [Cafe International](#), [Mogul](#), [20th Century Limited](#), [Roll for the Galaxy: Ambition](#), [Arctic Scavengers with Recon](#), [Arctic Scavengers: Recon](#), [Bohnanza: High Bohn Plus Bohnaparte](#), [Bohnanza: Ladies & Gangsters](#), [Bohnanza: Princes & Pirates](#), [My First Bohnanza](#), [Elfenroads](#), [Dominion: Guilds & Cornucopia](#), [Corncordia: Salsa](#), [Power Grid: the Stock Companies](#), and [Rattlebones](#). We have been working on several new games and a reprint. We expect to release the reprint (finally!) of [Transamerica](#) in January along with two new games: [For Crown & Kingdom](#) and [Race for the Galaxy: Xeno Invasion](#). Also in the works and expected during the first quarter are [Alan's Adventureland](#) and [Tin Goose](#). For the many who have asked about the [Gipf](#) project games, we expect [Gipf](#) and [Yinsh](#) in the spring with the others following later in the year. For those wanting to know about things in the longer term, we are planning the following to release in the spring or summer of 2016: [Tiffin](#), [Coal Country](#), and [Epoch: Early Inventors](#); and for the fall: [Oktoberfest](#) and [Santa's Workshop](#). We also have a few other projects in the works and will make those known as we get closer to the release dates.

## Roll for the Galaxy: Ambition

As the invention of Jumpdrive spreads through the galaxy, new factions arise. Charismatic leaders and entrepreneurs vie to complete objectives and recruit the best minds. Can you expand your faction into the most successful galactic empire?

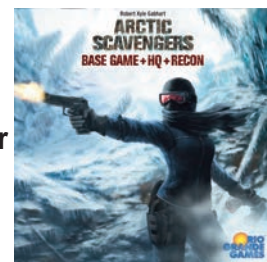
Ambition is the first expansion to Roll for the Galaxy. It adds new factions, home worlds, and game tiles, two new dice types, and optional objectives to the base game.

RIO520; \$39.95; 2-5 players, aged 14+; 45 minutes, authors: Wei-Hwa Huang & Tom Lehmann.



## Arctic Scavengers + Recon

This is a reprint of the popular Arctic Scavengers game which came with the HQ expansions. We have now added the second expansion: Recon. We also put the whole thing in a larger box with an organizer for all the cards. In the Recon expansion, we see as the tribes evolved further and struggled for dominance, information has become the most valuable currency. In this new world, deception reigns, leading to a need for reconnaissance. We also offer the Recon expansion alone, but with the same large box so owners of the original can use it to store their game.



RIO515; \$49.95; 2-5 players, aged 14+; 45 minutes, author: Robert Kyle Gabhart.

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## For Crown & Kingdom

The king lies weakened on his deathbed. His Majesty has but days to live, and has failed to produce an heir. Any of the local dukes or duchesses could be next in line, as long as they are able to gain the approval of the people. Each has set off on a heroic campaign. - they vie for fame, for glory, for crown and kingdom! In For Crown & Kingdom, players must use their teams of specialized emissaries to travel the kingdom, raise funds, obstruct opponents, and gain the support of the people. The first duke or duchess to gain support in every region will become the new monarch!

RIO522; \$TBA; 2-4 players, aged 14+; 45 minutes, author: Dave Mansel.

## Race for the Galaxy: Xeno Invasion

After settlers encounter a violent xenophobic race, the "Xenos", the galaxy finds itself under assault. Empires must band together to defeat this menace. Can you build the most prosperous and powerful space empire while defending it from Xeno invasions? Two expansions in one! Add the new start worlds and cards to begin play immediately. Later, add the bonus Invasion Game and defend against the Xenos as you build your empire.

RIO511; \$24.95; 2-5 players, aged 13+; length: 30-60 minutes; author: Tom Lehmann.



## Alan's Adventureland

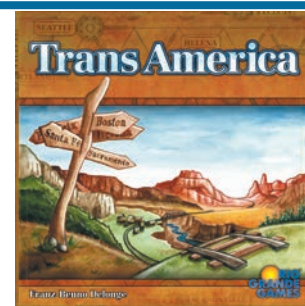
In Adventure World players are a part of the design team for a new amusement park. There are four themed neighborhoods within the facility, and each player is responsible for constructing the attractions in one of those neighborhoods: Animal Kingdom, Tour America, Sky World, and Foreign Lands. Each turn represents the passage of one week. During the game, players draw Ride cards representing different types of attractions. These cards have two uses. The first is as "pre-approval" from the Finance Office in order to expedite the construction of specific types of attractions each turn. The second use is as the actual financing to construct the attraction represented on the card.

RIO517; \$TBA; 3-4 players, aged 14+; length: 45 minutes; author: Alan D. Ernstein.

## Transamerica

America in the 19th century: railroads are booming! Pioneer spirit and vision are everywhere. Everyone wants to be the first to build a railroad network across the country. Who will be the first to connect his cities? Is it Casey, who was the first to build through the mountains to the west? Or Annie, who was the one who best made use the others' tracks? A fast family game with simple rules!

RIO201; \$29.95; 2-6 players, aged 14+; length: 30 minutes; authors: Franz-Benno Delonge.



## Tin Goose

Tin Goose is a game for 3-5 players about building an airline business in the dawn of commercial aviation. Players buy planes, build networks, and manage disruptive events. The game takes 30 minutes per player.

RIO335; \$TBA; 3-5 players, aged 14+; length: 90-150 minutes; author: Matt Calkins.

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