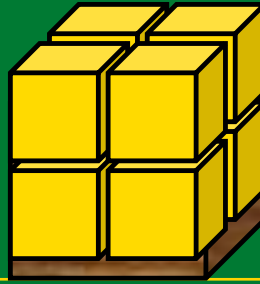


ON SHELF



Category: Economic
Mechanic: Action Retrieval, Pick-up and Deliver, Contract

Players: 3-6
Time: 30-60 minutes
Age: 14+

Components:
1 board, 95 cards, 63 tokens, 1 die

What is On Shelf about?

The players take on the different jobs of a Systembolaget store (a government-owned chain of stores in Sweden with an exclusive right of selling liquor). Their goal is to ensure that all the producers' good are displayed on the shelves and that all the customers find what they want.

How do you win?

The better you satisfy your customers' needs, the higher the Customer Satisfaction Index increases. When the store closes, the player with the highest index wins.

How do you play?

The items of the store come in three different types of five different colors. The players play job cards to order items to the store, move them to the shelves, pick up customer cards and match them with items on the shelves.

Timely and skilful play of cards will bring "your" customers' items to the shelves and satisfy your customers.



What makes the game special?

The Shelf is a kind of semi-cooperative experience where an action of one player will open (or close) opportunities for the next player. The physical movements of items through the store provides both a tactical experience and a spatial challenge and the card management provide elements of both deck building and turn order manipulation. The result is a highly interactive and tactical game.