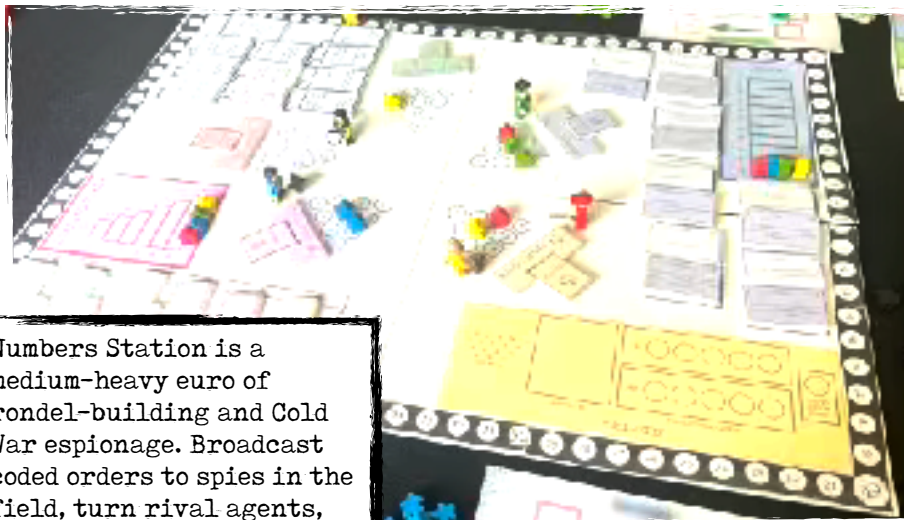


Numbers Station

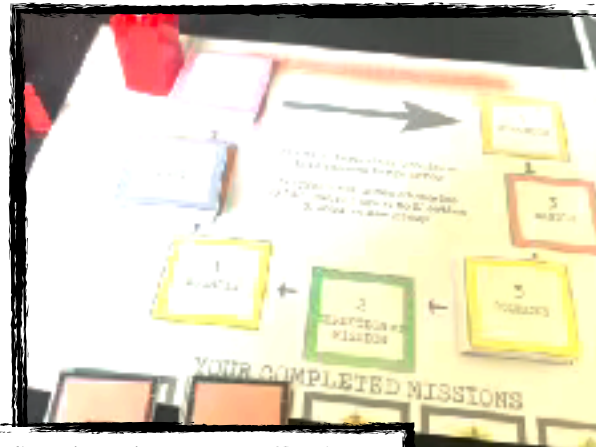
A rondel-building euro of Cold War espionage

Designer: Robert StartPlayer

- 2-5 players
- 50-125 min (25 min / player)
- Medium-heavy rondel-building euro game
- Ages 13+



Numbers Station is a medium-heavy euro of rondel-building and Cold War espionage. Broadcast coded orders to spies in the field, turn rival agents, sway elections, recruit valuable assets, and jam radio signals, all on a shared, contested board.



Construct your own Numbers Station, a personal action rondel built across the game with each player deciding what actions to focus on.

Plan secret missions across a bleak Cold War city, control the media, gather intel, dominate the regions. Choose when to score them for maximum impact.



How to play (simplified)

- Broadcast coded orders by moving your token 1-3 spaces around your rondel
- Execute the action you land on: including deploy agents, turn rivals, rig elections, or run secret missions
- Higher action numbers mean more powerful results
- Complete a full lap of your rondel to upgrade your actions

Mechanics include

- Rondel Building
- Area control
- Gaining powers
- Timing of completing secret missions
- Variable setup

Component list.

- 1 x rule booklet
- 1 x large game board
- 5 x player mats
- 5 x broadcast tokens
- ~134 cards/tiles (Mini European size or smaller)
- 48 x small square tiles
- 70 x small meeples
- 6 x large meeples
- 5 x player aids
- 1 x start player marker
- Tokens for currency

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