

## League of Six

*“The year is 1430, nearly 100 years since the founding of the League of Six – a group of wealthy Lusatian towns that banded together to defend their commercial interests and preserve stability and order in the region.*

*Players are tax collectors bringing in revenue for the king, while simultaneously gaining the support of the civic leaders.”*



*League of Six* is played over six rounds, each of which opens with an auction, *Evo*-style to claim what’s available from each of the towns. Players use the resources they’ve gathered for player

<b>Players:</b>	3-5
<b>Age:</b>	12+
<b>Time:</b>	60-90 minutes
<b>Theme:</b>	tax collecting in medieval Europe
<b>Mechanics:</b>	original approach to auction and use of goods
<b>UK RRP:</b>	£28.00 (inc VAT)
<b>Trade Price:</b>	£14.30 (ex-VAT)

order, bidding next turn and goods that gain victory points, income and, importantly, “Civic Leader” cards that are worth bonus points at the end of the game.

It’s a clever game, where players need to think ahead, but also adjust their strategy to what’s available each turn.

**Expected last week in July**

