



Balconia

Game designer: Paul Schulz

Illustrator: Natalya Efremova

Size: 26.5×26.5×6.5 cm

2 players

Family+



Game webpage



Game on BGG

Life in an apartment complex can be VERY hectic at times! Every resident has their own preferences: some dabble in gardening and would like nothing more than to be surrounded by flowers, some are obsessed with cats and are always happy to see one on the balcony next to theirs, and some just want to take a nice long nap. How do you keep everyone happy?

Build an apartment complex, block by block, by filling the 5x5 grid. Each turn one of the players will be choosing which two sides of the building block he might get and which two sides will be left to the opponent. However it's the other player who decides where to place the building block. Try your best to



10+



2



20

SRP \$24

fulfill the conditions on the balconies facing you. Who will gain more points at the end of the game?

Balconia is a light tactical game for 2 players with unusual 3D components about creating harmony within the same building.

Components:

- 5×5 building grid (apartment complex)
- 22 building blocks with a balcony on each side
- 1 dual-layer selection disc
- 3 entrance blocks with a door on each side
- 22 tokens (with numbers from 1 to 22)
- 2 player aids
- 1 score pad

Rules & Promotional materials



[Click here to view the marketing materials available for this game](#)