

Guide to the Games Library

Each title includes a brief description, approximate play time, number of players supported, primary game mechanic(s), and a the Board Game Geek rating.

7 Wonders

7 Wonders lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player. Players reveal their cards simultaneously, paying resources if needed or collecting resources or interacting with other players in various ways. (Players have individual boards with special powers on which to organize their cards, and the boards are double-sided). Each player then chooses another card from the deck they were passed, and the process repeats until players have six cards in play from that age. After three ages, the game ends.

Play time: 30 minutes

of players: 2-7 (best with 4+)

Mechanic: Card drafting, set collection

BGG rating: 30

7 Wonders: Duel

What's different about 7 Wonders: Duel is that, as the title suggests, the game is solely for two players, with the players not drafting card simultaneously from hands of cards, but from a display of face-down and face-up cards arranged at the start of a round. A player can take a card only if it's not covered by any others, so timing comes into play as well as bonus moves that allow you to take a second card immediately. As in the original game, each card that you acquire can be built, discarded for coins, or used to construct a wonder. Each player starts with four wonder cards, and the construction of a wonder provides its owner with a special ability. Only seven wonders can be built, though, so one player will end up short. Players can purchase resources at any time from the bank, or they can gain cards during the game that provide them with resources for future building; as you acquire resources, the cost for those particular resources increases for your opponent, representing your dominance in this area. A player can win 7 Wonders: Duel in one of three ways. Each time that you acquire a military card, you advance the military marker toward your opponent's capital, giving you a bonus at certain positions. If you reach the opponent's capital, you win the game immediately. Similarly, if you acquire any six of seven different scientific symbols, you achieve scientific dominance and win immediately. If neither of these situations occurs, then the player with the most points at the end of the game wins.

Play time: 30 minutes

of players: 2

Mechanic: Card drafting, set collection

BGG rating: 9

1944: Race to the Rhine

Not enough gas, not enough ammo or not enough time. Not enough to cross the Rhine before the enemy closes all the gaps. You need to form the bridgehead before others do. That's the only way to Victory and your personal glory. 1944 Race to the Rhine is a new game experience. You can't win this game without proper planning. Your tanks need gas to move and ammo to fight. But don't forget to feed your GIs. So what would be your transport priority? Will you follow General Patton's strategy to discard ammo in order to bring additional fuel barrels along to move boldly forward? Would you risk your prestige and gamble on Market-

Garden as Field Marshal Montgomery did? Would you cross the Rhine more quickly than General Bradley did, with the help of your hard work and a little luck?

Play time: 90 minutes

of players: 1-3 (best with 3)

Mechanic: Pickup and deliver, point-to-point movement, route/network building

BGG rating: 1023

1960: The Making of a President

Sometimes the history of a nation can be defined by the relationship between two individuals. The Election of 1960 is the story of two men, John F. Kennedy and Richard M. Nixon. In 1960: The Making of the President, you take on the role of one of these great protagonists vying for the right to lead his country into the heart of the Cold War. However, it is not just foreign policy that poses a challenge to American leadership; this is also an era of great social turmoil and progress. As the United States continues to build upon the promise of its founding, candidates must contend with the question of civil rights and balance their positions on social justice against the need for valuable Southern electoral votes. Of course, the ever-present issue of the economy also rears its ugly head, and both Nixon and Kennedy will compete to be the candidate with the voters' pocket books in mind. The contest is fought out on an electoral map of the United States as it stood in 1960. Using a card-driven game system, all the major events which shaped the campaign are represented: Nixon's lazy shave, President Eisenhower's late endorsement, and the 'Catholic question' are all included as specific event cards. The famous televised debates and final election day push are each handled with their own subsystems. Candidates vie to capture each state's electoral votes using campaign points in the four different regions of the country. At the same time, they must build momentum by dominating the issues of the day and attempt to gain control of the airwaves. This fast-playing strategy game for two players challenges you to run for the most powerful elective office in the world, at one of its most unique crossroads. Will you recreate history, or rewrite it? 1960: The Making of the President provides you the opportunity to do both.

Play time: 90 minutes

of players: 2

Mechanic: Area control/area influence, card-driven, hand management

BGG rating: 141

The Adventurers: Temple of Chac

A very light dice-roller, basically a fun simulation of Indiana-Jones-style temple robbers. Players move through a Mayan temple, risking constant death while trying to get to the exit, carrying as much treasure as they dare. The more treasure cards you have, the fewer actions you might get this round. If your character gets killed, a second one can drop in and you may still get enough treasure and escape to win.

Play time: 45 minutes

of players: 2-6 (best with 3+)

Mechanic: Memory and luck

BGG rating: 967

Agricola

In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay,

wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats?

Play time: 30 minutes per player

of players: 1-5 (best with 3+)

Mechanic: Worker placement

BGG rating: 11

Alhambra

In Alhambra, players are acquiring buildings to be placed within their Alhambra complex. The money in Alhambra comes in four different currencies and is available in the open money market. The 54 buildings of six types become available for purchase in the building market four at a time; one building is available in each of the four different currencies. On a player's turn, a player may 1) take money from the open money market, 2) purchase a building from the building market and either place it in his Alhambra or reserve, or 3) engage in construction and re-construction projects with buildings that have been placed in the player's Alhambra or reserve. The game rewards efficiency, as when a player purchases a building from the market for the exact amount of money, the player may take another turn. Players with the most buildings in each of the six building types in his Alhambra score in each of the scoring phases, and points are awarded for players' longest external "wall" section within their complex. The game ends when the building market can no longer be replenished from the building tile supply, and there is a final scoring, whereupon the player with the highest score wins.

Play time: 45-60 minutes

of players: 2-6 (best with 3)

Mechanic: Card drafting, hand management, set collection, tile placement

BGG rating: 357

Alien Frontiers

Alien Frontiers is a game of resource management and planetary development for two to four players. During the game you will utilize orbital facilities and alien technology to build colony domes in strategic locations to control the newly discovered world. The game board shows the planet, its moon, the stations in orbit around the planet, and the solar system's star. The dice you are given at the start of the game represent the space ships in your fleet. You will assign these ships to the orbital facilities in order to earn resources, expand your fleet, and colonize the planet. Winning the game will require careful consideration as you assign your fleet, integrate the alien technology and territory influences into your expansion plans, and block your opponents from building colonies of their own. Do you have what it takes to conquer an alien frontier?

Play time: 90 minutes

of players: 2-4 (best with 3 or 4)

Mechanic: Area control/area influence, worker placement

BGG rating: 123

...And Then We Held Hands

...And Then We Held Hands is a co-operative game about finding balance. To win, the two players must complete objectives and reach the center of the board. The players take turns trying to fulfill the current common emotional objective by discarding emotion cards to move from node to node. They must do this

without verbal communication, empathizing and always considering each other's situation when making a move. A player can use their own cards or their partner's, but if their move causes their partner to be unable to move, the players lose and the game ends. While moving from node to node, their balance shifts, and they are not able to refill their hand. The game features a card-splaying mechanism in which players change their "perspective" to reveal a new set of options. The players win by meeting in the center while in a balanced state and within one turn of each other - something quite difficult, and therefore very rewarding when achieved.

Play time: 30-45 minutes

of players: 2

Mechanic: Area movement, cooperative, grid movement, hand management

BGG rating: 2008

Andean Abyss

Andean Abyss provides up to 4 players with contrasting roles and overlapping victory conditions for rich diplomatic interaction. For 2- or 3-player games, players can represent alliances of factions, or the game system can control non-player factions. Or a single player as the Colombian Government can take on the leftist FARC, the right-wing AUC, and the narco-trafficking cartels. The non-player insurgents will fight one another as well as the players, but too much power in the hands of any one of them will mean player defeat.

Play time: 360 minutes

of players: 1-4 (best with 4)

Mechanic: Area control/area influence

BGG rating: 562

Apples to Apples Junior

The party game Apples to Apples Junior consists of two decks of cards: Things and Descriptions. Each round, the active player draws a Description card from the deck, then the other players each secretly choose the Thing card in hand that best matches that description and plays it face-down on the table. The active player then reveals these cards and chooses the Thing card that, in his opinion, best matches the Description card, which he awards to whoever played that Thing card. This player becomes the new active player for the next round. Once a player has won a pre-determined number of Description cards, that player wins.

Play time: 30 minutes

of players: 4-10 (best with 4 or 6)

Mechanic: Hand management, simultaneous action selection

BGG rating: 3842

Archipelago

In Archipelago, players are Renaissance European powers competing in the exploration of a Pacific or Caribbean archipelago. They will explore territories, harvest resources, use those resources in markets both internal (for their use and that of the natives) and foreign (to sell it in Europe), build markets, harbors, cities and temples, and negotiate among themselves (and maybe betray each other) – all this to complete their secret objectives. They will also need to guess the secret objective of the other players to be able to benefit from them.

Play time: 120 minutes

of players: 2-5 (best with 4)
Mechanic: Area control, worker placement
BGG rating: 239

Arkham Horror

Arkham Horror is a cooperative adventure game themed around H.P Lovecraft's Cthulhu Mythos. Players choose from 16 Investigators and take to the streets of Arkham. Before the game, one of the eight Ancient Ones is chosen and it's up to the Investigators to prevent it from breaking into our world. During the course of the game, players will upgrade their characters by acquiring skills, allies, items, weapons, and spells. It's up to the players to clean out the streets of Arkham by fighting many different types of monsters, but their main goal is to close portals to other dimensions that are opening up around town. With too many portals open the Ancient One awakens and the players only have one last chance to save the world. Defeat the Ancient One in combat!

Play time: 240 minutes
of players: 1-8 (best with 4+)
Mechanic: Cooperative
BGG rating: 183

Aton

This two-player, abstract strategy game with an ancient Egyptian theme provides multiple ways to victory. There are basically four ways to win: take control of an entire temple by occupying all of the squares in the temple with your counters, occupy all of the gold squares in all four temples, occupy all of the green squares in all four temples, or score 40 points.

Play time: 30 minutes
of players: 2
Mechanic: Area control/area influence
BGG rating: 704

Axis & Allies - Revised

Axis & Allies (Revised) is an update of the 1981 version of the classic light weight war game Axis & Allies. The game simulates the entire scope of World War II. The game is nominally designed for five players, representing the Allies: United States of America, United Kingdom and Russia vs. the Axis: Germany and Japan. However, it is most often played as a two-player game. Axis & Allies features a simple dice-based combat system; a small number of types of naval, air and land units; territory control; and technology research to improve unit capabilities.

Play time: 240 minutes
of players: 2-5 (best with 2 or 5)
Mechanic: Area control/area influence
BGG rating: 673

Axis & Allies - Pacific 1940 and Europe 1940

Axis & Allies, Pacific and Europe 1940, is a deluxe edition of Axis & Allies that includes neutral countries which can be invaded. There are true neutrals as well as pro-axis and pro-allied neutrals. Axis and Allies is a classic

light weight war game. The game simulates the entire scope of World War II. The game is nominally designed for five players, representing the Allies: United States of America, United Kingdom and Russia vs. the Axis: Germany and Japan. However, it is most often played as a two-player game.

Play time: 180-480 minutes

of players: 2-10

Mechanic: Area control/area influence

BGG rating: 773 (Europe) and 916 (Pacific)

Battle Line

Two opponents face off across a 'battle line' and attempt to win the battle by taking 5 of 9 flags or 3 adjacent flags. Flags are decided by placing cards into 3 card poker-type hands on either side of the flag (similar to straight flush, 3 of a kind, straight, flush, etc). The side with the highest 'formation' of cards wins the flag.

Play time: 30 minutes

of players: 2

Mechanic: Hand management

BGG rating: 151

Battle of Monmouth: June 18, 1778

The Battle of Monmouth explores the fateful events of June 28, 1778 when the Continental Army led by George Washington attacked Sir Henry Clinton's British and Hessian column as it withdrew from Philadelphia and retreated across New Jersey to New York...an event that signaled the tide had turned in the war. Four scenarios explore this dramatic situation.

Play time: 24 hours

of players: 2

Mechanic: Hex and counter

BGG rating: 5446

Battle of the Five Armies

The Battle of Five Armies features a game board representing the Eastern and Southern spurs of the Lonely Mountain and the valley they encircle, and a number of plastic figures representing troops, heroes and monsters. The Battle of Five Armies is a standalone game based on the rules for War of the Ring, which is from the same designers, but with the rules modified to function on a tactical level as they describe a smaller battle rather than the entire war. Ares Games plans to expand the Battles game system in the future, releasing expansions depicting other battles from the Third Age of Middle-earth narrated in The Lord of the Rings, such as the Siege of Gondor and the assault of Saruman against Rohan.

Play time: 90 minutes

of players: 2

Mechanic: Hand management, Area movement

BGG rating: 358

Battlelore, 2nd ed.

Prepare for fantasy battles beyond your wildest imagination with the onslaught of BattleLore Second Edition. Set in the fantasy realm of Terrinoth, BattleLore Second Edition is a two-player board game focused on squad-based battles between the hardy defenses of the Daqan Lords garrison in Nordgard Castle and the unleashed ferocity of the demon-worshipping Uthuk Y'llan. You must strategically command your troops and use the power of lore to tip your battles in your favor.

Play time: 90
of players: 2
Mechanic: Grid movement
BGG rating: 117

Battleship

In Battleship, each player deploys his ships (of lengths varying from 2 to 5 squares) secretly on a square grid. Then each player shoots at the other's grid by calling a location. The defender responds by "Hit!" or "Miss!". You try to deduce where the enemy ships are and sink them. First to do so wins.

Play time: 30 minutes
of players: 2
Mechanic: Secret unit deployment
BGG rating: 13261

Battlestar Galactica

Battlestar Galactica is an exciting game of mistrust, intrigue, and the struggle for survival. Based on the epic and widely-acclaimed Sci Fi Channel series, Battlestar Galactica puts players in the role of one of ten of their favorite characters from the show. Each playable character has their own abilities and weaknesses, and must all work together in order for humanity to have any hope of survival. However, one or more players in every game secretly side with the Cylons. Players must attempt to expose the traitor while fuel shortages, food contaminations, and political unrest threatens to tear the fleet apart.

Play time: 180 minutes
of players: 3-6 (best with 5+)
Mechanic: Area movement, traitor
BGG rating: 49

Betrayal at House on the Hill

Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate. With an estimated one hour playing time, Betrayal at House on the Hill is ideal for parties, family gatherings or casual fun with friends.

Play time: 60 minutes
of players: 3-6 (best with 5+)
Mechanic: Cooperative, player elimination
BGG rating: 346

Beyond Baker Street

A heinous crime has been committed. A team of the Kingdom's finest detectives has been assembled and put on the case. They have a prime suspect, they have a motive, and they know what the opportunity to commit the crime was. Now all they have to do is prove it. Using powers of deduction and communication, the players work as a team to eliminate dead leads and find clues to prove who, how, and why. All the relevant clues are available to them to do so. They just won't know it. On top of that, Sherlock Holmes himself is already on the case. Can they solve the crime before he does? At the start of Beyond Baker Street, players select one of the crimes to solve, and a number of suspects, motives, and opportunities will be available for the players to convict of the crime. Each player holds a set of clues, but they won't be able to see their own clues — only those of their counterparts. Each turn, a player must take exactly one of the following actions: assist, investigate leads, confirm leads, eliminate leads, or pursue leads. Players win together if they can gather enough evidence to make a conviction before Holmes does; otherwise, they crumble under the stress of the case.

Play time: 20 minutes

of players: 2-4 (best with 2)

Mechanic: Cooperative, hand management, memory

BGG rating: 1142

Black Fleet

In the easy-to-play, tactical card-driven board game Black Fleet, you're in command of three different types of ships: your merchant ship earns you doubloons by conveying goods from one port to another, your pirate ship by attacking and stealing goods from merchants and burying them on islands, and the Navy ships by sinking your opponents' pirate ships. With your (not-always-honestly-won) money, you'll improve your ships by buying advancement cards, giving you powerful additional abilities. Outwit your opponents with fortune cards and combos, earn money faster than they do, and pay the ransom for the governor's daughter to win the game!

Play time: 60 minutes

of players: 3-4 (best with 4)

Mechanic: Area movement, pick-up and deliver, variable player powers

BGG rating: 566

Blood Rage

In Blood Rage, each player controls their own Viking clan's warriors, leader, and ship. Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! For a Viking there are many pathways to glory. You can invade and pillage the land for its rewards, crush your opponents in epic battles, fulfill quests, increase your clan's stats, or even die gloriously either in battle or from Ragnarök, the ultimate inescapable doom. Most player strategies are guided by the cards drafted at the beginning of each of the three game rounds (or Ages). These "Gods' Gifts" grant you numerous boons for your clan including: increased Viking strength and devious battle strategies, upgrades to your clan, or even the aid of legendary creatures from Norse mythology. Players must choose their strategies carefully during the draft phase, but also be ready to adapt and react to their opponents' strategies as the action phase unfolds. Battles are decided not only by the strength of the figures involved, but also by cards played in secret. By observing your opponent's actions and allegiances to specific gods, you may predict what card they are likely to play, and plan accordingly. Winning battles is not always the best course of action, as the right card can get you

even more rewards by being crushed. The only losing strategy in Blood Rage is to shy away from battle and a glorious death!

Play time: 60-90 minutes

of players: 2-4 (best with 4)

Mechanic: Area control / area influence, area movement, card drafting, simultaneous action selection

BGG rating: 15

The Bloody Inn

France 1831: In a remote corner of Ardèche, the little village of Peyrebeille sees numerous travelers pass through. A family of greedy rural farmers is determined to make its fortune and has devised a diabolical stratagem to achieve this goal: Invest in an inn so they can rob traveling guests, allowing them to get rich without arousing the suspicions of the police! Whether or not their plan will work out, one thing is certain: Not every guest will leave this inn alive.... In The Bloody Inn, you are one of the competitive innkeepers, bent on amassing the most wealth. Unfortunately, your morals hinder you from robbing your guests... at least while they're alive. Fortunately, your scruples have no qualms with murder. Of course, you can't just have dead bodies piled everywhere: It's bad for business, and besides, what if the police drop by for a visit? It's all so much work! Perhaps you could employ some of the guests as accomplices? Everyone has a price, after all!

Play time: 30-60 minutes

of players: 1-4 (best with 4)

Mechanic: Hand management

BGG rating: 680

Bobby Lee

This title uses Columbia Games Block system. While there are variations in the rule sets for each of their games none the less all of their games are based on block system. Basically this means that rather than the traditional use of counters to represent units on the map the game instead uses wooden blocks that stand upright and with unit details only shown on one side of the blocks. This does two things: First it provides an easy way of producing a "fog of war" because your opponent can not tell, save through good memory, what type of unit a specific piece is and it's current strength. Second, by having the blocks stand on end it provides a way to keep track of a units strength by rotating the block so the current strength is the top number. Most war games have some type of mechanism that lets units take steps in their overall strength. Counters normally have at most two steps because of they only have two sides, however blocks have four and so now you can easily keep track of twice the amount of detail that many other war games provide. With the use of blocks Columbia has provided a way of adding a good deal of depth to their war games without adding further complex layers of bookkeeping and thus allow for interesting and relatively short sessions of play.

Play time: 240 minutes

of players: 2

Mechanic: Dice rolling, secret unit deployment

BGG rating: 2816

Bohnanza

As card games go, this one is quite revolutionary. Perhaps its oddest feature is that you cannot rearrange your hand, as you need to play the cards in the order that you draw them. The cards are colorful depictions of beans in various descriptive poses, and the object is to make coins by planting fields (sets) of these beans and then harvesting them. To help players match their cards up, the game features extensive trading and deal making.

Play time: 45 minutes

of players: 2-7 (best with 5)

Mechanic: Hand management, set collection

BGG rating: 325

Boss Monster

Inspired by a love of classic video games, Boss Monster: The Dungeon Building Card Game pits 2-4 players in a competition to build the ultimate side-scrolling dungeon. Players compete to lure and destroy hapless adventurers, racing to outbid one another to see who can build the most enticing, treasure-filled dungeon. The goal of Boss Monster is to be the first Boss to amass ten Souls, which are gained when a Hero is lured and defeated — but a player can lose if his Boss takes five Wounds from Heroes who survive his dungeon. Playing Boss Monster requires you to juggle two competing priorities: the need to lure Heroes at a faster rate than your opponents, and the need to kill those Heroes before they reach your Boss. Players can build one room per turn, each with its own damage and treasure value. More attractive rooms tend to deal less damage, so a Boss who is too greedy can become inundated with deadly Heroes. Players interact with each other by building rooms and playing Spells. Because different Heroes seek different treasure types, and rooms are built simultaneously (played face down, then revealed), this means that every "build phase" is a bidding war. Spells are instant-speed effects that can give players advantages or disrupt opponents.

Play time: 20 minutes

of players: 2-4 (best with 4)

Mechanic: Auction/bidding, hand management

BGG rating: 1373

Brass

In Brass the players represent industrialists in northern England during the heyday of the industrial revolution. Each player needs to build an economic engine that surpasses the other by the time railways are established and the foreign markets have been saturated with English cotton. The goal of the game is to have the most points at the end of the game. These are obtained in three ways: 1) Building industries and having them successfully utilized, 2) Building canal or rail connections to cities that have many successfully utilized industries, 3) money at the end of the game (very inefficient). Game play is divided into two phases - the Canal Phase and the Rail Phase. At the beginning of each phase players are dealt a hand of cards that represent a mix of the cities and the available industries. On his turn, a player has two actions (except first turn of the game where there is only one action) and must spend a card for each one. At the end of a player's turn they replace the two cards they played with two more from the deck. Turn order is determined by how much money a player spent on the previous turn - from lowest spent first to highest spent. This turn order mechanic opens some strategic options for players going later in the turn order allowing possibility of back-to-back turns.

Play time: 120 minutes

of players: 3-4 (best with 4)
Mechanic: Hand management, route/network building
BGG rating: 24

Brown County: The Game

Roll dice to move piece along path. Try to get to your piece home before your opponents do. Not much more to it.

Play time: 30 minutes
of players: 2-6 (best never played)
Mechanic: Roll/spin and move
BGG rating: N/A

Burgle Bros.

Burgle Bros. is a cooperative game for 1--4 players. Players are unique members of a crew trying to pull off a robbery of a highly secure building — without getting caught. The building has three floors (4x4 tiles), each with its own safe to crack. Players start on the first floor and have to escape to their helicopter waiting on the roof. Players each have three stealth tokens. Whenever they are on the same tile with a guard, they lose one. If any player is caught without a stealth token, the game is over. If players can open all three safes, and escape through the stairs to the roof they win.

Play time: 90 minutes
of players: 1-4 (best with 3)
Mechanic: Cooperative, grid movement, modular board, variable player powers
BGG rating: 263

Camel Up

In Camel Up, up to eight players bet on five racing camels, trying to suss out which will place first and second in a quick race around a pyramid. The earlier you place your bet, the more you can win — should you guess correctly, of course. Camels don't run neatly, however, sometimes landing on top of another one and being carried toward the finish line. Who's going to run when? That all depends on how the dice come out of the pyramid dice shaker, which releases one die at a time when players pause from their bets long enough to see who's actually moving!

Play time: 30 minutes
of players: 2-8 (best with 4-6)
Mechanic: Betting/wagering, dice rolling, roll/spin move
BGG rating: 345

Captain Sonar

In Captain Sonar, you and your teammates control a state-of-the-art submarine and are trying to locate an enemy submarine in order to blow it out of the water before they can do the same to you. Every role is important, and the confrontation is merciless. Be organized and communicate because a captain is nothing without his crew: the Chief Mate, the Radio Operator, and the Engineer. Captain Sonar can be played in two modes: turn-by-turn or simultaneous. In the latter set-up, all the members of a team take their actions

simultaneously while trying to track what the opponents are doing, too. When a captain is ready to launch an attack, the action pauses for a moment to see whether a hit has been recorded — then play resumes with the target having snuck away while the attacker paused or with bits of metal now scattered across the ocean floor. Multiple maps are included with varying levels of difficulty.

Play time: 45-60 minutes

of players: 2-8 (best with 6 or 8)

Mechanic: Grid movement, partnerships, secret unit deployment

BGG rating: 185

Carcassonne

Carcassonne is a tile-placement game in which the players draw and place a tile with a piece of southern French landscape on it. The tile might feature a city, a road, a cloister, grassland or some combination thereof, and it must be placed adjacent to tiles that have already been played, in such a way that cities are connected to cities, roads to roads, etcetera. Having placed a tile, the player can then decide to place one of his meeples on one of the areas on it: on the city as a knight, on the road as a robber, on a cloister as a monk, or on the grass as a farmer. When that area is complete, that meeple scores points for its owner.

Play time: 30-45 minutes

of players: 2-5 (best with 2)

Mechanic: Area control/area influence, tile placement

BGG rating: 126

Cash n Guns (2nd edition)

In an abandoned warehouse a gangster band is splitting its loot, but they can't get an agreement on the split! It's time to let the guns talk and soon everyone is aiming at everyone. The richest surviving gangster wins the game! Ca\$h 'n Gun\$ will make you relive the best scenes of your favorite gangster movies. Fun, bluffing, and tough negotiations are guaranteed, but will you dare to play? It's simply killing!

Play time: 30 minutes

of players: 4-6 (best with 6)

Mechanic: Simultaneous action selection

BGG rating: 396

Castle Panic

The forest is filled with all sorts of monsters. They watched and waited as you built your castle and trained your soldiers, but now they've gathered their army and are marching out of the woods. Can you work with your friends to defend your castle against the horde, or will the monsters tear down your walls and destroy the precious castle towers? You will all win or lose together, but in the end only one player will be declared the Master Slayer! Castle Panic is a cooperative, light strategy game for 1 to 6 players ages 10 and up. Players must work together to defend their castle, in the center of the board, from monsters that attack out of the forest at the edges of the board. Players trade cards, hit and slay monsters, and plan strategies together to keep their castle towers intact. The players either win or lose together, but only the player with the most victory points is declared the Master Slayer. Players must balance the survival of the group with their own desire to win.

Play time: 60 minutes

of players: 1-6 (best with 4)

Mechanic: Campaign/battle card driven, cooperative, hand management, variable player powers

BGG rating: 728

Catan

In Settlers of Catan, players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources (cards) - wood, grain, brick, sheep, or stone - to build up their civilizations to get to 10 victory points and win the game.

Play time: 90 minutes

of players: 3-4 (best with 4)

Mechanic: Modular board, trading

BGG rating: 222

Catan Junior

Catan: Junior introduces a modified playing style of the classic Settlers of Catan, giving players as young as five a perfect introduction to the Catan series of games. Catan: Junior takes place on a ring of islands where 2 to 4 players build hideouts and encounter the mysterious Spooky Island, where the Ghost Captain lives. Each island generates a specific resource: wood, goats, molasses or swords, and players can acquire gold. Each player starts with two pirate hideouts on different islands, and they can use the resources they acquire to build ships, hideouts or get help from Coco the Parrot. By building ships, they can expand their network; the more hideouts they build, the more resources they may receive. Just watch out for the dreaded Ghost Captain! Be the first player to control seven pirate hideouts, and you win!

Play time: 30 minutes

of players: 2-4 (best with 4)

Mechanic: Route/network building

BGG rating: 1321

Caverna: The Cave Farmers

Following along the same lines as its predecessor (Agricola), Caverna: The Cave Farmers is a worker-placement game at heart, with a focus on farming. In the game, you are the bearded leader of a small dwarf family that lives in a little cave in the mountains. You begin the game with a farmer and his spouse, and each member of the farming family represents an action that the player can take each turn. Together, you cultivate the forest in front of your cave and dig deeper into the mountain. You furnish the caves as dwellings for your offspring as well as working spaces for small enterprises. It's up to you how much ore you want to mine. You will need it to forge weapons that allow you to go on expeditions to gain bonus items and actions. While digging through the mountain, you may come across water sources and find ore and ruby mines that help you increase your wealth. Right in front of your cave, you can increase your wealth even further with agriculture: You can cut down the forest to sow fields and fence in pastures to hold your animals. You can also expand your family while running your ever-growing farm. In the end, the player with the most efficiently developed home board wins.

Play time: 120 minutes

of players: 1-7 (best with 4)
Mechanic: Tile placement, worker placement
BGG rating: 7

Caverna: Cave vs. Cave

In the two-player game Caverna: Cave vs. Cave, each player starts the game with only two dwarves and a small excavation in the side of a mountain. Over the course of eight rounds, they'll double their workforce, open up new living space in the mountain, construct new buildings and rooms in which to live, and dig for precious metals. In more detail, each player starts the game with an individual player board that's covered with a random assortment of face-down building/room tiles and only one space. Some tiles are face up and available for purchase at the start of play. Four action tiles lie face up as well. At the start of each of the eight rounds, one new action tile is revealed, then players alternate taking actions, with the number of actions increasing from two up to four over the course of the game. As players excavate their mountainous player board, new building and room tiles are added to the pool; some rooms can be used immediately when acquired, whereas others require the use of an action tile. After eight rounds, players tally their points for buildings constructed and gold collected to see who wins.

Play time: 20-40 minutes
of players: 2
Mechanic: Tile placement
BGG rating: 2963

Caylus

The players embody master builders. By building the King's castle and developing the city around it, they earn prestige points and gain the King's favor. When the castle is finished, the player who has earned the most prestige wins the game. Each turn, players pay to place their workers in various buildings in the village. These buildings allow players to gather resources or money, or to build or upgrade buildings with those resources. Players can also use their resources to help build the castle itself, earning points and favors from the king, which provide larger bonuses. Building a building provides some immediate points, and potentially income throughout the game, since players receive bonuses when others use their buildings. The buildings chosen by the players have a heavy impact on the course of the game, since they determine the actions that will be available to all the players.

Play time: 60-150 minutes
of players: 2-5 (best with 3)
Mechanic: Worker placement
BGG rating: 33

Chess

Chess is a two-player, abstract strategy board game that represents medieval warfare on an 8x8 board with alternating light and dark squares. Opposing pieces, traditionally designated White and Black, are initially lined up on either side. Each type of piece has a unique form of movement and capturing occurs when a piece, via its movement, occupies the square of an opposing piece. Players take turns moving one of their pieces in an attempt to capture, attack, defend, or develop their positions. Chess games can end in checkmate, resignation, or one of several types of draws.

Play time: 60 minutes
of players: 2
Mechanic: Grid movement
BGG rating: 371

Chicken Cha Cha Cha

In Chicken Cha Cha Cha, the players' chickens are learning to dance ("cha cha") by completing circuits around the yard. The goal is to "cha cha" your chicken past every single other player's chicken, stealing each one's "tail feathers" as you go by them. The first player to collect all of the tail feathers wins. This is a creative memory game that ties memory to pawn movement. The first player to successfully memorize the images on each of the 12 octagon tiles, both from their own turns and from watching other players flip the octagons on their turns, will be able to move their chicken around the yard without stopping, and in doing so will win the game. The placement of the octagons is random, so the challenge is fresh each game.

Play time: 20 minutes
of players: 2-4 (best with 4)
Mechanic: Memory
BGG rating: 1194

Churchill

Churchill is NOT a wargame, but a political conflict of cooperation and competition. While the game focuses on 10 of the historical conferences from 1943 till the end of the war these and much of this design should not be taken literally. Before and after each conference small groups of advisors and senior officials moved between the Allied capitals making the deals that drove the post war peace. Each conference sees one of a group of issues nominated for inclusion in the conference. The issues categories are: Theater leadership changes, directed offensives, production priorities, clandestine operations, political activity, and strategic warfare (A-bomb). Each of the historical conference cards independently puts some number of issues such as directed offensives or production priorities metaphorically put on the table, while the players nominate an additional 7 issues. This is not a wargame, but a three player excursion into power politics. The game takes around 3 hours to finish, but I will be including a short and medium scenario. All scenarios end with Potsdam, but you will be able to start later in the war if you only have 1 or 2 hours to play. In addition the game can be played with 3 or 2 players plus solitaire.

Play time: 60-300 minutes
of players: 1-3 (best with 3)
Mechanic: Campaign/battle card driven
BGG rating: 524

Chutes and Ladders

Traditional game from ancient India was brought to the UK in 1892 and first commercially published in the USA by Milton Bradley in 1943. Players travel along the squares sometimes using ladders, which represent good acts, that allow the player to come closer to nirvana while the snakes were slides into evil.

Play time: 30 minutes

of players: 2-4 (best with 4)
Mechanic: Roll, spin, move
BGG rating: 13277

Circus Maximus

Violent and bloody, Circus Maximus details the chariot races that occurred in ancient Rome. Eight teams race around the track three times to determine victory. Players prepare for the race by selecting the composition of their team of horses, their rider's skills, and the type of chariot that will be driven. Once the race begins the players are free to do as they wish to hamper the other racers including whipping the rider, ramming chariots with scythed wheels, smashing into horses, and running over crashed opponents. A campaign game of multiple races, in which players have to manage their teams and can increase their income by betting on races, is also possible.

Play time: 120 minutes
of players: 2-8 (best with 6+)
Mechanic: Action/movement programming
BGG rating: 1362

Citadels

In Citadels, players take on new roles each round to represent characters they hire in order to help them acquire gold and erect buildings. The game ends at the close of a round in which a player erects her eighth building. Players then tally their points, and the player with the highest score wins.

Play time: 90 minutes
of players: 2-8 (best with 5)
Mechanic: Card drafting
BGG rating: 265

City of Horror

City of Horror is a backstabbing survival-horror game. As in classic zombie movies, a shambling horde is invading the city. The goal is to survive the assault. (Un)fortunately, surviving often means sacrificing some of your fellow players to the undead.

Play time: 90 minutes
of players: 3-6 (best with 5+)
Mechanic: Simultaneous action selection, voting
BGG rating: 1037

Civilization: The Board Game

Players are tasked with guiding an entire civilization throughout the ages, taking ownership of your people's technology, economy, culture, and military, as well as all the choices that go along with them. There are four different paths to victory, and each is riddled with opposition.

Play time: 180 minutes
of players: 2-4 players (best with 4)

Mechanic: Simultaneous action selection, trading
BGG rating: 131

Clank!

Burgle your way to adventure in the deck-building board game Clank! Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow. Be quick and be quiet. One false step and CLANK! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. You can enjoy your plunder only if you make it out of the depths alive!

Play time: 30-60 minutes

of players: 2-4 players (best with 3-4)

Mechanic: Deck / pool building, player elimination, point to point movement, press your luck

BGG rating: 451

Clue – Basic and D&D edition

In Clue: Dungeons & Dragons, a group of heroic adventurers has been called to the Archmage's castle, but one of those heroes isn't who he appears to be; one of the heroes is a doppelganger, a monster that can look like anyone! In the darkest part of the night, the doppelganger kills the Archmage, triggering a spell that seals the castle until the monster is caught. Now, in the grand tradition of Clue, the six suspects must determine which one of them is the doppelganger. The heroes try to figure out Who killed the Archmage, Where the crime occurred, and Which magical weapon was used. For the most part, gameplay in Clue: Dungeons & Dragons is identical to standard Clue as players roll a die, move into different locations on the game board, then make accusations against a particular combination of who/where/which cards and a particular opponent. One optional element in Clue: Dungeons & Dragons is the Wandering Monsters deck.

Play time: 90 minutes

of players: 2-6 players (best with 6)

Mechanic: Roll/spin and move

BGG rating: 7408 (Basic), 8344 (D&D)

CO₂

In the game CO₂, each player is the CEO of an energy company responding to government requests for new, green power plants. The goal is to stop the increase of pollution, while meeting the rising demand for sustainable energy — and of course profiting from doing so. You will need enough expertise, money, and resources to build these clean power plants. Energy summits will promote global awareness, and allow companies to share a little of their expertise, while learning still more from others. In CO₂, each region starts with a certain number of Carbon Emissions Permits (CEPs) at its disposal. These CEPs are granted by the United Nations, and they must be spent whenever the region needs to install the energy infrastructure for a project, or to construct a fossil fuel power plant. CEPs can be bought and sold on a market, and their price fluctuates throughout the game. You will want to try to maintain control over the CEPs. Money, CEPs, Green Power Plants that you've built, UN Goals you've completed, Company Goals you've met, and Expertise you've gained all give you Victory Points (VPs), which represent your Company's reputation — and having the best reputation is the goal of the game ... in addition to saving the planet, of course.

Play time: 120 minutes

of players: 1-5 (best with 4)

Mechanic: Area control/area influence, card drafting, tile placement, worker placement

BGG rating: 449

Codenames – we also have Codenames: Disney

Two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their CODENAMES. In Codenames, two teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin. Codenames: Win or lose, it's fun to figure out the clues.

Play time: 15 minutes

of players: 2-8 (best with 6 or 8)

Mechanic: Memory, partnership, pattern recognition, press your luck

BGG rating: 36 (Basic), N/A (Disney)

Cold War: CIA vs KGB

World War II has left the world in upheaval, and many nations' futures are filled with uncertainty. The USA and the USSR are the only Superpowers who can lead the world toward a better future. Cold War: CIA vs. KGB puts you in charge of a spy network during the post-war era. Your purpose: to "persuade" foreign governments to embrace the "proper" ideology, by any means necessary. Manipulate local factions of influence to get your coup d'etat up and running. Double-cross and eliminate your opponent's leaders. Gain prestige for your side by winning the Space Race, dominating the Olympic Games, or ensuring that one of your countrymen wins the Nobel Peace Prize. In this decades-long conflict, victory will go to the side with the resources, conviction, and commitment necessary to ensure that their world view shapes the future.

Play time: 30-60 minutes

of players: 2

Mechanic: Area control/area influence, press your luck, secret unit deployment, simultaneous action selection

BGG rating: 1038

Colt Express

In Colt Express, you play a bandit robbing a train at the same time as other bandits, and your goal is to become the richest outlaw of the Old West. The game consists of five rounds, and each round has two phases: Phase 1: Schemin' - Each player plays 2-5 action cards on a common pile, with the cards being face up or face down depending on the type of the round. Instead of playing a card, a player can draw three cards from her deck. Phase 2: Stealin' - The action cards are carried out in the order they were played, with a player's best laid plans possibly not panning out due to mistakes and oversights! The game takes place in a 3D train in which the bandits can move from one car to another, run on the roof, punch the other bandits, shoot them, rob the passengers, or draw the Marshal out of position. The train has as many cars as the number of players, and each car is seeded with gems, bags of loot or suitcases at the start of play.

Play time: 40 minutes

of players: 2-6 (best with 3-5)

Mechanic: Action/movement programming, hand management, memory, modular board, take that
BGG rating: 348

The Colonists

In The Colonists, a.k.a. Die Kolonisten, each player is a mayor of a village and must develop their environment to gain room for new farmers, craftsmen, and citizens. The main goal of the game is full employment, so players must create new jobs, educate the people, and build new houses to increase their population. But resources are limited, and their storage leads to problems that players must deal with, while also not forgetting to upgrade their buildings. Players select actions by moving their mayor on a central board.

Play time: 30-360 minutes

of players: 1-3 (best with 2)

Mechanic: Area movement, card drafting, hand management, modular board, worker placement

BGG rating: 555

Commands & Colors: Ancients

Commands & Colors: Ancients depicts warfare from the Dawn of Military History (3000 BC) to the opening of the Middle Ages (400 AD). The 15 battles, showcased in the scenario booklet, although stylized, focus on important terrain features and the historical deployment of forces in scale with the game system. The battles include Bagradas, Cannae, and Zama. The scale of the game fluctuates from battle to battle. For some scenarios, an infantry unit may represent a legion of fighters, while in other scenarios a unit may represent just a few brave warriors. But the tactics you need to execute conform remarkably well to the advantages and limitations inherent to the various units, their weapons, terrain and time. Commands & Colors: Ancients is moderately complex and contains additional historical details without the battlefield clutter.

Play time: 60 minutes

of players: 2

Mechanic: Campaign/battle card driven, modular board

BGG rating: 78

Compounded

Compounded is a game about building chemical compounds through careful management of elements, a fair bit of social play and trading, and just a bit of luck. In Compounded, players take on the roles of lab managers, hastily competing to complete the most compounds before they are completed by others – or destroyed in an explosion. Some compounds are flammable and will grow more and more volatile over time; take too long to gather the necessary elements for those compounds and a lot of hard work will soon be scattered across the lab. Although Compounded does involve a fair share of press-your-luck tension and certainly some strategic planning, the most successful scientists will often be those who strike a good trade with their fellow lab mates. Players are able to freely trade elements, laboratory tools, and even favors – if there is truly honor among chemists!

Play time: 90 minutes

of players: 2-5 (best with 4)

Mechanic: Set collection, trading

BGG rating: 983

Concept

In Concept, your goal is to guess words through the association of icons. A team of two players – neighbors at the table – choose a word or phrase that the other players need to guess. Acting together, this team places pieces judiciously on the available icons on the game board. To get others to guess "milk", for example, the team might place the question mark icon (which signifies the main concept) on the liquid icon, then cubes of this color on the icons for "food/drink" and "white". For a more complicated concept, such as "Leonardo DiCaprio", the team can use the main concept and its matching cubes to clue players into the hidden phrase being an actor or director, while then using sub-concept icons and their matching cubes to give clues to particular movies in which DiCaprio starred, such as Titanic or Inception. The first player to discover the word or phrase receives 2 victory points, the team receives points as well, and the player who ends up with the most points wins.

Play time: 40 minutes

of players: 4-12 (best with 5 or 6)

Mechanic: Partnerships

BGG rating: 468

Concordia

Concordia is a peaceful strategy game of economic development in Roman times for 2-5 players aged 13 and up. Instead of looking to the luck of dice or cards, players must rely on their strategic abilities. Be sure to watch your rivals to determine which goals they are pursuing and where you can outpace them! In the game, colonists are sent out from Rome to settle down in cities which produce bricks, food, tools, wine, and cloth.

Play time: 100 minutes

of players: 2-5 (best with 4)

Mechanic: Card drafting

BGG rating: 35

Conflict of Heroes: Awakening the Bear, 2nd ed.

Awakening the Bear is the first game in the multi-award winning Conflict of Heroes series. In it, players control individual squads and tanks to resolve the same tactical dilemmas and decisions that commanders faced during some of the most ferocious engagements of WWII.

Play time: 120 minutes

of players: 2-4 (best with 2)

Mechanic: Hex and counter

BGG rating: 409

Connect 4

Connect 4 is a well-known vertical game played with "checkers". The board is placed in the stand to hold it vertically and the players drop checkers into one of the 7 slots, each of which holds 6 of the "checker's" men, until one player succeeds in getting 4 in a row--horizontally, vertically or diagonally.

Play time: 10 minutes
of players: 2
Mechanic: Pattern building
BGG rating: 12946

Cosmic Encounter

In Cosmic Encounter, each player is the leader of an alien race. On a player's turn, he or she becomes the offense. The offense encounters another player on a planet by moving a group of his or her ships through the hyperspace gate to that planet. The offense draws from the destiny deck which contains colors, wilds and specials. He or she then takes the hyperspace gate and points at one planet in the system indicated by the drawn destiny card. The offense vs. the defenses ships are in the encounter and both sides are able to invite allies, play an encounter card as well as special cards to try and tip the encounter in their favor. The object of the game is to establish colonies in other players' planetary systems. Players take turns trying to establish colonies. The winner(s) are the first player(s) to have five colonies on any planets outside his or her home system. A player does not need to have colonies in all of the systems, just colonies on five planets outside his or her home system. These colonies may all be in one system or scattered over multiple systems. The players must use force, cunning, and diplomacy to ensure their victory.

Play time: 60 minutes
of players: 3-5 (best with 5)
Mechanic: Hand management, partnerships
BGG rating: 86

Covert

Control your network of spies, gather intel, and break codes in Covert, a game of tactical dice placement, set collection, and timing set in Cold War Europe. Players race to complete high risk Missions by deploying their agents and acquiring the necessary equipment, all while keeping an eye on the needs of future missions and the advances of rival agencies. Each round, players roll their hand of dice and in turn allocate them to different actions, like moving their Agents, acquiring Agency Cards, completing and acquiring new Missions, and more. Dice are placed on action circles that require players to place their dice numerically adjacent to dice that have already been placed, allowing for rival agencies to thwart their plans — but a good Agent always has a backup plan, and there are ways around everything that stands in your way.

Play time: 45-90 minutes
of players: 2-4 (best w/ 3)
Mechanic: Action/movement programming, press your luck, set collection, worker placement
BGG rating: 1692

Cthulhu!!! Hastur la Vista, Baby!

Designed for 2-6 players, Cthulhu!!!: Hastur La Vista, Baby! features an ever-changing map of downtown Kingsport, a 1920s Lovecraft Country city besieged by deranged cultists, frightening creatures from beyond the stars, and an endless supply of mythos mayhem. Players take turns placing map tiles, fighting Hastur's minions, collecting relics of power and striving to save the world from imminent destruction. Every game is different, and the strategy evolves with every new tile that hits the table.

Play time: 75 minutes
of players: 2-6
Mechanic: Hand management, tile placement
BGG rating: 10043

Cutthroat Caverns

Cutthroat Caverns is played over 9 rounds, each with a random encounter. Essentially a game of 'kill stealing'. Each round, any monster encountered will have a prestige value of 1 through 6. The player that successfully jockeys for position and lands the killing blow gets the prestige value for the encounter. Some encounters will not have a specific monster, such as a trap room for the heroes to pass through (and in this case, earning no prestige). The surviving player with the most prestige after the 9 encounters is the winner. If the players do not survive all 9 encounters, no one wins the game. A unique combination of cooperative game play and opportunistic backstabbing.

Play time: 90 minutes
of players: 3-6 (best with 5 or 6)
Mechanic: Hand management, simultaneous action selection, semi-cooperative
BGG rating: 972

Cyclades

In this latest collaboration between Bruno Cathala and Ludovic Maublanc, players must buy the favor of the gods in their race to be the first player to build two cities in the Ancient Greek island group known as the Cyclades. Victory requires respect for all the gods - players cannot afford to sacrifice to only one god, but must pay homage to each of five gods in turn. Each turn, the players bid for the favors of the gods, as only one player can have the favor of each god per turn - and each player is also limited to the favor of a single god per turn: Ares allows the movement of player armies and the building of Fortresses; Poseidon allows players to move their navies and build Ports; Zeus allows his followers to hire priests and build temples; Athena provides her worshipers with philosophers and universities; Apollo increases the income of his worshipers.

Play time: 90 minutes
of players: 2-5 (best with 4+)
Mechanic: Area control, auction/bidding, card drafting
BGG rating: 119

Cypher

In Cypher, players take on the role of factions that are gathering characters from all spheres of influence — from corporate overseers to street level hackers — in order to dominate Cypher and seize control of the nexus. The player with the most influence at the end of the game wins!

Play time: 15 minutes
of players: 2-4
Mechanic: Card drafting, hand management
BGG rating: 3681

Dark Moon

Dark Moon is a game of deception and betrayal at the cold edge of space. You are a crew member on a deep space mining expedition to Titan, the dark moon of Saturn. During a routine excavation, an “incident” occurs whereby some of the crew become infected with an unknown virus, and become paranoid, deceitful, and violent, trying to destroy the others. At the start of the game, players are divided into two teams: Uninfected and Infected. The Uninfected team simply needs to survive until the end of the game, while the Infected team secretly attempts to destroy them. Each player knows which team they are on, but does not know which team the other players are on! Who is your teammate and who is your enemy? Can you trust your best friend? And why doesn't anyone trust you when you tell them you're one of the good guys?! Roll dice, overcome traumatic events, throw your friends in quarantine when you don't believe them, and (if you're Infected) betray everyone at just the right moment to secure victory!

Play time: 60-75 minutes

of players: 3-7 (best with 5 or 7)

Mechanic: Partnerships, role playing, variable player powers

BGG rating: 706

Dark Stories

Dark tales from the realms of myth and legend.

Play time: 15 minutes

of players: 2

Mechanic: Storytelling

BGG rating: 1994

DC Comics Deck-building Game

To start the game, each player chooses one of the seven over-sized hero cards, each of which has a special power, and starts with a deck of ten cards. Each turn, a player starts with a hand of five cards and can acquire or conquer the five types of cards in the game: heroes, villains and super-villains, equipment, super powers, and locations. To defeat villains, you'll need to have power – but when a super-villain is defeated, a new one comes into play, attacking all the heroes while doing so.

Play time: 45 minutes

of players: 2-5 (best with 3-4)

Mechanic: Deck building

BGG rating: 645

DC Comics Deck-building Game: Forever Evil

It's fun to be bad! In the DC Comics Deck-Building Game: Forever Evil, players finally get to play the game as some of the most infamous Super-Villains in the DC Universe! With a name like Forever Evil, you can expect to find new and more dangerous Attacks, rugged Defenses and a number of nefarious ways to mess with your opponents. Card destruction is rampant in the set! Like every good Villain knows, henchmen you leave behind don't count toward the bottom line. If you're tired of ending the game with Starter cards still in your deck, then this is the set for you! Forever Evil introduces Victory Point tokens to DC Deck-Building Game! Just be on the

lookout for lowly thieves who would steal away your hard-earned loot. While this game is a full-fledged stand-alone game, it can also be mixed with all previous releases in the line.

Play time: 45 minutes

of players: 2-5 (best with 3-4)

Mechanic: Deck building

BGG rating: 1545

Dead of Winter

Dead of Winter: A Crossroads Game, the first game in this series, puts 2-5 players in a small, weakened colony of survivors in a world where most of humanity is either dead or diseased, flesh-craving monsters. Each player leads a faction of survivors with dozens of different characters in the game. Dead of Winter is a meta-cooperative psychological survival game. This means players are working together toward one common victory condition — but for each individual player to achieve victory, he must also complete his personal secret objective. This secret objective could relate to a psychological tick that's fairly harmless to most others in the colony, a dangerous obsession that could put the main objective at risk, a desire for sabotage of the main mission, or (worst of all) vengeance against the colony! Certain games could end with all players winning, some winning and some losing, or all players losing. Work toward the group's goal, but don't get walked all over by a loudmouth who's looking out only for his own interests!

Play time: 100 minutes

of players: 2-5 (best with 3-4)

Mechanic: Action point allowance system, cooperative lay, hand management, trading, voting

BGG rating: 32

Dead Men Tell No Tales

Dead Men Tell No Tales is a co-operative game for 2-5 players. The game uses the common Action Point system to determine what a player does on their turn...with a twist. As players work together, they can pass their Actions on to their teammates in order to best utilize the assets that they have. Players will build the board as they play, ensuring that no two games will ever be alike. As they search the ship for the Treasure, they will encounter Enemies and Guards that they must battle, along with various items that will help them in their quest. all the while, battling the inferno that resulted when they took over the ship. Unique systems for tracking fire, enemy movement, and a player's fatigue all combine into an interesting and unique cooperative gaming experience. Do you and your crew have what it takes to make off with all of the treasure and live to tell the story? Or are you going down with the ship in Dead Men Tell No Tales?

Play time: 60 minutes

of players: 2-5 (best with 3)

Mechanic: Action point allowance system, cooperative, modular board, variable player powers

BGG rating: 889

Deception: Murder in Hong Kong

Deception: Murder in Hong Kong is a game of deduction and deception for 4-12 players that plays in about 20 minutes. In the game, players take on the roles of investigators attempting to solve a murder case — but there's a twist. The killer is one of the investigators! Each player's role and team are randomly assigned at the start of

play and include the unique roles of Forensic Scientist, Witness, Investigator, Murderer, and Accomplice. While the Investigators attempt to deduce the truth, the murderer's team must deceive and mislead. This is a battle of wits! The Forensic Scientist has the solution but can express the clues only using special scene tiles while the investigators (and the murderer) attempt to interpret the evidence. In order to succeed, the investigators must not only deduce the truth from the clues of the Forensic Scientist, they must also see through the misdirection being injected into the equation by the Murderer and Accomplice! Find out who among you can cut through deception to find the truth and who is capable of getting away with murder!

Play time: 20 minutes

of players: 4-12 (best with 7-9)

Mechanic: Bluffing, deduction

BGG rating: 228

Diplomacy

In the game, players represent one of the seven "Great Powers of Europe" (Great Britain, France, Austria, Germany, Italy, Russia or Turkey) in the years prior to World War I. Play begins in the Spring of 1901, and players make both Spring and Autumn moves each year. Players instruct each of their units by writing a set of "orders." The outcome of each turn is determined by the rules of the game. There are no dice rolls or other elements of chance. With its incredibly simplistic movement mechanics fused to a significant negotiation element, this system is highly respected by many a gamer.

Play time: 360 minutes

of players: 2-7 (best with 7)

Mechanic: Area control, simultaneous action selection

BGG rating: 339

Dixit

One player is the storyteller for the turn and looks at the images on the 6 cards in her hand. From one of these, she makes up a sentence and says it out loud (without showing the card to the other players). Each other player selects the card in their hands which best matches the sentence and gives the selected card to the storyteller, without showing it to the others. The storyteller shuffles her card with all the received cards. All pictures are shown face up and every player has to bet upon which picture was the storyteller's. If nobody or everybody finds the correct card, the storyteller scores 0, and each of the other players scores 2. Otherwise the storyteller and whoever found the correct answer score 3. Players score 1 point for every vote for their own card. The game ends when the deck is empty or if a player scores 30 points. In either case, the player with the most points wins the game.

Play time: 30 minutes

of players: 3-6 (best with 5-6)

Mechanic: Simultaneous action selection, storytelling, voting

BGG rating: 150

Dominant Species

It's 90,000 B.C., and great ice age is fast approaching. Another titanic struggle for global supremacy has unwittingly commenced between the varying animal species. Each player will assume the role of one of six

major animal classes -- mammal, reptile, bird, amphibian, arachnid or insect. Each begins the game more or less in a state of natural balance in relation to one another. But that won't last: It is indeed "survival of the fittest." Through wily action pawn placement, players will strive to become dominant on as many different terrain tiles as possible in order to claim powerful card effects. Players will also want to propagate their individual species in order to earn victory points for their particular animal. Players will be aided in these endeavors via speciation, migration and adaptation actions, among others. All of this eventually leads to the end game -- the final ascent of the ice age -- where the player having accumulated the most victory points will have his animal crowned the Dominant Species. But somebody better become dominant quickly, because it's getting mighty cold....

Play time: 180 minutes

of players: 2-6 (best with 4)

Mechanic: Area control, modular board

BGG rating: 40

Dominion

In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

Play time: 30 minutes

of players: 2-4 (best with 3)

Mechanic: Deck building, hand management

BGG rating: 51

The Downfall of Pompeii

The simple rules make it easy to get started with The Downfall of Pompeii, a game in which a lot of tactical know-how is required – along with a little luck – in order to bring your pieces out of the city at the right time. The game falls into two halves: before and after the eruption of Vesuvius. Before the eruption, players play cards to place their pieces in buildings. After the first eruption, they can also place as many relatives as the number of pieces already in the building they placed their piece in. When Omen cards are drawn, the player can take any opponent's piece and throw it into the erupting volcano. In this manner, players try to get as many pieces onto the board as close to the exits from the city as possible. After the second eruption, the game changes. Now each player places a lava tile, which kills any pieces on that square and may block exits from the city. Then they move two pieces toward the exits, moving them a number of squares equal to the pieces on the square from which they started. The player who gets the most pieces out of the city wins.

Play time: 45 minutes

of players: 2-4 (best with 4)

Mechanic: Grid movement, hand management, tile placement

BGG rating: 392

Dragonwood

In Dragonwood, you collect sets of adventurer cards to earn dice, which you then use to roll against your foes. Stomp on some fire ants, scream at a grumpy troll, or strike the menacing orange dragon with a magical silver sword. Choose your strategy carefully because the landscape of Dragonwood is ever-changing. Only the bravest will overcome the odds to emerge victorious! On their turn, players either draw a card or attempt to capture a creature or enhancement. Players draw from the Adventurer deck that contains cards of 5 different colors all numbered 1-12. With these cards players form combinations to attempt a Strike (cards in a row of any color), a Stomp (cards of the same number) or a Scream (cards of the same color). To capture, players roll a number of dice equal to the number of cards they have of the particular combination. Each creature has different minimum values of a Strike, Stomp or Scream needed to capture it, and a Victory Point amount. Is the best strategy to go for several smaller creatures or save up for larger attacks? Should you grab some enhancements hoping they will pay off, or go immediately for creatures? Do you take chances on some rolls or go for sure things? Every time you play Dragonwood the deck is different, so no two games are the same!

Play time: 30 minutes

of players: 2-4 (best with 2-3)

Mechanic: Hand management, set collection

BGG rating: 2030

The Duke

The Duke is a dynamic, tile-based strategy game with an old-world, feudal theme, high-quality wooden playing pieces, and an innovative game mechanism in its double-sided tiles. Each side represents a different posture – often considered to be defensive or offensive – and demonstrates exactly what the piece can do within the turn. At the end of a move (or after the use of a special ability), the tile is flipped to its other side, displaying a new offensive or defensive posture. Each posture conveys different options for maneuver and attack. The full circle is a standard Move, the hollow circle the Jump, the arrow provides for the Slide, the star a special Strike ability and so on. Each turn a player may select any tile to maneuver, attempting to defend his own troops while positioning himself to capture his opponent's tiles. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win! Players start the game by placing their Duke in one of the two middle squares on their side of the game board. Two Footman are then placed next to the Duke. Each turn a player may choose to either move a single tile or randomly draw a new tile from the bag. With twelve different Troop Tiles, all double-sided, and sixteen total pieces for each player, the variety of game play is limitless.

Play time: 30 minutes

of players: 2

Mechanic: Grid movement, tile placement

BGG rating: 305

Dungeon!

In many ways Dungeon! is similar to *Dungeons & Dragons*, although much simplified and transformed into a board game. Players explore a dungeon that is divided into levels of increasing difficulty, fighting monsters for valuable treasure. As players venture deeper into the dungeon, the monsters become more difficult and the treasure more valuable.

Play time: 30 minutes
of players: 1-8 (best with 4-5)
Mechanic: Dice rolling
BGG rating: 3260

Dvonn

DVONN is played on an elongated hexagonal board, with 23 white, 23 black and 3 red DVONN-pieces. In the beginning the board is empty. The players place the pieces on empty spaces of the board, without restrictions. They place the DVONN-pieces first and their own pieces next. Then they start stacking pieces on top of each other. The game ends when no more moves can be made. The players put the stacks they control on top of each other and the one with the highest stack is the winner.

Play time: 30 minutes
of players: 2
Mechanic: Grid movement, pattern recognition
BGG rating: 302

Eclipse: New Dawn for the Galaxy

A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, and build spaceships to wage war with. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species, while paying attention to the other civilizations' endeavors. The shadows of the great civilizations are about to eclipse the galaxy. Lead your people to victory!

Play time: 120 minutes
of players: 2-6 (best with 4 or 6)
Mechanic: Area control, tile placement
BGG rating: 18

Elder Sign

Elder Sign is a fast-paced, cooperative dice game of supernatural intrigue for one to eight players by Richard Launius and Kevin Wilson, the designers of Arkham Horror. Players take the roles of investigators racing against time to stave off the imminent return of the Ancient One. Armed with tools, allies, and occult knowledge, investigators must put their sanity and stamina to the test as they adventure to locate Elder Signs, the eldritch symbols used to seal away the Ancient Ones and win the game. To locate Elder Signs, investigators must successfully endure Adventures within the museum and its environs. A countdown mechanism makes an Ancient One appear if the investigators are not quick enough. The investigators must then battle the Ancient One. A clever and thematic dice mechanism pits their exploration against monsters and the sheer difficulty of staying sane and healthy, all within the standard game duration of one to two hours.

Play time: 90 minutes
of players: 1-8 (best with 4)
Mechanic: Cooperative, modular board, variable player powers
BGG rating: 417

Eldritch Horror

Eldritch Horror is a cooperative game of terror and adventure in which one to eight players take the roles of globetrotting investigators working to solve mysteries, gather clues, and protect the world from an Ancient One – that is, an elder being intent on destroying our world. Each Ancient One comes with its own unique decks of Mystery and Research cards, which draw you deeper into the lore surrounding each loathsome creature. While the tasks on these Mystery cards (along with the locations of otherworldly gates, menacing monsters, and helpful clues) will often inform both your travel plans and the dangers you confront, you can find adventure anywhere in the world. It is during the Encounter Phase of each turn that players resolve combat or, alternatively, build their investigators' personal stories by reading an encounter narrative from one of several types of Encounter cards. Should you fail an encounter, the cost is steep. All the while, the arrival of the Ancient One approaches.

Play time: 180 minutes

of players: 1-8 (best with 4)

Mechanic: Cooperative, card drafting, point-to-point movement

BGG rating: 36

Elk Fest

Elk Fest is a two player dexterity game in which players attempt to navigate their moose across a river along a series of stones. Players take turns flicking 2 stones, represented by disks, and moving their moose along said stones. Care must be taken when moving ones moose as if the front and back hooves of the moose do not rest atop of the stones the players turn immediately ends, the moose is returned to its previous position, and the opposing player may flick 3 stones. The winner is the first person to move their moose to the opposing river bank!

Play time: 15 minutes

of players: 2

Mechanic: Dexterity

BGG rating: 2206

Empire Builder

The original and flagship of Mayfair's crayon-rails line allows players, using washable crayons, to draw their train routes over a map of North America. Players start with an initial sum of money which they use to build short lengths of track during their first couple of turns. For the rest of the game, players operate their trains over the track network drawn on the board to pick up and deliver loads to various cities, and then have the opportunity to add to their track network or improve their train. The game uses demand cards which list three demands, each of a commodity to be delivered to a specified city for a given payoff. Each player has three demand cards to provide opportunities for income. Each turn consists of an operations phase and a building phase. During the operations phase, trains are moved to cities where commodities are picked up at no cost and moved to one of the cities on that player's demand cards. When the commodity is delivered, the player receives the payoff and trades that demand card for a new one. Event cards are mixed in the deck with the demand cards. When an event card is drawn the instructions are followed. During the building phase a player may pay to build more track or upgrade his train. A player wins by being the first to connect his track network to six of the seven major cities on the board and acquire \$250,000,000 in cash on hand.

Play time: 180 minutes

of players: 2-6 (best with 3)

Mechanic: Action/movement programming, area enclosure, crayon rail system, route/network building

BGG rating: 828

Euphoria: Build a Better Dystopia

In Euphoria: Build a Better Dystopia, you lead a team of workers (dice) and recruits (cards) to claim ownership of the dystopian world. You will generate commodities, dig tunnels to infiltrate opposing areas, construct markets, collect artifacts, strengthen allegiances, and fulfill secret agendas. Euphoria is a worker-placement game in which dice are your workers. The number on each die represents a worker's knowledge—that is, his level of awareness that he's in a dystopia. Worker knowledge enables various bonuses and impacts player interaction. If the collective knowledge of all of your available workers gets too high, one of them might desert you. Your path to victory is paved with the sweat of your workers, the strength of your allegiances, and the tunnels you dig to infiltrate other areas of the world, but the destination is a land grab in the form of area control. You accomplish this by constructing markets that impose harsh restrictions of personal freedoms upon other players, changing the face of the game and opening new paths to victory. You can also focus on gathering artifacts from the old world, objects of leisure that are extremely rare in this utilitarian society.

Play time: 60 minutes

of players: 2-6 (best with 4-5)

Mechanic: Hand management, set collection, variable player powers, worker placement

BGG rating: 262

Evolution

In Evolution, players adapt their species in a dynamic ecosystem where food is scarce and predators lurk. Traits like Hard Shell and Horns will protect your species from Carnivores, while a Long Neck will help them get food that others cannot reach. With over 4,000 ways to evolve your species, every game becomes a different adventure. Evolution packs a surprising amount of variety for a game with simple rules. The variety comes from the synergies between the trait cards and from the different personalities at the table. Some players thrive on creating Carnivores to wreak havoc on their fellow players. Others prefer to stay protected and mind their own business. Evolution encourages both play styles by giving each of them multiple paths to victory. And it is the mix of play styles at the table that ultimately determines the eco-system in which the player are adapting. So gather your friends and see who can best adapt to the changing world around them.

Play time: 50-70 minutes

of players: 2-6 (best with 4)

Mechanic: Action point allowance system, hand management, press your luck, secret unit deployment

BGG rating: 381

Falling Sky: The Gallic Revolt Against Caesar

Late Summer, 54 BC: In a series of brilliant and brutal campaigns, Caesar has seized Gaul for Rome. But not all tribes rest subdued. In the north, the Belgic leader Ambiorix springs a trap on unwary legions while Caesar is away. In the south, an ambitious son of the Arverni seeks to unite a Celtic confederation in revolt against the hated Romans. And what of the influential Aedui? Their republic appears content to shelter under Roman protection – but can they be trusted any further than any other Gauls? Meanwhile, along the Rhine, Germanic

warbands multiply... Falling Sky: The Gallic Revolt Against Caesar takes 1 to 4 players into the military actions and complex politics of Roman-occupied but not-yet-conquered Gaul. Caesar and his hard-hitting legions cannot be everywhere and will not triumph without powerful allies among local tribes. But each Gallic confederation has its own agenda and must keep its eyes not only on the Romans but also on Celtic, Belgic, and Germanic rivals. Players recruit forces, rally allies, husband resources for war, and balance dispersed action with the effectiveness and risk of concentrated battle.

Play time: 180-360 minutes

of players: 1-4 (best with 4)

Mechanic: Area control/area influence, area movement, campaign/battle card driven, variable phase order

BGG rating: 908

A Few Acres of Snow

A Few Acres of Snow is a two-player, card-driven game about the French and British conflict in North America. The card-play contains a focus on a deck-building mechanic similar to Dominion, and like many card-driven war games, each card will have multiple uses. The players have to choose only one aspect of the card to use when it is played. Each space captured by a player will add another card to the capturing player's deck. A Few Acres of Snow takes an innovative approach to the subject, using cards to represent locations and manpower. As the game progresses you add to your selection of cards, increasing the range of actions available to you. There are many strategies to be explored. How quickly should you build up your forces, do you employ Native Americans, what energy should be expended on your economy? The game is about more than just fighting – you must successfully colonize the land to have a chance.

Play time: 60 minutes

of players: 2

Mechanic: Area control/area influence, deck building

BGG rating: 182

Fief: France 1429

Fief: France 1429 is a game of dynastic ambition in which players assume the roles of nobles in the 15th century kingdom of France. Each player strives to become the most powerful ruling force in the kingdom by gaining control of Fief and Bishopric territories. In turn, they acquire Royal and Ecclesiastical (church) titles which give their families influence to elect the next Pope and King. Players strengthen their positions by negotiating marriage alliances between their families, setting the stage for love, treachery and deception! The game board represents a portion of the Kingdom of France in the Middle Ages. Villages have square outlines that are connected by roads that allow Lord and Troop movement. The villages are grouped into eight colored background areas that represent individual Fiefs, which are domains given to Lords to preside over. Fiefs have different colored backgrounds and Bishoprics have heavy bordered outlines that include several different Fiefs. Each village also belongs to one of five church Bishoprics; each Bishopric is outlined with a heavy border line and is numbered between 1-5 along the edge of the board inside a Bishop's Mitre. Each player controls up to four family members, comprised of male and female nobles. These family members will rise in power by gaining Royal and Ecclesiastic Titles. In Fief: France 1429, a player may attempt to gain control of all the villages in a Fief to gain the Royal Title of Baron, Earl or Duke. For each Fief a player controls, he gains 1 VP. You win the game as soon as you have 3 VPs.

Play time: 120-240 minutes

of players: 3-6 (best with 5-6)

Mechanic: Area control/area influence, dice rolling, partnerships, trading, voting

BGG rating: 694

Fire in the Lake: Insurgency in Vietnam

A unique multi-faction treatment of the Vietnam War, *Fire in the Lake* will take 1 to 4 players on US heliborne sweeps of the jungle and Communist infiltration of the South, and into inter-allied conferences, Saigon politics, interdiction of the Ho Chi Minh Trail, air defense of Northern infrastructure, graduated escalation, and media war. *Fire in the Lake* features the same card-assisted counterinsurgency game system as GMT's *Andean Abyss*, with a pack of twists that take the game to another level, including: Pivotal events that trump initiative (Tet Offensive, Vietnamization, Easter Offensive, and Linebacker II), inter-coup campaign effects that vary by RVN leader, counterinsurgent guerrillas (US-led Irregulars and ARVN Rangers), insurgent troops (NVA) for direct force-on-force engagements, tunneled VC and NVA bases, trail construction and degradation, a larger-than-ever event deck for even greater play variety, and short and medium-length scenarios with either random or period-event options.

Play time: 180 minutes

of players: 1-4 (best with 4)

Mechanic: Area control/area influence, Area-impulse, variable phase order, variable player powers

BGG rating: 313

Firefly

In *Firefly: The Game* players captain their own Firefly-class transport ship, traveling the 'Verse with a handpicked crew of fighters, mechanics and other travelers. As a captain desperate for work, players are compelled to take on any job — so long as it pays. Double-dealing employers, heavy-handed Alliance patrols, and marauding Reavers are all in a day's work for a ship's captain at the edge of the 'Verse.

Play time: 240 minutes

of players: 1-4 (best with 3)

Mechanic: Area movement, pick-up and deliver

BGG rating: 246

Fish Stix

Fish Stix is an strategy game where players match fish direction and color to score points. Each stick has 4 different fish on it and is added to others that have been played to score. The first player to score 10 points in all 6 fish categories, wins the game.

Play time: 20 minutes

of players: 2-4

Mechanic: Pattern building, tile placement

BGG rating: 9372

Five Tribes

Designed by Bruno Cathala, *Five Tribes* builds on a long tradition of German-style games that feature wooden meeples. Here, in a unique twist on the now-standard "worker placement" genre, the game begins with the

meeple already in place – and players must cleverly maneuver them over the villages, markets, oases, and sacred places tiles that make up Naqala. How, when, and where you dis-place these Five Tribes of Assassins, Elders, Builders, Merchants, and Viziers determine your victory or failure.

Play time: 60 minutes

of players: 2-4

Mechanic: Area control/area influence, auction/bidding, card drafting, set collection

BGG rating: 43

Flamme Rouge

The excitement in the air is electric as the leaders round the last corner and head for the finish line. Each team has used cunning and skill to position their sprinter for this moment, but only one has done enough to pull off the win! Will your team lead from the front and risk exhaustion? Should you play it safe in the middle of the pack? Could you surprise everyone by striking from the back? Can you time your move perfectly? Anyone can race, few become champions! Flamme Rouge is a fast-paced, tactical bicycle racing game where each player controls a team of two riders: a Rouleur and a Sprinteur. The players' goal is to be the first to cross the finish line with one of their riders. Players move their riders forward by drawing and playing cards from that riders specific deck, depleting it as they go. Use slipstreams to avoid exhaustion and position your team for a well-timed sprint for the win.

Play time: 60 minutes

of players: 2-4 (best with 4)

Mechanic: Hand management, modular board, simulation, simultaneous action selection

BGG rating: 509

Flash Point: Fire Rescue

The call comes in... "911, what is your emergency?" On the other end is a panicked response of "FIRE!" Moments later you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. The team has only seconds to assess the situation and devise a plan of attack – then you spring into action like the trained professionals that you are. You must face your fears, never give up, and above all else work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger.

Play time: 45 minutes

of players: 1-6 (best with 4)

Mechanic: Cooperative, pick-up and deliver

BGG rating: 212

Fleet

Fleet is an exciting, strategic card game with in-depth decisions and thrilling game play that new and experienced gamers can enjoy! In Fleet, you'll acquire licenses, launch boats, and fish the great briny blue. The player who best manages his resources and acquires the most VP via fish, licenses, and boats will build the strongest fleet and lead his crew to victory!

Play time: 30-50 minutes

of players: 1-4 (best with 2)

Mechanic: Auction/bidding, hand management

BGG rating: 576

Flip City

Build your own town in Flip City! In this deck-building game, you have no hand at all; instead, you play cards directly from the top of your deck. Winning the game requires delicate strategies...and some luck as well! A turn consists of two phases: card playing and building. Players play cards directly from the top of their deck and may choose to continue unless they have three cry-face icons in play, which ends their turn immediately. When they choose to stop, they move to the building phase. During the building phase, a player can use the coins gained from their previously played cards to buy a new card or to upgrade a card in their personal discard pile. To upgrade a card, pay the cost and flip it over; upgraded cards remain in the discard pile. Since all cards in this game are double-sided, be careful not to flip them over accidentally when placing cards into your discard pile or when shuffling your deck. Whenever a player gains eight or more VP during a single card playing phase, the player wins immediately!

Play time: 30 minutes

of players: 2-4 (best with 4)

Mechanic: Deck building, press your luck

BGG rating: 1546

Fluxx - we have the Adventure Time, Drinking, Monty Python, and Zombie sets of this game

Fluxx is a card game where the cards themselves determine the current rules of the game. By playing cards, you change numerous aspects of the game: how to draw cards, how to play cards, and even how to win. At the start of the game, each player holds three cards and on a turn a player draws one card, then plays one card. By playing cards, you can put new rules into play that change numerous aspects of the game: how many cards to draw or play, how many cards you can hold in hand or keep on the table in front of you, and (most importantly) how to win the game. There are many editions, themed siblings, and promo cards available.

Play time: 15 minutes

of players: 2-6 (best with 4)

Mechanic: Hand management, set collection

BGG rating: Zombie (2348), Monty Python (2371), Drinking (N/A), and Adventure Time (4897)

Forbidden Desert

In Forbidden Desert, a thematic sequel to Forbidden Island, players take on the roles of brave adventurers who must throw caution to the wind and survive both blistering heat and blustering sand in order to recover a legendary flying machine buried under an ancient desert city. While featuring cooperative gameplay similar to Forbidden Island, Forbidden Desert is a fresh new game based around an innovative set of mechanisms, such as an ever-shifting board, individual resource management, and a unique method for locating the flying machine parts.

Play time: 45 minutes

of players: 2-5 (best with 4)

Mechanic: Action point allowance system, cooperative, grid movement, modular board, set collection

BGG rating: 206

The Fox in the Forest

The Fox in the Forest is a trick-taking game for two players. Aside from the normal ranked- and suited-cards used to win tricks, fairy characters such as the Fox and the Witch have special abilities that let you change the trump suit, lead even after you lose a trick, and more. You score points by winning more tricks than your opponent, but don't get greedy! Win too many tricks, and you will fall like the villain in so many fairy tales...

Play time: 30 minutes
of players: 2
Mechanic: Trick-taking
BGG rating: 4844

Formula D - we also have the Sebring, Sotchi, New Jersey, Buddh, Baltimore, and Chicago tracks as well as extra sets of dice.

Formula D is a high stakes Formula One type racing game where the players race simulated cars with the hope of crossing the finish line first. This is a re-release of Formula Dé with several changes from the original format. Whilst old tracks can be used with the updated Formula D rules, the new game features boards that have an F1 track and a Street Track on the other side. These street tracks each have a novel inclusion or two to add greater theme.

Play time: 60 minutes
of players: 2-10 (best with 5-8)
Mechanic: Grid movement, press your luck
BGG rating: 378

Freedom: The Underground Railroad

Freedom is a card-driven, cooperative game for one to four players in which the group is working for the abolitionist movement to help bring an end to slavery in the United States. The players use a combination of cards, which feature figures and events spanning from Early Independence until the Civil War, along with action tokens and the benefits of their role to impact the game. Players need to strike the right balance between freeing slaves from plantations in the south and raising funds which are desperately needed to allow the group to continue their abolitionist activities as well as strengthen the cause. The goal is not easy and in addition to people and events that can have a negative impact on the group's progress, there are also slave catchers roaming the board, reacting to the movements of the slaves on the board and hoping to catch the runaway slaves and send them back to the plantations.

Play time: 90 minutes
of players: 1-4
Mechanic: Cooperative, point-to-point movement
BGG rating: 269

Friday

Friday is a solitaire deck-building game in which you optimize your deck of fight cards in order to defeat the hazards of the island and two pirate ships. During a turn the player will attempt to defeat hazard cards by playing fight cards from their deck. If defeated, a hazard will become a fight card and is added to the players

deck. If failed the player will lose life tokens but also get the opportunity to remove played cards from their fight deck. Finally the player will use their optimized fight deck to defeat two evil pirate ships allowing Robinson Crusoe to escape the island!

Play time: 25 minutes

of players: 1

Mechanic: Deck-building, hand management

BGG rating: 278

Friedrich

All against one – but only one will reign supreme. On a map of Old Europe, players maneuver their generals from city to city. Frederick must retain a part of each Prussian province, while the attacking powers savagely seek out their objectives. The clever use of tactical cards is decisive to winning.

Play time: 210 minutes

of players: 3-4 (best with 4)

Mechanic: Secret unit deployment, hand management

BGG rating: 368

Fury of Dracula – 3rd edition

Dracula has returned, and is determined to control all of Europe by creating an undead empire of Vampires. Dracula uses a deck of location cards to secretly travel through Europe, leaving a trail of encounters and events for the hunters that chase him. Meanwhile, the hunters attempt to track and destroy Dracula using the limited information available to them - a task easier said than done when their prey has the power to change forms into a wolf or bat, and can even melt away into the mist when confronted.

Play time: 180 minutes

of players: 2-5 (best with 5)

Mechanic: Secret unit deployment, partnerships

BGG rating: 161

Galaxy Trucker

In a galaxy far, far away... they need sewer systems, too. Corporation Incorporated builds them. Everyone knows their drivers -- the brave men and women who fear no danger and would, if the pay was good enough, even fly through Hell. Now you can join them. You will gain access to prefabricated spaceship components cleverly made from sewer pipes. Can you build a space ship durable enough to weather storms of meteors? Armed enough to defend against pirates? Big enough to carry a large crew and valuable cargo? Fast enough to get there first? Of course you can. Become a Galaxy Trucker.

Play time: 60 minutes

of players: 2-4 (best with 4)

Mechanic: Tile placement, dice rolling

BGG rating: 113

The Game

Players in The Game try to discard all 98 cards in the deck onto four discard piles in order to win, but they need to do so in the right ways. Each player starts with 6-8 cards in hand depending on the number of players, and four discard pile prompt cards are on the table: two showing "1" and an up arrow and two showing "100" and a down arrow. On a turn, a player must discard at least two cards from hand onto one or more discard piles, with cards on the 1 piles being placed in ascending order and cards on the 100 piles being placed in descending order. One tricky aspect to play is that you can play a card exactly 10 higher/lower than the top card of a discard pile even when you would normally have to play in a descending/ascending order, e.g., if a 100 discard pile is topped with an 87, you can play any card lower than 87 or you can play the 97. After a player finishes their turn, they refill their hand from the deck. During play, players cannot reveal exact numbers in their hands, but they can warn others not to play on certain discard piles or otherwise make play suggestions. Once the deck is emptied, players are required only to play at least one card on a turn. If you play all 98 cards, you win! If you get good, the rules suggest that you play at least three cards a turn to increase the challenge.

Play time: 20 minutes

of players: 1-5 (best with 3)

Mechanic: Cooperative, hand management

BGG rating: 867

Game of Thrones: 2nd ed.

In the second edition of A Game of Thrones, three to six players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne through the use of diplomacy and warfare. This is an epic board game in which it will take more than military might to win. Will you take power through force, use honeyed words to coerce your way onto the throne, or rally the townfolk to your side? Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros!

Play time: 180 minutes

of players: 3-6 (best with 6)

Mechanic: Area control, auction/bidding

BGG rating: 68

Game of Thrones: Hand of the King

Hand of the King is a fast-paced card game of conspiracies and sudden twists of fate for two to four players, challenging each of you to gain the most support among the twisted intrigues of the King's Landing court. Each turn, you send Varys to do your bidding, moving through the court and inciting iconic characters from A Song of Ice and Fire to support your cause. With the help of some companions and crafty alliances with other players, you just might rise to become the king's new Hand! In more detail, players move Varys in orthogonal lines in a 6x6 grid, stopping it on a character token, then collecting that token and any other character from that House that you passed over. Possess as many characters from a House as someone else, and you claim the banner from that person. Collect the final character from a House, and you immediately use the power of one of six companions; since the game contains fourteen companions, the mix of powers will differ each game.

Play time: 15-30 minutes

of players: 2-4 (best with 2)

Mechanic: Area control, auction/bidding

BGG rating: 1348

Game of Thrones: Westeros Intrigue

Game of Thrones: Westeros Intrigue is a fast-paced game of cards and intrigue at court, created by renowned game designer Reiner Knizia. Every game is played over a series of rounds, as you and your opponents play character cards in an attempt to claim the Iron Throne for yourselves. In each round, you pursue your own plans and seek to foil your opponents by playing character cards. Each turn, you will play a character card from your hand, adding to the court at King's Landing. You can advance your own prospects by playing your character cards cleverly, but certain rules govern exactly where you can place your character cards. The court develops as you and your opponents play cards, but a player will eventually discover that he can no longer legally play a character card. Once this occurs, that player is eliminated and the round continues. A round ends when no one can play another character card, and whoever played the last character card wins the round. In Game of Thrones: Westeros Intrigue, you will play rounds equal to the number of players.

Play time: 20 minutes

of players: 2-6

Mechanic: Hand management

BGG rating: 12770

Gears of War

In Gears of War, you must fulfill one of seven randomly constructed missions and support your fellow COGs as your team engages an unflinching enemy in furious, white-knuckle firefights! Only through teamwork and communication will you gain a tactical advantage, completing your mission and striking a blow for humanity. You'll need every soldier you can get if you hope to send the Locust horde back to their holes. Leave no man behind!

Play time: 180 minutes

of players: 1-4

Mechanic: Cooperative, area movement

BGG rating: 279

Glass Road

Glass Road is a game that commemorates the 700-year-old tradition of glass-making in the Bavarian Forest. You must skillfully manage your glass and brick production in order to build the right structures that help you to keep your business flowing. Cut the forest to keep the fires burning in the ovens, and spread and remove ponds, pits and groves to supply yourself with the items you need. Fifteen specialists are there at your side to carry out your orders... The game consists of four building periods. Each player has an identical set of fifteen specialist cards, and each specialist comes with two abilities. At the beginning of each building period, each player needs to choose a hand of five specialists. If he then plays a specialist that no other player has remaining in his hand, he may use both abilities of that card; if two or more players play the same specialist, each of them may use only one of the two abilities. Exploiting the abilities of the specialists lets you collect resources, lay out new landscape tiles (e.g., ponds and pits), and build a variety of buildings. Mastering the balance of knowing the best specialist card to play and being flexible about when you play it – together with assembling a clever combination of buildings – is the key to this game.

Play time: 45 minutes
of players: 2-5 (best with 2)
Mechanic: Simultaneous action selection, tile placement
BGG rating: 176

Glory Gears

Glory Gears is a historically accurate strategy game where 2 to 8 players control a race team of four riders and compete to be the first team to finish in a single or a series of races. Glory Gears has a multitude of optional rules and ways to play to ensure your gaming experience can be tailored to your liking. Everything from, rider stamina reductions, wrecks, dropping exchanges, mechanicals, playing out secret historical team strategies based off how specific teams won in certain years, to even playing out the entire spring race series events like in real life before the Little 500 event. Players can choose to play out a historically accurate Qualifications run, an Individual Time Trial(great for less players), and a Team Pursuit which involves all 4 riders of a team on the track racing against another at the same time (great 2 person game), or my personal favorite of the race series Miss N' Out, which states the last rider of each lap is eliminated until there is only one left!

Play time: 30-180 minutes
of players: 2-8
Mechanic: Card drafting, hand management, point-to-point movement
BGG rating: N/A

Grand Prix

Grand Prix is the newest auto racing game from Jeff & Carla Horger and GMT Games. From 2-11 players can compete in the game controlling either one team of two cars or multiple teams. Players will score in two different ways; individual car scoring where first place is huge and only the top 10 places get any points, and team scoring where the placement of all cars in a race will determine the team score.

Play time: 90 minutes
of players: 4-11 (best with 6)
Mechanic: Hand management
BGG rating: 3524

The Grizzled

The Grizzled is a cooperative game about survival in the trenches during the first World War where players win or lose together. Each round, the current team leader will choose how many cards every player draws. Then, going around the table, players must either play a card in their hand or back out of the mission. Each card represents either threats to the team (such as mortar shells and weather conditions) or negative personality traits (such as frightened or obsessive). At the end of the round, more cards are added to the draw deck. The game ends only if the players can deplete the draw deck as well as their hands without letting time run out. If one threat shows up too many times, the team fails the mission. The team must play their threats correctly in order to gain any progress. However, most of the information in a players hand remains secret throughout the game.

Play time: 30 minutes
of players: 2-5 (best with 5)

Mechanic: Cooperative
BGG rating: 270

Hanabi

Hanabi—named for the Japanese word for "fireworks"—is a cooperative game in which players try to create the perfect fireworks show by placing the cards on the table in the right order. The card deck consists of five different colors of cards, numbered 1–5 in each color. For each color, the players try to place a row in the correct order from 1–5. Sounds easy, right? Well, not quite, as in this game you hold your cards so that they're visible only to other players. To assist other players in playing a card, you must give them hints regarding the numbers or the colors of their cards. Players must act as a team to avoid errors and to finish the fireworks display before they run out of cards.

Play time: 25 minutes
of players: 2-5 (best with 4)
Mechanic: Cooperative, set collection
BGG rating: 219

Harbour

Harbour is a worker placement game where players move their worker from building to building, collecting and trading Fish, Livestock, Wood, and Stone; and cashing those resources in to purchase buildings (which are the worker placement spots) from the central pool. Once a building is purchased, it is replaced from the deck, and the central pool is a small subset of the deck, and is therefore different every game. The game ends when a player has purchased his fourth building. After that round finishes, the player with the most points worth of buildings is the winner! At the heart of Harbour is a dynamic market mechanism. Each time a player purchases a building, the value of the resources they used drops, while the value of the other resources rise. You'll have to carefully time your purchases to take advantage of the ebb and flow of market prices, or be prepared to waste some resources!

Play time: 60 minutes
of players: 1-4 (best with 2-4)
Mechanic: Set collection, variable player powers, worker placement
BGG rating: 1186

Harry Potter: Hogwarts Battle

The forces of evil are threatening to overrun Hogwarts castle in Harry Potter: Hogwarts Battle, a cooperative deck-building game, and it's up to four students to ensure the safety of the school by defeating villains and consolidating their defenses. In the game, players take on the role of a Hogwarts student: Harry, Ron, Hermione or Neville, each with their own personal deck of cards that's used to acquire resources. By gaining influence, players add more cards to their deck in the form of iconic characters, spells, and magical items. Other cards allow them to regain health or fight against villains, keeping them from gaining power. The villains set back players with their attacks and Dark Arts. Only by working together will players be able to defeat all of the villains, securing the castle from the forces of evil.

Play time: 30-60 minutes
of players: 1-4 (best with 4)

Mechanic: Cooperative, deck/pool building
BGG rating: 682

Here I Stand

Here I Stand is the first card-driven game to prominently feature secret deal-making. A true six-sided diplomatic struggle, the game places a heavy emphasis on successful alliance-building through negotiations that occur away from the table during the pre-turn Diplomacy Phase. Set during the period in which Niccolò Machiavelli published his masterpiece "The Prince," backstabbing is always possible, especially because the card deck is loaded with event and response cards that can be played by any power to disrupt the plans of the powers in the lead. Here I Stand integrates religion, politics, economics, and diplomacy in a card-driven design. Games vary in length from 3–4 hours for a tournament scenario up to full campaign games that run about twice the time. Rules to play games with 3, 4, or 5 players are also included. The 3-player game is just as well balanced as the standard 6-player configuration, taking advantage of the natural alliances of the period.

Play time: 360 minutes

of players: 3 or 6 (best with 6)

Mechanic: Campaign/battle card driven, hand management, point-to-point movement, variable player powers
BGG rating: 124

Hive

Hive is a highly addictive strategic game for two players that is not restricted by a board and can be played anywhere on any flat surface. Hive is made up of twenty two pieces, eleven black and eleven white, resembling a variety of creatures each with a unique way of moving. With no setting up to do, the game begins when the first piece is placed down. As the subsequent pieces are placed this forms a pattern that becomes the playing surface (the pieces themselves become the board). Unlike other such games, the pieces are never eliminated and not all have to be played. The object of the game is to totally surround your opponent's queen, while at the same time trying to block your opponent from doing likewise to your queen. The player to totally surround his opponent's queen wins the game.

Play time: 20 minutes

of players: 2

Mechanic: Grid movement, tile placement
BGG rating: 169

Hive Mind

Up in the hive, the bees are trying to prove to the Queen Bee that they deserve to stay! During the game, the players must be harmonious in answering intriguing questions based on their experience and opinions. The more answers they have in common with other players, the more points they get! Represented by bee pawns called Beeples, players move through the hive; those who score the fewest points each round must move closer to the hive exit. As soon as one or more bees exit the hive, the game ends. All the remaining bees win and survive the winter!

Play time: 30-90 minutes

of players: 3-12 (best with 9-10)

Mechanic: Grid movement, tile placement

BGG rating: 4819

Hoax

The basic idea in Hoax is to pretend to be somebody you are not while working towards the goal of figuring out who other people are. Each player is assigned one of six different characters -- each with its own unique abilities -- but can pretend to be any character and use its corresponding powers. Abilities are used to acquire 3 different types of goods, which can be spent to get clues to opponents' identities. If the majority of the other players think you're pretending to be a character that you're not, you must either admit that you are not that character (and permanently lose the use of its power), or reveal that you are and win the game.

Play time: 45 minutes

of players: 3-12 (best with 4-5)

Mechanic: Voting

BGG rating: 4095

Hoot Owl Hoot

In Hoot Owl Hoot! the players want to move all the owls back to their nest before the sun rises and the new days begins. To set up the game, place the sun token on the first place of the sun track, place three owls on the starting spaces of the owl track, and gave three cards to each player; the fifty-card deck includes 36 color cards (six each in six colors) and 14 sun cards. Players keep their cards face up in front of them so that they can work together to strategize how to move. If a player has a sun card, on her turn she must discard the sun and move the sun token one space; if she has all color cards, she discards any one color card, then moves any owl to the next open space of that color. If an owl "flies" over an owl on a space of that color on its way to the next open space, all players make a hooting sound!

Play time: 15 minutes

of players: 2-4

Mechanic: Cooperative, pattern recognition

BGG rating: 4701

Hyperborea

Set in a mythical land of the same name, Hyperborea is a light civilization game for 2 to 6 players that takes 20-25 minutes per player. The game begins at the time when the magic barrier protecting access to the mythical continent of Hyperborea suddenly falls. Each player takes the role of the leader of a small kingdom situated just outside the now open to be conquered and explored land. Her kingdom has limited knowledge of housing, trade, movement, warfare, research, and growth, but new and exciting powers are hidden in Hyperborea. During the game, this kingdom will grow in numbers and raise armies, extend its territory, explore and conquer, learn new technologies, etc... The game's main mechanism, which can be described as "bag-building", involves you building a pool of "civilicubes". Each cube represents specializations for your kingdom: war, trade, movement, building, knowledge, growth. Grey cubes represent corruption and waste, and players will acquire them by developing new technologies. (Power corrupts by its own definition, and the more complex a society becomes, the more waste it generates.) Each turn, players draw three random cubes from their bags, then use them to activate knowledge (technologies) they own.

Play time: 90 minutes

of players: 2-6 (best with 4)

Mechanic: Area control/area influence, deck/pool building, grid movement, modular board

BGG rating: 463

Ice Cool

Ice Cool is a flicking game in which each round one of the players takes the role of the Hall Monitor (also called "the Catcher") – his aim will be to catch each other penguin and get points for that. The others (also known as "Runners") will try to run through several doors, thus gaining fish (that give them points) on their way. When either the Hall Monitor has caught each other penguin once or any of the others has gone through all 3 doors that have fish on them, the round is over. Each player will take the role of the Hall Monitor once and at the end of the game the winner will be the one with the most points on their fish cards. The penguins can be flicked in a straight line, make curves and even jump over the walls! Each player will have to use the best of their skills in order to get the most points in this fun and exciting game. It's not just cool, it's ICE COOL!

Play time: 20 minutes

of players: 2-4 (best with 4)

Mechanic: Area movement, take that

BGG rating: 845

Imperial Settlers

Settlers from four major powers of the world have discovered new lands, with new resources and opportunities. Romans, Barbarians, Egyptians and Japanese all at once move there to expand the boundaries of their empires. They build new buildings to strengthen their economy, they found mines and fields to gather resources, and they build barracks and training grounds to train soldiers. Soon after they discover that this land is far too small for everybody, then the war begins... Imperial Settlers is a card game that lets players lead one of the four factions and build empires by placing buildings, then sending workers to those buildings to acquire new resources and abilities. The game is played over five rounds during which players take various actions in order to explore new lands, build buildings, trade resources, conquer enemies, and thus score victory points.

Play time: 45-90 minutes

of players: 1-4 (best with 2)

Mechanic: Card drafting, hand management, take that, variable player powers

BGG rating: 102

Inis

Inis is a game deeply rooted in Celtic history and lore in which players win by being elected King of the Island (Inis). Players can try to achieve one of three different victory conditions: 1) Leadership: Be the leader — i.e., have more clan figures than any other player — of territories containing at least six opponents' clans; 2) Land: Have your clans present in at least six different territories; and 3) Religion: Have your clans present in territories that collectively contain at least six shrines. Over the course of the game, players also earn deeds, typically chanted by bards or engraved by master crafters, that reduce by one the magic total of six for any condition. While one victory condition is enough to claim the title of King, a game of experienced players usually has a tight balance of power, emphasizing the leadership of the capital of the island. Careful drafting, hand management, bluffing (especially once players understand the importance of passing their turn), good timing, and a precise

understanding of the balance of power are the keys to victory. After a discovery game you'll be ready for a full and epic game, where an undisputed will be king by the Assembly for his merit and wisdom.

Play time: 60-90 minutes

of players: 2-4 (best with 4)

Mechanic: Area control/area influence, deck-building, hand management, memory, tile placement

BGG rating: 415

Innovation

This game by Carl Chudyk is a journey through innovations from the stone age through modern times. Each player builds a civilization based on various technologies, ideas, and cultural advancements, all represented by cards. Each of these cards has a unique power which will allow further advancement, point scoring, or even attacking other civilizations. Be careful though, as other civilizations may be able to benefit from your ideas as well! To win, you must score achievements, which you can attain by amassing points or by meeting certain criteria with the innovations you have built. Plan your civilization well, and outmaneuver your opponents, and with some luck you will achieve victory!

Play time: 60 minutes

of players: 2-4 (best with 2)

Mechanic: Hand management, set collection

BGG rating: 235

Isle of Skye

In the tile-laying game *Isle of Skye: From Chieftain to King*, 2-5 players are chieftains of famous clans and want to build their kingdoms to score as many points as possible — but in each game only four of the sixteen scoring tiles will be scored. Thanks to the scoring tiles, each game is different and leads to different tactics and strategies, but having enough money is useful no matter what else is going on. Managing that money can be tricky, though. Each turn, each player places two area tiles in front of them and sets the selling price for the tiles. Setting a high price is great, but only so long as someone actually pays the price because if no one opts to buy, then the seller must buy the tiles at the price they previously requested. In the end, the player with the best kingdom — and not the richest player — becomes the sovereign of the island.

Play time: 60 minutes

of players: 2-5 (best with 3-4)

Mechanic: Auction/bidding, set collection, tile placement

BGG rating: 145

Jaipur

A card game for two seasoned traders! When it's your turn, you can either take or sell cards. If you take cards, you have to choose between taking all the camels, taking 1 card from the market or swapping 2 to 5 cards between the market and your cards. If you sell cards, you get to sell only one type of good per turn, and you get as many chips from that good as you sold cards. The chips' values decrease as the game progresses, so you'd better hurry! But, on the other hand, you get increasingly high rewards for selling 3, 4, or 5 cards of the same good at a time, so you'd better wait! You can't sell camels, but they're paramount for trading and they're also

worth a little something at the end of the round, enough sometimes to secure the win, so you have to use them smartly. Jaipur is a fast-paced card game, a blend of tactics, risk and luck.

Play time: 30 minutes

of players: 2

Mechanic: Set collection, trading

BGG rating: 101

Jamaica

The game is played in rounds. Each player always has a hand of three cards, and a personal board depicting the five "holds" of their ship, into which goods can be loaded during the game. Each round, one player is designated as "captain," with the next clockwise player being captain in the following round, and so on. The captain rolls two standard D6 dice, examines her cards, then announces which die will correspond to the "day" and which to the "night." Each player then simultaneously selects a card from their hand and places it face down in front of them. Each card has two symbols on it, one on the left - corresponding to "day" - and one on the right ("night"). The symbols indicate either ship movement (forward or backward) or the loading of a type of good. After every player has selected a card, all cards are revealed simultaneously and then resolved clockwise one by one, starting with the captain's. When it is a player's turn to resolve her card, for first the left symbol on her card and then for the right symbol, the player will load a number of goods or move a number of spaces equal to the number of pips showing on the corresponding day or night die for that round. Thus the main decision each player makes during the game is which of their current three cards would best serve them on a particular turn, given the values of the day and night dice. Finally, during the race, when a player lands on a spot already occupied by another player, there is a battle. Battles are mainly resolved by rolling a "combat" die, but players may improve their chances by using "gunpowder" tokens from their holds, if they loaded any on previous turns. The winner of a battle may steal some goods or treasure from the loser.

Play time: 30-60 minutes

of players: 2-6 (best with 6)

Mechanic: Dice rolling, simultaneous action selection

BGG rating: 369

Jenga

A tower building game (that we own primarily for people interested in the Dread RPG).

Play time: 20 minutes

of players: 2-8 (best with 2-4)

Mechanic: Dexterity

BGG rating: 10390

Junk Art

Junk Art contains more than ten game modes, along with more than sixty big colorful wooden components. In one version of the game, players pile all of the wooden parts in the center of the table, then are dealt a number of cards, with each card depicting one of these parts. On a turn, a player presents their left-hand neighbor with two cards from their hand. This neighbor takes one card in hand, then takes the part shown on the other card and places it on their base or on other parts that they've already placed. If something falls, it stays on the table

and the player continues to build on whatever still stands. Once players have finished playing cards, whoever has the tallest work of art wins.

Play time: 30 minutes

of players: 3-6 (best with 4-5)

Mechanic: Dexterity, hand management, player elimination

BGG rating: 964

Kill the Hippies

At a party or at a pub, play Kill the Hippies. It's a card game for everyone: sinner or saint (but to have a Bible helps!) Choose the length of the game; you and your friends in faith select how many Hippies there is time to deal with. Players can Convert or Kill with various mundane and religious relics. Conversions are always worth more points. But Events sometimes occur that help the Hippies...damn you KARMA! Remember, God is judging you. (Rom 12:19)

Play time: 20 minutes

of players: 2-6

Mechanic: Hand management, memory

BGG rating: 12653

King of Tokyo

In King of Tokyo, you play mutant monsters, gigantic robots, and strange aliens – all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. At the start of each turn, you roll six dice. The dice show the following six symbols: 1, 2, or 3 Victory Points, Energy, Heal, and Attack. Over three successive throws, choose whether to keep or discard each die in order to win victory points, gain energy, restore health, or attack other players into understanding that Tokyo is YOUR territory. The fiercest player will occupy Tokyo, and earn extra victory points, but that player can't heal and must face all the other monsters alone! Top this off with special cards purchased with energy that have a permanent or temporary effect, such as the growing of a second head which grants you an additional die, body armor, nova death ray, and more.... and it's one of the most explosive games of the year! In order to win the game, one must either destroy Tokyo by accumulating 20 victory points, or be the only surviving monster once the fighting has ended.

Play time: 30 minutes

of players: 2-6 (best with 4 or 5)

Mechanic: Card drafting, player elimination

BGG rating: 173

Kingsburg

In Kingsburg, players are Lords sent from the King to administer frontier territories. The game takes place over five years, a total of 20 turns. In every year, there are 3 production seasons for collecting resources, building structures, and training troops. Every fourth turn is the winter, in which all the players must fight an invading army. Each player must face the invaders, so this is not a cooperative game. At the end of five years, the player who best developed his assigned territory and most pleased the King through the Council is the winner.

Play time: 90 minutes

of players: 2-5 (best with 4)
Mechanic: Worker placement
BGG rating: 229

Labyrinth: The War on Terror

Labyrinth takes 1 or 2 players inside the Islamist jihad and the global war on terror. With broad scope, ease of play, and a never-ending variety of event combinations, Labyrinth portrays not only the US efforts to counter extremists' use of terrorist tactics but the wider ideological struggle — guerrilla warfare, regime change, democratization, and much more. Labyrinth features distinct operational options for each side that capture the asymmetrical nature of the conflict, while the event cards that drive its action pose a maze of political, religious, military, and economic issues. In the parallel wars of bombs and ideas, coordinated international effort is key — but terrorist opportunities to disrupt Western unity are many. The Towers have fallen, but the global struggle has only just begun.

Play time: 180 minutes
of players: 1-2 (best with 2)
Mechanic: Area control
BGG rating: 259

Ladies and Gentlemen

The unusual and asymmetric game Ladies & Gentlemen brings players into the world of glamour. In teams of two — one playing a man, the other a woman — the players try to pull together the best-looking and most famous couple who will attend the big ball. The gentleman's duty is to make as much money as possible, which the lady will then spend on jewelry, clothes, and exclusive accessories. Each team has its own action cards to carry out its tasks, and the more that the players embody their characters — flirtatious, fashion-obsessed ladies, and rich, arrogant, pretentious gentlemen — the more fun and explosive the game will be!

Play time: 30 minutes
of players: 4-10 (best with 6)
Mechanic: Card drafting
BGG rating: 1672

Lanterns: The Harvest Festival

In Lanterns: The Harvest Festival, players have a hand of tiles depicting various color arrangements of floating lanterns, as well as an inventory of individual lantern cards of specific colors. When you place a tile, all players (you and your opponents) receive a lantern card corresponding to the color on the side of the tile facing them. Place carefully to earn cards and other bonuses for yourself, while also looking to deny your opponents. Players gain honor by dedicating sets of lantern cards — three pairs, for example, or all seven colors — and the player with the most honor at the end of the game wins.

Play time: 30 minutes
of players: 2-4 (best with 4)
Mechanic: Hand management, set collection, tile placement
BGG rating: 556

Last Friday

Last Friday is a hidden movement, hunting and deduction board game, inspired by the popular "slasher" horror movie genre. In the role of young campers, the players are challenged to survive a long weekend of terror – while one of them takes the role of the undying psychopath hiding in the shadows of the forest. In general, the murderer's goal is to remain hidden and to kill off each of the campers, while the campers are trying to fight back and kill the murderer before they are all killed. The game is played over four chapters — Arrival at the Camp, The Chase, The Massacre, and The Final Chapter — and each chapter plays out differently as the hunter becomes the prey, then comes back from the dead looking for revenge.

Play time: 30-120 minutes

of players: 2-6 (best with 6)

Mechanic: Battle card driven, memory, partnerships, point to point movement, secret unit deployment

BGG rating: 3434

Last Will

In Last Will, each player starts with a certain amount of money, an individual player board, two errand boys and two cards in some combination of properties and helpers. At the start of each round, lay out cards from the appropriate decks on the offering boards; the four regular decks are properties, companions, events, helpers and expenses, with special cards forming a deck of their own. The particular mix of cards varies by round and by the number of players. Each player then chooses a plan for the round, with each plan indicating the number of cards the player draws (drawn immediately from the four regular decks in any combination), how many errand boys he can use later (one or two), the number of actions available to him that round, and his spot in the playing order that round. In the playing order for that round, players then take turns choosing an action with their errand boy(s). Players then take actions in the playing order for that round, with each player having as many actions as indicated on his plan. At the end of each round, you must discard down to two cards in hand, and properties that can depreciate do so; this is good as a player cannot go bankrupt if he owns properties, and the only way to get rid of properties is to sell them, which regrettably puts money back in your hands unless the depreciation was intense or you manipulate the market. If a player has no money and no properties, he declares bankruptcy and the game ends at the conclusion of that round; otherwise the game ends after seven rounds. The player who has the least money (or even who is most in debt) wins.

Play time: 45-75 minutes

of players: 2-5 (best with 4)

Mechanic: Action point allowance system, hand management, worker placement

BGG rating: 267

Le Fantôme de l'Opéra

Le Fantôme de l'Opéra is a two-player game based on the Mr. Jack game system – that is, the game is an asymmetric affair in which one player wants to reveal which suspect token on the game board represents the opponent, with both players taking turns moving all of the suspects to alternately reveal and hide information. That said, the game differs in a number of ways from Mr. Jack. In Le Fantôme de l'Opéra, eight suspect tokens stand in the ten rooms of the Opéra Garnier. Each suspect has a reason to drive the opera singer La Carlotta away from the production, and at the start of the game one of the suspects is randomly determined to be the true identity of the Phantom player. The other player is the Investigator, and he wants to discover the

Phantom's identity; if he does so before La Carlotta flees the Opéra Garnier, then he wins. Otherwise, he loses. (To balance play between newcomers and experience players La Carlotta's starting position can be changed.)

Play time: 30 minutes

of players: 2

Mechanic: Grid movement, variable player powers

BGG rating: 1236

Le Havre

In Le Havre, a player's turn consists of two parts: First, distribute newly supplied goods onto the offer spaces; then take an action. As an action, players may choose either to take all goods of one type from an offer space or to use one of the available buildings. Building actions allow players to upgrade goods, sell them or use them to build their own buildings and ships. Buildings are both an investment opportunity and a revenue stream, as players must pay an entry fee to use buildings that they do not own. Ships, on the other hand, are primarily used to provide the food that is needed to feed the workers.

Play time: 150 minutes

of players: 1-5 (best with 3)

Mechanic: Worker placement

BGG rating: 23

Lewis and Clark

Lewis & Clark is a board game in which the players manage an expedition intended to cross the North American continent. Their goal is to be the first to reach the Pacific. Each one has his own Corps of Discovery that will be completed by the Native Americans and the trappers met during the journey. He has to cleverly manage his characters and also the resources he finds along the way. Beware, sometimes frugality is better than abundance. Lewis & Clark features dual use cards. To be activated, one card must be combined with another one, which becomes unavailable for a while. Thus, players are faced with a constant dilemma: play a card or sacrifice it. During the game, each player acquires character cards that enlarge his hand, building a crew that gives him more options but it needs to be optimized as he will recycle his cards more slowly. This new "handbuilding" mechanism fits strongly the historical background.

Play time: 120 minutes

of players: 1-5 (best with 3)

Mechanic: Deck-building, worker placement

BGG rating: 110

Libertalia

In Libertalia, you must thwart the plans of competitive pirates over the course of three rounds while using cards that show the same crew members as your piratical comrades-in-arms. Yes, not only do they attack the same ships, but they employ the same type of ravenous scum that you do! Can you take advantage of the powers of your characters at the right time? Will you be outdone by a pirate smarter than you? Jump into the water and prove your tactical skills!

Play time: 45 minutes

of players: 2-6 (best with 4)
Mechanic: Simultaneous action selection
BGG rating: 242

Life

This game attempts to mirror life events many people go through from going to college, raising a family, buying a home, working and retiring. The intent of the game is to have the most assets at the end of the game, assets are earned primarily by working and earning tokens with dollars amount on them. Additionally the first person to complete the course gets additional money tokens. There is a very linear board that you move along by spinning a wheel or landing on spaces that tell you to move to a specific space or forward or back. There are a handful of intersections where you can choose to go one direction or another but they ultimately have similar spaces and meet back up quickly. There are a handful of choices regarding insurance and investments but for the most part it is a game of luck.

Play time: 60 minutes
of players: 2-6 (best with 4)
Mechanic: Roll/spin and move
BGG rating: 13272

Loot n Run

Loot n Run is a subtle bluffing game in which you have to know when to take risks. On your turn, take one of these three actions: 1) Loot: Draw a card and keep it in front of you; 2) Run: Score all of your cards. You score 1 point for each treasure on it. Double your score for a type of treasure if it is present on two or more cards; or, 3) Awaken the monster guardians: Look at an opponent's cards. If you find guardians, that player loses all unscored cards and you get the bonus from the guardians! The first player to score 35 points wins!

Play time: 15-30 minutes
of players: 2-6 (best with 6)
Mechanic: Roll/spin and move
BGG rating: 3491

Lord of the Rings

Lord of the Rings is a co-operative game where the object is to destroy the Ring while surviving the corrupting influence of Sauron. Each player plays one of the Hobbits in the fellowship, each of which has a unique power. The game is played on a number of boards: the Master board indicates both the physical progress of the fellowship across Middle Earth and the corrupting influence of Sauron on the hobbits, and a number of scenario boards which detail the events and adventures of particular locations. Progression across the boards is determined by playing cards (many of which represent the characters and items of Middle Earth), and the effects of corruption are represented by a special die. The game is lost if the ring-bearer is overcome by Sauron, or won if the ring is destroyed by throwing it into the volcanic fires of Mount Doom.

Play time: 60 minutes
of players: 2-5 (best with 4)
Mechanic: Cooperative, hand management
BGG rating: 607

Lords of Scotland

In Lords of Scotland, you acquire the support you need to win the game by winning skirmishes against your rivals. A skirmish is five consecutive rounds of play. During each round of a skirmish, you have the opportunity to either build up your army by playing cards from your hand or recruit clans to fight for you by drawing cards from the recruit pile. At the end of the five rounds, each lord gets to claim a supporter in order of highest strength army to lowest. Then you discard all the clans you mustered and begin a new skirmish. The game ends when one lord reaches forty or more points worth of supporters and claims the throne. If you hope to be the one to do so, you will need to know when to commit your forces to battle and when to regroup to fight another day.

Play time: 35 minutes

of players: 2-5

Mechanic: Hand management

BGG rating: 1313

Lord\$ of Vega\$ - we also have the Up! expansion.

You and your opponents represent powerful developers in a burgeoning Nevada city. You will earn money and prestige by building the biggest and most profitable casinos on "The Strip," the town's backbone of dust and sin. You start with nothing but parking lots and dreams, but from there you build, sprawl, reorganize and gamble your way to victory. Score the most points investing in the most profitable development companies and putting the best bosses in control of the richest casinos. Put your dollars on the line . . . it's time to roll!

Play time: 60 minutes

of players: 2-4 (best with 4)

Mechanic: Area control, tile placement

BGG rating: 329

Lords of Waterdeep - we also have the Scoundrels of Skullport expansion.

In Lords of Waterdeep, you take on the role of one of the masked Lords of Waterdeep, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city. Expand the city by purchasing new buildings that open up new actions on the board, and hinder – or help – the other lords by playing Intrigue cards to enact your carefully laid plans. During the course of play, you may gain points or resources through completing quests, constructing buildings, playing intrigue cards or having other players utilize the buildings you have constructed. At the end of 8 rounds of play, the player who has accrued the most points wins the game.

Play time: 60 minutes

of players: 2-5 (best with 3 or 4)

Mechanic: Worker placement

BGG rating: 46

Lost Cities

The object the game is to gain points by mounting profitable archaeological expeditions to the different sites represented by the 5 colors. On a player's turn they must always first play one card, either to an expedition or by discarding it to the appropriate discard pile, and then draw one card. There is a separate discard pile for each

color and a player may draw the top card of any discard pile or the top card of the deck. Cards played to expeditions must be in ascending order but they need not be consecutive. Handshakes (HS) are considered lower than a 2 and represent investments in an expedition. Thus, if you play a red 4, you may play any other red card higher than a 4 on a future turn but may no longer play a handshake, the 2, or the 3.

Play time: 30 minutes

of players: 2

Mechanic: Hand management

BGG rating: 272

LOTR: Fellowship of the Ring Deck-Building Game

In the Fellowship of the Ring Deck-Building Game, you take on the role of Frodo, Gandalf, Aragon or one of their brave and heroic allies in the struggle against the forces of the Dark Lord Sauron! While you begin armed only with basic combat maneuvers, you will add new, more powerful cards to your deck as you go, with the goal of defeating the deadly forces that serve Sauron as you make your way towards Mount Doom. In the end, the player who has accumulated the most victory points (VPs) from the cards in his deck wins.

Play time: 60 minutes

of players: 2-5 (best with 3 or 4)

Mechanic: Deck building

BGG rating: 1364

Lotus

Clear your head and take in the quiet strength of the Lotus garden. It takes skillful care and nurturing to grow these flowers to their full potential, but once picked, they provide their owner with wisdom. Beware, for there are others who will do anything they can to get their hands on these mystical flowers. You'll need to enlist the help of creatures native to this land to take control of the Lotus garden and achieve true enlightenment.

Play time: 30 minutes

of players: 2-4

Mechanic: Area control/area influence, auction/bidding, hand management

BGG rating: 2027

Love Letter

Love Letter is a game of risk, deduction, and luck for 2–4 players. Your goal is to get your love letter into Princess Annette's hands while deflecting the letters from competing suitors. From a deck with only sixteen cards, each player starts with only one card in hand; one card is removed from play. On a turn, you draw one card, and play one card, trying to expose others and knock them from the game. Powerful cards lead to early gains, but make you a target. Rely on weaker cards for too long, however, and your letter may be tossed in the fire!

Play time: 20 minutes

of players: 2-4 (best with 4)

Mechanic: Hand management

BGG rating: 163

Lovecraft Letter

Love Letter is a game of risk, deduction, and luck for 2–4 players. Your goal is to get your love letter into Princess Annette's hands while deflecting the letters from competing suitors. From a deck with only sixteen cards, each player starts with only one card in hand; one card is removed from play. On a turn, you draw one card, and play one card, trying to expose others and knock them from the game. Powerful cards lead to early gains, but make you a target. Rely on weaker cards for too long, however, and your letter may be tossed in the fire!

Play time: 5-15 minutes

of players: 2-6

Mechanic: Hand management, player elimination

BGG rating: 6719

Machi Koro

Welcome to the city of Machi Koro. You've just been elected Mayor. Congrats! Unfortunately the citizens have some pretty big demands: jobs, a theme park, a couple of cheese factories and maybe even a radio tower. A tough proposition since the city currently consists of a wheat field, a bakery and a single die. Armed only with your trusty die and a dream, you must grow Machi Koro into the largest city in the region. You will need to collect income from developments, build public works, and steal from your neighbors' coffers. Just make sure they aren't doing the same to you! Machi Koro is a fast-paced game for 2-4 players. Each player wants to develop the city on his own terms in order to complete all of the landmarks under construction faster than his rivals. On his turn, each player rolls one or two dice. If the sum of the dice rolled matches the number of a building that a player owns, he gets the effect of that building; in some cases opponents will also benefit from your die (just as you can benefit from theirs). Then, with money in hand a player can build a landmark or a new building, ideally adding to the wealth of his city on future turns. The first player to construct all of his landmarks first wins!

Play time: 30 minutes

of players: 2-4

Mechanic: Card drafting, dice rolling

BGG rating: 598

Mafia Vendetta

Mafia: Family business) is a game with extremely dramatic theme and gameplay. According to background legend, civilians have decided to get rid of the mafia presence in the city. Mafia members responded in pure "mafia style" – they, in turn, decided to get rid of all civilians. As two forces are unequal in numbers, the mafia gangsters must hide their identity, while doing everything possible to make civilians blame each other and “self-destruct”. The most dangerous opponents will be shot by mafia at night. The game is divided into several phases. The game goes on, repeating all phases of the day-night cycle, until one of the teams will win by eliminating the opposition. The rules of the game are quite simple, but because of the spirit of mistrust, intrigue, suspicion and constant deception the game is very tense and exciting!

Play time: 20 minutes

of players: 7-17

Mechanic: Partnerships, player elimination, variable player powers

BGG rating: 8614

Mage Knight

The Mage Knight board game puts you in control of one of four powerful Mage Knights as you explore (and conquer) a corner of the Mage Knight universe under the control of the Atlantean Empire. Build your army, fill your deck with powerful spells and actions, explore caves and dungeons, and eventually conquer powerful cities controlled by this once-great faction! In competitive scenarios, opposing players may be powerful allies, but only one will be able to claim the land as their own. In cooperative scenarios, the players win or lose as a group. Solo rules are also included. Combining elements of RPGs, deckbuilding, and traditional board games the Mage Knight board game captures the rich history of the Mage Knight universe in a self-contained gaming experience.

Play time: 150 minutes

of players: 1-4 (best with 2)

Mechanic: Hand management

BGG rating: 13

Magic Maze

Magic Maze is a real-time, cooperative game. Each player can control any hero in order to make that hero perform a very specific action, to which the other players do not have access: Move north, explore a new area, ride an escalator... All this requires rigorous cooperation between the players in order to succeed at moving the heroes prudently. However, you are allowed to communicate only for short periods during the game; the rest of the time, you must play without giving any visual or audio cues to each other. If all of the heroes succeed in leaving the shopping mall in the limited time allotted for the game, each having stolen a very specific item, then everyone wins together. At the start of the game, you have only three minutes in which to take actions. Hourglass spaces you encounter along the way give you more time. If the sand timer ever completely runs out, all players lose the game: Your loitering has aroused suspicion, and the mall security guards nab you!

Play time: 3-15 minutes

of players: 1-8 (best with 4-5)

Mechanic: Co-operative play, grid movement, tile placement, variable player powers

BGG rating: 498

Manhattan Project

The Manhattan Project is a low-luck, mostly open information efficiency game in which players compete to build and operate the most effective atomic bomb program. Players do not "nuke" each other, but conventional air strikes are allowed against facilities. The game features worker placement with a twist; There are no rounds and no end-of-round administration. Players retrieve their workers when they choose to or are forced to (by running out). An espionage action allows a player to activate and block an opponent's building, representing technology theft and sabotage.

Play time: 120 minutes

of players: 2-5 (best with 4)

Mechanic: Card drafting, worker placement

BGG rating: 164

Marrying Mr. Darcy

Marrying Mr. Darcy is a role-playing game where players are one of the female characters from Jane Austen's novel *Pride and Prejudice*. Players work to improve themselves and become more desirable as potential wives for the available Suitors. The ladies do this by attending Events and improving their Characters, but advantage can be gained by the use of Cunning. All of their efforts are in hopes of securing the husband that will make them the most satisfied character at the end of the game. Game play is divided into two stages: the initial Courtship Stage and the concluding Proposal Stage.

Play time: 60 minutes

of players: 2-6 (best with 4)

Mechanic: Hand management, press your luck, variable player powers

BGG rating: 2901

Marvel: Legendary

Legendary: A Marvel Deck Building Game is set in the Marvel Comics universe. To set up the game, players choose a number of hero decks – Spider-Man, Hulk, Cyclops, Wolverine, etc. – and shuffle them together; since players use only a handful of hero decks out of the fifteen included, the hero deck can vary widely in terms of what's available. Players then choose a mastermind villain (Magneto, Loki, Dr. Doom, etc.), stack that particular villain's attack cards underneath it, then modify the villain deck as needed based on that villain's particular scheme.

Play time: 45 minutes

of players: 1-5 (best with 3)

Mechanic: Cooperative, deck-building

BGG rating: 104

Max

There are four animals in the game. All the players become responsible for the bird, mouse, and chipmunk's safe journey to their home in a tree at the end of the gameboard path. Unfortunately the tomcat "Max" is a natural hunter and chaser (he can't help himself) and is a continual threat. The goal is for the players to work together to get the three animals to the safety of the tree.

Play time: 20 minutes

of players: 1-8 (best with 3 or 4)

Mechanic: Area movement, cooperative, roll/spin move

BGG rating: 3308

Memoir '44

Memoir '44 is a historical boardgame where players face-off in stylized battles of some of the most famous historic battles of World War II including Omaha Beach, Pegasus Bridge, Operation Cobra and the Ardennes. Memoir '44 includes over 15 different battle scenarios and features a double-sided hex game board for both beach landings and countryside combat. Each scenario mimics the historical terrain, troop placements and objectives of each army. Commanders deploy troops through Command and Tactic cards, applying the unique skills of his units -- infantry, paratrooper, tank, artillery, and even resistance fighters -- to their greatest strength.

Play time: 60 minutes
of players: 2
Mechanic: Grid movement
BGG rating: 107

Merchants & Marauders

In Merchants and Marauders, players take on the role of a captain of a small vessel in the Caribbean. The goal is to be the first to achieve 10 "glory" points through performing daring deeds (through the completion of missions or rumors), crushing your enemies (through defeating opponents and NPCs in combat), amassing gold, performing an epic plunder or pulling off the trade of a lifetime, and buying a grand ship. While some points earned from performing various tasks are permanent, players earn points for amassing gold, which can be stolen or lost (or at least diminished) if their captain is killed. Points due to gold are hidden so there's some uncertainty about when the game will end.

Play time: 180 minutes
of players: 2-4 (best with 4)
Mechanic: Area movement
BGG rating: 159

Meteor

Meteor is a real-time, cooperative, resource management card game. You need to work together building and launching rockets as the time ticks down and the meteors get closer and closer to destroying the planet. Will you blow up all the meteors in time? Only one way to know for sure. Meteor plays as a real-time card game. Each player has a hand of cards and a build area (build areas are shared in the six player game). A number of meteor cards are placed in the center of the table. Players must co-cooperatively build rockets to launch at the meteors before the time runs out.

Play time: 15 minutes
of players: 1-6 (best with 4)
Mechanic: Cooperative, hand management
BGG rating: 4027

Mice and Mystics

Mice and Mystics is a cooperative adventure game in which the players work together to save an imperiled kingdom. They will face countless adversaries such as rats, cockroaches, and spiders, and of course the greatest of all horrors: the castle's housecat, Brodie. *Mice and Mystics* is a boldly innovative game that thrusts players into an ever-changing, interactive environment, and features a rich storyline that the players help create as they play the game. The Cheese System allows players to hoard the crumbs of precious cheese they find on their journey, and use it to bolster their mice with grandiose new abilities and overcome seemingly insurmountable odds.

Play time: 120 minutes
of players: 1-4 (best with 4)
Mechanic: Cooperative, area movement

BGG rating: 153

Mille Bornes

One Thousand Milestones. On French roads there are small marker stones giving the distance in kilometres to the next town. In this famous old French card game, players compete to drive 1000 km, dealing with hazards along the way. Draw a card to your hand, play or discard. You must lay a green traffic light to start, play cards showing mileage, dump hazards (flat tire, speed limit) on the other players, remedy hazards (spare tire, end of limit) from yourself, play safety cards (puncture proof), and try to be the first to clock up the distance.

Play time: 45 minutes

of players: 2-6 (best with 4)

Mechanic: Hand management, partnerships

BGG rating: 5735

Moby Dick; or , The Card Game

Moby Dick, or, The Card Game is an adventure card game designed for 2-4 players, with additional rules for solitaire play. Based on Herman Melville's classic novel, Moby Dick combines cooperative and competitive play in an attempt to loosely simulate life on a 19th century whale ship. The game is centered around three decks of cards: the Sea, the Sailor, and the Whale. After receiving an initial crew of sailors, players take turns at the topmast, where they draw Sea cards to advance the game. As the game unfolds, players gain oil from defeating whales or from certain events, which can be used to hire new sailors after others are lost at sea. Over time, key events (Chapters) will be drawn, and after a certain number Moby Dick will cease evading the ship and engage when sighted. This last battle is to the death, and only one player will survive. Call him the winner, or simply, Ishmael.

Play time: 60 minutes

of players: 2-4 (best with 3 or 4)

Mechanic: Deck-building, hand management

BGG rating: 10025

Mole Rats in Space

In Mole Rats in Space, you and your teammates are mole rats on a research station that has been invaded by snakes. You need to collect your equipment and escape the station before you're bit or time runs out. On a turn, you carry out the instructions on the card in front of you, perhaps moving yourself or your teammates, moving one or more snakes, or adding a new snake to the board. Land on the bottom of a ladder, and the character (or snake) advances one level toward the escape pod; land on a chute, and you descend a level — or are shot out into the vast reaches of space where you die slowly of asphyxiation. Make sure that only snakes suffer this fate or you lose the game! If you land on a snake, you're bit and must return to your starting location; get bit a second time, and you die. Run out of cards, you die. Let a snake board the escape pod, you die. In case that threat of death isn't enough for you, the game includes a pack of cards to add to the deck once you've triumphed a few times so that you can increase the challenge.

Play time: 20 minutes

of players: 2-4

Mechanic: Cooperative

BGG rating: 5892

Monopoly

Players take the part of land owners, attempting to buy and then develop their land. Income is gained by other players visiting their properties and money is spent when they visit properties belonging to other players. When times get tough, players may have to mortgage their properties to raise cash for fines, taxes and other misfortunes.

Play time: 180 minutes

of players: 2-8 (best with 4)

Mechanic: Auction/bidding

BGG rating: 13270

Monster My Neighbor

One player is a monster, another is a hunter — but who knows who is whom? What you do know, though, is that you can be either a hunter trying to capture the monster or a monster escaping from the hunters. In *Monster My Neighbour*, players start the game with four cards in hand and use one card per turn. Due to many card effects, your hand will change continuously. In order to win, you have to find who is the monster or hunter, then take those key cards by using your cards wisely. Use them to win!

Play time: 20 minutes

of players: 3-8

Mechanic: Bluffing, deduction

BGG rating: 5101

Morels

Morels, a strategic card game for two players, uses two decks: a Day Deck (84 cards) that includes ten different types of mushrooms as well as baskets, cider, butter, pans, and moons, and a smaller Night Deck (8 cards) of mushrooms to be foraged by moonlight. Each mushroom card has two values: one for selling and one for cooking. Selling two or more like mushrooms grants foraging sticks that expand your options in the forest (that is, the running tableau of eight face-up cards on the table), enabling offensive or defensive plays that change with every game played. Cooking sets of three or more like mushrooms – sizzling in butter or cider if the set is large enough – earns points toward winning the game. With poisonous mushrooms wielding their wrath and a hand-size limit to manage, card selection is a tricky proposition at every turn. Following each turn, one card from the forest moves into a decay pile that is available for only a short time. The Day Deck then refills the forest from the back, creating the effect of a walk in the woods in which some strategic morsels are collected, some are passed by, and others lay ahead.

Play time: 30 minutes

of players: 2

Mechanic: Card drafting, hand management, set collection

BGG rating: 496

Mouse Guard: Swords & Strongholds

A light strategy game for two players, from the setting of the Mouse Guard comics and roleplaying game. Each player control four mouse pawns on a gridded board. Play involves a deck containing three types of cards: Swords, Strongholds, and Diplomacy.

Play time: 10 minutes
of players: 2
Mechanic: Grid movement
BGG rating: 4200

Munchkin Cthulhu

Munchkin Cthulhu is a standalone game in the *Munchkin* universe, this time lampooning Lovecraft's Mythos and the horror gaming that surrounds it. This base game features four new Classes, including the Cultist, and a lot of classic monsters from outside reality – and they all have Stuff you can take from their twitching bodies. You can play *Munchkin Cthulhu* by itself, or combine it with any number of other *Munchkin* titles for mind-bending silliness.

Play time: 90 minutes
of players: 3-6 (best with 4 or 5)
Mechanic: Trading
BGG rating: 1808

Munchkin Treasure Hunt

Munchkin Treasure Hunt is a fun board game for up to six players, ages 6 and up. The munchkins (that's you!), move around the board. If you land on a monster, use the Monster cards to find out how tough it is, then roll a dice and use your Treasures (like Protective Kittens or a Broccoli Smoothie – EEEUUWW, YUCK) to beat it. When you run out of Treasure cards, whoever has the most gold in their hand wins the game!

Play time: 60 minutes
of players: 2-6
Mechanic: Roll/spin move
BGG rating: 9978

My First Bohnanza

As in the original *Bohnanza*, the game includes multiple types of beans, with each bean having a number on it to indicate how many copies are in the game as well as a "beanometer" at the bottom of the card to show you how many cards of this type you need to harvest in order to collect Talers. *My First Bohnanza* has simplified beanometers, with four types of beans having only a single exchange value — e.g., five Gemeine (common) beans get you one Taler — and six types of beans having two exchange values. Games with the youngest players (or newcomers to the *Bohnanza* universe) should use the single beanometer cards with the other cards forming a Taler stack. Once players have played *My First Bohnanza* a few times, you can swap the single beanometer cards for the double beanometer cards, which now gives players a choice of when to harvest.

Play time: 30 minutes

of players: 3-5 (best with 5)
Mechanic: Hand management, trading
BGG rating: 6806

My First Carcassonne

Roll dice to move piece along path. Try to get to your piece home before your opponents. This game is the worst game in the library (apologies to the designer).

Play time: 10 minutes
of players: 2-4 (best with)
Mechanic: Tile placement
BGG rating: 1067

My First Stone Age

Travel to the past with Jonon and Jada, two stone age children, to rediscover how the first humans settled the world around them. In Stone Age Junior, a children's version of the Stone Age family game, the players collect goods and build their own settlement.

Play time: 15 minutes
of players: 2-4 (best with 4)
Mechanic: Memory, set collection
BGG rating: 2327

Mystic Vale

In Mystic Vale, 2 to 4 players take on the role of druidic clans trying to cleanse the curse upon the land. Each turn, you play cards into your field to gain powerful advancements and useful vale cards. Use your power wisely, or decay will end your turn prematurely. Score the most victory points to win the game! Mystic Vale uses the innovative "Card Crafting System", which lets you not only build your deck, but build the individual cards in your deck, customizing each card's abilities to exactly the strategy you want to follow.

Play time: 45-60 minutes
of players: 2-4 (best with 2)
Mechanic: Deck/pool building, press your luck
BGG rating: 501

Nations

Nations is an intense historical board game for 1–5 players that takes 40 minutes per player to play. Players control the fate of nations from their humble start in prehistoric times until the beginning of World War I. The nations constantly compete against each other and must balance immediate needs, long-term growth, threats, and opportunities. Players choose a Nation and a difficulty to play at, similar to the Civilization computer games series. After the growth phase, 2 historical events are revealed, which the players will compete for during the round. Then players take a single small action each, in player order, as many times as they wish until all have passed. Players each have individual boards that represent their Nation. There are many ways that players affect, compete and indirectly interact with other players. But there is no map, no units to move around, no direct attacks on other players. When all have passed there is production, new player order is determined (every

position is competed for), the historical events happen and if this is the last round of an age the books are scored. At the start of a new round, most old cards are removed and new ones are put on the display. Victory points are gained and lost during the game, and also awarded at the end of the game. The player with the most victory points is the winner.

Play time: 40-200 minutes

of players: 1-5 (best with 3)

Mechanic: Card drafting, variable player powers

BGG rating: 75

New Bedford

Set in the mid-1800s, the golden age of whaling, New Bedford gives you the chance to build the Massachusetts town of the same name into a thriving whaling community. Gather resources to add buildings with new actions and launch ships to go whaling. Go out longest for the best choice, but wait too long and the whales become harder to catch. And don't forget to pay your crew when ships return! Carefully balance time management and timing to earn the most points in this medium-weight worker placement and resource management game.

Play time: 75 minutes

of players: 1-4 (best with 3-4)

Mechanic: Worker placement

BGG rating: 1543

Nexus Ops

Nexus Ops is a light-medium science fiction war game. The game boasts a hexagonal board that is set up differently every time, as well as (in the Avalon Hill edition) cool "glow" miniatures and lots of combat. Players control competing futuristic corporations that battle each other for control of the moon's Rubium Ore. By winning battles and fulfilling Secret Missions, you can obtain victory points.

Play time: 90 minutes

of players: 2-4 (best with 4)

Mechanic: Area control

BGG rating: 277

Not Alone

Not Alone is an asymmetrical card game, in which one player (the Creature) plays against the stranded explorers (the Hunted). If you play as one of the Hunted, you will explore Artemia using Place cards. By playing these and Survival cards, you try to avoid, confuse or distract the Creature until help arrives. If you play as the Creature, you will stalk and pursue the shipwrecked survivors. By playing your Hunt cards and using the mysterious powers of Artemia, you try to wear down the Hunted and assimilate them to the planet forever. Not Alone is an immersive, thematic card game, where you use guessing, bluffing, hand management, and just a pinch of deck-building to achieve your goal, which is survival for the Hunted... or total assimilation for the Creature!

Play time: 30-45 minutes

of players: 2-7 (best with 4-5)

Mechanic: Action/movement programming, deck building, hand management, partnerships

BGG rating: 592

Nothing Personal

The Capo is getting old and about to retire. You think. Maybe it's time for you to make your moves from behind the scenes, to put the gangsters into play that support your goals. Will you gain the most respect? Nothing Personal is a game for 3-5 players. Players attempt to gain the most respect in five turns (five years) by amassing respect amongst the mafia through influence, negotiation, blackmail and bribery. Players take turns playing influence cards to take control of gangsters and work them up the chain of power. Each position and gangster has their own special abilities that give players the edge they need to accrue the respect they deserve - to become the Boss of Bosses.

Play time: 120 minutes

of players: 3-5 (best with 4)

Mechanic: Area control

BGG rating: 618

Nuts!

Squirrels love nuts. I know they do because I've seen the little critters fighting over nuts, drooling over nuts, taking other animals hostage while demanding nuts as ransom. In short, they'll do almost anything for nuts – and since you are a squirrel in Nuts!, you must now be as equally nut-crazed.

Play time: 30 minutes

of players: 2-6

Mechanic: Hand management

BGG rating: 6741

One Night Ultimate Werewolf

One Night Ultimate Werewolf is a fast game for 3-10 players in which everyone gets a role: One of the dastardly Werewolves, the tricky Troublemaker, the helpful Seer, or one of a dozen different characters, each with a special ability. In the course of a single morning, your village will decide who is a werewolf...because all it takes is lynching one werewolf to win!

Play time: 10 minutes

of players: 3-10 (best w/ 6-8)

Mechanic: Roleplaying, variable player powers, voting

BGG rating: 186

Ora et Labora

In Ora et Labora, each player is head of a monastery in the Medieval era who acquires land and constructs buildings – little enterprises that will gain resources and profit. The goal is to build a working infrastructure and manufacture prestigious items – such as books, ceramics, ornaments, and relics – to gain the most victory points at the end of the game. Each player has a personal game board. New buildings enter the game from time to time, and players can construct them on their game boards with the building materials they gather, with some terrain restrictions on what can be built where. Some spaces start with trees or moors on them, as in Agricola: Farmers of the Moor, so they hinder development until a player clears the land, but they provide resources

when they are removed. Clever building on your personal game board will impact your final score, and players can buy additional terrain during the game, if needed. Players also have three workers who can enter buildings to take the action associated with that location. Workers must stay in place until you've placed all three. You can enter your own buildings with these workers, but to enter and use another player's buildings, you must pay that player an entry fee so that he'll move one of his workers into that building to do the work for you.

Play time: 60-180 minutes

of players: 1-4 (best w/ e)

Mechanic: Modular board, pattern building, set collection, tile placement, worker placement

BGG rating: 73

Orleans

During the medieval goings-on around Orléans, you must assemble a following of farmers, merchants, knights, monks, etc. to gain supremacy through trade, construction and science in medieval France. In the city of Orléans and the area of the Loire, you can take trade trips to other cities to acquire coveted goods and build trading posts. You need followers and their abilities to expand your dominance by putting them to work as traders, builders, and scientists. Knights expand your scope of action and secure your mercantile expeditions. Craftsmen build trading stations and tools to facilitate work. Scholars make progress in science, and last but not least it cannot hurt to get active in monasteries since with monks on your side you are much less likely to fall prey to fate. In Orléans, you will always want to take more actions than possible, and there are many paths to victory. The challenge is to combine all elements as best as possible with regard to your strategy.

Play time: 90 minutes

of players: 2-4 (best with 4)

Mechanic: Deck building, point to point movement, worker placement

BGG rating: 25

Pandemic

In Pandemic, several virulent diseases have broken out simultaneously all over the world! The players are disease-fighting specialists whose mission is to treat disease hotspots while researching cures for each of four plagues before they get out of hand. The game board depicts several major population centers on Earth. On each turn, a player can use up to four actions to travel between cities, treat infected populaces, discover a cure, or build a research station. A deck of cards provides the players with these abilities, but sprinkled throughout this deck are *Epidemic!* cards that accelerate and intensify the diseases' activity.

Play time: 45 minutes

of players: 2-4 (best with 4)

Mechanic: Cooperative

BGG rating: 58

Pandemic: The Cure

Pandemic: The Cure, a dice-based version of the popular Pandemic board game, sets up in less than a minute and plays in 30 minutes. As in the board game, four diseases threaten the world and it's up to your team to save humanity. You and your team must keep the world's hotspots in check before they break out of control, while researching cures to the four plagues. Players roll dice each turn to determine the actions available to them.

They can fly and sail between the six major population centers of the world, treat disease in their current region, collect samples for further study, and exchange knowledge to help them in their goal of discovering cures. Each player takes on a different role that has its own unique set of dice and abilities — and players must take advantage of their specializations if they are to have any hope of winning the game. If too many outbreaks take place, too many people get infected, or the rate of infection gets too high, all the players lose. If, however, the players can discover the cures to the four diseases, they all win and humanity is saved!

Play time: 30 minutes

of players: 2-5 (best with 3-4)

Mechanic: Cooperative, press your luck, variable player powers

BGG rating: 225

Paperback

You are a paperback author trying to finish novels for your editor. Complete Westerns, Science Fiction, Romance or even the rare Best-Seller. Live the dream — and maybe pay the bills. Word-building meets deck-building in the unique game Paperback. Players start with a deck of letter cards and wild cards. Each hand they form words, and purchase more powerful letters based on how well their word scored. Most letters have abilities that activate when they are used in a word, such as drawing more cards or double letter score. Players buy wilds to gain victory points. Variant included for cooperative play.

Play time: 45 minutes

of players: 2-5 (best with 2)

Mechanic: Card drafting, cooperative, deck-building

BGG rating: 268

Patchwork

In Patchwork, two players compete to build the most aesthetic (and high-scoring) patchwork quilt on a personal 9x9 game board. To start play, lay out all of the patches at random in a circle and place a marker directly counter-clockwise of the 2-1 patch. Each player takes five buttons — the currency/points in the game — and someone is chosen as the start player. On a turn, a player either purchases one of the three patches standing clockwise of the spool or passes. To purchase a patch, you pay the cost in buttons shown on the patch, advance your time token on the time track a number of spaces equal to the time shown on the patch, move the spool to that patch's location in the circle, then add the patch to your game board. You're free to place the patch anywhere on your board that doesn't overlap other patches, but you probably want to fit things together as tightly as possible. If your time token is behind or on top of the other player's time token, then you take another turn; otherwise the opponent now goes. Instead of purchasing a patch, you can choose to pass; to do this, you move your time token to the space immediately in front of the opponent's time token, then take one button from the bank for each space you moved. Whoever has the most buttons wins.

Play time: 15-30 minutes

of players: 2

Mechanic: Card drafting, tile placement, time track

BGG rating: 39

Payday

Pay Day is played on a one-month calendar with 31 days. During the game, players will have to deal with various bills and expenses, but will also have the opportunity to make deals on property and earn money. At the end of each month, players are paid their salary (the same for each player) and must then pay off all outstanding bills, taking out a loan if necessary. Most money (or least debt) wins after a certain number of months decided by the players.

Play time: 30 minutes

of players: 2-6 (best with 4)

Mechanic: Auction/bidding, dice rolling

BGG rating: 13239

Photosynthesis

The sun shines brightly on the canopy of the forest, and the trees use this wonderful energy to grow and develop their beautiful foliage. Sow your crops wisely and the shadows of your growing trees could slow your opponents down, but don't forget that the sun revolves around the forest. Welcome to the world of Photosynthesis, the green strategy board game!

Play time: 30-60 minutes

of players: 2-4 (best with 3)

Mechanic: Action point allowance system

BGG rating: 1642

Pit

Pay Day is played on a one-month calendar with 31 days. During the game, players will have to deal with various bills and expenses, but will also have the opportunity to make deals on property and earn money. At the end of each month, players are paid their salary (the same for each player) and must then pay off all outstanding bills, taking out a loan if necessary. Most money (or least debt) wins after a certain number of months decided by the players.

Play time: 30-90 minutes

of players: 3-8 (best with 6, 7, or 8)

Mechanic: Card game, real time

BGG rating: 1242

Pokemon: Master Trainer

Based on the Nintendo Pokemon franchise, each player becomes a Pokemon Trainer (represented by Ash Ketchum figures) making his way around the pre-made board map to get to Indigo Plateau where he can challenge the current, reigning Pokemon Champion (represented by cards) to a battle with the Pokemon he's collected on the trip there. Item Cards give you or your creatures special powers and players can battle each other as well.

Play time: 45 minutes

of players: 2-6 (best with 3)

Mechanic: Roll/spin move
BGG rating: 11785

Poo

Poo is a fast-paced card game for two to eight players, requiring anywhere from five to fifteen minutes to play. It's fast and furious - something you can play while waiting in line or on lunch break. Each player takes on the role of a monkey. You fling poo and mess with each other until only one monkey is left standing. That monkey, of course, is the cleanest one. Each turn, every player gets to draw and play a card, usually either to fling poo at another player or to clean himself off. Out of turn, each player gets to play cards to defend himself or foil other players' poo flinging.

Play time: 15 minutes
of players: 2-8 (best with 5)
Mechanic: Hand management, player elimination
BGG rating: 5917

Pot Farm

Pot Farm: The Board Game is a 2-4 player competitive farming game where farmers plant high risk/high reward plants while protecting themselves from the Ranger deck. Higher payout crops need higher protection or else the Ranger might come to seize them! Using successfully harvested weed, farmers can buy unique items from a rotating Store to enhance their farms in strategic ways. The game ends when the seed bag is empty. The highest valued farm becomes the ultimate Pot Farm! Players draw from the included Hemp bag and place crop tokens on their farm placards. Just planting on your farm doesn't guarantee the crops safety from Ranger Dick and competing farmers! Successfully harvesting plant tokens to your stash allows players to afford wacky contraptions and buildings from the rotating store deck to place on their farms for awesome combos and boosts to their production.

Play time: 45 minutes
of players: 2-4
Mechanic: Deck building, hand management
BGG rating: N/A

Power Grid

The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities. However, as plants are purchased, newer, more efficient plants become available, so by merely purchasing, you're potentially allowing others access to superior equipment. Additionally, players must acquire the raw materials (coal, oil, garbage, and uranium) needed to power said plants (except for the 'renewable' windfarm/ solar plants, which require no fuel), making it a constant struggle to upgrade your plants for maximum efficiency while still retaining enough wealth to quickly expand your network to get the cheapest routes.

Play time: 120 minutes
of players: 2-6 (best with 4 or 5)
Mechanic: Auction/bidding

BGG rating: 17

Probe

Players try to guess each other's hidden words. An activity deck spices things up a bit by altering scores or revealing letters. No player is left out of the game because even if their word is revealed they continue to guess opponent's letters and score points.

Play time: 60 minutes

of players: 2-4 (best with 4)

Mechanic: Deduction, word game

BGG rating: 6488

Quadropolis

Each player builds their own metropolis in Quadropolis (first announced as City Mania), but they're competing with one another for the shops, parks, public services and other structures to be placed in them. The game lasts four rounds, and in each round players first lay out tiles for the appropriate round at random on a 5x5 grid. Each player has four architects numbered 1-4 and on a turn, a player places an architect next to a row or column in the grid, claims the tile that's as far in as the number of the architect placed (e.g., the fourth tile in for architect #4), places that tile in the appropriately numbered row or column on the player's 4x4 city board, then claims any resources associated with the tile (inhabitants or energy). Some buildings are worth victory points (VPs) on their own, and once players sum these values with what they've scored for each type of building in their city, whoever has the highest score wins.

Play time: 30-60 minutes

of players: 2-4 (best with 4)

Mechanic: Set collection, tile placement

BGG rating: 221

Quantum

In Quantum, each player is a fleet commander from one of the four factions of humanity, struggling to conquer a sector of space. Every die is a starship, with the value of the die determining the movement of the ship, but also its combat power - with low numbers more powerful. So a [6] is a quick but fragile Scout and a [1] is a slow but mighty Battlestation. You win by constructing Quantum Cubes - massive planetary energy extractors. Each time you build a new one, you can expand your fleet, earn a new permanent ability, or take a one-time special move. The board itself is made out of modular tiles, and you can play on one of the 30 layouts that come with the game or design your own. The ship powers, player abilities, and board designs combine to create a limitless set of possibilities for how to play and strategies for how to win. With elegant mechanics, an infinity of scenarios, and easy-to-learn rules that lead to deep gameplay, Quantum is a one-of-a-kind game of space combat, strategy and colonization that will satisfy both hard-core and casual players.

Play time: 60 minutes

of players: 2-4 (best with 4)

Mechanic: Area control/area influence, modular board

BGG rating: 328

Qwirkle

The abstract game of Qwirkle consists of 108 wooden blocks with six different shapes in six different colors. There is no board, players simply use an available flat surface. Players begin the game with six blocks. The start player places blocks of a single matching attribute (color or shape but not both) on the table. Thereafter, a player adds blocks adjacent to at least one previously played block. The blocks must all be played in a line and match, without duplicates, either the color or shape of the previous block. Players score one point for each block played plus all blocks adjacent. It is possible for a block to score in more than one direction. If a player completes a line containing all six shapes or colors, an additional six points are scored. The player then refills his hand to six blocks. The game ends when the draw bag is depleted and one player plays all of his remaining blocks, earning a six point bonus. The player with the high score wins.

Play time: 45 minutes

of players: 2-4 (best with 4)

Mechanic: Hand management, pattern building, tile placement

BGG rating: 581

Race to the Treasure

The race is on! Can you beat the Ogre to the treasure? It's your job to make a path from START to the treasure and collect the three keys that will open the treasure's locks before the Ogre gets there. Strategize, cooperate, and build the path together. Children as young as two can play this co-operative tile laying game. On their turn, the player draws one tile from the bag, and it will either show a piece of path or picture of the Ogre. Working together the players need to first make a path to the three keys that open the treasure and then lay a path to the treasure itself. All the while, each Ogre tile gets him closer to the treasure, and the players losing.

Play time: 20 minutes

of players: 1-4

Mechanic: Cooperative, tile placement

BGG rating: 7937

Red Dragon Inn 2 - we also have the Pooky expansion deck.

In Red Dragon Inn, you and your friends are a party of heroic, fantasy adventurers. You've raided the dungeon, killed the monsters, and taken their treasure. Now you're back, and what better way to celebrate your most recent victory than to spend an evening at the Red Dragon Inn. You and your adventuring companions will spend the night drinking, gambling, and roughhousing. The last person who is both sober enough to remain conscious and shrewd enough to hold onto his Gold Coins wins the game.

Play time: 45 minutes

of players: 2-4 (best with 4)

Mechanic: Betting/wagering, hand management

BGG rating: 910

Resistance

The Resistance is a party game of social deduction. It is designed for five to ten players, lasts about 30 minutes, and has no player elimination. Players are either Resistance Operatives or Imperial Spies. For three to five

rounds, they must depend on each other to carry out missions against the Empire. At the same time, they must try to deduce the other players' identities and gain their trust. Each round begins with discussion. When ready, the Leader entrusts sets of Plans to a certain number of players. Everyone votes on whether or not to approve the assignment. Once an assignment passes, the chosen players secretly decide to Support or Sabotage the mission. Based on the results, the mission succeeds or fails. When a team wins three missions, they have won the game.

Play time: 30 minutes

of players: 5-10 (best with 7)

Mechanic: Simultaneous action selection, voting

BGG rating: 125

Resistance: Avalon

The Resistance: Avalon pits the forces of Good and Evil in a battle to control the future of civilization. Arthur represents the future of Britain, a promise of prosperity and honor, yet hidden among his brave warriors are Mordred's unscrupulous minions. These forces of evil are few in number but have knowledge of each other and remain hidden from all but one of Arthur's servants. Merlin alone knows the agents of evil, but he must speak of this only in riddles. If his true identity is discovered, all will be lost.

Play time: 30 minutes

of players: 5-10 (best with 7)

Mechanic: Simultaneous action selection, voting

BGG rating: 61

Rise and Decline of the Third Reich

Rise and Decline of the Third Reich is a classic "grand strategy" wargame covering the European theater of WWII. The game is huge in scope. Players take on the roles of all of the major national powers and can simulate the entire war effort from 1939 until the end (often isn't until 1946). This game is a favorite of many because of an excellent balance between politics and military might, and it gives players a chance to try things that did not happen historically to see if they might have worked better (e.g., Germany invading Spain). This game is definitely not for the novice gamer. The rules are intricate, and there are many factors for players to deal with: resources, unit production, negotiation, and, of course, strategic warfare.

Play time: 24 hours

of players: 2-6 (best with 2)

Mechanic: Hex and counter

BGG rating: 1264

Risk

Widely accepted as the first mainstream wargame. Players are given tons of little army units to place onto the map of the world. When it's your turn, you use your units to attack other players' positions, hopefully with superior numbers. Combat is a simple dice rolling affair that stresses attrition, and reinforcements are given to players who collect sets of cards.

Play time: 120 minutes

of players: 2-6 (best with 4)
Mechanic: Area control
BGG rating: 12198

Rivals for Catan

In Rivals for Catan, each player portrays a prince for Catan, developing their individual provinces and competing to build a more successful province than the other. Players expand their provinces by building settlements connected by roads. Players may also build expansions in their settlements that aid them in various ways, or upgrade their settlements to cities to allow more expansions to be built. They build these additions by using resources that they accumulate each turn, which are determined by the roll of a die. Cards are drawn on each turn to replenish the players' hands. The players may also use action cards that directly affect either their own province or their opponent's province.

Play time: 45 minutes
of players: 2
Mechanic: Card drafting, hand management, trading
BGG rating: 541

Road Kill Rally

Road-Kill Rally simulates the fast paced action of futuristic motorized death sports where superstar drivers in weapon-laden cars race through the streets of America in search of blood, fame and fortune. Points are scored by killing pedestrians, destroying competing drivers and racing across the finish line first. The surviving driver with the highest number of points at the end of the race is the winner.

Play time: 90 minutes
of players: 3-6 (best with 4)
Mechanic: Modular board, dice rolling
BGG rating: 2123

Robinson Crusoe: Adventure on the Cursed Island (2nd ed)

Robinson Crusoe: Adventure on the Cursed Island is a game created by Ignacy Trzewiczek, the author of Stronghold. This time Trzewiczek takes the players to a deserted island, where they'll play the parts of shipwreck survivors confronted by an extraordinary adventure. They'll be faced with the challenges of building a shelter, finding food, fighting wild beasts, and protecting themselves from weather changes. Building walls around their homes, animal domestication, constructing weapons and tools from what they find and much more awaits them on the island. The players decide in which direction the game will unfold and – after several in-game weeks of hard work – how their settlement will look. Will they manage to discover the secret of the island in the meantime? Will they find a pirate treasure, or an abandoned village? Will they discover an underground city or a cursed temple at the bottom of a volcano? Answers to these questions lie in hundreds of event cards and hundreds of object and structure cards that can be used during the game...

Play time: 90-180 minutes
of players: 1-4 (best with 3)
Mechanic: Cooperative, modular board, storytelling, tile placement, worker placement
BGG rating: 22

Roborally

Imagine that you're a supercomputer. Now imagine that you're bored. So you dream up a little contest for you and a couple of your supercomputing buddies. Your task is to move one of the stupid little robots out on the factory floor through a series of checkpoints scattered throughout the factory. The wrinkle, however, is that the factory floor is filled with all kinds of inconvenient (if not down-right deadly) obstacles located in various locations: conveyor belts, crushers, flame-throwers, pushers, teleporters, oil slicks, pits, et cetera. But the real fun comes when the robots cross each other's path, and suddenly your perfect route is something less than that.

Play time: 120 minutes

of players: 2-8 (best with 5 or 6)

Mechanic: Action/movement programming

BGG rating: 273

Roll for the Galaxy

Roll for the Galaxy is a dice game of building space empires for 2–5 players. Your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins! This dice version of Race for the Galaxy takes players on a new journey through the Galaxy, but with the feel of the original game.

Play time: 45 minutes

of players: 2-5 (best with 3)

Mechanic: Deck/pool building, simultaneous action selection, variable phase order, variable player powers

BGG rating: 41

Roll Through the Ages: The Iron Age

Roll Through the Ages: The Iron Age, a sequel to the highly-awarded Roll Through the Ages: The Bronze Age, lets you build an Iron Age civilization in under an hour! Do you build provinces, raise armies, and conquer barbarians or build ports and ships to gain trade goods? Explore the strategies of Greece, Phoenicia, and Rome as you erect monuments, fend off disasters, and strive to feed your people. Roll Through the Ages: The Iron Age gives players different ways to build their empires: the Trade and Naval strategies of the Phoenicians, the conquests of Alexander the Great, and the engineering prowess and gradual absorption of new provinces by the Roman Republic. Grab those dice — including the Fate die — and prepare to build the greatest empire as you continue to roll through the ages!

Play time: 40-60 minutes

of players: 1-4

Mechanic: Dice rolling, press your luck

BGG rating: 1783

Roma

Rome is in a state of emergency, the Senate and the Guard are embroiled in fierce arguments, the people are divided. Many roads lead to Rome, whether you decide to use powerful cards such as the Tower and the Praetorian Guard to protect the power and victory points you have, or instead prefer to use the Consul and the

Tribune to skilfully pull the strings behind the scenes. Whoever succeeds in using their connections and manages to play their cards cleverly will at the end deserve their victor's laurels.

Play time: 45 minutes

of players: 2

Mechanic: Card drafting, hand management

BGG rating: 731

Room-25

Trapped in a prison in which each room has four doors but apparently no exit, the players must try to find Room 25, the supposed exit to this nightmare. But some amongst them might be guardians of the prison, waiting for the right moment to strike. In the cooperative game Room-25, not everyone wants to escape from imprisonment – but who is the traitor? Each turn, the player moves are preprogrammed, requiring discussion, negotiation – and possibly betrayal.

Play time: 25 minutes

of players: 1-6 (best with 4+)

Mechanic: Cooperative, simultaneous action selection

BGG rating: 766

Rush ‘n Crush

First the players choose a driver from among six armed and dangerous psychopaths. They hop aboard futuristic, armoured and over-equipped vehicles. And the race begins. The goal is to be the first across the finish line, as only first place counts. No matter the game mode used, Arcade or Overdrive, the race is always a deadly obstacle course around a track made of ten reversible tiles, which can be assembled to build many different racetracks. Fire your engines, buckle your helmet, and be ready for the armed racing game!

Play time: 60 minutes

of players: 3-6 (best with 6)

Mechanic: Modular board, variable player powers

BGG rating: 2370

Russian Railroads

Each player has their own board, with space for factories, and 3 rail tracks (to 3 different cities). On each track, use a track token to mark the progression of your rails (different colored marker for each type or rail). Some interesting twists: 1) The different track types must be built in a specific order (black, gray, brown, natural, white). Later tracks may never be advanced further on the track than the earlier tracks; 2) On each track, as the track head advances, you cross several thresholds that provide awards: the ability to start a new color of track, victory points, bonus tiles, etc; and 3) Each track line can have one (two for the first rail) engine(s) associated with it; the size of the loco(s) determines how far down the track you actually score VP. The central board has (almost) all the locations for placing workers. Each location requires 1-3 workers (of one player; played all together). Players, who start the game with 5 workers (or 6 workers, in 2-3 player games), will take turns using a location. Each round ends when all players have passed on placing/using workers. Then, score VP for each track and factory line. On each track line, only spaces as far down the track as the loco level will score. Each track type scores VP for every space from its track head back to where the next color of track starts. Track types built

earlier (e.g. black) score less/space than later tracks (e.g., white). On each factory line the position of the purple industry marker(s) show how many VP are scored. After 7 rounds (or 6 rounds, in 2-3 player games), the game ends; most VP wins!

Play time: 90-120 minutes
of players: 2-4 (best with 4)
Mechanic: Worker placement
BGG rating: 55

Saboteur – we also have the Saboteur 2 and Duel expansions

Players take on the role of dwarves. As miners, they are in a mine, hunting for gold. Suddenly, a pick axe swings down and shatters the mine lamp. The saboteur has struck. But which of the players are saboteurs? Will you find the gold, or will the fiendish actions of the saboteurs lead them to it first? After three rounds, the player with the most gold is the winner. With the help of Dwarf Cards, the players are assigned their role: either miner or saboteur. The roles are kept secret- they are only revealed at the end of the round.

Play time: 30 minutes
of players: 3-10 (best with 7-8)
Mechanic: Hand management, partnerships, route/network building, take that
BGG rating: 759

Samurai

First the players choose a driver from among six armed and dangerous psychopaths. They hop aboard futuristic, armoured and over-equipped vehicles. And the race begins. The goal is to be the first across the finish line, as only first place counts. No matter the game mode used, Arcade or Overdrive, the race is always a deadly obstacle course around a track made of ten reversible tiles, which can be assembled to build many different racetracks. Fire your engines, buckle your helmet, and be ready for the armed racing game!

Play time: 30-60 minutes
of players: 2-4 (best with 4)
Mechanic: Area control/area influence, hand management, set collection, tile placement
BGG rating: 144

Samurai Spirit

Samurai Spirit is a co-operative game in which each player is a fierce samurai defending a village surrounded by a horde of bandits. The game plays out over three turns during which each player takes turns drawing bandit cards, then choosing whether they want to fight the bandit, defend the village, or let the bandit pass in order to help the other samurai. The challenge of the game consists of balancing your choices: Should you fight each enemy to quickly reach your beast capacities, while also coming closer to the death and risking further loss by not defending the village sufficiently? Should you mainly defend or help the other samurai, taking the risk of remaining human too long and therefore weaker, when you know that weakness will be a major problem when facing the lieutenant and the villain bosses? Each enemy presents a tough choice to you, your team, and ultimately the whole village! Each turn ends with farms and fences being destroyed, and since those aren't unlimited, you must do what's necessary to end the game with at least one undamaged farm and enough farmers to tend it. Do you have what it takes to stand against evil and become a true hero?

Play time: 30 minutes

of players: 1-7 (best with 7)

Mechanic: Co-operative play, partnerships, variable player powers

BGG rating: 926

Scythe

It is a time of unrest in 1920s Europa. The ashes from the first great war still darken the snow. The capitalistic city-state known simply as “The Factory”, which fueled the war with heavily armored mechs, has closed its doors, drawing the attention of several nearby countries. Scythe is an engine-building game set in an alternate-history 1920s period. It is a time of farming and war, broken hearts and rusted gears, innovation and valor. In Scythe, each player represents a character from one of five factions of Eastern Europe who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs. Every part of Scythe has an aspect of engine-building to it. Players can upgrade actions to become more efficient, build structures that improve their position on the map, enlist new recruits to enhance character abilities, activate mechs to deter opponents from invading, and expand their borders to reap greater types and quantities of resources. These engine-building aspects create a sense of momentum and progress throughout the game. The order in which players improve their engine adds to the unique feel of each game, even when playing one faction multiple times.

Play time: 90-115 minutes

of players: 1-5 (best with 4)

Mechanic: Area control/area influence, grid movement, simultaneous action selection, variable player powers

BGG rating: 8

Secret Door

The game Memory with a theme. Three object cards are removed from the deck. The rest are mixed in with 12 clock cards and placed on spots on the board. Players take turns revealing two cards, hoping to form a match. When a clock card is turned over, it is added to the time row. When the 12th clock card is turned over, the game ends. At this point the players try to determine which three cards have been removed from the deck, based on the cards they have seen and the pairs that they have.

Play time: 15 minutes

of players: 1-8 (best with 3-4)

Mechanic: Cooperative, memory

BGG rating: 4814

Shadows Over Camelot

Shadows over Camelot is a cooperative/semi-cooperative hand management and deduction-based board game. Each player represents a knight of the Round Table and they must collaborate to overcome a number of quests - ranging from defeating the Black Knight to the search for the Holy Grail. Completed Quests place white swords on the Round Table; failed Quests add black swords and/or siege engines around Camelot. The knights are trying to build a majority of white swords on the Table before Camelot falls.

Play time: 90 minutes
of players: 3-7 (best with 5+)
Mechanic: Cooperative, hand management
BGG rating: 284

Sherlock Holmes, Consulting Detective – we also have the Jack the Ripper expansion

In Sherlock Holmes Consulting Detective, you are presented with a mystery to solve, and it is then up to you to trace the threads of evidence through the byways and mansions of nineteenth century London. You will interview suspects, search the newspapers for clues, and put together the facts to reach a solution. Why were two lions murdered in Hyde Park? Who is responsible for the missing paintings from the National Gallery? Who murdered Oswald Mason and why? These are just a few of the cases that will challenge your ingenuity and deductive abilities. This is not a board game: No dice, no luck, but a challenge to your mental ability. The game has been thoroughly researched for Holmesian and Victorian accuracy so as to capture a feeling of that bygone era.

Play time: 60 - 120 minutes
of players: 1-8 (best with 2)
Mechanic: Cooperative
BGG rating: 52

Shiba Inu House

Shiba Inu loves sitting on the roof, staring at the sea, imagining that his master will make him a new dog house, imagining that there will be pork chops for lunch. Wait! Did someone just say pork chops? Shiba Inu is now drooling and jumping up and down on his roof... In Shiba Inu House, players race to place cards properly in order to create doghouses for the shiba inu that match the patterns shown on their goal cards. After eight rounds, the player with the highest score wins.

Play time: 15 - 30 minutes
of players: 1-5 (best with 5)
Mechanic: Pattern building, tile placement
BGG rating: 7047

Shogun

Japan during the Sengoku or “Warring States” Period: each player assumes the role of a great Daimyo with all his troops. Each Daimyo has the same 10 possible actions to develop his kingdom and secure points. To do so he must deploy his armies with great skill. Each round, the players decide which of the actions are to be played out and in which of their provinces. If battle ensues between opposing armies, the unique Cubetower plays the leading role. The troops from both sides are thrown in together and the cubes that fall out at the bottom show who has won immediately. Owning provinces, temples, theaters, and castles means points when scores are tallied. Whichever Daimyo has the highest number of points after the second tally becomes – SHOGUN!

Play time: 150 minutes
of players: 3-5 (best with 4-5)
Mechanic: Action/movement programming, area control/area influence, auction/bidding

BGG rating: 112

Skull & Roses: Skull

Skull & Roses is the quintessence of bluffing, a game in which everything is played in the players' heads. Each player plays a face-down card, then each player in turn adds one more card – until someone feels safe enough to state that he can turn a number of cards face up and get only roses. Other players can then overbid him, saying they can turn even more cards face up. The highest bidder must then turn that number of cards face up, starting with his own. If he shows only roses, he wins; if he reveals a skull, he loses, placing one of his cards out of play. Two successful challenges wins the game. Skull & Roses is not a game of luck; it's a game of poker face and meeting eyes.

Play time: 45 minutes

of players: 3-6 (best with 5-6)

Mechanic: Auction/bidding, hand management, player elimination

BGG rating: 480

Small World

In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all. Picking the right combination from the 14 different fantasy races and 20 unique special powers, players rush to expand their empires - often at the expense of weaker neighbors. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory! On each turn, you either use the multiple tiles of your chosen race (type of creatures) to occupy adjacent (normally) territories - possibly defeating weaker enemy races along the way, or you give up on your race letting it go "into decline". A race in decline is designated by flipping the tiles over to their black-and-white side. At the end of your turn, you score one point (coin) for each territory your races occupy. You may have one active race and one race in decline on the board at the same time. Your occupation total can vary depend on the special abilities of your race and the territories they occupy. After the final round, the player with the most coins wins.

Play time: 80 minutes

of players: 2-5 (best with 4)

Mechanic: Area control/area influence, variable player powers

BGG rating: 143

Smash Up!

The "shufflebuilding" game Smash Up starts with a simple premise: Take the twenty-card decks of two factions, shuffle them into a forty-card deck, then compete to smash more Bases than your opponents! Each faction brings a different game mechanism into play – pirates move cards, zombies bring cards back from the discard pile, dinosaurs have huge power – and every combination of factions brings a different play experience.

Play time: 45 minutes

of players: 2-4 (best with 3 or 4)

Mechanic: Area control, hand management

BGG rating: 520

Sorry!

Race your four game pieces from Start around the board to your Home in this Pachisi type game. By turning over a card from the draw deck and following its instructions, players move their pieces around the game board, switch places with players, and knock opponents' pieces off the track and back to their Start position.

Play time: 30 minutes

of players: 2-4 (best with 4)

Mechanic: Point-to-point movement, roll/spin move

BGG rating: 13260

Space Alert

Space Alert is a cooperative team survival game. Players become crew members of a small spaceship scanning dangerous sectors of galaxy. The missions last just 10 real-time minutes (hyperspace jump, sector scan, hyperspace jump back) and the only task the players have is to protect their ship. During play, the central computer will announce the presence of various threats on one the supplied 10 minute soundtracks that also acts as a game timer. The threats vary from space battleships and interceptors to different interstellar monsters and abominations, asteroids or even intruders and malfunctions on the spaceship. Players have to agree who will take care of which task and coordinate their actions (moving around the ship, firing weapons, distributing energy, using battlebots to deal with intruders, launching guided missiles, etc.) in real time to defend the ship. Only a well-working team can survive 10 minutes and make the jump back to safety. The game offers several difficulty levels, huge variability and a unique experience for one to five player teams. One mission lasts only about 30 minutes, including setup and evaluation.

Play time: 30 minutes

of players: 1-5 (best with 4 to 5)

Mechanic: Action/movement programming, area movement, cooperative, hand management

BGG rating: 115

Spirit Island

Spirit Island is a complex and thematic cooperative game about defending your island home from colonizing Invaders. Players are different spirits of the land, each with its own unique elemental powers. Every turn, players simultaneously choose which of their power cards to play, paying energy to do so. Using combinations of power cards that match a spirit's elemental affinities can grant free bonus effects. Faster powers take effect immediately, before the Invaders spread and ravage, but other magics are slower, requiring forethought and planning to use effectively. In the Spirit phase, spirits gain energy, and choose how / whether to Grow: to reclaim used power cards, to seek for new power, or to spread presence into new areas of the island.

Play time: 90-120 minutes

of players: 1-4 (best with 2-3)

Mechanic: Card drafting, set collection

BGG rating: 519

Splendor

Splendor is a fast-paced and addictive game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops — all in order to acquire the most prestige points. If you're wealthy enough, you might even receive a visit from a noble at some point, which of course will further increase your prestige. On your turn, you may (1) collect chips (gems), or (2) buy and build a card, or (3) reserve one card. If you collect chips, you take either three different kinds of chips or two chips of the same kind. If you buy a card, you pay its price in chips and add it to your playing area. To reserve a card — in order to make sure you get it, or, why not, your opponents don't get it — you place it in front of you face down for later building; this costs you a round, but you also get gold in the form of a joker chip, which you can use as any gem. All of the cards you buy increase your wealth as they give you a permanent gem bonus for later buys; some of the cards also give you prestige points. In order to win the game, you must reach 15 prestige points before your opponents do.

Play time: 30 minutes

of players: 2-4 (best with 3)

Mechanic: Card drafting, set collection

BGG rating: 91

Spyfall

Spyfall is played over several rounds, and at the start of each round all players receive cards showing the same location — a casino, a traveling circus, a pirate ship, or even a space station — except that one player receives a card that says "Spy" instead of the location. Players then start asking each other questions — "Why are you dressed so strangely?" or "When was the last time we got a payday?" or anything else you can come up with — trying to guess who among them is the spy. The spy doesn't know where he is, so he has to listen carefully. When it's his time to answer, he'd better create a good story! After a few rounds of guessing, suspicion and bluffing, the game ends and whoever has scored the most points is victorious!

Play time: 15 minutes

of players: 3-8 (best with 6)

Mechanic: Role-playing, voting

BGG rating: 245

Star Realms

Star Realms is a fast paced deck-building card game of outer space combat. It combines the fun of a deck-building game with the interactivity of Trading Card Game style combat. As you play, you make use of Trade to acquire new Ships and Bases from the cards being turned face up in the Trade Row from the Trade Deck. You use the Ships and Bases you acquire to either generate more Trade or to generate Combat to attack your opponent and their bases. When you reduce your opponent's score (called Authority) to zero, you win! With multiple decks of Star Realms, one for each two people, you can play scenarios that allow for up to six players.

Play time: 20 minutes

of players: 2

Mechanic: Card drafting, deck building, hand management

BGG rating: 79

Starcraft: The Board Game

In StarCraft: The Board Game, players battle for galactic domination on a dynamic board of interconnected planets. Planetary setup is already part of the game - every player gets two planets to place, and will place their starting base on one of them. Planets are connected with direct and "Z-Axis" connections that are placed during setup, but can sometimes later be modified during the game, and movement is only possible within planets and through those connections (by means of purpose-built transports). Each player controls a faction out of six, that belongs to one race out of three - Humans, Zerg, and Protoss. Each faction has a unique special victory condition, but all factions can also win through victory points that are gained by controlling special areas on some of the planets. Players build units and base upgrades with the resources they gather from the planetary areas that they control, and gain access to additional unit types through those upgrades.

Play time: 180 minutes

of players: 2-6 (best with 4)

Mechanic: Area control/area influence, deck building, modular board

BGG rating: 289

Stone Age

In Stone Age, the players live in this time, just as our ancestors did. They collect wood, break stone and wash their gold from the river. They trade freely, expand their village and so achieve new levels of civilization. With a balance of luck and planning, the players compete for food in this pre-historic time. Players use up to ten tribe members each in three phases. In the first phase, players place their men in regions of the board that they think will benefit them, including the hunt, the trading center, or the quarry. In the second phase, the starting player activates each of his staffed areas in whatever sequence he chooses, followed in turn by the other players. In the third phase, players must have enough food available to feed their populations, or they face losing resources or points.

Play time: 60 minutes

of players: 2-4 (best with 4)

Mechanic: Worker placement

BGG rating: 70

Stratego

The gameboard is your battlefield. You have an army of men at your disposal and six bombs. Your mission-- protect your flag and capture your opponent's flag. Secretly place your men, bombs, and flag on the gameboard with these objectives in mind. But remember your opponent is doing the same thing, so you must plan a defense as well as an offense. Once the armies are in place, advance your men. The first to capture an enemy flag is the winner!

Play time: 45 minutes

of players: 2

Mechanic: Grid movement, memory

BGG rating: 2204

A Study in Emerald (2nd ed.)

It is 1882, and the Old Ones are already here. They arrived seven hundred years ago and have been ruling the planet ever since. The majority of people just get on with their lives, accepting their monstrous rulers. However, a growing band of revolutionaries wish to free mankind from their slavery. These freedom fighters call themselves the Restorationists. A secret war has already broken out between the Restorationists and the forces loyal to the Old Ones. The invention of dynamite has changed the balance of power, and a lone assassin now has the capacity to destroy an Old One. In this shadow world of assassins, informers, police agents and anarchists, nobody is quite sure who is who and which side they fight for. The game A Study in Emerald draws its central plot from the award-winning short story penned by Neil Gaiman, in which the worlds of Sherlock Holmes and H.P. Lovecraft are combined to telling effect. However, to create a world detailed enough for players, much has been added from real history. The nineteenth century was a time of unrest, with many colorful characters fighting both for and against the authorities. A Study in Emerald is the outcome of the merging of these three worlds.

Play time: 60 minutes

of players: 2-5 (best with 4-5)

Mechanic: Area control/area influence, auction/bidding, deck/pool building, hand management, partnerships

BGG rating: 932

Suburbia

Suburbia is a tile-laying game in which each player tries to build up an economic engine and infrastructure that will be initially self-sufficient, and eventually become both profitable and encourage population growth. As your town grows, you'll modify both your income and your reputation. As your income increases, you'll have more cash on hand to purchase better and more valuable buildings, such as an international airport or a high rise office building. As your reputation increases, you'll gain more and more population (and the winner at the end of the game is the player with the largest population).

Play time: 90 minutes

of players: 1-4 (best with 3)

Mechanic: Card drafting, tile placement

BGG rating: 74

Sushi Go!

In the super-fast sushi card game Sushi Go!, you are eating at a sushi restaurant and trying to grab the best combination of sushi dishes as they whiz by. Score points for collecting the most sushi rolls or making a full set of sashimi. Dip your favorite nigiri in wasabi to triple its value! And once you've eaten it all, finish your meal with all the pudding you've got! But be careful which sushi you allow your friends to take; it might be just what they need to beat you! Sushi Go! takes the card-drafting mechanism of Fairy Tale and 7 Wonders and distills it into a twenty-minute game that anyone can play. The dynamics of "draft and pass" are brought to the fore, while keeping the rules to a minimum. As you see the first few hands of cards, you must quickly assess the make-up of the round and decide which type of sushi you'll go for. Then, each turn you'll need to weigh which cards to keep and which to pass on. The different scoring combinations allow for some clever plays and nasty blocks. Round to round, you must also keep your eye on the goal of having the most pudding cards at the end of the game!

Play time: 20 minutes

of players: 2-5 (best with 3 or 4)

Mechanic: Card drafting, hand management, set collection, simultaneous action selection

BGG rating: 296

Takenoko

A long time ago at the Japanese Imperial court, the Chinese Emperor offered a giant panda bear as a symbol of peace to the Japanese Emperor. Since then, the Japanese Emperor has entrusted his court members (the players) with the difficult task of caring for the animal by tending to his bamboo garden. In Takenoko, the players will cultivate land plots, irrigate them, and grow one of the three species of bamboo (Green, Yellow, and Pink) with the help of the Imperial gardener to maintain this bamboo garden. They will have to bear with the immoderate hunger of this sacred animal for the juicy and tender bamboo. The player who manages his land plots best, growing the most bamboo while feeding the delicate appetite of the panda, will win the game.

Play time: 45 minutes

of players: 2-4 (best with 3)

Mechanic: Dice rolling, grid movement, modular board, pattern building, set collection, tile placement

BGG rating: 172

Talisman

Talisman is an adventure board game set in a high fantasy medieval world. Players have 14 characters to choose from all based on role playing archetypes, such as heroes, wizards, villains, thieves, monsters, etc. The game makes players feel they are traveling the world to find equipment, weapons, ancient relics, and companions that will help them on their quest to acquire the Crown of Command. Along the way they visit various locales in the worlds, battle each other and fantastic creatures to make their way to the top. Each player is trying to move from the outer world and ultimately to the inner world. Players wander the outer, middle, and inner worlds trying to acquire equipment, weapons, and companions. They will also improve statistics with equipment, companions, and encounters and battles with fantasy creatures and each other. Once they complete a Talisman quest, players will enter the inner world and face its challenges to finally reach the Portal of Power to claim the Crown of Command. Then the other players must race to stop this player before he eventually kills them all with the Command spell.

Play time: 90 minutes

of players: 2-6 (best with 4)

Mechanic: Roleplaying, roll/spin move, variable player powers

BGG rating: 1022

Talon

Talon is a game of tactical space combat set in a growing universe with its own history and back story. This game introduces battles during the First Talon War between the Terran Confederation and the Talon Empire. This is a Fleet Combat game. Battles with individual ships can be fought, but the game easily and quickly simulates combat with fleets of 3-10 ships. These are fleets of Capital Ships. This is NOT a game about fighter combat in space. Most ships in the game are large and you must balance your ships' power output between shields, weapons, sensors and maneuverability - you are not just doing an Immelman. Each faction has unique abilities and each ship has unique features. Proper strategy involves assessing the different abilities of your ships and the enemy's. This is an Accessible game. The complexity of managing fleets of capital ships has been baked into the

game system, leaving the player free to make interesting decisions. It is also a Fast Paced game. Small fleet scenarios can be played in one hour, larger ones in under two. This makes the game thematically rich and full of quick but meaningful choices.

Play time: 60 - 90 minutes

of players: 2-6 (best with 2)

Mechanic: Grid movement, hex-and-counter, variable player powers

BGG rating: 1932

Taluva

In Taluva, players attempt to successfully settle a South Sea island slowly emerging from the ocean waters as volcano after volcano erupts. Each turn, players decide to either have a new volcano erupt along the shore, increasing the size of the island, or to have an existing volcano erupt again, increasing the height of the land around it (and possibly destroying parts of existing settlements). Next, the player will place one or more wooden buildings; huts, temples or towers. Settlements must always start at the lowest level, by placing a single hut. From there on, existing settlements may expand by placing huts on all hexes of a single type of terrain around the settlement, with temples once the settlement takes up at least three hexes, or with towers, placed at level three or above. The game ends when all tiles have been placed. At that point, the player who's placed most temples wins. A lot of strategy results from the various placement rules. Volcanoes may never fully destroy a settlement, so single huts can block volcano placement, protecting other settlements. Alternatively, a well placed volcano can split a large settlement in two, creating the opportunity for both to expand more rapidly than a new settlement would. Limiting your opponent's growth potential is at least as important as preparing the terrain for you to expand upon...

Play time: 45 minutes

of players: 2-4 (best with 2)

Mechanic: Modular board, tile placement

BGG rating: 397

Terra

How long is the Golden Gate Bridge? Where has "evidence" of the Yeti been found? How many sculptures are on Easter Island? It's likely that you don't know any of these facts. But you might have a rough idea, and that's good enough because Terra is the party game where being close counts. And if you have absolutely no idea what the answer is? Take advantage of your friends who do know! Terra is a redesign of Friedemann's 2009 SDJ-nominated FAUNA, which had similar mechanics, but was specific to animals. Terra changes the subject matter to general geographic information, includes a brand new Imperial measurements map side (retaining the Metric map side for gamers outside the U.S.), has 300 topics (with three categories of questions) on oversized cards, and simplifies the scoring. Terra plays in 45 minutes for 2-6 players.

Play time: 100 minutes

of players: 2-6 (best with 3-6)

Mechanic: Route/network building

BGG rating: 1268

Terra Mystica

Terra Mystica is a game with very little luck that rewards strategic planning. Each player governs one of the 14 groups. With subtlety and craft, the player must attempt to rule as great an area as possible and to develop that group's skills. There are also four religious cults in which you can progress. To do all that, each group has special skills and abilities. Taking turns, the players execute their actions on the resources they have at their disposal.

Play time: 100 minutes

of players: 2-5 (best with 4)

Mechanic: Route/network building

BGG rating: 4

Terraforming Mars

In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things.

Play time: 90-120 minutes

of players: 1-5 (best with 4)

Mechanic: Card drafting, hand management, tile placement, variable player powers

BGG rating: 19

Three Little Pigs

As a little pig, your dearest wish is to build a strong and beautiful house in which you can spend your long winter evenings. But you won't need trowels nor scaffoldings, as only dice will allow you to construct your dream home. Beware the wolf prowling around, whose only thought is to literally blow down your comfy house! The Three Little Pigs is an easy and fun dice game for the whole family. On your turn, roll the special pink dice up to three times and try to generate symbols to trade for doors, windows, and roofs made of straw, wood, and brick. The more beautiful and voluminous your house is, the more points you will earn at the end of the game. If you generate two wolf symbols, take a huff and puff and blow someone's house down!

Play time: 20 minutes

of players: 2-5 (best with 4 or 5)

Mechanic: Dice rolling, press your luck

BGG rating: 1676

Through the Ages: A New Story of Civilization

Through the Ages is a civilization building game. Each player attempts to build the best civilization through careful resource management, discovering new technologies, electing the right leaders, building wonders and maintaining a strong military. Weakness in any area can be exploited by your opponents. The game takes place throughout the ages beginning in the age of antiquity and ending in the modern age. One of the primary mechanisms in TTA is card drafting. Technologies, wonders, and leaders come into play and become easier to

draft the longer they are in play. In order to use a technology you will need enough science to discover it, enough food to create a population to man it and enough resources (ore) to build the building to use it. While balancing the resources needed to advance your technology you also need to build a military. Military is built in the same way as civilian buildings. Players that have a weak military will be preyed upon by other players. There is no map in the game so you cannot lose territory, but players with higher military will steal resources, science, kill leaders, take population or culture. It is very difficult to win with a large military, but it is very easy to lose because of a weak one. Victory is achieved by the player whose nation has the most culture at the end of the modern age.

Play time: 180-240 minutes

of players: 2-4 players (best with 3)

Mechanic: Auction/bidding, card drafting, hand management

BGG rating: 2

Thunder Alley

Thunder Alley is a stock car racing game for 2–7 players with the feel and flexibility of a card-driven simulation. Drafting, teamwork, accidents, yellow flags, pit strategy, working to lead laps, and sprints to the finish are all included and bring the feel of racing to the game. Players control not one car, but a team of 3–6 cars. Thus, each race is not only a run for the checkered flag but an effort to maximize the score for every car on your team. Winning is important, but if only one car crosses the finish line, your team might end up outside the winner's circle looking in. Cars suffer wear over the course of a race and need to take pit stops. Tire wear, suspension difficulties, fuel issues, and major engine and transmission problems are all modeled in the game. If you feel lucky, you might try to hold it together just a little bit longer in hopes that a yellow flag will come out and cause a mass rush into the pits. Waiting on a yellow that never comes can be maddening as the rest of the pack moves by your worn-out car. What's more, an events deck can make your strategy pay off or punish you for your failure to take precautions. Accidents, yellow flags, worsening track situations, and deteriorating cars are all part of the game. Could all of your perfect strategy be derailed by those incoming rain clouds?

Play time: 90 minutes

of players: 2-7 players (best with 4-5)

Mechanic: Hand management

BGG rating: 447

Tide of Iron

Tide of Iron is a game of World War II tactical conflict for two to four players. The components in this base game allow players to simulate the dramatic struggle that took place between American and German forces in Northern Europe during the years 1944 and 1945. Tide of Iron is a Scenario-based game, with the available forces, objectives, map, and victory conditions being set by each given scenario. It features loads of plastic figures, including soldiers, equipment, heavy weapons, and combat vehicles, cards, dice, cardboard markers, and modular game boards that will represent the customizable terrain of this scenario-based wargame.

Play time: 120 minutes

of players: 2-4 (best with 2)

Mechanic: Hex and counter, modular board

BGG rating: 464

Ticket to Ride

With elegantly simple gameplay, Ticket to Ride can be learned in under 15 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route.

Play time: 45 minutes

of players: 2-5 (best with 4)

Mechanic: Route/network building

BGG rating: 105

Tigris & Euphrates

Regarded by many as Reiner Knizia's masterpiece, the game is set in the ancient fertile crescent with players building civilizations through tile placement. Players are given four different leaders: farming, trading, religion, and government. The leaders are used to collect victory points in these same categories. However, your score at the end of the game is the number of points in your weakest category, which encourages players not to get overly specialized. Conflict arises when civilizations connect on the board, i.e., external conflicts, with only one leader of each type surviving such a conflict. Leaders can also be replaced within a civilization through internal conflicts.

Play time: 90 minutes

of players: 2-4 (best with 4)

Mechanic: Area control/area influence, set collection, tile placement

BGG rating: 54

T.I.M.E. Stories

T.I.M.E. Stories is a narrative game, a game of "decksploration". Each player is free to give their character as deep a "role" as they want, in order to live through a story, as much in the game as around the table. But it's also a board game with rules which allow for reflection and optimization. At the beginning of the game, the players are at their home base and receive their mission briefing. The object is then to complete it in as few attempts as possible. The actions and movements of the players will use Temporal Units (TU), the quantity of which depend on the scenario and the amount of players. Each attempt is called a "run"; one run equals the use of all of the Temporal Units at the players' disposal. When the TU reach zero, the agents are recalled to the agency, and restart the scenario from the beginning, armed with their experience. The object of the game is to make the perfect run, while solving all of the puzzles and overcoming all of a scenario's obstacles.

Play time: 60-90 minutes

of players: 2-4 (best with 4)

Mechanic: Cooperative, time track, variable player powers, voting

BGG rating: 26

Timeline: Americana & American History

Timeline is a card game played using 109 cards. Each card depicts an invention on both sides, with the year in which that invention was created on only one side. Players take turns placing a card from their hand in a row on the table. After placing the card, the player reveals the date on it. If the card was placed correctly with the date in chronological order with all other cards on the table, the card stays in place; otherwise the card is removed from play and the player takes another card from the deck. The first player to get rid of all his cards by placing them correctly wins. If multiple players go out in the same round, then everyone else is eliminated from play and each of those players are dealt one more card for another round of play. If only one player has no cards after a bonus round, he wins; otherwise play continues until a single player goes out.

Play time: 15 minutes

of players: 2-8 (best with 4 or 5)

Mechanic: Hand management

BGG rating: American History (2209) and Americana (2163)

Tokaido

In Tokaido, each player is a traveler crossing the "East sea road", one of the most magnificent roads of Japan. While traveling, you will meet people, taste fine meals, collect beautiful items, discover great panoramas, and visit temples and wild places but at the end of the day, when everyone has arrived at the end of the road you'll have to be the most initiated traveler – which means that you'll have to be the one who discovered the most interesting and varied things.

Play time: 45 minutes

of players: 2-5 (best with 4)

Mechanic: Point-to-point movement, set collection

BGG rating: 402

Traders of Osaka

In Traders of Osaka, players are merchants who are attempting to ship four different types of goods from Osaka to Edo. Players affect how quickly or slowly the ships move and can trigger pirate raids that may cost their opponents their goods. The game has a small board that shows the route the ships will follow, marking safe ports and dangerous waters. The board also has two spaces for the draw pile and discard pile and shows where the Market and Farm cards are laid out. The game also contains a deck of cards that have multiple uses, 48 achievement tokens for when goods are sold, four ship pieces to mark how far the ships have sailed, four trader pieces to indicate a player's scoring pile, four reservation pieces for players to mark cards they wish to purchase or take on a later round and a rulebook. The game is a set collection game at its core. Player are attempting to collect sets of goods that will allow them to collect cards that will be worth points at the end of the game. During the game, the cards can be used to represent goods when laid out in front of players, to represent gold to purchase good when played from their hands or urns which players will use to protect goods from pirates. Deciding how to use the cards and when is the basis of playing the game. On a player's turn, they can do one of three things: Buy Goods, Get Coins or Reserve a Card.

Play time: 30 minutes

of players: 2-4 (best with 2)

Mechanic: Commodity speculation, hand management, set collection

BGG rating: 808

Trajan

The central mechanism of the game uses a system similar to that in *Mancala* or pit-and-pebbles games. In *Trajan*, a player has six possible actions: building, trading, taking tiles from the forum, using the military, influencing the Senate, and placing Trajan tiles on his tableau. What are you trying to do with these actions? Acquire victory points (VPs) in whatever ways are available to you – and since this is a Feld design, you try to avoid being punished, too.

Play time: 90 minutes

of players: 2-4 (best with 4)

Mechanic: Hand management, set collection

BGG rating: 53

Trivial Pursuit: Classic Rock

We will rock you with this Classic Rock Edition of Trivial Pursuit. For the first time ever, one of the most popular music genres is paired up with America's favorite trivia game so fans of all ages can get some satisfaction by showing off all they know about Classic Rock. With 1,800 questions from six categories covering Classic Rock bands/artists, their history, music and more, there's enough trivia for fans of all levels. So get your posse together and rock on!

Play time: 30 minutes

of players: 2 or more

Mechanic: Party game, trivia

BGG rating: N/A

Troyes

In Troyes, recreate four centuries of history of this famous city of the Champagne region of France. Each player manages their segment of the population (represented by a horde of dice) and their hand of cards, which represent the three primary domains of the city: religious, military, and civil. Players can also offer cash to their opponents' populace in order to get a little moonlighting out of them—anything for more fame!

Play time: 90 minutes

of players: 2-4 (best with 3)

Mechanic: Area control/area influence, worker placement

BGG rating: 65

Tsuro

The game consists of tiles with twisting lines on them, a 6x6 grid on which to lay these tiles and a token for each player. Each player has a hand of tiles. On your turn you do two things: place a tile from your hand onto the board next to your token and move your token as far as it can go along the line it is currently on, until it is stopped by an empty space with no tile in (yet), the edge of the board or colliding with another player's token. If your token reaches the edge of the board or collides with another player's token, you are out of the game. The aim of the game is to be the last player left with a token on the board. Strategy therefore consists of trying to

drive your opponents either into each other or off the board whilst extending your own route in directions that will make it difficult for your opponents to do the same.

Play time: 15 minutes

of players: 2-8 (best with 4 or 6)

Mechanic: Hand management, player elimination, route/network building, tile placement

BGG rating: 725

Twilight Imperium, 3rd ed. - we also have the Shattered Empire and Shards of the Throne expansions.

Twilight Imperium is played by at least three players who belong to ten possible alien races, each with their own advantages and quirks. The 'designer notes' in the rulebook candidly and humbly acknowledge the inspiration for some of the improvements to the original game. The strategic game-play borrows the governing element from 'Puerto Rico' to involve players in an iteratively complex and yet fast-paced game experience with very little downtime. The game map, basic player progress and overall victory are dynamically determined in almost exactly the same way as they are by imaginative players of 'Settlers of Catan', while the "Command" system cleverly improves on the 'oil' logistical mechanism of 'Attack' to both manage turn-based activity and limit the size of armies, uniquely enabling weakened players to bounce back if they play their cards right.

Play time: 360

of players: 3-6 (best with 6)

Mechanic: Modular board, trading

BGG rating: 37

Twilight Imperium: Rex

In Rex: Final Days of an Empire, players vie for control of vital locations across a sprawling map of the continent-sized Mecatol City. Only by securing three key locations (or more, when allied with other factions) can a player assert dominance over the heart of a dying empire. Unfortunately, mustering troops in the face of an ongoing Sol blockade is difficult at best (unless, of course, you are the Federation of Sol or its faithless ally, the Hacan, who supply the blockading fleet). Those forces will be needed to seize the key areas of the city required to win the game. From the moment the first shot is fired, players must aggressively seek the means by which to turn the conflict to their own advantage.

Play time: 120 minutes

of players: 3-6 (best with 6)

Mechanic: Area control, auction/bidding

BGG rating: 406

Twilight Struggle

Twilight Struggle is a quick-playing, low-complexity game in that tradition. The game map is a world map of the period, whereon players move units and exert influence in attempts to gain allies and control for their superpower. As with GMT's other card-driven games, decision-making is a challenge; how to best use one's cards and units given consistently limited resources?

Play time: 180 minutes

of players: 2

Mechanic: Area control, battle card driven
BGG rating: 3

Unexploded Cow

Unexploded Cow is a money game in which players are trying to collect enough points to win the pot. On every turn, you will buy cows and pay for special effects by putting money in the pot, then try to discover bombs with your own cows in an effort to take money out of the pot. All along, you will be earning points from the French as you liberate town after town from the terrors of unexploded bombs, and the player who scores the most points gets whatever's left in the pot.

Play time: 25 minutes
of players: 2-6 (best with 4)
Mechanic: Set collection, dice rolling
BGG rating: 2824

Virgin Queen

Virgin Queen: Wars of Religion 1559-1598 is based on the military, political and religious conflicts within Europe during the reigns of Elizabeth I of England and Philip II of Spain. Each player controls one or more of the major powers that presided over European politics in that day. Spain is the juggernaut, able to draw upon the vast riches of their global empire. But such a dominant power is sure to have many enemies. The Ottoman expansion towards Spain's Mediterranean outposts remains unchecked. Elizabeth's English sea dogs are poised to raid Spain's overseas empire. And the forces of Protestant reform will soon drag Spain into eighty years of rebellion in the Netherlands. Will Spain find aid from its Catholic allies? Perhaps not from France, where the Catholic Valois dynasty is soon to engage another group of Protestant believers in the bloody French Wars of Religion. And even Philip's relatives in Vienna who rule the Holy Roman Empire may dabble in the Protestant faith instead of remaining loyal to their Catholic heritage and Spanish brethren.

Play time: 420 minutes
of players: 2-6 (best with 6)
Mechanic: Campaign/battle card driven, partnerships, point-to-point movement
BGG rating: 363

Viticulture

In Viticulture, the players find themselves in the roles of people in rustic, pre-modern Tuscany who have inherited meager vineyards. They have a few plots of land, an old crushpad, a tiny cellar, and three workers. They each have a dream of being the first to call their winery a true success. The players are in the position of determining how they want to allocate their workers throughout the year. Every season is different on a vineyard, so the workers have different tasks they can take care of in the summer and winter. There's competition over those tasks, and often the first worker to get to the job has an advantage over subsequent workers. Fortunately for the players, people love to visit wineries, and it just so happens that many of those visitors are willing to help out around the vineyard when they visit as long as you assign a worker to take care of them. Their visits (in the form of cards) are brief but can be very helpful. Using those workers and visitors, players can expand their vineyards by building structures, planting vines (vine cards), and filling wine orders (wine order cards). Players work towards the goal of running the most successful winery in Tuscany.

Play time: 90 minutes
of players: 2-6 (best with 3 or 4)
Mechanic: Hand management, worker placement
BGG rating: 88

Voyages of Marco Polo

In The Voyages of Marco Polo, players recreate this journey, with each player having a different character and special power in the game. The game is played over five rounds. Each round, the players roll their five personal dice and can perform one action each turn with them. The five main actions are shown on the bottom part of the board: 1) Get resources with 1-3 dice, depending on the value of the resource (camels, pepper, silk, gold). The first player for each resource gets them for free; the later ones have to pay according to the value shown on the dice; 2) Take one resource of your choice and two camels. Each player sets the minimum value for the future dice; 3) Earn money, with any one die netting you five money; 4) Purchase orders: The value of one die unlocks the orders up to that number (shown on the spaces) and allows you to buy one or two of those orders. Orders are refreshed and placed at the beginning of each round. To fulfill an order, players have to spend resources for victory points, other resources, camels, and more; and 5) Travel: Two dice are placed to unlock the distance that can be traveled on the upper part of the board, that is, the map. Here, the traveler piece of each player starts at Venice and can decide between several routes eastward, all the way to Beijing. When a traveler stops at a city, they place a marker there, giving them access to a different additional action for the rest of the game. After five rounds, the game ends with players receiving victory points for arriving in Beijing, fulfilling the most orders, and having reached the cities on secret city cards that each player gets at the start of the game; these points are added to the VPs gained during the game.

Play time: 40-100 minutes
of players: 2-4 (best with 4)
Mechanic: Route/network building, variable player powers, worker placement
BGG rating: 34

War of the Ring, 2nd ed. - we also have the Lords of Middle-Earth expansion.

In War of the Ring, one player takes control of the Free Peoples (FP), the other player controls Shadow Armies (SA). Initially, the Free People Nations are reluctant to take arms against Sauron, so they must be attacked by Sauron or persuaded by Gandalf or other Companions, before they start to fight properly: this is represented by the Political Track, which shows if a Nation is ready to fight in the War of the Ring or not.

Play time: 150 minutes
of players: 2-4 (best with 2)
Mechanic: Area control
BGG rating: 14

Wizard

The trick-taking game Wizard uses a sixty-card deck that consists of the traditional 52-card deck (1-13 in four suits) along with four Wizards (high) and four Jesters (low). Players compete over multiple rounds based on the number of players, and whoever ends with the highest score wins. In each round, players are dealt a hand of cards — one card in the first round, two cards in the second, three in the third, etc. — then trump is determined by flipping the top card of the undealt deck; if a suit is revealed, that suit is trump, while if a Wizard or Jester (or

no card in the final round) is revealed, then the round has no trump. Players then state how many tricks they expect to win in the round.

Play time: 45 minutes

of players: 3-6 (best with 4-5)

Mechanic: Betting/wagering, hand management, trick-taking

BGG rating: 661

Yggdrasil

Yggdrasil is a co-operative game in which players are different gods of the Norse mythology. During his turn, the active player first draws an Enemy card, corresponding to one of the six Evil creatures. The corresponding counter is moved one space forward in Asgard and the associated effect applies. Then the active player performs three different actions among the nine at his disposal in order to resist to the advance. Each player, depending on the god he plays, has a specific power that allows him to perform some actions better. All of these actions have to be used in the right moment or the victory will be unreachable. The players will need cleverness, calm and team spirit to challenge the game.

Play time: 75 minutes

of players: 1-6

Mechanic: Cooperative, deck-building

BGG rating: 547

Yōkai No Mori

Yōkai no Mori contains two simpler versions of Shōgi to introduce the game to new players and youngsters. In "Dōbutsu Shōgi, which means "animal shogi", each player has only four pieces – chick, giraffe, elephant and lion – and they're trying to either catch the opponent's lion or move their own lion to the opposite side of the game board. The board is just 3×4 squares, so the game is rather short. Goro-Goro Dōbutsu Shōgi has a larger 5×6 game board with each player having eight pieces (3 chicks, 2 giraffes, 2 elephants and 1 lion). The game also adds more rules from the full Shōgi game. The Japan Shōgi Association created the rules for Goro-Goro Dōbutsu Shōgi in order for players to learn important concepts in Shōgi, such as how to handle the generals effectively, why pawn promotion is so important, and how to mate the opponent's king with successive piece drops.

Play time: 15 minutes

of players: 2

Mechanic: Grid movement

BGG rating: N/A

Zombicide: Black Plague

Zombicide: Black Plague takes the zombie apocalypse into a fantastical medieval setting! The arcane powers of the Necromancers have unleashed a zombie invasion in the age of swords and sorcery, and it's up to your group of straggling survivors to not only stay alive during these dark times, but to take back the realm and punish those responsible for the apocalypse! Zombicide: Black Plague allows you take control of paladins, dwarves, knights, and magicians, wielding powerful swords, crossbows, and even magic spells to defeat the zombie hordes and its Necromancer overlords. The classic Zombicide rules have been revamped for this new incarnation of the game, while still retaining the nonstop action, tense atmosphere and easy-to-learn rules that made Zombicide a classic.

Play time: 60-180 minutes
of players: 1-6 (best with 3)
Mechanic: Cooperative, hand management
BGG rating: 101

Zombie Dice

Zombicide is a collaborative game in which players take the role of a survivor – each with unique abilities – and harness both their skills and the power of teamwork against the hordes of unthinking undead! Zombies are predictable, stupid but deadly, controlled by simple rules and a deck of cards. Unfortunately for you, there are a LOT more zombies than you have bullets. Find weapons, kill zombies. The more zombies you kill, the more skilled you get; the more skilled you get, the more zombies appear. The only way out is zombicide!

Play time: 10 minutes
of players: 2-99 (best with 4)
Mechanic: Dice rolling, press your luck
BGG rating: 1557

Zombies!!! - we also the 4th (The End) and 7th (Send in the Clowns) expansions

Players take on the role of a survivor amid city streets sprawling with Zombies. Movement is determined by dice roll as is combat when the player's piece is in the same square as a Zombie. Players must conserve bullets and protect their life counters. At the end of the turn a dice roll directs the player to move a number of Zombies one square (because they are the slow George Romero type). First player to reach the center of the Helipad tile and kill the Zombie there, or kill a total of 25 Zombies wins. When a player is killed they move back to the starting tile and lose half their Zombie kills.

Play time: 60 minutes
of players: 2-6 (best with 4)
Mechanic: Hand management, modular board
BGG rating: 3623

2. Through the Ages: A New Story of Civilization
3. Twilight Stuggle
4. Terra Mystica
7. Caverna
8. Scythe
9. 7 Wonders: Duel
11. Agricola
13. Mage Knight
14. War of the Ring, 2nd ed.
15. Blood Rage
17. Power Grid
18. Eclipse: New Dawn for the Galaxy
19. Terraforming Mars
21. Codenames
22. Robinson Crusoe, 2nd ed.
23. Le Havre
24. Brass
25. Orleans
26. T.I.M.E. Stories
30. 7 Wonders
32. Dead of Winter
33. Caylus
34. Voyages of Marco Polo
35. Concordia
36. Eldritch Horror
37. Twilight Imperium, 3rd ed.
39. Patchwork
40. Dominant Species
41. Roll for the Galaxy
43. Five Tribes
46. Lords of Waterdeep
49. Battlestar Galactica
51. Dominion
52. Sherlock Holmes, Consulting Detective
53. Trajan
54. Tigris & Euphrates
55. Russian Railroads
58. Pandemic
61. Resistance: Avalon
65. Troyes
68. Game of Thrones: 2nd ed.
70. Stone Age
73. Ora et Labora
74. Suburbia
75. Nations
78. Commands & Colors: Ancients
79. Star Realms
86. Cosmic Encounter
88. Viticulture
91. Splendor
97. Go
101. Jaipur
102. Imperial Settlers
104. Marvel: Legendary
105. Ticket to Ride
107. Memoir '44
110. Lewis & Clark
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113. Galaxy Trucker
115. Space Alert
117. Battlelore, 2nd ed.
119. Cyclades
123. Alien Frontiers
124. Here I Stand
125. Resistance
126. Carcassonne
131. Civilization: The Board Game
141. 1960: The Making of a President
143. Small World
144. Samurai
145. Isle of Skye
150. Dixit
151. Battle Line
153. Mice and Mystics
159. Merchants & Marauders
163. Love Letter
164. Manhattan Project
161. Fury of Dracula, 3rd ed.
169. Hive
172. Takenoko
173. King of Tokyo
176. Glass Road
182. A Few Acres of Snow
183. Arkham Horror
185. Captain Sonar
186. One Night Ultimate Werewolf
206. Forbidden Desert
212. Flash Point: Fire Rescue
219. Hanabi
221. Quadropolis
222. Catan
225. Pandemic: The Cure
228. Deception: Murder in Hong Kong
229. Kingsburg
235. Innovation
237. Zombicide
239. Archipelago
242. Libertalia
245. Spyfall
246. Firefly
259. Labyrinth: The War on Terror
262. Euphoria: Build a Better Dystopia
263. Burgle Bros.
265. Citadels
267. Last Will
268. Paperback

269. Freedom: The Underground Railroad
 270. The Grizzled
 272. Lost Cities
 273. Roborally
 277. Nexus Ops
 278. Friday
 279. Gears of War
 284. Shadows Over Camelot
 289. Starcraft: The Board Game
 296. Sushi Go!
 302. Dvonn
 305. The Duke
 313. Fire in the Lake
 325. Bohnanza
 328. Quantum
 329. Lord\$ of Vega\$
 339. Diplomacy
 345. Camel Up
 346. Betrayal at House on the Hill
 348. Colt Express
 357. Alhambra
 358. Battle of the Five Armies
 363. Virgin Queen
 368. Friedrich
 369. Jamaica
 371. Chess
 378. Formula D
 381. Evolution
 392. Downfall of Pompeii
 396. Cash n Guns, 2nd ed.
 397. Taluva
 402. Tokaido
 406. Twilight Imperium: Rex
 409. Conflict of Heroes: Awakening the Bear, 2nd ed.
 415. Inis
 417. Elder Sign
 447. Thunder Alley
 449. CO₂
 451. Clank!
 463. Hyperborea
 464. Tide of Iron
 468. Concept
 480. Skull & Roses: Skull
 496. Morels
 498. Magic Maze
 501. Mystic Vale
 509. Flamme Rouge
 519. Spirit Island
 520. Smash Up!
 524. Churchill
 541. Rivals for Catan
 547. Yggdrasil
 555. The Colonists
 556. Lanterns: The Harvest Festival
 562. Andean Abyss
 566. Black Fleet
 576. Fleet
 581. Qwirkle
 592. Not Alone
 598. Machi Koro
 607. Lord of the Rings
 618. Nothing Personal
 645. DC Comics Deck-building Game
 661. Wizard
 673. Axis & Allies (Revised)
 680. The Bloody Inn
 682. Harry Potter: Hogwarts Battle
 694. Fief: France 1429
 704. Aton
 706. Dark Moon
 725. Tsuru
 728. Castle Panic
 731. Roma
 766. Room-25
 759. Saboteur
 760. Mascarade
 773. Axis & Allies (Europe 1940)
 808. Traders of Osaka
 828. Empire Builder
 845. Ice Cool
 858. DC Deck-building Game: Heroes Unite
 867. The Game
 889. Dead Men Tell No Tales
 908. Falling Sky: The Gallic Revolt Against Caesar
 910. Red Dragon Inn 2
 916. Axis & Allies (Pacific 1940)
 926. Samurai Spirit
 932. A Study in Emerald, 2nd ed.
 964. Junk Art
 967. The Adventurers: Temple of Chac
 972. Cutthroat Caverns
 983. Compounded
 1022. Talisman
 1023. 1944: Race to the Rhine
 1037. City of Horror
 1067. Carcassonne: My First Carcassonne
 1186. Harbour
 1194. Chicken Cha Cha Cha
 1236. Le Fantôme de l'Opera
 1242. Pit
 1264. Rise and Decline of the Third Reich
 1268. Terra
 1313. Lords of Scotland
 1321. Catan: Junior
 1348. Game of Thrones: Hand of the King
 1362. Circus Maximus

1364. LOTR: Fellowship of the Ring Deck-Building Game
 1373. Boss Monster
 1500. Tannhauser
 1543. New Bedford
 1545. DC Deck-building Game: Forever Evil
 1546. Flip City
 1557. Zombie Dice
 1642. Photosynthesis
 1672. Ladies and Gentlemen
 1676. Three Little Pigs
 1692. Covert
 1783. Roll Through the Ages: The Iron Age
 1808. Munchkin Cthulhu
 1932. Talon
 1994. Dark Stories
 2008. ...And Then We Held Hands
 2027. Lotus
 2030. Dragonwood
 2123. Road Kill Rally
 2163. Timeline: Americana
 2204. Stratego
 2206. Elk Fest
 2209. Timeline: American History
 2327. My First Stone Age
 2348. Zombie Fluxx
 2370. Rush 'n Crush
 2371. Monty Python Fluxx
 2816. Bobby Lee
 2824. Unexploded Cow
 2901. Marrying Mr. Darcy
 2963. Caverna: Cave vs Cave
 3260. Dungeon!
 3308. Max
 3434. Last Friday
 3491. Loot n Run
 3524. Grand Prix
 3623. Zombies!!!
 3681. Cypher
 3842. Apples to Apples Junior
 4027. Meteor
 4095. Hoax
 4200. Mouse Guard: Swords & Strongholds
 4701. Hoot Owl Hoot
 4814. Secret Door
 4819. Hive Mind
 4844. The Fox in the Forest
 4897. Adventure Time Fluxx
 5101. Monster My Neighbor
 5446. Battle of Monmouth: June 18, 1778
 5735. Mille Bornes
 5892. Mole Rats in Space
 5917. Poo
 6488. Probe
 6719. Lovecraft Letter
 6741. Nuts!
 6806. My First Bonanza
 7047. Shiba Inu House
 7811. Clue (D&D edition)
 7937. Race to the Treasure
 8614. Mafia Vendetta
 9372. Fish Stix
 9978. Munchkin Treasure Hunt
 10025. Moby Dick; or, The Card Game
 10043. Cthulhu!!! Hastur la Vista, Baby!
 10390. Jenga
 11785. Pokemon: Master Trainer
 12198. Risk
 12653. Kill the Hippies
 12659. By Jove
 12770. Game of Thrones: Westeros Intrigue
 12946. Connect 4
 13239. Payday
 13260. Sorry!
 13261. Battleship
 13270. Monopoly
 13272. Life
 13277. Chutes and Ladders
 N/A. Brown County: The Game
 N/A. Drinking Fluxx
 N/A. Glory Gears
 N/A. Pot Farm
 N/A. Trivial Pursuit: Classic Rock
 N/A. Yokai No Mori