Board Game Menu

Game Suggestions

Fast and easy:	6 or more players:
● Love Letter (2-4 players, 20 min.) ● Cat Lady (2-4 players, 15-30 min.) ● Sushi Go! (2-5 players, 15 min.) ● Shiperio (2-6 players, 20 min.)	● Catch the Moon (2-6 players, 20 min.) ● Codenames (2-8 players, 15 min.) ● Secret Hitler (5-10 players, 45 min.) ● Loot (2-8 players, 20 min.)
2 players:	**Adults only:**
● Sayu (30 min.) ● Hive (20 min.) ● Jaipur (30 min.) ● Onitama (15 min.)	● Midnight Taboo (4+ players, 30 min.) ● Hot Seat (3+ players, 30-60 min.) ● Telestrations After Dark (4-8 players, 20-30 min.)

Please be sure to return all game pieces into their original packaging when finished playing! Despite whatever weird fantasies you may have, we are <u>not</u> your mother!

Any damaged or stolen board games will result in a charge equal to the retail value of the game plus a $10 restocking fee. Beer-spillers will also be mocked mercilessly.

The Tabletop Tap is happy to have its patrons enjoy board games and video games. However, please note that after an hour of no purchases, we reserve the right to charge a fee of $5 per hour per person.

221B Baker Street

Players: 2-6	Time: 90 Min.	Complexity: Easy

Description: A game of wits and deductions. Each player takes on the role of ~~Benedict Cumberbatch~~ ~~Robert Downey Jr.~~ Sherlock Holmes, London's famous detective. Search for clues, track them on your checklist, and crack the case! By the way, everything after season 2 of *Sherlock* sucked.

7 Wonders

Players: 2-7	Time: 30 Min.	Complexity: Medium

Description: You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder, which will transcend future times.

7 Wonders Duel

Players: 2	Time: 30 Min.	Complexity: Medium

Description: A two-player version of *7 Wonders*. Players spend three ages acquiring cards that provide resources or advance their military or scientific development in order to develop a civilization and complete wonders.

13 Clues

Players: 2-6	Time: 30 Min.	Complexity: Medium Easy

Description: The city of London has been shaken by heinous crimes, and Scotland Yard is groping in the dark. 13 Clues, set at the end of the 19th century, puts players in the shoes of the detectives, each trying to solve their own mystery. Each player sees the clues — person + location + weapon — for the other players but not their own. They investigate by asking questions, by consulting the secret informant, and by making accusations in order to collect clues and rule out suspects. The goal of the game is to identify which of the 13 clues match their case before the others do!

Agricola

Players: 1-5	Time: 30-150 Min.	Complexity: Hard

Description: You're a farmer in a shack with your spouse and little else. On a turn, you get to take two actions—one for you and one for the spouse—doing something around the farm: collecting clay, wood, or stone; building fences; and so on. You might have kids in order to get more work done, but first you need to expand your house. And what are you going to feed all the little rugrats?

Apples to Apples

Players: 4-10	Time: 30 Min.	Complexity: Easy

Description: *Cards Against Humanity*'s uptight great-aunt. Each round, the active player draws a Description card from the deck, and then the other players each secretly choose the Thing card in their hand that best matches that description. The active player then reveals these cards and chooses the Thing card that, in his opinion, best matches the Description card.

Aquarius

Players: 2-5	Time: 20 Min.	Complexity: Easy

Description: The groovy card game similar to dominoes. Aquarius features three types of cards: Elements, Goals, and Actions. Element cards are played like dominoes, with each player trying to win by connecting seven panels of one particular element. Goal cards determine which element each player is going after, and Action cards shake up the action in five different ways.

Axis & Allies

Players: 2-5	Time: 180 Min.	Complexity: Medium

Description: "Hey Milton!" "What is it, Bradley?" "You know World War II? That horrific conflict of global proportions, literally the deadliest conflict in human history?" "Yeah…?" "What if we made a board game out of that?" "………the kids are gonna love it!"
Also available in Axis & Allies: D-Day edition

Azul

Players: 2-4	Time: 30-45 Min.	Complexity: Easy

Description: There is no Dana, only Azul! Players take turns drafting colored tiles from suppliers to their player board. Points are based on how players have placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets; wasted supplies harm the player's score. The player with the most points at the end of the game wins.
Also available in Azul: Stained Glass of Sintra edition

Backgammon

Players: 2	Time: 30 Min.	Complexity: Easy

Description: Backgammon may be the first game mentioned in written history, going back 5,000 years to the Sumerians of ancient Mesopotamia. Grandparents and Sumerians everywhere love it.

Back to the Future: Back in Time

Players: 2-4	Time: 50 Min.	Complexity: Medium Easy

Description: In the fully co-operative game Back to the Future: Back in Time, each player takes on the role of a major character from the movie: Marty McFly, Doc Brown, Jennifer Parker, or Einstein the dog. The objective of the game is to have the characters move around 1955 Hill Valley, collecting certain items in an effort to fix Doc's famous DeLorean time machine, defeat Biff Tannen and his gang of trouble-making friends, while ensuring that Marty's parents fall in love. Only when that is accomplished can players then accelerate the DeLorean to 88 MPH down Main Street before the clock tower strikes 10:04 pm!

Bad Choices

Players: 3-10	Time: 20-45 Min.	Complexity: Easy

Description: Bad Choices is the naughty love child of 'Never Have I Ever' and 'UNO'. This is the adult party game for finding out hilarious truths, secrets and stories about your friends. 300 Hilarious Cards that will have everyone laughing. Created by the creator of the savage adult party game BAD PEOPLE. The player to discard all of their cards first becomes the winner.

Bad People

Players: 3-10	Time: 20-60 Min.	Complexity: Easy

Description: Find out what your friends really think about you in this hilarious and brutal voting game! Each turn one of the players is the Dictator and reads a question card out loud. They then silently vote for one of the other players who they feel fits the question best. All other players then vote for who they think the Dictator choose, if they are correct they earn a point. First person to 7 points win.

BANG! The Dice Game

Players: 3-8	Time: 15 Min.	Complexity: Easy

Description: In the U.S. wild west, the eternal battle between the law and the outlaws keeps heating up. Suddenly, a rain of arrows darken the sky: It's an Indian attack! Are you bold enough to keep up with the Indians? Do you have the courage to challenge your fate? Can you expose and defeat the ruthless gunmen around you?

Battleship

Players: 2	Time: 30 Min.	Complexity: Easy

Description: Yes, it's classic *Battleship*, but if you *do* happen to play this, definitely check out the sexist 1950s cover art.

Battlestar Galactica

Players: 3-6	Time: 120-180 Min.	Complexity: Hard

Description: an exciting game of mistrust, intrigue, and the struggle for survival. Battlestar Galactica: The Board Game 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.

Betrayal at House on the Hill

Players: 3-6	Time: 60 Min.	Complexity: Hard

Description: A tile game that allows players to build their own haunted house room by room, tile by tile, creating a new thrilling game board every time. Each player chooses one of six possible characters. Secretly, one of the characters betrays the rest of the party, and the innocent members of the party must defeat the traitor in their midst before it's too late!

Blink

Players: 2-3	Time: 10 Min.	Complexity: Easy

Description: Without taking turns, players race to empty their hands by matching the color, shape, or number of symbols on their cards to the top card of the two discard piles. As soon as a player lays down one card, they can draw another, up to the hand size of three cards. If a player can't play, they can discard one card, then draw another. The first player to empty their hand and draw pile wins.

Blockade		
Players: 1-8	Time: 20 Min.	Complexity: Easy
Description: It's Jenga, but there's 2 different colors of blocks. So I guess you could play in teams, with one team only pulling the lighter colored blocks, and the other team only pulling the darker colored blocks. That's kinda cool, I guess.		

Bob Ross: The Art of Chill		
Players: 2-4	Time: 30 Min.	Complexity: Medium
Description: Earn "chill points" by painting landscape features like Happy Little Trees and Almighty Mountains using colors and brushes from your hand of cards. Keep your eye on what other players are doing and be strategic about the sequence in which you complete the features. If another player beats you to the brush, you may want to wash your palette and shift your painting plan. Now they just need to make a Mister Rogers board game (Mister Rogers: The Art of Friendship?).		

Boggle		
Players: 1-8	Time: 10 Min.	Complexity: Easy
Description: Straight from your grandma's closet, it's the classic word-search game! Load those letters up and shake, shake, shake! (Not for the weak-armed.) Now see how many words you can find! Peggy Hill approved.		

Boss Monster		
Players: 2-4	Time: 20 Min.	Complexity: Easy
Description: Inspired by a love of classic video games, *Boss Monster* pits players in a competition to build the ultimate side-scrolling dungeon. Players compete to lure and destroy hapless adventurers. The goal 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.		

Brain Freeze		
Players: 3-10	Time: 20-30 Min.	Complexity: Easy
Description: Get to know friends and family better. When the fastest answer wins, you never know what they'll let slip. Get your friends and family shouting out the hilarious answers that are top of mind. Simple gameplay will have you playing in seconds. The player with the most points at the end of the game, wins.		

Calico		
Players: 1-4	Time: 30-45 Min.	Complexity: Medium Easy
Description: Players compete to sew the coziest quilt as they collect and place patches of different colors and patterns. Each quilt has a particular pattern that must be followed, and players are also trying to create color and pattern combinations that are not only aesthetically pleasing, but also able to attract the cuddliest cats!		

Carcassonne

Players: 2-5	Time: 30-45 Min.	Complexity: Medium

Description: In *Carcassonne*, players build the area surrounding this impressive city, one tile at a time. They then place a follower on fields, cities, roads or monasteries in order to score as many points as possible. These followers will become knights, monks, farmers and thieves, depending on where they are placed.

Cards Against Humanity

Players: 4-???	Time: 30 Min.	Complexity: Easy

Description: A party game for horrible people, in which players complete fill-in-the-blank statements using words or phrases typically deemed as offensive, risqué or politically incorrect printed on playing cards.

Castle Panic

Players: 1-6	Time: 60 Min.	Complexity: Easy

Description: A cooperative tower defense board game! Can you work with your friends to defend your castle against the horde of monsters, or will they tear down your walls and destroy the precious castle towers? You will win or lose together, but in the end only one player will be declared the Master Slayer!

The Castles of Burgundy

Players: 2-4	Time: 30-90 Min.	Complexity: Medium

Description: The game is set in the Burgundy region of High Medieval France. Each player takes on the role of an aristocrat, originally controlling a small princedom. While playing they aim to build settlements and powerful castles, practice trade along the river, exploit silver mines, and use the knowledge of travelers.

Catan

Players: 3-4*	Time: 60-120 Min.	Complexity: Medium

Description: Players try to be the dominant force on the island of Catan by building settlements, cities, and roads. Dice are rolled to determine what resources the island produces. Players collect these resources to build up their civilizations to get to 10 victory points and win the game.
*"Why don't you have any expansions?" Because people mixed all the pieces together.
Now we can't have nice things. …but, because we like you, we also have Star Trek Catan.*

Catch the Moon

Players: 2-6	Time: 20 Min.	Complexity: Easy

Description: Looking for something quick to learn and easy to play? Need a good group game but want something new? Obsessed with ladders and other height-increasing platforms? Look no further. *Catch the Moon* is a sort of "reverse-Jenga" where players take turns stacking ladders, trying not to knock the whole structure over.

Cat Lady

Players: 2-4	Time: 15-30 Min.	Complexity: Easy

Description: Players are cat ladies, part of an elite group of people including Marie Antoinette and Ernest Hemingway. During the game, you and your fellow cat ladies will draft cards three at a time, collecting toys, food, catnip, costumes, and of course lovable cats. But make sure you have enough food for all of your feline friends or your hungry cats will subtract points from your score.

Checkers

Players: 2	Time: 15 Min.	Complexity: Easy

Description: Famously the cocker spaniel pet of Richard Nixon, Checkers actually never lived in the White House. In fact, Checkers died four years before Nixon even became president!

Chess

Players: 2	Time: 30-60 Min.	Complexity: Medium

Description: Music by Benny Andersson and Björn Ulvaeus of ABBA. Lyrics by Tim Rice. *Chess* follows a politically driven, Cold War-era tournament between two men—an American grandmaster and a Soviet grandmaster—and their fight over a woman who manages one and falls in love with the other. Siam's gonna be the witness to the ultimate test of cerebral fitness…

Chess 4

Players: 4	Time: 60 Min.	Complexity: Medium

Description: It's 4-player chess! Say whaa? The future is now.

Chickapig

Players: 2-4	Time: 25-60 Min.	Complexity: Easy

Description: Break your flock of chickapigs free while dodging opponents, hay bales, and an unruly pooping cow in this strategic board game. The first player to get their six chickapigs off the board wins. You must coordinate your chickapigs, hay bales, and the cow to help your chickapigs escape through their goal. Avoid the poop!

Citadels

Players: 2-8	Time: 20-60 Min.	Complexity: Easy

Description: 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 their eighth building. Players then tally their points, and the player with the highest score wins.

Civilization: The Boardgame

Players: 2-6	Time: 120-360 Min.	Complexity: Hard

Description: A board game version of the award-winning PC strategy game. Create a civilization to stand the test of time! The game begins in 4000 BC where the players find a pair of villages of a fledgling people. At potentially six hours long, you didn't have anything else going on today, right?

Clue

Players: 3-6	Time: 45 Min.	Complexity: Easy

Description: The classic detective game! Players move from room to room in a mansion to solve the mystery of: whodunnit, with what, and where? "Okay, chief, take 'em away. I'm gonna go home and sleep with my wife."
Also available: Star Wars edition

Codenames

Players: 2-8	Time: 15 Min.	Complexity: Easy

Description: 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. Win or lose, it's fun to figure out the clues.
Also available: Codenames Pictures, Disney, Harry Potter, and Deep Undercover editions

Concept

Players: 4-12	Time: 40 Min.	Complexity: Easy

Description: Your goal is to guess words through the association of icons. To get others to guess "milk," for example, you 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".

Connect 4

Players: 2	Time: 15 Min.	Complexity: Easy

Description: Do you go up, to the side, or diagonally? Start in the middle or at the edge? It's your choice in Connect 4. As long as you get 4 in a row, you win. Stay one step ahead of your opponent and block their attempts to get to 4-in-a-row first.

Coup

Players: 2-6	Time: 15 Min.	Complexity: Easy

Description: You are head of a family in an Italian city-state, a city run by a weak and corrupt court. You need to manipulate, bluff and bribe your way to power. Your object is to destroy the influence of all the other families, forcing them into exile. Only one family will survive…

Cranium Dark

Players: 3+	Time: 30-60 Min.	Complexity: Easy

Description: Want to host an epic game night? This hilarious Cranium Dark game is sure to be a hit! You pick an Action card and show it to the rest of the players. Then pick a Cranium Card and keep it a secret. Without saying any of the words on the Cranium card, you must get the other players to guess what's on that Cranium card by expressing it in the style of the Action card. For example, can you get your friends to guess "milk a cow" while acting like a zombie -- or "fried chicken" while drawing with your eyes closed -- in just 60 seconds? Be the first player to collect 7 cards to win!

Cribbage

Players: 2-6	Time: 30 Min.	Complexity: Medium Easy

Description: Cribbage is a card game invented in the early 17th century, based on the earlier game Noddy. It is played with a deck of standard playing cards and a signature piece of equipment called the cribbage board. Cribbage is traditionally played as a 2 player game.

Curses!

Players: 3-6	Time: 25 Min.	Complexity: Easy

Description: Each player starts the party game Curses! by drawing one Curse card and placing it face-up on the table. What? Curses? How can this be a party?! Ah, but these Curses are fun, not malicious, something along the lines of "You can't bend your elbows" or "You must declare eternal love to anyone who rings the bell during this game". You must obey the Curses placed upon you at all times. Eventually only one person will remain, and this Curse-loving looney wins the game!

Diamonds

Players: 2-6	Time: 25 Min.	Complexity: Easy

Description: A trick-taking card game in which players collect Diamonds — not cards bearing that suit, mind you, but rather actual "Diamond Crystals" (acrylic crystals) included in the game. Whoever has the most points in Diamond Crystals at the end of the game wins!

Diplomacy

Players: 2-7	Time: 360 Min.	Complexity: Hard

Description: Set in Europe before the beginning of World War I, *Diplomacy* has players controlling the armed forces of a major European power. A favorite game of Henry Kissinger, Ray Bradbury, John F. Kennedy, and Walter Cronkite, *Diplomacy* is sure to make you hate whoever you're playing with.

Dixit

Players: 3-8	Time: 30 Min.	Complexity: Easy

Description: Dixit is an enchanting card game inviting you to let your imagination run wild. Discover 84 dreamlike illustrations on large text-free cards, and interpret those mysterious images. Accessible and family-oriented, Dixit is the ideal game to play with family or friends and to get to know your peers from another perspective.

Dominion

Players: 2-4	Time: 30 Min.	Complexity: Easy

Description: You are a monarch, a ruler of a small pleasant kingdom. But you want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion! In all directions lie fiefs, freeholds, and feodums. All are small bits of land controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner.

Dominoes

Players: 2-4	Time: 30 Min.	Complexity: Easy

Description: A traditional tile game played in many different cultures around the world. I'm not really sure what else to write about dominoes… Domino is the name of the Bond Girl from *Thunderball*, which is a terribly boring James Bond movie.

Dragonwood		
Players: 2-4	**Time: 20 Min.**	**Complexity: Easy**
Description: Dare to enter Dragonwood! 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.		

DrunkQuest		
Players: 3-6	**Time: 20 Min.**	**Complexity: Easy**
Description: a fantasy-based card game with fast-paced gameplay and a sense of encouraged competition – and drinking.		

Eldritch Horror		
Players: 1-8	**Time: 120-240 Min.**	**Complexity: Medium**
Description: Across the globe, ancient evil is stirring. You and your colleagues must travel around the world, working against all odds to hold back the approaching horror. Foul monsters, brutal encounters, and obscure mysteries will take you to your limit and beyond. You must unravel the otherworldly mysteries scattered around the globe in this cooperative game.		

Encore: Deluxe		
Players: 2-8	**Time: 45 Min.**	**Complexity: Easy**
Description: Suppose your team gets the word "red"... you now have to come up with at least 8 words of a song with the word "red" in the lyrics. If you do... the other team is in the hot seat. Can the other team do the same? It goes back and forth until one of you blows it. "Lady in redddd!"		

Ex Libris		
Players: 4-8	**Time: 30 Min.**	**Complexity: Medium Easy**
Description: The game of first lines and last words. Ex Libris has been a firm favorite with book lovers, and readers and writers, since Oxford Games first devised and published the game in 1991. Ex Libris is a subtle, yet highly entertaining game of bluff that will challenge your literary acumen and test your writing skills as you attempt to compose fake, but plausible, first or last lines for genuine English novels.		

Exploding Kittens		
Players: 2-5	**Time: 15 Min.**	**Complexity: Easy**
Description: *Exploding Kittens* is a kitty-powered version of Russian Roulette. Players take turns drawing cards until someone draws an exploding kitten and loses the game. The deck is made up of cards that let you avoid exploding by peeking at cards before you draw, forcing your opponent to shuffle the deck or draw multiple cards. *Also available in NSFW Edition*		

Fireball Island: The Curse of Vul-Kar

Players: 2-4	Time: 45 Min.	Complexity: Easy

Description: Welcome to Fireball Island! Start your day of adventure at the helipad. Be sure to sign the waiver, which legally obligates you to take snapshots across the island. You'll race down the many paths, avoiding hazards all the while. On the plus side, you get to keep all the treasure you find. Features a unique 3D island and a host of marble mayhem.

Flash Point: Fire Rescue

Players: 2-6	Time: 45 Min.	Complexity: Medium

Description: 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. *Flash Point: Fire Rescue* is a cooperative game of fire rescue.

Fluxx

Players: 2-6	Time: 5-30 Min.	Complexity: Easy

Description: A card game in which the cards themselves determine the current rules of the game. 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.

Forbidden Desert

Players: 2-5	Time: 45 Min.	Complexity: Medium

Description: In the thematic sequel to *Forbidden Island*, players take on the roles of 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.

Forbidden Island

Players: 2-4	Time: 30 Min.	Complexity: Medium

Description: A cooperative board game where players explore a sinking island. As the game progresses, more and more island tiles sink, becoming unavailable, and the pace increases. Players use strategies to keep the island from sinking, while trying to collect treasures and items. As the water level rises, it gets more difficult- sacrifices must be made!

Fox in the Forest

Players: 2	Time: 30 Min.	Complexity: Medium Easy

Description: 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...

Friends Trivia Game		
Players: 2-6	**Time: 45 Min.**	**Complexity: Easy**
Description: Look, someone donated this to us, okay? Yes, it's a game based on the sitcom *Friends*. No, you should not play this unless everyone you're playing with has suffered through *Friends*.		

Galaxy Trucker		
Players: 2-4	**Time: 60 Min.**	**Complexity: Medium**
Description: 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?		

The Game of Life		
Players: 2-6	**Time: 60 Min.**	**Complexity: Easy**
Description: Take a break from the rigors of life and unwind with… *The Game of Life*?! Seriously?		

The Game of Things		
Players: 4-15	**Time: 45 Min.**	**Complexity: Easy**
Description: A party game where everyone writes a response to a particular prompt, such as "Things... you shouldn't put in your mouth," and the players then try to guess which player wrote which response. *Also available in the "Nasty Things" addition for adults.*		

Game of Thrones the Board Game		
Players: 3-6	**Time: 120-240 Min.**	**Complexity: Hard**
Description: King Robert Baratheon is dead, and the lands of Westeros brace for battle. 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. A Game of Thrones 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 townsfolk to your side? Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros!		

Game of Thrones: Westeros Intrigue		
Players: 2-6	**Time: 20 Min.**	**Complexity: Easy**
Description: A fast-paced game of cards and intrigue at court. 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.		

Gears of War		
Players: 1-4	**Time: 60-180 Min.**	**Complexity: Medium**
Description: Based on the popular third-person shooter. Players take on the roles of COG soldiers cooperating to destroy the Locust horde, and must work together to complete missions against an ingeniously challenging and varied game system. Roadie Run into cover, spray your enemy with blind fire, or rip him in half with your Lancer's chainsaw!		

Gloom

Players: 2-4	Time: 60 Min.	Complexity: Easy

Description: The world of Gloom is a sad place. The sky is gray, the tea is cold, and a new tragedy lies around every corner. In this card game, you assume control of the fate of an eccentric family of misfits and misanthropes. The goal of the game is sad, but simple: you want your characters to suffer the greatest tragedies possible before passing on to the well-deserved respite of death.

Golden Snitch: Snitch Snatcher - The Quidditch Game

Players: 2	Time: 30 Min.	Complexity: Easy

Description: No joke, that's the name of the game. Go on, say it all out loud. Ridiculous, right? Some executive approved that. He was probably talked down from "*Harry Potter and the Golden Snitch: Snitch Snatcher – The Quidditch Game – Based on the Popular Wizarding Sporting Event as Seen in the Harry Potter Series by J.K. Rowling*".

Gravity Maze

Players: 1	Time: 30 Min.	Complexity: Easy

Description: Your goal: create a maze that will carry a marble from the Start Position to the Target Tower. The towers can be arranged in a wide variety of structures but, for each challenge, you'll have to think carefully to build a path that will carry your marble to the Target Tower.

Grifters

Players: 2-4	Time: 30 Min.	Complexity: Medium Easy

Description: A hand-building game that has all the fun of deck-building games, without the deck. Set in the Dystopian Universe, players take on the role of powerful crime bosses, building their criminal organizations by carefully recruiting new operatives with specialized skills and directing their team's nefarious deeds. All of your specialists are either in play or in your hand, ready to be used as you command. This unique hand-building mechanism gives you total control of your strategy.

Guess Who?

Players: 2	Time: 20 Min.	Complexity: Easy

Description: Find your opponent's character by narrowing down what his or her features are.

Haiclue

Players: 2-5	Time: 25 Min.	Complexity: Easy

Description: Each round, every player uses 15 random word tiles to make a clue for one of the four words in the center of the table. When everyone has finished, the group reads the clues out loud, and everyone guesses which of the four words belongs to each player. If a player guesses correctly, they score a point for themselves and a point for the author of the clue.

Hanabi

Players: 2-5	Time: 25 Min.	Complexity: Easy

Description: Named for the Japanese word for "fireworks," *Hanabi* 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 tricky part is that you must hold your cards so that they are visible only to the other players. You must give other players hints regarding the numbers or the colors of their cards.

Hanamikoji		
Players: 2	**Time: 15 Min.**	**Complexity: Easy**
Description: In *Hanamikoji*, two players compete to earn the favors of the seven geisha masters by collecting the performance items with which they excel. With careful speculation and sometimes a few bold moves, you may earn the essential items by giving away the less critical ones. Can you outsmart your opponent and win the most favors of the geisha?		

Harry Potter: Hogwarts Battle		
Players: 2-4	**Time: 30-60 Min.**	**Complexity: Easy**
Description: Continuing the trend of questionably-named Harry Potter games (see: *Golden Snitch: Snitch Snatcher- The Quidditch Game*), *Hogwarts Battle* is a cooperative deck-building game. It's up to Harry, Ron, Hermione, and Neville to ensure the safety of the school by defeating villains and consolidating their defenses.		

Heads of State		
Players: 2-5	**Time: 90-120 Min.**	**Complexity: Medium**
Description: A board game with nobles rising to power in the Provinces and the Royal courts of 16th-18th century Europe. There is a hierarchy of nobles and players compete to get the best nobles in each area to gain control of countries. Worst board game boxart of *all time!*		

Horseshoes and Hand Grenades		
Players: 2-8	**Time: 30-60 Min.**	**Complexity: Medium Easy**
Description: A board game with nobles rising to power in the Provinces and the Royal courts of 16th-18th century Europe. There is a hierarchy of nobles and players compete to get the best nobles in each area to gain control of countries. Worst board game box art of *all time!*		

Hot Seat		
Players: 3+	**Time: 30-60 Min.**	**Complexity: Easy**
Description: Hot Seat is the adult party game that's all about you. What's your spirit animal? What's your safe word? What do you refuse to do unless you're drunk? Even more importantly - what do your friends think? Find out who thinks your spirit animal is a drunk alpaca... and who thinks it's an accountant. Are you ready for a round of Hot Seat?		

Hive		
Players: 2	**Time: 20 Min.**	**Complexity: Medium**
Description: *Hive* asks the age-old question: what would happen if we mixed chess with insects? Tile pieces resemble a variety of bugs, each with a unique way of moving. With no setting up to do, the pieces themselves become the game board as tiles are placed. The pieces are never eliminated and not all have to be played. The object is to totally surround your opponent's queen.		

Imaginiff

Players: 3-8	Time: 30 Min.	Complexity: Easy

Description: The game is played in rounds. Each round, one of the players is chosen as the "subject" of a question. The question has 6 multiple choice answers. The question is read aloud and players vote on the answer they think is correct. Points are awarded to the players that chose the most popular answer.

Jaipur

Players: 2	Time: 30 Min.	Complexity: Easy

Description: You are one of the two most powerful traders in the city. But that's not enough for you, because only the merchant with two Seals of Excellence will have the privilege of being invited to the Maharaja's court. You are therefore going to have to do better than your direct competitor by buying, exchanging and selling at better prices, all while keeping an eye on both your camel herds.

Jaws

Players: 2-4	Time: 60 Min.	Complexity: Medium Easy

Description: In Jaws, one player takes on the role of the killer shark off Amity Island, while the other 1-3 players take on the roles of Brody, Hooper and Quint to hunt the shark. Character and event cards define player abilities and create game actions for humans and the shark. Gameplay is divided into two acts — Amity Island and *The Orca* — played on a double-sided board to replicate the film's story.

Jenga

Players: 1-8	Time: 20 Min.	Complexity: Easy

Description: "Barkeep! I'd like to play the noisiest game you've got!"

Jumanji

Players: 2-4	Time: 45 Min.	Complexity: Easy

Description: The Game That Pursues You! Stalking lions, charging rhinos, lunging, snapping crocodiles, and more. In the wild world of Jumanji, they're only a dice roll away. Choose your pawn and set out on a deadly journey. Decode rhyming card messages that could spell disaster! Roll 8-sided dice together to rescue a fellow player in danger! Fail to escape, and the jungle could swallow you whole! The only way out is to finish the game. Only then will the terrors of the jungle disappear...

Karma

Players: 2-6	Time: 20 Min.	Complexity: Easy

Description: Race to get rid of all your cards by playing a card of equal or higher value. Use your Karma Cards to avoid picking up the discard pile. In this game there are multiple winners. You never really know who's going to lose until the very last card!

Keyflower

Players: 2-6	Time: 90-120 Min.	Complexity: Medium

Description: *Keyflower* is a worker-placement game that takes place over four rounds: spring, summer, fall, and winter. Players must manage their workers and gain new resources, all while adding to their village tile-by-tile.

Kingdomino

Players: 2-4	Time: 15-20 Min.	Complexity: Easy

Description: Dominoes with a kingdom-building twist. You are a lord seeking new lands in which to expand your kingdom. You must explore wheat fields, lakes, and mountains in order to spot the best plots. But beware: other lords also covet these lands. Each turn, connect a new domino to your existing kingdom, making sure at least one side connects to a matching terrain type already in play.

Kittens in a Blender

Players: 2-4	Time: 20-40 Min.	Complexity: Easy

Description: You are twisted. I can't believe you actually want to put these adorable kittens in a blender! I guess that's none of my business. Maybe you're more of a dog person. Sure, kittens are curious by nature, but when they get in a kitchen full of dangerous appliances, it is up to you to save them. This fast-paced card game has players working to save all of their own kittens before the unthinkable happens. But sometimes the only way to save your precious litter of kittens is to let those curious little cats learn the lesson of why you should never play in a Blender!

Klask

Players: 2	Time: 10 Min.	Complexity: Easy

Description: A popular pub game in Denmark, *Klask* is a fast-paced table-top version of air hockey, only it uses multiple magnets and a small round ball. Players use magnetic handles under the board to control their playing pieces on top of the board.

Labyrinth: The Board Game

Players: 1-5	Time: 60-120 Min.	Complexity: Easy

Description: Players navigate the titular labyrinth, attempting to save Sarah's baby brother from Jareth the Goblin King. The group must try to find the goblin city whilst keeping their willpower as high as possible. Then the players will need to fight their way into Jareth's castle where Sarah must say the magical words that will release her brother.

Legends of the Hidden Temple

Players: 4-12	Time: 30 Min.	Complexity: Easy

Description: Earn the chance to enter Olmec's legendary Temple and retrieve the lost treasure. But beware – to earn this privilege, you must endure tests of fortitude and intelligence, winning the Pendants of Life to protect you from the dreaded Temple Guards. Do you have what it takes to take on all three rounds and escape from the Temple in time? The choices are yours and yours alone!

Letters from Whitechapel

Players: 2-6	Time: 60 Min.	Complexity: Medium

Description: Enter the poor and dreary Whitechapel district in London 1888. One player plays Jack the Ripper, and his goal is to take five victims before being caught. The other players are police detectives who must cooperate to catch Jack the Ripper before the end of the game.

Liar Liar

Players: 3+	Time: 30-60 Min.	Complexity: Easy

Description: A hilarious game about tricking your friends and figuring out who the BEST LIAR is.

Loaded Questions

Players: 3-6	Time: 45 Min.	Complexity: Easy

Description: "If you were invisible, where would you go?" "If you could be a member of any TV-sitcom family, what would you choose?" *Loaded Questions* is the hilarious game that tests players on how well they know each other with over 500 fun personality-filled questions.

Loot

Players: 2-8	Time: 20 Min.	Complexity: Easy

Description: Ahoy, matey! Swashbucklers lookin' to plunder the sea for riches should look no further! Players send a trading ship of value on a voyage in which it must survive a round of attacks from the other player's pirate ships. You defend your traders with your own pirates and collect the spoils of your attacks elsewhere.

Lords of Waterdeep

Players: 2-5	Time: 60-120 Min.	Complexity: Medium

Description: Players are powerful lords vying for control of the great city of Waterdeep. 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.

Love Letter

Players: 2-4 (or 8)	Time: 20 Min.	Complexity: Easy

Description: All of the eligible young men (and many of the not-so-young) seek to woo the princess of Tempest. Unfortunately, she has locked herself in the palace, and you must rely on others to take your romantic letters to her. Will yours reach her first?
Also available in Lovecraft Letter, Archer and Batman editions as well as 8 player Premium edition

Machi Koro: Bright Lights Big City

Players: 2-4	Time: 30 Min.	Complexity: Easy

Description: 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!

Machine of Death

Players: 2-4	Time: 30 Min.	Complexity: Easy

Description: A storytelling game set in a world in which a machine can predict how a person will die with 100% accuracy. Players of the game take the role of assassins, who must use the various tools at their disposal -- from storytelling to a slew of items available from specialty Black Market shops -- to create a situation in which a target is killed in a way in line with their Death Prediction.

Mars Attacks: The Miniatures Game

Players: 2	Time: 3-060 Min.	Complexity: Medium Easy

Description: he game allows two (or more) players to take on the role of Martian invaders or the human resistance, then battle for the fate of the planet! You set your armies on the table board and move units of aliens or human soldiers to fight to achieve goals, either by defending your position or vaporizing your opponents.

Master Mind

Players: 2	Time: 20 Min.	Complexity: Easy

Description: Guess the color of hidden pegs. A deduction game where a code breaker must figure out their opponent's color code. One player secretly makes a four-colored code, and the other player must figure it out, building upon information from previous guesses.

Mice and Mystics

Players: 1-4	Time: 120 Min.	Complexity: Medium

Description: A cooperative adventure game in which players work together to save an imperiled kingdom. Face countless adversaries such as rats, cockroaches, and spiders, and the castle's housecat, Brodie. The Cheese System allows players to hoard the crumbs of precious cheese and use it to bolster their mice with new abilities and overcome seemingly insurmountable odds.

Midgard

Players: 3-5	Time: 60 Min.	Complexity: Medium

Description: In this area-control board game with a mythic Scandinavian theme, players draft cards to place their Viking warriors and leaders in the different realms found in Norse mythology. Beware! Some regions will suffer Ragnarok, sending your pieces to Valhalla.

Midnight Taboo

Players: 4+	Time: 20 Min.	Complexity: Easy

Description: Adult version of Taboo! Players take turns describing a word or phrase on a drawn card to their partner without using five common additional words or phrases also on the card.

Monopoly

Players: 2-8	Time: Forever	Complexity: Easy

Description: A game that makes children believe in a fantasy world where battleships, thimbles, and hats are sentient and can own property. Welcome to the soul-crushing reality of capitalism.
Also available in Denver, The Simpsons, Socialism, and Deal (the card game) editions.

Mr. Lister's Quiz Shootout

Players: 3-8	Time: 15-30 Min.	Complexity: Easy

Description: Hey quiz-slingers! If you love ya quizzes and like yer lists, then welcome to my game - it's like an old-style Western shootout but with brains for guns. First, someone's gonna ask y'all a question with a ton of correct answers. Find an answer and live to play another day. Get it wrong, and you're out. But find a golden answer and you're into the shootout.

Munchkin

Players: 3-6	Time: 60-120 Min.	Complexity: Easy

Description: Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run! You and your friends compete to kill monsters and grab magic items. Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm… or maybe the Chainsaw of Bloody Dismemberment.
Also available in Munchkin: Rick and Morty and Munchkin: Shakespeare

Mystery of the Abbey

Players: 3-6	Time: 60-90 Min.	Complexity: Medium

Description: A whodunit deduction game in the spirit of *Clue*. A monk has been murdered in a medieval French abbey. Players maneuver their way through the abbey examining clues and questioning each other to find out the identity of the culprit.

Name 5

Players: 2+	Time: 30-60 Min.	Complexity: Easy

Description: Can you name the five Great Lakes in 30 seconds? Sure, but can you name five things you shouldn't say to your boss? That's the idea behind this quick-thinking team trivia game. When it's your team's turn, roll the die and move your pawn that many spaces. You'll then draw a card and you and your teammates will try to name 5 things that fit a category within 30 seconds.

Nut Hunt

Players: 1-5	Time: 30 Min.	Complexity: Medium Easy

Description: Nut Hunt is a fast-paced squirrel placement game where 1-5 players battle for control of the forest. But watch out! The wily fox roams the board scattering squirrels. Clever players will use the fox to their advantage, positioning their critters to scatter onto favorable territories, or strategically hassling the fox to foil their opponents' plans.

One Night: Ultimate Werewolf

Players: 3-10	Time: 10 Min.	Complexity: Easy

Description: A fast game 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 only one night and the following morning, the players will determine who among them is a werewolf… hopefully.

Onitama

Players: 2	Time: 15-20 Min.	Complexity: Medium

Description: An elegant and simple game of martial tactics, chess-like with a Japanese theme. Both players start with five pawns on their side, with the main pawn (the Master) in the middle. Each player can make only one of two different moves on their turn. Capturing the opponent's Master, or moving your Master into your opponent's Master's starting space, wins you the game.

Oops My Bad

Players: 2-12	Time: 20-60 Min.	Complexity: Easy

Description: An elegant and simple game of martial tactics, chess-like with a Japanese theme. Both players start with five pawns on their side, with the main pawn (the Master) in the middle. Each player can make only one of two different moves on their turn. Capturing the opponent's Master, or moving your Master into your opponent's Master's starting space, wins you the game.

The Oregon Trail Card Game

Players: 2-6	Time: 30-45 Min.	Complexity: Easy

Description: All sorts of gruesome deaths await you and the rest of your wagon party in this card game version of the classic computer game. To win you'll need to keep one player alive all the way from Independence, MO to the Willamette Valley. But between rattlesnakes, starvation, dead oxen, broken bones, dysentery, and a host of other calamities, the odds are long.

Pandemic

Players: 2-4	Time: 45 Min.	Complexity: Medium

Description: Several virulent diseases have broken out simultaneously all over the world! 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!

Parcheesi

Players: 2-6	Time: 30 Min.	Complexity: Easy

Description: The national game of India dates back to 4 AD. Each player must move their pawns around the board to the "home" section. All players move around the same board, so they may capture each other's pawns. Captured pawns are returned to their player's corner and must start their journey over. The winner is the first player to move all pawns "home."

Patchwork

Players: 2	Time: 15-30 Min.	Complexity: Easy

Description: Wwo players compete to build the most aesthetic (and high-scoring) patchwork quilt on a personal 9x9 game board.

Phase 10

Players: 2-6	Time: 45 Min.	Complexity: Easy

Description: A rummy-type card game where players compete to be first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color, etc. The first player to finish completing the 10th phase wins!

Photosynthesis

Players: 2-4	Time: 45 Min.	Complexity: Medium

Description: 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!

Pick Your Poison

Players: 3-10	Time: 30-60 Min.	Complexity: Easy

Description: Everything good comes at a cost. What are you willing to live with? Win by playing your best perk and poisoning your neighbors.

Pixel Lincoln

Players: 1-4	Time: 45 Min.	Complexity: Easy

Description: Travel through time and space, searching for the pieces needed to restore the balance of time. There are enemies in every corner, and as Pixel Lincoln, you must defeat them – but first you need to build an awesome deck! Equip the finest weapons, bring your best cheat codes, and do whatever it takes to get the highest score!

Pixel Tactics

Players: 2	Time: 30 Min.	Complexity: Medium

Description: A head-to-head game of tactical combat for two players. Each player has an identical deck of 25 cards from which they draft a leader. The leader's abilities vastly alter the strategy and playability of every other card in the deck, making the game playable in 25 different ways.

Poo: The Card Game

Players: 2-8	Time: 5-15 Min.	Complexity: Easy

Description: 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.

Pope or Nope

Players: 2-6	Time: 20-30 Min.	Complexity: Easy

Description: His Holiness Pope Peter II lies on his deathbed. You are among the few Cardinals he trusts to serve as his successor, but you have to earn it by performing good deeds. To complicate things, the other Cardinals won't go down without a fight; they'll do everything they can to sabotage your every move. Pay them back in kind. Do evil, that good may come in this fast-paced, take-that card game for 2-6 players.

Probe

Players: 2-4	Time: 60 Min.	Complexity: Easy

Description: 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.

Puerto Rico

Players: 2-5	Time: 90-150 Min.	Complexity: Medium

Description: Players assume the roles of colonial governors on the island of Puerto Rico. The aim of the game is to amass victory points by shipping goods to Europe or by constructing buildings.

Punderdome

Players: 3+	Time: 30-90 Min.	Complexity: Easy

Description: One part game, one part conversation starter, you don't need to be a pun master to master Punderdome: the goal is to make bad jokes and have fun along the way.

Quarto

Players: 2	Time: 20 Min.	Complexity: Medium Easy

Description: Quarto has a 4×4 board and 16 pieces. Each piece has four dichotomous attributes — color, height, shape, and consistency — so each piece is either black or white, tall or short, square or round, and hollow or solid. The object is to place the fourth piece in a row in which all four pieces have at least one attribute in common. The twist is that your opponent gets to choose the piece you place on the board each turn.

Quickwits

Players: 3+	Time: 20-30 Min.	Complexity: Easy

Description: A fast-paced card game based on naming items within certain categories and descriptions. The game is very similar to Anomia, but the content is more mature in theme.

Rabbit Hole

Players: 3+	Time: 20-45 Min.	Complexity: Easy

Description: Players try to deduce the correct answer for popular internet searches!

Race for the Galaxy

Players: 2-4	Time: 30-60 Min.	Complexity: Medium

Description: Players build galactic civilizations by playing game cards in front of them that represent worlds or technical and social developments.

RANKaree

Players: 3-7	Time: 15-60 Min.	Complexity: Medium

Description: A casual and fast card game extracted from the Living Starship universe. Each player is a ship captain vying to have their crew complete the most work to earn the admiral's attention.

Red7

Players: 2-4	Time: 5-30 Min.	Complexity: Easy

Description: The rules of "Red" are simple: highest card wins! But "Red" is just one of seven games you'll be playing in Red7, and if you're not winning the current game at the end of your turn, you're out! The last person standing wins the round.

Red Dragon Inn

Players: 2-4	Time: 45 Min.	Complexity: Medium Easy

Description: 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.

The Resistance

Players: 5-10	Time: 30 Min.	Complexity: Easy

Description: A party game of social deduction inspired by *Mafia* and *Werewolf*, yet it is unique in its core mechanics, which increase the resources for informed decisions, intensify player interaction, and eliminate player elimination.
Also available in The Resistance: Avalon edition

Rick and Morty: Mr. Meeseeks' Box o' Fun

Players: 2-6	Time: 30 Min.	Complexity: Easy

Description: In this dice-based game, you draw Request cards like "Make Me a Sandwich" or "I Want to be a More Complete Woman." Then roll your dice to see whether you complete the Request. If not, press the button and summon Mr. Meeseeks to help you out. He wants to help. He hates his existence. As soon as your Request is completed, he can cease to exist and everything will be just grand.

Rick and Morty: Total Rickall

Players: 2-5	Time: 30 Min.	Complexity: Easy

Description: Parasites masquerading as family and close friends have infiltrated and have inserted pleasant memories into everyone's minds to make them think they're real — and more keep coming! You must figure out which of these new, zany characters are real and which ones are parasites that need to be exterminated. Think you've got what it takes to *burp* save the world?

Risk

Players: 2-6	Time: 120 Min.	Complexity: Easy

Description: The game of global conquest. Take over the world in this exciting game of military strategy. Players set out to conquer their enemies' territories by building an army, moving in troops, and engaging in battle. "I'm not letting you cheat Newman. You're not getting anywhere near that board." "Jerry, I'm a little insulted." "You're not a little anything, Newman."
Also available in The Lord of the Rings and Risk: 2210 A.D. editions

Rummikub

Players: 2-4	Time: 60 Min.	Complexity: Medium

Description: Similar to classic Rummy: you try to get rid of all your tiles by forming numbers into runs of 3 tiles or more, or 3 to 4 of a kind. The colors of the numbers on the tiles are like card suits. This game may start rather uneventfully, but when the players start putting more and more tiles in play, the options for your upcoming turns can become more complex, challenging, and exciting.

Saved by the Bell

Players: 2-6	Time: 15-45 Min.	Complexity: Easy

Description: RING! Class is back in session at Bayside High School! You'll be reaching "squad goals" with Zack, Jessie, Kelly, Slater, Lisa, and Screech as you hit the school hallways or visit The Max, your favorite café hangout. In the official Saved by the Bell Game, you'll relive the classic 90's sitcom and the unforgettable episodes.

Sayu

Players: 2	Time: 15-45 Min.	Complexity: Medium

Description: Sayū is an abstract strategy tile-laying, tile-flipping for two players. It is played with 49 unique two-sided octagonal wooden tiles and uses no board. The objective of the game is to have more tile of your color face up when all the tiles are placed.

Scattergories

Players: 2-6	Time: 30 Min.	Complexity: Easy

Description: Each player fills out a category list with answers that begin with the same letter. If no other player matches your answers, you score points. After 3 rounds a winner is declared, and a new game can be begun.

Scrabble

Players: 2-4	Time: 90 Min.	Complexity: Easy

Description: The classic word game beloved by grandmothers everywhere. Players use their seven drawn letter-tiles to form words on the gameboard. "Kwyjibo: a big, dumb, balding North American ape with no chin and a short temper."

Secret Hitler

Players: 5-10	Time: 45 Min.	Complexity: Easy

Description: A dramatic game of political intrigue and betrayal. Each player is randomly and secretly assigned to be a liberal or a fascist, and one player is Secret Hitler. The fascists coordinate to sow distrust and install their cold-blooded leader; the liberals must find and stop the Secret Hitler before it's too late.

Sequence

Players: 2-12	Time: 30 Min.	Complexity: Easy

Description: The game you've always seen lying around but never played. Turns out it's actually a pretty fun board game/52-card combination! Players use their hand of playing cards to create rows, columns or diagonals of 5 connected checkers on the game board.

Set

Players: 2-20	Time: 30 Min.	Complexity: Easy

Description: Each card contains 1-3 objects, with all of the objects on a card having the same color, shape and shading, e.g., two purple shaded ovals. A set consists of three cards that are either all alike or all different in each attribute. All players compete simultaneously and try to claim sets of cards in a single pass through the deck. Whoever claims the most sets wins!

Sheriff of Nottingham

Players: 3-5	Time: 60 Min.	Complexity: Easy

Description: Prince John is coming to Nottingham! Players are merchants hoping to make quick profits by selling goods in the bustling city during the Prince's visit. But first players must get their goods through the city gate, past the Sheriff of Nottingham. Should you play it safe with legal goods and make a profit, or risk it all by sneaking in illicit goods?

Shiperio: The Game of Golf

Players: 2-6	Time: 20 Min.	Complexity: Easy

Description: A golf game that is played with cards. No, seriously, it's actually fun. The object of the game is the same as it is on the course... to shoot the lowest score. Cards range from an Ace up to the dreaded Snowman (an 8). Play nine holes or eighteen, it's up to you. Just like on the course, players will succeed with skill, strategy, and a little luck!

Skip-Bo

Players: 2-6	Time: 20 Min.	Complexity: Easy

Description: Build runs from 1 to 12 and be the first to play all the cards from your deck.

Sinister Six

Players: 3-6	Time: 30-45 Min.	Complexity: Medium Easy

Description: Ten of Spider-Man's most sinister villains have come together in Sinister Six to form the ultimate team for a series of heists. Contribute your evil services to pull off the heist, or betray the others by snatching loot ahead of schedule. Make sure you're prepared for the massive final heist because if you get captured by Spider-Man in the last round, it's an instant loss for you!

Small World

Players: 2-5	Time: 40-80 Min.	Complexity: Medium

Description: Players vie for conquest and control of a world that is simply too small to accommodate them all. Small World is inhabited by a zany cast of characters such as dwarves, wizards, amazons, giants, orcs, and even humans, who use their troops to occupy territory and conquer adjacent lands on order to push the other races off the face of the earth.
Also available in Small World: Underground edition

Smash Up

Players: 2-4	Time: 45 Min.	Complexity: Medium

Description: Take the 20-card decks of two factions, shuffle them into a deck of forty cards, then compete to crush more Bases than your opponents! Each faction involves a different gaming mechanism: pirates move the cards, zombies bring back cards from the discard pile, dinosaurs have enormous power, etc. Each combination of factions brings a different gaming experience.

Sol: Last Days of a Star		
Players: 1-5	**Time: 45-90 Min.**	**Complexity: Medium Hard**
Description: The Sun has become increasingly unstable. The various inhabitants of the planets in this solar system are launching one last effort to save themselves. Each player represents a different planetary effort to transmit as much energy from the Sun back to their Ark so they can to escape the solar system before the Sun explodes!		

Sorry!		
Players: 1-4	**Time: 30 Min.**	**Complexity: Easy**
Description: Race your four game pieces from Start around the board to your Home in this Pachisi *type game.* *Also available in Sorry! Not Sorry! The Adult version.*		

Space Base		
Players: 2-5	**Time: 60 Min.**	**Complexity: Medium**
Description: Players assume the roles of Commodores of a small fleet of ships. Use cargo vessels to engage in trade and commerce; mining vessels to build reoccurring base income; and carriers to spread your influence. Establish new colonies for a new Commodore in a sector to gain even more influence. Gain enough influence and you can be promoted to Admiral!		

Splendor		
Players: 2-4	**Time: 30 Min.**	**Complexity: Easy**
Description: A game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, and 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.		

Star Realms		
Players: 2	**Time: 20 Min.**	**Complexity: Easy**
Description: A fast paced deck-building card game of outer space combat. Make use of Trade to acquire new Ships and Bases. 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!		

Stone Age		
Players: 2-4	**Time: 60-90 Min.**	**Complexity: Medium**
Description: Players 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.		

Stratego

Players: 2	Time: 45 Min.	Complexity: Medium

Description: The game board 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 board 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.

Sushi Go!

Players: 2-5	Time: 15 Min.	Complexity: Easy

Description: 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! But be careful which sushi you allow your friends to take; it might be just what they need to beat you!

Suspend

Players: 1-4	Time: 15 Min.	Complexity: Easy

Description: Reverse Jenga/pick-up sticks. Be the first player to get rid of your share of the 24 notched, rubber-tipped wire pieces. Hang them from a shared tabletop stand using only one hand. If anything touches the table after you place your piece, you must remove and reposition it; if anything falls off, you have to keep those pieces and try to hang them again on future turns.

Taboo

Players: 4-10	Time: 20 Min.	Complexity: Easy

Description: Players take turns describing a word or phrase on a drawn card to their partner without using five common additional words or phrases also on the card. The opposing partners watch a timer and use a buzzer to stop the game, buzz the player describing if one of the five off-limits words or phrases is used, or the describing player makes any gestures.
Also available in Midnight Taboo edition

Talisman

Players: 2-6	Time: 90 Min.	Complexity: Medium

Description: An adventure board game set in a high fantasy medieval world. Players have 14 characters to choose from all based on role playing archetypes: heroes, wizards, villains, thieves, monsters, etc. Players travel the world to find equipment, weapons, ancient relics, and companions that will help them on their quest to acquire the Crown of Command.

Telestrations After Dark

Players: 4-8	Time: 30 Min.	Complexity: Easy

Description: The telephone game meets *Pictionary* meets your filthy mind. Players sketch a word dictated by the roll of a die, then pass it for the next player to guess. Then *that* player passes their guess along to be sketched by the *next* player!

Tichu		
Players: 4	**Time: 60 Min.**	**Complexity: Medium Easy**
Description: a partnership climbing card game, and the object of play is to rid yourself of your hand, preferably while scoring points in the process.		

Ticket to Ride		
Players: 2-5	**Time: 30-60 Min.**	**Complexity: Easy**
Description: There ain't no gettin' offa this train we're on! 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. *Also available in Ticket to Ride: Europe edition*		

Trivial Pursuit		
Players: 2-7	**Time: 30 Min.**	**Complexity: Easy**
Description: Each player has a circular playing piece with six pie-shaped holes. The goal of the game is to collect a pie in each color. The colors correspond to different question categories. *Also available in 90's Edition and Lord of the Rings.*		

Trogdor!!: The Board Game		
Players: 1-6	**Time: 30-60 Min.**	**Complexity: Medium Easy**
Description: For centuries, the legendary wingaling dragon Trogdor the Burninator has terrorized the peasant kingdom of Peasantry with his scorching flames and greased-up beefy arm. Now, he has descended from the mountains once again and will not stop until he burninates the entire countryside and all those unfortunate enough to get in his way! Take on the roles of these acolytes of the Burninator, each with their own unique abilities and magical items. Take turns guiding Trogdor on his destructive lost weekend around Peasantry. Help him avoid pesky knights and archers, devour peasants, burninate the countryside, and, of course, the thatched roof COTTAGES!!		

Unlock!		
Players: 2-6	**Time: 45-75 Min.**	**Complexity: Medium**
Description: A cooperative card game inspired by escape rooms that uses a simple system which allows you to search scenes, combine objects, and solve riddles. Play *Unlock!* to embark on great adventures, while seated at a table using only cards and a companion app that can provide clues, check codes, monitor time remaining, etc.		

UNO		
Players: 2-10	**Time: 30 Min.**	**Complexity: Easy**
Description: Players attempt to play a card by matching its color, number, or word to the topmost card on the discard pile. If unable to play, players draw a card from the draw pile, and if still unable to play, they pass their turn. First player to empty their hand wins. Fun fact: *UNO* is a commercial version of Crazy Eights, a public domain card game played with a standard deck of playing cards. *Also available in "Harry Potter and the Licensed UNO Card Game" edition*		

Upwords		
Players: 2-4	**Time: 90 Min.**	**Complexity: Easy**
Description: A 3-dimensional word game! Players take turns forming words on an 8x8 gameboard. Words may be formed horizontally or vertically on the grid, as in *Scrabble*, but the letters may also be stacked, so already-played words can be changed into different words by having letters stacked.		

Urban Dictionary Game		
Players: 3-8	**Time: ???**	**Complexity: Easy**
Description: In the Urban Dictionary Game, players mix words, definitions, pictures and names to form irreverent combinations! They can also draw or act out words and definitions to win over the judge and rule the round.		

Utter Nonsense		
Players: 4-20	**Time: 30 Min.**	**Complexity: Easy**
Description: A card game where players combine stereotypical accents with outrageous phrases to create sayings that are just plain ridiculous. Picture a grandma bragging about sexting or a redneck evaluating the finer points of an isosceles triangle. Sometimes the phrases pair well with the accents, but for the most part they don't — and that's utter nonsense.		

Valley of the Pharaohs		
Players: 3-6	**Time: 60 Min.**	**Complexity: Easy**
Description: Egypt 1926. You're tasked with collecting the legendary Scepter of Amun-Ra. As you make your way to the Valley of the Pharaohs, you will face desert bandits, blinding sandstorms and the ill wishes of your fellow players.		

Viticulture		
Players: 2-6	**Time: 90 Min.**	**Complexity: Medium**
Description: The players have inherited meager vineyards in Tuscany. They have a few plots of land, an old crushpad, a tiny cellar, and three workers and must make their winery a true success. The players determine how 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.		

The Voting Game		
Players: 5-10	**Time: 30 Min.**	**Complexity: Easy**
Description: The Voting Game is an adult party game that uncovers the hilarious truth about your friendships. Each Round, vote anonymously for the player that is described by the current question. Tally the votes and watch as the personalities of your friends are revealed.		

The Werewolves of Miller's Hollow		
Players: 8-18	**Time: 30 Min.**	**Complexity: Easy**
Description: Each player is secretly assigned a role – Werewolf, Ordinary Townsfolk, or special characters such as The Sheriff, The Hunter, The Witch, etc. At night, the Werewolves secretly choose a Villager to kill. During the day, the Villager who was killed is revealed and out of the game. The remaining Villagers then deliberate and vote on a player they suspect is a Werewolf.		

Who's Most Likely To...

Players: 4	Time: 15-30 Min.	Complexity: Easy

Description: Also known as *Drunk Stoned or Stupid*. A party game where a card is drawn each round and the group decides who in the group should be tagged with the card. Accusations can be based off of personality traits, past stories, etc. As long as you can argue your point, it's fair game. The judge considers all accusations and makes the final ruling on who should be tagged with the card.

Whodunit

Players: 2-6	Time: 60 Min.	Complexity: Easy

Description: Players snoop through an elegant mansion searching for clues that will identify suspects to the crime. Each player tries to outsmart his opponents and be the first to discover "whodunit". But if a player falsely accuses an opponent, he must leave the mansion. The player with all the correct clues solves the crime and is declared the winner.

wikiHow to Meme

Players: 3-12	Time: 30 Min.	Complexity: Easy

Description: A goofy card game where you'll use your wits to match a How-To Title to one of our silliest wikiHow images. The goal of the game is to gain Image Cards by submitting the best How-To Title Card for each round. The first player to collect 5 Image Cards wins the game!

With a Smile & a Gun

Players: 1-2	Time: 30 Min.	Complexity: Medium Easy

Description: is a fist-clenching game of intrigue and sneakiness in which two criminal gang leaders fight over the domination of a city's underground businesses during a very noir Prohibition Era. They have to outthink their rival, send the police into their business, use their network's abilities, and decide when to lay low and when to go all-out.

Wingspan

Players: 1-5	Time: 40-70 Min.	Complexity: Medium

Description: Attract a beautiful and diverse collection of birds to your wildlife preserve in this competitive, medium-weight, card-driven, engine-building board game.

Wizard's Quest

Players: 2-6	Time: 180 Min.	Complexity: Medium

Description: A Heroic Fantasy Wargame wherein Peacemaker the Wizard, tired of eons of conflict over rulership of the island kingdom of Marnon, sets up a quest competition to choose the rightful ruler and end all bloodshed forever. It's like Risk with a twist!

Word Domination

Players: 2-4	Time: 20-45 Min.	Complexity: Medium Easy

Description: Word building meets area control. Play as one of eight diabolical super villains, competing to steal the world's priceless artifacts before your opponents have a chance.

Yahtzee		
Players: 2-10	**Time: 30 Min.**	**Complexity: Easy**
Description: The classic dice game played with 5 dice. Each player rolls the dice up to 3 times in hope of making 1 of 13 categories— 3 of a kind, 4 of a kind, straight, full house, etc. Requests for this noisy game will be granted pending on the hangover status of the staff.		

Zombies!!!		
Players: 2-6	**Time: 60 Min.**	**Complexity: Easy**
Description: Players take on the role of a survivor amid city streets sprawling with Zombies. They must conserve bullets and protect their life counters. At the end of a 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 Helipad tile and kill the Zombie there—or kill a total of 25 Zombies—wins.		