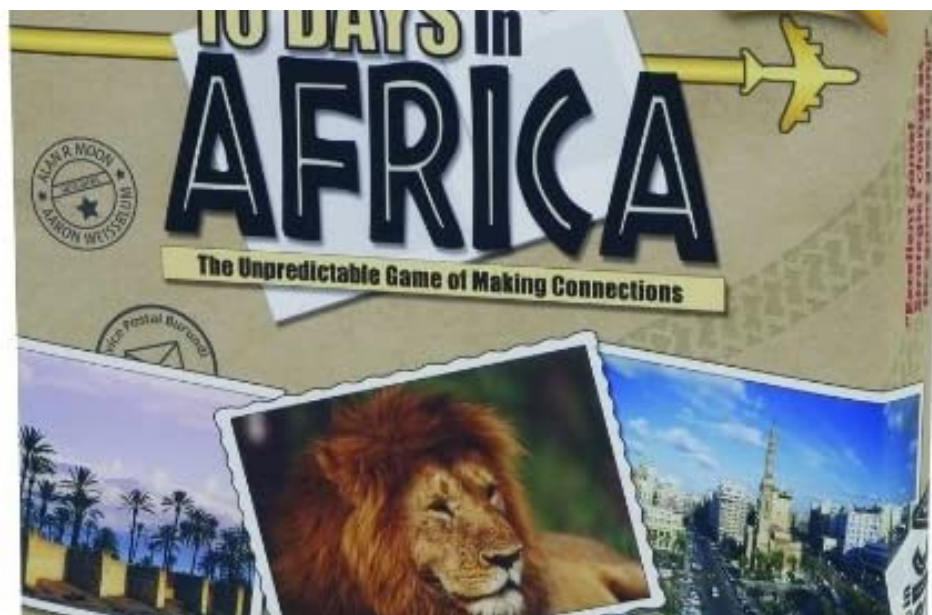


10 Days in Africa



LEARN TO PLAY
10 DAYS IN AFRICA

Scan & Learn
How To Play



Description

You have **10 DAYS IN AFRICA™** – touring by plane, car, and on foot. Chart your course from start to finish using destination and transportation tiles. With a little luck and clever planning, you just might outwit your fellow travelers. The first traveler to make correct connections for a ten-day journey wins the game.

Tiles are arranged on a player's tray, then a new tile is drawn. It can be used to replace a tile on one of the "days." Then that tile or the drawn tile are discarded face-up to one of three discard piles. Tiles may not be rearranged, only replaced.

You must complete your journey correctly, connecting by
foot - bordering country tiles set side-by-side,
air - countries of the same color with a same-colored airplane between them, or
automobile - a car can drive between two countries and a third country which borders them.

Game Specifics

Players - 2-4

Ideal # - 2

Duration - 20-30

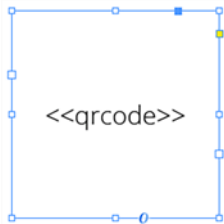
Age - 10+

Game Mechanics

.Connections

.Hand Management

10 Days in Asia



**Scan & Learn
How To Play**



Description

...You have 10 DAYS in ASIA - touring by train, airplane, ship, or on foot. Chart your course from start to finish using destination and transportation tiles. With a little luck and clever planning, you just might outmaneuver your fellow travelers. The first traveler to make connections for a ten day journey wins the game.

In this fourth installment of the [10 Days in series](#), the players are touring Asia, arranging their tiles on the ten days (open spots) of their trays to create a string of consecutive steps that, once completed, creates one consecutive journey. Tiles of neighboring countries may be placed side-by-side on the tray, with trains, ships and airplanes connecting distant countries depending on where they are located. Tiles cannot be rearranged in a tray, but must be replaced one at a time from the few face-up tiles available to all players, or from a random draw.

This installment introduces railroads which allow players to connect any countries that have stops along a selected rail line. These work in addition to the now-familiar airlines (connecting countries of the same color), and ocean liners (although now you have two oceans to contend with).

Game Specifics

Players - 2-4

Ideal # - 2

Duration - 25

Age - 10+

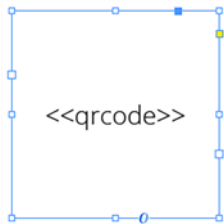
Game Mechanics

.Connections

.Hand Management

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

10 Days in Europe



**Scan & Learn
How To Play**



Description

"There is much to be discovered in Europe! Many roads lead to success in this exciting travel game - you just have to find the right one. Exchange your cards cleverly and find your way through Europe quickly to win. Ten cards must show continuous travel either by land, sea or air."

.Gameplay

All players pick tiles up one at a time, examining them and placing them onto any empty spot on their tile holders. Then, in turn, each player draws one tile and may replace one of their lined-up tiles with it. (Tiles may not be rearranged.) Tiles are drawn from one of the face-up discard piles or a face-down pile. The drawn card or replaced card is then discarded into one of the face-up piles. The first person to have all ten tiles satisfy the travel connection requirements wins.

Game Specifics

Players - 2-4

Ideal # - 2

Duration - 20-30

Age - 10+

Game Mechanics

.Connections

.Hand Management

10 Days in the Americas



**Scan & Learn
How To Play**



Description

The Unpredictable Game of Making Connections

Gather your sunglasses, snowshoes and mosquito spray - it's time to travel to new destinations with the 10 Days Series - the Americas!

Players use destination and transportation tiles to chart a course through North, Central and South America and the Caribbean - touring by airplane, cruise ship or on foot. With a little luck and clever planning, you just might outmaneuver your fellow travelers and be the first to make connections for a complete ten day journey!

Gameplay

Players begin by filling their tile holders, drawing and placing tiles into 10 spaces. Each space is a day of a player's trip. Each tile shows a country, a plane, or a ship. Tiles are drawn and placed one at a time, and cannot be moved once placed. Once all players' holders are full, a face-down draw pile is made of the remaining tiles, as well as three face-up discard piles. On his or her turn, a player either takes a face-down tile from the draw pile, or a face-up tile from the top of a discard pile. He or she then decides whether to exchange the new tile with an old one. The tile not being kept is then discarded. Players are attempting to have all 10 days of their trip connect, either by foot, by plane, or by ship. The first person to build a fully connected trip wins.

Game Specifics

Players - 2-4

Ideal # - 2

Duration - 20-30

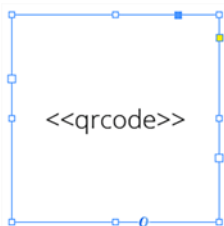
Age - 10+

Game Mechanics

.Connections

.Hand Management

10 Days in the USA



**Scan & Learn
How To Play**



Description

*You have **10 Days in the USA**. Travel the country by jet, car, and on foot. Plan your trip from start to finish using destination and transportation tiles. With a little luck and clever planning, you just might outwit your fellow travelers.*

This is the first installment in the [10 Days in series](#).

There are 50 state tiles, 10 colored airplane tiles, and 6 car tiles. Players all flip tiles one at a time, examine them, and put them in the 10 "days" of their tile tray, in any order. Then in turn, they draw a tile from one of three face-up piles or a face-down pile. The new tile may replace one tile in their tray, with that tile (or the unused drawn tile) discarded onto any of the face-up piles. Alternatively, players may swap any two tiles in their tray. When a player has all their days connected correctly, they win the game.

Travel Connections:

By Foot - bordering state tiles may be placed side-by-side

By Automobile - states may be connected by driving through a third state which borders them both (the car tile is put between them)

By Air - Two states of the same color may be connected by a same-color airplane placed between them"

Game Specifics

Players - 2-4

Ideal # - 2

Duration - 30

Age - 10+

Game Mechanics

.Connections

.Hand Management

1775 Rebellion



LEARN TO PLAY

1775 REBELLION

Scan & Learn
How To Play



Description

The Birth of America series continues with The American Revolution.

In **1775: Rebellion**, players take the roles of the American Continental Army and Patriots against the British Army and the Loyalists. Each side tries to control the colonies, provinces and territories. They call on the aid of Native Americans, as well as the German Hessians and French Army in order to successfully birth a revolution or quell the rebellion. The four factions each use their own deck of cards to move their units into positions. Battles are resolved quickly with custom dice. If you can control an entire colony, province or territory you raise a flag. When the game ends with the signing of the Treaty of Paris, the side with the most flag markers is the winner.

1775: Rebellion uses the same basic mechanisms as [1812: The Invasion of Canada](#), but to a different end result. The game is quicker (being 2-4 player) and the intermingling of units at the beginning of the game allows the action to start immediately. There are a few core rules that changed in order to better portray the goals of the war.

Game Specifics

Players - 2-4

Ideal # - 2 or 4

Duration - 60-120

Age - 10+

Game Mechanics

.Area Majority/Influence

.Area Movement

.Campaign/Battle Card

.Command Cards

.Dice Rolling

.Team Based

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

5 Second Rule



**Scan & Learn
How To Play**



Description

It should be easy to name 3 breeds of dogs - but can you do it under the pressure of 5 seconds twisting down, and with the other players staring at you, waiting for you to get flustered? Time's not on your side, so just say what comes to mind and risk ridiculous answers slipping out as time twirls down on the unique twisted timer! It's all in good fun with this fast-paced game where you have to "Just Spit It Out!"

Game Specifics

Players - 3-6

Ideal # - 4-6

Duration - 30

Age - 10+

Game Mechanics

.Action Timer

.Real-Time

7 Summits



**Scan & Learn
How To Play**



Description

...In *7 Summits*, you are a team of world class mountain climbers. Use the dice to your advantage to climb the tallest mountain on each of the seven continents, upgrade your equipment, and advance your skills. Will you be the first to climb them all?

In this dice drafting game, you'll choose a die to climb its associated mountain; you can stop early to play it safe, or press on for the summit. But watch out — each time you press on, you run the risk of an avalanche!

Game Specifics

Players - 2-5

Ideal # - 3

Duration - 30-40

Age - 12+

Game Mechanics

.Dice Rolling

.Die Icon Resolution

.Open Drafting

.Push Your Luck

.Track Movement

.Turn Order: Progressive

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Abandon All Artichokes



LEARN TO PLAY

ABANDON ALL
ARTICHOKES

**Scan & Learn
How To Play**



Description

A bumper-crop of prickly produce has overtaken your patch, and there's only one choice: abandon all artichokes! Prune your deck by harvesting fresh vegetables, each with a special power that lets you swap, discard, or compost cards. You need luck, strategy, and a green thumb to grow a winning hand!

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 20

Age - 10+

Game Mechanics

.Deck Bag Pool Building

.Open Drafting

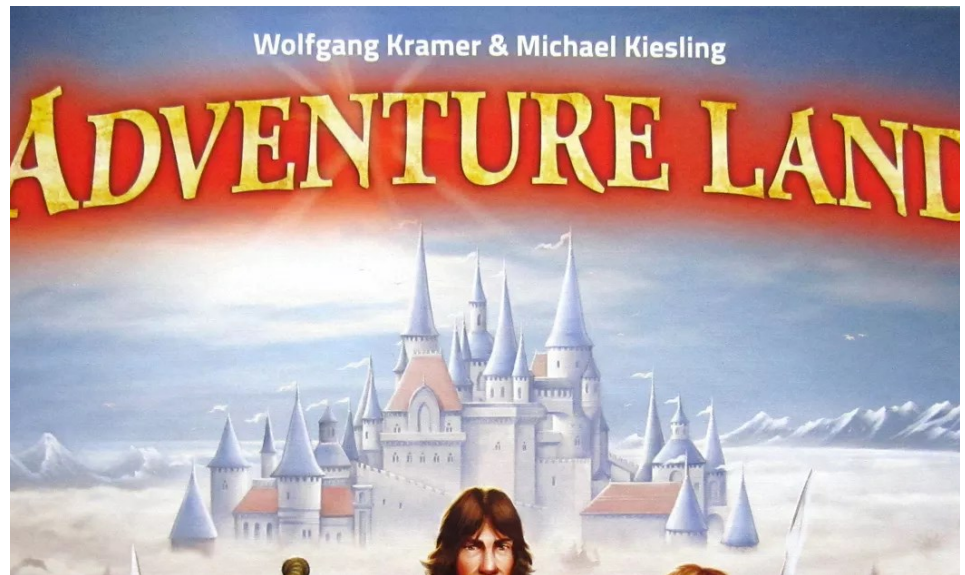
Adventure Land



LEARN TO PLAY

ADVENTURELAND

Scan & Learn



Description

In **Adventure Land**, King Agamis rules from his castle. Rich cities, vast forests and rugged mountain ranges dominate the country. The large river is known to be lined with gold and the forests filled with medicinal herbs, but dangers lurk beneath the fog! Only the bravest adventurers dare to face the challenges. When you move your adventurer tactically and bravely fight the fog creatures, you'll win the favor of the king. Illustrated by Franz Vohwinkel and designed by acclaimed duo Wolfgang Kramer and Michael Kiesling who between them have won the highly coveted Spiel des Jahres award 5 times.

—description from the publisher

There are three different adventure scenarios to choose from, depending on the age

Adventure 1 (The Fellowship) the simplest of the three adventures

Adventure 2 (The Magnificent) a little more challenging

Adventure 3 (Escape to the Cities) the most challenging because there are many things to pay attention to simultaneously.

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 45

Age - 10+

Game Mechanics

.Area Majority

.Influence

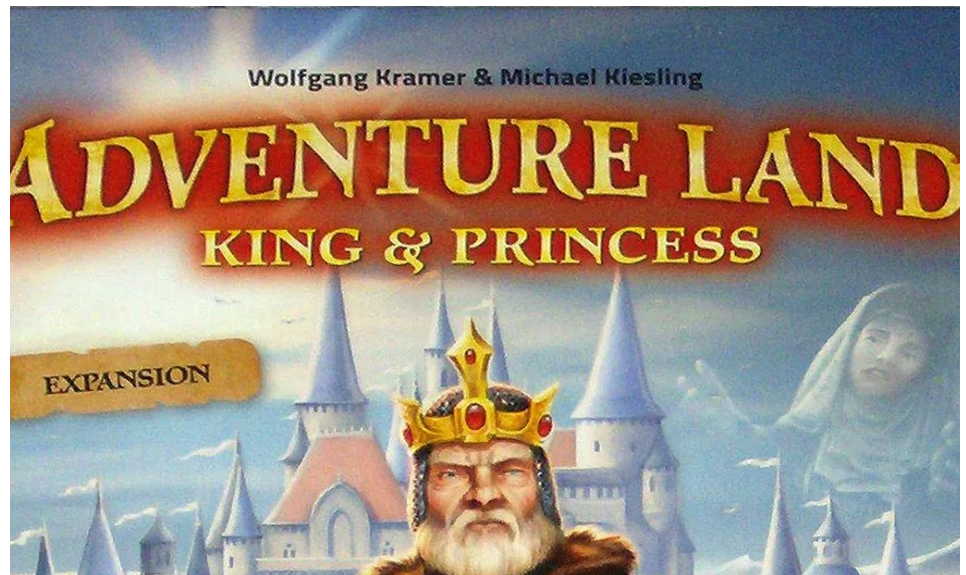
.Grid Movement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Adventureland King and Princess



**Scan & Learn
How To Play**



Description

Adventure Land: King & Princess features three new scenarios, as well as new components, for *Adventure Land* that bring even more variety into play. There are various challenges awaiting heroic adventurers: The princess has been kidnapped, the super fog creatures are attacking the capital city, and the king needs to be protected. The three new and very different scenarios make it continually varied and always exciting.

1. Kidnap of the princess
Who will be the first to collect all the keys and have enough combat strength to rescue the princess?
2. Uprising of the fog creatures
The players fight together against the super fog creatures in order to survive this cooperative adventure.
3. Rescue of the king
The full game board entices you with herbs, swords, and companions. Who can protect the king and collect the most of each item?

This is an expansion pack for Adventure land.

Game Specifics

Players - 2-4

Ideal # - 2

Duration - 45

Age - 10+

Game Mechanics

.Area Majority

.Influence

.Grid Movement

.Cooperative Game

.Modular Board

Animals on Board



LEARN TO PLAY
ANIMALS ON BOARD

Scan & Learn
How To Play



Description

The accessible and clever game *Animals on Board* features a two-tiered cardboard ark that will hold each player's animal tiles. At the start of the game, each player draws three animal tiles, chooses one of these tiles, and places it on a bracket of his ark without showing it to the other players.

The leftover animals that players initially drew begin forming what will become a single animal collective in the center of the table. The total number of animals in the collective is based on the number of players, but one animal in the collective will always be face-down. Each player also starts with one food crate and may never have more than five food crates at any time.

On each turn, a player has two options: (a) split a collective of animals into two groups and take a food crate, or (b) take one of the animal collectives into their ark by paying a food crate for each animal in that group. As players choose their group of animals, they drop out of the turn. The first player to drop out of a turn starts the next turn. The game ends when an ark has at least ten animals on board.

Before scoring, all animals in pairs are discarded because a guy called Noah claims all animal pairs for himself. Single animals score the points imprinted on the tile (from 1-5) and herds of animals automatically score five points each. Remaining food crates also score one point each.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 15-30

Age - 8+

Game Mechanics

.I cut/You choose

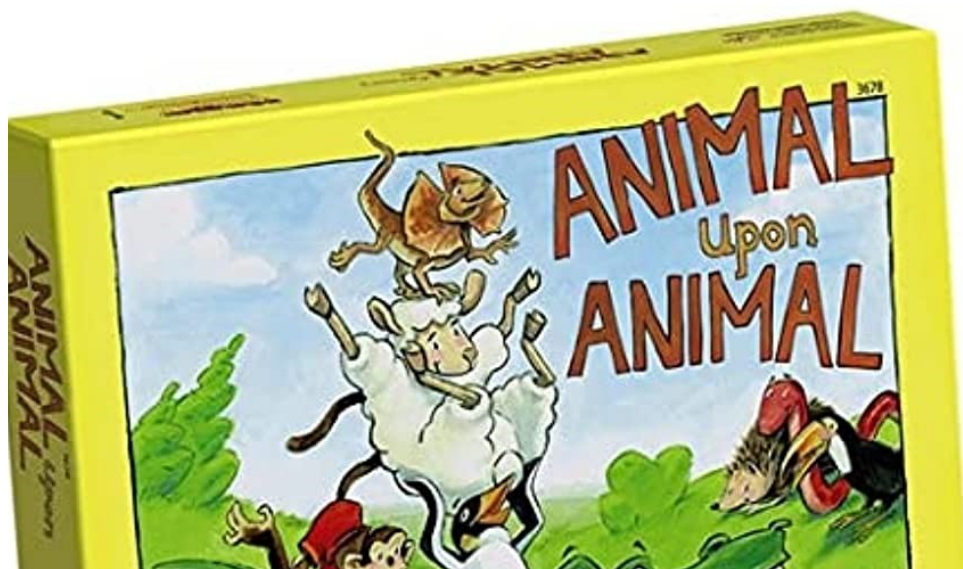
.Set Collections

Animal Upon Animal



LEARN TO PLAY
ANIMAL UPON ANIMAL

Scan & Learn
How To Play



Description

The animals want to show how good they are at making tall pyramids! They must be skillfully careful: Who will position the penguin on top of the crocodile, the sheep on top of the penguin, the serpent on the sheep? The hedgehog wants to stand on top of the pyramid but the height is making him dizzy.

Tier auf Tier (a.k.a. Animal Upon Animal, Pyramide d'animaux, and Dier op dier) is a simple stacking game, listed for [ages 4-99](#), with 29 cute wooden animals.

Each turn a player rolls the die and either places one or two animals on to the stack of animals, passes one of his or her animals to another player for them to place, or places an animal on the table, extending the base for other players to build upon. Of course, if any pieces fall off whilst you are building, you get up to two of them back. The first player to have used all of their animals wins.

This game, intended for children, is equally popular with adults.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 15

Age - 4+

Game Mechanics

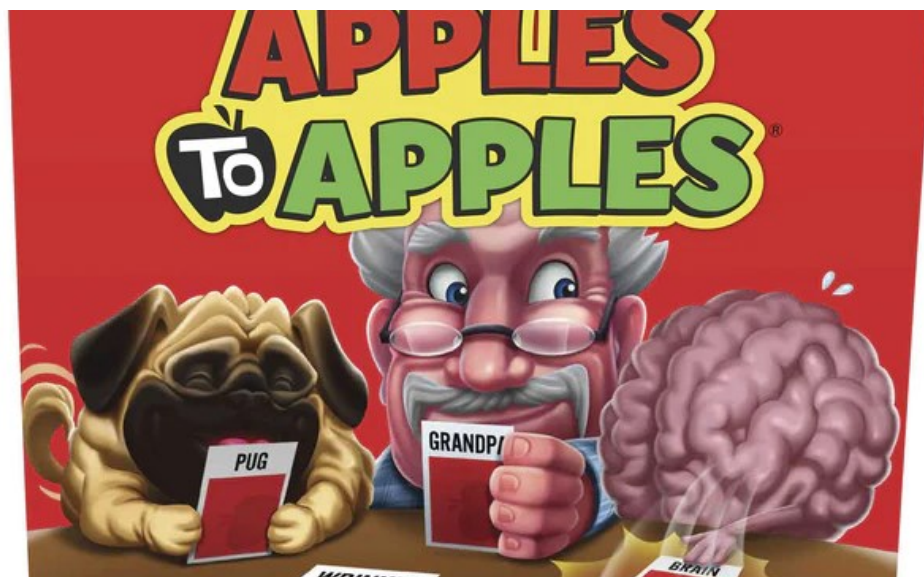
.Die Rolling

.Stacking/Balancing

Apples to Apples



**Scan & Learn
How To Play**



Description^T

The party game ***Apples to Apples*** consists of two decks of cards: *Things* and *Descriptions*. Each round, the active player draws a *Description* card (which features an adjective like "Hairy" or "Smarmy") 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.

Game Specifics

Players - 4-10

Ideal # - 6-8

Duration - 30

Age - 12+

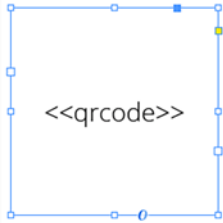
Game Mechanics

.Hand Management

.Player Judge

**.Simultaneous Action
Selection**

ARK



**Scan & Learn
How To Play**



Description

Noah is tearing out his beard as he doesn't have much time left to finish loading his ark. After all, the clouds are gathering and the rain could come at any-time. Meanwhile, the animals are gathering before the ark and waiting to be told who goes in which stalls. A handful of people have showed up to offer help, but they look like gamblers and game players!

In **Ark**, the players need to help load animals and supplies into Noah's ark in preparation for the rains to come – but you can't just shove animals into stalls willy-nilly. If the meat eaters are boarded with plant eaters, you won't have those plant eaters around by the time the water recedes. Animals from cold and warm climates also need to be bunked separately so that they can all be comfortable. On top of all that, you have to worry about the weight of the animals; load too many on one side of the ark and you'll all be treading water for the next forty days and forty nights...

The game consists of cards, animal tokens, and "action" discs. Your goal is to place your animal tokens (as victory points) based on characteristics of the animal and provision cards loaded on the "ark". Each player takes turns either placing cards or drawing cards from a face-up draft pile ([Card Drafting](#)) and the supply stack. Each card has characteristics (such as the animal size, diet, climate, scoring category, and special ability). Animals and provisions must be placed according to rules that prevent animals from eating each other, eating the supplies, or tipping the "ark" with their combined weight. When a card is played, the player may place a "victory point" animal token on one of the 5 scoring category cards. In this way, the game combines [Tile Placement](#) of the cards with [Set Collection](#) for types of victory points. The game ends when a fifth "Rain Card", somewhat randomly shuffled into the deck, is drawn. Players then score points for their animal tokens, and bonus points for having the most or second most tokens per category.

Game Specifics

Players - 3-5

Ideal # - 3

Duration - 45

Age - 8+

Game Mechanics

.Open Drafting

.Set Collection

. Tile Placement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

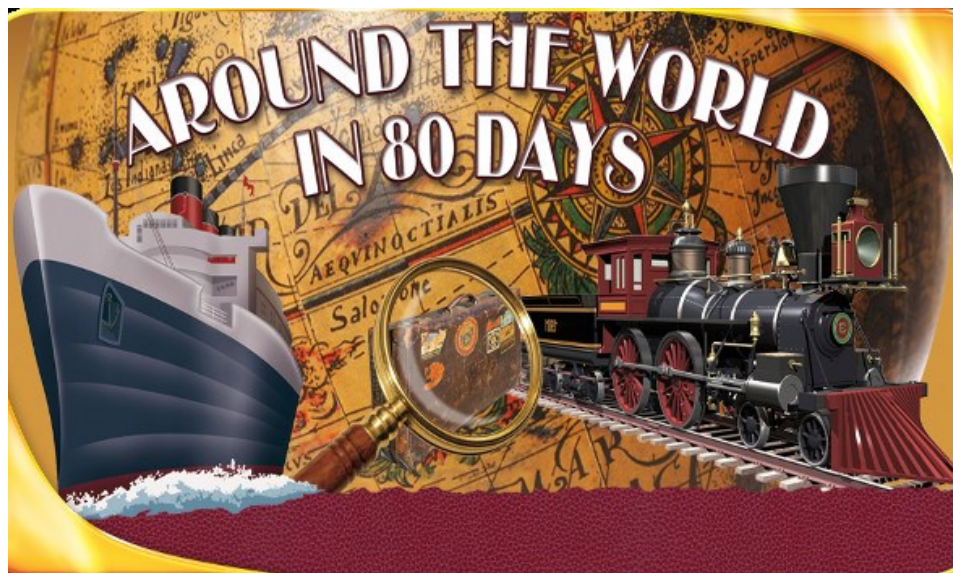
Around the World in 80 Days



LEARN TO PLAY

AROUND THE WORLD
IN 80 DAYS

Scan & Learn
How To Play



Description

Inspired by the Jules Verne novel, players are following in Phileas Fogg and Passepartout's footsteps, attempting to travel around the world in 80 days on a map with Victorian-era decorations.

On a player's turn, he chooses one of the face-up travel cards. Each card comes with an extra (getting to be first player in the next round, for example). Then he decides whether to travel to the next city. Does he want to wait until the next round in hopes of better cards, or will he make his journey now? If so, he must have and play the required travel cards. The two transportation types are trains and ships. For example, 2 ship cards are required to travel from Suez to Bombay, so 2 ship cards must be played; train cards won't help in this instance. Time is spent each step of the way in the form of days, and (while meeting certain other requirements) the winner is the player who spends the fewest number of days getting around the world. The number of days depends on the travel cards used, plus help from special cards, hindrance from the meandering detective, and so on.

Game Specifics

Players - 2-6

Ideal # - 5

Duration - 50-70

Age - 8+

Game Mechanics

.Hand Management

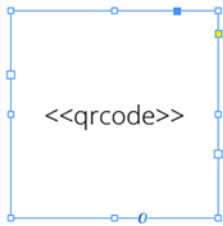
.Open Drafting

.Point to Point Movement

.Race

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Avalon



**Scan & Learn
How To Play**



Description

Avalon is a card-based game where a line of 11 landscape cards form the board and the cards in your hand are made up of Knights and Enchantresses. There are 8 of each in each of five different colors, for a total of 80 cards, which both players share as a common draw deck.

The game starts with the landscapes face down, randomly assigned knights or enchantresses on each player's side of the landscape cards, and five knights/enchantresses in each player's hand. In the course of the game, if you play knights on your side of the territory and you have at least as many cards on your side before playing the card, you have the option of declaring an attack with that knight. The other player has a chance to respond by defending with a knight of exactly the same color (in which case both knights are left in place). If the attacker is successful, the loser loses all of their cards from their side, and the winner loses an equal number. Then, the winner must lose an additional number of cards from their side or the hand equal to the total number of knights on both sides that were involved in the conflict. Finally, the region is turned face up with the crowns on the bottom facing toward the controlling player. You can only attack up to two landscapes per turn, but you may play as many cards as you would like to on your turn. The max hand size at the end of a round is 5. The object is to control 15 crowns at the end of your turn (number of crowns on a card ranges from 1-3).

Enchantresses normally will convert enemy knights from their side of the board to yours unless countered with a same color enchantress. The countering player receives the aggressor's attacking enchantress into his hand if he counters an enchantress.

When the player is done playing cards, he draws one of the 5 Light tiles or 4 Dark tiles that describe the options for replenishing cards in hand. Light tiles give you their benefit immediately, and Dark tiles give you their benefit at the beginning of your next turn. Each tile is used only once until all tiles have been used, at which point they are all available again. After drawing a replenishment tile, the player's turn is over and the game continues with the next player.

Game Specifics

| | |
|-------------------|------------|
| Players - | 2 |
| Ideal # - | 2 |
| Duration - | 45 |
| Age - | 12+ |

Game Mechanics

.Hand Management

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Azul



**Scan & Learn
How To Play**



Description

Introduced by the Moors, *azuleijos* (originally white and blue ceramic tiles) were fully embraced by the Portuguese when their king Manuel I, on a visit to the Alhambra palace in Southern Spain, was mesmerized by the stunning beauty of the Moorish decorative tiles. The king, awestruck by the interior beauty of the Alhambra, immediately ordered that his own palace in Portugal be decorated with similar wall tiles. As a tile-laying artist, you have been challenged to embellish the walls of the Royal Palace of Evora.

In the game *Azul*, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've 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.

Game Specifics

Players - 2-4

Ideal # - 2

Duration - 30-45

Age - 8+

Game Mechanics

.End Game Bonuses

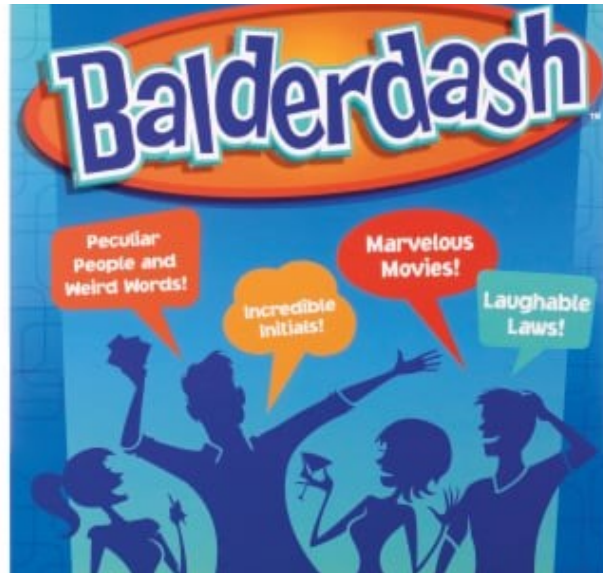
.Open Drafting

.Pattern Building

.Tile Placement

.Turn Order

Balderdash



Scan & Learn

Description

A clever repackaging of the parlor game *Dictionary*, **Balderdash** contains several cards with real words nobody has heard of. After one of those words has been read aloud, players try to come up with definitions that at least sound plausible, because points are later awarded for every opposing player who guessed that your definition was the correct one.

Versions of the game as a parlor game go back at least as far as 1970, although **Balderdash** itself was not published until 1984.

[Mattel, Inc.](#) republished **Balderdash** in 2006 in a form that derives its gameplay from the sequel [Beyond Balderdash](#).

Game Specifics

Players - 2-6

Ideal # - 5-6

Duration - 60

Age - 12+

Game Mechanics

.Paper & Pencil

.Voting

Bananagrams



**Scan & Learn
How To Play**



Description

Bananagrams is a fast and fun word game that requires no pencil, paper or board, and the tiles come in a fabric banana-shaped carrying pouch. One hand can be played in as little as five minutes. Much like [Pick Two!](#), but without the letter values.

Using a selection of 144 plastic letter tiles in the English edition, each player works independently to create their own 'crossword' faster than one's opponents. When a player uses up all their letters, all players take a new tile from the pool. The object of the game is to be the first to complete a word grid after the "bunch" of tiles has been depleted.

There are variants included in the instructions, such as Banana Smoothie and Banana cafe for limited set skills or space-deprived places, and the game is suitable for solo play.

Game Specifics

Players - 1-8

Ideal # - 3-5

Duration - 15

Age - 7+

Game Mechanics

.Race

.Real-Time

.Tile Placement

Bandido



LEARN TO PLAY

BANDIDOO

Scan & Learn
How To Play



Description

A light-security prisoner is trying to escape through tunnels starting underneath his cell. Will you be able to join forces and cards to stop him? **Bandido** is a cooperative game of strategy and observation for the entire family.

Game Specifics

Players - 1-4

Ideal # - 2

Duration - 10-15

Age - 6+

Game Mechanics

.Cooperative Game

.Network Route Building

.Solo Solitaire Game

.Tile Placement

Bang the Bullet



LEARN TO PLAY

BANG THE BULLET
CARD GAME

Scan & Learn
How To Play



Description

BANG! The Bullet! is the deluxe version of [BANG!](#) and its expansions. Coming in a deluxe bullet-'box' it contains:

- [BANG!](#) - Third Edition with reworked cards and rules
- [Dodge City](#) - Second Edition with reworked cards and characters
- [High Noon](#) - Second Edition
- High Noon II ([A Fistful Of Cards](#)) - Second Edition
- Two new exclusive High Noon cards - "New Identity" and "Handcuffs"
- Three new characters - [Uncle Will](#), [Johnny Kisch](#), and [Claus "The Saint"](#)
- Two blank cards
- One silver sheriff badge

Game Specifics

Players - 3-8

Ideal # - 6-7

Duration - 20-40

Age - 8+

Game Mechanics

.Hand Management

.Hidden Roles

.Player Elimination

.Take That

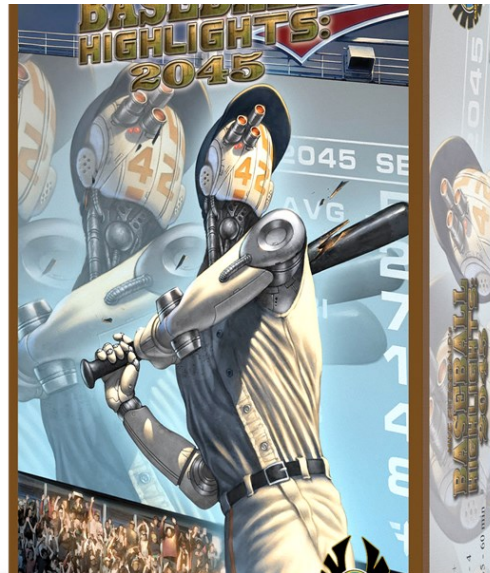
.Team Based

.Variable player powers

Baseball Highlights:2045



Scan & Learn How To Play



Description

American baseball was on its last legs as a spectator sport. Football had become the predominant national pastime — that is until the year 2032, the year baseball decided to revolutionize the game and regain the throne!

Starting in 2032, baseball games were shortened to six innings. Pitchers were encouraged to have bionic arm implants to improve their pitching. These cyborgs, or 'Borgs as they're affectionately known, were immediately popular and soon ruled the league. In 2041, robotic players were introduced to get more offense back into the game. These robots were similar to designated hitters in that they were used only to bat and did not field. However, recent reports indicate fielding 'Bots are on the way.

Now in 2045, human players are still in the game and known as Naturals. They are the best fielders by far but are sorely challenged when it comes to hitting and pitching. Some Naturals have learned to hit by swinging before the pitcher starts his windup, which gives them a chance to hit the ball. Although it's hard for a Natural to get into the league, those who do are popular. Many Naturals have named themselves after the great players of pre-2032 baseball by taking a first and last name borrowed from different star players of the past. The fans love them, and their presence on the team ensures good revenue!

The stage is now set! The fans are energized and root fanatically for their new favorites, be they 'Bots, 'Borgs or Naturals!

Game Specifics

Players - 1-4

Ideal # - 2

Duration - 45

Age - 9+

Game Mechanics

.Deck Bag Pool Building

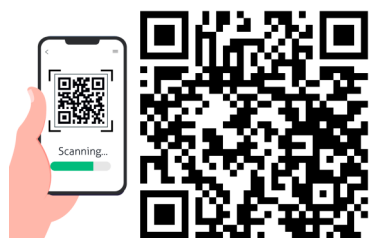
.Hand Management

.Open Drafting

.Solo / Solitaire

.Take That

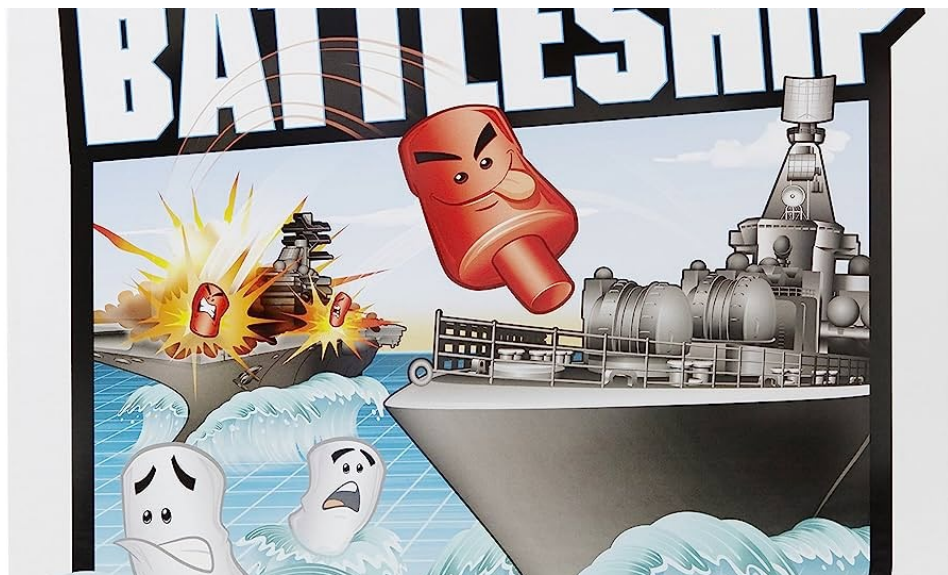
Battleship



LEARN TO PLAY

BATTLESHIP

Scan & Learn
How To Play



Description

Battleship was originally a pencil-and-paper public domain game known by different names, but [Milton Bradley](#) made it into the well known board game in 1967. The pencil and paper grids were changed to plastic grids with holes that could hold plastic pegs used to record the guesses.

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.

The **Salvo** variant listed in the rules allows each player to call out from 1 to 5 shots at a time depending on the amount of ships the player has left (IE: players each start off with 5 ships, so they start off with 5 shots. As ships are sunk, the players gets fewer shots). This version of the game is closer to the original pencil-and-paper public domain game. Many versions of the pencil-and-paper game have different amounts of shots based on the ship (IE: Battleship: 5 shots. Destroyer: 3 Shots, Etc.).

Game Specifics

Players - 2

Ideal # - 2

Duration - 30

Age - 8+

Game Mechanics

.Deduction

.Paper & Pencil

.Secret Unit Deployment

Between 2 Castles



LEARN TO PLAY

BETWEEN TWO
CASTLES

Scan & Learn
How To Play



Description

Between Two Castles of Mad King Ludwig is published by Stonemaier Games as part of a collaboration with Bezier Games.

The king demands a castle! You are a world-renowned master builder who has been asked by the Mad King Ludwig to help design his castles. Projects of such significance require the expertise of more than one person, so for each assignment you are paired with another master builder to execute your grandiose plans. Will your planning and collaborative skills be enough to design the most impressive castles in the world?

Between Two Castles of Mad King Ludwig is a competitive tile-drafting game in which each tile is a room in a castle. You work together with the player on your left to design one castle, and with the player on your right on another castle. On each turn you select two tiles from your hand, reveal them, then work with your partners to place them. To win, you have to share your attention and your devotion between two castles.

This game includes 147 regular room tiles with unique art, 83 other tiles, 20 bonus cards, 7 custom wooden castle tokens, 1 full-color, double-sided scorepad, and a 4-piece Game Trayz custom insert that reduces setup time to less than 60 seconds.

—description from the publisher

Game Specifics

Players - 2-7

Ideal # - 6

Duration - 45-60

Age - 10+

Game Mechanics

.Highest-Lowest Scoring

.Neighborhood Scope

.Open Drafting

.Set Collection

.Team-Based Game

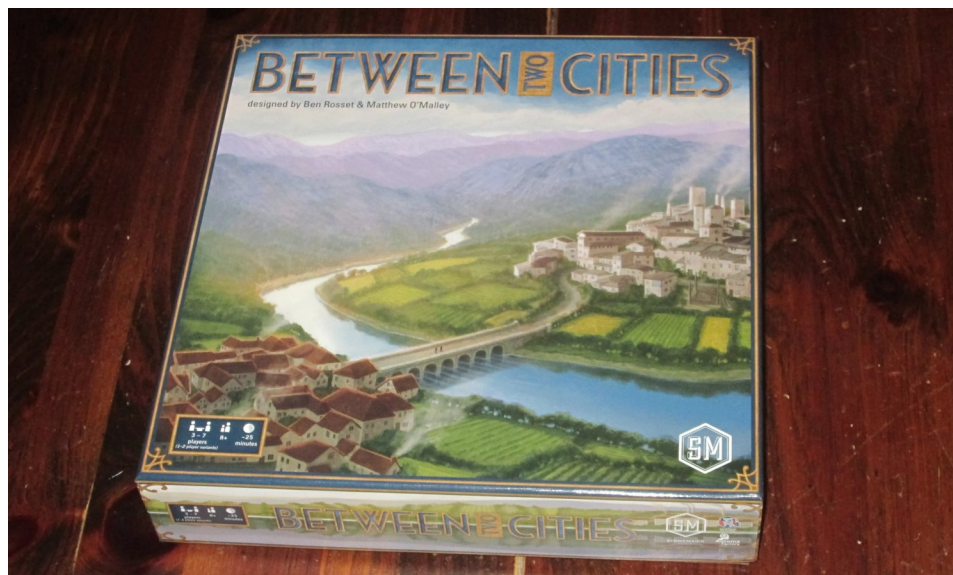
.Tile Placement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Between 2 Cities



**Scan & Learn
How To Play**



Description

It is the early 1800s, a time of immense construction and urbanization. You are a world-renowned master city planner who has been asked to redesign two different cities. Projects of such significance require the expertise of more than one person, so for each assignment you are paired with a partner with whom to discuss and execute your grandiose plans. Will your planning and collaborative skills be enough to design the most impressive city in the world?

Between Two Cities is a partnership-driven tile-drafting game in which each tile represents part of a city: factory, shop, park, landmarks, etc. You work with the player on your left to design the heart of one city, and with the player on your right to design the heart of another city. On each turn you select two tiles from hand, reveal them, then work with your partners separately to place one of those tiles into each of your two cities before passing the remaining hand of tiles around the table.

At the end of the game, each city is scored for its livability. Your final score is the lower of the livability scores of the two cities you helped design. To win, you have to share your attention and your devotion between two cities. The player with the highest final score wins the game.

The game features play for 3-7 players in 20-25 minutes, a 2-player variant for head-to-head competition as well as a solo variant.

Game Specifics

Players - 1-7

Ideal # - 5-6

Duration - 25

Age - 14+

Game Mechanics

.Closed Drafting

.Highest-Lowest Scoring

.Neighborhood Scope

.Set Collection

.Solo

.Tile Placement

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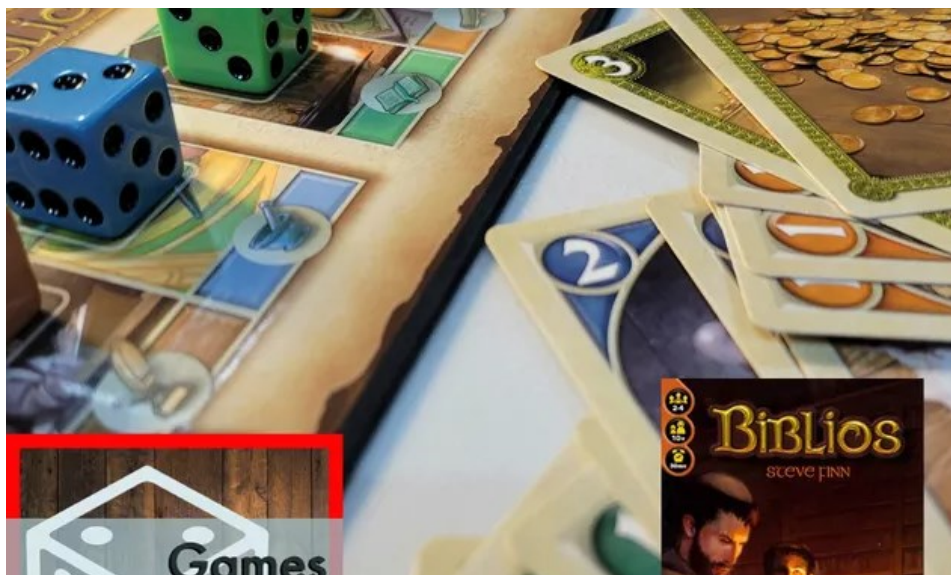
Biblios



LEARN TO PLAY

BIBLIOS

Scan & Learn
How To Play



Description

THE GAME CONCEPT

You are an abbot of a medieval monastery competing with other abbots to amass the greatest library of sacred books. To do so, you need to have both the workers and resources to run a well-functioning scriptorium. To acquire workers and resources, you use a limited supply of donated gold. In addition, you must be on good terms with the powerful bishop, who can help you in your quest.

OUTLINE OF GAME PLAY

The object of the game is to score the most Victory Points. You win Victory Points by winning any of the 5 categories: Illuminators, Scribes, Manuscripts, Scrolls, and Supplies. You win a category by having the highest total number of workers (Scribes, Illuminators) or resources (Manuscripts, Scrolls, Supplies) in that category. This is determined by the numbers in the upper left corner on the cards. At the start of the game, each category is worth 3 Victory Points. As the game progresses, the values on the Value Board will change and some categories will become worth more or fewer Victory Points than others. The game is divided into 2 stages: a Donation stage and an Auction stage. During the Donation stage, players acquire free cards according to an established plan. In the Auction stage, players purchase cards in auction rounds. After the two stages, winners of each category are determined and Victory Points awarded. The player with the most Victory Points wins.

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 30

Age - 10+

Game Mechanics

.Auction/Bidding

.Auction: Turn order

.Closed Drafting

.Commodity Speculation

.Hand Management

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Black Fleet



LEARN TO PLAY

BLACK FLEET

**Scan & Learn
How To Play**



Description

Pirates, merchants, and even the occasional captain of a Navy ship all seek glory and fortune on the Caribbean seas!

In the 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!

Game Specifics

Players - 3-4

Ideal # - 4

Duration - 60

Age - 14+

Game Mechanics

.Area Movement

.Grid Movement

.Hand Management

.Pick-up & deliver

.Take That

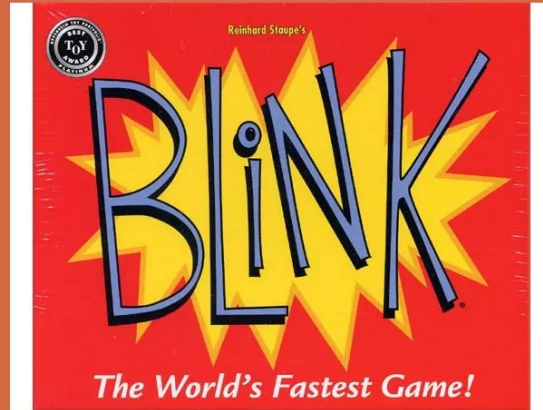
.Variable Player Powers

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Blink



**Scan & Learn
How To Play**



Description

The two-minute-long, two-player card game **Blink** bills itself as the fastest game in the world. Without taking turns, players race to empty their hands by matching the color, shape, or number of symbols on their cards in hand to the top card of the two discard piles in the center of the table. As soon as a player lays down one card, they can draw another, up to the hand size of three cards. If both players can't play, they can both draw a card directly onto the discard pile at the same time and then continue play. The first player to empty their hand and draw pile wins.

The rulebook includes variants for three- and four-player games.

Blink: Bible Edition is the same game with Christian faith icons.

Game Specifics

Players - 2-3

Ideal # - 2

Duration - 10

Age - 7+

Game Mechanics

.Pattern Recognition

Bloc by Bloc



LEARN TO PLAY

BLOC BY BLOC

Scan & Learn
How To Play



Description

Bloc by Bloc: The Insurrection Game is a semi-cooperative tabletop game inspired by 21st century protest movements, riots and popular uprisings. Each player controls a faction of revolutionaries—Workers, Students, Neighbors, or Prisoners—fighting against the State in the streets of a city that change with each game. Build barricades, clash with riot cops, occupy districts, loot shopping centers, and liberate the city before time runs out and the military arrives! Bloc by Bloc features hidden agendas, deep strategy, area control, asymmetrical player abilities, and a special method for randomly generating billions of unique city layouts. Bloc by Bloc 2nd edition features brand new art, streamlined gameplay, improved components and new objectives for the insurrection!

The game lasts up to 10 rounds. Each round is 1 night and each night has 2 phases. During the Nighttime phase, each player takes a turn: 3-5 actions followed by a police response that is controlled by the Police Ops deck and the level of Police Morale. Each player starts with 2 blocs in the city and can add more throughout the game. On a player's turn, they roll dice and take one action (such as looting, occupying, attacking, or barricading) for each die rolled with 1+ of their blocs. Players may use loot cards to enhance their actions. After all factions have taken their turns, the Sunrise phase begins, which is when police go on the attack and factions have a chance to liberate districts.

The police and the State are the common enemies of all factions. Factions must build occupations in all of their own districts for the social insurrection to be successful. However, each faction also has its own secret agenda with a set of specific tasks that faction must complete in order to win the game. The majority of factions will have Social Agendas and they must cooperate to win the game together. But some factions may have Vanguardist or Nihilist Agendas that secretly pit them against the social insurrection. These factions can only win the game alone!

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 120-180

Age - 13+

Game Mechanics

.Action Points

.Area Majority

.Cooperative

.Grid Movement

.Point to Point Movement

.Variable Player Powers

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Block & Key



**Scan & Learn
How To Play**



Description

In **Block and Key**, adventurers place 3D clay blocks in a centralized raised playing area, with the goal of completing their own request cards. The challenge is made more interesting as each player is limited to their "2D" viewpoint.

Each turn adventurers may either draw new blocks from the supply, or place ONE block into the shared space. They may then check to see if they have completed any request cards before filling their hand.

The first adventure to complete the number of request cards required by the player count ends the game. Scores will be tallied and one player named the victor.

—description from the publisher

Game Specifics

Players - 1-4

Ideal # - 4

Duration - 20-40

Age - 8+

Game Mechanics

.End Game Bonuses

.Line of Sight

.Open Drafting

.Pattern Building

.Square Grid

.Stack & Balancing

Blokus



**Scan & Learn
How To Play**



Description

Blokus (officially pronounced "Block us") is an [abstract strategy game](#) with transparent, Tetris-shaped, colored pieces that players are trying to play onto the board. The only caveat to placing a piece is that it may not lie adjacent to your other pieces, but instead must be placed touching at least one corner of your pieces already on the board.

There is a solitaire variation where one player tries to get rid of all the pieces in a single sitting.

Goal of the Game:

Each player has to fit as many of his/her 21 pieces on the board as possible.

- Components:
 - Blokus Game Board (400 squares)
 - 84 game pieces (four 21-piece sets of red, green, blue, and yellow)
 - Each color includes:
 - 1 one-square piece
 - 1 piece with 2 squares
 - 2 pieces with 3 squares
 - 5 pieces with 4 squares
 - 12 pieces with 5 squares

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 20

Age - 7+

Game Mechanics

.Enclosure

.Grid Movement

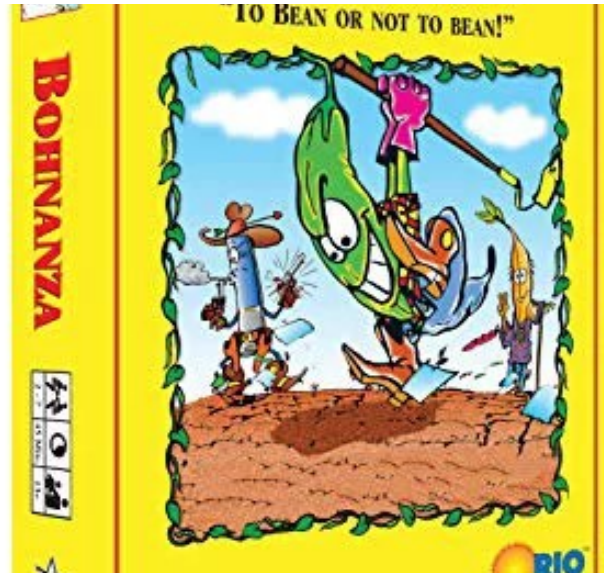
.Hand Management

.Tile Placement

Bohnanza



**Scan & Learn
How To Play**



Description

Bohnanza is the first in the [Bohnanza family](#) of games and has been published in [several different editions](#), including [a 2023 version with flowers](#).

In the game, you plant, then harvest bean cards in order to earn coins. Each player starts with a hand of random bean cards, and each card has a number on it corresponding to the number of that type of beans in the deck. Unlike in most other card games, you can't rearrange the order of cards in hand, so you must use them in the order that you've picked them up from the deck — unless you can trade them to other players, which is the heart of the game.

On a turn, you must plant the first one or two cards in your hand into the "fields" in front of you. Each field can hold only one type of bean, so if you must plant a type of bean that's not in one of your fields, then you must harvest a field to make room for the new arrival. This usually isn't good! Next, you reveal two cards from the deck, and you can then trade these cards as well as any card in your hand for cards from other players. You can even make future promises for cards received right now! After all the trading is complete — and all trades on a turn must involve the active player — then you end your turn by drawing cards from the deck and placing them at the back of your hand.

When you harvest beans, you receive coins based on the number of bean cards in that field and the "beanometer" for that particular type of bean. Flip over 1-4 cards from that field to transform them into coins, then place the remainder of the cards in the discard pile. When the deck runs out, shuffle the discards, playing through the deck two more times. At the end of the game, everyone can harvest their fields, then whoever has earned the most coins wins.

Game Specifics

Players - 2-7

Ideal # - 4-5

Duration - 45

Age - 12+

Game Mechanics

.Hand Management

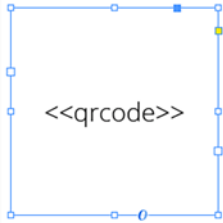
.Negotiation

.Set Collection

.Trading

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Burger Joint



**Scan & Learn
How To Play**



Description

In this two-player game, each player runs a chain of fast-food joints: one specializes in burgers and the other in pizzas. As each expands, they take on some of the menu items of the other in order to compete for customers. Later, each can open family restaurants and even high-class dining establishments. The most successful chain will win in the end!

Players alternate turns as the active player. Each turn consists of five actions.

1. Production. Where a player draws cubes from a bag (Here the cubes represent different resources.)
2. Players trade and use special abilities to convert cubes into more helpful combinations.
3. Spend their resources to build up their fast food empire (by improving their restaurants to diners or by increasing their publicity)
4. Calculating their current score – first player to 12 victory points wins.
5. Discard unused and excess goods in preparation to start the next round.

Game Specifics

| | |
|-------------------|------------|
| Players - | 2 |
| Ideal # - | 2 |
| Duration - | 30 |
| Age - | 10+ |

Game Mechanics

.Set Collection

Café Chaos



**Scan & Learn
How To Play**



Description

Join me (James) and my friends in the world's most chaotic food fight. Dodge, hide and throw epic food combos to avoid being eliminated. Who will reign supreme in this chaotic food frenzy?

Each round of **Cafe Chaos** gets more chaotic as events are triggered in the school cafeteria. Watch out for school bullies, poisoned food and characters throwing epic food combos!

Cafe Chaos cards feature art from "The Odd 1s Out" world. You'll recognize a few favorites - but I've added some original characters to this game as well. The booster packs will add to the fun and include some of my animator friends.

So if you like food...and card games - this is the game for you. Help me make this card game a reality by backing *Cafe Chaos* today. And remember - wear your seatbelt!

Game Specifics

Players - 3-8

Ideal # - 4

Duration - 30-60

Age - 9+

Game Mechanics

.Card Conflict Resolution

.Events

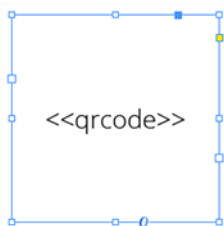
.Hand Management

.Programmed Movement

.Take That

• Variable Player Powers

Candy Land



Scan & Learn How To Play



Description

Created by Eleanor Abbott in the early 1940's to entertain children recovering from polio and first published by Milton Bradley (now Hasbro) in 1949, Candy Land encourages young players to socialize, exercise patience, recognize colors, learn rules, and follow directions.

Players race down a rainbow-colored track to be the first to find the lost King Kandy at Candy Castle, but watch out for obstacles like the sticky Molasses Swamp! Start by placing your plastic Gingerbread Man (or other character marker) at the beginning of the track. Each turn, players draw a simple card and move by matching the color on the card to the next color on the track. Some cards show a named location on the board; players who draw these cards move forward or backward on the track to the named location. The game ends when the first player arrives at Candy Castle by reaching or moving beyond the last square on the track.

In the 2004 version, younger players are not required to remove backward on the track if they draw a named card, and the last square of the track was changed from a Violet Square to a Rainbow Square, resolving a 55-year dispute over whether a player needs to land on the Violet Square or move beyond the Violet Square to win.

Prior to the 2006 version, three colored spaces on the track (one in Molasses Swamp and two "Cherry Pitfalls") were marked with a dot. Players who landed on a dot were "stuck," and were unable to move from the spot until they drew a card that matched the color of the square they were on. The 2006 version replaced gum drops with licorice spaces; players who land on a licorice space only lose their next turn.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 30

Age - 3+

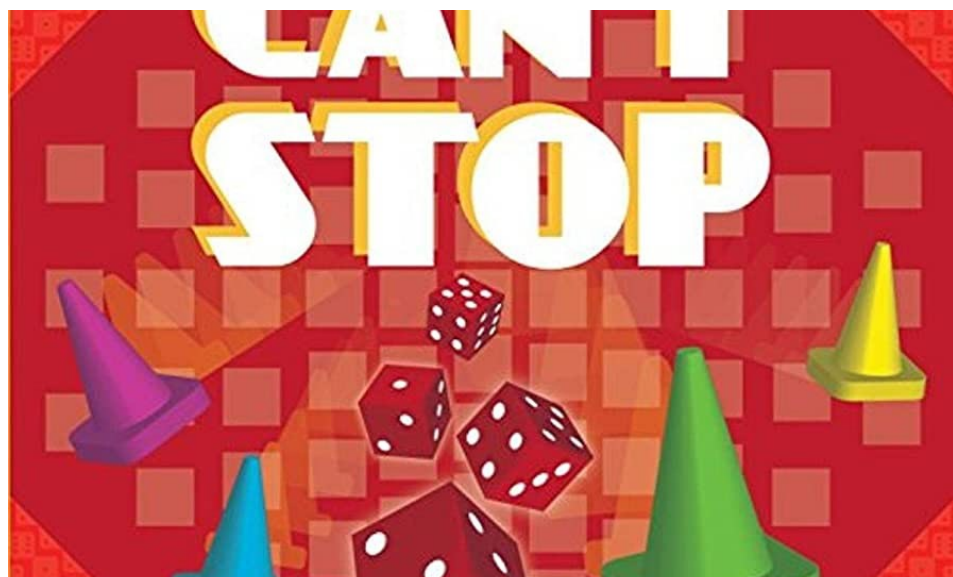
Game Mechanics

.Roll/ Spin & Move

Can't Stop



**Scan & Learn
How To Play**



Description

In this [Sid Sackson](#) classic, players must press their luck with dice and choose combinations tactically to close out three columns. The board has one column for each possible total of two six-sided dice, but the number of spaces in each column varies: the more probable a total, the more spaces in that column and the more rolls it takes to complete. On their turn, a player rolls four dice and arranges them in duos: 1 4 5 6 can become 1+4 and 5+6 for 5 & 11, 1+5 and 4+6 for 6 & 10, or 1+6 and 4+5 for 7 & 9. The player places or advances progress markers in the open column(s) associated with their chosen totals, then chooses whether to roll again or end their turn and replace the progress markers with markers of their color. A player can only advance three different columns in a turn and cannot advance a column which any player has closed out by reaching the end space; if a roll doesn't result in any legal plays, the turn ends with that turn's progress lost.

There is an expansion pack.

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 30

Age - 9+

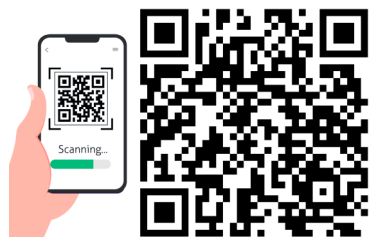
Game Mechanics

.Dice Rolling

.Push Your Luck

.Race

Captain Sonar



LEARN TO PLAY

CAPTAIN SONAR

**Scan & Learn
How To Play**



Description

At the bottom of the ocean, no one will hear you scream!

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.

All the members of a team sit on one side of the table, and they each take a particular role on the submarine, with the division of labor for these roles being dependent on the number of players in the game: One player might be the captain, who is responsible for moving the submarine and announcing some details of this movement; another player is manning the sonar in order to listen to the opposing captain's orders and try to decipher where that sub might be in the water; a third player might be working in the munitions room to prepare torpedoes, mines and other devices that will allow for combat.

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.

Expansion pack available.

Game Specifics

Players - 2-8

Ideal # - 8

Duration - 45-60

Age - 14+

Game Mechanics

.Grid/Hidden Movement

.Line Drawing

.Role Playing

.Secret Unit Deployment

.Simulation

.Team Based

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Carcassonne



**Scan & Learn
How To Play**



Description

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 their 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.

During a game of *Carcassonne*, players are faced with decisions like: "Is it really worth putting my last meeple there?" or "Should I use this tile to expand my city, or should I place it near my opponent instead, giving him a hard time to complete their project and score points?" Since players place only one tile and have the option to place one meeple on it, turns proceed quickly even if it is a game full of options and possibilities.

First game in the [Carcassonne series](#).

Game Specifics

Players - 2-5

Ideal # - 2

Duration - 30-45

Age - 7+

Game Mechanics

.Area Majority

.Area Influence

.Map Addition

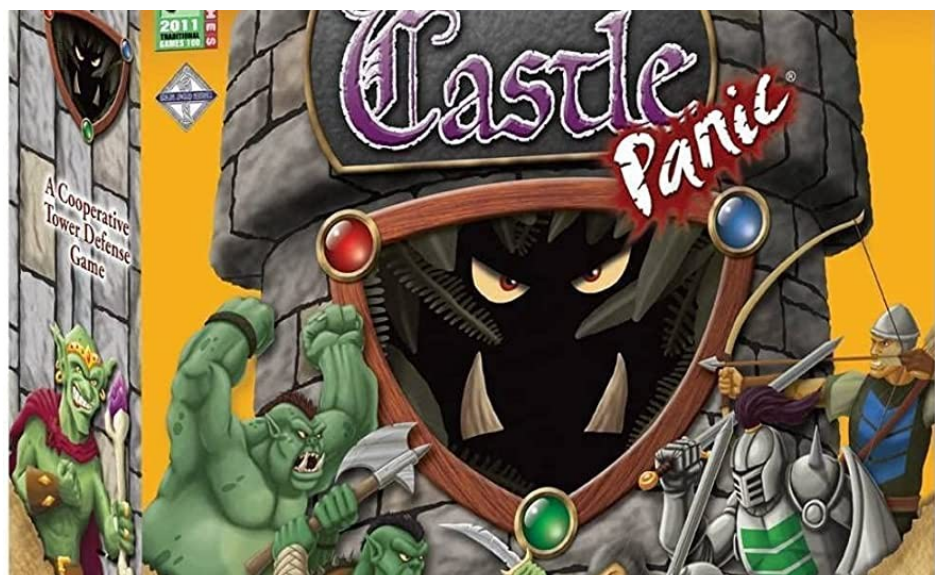
.Pattern Recognition

.Tile Placement

Castle Panic



**Scan & Learn
How To Play**



Description

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 Fantasy themed, cooperative, light tactical wargame 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 tactics 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.

First game in the [Panic series](#).

Game Specifics

Players - 1-6

Ideal # - 4

Duration - 60

Age - 10+

Game Mechanics

.Battle Card Driven

.Campaign

.Cooperative Game

.Dice Rolling

.Hand Management

.Trading

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Castle Panic-Wizard's Tower



LEARN TO PLAY

CASTLE PANIC
WIZARD'S TOWER

Scan & Learn
How To Play



Description

The Wizard's Tower is an expansion to the board game [Castle Panic](#). It is not a stand-alone game and requires Castle Panic to play. The Wizard's Tower is a cooperative board game for 1 to 6 players ages 12 and up.

Your Castle has been rebuilt, and a friendly Wizard has joined your forces. As long as his Tower stands, you and your friends have access to powerful magic spells.

And you'll need them, for the Monsters have returned stronger, faster, smarter, and with new abilities to threaten the Castle. You'll fight against magical Imps, evasive -flying creatures, and more. Make your stand against six new, dangerous Mega Boss Monsters, including the Dragon and Necromancer. Use fire to attack the Monsters, but beware, your Walls and Towers can be burned down as well!

The challenge is high but so is the adventure. Can you survive more panic and defend The Wizard's Tower?

Game Specifics

Players - 1-6

Ideal # - 3-4

Duration - 90

Age - 12+

Game Mechanics

.Battle Card Driven

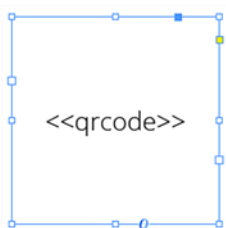
.Campaign

.Cooperative Game

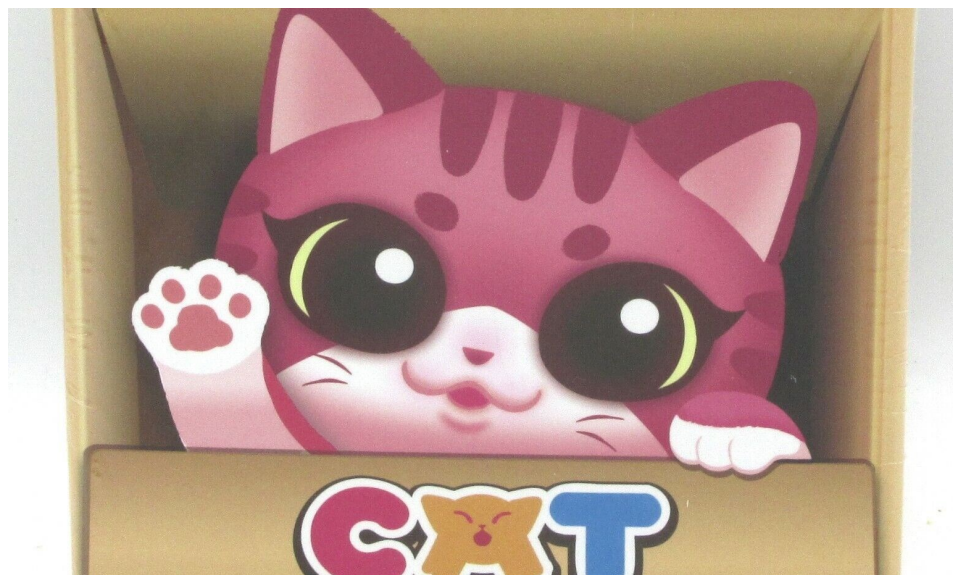
.Dice Rolling

.Hand Management

Cat Box



**Scan & Learn
How To Play**



Description

Cat Box is played with cards divided into quadrants each showing an empty box or one of five cats (in a box). Players take turns playing these cards to a shared display, overlapping previous cards by one or two quadrants. Each player is assigned a secret identity; if you are a cat you want as many of your cats showing at the end of the game as possible, and as large a group of them as possible, but if you are the chihuahua you want empty boxes and groups of exactly three cats.

Players can play cards held by themselves or any of their opponents, but one side of the card is used when playing your own cards and the other (mirror image) side when playing other peoples'.

The advanced game adds five single-use tokens for each player which have different effects.

Game Specifics

Players - 2-5

Ideal # - 4

Duration - 15-30

Age - 6+

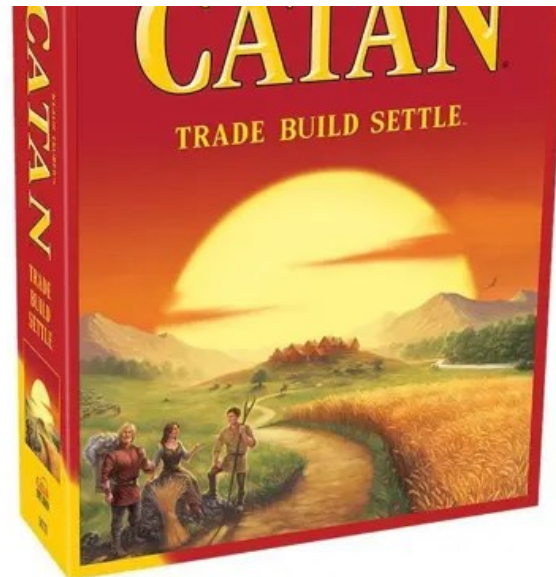
Game Mechanics

.Pattern Building

Catan



Scan & Learn How To Play



Description

In **CATAN** (formerly *The 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 build by spending resources (sheep, wheat, wood, brick and ore) that are depicted by these resource cards; each land type, with the exception of the unproductive desert, produces a specific resource: hills produce brick, forests produce wood, mountains produce ore, fields produce wheat, and pastures produce sheep.

Setup includes randomly placing large hexagonal tiles (each showing a resource or the desert) in a honeycomb shape and surrounding them with water tiles, some of which contain ports of exchange. Number disks, which will correspond to die rolls (two 6-sided dice are used), are placed on each resource tile. Each player is given two settlements (think: houses) and roads (sticks) which are, in turn, placed on intersections and borders of the resource tiles. Players collect a hand of resource cards based on which hex tiles their last-placed house is adjacent to. A robber pawn is placed on the desert tile.

A turn consists of possibly playing a development card, rolling the dice, everyone (perhaps) collecting resource cards based on the roll and position of houses (or upgraded cities—think: hotels) unless a 7 is rolled, turning in resource cards (if possible and desired) for improvements, trading cards at a port, and trading resource cards with other players. If a 7 is rolled, the active player moves the robber to a new hex tile and steals resource cards from other players who have built structures adjacent to that tile.

Points are accumulated by building settlements and cities, having the longest road and the largest army (from some of the development cards), and gathering certain development cards that simply award victory points. When a player has gathered 10 points (some of which may be held in secret), he announces his total and claims the win.

Game Specifics

Players - 3-4

Ideal # - 4

Duration - 60-120

Age - 10+

Game Mechanics

.Dice Rolling

.Hexagon Grid

.Negotiation

.Network/Route Build

.Race

.Trading

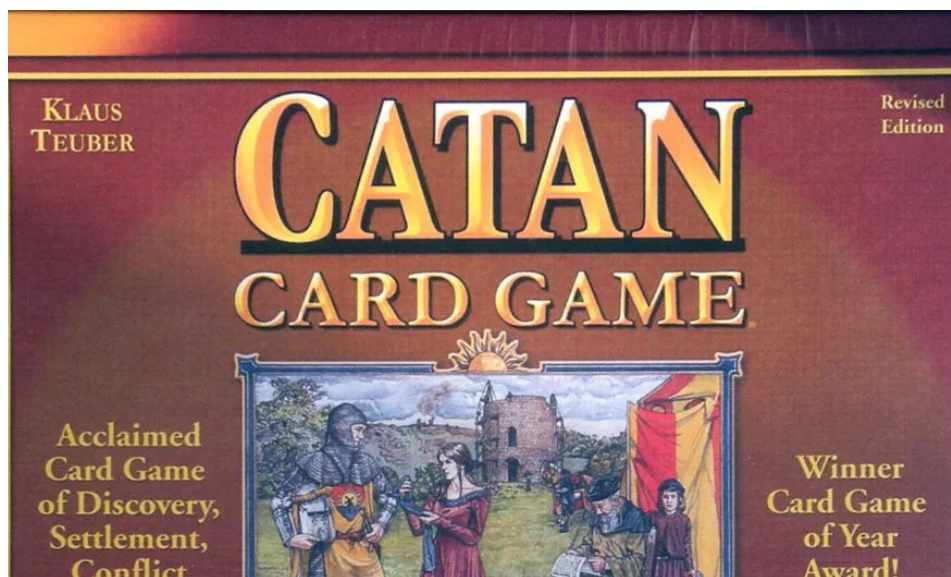
Catan Card Game



LEARN TO PLAY

CATAN CARD GAME w/
EXPANSION

Scan & Learn
How To Play



Description

Catan Card Game bears only a slight resemblance to *The Settlers of Catan*, the original game in the *Catan* series. There are six resources: wool, wood, bricks, grain, ore, and gold. Before beginning the game, the players receive six square cards showing the resources, with a different die number on each card. In addition, the players start the game with two village cards and a road card connecting them. There are card stacks of more roads and villages, as well as cities, to be purchased during the game. With each new village or city comes two new resource cards. Villages and cities give victory points.

When the number die is rolled, instead of collecting more cards, the players rotate the corresponding card 90 degrees to indicate a gain of one more of that resource; i.e., the brick card shows a picture of one brick on one edge of the card, two bricks on the next clockwise edge, three bricks along the third edge, and zero bricks on the fourth edge. There is also an event die, with five possible outcomes:

- a reward for the player with more knight points or more 'windmill' points (a picture of a windmill on some cards),
- a bonus resource,
- an attack if a player has too many resources, and
- one of six special events - civil war, conflict, master builder, plague, productive year, or progress.

There are 62 expansion cards in six stacks in the center of the table. Before beginning the game, players choose one stack, go through it, and choose three cards to hold in their hands. Forty-two of the expansion cards require spending resources to be put into play, gaining civic improvements or knights. Every civic improvement serves some useful function or adds victory points or both. Twenty of the cards are actions benefiting one of the players or harming the other. After a player pays to put a card down or uses an action card, he blindly draws a replacement. Unwanted or unusable cards can be traded in future turns. Some of the cards have flags on them, indicating victory points.

Whoever first has twelve victory points wins the game!

Game Specifics

Players - 2

Ideal # - 2

Duration - 60-120

Age - 10+

Game Mechanics

.Dice Rolling

.Hand Management

.Open Drafting

.Trading

Catan Junior



LEARN TO PLAY

CATAN JUNIOR

**Scan & Learn
How To Play**



Description

Explore the seas! **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!

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 30

Age - 6+

Game Mechanics

.Dice Rolling

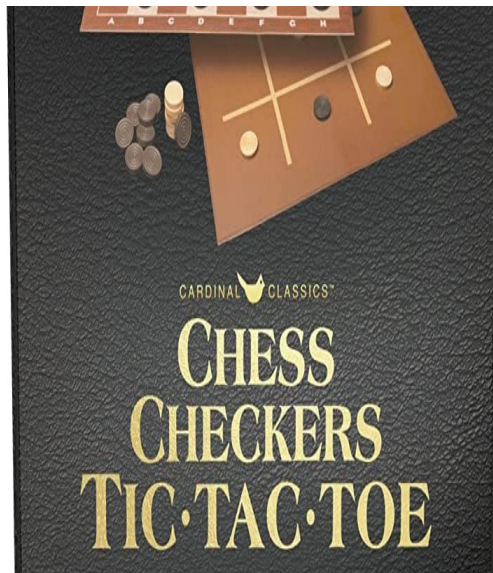
.Network Building

.Route Building

Chess /Checkers /Tic Tac Toe



**Scan & Learn
How To Play**



Description

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

Checkers:

Abstract strategy game where players move disc-shaped pieces across an 8 by 8 cross-hatched ("checker") board.

Pieces only move diagonally, and only one space at a time. If a player can move one of his pieces so that it *jumps* over an adjacent piece of their opponent and into an empty space, that player captures the opponent's disc. Jumping moves must be taken when possible, thereby creating a strategy game where players offer up jumps in exchange for setting up the board so that they jump even more pieces on their turn. A player wins by removing all of his opponent's pieces from the board or by blocking the opponent so that he has no more moves.

Tic-tac-toe

A very old game where each player attempts to place three of their markers (usually an X or an O) in a line on a 3x3 grid.

Game Specifics

Players - 2

Ideal # - 2

Duration - Varies

Age - 6+

Game Mechanics

.Grid Movement

.Pattern Movement

.Sudden Death Ending

. Checkers:

.Grid Movement

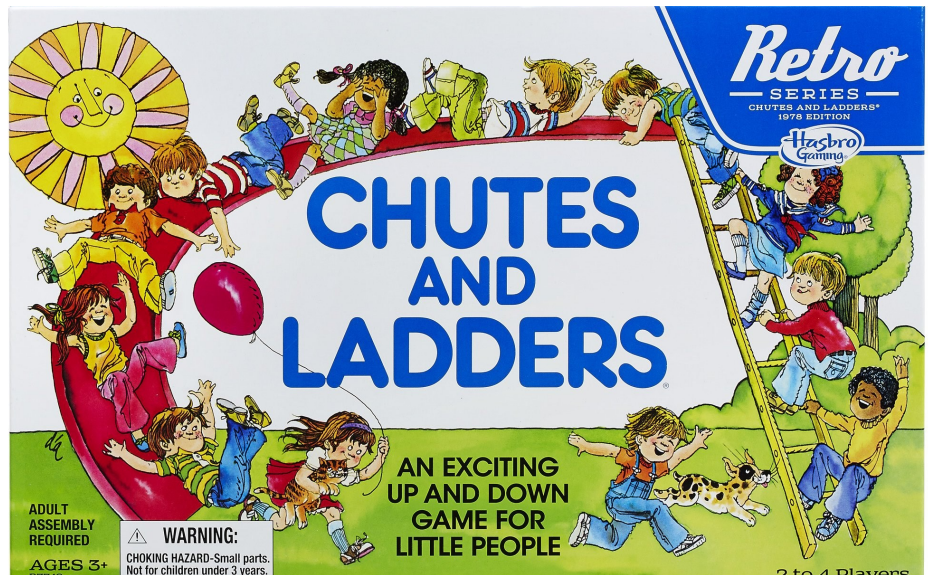
.Static Capture

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Chutes & Ladders



**Scan & Learn
How To Play**



Description

Traditional game from ancient India was brought to the UK in 1892 and first commercially published in the USA by [Milton Bradley](#) in 1943 (as Chutes and Ladders). 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.

Game Specifics

Players - 2-6

Ideal # - 4

Duration - 30

Age - 7+

Game Mechanics

.Events

.Race

.Roll/Spin & Move

.Track Movement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Clank in Space



LEARN TO PLAY

CLANK IN SPACE

Scan & Learn
How To Play



Description

The evil Lord Eradikus has all but conquered the galaxy and is now on a victory lap across the sector in his flagship, Eradikus Prime. He may rule with an iron grip, but his most prized artifacts are about to slip through his cyborg claws. You and your fellow thieves have challenged each other to sneak aboard his ship, hack your way into its command module, and steal from him.

Along the way, you'll recruit allies and snatch up extra loot. But one false step and — Clank! Careless noise draws the attention of Lord Eradikus. Hacking into his command module and stealing his artifacts increases his rage. You'd better hope your friends are louder than you are if you want to make it to an escape pod and get out alive...

Clank! In! Space! is built on the same game system as *Clank!: A Deck-Building Adventure*, with players building a personal deck of cards throughout the course of the game, with the cards allowing them to move through the spaceship, attack things, acquire new cards, and — oh yeah — make noise to attract Lord Eradikus and potentially seal their own doom.

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 45-90

Age - 12+

Game Mechanics

.Deck Bag Pool Building

.Modular Board

.Open Drafting

.Player Elimination

.Point to Point Movement

.Push your Luck

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Clue



**Scan & Learn
How To Play**



Description

Refresh of classic Clue/Cluedo game. Significant change: Adds a new character, Dr. Orchid. Also includes two-player rules.

Clue/do is a murder mystery game. The aim is to find out who committed the murder, which weapon they used, and where in the mansion they did it. How do you solve the case? By careful questioning of your fellow players you can deduce which information is concealed in the crime envelope. The trick is to be clever with your questioning... Everyone develops their own system!

This version of the game plays faster than older versions of Clue, with the help of bigger spaces on the board, special Red Cards, and a new layout of the mansion so you can walk between rooms. The bedroom has an ensuite, and you can wander from the kitchen straight into the dining room.

All new artwork brings this classic murder mystery to life, with a high level of detail.

It also comes with cool red dice!

Game Specifics

Players - 2-6

Ideal # - 4 or 6

Duration - 40

Age - 8+

Game Mechanics

.Dice rolling

.Roll/Spin/Move

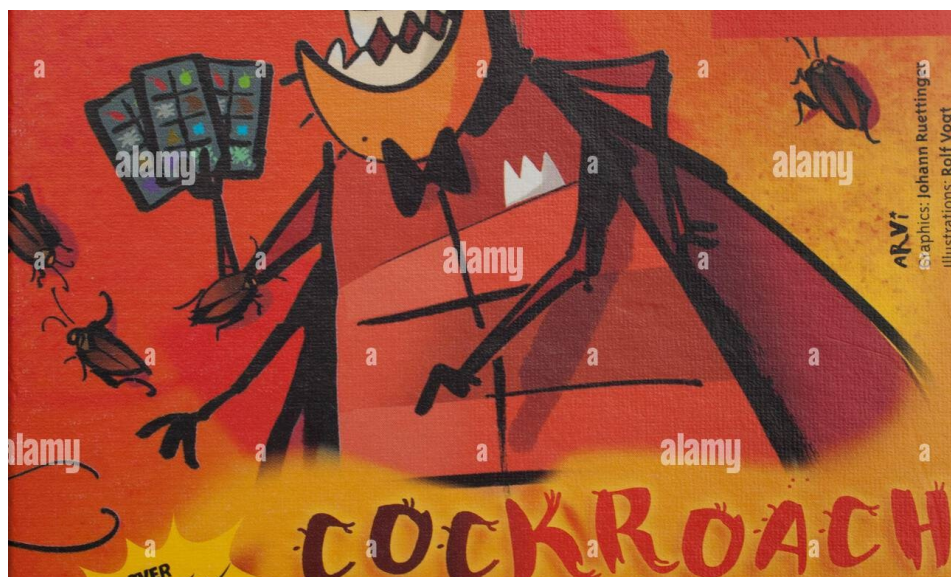
Cockroach Poker



LEARN TO PLAY

COCKROACH POKER

Scan & Learn
How To Play



Description

Cockroach Poker is a reverse set collection game that has nothing to do with poker – except that the game is all about bluffing, with cards that show cockroaches, rats and stink bugs. The goal is to force another player to collect 4 of any one type of critter.

The deck includes 64 cards, with eight copies of eight types of critters. To set up the game, shuffle the deck and deal the cards out to players.

On a turn, a player takes one card from his hand, lays it face down on the table, slides it to a player of his choice, and declares a type of critter, e.g., "Stink bug". The player receiving the card either

- Accepts the card, says either "true" or "false", then reveals the card. If this player is wrong in her claim, she keeps the card on the table in front of her face up; if she is right, the player who gave her the card places it face up before him.
- Peeks at the card, then passes it face down to another player, either saying the original type of critter or saying a new type. This new player again has the choice of accepting the card or passing it, unless the card has already been seen by all other players in which case the player must take the first option.

Whoever lost a challenge and had to place the card before him on the table begins the next round.

The game ends when a player has no cards to pass on his turn or when a player has four cards of the same critter on the table in front of him.

In either case, this player loses and everyone else wins.

Game Specifics

Players - 2-6

Ideal # - 5

Duration - 20

Age - 8+

Game Mechanics

.Hand Management

.Set Collection

.Single Loser Game

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

COCONUTS



LEARN TO PLAY
COCONUTS

Scan & Learn
How To Play



Description

Coconuts is a dexterity game based on the "Monkey King" character from Chinese mythology.

In the game, players launch coconuts toward a field of cups in the middle of the playing area. Land in a cup, and you get to stack it on your player board; land in a cup on someone else's board, and you get to move it to yours. By playing special "Monkey King Magic" cards, you can force opponents to shoot blind, take long shots, or otherwise bollix their efforts to cup a coconut. Whoever first completes a pyramid of six cups on his player board wins!

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 20

Age - 6+

Game Mechanics

.Push your luck

.Take That

Codenames



**Scan & Learn
How To Play**



Description

Codenames is an easy party game to solve puzzles. The game is divided into red and blue, each side has a team leader, the team leader's goal is to lead their team to the final victory.

At the beginning of the game, there will be 25 cards on the table with different words. Each card has a corresponding position, representing different colors.

Only the team leader can see the color of the card. The team leader should prompt according to the words, let his team members find out the cards of their corresponding colors, and find out all the cards of their own colors to win.

Game Specifics

Players - 2-8

Ideal # - 6 or 8

Duration - 15

Age - 14+

Game Mechanics

.Communication limits

.Memory

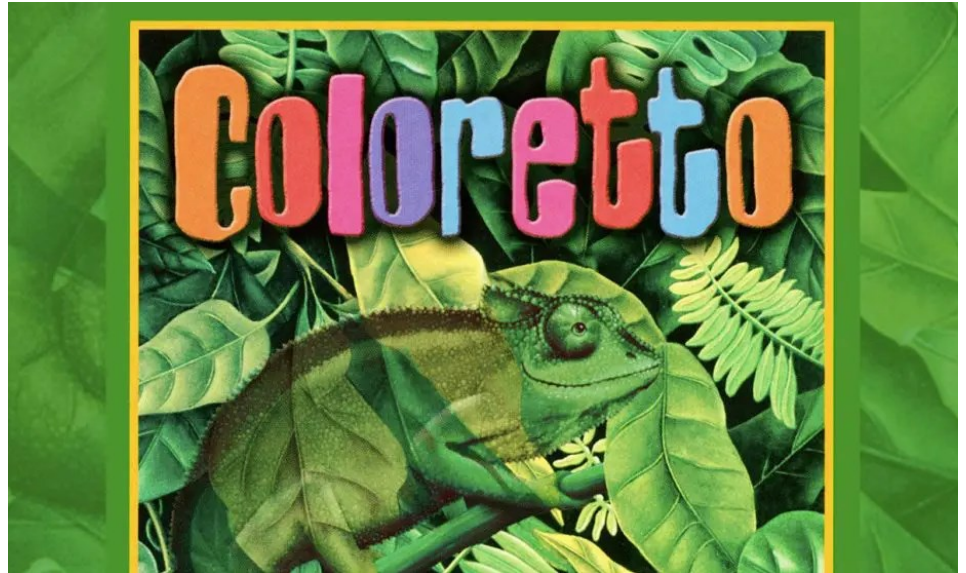
.Push your luck

.Team Based Game

Coloretto



**Scan & Learn
How To Play**



Description

Game play in **Coloretto** is simple: Either draw a card to play to a row, or take a row of cards to add them to your collection. A row can have at most three cards, so at some point everyone is forced to take a row. Once all the rows have been claimed, players start a new round, drawing or taking once again.

What are you trying to do with these cards? Collect huge sets - but only in three colors as every color beyond the third will cost you points. Jokers are highly-prized as they always match what you want, and +2 cards provide sure points, giving you a back-up plan if everything goes south in terms of the colors you're collecting.

Once only a few cards remain in the deck, the round ends and everyone tallies their score, choosing three colors of cards to score positively while any other colors count against you. Each color is scored using a triangular number system: the first card in a color is ± 1 point, the second card is ± 2 points, and so on. The player with the high score wins!

Game Specifics

Players - 2-5

Ideal # - 4

Duration - 30

Age - 8+

Game Mechanics

.Open Drafting

.Push Your Luck

.Set Collection

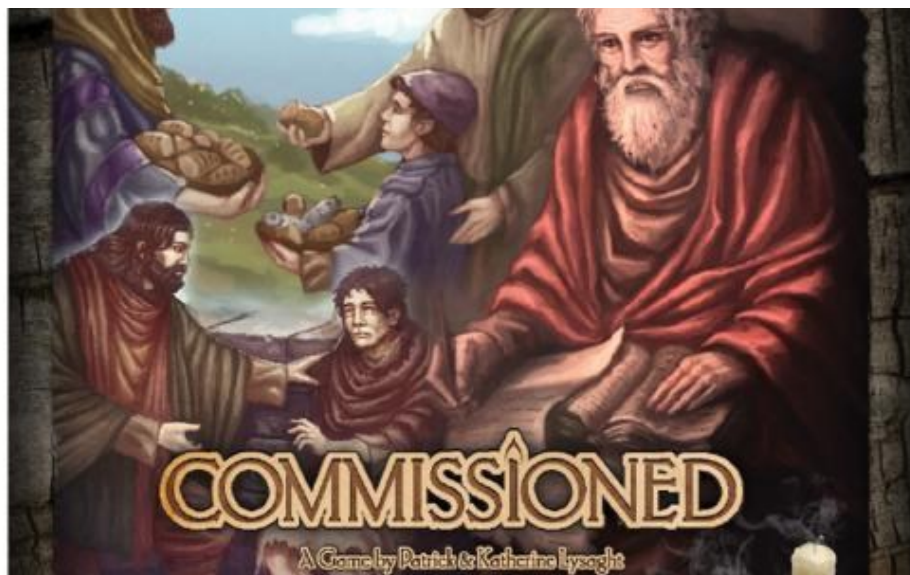
Commissioned



LEARN TO PLAY

COMMISSIONED

**Scan & Learn
How To Play**



Description

Commissioned is a 2-6 player cooperative-style board game with a simple deck-building mechanism that plays in 1 hour. Players are the early Christian Apostles and must work together to mature their faith decks, grow the church, collect the books of the New Testament, and overcome persecution. You do not need to know anything about Christianity to play. The game includes five scenarios that cover the first 150 years of church history, two difficulty levels, and a one-vs-all variation

Game Specifics

Players - 2-6

Ideal # - 3-4

Duration - 60

Age - 13+

Game Mechanics

.Area Movement

.Cooperative Game

.Deck Bag Pool Building

.Set Collection

.Variable Player Power

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Concept



CONCEPT

Scan & Learn
How To Play



Description

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.

Game Specifics

Players - 4-12

Ideal # - 6

Duration - 40

Age - 10+

Game Mechanics

.Communication limits

.Team-based Game

Connect 4



LEARN TO PLAY

CONNECT 4

**Scan & Learn
How To Play**



Description

Connect 4 is a well known vertical game played with "checkers" game pieces, although it is more akin to Tic-Tac-Toe or Go Moku.

The board is placed in the stand to hold it vertically and the players drop game pieces into one of the seven slots, each of which holds up to six game pieces, until one player succeeds in getting four in a row, whether horizontally, vertically, or diagonally.

Game Specifics

Players - 2

Ideal # - 2

Duration - 10

Age - 6+

Game Mechanics

.Pattern Building

Coup



**Scan & Learn
How To Play**



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...

In **Coup**, you want to be the last player with influence in the game, with influence being represented by face-down character cards in your playing area.

Each player starts the game with two coins and two influence – i.e., two face-down character cards; the fifteen card deck consists of three copies of five different characters, each with a unique set of powers:

- **Duke:** Take three coins from the treasury. Block someone from taking foreign aid.
- **Assassin:** Pay three coins and try to assassinate another player's character.
- **Contessa:** Block an assassination attempt against yourself.
- **Captain:** Take two coins from another player, or block someone from stealing coins from you.
- **Ambassador:** Draw two character cards from the Court (the deck), choose which (if any) to exchange with your face-down characters, then return two. Block someone from stealing coins from you.

On your turn, you can take any of the actions listed above, regardless of which characters you actually have in front of you, or you can take one of three other actions: **Income:** Take one coin from the treasury. **Foreign Aid:** Take 2 coins from the treasury. **Coup:** Pay seven coins and launch a coup against an opponent, forcing that player to lose an influence.

When you take one of the character actions – whether actively on your turn, or defensively in response to someone else's action – that character's action automatically succeeds *unless* an opponent challenges you. In this case, if you can't (or don't) reveal the appropriate character, you lose an influence, turning one of your characters face-up. Face-up characters cannot be used, and if both of your characters are face-up, you're out of the game.

Game Specifics

Players - 2-6

Ideal # - 5

Duration - 15

Age - ...

Game Mechanics

.Hidden Roles

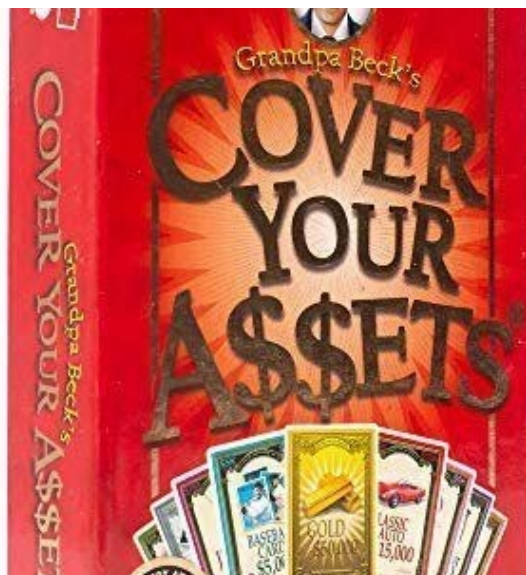
.Memory

.Player Elimination

.Take That

.Variable Player Power

Cover Your Assets



Scan & Learn How To Play

Description

The stakes are high in this high-energy, competitive, and cut-throat, set-collection card game from Grandpa Beck's Games!

In Cover Your Assets, players compete to become the first millionaire by building towers of matching sets made from 10 different types of asset cards (things like jewels, piggy banks, classic autos, and more). Each new set that is created is stacked crosswise on top of the previous set, covering, and protecting, all the sets beneath it.

The top set of assets in your pile is vulnerable, and can be stolen by other players if they show you a matching asset card, or wild (which are Silver and Gold cards) from their hand. You can defend your stack by showing the challenger a matching card from your own hand. If you do, they can counter with another matching card of their own. The battle rages back and forth until one player can't respond, or bows out.

If you win, you keep the set, if the challenger wins, they take the set. Regardless of who wins, ALL the cards used in the challenge are added to the set, increasing its value and allure to other players.

To keep the set from being stolen by another player, the best thing you can do is to Cover Your Assets, by creating a new pair from your hand, or by stealing a set from the top of another player's stack during your next turn.

At the end of the round scores are tallied, the cards are shuffled, and a new round begins. The first player to reach \$1,000,000 wins!

Game Specifics

Players - 2-6

Ideal # - 4-5

Duration - 15-45

Age - 8+

Game Mechanics

.Hand Management

.Set Collections

.Take That

Crazy Eggz



**Scan & Learn
How To Play**



Description

There are eggs all over the place! You are the chicken, and you have to grab, stand, and hide these crazy eggs to get them. The players must act quickly based on the directions given by a die in order to get an egg. The first person to act correctly gains an egg, but sometimes the slowest person loses an egg.

When the top of the die is red, the first person to act correctly takes the egg on the stand, then rolls the placement die and places the egg on the indicated location of their body. When the top of the die is blue, the last person to act returns one egg back to the egg box. If this player doesn't have any egg, nothing more happens.

The first player to collect five eggs wins **Crazy Eggz** (or the player who has the most eggs if all ten eggs are taken). Take as many eggs as possible, and be the best chicken of all!

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 15

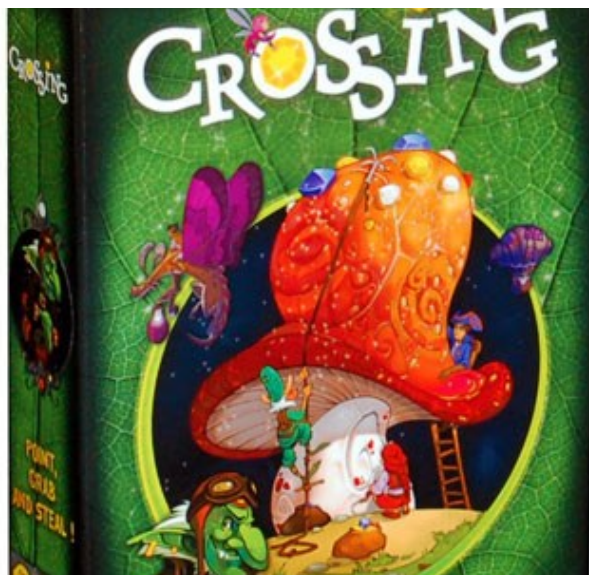
Age - 7+

Game Mechanics

.Dexterity

.Dice Rolling

Crossing



Scan & Learn How To Play

Description

In **Crossing**, you have to collect gemstones, but players make their choices simultaneously and not everybody will get what they want when desires clash — and even if you are lucky during the initial confrontation, you aren't safe from the greediness of other players.

Through bluffing and cunning, you want to collect more gemstones than your opponents. To do this, you place a set of cards side by side on the table, with each card featuring a varying number of gems. When signaled, each player simultaneously places a finger on one of the cards. You collect the stones only if you are alone on the card!

The French version of *Crossing* includes rules for play with only three whereas the initial Japanese release of *Xing* included rules only for 4-6 players.

Game Specifics

Players - 3-6

Ideal # - 5

Duration - 15

Age - 6+

Game Mechanics

.Set Collection

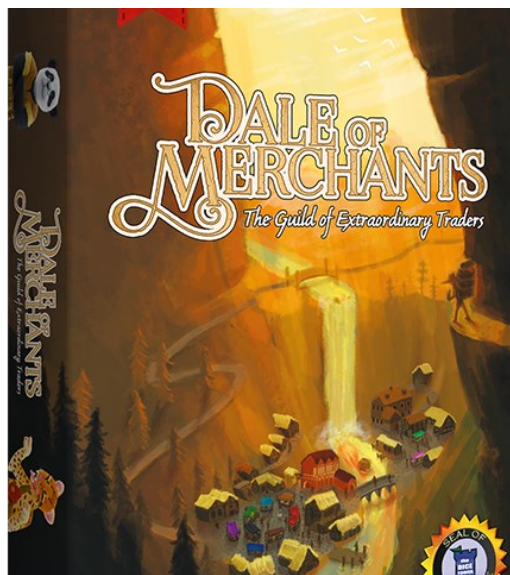
.Simultaneous Action

Selection

Dale of Merchants



Scan & Learn How To Play



Description

It is an age of great discoveries. New and wonderful items find their ways into the hands of the greatest merchants. And if there ever is a place those traders love, it is the town of Dale.

There's an extraordinary guild in the Dale founded by the greatest merchants. The tricky part is getting the membership since one must win the annual trading competition to be invited to the guild.

Notable animalfolk merchants from all over the world have gathered in the town to take part in the event. Everyone has only one goal in mind – to be celebrated as the winner and the newest member of the legendary guild.

In *Dale of Merchants*, players take the roles of those participating merchants learning new techniques, trading goods, and managing their stock. The player who first manages to complete their astounding merchant stall wins the game and gets access to the guild!

Game Specifics

Players - 2-4

Ideal # - 2-3

Duration - 30

Age - 10+

Game Mechanics

.Deck Bag Pool Building

.Dice Rolling

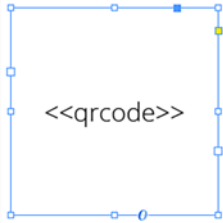
.Hand Management

.Race

.Set Collection

.Take That

David & Goliath



**Scan & Learn
How To Play**



Description

This game adds a very interesting twist to the standard [trick-taking](#) genre. There are five suits and players must follow suit, if they can. However, the winner of the trick is the highest card played, regardless of suit. The winner gets all the cards from the trick, minus the card he won it with. That card is given to the player that played the lowest card. After all tricks have been played, the scoring begins. Players score the face-value of the cards in the suits that they only collected one or two of, and one point per card for suits with more than two. The player with the most points after a number of hands wins the game.

Game Specifics

Players - 3-6

Ideal # - 4

Duration - 60

Age - 8+

Game Mechanics

.Trick Taking

Deception Murder Hong Kong



**Scan & Learn
How To Play**



Description

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!

Game Specifics

Players - 4-12

Ideal # - 6-8

Duration - 20

Age - 14

Game Mechanics

.Communication Limits

.Deduction

.Hidden Roles

.Team Based Game

.Traitor Game

.Variable Set up

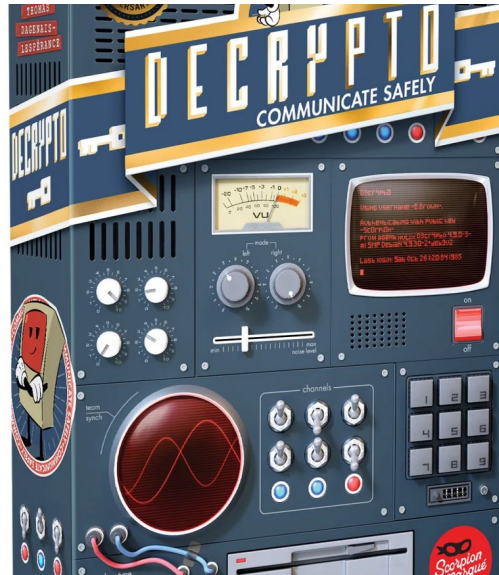
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Decrypto



DECRYPTO

**Scan & Learn
How To Play**



Description

Players compete in two teams in **Decrypto**, with each trying to correctly interpret the coded messages presented to them by their teammates while cracking the codes they intercept from the opposing team.

In more detail, each team has their own screen, and in this screen they tuck four cards in pockets numbered 1-4, letting everyone on the same team see the words on these cards while hiding the words from the opposing team. In the first round, each team does the following: One team member takes a code card that shows three of the digits 1-4 in some order, e.g., 4-2-1. They then give a coded message that their teammates must use to guess this code. For example, if the team's four words are "pig", "candy", "tent", and "son", then I might say "Sam-striped-pink" and hope that my teammates can correctly map those words to 4-2-1. If they guess correctly, great; if not, we receive a black mark of failure.

Starting in the second round, a member of each team must again give a clue about their words to match a numbered code. If I get 2-4-3, I might now say, "sucker-prince-stake". The other team then attempts to guess our numbered code. If they're correct, they receive a white mark of success; if not, then my team must guess the number correctly or take a black mark of failure. (Guessing correctly does nothing except avoid failure and give the opposing team information about what our hidden words might be.)

The rounds continue until a team collects either its second white mark (winning the game) or its second black mark (losing the game).

Games typically last between 4-7 rounds. If neither team has won after eight rounds, then each team must attempt to guess the other team's words; whichever team guesses more words correctly wins.

Game Specifics

Players - 3-8

Ideal # - 4 or 6

Duration - 15-45

Age - 12+

Game Mechanics

.Communication Limits

.Targeted Clues

.Team Based Game

Deep Sea Adventure



LEARN TO PLAY
DEEP SEA ADVENTURE

Scan & Learn
How To Play



Description

A group of poor explorers hoping to get rich quickly heads out to recover treasures from some undersea ruins. They're all rivals, but their budgets force them all to share a single rented submarine. In the rented submarine, they all have to share a single tank of air, as well. If they don't get back to the sub before they run out of air, they'll drop all their treasure. Now it's time to see who can bring home the greatest riches.

Game Objective

The game takes place over 3 rounds, and the player to gain the most points over the 3 rounds is the winner. In order to gain points, you must bring the most ruins chips back to the submarine. You can only return to the submarine once per round, and you cannot progress more after returning. You cannot return to the submarine without bringing any ruins chips.

Turn Progression

On their turns, players conduct steps 1-4 listed below. Players take turns, going clockwise around the board, and the round ends when all players have returned to the submarine, or if the air runs out at the beginning of someone's turn.

- 1) Declare if you will turn back or not.
- 2) Reduce air.
- 3) Roll the dice and advance your game piece.
- 4) Search. (When you have stopped moving, select one of A-C below)
 - A) Do nothing.
 - B) Pick up ruins chip.
 - C) Place a ruins chip.

Game Specifics

Players - 2-6

Ideal # - 4

Duration - 30

Age - 8+

Game Mechanics

.Pick-up & Deliver

.Push Your Luck

.Roll/Spin & Move

Dicey Peaks



LEARN TO PLAY

DICEY PEAKS

**Scan & Learn
How To Play**



Description

You've heard of Mt. Everest, K2, and Denali but only the toughest and most courageous adventurers dare to climb 29,128 feet...to the Dicey Peaks of Yeti Mountain! It's true, the terrain is treacherous: the snow is blinding, its glaciers are sheer cliffs, and the temperature hovers at 72 degrees below zero! But the real danger is from the sinister Yetis, for they strike when least expected!

Dicey Peaks is a tile and dice game of exploration and risk-taking, featuring a balance of luck and crucial decision-making as players race to be the first to reach the flag at the summit of Yeti Mountain!

Game Specifics

Players - 2-6

Ideal # - 2

Duration - 20-50

Age - 8+

Game Mechanics

.Catch the Leader

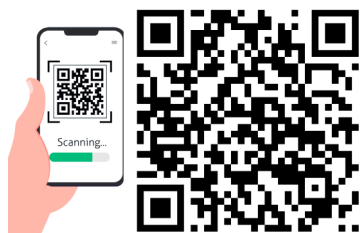
.Dice Rolling

.Modular Board

.Push Your Luck

.Re-rolling & Locking

Dinosaur Tea Party



LEARN TO PLAY
DINOSAUR TEA PARTY

Scan & Learn
How To Play



Description

"You're looking well, darling. One lump or two?"

It's the most sought-after invitation of the year: Dinoton Abbey for high tea. Now you're all gussied up in your finery and ready for some tea and chit-chat. One problem: You can't remember anyone's name. Who's that, sporting the fancy brooch with her pet chicken? Is that Jeannine? Beatriz? Oh, dear. If you're not careful, you'll commit a faux pas everyone will be gossiping about.

Dinosaur Tea Party is a game of pure deduction for 3-5 homo sapiens. Each player takes a card corresponding to one of the dino guests. Players take turns asking each other questions or guessing their dinosaur's name. If someone guesses your name, draw a new card. The first player to guess three names wins.

Game Specifics

Players - 3-5

Ideal # - 4-5

Duration - 15-30

Age - 7+

Game Mechanics

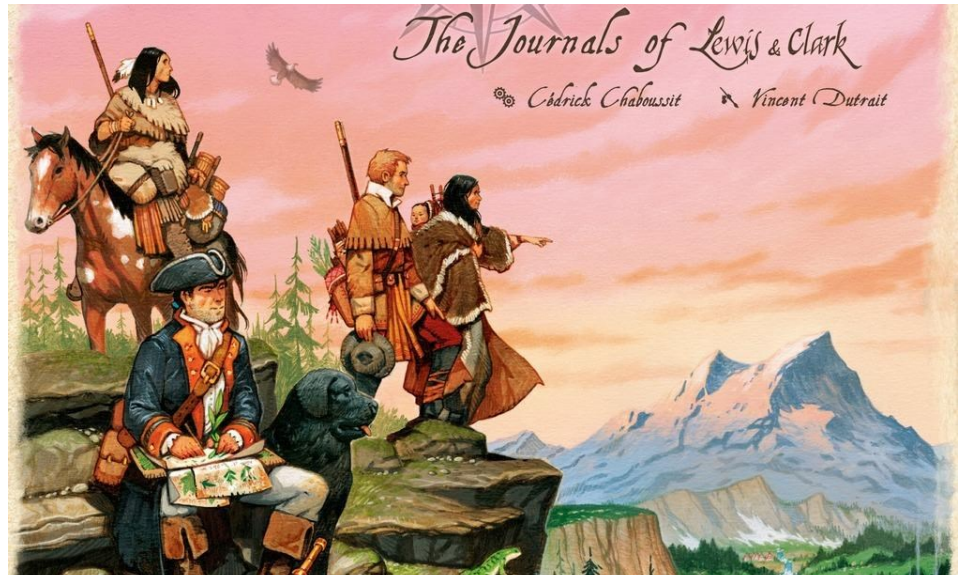
.Memory

.Pattern Recognition

Discoveries



**Scan & Learn
How To Play**



Description

The Lewis and Clark Expedition, which was commissioned in 1803 and ended in 1806, was the first party of men that went through the North American continent, then returned. During these three years, the leaders Meriwether Lewis and William Clark, along with Sergeant Gass and Sergeant Ordway, wrote page after page about their trip, describing the new plants and animals species they discovered and drawing the maps of unknown areas.

In **Discoveries**, you play one of the Expedition members: Lewis, Clark, Gass or Ordway. Your goal is to compile as much knowledge as possible in your journal, and in this way advance science thanks to your discoveries.

The Tribe/Discoveries cards you gain during the game score discovery points at the end. To get these cards, you have to perform exploration actions, and to do this you use dice. On your turn, you either:

- Play the dice in your action area or on the game board; by doing this, you prepare or perform the exploration, change your dice, or get new possible actions. Get dice back from the game board or from your opponents' action areas.

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 60

Age - 14+

Game Mechanics

.Contracts

.Deck Bag Pool Building

.Dice Rolling

.Set Collection

.Worker Placement

Dixit



LEARN TO PLAY

DIXIT

**Scan & Learn
How To Play**



Description

Each turn in *Dixit*, one player is the storyteller, chooses one of the six cards in their hand, then makes up a sentence based on that card's image and says it out loud without showing the card to the other players. Each other player then selects the card in their hand that best matches the sentence and gives the selected card to the storyteller, without showing it to anyone else.

The storyteller shuffles their card with all of the received cards, then reveals all of these cards. Each player other than the storyteller then secretly guesses which card belongs to the storyteller. If nobody or everybody guesses the correct card, the storyteller scores 0 points, and each other player scores 2 points. Otherwise, the storyteller and whoever found the correct answer score 3 points. Additionally, the non-storyteller players score 1 point for every vote received by their card.

The game ends when the deck is empty or if a player has scored at least 30 points. In either case, the player with the most points wins.

The *Dixit* base game and each expansion contains 84 cards, and the cards can be mixed together as desired.

Game Specifics

Players - 3-8

Ideal # - 5-6

Duration - 30

Age - 8+

Game Mechanics

.Race

.Story Telling

.Targeted Clues

.Voting

Dominoes



**Scan & Learn
How To Play**



Description

A traditional tile game played in many different cultures around the world. This entry is for **Western Dominoes**; the standard set being the 28 "Double Six" tiles. [Chinese Dominoes](#) use a 32 tile set with different distributions.

Dominoes is a family of games using the "Western" style tiles. The standard set of tiles is based on the 21 different combinations made with a roll of two six-sided dice. Seven (7) additional "Blank" combination tiles combine with the 21 to form the standard 28 "Double-Six" set. "Double-Nine" (with 55 tiles) and "Double-Twelve" (with 91 tiles) are also popular. "Double-Fifteen" sets with 136 tiles also exist.

There are many different games played with **Dominoes**. The standard game is known as the **Block** game. Forms of this game are known in many different areas of the world with similar rules. **Puerto Rican Dominoes**, **Latin Dominoes**, and **Cuban Dominoes** are all forms of the **Block** game.

Game Specifics

Players - 2-10

Ideal # - 4

Duration - 30

Age - 5+

Game Mechanics

.Pattern Building

.Pattern Recognition

.Team-based Game

.Tile Placement

- .
- .

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Dominion



LEARN TO PLAY

DOMINION

Scan & Learn
How To Play



Description

"You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! 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.

But wait! It must be something in the air; several other monarchs have had the exact same idea. You must race to get as much of the unclaimed land as possible, fending them off along the way. To do this you will hire minions, construct buildings, spruce up your castle, and fill the coffers of your treasury. Your parents wouldn't be proud, but your grandparents, on your mother's side, would be delighted."

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.

Dominion is not a CCG, but the play of the game is similar to the construction and play of a CCG deck. The game comes with 500 cards. You select 10 of the 25 Kingdom card types to include in any given play—leading to immense variety.

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 30

Age - 13+

Game Mechanics

.Deck Bag Pool Building

.Delayed Purchases

.Hand Management

.Take That

.Variable Setup

Dragon Run



LEARN TO PLAY

DRAGONRUN

**Scan & Learn
How To Play**



Description

In *Dragon Run*, the players have just raided a dragon's keep, picked up a bunch of loot, and awakened the dragon. Now it's time to flee, ideally making it out with both our treasures and our lives.

On each turn, a player can either advance boldly, flee cautiously, or cry like a baby. If you advance boldly, you draw a card from the location deck, which holds three types of cards: one that allows that player to either redraw or stop, one that grants new treasure from the treasure hall, and (of course) the dragon. If you draw the dragon, you lose one health point (out of two), the dragon calms down (i.e., it loses one temper point), and the location deck is reshuffled. If you're injured twice, you die and are out of the game.

When fleeing cautiously, you first discard a treasure worth at least one coin, then roll a d10. If your roll is higher than the number of cards in the location deck, the dragon calms down, then you reshuffle the location deck; otherwise you must draw a card from the location deck just as when someone advances boldly. Your sacrificed treasure is still lost.

When you cry like a baby, you don't draw a location card, instead discarding a treasure worth at least two coins. Having shown your obeisance to the dragon, the turn passes to the next player.

Players start with four treasure cards; while some cards are worth 1-5 coins, others provide a one-shot potion or a talisman that stays in effect until the location deck is shuffled, which ends the round. Gameplay lasts from 5 to 8 rounds. Each player has a unique power that can be used once per round: the thief can steal cards from opponents, the cleric can heal opponents in exchange for treasure, etc. If the dragon loses its final temper point, the game ends and whoever holds the most valuable treasure wins; if all of the adventurers are charred to death first, then the dragon wins instead!

Game Specifics

Players - 2-5

Ideal # - 3

Duration - 30

Age - 13+

Game Mechanics

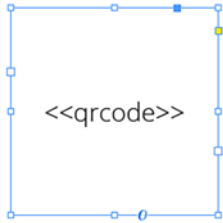
.Push Your Luck

.Take That

.Variable Player Powers

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Dragon's Breath



**Scan & Learn
How To Play**



Description

On one of their expeditions the dragon children Mira, Feo, Luna and Diego discover an unusual sparkling treasure: a column of ice with sparkling stones frozen inside it. They want to take the treasure back to their cave. But unfortunately the column of ice is too heavy. The only thing they can do is to melt it. But breathing fire isn't as easy as it sounds. Instead of fire they only manage hot air. Then the four of them have an idea: they'll get their dad to help. And it works! Dad's fire breathing starts melting the column, and little by little the sparkling stones start falling out. The dragon children quickly collect the valuable treasures, and take them back to their cave. With a little luck even dad will get a few sparkling stones! Which dragon child will collect the most sparkling stones in their cave by the end of the game?

—description from the rulebook

How to play:

1. Selecting a sparkling stone tile
2. Lifting an ice ring (the dragon dad will "melt" the top ice ring)
3. Dividing up sparkling stones (take all the fallen sparkling stones in the color of your sparkling stone tile from the game board)

Game Specifics

Players - 2-4

Ideal # - 3-4

Duration - 15-20

Age - 5+

Game Mechanics

.Physical Removal

.Set Collection

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Dragonwood



LEARN TO PLAY

DRAGONWOOD

**Scan & Learn
How To Play**



Description

Dare to enter Dragonwood! Deep in the heart of this mythical forest lurk angry ogres, giggling goblins, and even the famed and fearsome fire-breathers themselves!

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!

Gameplay: 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.

The game includes six, six-sided dice with sides 1, 2, 2, 3, 3, and 4 to reduce extremely lucky outcomes. The Dragonwood deck has 42 cards, 5 of which are displayed in the landscape at any time. In addition to creatures, this deck also has enhancements that are captured in the same way as creatures which assist players in capturing creatures, and contains events that also impact play. When both dragons have been defeated, the game is over and the player with the most victory points wins!

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 20

Age - 8+

Game Mechanics

.Dice Rolling

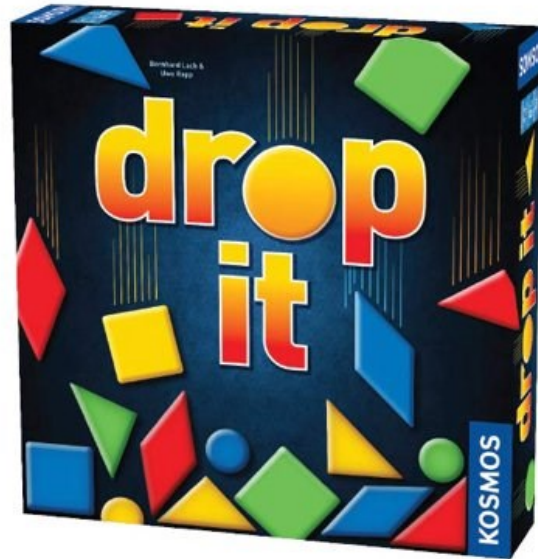
.Hand Management

.Push Your Luck

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Drop It



Scan & Learn How To Play

Description

Circles, triangles, squares and diamonds: *Drop It* is about letting go, with the pieces you drop landing somewhere in the vertical game board, ideally where they'll score the most points, but the tiles bounce around and don't always land where you expect them to!

In more detail, each turn the active player drops one of their pieces into the slot of the game board. The player scores points for the highest level that the piece touches and for any special locations that it touches, but if the piece touches anything of the same shape or color, then you score nothing! What's more, certain pieces are forbidden at certain spots on the edge of the playing area.

The *Drop It* rulebook includes variant rules for simpler play or more variety from game to game.

Game Specifics

Players - 2-4

Ideal # - 2 or 4

Duration - 30

Age - 8+

Game Mechanics

.Action/Dexterity

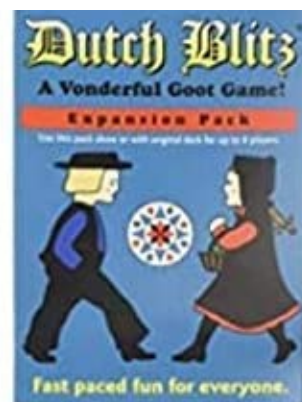
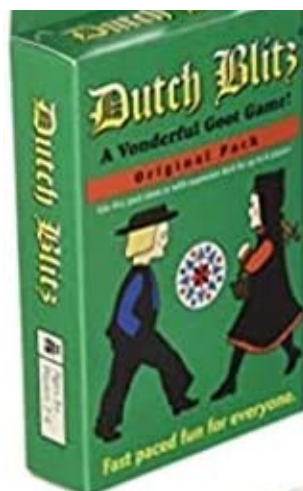
Dutch Blitz



LEARN TO PLAY

DUTCH BLITZ

Scan & Learn
How To Play



Description

In **Dutch Blitz**, each player has her own deck of forty cards, with cards 1-10 in four colors; red and blue cards show a Pennsylvania Dutch boy, while yellow and green cards show a Pennsylvania Dutch girl. Each deck has a different symbol on the back to aid with card sorting between rounds.

At the start of each round, each player lays out three cards face up in front of her to create her **post piles**; places a face-up stack of ten cards, seeing only the top card, next to her post piles to create her **blitz pile**; and holds the remaining cards in hand face down.

Playing at the same time, each player tries to empty her blitz pile. If she has a 1 on the top of any face-up stack, she plays it to the center of the table to create a **Dutch pile**. If she has a 2 of the same color as any 1 on top of a Dutch pile, she can place the 2 on the 1. All cards on a Dutch pile must be played in ascending order and must be the same color. A player can also play from the blitz pile onto a post pile, or from one post pile onto another, but only if the numbers are in descending order *and* the boys and girls alternate.

If a player can't play anything, she can reveal cards from the stack in her hand, counting them out in groups of three, then laying them face up while revealing only the top card. She can play this top card onto a Dutch pile or post pile as long as she meets the rules for doing so.

As soon as a player empties her blitz pile, the round ends. Each player scores 1 point for each of her cards among the Dutch piles, then loses 2 points for each card remaining in her blitz pile. Players then sort all the cards and play another round. As soon as at least one player has at least 75 points, the game ends and the player with the most points wins.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 1-15

Age - 8+

Game Mechanics

.Pattern Building

.Race

.Real-time

.Score & Reset Game

.Speed Matching

Eruption



LEARN TO PLAY

ERUPTION

**Scan & Learn
How To Play**



Description

The inhabitants of the villages surrounding a dormant volcano were happily living in peace until — KABOOM! — the old volcano sprung back to life, unleashing rivers of molten lava in every direction and blasting volcanic rock into the sky. The villages, now faced with destruction, must do whatever they can to protect their homes from the incoming surge of lava.

Your village is about to burn up — can you take the heat?

Eruption is a competitive survival game in which each player struggles to save his or her own village from destruction caused by an onslaught of lava from an erupting volcano. As lava enters a village, its temperature increases until it has burned up completely. Players can protect their own villages by placing lava tiles defensively and strategically building walls of various materials to hold back the lava. They are also rewarded with action cards for directing lava to other villages. Action cards allow players to rotate, replace, or remove the hexagonal lava tiles as well as cool down and fortify their own villages. Once the volcano has fully unleashed its fury, the player whose village is at the lowest temperature wins.

Game Specifics

Players - 2-6

Ideal # - 3

Duration - 30-60

Age - 10+

Game Mechanics

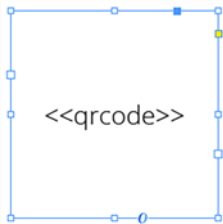
.Dice Rolling

.Team-based Game

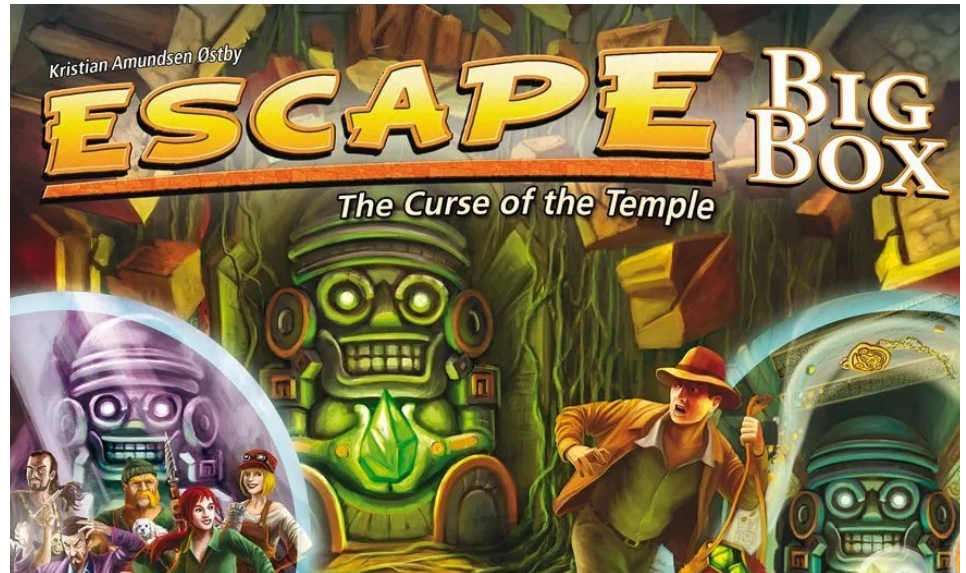
.Tile Placement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Escape Big Box



**Scan & Learn
How To Play**



Description

Escape: The Curse of the Temple is a real-time, cooperative game in which all players must escape from a temple after awakening an ancient curse. Players navigate through the temple by rolling dice and matching symbols to rooms, thereby gaining entry and visibility into adjacent rooms. So the temple "map" randomly unfolds as you explore further...every game is different! But as you explore, don't wander too far! All players must find the exit before the curse seals the adventurers in forever! The real-time aspect is enhanced by a soundtrack that is your timer for the game. Many different scenarios included.

Game Specifics

Players - 1-6

Ideal # - 4

Duration - 10

Age - 8+

Game Mechanics

.Cooperative

.Dice Rolling

.Grid Movement

.Modular Board

.Push your Luck

.Roll Spin Move

Escape From Aliens in Outer Space



LEARN TO PLAY

ESCAPE FROM ALIENS
IN OUTER SPACE

Scan & Learn
How To Play



Description

Escape from the Aliens in Outer Space is a card game of strategy and bluff set on a badly damaged deep space research ship. On-board systems have failed, plunging the ship into darkness. But even worse: A mysterious alien plague has crept aboard and is transforming the human crew into horrendous monsters! The remaining crewmen desperately try to save their lives by escaping from the derelict spaceship, but in the darkness the aliens are lurking...hungry for human flesh.

The game is played on a hexagon-based map that represents the spaceship. Each player is given a map sheet and a pencil. Map sheets must be of the same zone, and every zone has its specific name. Starting from the first player and continuing clockwise, every turn, each player must make a movement. To do so, the player must write on their map sheet the coordinates of the sector to which they are moving. Every time the players move to the gray (dangerous) sectors they have to draw a card; these cards make the players tell the others their position or lie about it, depending on the card. Every card is kept secret from other players.

The humans' objective is to save themselves using the escape hatches, while the aliens' objective is to hunt down the humans. Each player's identity and position is kept secret; you will need to interpret the movements and behaviors of the other players to learn who and where they really are.

Game Specifics

Players - 2-8

Ideal # - 6

Duration - 20-45

Age - 12+

Game Mechanics

.Grid Movement

.Hidden Movement /Roles

.Paper & Pencil

.Secret Unit Deployment

.Team-based Game

.Variable Player Power

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Everdell



**Scan & Learn
How To Play**



Description

Within the charming valley of Everdell, beneath the boughs of towering trees, among meandering streams and mossy hollows, a civilization of forest critters is thriving and expanding. From Everfrost to Bellsong, many a year have come and gone, but the time has come for new territories to be settled and new cities established. You will be the leader of a group of critters intent on just such a task. There are buildings to construct, lively characters to meet, events to host—you have a busy year ahead of yourself. Will the sun shine brightest on your city before the winter moon rises?

Everdell is a game of dynamic tableau building and worker placement.

On their turn a player can take one of three actions:

a) Place a Worker: Each player has a collection of Worker pieces. These are placed on the board locations, events, and on Destination cards. Workers perform various actions to further the development of a player's tableau: gathering resources, drawing cards, and taking other special actions.

b) Play a Card: Each player is building and populating a city; a tableau of up to 15 Construction and Critter cards. There are five types of cards: Travelers, Production, Destination, Governance, and Prosperity. Cards generate resources (twigs, resin, pebbles, and berries), grant abilities, and ultimately score points. The interactions of the cards reveal numerous strategies and a near infinite variety of working cities.

c) Prepare for the next Season: Workers are returned to the players supply and new workers are added. The game is played from Winter through to the onset of the following winter, at which point the player with the city with the most points wins.

Game Specifics

Players - 1-4

Ideal # - 3

Duration - 40-80

Age - 13+

Game Mechanics

.Contracts

.Hand Management

.Open Drafting

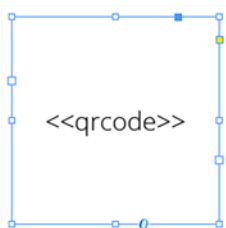
.Set Collection

.Variable Set-up

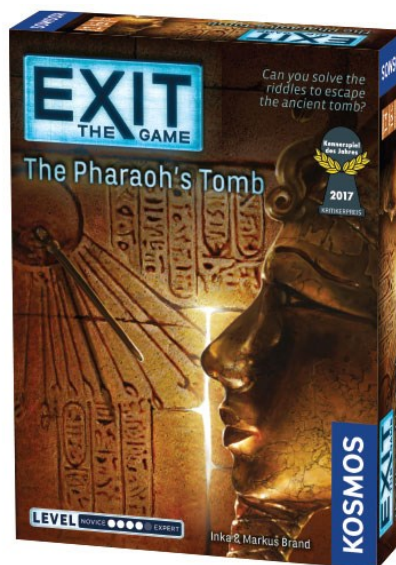
.Worker Placement

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Exit the Game



Scan & Learn How To Play



Description

On an Egyptian holiday, players are visiting the highlight of the entire journey: the stone pyramids! But after rising through the narrow, labyrinthine corridors, they discover that they've lost the rest of the group. After wandering for hours, they end up in a mysterious grave chamber — and suddenly the stone door closes behind them. The players are caught. On the floor is a sand-covered notebook and an ancient spinning code dial. Will the players escape in time or be forever buried under stone?

In *Exit: The Game – The Pharaoh's Tomb*, players must use their team spirit, creativity, and powers of deduction to crack codes, solve puzzles, collect objects, and earn their freedom bit by bit.

Game Specifics

Players - 1-6

Ideal # - 2

Duration - 45-90

Age - 12+

Game Mechanics

.Cooperative

Expedition: Famous Explorers



LEARN TO PLAY

EXPEDITION: FAMOUS EXPLORERS

Scan & Learn
How To Play



Description

Expedition: Famous Explorers is an updated version of two award-winning Wolfgang Kramer games – *Wildlife Adventure* and *Expedition* – with a new theme: discovery and exploration. Players lead three expeditions to various locations by placing arrows on a map. When an expedition arrives at a location that matches either a location card held by that player or a public location, that player scores that card by placing it in front of him.

Expedition: Famous Explorers retains all the core rules of earlier versions of the game, but adds optional advanced rules that allow players to score additional points based upon purchasable explorer and event cards. Another game mechanism introduces secret locations.

Game Specifics

Players - 2-6

Ideal # - 3-4

Duration - 90

Age - 13+

Game Mechanics

.Network Building

.Point to Point

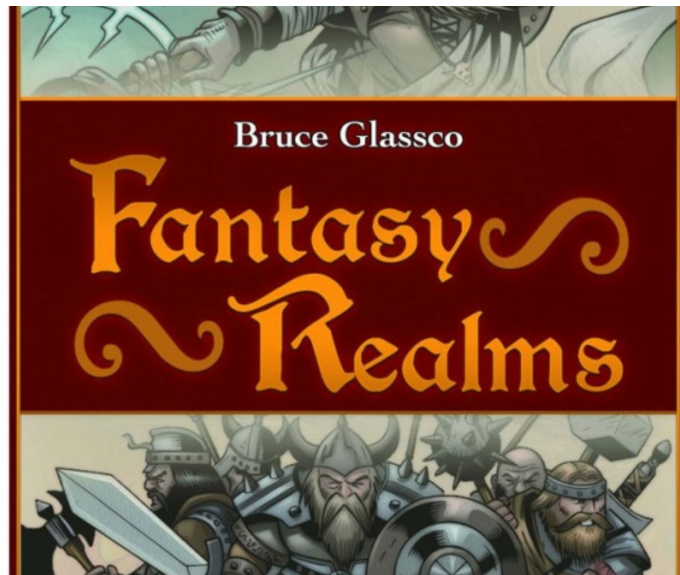
Movement

.Route Building

Fantasy Realms



**Scan & Learn
How To Play**



Description

As ruler, it's up to you to build the mightiest realm in the world! Will you choose to follow military tactics and sweep away all in your path with a massive army? Will you turn towards sorcery and control an inaccessible island surrounded by impenetrable flames? The choice is yours, and no two realms will ever be the same in *Fantasy Realms*, a combo-licious card game.

Fantasy Realms takes seconds to learn: Draw a card, discard a card — though you can draw from the deck or the discard area!

Make the best hand you can by making the best combos. The game ends when ten cards are in the discard area. Aim for the highest score to win!

To make scoring easier, the WizKids Games Companion offers a scoring helper for Fantasy Realms! After your game is complete, input your cards into the app & instantly see who won! Also a handy lookup of all cards! Available on iOS and Google Play.

Game Specifics

Players - 2-6

Ideal # - 2-3

Duration - 20

Age - 14+

Game Mechanics

.End Game Bonuses

.Hand Management

.Open Drafting

.Set Collection

Flashpoint Fire Rescue



LEARN TO PLAY

FLASHPOINT FIRE
RESCUE

Scan & Learn
How To Play



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 – 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.

You must succeed. You are the brave men and women of fire rescue; people are depending on you. This is what you do every day.

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

There are two versions of game play in Flash Point, a basic game and expert game.

In both variants, players are attempting to rescue 7 of 10 victims from a raging building fire.

As the players attempt to rescue the victims, the fire spreads to other parts of the building, causing structural damage and possibly blocking off pathways through the building. Each turn a player may spend action points to try to extinguish fires, move through the building, move victims out of the building or perform various special actions such as moving emergency vehicles. If 4 victims perish in the blaze or the building collapses from taking too much structural damage, the players lose. Otherwise, the players win instantly when they rescue a 7th victim.

The expert variant included in the game adds thematic elements such as flash over, combustible materials, random setup, and variations on game difficulty from novice to heroic. The game includes a double sided board with two different building plans and several expansion maps are available.

Game Specifics

Players - 2-6

Ideal # - 4

Duration - 45

Age - 10+

Game Mechanics

.Action Points

.Cooperative

.Dice Rolling

.Grid Movement

.Pick-up & Deliver

.Variable Player Powers

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Five Crowns



LEARN TO PLAY

5 CROWNS

Scan & Learn
How To Play



Description

Five Crowns is rummy with a five-suited deck and a twist. The set collection aspect of rummy is basically the same, with groups of three cards in either runs or denominations making a valid meld. The twist is that in each hand the number of cards required to create a meld increases, from three cards in the first hand to thirteen in the last. The game, therefore, consists of eleven hands.

In each hand, in addition to the six Jokers, other cards are designated as wild: in the first hand 3s are wild; in the second hand 4s are wild, and so on until in the last hand the Kings go wild. (You can remember which cards are wild because it matches the number of cards in hand, i.e., in the first hand you hold three cards and 3s are wild.) A hand ends when a player can meld all cards in her hand after the discard.

Game Specifics

Players - 1-7

Ideal # - 4

Duration - 30

Age - 8+

Game Mechanics

.Hand Management

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

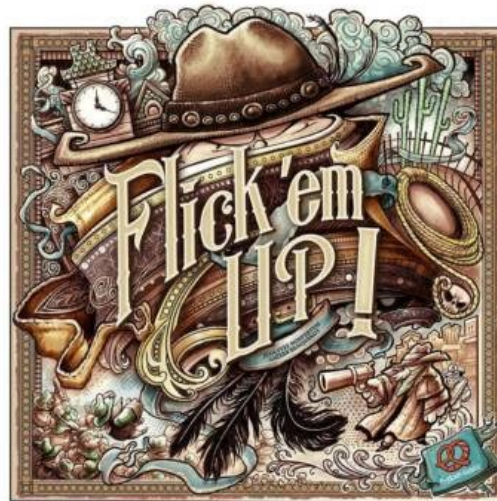
Flick 'em Up



LEARN TO PLAY

FLICK 'EM UP

**Scan & Learn
How To Play**



Description

The cities in the West are not the safest place to be. In the disc-flicking game *Flick 'em Up!*, you can become an outlaw and rob banks, free prisoners, attack innocent bystanders... or you could become the Sheriff and try to protect the people of your city from these bandits!

Relive the great adventures of the West, face your enemies in street duels, use different guns and tactics to get what you want. You can follow the scenarios or create your own—the choice is yours, cowboy!

Flick 'em Up-Stallion Canyon

What's a cowboy without his horse, you ask? Well, ask no more for *Flick 'em Up! Stallion Canyon*, the first expansion for *Flick 'em Up!*, introduces dashing horses! Two cowgirls also join the gang amongst many new elements that will have you conquering brand new towns and scenarios for more flickin' fun!

Game Specifics

Players - 2-10

Ideal # - 2 or 4

Duration - 30-45

Age - 7+

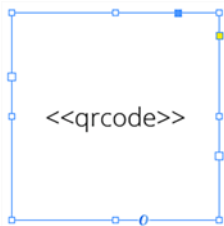
Game Mechanics

.Flicking

.Pick-up and Deliver

.Team-based Game

Flippin' Penguins



**Scan & Learn
How To Play**



Description

Childrens dexterity game that involves using a spring-loaded flipper to launch penguin figures on to a plastic iceberg. The iceberg has an electronic motor that causes it to tilt unpredictably, making it harder to time your shots.

Penguins that miss, or are knocked off, the iceberg end up in "the sea" - a gutter around the base which deposits the penguins into the players' flippers as it tilts with the rest of the iceberg.

Game Specifics

Players - 2-3

Ideal # - 3

Duration - 15

Age - 4+

Game Mechanics

.Action

.Dexterity

Flipships



LEARN TO PLAY

FLIPSHIPS

Scan & Learn
How To Play



Description

"It was an ambush. That's the only way to describe it. The mother ship appeared out of nowhere, creating a massive shadow over the city. Within seconds, wave after wave of fighters poured out of it, filling the sky."

"We're launching the ships we have ready, but they aren't much. Our pilots must fight bravely to defend the planet while we ready the rest of the fleet. Explosions fill the sky, and we've taken some hits, but we won't give up. Will you?"

Flip Ships is a cooperative dexterity game in which players take on the roles of brave pilots defending their planet from an onslaught of firepower. Flip your ships to take out the encroaching enemies and to take down the powerful mother ship before it's too late.

Game Specifics

Players - 1-4

Ideal # - 3-4

Duration - 30-45

Age - 8+

Game Mechanics

.Bias

.Cooperative

.Flicking

.Variable Player Powers

FLUXX the Board Game



LEARN TO PLAY

FLUXX
THE BOARD GAME

Scan & Learn
How To Play



Description

Fluxx: The Board Game lives up to its card game name-sake as this board game is all about change: changing rules, changing goals, and changing tiles on the board.

Players start the game with their three pieces in the center of a 3x3 grid of tiles, with each tile divided into four spaces and each space showing an icon of some type (chocolate, sun, cookies, etc.) or an octagon or a portal. Players each start with three cards in hand, and the overall goal of the game is to collect 3-6 goal cards, with the exact number possibly changing during play.

On a turn, a player draws one card, plays one card, then moves one space, with all of those values being subject to change during gameplay; depending on what's currently allowed by the rules, you can also use movement points to rotate or move tiles in the play area. If you have a piece on each icon shown on the topmost goal card in play, you claim that card and are that much closer to winning. Players can also claim goal cards they have in hand by, again, placing their pieces on the appropriate icons. Other cards in the game allow players to change the rules, the game board, the ownership of player pieces, and so on.

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 30

Age - 8+

Game Mechanics

.Grid Movement

.Hand Management

.Modular Board

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

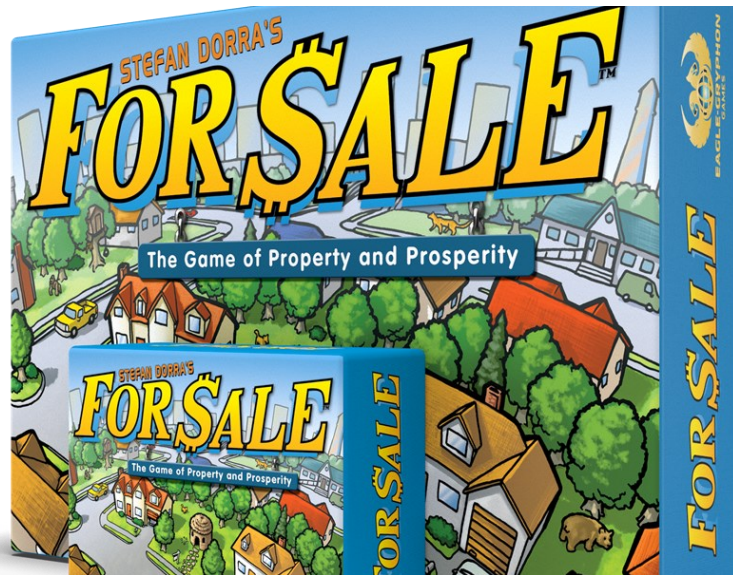
For Sale



LEARN TO PLAY

FOR SALE

Scan & Learn
How To Play



Description

For Sale is a quick, fun game nominally about buying and selling real estate. During the game's two distinct phases, players first bid for several buildings then, after all buildings have been bought, sell the buildings for the greatest profit possible.

The original Ravensburger/FX Schmid edition (1997/98) has slightly [different rules](#) than later English editions, and only 20 buildings instead of 30.

The [Überplay](#) 2005 Edition has new art, [rules and card distribution changes](#), and it accommodates 3-6 players.

The [Gryphon](#) 2009 Edition uses the Überplay art for the faces of the property cards, while replacing most other art. The rules are the same as the Überplay edition, with the exception of the [rounding rule](#) (which was stated in different ways in different printings of the Überplay edition).

Rounding rule

The rounding rule preferred by the designer Stefan Dorra is that players get back half of their bid rounded DOWN (not UP), as confirmed in correspondence with him [here](#) and [here](#). A history of how the rounding rule has changed in different editions is [documented here](#).

Game Specifics

Players - 3-6

Ideal # - 5

Duration - 30

Age - 10+

Game Mechanics

.Auction/ Bidding

.Auction/Sealed Bid

.Auction/Turn Order until Pass Hand

.Hand Management

.Selection Order Bid

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Forbidden Island



LEARN TO PLAY

FORBIDDEN ISLAND

Scan & Learn
How To Play



Description

Forbidden Island is a visually stunning cooperative board game. Instead of winning by competing with other players like most games, everyone must work together to win the game. Players take turns moving their pawns around the 'island', which is built by arranging the many beautifully screen-printed tiles before play begins. 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.

What causes this game to truly stand out among co-op and competitive games alike is the extreme detail that has been paid to the physical components of the game. It comes in a sturdy and organized tin of good shelf storage size. The plastic treasure pieces and wooden pawns are well crafted and they fit just right into the box. The cards are durable, well printed, and easy to understand. The island tiles are the real gem: they are screen-printed with vibrant colors, each with a unique and pleasing image.

With multiple levels of difficulty, different characters to choose from (each with a special ability of their own), many optional island formats and game variations available, Forbidden Island has huge replay value. The game can be played by as few as two players and up to four (though it can accommodate five). More players translates into a faster and more difficult game, though the extra help can make all the difference. This is a fun game, tricky for players of almost any age.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 30

Age - 10+

Game Mechanics

.Action Points

.Cooperative Game

.Grid Movement

.Hand Management

.Map Reduction

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Fuse



LEARN TO PLAY

FUSE

**Scan & Learn
How To Play**



Description

Intruders have made their way onto your ship, and their goal is total destruction! More than twenty bombs have been detected onboard, and the countdown has begun. Your elite Bomb Defusal Team (BDT) has been called upon to neutralize the threat. Does your team have what it takes to work through the intricacies of the bombs and defuse them all in time?

FUSE is a real-time co-operative game that employs 25 dice and 65 cards. Each game is set to a ten-minute timer, and players must work together in that ten minutes to defuse all of the bombs. Each bomb is represented by a card which needs a certain combination of dice in order to defuse it. A player will draw a number of dice equal to the number of players out of a bag and roll them. Players must then decide who will get which dice, but each player must take one and only one.

It's a simple task: maximize the potential of your dice among all of the players. The problem is that you have only ten minutes, and there are more than twenty bombs on your ship. You don't have time to think through every option. You barely have time to yell at Grandma as she reaches for that red die you need. This game will self-destruct in ten minutes...

Game Specifics

Players - 1-5

Ideal # - 4

Duration - 10

Age - 10+

Game Mechanics

.Cooperative Game

.Dice Rolling

.Die Icon Resolution

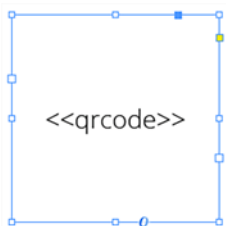
.Open Drafting

.Pattern Building

.Real-time

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Galactiquest



**Scan & Learn
How To Play**



Description

Your goal in *Galactiquest* is to conquer as many planets as possible. You must buy rocket fuel to fly from planet to planet and buy farms to get more money. At times battles will occur over planets, which could end up destroying them! Once all the planets are conquered, the player with the most planets wins.

Game Specifics

Players - 2-4

Ideal # - 3

Duration - ...

Age - 7+

Game Mechanics

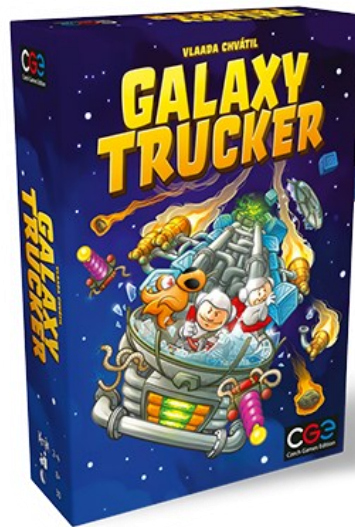
Galaxy Trucker



LEARN TO PLAY

GALAXY TRUCKER

Scan & Learn
How To Play



Description

Galaxy Trucker is a tile laying game that plays out over two phases: building and flying. The goal is to have the most credits at the end of the game. You can earn credits by delivering goods, defeating pirates, building an efficient ship, and being the furthest along the track at the end of the flying phase.

Building happens in real time and has players build their personal space ships by grabbing tiles from the middle of the table before the timer runs out. Tiles start out facedown so they won't know what they have until they take it, but they may choose to return it faceup if they don't want it. They must place the tiles they keep in a legal manner in their space ship. Usually this just means lining up the connectors appropriately (single to single, double to double, universal to anything) but also includes proper positioning of guns and engines. Tiles represent a variety of things including guns, engines, storage containers, crew cabins, shields, and batteries. They may also peek at the cards they will encounter in phase 2, but they must sacrifice building time to do this. At any time players may call their ships finished and take an order marker from the center.

Once building is completed, and ships have been checked for errors, the flight begins. The flight cards are shuffled and player markers are placed on the flight board according to the order markers taken. Cards are revealed one at a time and players interact with them in order. They may include things such as pirates, abandoned vessels, disease outbreaks, meteor showers, worlds with goods to pick up, player-on-player combat zones, and other various things.

Most of the cards will cause players to move back on the flight track and they must decide if the delay is worth their efforts. When all the cards are encountered players sell any goods they have collected, collect their rewards for finishing in first, second, or third place or having the most intact ship, and then lose some credits for damaged components. Space can be a very dangerous place and it is not uncommon to see your ship break into smaller and smaller pieces or lose some very valuable cargo off the side. If your ship gets damaged too much you can get knocked out of the race, so be careful!

Expansion Pack Also

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 60

Age - 10+

Game Mechanics

.Dice Rolling

.Events

.Real Time

.Team-Based Game

.Tile Placement

.Track Movement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Gaslands



LEARN TO PLAY

GASLANDS

**Scan & Learn
How To Play**



Description

A set of revised and expanded wargaming rules for the exceptionally popular post-apocalyptic vehicle game, Gaslands.

Shoot, ram, skid, and loot your way through the ruins of civilization with Gaslands: Refuelled, the tabletop miniature wargame of post-apocalyptic vehicular mayhem. With all new material including expanded and enhanced perks, sponsors, vehicle types, and weapons. Gaslands: Refuelled contains everything a budding wasteland warrior needs to build and customize their fleet of vehicles in this harsh post-apocalyptic future. Featuring a host of options for scenarios, environmental effects, and campaigns, allowing players to create their anarchic future.

Game Specifics

Players - 2-8

Ideal # - 2-4

Duration - 45-90

Age - 11+

Game Mechanics

.Dice Rolling

.Impulse Movement

.Movement Templates

.Push your Luck

.Variable Player Powers

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Get Bit



LEARN TO PLAY

GET BET

**Scan & Learn
How To Play**



Description

"You don't have to be faster than the shark, just faster than your friends!"

Get Bit! is a card game where players are competing to stay alive as the others are being eaten by the shark.

The order of the swimmers is determined by simultaneously playing cards face-down then revealing the values. The number on each player's card determines position in line (higher numbers in front, lower numbers in back), however ties don't move. The swimmer at the back loses a limb to the shark and is flung to the front of the line! The process is repeated until only two swimmers remain on the table. When this happens, the swimmer at the front of the line wins the game!

Game Specifics

Players - 3-6

Ideal # - 5-6

Duration - 20

Age - 7+

Game Mechanics

.Hand Management

.Player Elimination

.Race

.Relative Movement

.Simultaneous Action

Selection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Ghost Busters Protect the Barrier



**Scan & Learn
How To Play**



Description

The evil Rowan is trying to break open the Durable But Not Impenetrable Barrier and release the dead! He's placed Paranormal Energy Devices (PEDs) all over the Mercado Building, and it's up to the Ghostbusters to find them and get them out before the fourth Cataclysm begins and the building is completely haunted.

In *Ghostbusters: Protect the Barrier Game*, you have to keep your eye on the number of ghost figures on the board. If too many ghosts show up, rooms become haunted, and if six rooms become haunted at the same time, you lose the game! However, if all four Ghostbusters escape the building with all eight PEDs before six rooms have been haunted, the players win!

In more detail, players roll dice to determine how many spaces they move this turn and whether a new ghost is added to the board. Players may move up to the number of spaces shown on the die. If they end their movement in a space with a PED, they may pick it up. If they end their movement in a space with a ghost, they fight that ghost by rolling a fight die. If they roll the matching symbol, they remove the ghost from the game board. If the players must add a third ghost to a room, it transforms into a haunting. A haunting requires at least two people in the room to attempt a fight with it.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 30

Age - 8+

Game Mechanics

.Cooperative Game

.Dice Rolling

.Roll Spin Move

Go Away Monster



**Scan & Learn
How To Play**



Description

Reach in the bag to find the puzzle pieces that fit your bedroom game board. Try to distinguish between the different puzzle pieces and decide which one feels like the size and shape of a piece you need. If you pull out a monster, don't be scared... You take charge, and the monsters will take off!

Being afraid of monsters is a normal part of growing up. Go Away Monster! encourages kids to conquer that fear by acting it out and taking control. It also lets them experience some of the apprehension and excitement in deciding what is real and what is imaginary.

Game Specifics

Players - 2-4

Ideal # - 2-4

Duration - 10-15

Age - 3+

Game Mechanics

.Cooperative Game

.Pattern Recognition

.Set Collection

Gonuts for Donuts



LEARN TO PLAY

GO NUTS FOR DONUTS!

**Scan & Learn
How To Play**



Description

.Go Nuts for Donuts is a fast-paced card game for the whole family with just a sprinkle of strategy. Outsmart your opponents and collect donuts hot out of the oven for points. But beware, if two players go after the same donut, then no one gets it!

In *Go Nuts for Donuts*, players lay out donuts from the deck equal to the amount of players plus one. Each player has a number card for each donut that is out. Players all pick a donut they want by placing one of their number cards face down on the table. Players simultaneously reveal their number. If two or more players have matching numbers, that donut is discarded and no one gets it. If you're the only player that bid for the donut, than you take it and place it face up in front of you. Collect sets, unique and powerful donuts, and pairs of donuts to maximize points.

Game Specifics

Players - 3-6

Ideal # - 4-5

Duration - 20

Age - 8+

Game Mechanics

.Open Drafting

.Set Collection

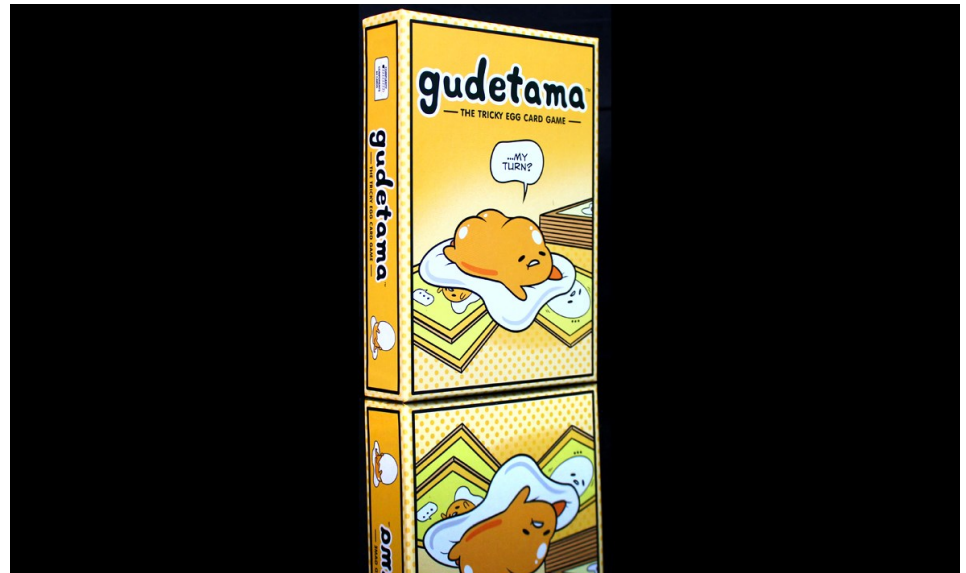
Gudetama-The Tricky Egg Game



LEARN TO PLAY

GUDETAMA: THE TRICKY EGG GAME

Scan & Learn
How To Play



Description

Gudetama: The Tricky Egg Card Game is a trick-taking game for 2-7 players in which the goal is to avoid winning the final trick! Take as many cards as you want, but don't get scrambled on the last card!

The player who wins the final trick scores points equal to their card that won the trick — and you do not want points. The game is played over the course of several rounds, where each round consists of seven tricks.

—description from the publisher

This game is similar to the traditional card game [Cucumber](#).

Game Specifics

Players - 2-7

Ideal # - 4-5

Duration - 20

Age - 7+

Game Mechanics

.Trick Taking

Guess Who?



LEARN TO PLAY

GUESS WHO?

Scan & Learn
How To Play



Description

The mystery face game where you flip over a collection of faces with different color hair, eye color, hair, hats, glasses etc. to deduce who the secret person is that your opponent has chosen. You flip over the hooked tiles as you narrow your choices by asking characteristic questions.

Game Specifics

| | |
|-------------------|-----------|
| Players - | 2 |
| Ideal # - | 2 |
| Duration - | 20 |
| Age - | 6+ |

Game Mechanics

.Deduction

.Memory

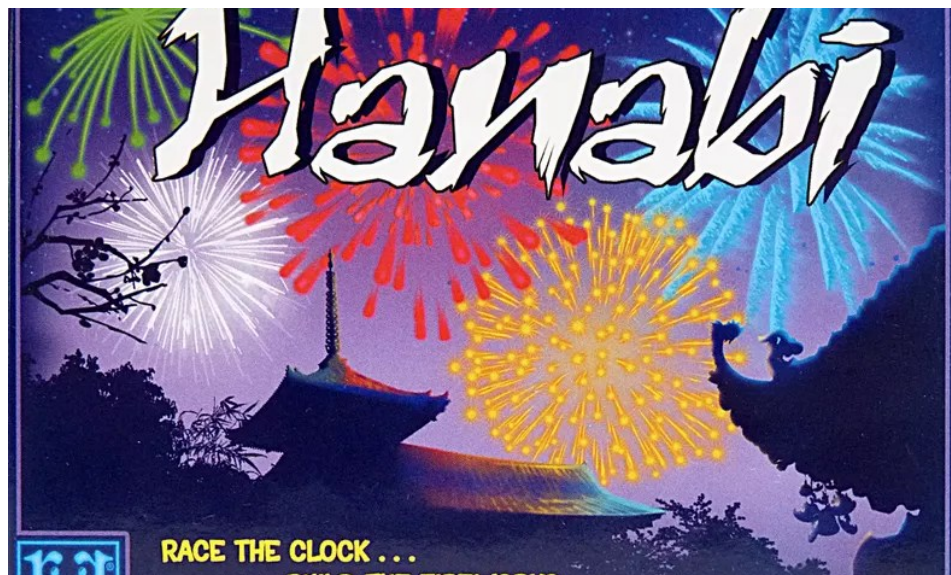
Hanabi



LEARN TO PLAY

HANABI

**Scan & Learn
How To Play**



Description

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. (In Japanese, *hanabi* is written as 花火; these are the ideograms *flower* and *fire*, respectively.)

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.

An extra suit of cards, rainbow colored, is also provided for advanced or variant play.

Game Specifics

Players - 2-5

Ideal # - 4

Duration - 25

Age - 8+

Game Mechanics

.Communication Limits

.Cooperative Game

.Hand Management

.Memory

.Set Collection

Happy Salmon



LEARN TO PLAY

HAPPY SALMON
BLUE/GREEN

Scan & Learn
How To Play



Description

Happy Salmon is a simple, ultra-fast, very silly card game.

There are no turns. Players call out the action shown on their cards as fast as they can. When two players have a match, they celebrate by performing the action. Actions include the classic "High 5", the unifying "Pound It", the frantic "Switcheroo", and the delightful and bizarre "Happy Salmon".

Each time a player celebrates a match, they quickly discard a card. The first person to get rid of all their cards wins.

The "FIN-tastically" unique and cute fish pouch makes *Happy Salmon* perfect to take to camp, vacation or if you are just traveling upstream.

Game Specifics

Players - 3-6

Ideal # - 5-6

Duration - 2

Age - 6+

Game Mechanics

.Simultaneous Action

Selection

Harbour



LEARN TO PLAY

HARBOUR

Scan & Learn
How To Play



Description

Dockmaster Schlibble and Constable O'Brady cordially invite you to visit their bustling Harbour town! Attend to business at the Trader's Guild or the Masoner's Hall. Break for lunch at the Sushi Shop, or stop off for a drink at the Pub. Don't forget to check out the Wizard's Traveling Imaginarium before you go! But no matter where you go, keep on the lookout for a bargain... the denizens of this town are always wheeling and dealing! Collect and trade resources as you visit the various buildings of Harbour, and cash them in to buy your way into the town. Whoever has the most points worth of buildings when the game ends, wins!

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!

Game Specifics

Players - 1-4

Ideal # - 2

Duration - 30-60

Age - 10+

Game Mechanics

.Market

.Ownership

.Set Collection

.Variable Player Powers

.Variable Set-up

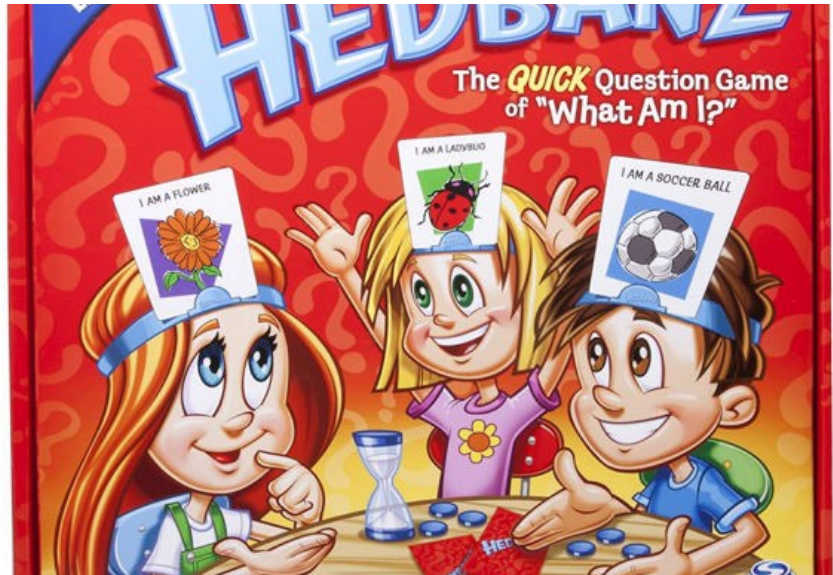
.Worker Placement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Hedbanz



**Scan & Learn
How To Play**



Description

From the Publisher's web site...

The quick question game of "What am I?"™

Am I a chicken? How about a bicycle? In this goofy game you never know what you are until you start asking questions! Figure out if the cartoon on your head is an animal, food or a household item. Everybody knows but you!

For 2 to 6 Players

Game Specifics

Players - 2-6

Ideal # - 3-5

Duration - 30

Age - 7+

Game Mechanics

. Questions & Answers

. Deduction

Hedbanz Disney



LEARN TO PLAY

HEDBANZ DISNEY

Scan & Learn
How To Play



Description

Disney version of Hedbanz. Mickey mouse ears for head bands and Disney characters for the cards.

Plays the same as Hedbanz.

Combines deductive reasoning skills with everyone's favorite Disney characters!

Game Specifics

Players - 2-6

Ideal # - 3-5

Duration - 30

Age - 7+

Game Mechanics

.Questions & Answers

.Deduction

HeroClix



LEARN TO PLAY

HEROCLIX

**Scan & Learn
How To Play**



Description

HeroClix is a tactical combat miniatures game where you put heroes and villains from your favorite comics, movies, and TV shows in head-to-head combat. It utilizes the patented Combat Dial System originally found in the collectible Mage Knight miniatures game.

HeroClix miniatures use the combat dial to reflect a change in a character's combat values, powers, and abilities over time. Some characters will pivot from long range to close quarters combat styles, others will move from acting aggressively to stealing their opponent's energy. The easiest thing to observe will be which characters are worn down by battle and which ones experience rage from getting hurt that helps them strike back at their foes! HeroClix uses gridded maps instead of a measure-and-move system, as well as die rolling.

HeroClix has been around since 2002, and as such there are tons of choices for your favorite characters, and nearly any comic character you can imagine has been featured in the game at one point or another!

Game Specifics

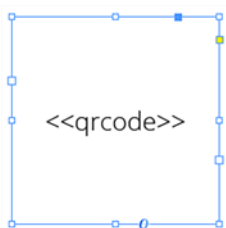
| | |
|-------------------|------------|
| Players - | 2 |
| Ideal # - | 2 |
| Duration - | 60 |
| Age - | 10+ |

Game Mechanics

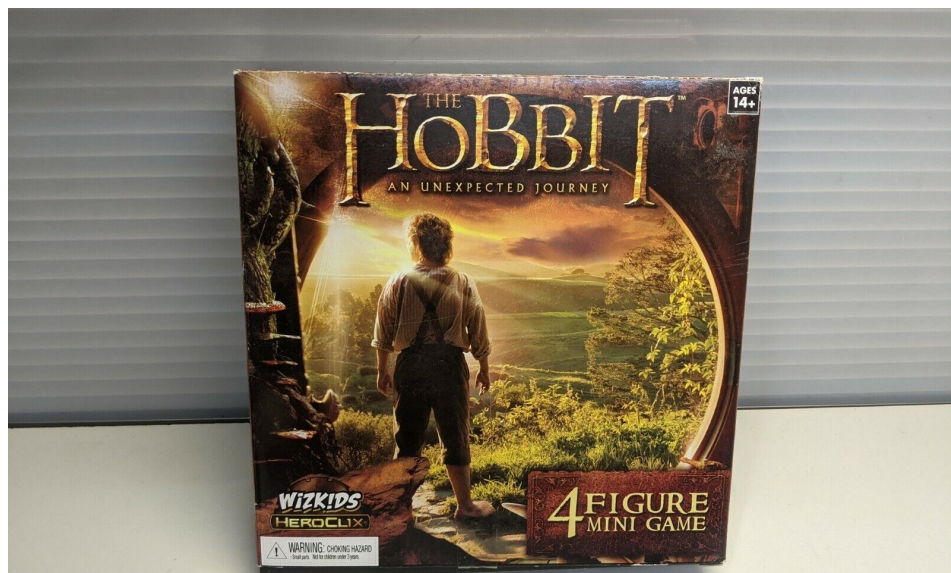
- .Action Points**
- .Dice Rolling**
- .Variable Player Powers**

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

HeroClix Hobbit



Scan & Learn How To Play



Description

Explore Middle-earth and enjoy a grand adventure with Thorin Oakenshield and Company! *The Hobbit: An Unexpected Journey* comes alive on your tabletop with this excellent line of HeroClix mini-figures based on the blockbuster film.

Special powers and Epic Abilities based off of the movie will enhance your HeroClix experience as Bilbo Baggins and Gandalf the Grey are joined by both friend and foe from the classic storyline from J.R.R. Tolkein's *The Hobbit* book.

The Hobbit An Unexpected Journey HeroClix Campaign Starter Set contains 8 figures (including Gandalf the Grey, Bilbo Baggins and Thorin Oakenshield)(7 exclusive) , 48 Horde Tokens, 6 Maps, Epic-level Campaign scenarios, a 2012 HeroClix Rule book, a Powers and Abilities Card, Dice, Object tokens, and Terrain tokens offering a sneak-peek into the majesty and mystery of Middle-earth as seen in *The Hobbit: An Unexpected Journey* feature film.

Play a scenario across a grid-based map with figures each with unique stats and abilities and defeat your opponent

Game Specifics

Players - 2

Ideal # - 2

Duration - 60

Age - 14+

Game Mechanics

.Dice Rolling

.Grid Movement

.Variable Player Powers

Hey That's My Fish



**Scan & Learn
How To Play**



Description

In *Hey, That's My Fish!*, players want to catch as many fish as possible with their waddle of penguins. Each turn, a player moves one penguin in a straight line over hex-shaped ice tiles with 1, 2 or 3 fish on them. The player then collects the hex from where the penguin started its movement from the table, thereby creating a gap which penguins can't cross on future turns. When a penguin can't move, it's removed from play with its owner claiming the tile on which it stands. The player who collects the most fish wins.

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 20

Age - 8+

Game Mechanics

.Grid Movement

.Hexagon Grid

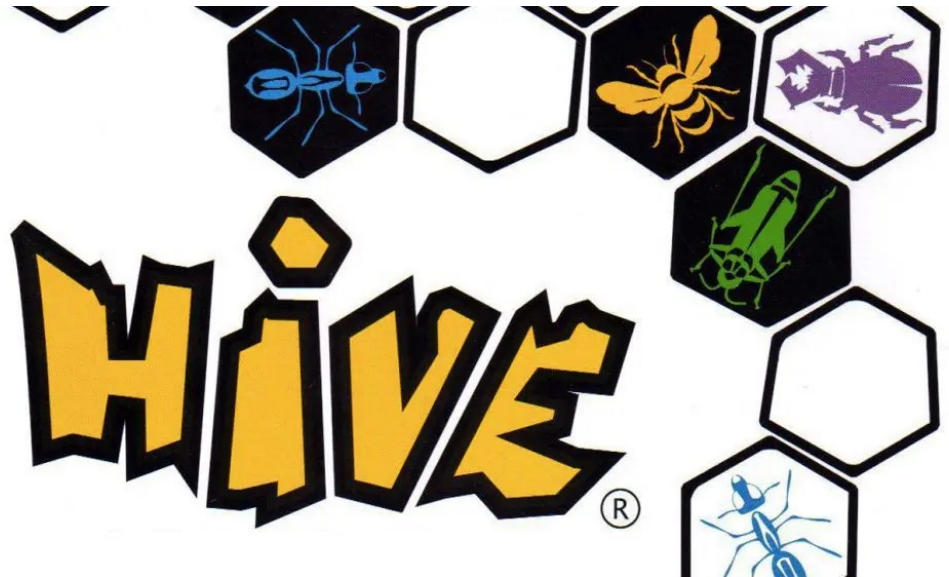
.Modular Board

.Variable Set-up

Hive



**Scan & Learn
How To Play**



Description

Hive is a 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.

Game Specifics

Players - ...

Ideal # - ...

Duration - ...

Age - ...

Game Mechanics

.Enclosure

.Grid Movement

.Hexagon Grid

.Pattern Movement

.3 Dimensional Movement

.Tile Placement

Ice Cool



LEARN TO PLAY

ICE COOL

**Scan & Learn
How To Play**



Description

The lunch break is almost there and all of the young penguins would finally get the fish they've been craving. However, some rascals think they are quick enough to snatch some of the fish before the lunch break starts, but they have forgotten one thing – the Hall Monitor! Each school day one of the penguins is designated to watch over the school, and this is his moment to shine – for each rascal penguin he catches he would get additional fish!

A fun run takes place – the rascals are running everywhere and trying to snatch some fish on their way, but the Hall Monitor is trying to catch each and one of them to have some order in the school. Who will be more successful?

ICECOOL 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 ICECOOL!

Game Specifics

Players - 3-4

Ideal # - 4

Duration - 30

Age - 6+

Game Mechanics

.Area Movement

.Flicking

.Take That

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

I'm The Boss



LEARN TO PLAY

I'M THE BOSS

**Scan & Learn
How To Play**



Description

The six Investor cards are shuffled and one is dealt face up to each player. Any Investor cards not dealt to the players are set aside for now. The Influence Card deck is shuffled and each player is dealt five cards face down. The player whose Investor is first in alphabetical order goes first. The player to the starting player's right places the Dollar marker on any space on the game board.

Each space on the game board represents a potential deal which Investors have to approve the deal and the number of dividends to be paid to those investors.

On one's turn, a player can open negotiations on the deal where the Dollar marker rests or roll the six-sided die. If the player rolls the die, the Dollar marker is advanced clockwise around the game board counting the available deals as spaces. Once the Dollar marker rests, the player may try to negotiate that deal or draw three Influence cards. If by drawing cards, the player's hand exceeds twelve the player chooses which cards to discard to the limit.

Should a player choose to make the deal, the player negotiates with the player or players representing the Investors how to divide the money at stake. The amount is number of dividends written on the space multiplied by value of the shares written on the deal tile. Any or all of the players may use their Influence cards to affect the outcome of the deal.

The players are paid from the bank when a deal has been struck. The game board space is covered with the Deal tile (effectively closing the space from further game play), the Dollar marker is moved to the next open space, and play continues with next player.

Once nine deals have been made, a die is rolled after each subsequent deal to determine whether the game ends (with the odds increasing each time). Victory goes to whoever has the biggest bankroll!

Game Specifics

Players - 3-6

Ideal # - 6

Duration - 60

Age - 12+

Game Mechanics

.Dice Rolling

.Hand Management

.Negotiation

.Roll Spin Move

.Set Collection

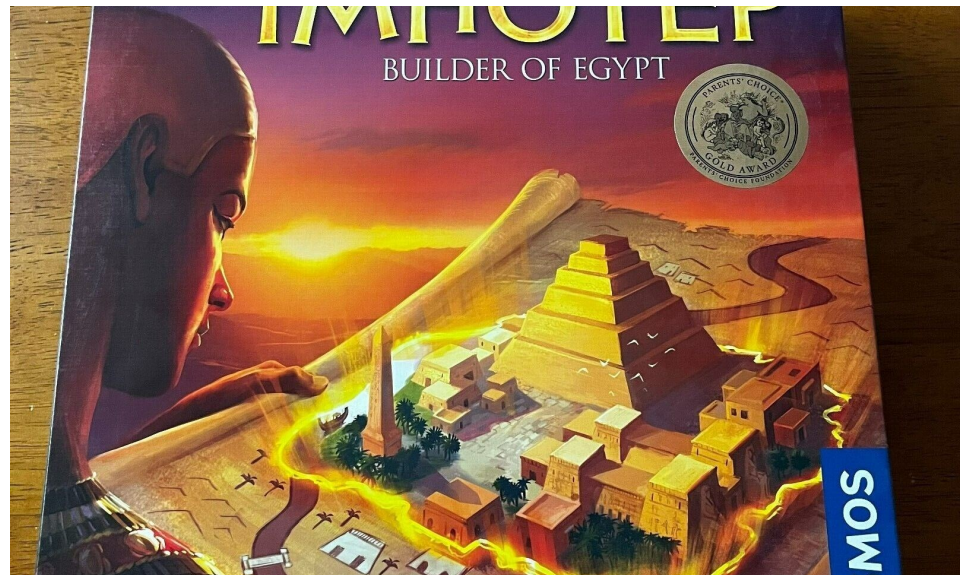
.Take That

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Imhotep



**Scan & Learn
How To Play**



Description

In *Imhotep*, the players become builders in Egypt who want to emulate the first and best-known architect there, namely Imhotep.

Over six rounds, they move wooden stones by boat to create five seminal monuments, and on a turn, a player chooses one of four actions: Procure new stones, load stones on a boat, bring a boat to a monument, or play an action card. While this sounds easy, naturally the other players constantly thwart your building plans by carrying out plans of their own. Only those with the best timing — and the stones to back up their plans — will prove to be Egypt's best builder.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 40

Age - 10+

Game Mechanics

.Area Majority/Influence

.End Game Bonus

.Modular Board

.Set Collection

.Worker Placement

Incan Gold



LEARN TO PLAY

INCAN GOLD

**Scan & Learn
How To Play**



Description

Incan Gold — is a quick, fun press-your-luck game. Players venture down mine shafts or explore paths in the jungle by turning up cards from a deck and evenly sharing the gems they find on the way, with any leftover gems being placed on the card. Before the next card is revealed, you have the chance to leave the mine and stash your holdings, including any gems you get on the way out.

Why would you leave? Because the deck also contains hazards: scorpions, snakes, poison gas, explosions and rockfalls. When a particular hazard is revealed for the second time (e.g., a second scorpion), anyone still in the shaft or on the path has to drop all the gems they've collected that round and flee for safety. The trick is that as more players leave each turn, your share of the pie grows larger, which will perhaps inspire you to explore deeper — but at the risk of ending up with nothing.

All editions of *Incan Gold* and later editions of *Diamant* include five artifact cards that are shuffled into the deck of gem and hazard cards, either one per round or all at once. When an artifact card is revealed, no one can take this card and it's placed on the path. If exactly one player leaves at the end of a turn, they collect not only all gems that remain on the path, but the artifact as well, which is worth points at the end of the game.

Game Specifics

Players - 3-8

Ideal # - 6-8

Duration - 30

Age - 8+

Game Mechanics

.Move thru the Deck

.Push Your Luck

.Score & Reset Game

.Simultaneous Action

Selection

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Insider



LEARN TO PLAY

INSIDER

Scan & Learn
How To Play



Description

Do we really have free will? Who decides this? Are we controlled by what we hear and what we see, even while thinking we decide freely? **Insider** is a game that deals with these questions. While communicating to others, you have to find the right answers to a quiz or find the "insider" who is manipulating the discussion. The insider will do everything to hide their identity while misleading the others.

In more detail, players are assigned roles at random. One player is the "master", and they secretly select a word from a set given in a deck of cards. (In a variant given in the rulebook, they can freely select and write down a word.) The "insider" player, whose role is not known to the other players, will then secretly view the word. The rest of the players are known as "commons". The commons then have approximately five minutes in which to ask the master "yes" or "no"-type questions so that they can deduce the secret word. The insider attempts to secretly lead the commons towards the correct word. If the commons fail to guess the correct word, everyone loses.

If, however, the word is correctly guessed in the allowable time, the master flips the sand timer, and the commons and master have until the sand runs out to discuss the game and deduce the identity of the insider. If they guess correctly, they win the game together; if they do not, the insider wins.

Game Specifics

Players - 4-8

Ideal # - 6

Duration - 15

Age - 9+

Game Mechanics

.Hidden Roles

.Team-based Game

.Voting

Jamaica



LEARN TO PLAY

JAMAICA

**Scan & Learn
How To Play**



Description

This is a pirate-themed tactical race game with player interaction and side goals (e.g. detouring for treasure). The winner is the player who best balances their position in the race with their success at the side goals.

Setting: Jamaica, 1675.

After a long career in piracy, Captain Henry Morgan skillfully gets appointed to be Governor of Jamaica, with the explicit order to cleanse the Caribbean of pirates and buccaneers! Instead, he invites all of his former "colleagues" to join him in his retirement, to enjoy the fruits of their looting with impunity. Each year, in remembrance of the "good old days," Morgan organizes the Great Challenge, a race around the island, and at its end, the Captain with the most gold is declared Grand Winner.

Goal: The game ends on the turn when at least one player's ship reaches the finish line, completing one circuit around the island of Jamaica. At that point, players are awarded different amounts of gold in accordance with how far away from the finish line they were when the race concluded. This gold is added to any gold a player gathered along the way by detouring from the race to search for valuable treasure, by stealing gold or treasure from other players, or just by loading gold as directed by the cards the player played during the race. The player with the most total gold acquired through all these means is then declared the winner.

Game Specifics

Players - 2-6

Ideal # - 6

Duration - 30-60

Age - 8+

Game Mechanics

.Dice Rolling

.Hand Management

.Roll/Spin & Move

.Simultaneous Action

Selection

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Jungle Speed



LEARN TO PLAY

JUNGLE SPEED

**Scan & Learn
How To Play**



Description

In **Jungle Speed**, you must rely on your keen sense of observation and quick reflexes. It requires a steady hand -- which can be hard to maintain during the many fits of maniacal laughter! The wooden Totem sits in the middle of the table, waiting for the player with the fastest reflexes to snatch it up and win the game.

Each player is dealt a hand of cards. In order to win you must be the first player to get rid of all of your cards. Each turn, all of the players reveal one of their cards. If two cards are identical, those players must make a grab for the Totem. The faster player then gives their cards to their unfortunate adversary.

To add to the difficulty, certain cards are almost identical, which can trick a hapless player into grabbing the Totem by mistake -- a grave error. Other cards force all players to make a grab at once, change the method of play, or otherwise add to the difficulty

Game Specifics

Players - 2-10

Ideal # - 5-6

Duration - 10

Age - 7+

Game Mechanics

.Pattern Recognition

.Speed Matching

Junk Art



LEARN TO PLAY

JUNK ART

**Scan & Learn
How To Play**



Description

In *Junk Art*, players are presented with junk from which they must create art. Thus the name.

Junk Art contains more than ten game modes, along with more than sixty big colorful wooden or plastic components. In one version of the game, players pile all of the wooden or plastic 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.

Game Specifics

Players - 2-6

Ideal # - 4-6

Duration - 30

Age - 8+

Game Mechanics

.Bingo

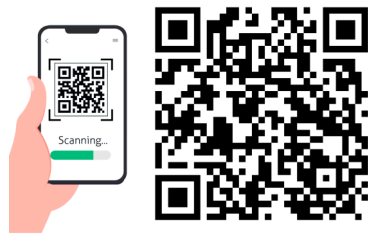
.Hand Management

.I Cut/ You Choose

.Score & Reset Game

.Stacking & Balancing

Just One



LEARN TO PLAY

JUST ONE

**Scan & Learn
How To Play**



Description

Just One is a cooperative party game in which you play together to discover as many mystery words as possible. Find the best clue to help your teammate. Be unique, as all identical clues will be cancelled!

A complete game is played over 13 cards. The goal is to get a score as close to 13 as possible. In case of a right answer, the players score 1 point. In case of wrong answer, they lose the current card as well as the top card of the deck. Thus losing 2 points. In case of lack of answer, the players only lose the current card, and therefore only 1 point.

You have the choice – make the difference!

Small Historical Point:

Originally, Just One was called We Are The Word and was published by Fun Consortium.

Repos Production bought the rights in early 2018 and adapted the game. The Sombrero-wearing Belgians decided to improve the quality of the components, add 50 new words, and change the name of the game. Following this new edition, the game went from having only a French edition to having a world-wide edition.

Game Specifics

Players - 3-7

Ideal # - 6-7

Duration - 20-60

Age - 8+

Game Mechanics

.Communication Limits

.Cooperative Game

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Kana Gawa



LEARN TO PLAY

KANA GAWA

**Scan & Learn
How To Play**



Description

1840: In Kanagawa, the great bay of Tokyo, the Master Hokusai decided to open a painting school to share his art with his disciples. You are one of these disciples, and more than anything, you want to prove yourself worthy of the “crazy, old artist”. Follow his teachings to expand your studio and paint your preferred subjects (Trees, Animals, Characters, Buildings), all while paying attention to the changing of the seasons in order to make the most harmonious print... the one that will become the work of your lifetime!

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 45

Age - 10+

Game Mechanics

.Hand Management

.Open Drafting

.Pattern Building

.Push Your Luck

.Set Collection

.Worker Placement

King of Tokyo



LEARN TO PLAY

KING OF TOKYO

**Scan & Learn
How To Play**



Description

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, which 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.

Game Specifics

Players - 2-6

Ideal # - 4-5

Duration - 30

Age - 8+

Game Mechanics

.Dice Rolling

.King of the Hill

.Open Drafting

.Player Elimination

.Push Your Luck

.Tags

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Kingdomino



LEARN TO PLAY
KINGDOMINO

Scan & Learn
How To Play



Description

In *Kingdomino*, you are a lord seeking new lands in which to expand your kingdom. You must explore all the lands, including wheat fields, lakes, and mountains, in order to spot the best plots, while competing with other lords to acquire them first.

The game uses tiles with two sections, similar to Dominoes. Each turn, each player will select a new domino to connect to their existing kingdom, making sure at least one of its sides connects to a matching terrain type already in play. The order of who picks first depends on which tile was previously chosen, with better tiles forcing players to pick later in the next round. The game ends when each player has completed a 5x5 grid (or failed to do so), and points are counted based on number of connecting tiles and valuable crown symbols.

Game Specifics

Players - 2-4

Ideal # - 2 or 4

Duration - 15-25

Age - 8+

Game Mechanics

.Open Drafting

.Tile Placement

.Turn Order: Stat-Based

King of the Creepies



**Scan & Learn
How To Play**



Description

In *King of the Creepies*, up to six players try to build their ultimate teams by collecting creepie cards and outfitting them with gear and special abilities to fight in fast-paced battles. Players bet their hard-earned monies in the hope of buying the perfect cards to crush their enemies, but goblins are always hiding just out of sight to cause all sorts of mischief! Bet, bribe, and battle your way through the marketplace and the arena to become the King of the Creepies!

Each round of the game is played in three phases. In the market phase, players buy and sell cards to try to assemble a team of well-equipped creepies. In the match phase, players reveal their chosen combatants, then bet their monies on the outcome; after bets have been placed, a mischief card is drawn, which affects the battle in an unpredictable way. The battle phase is where the majority of the game takes place. Players battle each other using one of thirty unique creepies, using gear, items, and special abilities to help their cause. The winner earns a victory crystal, and whoever collects five crystals first wins!

The game includes a variant ruleset for "poker mode". In this version of the game, players draw an entirely new hand each round and go through a series of rounds of betting before battle, with the combat winner gaining the pot. Players then draw a whole new hand and try again until one player has all the monies!

Game Specifics

Players - 2-6

Ideal # - 3-4

Duration - 20-60

Age - 12+

Game Mechanics

.Action Points

.Betting & Bluffing

.Deck/Bag/Pool Building

.Hand Management

.Take That

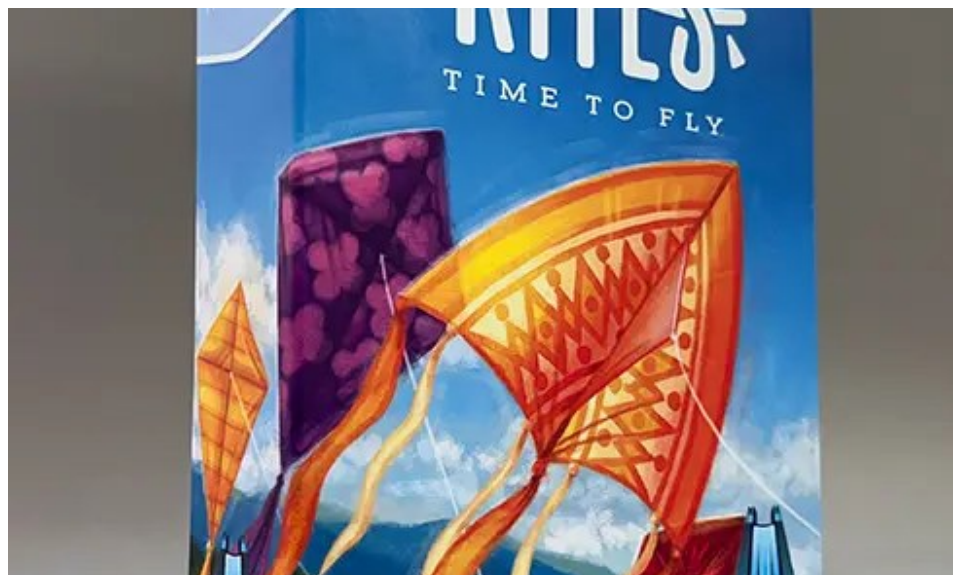
.Team-based Game

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Kites (Time to Fly)



**Scan & Learn
How To Play**



Description

The sun is shining, the wind is blowing, and you know just what to do — gather your friends to fly some kites!

In *Kites*, everyone works together to keep all their kites — represented by colorful sand timers — in the air. Take turns playing cards, flipping the sand timers, and coordinating with other players to ensure none of the timers run out. If it does, a kite has crashed! Add complication cards for additional challenges.

Play all of the kite cards in the deck, and everybody wins!

Game Specifics

Players - 2-6

Ideal # - 4-6

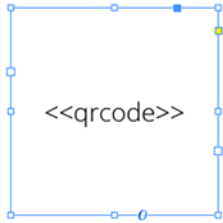
Duration - 10

Age - 10+

Game Mechanics

.Cooperative Game

Kokoro



Scan & Learn How To Play



Description

The enchanted forest of the kodama is flourishing. But with so much growth, the ancient paths to the sanctuaries within have become overgrown and lost. Now the forest guardians call upon you, their loyal kodama, to restore these paths. Help your kodama build these paths, gather offerings for the guardians, and win their favor.

Kokoro is an exciting family game that can be played with up to eight players! Each player has a forest map to draw their paths and turns are simultaneous so the game plays quickly. Connecting your sanctuaries to offerings will gain you favor. Choose wisely because you never know exactly when the sanctuary will score. And you shouldn't be too greedy, if a sanctuary is not connected to more offerings than your previous sanctuary, you lose points!

Game Specifics

Players - 1-8

Ideal # - 2 or 4

Duration - 15

Age - 14+

Game Mechanics

.Bingo

.Line Drawing

.Network & Route

Building

.Paper & Pencil

Kombo Klash



**Scan & Learn
How To Play**



Description

As another sun sets and the pale moon rises over the ancient proving grounds, the bravest and wiliest creatures gather for the Klash — the ultimate test of wits and ability!

Kombo Klash is a tactical tile-laying and combo-scoring game for 2-4 players. Can you master each creature's unique ability and form the craziest Kombos needed to win the game? Use the raven to summon extra tiles into your hand, score bonuses by adding wolves to the Klash, or kick other animals across the board with the kangaroo! Manipulate tiles by playing alligators and vultures, steal them back into your hand by playing hypnotic snakes, and smash through tiles by using gorillas...and don't forget the chameleons, who can do anything and everything!

The goal of *Kombo Klash* is to score as many points as possible by the end of the game, which occurs at the end of a round in which one or more players reaches or exceeds the predetermined target score. The player with the most points at the end of that round wins.

Game Specifics

Players - 2-4

Ideal # - 2

Duration - 15-30

Age - 8+

Game Mechanics

.Area Majority/Influence

.Connections

.Grid Coverage

.Pattern Recognition

.Square Grid

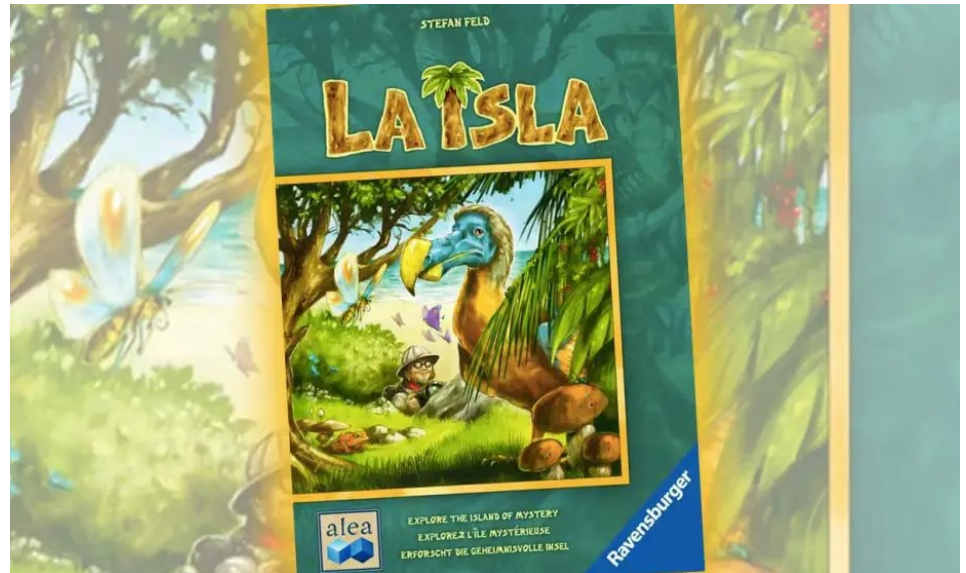
.Tile Placement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

La Isla



**Scan & Learn
How To Play**



Description

Ready to start exploring a previously uncharted island? Good! You and the other players each have a team of five scientists, and you want to capture animal species so that you can study them — and, of course, score points.

On a turn, a player has three cards that he places face-down in the A, B and D spaces on his card display. All players reveal their A cards at the same time, then place them in one of the three slots at the top of their display; the image depicted on the top of this card shows the special power that the owner of this card has available. Once a player has filled all three slots on her display, future cards placed with the A action cover an existing card.

After revealing the cards in their B slots simultaneously, the players collect the goods depicted in the lower-left corner of their individual card.

Each player in turn then places one of his scientists on a camp, first paying two resources of the type matching that camp. (If all of a player's scientists are on the board, she moves one of these scientists.) If the player now has a scientist on each camp surrounding an animal space, she takes that animal tile, scoring points for it as noted on the board (4, 3 or 2 points).

Finally, the card in the D slot increases the value of one animal. You (and only you!) immediately score one point per animal of the type you moved up on the scale. If you don't have an animal of that type you don't get any points. Each animal has a points threshold so that if you move an animal up, say, four times, each animal of this type is worth an extra point at the end of the game. The scale goes up to five so that every animal can be worth up five points at the end of the game. When the sum of these values for all five animals equals seven, nine or eleven (based on the number of players), the game ends at the conclusion of the round. Players then tally their final scores to see who wins.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 30-60

Age - 10+

Game Mechanics

.Action Queue

.Hand Management

.Modular Board

.Multi-use Cards

.Set Collection

.Simultaneous Action Selection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Le Havre



**Scan & Learn
How To Play**



Description

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.

After every seven turns, the round ends: players' cattle and grain may multiply through a Harvest, and players must feed their workers. After a fixed number of rounds, each player may carry out one final action, and then the game ends. Players add the value of their buildings and ships to their cash reserves. The player who has amassed the largest fortune is the winner.

Game Specifics

| | |
|-------------------|---------------|
| Players - | 1-5 |
| Ideal # - | 3 |
| Duration - | 30-150 |
| Age - | 12+ |

Game Mechanics

- .Automatic Resource Growth**
- .End Game Bonuses**
- .Loans**
- .Ownership**
- .Solo/Solitaire Game**
- .Worker Placement**

Libertalia



LEARN TO PLAY

LIBERTALIA

**Scan & Learn
How To Play**



Description

Captain Swallow has always dreamed of pocketing a large nest egg in order to retire on a remote island – but he never counted on stiff competition from Captains Stanley Rackum, Dirk Chivers and others, greedy and cruel enemies who always manage to attack the same ships as him. If he wants to finally sink back and enjoy peaceful days in the sun, he must become the most cunning pirate!

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!

Game Specifics

Players - 2-6

Ideal # - 4

Duration - 40-60

Age - 14+

Game Mechanics

.Action Que

.Hand Management

.Selection Order Bid

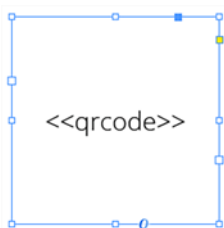
.Set Collection

.Take That

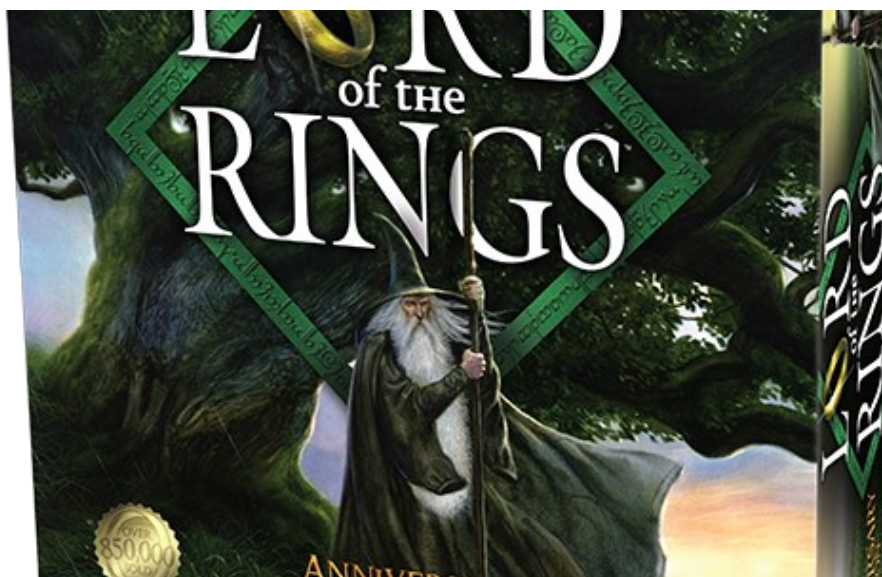
.Variable Phase Order

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Lord of the Rings



Scan & Learn How To Play



Description

The Lord of the Rings is a co-operative game in which 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.

Over the course of the game, you make your way across four conflict game boards, representing some of the most memorable conflicts from the entire trilogy: Moria, Helm's Deep, Shelob's Lair, and Mordor. Each conflict board tests your small Fellowship to the utmost as you must play your quest cards to advance along multiple tracks. These tracks represent fighting, hiding, traveling, and friendship, and by playing quest cards from your hand with matching symbols, you can keep moving forward and push closer to victory.

The master game board indicates both the physical progress of the fellowship across Middle Earth and the corrupting influence of Sauron on the hobbits. If you're able to slip past your foes, you can hope to escape with minimal corruption, healing your hurts at safe havens along your path, such as the forest kingdom of Lothlórien. By playing your cards right and advancing quickly, you can collect powerful runes, unlock legendary cards to aid your journey, or find life tokens to help stave off corruption — not to mention advancing quickly through the conflicts. As you travel, the One Ring can be a crucial tool in your journey, allowing you to hide from sight, but repeated use will draw the attention of Sauron and corrupt the heart of the Ring-bearer.

Your journey leads you deeper into the darkness with each passing conflict, and safe havens become few and far between. You must carefully watch the corruption track because if the Sauron miniature ever meets a Hobbit, that player is eliminated — and if the Ring-bearer is eliminated, all players lose as Sauron reclaims the power of the One Ring. To win, throw the One Ring into the volcanic fires of Mount Doom.

Game Specifics

Players - 2-5

Ideal # - 4

Duration - 60-90

Age - 12+

Game Mechanics

.Cooperative

.Dice Rolling

.Hand Management

.Set Collection

.Variable Player Powers

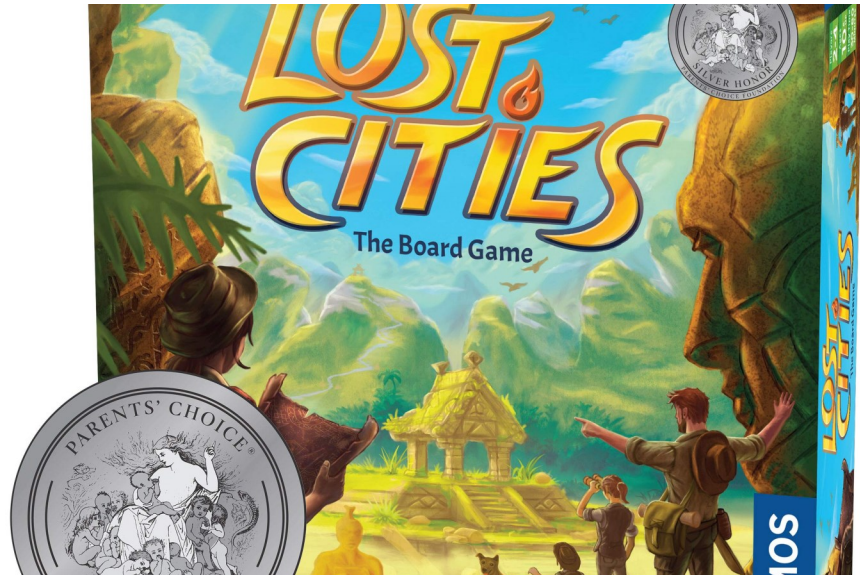
Lost Cities



LEARN TO PLAY

LOST CITIES BOARD
GAME

Scan & Learn
How To Play



Description

Redevelopment of Lost Cities, first published with altered rules as Keltis, and then published by Rio Grande as **Lost Cities: The Board Game** with Knizia's original rules and theme.

- *Reiner Knizia*: "The original version that we developed is exactly what Jay [Tummelson, owner of Rio Grande Games] has now published [LCBG]"

Primary differences between **Lost Cities: The Board Game** and Keltis:

1. In LCBG you play 3 rounds, scoring at the end of all 3 for the monuments you collect. (Normal scoring occurs each round.) In Keltis, you only play 1 round, and score everything each round. This is not just a rule difference, as the scoring is different for the monuments/stones based on the number collected.

2. In Keltis, you may play your cards in either order, descending, high to low, or ascending, low to high. In LCBG, you must play in ascending order.

Game Specifics

Players - 2-4

Ideal # - 3-4

Duration - 30-60

Age - 8+

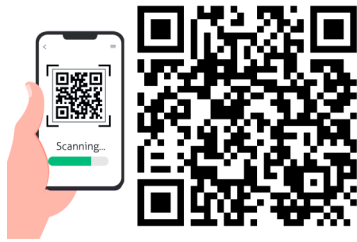
Game Mechanics

.Hand Management

.Open Drafting

.Set Collection

Love Letter



LEARN TO PLAY

LOVE LETTER

Scan & Learn
How To Play



Description

The noble Princess is looking for an ideal partner and confidant to help with her royal duties when she one day assumes the throne. You must prove your worth and gain her trust by enlisting allies, friends, and family of the Princess to carry a letter of intent to her. Can you earn the Princess' trust and become her confidant?

Playing cards one at a time, players in **Love Letter** use the abilities of these key people in the Princess' life to outwit their opponents and successfully deliver their letter and gain her favor. Players must utilize each character's special skill to avoid being caught and successfully deliver their letter to the Princess. Once a set number of favor tokens are acquired, that player wins and becomes the Princess' confidant.

This 2019 edition of *Love Letter* features new artwork by *Citadels* artist Andrew Bosley, screen-printed tokens, and two new characters (five cards in total) that allow for games with up to six players. When played, the Chancellor (value 6) allows you to draw two new cards, add those to your hand, then place two cards of your choice on the bottom of the deck. The Spy (value 0) wins you a favor token if you were the only player to play or discard a spy during the round.

—description from the publisher

Game Specifics

Players - 2-6

Ideal # - 4

Duration - 20

Age - 10+

Game Mechanics

.Hand Management

.Player Elimination

.Score & Reset Game

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Machi Koro Bright Lights



LEARN TO PLAY

MACHI KORO BRIGHT LIGHTS

Scan & Learn
How To Play



Description

You've done a great job as Mayor! **Machi Koro: Bright Lights, Big City** shows how popular Machi Koro has become! What started as a sleepy town of cheese factories and wheat fields has become a hot tourist destination!

Explore the night life of Machi Koro with a new gameplay set-up that makes each game play unique without ever slowing down the high-paced fun or losing any of the original charm.

Machi Koro: Bright Lights, Big City is a standalone, fast-paced game for 2-5 players. Each player wants to develop the city on their own terms in order to complete all of the landmarks under construction faster than their rivals. On their 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, they get 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 their landmarks wins!

Game Specifics

Players - 2-5

Ideal # - 3-4

Duration - 30

Age - 10+

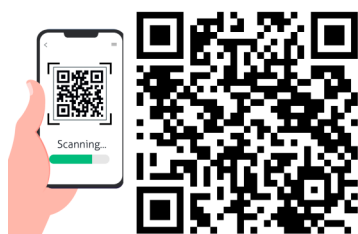
Game Mechanics

.Dice Rolling

.Open Drafting

.Random Production

Make n' Break Party



LEARN TO PLAY

MAKE N BREAK PARTY

**Scan & Learn
How To Play**



Description

In *Make 'n' Break Party*, players try to complete tasks – or get their teammates to complete tasks – with all of the tasks involving building blocks in some manner. One player on your team, for example, might have to build something that his teammates describe to him; another might have to build a structure while blindfolded; still another might need to create words from the blocks in order to have his teammates guess specific words. All of these tasks must be completed against a running timer, mind you, so you don't have much time to make it...

A smaller version is available also.

Game Specifics

- Players -** 3-9
- Ideal # -** none given
- Duration -** 45
- Age -** 10+

Game Mechanics

.Stacking & Balancing

Marvel United



**Scan & Learn
How To Play**



Description

In *Marvel United* you take the role of iconic Marvel Heroes cooperating to stop the master plan of a powerful Villain controlled by the game. Each Villain unveils their unique master plan, with cards that trigger different effects, and threats that pose challenges across the locations. Heroes must choose carefully the cards to play from their unique decks, that not only offer different actions and superpowers to use, but also combine with the actions of other Heroes to do the impossible. Build your storyline, unite your powers, save the day!

Game Specifics

Players - 1-4

Ideal # - 3

Duration - 40

Age - 14+

Game Mechanics

.Cooperative Game

.Hand Management

.Modular Board

.Solo/Solitaire Game

.Variable Player Powers

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Medieval Academy



LEARN TO PLAY

MEDIEVAL ACADEMY

**Scan & Learn
How To Play**

Medieval Academy



Description

"Squires, welcome to Medieval Academy, the place where you'll be trained to become a knight. You'll have to master the arts of Jousts and Tournaments, complete dangerous Quests, and polish your Education. You'll also have to serve the king, and show that you have a sense of Charity and Gallantry. Only one of you will be knighted by King Arthur, so it's time to show what you're capable of." —Father Advevan Nicolus Emilius, chairman of the Medieval Academy.

In **Medieval Academy**, a "family+" game, each player takes the role of a squire who wants to outdo the others in the different training categories to score Chivalry Points. To achieve this goal, during the six turns of the game, the players must wisely draft the cards that are the most useful to them and play them at the right time to move their discs up the training tracks.

At the end of turn VI, the squire who has the most Chivalry Points wins the game and is knighted by King Arthur!

Game Specifics

Players - 2-5

Ideal # - 4-5

Duration - 30

Age - 8+

Game Mechanics

.Area Majority Influence

.Closed Drafting

.Hand Management

.Modular Board

.Simultaneous Action

.Variable Set-up

Megaland



**Scan & Learn
How To Play**



Description

Are you ready to run? Push your luck in the video game world of *Megaland* to fight monsters (and bunnies) and collect coins!

At the start of each round, each player places their character on the level tile, then draws one treasure and places it above their character board. Once everyone does this, draw the topmost level card to see whether players suffer damage from the monster on it. Players can then decide whether to leave the round and bank their treasures, or whether to press on; if they go on, they draw another treasure card, then reveal the next level card. If you take total damage equal to your number of hearts, you fail and are out of the round, losing any treasure that you had.

Once everyone has left the round, whether by being knocked out or by passing and banking their treasures, players can buy building cards, such as bowling alleys, arcades, and soap makers. Buildings cost 1-5 treasures, and you must pay different treasures when buying a building that costs more than 1. Each building gives a one-time or permanent effect. Maybe you'll collect jump tokens that you can use to clear monsters so that you don't take damage; maybe you'll acquire a hospital that gives you coins when neighboring players fail the level; maybe you'll buy more hearts to let you run farther in the future; and maybe you'll collect coins, which can be the most precious item of all since the game ends after the round that someone collects 20 coins. Whoever has the most coins at that time wins!

Game Specifics

Players - 2-5

Ideal # - 3-4

Duration - 20

Age - 8+

Game Mechanics

.Push Your Luck

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Memoir '44



LEARN TO PLAY

MEMOIR '44'

Scan & Learn
How To Play



Description

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.

"By design, the game is not overly complex", says **Memoir '44** designer, [Richard Borg](#). "The game mechanics, although simple, still require strategic card play, timely dice rolling and an aggressive yet flexible battle plan to achieve victory." In addition to the large, double-sided gameboard, **Memoir '44** includes 144 amazingly detailed army miniatures - including historically accurate infantry, tanks and artillery; 36 Obstacle pieces, 60 illustrated Command cards, 44 Special Terrain tiles, and 8 Custom Wooden dice.

Several expansion packs are available: Overlord, Overlord– Hedgerow Hell, and Overlord– Tigers in the Snow

Game Specifics

Players - 2-8

Ideal # - 2

Duration - 30-60

Age - 8+

Game Mechanics

.Area Majority Influence

.Campaign/ Card Driven

.Dice Rolling

.Hexagon Grid

.Line of Sight

.Variable Set-up

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

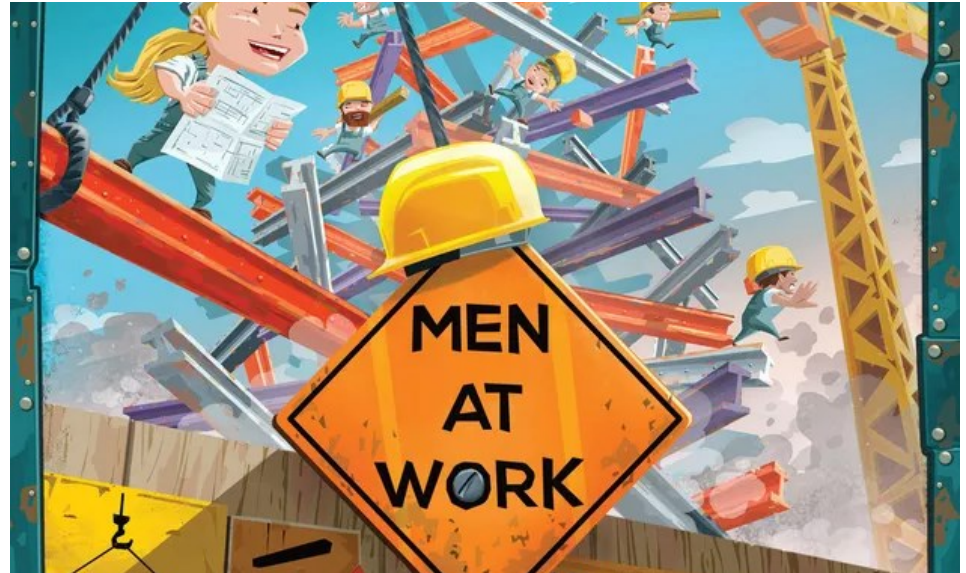
Men at Work



LEARN TO PLAY

MEN AT WORK

Scan & Learn
How To Play



Description

Higher and higher, the construction grows. Before long, the steel girders reach dizzying heights. Fearlessly, the workers carry on, with nothing more than hardhats to protect them. The danger of collapse hangs over everything — so just make sure that nothing happens! You also have to impress Rita, the boss, if you want to be Employee of the Month. There's a lot to do, so let's get going!

Men At Work is a stacking and balancing game in which players compete as workers on a job site who are carefully constructing a tower to avoid accidents and, maybe, earn Employee of the Month. The game includes three gaming modules to add loads of replayability, as well as wooden components housed within a well-designed insert for easy set up.

—description from the publisher

Game Specifics

Players - 2-5

Ideal # - 3-4

Duration - 30-45

Age - 8+

Game Mechanics

.Stacking & Balancing

Mexican Train



**Scan & Learn
How To Play**



Description

Mexican Train is a fairly recently developed variation of [Domino](#) train type games that has become extremely popular. Because of its simplicity and interaction, it can be played by nearly anyone, anywhere. Depending on the type of game you play, it can last from a single, 20-minute game to a 12 round game lasting hours.

Although **Mexican Train** can be played with a standard set of [Dominos](#), branded versions usually include a range of parts to facilitate play and highlight the theme, such as a train station, train pieces to mark players' trains and the "Mexican train", and a "woo woo!" train whistle. It is typically played with a set of double 12 dominoes (although double 6 and double 9 sets can be used with fewer players), and there are a variety of sets packaged by various manufactures as "Mexican Train Dominoes" that include all the necessary components to play.

A double-twelve domino set has 91 tiles. The goal is for the players to get rid of their dominoes. Starting with the highest double tile placed in the middle of the table, which is the station, each player creates a line of dominoes. This is their train. Another train, the "Mexican Train," can be played on by anyone. In the event that a player cannot play at all, even after drawing a new tile, she must place a marker (often little colored plastic trains that come with the game) on their train which allows others to play on her train temporarily until the marker is removed.

As soon as one player is out of dominoes, the other players add up the value of their remaining tiles. At the end of the evening, the player with the lowest score is the winner.

Game Specifics

Players - 1-8

Ideal # - 4

Duration - 20

Age - 10+

Game Mechanics

.Tile Placement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Mint Delivery



LEARN TO PLAY

MINT DELIVERY

**Scan & Learn
How To Play**



Description

Mint Delivery is a mint tin-sized, pick-up-and-deliver board game designed to be quick-to-play and easy-to-learn.

In the game, players take the role of a mint delivery truck driver, driving around the area taking orders for mints, then delivering them. Each player has two actions on their turn, such as moving, loading their truck, and upgrading the mints they are carrying.

Once enough orders have been fulfilled, the game ends. Whoever has fulfilled the highest value of orders will be deemed the employee of the month and win.

Game Specifics

Players - 1-5

Ideal # - 4

Duration - 15-30

Age - 13+

Game Mechanics

.Action Points

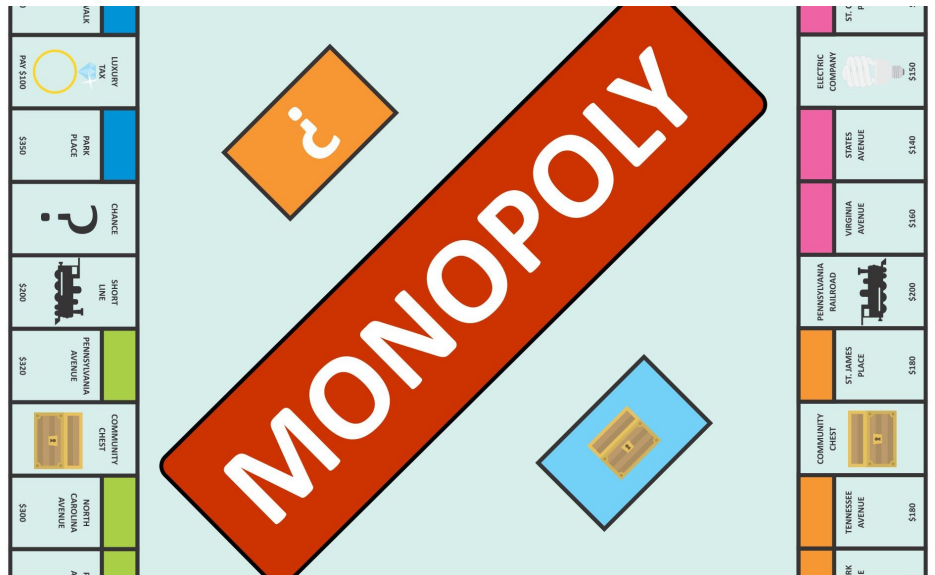
.Contracts

.Increase Value of Unchosen Resources

.Pick-Up & Deliver

.Point to Point Movement

Monopoly



Description

Game

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.

Gameplay

On his turn, a player rolls two dice and moves that number of spaces around the board. If the player lands on an as-yet-unowned property, he has the opportunity to buy it and add it to his portfolio or allow the bank to auction it to the highest bidder. If a player owns all the spaces within a color group, he may then build houses and hotels on these spaces, generating even more income from opponents who land there. If he lands on a property owned by another player, he must pay that player rent according to the value of the land and any buildings on it. There are other places on the board which can not be bought, but instead require the player to draw a card and perform the action on the card, pay taxes, collect income, or even go to jail.

Goal

The goal of the game is to be the last player remaining with any money.

Game Specifics

- Players - 2-8**
- Ideal # - None Given**
- Duration - 180**
- Age - 8+**

Game Mechanics

- .Auction/ Bidding**
- .Income**
- .Loans**
- .Lose a Turn**
- .Player Elimination**
- .Set Collection**

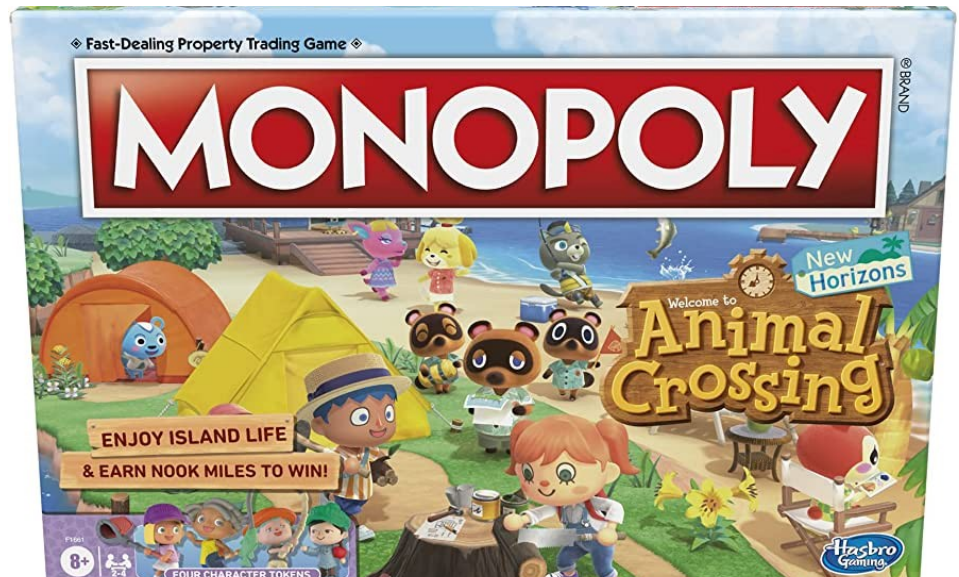
Monopoly Animal Crossing



LEARN TO PLAY

MONOPOLY ANIMAL
CROSSING

Scan & Learn
How To Play



Description

Players can enjoy island life in the world of Animal Crossing New Horizons. Instead of buying properties or paying rent, players collect resources (Bugs, Fish, Fossils, and Fruit). You can sell these resources for bells to buy decorations (which earn you Nook Miles) or complete Nook Miles cards to earn Nook Miles. Player with the most Nook Miles at the end of the game wins.

Game Specifics

Players - 2-4

Ideal # - none

Duration - 60

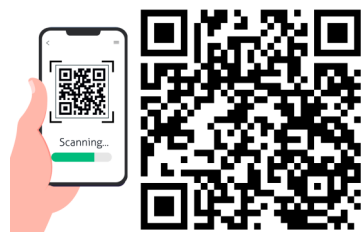
Age - 8+

Game Mechanics

.Roll/ Spin & Move

.Set Collection

Monopoly Deal Card



LEARN TO PLAY

MONOPOLY DEAL CARD
GAME

Scan & Learn
How To Play



Description

MONOPOLY DEAL - the card game where anything can happen!

How to win: Be the first player to collect 3 three full property sets of different colors.

The Cards:

Action Cards may be played to initiate the action printed on the card or may be used as money of the value noted in the upper left and lower right corners.

Property Cards some denote a specific property and some are wild. They show property name, set to which they belong (or in which sets they may be used), rental costs, number of properties in their set and their value when used to make payments.

House/Hotel Cards may be used to increase the rental cost of a property set. They also have a monetary value for use in making payments.

Money Cards are used to make payments.

Play:

Draw two cards from the draw pile, or if you start your turn with no cards, draw five.

Play up to three cards from your hand face up either as: money into your bank, properties or improvements into your collection, or actions. Action cards allow you to collect rent, receive money, take properties from others or cancel another action. Cards placed in your bank may only be used as money. When you must make a payment, you may use money from your bank or properties and improvements in your collection, but not cards in your hand.

Discard cards in excess of seven from your hand to the bottom of the draw pile.

Win by announcing it on your turn when you have three complete property sets of different colors. This ends the game.

Game Specifics

Players - 2-5

Ideal # - 4

Duration - 15

Age - 8+

Game Mechanics

.Hand Management

.Set Collection

.Take That

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Monza



**Scan & Learn
How To Play**



Description

Monza is a car race game for children. Players roll six dice on their turn, and move their car according to the colors shown on the dice. The dice are identical, each having six different colors, one on each side. The board is a three-lane race track. **Monza** encourages tactical thinking as well as color recognition. The game states it is for [children 5 and older](#), but 3-4 year olds can join in the fun as well.

Play sequence:

Six racing cars are standing on the starting grid, of the 3 lane racing board. But only the player who gets the right colors with the dice and makes clever combinations will be able to move rapidly ahead.

The first player throws all 6 dice. Now try to move your car according to the colors obtained. You must compare the colors of the dice with the colors of the squares directly ahead of your car.

After each single move, put aside the corresponding die. If you cannot use certain colors, your turn is over. Watch out! You can only move your car ahead and you must avoid the obstacle squares.

A change of lanes is only permitted if the far end of the neighboring square is situated ahead of the square where your car is. If your car lands on a square with a car in it, this car is moved back to the next available square in the same lane.

Game Specifics

Players - 2-6

Ideal # - 3-4

Duration - 10

Age - 5+

Game Mechanics

.Dice Rolling

.Race

.Roll/ Spin & Move

.Track Movement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Munchkin



**Scan & Learn
How To Play**



Description

Publisher's Description

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run.

Admit it. You love it.

This award-winning card game, designed by [Steve Jackson](#), captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm... or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon...

And it's illustrated by [John Kovalic](#)! Fast-playing and silly, Munchkin can reduce any roleplaying group to hysteria. And, while they're laughing, you can steal their stuff.

Players - 3-6
Ideal # - 4
Duration - 60-120
Age - 10+

Game Mechanics

.Hand Management

.Take That

.Variable Player Powers

Musical Chairs



**Scan & Learn
How To Play**



Description

Musical Chairs is a whimsical card game that simulates a game of musical chairs but with cards instead of music.

Each round, players start with a hand of eight cards to play. The starting player must play their lowest card to begin the round. Cards are played in ascending order until the current player does not have a legal move or chooses to not play one of the optional actions. In either case, the music now stops, and everyone has to take a seat.

After every played card, players move their pawn around a circular board. Choosing where to stop is critical because the color of the chair you end up on determines which cards you score — both from your hand and from the cards already played.

If two or more players end the round on the same chair, a "butt battle" must take place, with players having the option to play cards from their hands in

Game Specifics

Players - 2-4

Ideal # - none

Duration - 30-60

Age - 14+

Game Mechanics

.Card Play Conflict

Resolution

.Movement Points

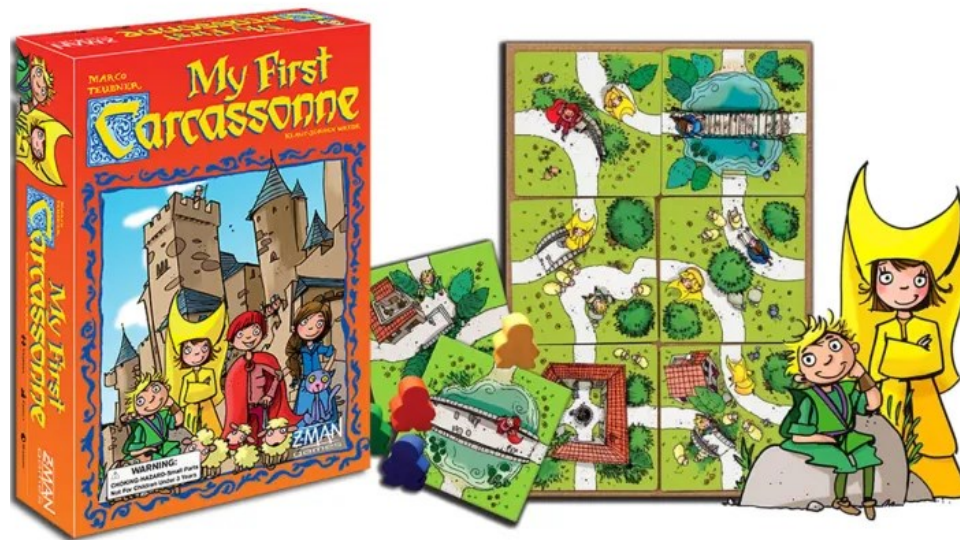
My First Carcassonne



LEARN TO PLAY

MY FIRST
CARCASSONNE

Scan & Learn
How To Play



Description

Story: On 14 July, the national holiday in France, the sheep, chickens and cows are set free in the town of Carcassonne. The children have great fun to catch the animals before dusk.

In *Carcassonne Junior*, a.k.a. *My First Carcassonne*, the players in turn draw a landscape tile and place it; unlike in normal [Carcassonne](#), they always match. Amongst other features, the tiles show children in the player colors on the roads. Whenever a road is finished, every player places one of their meeples on each appropriate picture.

The first player who manages to place all of their meeples wins.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 10-20

Age - 4+

Game Mechanics

.Enclosure

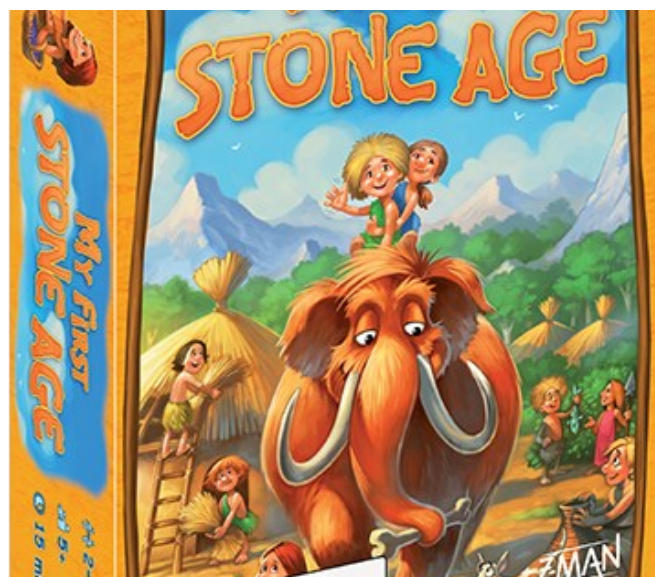
.Modular Board

.Tile Placement

My First Stone Age



Scan & Learn How To Play



Description

Travel to the past with Jonon and Jada, two stone age children, to rediscover how the first humans settled the world around them.

In *My First Stone Age*, a children's version of the *Stone Age* family game, the players collect goods and build their own settlement.

Players first explore the location of forest tokens surrounding the village. Flipping a forest token over indicates the movement of the player's meeple to an action spot on the board. Gather or trade resources, visit the construction site or get a helper token for the kid's dog Guff who will fetch any resource when it's time to build a hut. The construction site is where huts can be built. Each requires a different set of resources. A visit to the construction site also resets the forest tokens: Flip the tokens back over and swap a couple of them to introduce some challenge.

Use your memory to find the fastest paths to gather resources and build 3 huts before everyone else to be the winner of *My First Stone Age*.

Game Specifics

Players - 2-4

Ideal # - 3-4

Duration - 15

Age - 5+

Game Mechanics

.Memory

.Set Collection

My Little Scythe



LEARN TO PLAY

MY LITTLE SCYTHE

**Scan & Learn
How To Play**



Description

My Little Scythe is a competitive, family-friendly game in which each player controls 2 animal miniaures embarking upon an adventure in the Kingdom of Pomme.

In an effort to be the first to earn 4 trophies from 8 possible categories, players take turns choosing to Move, Seek, or Make. These actions will allow players to increase their friendship and pies, power up their actions, complete quests, learn magic spells, deliver gems and apples to Castle Everfree, and perhaps even engage in a pie fight.

Some of *My Little Scythe*'s mechanisms are inspired by the bestselling game, *Scythe*. It caught the eye of Stonemaier Games as a fan-created print-and-play game in 2017 (it went on to win the BoardGameGeek 2017 award for best print-and-play game).

—description from the publisher

Game Specifics

Players - 1-6

Ideal # - 4

Duration - 45-60

Age - 8

Game Mechanics

.Area Majority Influence

.Dice Rolling

.Force Commitment

.Grid Movement

.Pick-up & Deliver

.Take That

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

New York Slice



**Scan & Learn
How To Play**



Description

You've just been given a shot at being the head chef at the prestigious New York Slice pizza parlor. Now you and your fellow pizza chef wannabes have to make the most amazing pizzas...one slice at a time!

In *New York Slice*, each player slices pizzas into portions, giving their opponents first choice, while they take the leftovers. There are a dozen kinds of pizza to work with, from veggie to hawaiian to meat lover's, and each player decides if they want to eat or keep some of the slices, building the best collection of pizzas possible!

Each time a player slices a pizza, there's a different special to go along with it, whether it's allocated to one of the portions or placed on its own. Specials provide the player with special powers or points, such as calling dibs on a slice before the pizza is divided, getting one of the normally-out-of-the-game "mystery slices", having an opportunity to "sneak a slice" by moving it from one portion to another when they choose, and many more—there are 14 different "Today's Specials" in the game.

Some slices have anchovies on them (yuck!), which are worth negative points to anyone who collects them — but anchovies might show up on different pizza types you're collecting, so in order to have the majority of a type, you just might have to collect one with anchovies on it!

If you tie another player for the most slices of a type, neither of you gets any points — but a bunch of slices have two types of pizza on them, with each combo slice being worth half a slice of each type, which is great for breaking ties.

Most slices have pepperoni on them, which you can eat for points (instead of collecting to go for the majority of each slice type).

Game Specifics

Players - 2-6

Ideal # - 4

Duration - 30

Age - 8+

Game Mechanics

.I Cut- You Choose

.Once-Per-Game Abilities

.Turn Order:Progressive

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Nimbee



NIMBEE

Scan & Learn How To Play



Description

It's thought that all bees work for the good of the colony. However the Queen is allowed to have one favourite; a worker who is smarter and collects more nectar than the rest. That bee is called, THE NIMBEE.

GAME OBJECTIVE

In *Nimbee*, you must direct your honey bee around the hive to collect honey and other benefits to best prepare for the excursion into the meadow. There you must search for the sweetest nectar-laden flowers; settle on the bonuses first, or fly ahead to stop your opponents getting to the best blooms. Will you get the timing right and claim the ultimate prize in the secluded glade at the end of the path, or will you fall foul of the greedy bear who wants to raid your hive? At the end of the game the player who has collected the most nectar will be awarded the title of NIMBEE.

Game Specifics

Players - 2-4

Ideal # - none

Duration - 20-40

Age - 10+

Game Mechanics

.Action Points

.Action Queue

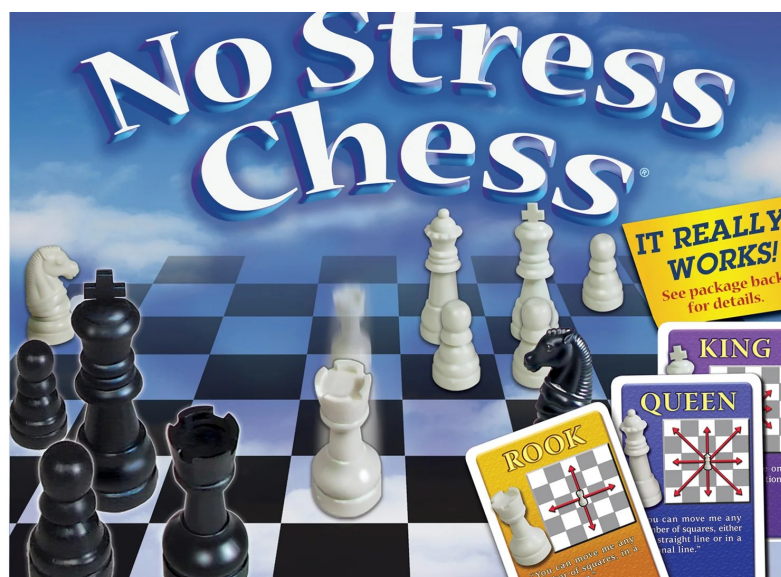
.Hand Management

.Rondel

No Stress Chess



**Scan & Learn
How To Play**



Description

From the Publisher:

You're guaranteed to be playing chess instantly. Unlike any other chess teacher, No Stress Chess teaches you how to play using illustrated cards and an illustrated 2-sided board.

No Stress Chess is a chess board with pieces and a deck of cards displaying how the chess pieces can move. Designed to teach how the pieces moved, in the learning versions of the game, players play cards from their hand of either 3 or 5 cards in order to move the chess pieces on the playing field.

Game Specifics

Players - 2
Ideal # - 2
Duration - 60
Age - 7+

Game Mechanics

.Grid Movement

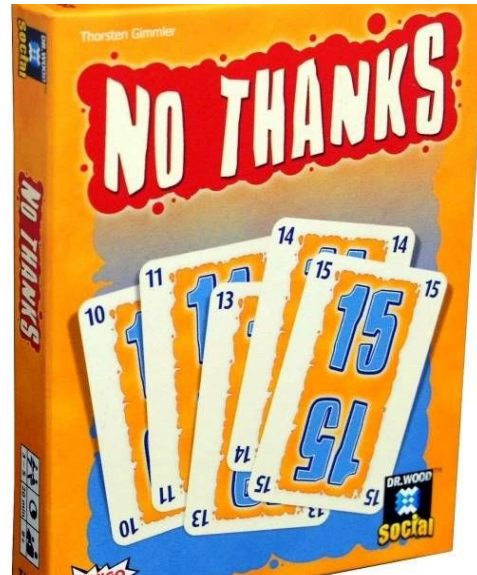
No Thanks



LEARN TO PLAY

NO THANKS

**Scan & Learn
How To Play**



Description

No Thanks! is a card game designed to be as simple as it is engaging.

- The rules are simple. Each turn, players have two options:
 - play one of their chips to avoid picking up the current face-up card
- pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card

However, the choices aren't so easy as players compete to have the lowest score at the end of the game. The deck of cards is numbered from 3 to 35, with each card counting for a number of points equal to its face value. Runs of two or more cards only count as the lowest value in the run - but nine cards are removed from the deck before starting, so be careful looking for connectors. Each chip is worth -1 point, but they can be even more valuable by allowing you to avoid drawing that unwanted card.

Game Specifics

Players - 3-7

Ideal # - 4-5

Duration - 20

Age - 8+

Game Mechanics

.Auction/Bidding

.Closed Economy Bidding

.Increase Value of

Unchosen Resources

.Push Your Luck

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

North Wind



LEARN TO PLAY

NORTH WIND

**Scan & Learn
How To Play**



Description

Game description from the publisher:

In the adventure game **North Wind**, cities are suffering heavily under constant raids from pirates. As freelance trade captains, the players bring food and other goods to the cities, in addition to fighting the pirates whenever they encounter them. Fighting without cannons leads to poor results, however, and cannons are expensive. With each success, though, a player can better equip his three-dimensional ship and strengthen his crew.

In the end, the player who finds the best mix of trading and fighting will prove to be the victorious captain.

Game Specifics

Players - 2-4

Ideal # - 2

Duration - 60

Age - 10+

Game Mechanics

.Dice Rolling

.Memory

.Push Your Luck

.Trading

Nuts About Mutts



LEARN TO PLAY

NUTS ABOUT MUTTS

Scan & Learn
How To Play



Description

From the publisher:

It's been a ruff day and your dogs are barking. As one of the local dog walkers, it's time to get these pooches back to their homes.

Unfortunately, it sounds like the friendly neighborhood mutt is on the loose again and he loves to play! If you want to get home before everyone else, you'll need to give that good boy a bone to distract him or wind up chasing your dogs all over the neighborhood.

Overview

The game is played over three rounds (for a faster game, just play one round). Each round, you'll take turns playing cards until someone goes out by playing their last card.

Each turn, you must play either a dog that matches the number, color, and/or breed of the dog previously played, or an action card. If you can't, you'll have to draw a card! If you are quick, you'll even be able to play certain cards when it's not your turn! At the end of each round, points are tallied for cards remaining in each player's hand. After three rounds, the player with the fewest points wins and is chosen as The Most Paw-some Dog Walker!

It's a howling good time for everyone!

Game Specifics

Players - 3-8

Ideal # - 4

Duration - 30-40

Age - 5+

Game Mechanics

.Hand Management

.Matching

.Real-time

.Take That

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Of Knights & Ninjas



LEARN TO PLAY

OF KNIGHTS AND
NINJAS

Scan & Learn
How To Play



Description

Competitive, strategic card game for 2-6 players set in feudal medieval era.

GamePlay:

On your turn, draw two cards and choose whether to ATTACK another player's kingdom, FORTIFY your own (with a CASTLE or ARCHER), or play a SPECIAL ACTION. When other players attack you, you may play a RESPOND card to lessen the number of gems they steal from you. The first player to own 10 gems wins the game.

Of Knights & Ninjas blurs the line between party game and strategy game. Interesting choices of actions as well as responses ensure replayability as every game is unique.

Multiple paths to victory require your strategy to constantly be changing. Will you play it safe and fortify your kingdom? Or will you recklessly plunder your way to victory?

—description from the publisher

Game Specifics

Players - 2-6

Ideal # - 3-4

Duration - 20

Age - 10+

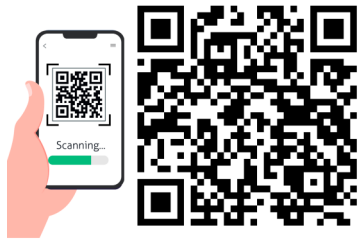
Game Mechanics

.Deck Bag Pool Building

.Hand Management

.Open Drafting

One Night Ultimate Werewolf



LEARN TO PLAY

ONE NIGHT ULTIMATE
WEREWOLF

Scan & Learn
How To Play



Description

No moderator, no elimination, ten-minute games.

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!

Because *One Night Ultimate Werewolf* is so fast, fun, and engaging, you'll want to play it again and again, and no two games are ever the same.

This game can be combined with [One Night Ultimate Werewolf: Daybreak](#).

Game Specifics

Players - 3-10

Ideal # - 6-8

Duration - 10

Age - 8+

Game Mechanics

.Hidden Roles

.Role Playing

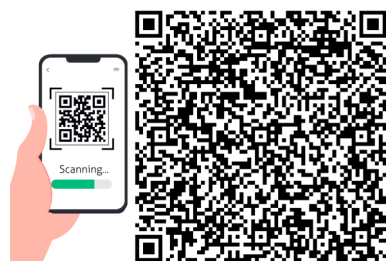
.Roles w/Asymmetric Info

.Traitor Game

.Variable Player Powers

.Voting

Onitama



LEARN TO PLAY

ONITAMA

**Scan & Learn
How To Play**



Description

Onitama is a two-player, perfect information abstract game with a random starting set-up. On a 5x5 board, both players start with five pawns on their side, with the main pawn in the middle.

Each player has two open cards that each display a possible move for any of her pieces. There is a fifth card that cannot be used by either player. On a player's turn, she chooses one of her cards, moves one of her pieces according to the chosen card, then replaces the card she used with the fifth card. The other player then chooses one of his cards, moves accordingly, and exchanges that card with this fifth card — which is, of course, the card the first player just used.

Moving onto one of the opponent's pawns removes that pawn from the game. Taking the opponent's main pawn, or moving your main pawn into your opponent's main pawn's starting space, wins you the game.

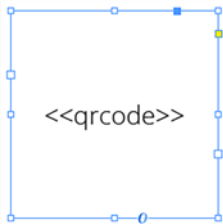
Game Specifics

| | |
|-------------------|--------------|
| Players - | 2 |
| Ideal # - | 2 |
| Duration - | 15-20 |
| Age - | 10+ |

Game Mechanics

- .Grid Movement**
- .Hand Management**
- .Pattern Movement**
- .Square Grid**
- .Static Capture**

Operation



**Scan & Learn
How To Play**



Description

Operation is a dexterity game in which you must extract silly body parts from a hapless patient. In the course of the game you acquire cards which dictate that you must remove a certain piece from the body of the patient. To do this you use a set of tweezers that are attached by wire to the game board. If you are sloppy and touch the metal sides of the hole where the item is located, the patient's pain is indicated by a sudden buzzer and light-up nose. Successful extractions net cash, and the player with the most cash at the end of the game is the winner.

Game Specifics

Players - 1-6

Ideal # - 3

Duration - 10

Age - 6+

Game Mechanics

.Dexterity

.Simulation

Outfoxed



**Scan & Learn
How To Play**



Description

Game description from the publisher:

Mrs. Plumpert's prized pot pie has gone missing, and now it's a chicken chase to crack the case!

In **Outfoxed**, you move around the board to gather clues, then use the special evidence scanner to rule out suspects. You have to work together quickly because the guilty fox is high-tailing it towards the exit! Will you halt the hungry hooligan before it flies the coop — or will you be outfoxed?

Game Specifics

Players - 2-4

Ideal # - 3-4

Duration - 20

Age - 5+

Game Mechanics

.Cooperative Game

.Deduction

.Dice Rolling

.Grid Movement

.Memory

.Square Grid

Pandante



LEARN TO PLAY

PANDANTE

**Scan & Learn
How To Play**



Description

Pandante is a gambling game played by the Pandas of the Pandalands in the Fantasy Strike universe. In this game, lying is okay. (Humans use the softer term "bluffing".) You can lie about which abilities you have access to, and you can lie about whether your cards are strong enough to win the pot! And if you win a pot by lying, you gain the favor of a Panda Lord. Be careful, though, because other players can call you out on your lies for fun and profit.

Each round (called a "gambit"), players try to build the best hand they can from their two private cards and five community cards, similar to gameplay in Texas Hold'em Poker. Over the course of a gambit, players bet several times while making claims about how good their hands are and using abilities to influence the game. Each suit gives access to a different ability and if you don't have the one you need, just lie about it and hope you get away with it.

You can play *Pandante* as a social game with a definite win condition and no player elimination, or you can play it as an ongoing gambling game in which players are eliminated when they lose their money, like in Poker. You could even play with real money if you're Panda enough.

Game Specifics

Players - 2-6

Ideal # - 4

Duration - 30

Age - 13+

Game Mechanics

.Betting and Bluffing

.Variable Player Powers

Pandemic



**Scan & Learn
How To Play**



Description

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 re-searching 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. A second, separate deck of cards controls the "normal" spread of the infections.

Taking a unique role within the team, players must plan their strategy to mesh with their specialists' strengths in order to conquer the diseases. For example, the Operations Expert can build research stations which are needed to find cures for the diseases and which allow for greater mobility between cities; the Scientist needs only four cards of a particular disease to cure it instead of the normal five—but the diseases are spreading quickly and time is running out. If one or more diseases spreads beyond recovery or if too much time elapses, the players all lose. If they cure the four diseases, they all win!

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 45

Age - 8+

Game Mechanics

.Action Points

.Cooperative Game

.Hand Management

.Point to Point Movement

.Set Collection

.Variable Player Powers

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

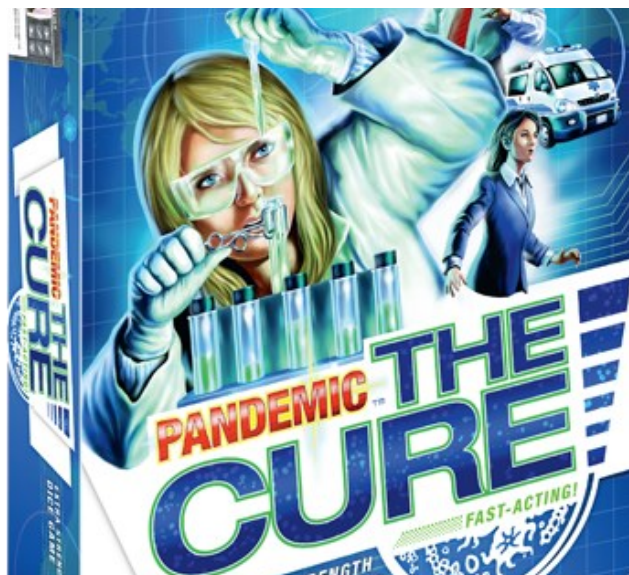
Pandemic: The Cure



LEARN TO PLAY

PANDEMIC: THE CURE

**Scan & Learn
How To Play**



Description

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. The Dispatcher, for example, can spend dice to fly others around the board, while the Medic is particularly adept at treating disease. Players can roll their dice as often as they like, but the more times they re-roll for the perfect turn, the more likely the next epidemic will occur.

At the end of each turn, new "infection dice" are rolled to determine the type and location of newly infected populations. If any region on the board is infected with more than three dice of a given color, an outbreak occurs, spreading disease into an adjacent region. 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!

Game Specifics

Players - 2-5

Ideal # - 3-4

Duration - 30

Age - 8+

Game Mechanics

.Cooperative Game

.Dice Rolling

.Hand Management

.Push Your Luck

.Set Collection

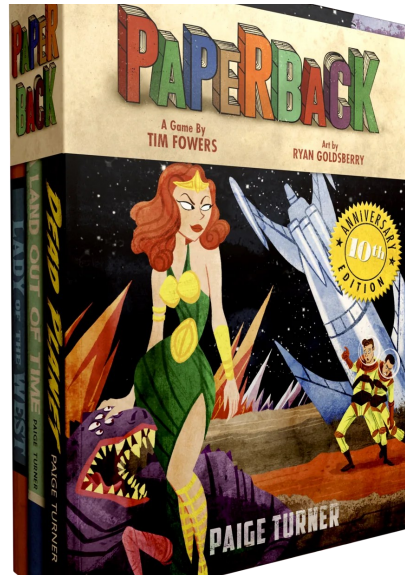
.Variable Player Powers

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Paperback



**Scan & Learn
How To Play**



Description

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.

Game Specifics

Players - 2-5

Ideal # - 2

Duration - 45

Age - 8+

Game Mechanics

.Cooperative Game

.Deck Bag Pool Building

.Delayed Purchase

.Open Drafting

Pentago



**Scan & Learn
How To Play**



Description

Pentago is an abstract strategy game for two players with four 3×3 grids arranged into a larger 6×6 grid. This game reimplements the well known *Connect 4* with a twist: After placing a marble, the player has to twist one of the grids by 90°, thus changing the board after every turn. The first player to get five marbles in a row wins.

Game Specifics

Players - 2

Ideal # - 2

Duration - 5

Age - 8

Game Mechanics

.Map Deformation

.Pattern Building

.Square Grid

Pictopia



**Scan & Learn
How To Play**



Description

The Ultimate Picture-Trivia family Game!

Make family game time magical!

Discover playful trivia spanning decades of Disney magic, from animated classics and blockbuster movies to television hits and dazzling theme park destinations. It's a game of teamwork - with a competitive twist! Along the way are guess-my-answer questions that reveal how much you know about the other players!

Game Specifics

Players - 2-6

Ideal # - 6

Duration - 20-60

Age - 7+

Game Mechanics

.Betting & Bluffing

.Roll/Spin & Move

.Simultaneous Action

Selection

.Voting

Pinata



**Scan & Learn
How To Play**



Description

In *Piñata*, the players compete to collect the colored candy inside the piñatas. Playing pieces that might otherwise be "cubes" are instead wooden markers with a bow-tie shape that mimics the shape of wrapped candies, coming in five different colors. When a player has collected enough candy of a given color, he earns the medal card for that color, and the first player to earn three medal cards wins!

The players play their cards next to several mats on the table. Players usually play their cards on their side of the mats, but they may sometimes play on their opponent's side, a move that can ruin their opponent's plans.

Piñata reimplements [Balloon Cup](#) – while adopting the designer's initial theme for the game – with the most significant rule changes being the addition of wild cards, the removal of a three-for-one token exchange, and a revision of the card values (but not the card count within each color).

Game Specifics

| | |
|-------------------|------------|
| Players - | 2 |
| Ideal # - | 2 |
| Duration - | 30 |
| Age - | 13+ |

Game Mechanics

.Hand Management

.Set Collection

Pitch Cars



LEARN TO PLAY

PITCHCAR

Scan & Learn
How To Play

Rennspiel-Action
STW-Motorflair bis in die Fingerspitzen
von Jean du Poël

Audi

Ein packendes Geschicklichkeits-Rennen für Leute mit Fingerspitzengefühl. Es geht darum, Holzscheiben per Fingerschnips über eine schwarze Rennstrecke zu jagen. Mit dem richtigen Gefühl für die ideale Schnipstärke prallen die bunten Hartholz-Rennflünder im richtigen Winkel von den gelben Banden ab, fegen im schönsten Power-Slide durch die Kurven und setzen zu gewagten Überholmanövern an. Aber Vorsicht: an vielen Stellen fehlt die Fahrbahnbegrenzung, und wenn die flachen Renner aus der Bahn fliegen, dann bleibt Ihnen nur noch eine beherzte Aufholjagd! - Bis zu acht Konkurrenten können bei Rennspiel-Action gleichzeitig mitspielen - und das ist gut so, denn bei diesem Spiel will keiner einfach nur zuschauen!

Leicht verständliche Spielregel

Inhalt: 16 Bahnteile (6 Geraden, 10 Kurven), 16 Bandenstücke, 8 Rennscheiben, 1 Schikanenscheibe, 1 Bogen mit Aufklebern, 1 Wertungsblock, 1 Spielregel.

INFO - LINE - Rennspiel-Action™
Passate Action mit viel Fingerspitzengefühl... Immer wieder neue Bahnteile mit immer wieder neuen Herausforderungen.

| Anzahl der Spieler | Alter | Spieldauer | Art des Spiels |
|--------------------|---|---------------------------------------|--|
| 2 - 8 | Geeignet schon für Kinder ab 7 Jahren. Große Gefahr: Kaum aufgebaut, werden die Erwachsenen das Spiel mit Beschlag belegen. | 30-40 Minuten zu zweit: 20 Minuten | Für 1 2 3 4 5 6 7 8 9 10 Glücksspiel Fingerfertigkeit Risikofreudigkeit |

Für Kinder unter 3 Jahren nicht geeignet, da Kleinteile verschluckt werden können. Farb- und Inhaltsänderungen vorbehalten.

GOLDSIEBER SPIELE
Werkstr. 1
D-90765 Forth

CE

Description

This game entry refers to two nearly identical games that are not compatible with one another. [Ages 6 and up](#).

PitchCar and **Carabande** are [dexterity games](#) where large, wooden, puzzle-like pieces are used to construct a race track that looks very similar to a slot car track when finished. But instead of electricity, players use finger-flicks to send small pucks around the track, a la [Carrom](#).

- Contents:
 - Eight car discs
 - One black "spacer" disc
 - Six straightaways
 - Ten 90-degree curves
 - Rail pieces for straights and curves
 - One Start/Finish line sticker
 - One rule sheet with suggested track layouts
 - One score pad

Carabande was produced by [Goldsieber](#) and had only the single expansion with the [Action Set](#). Both are currently out of print. It was also produced in a special "Audi" edition, titled **Rennspiel-Action**. In the BGG photo gallery, **Carabande** has yellow/orange rails

Game Specifics

Players - 2-8

Ideal # - 6

Duration - 30

Age - 6+

Game Mechanics

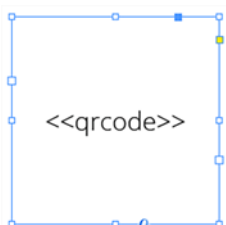
.Flicking

.Modular Board

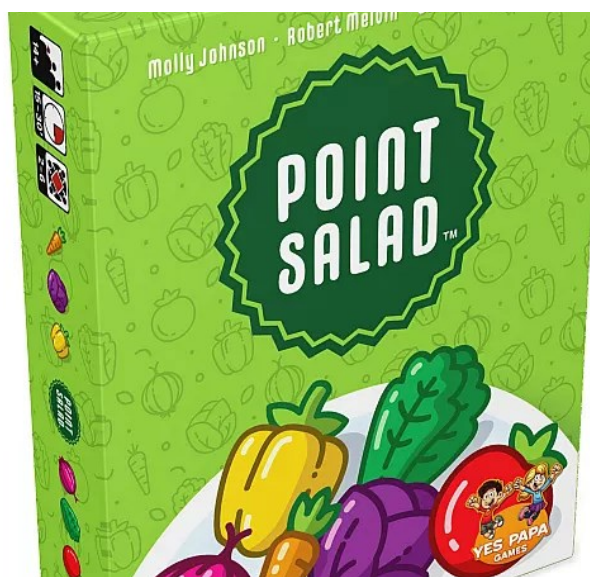
.Race

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Point Salad



**Scan & Learn
How To Play**



Description

Point Salad is a fast and fun card drafting game for the whole family. There are over 100 ways to score points. Players may use a variety of strategies and every game of *Point Salad* is unique!

Cards come in six different types of veggies, and the back of each card has a different scoring method. So for instance, one scoring method may award 2 points for every carrot you have, but deduct a point for every onion. By drafting combinations of veggies and point cards that work for your strategy, you can amass the most points and win.

—description from the publisher

Game Specifics

Players - 2-6

Ideal # - 3

Duration - 15-30

Age - 8

Game Mechanics

.Open Drafting

.Set Collection

Police Precinct



LEARN TO PLAY

POLICE PRECINCT

Scan & Learn
How To Play



Description

Police Precinct is a cooperative/semi-cooperative game where players are tasked with solving a mysterious murder while simultaneously working to keep crime on the streets under control, and to keep the city from falling into chaos.

Players take on the role of police officers with different areas of expertise. The players work together to solve the mystery by collecting evidence and eventually arresting the suspect.

Complicating matters (optionally) is that there may or may not be a corrupt officer that is being paid off by the murderer to suppress evidence, the same evidence everyone else is trying to uncover.

Players move around the city searching through randomly shuffled investigation cards for evidence in relation to the murder. The number of investigation cards drawn depends on the character's rating as well as how many player cards are added by other players to boost the character's rating for the current "search". There are four decks of investigation cards (Interview Witness, Collect Crime Scene Evidence, Examine Body and Locate Murder Weapon) to be searched. These decks are shuffled and placed in different locations. So, a player might search the cards in one area and not find any evidence at all... or maybe the bribed cop, if there is one, did the searching and just said no evidence was found.

Players have to find all of the evidence cards from the investigation decks to be able to arrest the murderer.

Game Specifics

Players - 1-6

Ideal # - 3-4

Duration - 90

Age - 13+

Game Mechanics

.Cooperative Game

.Dice Rolling

.Hand Management

.Point to Point

Movement

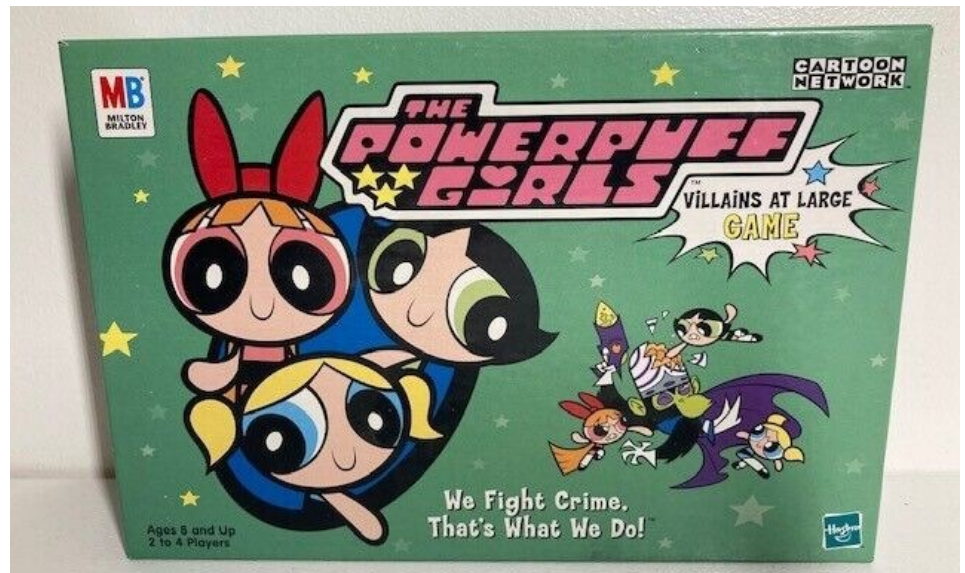
.Variable Player Powers

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Power Puff Girls: Villians at Large



**Scan & Learn
How To Play**



Description

Each card represents a Powerpuff girl and has a value on it. From your cards you play a specific girls card in an attempt to steal the girl from another player. They can then play cards to stop you. Once you do obtain a girl you can then play cards from any girl you own to defeat a villain (of the 3 showing) for points. You can not attack a villain with girls you controlled at the start of your turn unless you obtain a girl during your turn. This forces you to deplete your hand before going after points.

Game lasts until all villains have been captured.

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 30

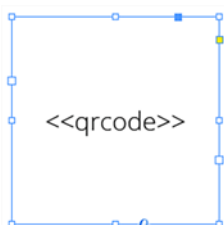
Age - 8+

Game Mechanics

.Auction/Bidding

.Hand Management

Prisma Arena



**Scan & Learn
How To Play**



Description

"Welcome young recruits. Hope still slumbers and must be protected from Despair's draining embrace. You are here because your Prisma is strong and, more importantly, you give a damn. Now suit up. It's time to train!"

Prisma Arena is a fast-paced game of over-the-top arena combat for 2-4 players. Play as novices recruited for your ability to channel Prisma — your inner light — as you learn the martial art of Prismakata. You are joined in the arena by Mo'kon, creatures that embody individual emotions. Learn to blast, strike and perform powerful combos. With quick-start rules, you can play standalone or train to become a Guardian of Hope over multiple games. Whatever you choose, train hard and fight well!

Game Specifics

Players - 2-4

Ideal # - none

Duration - 30-60

Age - 8+

Game Mechanics

.Action Queue

.Area Movement

.Grid Movement

.Variable Player Powers

Pyramid of Pengqueen



LEARN TO PLAY

PYRAMID OF
PENGQUEEN

Scan & Learn
How To Play



Description

Fluch der Mumie (Curse of the Mummy) is a game with asymmetrical goals. While one player as the Mummy tries to catch tomb raiders, the other players try to secure as many treasures as possible from the Pyramid.

The game is played with magnetic playing pieces on two sides of a vertical board, so the Mummy player cannot see the pieces of the tomb raiders. As the Mummy piece consists of two parts (one on each side of the board) the tomb raiders on the other hand know the movements of the Mummy.

They move their pieces via dice rolls and judging by the color of the tomb raiders treasure goal cards and their dice rolls, the Mummy player tries to deduce their position on the board, while they try to evade him.

When the Mummy moves over a tomb raider, he is "caught" by the Mummy magnet, thrown into the dungeon and loses some life points. The mummy wins when it earns a certain number of life points, while the tomb raiders have to secure a certain amount of treasures.

Ravensburger states that bluffing and memory also play a big part in this game.

Contents: 1 magnetic game board, 1 magnetic mummy figure (2 pieces), 4 magnetic treasure hunters (tomb raiders), 12 life points, 5 treasure hunter dice, 1 Mummy die, 23 mission cards, 2 cover tiles.

Game Specifics

Players - 2-5

Ideal # - 5

Duration - 30-45

Age - 8+

Game Mechanics

.Hidden Movement

.Memory

.Player Elimination

.Roll/Spin & Move

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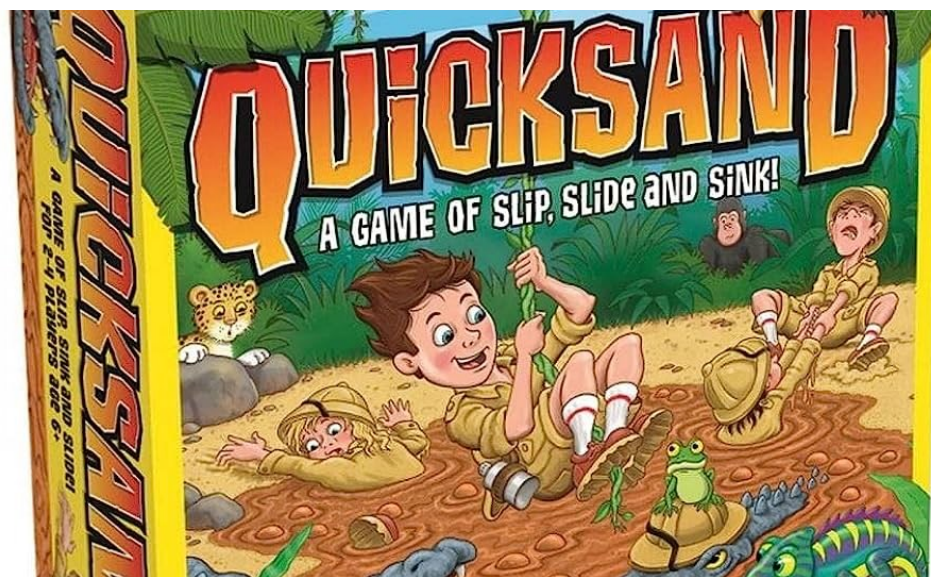
Quicksand



LEARN TO PLAY

QUICKSAND

**Scan & Learn
How To Play**



Description

In **Quicksand**, you and your opponents each secretly control one of six jungle explorers racing to discover (i.e., land on) the temple location. There are Explorer cards, Quicksand cards, and Wild cards. Your hand size is always six cards. By playing cards strategically, you and your opponents, move the six explorers towards the temple.

Since no one knows which explorer each player is playing, you will also be advancing other Explorer markers on the path towards the Temple. This is not only to keep the other players in the dark about your identity, but also because you need to play those cards in order to draw more cards from the deck. You want to have the most favourable cards for your own Explorer in your hand as you approach the finish line (the Temple location).

One of the ways to slow down your opponents is to "put them in quicksand". You do this by playing the Quicksand card. Then they must play a card just to "get them out" before they can play cards to advance them further along the path.

In addition to hand management, there is also blocking and movement strategies to best position your Explorer's piece, while encumbering the opponent.

Game Specifics

Players - 2-5

Ideal # - 4

Duration - 10-20

Age - 12+

Game Mechanics

.Hand Management

.Point to Point

Movement

Qwingo



LEARN TO PLAY

QWINGO

**Scan & Learn
How To Play**



Description

In *Qwingo*, a.k.a. *Top 12*, each player races to be the first to complete the 12 boxes in any one of the five columns on their player sheet.

During play, one player calls out a number from 1 to 100, then rolls the symbol die to determine in which column that number must be placed. Choose those positions carefully because, in order for you to win, a column must contain numbers only in ascending order from top to bottom.

The instructions includes solitaire rules

Game Specifics

Players - 2-5

Ideal # - 2 or 5

Duration - 15

Age - 8+

Game Mechanics

.Simultaneous Action

Selection

Qwirkle



**Scan & Learn
How To Play**



Description

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.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 45

Age - 6+

Game Mechanics

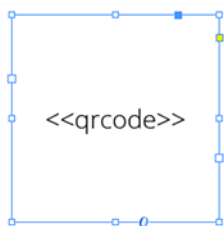
.Hand Management

.Pattern Building

.Square Grid

.Tile Placement

Raise your Goblets



**Scan & Learn
How To Play**



Description

In *Raise Your Goblets*, players take the roles of nobles at a banquet, each one with their own agenda of personal vendetta. Each player has wine, poison and antidote tokens they can pour into the goblets, trying to poison their enemies while staying alive themselves! Each noble also has a special ability that allows them to bend or even break a rule.

In more detail, each character has a plastic goblet, and each goblet is primed in secret at the start of the round with either wine, poison or antidote. On a turn, you take two actions, with actions being to peek inside your goblet, rotate all goblets left or right, swap your goblet with someone else's, or secretly add one of your wine, poison or antidote tokens to any goblet. Once someone has "served" all of their wine, they can call a toast on their turn instead of doing anything else. Each player, including the toaster, takes one more action, then everyone drinks. If you have more poison than antidote, you die.

What's your goal in doing all of this? Well, at the start of a round you are given a target to kill, and everyone knows who is targeting whom. If at the end of a round, your target is dead, you score 1 point; if you're alive, you score 1 point; if both of these things are true, you score a bonus point (3 total). Also, whoever has the most wine in their cup scores 1 point. If someone has died, they receive a new noble card, and at the end of three rounds, whoever has scored the most points wins.

Game Specifics

Players - 2-12

Ideal # - 6

Duration - 20-45

Age - 8+

Game Mechanics

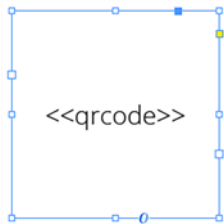
.Hand Management

.Memory

.Team-based Game

.Variable Player Powers

Rampage



**Scan & Learn
How To Play**



Description

In *Terror in Meeple City* (formerly known as *Rampage*), you arrive in Meeple City as a gigantic, famished, scaly-skinned monster! Your goal: Dig your claws and dirty paws into the asphalt, destroy buildings, and devour innocent meeples – in short: sow terror while having fun. The monster who has caused the most damage after the carnage finally ends wins the game.

The buildings in Meeple City are comprised of floor tiles and meeples, with the meeples serving as pillars that support the floors. Four wooden vehicles are on the ground in the eight neighborhoods in the city. Each monster, which consists of a wooden paws disc and a wooden body, starts in one corner of the game board. On a turn you take two actions from four possibilities, repeating an action if desired:

Move: Pick up your monster body, flick the paws disc, then place the body back on the disc.

Demolish: If your paws are on the sidewalk surrounding a building, you can pick up your monster body, drop it onto a building, then collect any floors that have no meeples on them.

Toss a vehicle: If you're in a neighborhood with a vehicle, you can pick up the vehicle, place it on your body, then flick the vehicle at a building or another monster.

Breathe: Even while away from sidewalks with no vehicles, you can cause destruction by placing your chin on your monster's body and blowing across the board.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 45

Age - 8+

Game Mechanics

.Area Movement

.Flicking

.Set Collection

.Stacking & Balancing

.Variable Player Powers

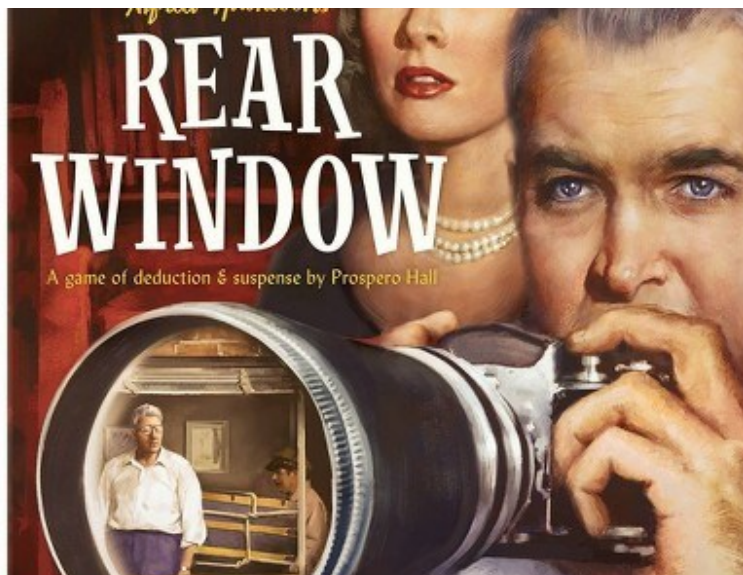
Rear Window



LEARN TO PLAY

REAR WINDOW

**Scan & Learn
How To Play**



Description

Experience Alfred Hitchcock's masterpiece film *Rear Window* in a game of deduction and suspense. Carefully observe strange clues and ominous patterns in the things going on in the apartments across the way. There are parties, knives, a saw, bickering, laughing, music...and a mysterious trunk. Do you detect a murder? Or is the secret, private world of the neighbors planting frightening ideas in your mind?

In *Rear Window*, one player takes the role of director Alfred Hitchcock — the "Master of Suspense" — and communicates via building windows clues and signs for the other players without ever uttering a word, ideally giving them enough to go on that they can figure out who the murderer is — or whether a murder even took place.

If a murderer is out there, you need to nail down all eight attributes of that person by the end of four rounds without them catching on to what you see and know.

Game Specifics

Players - 3-5

Ideal # - 3

Duration - 40

Age - 13+

Game Mechanics

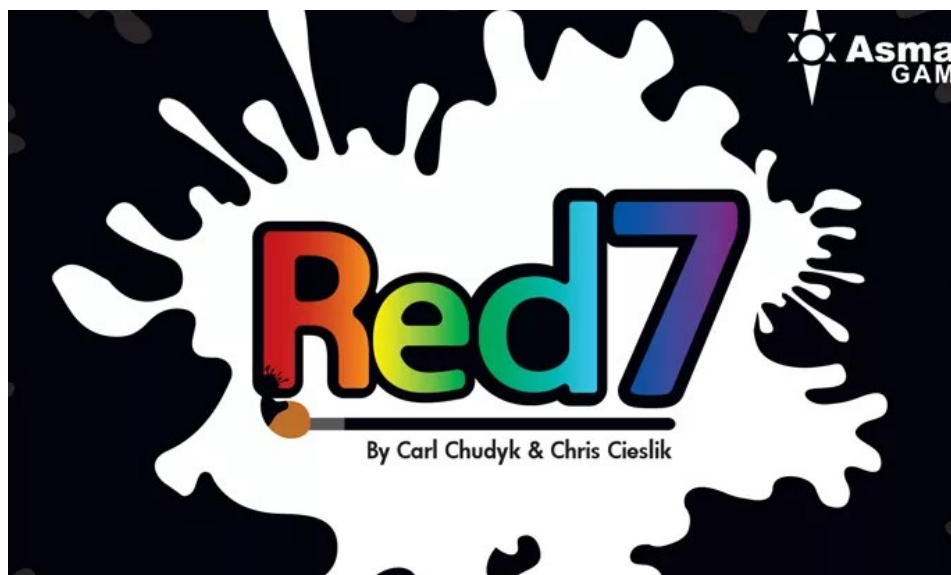
.Cooperative

.Deduction

Red 7



**Scan & Learn
How To Play**



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.

The deck in *Red7* is 49 cards: each of the colors of the rainbow numbered 1 to 7. A hand takes just a couple minutes!

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 5-30

Age - 9+

Game Mechanics

.Hand Management

.Player Elimination

.Score & Reset Game

.Set Collection

Regicide



**Scan & Learn
How To Play**



Description

Regicide is a cooperative, fantasy card game for 1 to 4 players, played using a standard deck of cards.

Players work together to defeat 12 powerful enemies. On their turn a player plays a card to the table to attack the enemy and once enough damage is dealt, the enemy is defeated. The players win when the last King is defeated. But beware! Each turn the enemy strikes back. Players will discard cards to satisfy the damage and if they can't discard enough, everyone loses.

Rich with tactical decisions and a deep heuristic tree, *Regicide* is a huge challenge for anyone who is brave enough to take it on.

—description from the designer

Game Specifics

Players - 1-4

Ideal # - 2

Duration - 10-30

Age - 10+

Game Mechanics

.Communication Limits

.Cooperative

.Hand Management

.Solo/Solitaire Game

.Variable Set-Up

.

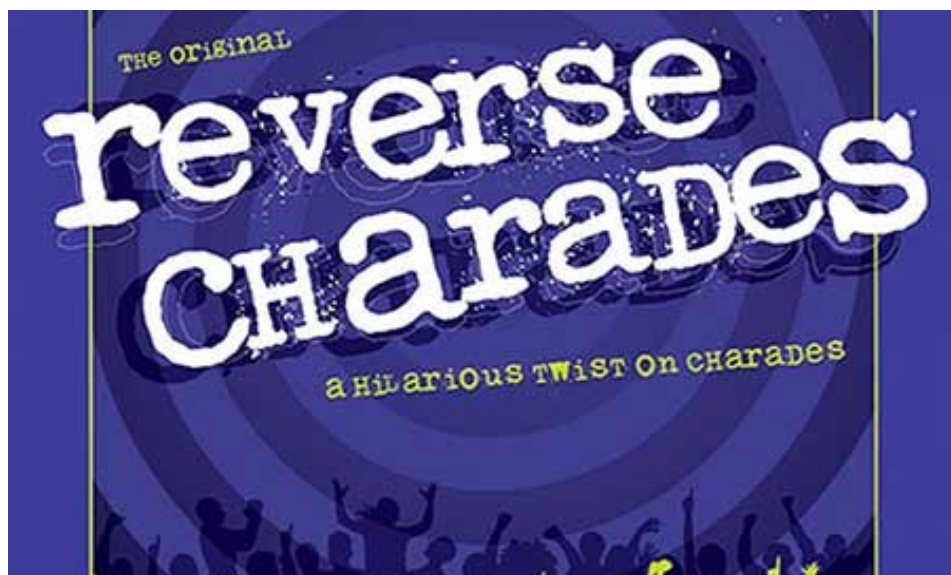
Reverse Charades



LEARN TO PLAY

REVERSE CHARADES

**Scan & Learn
How To Play**



Description

Reverse Charades flips the charade standard of one person giving clues to a large group on its head by splitting the players (six or more) into two teams, then having all but one person on a team work together to get that one person to guess as many words as possible in sixty seconds. Each guessed word is worth one point; each word spoken or mouthed costs that team a point.

After each player has guessed once, the team with the most points wins.

Game Specifics

| | |
|-------------------|------------------|
| Players - | 6-99 |
| Ideal # - | 6,8,10,12 |
| Duration - | 30 |
| Age - | 6+ |

Game Mechanics

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Revolution



LEARN TO PLAY

REVOLUTION

Scan & Learn
How To Play



Description

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution!

Secretly bid against your opponents to gain victory points, control territories (worth victory points at the end of the game) and collect more Gold, Blackmail, and Force tokens for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for points – and where to back away and let your opponents fight – is the key to victory. Whoever has the most victory points at the end of the game wins. It's a game of bluff, counter-bluff, and surprise!

Bidding tokens have different shapes and colors for easy identification. Colorful cardstock shields keep your bids private, and also provide a handy rules reference during the auction. Brightly-colored wooden blocks allow players to see, at a glance, who controls which colonial-themed territories.

Revolution! is for three or four players. The rules can be taught in minutes, and a complete game takes less than an hour. Each new game lets players find new strategies and tactics.

Get ready for Revolution!

Game Specifics

Players - 3-4

Ideal # - 4

Duration - 30

Age - 13+

Game Mechanics

.Area Majority Influence

.Auction: Bidding

.Auction: Multiple Lot

.Simultaneous Action

Selection

Rhino Hero



LEARN TO PLAY

RHINO HERO

**Scan & Learn
How To Play**



Description

Super Rhino! presents players with an incredibly heroic – and regrettably heavy – rhinoceros who is eager to climb a tall building and leap other tall buildings in a single bound. First, though, you need to construct that building.

Players each start the game with five roof cards, and they take turns adding walls and roofs to a single building. On a turn, you first place walls on the highest floor, then you choose a roof card in your hand and place it on the wall. Each roof card bears markings that indicate where the next player must place walls on the card. In addition, some roof cards force a player to perform special actions, such as placing a second roof, changing the direction of play, or moving Super Rhino to a new location on the tower. Keep your hands steady!

The first player to build all of their roof cards wins the game. Alternatively, if the building collapses, the player who caused the collapse automatically loses, and the player with the fewest roof cards in hand wins.

Game Specifics

Players - 2-5

Ideal # - 3

Duration - 5-15

Age - 5+

Game Mechanics

.Hand Management

.Lose A Turn

.Score & Reset Game

.Stacking & Balancing

Rhino Hero Super Battle



LEARN TO PLAY

RHINO HERO SUPER
BATTLE

Scan & Learn
How To Play



Description

Rhino Hero is back on the job — and this time not only does the wobbly skyscraper need to be climbed, but there will also be fierce battles between the four super-heroes Rhino Hero, Giraffe Boy, Big E. and Batguin. Who will win the battles and not let themselves be bothered by the mean, hanging spider monkeys?

Rhino Hero: Super Battle is a turbulent 3D stacking game.

Game Specifics

Players - 2-4

Ideal # - 3-4

Duration - 10-20

Age - 5+

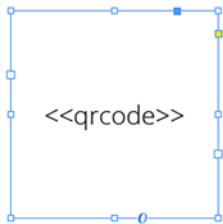
Game Mechanics

.Dice Rolling

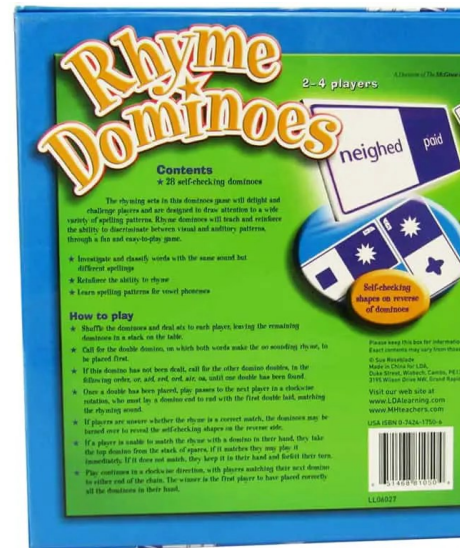
.Single Loser Game

.Stacking & Balancing

Rhyme Dominoes



**Scan & Learn
How To Play**



Description

This is a domino game where words are used instead of pips. Each domino is divided into two colors: white and purple. Each side has a word on the top part of the domino and a shape on the bottom. Dominoes are played from a player's hand against other dominoes that rhyme. The shapes on the bottom are used to determine whether the words rhyme and the object of the game is to exhaust your hand of dominoes. The dominoes in the box are larger than ordinary dominoes and are made from very thick card stock.

Game Specifics

Players - 2-4

Ideal # - ...

Duration - ...

Age - ...

Game Mechanics

.Pattern Recognition

.Tile Placement

-
-
-
-

Risk



LEARN TO PLAY

RISK

**Scan & Learn
How To Play**



Description

Possibly the most popular, mass market war game. The goal is conquest of the world.

Each player's turn consists of:

- gaining reinforcements through number of territories held, control of every territory on each continent, and turning sets of bonus cards.
- Attacking other players using a simple combat rule of comparing the highest dice rolled for each side. Players may attack as often as desired. If one enemy territory is successfully taken, the player is awarded with a bonus card.
- Moving a group of armies to another adjacent territory.

Game Specifics

Players - 2-6

Ideal # - 4

Duration - 120

Age - 10+

Game Mechanics

.Area Movement

.Dice Rolling

.Player Elimination

.Set Collection

Robo Rally



**Scan & Learn
How To Play**



Description

The race is on for the robots of the Robo Rally automobile factory who work long, hard days at the assembly line building high-speed supercars, but never get to see them in action. On Saturday nights, the factory comes to life as the ultimate race course with treacherous obstacles and rival sabotage. In **Robo Rally**, players move their robots through the course by speeding through corridors and dodging traps to reach each checkpoint first. Only the strongest robots survive!

Enter the world of mad machines and dangerous schemes in the *Robo Rally* board game. Players control their robot with game cards which reveal directions on how the robots can move through the hectic Robo Rally automobile factory. Use strategy to outsmart rival robots while racing towards each checkpoint in your chosen course in numerical order. Beware of factory obstacles such as industrial lasers, gaping pits, and moving conveyor belts that can make or break the race.

Game Specifics

Players - 2-6

Ideal # - 4-5

Duration - 20-120

Age - 12+

Game Mechanics

.Action Queue

.Bias

.Grid Movement

.Modular Board

.Race

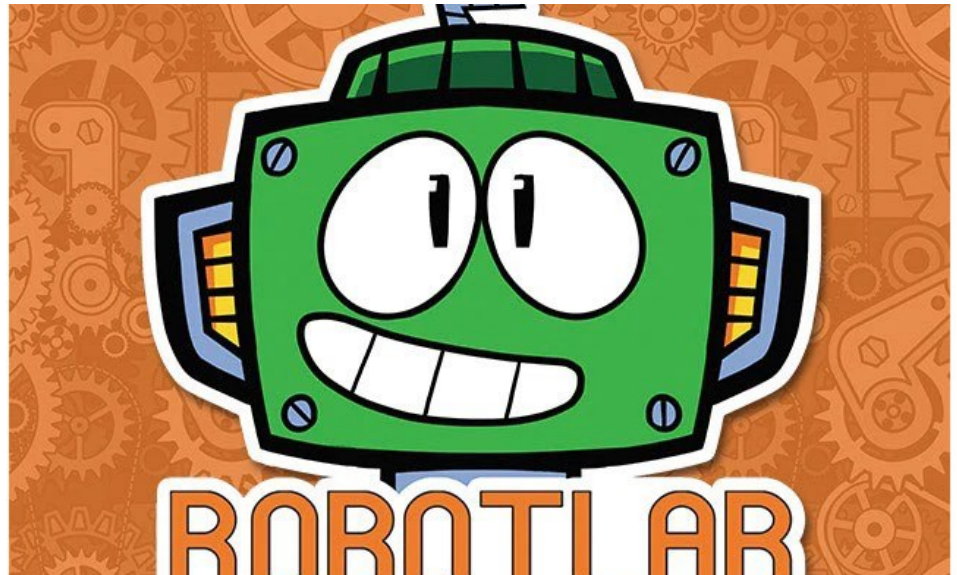
.Simultaneous Action

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

RobotLab



**Scan & Learn
How To Play**



Description

RobotLab: The Card Game is a light card game for 2-5 players, suitable for ages 6+. You take on the role of a scientist trying to be the first to assemble your robot. You draw parts from the lab (arms, legs, and heads) as well as actions cards that help you: find parts for your robot faster, remove unwanted parts from your robot, or catch up by removing parts from other players' robots. The two player game takes about 10 minutes, and each additional player adds 5-8 minutes.

Game Specifics

Players - 2-5

Ideal # - 2-4

Duration - 10-40

Age - 6+

Game Mechanics

.Hand Management

.Interrupts

.Set Collection

.Take That

Robots & Rockets



**Scan & Learn
How To Play**



Description

Robot tourism is booming and as the new hotshot travel agent stationed on the moon — the solar system's most famous travel hub — you are tasked with the vital mission of getting tourist robots to their choice of interplanetary destinations quickly and safely.

Robots & Rockets is a competitive card game of interplanetary tourism for 2 to 4 players. The goal is to have the highest number of robots in your rocket fleet at the end of the game.

The game is played in turn by players taking the following actions: play a special action (optional) and allocate robots (mandatory). Players draw back up to 5 at the end of their turn.

Rockets remain docked until all of the seats are filled. The player who fills the remaining seat gets to claim the rocket and its passengers.

The game ends when the robot deck is depleted and players take turns placing remaining playable Robot cards they have in their hand.

The player with the fewest sum (Robot and Rocket cards) of cards claimed takes first pick at a Planet Contract, with the player with the most sum of cards picking last. The player with the most robots going to their chosen contract's planet is the winner.

Game Specifics

Players - 2-4

Ideal # - 2

Duration - 20-35

Age - 8+

Game Mechanics

.Hand Management

.Set Collection

.Take That

Rumble in the Dungeon



LEARN TO PLAY

RUMBLE IN THE
DUNGEON

Scan & Learn
How To Play



Description

There are too many monsters and adventurers in this dungeon. The dead king's treasure is well-guarded, but adventurers are fearless! Try to keep your secret character in the dungeon as long as possible, or to exit the dungeon with the treasure.

Rumble in the Dungeon is a simple bluffing and guessing game for the whole family. The twelve characters start in the dungeon. Each player receives two secret character tokens. In turn, players will move one of the characters inside the dungeon, or pick a victim and eliminate that character from the game. The player who keeps his secret characters in the dungeon the longest wins the round. During play, the other players' moves provide clues to their identity, unless of course they bluffed by moving other characters on purpose... Everyone tries to identify and expel the other players' characters while keeping their own safe. Furthermore, if a character exits the dungeon with the dead king's treasure chest, he wins the round!

Game Specifics

Players - 3-6

Ideal # - 4

Duration - 20

Age - 8+

Game Mechanics

.Modular Board

.Pick-Up & Deliver

.Point to Point

Movement

.Secret Unit Deployment

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Rummikub



**Scan & Learn
How To Play**



Description

Rummikub is similar to several central European card games which are played with two decks of playing cards, including Machiavelli and Vatikan. Ephraim Hertzano invented the tile game Rummikub in the 1940s when card-playing was outlawed under the Communist regime. After World War II, Hertzano immigrated to British Mandate of Palestine (now Israel) and developed the first sets with his family. Over the years, the Hertzano family licensed it to other countries and Rummikub became Israel's best-selling export game.

Hertzano's Official Rummikub Book, published in 1978, describes three different versions of the game: American, Sabra, and International. Modern Rummikub sets include only the Sabra version rules, with no mention of the others, and there are variations in the rules between publishers.

In Turkey, the game is known as Okey and is widely played by families at gatherings or at local cafes.

Like Rummy that you play with cards, 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 (from areyougame.com).

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 60

Age - 8+

Game Mechanics

.Set Collection

.Tile Placement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Saboteur



LEARN TO PLAY

SABOTEUR

**Scan & Learn
How To Play**



Description

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.

The Start Card and the three Goal Cards are placed onto the table, each seven cards away from the start and one card between each Goal Card. The Goal Cards are placed face-down. The gold is on one of the Goal Cards, but nobody knows which.

Players have cards in hand. On a player's turn, he must do one of three things: place a Path Card into the mine, play an Action Card in front of a player, or pass.

The Path Cards form paths leading to the Goal Cards. Path Cards must be played next to a already-played Path Card. All paths on the Path Card must match those on the already-played cards, and Path Cards may not be played sideways.

The miners are trying to build an uninterrupted path from the Start Card to a Goal Card, while the saboteurs are trying to prevent this. They shouldn't try and be too obvious about it, however, lest they be immediately discovered.

Action Cards can be placed in front of any player, including oneself. Action Cards let the players help or hinder one another, as well as obtain information about the Goal Cards.

Once a player places a Path Card that reaches the gold, the round is over. The miners have won and receive cards with gold pieces as their reward.

The round is also over if the gold could not be reached. In that case, the saboteurs have won and receive the gold pieces.

Game Specifics

Players - 3-10

Ideal # - 7-8

Duration - 30

Age - 8+

Game Mechanics

.Hand Management

.Hidden Roles

.Map Addition

.Network Route Building

.Take That

.Traitor Game

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Say Anything



LEARN TO PLAY

SAY ANYTHING

**Scan & Learn
How To Play**



Description

Say Anything is a light-hearted game about what you and your friends think. It gives you the chance to settle questions that have been hotly debated for centuries. For instance, "What is the most overrated band of all time?" or "Which celebrity would be the most fun to hang out with for a day?" So dig deep into your heart or just come up with something witty - this is your chance to Say Anything!

How to Play

- 1) Ask a question from the card you draw. For example:
 - If you could have a "BIG" anything, what would it be?
 - What's the most important invention of the last century?
 - Which website would be hardest to live without?
 - What's the best activity for a first date?
 - What's the worst thing to say to a cop after getting pulled over?
- 2) Everyone else writes an answer and throws it face-up on the table as fast as possible. No duplicate answers are allowed!
- 3) Secretly choose your favorite response using a genuine state of the art SELECT-O-MATIC 5000:
- 4) Everyone else has two betting tokens to bet on which answer you chose. They can bet both tokens on one answer or split them between two different answers.

Party Game

Game Specifics

Players - 3-8

Ideal # - 6-8

Duration - 30

Age - 13+

Game Mechanics

.Betting & Bluffing

.Paper & Pencil

.Player Judge

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Scotland Yard



LEARN TO PLAY

SCOTLAND YARD

**Scan & Learn
How To Play**



Description

In *Scotland Yard*, one of the players takes on the role of Mr. X. His job is to move from point to point around the map of London taking taxis, buses or subways. The detectives – that is, the remaining players acting in concert – move around similarly in an effort to move into the same space as Mr. X. But while the criminal's mode of transportation is nearly always known, his exact location is only known intermittently throughout the game.

The 125 fare tickets are 5 black, 23 pink underground, 43 green bus, 54 yellow taxi.

Game Specifics

Players - 2-6

Ideal # - 2 or 5

Duration - 45

Age - 10+

Game Mechanics

.Hidden Movement

.Point to Point

Movement

.Secret Unit Deployment

.Team-Based Game

Scotland Yard Jr.



LEARN TO PLAY

SCOTLAND YARD
JUNIOR

Scan & Learn
How To Play



Description

Together, the clever detectives chase Mister X around London. Do they guess where he flees next - or does Mister X trick them out again?

As the name implies, **Scotland Yard Junior** is not only a simplified version of *Scotland Yard*, it has a quite different ruleset, gameplay and dramaturgy.

Game Specifics

Players - 2-4

Ideal # - 3-4

Duration - 20

Age - 6+

Game Mechanics

.Team-Based Game

Sentinels of the Multiverse



LEARN TO PLAY

SENTINELS OF THE
MULTIVERSE

Scan & Learn
How To Play



Description

A mad scientist holds the world hostage with his terrifying inventions. An alien warlord from a far away galaxy brings his limitless army of bizarre minions to conquer the planet. A giant rampaging robot cuts a swath of destruction across the coast, destroying major population centers. And who will stand in their way? A team of heroes, all with impressive powers and abilities stand between the world and the forces of evil. Will you help them? Answer the call to protect the multiverse!

Sentinels of the Multiverse is a cooperative, fixed-deck card game with a comic book flavor. Each player plays as one of ten heroes, against one of four villains, and the battle takes place in one of four different dynamic environments.

Each player, after selecting one of the heroes, plays a deck of 40 cards against the villain and environment decks, which "play themselves", requiring the players to put the top card of the appropriate deck into play on the villain and environment turns. On each player's turn, they may play a card from their hand, use a power printed on one of their cards in play, and draw a card from their deck. Each round starts with the villain turn, continues clockwise around the table, then concludes with the environment turn. Each villain has various advantages, such as starting with certain cards in play, as specified by the villain character card. Play continues until the heroes reduce the villain to 0 or fewer HP, or until the villain defeats the heroes, either via a win condition or by reducing all the heroes to 0 or fewer HP.

Game Specifics

Players - 2-5

Ideal # - 4

Duration - 30-60

Age - 8+

Game Mechanics

.Cooperative Game

.Hand Management

.Solo/ Solitaire

.Variable Player Powers

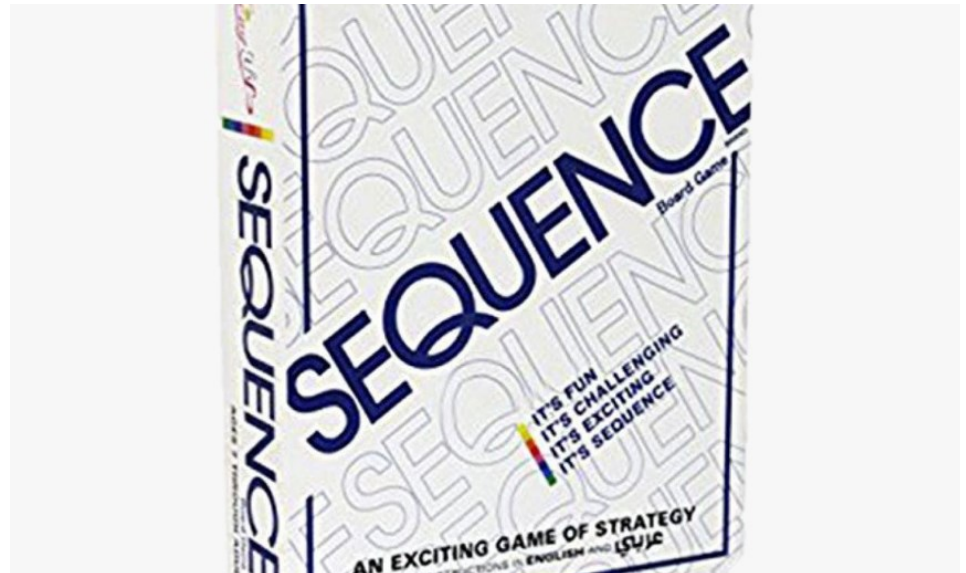
We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Sequence



LEARN TO PLAY
SEQUENCE

Scan & Learn
How To Play



Description

Sequence is a board and card game. The board shows all the cards (except for the Jacks) of two (2) standard 52-card decks, laid in a 10 x 10 pattern. The four corners are free spaces and count for all players equally.

The players compete to create rows, columns or diagonals of 5 connected checkers placed on the cards that the player has laid down. Two-eyed Jacks are wild, while one-eyed Jacks allow an opponent's checker to be removed. The game ends when someone has reached a specified number of connections.

Game Specifics

Players - 2-12

Ideal # - 3-4

Duration - 10-30

Age - 7+

Game Mechanics

.Hand Management

.Pattern Building

.Take That

.Team-Based Game

- .
- .

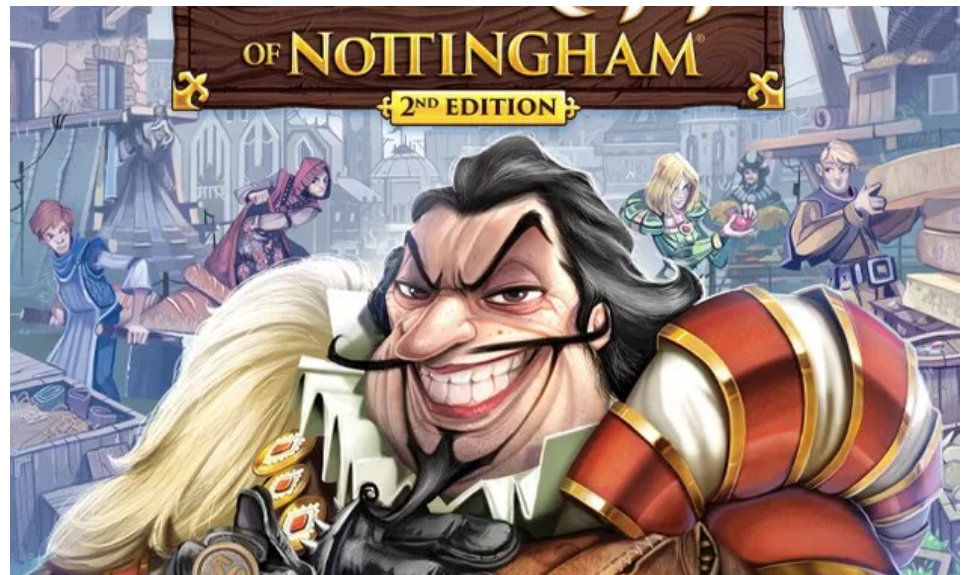
Sheriff of Nottingham



LEARN TO PLAY

SHERIFF OF NOTTINGHAM

Scan & Learn
How To Play



Description

Prince John is coming to Nottingham! Players, in the role of merchants, see this as an opportunity to make quick profits by selling goods in the bustling city during the Prince's visit. However, players must first get their goods through the city gate, which is under the watch of 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? Be mindful, though, as the Sheriff always has his eyes out for liars and tricksters and if he catches one, he very well may confiscate those goods for himself!

In *Sheriff of Nottingham*, players will not only be able to experience Nottingham as a merchant of the city, but each turn one player will step into the shoes of the Sheriff himself. Players declare goods they wish to bring into the city, goods that are secretly stored in their burlap sack. The Sheriff must then determine who gets into the city with their goods, who gets inspected, and who may have their goods confiscated!

Do you have what it takes to be seen as an honest merchant? Will you make a deal with the Sheriff to let you in? Or will you persuade the Sheriff to target another player while you quietly slip by the gate? Declare your goods, negotiate deals, and be on the lookout for the Sheriff of Nottingham!

Sheriff of Nottingham is the first game in the Dice Tower Essentials Line from Arcane Wonders.

Expansion pack available: Merry Men.

Game Specifics

Players - 3-5

Ideal # - 5

Duration - 60

Age - 14+

Game Mechanics

.Betting & Bluffing

.Bribery

.Hand Management

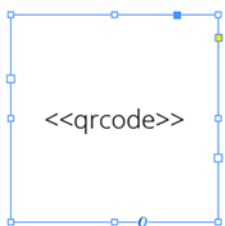
.Open Drafting

.Role Playing

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Silly Street



**Scan & Learn
How To Play**



Description

In its simplest form, Silly Street appears to be a super adorable board game for kids age 4+.

First, select a little game piece and place it at the start. Then, one at a time starting with the youngest player and continuing around the circle, draw a card and do what the card says. Hilarity ensues.

After you have dried your tears of hysteria and given your cheeks a rest, move the appropriate amount of spaces as indicated by the card.

BUT! Stay alert. The cards are the key to everything. Some of them award you points based on an action. Some are contests, where the winner moves. SOME even allow you to grant points to another player. They are EXTREMELY silly and will keep everyone on their toes.

Work your way down Silly Street. Whoever lands on the last spot first leads the group in an epic dance party and wins!

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 15-45

Age - 4+

Game Mechanics

.Acting

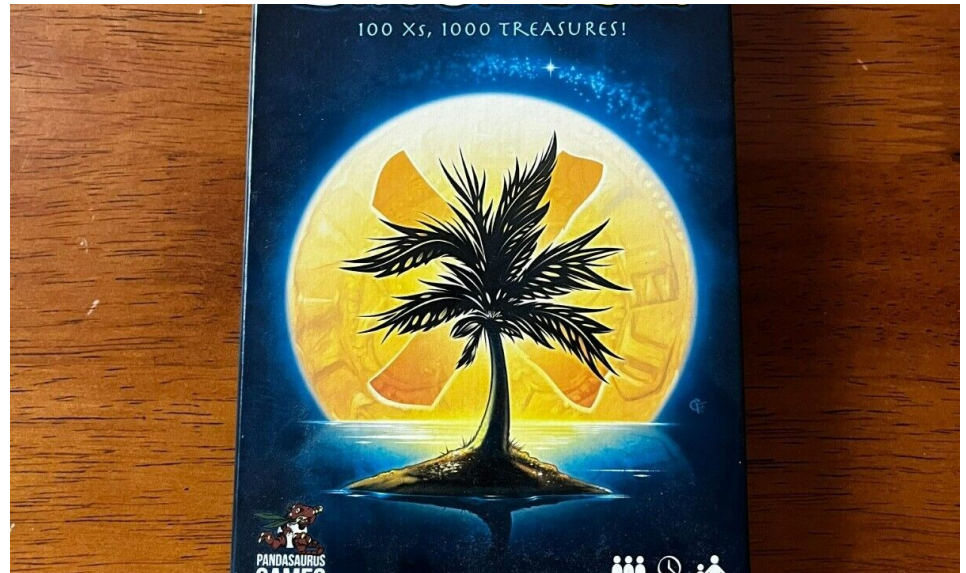
Silver and Gold



LEARN TO PLAY

SILVER AND GOLD

**Scan & Learn
How To Play**



Description

Distant islands with golden treasures — who hasn't dreamed of that?!

Silver & Gold combines simple rules, fast action, luck, and planning as players try to complete treasure map after treasure map, with the maps being printed on wipeable cards to allow for endless adventures...

Game Specifics

Players - 2-4

Ideal # - 3-4

Duration - 20

Age - 8+

Game Mechanics

.Bingo

.Contract

.End Game Bonuses

.Grid Coverage

.Paper & Pencil

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Skipbo



**Scan & Learn
How To Play**



Description

Each player is dealt a stockpile of 30 cards. The winner will be whoever manages to empty their stockpile first. Cards are played onto four shared building piles in numerical sequence from 1 to 12. On each turn, a player draws until they have five cards in their hand, and then plays cards from: their hand, a top card of their discard piles, or their stockpile. At the end of their turn, a player must discard onto one of their four personal discard piles. Strategy involves the organizing of cards into the discard piles, care in not setting up the next players for good plays, knowing when to play from which option, and especially the timing of playing a valuable "Skip-bo" wildcard.

Game Specifics

Players - 2-6

Ideal # - 4

Duration - 20

Age - 8+

Game Mechanics

.Hand Management

Skull



**Scan & Learn
How To Play**

Description

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.

Skull & Roses Red features the same gameplay as *Skull & Roses*, with the only change being alternate rules that allow each player to control two biker gangs. Both *Skull & Roses Red* and **Skull** are playable on their own, with each game containing six different biker gangs. Each *Skull* or *Skull & Roses* set can be combined with another to allow for games with more than six players.

Game Specifics

Players - 3-6

Ideal # - 5-6

Duration - 15-45

Age - 10+

Game Mechanics

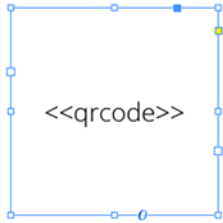
.Auction / Bidding

.Bid as Wagers

.Hand Management

.Player Elimination

Smitten



**Scan & Learn
How To Play**



Description

Smitten is a cooperative micro-game for 1-2 players designed and published in celebration of Stonemaier Games' 10th anniversary. In *Smitten*, players work cooperatively with limited information/communication to complete two identical 3x3 grids of cards, each inspired by a Stonemaier game and illustrated by Vincent Dutrait. There are multiple difficulty levels and separate modes for solo and 2-player games.

Smitten was inspired by comic book cards from Jamey's youth, specifically a set where various cards formed a cohesive 9-card panorama image. In trying to complete two of these images in *Smitten*, there is no set turn order; rather, players indicate a preference to play or not play a card. The played card has instructions for the other player to place a card, which they must do or the game instantly ends.

Smitten is packaged inside a paper envelope; it's an entirely plastic-free, eco-friendly product.

—description from the publisher

Game Specifics

Players - 1-2

Ideal # - 2

Duration - 10

Age - 10+

Game Mechanics

.Cooperative Game

.Deduction

.Hand Management

.Solo

.Square Grid

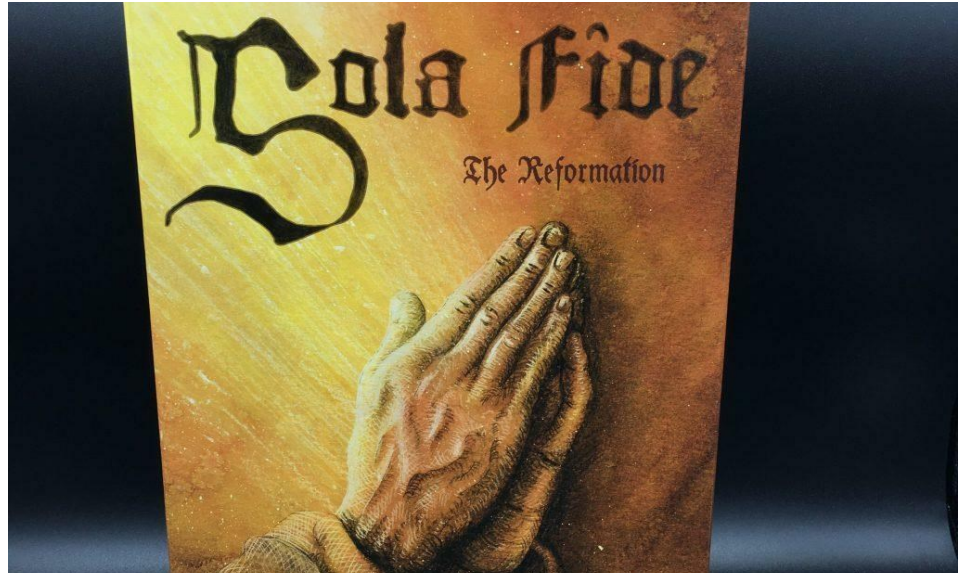
.Turn Order: Claim Auction

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Sola Fide



**Scan & Learn
How To Play**



Description

Despite earlier attempts, Martin Luther started the Reformation in 1517 with his "Ninety-Five Theses". Luther criticized the selling of indulgences and stated that the Catholic doctrine of the merits of the saints had no foundation in the gospel. The "Protestants" soon incorporated doctrinal changes such as *Sola Scriptura* (*Scripture alone*) and *Sola Fide* (*faith alone*). These changes turned out to be not only theological, but also influential in the Reformation in other ways: the rise of nationalism, the Western Schism that eroded people's faith in the Papacy, the perceived corruption of the Roman Curia, the impact of humanism, and the new learning of the Renaissance that questioned much of traditional thought. The Roman Catholic church responded with a counter-reformation initiated by the Council of Trent.

In the two-player game ***Sola Fide: The Reformation***, by the renowned design team of Jason Mathews and Christian Leonhard, players attempt to install Reformation in the Holy Roman Empire or try to prevent it, battling the Holy Roman Empire's Imperial Circles.

Game Specifics

| | |
|-------------------|------------|
| Players - | 2 |
| Ideal # - | 2 |
| Duration - | 45 |
| Age - | 12+ |

Game Mechanics

- .Area Majority Influence**
- .Open Drafting**
- .Simulation**

Sorry



LEARN TO PLAY

SORRY

**Scan & Learn
How To Play**



Description

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.

Slides are located at various places around the game board. When a player's piece lands at the beginning of one of these slides not of its own color, it automatically advances to the end, removing any piece on the slide and sending it back to Start.

Game moves are directed exclusively by cards from the play-action deck. If one plays the normal version in which one card is drawn from the deck each turn, the outcome has a huge element of luck. Sorry can be made more of a strategic game (and more appealing to adults) by dealing five cards to each player at the start of the game and allowing the player to choose which card he/she will play each turn. In this version, at the end of each turn, a new card is drawn from the deck to replace the card that was played, so that each player is always working from five cards.

A player's fortunes can change dramatically in one or two rounds of play through the use of Sorry cards, the "11" cards (which give the player the option of trading places with an opponent's piece on the track), and the fact that it is possible to move from Start to Home without circumnavigating the full board by making judicious use of the "backward 4" cards.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 30

Age - 6+

Game Mechanics

.Roll Spin & Move

.Take That

Sorry Express



**Scan & Learn
How To Play**



Description

"Roll the dice to move your pawns or steal them from your opponents. In the lead? Just wait. One roll and the tables could turn. Move all your pawns home to win." - Hasbro Press release.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 20

Age - 6+

Game Mechanics

.Dice Rolling

Sorry Revenge



**Scan & Learn
How To Play**



Description

Win the race to flip all your pawn cards home and sweet revenge is yours!

Take turns to play number and action cards to change the play pile's total. Get the pile to 21 without going bust to get one of your pawn cards home. But watch out - someone could play a SORRY! card and steal your win.

Portable, playable, speedy SORRY! fun for the whole family

(from the back of the game box)

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 15

Age - 6+

Game Mechanics

.Hand Management

Sorry Sliders



LEARN TO PLAY

SORRY SLIDERS

**Scan & Learn
How To Play**



Description

Slide, COLLIDE and SCORE TO WIN!

Grab your roller pawn and take aim - then skillfully slide it down your track onto the target board! A good slide could score big points, but watch out! An opponent's pawn may slam your pawn onto a Sorry! space - and out of the game!

This is a new twist on the [Sorry!](#) franchise with 4 different ways to play:

- *Race For Home*
- *Instant Home*
- *Instant Sorry!*
- *Danger Dots*

Game Specifics

Players - 1-4

Ideal # - 4

Duration - 30

Age - 6+

Game Mechanics

.Flicking

Space Alert



LEARN TO PLAY

SPACE ALERT

**Scan & Learn
How To Play**



Description

Space Alert is a cooperative team survival game. Players become crew members of a small spaceship scanning dangerous sectors of the 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 of 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.

Space Alert: The New Frontier is an expansion pack.

Game Specifics

Players - 1-5

Ideal # - 4 or 5

Duration - 30

Age - 12+

Game Mechanics

.Action Que

.Area Movement

.Cooperative Game

.Hand Management

.Real-Time

.Solo play also

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Space Cadets



LEARN TO PLAY

SPACE CADETS

Scan & Learn
How To Play



Description

It's your lifelong dream – to join the Star Patrol and be part of the crew of an interstellar Starship. You've worked hard, graduated from the academy, and received your first assignment as part of a team of young recruits, confident in your training and ready to be put to the test. Nothing can possibly go wrong as you are prepared for anything...

You are the Space Cadets.

Space Cadets is a fun and frantic cooperative game for 3-6 players who take on the roles of Bridge Officers of a Starship. Each officer must accomplish his specific task in order for the team to successfully complete the mission. You might be the...

- Helmsman, plotting the ship's course through asteroid fields and nebulae.
- Engineer, using dominoes to get enough power to each system.
- Weapons Officer, completing puzzles to load the torpedoes and flicking a disc down a track to launch them.
- Shield Officer, using tiles to form poker hands to get the strongest shields.
- Sensor Officer, using your sense of touch to scan and lock on enemy targets.
- Captain, setting the plan and making sure that everyone stays focused and does their job.

If your crew can work together to accomplish the mission goals,

Game Specifics

Players - 3-6

Ideal # - 5

Duration - 60-120

Age - 8+

Game Mechanics

.Cooperative Game

.Dice Rolling

.Flicking

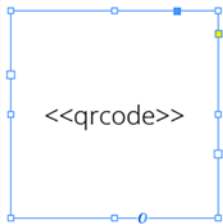
.Grid Movement

.Memory

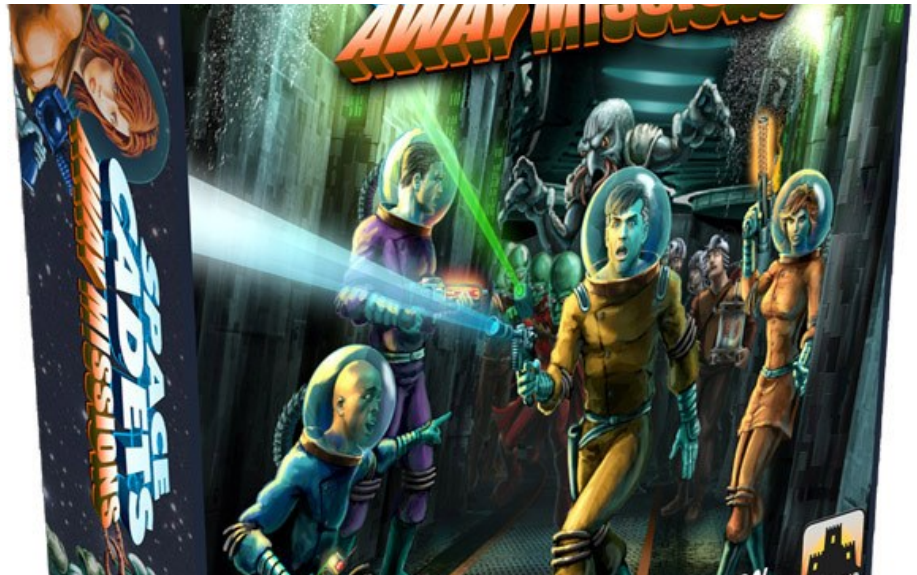
.Push Your Luck

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Space Cadets: Away Missions



**Scan & Learn
How To Play**



Description

Space Cadets: Away Missions is a cooperative, scenario-based, tactical action game for 1-6 players, which is set in the Golden Age of science fiction. In this game, the third standalone title in the *Space Cadets* franchise of cooperative/team space-themed games from Stronghold Games, players take on the roles of adventurous human spacemen who explore UFOs, acquire Alien technology and fight hostile extraterrestrials.

Each turn, spacemen have three action points to spend on activities such as firing their atomic rifles, analyzing exotic equipment, or subduing the malicious Brain-in-a-Jar. When the spacemen are finished, the aliens take their turns by following simple movement and combat protocols; seven types of hostile aliens threaten the players, from the repulsive mind leeches to the rampaging titanic sentinels.

Space Cadets: Away Missions contains twenty scenarios linked in a campaign story. Each mission features different combinations of aliens on different spaceships, with hexagonal map tiles arranged to form flying saucers, rocket ships, space stations, etc. Cooperation, tactical planning and good dice are essential if the spacemen hope to overcome the relentless horde of little green men.

Game Specifics

Players - 1-6

Ideal # - 2-4

Duration - 60-120

Age - 10+

Game Mechanics

.Action Points

.Cooperative Game

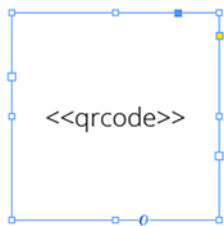
.Dice Rolling

.Modular Board

.Variable Player Powers

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Space Cadets Dice Duel



**Scan & Learn
How To Play**



Description

Space Cadets: Dice Duel – the "Team vs. Team, Real-time, Dice-Rolling Game of Starship Combat!" – pits two spaceships against one another in quick-paced combat. The players are divided into two teams, each team playing the crew of a ship and winning or losing together based on how well they perform. The game ends when one side destroys their opponent by causing four points of damage through torpedoes or mines. Each ship has six Bridge Stations:

- **Engineering** generates power for the other stations.
- **Helm** maneuvers the ship on the map.
- **Weapons** loads the torpedo tubes to attack the enemy.
- **Sensors** locks onto the enemy so torpedoes can hit, and uses jammers to stop the enemy from locking on.
- **Shields** helps protect the ship from enemy torpedoes.
- **Tractor Beams** can grab the powerful crystals, move the enemy ship on the map, and launch Mines.

Each player is in charge of one or more of these stations, or has the overall role of Captain to coordinate everything.

There are no game turns in *Space Cadets: Dice Duel*; instead the game continues with players acting as quickly as possible until one side wins.

Expansion pack Die Fighter adds new experiences.

Game Specifics

Players - 4-8

Ideal # - 8

Duration - 20

Age - 12+

Game Mechanics

.Action Que

.Dice Rolling

.Grid Movement

.Real-Time

.Team-Based Game

Spaceteam



**Scan & Learn
How To Play**



Description

Spaceteam is a fast-paced, cooperative shouting card game in which you race to repair your malfunctioning spaceship.

Your goal is to ensure that all ship systems are functioning properly before time runs out. Each player must deal with the various malfunctions in their sector by flipping cards from the malfunction deck in front of them, and fixing the ship's systems. You'll have an arsenal of disorganized space tools spread among all players' hands, but finding the right tools can be harder than you think, especially when your Spaceteam is frantically worrying about malfunctions in their own sector. If that wasn't hard enough, you'll also have to deal with complications such as wormholes and asteroid fields, which require the coordination of the entire Spaceteam. There are no turns; everyone plays and shouts at the same time. Victory is achieved if enough malfunctions are corrected to reveal the 6 hidden System-Go Cards before time is up.

Game Specifics

Players - 3-6

Ideal # - 6

Duration - 5

Age - 10+

Game Mechanics

.Cooperative Game

.Hand Management

.Memory

.Trading

Spectaculum



**Scan & Learn
How To Play**



Description

Game description from the publisher:

Immerse yourself in the colorful world of fortune-tellers and snake dancers. Visit a time when traveling circuses of men, women, and beasts were able to enchant entire villages by means of feats, songs, and stories.

In ***Spectaculum***, you determine the paths on which four traveling shows journey through an entire kingdom. On their travels, the entertainers are acknowledged with much applause, but may also get some jeers for poor performances. You determine which shows are worthy of your financial support, but be careful of which entertainers you sponsor - only those with successful shows can help fill your coffers. Whoever turns out to be the most prudent patron by amassing the greatest wealth wins the game.

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 30-45

Age - 8+

Game Mechanics

.Chaining

.Commodity Speculation

.Enclosure

.Stock Holding

.Tile Placement

Splendor



LEARN TO PLAY

SPLENDOR

Scan & Learn
How To Play



Description

Splendor is a 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

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 30

Age - 10+

Game Mechanics

.Contracts

.Open Draft

.Set Collection

Spot It!



**Scan & Learn
How To Play**



Description

Spot it!, a.k.a. **Dobble**, is a simple pattern recognition game in which players try to find an image shown on two cards.

Each card in original *Spot it!* features eight different symbols, with the symbols varying in size from one card to the next. Any two cards have exactly one symbol in common. For the basic *Spot it!* game, reveal one card, then another. Whoever spots the symbol in common on both cards claims the first card, then another card is revealed for players to search, and so on. Whoever has collected the most cards when the 55-card deck runs out wins!

Rules for different games – each an observation game with a speed element – are included with *Spot it!*, with the first player to find a match either gaining or getting rid of a card. Multiple versions of *Spot it!* have been published, with images in each version ranging from Halloween to hockey to baseball to San Francisco.

Game Specifics

Players - 2-8

Ideal # - 4-5

Duration - 15

Age - 7+

Game Mechanics

.Hot Potato

.Pattern Recognition

.Speed Matching

Spyfall 2



LEARN TO PLAY

SPY FALL 2

Scan & Learn
How To Play



Description

Spyfall is a party game unlike any other, one in which you get to be a spy and try to understand what's going on around you. It's really simple!

Spyfall is played over several rounds, and at the start of each round all players receive cards showing the same location — 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!

At any time during a round, one player may accuse another of being a spy. If all other players agree with the accusation, the round ends and the accused player has to reveal his identity. If the spy is uncovered, all other players score points. However, the spy can himself end a round by announcing that he understands what the secret location is; if his guess is correct, only the spy scores points.

After a few rounds of guessing, suspicion and bluffing, the game ends and whoever has scored the most points is victorious!

Game Specifics

Players - 3-12

Ideal # - 6-8

Duration - 15

Age - 13+

Game Mechanics

.Acting

.Memory

.Role Playing

.Voting

Stellar Conflict



LEARN TO PLAY
STELLAR CONFLICT

Scan & Learn
How To Play



Description

Stellar Conflict is a fast-paced space combat game with real-time elements set in the *Among the Stars* Universe.

In this game, which reimplements the James Ernest and Tom Jolly design *Light Speed*, players take over the role of an alien race taking part on a space battle. Each player has their own fleet and based on the size of the battle, they choose which ships will be deployed for combat (deployment phase). Each race has its own power and abilities which grants it different advantages in combat.

After both players have deployed their forces in this time-limited real-time phase, the combat phase begins.

The Combat Phase lasts a random number of Rounds based on which ships have been deployed on the battlefield. Each Round, different ships fire their weapons and perform their abilities trying to destroy enemy ships and/or complete objectives.

Stellar Conflict offers a more advanced, deeper alternative to *Light Speed*. Each race has its own fleet of different ships and abilities guaranteed to offer lots of replayability.

Game Specifics

Players - 2-4

Ideal # - 2

Duration - 10

Age - 10+

Game Mechanics

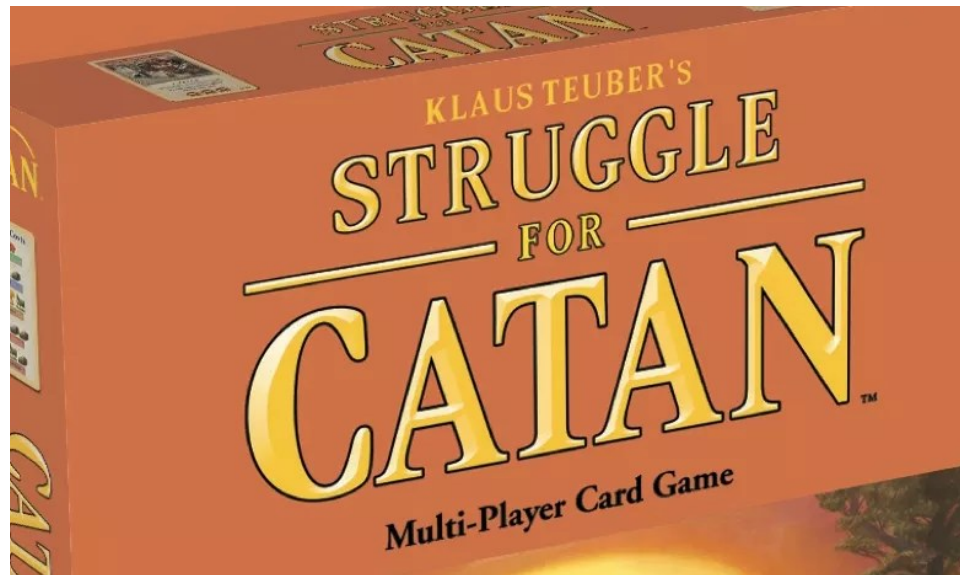
.Tile Placement

.Variable Player Powers

Struggle for Catan



**Scan & Learn
How To Play**



Description

In 2010, designer Klaus Teuber overhauled the two-player *Catan* card game with the release of [The Rivals for Catan](#) – released in Germany as *Die Fürsten von Catan* – and in 2011 Teuber, Kosmos and Mayfair Games present a new multi-player card game set in the *Catan* universe: ***The Struggle for Catan***, aka, *Die Siedler von Catan: Das schnelle Kartenspiel*.

As in the original *The Settlers of Catan* board game, players need to manage their resources in order to build settlements, roads, cities, city improvements and knights, all of which grant victory points (VPs) or special abilities. Control of roads and knights can change hands during the game, so don't assume that what's yours will stay yours. City improvements are expensive, but they bring you additional VPs and other bonuses, so strive to spiff up your cities! The first player to have ten VPs wins the game.

The game is dice-less and resource gain and exchanging is based on each player's developments making this version less luck dependent than the original. A twist in the game is that certain developments are limited and can be stolen from other players once there are no new ones left. The first player to gain 10 victory points, wins the game.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 30

Age - 10+

Game Mechanics

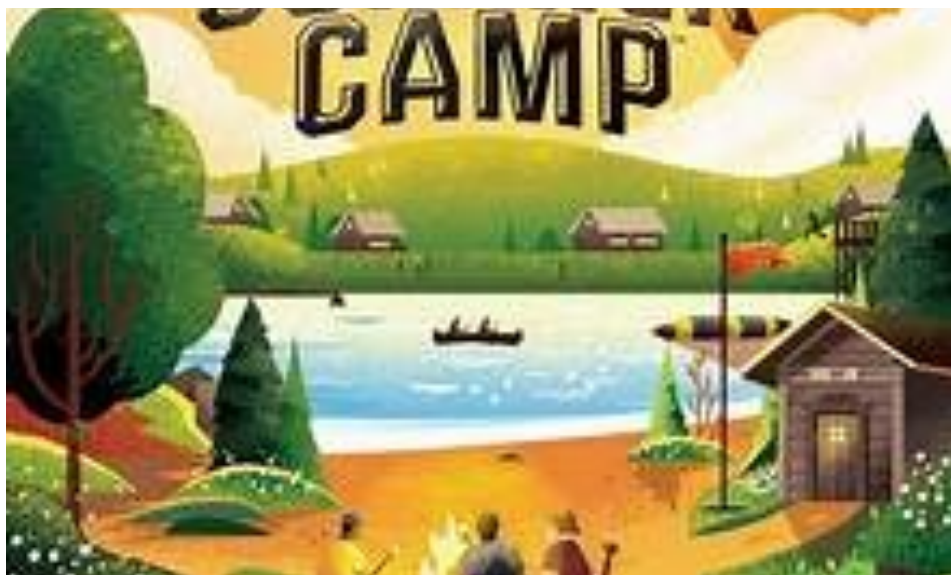
.Hand Management

.Trading

Summer Camp



**Scan & Learn
How To Play**



Description

Find your cabin assignment, wring out your swimsuit, and relive the days of canoeing, friendship bracelets, and s'mores with **Summer Camp**, a competitive deck-building game in which players race to earn merit badges and collect the most experience points to win. Each player has their own deck of cards to play, and as the game progresses you add new cards to your deck to make it even stronger.

Summer Camp differs each playing as the game includes seven different merit badge decks along with the base deck: adventure, arts & crafts, cooking, friendship, games, outdoors, and water sports. Each game uses three merit badge decks that can be mixed and matched for unique gameplay scenarios.

To win, players must earn the most camp experience points, points that are gained by claiming merit badges, advancing your pawns along the merit paths, and buying cards. Devise your strategy, build the best card combinations to outplay your opponents, and rule the summer as the ultimate camper!

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 30-45

Age - 10+

Game Mechanics

.Deck Construction

.Deck/Bag/Pool Building

.Open Drafting

.Race

.Track Movement

.Variable Set-up

Superfight



LEARN TO PLAY

SUPERFIGHT

**Scan & Learn
How To Play**



Description

Superfight is party game of super powers and super problems. The game is all about arguing with your friends about ridiculous fights.

The core deck contains 500 cards. 160 characters (white cards), and 340 powers and weaknesses (black cards). Players use a hand of three white cards and three black cards, and choose one of each to beat the player next to them. Then they get a random black card before fighting. Players then argue their case for why they should win, and the table votes.

Note: Superfight went through a major reprint in late 2014. The rules and about 30% of the cards were refined to improve the game after it sold out of its original print runs. The Cards Against Humanity/Apples to Apples mechanism has been replaced by a table vote and one-one one battles, but the battle royale and villain rulesets keep the old single-judge mechanism if the table prefers it.

Game Specifics

Players - 3-20

Ideal # - 4-6

Duration - 15

Age - 8+

Game Mechanics

.Voting

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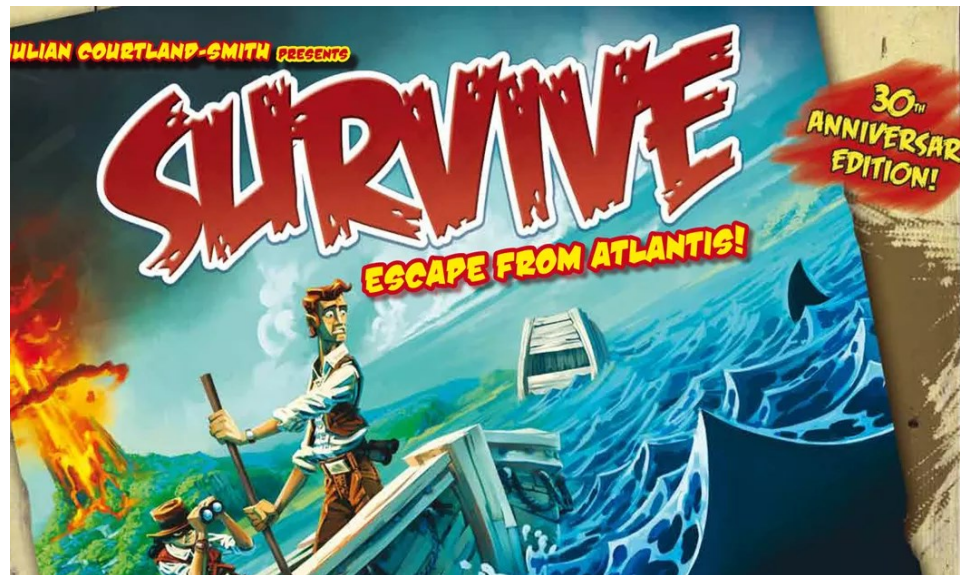
Survive Escape from Atlantis



LEARN TO PLAY

SURVIVE ESCAPE FROM ATLANTIS

Scan & Learn
How To Play



Description

Survive is a cutthroat game where players seek to evacuate their pieces from an island that is breaking up, while remembering where their highest-valued pieces are located to maximize their score.

An island made up of 40 hex-tiles is slowly sinking into the ocean (as the tiles are removed from the board). Each player controls ten people (valued from 1 to 6) that they try and move towards the safety of the surrounding islands before the main island finally blows up. Players can either swim or use boats to travel but must avoid sea serpents, whales and sharks on their way to safety.

Survive is very similar to [Escape from Atlantis](#) with some key differences.

Survive was reprinted as "Survive: Escape from Atlantis!" by publisher [Stronghold Games](#) and hit store shelves in February, 2011. The reprint contains the game Survive, as well as all the extra pieces needed in order to play the game as "Escape from Atlantis" and is actually found here: [Survive: Escape from Atlantis!](#) because it came with the dolphins and dive dice which were removed from the anniversary edition which was released a couple of years later (though they were later made available by themselves for owners of that version).

"Survive: Escape from Atlantis!" is game #2 in the Stronghold Games "Survive Line".

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 45-60

Age - 8+

Game Mechanics

.Action Points

.Dice Rolling

.Grid Movement

.Memory

.Secret Unit Deployment

.Take That

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Sushi go Party



LEARN TO PLAY

SUSHI GO PARTY

**Scan & Learn
How To Play**



Description

Sushi Go Party! expands *Sushi Go!* with a party platter of mega maki, super sashimi, and endless edamame. You still earn points by picking winning sushi combos, but now you can customize each game by choosing à la carte from a menu of more than twenty delectable dishes. What's more, up to eight players can join in on the sushi-feast. Let the good times roll!

—description from the publisher

Game Specifics

Players - 2-8

Ideal # - 4-5

Duration - 20

Age - 8+

Game Mechanics

.Closed Drafting

.End Game Bonuses

.Hand Management

.Set Management

.Simultaneous Action Selection

.Variable Set-up

Taco Cat Goat Cheese Pizza



**Scan & Learn
How To Play**



Description

Taco Cat Goat Cheese Pizza is filled to the brim with hand-slapping mayhem! As in *Snap* and *Dobble*, each player places a card from their hand face up into a community pile while saying taco/cat/goat/cheese/pizza in player sequence. When the card matches the mantra — boom! — everyone slaps their hand on the deck, with the last one to slap picking up the cards. Whoever rids themselves of cards first wins!

For extra fun, special action cards – the gorilla, narwhal, and groundhog — force players to make certain gestures before racing to slap the deck!

Game Specifics

Players - 2-8

Ideal # - 4-6

Duration - 10-30

Age - 8+

Game Mechanics

.Flicking

.Pattern Recognition

.Race

.Real-time

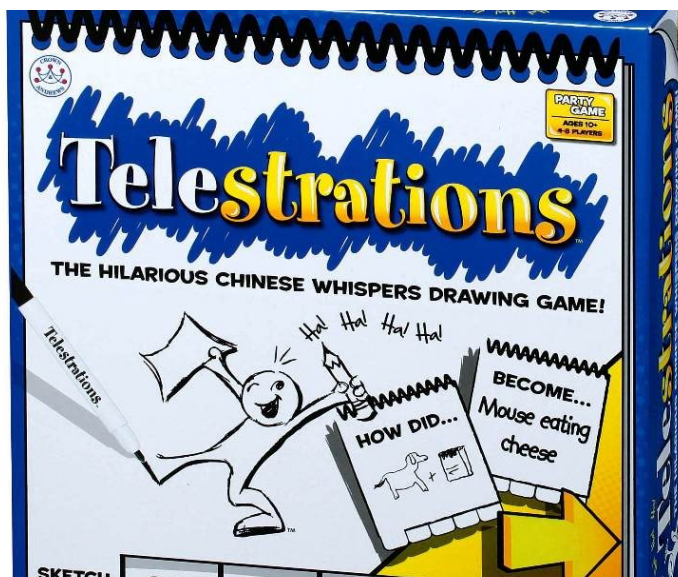
Telestrations



LEARN TO PLAY

TELESTRATIONS

Scan & Learn
How To Play



Description

From the publisher's press release:

"Each player begins by sketching a TELESTRATIONS word dictated by the roll of a die. The old fashioned sand timer may limit the amount of time they get to execute their sketch, but it certainly doesn't limit creativity! Time's up! All players, all at the same time, pass their sketch to the next player, who must guess what's been drawn. Players then simultaneously pass their guess -- which hopefully matches the original word (or does it??) -- to the next player who must try to draw the word they see -- and so on."

"Telestrations contains eight erasable sketchbooks and markers, a die, a 90 second sand-timer and 2,400 words to choose from."

Inspired by the public domain game [Eat Poop You Cat](#) . Similar games are [Mutabo](#) and [Mini-Mutabo](#) .

Game Specifics

Players - 4-8

Ideal # - 8

Duration - 30

Age - 12+

Game Mechanics

.Drawing

.Paper & Pencil

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Tessen



Scan & Learn



Description

Tessen is a card game featuring simultaneous real time play. Players take animal cards from their decks and play them in up to five groups in front of them. Players may save sets of three or more, but beware! The opponent may use a warrior card to "attack" forcing the player to give up the attacked animal cards. The attacking player may then take the cards for his own. Also, warriors may be used to "defend" and nullify an opponent's warrior.

Tessen is easy to learn, plays in minutes, and is great fun for both the casual and serious gamer

Game Specifics

| | |
|-------------------|------------|
| Players - | 2 |
| Ideal # - | 2 |
| Duration - | 15 |
| Age - | 12+ |

Game Mechanics

- .Hand Management**
- .Set Collection**

The Adventurers



**Scan & Learn
How To Play**



Description

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.

The temple starts with a room of crushing walls, leading into a winding passage that takes you past a lava pit and locked alcoves. The passage goes on, with two short-cuts that might save you time; a fast river or a rickety wooden bridge. You must balance attempts to grab treasure from the rooms, as you pass through, with staying ahead of a massive boulder, tumbling down the passage after you. If you have to let the boulder pass or be crushed to death, then you're forced to jump in the river and risk drowning just to get ahead. Otherwise, the boulder reaches the exit before you, blocking it and you're trapped forever.

A mix of very basic lucky dice-rolling, lucky card draw for the treasure, and some decision-making about possible risks. Beautifully produced, with 12 small but detailed plastics miniatures, and an exotic and deadly temple. Adults may tire from repeats of The Adventurers, but kids will get lots of thrills.

Temple of Chac

Game Specifics

Players - 2-6

Ideal # - 4-5

Duration - 45

Age - 10+

Game Mechanics

.Action Points

.Bias

.Dice Rolling

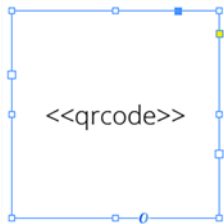
.Grid Movement

.Push Your Luck

.Variable Player Powers

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

The Adventures of Robin Hood



**Scan & Learn
How To Play**



Description

In England in 1193, the county of Nottinghamshire suffers under the yoke of evil Prince John and his henchmen. Can Robin Hood and his companions escape the sheriff's guards and complete their adventures successfully?

In *The Adventures of Robin Hood*, players take on the role of Robin Hood and his companions, with the action taking place on a living game board with no set paths. The board changes over the course of each adventure, and the movement of the characters is handled via an innovative mechanism that uses different length wooden character pieces. Various actions and secrets are integrated into the game levels and are revealed only in the course of the story. The game board "remembers" what players have already explored or found, and thanks to the special materials, the entire game can be set up and dismantled quickly.

Instead of using cards as in the author's *Legends of Andor*, the game tells the story of Robin Hood in a high-quality hardcover book, and depending on the decisions the players make, the story changes...

Game Specifics

Players - 2-4

Ideal # - 2 or 4

Duration - 60

Age - 10+

Game Mechanics

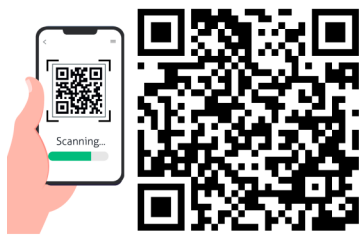
.Cooperative Game

.Scenario/ Mission

/ Campaign Game

.Storytelling

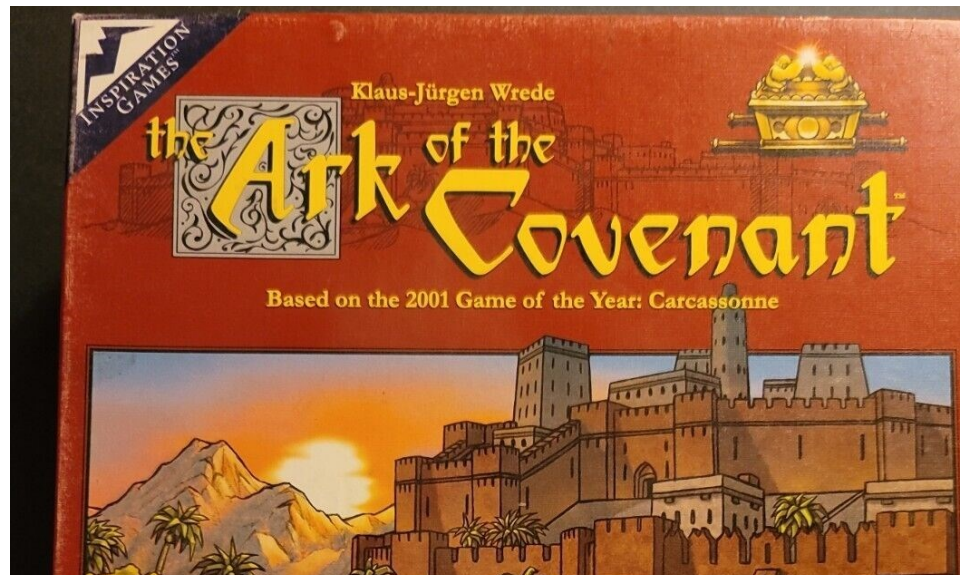
The Ark of the Covenant



LEARN TO PLAY

THE ARK OF THE
COVENANT

Scan & Learn
How To Play



Description

A game based on [Carcassonne](#), **Ark of the Covenant** has players vie for control of cities, roads, flocks, and temples by using the tiles to create the dynamic play area and by placing followers on the tiles.

New features compared to [Carcassonne](#) include oases along roads which award 1 additional point to that road for each oasis, a one-time use "prophet" for each player which doubles the value of a completed city for that player, a simplified field scoring with each sheep in the field adding 2 points and each wolf subtracting 2 points, and a new scoring mechanism for temples. Additionally, players can forgo the placement of a follower on the board to move the Ark around the tiles and award 1 point to the owner of each follower it passes.

Part of the [Carcassonne series](#).

Game Specifics

Players - 2-5

Ideal # - 3-4

Duration - 30

Age - 8+

Game Mechanics

.Area Majority Influence

.Tile Placement

The Bears & the Bees



LEARN TO PLAY

THE BEARS AND THE BEES

Scan & Learn
How To Play



Description

Come join the Hive! Compete to link honeycomb shaped cards to the growing hive. The more sides you match, the greater the payoff. Special cards help earn extra plays and deliver stings to your rivals. Just be careful to avoid those pesky honey-grubbin' bears!

—description from the back of the box

Rules:

Play down a card with two sides matching other cards (i.e. blue touching blue and green touching green). Honey sides are wild.

First player to put all their cards down ends the round and scores 0. Other players score according to cards still in hand. Lowest score after 3 rounds wins.

Honeycomb: Normal cards, have varying patterns of colors.

Drone Bee: Has 3 honey sides and 3 colored sides.

Worker Bees: Make other players draw cards. Draw amount increases with number of matched sides.

Flowers: Make all other players draw cards according to number of sides matched.

Bear: One side has to touch honey. No other cards can be played on the bear.

—user summary

Game Specifics

Players - 2-5

Ideal # - 4

Duration - 30

Age - 8+

Game Mechanics

.Hand Management

.Pattern Building

.Take That

.Tile Placement

The Captain is Dead Lockdown



LEARN TO PLAY

THE CAPTAIN IS
DEAD LOCKDOWN

Scan & Learn
How To Play



Description

Lockdown is a new standalone episode in the ongoing saga that started with *The Captain Is Dead*. This time, our intrepid crew find themselves prisoners on their own ship. Hostile aliens have taken control, and the crew must work together and remain hidden while attempting to regain control of the ship.

You don't need *The Captain Is Dead* base game to play *Lockdown*, which is a 1-7 player co-op game. *Lockdown* first appeared as "Episode 3" of the game when released by The Game Crafter, while Alderac Entertainment Group will release this expansion as "Episode 2".

Game Specifics

Players - 1-7

Ideal # - 4

Duration - 90-120

Age - 12+

Game Mechanics

.Action Points

.Cooperative Game

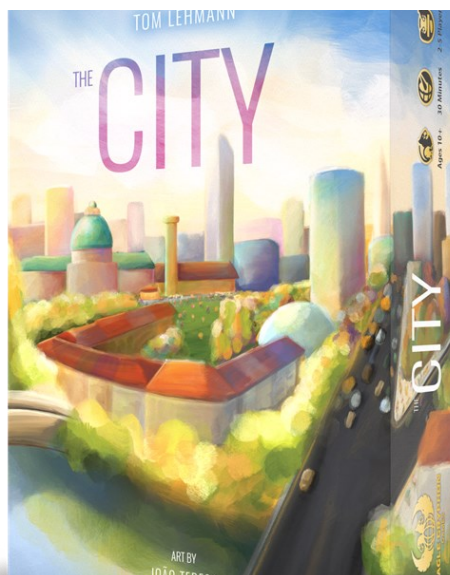
.Open Drafting

.Variable Player Powers

The City



**Scan & Learn
How To Play**



Description

In *The City*, players try to quickly and skillfully build their own city over the rounds, bringing in revenue and victory points (VPs). The cards are both buildings and currency, and the first player to collect 50 victory points wins the game. Victory points are cumulative from round to round, so a fast start yields a big advantage.

Each turn, each player places a card from his hand face down, then all cards are simultaneously revealed. The cards show the buildings that the players want to build that round; building costs are paid for by discarding other cards. Some buildings provide income at the end of the round in the form of new cards, with certain buildings increasing the income provided by others; similarly, some buildings boost the VPs provided by others, with a University, for example, being worth one more VP for each School you have in play.

Certain buildings have symbols on them – car, fountain, shopping cart - and the income and VPs provided by some buildings depends on how many symbols you have in play; the Autobahn, for example, is worth one dollar (i.e., card) and one VP for each car symbol you control.

Game Specifics

Players - 2-5

Ideal # - 3-4

Duration - 30

Age - 10+

Game Mechanics

.Hand Management

.Income

.Multi-use Cards

.Race

.Simultaneous Action

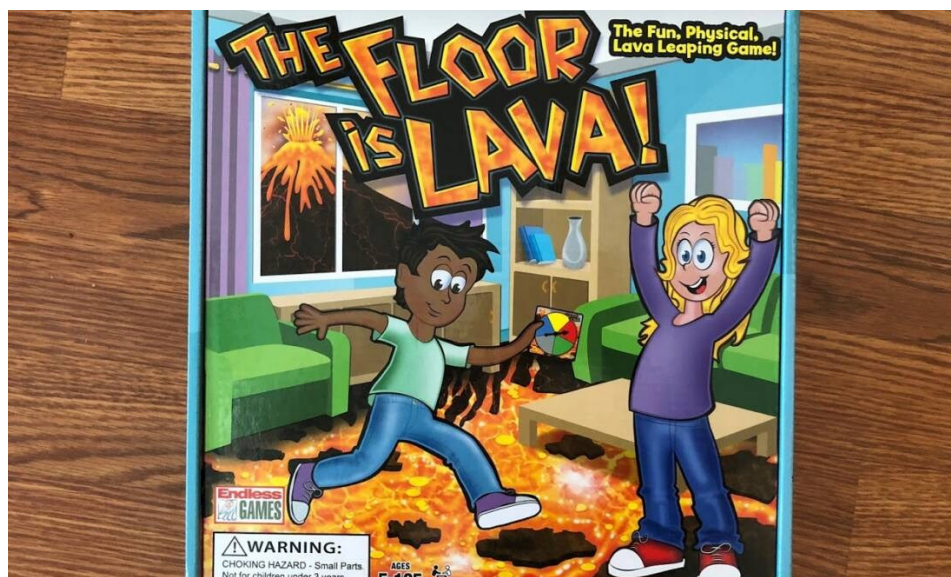
.Tags

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

The Floor is Lava



Scan & Learn
How To Play



Description

Everyone has played a version of this game as a child, most likely jumping all over the furniture in their living room trying to stay off the dangerous floor. **The Floor is Lava** is a brand-new game where players must imagine the floor is molten hot lava, while spinning for their color and jumping along foam game pieces in order to reach safety. *The Floor is Lava* is a family game incorporating physical activity, imagination and pure fun! Remember, DON'T TOUCH THE FLOOR!

—description from the publisher

Game Specifics

- Players -** 2-6
- Ideal # -** 3-4
- Duration -** none given
- Age -** 5+

Game Mechanics

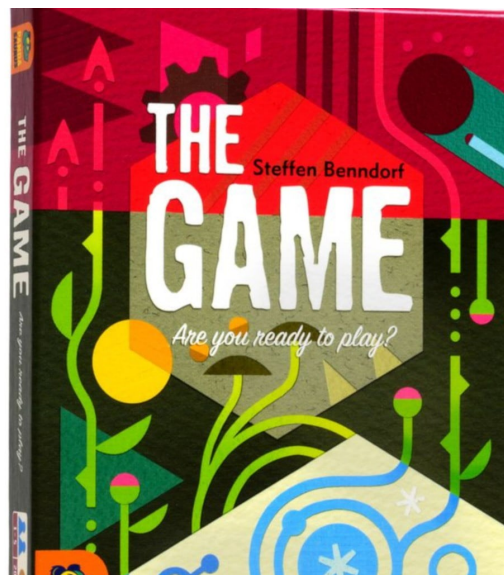
.Dexterity

The Game



THE GAME

**Scan & Learn
How To Play**



Description

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 their 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 their 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 of the game 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.

Game Specifics

Players - 1-5

Ideal # - 3

Duration - 20

Age - 8+

Game Mechanics

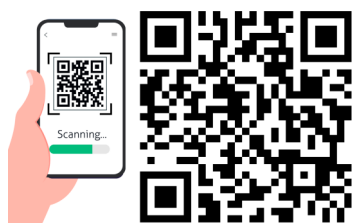
.Communication Limits

.Cooperative Game

.Hand Management

.Solo/Solitaire

The Grizzled



LEARN TO PLAY

THE GRIZZLED

Scan & Learn
How To Play



Description

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 player's hand remains secret throughout the game.

Planning, teamwork, and a little luck are the tools you'll need to win this cooperative game for two to five players.

Game Specifics

Players - 2-5

Ideal # - 4-5

Duration - 30

Age - 14+

Game Mechanics

.Communication Limits

.Cooperative Game

.Hand Management

.Move Through Deck

.Push Your Luck

.Variable Player Powers

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

The Magic Labyrinth



LEARN TO PLAY

THE MAGIC
LABYRINTH

**Scan & Learn
How To Play**



Description

The little magician apprentices have lost some magic objects inside of the master's maze. Now they try to collect them before the Master notices anything. However, in the maze there are invisible walls and only one of the missing objects is revealed at a time. So they have to make their way through the maze by means of a good memory and lots of skill.

Each player moves their magician over the board while trying not to bump the labyrinth below. Each magician is joined with a magnetic ball so if you hit a wall the ball drops and you have to start all over again.

Game Specifics

Players - 2-4

Ideal # - 3-4

Duration - 20-30

Age - 6+

Game Mechanics

.Dice Rolling

.Grid Movement

.Memory

.Network Route Building

.Roll Spin Move

The Resistance



LEARN TO PLAY

THE RESISTANCE

Scan & Learn
How To Play



Description

The Empire must fall. Our mission must succeed. By destroying their key bases, we will shatter Imperial strength and liberate our people. Yet spies have infiltrated our ranks, ready for sabotage. We must unmask them. In five nights we reshape destiny or die trying. We are the 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. *The Resistance* is inspired by Mafia/Werewolf, yet it is unique in its core mechanics, which increase the resources for informed decisions, intensify player interaction, and eliminate 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 (possibly including himself/herself). 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 (Resistance win) or fails (Empire win). When a team wins three missions, they have won the game.

Game Specifics

Players - 5-10

Ideal # - 7

Duration - 30

Age - 13+

Game Mechanics

.Hidden Roles

.Memory

.Simultaneous Action

Selection

.Team-based Game

.Traitor

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

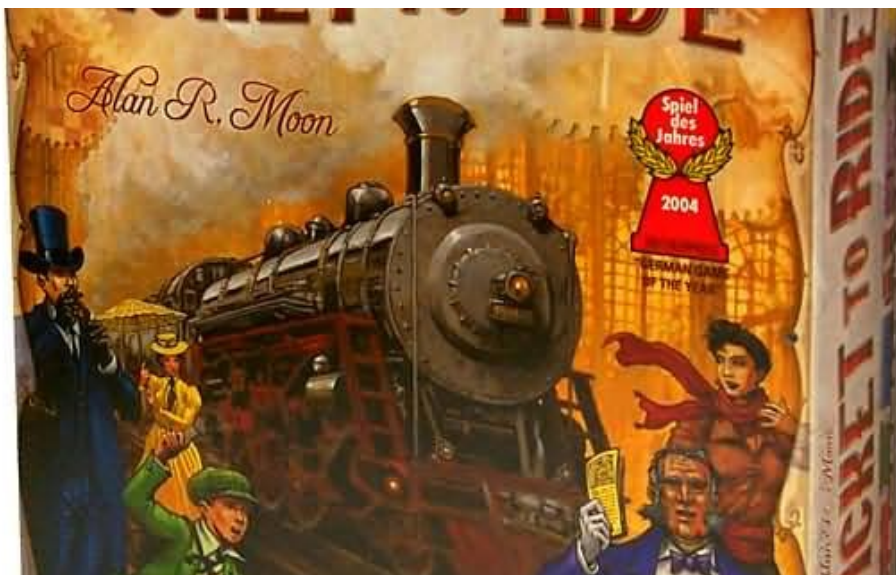
Ticket to Ride



LEARN TO PLAY

TICKET TO RIDE

Scan & Learn
How To Play



Description

With elegantly simple gameplay, **Ticket to Ride** can be learned in under 15 minutes. 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.

"The rules are simple enough to write on a train ticket – each turn you either draw more cards, claim a route, or get additional Destination Tickets," says **Ticket to Ride** author, [Alan R. Moon](#). "The tension comes from being forced to balance greed – adding more cards to your hand, and fear – losing a critical route to a competitor."

Ticket to Ride continues in the tradition of [Days of Wonder](#)'s big format board games featuring high-quality illustrations and components including: an oversize board map of North America, 225 custom-molded train cars, 144 illustrated cards, and wooden scoring markers.

Since its introduction and numerous subsequent awards, **Ticket to Ride** has become the [BoardGameGeek](#) epitome of a "gateway game" -- simple enough to be taught in a few minutes, and with enough action and tension to keep new players involved and in the game for the duration.

Game Specifics

Players - 2-5

Ideal # - 4

Duration - 30-60

Age - 8+

Game Mechanics

.Connections

.End Game Bonuses

.Hand Management

.Open Drafting

.Push Your Luck

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Ticket to Ride my First Journey



LEARN TO PLAY

TICKET TO RIDE MY
FIRST JOURNEY

Scan & Learn
How To Play



Description

Ticket to Ride: First Journey takes the gameplay of the *Ticket to Ride* series and scales it down for a younger audience.

In general, players collect train cards, claim routes on the map, and try to connect the cities shown on their tickets. In more detail, the game board shows a map of the United States with certain cities being connected by colored paths. Each player starts with four colored train cards in hand and two tickets; each ticket shows two cities, and you're trying to connect those two cities with a contiguous path of your trains in order to complete the ticket.

On a turn, you either draw two train cards from the deck or discard train cards to claim a route between two cities; for this latter option, you must discard cards matching the color and number of spaces on that route (e.g., two yellow cards for a yellow route that's two spaces long). If you connect the two cities shown on a ticket with a path of your trains, reveal the ticket, place it face up in front of you, then draw a new ticket. (If you can't connect cities on either ticket because the paths are blocked, you can take your entire turn to discard those tickets and draw two new ones.)

If you connect one of the West Coast cities to one of the East Coast cities with a path of your trains, you immediately claim a Coast-to-Coast ticket.

The first player to complete six tickets wins! Alternatively, if someone has placed all twenty of their trains on the game board, then whoever has completed the most tickets wins!

Game Specifics

Players - 2-4

Ideal # - 3-4

Duration - 15-30

Age - 6+

Game Mechanics

.Hand Management

.Network & Route

Building

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Ticket to Ride London



LEARN TO PLAY

TICKET TO
RIDE: LONDON

Scan & Learn
How To Play



Description

Ticket to Ride: London features the familiar gameplay from the *Ticket to Ride* game series — collect cards, claim routes, draw tickets — but on a scaled-down map of 1970s London that allows you to complete a game in no more than 15 minutes.

Each player starts with a supply of 17 double-decker buses, two transportation cards in hand, and one or two destination tickets that show locations in London. On a turn, you either draw two transportation cards from the deck or the display of five face-up cards (or you take one face-up bus, which counts as all six colors in the game); or you claim a route on the board by discarding cards that match the color of the route being claimed (with any set of cards allowing you to claim a gray route); or you draw two destination tickets and keep at least one of them.

Players take turns until someone has no more than two buses in their supply, then each player takes one final turn, including the player who triggered the end of the game. Players then sum their points, scoring points for (1) the routes that they've claimed during the game, (2) the destination tickets that they've completed (by connecting the two locations on a ticket by a continuous line of their buses), and (3) the districts that they've connected. (A district consists of 2-4 locations, and you score 1-5 points for a district if you link all of its locations to one another with your buses.) You lose points for any uncompleted destination tickets, then whoever has the high score wins!

Game Specifics

Players - 2-4

Ideal # - 3

Duration - 10-15

Age - 8+

Game Mechanics

.Hand Management

.Network & Route

Building

.Open Drafting

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Timeline



LEARN TO PLAY

TIMELINE

Scan & Learn
How To Play



Description

Timeline is a card game where each card depicts a historical event, invention or discovery on both sides, with the year in which that event occurred, invention or discovery was made 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.

Game Specifics

Players - 2-8

Ideal # - 4

Duration - 15

Age - 8+

Game Mechanics

.Card Line

Time's Up



LEARN TO PLAY

TIME'S UP

**Scan & Learn
How To Play**



Description

Time's Up! is a charades-based party game for teams of two or more players (and is best with teams of two). Before the game begins, each player looks at several cards featuring famous historical or fictional characters and chooses some of them. Each player's cards are shuffled to form a deck, and this deck of famous names is used for each of the game's three rounds.

In each round, team members take turns trying to get their teammates to guess as many names as possible in 30 seconds. In round 1, almost any kind of clue is allowed, and the cluegiver cannot pass on a card. In round 2, no more than one word can be used in each clue (but unlimited sounds and gestures are permitted); the cluegiver can pass on any card he likes, and the teammates can give only a single answer. In round 3, the cluegiver can use no words at all and can pass as often as he likes; again, teammates are allowed only a single guess. Give good physical clues in round 1, and they'll pay dividends down the road when you need to keep your mouth shut and gesture like a maniac before time's up!

Time's Up! is based on the public domain game known as [Celebrities](#). Also known as [Salad Bowl](#) or Fish Bowl.

Game Specifics

| | |
|-------------------|---------------|
| Players - | 4-18 |
| Ideal # - | 6 or 8 |
| Duration - | 90 |
| Age - | 12+ |

Game Mechanics

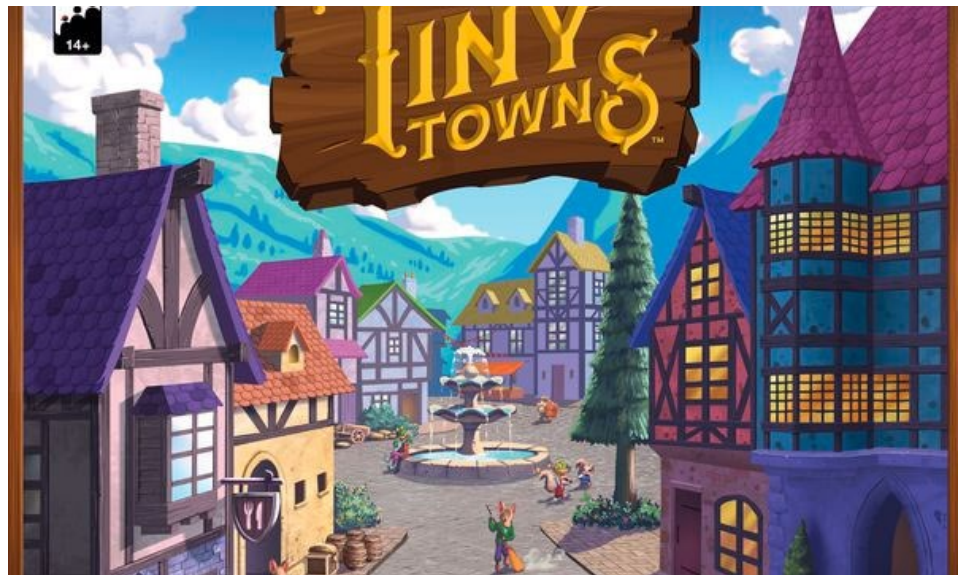
- .Acting**
- .Communication Limits**
- .Memory**
- .Team-Based Game**

Tiny Towns



TINY TOWNS

**Scan & Learn
How To Play**



Description

You are the mayor of a tiny town in the forest in which the smaller creatures of the woods have created a civilization hidden away from predators. This new land is small and the resources are scarce, so you take what you can get and never say no to building materials. Cleverly plan and construct a thriving town, and don't let it fill up with wasted resources! Whoever builds the most prosperous tiny town wins!

In *Tiny Towns*, your town is represented by a 4x4 grid on which you will place resource cubes in specific layouts to construct buildings. Each building scores victory points (VPs) in a unique way. When no player can place any more resources or construct any buildings, the game ends, and any squares without a building are worth -1 VP. The player with the most VP wins!

-description from publisher

Game Specifics

Players - 1-6

Ideal # - 3

Duration - 45-60

Age - 14+

Game Mechanics

.End Game Bonuses

.Grid Coverage

.Pattern Building

.Player Elimination

.Variable Player Powers

.Variable Set-up

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

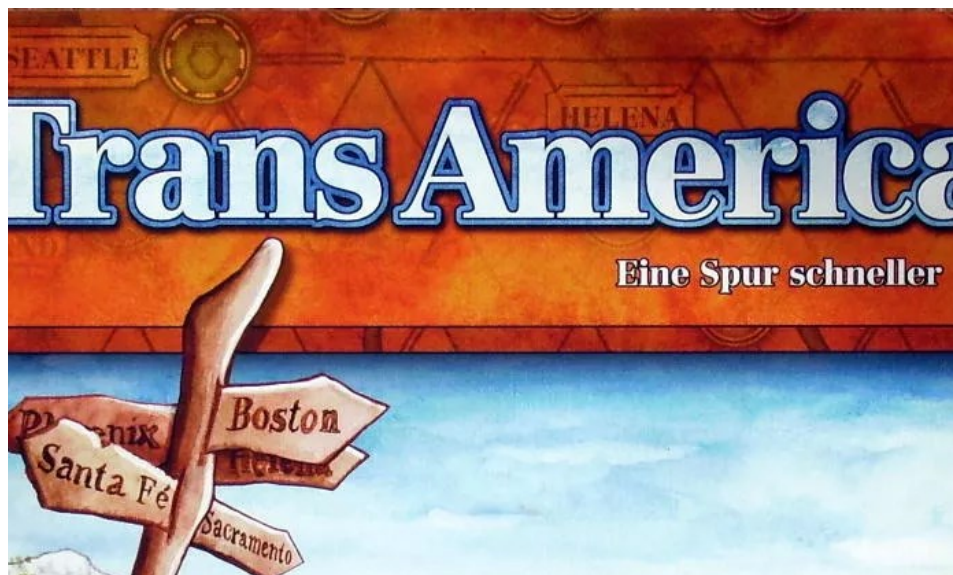
Trans America



LEARN TO PLAY

TRANS AMERICA

**Scan & Learn
How To Play**



Description

TransAmerica is a simple railway game. Each player has a set of five cities strung across the U.S. that need to be connected by rail. Players place either one or two rails each turn. The game ends when the first player completes a connected route between their five cities. The player who can make the best use of the other players' networks is generally victorious.

Game Specifics

Players - 2-6

Ideal # - 2-4

Duration - 30

Age - 13+

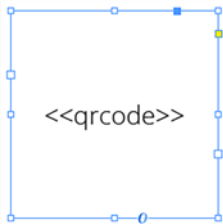
Game Mechanics

.Connections

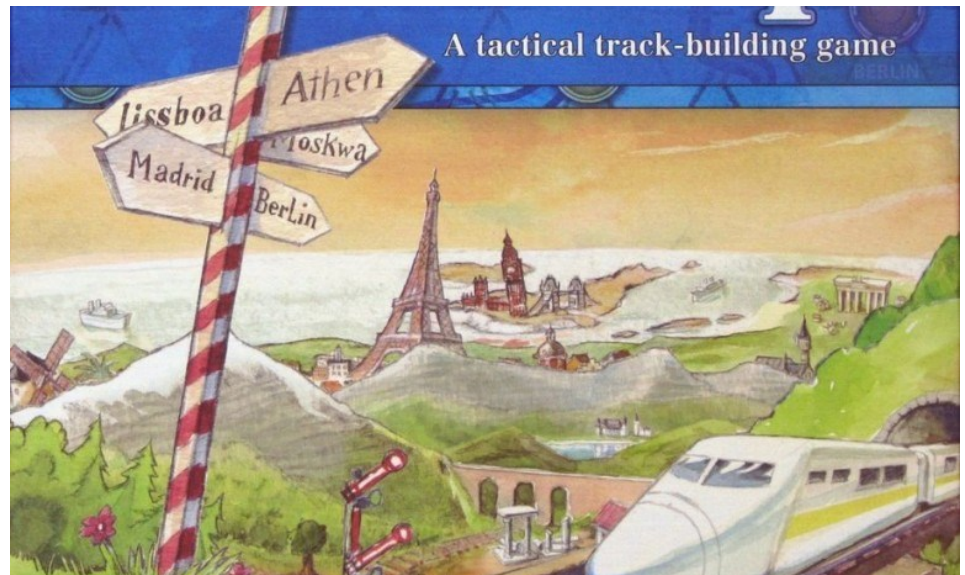
.Race

.Score-and-Reset Game

Trans Europa



**Scan & Learn
How To Play**



Description

rans Europa is a simple railway game. Each player has a set of five cities strung across Europe that need to be connected by rail. Players place either one or two rails each turn. The first player to connect their five cities wins the round, with all other players losing points for being too slow! After 3-4 rounds, the player with the most points wins!

One version of this game, *TransEuropa+*, includes the *Vexation* expansion of colored rails, with each of the six colors having three colored rails. When you place one of these rails on the board, it counts only as part of your network and not anyone else's.

The 2018 edition of *Transeuropa*, which is the preferred spelling of the publisher although the box suggests otherwise, includes a slightly different map of Europe, with the colored cities rotated so that all of the yellow cities are in the UK and Scandinavia.

What's more, these cities are separated from others by double-squiggly lines that represent spaces where a ferry can go. As with the *Vexation* expansion, in this edition each player has three colored rails, and on a ferry route up to two rails can be placed, whether both colored rails or one being colored and the other a normal black rail line that any player can use. A player can lay only one colored rail per turn, and they can claim both possible rail lines in a ferry space. A ferry space is not complete unless it contains two rail lines.

Game Specifics

Players - 2-6

Ideal # - 5-6

Duration - 20

Age - 8+

Game Mechanics

.Connections

.Race

.Score-and-Reset Game

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Trash Pandas



**Scan & Learn
How To Play**



Description

In **Trash Pandas**, players are raucous raccoons, tipping over trash cans for food (and shiny objects). Players push their luck to acquire more cards, but must stash them in order for them to count as points at the end of the game. When the deck runs out, the game ends and players compare their stashes to see who has the majority for each card type and score points accordingly. The player with the most points wins!

In more detail, on a turn the active player rolls a die in the hope of gaining the benefit of the roll result. With each roll, the player decides to keep rolling or stop and activate the dice results. However, with each additional roll, the odds of busting (getting a duplicate result) increase further and the player risks losing the progress they've made that round. When activating the dice results, the player will draw cards, steal cards from other players, and stash cards. Cards in hand may be used for their listed ability, but they count as points only when stashed.

—description from the publisher

Game Specifics

Players - 2-4

Ideal # - 3-4

Duration - 15-20

Age - 8+

Game Mechanics

.Dice Rolling

.Hand Management

.Push Your Luck

.Set Collection

.Take That

Trash Stash



Scan & Learn How To Play

Description

Trash Stash is a simple children's game for 2-4 players. In the game you draw a card and get to return one of your pieces of trash matching the item and color on the card. You drop that item into the garbage truck's garbage can and then pull a lever to load the trash into the back of the truck.

Occasionally the truck will spit all the trash out at the active player. That player adds all the trash to their pile. The first player to get rid of all their trash is the winner.

Contents: 1 Trash Truck, 24 Pieces of Trash, 16 Clean-Up Cards, 1 Sticker Sheet, and Instructions

Game Specifics

Players - 2-4

Ideal # -

Duration - 10-15

Age - 4+

Game Mechanics

.Matching

.Children's Game

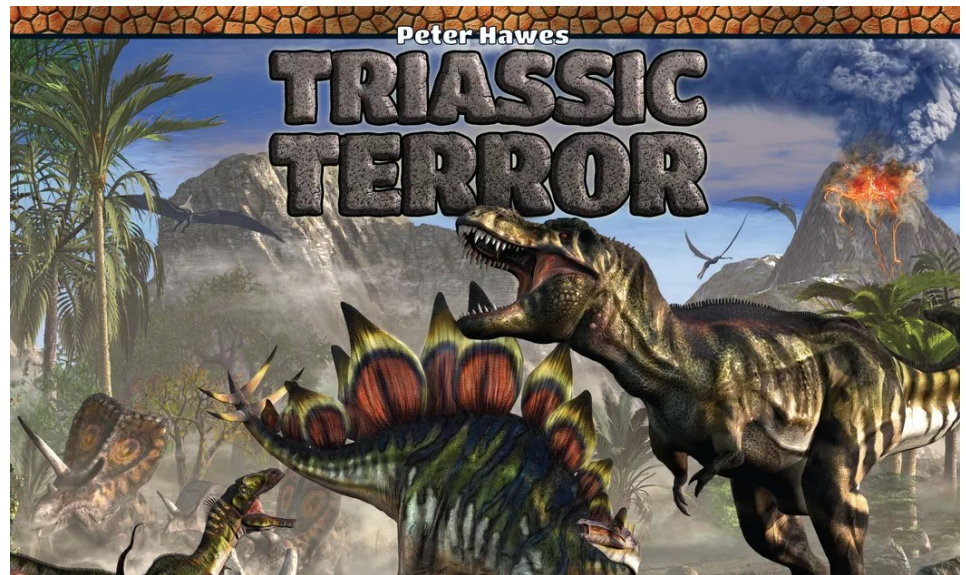
Triassic Terror



LEARN TO PLAY

TRIASSIC TERROR

**Scan & Learn
How To Play**



Description

Starting with just one herd in the swamp in *Triassic Terror*, players must establish new herds and grow them into larger herds, which will then migrate across the four pre-historic landscapes present, competing for the best habitats. This primaeval world is, however, full of danger. Players' dinosaurs will fall prey to the mighty T-Rex, marauding Velociraptors, and swooping Pterodactyls. Erupting volcanoes will devastate some areas and fill the skies with ash, making the affected area almost unlivable. The player who best avoids these terrors and maintains the largest herds across all four environments will win the game.

Game Specifics

Players - 2-6

Ideal # - 4

Duration - 90-120

Age - 14+

Game Mechanics

.Area Majority /Influence

.Open Drafting

Tsuro



LEARN TO PLAY

TSURO

**Scan & Learn
How To Play**



Description

From the publisher:

A beautiful and beautifully simple game of laying a tile before your own token to continue its path on each turn. The goal is to keep your token on the board longer than anyone else's, but as the board fills up this becomes harder because there are fewer empty spaces left... and another player's tile may also extend your own path in a direction you'd rather not go. Easy to introduce to new players, **Tsuro** lasts a mere 15 minutes and actually does work for any number from 2 to 8.

Gameplay:

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.

Game Specifics

Players - 2-8

Ideal # - 4 or 6

Duration - 15-20

Age - 8+

Game Mechanics

.Hand Management

.Network & Route

Building

.Player Elimination

.Tile Placement

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Twister



**Scan & Learn
How To Play**



Description

A large vinyl playing mat is placed on the floor, with a 6 x 4 array of spots, each spot about 6 inches in diameter. The spots are colored red, blue, yellow, and green. A player is chosen to moderate, and the rest of the players, up to 4, stand on the play mat with their feet on different spots.

Each turn consists of the moderator spinning a spinner, which gives a result matching a random color with a random element from the set (left hand, right hand, left foot, right foot). Each player must put the relevant bodypart on the relevant color spot. If the bodypart is already on a spot of that color it is moved to another spot of the same color. No two players bodyparts can share the same spot. If a player falls or touches an elbow or knee to the ground they are eliminated.

Iterate until one player remains.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 10

Age - 6

Game Mechanics

.Player Elimination

Twister Hoopla



LEARN TO PLAY

TWISTER HOOPLA

**Scan & Learn
How To Play**



Description

Publisher's description:

It's a TWISTER game with a twist! Instead of the game mat, you get 16 colorful rings and five different ways to play! Game 1 challenges you to use your bodies to hold the rings in place and the last team standing wins. Game 2 is a ring toss with your hands and feet to catch! Game 3 is a race to make it to the finish line with colored rings in hand. Game 4 is a fun version of the traditional TWISTER game: scatter the rings and then call out the moves; but don't fall or you're out! Game 5 gets you all tangled up with other players as you reach for rings, hang on to your TWISTER and try to stay on your feet. Inside or out, this game makes sure you're ready to throw a TWISTER party just about anywhere!

Game Specifics

| | |
|-------------------|-------------|
| Players - | 2-4 |
| Ideal # - | none |
| Duration - | none |
| Age - | 6+ |

Game Mechanics

.Roll Spin Move

.Team-Based Game

Two Rooms & a Boom



LEARN TO PLAY

TWO ROOMS AND A
BOOM

Scan & Learn
How To Play



Description

In *Two Rooms and a Boom* – a social deduction/hidden role party game for six or more players – there are two teams: the Red Team and the Blue Team. The Blue Team has a President. The Red Team has a Bomber. Players are equally distributed between two rooms (i.e., separate playing areas). The game consists of five timed rounds. At the end of each round, some players will be swapped into opposing rooms. If the Red Team's Bomber is in the same room as the President at the end of the game, then the Red Team wins; otherwise the Blue Team wins. Lying encouraged.

Game Specifics

Players - 6-30

**Ideal # -
14,16,18,20,22**

Duration - 7-20

Age - 8+

Game Mechanics

.Acting

.Elapsed Real-Time Ending

.Team-Based Game

.Variable Player Powers

.Voting

Unlock Secret Adventures



LEARN TO PLAY

UNLOCK SECRET ADVENTURES

Scan & Learn
How To Play



Description

Unlock! Secret Adventures features three "escape room" scenarios that you can play on your tabletop.

Unlock! is 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. The three scenarios are...

- "A Noside Story"
- "Tombstone Express"
- "The Adventurers of Oz"

Game Specifics

Players - 1-6

Ideal # - 2

Duration - 60

Age - 10+

Game Mechanics

.Cooperative Game

.Storytelling

Uno/ Uno Emoji



Scan & Learn How To Play

Description

Players race to empty their hands and catch opposing players with cards left in theirs, which score points. In turns, 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. Wild and special cards spice things up a bit.

Uno Emoji

A new twist on an old classic. Play *Uno* with your favorite emojis for each number, and Poop Draw Four Wild Cards. Basic *Uno* rules are the same, with the addition of the Emoji Wild Cards! Play one of these on an opponent, and they have to make the emoji face during their turn and for the entire round until their NEXT turn! If they're caught without the emoji face, they have to draw 2 extra cards. Also comes with some blank cards so you can draw your own emoji faces. Don't forget to say *UNO* when you're down to one card!

Game Specifics

Players - 2-10

Ideal # - 4-6

Duration - 30

Age - 6+

Game Mechanics

.Hand Management

.Lose A Turn

.Matching

.Take That

Unusual Suspects



**Scan & Learn
How To Play**



Description

Incredible! The shifty thief who operates undisturbed from months is about to be caught! After copious failures, a team of detectives has a secret weapon: a witness. However this witness is quite weird; he doesn't remember anything about the appearance of the criminal, but he knows everything about their habits and behavior. Will the investigative team be able to find out the criminal only from these elements?

In *Insoliti Sospetti* ("Unusual Suspects"), one player is the Witness and the other players play the part of the Investigative Team. The Witness knows the real identity of the Guilty and tries to make the Team hit it only with his answers. The Team asks questions to the Witness and, depending on his answers, will exclude the innocent suspects after players have discussed what they learned.

Insoliti Sospetti can also be played competitively or collaboratively (team vs team). In the latter case, a grid of twelve suspects is created. Every round the team reveals a question card and the Witness has to answer yes/no. According to the answer, the team has to remove suspects until only the Guilty one is on the board.

Game Specifics

Players - 3-16

Ideal # - 4-6

Duration - 20

Age - 14+

Game Mechanics

.Cooperative Game

.Team-Based Game

.Voting

Via Nebula



LEARN TO PLAY

VIA NEBULA

Scan & Learn
How To Play



Description

Crafters, builders and carriers — your help is needed to dispel the mists of Nebula! The people of the valley will reward you handsomely if you harvest and exploit our many resources, open paths through the mists, and help our settlers build new structures. Cooperate temporarily with other builders in order to create paths and share goods, but do not forget your own objectives. Will you have a statue erected in your honor on the Nebula City plaza?

A game of *Via Nebula* starts with a board showing a hexagonal grid, some production sites with a few available resources on them (wood, stone, wheat, and pigs), building sites in various areas scattered over the whole board, and a lot of mist.

Turn after turn, players have two actions at their disposal from these options: They may clear the mist of a hex to create new paths of transportation, open new production sites, open a building site in a city, carry resources from any production site to their own building sites, and, of course, achieve a construction. Resources and paths through the mist may be used by all the players. This initially induces a kind of cooperation, but eventually other players will take advantage of your actions!

To achieve a construction, you fulfill a contract on one of your cards. You start the game with two contracts, and four more contracts are available for all players to see and use on a first come, first served basis — and that's where the cooperation abruptly stops. Additionally, most contracts have special powers that are triggered on completion.

The game ends when a player finishes a fifth building. Opponents each take two final actions, then players score based on the number of cleared hexes and opened production sites and the point value of their contracts, with a bonus for the player who ended the game.

Game Specifics

Players - 2-4

Ideal # - 3-4

Duration - 45-60

Age - 12+

Game Mechanics

.Action Points

.Network & Route

Building

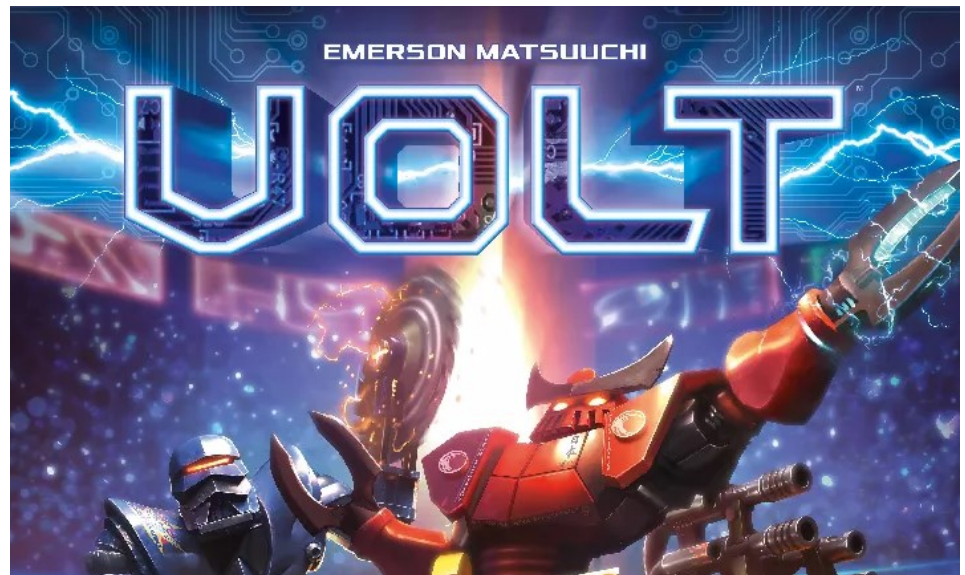
.Pick-up & Delivery

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Volt



**Scan & Learn
How To Play**



Description

WELCOME TO THE ROBOT ACTION! Today we witness the most incredible steel gladiators of this year's Robot Fighting League season in all their glory and magnificence. The battle robots are gathered in the arena, and the crowd is screaming for some laser-blasting action in this title match. The operators are starting up their control hardware, and we expect nothing but a whole new level of cybernetic devastation. In the end, there will be only one operator to rule the arena... LET THE BATTLE BEGIN!

In **VOLT**, each player takes the role of an operator controlling one robot to challenge other players. By "programming" three steps ahead, players try to anticipate the moves of other robots, aim to destroy them, or try to control spaces in the arena that get them victory points. **VOLT** includes an easy-to-begin training guide but still leaves experienced players with plenty of different modules to make their robot battles even more exciting and merciless.

Plan your next steps ahead by quickly grabbing a starting number in order for your robot to run or shoot at just the right moment later on. Push the other robots into pits or shoot them away with your lasers to gain victory points. Sounds simple – it is simple, well, at least the rules. But destroying the others without taking damage yourself is quite the hefty challenge. Fortunately, destroyed robots don't have to wait long for their next foray into the ring. They reboot in the next round.

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 30-45

Age - 10+

Game Mechanics

.Action Que

.Grid Movement

.Programmed Movement

.Simultaneous Action

Selection

.Variable Player Powers

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Welcome to



LEARN TO PLAY

WELCOME TO

**Scan & Learn
How To Play**



Description

As an architect in *Welcome To...*, you want to build the best new town in the United States of the 1950s by adding resources to a pool, hiring employees, and more.

Welcome To... plays like a roll-and-write dice game in which you mark results on a score-sheet...but without dice. Instead you flip cards from three piles to make three different action sets with both a house number and a corresponding action from which everyone chooses one. You use the number to fill in a house on your street in numerical order. Then you take the action to increase the point value of estates you build or score points at the end for building parks and pools. Players also have the option of taking actions to alter or duplicate their house numbers. And everyone is racing to be the first to complete public goals. There's lots to do and many paths to becoming the best suburban architect in *Welcome To...*!

Because of the communal actions, game play is simultaneous and thus supports large groups of players. With many varying strategies and completely randomized action sets, no two games will feel the same!

Game Specifics

Players - 1-100

Ideal # - 3-4

Duration - 25

Age - 10+

Game Mechanics

.Bingo

.Contracts

.Paper & Pencil

.Pattern Building

.Simultaneous Action

Selection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Welcome to Dinoworld



LEARN TO PLAY

WELCOME TO
DINOWORLD

Scan & Learn
How To Play



Description

Description from the designer:

Build and manage your own dinosaur park in this strategic roll and write game for 1 or more players.

Roll dice, draw pens and try not to let any dinosaurs escape!

Each turn players share an expanding dice pool to work through three phases: add dinosaurs and buildings to the park, draw paths connecting attractions to the entrance, and control dinosaurs attempting to escape.

The game ends whenever a player runs out of space in their park, or has had too many dinosaurs escape.

The player with the most fame from dinosaurs/ attractions and the fewest penalties from breakouts is the winner!

Welcome To DinoWorld is the official game of GenCant 2017!

Game Specifics

Players - 2-75

Ideal # - 4

Duration - 40-70

Age - 12+

Game Mechanics

.Dice Rolling

.Enclosure

.Line Drawing

.Paper & Pencil

What Do You Meme?



LEARN TO PLAY

WHAT DO YOU MEME?
FAMILY EDITION

Scan & Learn
How To Play



Description

OUR BESTSELLER — NOW FOR FAMILIES! The hilarious game you know and love, now with all the R-rated content removed for family-friendly fun.

THE NAME OF THE GAME: Here's how it works — compete with your friends and family to create the funniest memes. Do this by using one of your dealt caption cards to caption (get it?) the photo card in each round.

WHO WILL BE CROWNED MEME QUEEN/KING: The winner of each round is decided by a rotating judge. Pro tip: pick your caption card to match the judge's sense of humor. Extra pro tip: Make sure the judge shuffles the cards for anonymity.

WHAT'S INSIDE: Each What Do You Meme Family Edition game contains 300 caption cards and 64 photo cards.

MORE FUN THIS WAY: Did you know that we make other awesome games? In addition to What Do You Meme Family Edition, there's a lot more fun from What Do You Meme including family-friendly games like Doubles! And Party Bowl, as well as tons of adult party games too.

—description from the publisher

Game Specifics

Players - 3-20

Ideal # - 5-6

Duration - 30-90

Age - 8+

Game Mechanics

.Hand Management

.Player Judge

.Simultaneous Action

Selection

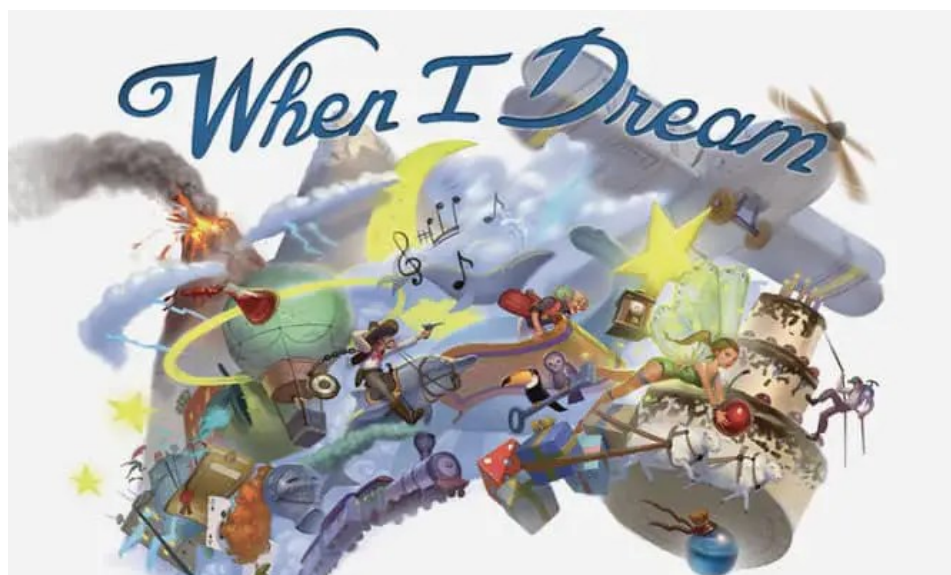
When I Dream



LEARN TO PLAY

WHEN I DREAM

**Scan & Learn
How To Play**



Description

The night has fallen and your mind is floating in the magical world of dreams. But the Dream Spirits want to have some fun tonight! They are giving their best and the dreams become strange and surreal. Become the dreamer, put on your sleeping mask and try to figure out your dream and which spirits are the Naughty ones. Become a good spirit and help the Dreamer by giving him clues about the dream before the naughty spirits mess it up. Close your eyes and dive in!

At the beginning of each round of *When I Dream* one player takes the role of the Dreamer and "falls asleep", wearing a cloth mask. The other players are secretly dealt their role cards determining what kind of spirits they are "good" or "naughty" or if they are just "tricksters" changing sides as the game goes by.

The whole round lasts 120 seconds in which the spirits are drawing "Dream" cards depicting a specific element of the dream, trying to describe them to the dreamer using one word each. The dreamer can guess what the element of the Dream is at any time, placing the card to the good spirits team side if the guess was correct and in the naughty spirits pile if it was not.

At the end of the round the Dreamer and the good spirits get a point for every card in the good spirits pile, when the naughty spirits get one point for every card in the naughty spirits pile. The tricksters get points according to how well balanced the two teams were at the end of the round, gaining extra points if they managed to equally balance the two piles.

At the end of the round, the dreamer must use the words he guessed and story-tell his dream for extra points before he opens his eyes.

Game Specifics

Players - 4-10

Ideal # - 6

Duration - 20-40

Age - 8+

Game Mechanics

.Communication Limits

.Hidden Roles

.Memory

.Role Playing

.Story Telling

.Team-Based Game

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Where in the World is Carmen Sandiego?



WHERE IN THE WORLD
IS CARMEN
SANDIEGO?

**Scan & Learn
How To Play**



Description

Calling all ACME agents to figure out Where in the World is Carmen Sandiego?!?! Can you handle this challenge, Gumshoes? It looks like Carmen's gang has pulled another caper.

In the *Where in the World is Carmen Sandiego? Card Game*, you will be on a top-secret mission to recover the greatest treasures known to mankind – The Grand Canyon, the Statue of Liberty's Torch, and more. Get ready to jet set across the globe. Your assignment is to apprehend Carmen Sandiego, track the location of her hideout, and determine which loot she stole.

Gumshoes, your goal is to eliminate as many Loot, Location, and Henchman Cards as possible by finding the matching Loot and Location Cards. This will ultimately lead you to Carmen Sandiego and one Loot-Location Card set. Just like any good detective, you must be vigilant in collecting evidence to solve this mystery. In your Top-Secret Evidence Journals, keep track of your fellow Gumshoes' cards by writing down their Location and Loot Cards and whether they're at the top, center, or bottom of their piles.

If you do not know where Carmen is but you think you've discovered matching Loot and Location Cards, call out "I have a warrant!" Once you zero in on Carmen's location, you must declare "I have a warrant for Carmen's arrest." The first Gumshoe to make a Loot-Location match and successfully reveal Carmen wins the game. But beware, if you make an incorrect accusation, Carmen can escape!

Game Specifics

Players - 2-4

Ideal # - 4

Duration - 25-50

Age - 8+

Game Mechanics

.Dice Rolling

.Memory

.Set Collection

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Wingspan



**Scan & Learn
How To Play**



Description

Wingspan is a competitive, medium-weight, card-driven, engine-building board game from Stonemaier Games. It's designed by Elizabeth Hargrave and features over 170 birds illustrated by Beth Sobel, Natalia Rojas, and Ana Maria Martinez.

You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a chain of powerful combinations in one of your habitats (actions). These habitats focus on several key aspects of growth:

- Gain food tokens via custom dice in a birdfeeder dice tower
 - Lay eggs using egg miniatures in a variety of colors
 - Draw from hundreds of unique bird cards and play them
- The winner is the player with the most points after 4 rounds.

—description from the publisher

Game Specifics

Players - 1-5

Ideal # - 3

Duration - 40-70

Age - 10+

Game Mechanics

.Contracts

.Dice Rolling

.End Game Bonuses

.Hand Management

.Set Collection

.Turn Order: Progressive

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Wink



**Scan & Learn
How To Play**



Description

To set up **WINK**, lay out an array of numbered cards on the table, then distribute a second set of matching cards face down among the players, with a few cards not used and set aside.

On your first turn, pick one of the cards on the table that doesn't match a card in your hand, then mark it with your pawn and announce the number of this card. The player who has this card in hand must now try to discreetly wink at you in order to let you know. At the start of your next turn, accuse someone of holding the card on which your pawn sits. If you're correct, you score the card from the table while your temporary partner scores the card from their hand; if you're wrong, you turn the card on the table face down. In either case, you then place your pawn on a new card.

Each player also has a number of accusation cards, and if you spot someone winking, you can use one of your cards to call out that player. If you nabbed someone correctly, you claim both of the numbered cards.

Once all the table cards are face down or someone has scored all cards in hand, the game ends. Each scored card and unused accusation card is worth one point, and whoever has the most points wins!

Game Specifics

Players - 3-8

Ideal # - 6

Duration - 20

Age - 8+

Game Mechanics

.Target Clues

Wits and Wagers



LEARN TO PLAY

WITS AND WAGERS

Scan & Learn
How To Play



Description

Not a trivia buff? It doesn't matter! In *Wits & Wagers*, each player writes a guess to a question such as “In what year did the bikini swimsuit makes its first appearance?” or “How many feet wide is an NFL football field?” and places it face-up on the betting mat. Think you know the answer? Bet on your guess. Think you know who the experts are? Bet on their guess. The closest answer — without going over — pays out according to the odds on the betting mat. Strike it big and you'll be cheering like you just hit the jackpot!

Wits & Wagers is a trivia game that lets you bet on anyone's answer. So you can win by making educated guesses, by playing the odds, or by knowing the interests of your friends. It can be taught in 2 minutes, played in 25 minutes, and accommodates up to 20 people in teams.

Game Specifics

Players - 3-7

Ideal # - 6-7

Duration - 25

Age - 10+

Game Mechanics

.Betting & Bluffing

.Paper & Pencil

Wonderland



LEARN TO PLAY

WONDERLAND

Scan & Learn
How To Play



Description

The Red Queen looms large over Wonderland, with many monsters and other frightful things at her command. Alice and her friends must do their best to ward off the Red Queen's influence and restore peace.

In *Wonderland*, you choose to play as either Alice or the Red Queen. Place your cards carefully to control areas of Wonderland while taking advantage of your magic items. Once all the cards have been placed, the magic items modify the value of adjacent cards. Score the final board based on the arrangement of the cards. The player with the most points wins!

Game Specifics

Players - 2

Ideal # - 2

Duration - 15-30

Age - 14+

Game Mechanics

.Area Majority Influence

.Hand Management

Word on the Street



LEARN TO PLAY

WORD ON THE STREET

Scan & Learn
How To Play



Description

In *Word on the Street*, players – either individually or in teams – try to claim letter tiles from the game board.

To set up the game, seventeen letter tiles (all the consonants in English other than j, q, x, and z) are placed in a strip down the center of the game board – the median strip of the street, if you will, which has two "traffic lanes" on either side of it. On a turn, one team is presented with a category such as "types of fruit" or "something a player is wearing", and that team has thirty seconds to come up with an answer in that category, then move the letters in that word toward their side of the game board. Any letters in the word that are not on the game board are skipped. If the answer were "pineapple", for example, the team would move P, N, P, P and L.

If a team moves a letter off the game board, it has claimed that letter and that tile will not move for the remainder of the game. The first team to claim eight letter tiles wins!

Game Specifics

Players - 2-10

Ideal # - 4 or 6

Duration - 20

Age - 12

Game Mechanics

.Team Based Game

We would like to thank <https://boardgamegeek.com/> for their help in compiling this information.

Xenon Profiteer



LEARN TO PLAY

XENON PROFITEER

**Scan & Learn
How To Play**



Description

Xenon Profiteer is a highly thematic, deck-deconstruction, euro game for 2-4 entrepreneurs in which each player takes control of their own Air Separation Facility and distills Xenon from their Systems to complete lucrative contracts. You will also physically expand your facility by building upgrades, pipelines, and acquiring new contracts and connecting them to your Center Console.

In a decidedly different take on the classic deck-building format, *Xenon Profiteer* not only actively encourages players to remove cards from their decks, it is absolutely essential in order to isolate Xenon. Each turn begins by strategically removing cards from your hand (and deck) through Distilling based on the real-world hierarchy of elements. The goal: only have Xenon remaining in your hand. The problem is, of course, the only way to gain more Xenon, is to bring in more AIR. And AIR is composed of all kinds of other pesky elements that make isolating Xenon difficult.

To combat this, you will need to Buy powerful upgrade cards for your facility in order to become more efficient. These upgrade cards can either be purchased for a lower cost and placed into your system (deck) or installed directly to your facility to be used every turn for the remainder of the game. Or maybe, if you are low on funds, you might decide to place a Bid Token onto an important Upgrade or Contract, thereby giving yourself a discount on a future turn and causing other players to pay YOU extra if they decide to purchase it instead.

After a player has either completed five contracts or installed five upgrades, the game end is triggered and the player with the most Xenon points is the winner.

Game Specifics

Players - 2-4

Ideal # - 2-3

Duration - 30

Age - 10+

Game Mechanics

.Deck Bag Pool Building

.Hand Management

.Open Drafting