

Cuba Circulating Library

BOARD GAME

COLLECTION



BOARD GAME COLLECTION

The binder includes a page with details about each of the games you may borrow from the library's collection.

Each game info sheet includes a photo of the front of the box as well as this information:

Age: recommended minimum age to understand the rules of the game

Players: recommended number of players able to play the game

Play time: average amount of time the game developers believe it will take people to complete the game.

Descriptions of the game come directly from the game developers.

Ratings: we are hoping to include these based on the ratings of patrons who have borrowed and played the games, so please fill out the rating sheet included in the games!

What does this symbol mean?



SEASON # EPISODE #

If a game page includes this symbol, it means that you can watch a video of this game being played on the YouTube show TableTop, hosted by actor Wil Wheaton. In each episode, Wheaton plays the games with guests who are usually web or TV personalities. The show can be found on YouTube channel Geek & Sundry, and we have included the season and episode number where you can find the gameplay footage.

ABANDON ALL ARTICHOKES

AGES: 10 & up

PLAYERS: 2—4

TIME: 20 minutes



A Heartless Card Game

This isn't your garden-variety card game! 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'll need luck, strategy, and a green thumb to grow a winning hand!

PATRON RATING:



COMMENTS:

ABOVE AND BELOW



AGES: 13 & up

PLAYERS: 2—4

TIME: 90 minutes

Explore a massive cavern and build your new village in Red Raven's premiere storytelling game.

- Recruit villagers and gather resources
- Build your town above and below ground
- Explore the mysterious caverns

Above and Below is a mashup of town-building and storytelling where you and up to three friends compete to build the best village above and below ground. In the game, you send you recruit villagers with unique abilities and send them to perform jobs like exploring the cave, harvesting resources, and constructing houses. At the end of the game, the player with the most well-developed village wins!

PATRON RATING:



COMMENTS:

ALHAMBRA



AGES: 8 & up

PLAYERS: 2 - 6

TIME: 45—60 minutes



SEASON 1 EPISODE 17

A palace, fortress, and a small city, all-in-one. Alhambra is made up of the world's most beautiful gardens, pavilions, chambers and towers. The most prominent builders in all of Europe and Arabia want to demonstrate their skills in building Alhambra. Employ the most talented teams of builders to construct your Alhambra. Hire stonemasons from the north and gardeners from the south, who all want a fair wage and insist on being paid with their native currency. With their help, towers can be constructed, gardens designed, pavilions and mezzanines erected, and manors and royal chambers built. Compete against your opponents to build the greatest and most impressive Alhambra.

PATRON RATING:



COMMENTS:

APPLES TO APPLES



AGES: 12 & up

PLAYERS: 4—8

TIME: 30—75 minutes

Crazy Combinations!

The family-friendly card game that's won numerous awards, Apples to Apples creates lots of laughter and party-time joy! Apples to Apples challenges you to think on your feet, get a little silly, and find out how your friends and family think. You'll be surprised time and again!

Easy to Learn, Fun to Play

There are just two types of cards: Things (red cards) and Descriptions (green cards have two descriptions on each card). Each player takes turns being the judge and pulling the next Description card. The other players try to pick, from the cards in their hands, the Things they feel best match that Description—in the eyes of the judge (so it helps to know your judges a little better, too).

Winning the Game

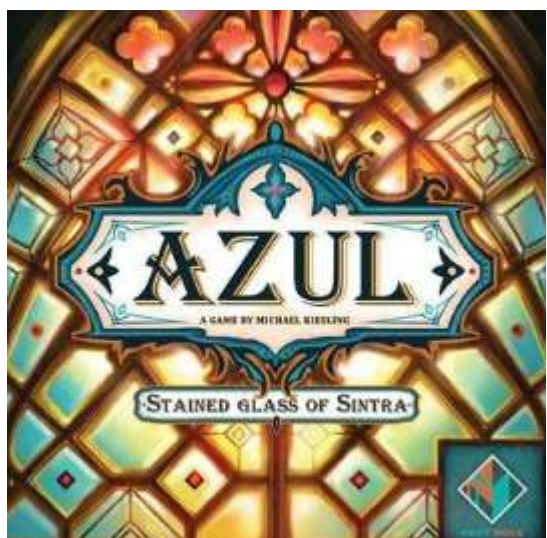
The first player to collect 4 Description cards wins the game. And with so many cards and possibilities, it's never, EVER the same game twice.

PATRON RATING:



COMMENTS:

AZUL: STAINED GLASS OF SINTRA



AGES: 8 & up

PLAYERS: 2 –4

TIME: 30 - 45 min.

Introduced by the Moors, azulejos (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.

PATRON RATING:



COMMENTS:

THE BEARS & THE BEES



AGES: 7 & up

PLAYERS: 2—5

TIME: 20—40 minutes

Build "hivalries" with your opponents as you race to be the first to play all your cards in this beautiful and strategic tile-laying game.

Each game begins with the Queen Bee at the center of the hive and with every passing turn cards are added to the hive by players who connect matching, or wild, colors on their edges with other cards in play.

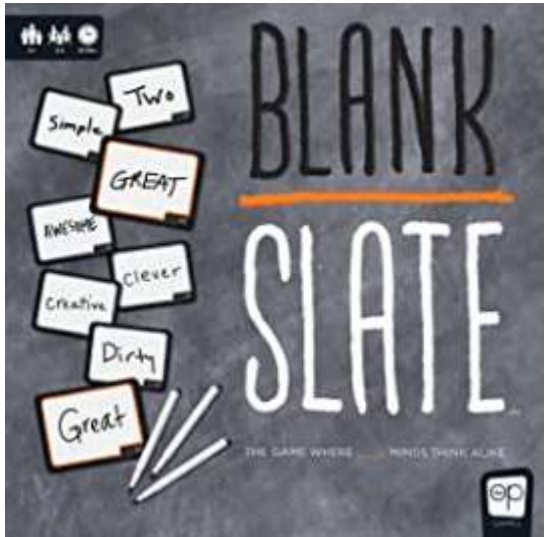
Every card played must connect with at least 2 other cards, and every side that connects with another card must match. Match more than two sides and you'll earn a bonus play.

PATRON RATING:



COMMENTS:

BLANK SLATE



AGES: 8 & up

PLAYERS: 3 –8

TIME: 30 min.

Blank Slate is the clever party game from The Op Games where you try to predict what others are thinking. Everyone secretly writes a word that completes a phrase on the cue card, but choose your word carefully, you score the most points for matching words with only one other person. In this fun, easy to learn board game you get to think outside the box, but not too far or you won't match words with anyone. Player with the most points wins! Who knows - if you get good enough at it, soon you might be finishing OTHER'S _____.

PATRON RATING:



COMMENTS:

BLOKUS



AGES: 7 & up

PLAYERS: 2 - 4

TIME: 30 minutes

Perfect strategy game for the whole family – less than a minute to learn with fun challenges for all ages! Players take turns placing their 21 pieces on the board: each piece must touch another of the same color, but only at the corners! Stake your claim and protect your territory by fitting as many of your pieces on the board as possible while strategically blocking your opponents! The game ends when no more pieces can be placed down, and the player with the lowest number remaining wins!

PATRON RATING:



COMMENTS:

BLUEY SCAVENGER HUNT



AGES: 3 & up

PLAYERS: 2 - 4

TIME: 10 minutes

It's Almost Time For Bed, But Bluey And Her Friends Want To Play A Game Of Scavenger Hunt. The Bluey Scavenger Hunt Game Is All About Finding, Playing And Collecting. Players Must Work Together As A Team To Find 12 Toy Tokens. The First One To Collect Enough Tokens And Get To The Finish Line Wins! This Fun Game Is Full Of Fun Activities To Perform, Fun Things To Find And Fun Questions About Bluey To Answer. Included Is A Colorful Game Board, 20 Find Cards, 10 Play Cards, 35 Toy Tokens And 4 Player Pawns With Bases. A Great Game For Bluey Fans To Play And Ideal For Children And Toddlers

PATRON RATING:



COMMENTS:

BLUEY TROUBLE



AGES: 5 & up

PLAYERS: 2 - 4

TIME: 10 minutes

Inspired by the Bluey animated TV series, this edition of the Trouble board game combines Trouble gameplay with Bluey adventures. Kids can choose to play as Bluey, Bingo, Chilli, or Bandit and imagine racing around the backyard with the Heeler family as they move their character pegs around the gameboard. The first player to get all 4 of their pegs to the Finish Zone wins! Certain spaces on the gameboard encourage interactivity and help players advance on their journey. Like with the classic Trouble game, it includes the fun Pop-O-Matic die roller that kids love to press. The Trouble: Bluey edition board game is so much fun to play.

PATRON RATING:



COMMENTS:

BUGS IN THE KITCHEN



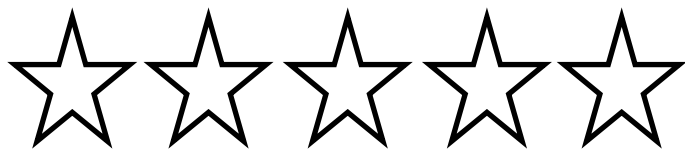
AGES: 6 & up

PLAYERS: 2 - 4

TIME: 15-20
minutes

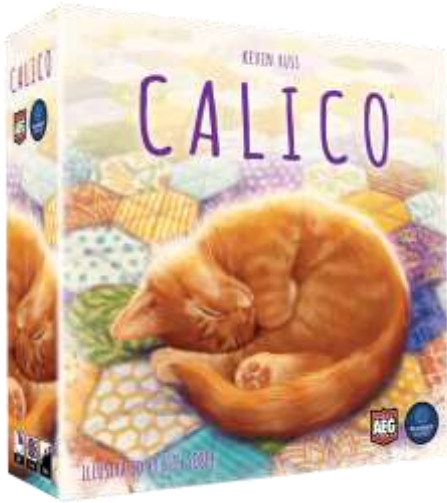
There's a pesky little bug in the kitchen! And it's not just any bug - it's a HEXBUG® nano®, scuttling around the game board! Quick - can you catch it in the trap? By turning knives, forks and spoons you can direct the bug into the trap. Throw the die to discover which utensils you can turn. Catch the bug in the trap and earn a token - the first player to collect 5 tokens wins the game

PATRON RATING:



COMMENTS:

CALICO



AGES: 8 & up

PLAYERS: 1 - 4

TIME: 30-40
minutes

In Calico, players compete to sew the coziest quilt as they collect and place patches of different colors and patterns. Players will choose a personal design to follow, while trying to create color and pattern combinations that are not only aesthetically pleasing, but also able to attract the cuddliest cats!

PATRON RATING:



COMMENTS:

CAMEL UP



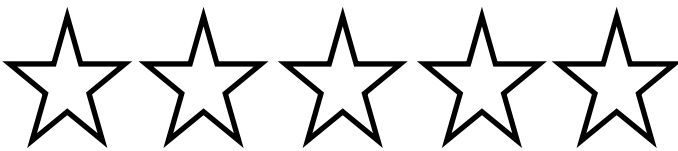
AGES: 8 & up

PLAYERS: 3 - 8

TIME: 30-45
minutes

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

PATRON RATING:



COMMENTS:

CANVAS



AGES: 14 & up

PLAYERS: 1 - 5

TIME: 30 minutes

You are a painter competing in a prestigious art festival. Over the course of the game you will collect transparent Art Cards and layer them to create paintings. Depending on which cards you choose and the order in which you place them, you will reveal or cover icons that trigger various scoring conditions. Each card combination creates a fun, unique illustration and title for your painting. When all players have completed 3 paintings, the game ends. The player with the most points wins Best In Show

PATRON RATING:



COMMENTS:

CARDS AGAINST HUMANITY: FAMILY EDITION



AGES: 8 & up

PLAYERS: 2 - 4

TIME: 30 minutes

Cards Against Humanity: Family Edition is a new party game that's just like Cards Against Humanity, except it's written for kids and adults to play together. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card.

We didn't just take the adult stuff out of the original game: we wrote a whole new game from scratch and tested it with thousands of families.

Includes 600 cards packed with groundbreaking toilet humor, such as "Filling my butt with spaghetti" and "A cloud that rains diarrhea."

Don't worry, there's no adult content.

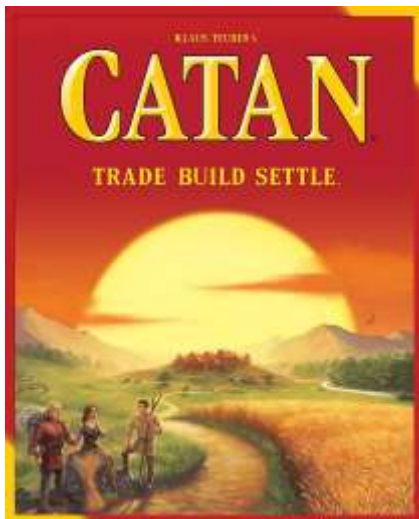
Sorry, not as fun as Xbox.

PATRON RATING:



COMMENTS:

CATAN



AGES: 10 & up

PLAYERS: 3 - 4

TIME: 60 minutes



SEASON 1 EPISODE 2

Your adventurous settlers seek to tame the remote but rich isle of Catan. Start by revealing Catan's many harbors and regions: pastures, fields, mountains, hills, forests, and desert.

Acquire your resources through trades, cards or lucky dice (even outside your turn). Use resource combinations of grain, wool, ore, brick, and lumber to build roads, settlements, and cities. Buy handy development cards.

But beware! Someone might cut off your road or play a monopoly card. And you never know when the wily robber might steal some of your precious gains!

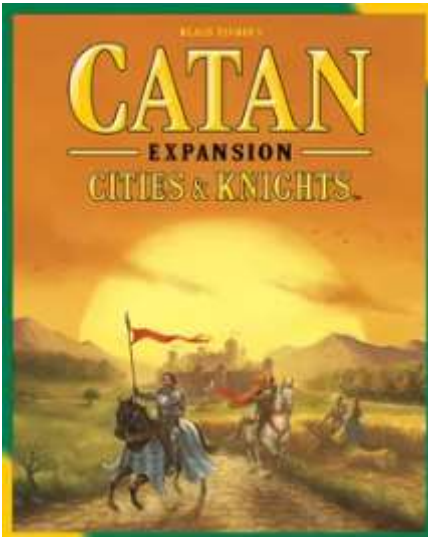
Guide your settlers to victory by clever trading and cunning development. The random mix creates a different board virtually every game. No two games are the same!

PATRON RATING:



COMMENTS:

CATAN: CITIES & KNIGHTS



AGES: 12 & up

PLAYERS: 3—4

TIME: 90—120 minutes

Adds several new aspects to Settlers of Catan but the two major ones are creating knights to protect the land from invading barbarians and building city improvements that confer benefits upon that city's owner. Adds tactical complexity to the game and game length.

Belongs to the Catan Series.

The game changes the base game in three main ways:

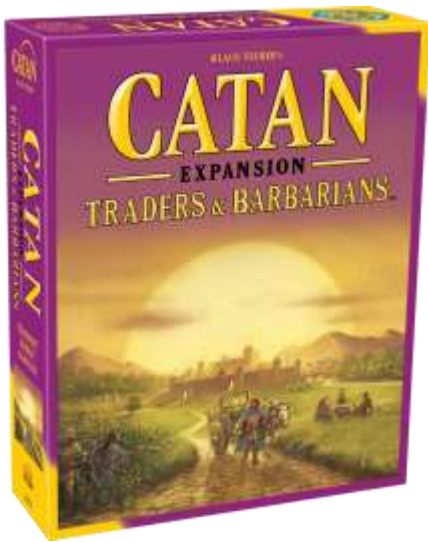
First, there are 3 new commodities in the game, distinct from resources - paper, cloth, and coins, which can be acquired from Forest, Meadow, and Mountain spaces, respectively. These commodities allow players to build city improvements that confer various advantages and eventually points. Second, the deck of development cards is replaced by three different decks, each corresponding to one of the commodities. Finally, players can also build knights on the island along their network of roads. These knights can be used to claim certain intersections and move the Robber (taking the place of Soldier cards), but are also used to defend the island from periodic barbarian attacks.

PATRON RATING:



COMMENTS:

CATAN: TRADERS & BARBARIANS



AGES: 12 & up

PLAYERS: 3—4

TIME: 90—120 minutes

Well-tried variants such as CATAN Event Cards, Harbormaster, and Catan for Two offer alternatives for customizing the game to your own needs. In addition, the 2-player variant allows you to play the Base Game as well as all scenarios of this expansion against only one opponent.

Over the course of a campaign with five scenarios, the story is told of how things develop on Catan after the first settlements and cities are built.

As the Fishermen of Catan we experience how fishing not only adds to the menu but also opens up completely new tactical possibilities.

In the second scenario, The Rivers of Catan, the rivers prove to be true lifelines. If you build roads and settlements adjacent to the rivers, you can easily make a fortune. If you arrive too late, you may well become a poor settler and have a hard time trying to get rid of this disadvantage.

In the third scenario, nomads have settled in the oasis. Since they are lacking wool and grain, they send out caravans to barter for the coveted resources. Of course, everybody wants to profit from the Caravans, but sending the caravans to one's own settlements isn't all that easy.

Catan's wealth doesn't go unnoticed. And thus it doesn't take long until the Barbarian Attack descends upon Catan's coasts. Now it is imperative that the Catanians close ranks and train knights. The knights rally for battle - not altogether selflessly, because each captured barbarian is worth half a victory point.

The last scenario is titled Traders & Barbarians. The barbarians have been driven off, and now it's time to repair the damage. Soon, Catan's roads and paths are bustling with baggage trains - marble and glass must be delivered to the castle, sand to the glassworks, and tools to the marble quarry. Successfully carrying out a delivery is awarded with a victory point and gold. Unfortunately, some scattered barbarians interrupt the smooth flow of the transports...



CATAN JR

AGES: 6 & up

PLAYERS: 2—4

TIME: 30 minutes

CATAN Junior takes families with children ages 6 and up to a place quite different from Catan as we know it. The players slip into the role of pirates who build their hideouts - called pirates' lairs - all over the islands and set sail to find new places and build more pirates' lairs there.

CATAN experts will easily recognize that many essential elements of the CATAN base game are included in CATAN Junior, but altered to fit the theme. The resource tiles, earned by rolling the number corresponding to a lair on an island, depict gold, goats, wood, molasses, and cutlasses.

These tiles are used to build ships and more pirates' lairs or to buy development cards (here called "Coco tiles"), which are played immediately after their purchase.

To launch a new ship, you need wood and wool from goats. And if you want to build a pirates' lair, besides wood and wool you also need a cutlass and molasses.

The robber also exists in CATAN Junior, but here he is a spooky fellow named "Ghost Captain." Because this is the Junior version, The Ghost Captain blocks the resource production of the islands he is placed on, but doesn't steal anything.

CATAN Junior can also be played as a 2-player game.

Although CATAN Junior contains some simplified rules so that 6-year-olds can participate without any difficulty, it is still unmistakably a CATAN game. CATAN Junior is not just a game for kids but a genuine family game, to be enjoyed by adults and young children alike.

PATRON RATING:



COMMENTS:

CHAMELEON



AGES: 14 & up

PLAYERS: 3—8

TIME: 15 minutes

ONE OF YOU IS THE CHAMELEON

In this board game, your job is to blend in and not get caught

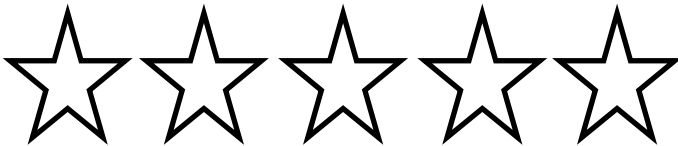
CATCH THAT CHAMELEON!

Everyone else is trying to work out who the Chameleon is. Everyone suspects everyone else at the beginning

ONE WORD CAN GIVE YOU AWAY

Using one carefully chosen word based on a secret topic, you each try to smoke out the Chameleon, who doesn't know what the secret topic is

PATRON RATING:



COMMENTS:

CLUE: HARRY POTTER



AGES: 8 & up

PLAYERS: 3—5

TIME: 30+ minutes

Discover the secrets of Hogwarts in this version of the classic Mystery game. Enjoy new game play features and a moving Hogwarts game board. Dark magic has been performed at Hogwarts. A fellow student has vanished from the famous School of Witchcraft and Wizardry--and it is up to you to solve the mysterious disappearance.

Play as Harry, Ron, Hermione, Ginny, Luna or Neville and try to discover who did it, what spell or item they used, and where the student was attacked. Was it Draco Malfoy with a Sleeping Draught in the Owlery?

Move around Hogwarts making suggestions--but watch out. Wheels on the board actually move to reveal secret passages, hidden staircases, and even the Dark Mark. Think you've gathered all the facts you need? Go to Dumbledore's office to make your final accusation to win the game.

PATRON RATING:



COMMENTS:

COCONUTS



AGES: 7 & up

PLAYERS: 2 —4

TIME: 30 minutes

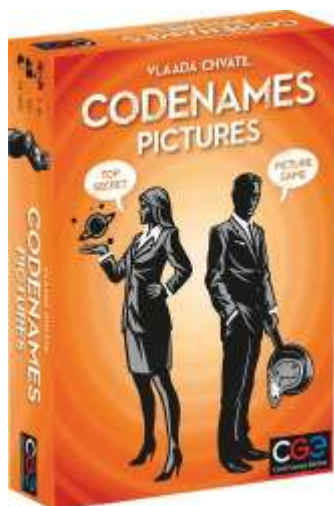
Coconuts is a dexterity game based on the "Monkey King" character from Chinese mythology. In the game, players launch coconuts toward a field of cups in the middle of the playing area. Land in a cup, and you get to stack it on your player board; land in a cup on someone else's board, and you get to move 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!

PATRON RATING:



COMMENTS:

CODENAMES PICTURES



AGES: 14 & up

PLAYERS: 2 - 8+

TIME: 15 minutes

What are these strange symbols on the map? They code for locations where spies must contact secret agents!

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

Codenames: Pictures differs from the original Codenames in that the agents are no longer represented by a single word, but by an image that contains multiple elements.

PATRON RATING:



COMMENTS:

DISNEY SORCERER'S ARENA

AGES: 13 & up

PLAYERS: 2 OR 4

TIME: 35 + minutes



Become the next Master Summoner in this Disney-themed strategic battle arena game, where every choice you make determines your legacy! Recruit a fantastical battle-ready roster of Disney and Pixar heroes and villains, creating incredible combinations that provide endless replayability. Once you've summoned your characters to battle in the Sorcerer's Arena, strategize their every move using their unique abilities to earn the most victory points. Learn as you go in this expandable tabletop game inspired by the popular mobile game, overpowering your foes to win the ultimate Disney and Pixar battle royale!

PATRON RATING:



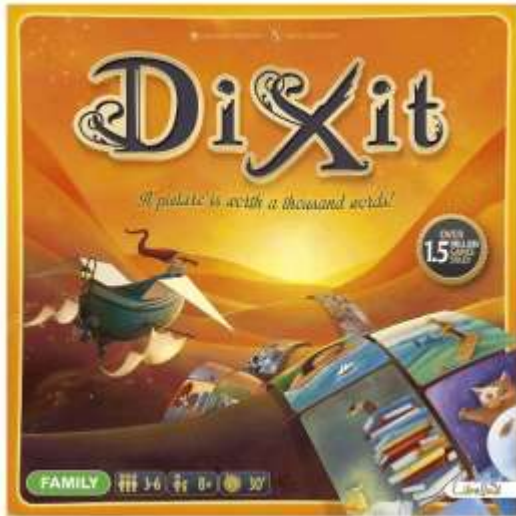
COMMENTS:

DIXIT

AGES: 8 & up

PLAYERS: 3 - 6

TIME: 30 + minutes



SEASON 1 EPISODE 12

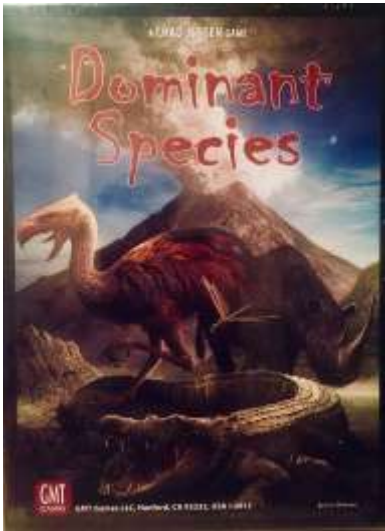
Dixit is the classic, simple, lighthearted game of storytelling and guesswork where your imagination unlocks the tale. Winner of the prestigious Spiel des Jahres award, Dixit invites you to use the gorgeous, imaginative artwork on the cards to tell brief stories. Each round, one player selects a card from his or her hand, thinks up a sentence, and plays the card facedown, telling the others the sentence conjured by the card. The other players all choose cards that they think match that sentence and play them facedown. The cards are shuffled and then revealed. Players secretly vote for the card that best matches the narrator's story, and player whose cards are chosen score a number of points. Of course, the real victory in Dixit is not in amassing points, but in sharing a creative experience with your family and friends.

PATRON RATING:



COMMENTS:

DOMINANT SPECIES



AGES: 14 & up

PLAYERS: 2 - 6

TIME: 2—4 hours

A game for 2 to 6 players that abstractly recreates a tiny portion of ancient history: the ponderous encroachment of an Ice Age and what that entails for the living creatures trying to adapt to the slowly-changing Earth.

Each player will assume the role of one of six major Animal groups—Mammal, Reptile, Bird, Amphibian, Arachnid or Insect. Each begins the game in a state of natural balance with regards to one another. But that won't last: It is indeed “survival of the fittest.”

Through wily Action Pawn placement, players will strive to become Dominant on as many different Terrain tiles as possible in order to draw beneficial Dominance Cards. Players will also want to propagate their individual Species in order to earn Victory Points for his particular Animal. Players will be aided in these endeavors via Growth, Migration and Domination actions, among others.

All of this eventually leads to the end game – the final ascent of the Ice Age – where the player with the most Victory Points will have his Animal crowned the Dominant Species.

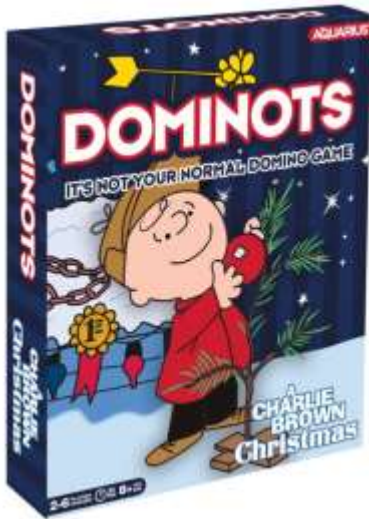
But somebody better become dominant quickly, because it's getting mighty cold....

PATRON RATING:



COMMENTS:

DOMINOTS



AGES: 8 & up

PLAYERS: 2 - 6

TIME: 30 minutes

IT'S NOT YOUR NORMAL DOMINO GAME: Enjoy this entertaining Dominots tile game with friends and family as you play alongside your favorite Peanuts characters including Snoopy and Charlie Brown with this Peanuts inspired board and domino tiles

MATCH, STACK, AND STRATEGIZE TO THE MAX! Dominots is a fun twist on classic dominoes. The more characters you pair up, the more points you earn. Can you outmatch your opponents for the win?

Game includes the rules and 92 thick cardstock domino tiles.

PATRON RATING:



COMMENTS:

DRAGOMINO



AGES: 5 & up

PLAYERS: 2 - 4

TIME: 15 minutes

Dragomino is the children's version of Kingdomino designed by Bruno Cathala and Marie et Wilfried Fort and illustrated by Maëva Da Silva and Christine Deschamps. Players build their "kingdom" and as they match different landscapes they try to collect as many eggs as possible! Explore new lands in search of fabulous dragons! How to play:

- Pick a domino to add to your kingdom.
- Try to match it to the dominoes already in play.
- Each matching dominoes scores one egg... which is either empty or has a baby dragon inside!

Who will find the most baby dragons?

PATRON RATING:



COMMENTS:

DRAGON'S BREATH



AGES: 5 & up

PLAYERS: 2 - 4

TIME: 15 minutes

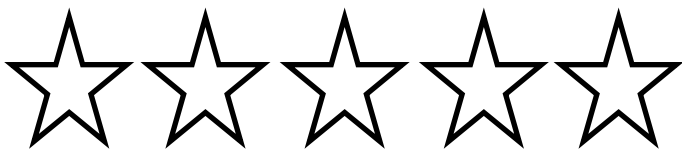
On an exploring adventure, young dragons Mira, Feo, Luna and Diego discover an unusual column of ice with sparkling stones frozen inside it. They want to bring this treasure to their cave, but the ice column is too heavy to carry. When they try to breathe fire to melt it, they can only manage to make hot air. Then they have an idea: they'll get their dad to help.

And it works! Dad's fire breathing starts melting the column of ice. Little by little, the sparkling stones start falling out. The dragon children quickly collect the valuable treasures to take them back to their cave. With a little luck, even dad will get a few of the gems! Which young dragon will collect the most sparkling stones in their cave by the end of this fun dragon game for kids?

During play, use the sparkling stone tiles to cover the holes in the game board so none of the gems fall into the wrong holes

To make this dragon board game more challenging, have players switch sparkling stone tiles after every turn

PATRON RATING:



COMMENTS:

DRAGONWOOD



AGES: 8 & up

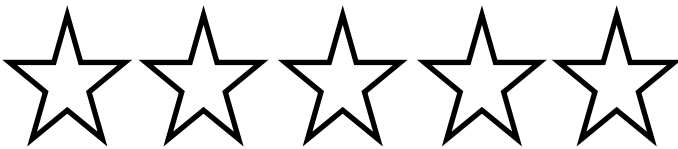
PLAYERS: 2 - 4

TIME: 20 minutes

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! Collect sets of adventurer cards to earn dice, which you will use to roll against your foes. Stomp on some fire ants, shriek at a grumpy troll, or strike the menacing orange dragon with a magical silver sword. Choose your strategy carefully because the landscape of Dragonwood is ever-changing. Only the bravest will overcome the odds to emerge victorious!

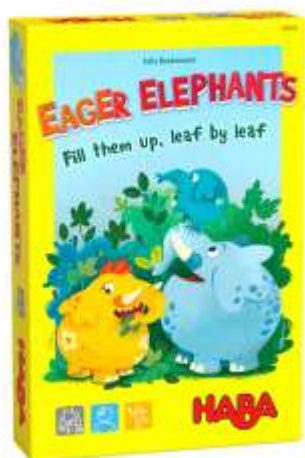
On their turn, players either draw a card or attempt to capture a creature or enhancement. Players draw from the Adventurer deck that contains cards of 5 different colors all numbered 1-12. With these cards players form combinations to attempt a Strike (cards in a row of any color), a Stomp (cards of the same number) or a Scream (cards of the same color). To capture, players roll a number of dice equal to the number of cards they have of the particular combination.

PATRON RATING:



COMMENTS:

EAGER ELEPHANTS



AGES: 4 & up

PLAYERS: 2 - 4

TIME: 10 minutes

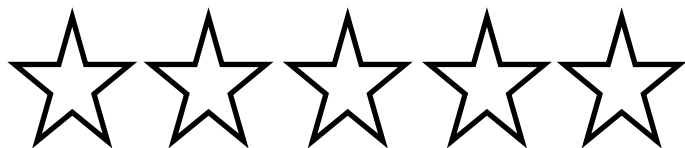
A herd of hungry, eager elephants has gathered at their favorite bush. It's full of tasty leaves for them to eat! Stack the food cards so that every space in the elephant's tummy is filled with leaves. The first player to fill up their elephant wins! Includes three variants to make the game more challenging.

Choose food cards to determine what's the best way to feed your hungry elephant. Keep going until you run out of cards or an elephant's tummy is full!

Three game variants: easy, competitive and solo.

Includes four hungry elephants, 1 mini elephant, 32 food square cards, 1 bush and rulebook.

PATRON RATING:



COMMENTS:

EXPLODING KITTENS



AGES: 7 & up

PLAYERS: 2 - 5

TIME: 10 - 20 minutes per round

Explosion kittens is a card game for people who are into kittens and explosions and laser beams and sometimes goats. Family-friendly, party game. Explosion Kittens is a highly-strategic, kitty-powered version of Russian roulette. This is the most-backed project in Kickstarter history and all cards feature illustrations by The Oatmeal. Learning only takes a few minutes. Instructions are written on each card. It's an easy game to jump into and play. Basically, you put cards on the table and take turns drawing from them, until you explode. If you draw an Explosion Kitten, you explode and are out of the game. Unless...you can avoid exploding if you play a Defuse Card. Defuse Cards distract the Explosion Kittens with things like laser pointers, kitten yoga, and catnip sandwiches. Or, you can also play various cards to skip your turn, attack other players, peek at the deck, or secretly relocate an Explosion Kitten Card.

PATRON RATING:



COMMENTS:

FIRST ORCHARD



AGES: 2 & up

PLAYERS: 1 - 4

TIME: 10 minutes or free play

Playing the First Orchard game gives your toddler the chance to enjoy the original Orchard game, but in a way that's meant to be enjoyed by small hands and curious minds. The sturdy fruit basket provides another game on its own! The solid wooden fruit can be used for the game (with game boards and die) and also as pretend play food for your play kitchen. Game Idea: Working as a team, the children try to pick the fruits from the trees before the raven reaches the end of the path. If the players succeed in harvesting all the fruit before the raven reaches the orchard, they win together! If the raven gets there first, they lose together against the quick, ravenous raven. This cooperative Orchard game is designed to foster social skills and understanding of game rules, develop color recognition skills, and teach counting by ones.

PATRON RATING:



COMMENTS:

FLAMECRAFT

AGES: 10 & up

PLAYERS: 1 - 5

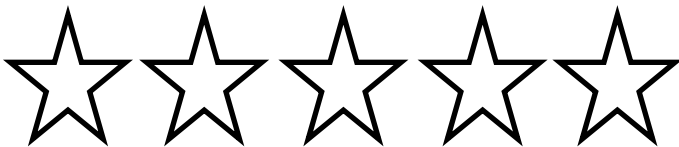
TIME: 60 minutes



Artisan dragons, the smaller and magically talented versions of their larger (and destructive) cousins, are sought by shopkeepers so that they may delight customers with their flamecraft. You are a Flamekeeper, skilled in the art of conversing with dragons, placing them in their ideal home and using enchantments to entice them to produce wondrous things. Your reputation will grow as you aid the dragons and shopkeepers, and the Flamekeeper with the most reputation will be known as the Master of Flamecraft.

In Flamecraft, 1-5 players take on the role of Flamekeepers, gathering items, placing dragons and casting enchantments to enhance the shops of the town. Dragons are specialized (bread, meat, iron, crystal, plant and potion) and the Flamekeepers know which shops are the best home for each. Visit a shop to gain items and a favor from one of the dragons there. Gathered items can be used to enchant a shop, gaining reputation and the favors of all the dragons in the shop. If you are fortunate enough to attract fancy dragons then you will have opportunities to secure even more reputation.

PATRON RATING:



COMMENTS:

FLUXX

AGES: 8 & up

PLAYERS: 2 - 6

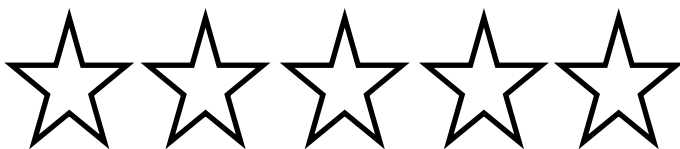
TIME: 5 - 30 minutes



SEASON 1 EPISODE 16;
STAR FLUXX EDITION

The Card Game With Ever-Changing Rules! The latest and greatest version of the card game with ever changing rules! Easier than ever with just the four classic card types that fans the world over have come to know and love. It starts out simple: draw one card and play one card – but New Rule cards quickly make things chaotic. Even the object of the game will often change as you play, as players swap out one Goal card for another. Can you achieve World Peace before someone changes the goal to Bread and Chocolate? It all begins with one basic rule: Draw one card, Play one card. You start with a hand of three cards... add the card you drew to your hand, and then choose one card to play, following the directions written on your chosen card. As cards are drawn and played from the deck, the rules of the game change from how many cards are drawn, played or even how many cards you can hold at the end of your turn.

PATRON RATING:



COMMENTS:

FORBIDDEN ISLAND



AGES: 10 & up

PLAYERS: 2 - 4

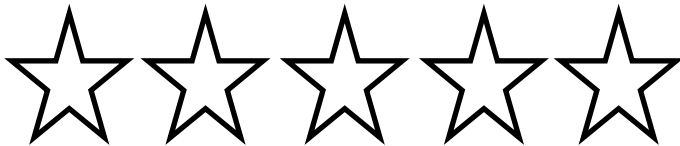
TIME: 30 minutes



SEASON 2 EPISODE 5

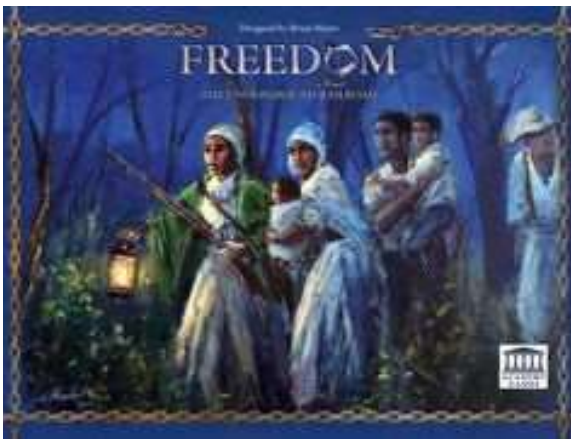
Dare to discover Forbidden Island! Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Unlike many board games, this is a cooperative game where you must work together with your fellow players. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath every step! Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss! Reinforces strategic thinking, visual discrimination & cooperation.

PATRON RATING:



COMMENTS:

FREEDOM—THE UNDERGROUND RAILROAD



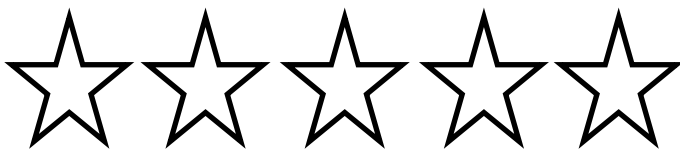
AGES: 13 & up

PLAYERS: 1 - 4

TIME: 1 - 2 hours

Freedom - The Underground Railroad is an engaging cooperative game for one to four players about a pivotal time in American history. Players assume the roles of important historical Abolitionist characters attempting to help slaves move from Southern States to freedom in Canada, while avoiding the slave catchers dedicated to taking away their freedom during the early 1800's thru the Civil War. The game is played over eight rounds, covering the years of early independence up until the end of the Civil War. During the game, players need to work together in an effort to achieve two victory conditions. First, the players need to raise the strength of the Abolitionist movement through the acquisition of Support Tokens. Next, the players also need to help Slaves escape from the plantations in the south, moving them north to freedom in Canada while avoiding the Slave Catchers that are roaming the board. If the players are able to achieve both conditions before the end of the game, they win. Of course this is not going to be easy, but through careful planning and strategy, the group can recreate history, helping to bring down the institution of slavery.

PATRON RATING:



COMMENTS:

GIZMOS 2ND EDITION



AGES: 14 & up

PLAYERS: 2—4

TIME: 40—50 minutes

The sharpest minds of the generation are gathering together at the Great Science Fair. In the end, only one will walk away with the blue ribbon. Who will prove that they're the best, showing that they can think fast and efficiently build their machines? Only one contestant will rise to the top.

In Gizmos, players take on the role of contestants in the Great Science Fair. They will pluck energy marbles from the innovative plastic Energy Dispenser and use them to construct new Gizmos, adding them to their machines. Players will have to plan ahead as they build, since Gizmos can chain-react off of one-another. As more Gizmos are added, more reactions can trigger, creating some truly epic turns. In the end, the player with the most Victory Points is declared the winner.

PATRON RATING:



COMMENTS:

GRAVWELL



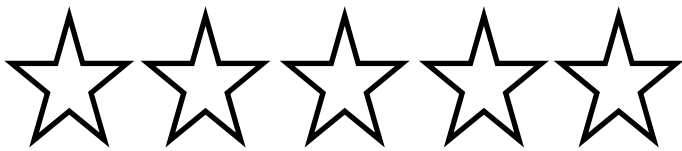
AGES: 12 & up

PLAYERS: 2 - 4

TIME: 20 - 35 minutes

After being pulled through a black hole, four spaceships find themselves in a dimension with physics never before encountered and without fuel. By mining and collecting basic elements from the space dust and asteroids in the area, players can muster just enough thrust to move their ships. But in this bizarre dimension, gravity does not work as we've been taught, and time is running out to save your crew and your ship. As a grim reminder of the cost of failing to escape, the frozen hulks of dead spacecraft litter the escape route. This easy to learn game uses 26 alphabetized cards to determine movement order and thrust. Gravwell is an adventure that is out of this world.

PATRON RATING:



COMMENTS:

HERE FISHY FISHY



AGES: 2 & up

PLAYERS: 1 - 4

TIME: 5—10 minutes

Reel in the fun with HABA's Very First Games: Here, Fishy, Fishy which will get your kids ready for an off the hook introduction to fishing, while they develop color recognition, dexterity, patience and learn first game rules and how to apply them.

Allows for a dynamic and fun free play option as children experiment with the fishing rod, the sea and all the sea dwellers bringing the sustainably-made wooden game pieces to life. Fishing with the rod fosters hand-eye coordination in particular and strengthens concentration skills.

The game components allow children to practice taking turns, match colors, roll the die, and begin to follow easy rules.

PATRON RATING:



COMMENTS:

HERE TO SLAY



AGES: 10 & up

PLAYERS: 2—6

TIME: 30—60 minutes

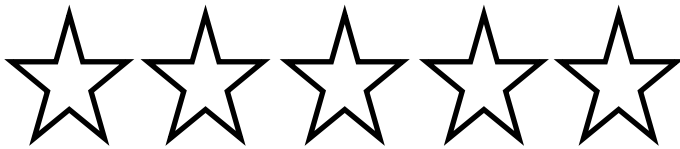
A strategic card game. A role-playing adventure. A dangerous new world.

Here to Slay is a competitive role-playing fantasy strategy card game that's all about assembling a party of Heroes and slaying monsters (and sometimes sabotaging your friends too) from the creators of Unstable Unicorns.

In this game, you'll assemble a full party of heroes to slay dangerous monsters while working to avoid the sabotage of your foes. The game also includes items you can equip to your heroes, 1V1 challenge cards, and roll modifiers to tip the odds in your favor.

The first person to successfully slay three monsters, or build a full party with six classes, wins the game!

PATRON RATING:



COMMENTS:

HICKORY DICKORY

AGES: 10 & up

PLAYERS: 1—4

TIME: 60—120 minutes



In Hickory Dickory, players control a team of mice competing in a royal scavenger hunt hosted by Lord Cuckoo! The mice will ride on a cuckoo clock's minute hand as they search for items that match their hunt card. The adorable mice will jump off the hand to collect item tiles and perform various actions that will help them gain berries, a.k.a., victory points.

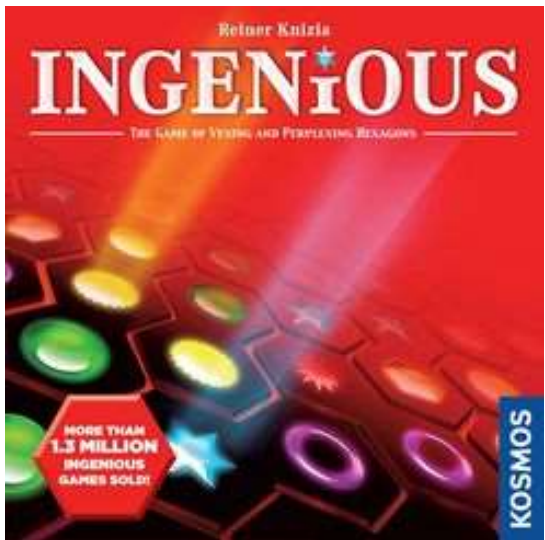
Once the clock strikes midnight, the hunt is over and the mice will show off their scavenger hunt cards to Lord Cuckoo. Berries will be rewarded for rows and columns completed on their hunt card, and the mice team with the most berries wins!

PATRON RATING:



COMMENTS:

INGENIOUS



AGES: 8 & up

PLAYERS: 1—4

TIME: 45 minutes

Players take turns placing colored tiles on the game board, earning points for the number of matching colored symbols that radiate outward in straight lines from the placed tile. The trick is that the winner is not necessarily the player who has the highest scores in a few colors. Rather, the player with the highest score in his or her lowest-scoring color wins! It's ingenious and it's hugely entertaining, time and time again.

Players take turns placing tiles one at a time onto the game board to create lines of identical symbols. Earn points by counting the number of identical symbols originating from the placed tile and radiating outward in straight lines; players earn separate points for each of the six colors. At the end of the game (when the game board is completely filled with tiles), the final scores for each player are determined: a player's final score is the point value of their lowest scoring color.

PATRON RATING:



COMMENTS:

ISLE OF CATS



AGES: 12 & up; 8 & up family mode

PLAYERS: 1—4

TIME: 60—90 minutes; 30 family mode

The Isle of Cats is a competitive, medium-weight, card-drafting, polyomino cat-placement board game for 1-4 players (6 with expansions).

In the game, you are citizens of Squalls End on a rescue mission to The Isle of Cats and must rescue as many cats as possible before the evil Lord Vesh arrives. Each cat is represented by a unique tile and belongs to a family, you must find a way to make them all fit on your boat while keeping families together. You will also need to manage resources as you:

Explore the island (by drafting cards)

Rescue cats

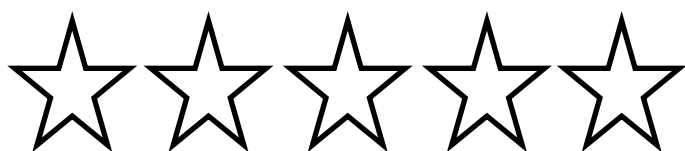
Find treasures

Befriend Oshax

Study ancient lessons

Each lesson you collect gives you another personal way of scoring points, and 38 unique lessons are available. Complete lessons, fill your boat, and keep cat families together to score points, and the player with the most points after five rounds wins.

PATRON RATING:



COMMENTS:

JENGA



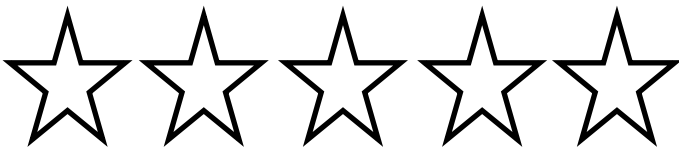
AGES: 6 & up

PLAYERS: 1 or more

TIME: 5—15 minutes

It's a simple equation. Gather your friends together, throw in a lot of laughter and a little attitude, and get the Classic Jenga party started. Pull the block, stack it on top, and hope the tower doesn't crash down! Be creative with the Classic Jenga game! Play by our rules, or make up your own! Classic Jenga is so simple and uncomplicated, you can play any way you want to. Got a few minutes? Play solo by yourself and beat your own highest tower. Friends around? Break out the blocks, stack them up, and go. You can play it safe and pull the loosest block you can find. Or take a chance on a block that's a tighter fit.

PATRON RATING:



COMMENTS:

KING OF TOKYO



AGES: 8 & up

PLAYERS: 2 - 6

TIME: 30 minutes



SEASON 2 EPISODE 4

King of Tokyo is a game for 2 to 6 players where you play as mutant monsters, rampaging robots, or even abominable aliens battling in a fun, chaotic atmosphere. Roll the dice and choose your strategy: Will you attack your enemies? Heal your wounds? Improve your Monster? Stomp your path to victory! Spend your energy to trigger permanent or one-shot special powers: a second head, body armor, nova death ray... Stop at nothing to become the King of Tokyo... but that's when the real trouble begins for you!

PATRON RATING:



COMMENTS:

KLUSTER



AGES: 14 & up

PLAYERS: 1 - 4

TIME: 10 minutes

Kluster is a dexterity game for 1 to 4 players, very short, easy to transport, incredibly fun, really simple, accessible to everyone and still full of strategy!

Kluster's rules can be explain in no time: Magnetic stones are equally shared between players, who must, in turn, place one stone inside the area delimited by the cord. The first player to get rid of his or her magnets wins. But beware, when stones kluster together during one player's turn, he or she collects them!

PATRON RATING:



COMMENTS:

KNOW!

AGES: 10 & up

PLAYERS: 3 - 6

TIME: open



KNOW! is the first board game that is powered by the Google Assistant, which means that you can play a multi-activity quiz game that is always evolving and up-to-date.

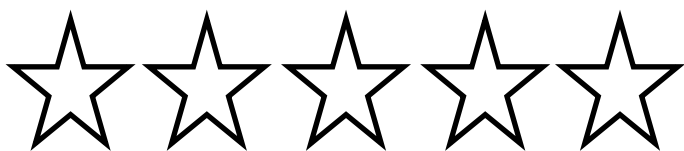
Ask questions that have never been possible to ask in a quiz game before:

“Hey Google, how many days until Christmas?”

“Hey Google, how many episodes of “Midsomer Murders” are there?”

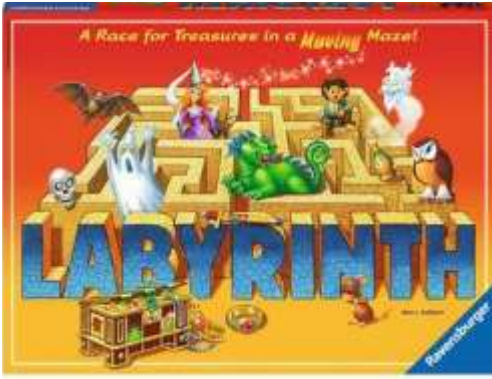
With over 1,500 questions for you and other players to compete, you can ask your Google Assistant for the most up-to-date answers to see who wins!

PATRON RATING:



COMMENTS:

LABYRINTH



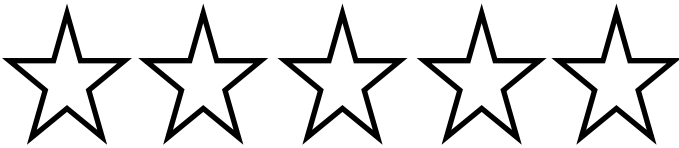
AGES: 7 & up

PLAYERS: 2—4

TIME: 20—30 minutes

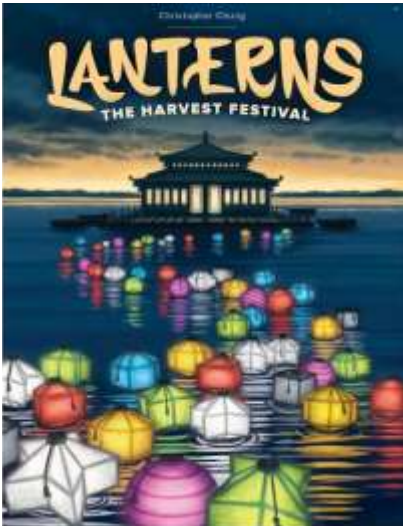
A very exciting game. Be the first to collect all of your treasures by shifting the walls of the Labyrinth to create a clear path to get to them. Watch out for traps as the walls constantly move. This mysterious maze game is magic!

PATRON RATING:



COMMENTS:

LANTERNS



AGES: 8 & up

PLAYERS: 2 - 4

TIME: 20 - 40 minutes



SEASON 4 EPISODE 1

Place tiles, adorn the Palace lake, and dedicate lanterns in this beautiful, fast-paced board game set in Imperial China. The harvest is in, and now it's time to celebrate! *Lanterns: The Harvest Festival* is a tile-placement game set in Imperial China. Players act as artisans decorating the Palace lake with floating lanterns. The artisan who earns the most honor before the festival arrives wins the game.

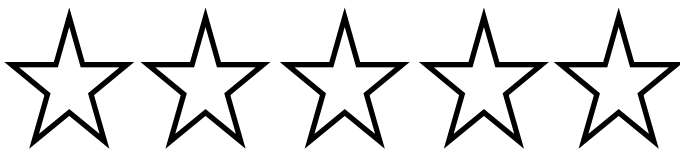
On your turn, you can take these three actions one time each:

Place a lake tile, which gives every player (even your opponents!) a lantern card based on the orientation of the tile. (It also could give the active player bonus lantern cards or favor tokens, depending on the placement.)

Spend favor tokens to trade one lantern card for another.

Dedicate sets of lantern cards to gain the honor you need to win the game.

PATRON RATING:



COMMENTS:

LEAF

AGES: 8 & up

PLAYERS: 1—4

TIME: 30—45 minutes



In the game Leaf, players embody the wind by guiding leaves to the forest floor and connecting them to the ones that have already fallen. Each leaf you touch will grant you actions to create a thriving forest. Attract woodland animals, grow mushrooms, lead helpful squirrels up the great tree, and gain additional leaf cards and sun tokens by strategically placing leaves. The player who contributes most to the health of the forest wins!

PATRON RATING:



COMMENTS:

LONDON



AGES: 14 & up

PLAYERS: 2 - 4

TIME: 60 - 90 minutes

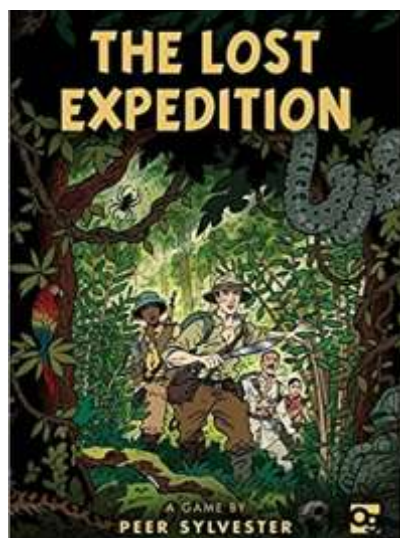
A brand new edition of a popular classic, London will appeal to the strategic thinker among board game fans. Tasked with rebuilding London in the decades following the great fire, players will juggle building requirements, bank loans and poverty as they strive to realise their vision for the city. The game features a unique mechanic of playing cards to develop the city, then 'running' the city by taking all the card actions simultaneously. Players will have to repay all their loans before the game ends, but only need to worry about how much poverty they're creating relative to the other players.

PATRON RATING:



COMMENTS:

LOST EXPEDITION



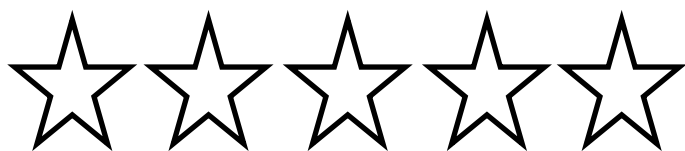
AGES: 14 & up

PLAYERS: 1 - 5

TIME: 30 - 50 minutes

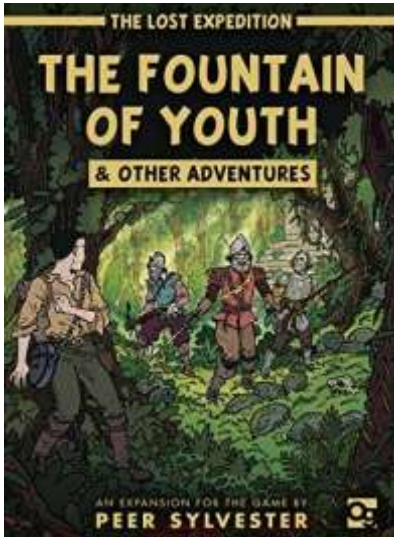
Legendary explorer Percy Fawcett marched deep into the Amazon in search of El Dorado. He was never seen again. Your team is following in his footsteps, but in searching for riches you must be careful not to lose the greatest treasure of all - your life. Make the best of your food, your ammunition and your health, as you plunge deep into the jungle. Choose your path carefully to ensure you're ready for the pitfalls which may occur. Play solo or co-operatively to survive the expedition, or play head-to-head to see which group can reach the lost city first. Models and games are supplied unpainted and may require assembly or preparation before play- Any scenery, paint, or glue is not included.

PATRON RATING:



COMMENTS:

LOST EXPEDITION: Fountain of Youth



AGES: 14 & up

PLAYERS: 1 - 5

TIME: 30 - 50 minutes

Explorers have been returning from the Amazon with extraordinary tales – conquistadors withered with age marching through the rainforest, unidentified beasts stalking expeditions, and an ominous mountain that is said to be more perilous than the jungle itself! Only the most reckless adventurers would ignore these warnings, but even they might find that they need some help.

The Fountain of Youth & Other Adventures contains four new expansions for The Lost Expedition which can be added separately or combined to provide a host of new challenges for your intrepid explorers.

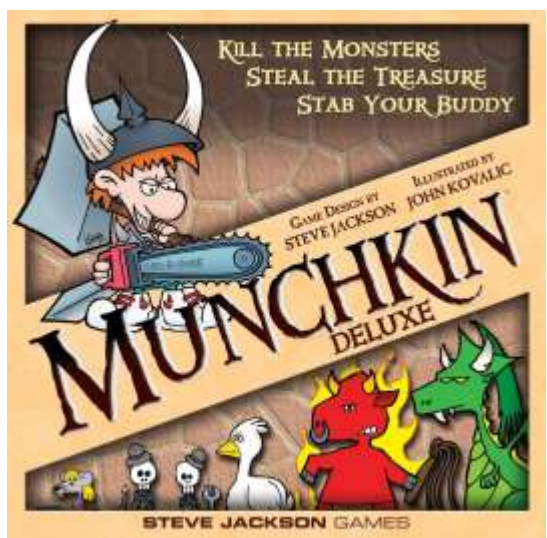
REQUIRES BASE GAME TO PLAY

PATRON RATING:



COMMENTS:

MUNCHKIN DELUXE



AGES: 10 & up

PLAYERS: 3—6

TIME: 1—2 hours



SEASON 1 EPISODE 5

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.

Munchkin is the mega-hit card game about dungeon adventure . . . with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. Be sure to 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.

PATRON RATING:



COMMENTS:

MY FIRST CARCASSONNE



AGES: 4 & up

PLAYERS: 2—4

TIME: 30 minutes

The city of Carcassonne is celebrating its national holiday. As is the tradition, people mark the occasion by setting the city's sheep, hens, and cows loose in the streets. From dawn till dusk, the children of Carcassonne have the time of their lives trying to bring these animals back home. With My First Carcassonne, players of all ages can experience a new version of the modern classic. Each turn, you place a tile to build the Medieval city of Carcassonne. As the game progresses, the children of Carcassonne—illustrated on the cards—fill the streets trying to catch animals. Whenever you close a street with one or more children marked with your chosen color, you get to put pawns on the board. The first player to place all their pawns wins the game!

PATRON RATING:



COMMENTS:

NIBBLE MUNCH CRUNCH



AGES: 2 & up

PLAYERS: 1—5

TIME: 5 minutes

What does a cat, a tortoise, or a mouse eat? And which foods taste best for a rabbit or a dog? The children can work together or apart to find out in this collection of small games. Match the animal cards, wooden food pieces, cut-out cards, and color cards together to feed all the pets. They'll have the animals nibble, munch, and crunch all their food up in no time! Play together and work on colors, shapes, and animals with this collection of small games.

PATRON RATING:



COMMENTS:



NIGHTMARIUM

AGES: 10 & up

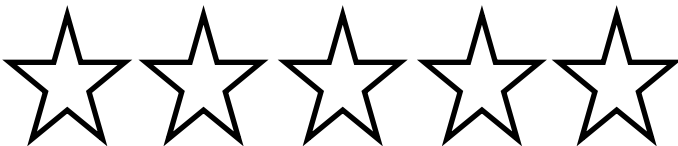
PLAYERS: 2—5

TIME: 10—30
minutes

A game about building nightmares so terrifying you'll see half of them in your dreams afterwards. You have cards representing Night Terrors, and the more of them you combine in the right order, the more monsters will come to life, and the more horrifying they become. Create monsters that will make your opponents gasp in horror. Nourish them with your own fear and make them stronger. Only then will you achieve victory and become the Master of Terror!

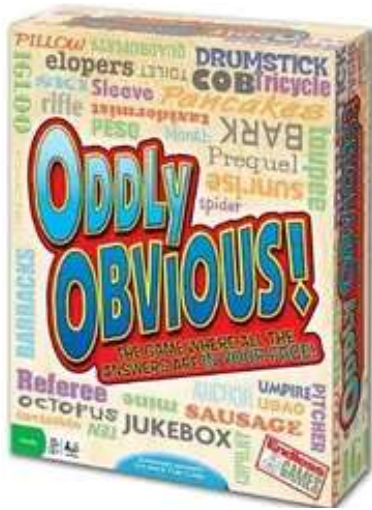
Each Night Terror is also associated with one of four Legions of Horror: Necromunculi, Constricti, Mansters, or Chimeridae. A Terror's legion is indicated by the color of the card's background: blue stands for Necromunculi, brown for Constricti, green for Chimeridae, and red for Mansters. A creature can be made up of any Night Terrors, but players are better off weaving Creatures out of cards that all belong to the same legion.

PATRON RATING:



COMMENTS:

ODDLY OBVIOUS



AGES: 12 & up

PLAYERS: 3+

TIME: 30 minutes

ODDLY OBVIOUS: Get ready to “think outside the box” with the oddly obvious game. Simply be the first person to identify the most correct answers on the card to win. You're given the answers in this fun game, and you get to put the clues together.

HOW TO PLAY: One person reads the clues while other players race to spot the correct answer on the card. To win, be the first to say the most correct answers! Easy to learn and quick to play, Oddly Obvious is sure to become a game night favorite.

PATRON RATING:



COMMENTS:

ONE NIGHT ULTIMATE WEREWOLF



AGES: 8 & up

PLAYERS: 3—10

TIME: 10 minutes

One Night Ultimate Werewolf is a fast-paced game where everyone gets to be a different role. In the course of only one night and the following morning, the players will determine who among them is a werewolf...hopefully. One Night Ultimate Werewolf is a micro game of the party game Ultimate Werewolf that doesn't need a moderator. There's no elimination and each game lasts about 10 minutes.

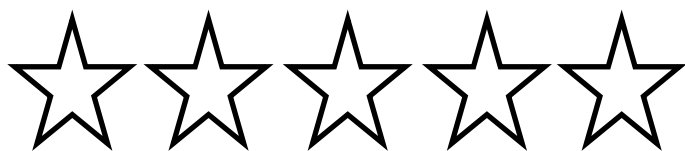
Each player gets a unique role: A Werewolf, Seer, Troublemaker, or another, all with special abilities

After a secret night phase that includes changing roles, players have just 5 minutes to find a Werewolf

Includes a free iOS/Android app that makes playing incredibly engaging and addictive

May be combined with One Night Ultimate Werewolf Daybreak and One Night Ultimate Vampire for epic battles.

PATRON RATING:



COMMENTS:

THE OREGON TRAIL: HUNT FOR FOOD



AGES: 12 & up

PLAYERS: 2—6

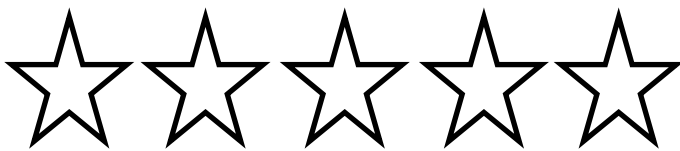
TIME: 30-45 minutes

Beware as you embark on this treacherous journey! In The Oregon Trail: Hunt for Food Card Game, you must work together with your fellow travelers to collect 600 pounds of meat. However, you will face many deadly threats during your hunt: you might get bitten by a snake, break your leg, or get trapped by obstacles and never make it back to the trail.

In this game, each roll can be a life-or-death matter. For example, as a team, you must roll a 1 or 2 to kill a bear. With these odds, you must determine the best way to reach 600 pounds of meat. If at least one member of your party survives to collect 600 pounds of meat, everyone wins.

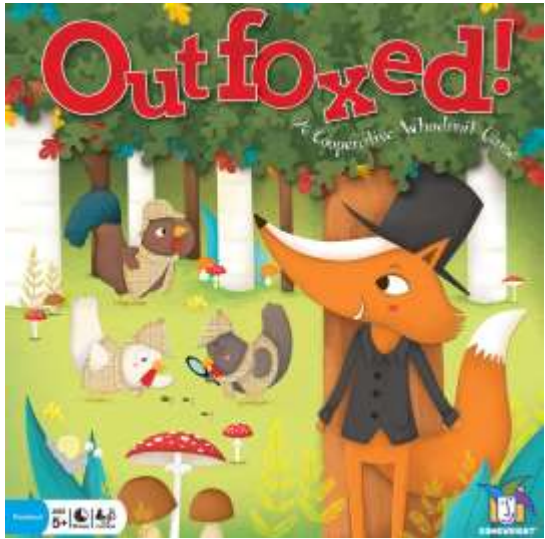
If you have our original The Oregon Trail Card Game, you can play this game as an extension or on its own.

PATRON RATING:



COMMENTS:

OUTFOXED



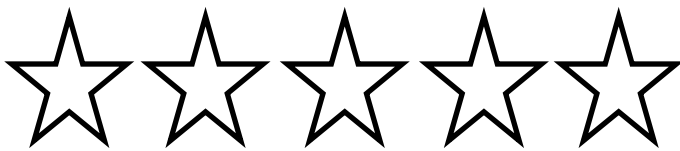
AGES: 5 & up

PLAYERS: 2 - 4

TIME: 20 minutes

A Cooperative whodunit game for the whole family. 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? As you work together to try and nab the guilty fox, you'll learn some valuable skills such as estimating probability and paying attention to details, as well as the important role that collaboration plays towards problem-solving. Happy sleuthing!

PATRON RATING:



COMMENTS:

PANDEMIC



AGES: 8 & up

PLAYERS: 2 - 4

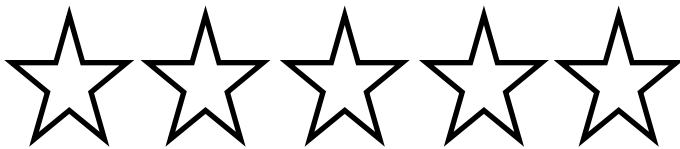
TIME: 45 minutes



SEASON 1 EPISODE 14

Four diseases have broken out in the world and it is up to a team of specialists in various fields to find cures for these diseases before mankind is wiped out. Players must work together playing to their characters' strengths and planning their strategy of eradication before the diseases overwhelm the world with ever-increasing outbreaks. For example the Operation Specialist can build research stations which are needed to find cures for the diseases. The Scientist needs only 4 cards of a particular disease to cure it instead of the normal 5. But the diseases are out breaking fast and time is running out: the team must try to stem the tide of infection in diseased areas while also towards cures. A truly cooperative game where you all win or you all lose.

PATRON RATING:



COMMENTS:

PLANTED



AGES: 10 & up

PLAYERS: 2 - 5

TIME: 20—30 minutes

In this game of nature & nurture, make your house beautiful by caring for your very own collection of houseplants! In this easy-to-learn board game, collect your favorite plants and then try to feed them every round with the right combination of light, water, and plant food.

Planted features 42 varieties of popular and exotic houseplants, each with their own requirements to grow. Discover various planting tools and decorations to help you raise beautiful, thriving plants, and score bonus points. The player, or plant parent, that ends up scoring the most points from growing their plants is declared the game's biggest green thumb - and winner!

PATRON RATING:



COMMENTS:

QWIRKLE

AGES: 6 & up

PLAYERS: 2 - 4

TIME: 15 minutes



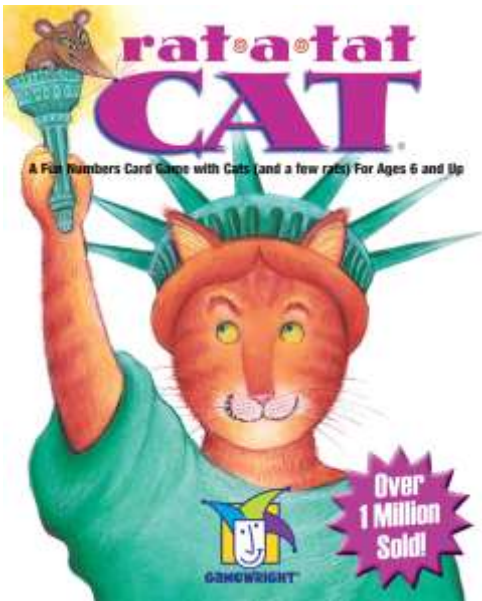
SEASON 2 EPISODE 15

Mix, match, score and win! Qwirkle is a must-have for your next family game night. MindWare's best seller is a simple game of matching colors and shapes that requires tactical maneuvers, quick-thinking and a well-planned strategy. Players of this addictive game score points by building rows and columns of brightly-colored tiles that are either all the same color or all the same shape, without creating duplicates. Look for opportunities to score big by placing a tile that touches multiple pieces with matching attributes; create a line of all six in a row, and you score a "Qwirkle". The player with the most points when the tiles run out wins! Qwirkle combines the game play of Dominoes and Scrabble and is the perfect combination of skill and chance! This easy-to-learn, yet challenging game for children and adults will have all three generations on the edge of their seat! Grab your family and friends and see for yourself why everyone is hooked on Qwirkle!

PATRON RATING:



COMMENTS:



RAT A TAT CAT

AGES: 6 & up

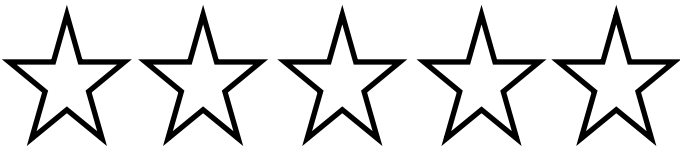
PLAYERS: 2 - 6

TIME: 20 minutes

A game of suspense, strategy, and anticipation. Get rid of the high cards (rats) and go for the low cards (cats). Sneak a peek, draw two, or swap cards for an added twist. Low score wins the game. (A poker face helps!)

As children play Rat-a-tat Cat, they develop a sense of timing and an understanding of basic, but essential, mathematical concepts. They learn ways to remember their cards and strategies to figure out what cards other players might have. They also begin to develop an intuitive sense of probability. Rat-a-tat Cat requires skill, strategy, and awareness, challenging both young children and adults.

PATRON RATING:



COMMENTS:

ROLL FOR IT



AGES: 8 & up

PLAYERS: 2 - 4

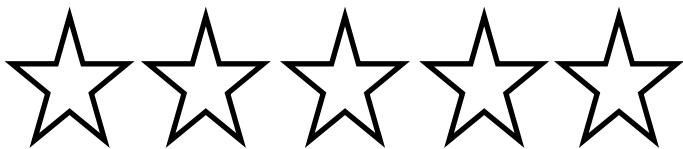
TIME: 20—40 minutes



SEASON 3 EPISODE 19

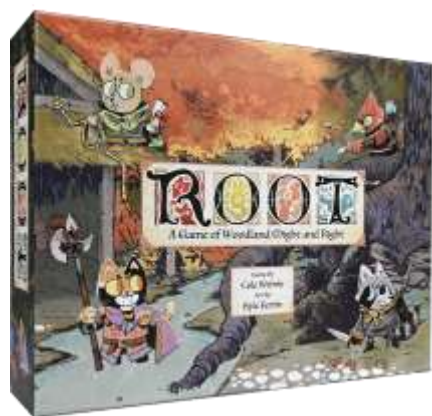
Roll for it. is everything you want in a game. It's fun. It's easy. It's fast. And it has lots of dice with cards to boot. At its heart, Roll for it. is a resource management game that blends the luck of the die roll with a decision making process that will bring smiles and laughter to everyone at the table. In Roll for it. players try to score 40 points by rolling dice and matching cards of specific point values. Each roll presents the player with new opportunities and fun decisions to make. The rules are simple - Roll'em, Match'em, Score'em. But look out. Other players may steal the card you're shooting for So hurry, pick up the dice and Roll For it.

PATRON RATING:



COMMENTS:

ROOT



AGES: 10 & up

PLAYERS: 2 - 4

TIME: 60-90 minutes

Root is a game of adventure and war where 2 to 4 players battle for control of a vast wilderness. The nefarious Marquise de Cat has seized the great woodland, intent on harvesting its riches. Under her rule, the many creatures of the forest have banded together. This Alliance will seek to strengthen its resources and subvert the rule of Cats. In this effort, the Alliance may enlist the help of the wandering Vagabonds who are able to move through the more dangerous woodland paths. Though some may sympathize with the Alliance's hopes and dreams, these wanderers are old enough to remember the great birds of prey who once controlled the woods.

Meanwhile, at the edge of the region, the proud, squabbling Eyrie have found a new commander who they hope will lead their faction to resume their ancient birthright.

The stage is set for a contest that will decide the fate of the great woodland. It is up to the players to decide which group will ultimately take root.

PATRON RATING:



COMMENTS:

SAGRADA



AGES: 14 & up

PLAYERS: 1 - 4

TIME: 30—40
minutes

Draft dice and use the tools-of-the-trade in Sagrada to carefully construct your stained glass window masterpiece.

In more detail, each player builds a stained glass window by building up a grid of dice on their player board. Each board has some restrictions on which color or shade (value) of die can be placed there. Dice of the same shade or color may never be placed next to each other. Dice are drafted in player order, with the start player rotating each round, snaking back around after the last player drafts two dice. Scoring is variable per game based on achieving various patterns and varieties of placement...as well as bonus points for dark shades of a particular hidden goal color.

Special tools can be used to help you break the rules by spending skill tokens; once a tool is used, it then requires more skill tokens for the other players to use them.

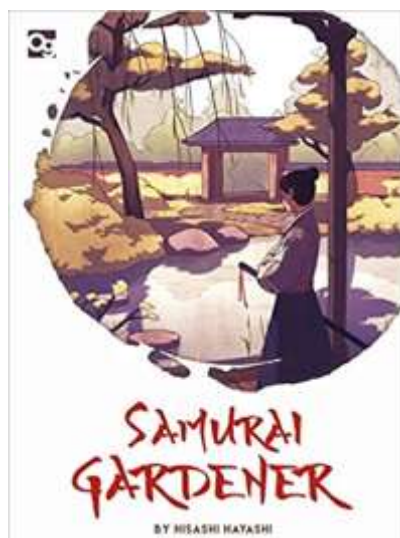
The highest scoring window artisan wins!

PATRON RATING:



COMMENTS:

SAMURAI GARDENER



AGES: 8 & up

PLAYERS: 2 - 6

TIME: 5 - 30 minutes

The Card Game With Ever-Changing Rules! The latest and greatest version of the card game with ever changing rules! Easier than ever with just the four classic card types that fans the world over have come to know and love. It starts out simple: draw one card and play one card – but New Rule cards quickly make things chaotic. Even the object of the game will often change as you play, as players swap out one Goal card for another. Can you achieve World Peace before someone changes the goal to Bread and Chocolate? It all begins with one basic rule: Draw one card, Play one card. You start with a hand of three cards... add the card you drew to your hand, and then choose one card to play, following the directions written on your chosen card. As cards are drawn and played from the deck, the rules of the game change from how many cards are drawn, played or even how many cards you can hold at the end of your turn.

PATRON RATING:



COMMENTS:

SCOUT



AGES: 9 & up

PLAYERS: 2 - 5

TIME: 15 minutes

SCOUT is a ladder-climbing game in which cards have two potential values, players may not rearrange their hand of cards, and players may pass their turn to take a card from the current high set of cards into their hand.

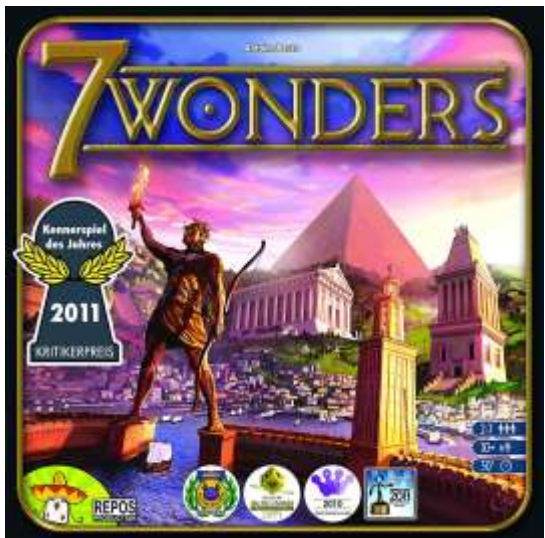
More specifically, cards are dual-indexed, with different values on each half of the card, with the 45 cards having all possible combinations of the numbers 1-10. During set-up, whoever is shuffling the cards should randomize both the order of the cards in the deck and their orientation. Once each player has been dealt their entire hand of cards, they pick up that hand without rearranging any of the cards; if they wish, they can rotate their entire hand of cards in order to use the values on the other end of each card, but again they cannot rearrange the order of cards in their hand.

PATRON RATING:



COMMENTS:

7 WONDERS



AGES: 10 & up

PLAYERS: 2 - 7

TIME: 30 minutes

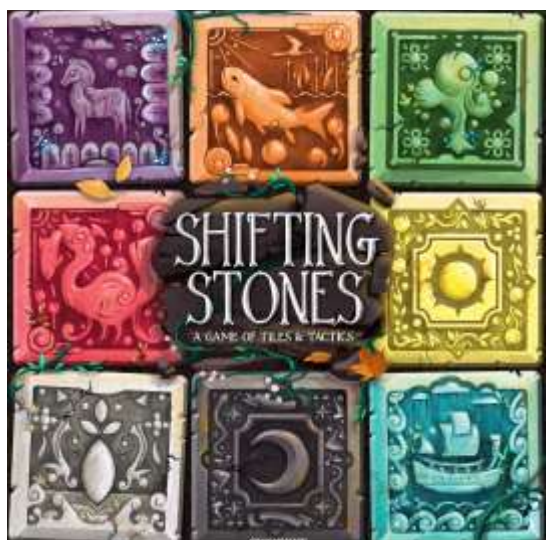
Lead an ancient city as it rises to become a world power in 7 Wonders, a competitive civilization building game set in the ancient Mediterranean and designed by Antoine Bauza. You might fortify your city and assault your neighbors in search of military victory, create a haven for artisans, scientists, and philosophers, or focus your economy and profit from trade. You might even complete a magnificent architectural wonder that will fascinate mankind for eons to come and grant your city lasting renown. Every turn, you'll have a chance to add a building to your city, acquire coins, or construct another stage of your Wonder. Then you'll pass the cards to the next player, who may profit from your choices. With seven double-sided boards and over a hundred cards, 7 Wonders offers plentiful replayability and numberless paths to victory.

PATRON RATING:



COMMENTS:

SHIFTING STONES



AGES: 8 & up

PLAYERS: 1—5

TIME: 20 minutes

Leave no stone unturned! Nine mystical tiles lie before you in a grid of rocky ruins. Rearrange the tiles to match one or more of the patterns in your hand. The catch is that you must sacrifice a card every time you swap or flip a tile. Carve out the most points and your victory is set in stone!

PATRON RATING:



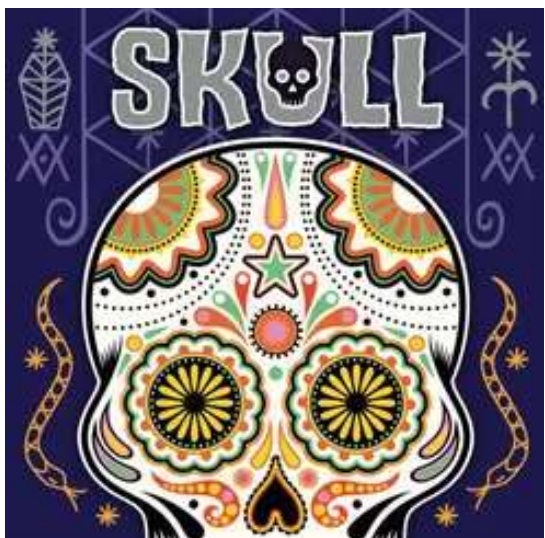
COMMENTS:

SKULL

AGES: 10 & up

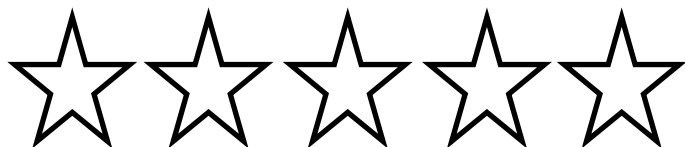
PLAYERS: 3—6

TIME: 15—45 minutes



An ancient game of ornate skulls and dangerous roses, Skull is simple to learn but dangerously difficult to win. You must bluff, lie and pierce through the deceptions to expose the roses. Be wary, though - if you happen across a skull, the consequences are dire! Players will hold three rose cards and one skull. Add a card to the pile in front of you and when you feel lucky, announce your challenge and declare how many cards you will flip. Cards that show a rose are safe, but if you expose your opponent's hidden skull, you lose one of your own cards. Keep your cards to the bitter end to win this clever game of deception and perception!

PATRON RATING:



COMMENTS:



SLEEPING QUEENS

AGES: 8 & up

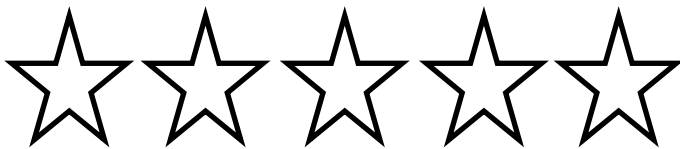
PLAYERS: 2 - 5

TIME: 20 minutes

Rise and Shine! The Pancake Queen, the Ladybug Queen and ten of their closest friends have fallen under a sleeping spell and it's your job to wake them up. Use strategy, quick thinking and a little luck to rouse these napping nobles from their royal slumbers. Play a knight to steal a queen or take a chance on a juggling jester. But watch out for wicked potions and dastardly dragons! The player who wakes the most queens wins.

Imagine a place where there's a queen of all pancakes, a king of cookies and a pack of over-protective dragons. If this sounds like something out of a dream, it actually is! Sleeping Queens was invented by 6-year-old Miranda Evarts, who thought up the game one night when she couldn't fall asleep. She awoke the next morning and with help from her older sister, Madeleine and her parents, Denise and Max created this wonderfully whimsical world of napping nobles. As you immerse yourself in the Evarts's fantasyland, you will find a game that helps develop memory, strategy, and elementary arithmetic skills. Just be careful when playing potion cards or you could wind up putting all the players to sleep!

PATRON RATING:



COMMENTS:

SMASH UP



AGES: 12 & up

PLAYERS: 2 - 4

TIME: 45 minutes



SEASON 2 EPISODE 6

Smash Up, designed by Paul Peterson, is the Shufflebuilding game from Alderac Entertainment Group. In Smash Up players draft two faction decks, such as pirates, ninja, robots, zombies, and more, and combine them into a force to be reckoned with!

When the game begins, players take turns drafting one of several faction decks. Once each player has two decks, they shuffle them together, combining their distinct abilities into a unique 40-card deck. A random selection of Base cards are dealt to the table, and players use their decks to attempt to have the most power on a base when it is scored.

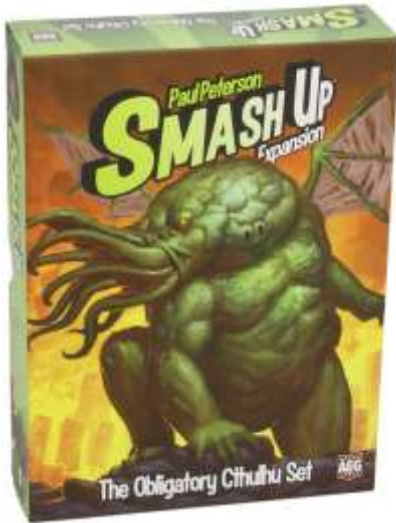
It may sound simple, but how simple is it when the Zombie-Ninja deck Assassinates your minions then creates an Outbreak, loading the Base with minions from their discard pile? Or when the Pirate-Dinosaurs Full Sail onto the base with the mighty King Rex, whose massive power dwarfs that of other minions?

PATRON RATING:



COMMENTS:

SMASH UP: CTHULHU



AGES: 12 & up

PLAYERS: 2 - 4

TIME: 45 minutes

Smash Up: The Obligatory Cthulhu Set features crazy Cthulhu cultists, fishy Insmouth locals, horrifying Elder Things, and good old Miskatonic University members (the Fightin' Cephalopods). To be certain we got it right, this set also includes a new card type fittingly known as "Madness", that each of these groups use to various effects. But remember that Madness brings you power but at a price (joking!).

If you're ready to embrace the creatures beyond the understanding of mortal men, then shuffle up these guys with your pirates, bear cavalry, and others for the most awesome fit of crazed insanity you've had in a long time!

Works as an expansion or as a 2 player game on its own.

PATRON RATING:



COMMENTS:

SMASH UP: Big in Japan



AGES: 14 & up

PLAYERS: 2 - 4

TIME: 45 minutes

Are We Turning Japanese? We Really Think So!

Smash Up is back after a vacation in the far east, and it brought all new factions like you've never seen before! Unless you, like, watch TV or movies, or read comics or something. But who does that?

Kaiju—WHAT? Huge oversized cards? Run! Run for your lives!

Magical Girls—Using spells and teamwork and weaponized cuteness they Smash Bases!

Mega Troopers—Martial arts, colorful uniforms, and when the time is right they morph combine into a giant robot!

Itty Critters—Find 'em, put 'em in cages, and teach 'em to fight. That's how you show your love for the Itty Critters!

****Works as an expansion or as a 2 player game on its own.****

PATRON RATING:



COMMENTS:

SNAKE OIL



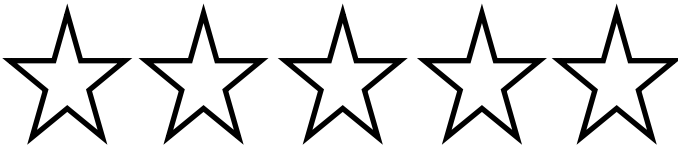
AGES: 10 & up

PLAYERS: 3 - 10

TIME: 30 minutes

Players put their charm, quick thinking, and persuasive personality to the test with the creative and hilarious Snake Oil game. One player is the “customer,” and the rest of the players are "salesmen" trying to convince the customer to purchase their product over the others. The products to sell are made by combining two of the Word cards, and players have to gear their sales pitch to the customer's character. Selling a snow machine to a caveman would be quite different from selling one to a rock star! Lie, fib, and make up some ridiculous stories in order to collect the most Customer cards. After each player has been the customer once, the player with the most Customer cards wins!

PATRON RATING:



COMMENTS:

SPLENDOR



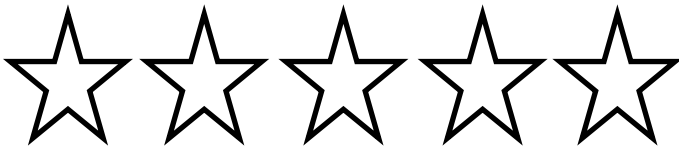
AGES: 10 & up

PLAYERS: 2 - 4

TIME: 30 minutes

Take on the role of a Renaissance merchant striving to become rich in Splendor, a fast, elegant, and intuitive game for two to four players. You begin by collecting raw gems, then use those to fund the development of mines throughout the world. Once you've mined more gemstones, you will need the means to transport them, artisans to shape them, and finally a storefront where you can sell your polished jewels. If you produce exactly the right jewelry, a powerful noble may become your patron. The player whose jewelry business earns the most prestige wins!

PATRON RATING:



COMMENTS:

SUSHI GO PARTY



AGES: 8 & up

PLAYERS: 2 - 8

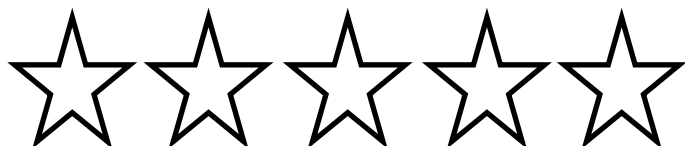
TIME: 30 minutes



SEASON 3 EPISODE 19;
BASE GAME

Sushi Go Party!, an expanded version of the best-selling card game Sushi Go!, is a party platter of mega maki, super sashimi, and endless edamame. You still earn points by picking winning sushi combos, but now you can customise 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!

PATRON RATING:



COMMENTS:

TACO CAT GOAT CHEESE PIZZA



AGES: 7 & up

PLAYERS: 2 - 8

TIME: 10—15
minutes

Taco Cat Goat Cheese Pizza is sure to bring some card slapping belly laughs to your table. The best thing about it? Anyone can play! Find out why everyone is RAVING about this TOP SELLING game and get in on the action! It's FAST, FUN & FRIENDLY...the Dolphin Hat way!

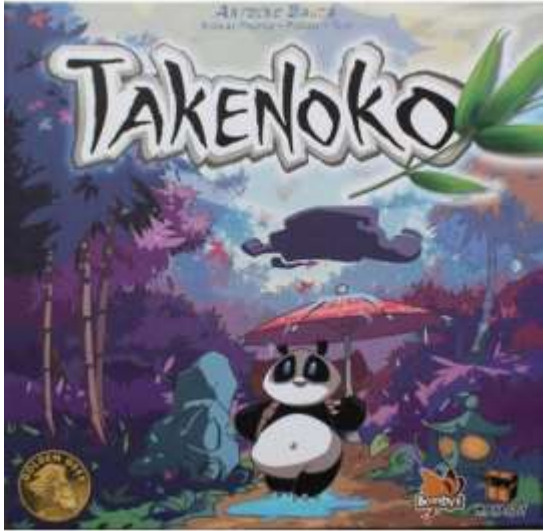
This addictive game is as unique as its name. It's a power packed quick and simple party game. Race against each other to SLAP a match between a card and spoken word. But – watch out! – your mind will play tricks on you. This game was engineered for maximum fun.

PATRON RATING:



COMMENTS:

TAKENOKO



AGES: 8 & up

PLAYERS: 2 - 8

TIME: 20 minutes



SEASON 2 EPISODE 13

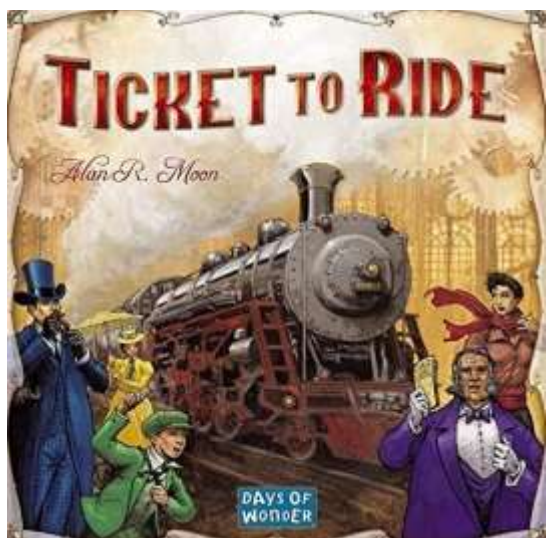
Can you grow bamboo across your plantation as a mischievous panda eats wherever he can? In every game of *Takenoko*, the players take the role of gardeners of the Nippon emperor caring for his Giant Panda and growing a bamboo plantation. Your mission: to farm and irrigate parcels of land growing green, yellow, and pink bamboo. Each turn, you'll see what the weather brings your way and perform two actions: getting a new plot of land, digging irrigation channels, growing bamboo, feeding the panda, or drawing an objective card. At the end of the game, whichever player has earned the most points from his objectives wins!

PATRON RATING:



COMMENTS:

TICKET TO RIDE



AGES: 8 & up

PLAYERS: 2—5

TIME: 30—60 minutes



SEASON 1 EPISODE 4

October 2, 1900 - it's 28 years to the day that noted London eccentric, Phileas Fogg accepted and then won a bet that he could travel "Around the World in 80 Days." Now, at the dawn of the century, some old friends have gathered to celebrate Fogg's impetuous and lucrative gamble - and to propose a new wager of their own. The stakes: \$1 million in a winner-takes-all competition. The objective: to see the most cities in North America - in just 7 days. Ticket to Ride is a cross-country train adventure game. Players collect train cards that enable them to claim railway routes connecting cities throughout North America. The longer the routes, the more points they earn. Additional points come to those who can fulfill their Destination Tickets by connecting two distant cities, and to the player who builds the longest continuous railway.

PATRON RATING:



COMMENTS:

TICKET TO RIDE: First Journey



AGES: 6 & up

PLAYERS: 2—4

TIME: 15—30 minutes

Easy to learn and quick to play, Ticket to Ride: First Journey is the perfect introduction to the Ticket to Ride series.

In general, players collect train cards, claim routes on the map, and try to connect the cities shown on their tickets.

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!

PATRON RATING:



COMMENTS:

TICKET TO RIDE USA 1910 EXPANSION



AGES: 8 & up

PLAYERS: 2 - 5

TIME: 30—60 minutes



SEASON 1 EPISODE 4

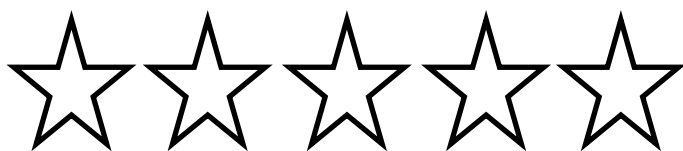
*USA 1910 is an **expansion** for the Ticket to Ride board game, **not a stand-alone game**. An original copy of Ticket to Ride is required to play.*

Ticket to Ride – USA 1910 is a card expansion for the original Ticket to Ride board game. It consists of 181 new large format cards (the same size as Ticket to Ride Europe), that include: 35 new Destination Tickets, a new GlobeTrotter bonus card for completing the most tickets, plus a complete replacement deck of all the cards from the original game deck.

Also included is a new rulebook that gives Ticket to Ride players three new ways to play the game including 1910 rules – games using only the new Destination Tickets; the Mega Game, featuring all the tickets; and Big Cities, which uses only tickets to certain large cities.

The USA 1910 cards and rules variants will really change your strategies and tactics when you play Ticket to Ride. They will surprise even long-time veteran railroaders and bring hundreds of hours of new fun to your family and friends. So hop on board and discover... a whole new ride with Ticket to Ride – USA 1910!

PATRON RATING:



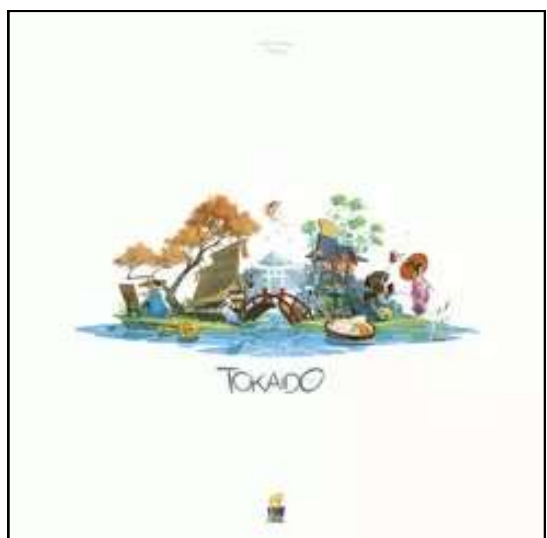
COMMENTS:

TOKAIDO

AGES: 8& up

PLAYERS: 2 –5

TIME: 45 min.



SEASON 3 EPISODE 1

Imagine yourself staring down a giant Grizzly in Katmai National Park.

Take a canoe ride alongside alligators in the swampy waters of the Everglades.

Trek the trails that define our nation's most valuable public resource – the National Parks!

Trekking the National Parks is a spirited family board game that lets players experience the U.S. National Parks in a fun and competitive way.

Up to six players compete in a cross country race to visit the National Parks and collect the most points. Gathering colored trek cards allows players to move across the map and claim valuable park cards. If a player is the first to visit a National Park, they collect that park's colored stone, which award bonus points at the end of the game. Players must jockey for position and make tough tactical decisions at every turn to emerge victorious!

PATRON RATING:



COMMENTS:

TREKKING THE NATIONAL PARKS



AGES: 10 & up

PLAYERS: 2 –5

TIME: 30 - 60 min.

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Take a canoe ride alongside alligators in the swampy waters of the Everglades.

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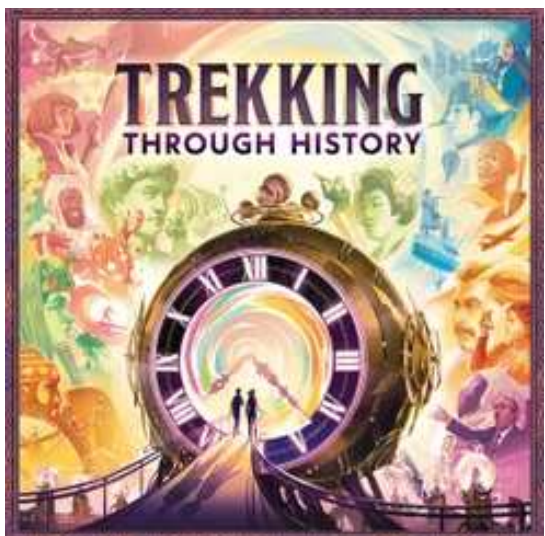
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PATRON RATING:



COMMENTS:

TREKKING THROUGH HISTORY



AGES: 10 & up

PLAYERS: 2 - 4

TIME: 30—60 minutes

In the game, you go on a three-day tour of human history, traveling thousands of years in a time machine to experience great moments from our past.

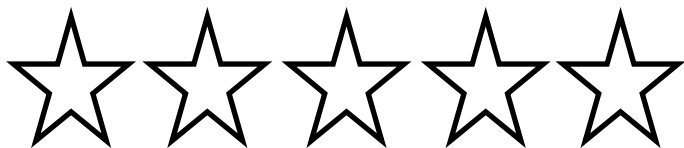
The game takes place over three rounds, each representing one day of your trip. Each day, you visit a series of historical events, spending a different number of hours at each.

On each turn, you choose to visit one historical event, and spend a certain number of hours doing it. Doing so will yield benefits, like checking off items on your itinerary for points, and earning Time Crystals so you can bend the space-time continuum on future turns.

Along the way, you'll also score points for visiting historical events in chronological order.

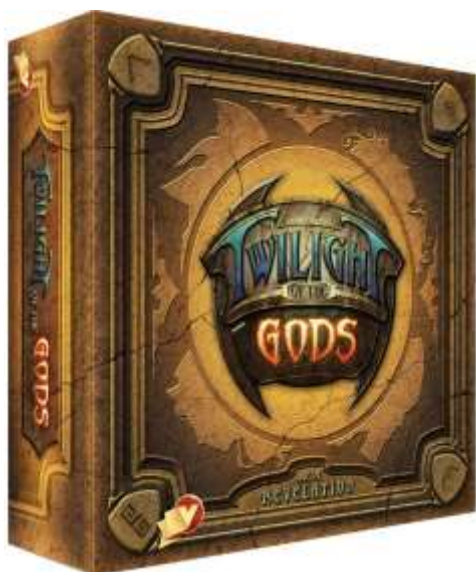
The player with the most points after three rounds wins.

PATRON RATING:



COMMENTS:

TWILIGHT OF THE GODS



AGES: 13 & up

PLAYERS: 2 - 4

TIME: 30-90 minutes

You and your friends each become a different deity from one of numerous pantheons and civilizations in an epic battle to the death. Utilize human armies, mystical beasts, and heroes of renown from both past and future alongside your god's particular method of strategy – Aggression, Negotiation, Mysticism, or Sanctuary – to influence how your battle plays out. But remember: every deity possesses a special once-per-game power that can turn the tide of battle or come back from what seemed like overwhelming defeat, so never count an opponent out until they draw their last card!

PATRON RATING:



COMMENTS:

ULTIMATE WEREWOLF DELUXE



AGES: 13 & up

PLAYERS: 5 - 75

TIME: 30-90 minutes

Ultimate Werewolf is an interactive game of deduction for two teams: Villagers and Werewolves. The Villagers don't know who the Werewolves are, and the Werewolves are trying to remain undiscovered while they slowly eliminate the Villagers one at a time. A Moderator (who isn't on a team) runs the game. Ultimate Werewolf takes place over a series of game days and nights. Each day, the players discuss who among them is a Werewolf and vote out a player. Each night, the Werewolves choose a player to eliminate, while the Seer learns whether one player is a Werewolf or not. The game is over when either all the Villagers or all the Werewolves are eliminated. Ultimate Werewolf: Deluxe Edition features amazing artwork, comprehensive rules, and a fantastic moderator score pad. What's more, it supports more players than any other game: 75 of your closest friends can converge on one or more villages using the components in this box.

PATRON RATING:



COMMENTS:



WINGSPAN

AGES: 14 & up

PLAYERS: 1 - 5

TIME: 40-70 minutes

Wingspan is a competitive, medium-weight, card-driven, engine-building board game.

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.

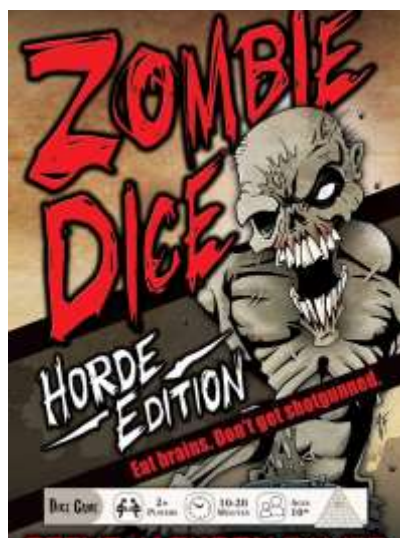
If you enjoy Terraforming Mars and Gizmos, we think this game will take flight at your table.

PATRON RATING:



COMMENTS:

ZOMBIE DICE HORDE EDITION



AGES: 10 & up

PLAYERS: 2+

TIME: 10—20 minutes



SEASON 1 EPISODE 3

Zombie dice is a quick and easy dice game for gamers and non-gamers alike! it's great for large groups. Zombie dice horde edition includes the classic game, plus two expansions. Zombie dice 2 – double feature adds the hunk and hottie dice to raise the stakes. or you can toss in santa's die to get gifts every Zombie will love. And Zombie dice 3 – school bus adds a massive new dice – the living call it the school bus. The zombies call it a lunch wagon. With this 12-sided die, you can add pure mayhem to your game. You are a zombie. You want brains! More brains than any of your zombie buddies. The custom dice represent victims. Push your luck to eat their brains, but stop rolling before the shotgun blasts end your turn.

PATRON RATING:



COMMENTS:

ZOMBIE KITTENS

AGES: 7 & up

PLAYERS: 2-5

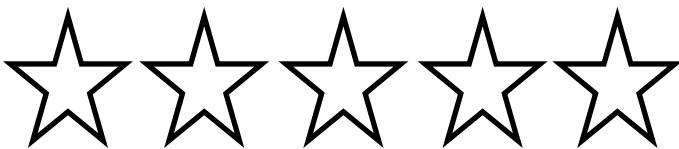
TIME: 15 minutes



A card game where you explode and then come back to life and then maybe explode again. Zombie Kittens is still the highly-strategic, kitty powered version of Russian Roulette that you love, but it introduces a brand new deck of cards so that your game doesn't end just because you blow up. Only living players can win the game, but Dead players now get to keep the cards in their hands when they explode. They also get to play certain cards to torment the living players. And they can even come back from the Dead to win the game.

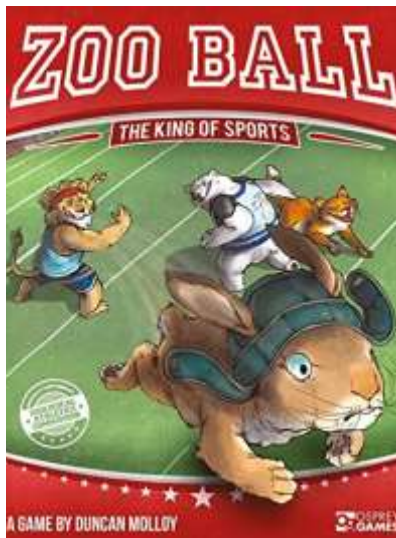
Zombie Kittens features new art on every card in the game and new card mechanics that no one has ever seen before. Zombie Kittens can be played by itself or combined with any other version of Exploding Kittens.

PATRON RATING:



COMMENTS:

ZOO BALL



AGES: 8 & up

PLAYERS: 2 or 4

TIME: 10 - 25 minutes

Zoo Ball, a highly skilled sport of pushing the other team out of the way to slide your scorer into their base! Zoo Ball, where the mightiest rhino and the cleverest rabbit can both play to win! Zoo Ball is officially sanctioned by the Zoological Athletics Commission. Now it's your chance to play! Push all three defenders to clear a path, or just push your scorer to go for goal. Play head-to-head, or in a four team free-for-all. Customise your teams as much as you like. That's it. You're ready for the Zoo Ball!

PATRON RATING:



COMMENTS: