

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.

ACQUIRE



AGES: 12 & up

PLAYERS: 2—6

TIME: 90 minutes

Imagine planning, building, and owning the next super city. Saxon City is buzzing with promising start-ups and investors predict it will emerge as a prime location for entertainment, fashion, food, marketing, and other major industries. Players compete with other venture capitalists to build the city, and own majority shares in the most lucrative corporations. Players make money by forming, merging and expanding corporations, plus buying the right stock at the right time. Who will end up being the richest investor in Saxon City?

PATRON RATING:



COMMENTS:

ALHAMBRA



AGES: 8 & up

PLAYERS: 2 - 6

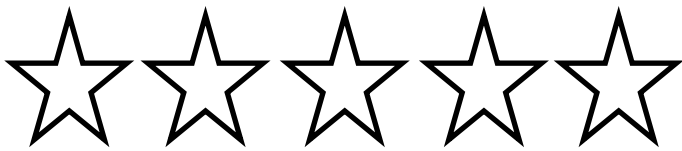
TIME: 45—60 minutes



SEASON 1 EPISODE 17

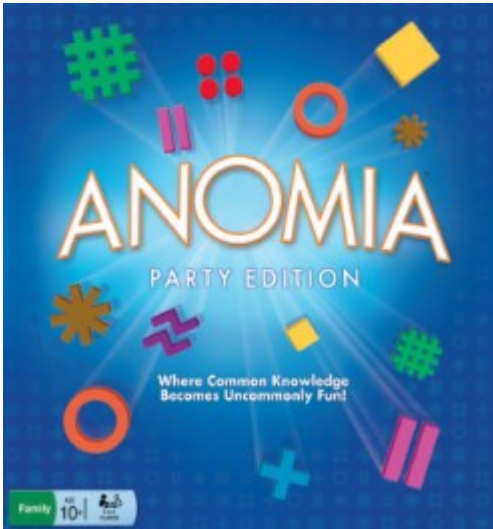
A palace, fortress, and a small city, all-in-one. Alhambra is made up of the world's most beautiful gardens, pavilions, chambers and towers. The most prominent builders in all of Europe and Arabia want to demonstrate their skills in building Alhambra. Employ the most talented teams of builders to construct 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:

ANOMIA PARTY EDITION



AGES: 10 & up

PLAYERS: 3—6

TIME: 20—30 minutes

Anomia is simple. Players flip cards until the symbols on two players cards match. Matching players race to give an example of the category on their opponent's card. Sounds easy, right? Think again. Wild Cards create unexpected matches and even losing a card can set off a chain of cascading face-offs! Look out, it could be your turn at any time!

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:

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: 20 minutes

Meet Bluey! A loveable, six-year-old Blue Heeler dog, whose everyday family life becomes a playful adventure. 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.... This fun game is full of fun activities to perform, fun things to find and fun questions about Bluey to answer."

In this game, the players must work together as a team, just like in the show, to win the game! On your turn, you will roll the die to move around the board. Most of the spaces you land on ask you to do something fun—either find, play, or think! If you can do it, then you will win 1 toy token for the team. And if the players can together collect 12 toys before bed time then everybody wins the game! But if the clock makes it all the way to bedtime first, then nobody wins. But don't worry, you can always try again!

PATRON RATING:



COMMENTS:

CANVAS



AGES: 14 & up

PLAYERS: 1 - 5

TIME: 30 minutes

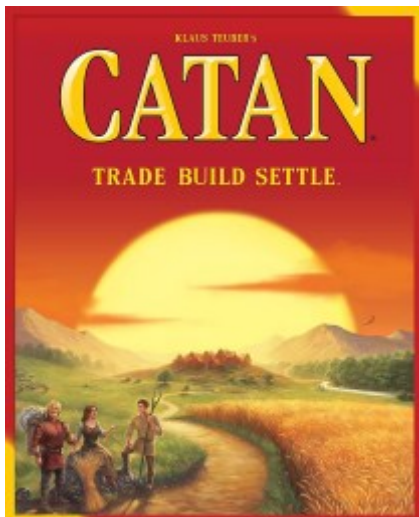
You are a painter competing in a prestigious art festival. Over the course of the game you will collect transparent Art Cards and layer them to create paintings. Depending on which cards you choose and the order in which you place them, you will reveal or cover icons that trigger various scoring conditions. 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:

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!

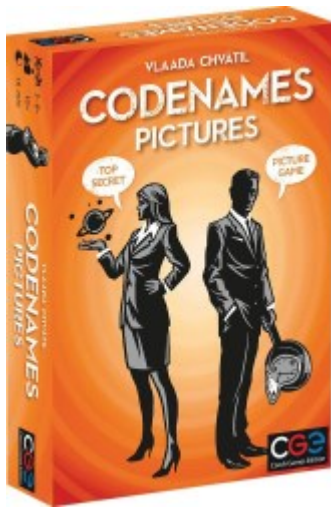
Guide your settlers to victory by clever trading and cunning development. The random mix creates a different board virtually every game. No two games are the same!

PATRON RATING:



COMMENTS:

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:



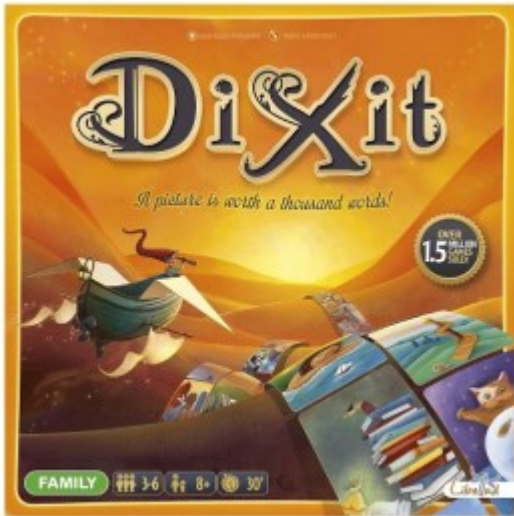
COMMENTS:

DIXIT

AGES: 8 & up

PLAYERS: 3 - 6

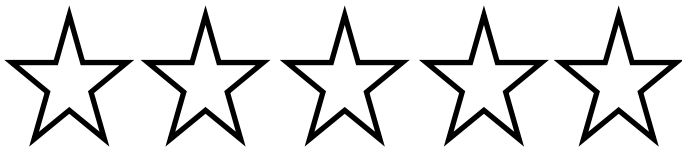
TIME: 30 + minutes



SEASON 1 EPISODE 12

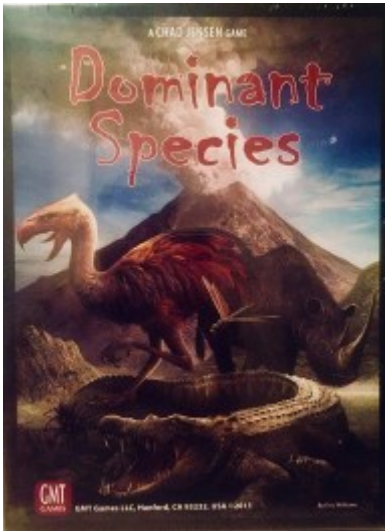
Dixit is the classic, simple, lighthearted game of storytelling and guesswork where your imagination unlocks the tale. Winner of the prestigious Spiel des Jahres award, Dixit invites you to use the gorgeous, imaginative artwork on the cards to tell brief stories. Each round, one player selects a card 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.

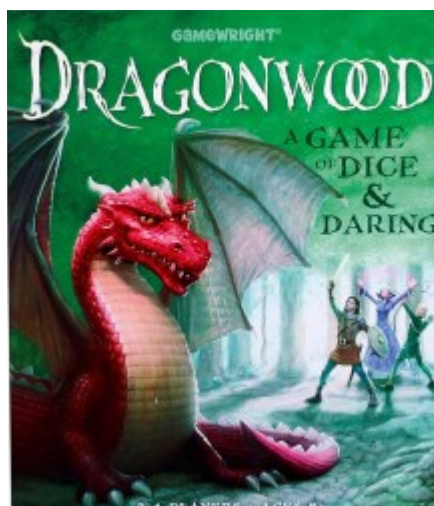
But somebody better become dominant quickly, because it's getting mighty cold....

PATRON RATING:



COMMENTS:

DRAGONWOOD



AGES: 8 & up

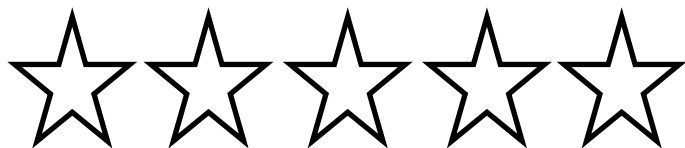
PLAYERS: 2 - 4

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:

EXPLODING KITTENS



AGES: 7 & up

PLAYERS: 2 - 5

TIME: 10 - 20 minutes per round

Exploding kittens is a card game for people who are into kittens and explosions and laser beams and sometimes goats. Family-friendly, party game. Exploding 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 Exploding Kitten, you explode and are out of the game. Unless...you can avoid exploding if you play a Defuse Card. Defuse Cards distract the Exploding 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 Exploding Kitten Card.

PATRON RATING:



COMMENTS:

FLUXX



AGES: 8 & up

PLAYERS: 2 - 6

TIME: 5 - 30 minutes



**SEASON 1 EPISODE 16;
STAR FLUXX EDITION**

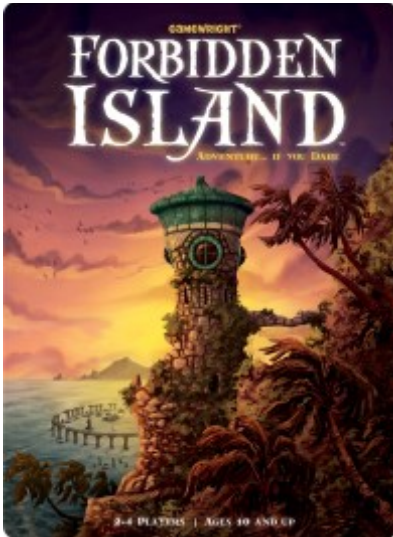
The Card Game With Ever-Changing Rules! The latest and greatest version of the card game with ever changing rules! Easier than ever with just the four classic card types that fans the world over have come to know and love. It starts out simple: draw one card and play one card – but New Rule cards quickly 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

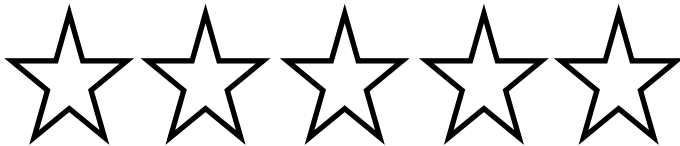
TIME: 30 minutes



SEASON 2 EPISODE 5

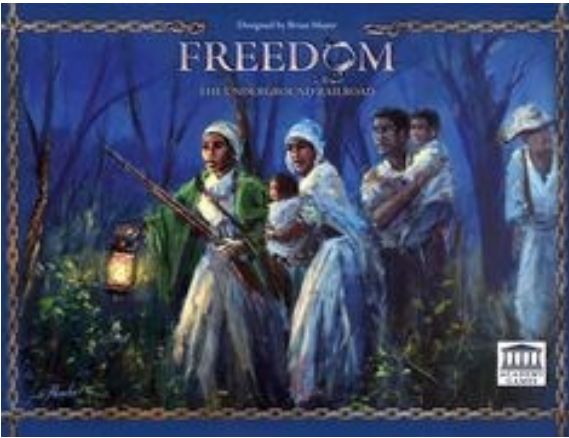
Dare to discover Forbidden Island! Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Unlike many board games, this is a cooperative game where you must work together with your fellow players. Your team will have to work 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



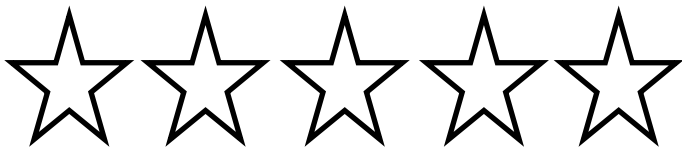
AGES: 13 & up

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:

GRAVWELL



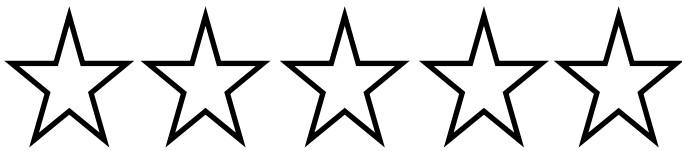
AGES: 12 & up

PLAYERS: 2 - 4

TIME: 20 - 35 minutes

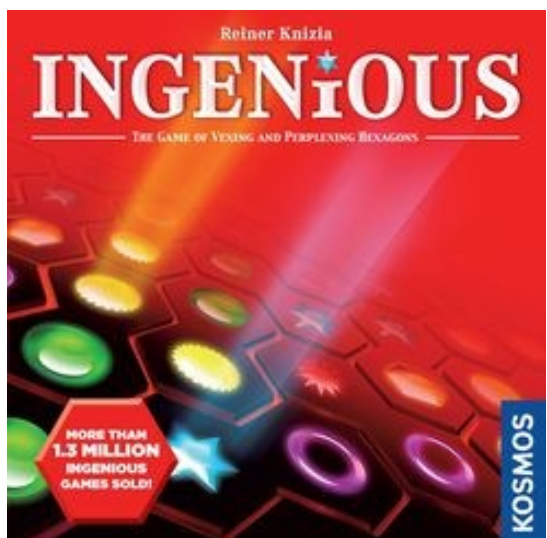
After being pulled through a black hole, four spaceships find themselves in a dimension with physics never before encountered and without fuel. By mining and collecting basic elements from the space dust and asteroids in the area, players can muster just enough thrust to move their ships. But in this 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:

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.

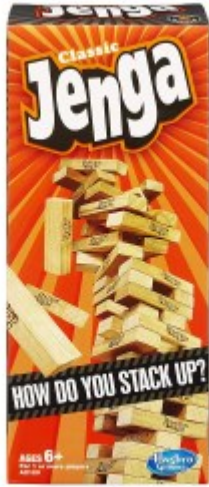
Players take turns placing tiles one at a time onto the game board to create lines of identical symbols. Earn points by counting the number of identical symbols originating from the placed tile and radiating outward in straight lines; players earn separate points for each of the six colors. At the end 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:

JENGA



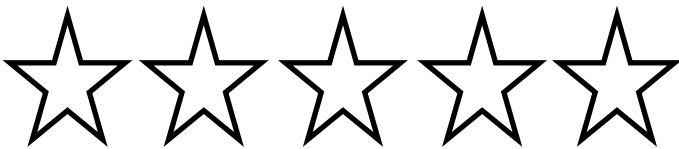
AGES: 6 & up

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:

JUNGLE SPEED



AGES: 7 & up

PLAYERS: 2—10

TIME: 15 minutes

Your keen eye and swift hand can win the day—if you can stop laughing long enough to catch your breath! Jungle Speed is a dexterity game for two to ten players that seems simple enough, and everyone will be playing minutes after you open the box. Once you start playing though, the chaotic action takes all your concentration. Each turn, you'll flip over a card from the top of your deck. If the symbol on your card matches another player's card, you both grab for the totem. The loser must take the winner's cards into his own stack! Be careful though: if you grab the totem at the wrong time, you take everyone's face up cards into your hand!

PATRON RATING:



COMMENTS:

KING OF TOKYO



AGES: 8 & up

PLAYERS: 2 - 6

TIME: 30 minutes



SEASON 2 EPISODE 4

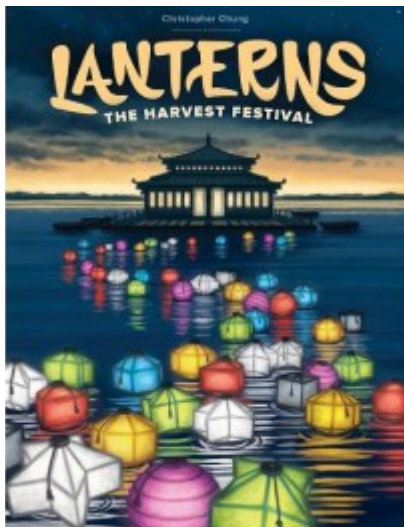
King of Tokyo is a game for 2 to 6 players where you play as mutant monsters, rampaging robots, or even abominable aliens battling in a fun, chaotic atmosphere. Roll the dice and choose your strategy: Will you attack your enemies? Heal your wounds? Improve your Monster? Stomp your path to victory! Spend 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:

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.

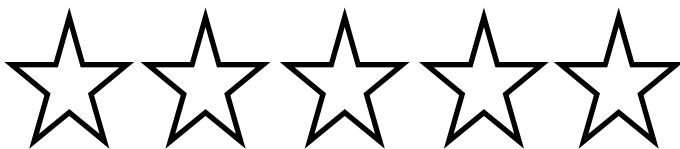
On your turn, you can take these three actions one time each:

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:

LONDON



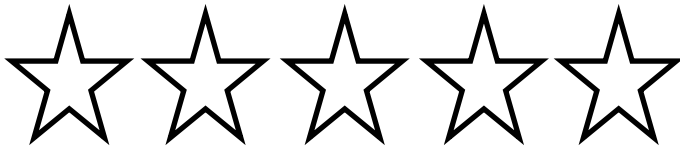
AGES: 14 & up

PLAYERS: 2 - 4

TIME: 60 - 90 minutes

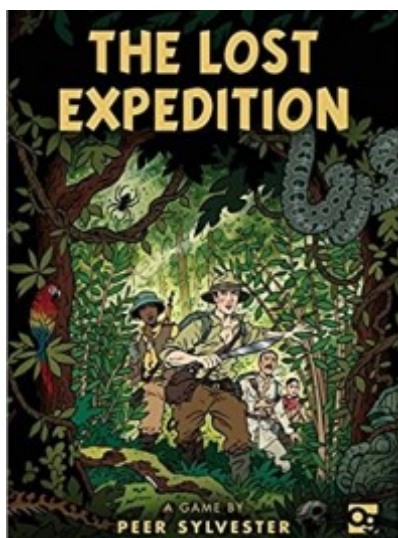
A brand new edition of a popular classic, London will appeal to the strategic thinker among board game fans. Tasked with rebuilding London in the decades following the great fire, players will juggle building requirements, bank loans and poverty as they strive to realise their vision for the city. The 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

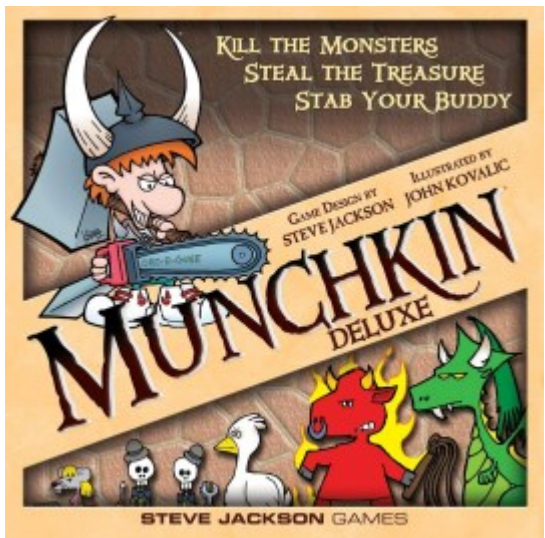
Legendary explorer Percy Fawcett marched deep into the Amazon in search of El Dorado. He was never seen again. Your team is following in his footsteps, but in searching for riches you must be careful not to lose the greatest treasure of all - your life. Make the best of your food, your ammunition and 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:

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:

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

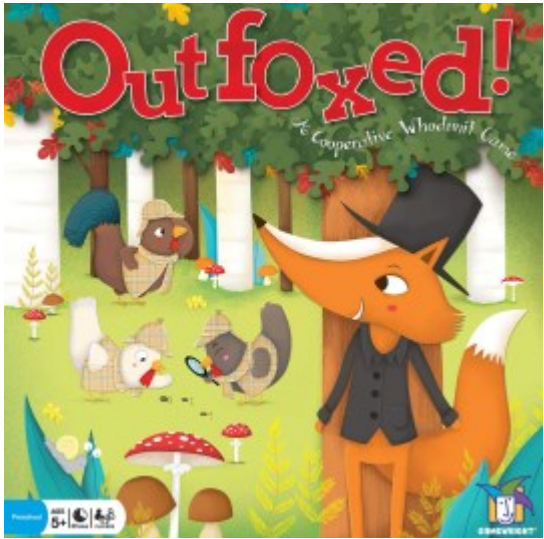
May be combined with One Night Ultimate Werewolf Daybreak and One Night Ultimate Vampire for epic battles.

PATRON RATING:



COMMENTS:

OUTFOXED



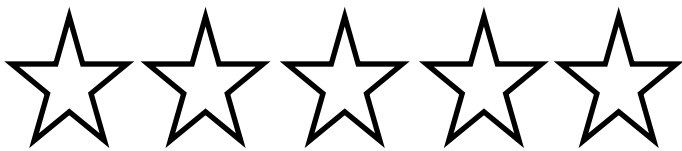
AGES: 5 & up

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

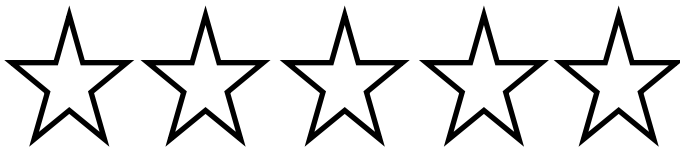
TIME: 45 minutes



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:

QWIRKLE

AGES: 6 & up

PLAYERS: 2 - 4

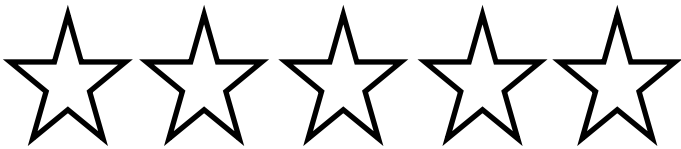
TIME: 15 minutes



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:

ROLL FOR IT



AGES: 8 & up

PLAYERS: 2 - 4

TIME: 20—40 minutes



SEASON 3 EPISODE 19

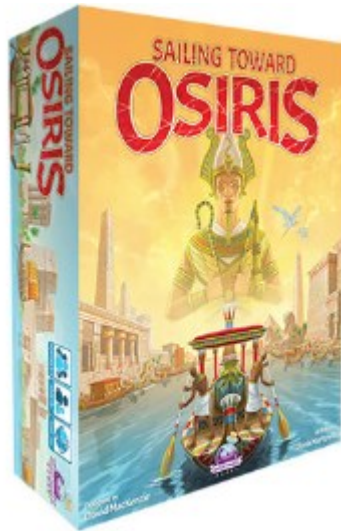
Roll for it. is everything you want in a game. It's fun. It's easy. It's fast. And it has lots of dice with cards to boot. At its heart, Roll for it. is a resource management game that blends the luck of the die roll with a decision making process that will bring smiles and laughter to everyone at the 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:

SAILING TOWARD OSIRIS



AGES: 12 & up

PLAYERS: 2 - 5

TIME: 60 minutes

Sailing Toward Osiris is a worker placement game for 2-5 players where you and your friends will be gathering resources, gaining favor from the gods, and utilizing citizen powers to build monuments on the River Nile. Not only must you use your actions wisely, you must also time them for the most efficient play. Gain bonus points for building a monument next to the Pharaoh's barge. Or build your monuments in certain configurations to get bonus points at the end of the game.

The game is played over 4 seasons and each season the Pharaoh's barge moves forward one space on the River Nile. You can build monuments anywhere on the board, but get bonus points for building a monument next to the Pharaoh's barge.

At the start of each season, player's draw laborers from a bag and place them behind their player screen. Then, place a certain number of laborers in the laborer pool to hire during the season.

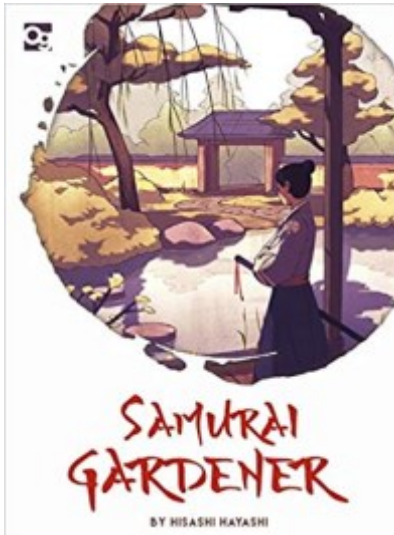
Each season player's take turns taking 1 action until they withdraw from the season.

PATRON RATING:



COMMENTS:

SAMURAI GARDENER



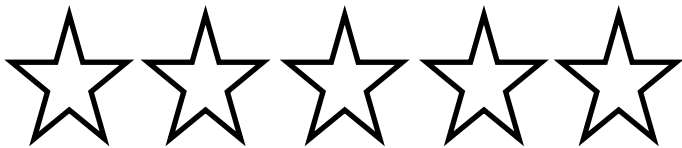
AGES: 8 & up

PLAYERS: 2 - 6

TIME: 5 - 30 minutes

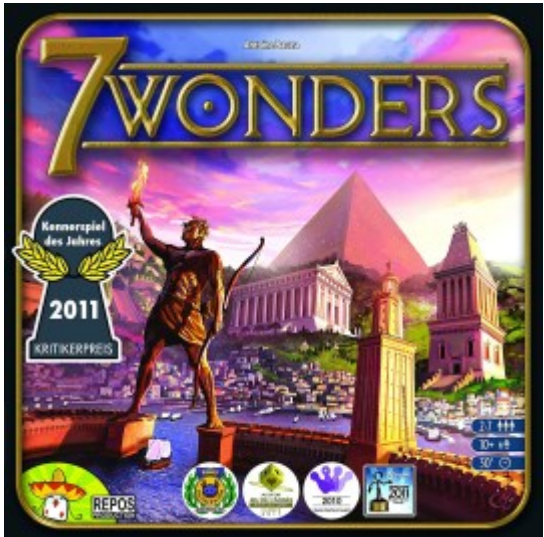
The Card Game With Ever-Changing Rules! The latest and greatest version of the card game with ever changing rules! Easier than ever with just the four classic card types that fans the world over have come to know and love. It starts out simple: draw one card and play one card – but New Rule cards quickly 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:

7 WONDERS



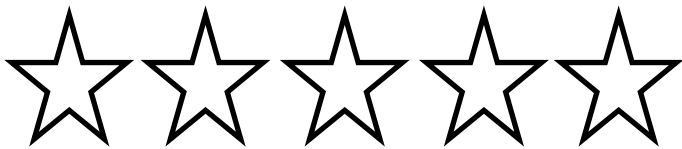
AGES: 10 & up

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:

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:

SNAKE OIL



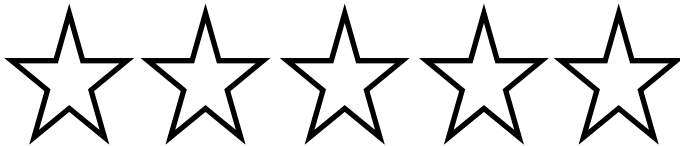
AGES: 10 & up

PLAYERS: 3 - 10

TIME: 30 minutes

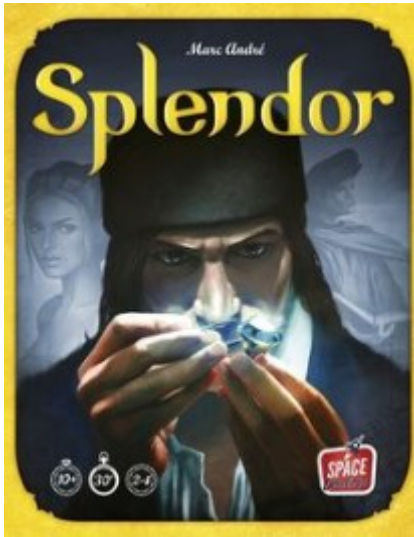
Players put their charm, quick thinking, and persuasive personality to the test with the creative and hilarious Snake Oil game. One player is the “customer,” and the rest of the players are "salesmen" trying to convince the customer to purchase their product over the others. The products to sell are 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



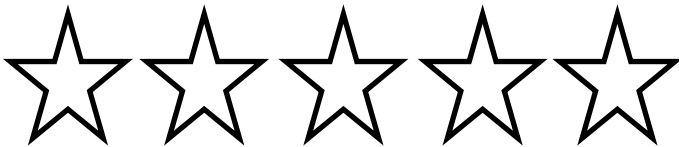
AGES: 10 & up

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:

STAR CARTEL



AGES: 14 & up

PLAYERS: 3 - 6

TIME: 30 - 45 minutes

Star Cartel is a space trading game of making the right bets at the right time. Players take on the role of traders and smugglers, trying to maximize the value of the goods they have stockpiled, while minimizing the value of other player's goods. Trading goods to the Cartel increases their value on the black market, but you can't stash what you've traded away. Upgrade your ship, stockpile your loot and remember that in space, no-one can hear you scheme.

PATRON RATING:



COMMENTS:

SUSHI GO PARTY



AGES: 8 & up

PLAYERS: 2 - 8

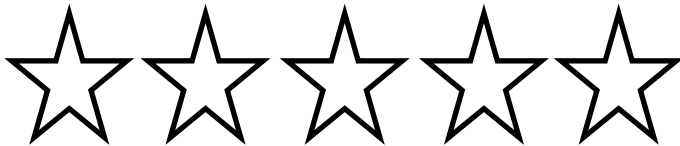
TIME: 30 minutes



**SEASON 3 EPISODE 19;
BASE GAME**

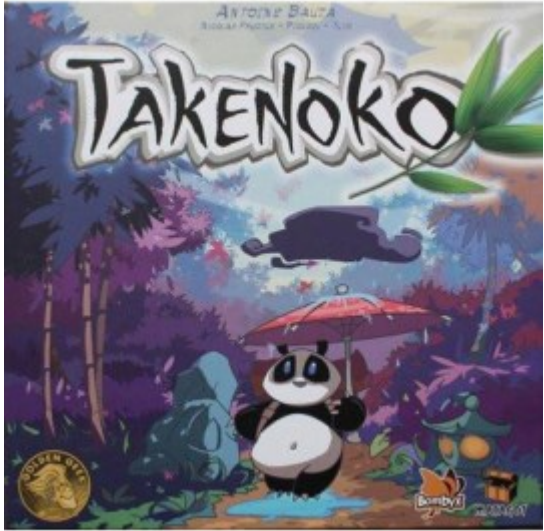
Sushi Go Party!, an expanded version of the best-selling card game Sushi Go!, is a party platter of mega maki, super sashimi, and endless edamame. You still earn points by picking winning sushi combos, but now you can customise each game by choosing à la carte from a menu of more than twenty delectable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

PATRON RATING:



COMMENTS:

TAKENOKO



AGES: 8 & up

PLAYERS: 2 - 8

TIME: 20 minutes



SEASON 2 EPISODE 13

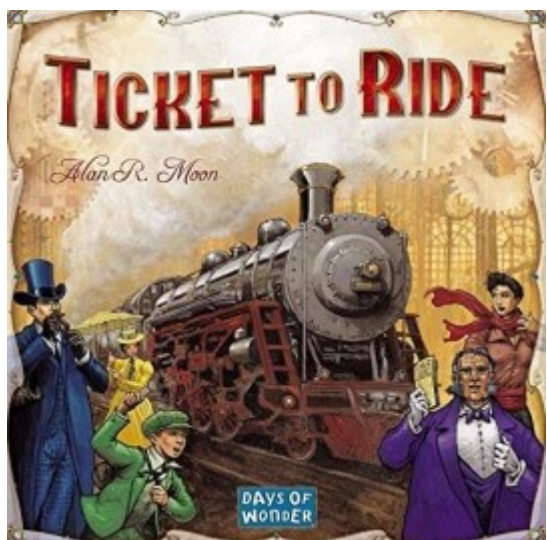
Can you grow bamboo across your plantation as a mischievous panda eats wherever he can? In every game of *Takenoko*, the players take the role of gardeners of the Nippon emperor caring for his Giant Panda and growing a bamboo plantation. Your mission: to farm and irrigate parcels of land growing green, 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

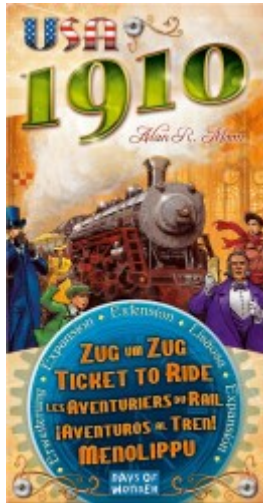
October 2, 1900 - it's 28 years to the day that noted London eccentric, Phileas Fogg accepted and then won a bet that he could travel "Around the World in 80 Days." Now, at the dawn of the century, some old friends have gathered to celebrate Fogg's impetuous and lucrative gamble - and to propose a new 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 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:

TSURO

AGES: 8 & up

PLAYERS: 2 - 8

TIME: 20 minutes



SEASON 1 EPISODE 3

Create your own journey with Tsuru: The Game of the Path! Place a tile and slide your stone along the path created, but take care. Other players' paths can lead you in the wrong direction—or off the board entirely! Paths will cross and connect, and the choices you make affect all the journeys across the board. Find your way wisely and be the last player left on the board to win!

PATRON RATING:



COMMENTS:

ULTIMATE WEREWOLF DELUXE



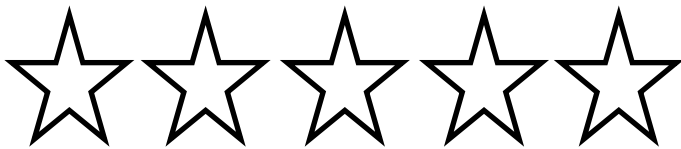
AGES: 13 & up

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:

WITS & WAGERS



AGES: 10 & up

PLAYERS: 4+

TIME: 25 + minutes



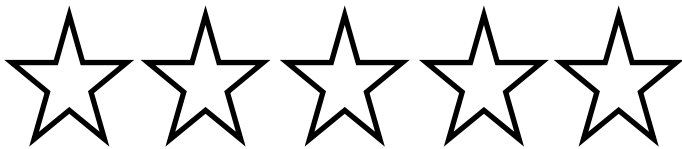
SEASON 1 EPISODE 13

Do you know the average number of pizza slices eaten by Americans each day? Of course not! That's the fun. No one knows the answers, but everyone can take a guess. The felt betting mat and different payout odds will make you feel like a Vegas high roller. Get lucky and you'll cheer like you hit the jackpot!

1. Read a fun question...Everyone writes down a guess.
2. Place your bets... Which guess is closest?

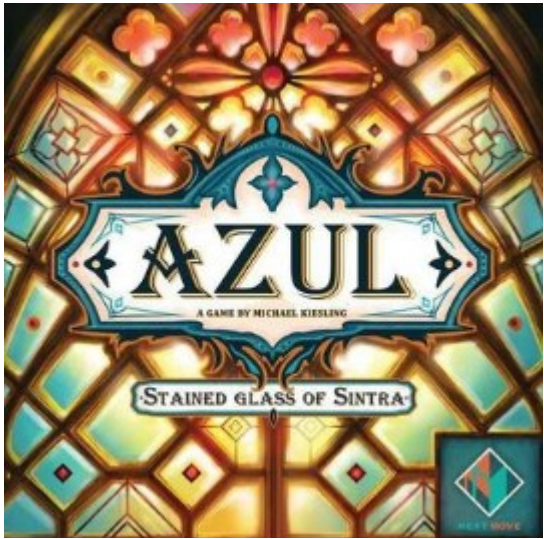
Feeling confident? Bet on yourself. Think others know better? Bet on them. No idea? Bet on any guess and hope to get lucky.

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:

TREKKING THE NATIONAL PARKS



AGES: 10 & up

PLAYERS: 2 –5

TIME: 30 - 60 min.

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.

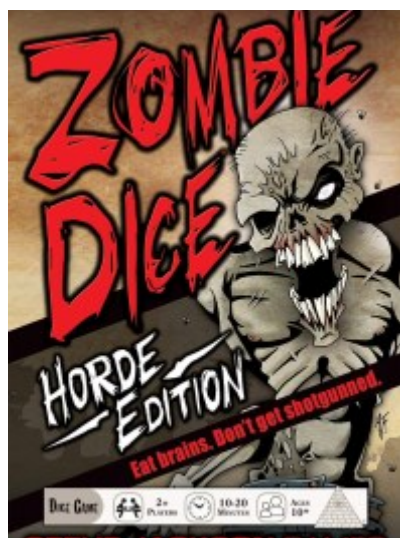
Up to six players compete in a cross country race to visit the National Parks and collect the most points. Gathering colored trek cards allows players to move across the map and claim valuable park cards. If a player is the first to visit a National Park, they collect that park's colored stone, which 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:

ZOMBIE DICE HORDE EDITION



AGES: 10 & up

PLAYERS: 2+

TIME: 10—20 minutes



SEASON 1 EPISODE 3

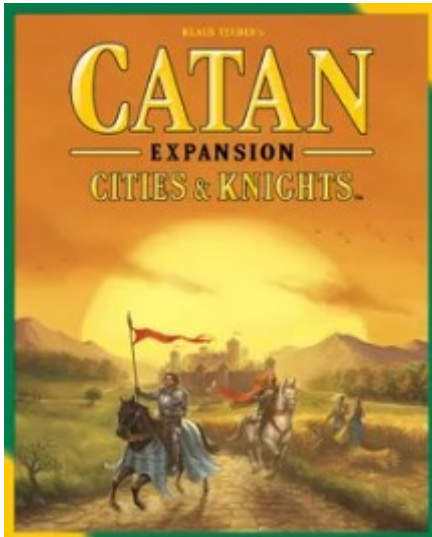
Zombie dice is a quick and easy dice game for gamers and non-gamers alike! it's great for large groups. Zombie dice horde edition includes the classic game, plus two expansions. Zombie dice 2 – double feature adds the hunk and hottie dice to raise the stakes. or you can toss in santa's die to get gifts 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:

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:

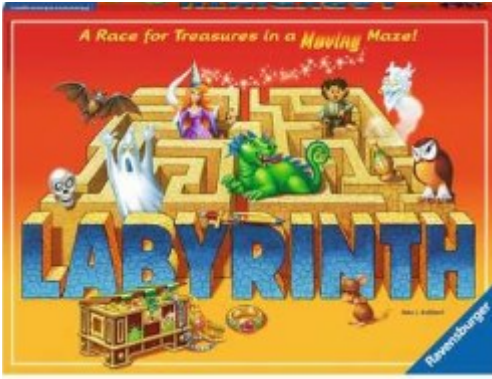
First, there are 3 new commodities in the game, distinct from resources - paper, cloth, and coins, which can be acquired from Forest, Meadow, and Mountain spaces, respectively. These commodities allow players to build city improvements that confer various advantages and eventually points. Second, the 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:

LABYRINTH



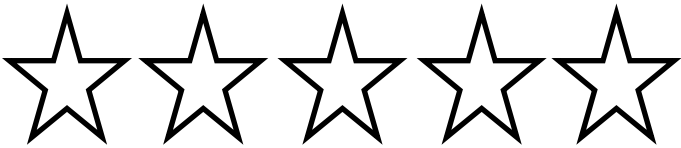
AGES: 7 & up

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:

GIZMOS 2ND EDITION



AGES: 14 & up

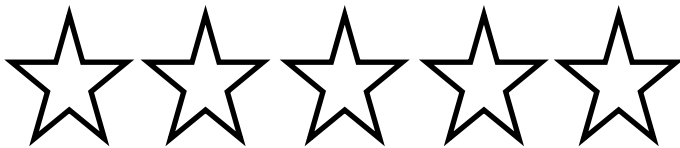
PLAYERS: 2—4

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:

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: