



Century Spice Road

by PLAN B

ISBN: 826956401001
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$54.00

Discover the beauties of the spice trading road and its colorful markets with the amazing artwork by international renowned artist Fernanda Suárez. Wrap your mind around simple and pure game mechanics combined with a touch of deck-building system that lead to endless strategies and decisions. Century Spice Road is truly an outstanding game. One you will play over and over and... over again! 2-5 players. Recommended ages 8 and up.



Codenames Duet

by CZECH GAMES

ISBN: 8594156310400
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$23.50

You and your partner are on a secret mission to a crowded city. Your objective: to contact 15 agents while avoiding a band of enemy assassins. You know the agents that your partner can contact safely. Your partner knows the agents you can contact safely. By giving each other one-word clues that can point to multiple words on the board, you try to find all the agents before your turns run out. Codenames: Duet includes 400 new words so you do not need any other Codenames game to play. On the other hand, if you own the original Codenames, you can use the word cards from the two games interchangeably. 2+ players. Ages 10 and up. Average game takes 15-30 minutes.



Dice Forge Game

by ASMODEE

ISBN: 3558380045717
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$66.00

Heroes, stand ready! The gods are offering a seat in heaven to whichever hero defeats their rivals. Your courage and wits will be your most precious allies as you use divine dice to gather resources along the road to victory. Your divine dice are exceptional, with removable faces! Customize your dice to make them more powerful as the game progresses. Sacrifice gold to the gods to obtain enhanced die faces. Upgrade your dice to produce the resources you need. Overcome ordeals concocted by the gods to grow in glory and earn rewards. Skillfully manage the luck of the dice and take charge of your destiny. Only the greatest will ascend to the heavens! Dice Forge is a development game featuring innovative mechanics based on dice with removable faces. In this dice crafting game, players build their own dice. Roll your dice, manage your resources, complete ordeals before your opponents and explore multiple winning strategies. Now you control the luck of the dice! 2-4 players. Recommended ages 10+. Average game takes 45 minutes.



Jeu Expedition Northwest Passage

by MATAGOT

ISBN: 3760146641631

Binding: Unknown

Publisher:

Pub. Date: unknown

Pages:

Price: \$60.00

In 1845, Sir John Franklin led an expedition on behalf of the British Royal Navy to find and explore the last portion of the Northwest Passage, regardless of the cost. The Royal Navy gave Franklin two heavy Ships (HMS Terror and HMS Erebus) filled with scientific equipment, 1000 books, a crew of 128 men, and enough food to last for three years. They left England in May and encountered whalers along the west coast of Greenland in August. There, they waited for more favorable weather conditions for the crossing of the Lancaster Sound. Once the weather improved, they sailed into unknown waters, and no one ever heard from them again...Their disappearance provoked a great deal of turmoil in public opinion, and numerous British and American expeditions attempted to find their trail. As leaders of these expeditions in Expedition: Northwest Passage, players must venture into these hazardous Arctic waters in order to discover Franklin's fate and succeed where he failed – by finding the Northwest Passage. Players allocate their crewmen in their ship or in their sled to perform various actions such as exploring, moving, or gathering clues on the whereabouts of the Franklin expedition. As the game progresses, the seasons will pass and parts of the sea will be frozen, blocking the way for the ships. Players acquire victory points by gathering clues, mapping the area, and – of course – discovering the Northwest Passage. However, in order to claim victory, one has to come back home to the Greenland on time!



Kingdomino Game

by BLUE ORANGE

ISBN: 803979036007

Binding: Unknown

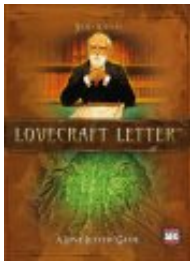
Publisher:

Pub. Date: unknown

Pages:

Price: \$26.00

Dominoes with a kingdom building twist. Each turn, connect a new domino to your existing kingdom, making sure at least one of its sides connects to a matching terrain type already in play. The game mechanics for obtaining the tiles is clever: the order of who picks first depends on which tile was previously chosen. Make sure to secure tiles with crowns- these royal treasures help to multiply the worth of your kingdom at the end of the game! The game ends when each player has completed a 5x5 grid, and then points are counted based on number of connecting tiles and crowns. 2 to 4 players. Ages 8 and up.



Lovecraft Letter

by ALDERAC ENTERTAINMEN

ISBN: 729220051233

Binding: Unknown

Publisher:

Pub. Date: unknown

Pages:

Price: \$40.50

A mind-shattering journey into the world of HP Lovecraft and the Cthulhu Mythos warped into the shape of a Love Letter experience. You're not trying to gain affection from the Princess. You are trying to eliminate your rivals for power as you seek to understand the cosmic horror that lurks just beyond what we foolishly call "reality". In each round only one player will prevail. Use deduction and luck to eliminate other players or watch as their own madness consumes them. Will you accept madness as the price that must be paid for Knowledge Man Was Not Meant to Know? Or will you attempt to hold the shreds of your sanity together in the face of eldritch nightmares attempting to enter and destroy our world? 2 to 6 players. Recommended ages 10+. One game takes 5-15 minutes.



Picassimo Game

by HABA

ISBN: 4010168222561

Binding:

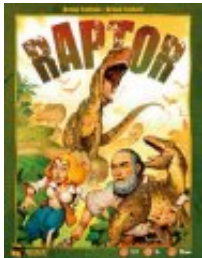
Publisher:

Pub. Date:

Pages:

Price: \$75.00

Are you the next Paco Picassimo? Find out in this crazy jigsaw drawing game for 3 to 6 players between 8 and 99 years old. Panic in the small art gallery in Forgerville! A major exhibition is supposed to open tomorrow with previously unknown masterpieces of the famous modern artists Paco Picassimo, Wasidy Kalninsky, and Boy Lichtenberg. However overnight all the paintings disappeared! The most famous national and international art critics are already in town to have a close look at the many works of art that have never before been exhibited. The museum employees – all of them ambitious amateur artists – quickly grab the panels with the picture titles and start drawing furiously. But they shouldn't get too carried away because if the severe critics are going to stand in front of the pictures and be clueless as to what they are seeing, then the artworks and the artists are not going to receive any good reviews. The player who wants to keep a step ahead in this game must not only be able to draw quickly and draw well but also be a real connoisseur when it comes to guessing. That's the only way to become the next Paco Picassimo! Tree or Marilyn? – Easy? Difficult? Professional artist? Picassimo has three different levels of difficulty: Level 1: simple terms that are relatively easy to draw and recognize. This category is also the most suitable for children. Level 2: challenging terms that are tricky to draw and to guess. Level 3: experience and trivia knowledge is required. This professional category includes famous personalities, film, TV characters, well known buildings, places, paintings, statues, book titles and more.



Raptor

by MATAGOT

ISBN: 3760146641136

Binding: Unknown

Publisher:

Pub. Date: unknown

Pages:

Price: \$46.00

Present day, on an isolated island in the Pacific Ocean... "The expedition is about to land on the shore. The scouts we've sent came back wounded, but have confirmed the information we had: not all dinosaurs have disappeared! On this island, a female velociraptor lives with her babies. So far we've seen five of them, but there might be more. Our mission: to capture the children, alive, or neutralize the mother, who is fast and powerful. It will be an epic face-to-face struggle, but every true scientist would love to take my seat. Let the hunt begin!"

-Professor Lindenbrock, paleontologist Raptor is a tactical game where each side has access to many different actions and powers. The modular board ensures that each game is unique. 2 players. Ages 9 and up.



Rewordable The Uniquely Fragmented Word Game

by Allison Parrish

ISBN: 9781524761134
Binding: Unknown
Publisher: Potter
Pub. Date: 2017-08-22
Pages: 120
Price: \$21.99

•••••The Kickstarter-funded, uniquely fragmented word game
•••••Carefully crafted to make it easy to form longer, more common words
•••••Intuitive and fun for 2-8 players of all skill levels (ages 8 and up)
•••••Includes 120 cards, 16 tokens, and nifty fold-out rules and poster
•••••Variable deck with a fresh linguistic experience every game

Every letter counts in a game of Rewordable. Each of the 120 cards has been selected for optimal word crafting. Build a new word and be rewarded. Or add to other players' words to steal their points. Create the largest lexicon of words by the end of the game to become the Rewordable champion.

•••••Includes:
•••••120 cards with one-, two-, and three-letter sequences, selected through linguistic research, computational analysis, and extensive playtesting
•••••16 tokens add different goals, strategies, and rewards to every game
•••••Nifty fold-out rules with easy to follow how-to-play diagrams



Ticket to Ride First Journey

by DAYS OF WONDER

ISBN: 824968201251
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$60.00

Ticket to Ride: First Journey takes the gameplay of the Ticket to Ride series and scales it down for a younger audience. By eliminating math (beyond counting) and reading, this game opens up the Ticket to Ride series to the youngest players. An excellent game for early school age children to play on their own or with parents, it also maintains most of the aspects of the original and can work as a stepping stone for fans to bring younger family members in on the fun! 2-4 players. Playing Time 15-30 minutes. Ages 6 & up.



Ticket to Ride - Rails and Sails

by DAYS OF WONDER

ISBN: 824968720028
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$120.00

The world is changing fast. All over the world, railroad tracks bridge countries and continents, and journeys that would take weeks can now be completed in a matter of days. Seas are no longer obstacles: huge steamers carrying hundreds of passengers sail across the oceans. From Los Angeles to Sydney, from Murmansk to Dar Es Salaam, Ticket to Ride: Rails & Sails takes you on a railroad adventure across the entire globe. All aboard, and get ready for an unforgettable journey! Ticket to Ride Rails & Sails is the new installment in this best-selling train adventure series. Players collect cards of various types (trains and ships) that enable them to claim railway and sea routes on a nicely illustrated double-sided board, featuring the world map on one side and the great lakes of North America on the other. Elegantly simple and fast to learn, it takes the Ticket to Ride series to the next level! Veteran railroaders as well as family and friends will be delighted to set sail to the new horizons of Ticket to Ride... 2-5 Players. Age 10+. 60-120 minutes.