

Cinephile: A Card Game

A Card Game
by Cory Everett

ISBN: 9781984825575
Binding: Unknown
Publisher: Potter
Pub. Date: 08/19
Pages: 150
Price: \$27.00

The ultimate card game for film nerds, movie geeks and cinephiles. One deck, 150 cards, multiple ways to play.

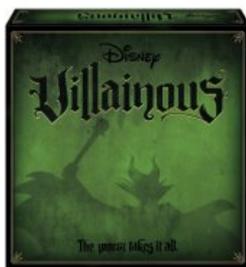


Detective Club Game

by BLUE ORANGE

ISBN: 803979077024
Binding:
Publisher:
Pub. Date:
Pages:
Price: \$52.00

Detective Club is a social deduction party game featuring beautiful, surreal artwork and intriguing player interactions! Each round, one player secretly writes a word in all-but- one of the other players' notebooks. The player who does not know the word is the Conspirator this round. All players then take turns playing cards they feel best represent the word. When the word is revealed at the end of the round, each player explains why their cards make sense with the word. The player who didn't know the word will have to quickly come up with an explication in order to not be detected! 4-8 players. Ages 8 and up.



Disney Villainous

by RAVENSBURGER

ISBN: 810558017395
Binding: Unknown
Series: Games - Strategy Games
Publisher: Wonder Forge
Pub. Date:
Pages:
Price: \$51.99

In this epic contest of sinister power, take on the role of a Disney Villain and strive to achieve your own devious objective. Discover your character's unique abilities and winning strategy while dealing twists of fate to thwart your opponents' schemes. Find out who will triumph over the forces of good and win it all! Highlights:

- Play as one of six iconic Disney Villains (Maleficent, Ursula, Jafar, Prince John, Queen of Hearts, Captain Hook)
- Each Villain has their own oversized sculpted mover
- The game where being the bad guy is a good thing
- Fate cards allow you to meddle with other Villain's objectives! 2-6 players. Ages: 10+



Downton Abbey 3D Puzzle

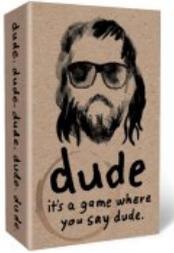
by WREBBIT

ISBN: 665541020193
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$60.00

You can now relive the Downton Abbey experience one delightful piece at a time by building the famous castle in your own home. The puzzle is a challenging project which all fans of the acclaimed TV series will want to carry out either on their own or with friends and family members. Includes 890



puzzle pieces, each backed with 1/4 inch of foam for a sturdy, impressive 3D model.

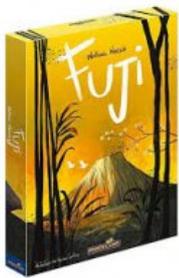


Dude Game

by North Star Games

ISBN: 892884000098
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$20.00

It's a game where you say "dude". The goal is to quickly find matches for as many of your cards as you can. To play, you say the word "dude" as you think it should be said, based on how it appears on your card. At the same time, listen to how the other players are saying the word "dude". The person who gets the most correct matches is the winner! 3-6 players, ages 13+. Playing time 1-5 minutes. Contents: 72 Cards (12 dude. cards, 12 dude? cards, 12 dooode cards, 12 dewd cards, 12 tiny dude cards, 12 tie-dyed dude cards), 1 Rulebook



Fuji

by FEVERLAND

ISBN: 706949635562
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$41.00

In Fuji, you play as a group of 2-4 adventurers on their way to Japan's most famous volcano, Mount Fuji. But just before you arrive at your destination, the earth begins to shake and the volcano erupts! Now your group must escape the deadly lava flows as quickly as possible to reach the safe village. In this cooperative dice game, players roll their dice behind their screens in each round. During the game, you must find the best way across a certain number of terrain cards to the safe village for each player. Since you know only your own dice and can communicate only vaguely, you will need both skill and luck to save yourselves. The game ends in success if all players reach the village. It fails if one of you falls victim to the lava or becomes too exhausted to proceed. 2 to 4 players. Ages 10 & up.

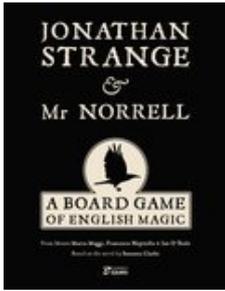


Heroes Of Land, Air & Sea

by GAMELYN GAMES

ISBN: 728028444797
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$133.00

Heroes of Land, Air & Sea is a RTS inspired big box game. That features 4X game play. It breaks the mold of regular 4X games in that it is easy to learn, simple to play, and games only last 2 hours. It is a Scott Almes design after all, designer of the Tiny Epic series. 1-4 players. Ages 14+
Heroes of Land, Air & Sea is a 4X-style board game with miniatures that tells the epic tale of orcs vs. humans, dwarves vs. elves, battling kingdoms, and the individuals who turn the tides of war. Players control one of these classic factions, competing to expand their kingdom into new territory. Even the greatest kingdoms begin as small townships, therefore players begin with only a basic town hall, a couple of peons, and a single warrior. From there, players must explore the territory around them, build up their work force, fortify their army, and develop their kingdom — all through careful action selection, exploitation, war, and resource management. As players reach milestones in the development of their kingdom, they gain access to many advantages. Peons become warriors, warriors become powerful heroes, and town halls eventually become castles. Players gain access to water, and even air, vessels and creatures. Boarding these vessels and creatures with your units allows for faster travel across the vast game board and for positioning armies for powerful attacks. War in Heroes of Land, Air & Sea features a cost/reward system carefully detailed on tactics cards from which players must secretly choose. The availability of these tactics cards depends on the units participating in the war. It is here that players wage their wits and legacy in an attempt to exterminate one another. For as we all know, "history is written by the victors". Heroes of Land, Air & Sea also boasts two economic systems, one being the risky acquisition and careful management of the resources (food, ore and mana), while the other is a twist on worker placement that requires the leveraging of peons to construct buildings, peons that could otherwise be exploring, expanding, exploiting, and exterminating! Finding this balance is crucial to victory!



Jonathan Strange & Mr Norrell

A Board Game of English Magic

by Marco Maggi

ISBN: 9781472835178

Binding: Unknown

Publisher: Bloomsbury USA

Pub. Date: 06/19

Pages:

Price: \$66.00

A 2-4 player game for natural magicians and careful readers alike, based on the cult-classic book by Susanna Clarke.

Set during the events of the cult-classic book, Jonathan Strange & Mr Norrell sees players delve into the world of English magic, developing their talents and expanding their social reach as they aim to become the most celebrated magician of the age.

Take on the role of an aspiring magician, including the titular characters Jonathan Strange and Mr Norrell themselves, and start them down the path to greatness. Build up your power and status by travelling across Europe and London, performing feats of magic and attending social engagements. The most celebrated magician will face the gentleman with the thistle-down hair, but only the strongest will defeat him.

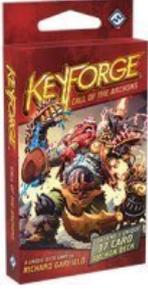
Number of Players: 2-4

Ages: 14+

Playing Time: 60-80 minutes

Components: Map of Europe, 4 Magician boards, 4 Player markers, Fairy marker, 12 Cards of Marseilles, 170+ cards including spells, invitations, Feats of Magic, and more.

Format: Book-style



KeyForge: Call of the Archons - Single Deck

by FANTASY FLIGHT GAMES

ISBN: 841333106003

Binding: Unknown

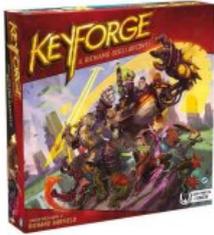
Publisher:

Pub. Date:

Pages:

Price: \$16.50

A game like no other. This card game uses some familiar mechanics from collectible games, but KeyForge isn't collectible! Each deck is complete as purchased, with 140 septillion combinations available. Each package includes one random, unique Archon deck. 2 players. Ages 14 & up. From the imagination of legendary game designer Richard Garfield comes a game unlike anything the world has ever seen—a game where every deck is as unique as the person who wields it and no two battles will ever be the same. This is KeyForge, where deckbuilding and boosters are a thing of the past, where you can carve a path of discovery with every deck, where you can throw yourself into the game with the force of a wild wormhole and embrace the thrill of a tactical battle where wits will win the day! Along with this new breed of game comes a new world: the Crucible, an artificial world built from the pieces of countless planets across the stars. Here, anything is possible. This world was built for the Archons, god-like beings who, for all their power, know little about their own origins. The Archons clash in constant struggles, leading motley companies of various factions as they seek to find and unlock the planet's hidden Vaults to gain ultimate knowledge and power. KeyForge: Call of the Archons is the world's first Unique Deck Game. Every single Archon Deck that you'll use to play is truly unique and one-of-a-kind, with its own Archon and its own mixture of cards in the deck. If you pick up an Archon Deck, you know that you're the only person in existence with access to this exact deck and its distinct combination of cards. In fact, in just the first set of KeyForge, Call of the Archons, there are more than 104 quadrillion possible decks! Every Archon Deck contains a full play experience with a deck that cannot be altered, meaning it's ready to play right out of the box. Not only does this remove the need for deckbuilding or boosters, it also creates a new form of gameplay with innovative mechanics that challenges you to use every card in your deck to find the strongest and most cunning combinations. It is not the cards themselves that are powerful, but rather the interactions between them—interactions that c ...



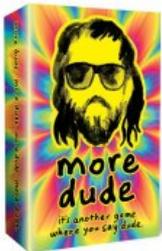
KeyForge: Call of the Archons - Starter Set

by FANTASY FLIGHT GAMES

ISBN: 841333105983
 Binding: Unknown
 Publisher:
 Pub. Date:
 Pages:
 Price: \$57.00

A game like no other. This card game uses some familiar mechanics from collectible games, but KeyForge isn't collectible! Each deck is complete as purchased, with 140 septillion combinations available. This boxed "starter" set comes with two teaching decks, two random, unique Archon decks, and a collection of keys, tokens, chain trackers, and status cards to provide you with everything that you and your chosen opponent need to start playing! Individual Archon decks are also available. 2 players. Ages 14 & up. [Note: You do not need the starter set to play the game. This set is perfect for beginners, but KeyForge can also be played with the single card decks (sold separately).]

From the imagination of legendary game designer Richard Garfield comes a game unlike anything the world has ever seen—a game where every deck is as unique as the person who wields it and no two battles will ever be the same. This is KeyForge, where deckbuilding and boosters are a thing of the past, where you can carve a path of discovery with every deck, where you can throw yourself into the game with the force of a wild wormhole and embrace the thrill of a tactical battle where wits will win the day! Along with this new breed of game comes a new world: the Crucible, an artificial world built from the pieces of countless planets across the stars. Here, anything is possible. This world was built for the Archons, god-like beings who, for all their power, know little about their own origins. The Archons clash in constant struggles, leading motley companies of various factions as they seek to find and unlock the planet's hidden Vaults to gain ultimate knowledge and power. KeyForge: Call of the Archons is the world's first Unique Deck Game. Every single Archon Deck that you'll use to play is truly unique and one-of-a-kind, with its own Archon and its own mixture of cards in the deck. If you pick up an Archon Deck, you know that you're the only person in existence with access to this exact deck and its distinct combination of cards. In fact, in just the first set of KeyForge, Call of the Archons, there are more than 104 quadrillion possible decks! Every Archon Deck contains a full play experience with a ...

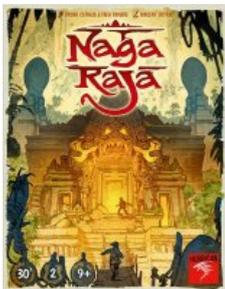


More Dude Game

by North Star Games

ISBN: 892884000128
 Binding: Unknown
 Publisher:
 Pub. Date:
 Pages:
 Price: \$20.00

It's another game where you say "dude". The goal is to quickly find matches for as many of your cards as you can. To play, you say the word "dude" as you think the character on your card would say the word "dude". At the same time, listen to how the other players are saying the word "dude". The person who gets the most correct matches is the winner! Can be played alone or combined with the original Dude game. 3-6 players, ages 13+. Playing time 1-5 minutes. Contents: 72 Cards (12 surfer dude cards, 12 robot dude cards, 12 pizza box dude cards, 12 pirate dude cards, 12 ghost dude cards, 12 cowboy dude cards), 1 Rulebook

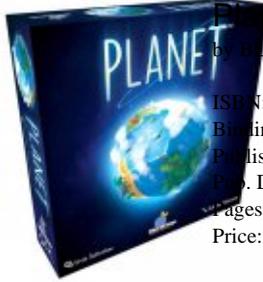


Nagaraja Game

by HURRICAN

ISBN: 7612577021024
 Binding: Unknown
 Publisher:
 Pub. Date:
 Pages:
 Price: \$50.00

Twin temples of two forgotten divinities containing ancient relics have been discovered in India. You set off on a treasure hunt, racing to find them before your rival, but your progress is slowed by a constantly shifting maze of paths... And eternal damnation awaits anyone foolish enough to uncover the three cursed relics of the evil god Garuda! MOVE QUICKLY... CHOOSE WISELY! A treasure race packed with tough choices, twists & turns! In this 2-players game, each player moves around their own temple, which has spaces for room tiles and hiding places for 9 sacred and cursed relics around. These relics are placed randomly, facedown, around the temples and worth victory points once flipped face up. The first player to score 25 victory points wins the game. However, a player loses if they reveal all three cursed relics! Each round, the players compete to win a new room tile by using cards allowing them to throw fate sticks. The player with the most fate points showing on their sticks wins the room tile and places it in their temple. Each player attempts to create paths leading to their relics, enabling them to flip them face up and score victory points. Yet, Naga symbols on some sticks let you activate cards with powerful effects, so that you can never take anything for granted... 2 players. Recommended ages 9 and up.



Planet
 by BLUE ORANGE
 ISBN: 803979077000
 Binding: Unknown
 Publisher: Blue Orange Games
 Pub. Date:
 Pages:
 Price: \$49.00

In Planet, spread your mountain ranges and your deserts, expand your forests, oceans and glaciers. Strategically position your continents to form hospitable environments for animal life to develop and try to create the most populated and diverse Planet! Each Player receive a planet core without anything on it, at each turn players will chose a tile with mountain/ice/forest/desert on it and place it on the planet. Then the player who fulfill the most the condition of apparition of some animals, gain its card. 2-4 players. Ages 8 and up.



Raccoon Tycoon
 by FORBIDDEN GAMES
 ISBN: 852068008036
 Binding: Unknown
 Publisher:
 Pub. Date:
 Pages:
 Price: \$72.00

In Raccoon Tycoon, players try to produce the most valuable commodities in an ever changing marketplace. They then use those commodities to build towns, or sell them at the best price to secure great profits that can be used to win auctions for the all-important railroads. The profits may also be used to buy powerful buildings that give the players power-ups or bonuses in production. Owning the best towns and railroads determines victory. There can be only one 'top dog' in Astoria. Is it you? 2 to 5 players. Ages 8+



Stranger Things Dungeons & Dragons
 by HASBRO
 ISBN: 630509716296
 Binding: Unknown
 Publisher: Hasbro
 Pub. Date:
 Pages:
 Price: \$46.00

This Stranger Things Dungeons & Dragons Starter Set contains everything players need to embark on a Stranger Things adventure including the essential rules of the classic roleplaying game. It's a great way for new as well as seasoned Dungeon & Dragons players to experience the D&D adventure Stranger Things character Mike Wheeler has created for his friends. Pick your character — will you be Will the Wise or Dustin the Dwarf? Get your fireballs ready as you investigate the mysterious castle and battle the ferocious Demogorgon. Prepare for just about anything, because the game just got stranger. Includes Stranger Things Adventure book, Rulebook, 5 Stranger Things character sheets, 6 dice, Demogorgon figure, and paintable Demogorgon figure. 3+ players. Recommended ages 14 and up.



Table Is Lava
 by R & R GAMES
 ISBN: 631080189660
 Binding: Unknown
 Publisher:
 Pub. Date:
 Pages:
 Price: \$19.00

The Table Is Lava presents players with a simple challenge: Toss cards onto the table to save your meeples, while trying to knock other players' pieces into the lava at the same time. If you have the most survivors, you win! For 2 to 4 players. Playing time 20 minutes. Ages 10 & up.



Treasure Island Game

by MATAGOT

ISBN: 3760146644786
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$78.50

Long John Silver's crew has committed mutiny and has him cornered and tied up! Round after round, they question him about the location of his treasure and explore the island following his directions — or perhaps his misdirections? Who knows... The old sea dog is surely planning an escape, after all, after which he will definitely try to get his treasure back. Treasure Island is a game of bluffing and adventure in which one player embodies Long John, trying to mislead the others in their search for his treasure. The hunt reaches its climax with Long John's escape, when he will make a final run to get the booty for himself! 2-5 players. Ages 10 and up. Average game time is 60 minutes.



We Rate Dogs The Card Game

by Ben Walker

ISBN: 9781452173856
Binding: Unknown
Publisher: Chronicle Books
Pub. Date: 05/19
Pages: 160
Price: \$36.95

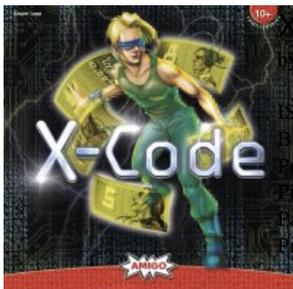
They're good dogs, Brent! Based on @WeRateDogs, Matt Nelson's massively successful Twitter account with more than 7 million followers that showcases user-submitted dog photos, We Rate Dogs! The Card Game is fast-paced fun for 3-6 players, ages 8 and up where good dogs compete to be the very best! Players choose their favorite pups to compete in a dog show, with ratings based on six categories: Floof, Sass, Boopability, Zoom, Ears, and Wag. Play action cards to knock your opponents' dogs down in the ranks, improve your own dog's ratings, and be named the goodest dog. Only one dog can be named Best in Show, but not to worry, no dog will ever be less than a 10/10!

We Rate Dogs card game includes 50 dog cards, 100 event cards, 1 category die, winner's circle board, first player card, and player tokens. It makes a tail-waggingly great gift for followers of @WeRateDogs and those who just love furry, wet-nosed, loyal and lovable four-legged friends.

Review

"We Rate Dogs card game is the hecking goodest game out there."
-Bustle

"Now you can bring the ...



X-Code Game

by AMIGO

ISBN: 853533008230
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$24.50

In X-Code, all players play simultaneously to cooperatively crack an encrypted code against time. The game board is constructed like a number field. The goal is to place a set of three equal cards on each square, including # and *. At the beginning, each player starts with three cards. As soon as the hourglass is turned over, gameplay becomes fast-paced: Players can draw or discard cards. In order to win the game, however, an exchange of cards with their neighbors is indispensable. The cards may not be passed on freely, however. Each card shows an arrow that indicates whether the right or left neighbor can be traded with and they must be ready to return a suitable card. Jokers allow you to replace missing cards. Once a player has a set of three equal cards in hand, they can place it on the appropriate space, either cracking part of the code or earning extra time. Storing time cards allows you to turn the hourglass over and earn valuable seconds. If the code can be cracked so that all fields are filled with the appropriate cards, the players have won together and can compete in another level.