



Around The World In 80 Days Game

by IELLO

ISBN: 3760175513404
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$44.00

This gorgeous slip case game is a fantastic thematic representation of the famous novel by Jules Verne. It also happens to be an update to the first ever Spiel Des Jahres winner (back in 1979). Playable with up to 6 players, this unique racing game let's you move as far as you can afford on each turn. With money awarded for guessing where you'll land on the board, waiting, and even backing up, the strategy is involved, and planning for your opponents moves can be a triumph or a headache. At the end, like Phineas Fogg, you must return to London with £10 or less in your pocket, making the final turns a tense showdown as players balance speed with cost. Ages 10 & up. Playing time 45 minutes.



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.



Christmas Village 3d Puzzle Set

by WREBBIT

ISBN: 665541056017
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$35.00

The Wrebbit Christmas Village 3D Panel Puzzle will put everyone in the Holiday spirit right from the start! Whether you do this fun and easy activity by yourself, with family or loved-ones, these five welcoming buildings will be a perfect addition to your Holiday decor. And once the seasonal festivities are over, the disassembled panel puzzle will go back tidily in it's box, ready to create new cherishable memories next Christmas. Includes 5 buildings: Christmas Barn, Candy Store, Country Home, General Store, and Chapel.



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.

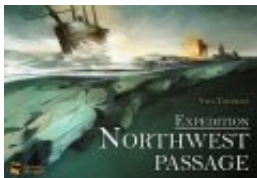


Dice Forge Game

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!

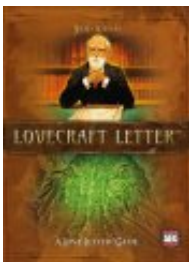


Furt

by WIGGITY BANG

ISBN: 9781620218129
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$37.00

FURT is a befuzzling eruption of laughter in a box. It is a party game that defies logic and a reasonable explanation. You have to play to understand and when you do, you'll laugh until your sides ache. In this game players race to be the first INTO the mouth of a fiery volcano by completing actions from the six wacky-packed FURT categories. You might be making up outrageous lies about yourself. Freshening up with a quick shower in your host's bathroom. Or acting out the words 'butter patty.' Perfect for: game nights, girls' nights, family get-togethers, road trips to Vegas, frozen winter evenings in the Midwest, lazy days poolside, high school detention, prison riots, peace treaty talks, jury duty and any other gathering that could use a good laugh. Ages 13 and up. 3-8 players. 60 minutes to play.



Lovecraft Letter

by ALDERAC ENTERTAINMENT

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.



Mountains of Madness

by IELLO

ISBN: 3760175513749
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$46.00

1931: Your scientific expedition discovers a new and intriguing mountain range in the middle of the Antarctic polar circle. Under these challenging conditions, the survival of your team will depend on your ability to communicate with each other and to coordinate your efforts to overcome each obstacle — but what you discover on the way to the highest peak will strongly test your mental health. Will you even be able to understand yourself despite the madness that gradually insinuates itself into your mind? Based on the novel by H. P. Lovecraft, Mountains of Madness is a fully cooperative game with a pinch of real-time gameplay. 3-5 players. Ages 12+. 60-90 minute gameplay.



Nmbr9

by ASMODEE

ISBN: 841333103989

Binding: Unknown

Publisher:

Pub. Date: unknown

Pages:

Price: \$47.99

Numbers aren't worth anything in NMBR 9 unless they're off the ground floor and looking down from above. The game includes twenty cards numbered 0-9 twice and eighty tiles numbered 0-9; each number tile is composed of squares in some arrangement. After shuffling the deck of cards, draw and reveal the first card. Each player takes a number tile matching the card and places it on the table. With each new card drawn after that, each player takes the appropriate number tile, then adds it to the tiles that they already have in play, with each player building their own arrangement of tiles. The new tile must touch at least one other tile on the same level along one side of a square. A tile can also be placed on top of two or more other tiles as long as no part of the new tile overhangs the tiles below it; new tiles placed on this same level must touch at least one other tile, while also covering parts of at least two tiles and not overhanging. Once all the cards have been drawn and the tiles placed, players take turns calculating their score. A tile on the bottom level — the 0th level, if you will — scores 0 points; a tile on the 1st level above this is worth as many points as the number on the tile; a tile on the 2nd level is worth twice the number on the tile; etc. Whoever scores the most points wins! 1-4 players. Ages 8+.



Photosynthesis

by Blue Orange

ISBN: 3770000904765

Binding: Unknown

Publisher:

Pub. Date: unknown

Pages:

Price: \$50.00

This new game from Blue Orange gives you the chance to grow your own forest! Gorgeous 3D trees grow from the seeds you carefully plant. Gather sunlight to grow your trees larger, plant seeds, and remember that your tree can shade your opponent's trees from the precious sun. Remember also, that the sun moves around the board, and the tree you shade now may grow up to tower over yours from another angle! An elegant game for 2 to 4 players aged 10 & up. Playing time 30-60 minutes.



Queendomino

by Blue Orange

ISBN: 3770000904918

Binding: Unknown

Publisher: Blue Orange

Pub. Date: unknown

Pages:

Price: \$45.00

Build up the most prestigious kingdom by claiming wheat fields, forests, lakes, grazing grounds, marshes, and mountains. Your knights will bring you riches in the form of coins — and if you make sure to expand the towns on your lands, you will make new buildings appear, giving you opportunities for new strategies. You may win the Queen's favors ... but always be aware of the dragon! Queendomino is a game completely independent from Kingdomino, while offering a choice of more complex challenges. Two to four players can play Queendomino independently, but also in connection with Kingdomino, allowing for games with 7x7 grids for four players, or for up to six players if you stick to 5x5 grids.



Rewordable Card Game 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



Scott Pilgrim's Precious Little Card Game

by RENEGADE GAME STUDIO

ISBN: 9781640310377
Binding: Unknown
Publisher:
Pub. Date: 2017-09-12
Pages:
Price: \$63.00

So why grow up anyway? Is it really worth it? Don't you have better things to do? Why does it matter whether or not your indie-rock band gets that great gig? You started a band to have fun, and now you're going to get your butts kicked by robots. And who wants to deal with the headache of dating? Look, we've all got baggage. Some of us have drama that likes to pick fights and exes that like to throw punches. Love is a battlefield! So you'd rather sit on the couch throwing punches in your favorite video game. Hey, who's going to stop you? Demons, fireballs, giant purple dudes?? Sounds like a bummer! If you want to keep living your precious little life, maybe it's time to get it together and go up against the world! Scott Pilgrim's Precious Little Card Game is a deck-building game that challenges you to grow up and prepare for your finest hour. Players assume the roles of their favorite characters in the Scott Pilgrim universe, each of whom comes with a unique starting deck. Innovative double-sided cards let you decide whether to solve your problems with hard work and empathy, or whether to embrace the unpredictable world of gratuitous video game violence. Defeating the Evil Ex and collecting Power-Ups will help players inch their way towards victory. 1 to 4 players. 45-60 minutes. Ages 13+.



That's A Question Game

by CZECH GAMES EDITION

ISBN: 8594156310417
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$25.00

The party game *That's a Question!*, takes the familiar format of challenging others with questions, then voting on what they'll say. In more detail, each player has a hand of hexagonal cards, with words or phrases in three color blocks on the card. On a turn, you choose a player that has a token in front of them, take that token, then present them with a question by choosing one of the three question prompts (which are all color-coded), then choosing two cards from your hand and adding the properly-colored section of those cards to the question. A sample question: "What would you miss more if it ceased to exist: Facebook or doors?" That player secretly votes on A or B, while everyone else but the questioner secretly votes A or B depending on how they think the person will answer; a voter can optionally add their 3x scoring token to their vote. Once everyone votes, you reveal the tiles. Everyone who voted correctly moves ahead one or three spaces on the scoring track, and the questioner moves ahead one space for each person who voted incorrectly. If you pass a certain space on the scoring track, you retrieve your 3x token (if you've used it). Since you can ask a question only of those with a token in front of them, everyone is asked roughly the same number of questions, and whoever has the most points after a certain number of rounds wins. 3 to 6 players. Ages 15 and up.

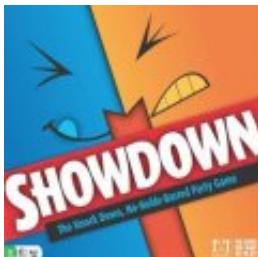


Ticket to Ride First Journey

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.



Ultimate Showdown

by R AND R

ISBN: 631080169488
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$25.00

Having friends or family over? Worried there won't be enough arguing? Grab *Ultimate Showdown*, a party game that lets you pit characters from history and fiction against one another in hilarious challenges. Sure, you might figure on Ghengis Khan as more likely to start a fight than Mother Theresa, but is Michael Jackson or Joan of Arc more likely to be a runaway bride? Does the Easter Bunny or Bart Simpson look better in a swimsuit? Each round not only features betting on the eventual winners and finalists, but a bonus if "your" contestant makes it through! For 3-8 players aged 12 & up. Playing time 45 minutes. \$25.00



Uneath

by BROTHERWISE GAMES

ISBN: 856934004115

Binding: Unknown

Publisher:

Pub. Date: unknown

Pages:

Price: \$42.00

Long ago, your ancestors built great cities across the world. Now your tribe must explore forests, deserts, islands, mountains, and caverns to find these lost cities. Claim the ruins, build places of power, and restore the glory of a bygone age. Uneath is a bend-your-luck game of dice placement and set collection. Designed by Jason Harner and Matthew Ransom, it plays in under an hour with 2-4 players. Each player leads a tribe of Delves, represented by five dice (3 six-sided, 1 four-sided, and 1 eight-sided). Players take turns rolling and placing dice in an attempt to claim Ruins. The game's elegant core mechanic is accessible to players of all skill levels. High rolls help players claim Ruins, while low rolls help players collect Stones. This opens two paths to victory: claiming sets of Ruins or using Stones to build Wonders. Delver cards help you affect your dice rolls or dice in play, and Wonders can grant abilities that impact the late game. 2 to 4 players. Ages 8+.



Villageopoly Game

by GAS STATION ART CENTRE

ISBN: X42608

Binding:

Publisher:

Pub. Date:

Pages:

Price: \$50.00

A twist on the classic Monopoly board game featuring a collection of favourite Osborne Village businesses and personalities, from Wild Planet to Little Sister Coffee Maker, and everyone in between! All proceeds support the Gas Station Arts Centre's new theatre re-development.