



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.



Codenames Duet

by CZECH GAMES

ISBN: 8594156310400
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$22.95

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.

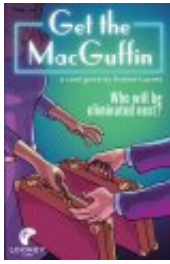


Dungeon Alliance

by QUIXOTIC GAMES

ISBN: 850769005019
Binding: Unknown
Publisher: Quixotic Games
Pub. Date: 2018-01-01
Pages:
Price: \$105.00

In the days before the Void consumed much of the Old World, there were stalwart humans, elves, dwarves, and gnomes who banded together to invade the deep places of the earth. These heroes forged unbreakable alliances in search of knowledge, treasure, and glory. Rival adventuring parties would often descend into the same dungeon, and these companies fought one another as fiercely as they battled the monsters that lurked behind every dark corner. These were daring times, when nothing in the world was considered more sacred than the oath that bound those who shared the dangers of the pit together. This was the age of the Dungeon Alliance. Dungeon Alliance is a deck-building, dungeon-crawling miniatures adventure game that allows players to send 1 - 4 different teams of adventurers into perilous dungeons in search of experience and treasure. At the start of the game, each player drafts his or her own team of four heroes and uses tactical movement and cardplay to overcome the dungeon's monsters and acquire treasures. Rival teams may compete with one another to slay monsters, or even battle one another for complete domination. When the sun greets those who emerge from the pit, only one Dungeon Alliance will prove victorious! 1 to 4 players. Recommended ages 12 and up. Playing time 1 to 3 hours.



Get the Macguffin

by LOONEY LABS

ISBN: 857848004598
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$12.00

As popularized by Alfred Hitchcock, the "MacGuffin" is the thing that everyone wants and is trying to get. Examples include the Holy Grail, the Maltese Falcon, and the briefcase in the movie Pulp Fiction. The game Get the MacGuffin is a quick and humorous deduction game involving hand management and player elimination. The goal is to be the last player with cards. The player with the MacGuffin card will frequently win the game, but holding onto that card can prove quite difficult! Also, because there are 23 cards in the deck and players are always dealt an equal number of cards, there will always be some cards that are not in play. Figuring out which cards are missing is part of the strategy! Who has the MacGuffin? Will the Assassin take out The Crown? What did the Garbage Collector find in the trash? What will The Thief steal, and from whom? To the shrewd, all may become known, but sometimes all you can do is shrug. 2 to 11 players. Ages 8+.



Harry Potter Knight Bus 3d Puzzle

by WREBBIT

ISBN: 665541005077
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$30.00

If you're a stranded wizard in need of an urgent, safe and discreet form of transportation, simply stick out your wand arm close to the curb and The Knight Bus will appear. Once on board, this purple triple-decker bus will squeeze through small spaces and travel quicker than a regular bus to make sure you reach your destination in time. But one question remains: how fast can you build this 280-piece Harry Potter™ 3D puzzle?

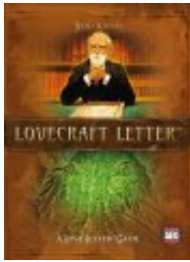


Kingdomino

by BLUE ORANGE

ISBN: 803979036007
Binding: Unknown
Publisher: Blue Orange Games
Pub. Date: 2018-01-01
Pages:
Price: \$28.00

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.

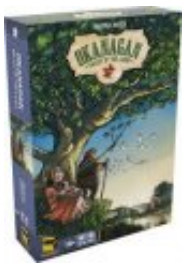


Lovecraft Letter

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.



Okanagan Valley of the Lakes

by MATAGOT

ISBN: 3760146644113
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$42.00

The Okanagan Valley, with its huge lakes and fertile meadows, awaits anyone willing to exploit it. Okanagan is a 2-4 player non-confrontational tile laying game based on the idea of farming in Canada's Okanagan Valley. Shape the land and store your wealth in the gathering and territory-building game Okanagan: Valley of the Lakes. In the game, players arrange tiles to design the landscape along with its natural resources — and it's your job to place one of the three buildings to obtain and secure these resources so that you can complete your objectives. A high-quality game with beautiful artwork makes this a great choice for the gamer in your life! Ages 10 & up. \$42.00.



Pelican Bay

by DREI HASEN

ISBN: 816780002369
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$43.00

Pelican Bay is an entry level tile laying board game suitable for the family to play. You have to play tile pieces to create an exotic island with beaches and tropical forests. Gameplay involves placing tiles to enlarge the exotic paradise step by step. Use the sun discs to try to block the other players. The player who enlarges areas skillfully and is able to close as many areas as possible attracting blue pelicans has the best chances of winning. 2-4 players. 40-50 mins playing time. Ages 10 and up.



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.



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