



After the Virus

by FRYXGAMES

ISBN: 610098346050

Binding: Unknown

Publisher:

Pub. Date: unknown

Pages:

Price: \$30.00

The zombie apocalypse is here! After The Virus is a cooperative deck builder in which you and your friends band together to survive and complete different missions. The 15 included missions form a storyline if played in sequence, but don't expect to survive that easily because the zombies will attack you in ever increasing numbers! Your deck is invaded by more zombies each time it is reshuffled, so you need to search the area deck for useful weapons and other things to help you. Some stuff can be added to your deck while others will stay in your play area, and still other things will be usable only once in the game. To manage your deck and play area well is critical if you are to complete the mission before you are overwhelmed by the zombies!



Dungeon Alliance

by QUIXOTIC GAMES

ISBN: 850769005019

Binding: Unknown

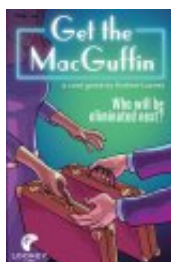
Publisher: Quixotic Games

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?



Kinder Perfect

by KINDER PERFECT

ISBN: 748252208194
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$50.00

Kinder Perfect: A Timeout for Parents (2016) 4 Players - Time: -- Age: 17+ There are four times when KinderPerfect is better than binging on Netflix: Moms' night out to laugh at the challenges of parenthood. Baby showers to surprise new parents with the joys of poop. Birthday parties to break the ice with other parents. Family get-togethers where Cards Against Humanity is too crass. KinderPerfect contains 210 casino-quality cards that can be played alone or used in combination with Cards Against Humanity, Apples to Apples, or our favorite, JadedAid. Best of all, everyone gets a participation ribbon! How to Play The "Parent" player will read out a red Question Card and other players will submit their white Answer Cards. The Parent picks the winner they like the best, well, because they said so. The winner then becomes the Parent for the next round. You win by amassing useless Answer Cards, just like in real life! You can play KinderPerfect separately or with a Cards Against Humanity card deck. You should always play with copious refreshments and really good friends - even your parents!



Munchkin Lite

by STEVE JACKSON GAMES

ISBN: 091037863416
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$25.50

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. And you'll love this version of the game. It's got all the same dungeon-crawling, pun-making, backstabbing madness of original Munchkin. But with 115 cards, it's the perfect size for three to four players. Take it anywhere, and play it in an hour! 3-4 players. Ages 10 and up. One game takes about an hour.

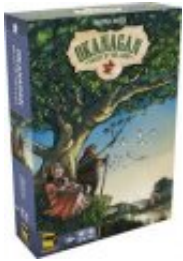


Nمبر9

by ASMODEE

ISBN: 841333103989
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$47.99

Numbers aren't worth anything in Nمبر9 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+.



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.



Pandemic Legacy Season 2 Yellow

by Z MAN GAMES

ISBN: 841333103309
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$120.00

The world almost ended 71 years ago... The plague came out of nowhere and ravaged the world. Most died within a week. Nothing could stop it. The world did its best. It wasn't good enough. For three generations, we, the last fragments of humanity have lived on the seas, on floating stations called "havens." Far from the plague, we are able to provide supplies to the mainland to keep them (and us) from succumbing completely. We've managed to keep a network of the largest known cities in the world alive. Things have been tough the past few years. Cities far away from the havens have fallen off our grid... Tomorrow, a small group of us head out into what's left of the world. We don't know what we'll find. Pandemic Legacy: Season 2 is an epic cooperative game for 2 to 4 players. Unlike most other games, this one is working against you. What's more, some of the actions you take in Pandemic Legacy will carry over to future games. No two worlds will ever be alike! 2-4 players. Ages 14+. One game takes about 60 minutes.



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.

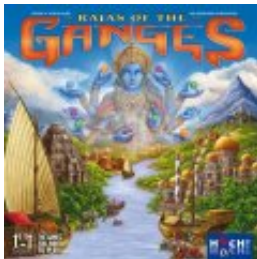


Queendomino

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.

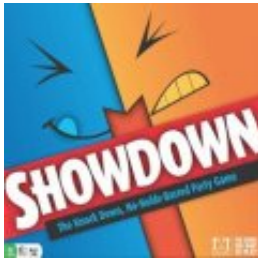


Rajas Of The Ganges

by R & R GAMES

ISBN: 4260071879783
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$58.00

Through tactics and karma to wealth and fame...In 16th century India, the powerful empire of the Great Moguls rises between the Indus and the Ganges rivers. Taking on the role of rajas and ranis – the country's influential nobles – players in Rajas of the Ganges race against each other in support of the empire by developing their estates into wealthy and magnificent provinces. Players must use their dice wisely and carefully plot where to place their workers, while never underestimating the benefits of good karma. Success will bring them great riches and fame in their quest to become legendary rulers. 2-4 players. 45-75 mins playing time. Ages 12+



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



Unearth

by BROTHERWISE GAMES

ISBN: 856934004115
Binding: Unknown
Publisher:
Pub. Date: unknown
Pages:
Price: \$45.00

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. Unearth 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 Delvers, 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+.



Floor Wars: Vampires Vs Unicorns

by ATTABOY-YUMFACTORY

ISBN: 9781640310391
Binding: Unknown
Publisher:
Pub. Date: 2017-10-31
Pages:
Price: \$48.95

It's time to CHOOSE YOUR SIDE! Will you lead the fierce blood snob VAMPIRES or perhaps throw down with a herd of obnoxious UNICORNS? VAMPIRES vs. UNICORNS: Floor War is a hilariously fun THROWING CARD game with unexpected results, featuring fantastic hand painted tile art by TRAVIS LAMPE and TRAVIS LOUIE suitable for framing! Draw from your deck of cards to RAISE THE DEAD, cause a UNICORN STAMPEDE, and more! It's up to you to find the best throwing technique to destroy your opponent's FLOOR TILES, but, like, BEWARE! As not all tiles are the same! It's HORN vs. TOOTH, HOOV vs. CLAW! 2 players. Ages 7 and up. 10-20 mins playing time.



What Do You Meme?

by WHAT DO YOU MEME

ISBN: 860649000300

Binding: Unknown

Publisher:

Pub. Date: unknown

Pages:

Price: \$46.00

What do you Meme?: A Millennial Card Game For Millennials And Their Millennial Friends3-20 Players - 30-90 Min Playing Time - Age: 18+ What Do You Meme? is the funniest party game you've never playedCompete to create the funniest memesParty card game for friends for the social media generation. Think you've got what it takes to out-meme your friends IRL? Compete to create the funniest meme by pairing Caption Cards with the Photo Card in play. A rotating judge picks the best combination each round. Play until you're hungry, at which point stop playing and order a pizza. The rules are simple. Each round, a rotating judge plays a Photo Card and everyone else plays a Caption Card to complete the meme. The judge decides the funniest pairing, and whoever played the winning Caption Card wins the round. Lather, rinse, repeat.