

Codenames Harry Potter

by CODENAMES

ISBN: 700304049902
Binding: Unknown
Publisher: USAopoly
Pub. Date:
Pages:
Price: \$32.00

CODENAMES: Harry Potter™ is a fun, easy-to-learn cooperative word and picture deduction game for Harry Potter fans of all game levels. Players help their teammates locate secret Agents who are concealed among a grid of Harry Potter references. Use only one-word clues to guide guessers to the right spots, or hidden Death Eaters will cost them the win. This co-op game is a great challenge for Harry Potter fans of all levels. Work together with multiple players on each team to increase your chances of locating all of the secret Agents. 2+ players. Ages 11 and up.



Decrypto

by LE SCORPION MASQUE

ISBN: 807658000716
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$32.50

Players compete in two teams in Decrypto, with each trying to correctly interpret the coded messages presented to them by their teammates while cracking the codes they intercept from the opposing team. In more detail, each team has their own screen, and in this screen they tuck four cards in pockets numbered 1-4, letting everyone on the same team see the words on these cards while hiding the words from the opposing team. In the first round, each team does the following: One team member takes a code card that shows three of the digits 1-4 in some order, e.g., 4-2-1. They then give a coded message that their teammates must use to guess this code. For example, if the team's four words are "pig", "candy", "tent", and "son", then I might say "Sam-striped-pink" and hope that my teammates can correctly map those words to 4-2-1. If they guess correctly, great; if not, we receive a black mark of failure. Starting in the second round, a member of each team must again give a clue about their words to match a numbered code. If I get 2-4-3, I might now say, "sucker-prince-stake". The other team then attempts to guess our numbered code. If they're correct, they receive a white mark of success; if not, then my team must guess the number correctly or take a black mark of failure. (Guessing correctly does nothing except avoid failure and give the opposing team information about what our hidden words might be.) The rounds continue until a team collects either its second white mark (winning the game) or its second black mark (losing the game). Games typically last between 4-7 rounds. If neither team has won after eight rounds, then each team must attempt to guess the other team's words; whichever team guesses more words correctly wins. 3-8 players. Ages 12+. Game time is 15-45 mins.



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 explanation in order to not be detected! 4-8 players. Ages 8 and up.

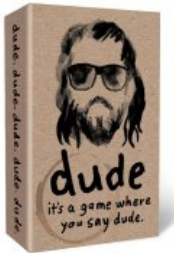


Downton Abbey 3D Puzzle

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.

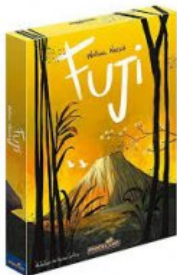


Dude Game

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

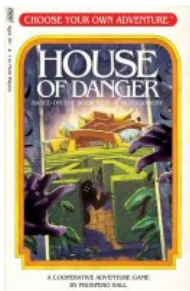


Fuji

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.



House Of Danger: Choose Your Own Adventure

House of Danger

by ZMAN

ISBN: 841333105761
Binding: Unknown
Publisher:
Pub. Date:
Pages:
Price: \$36.00

The classic Choose Your Own Adventure series comes to life in the narrative adventure game Choose Your Own Adventure: House of Danger. Will you survive the House of Danger? Gather your friends for a perilous and laughter-filled adventure through the House of Danger itself. Make risky choices, collect items as you explore, and face off against dire challenges. Play again and again to uncover more secrets and different endings! 1-8 players. 60-120 minutes play time. Ages 8 and up.



Just One

by REPOS

ISBN: 5425016922583

Binding:

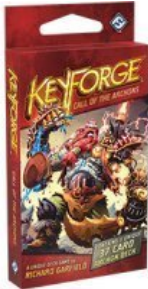
Publisher:

Pub. Date:

Pages:

Price: \$33.00

Just One is a cooperative party game in which you play together to discover as many mystery words as possible. Find the best clue to help your teammate. Be unique, as all identical clues will be cancelled! A complete game is played over 13 cards. The goal is to get a score as close to 13 as possible. In case of a right answer, the players score 1 point. In case of wrong answer, they lose the current card as well as the top card of the deck. Thus losing 2 points. In case of lack of answer, the players only lose the current card, and therefore only 1 point. You have the choice – make the difference! 3-7 players. Ages 8+.



KeyForge: Call of the Archons - Single Deck

by FANTASY FLIGHT GAMES

ISBN: 841333106003

Binding: Unknown

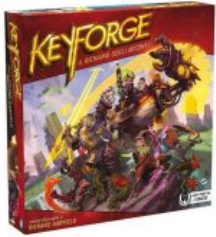
Publisher:

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 ...



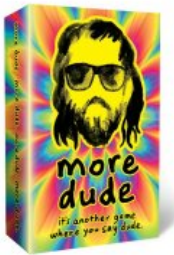
KeyForge: Call of the Archons - Starter Set

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



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 receives a planet core without anything on it, at each turn players will choose a tile with mountain/ice/forest/desert on it and place it on the planet. Then the player who fulfills the most conditions of apparition of some animals, gain its card. 2-4 players. Ages 8 and up.



Shaky Manor Game

by BLUE ORANGE

ISBN: 803979056005

Binding: Unknown

Publisher: Blue Orange Games

Pub. Date:

Pages:

Price: \$24.00

Shaky Manor, from Blue Orange games is a dexterity game for all ages. Take up your house, and shake it to get your explorer and the treasures into the chosen room, without any of the spooky creatures. First one done earns the room, but also gains a new monster! This fast and fun game features beautiful wooden components and three styles of play to keep you engaged for a long time. Ages 5 & 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.