Do you have what it takes to be seen as an honest merchant? Will you make a deal with the Sheriff to let you in? Or will you persuade the Sheriff to target another player while you quietly slip by the gate? Declare your goods, negotiate deals, and be on the lookout for the Sheriff of Nottingham!
Category:
Party games, humor, bluffing

Difficulty:
Easy to learn.

Age: 8+

Play Time: 10 min.

Players: 3-10 players

ONE NIGHT ULTIMATE WEREWOLF

a fast game for 3-10 players in which everyone gets a role: One of the dastardly Werewolves, the tricky Troublemaker, the helpful Seer, or one of a dozen different characters, each with a special ability. In the course of a single morning, your village will decide who is a werewolf...

CHECK ME OUT!
CLICK HERE TO VISIT OUR CATALOG
**Category:**
Fast paced drafting, card games, family games

**Difficulty:**
Easy to learn.

**Age:** 8+

**Play Time:** 15 min.

**Players:** 2-5 players

In the super-fast sushi card game Sushi Go!, you are eating at a sushi restaurant and trying to grab the best combination of sushi dishes as they whiz by. Score points for collecting the most sushi rolls or making a full set of sashimi. Dip your favorite nigiri in wasabi to triple its value! And once you've eaten it all, finish your meal with all the pudding you've got!
Category:
Card game, humor, horror, storytelling

Difficulty:
Easy to learn rules, storytelling will improve after multiple plays

Age: 13+

Play Time: 60 min.

Players: 2-4 players

The world of Gloom is a sad and benighted place. The sky is gray, the tea is cold, and a new tragedy lies around every corner. Debt, disease, heartache, and packs of rabid flesh-eating mice—just when it seems like things can't get any worse, they do.

But some say that one's reward in the afterlife is based on the misery endured in life.
**Category:**
Card games, 90s nostalgia, strategy

**Difficulty:**
Complex set up, easy to play

**Age:** 12+

**Play Time:** 30 min.

**Players:** 2-6 players

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**THE OREGON TRAIL**

All sorts of gruesome deaths await you and the rest of your wagon party in this official multi-player card game version of the classic computer game. To win you’ll need to keep one player alive all the way from Independence, MO to the Willamette Valley.
Category:
Card games, humor, dungeon diver

Difficulty:
Easy to learn, lots of replay value

Age: 12+

Play Time: 1-2 hrs.

Players: 3-6 players

Category:
Word games, strategy, classic

Difficulty:
Easy set up, improve with re-play

Age: 10+

Play Time: 90 min.

Players: 2-4 players

In this classic word game, players use their seven drawn letter-tiles to form words on the gameboard. Each word laid out earns points based on the commonality of the letters used, with certain board spaces giving bonuses.
**Category:**
Card games, strategy, resource allocation

**Difficulty:**
Complex at first, simple after first play

**Age:** 10+

**Play Time:** 70 min.

**Players:** 3-5 players

**CVLIZATIONS**

Gameplay is built around action selection. Each turn, every player chooses two order cards, and the strength of the action depends on how many other players have chosen that action. Players manage their resources to develop ideas, and in the end, the one who collected the most happiness points wins.

CHECK ME OUT!
CLICK HERE TO VISIT OUR CATALOG
Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate.

Category: Adventure games, strategy, storytelling

Difficulty: Complex, with lots of replay value

Age: 12+

Play Time: 60 min.

Players: 3-6 players
Category:
Dice games, chance, fantasy

Difficulty:
easy to learn and play

Age: 14+

Play Time: 15 min.

Players: 2-5 players

You are the world's most fearless dragon slayers, competing to be crowned the master slayer. Your brave warrior must search far and wide for these ferocious beasts, defend yourself against its attacks and be ever ready to strike them down.
Category:
Adventure, card game, humor

Difficulty:
Simple premise, with cutthroat gameplay

Age: 8+

Play Time: 20-60 min.

Players: 2-4 players

In Backstab: A Macabre Card Game, players battle the demented, disgusting and deranged from macabre characters to diabolical traps! Using action cards, players try to beat each encounter they face. Players may also confiscate coins from their opponents by attacking them with backstab moves.
**Category:**
Family, party, card game, humor

**Difficulty:**
Easy to learn, quick gameplay

**Age:** 8+

**Play Time:** 10 min.

**Players:** 2-6 players

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It's the hilarious headline card game! This game is a little different: you're dealt a hand of cards with words on them, each with a point value. When it's your turn, construct the headline that earns the highest points... and often the biggest laughs! The first player to get to 500 points wins.
Category:
card game, pattern recognition

Difficulty:
Easy to learn, quick gameplay

Age: 6+

Play Time: 15-20 min.

Players: 1-99 players

In Clades Prehistoric, players must quickly scan an array of cards on the table — along with their own private card — to make triples as quickly as possible. Whoever spots the most triples wins.
Category: Classic, abstract, strategy

Difficulty: Learn over a number of plays, improve over time

Age: 6+

Play Time: 60 min.

Players: 2 players

The king of all classic board games, dating back well over 1,000 years, Chess requires concentration, patience and strategy. From novice to master, Chess continues to challenge players of all ages.
Deck building, cooperative, history/fantasy

The colonies of the Americas were a haven for the persecuted. But now there's a war for independence, and those who would have freedom must fight for it.

**Category:**
Deck building, cooperative, history/fantasy

**Difficulty:**
Complex set up, fairly easy to learn

**Age:** 13+

**Play Time:** 30-60min.

**Players:** 1-4 players
Category: 
card game, humor, party game

Difficulty: 
Easy to learn and play

Age: 12+

Play Time: 30min.

Players: 4-10 players

APPLES TO APPLES

Each round, the active player draws a Description card from the deck, then the other players each secretly choose the Thing card in hand that best matches that description. The active player then reveals these cards and chooses the Thing card that, in his opinion, best matches the Description card, which he awards to whoever played that Thing card.
**Category:**
card game, humor, party game

**Difficulty:**
Easy to learn and play

**Age:** 14+

**Play Time:** 30-60min.

**Players:** 2-8 players

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**Build a Unicorn Army. Betray your friends.**

Unicorns are your friends now. **Unstable Unicorns** is a strategic card game about everyone’s two favorite things: Destruction and Unicorns!

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**Contents:**
135 cards and rule book

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**CHECK ME OUT!**
CLICK HERE TO VISIT OUR CATALOG
Welcome to the city of Machi Koro. You've just been elected Mayor. Congrats! Unfortunately the citizens have some pretty big demands: jobs, a theme park, a couple of cheese factories and maybe even a radio tower. A tough proposition since the city currently consists of a wheat field, a bakery and a single die!

**Category:**
Card game, city building, strategy

**Difficulty:**
Easy to learn, develop strategy

**Age:** 10+

**Play Time:** 30min.

**Players:** 2-4 players
Category:
City building, strategy, classic games

Difficulty:
Easy to learn, develop strategy

Age: 10+

Play Time: 60-120min.

Players: 3-4 players

In Catan (formerly The Settlers of Catan), players try to be the dominant force on the island of Catan by building settlements, cities, and roads. Players collect resources (cards)—wood, grain, brick, sheep, or stone—to build up their civilizations to get to 10 victory points and win the game.
Category:
Cooperative, strategy, family

Difficulty:
Complex, great replay value

Age: 8+

Play Time: 45min.

Players: 2-4 players

In Pandemic, several virulent diseases have broken out simultaneously all over the world! The players are disease-fighting specialists whose mission is to treat disease hotspots while researching cures for each of four plagues before they get out of hand.