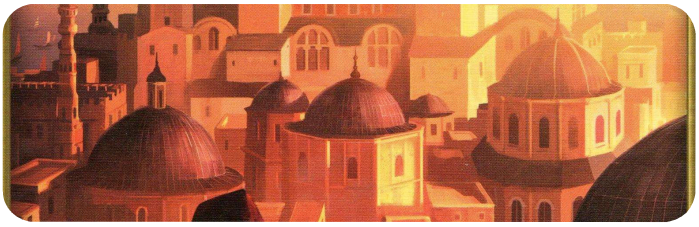
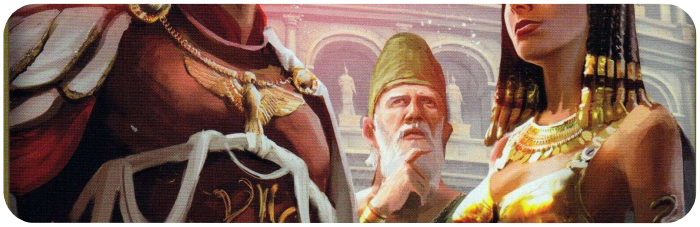
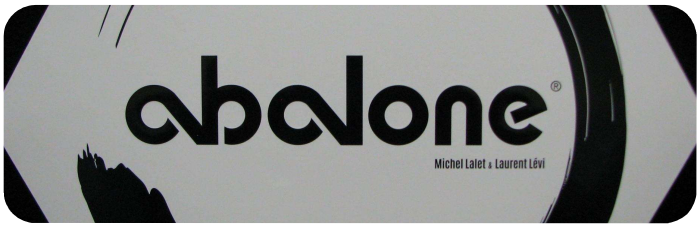
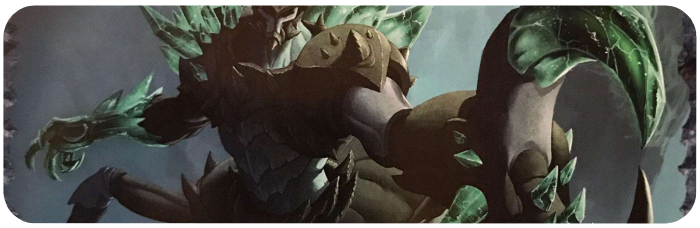
BOARD GAME COLLECTION

Date 27 September 2022 **User** krz2106









BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
5 Minuten Puzzle	6.2	2.0	1 - 6	5
7 Wonders	7.7	2.3	2 - 7	30
7 Wonders Duel	8.1	2.2	2	30
7 Wonders: Cities	7.8	2.3	2 - 8	40
7 Wonders: Leaders	7.8	2.2	2 - 7	40
A Feast for Odin	8.2	3.8	1 - 4	120
A Feast for Odin: Mini Expansi..	8.4	3.6	1 - 4	120
Abalone	6.4	2.1	2	30
Aeon's End	8.0	2.7	1 - 4	60
Aeon's End: The Depths	8.3	2.7	1 - 4	60
Aeon's End: The Nameless	8.4	2.7	1 - 4	60
Aeon's End: The Outer Dark	8.5	2.8	1 - 4	60
Aeon's End: The Void	8.5	2.8	1 - 4	0
Aeon's End: War Eternal	8.3	2.9	1 - 4	60
Agricola	7.9	3.6	1 - 5	150
Alchemists	7.6	3.9	2 - 4	120
Alchemists: The King's Golem	8.3	4.5	2 - 4	120
Alhambra: Big Box	7.5	2.3	2 - 6	60
All-Star Draft	7.3	2.2	2 - 6	45
Ancient Terrible Things	6.7	2.0	2 - 4	60
Anno 1800	7.8	3.1	2 - 4	120
Antinomy	7.0	2.0	2	30
Aqualin	7.0	1.6	2	20
Architects of the West Kingdom	7.8	2.7	1 - 5	80
Architects of the West Kingdom..	8.1	2.8	1 - 6	80
Ark Nova	8.7	3.7	1 - 4	150
Armonia	6.0	1.3	1 - 4	60
Atlantis	6.5	1.8	2 - 4	45

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
Awkward Guests	7.7	2.3	1 - 8	75
Azul	7.8	1.7	2 - 4	45
Azul: Crystal Mosaic	7.2	1.8	2 - 4	45
BANG!	6.5	1.6	4 - 7	40
Barrage	8.2	4.0	1 - 4	120
Barrage: 5-Player Expansion	8.1	4.0	1 - 5	120
Barrage: The Leeghwater Projec..	8.3	4.1	1 - 4	120
Bausack	6.8	1.3	2 - 8	45
Beasty Bar	6.8	1.4	2 - 4	20
Beasty Bar 3: Born to Be Wild	7.1	1.8	2 - 4	20
Beasty Bar: New Beasts in Town	7.0	1.8	2 - 4	20
Between Two Castles of Mad Kin..	7.3	2.1	2 - 7	60
Beyond the Sun	8.0	3.1	2 - 4	120
Billabong	6.8	1.9	2 - 4	30
Biss 20	7.1	1.4	2 - 8	20
Black Stories: Real Crime Edit..	5.7	1.1	2 - 15	20
Blokus	6.8	1.7	2 - 4	20
Bloodborne: The Card Game	6.9	2.0	3 - 5	45
Boonlake	7.8	3.6	1 - 4	160
Brass: Birmingham	8.6	3.9	2 - 4	120
Broom Service	7.1	2.4	2 - 5	75
Bunte Blätter	6.5	0.0	2 - 4	10
Burgle Bros 2: The Casino Cape..	7.5	2.5	1 - 4	70
Cable Car	6.6	1.8	2 - 6	45
Café International	6.2	1.6	2 - 4	60
Calavera	6.8	1.0	2 - 4	20
Calico	7.7	2.2	1 - 4	45
Can't Stop	6.8	1.1	2 - 4	30

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
Captain Sonar	7.5	2.1	2 - 8	60
Carcassonne	7.4	1.9	2 - 5	45
Carson City	7.2	3.1	2 - 5	90
Cartographers	7.7	1.8	1 - 100	45
Catan	7.1	2.3	3 - 4	120
Catan Card Game	6.7	2.4	2	120
Catan: 5-6 Player Extension	6.9	2.3	5 - 6	120
Catan: Cities & Knights	7.4	2.9	3 - 4	90
Catan: Seafarers	7.1	2.4	3 - 4	90
Caves of Rwenzori	7.3	0.0	1 - 5	60
Caves of Rwenzori: Legend of t..	8.0	0.0	1 - 5	60
Caves of Rwenzori: The Intrepi..	7.5	0.0	1 - 6	60
Caves of Rwenzori: The Monsoon..	8.0	0.0	1 - 5	60
Charterstone	7.3	2.8	1 - 6	75
Chronicles of Crime	7.7	2.0	1 - 4	90
Chronicles of Crime: Noir	8.0	2.0	1 - 4	90
Chronicles of Crime: Welcome t..	7.6	1.9	1 - 4	90
Clank! Expeditions: Gold and S..	8.0	2.1	2 - 4	60
Clank! Expeditions: Temple of ..	8.1	2.0	2 - 4	60
Clank! Legacy: Acquisitions In..	7.8	1.0	2 - 4	60
Clank! Legacy: Acquisitions In..	7.7	1.0	2 - 4	60
Clank!: A Deck-Building Advent..	7.8	2.2	2 - 4	60
Clank!: Adventuring Party	8.3	2.1	2 - 6	120
Clank!: Legacy – Acquisition..	8.6	2.6	2 - 4	120
Clank!: Sunken Treasures	8.0	2.2	2 - 4	60
Clank!: The Mummy's Curse	7.9	2.2	2 - 4	60
CloudAge	7.4	2.7	1 - 4	100
Clue	5.6	1.6	2 - 6	45

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
Codenames	7.6	1.2	2 - 8	15
Codex Naturalis	7.2	1.7	1 - 4	30
Colt Express	7.1	1.8	2 - 6	40
Colt Express: Horses & Stageco..	7.4	2.1	2 - 6	60
Cosmogenesis	7.4	2.6	2 - 4	60
Creature Comforts	8.4	2.6	1 - 5	45
Cross Clues	7.4	1.0	2 - 6	10
Cryptid	7.5	2.2	3 - 5	50
Cupcake Academy	6.9	1.2	2 - 4	10
Curators	7.1	2.4	1 - 4	75
Dampfross	6.2	2.2	2 - 6	90
Das perfekte Wort	7.1	1.5	1 - 6	15
Dead of Winter: Kodiak Colby	7.6	2.5	3 - 5	100
Dead of Winter: The Long Night	7.6	3.3	2 - 5	120
Deception: Murder in Hong Kong	7.4	1.5	4 - 12	20
Decrypto	7.7	1.8	3 - 8	45
Deutschlandreise	4.4	1.2	2 - 6	45
Dice Hospital	7.1	2.3	1 - 4	90
Dice Hospital: Deluxe Add-Ons ..	7.2	2.0	1 - 4	90
Dice Hospital: ER – Emergenc..	6.2	0.0	1 - 6	30
Dice Theme Park	7.6	3.0	1 - 4	90
Dinosaur Island	7.6	3.0	1 - 4	120
Dungeon Drop	6.8	1.4	1 - 4	20
Dungeon Lords	7.3	3.5	2 - 4	90
Enchanted Forest	5.7	1.2	2 - 6	60
Escape from the Aliens in Oute..	6.9	1.8	2 - 8	45
Escape Plan	7.5	3.6	1 - 5	120
Everdell	8.1	2.8	1 - 4	80

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
Everdell: Bellfaire	8.0	2.9	1 - 6	120
Everdell: Spirecrest	8.3	3.0	1 - 4	100
Explore Europe	5.0	1.4	2 - 6	30
Fantastic Factories	7.5	2.1	1 - 5	60
Fantastic Factories: Manufacti..	7.9	2.0	1 - 5	60
Fantastic Factories: Subterfug..	7.3	1.0	1 - 5	60
Fantasy Realms	7.5	1.7	2 - 6	20
Fantasy Realms: The Cursed Hoa..	7.6	2.0	3 - 6	30
Fields of Arle	8.0	3.8	1 - 2	120
FITS	6.5	1.3	1 - 4	45
Food Chain Magnate	8.1	4.2	2 - 5	240
For Science!	7.4	2.1	1 - 6	15
Frank's Zoo	6.6	1.5	3 - 7	60
Fugitive	7.2	1.6	2	20
Fuji	6.6	2.2	2 - 4	45
Fuji Koro: Deluxe	7.6	2.8	1 - 6	120
Galaxy Trucker	7.3	2.3	2 - 4	60
Gùgōng	7.5	3.0	1 - 5	90
Gen7: A Crossroads Game	6.3	2.4	3 - 4	90
Genoa	7.0	3.0	2 - 5	120
Get on Board: New York & Londo..	7.9	1.5	2 - 5	30
Glen More II: Chronicles	7.9	3.0	2 - 4	120
Gloomhaven	8.7	3.8	1 - 4	120
Gloomhaven: Jaws of the Lion	8.6	3.5	1 - 4	120
Go Nuts!	6.2	1.0	2 - 4	15
GOLD	6.8	1.0	2 - 5	15
Golem	7.6	3.9	1 - 4	120
Grand Austria Hotel	7.8	3.2	2 - 4	120

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
Great Plains	7.3	1.9	2	20
Great Western Trail	8.3	3.7	2 - 4	150
Great Western Trail: Rails to ..	8.5	3.8	2 - 4	150
Gum Gum Machine	5.8	1.7	2 - 4	30
Halli Galli	5.7	1.0	2 - 6	10
Hare & Tortoise	6.6	1.9	2 - 6	45
Harry Potter: Hogwarts Battle	7.4	2.0	2 - 4	60
Harry Potter: Hogwarts Battle ..	7.5	2.6	2 - 4	60
Heimlich & Co.	6.4	1.4	2 - 7	30
Hey, That's My Fish!	6.7	1.4	2 - 4	20
Hidden Games Crime Scene: The ..	8.2	2.2	1 - 6	150
Hidden Games Tatort: Grünes G..	8.3	2.0	1 - 6	180
Hidden Leaders	7.6	1.8	2 - 6	40
High Score	6.4	1.0	2 - 5	30
Hive	7.3	2.3	2	20
Human Punishment: The Beginnin..	8.6	3.0	3 - 6	180
In the Hall of the Mountain Ki..	7.7	2.8	2 - 5	90
Ingenious	7.1	1.9	1 - 4	45
Inspektor Nase	6.8	1.0	2 - 5	20
Isle of Skye: From Chieftain t..	7.4	2.2	2 - 5	50
Istanbul	7.5	2.5	2 - 5	60
Istanbul: Mocha & Baksheesh	7.9	2.7	2 - 5	60
It's a Wonderful World	7.8	2.3	1 - 5	60
It's a Wonderful World: Corrup..	8.2	2.6	1 - 7	45
It's a Wonderful World: War or..	7.9	2.1	1 - 5	60
Jagged Alliance: The Board Gam..	8.2	3.4	1 - 4	360
Jump Drive	7.0	2.0	2 - 4	30
Kahuna	6.6	2.0	2	40

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
Kaleidos	6.7	1.2	2 - 12	60
Kanban EV	8.6	4.3	1 - 4	180
Keltis	6.4	1.6	2 - 4	30
Kill Doctor Lucky	6.1	1.6	3 - 8	45
King of New York	6.9	1.8	2 - 6	40
Kingdomino	7.3	1.2	2 - 4	25
Kingdomino: Age of Giants	7.2	1.6	2 - 5	20
Kingsburg	7.1	2.4	2 - 5	90
Kitchen Rush (Revised Edition)	7.6	2.0	2 - 4	60
Kitchen Rush (Revised Edition)..	8.3	0.0	2 - 4	60
Kitchen Rush: Unerfreulicher B..	8.3	0.0	2 - 4	60
Kluster	6.7	1.0	1 - 4	20
Kodama: The Tree Spirits	6.7	1.6	2 - 5	30
Kompromat	7.1	1.6	2	30
Kremlin	6.9	2.8	3 - 6	75
Le Havre	7.8	3.7	1 - 5	150
Legends of Andor	7.1	2.7	2 - 4	90
Legends of Andor: Dark Heroes	7.7	3.0	2 - 6	90
Legends of Andor: New Heroes	7.5	2.6	2 - 6	90
Legends of Andor: The Star Shi..	7.7	2.8	2 - 4	90
Lewis & Clark: The Expedition	7.4	3.3	1 - 5	120
Libertalia: Winds of Galecrest	6.0	1.9	1 - 6	60
Ligretto	6.1	1.1	2 - 4	10
Little Town	7.2	1.9	2 - 4	60
Living Forest	7.5	2.2	2 - 4	40
Lord of the Rings: The Confron..	7.2	2.1	2	30
Lords of Xidit	7.1	2.6	3 - 5	90
Lost Cities	7.1	1.4	2	30

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
Lost Ruins of Arnak	8.1	2.8	1 - 4	120
Lost Ruins of Arnak: Alicorn p..	7.8	2.0	1 - 4	120
Lost Ruins of Arnak: Expeditio..	8.8	3.2	1 - 4	120
Lost Ruins of Arnak: Saxophone..	7.7	3.5	1 - 4	120
LUNA Capital	7.5	1.9	1 - 4	45
Machi Koro	6.6	1.5	2 - 4	30
Machi Koro: Großstadt-Erweite..	7.1	1.8	2 - 4	40
Mage Knight: Ultimate Edition	8.9	4.6	1 - 5	150
Maglev Metro	7.3	2.7	1 - 4	90
Make 'n' Break	6.0	1.2	2 - 4	30
Mandala Stones	7.1	1.7	2 - 4	30
Marco Polo II: In the Service ..	8.0	3.3	2 - 4	120
Master Labyrinth	6.2	1.7	2 - 4	30
Mechs vs. Minions	8.0	2.4	2 - 4	120
Mercado de Lisboa	6.8	2.0	1 - 4	45
Merchants of the Dark Road	7.7	2.9	1 - 4	120
Merv: The Heart of the Silk Ro..	7.7	3.4	1 - 4	90
Messina 1347	7.8	3.4	1 - 4	120
MicroMacro: Crime City	7.7	1.1	1 - 4	45
Mille Fiori	7.3	2.1	2 - 4	90
Mombasa	7.8	3.8	2 - 4	150
Monopoly	4.3	1.6	2 - 8	180
Monza	6.6	1.0	2 - 6	10
Mr. Jack	7.0	2.1	2	30
Mysterium	7.2	1.9	2 - 7	42
Mysterium: Hidden Signs	7.8	1.8	2 - 7	42
Mysterium: Secrets & Lies	7.9	1.6	2 - 7	42
Nemesis	8.3	3.3	1 - 5	180

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
New York Zoo	7.2	2.0	1 - 5	60
Niagara	6.4	1.8	3 - 5	45
Niagara: The Spirits of Niagar..	6.8	2.1	3 - 6	45
NMBR 9	6.9	1.2	1 - 4	20
Notre Dame	7.3	2.7	2 - 5	75
On Mars	8.2	4.6	1 - 4	150
On Mars: Alien Invasion	8.4	0.0	1 - 5	150
On Tour	7.0	1.5	1 - 4	20
Pagan: Beyond the Palisades	0.0	0.0	2	75
Pagan: Fate of Roanoke	8.2	2.3	2	60
Paleo	7.8	2.6	1 - 4	60
Paleo: Der Initiationsritus	7.8	2.0	1 - 4	60
Paleo: Ein neuer Anfang	8.6	3.0	2 - 4	60
Palm Island	7.1	1.7	1 - 2	15
Pan Am	7.6	2.4	2 - 4	60
Pandemic	7.5	2.4	2 - 4	45
Pandemic Legacy: Season 0	8.6	3.0	2 - 4	60
Pandemic Legacy: Season 1	8.5	2.8	2 - 4	60
Pandemic Legacy: Season 2	8.1	3.2	2 - 4	60
Pandemic: On the Brink	8.0	2.6	2 - 5	45
Pandemic: Rapid Response	6.6	2.1	2 - 4	20
Panic Island!	6.5	1.0	1 - 8	2
Paper Dungeons: A Dungeon Scra..	7.4	2.1	1 - 8	30
Paris	7.3	2.7	2 - 4	90
Paris: La Cité de la Lumière	7.4	2.0	2	30
PARKS	7.7	2.1	1 - 5	60
PARKS: Nightfall Expansion	8.2	2.3	1 - 5	70
Patchwork	7.6	1.6	2	30

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
Pax Pamir: Second Edition	8.3	3.8	1 - 5	120
Penguin Party	6.4	1.1	2 - 6	15
Phase 10	5.1	1.2	2 - 6	45
Pickomino	6.5	1.1	2 - 7	20
Point Salad	7.2	1.1	2 - 6	30
Potion Explosion	7.1	1.7	2 - 4	45
Potion Explosion: The Fifth In..	7.5	1.8	2 - 4	60
Power Grid	7.8	3.2	2 - 6	120
Prime Climb	6.2	1.3	1 - 4	45
Project L	7.5	1.5	1 - 4	40
Project L: Ambassador Pack	7.4	0.0	1 - 5	40
Project L: Finesse	8.0	0.0	1 - 4	40
Project L: Finesse Ambassador ..	7.5	0.0	1 - 5	0
Puerto Rico	7.9	3.2	3 - 5	150
Pulsar 2849	7.7	3.3	2 - 4	90
Quirky Circuits: Penny & Gizmo..	7.3	0.0	2 - 4	30
Qwinto	7.0	1.3	2 - 6	15
Qwirkle	6.7	1.6	2 - 4	45
Qwixx	6.8	1.1	2 - 5	15
Ra	7.4	2.3	2 - 5	60
Raiders of the North Sea	7.7	2.5	2 - 4	80
Raiders of the North Sea: Fiel..	8.0	2.8	2 - 5	80
Raiders of the North Sea: Hall..	8.2	2.6	2 - 5	80
Raiders of the North Sea: Jarl..	7.6	3.0	2 - 6	80
Railroad Ink Challenge: Lush G..	7.8	2.2	1 - 4	30
Railroad Ink Challenge: Shinin..	7.7	2.2	1 - 4	30
Railroad Ink: Arcade Expansion..	7.1	0.0	1 - 4	30
Railroad Ink: Blazing Red Edit..	7.1	1.4	1 - 6	30

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
Railroad Ink: Deep Blue Editio..	7.2	1.4	1 - 6	30
Railroad Ink: Eldritch Expansi..	7.4	0.0	1 - 4	30
Railroad Ink: Engineer Expansi..	7.6	0.0	1 - 4	30
Railroad Ink: Futuristic Expan..	7.6	0.0	1 - 4	30
Railroad Ink: Sky Expansion Pa..	7.7	0.0	1 - 4	30
Railroad Ink: Underground Expa..	7.5	0.0	1 - 4	30
Rajas of the Ganges: The Dice ..	7.6	2.3	2 - 5	45
Rallyman: GT	7.3	2.2	1 - 6	60
Rallyman: GT – Championship	8.0	2.0	1 - 6	60
Rallyman: GT – GT5	8.0	2.2	1 - 6	60
Rallyman: GT – World Tour	7.9	2.0	1 - 6	0
Red Outpost	7.0	2.4	1 - 4	60
Remember Our Trip	7.4	2.1	2 - 4	30
Res Arcana	7.7	2.6	2 - 4	60
Res Arcana: Lux et Tenebrae	8.3	2.7	2 - 5	60
Ricochet Robots	7.0	2.4	1 - 99	30
Risk	5.5	2.0	2 - 6	120
Riverside	7.3	1.7	1 - 6	25
Roll for the Galaxy	7.6	2.7	2 - 5	45
Roll Through the Ages: The Bro..	6.8	1.7	1 - 4	45
Rolling Realms	7.2	1.8	1 - 6	30
Sagrada	7.5	1.9	1 - 4	45
Sagrada: The Great Facades –..	7.9	2.6	1 - 6	40
Sagrada: The Great Facades –..	7.5	2.2	1 - 6	40
San Ta Si	6.2	1.7	2	15
Savannah Park	7.1	1.5	1 - 4	40
Save Patient Zero	6.9	0.0	2 - 5	45
Scotland Yard	6.5	1.9	3 - 6	45

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
SCOUT	7.4	1.4	2 - 5	15
Scrabble	6.2	2.0	2 - 4	90
Sequoia	6.7	1.0	2 - 5	10
Sherlock Holmes Consulting Det..	7.7	2.6	1 - 8	120
Shipyard	7.3	3.5	2 - 4	120
Small World of Warcraft	7.5	2.5	2 - 5	80
Smart10	7.4	1.2	2 - 8	120
Smart10: Food & Drink	7.9	1.0	2 - 8	30
Smart10: Harry Potter	7.0	1.0	2 - 8	30
Smart10: History	7.5	0.0	2 - 8	20
Smart10: Neue Fragen 2.0	7.7	1.0	2 - 8	30
Smart10: Travel	7.3	2.0	2 - 8	30
Soviet Kitchen Unleashed	6.9	1.3	1 - 6	25
Space Alert	7.4	2.9	1 - 5	30
Spirit Island	8.3	4.0	1 - 4	120
Spirit Island: Branch & Claw	8.8	4.2	1 - 4	120
Spirit Island: Finder unsichtb..	9.0	0.0	1 - 6	120
Spirit Island: Seele des Fläc..	8.6	4.0	1 - 4	0
Spirit Island: Sturzregen durc..	8.6	0.0	1 - 6	0
Spirit Island: Unter der Insel..	8.6	4.3	1 - 4	0
Splendor	7.4	1.7	2 - 4	30
Spot it!	6.6	1.0	2 - 8	15
Sprawlopolis	7.4	1.8	1 - 4	20
Spy Connection	6.6	1.7	2 - 4	30
Star Wars: X-Wing Miniatures G..	7.6	2.4	2	45
Steampunk Rally	7.2	2.5	2 - 8	60
Steampunk Rally Fusion	7.6	2.7	2 - 8	60
Stone Age	7.5	2.4	2 - 4	90

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
Stratego	6.1	1.8	2	45
Suburbia: Collector's Edition	8.1	2.8	1 - 5	90
T.I.M.E Stories	7.5	2.6	2 - 4	90
T.I.M.E Stories: A Prophecy of..	7.6	2.6	2 - 4	180
T.I.M.E Stories: The Marcy Cas..	7.5	2.6	2 - 4	90
Taj Mahal	7.2	2.9	2 - 5	90
Tapestry	7.4	2.8	1 - 5	120
Tapestry: Plans and Ploys	8.1	2.8	1 - 5	120
TEAM3 PINK	7.0	1.1	3 - 6	30
Tekhenu: Obelisk of the Sun	7.8	4.0	1 - 4	120
Teotihuacan: City of Gods	7.9	3.7	1 - 4	120
Teotihuacan: Shadow of Xitle	8.0	3.6	1 - 4	120
Terra Mystica	8.1	3.9	2 - 5	150
Terra Mystica: Erweiterungsbog..	8.1	3.8	2 - 5	150
Terra Mystica: Fire & Ice	8.4	3.9	2 - 5	100
Terraforming Mars	8.4	3.2	1 - 5	120
Terraforming Mars: Ares Expedi..	7.7	2.9	1 - 4	60
Terraforming Mars: Colonies	8.1	3.0	1 - 5	120
Terraforming Mars: Hellas & El..	8.3	2.8	1 - 5	120
Terraforming Mars: Prelude	8.8	2.4	1 - 5	120
Terraforming Mars: Venus Next	7.5	2.9	1 - 5	120
That's a Question!	5.7	1.0	3 - 6	30
The Adventures of Robin Hood	7.8	1.8	2 - 4	60
The Border	6.5	1.0	2 - 4	30
The Bucket King	6.3	1.2	2 - 6	45
The Crew: The Quest for Planet..	7.9	2.0	2 - 5	20
The Gallerist	8.0	4.2	1 - 4	150
The Game	6.7	1.2	1 - 5	20

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
The Isle of Cats	7.9	2.3	1 - 4	90
The Isle of Cats Explore & Dra..	8.7	0.0	1 - 6	45
The LOOP	7.9	2.6	1 - 4	60
The Lord of the Rings	6.7	2.5	2 - 5	90
The Princes of Florence	7.5	3.2	2 - 5	100
The Prodigals Club	7.3	3.2	2 - 5	100
The Quacks of Quedlinburg	7.8	1.9	2 - 4	45
The Quacks of Quedlinburg: The..	8.0	2.2	2 - 5	45
The Quacks of Quedlinburg: The..	8.1	1.9	2 - 5	45
The Quest for El Dorado	7.6	1.9	2 - 4	60
The Quest for El Dorado: Heroe..	7.7	2.0	2 - 4	60
The Quest for El Dorado: The G..	7.7	1.8	2 - 4	60
The Rise of Queensdale	7.5	2.7	2 - 4	60
The Search for Planet X	8.1	2.3	1 - 4	60
The Werewolves of Miller's Hol..	6.7	1.3	8 - 18	30
Through the Ages: A Story of C..	7.9	4.1	2 - 4	120
Thurn and Taxis	7.1	2.2	2 - 4	60
Ticket to Ride Map Collection:..	7.6	1.9	2 - 6	60
Ticket to Ride: Europe	7.5	1.9	2 - 5	60
Ticket to Ride: Nordic Countri..	7.6	1.9	2 - 3	60
Tigris & Euphrates	7.7	3.5	2 - 4	90
Tikal	7.3	2.7	2 - 4	90
Time's Up! Edición Amarilla	7.4	1.1	4 - 12	30
Time's Up! Family	7.0	1.0	4 - 12	30
Top Ten	7.6	1.1	4 - 9	30
Torres	7.1	2.8	2 - 4	60
TRAILS	7.2	1.8	2 - 4	40
Trails of Tucana	7.4	1.2	1 - 8	15

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
TransAmerica	6.6	1.3	2 - 6	30
Trapwords	6.9	1.3	4 - 8	45
Trickerion: Legends of Illusio..	7.9	4.2	2 - 4	180
Trivial Pursuit: Family	5.2	1.0	2 - 6	60
Trivial Pursuit: Genus III	5.6	1.6	2 - 6	90
Trivial Pursuit: Harry Potter ..	6.0	1.1	2 - 6	60
Trivial Pursuit: Master Editio..	6.1	1.4	2 - 6	60
Twenty One	6.4	1.0	2 - 6	15
Tzolk'in: The Mayan Calendar	7.8	3.6	2 - 4	90
Tzolk'in: The Mayan Calendar ..	8.1	3.6	2 - 5	90
Ubongo	6.7	1.5	1 - 4	25
Ultimate Railroads	8.3	3.2	1 - 4	120
Under Falling Skies	7.9	2.4	1	40
Underwater Cities	8.1	3.6	1 - 4	150
Underwater Cities: New Discove..	8.5	3.7	1 - 4	180
UNO H2O	6.0	1.1	2 - 10	30
Villa Paletti	6.4	1.1	2 - 4	30
Viticulture Essential Edition	8.0	2.8	1 - 6	90
Viticulture: Moor Visitors Exp..	8.0	2.7	1 - 6	90
Viticulture: Tuscany Essential..	8.6	3.2	1 - 6	150
Voll verplant	7.4	1.7	1 - 6	20
Voll verplant: Japan	8.5	0.0	1 - 6	20
Watson & Holmes	7.3	2.1	2 - 7	75
Welcome to the Moon	8.2	2.3	1 - 6	30
Welcome To...	7.6	1.8	1 - 100	25
Welcome To...: Easter Egg Hunt..	7.3	1.9	1 - 50	25
Welcome To...: Ice Cream Truck..	7.3	2.1	1 - 50	25
Western Legends	7.6	2.8	2 - 6	90

BOARD GAME INDEX

Title	Rating	Difficulty	Players	Duration
What's Up	5.8	1.1	2 - 4	20
Whistle Stop	7.1	2.7	2 - 5	75
Whistle Stop: Rocky Mountains ..	7.6	3.0	2 - 5	90
Wild Space	7.3	2.1	1 - 5	40
Wingspan	8.1	2.4	1 - 5	70
Wingspan: European Expansion	8.4	2.4	1 - 5	70
Witchstone	7.7	2.7	2 - 4	90
Wizard	6.9	1.7	3 - 6	45
World Changers	6.8	1.6	1 - 4	10
Yahtzee	5.4	1.1	2 - 10	30
Yukon Airways	7.4	2.7	1 - 4	90
Zatre	6.3	2.0	2 - 6	45
[kosmopoli:t]	7.9	1.2	4 - 8	6

BOARD GAME STATS

Number of games

433

Favorite designers

Reiner Knizia [17]
Hjalmar Hach [10]
[9]
Uwe Rosenberg [8]
Vlaada Chvátil [7]

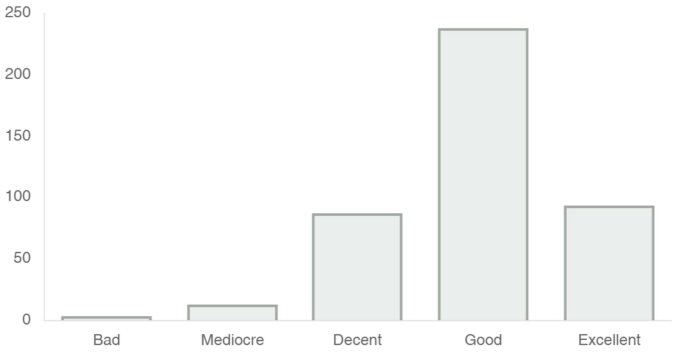
Favorite artists

[25]
Dennis Lohausen [11]
Klemens Franz [10]
Marta Tranquilli [10]
Oliver Freudenreich [9]

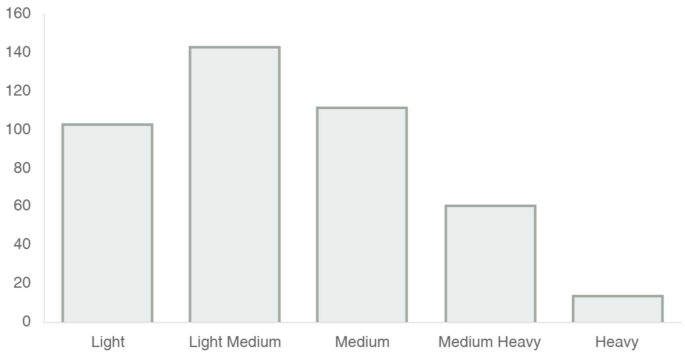
Favorite publishers

KOSMOS [21]
Czech Games Edition [16]
Stonemaier Games [11]
Horrible Guild [11]
Hans im Glück [10]

Rating distribution



Difficulty distribution



1 - 6 5

5 MINUTEN PUZZLE

Published 2021
Publisher Nürnberger-Spielkarten-Verlag
Designer Steffen Benndorf
Artist Christian Opperer
Theme
Mechanic Dice Rolling

Each player in 5 Minuten Puzzle takes one of the player sheets — making sure that everyone is using the same side — and a pen. One side of the sheet shows a roughly hexagonal grid composed of black hexes and blue and red circles (collectively "spaces"), while the other side has these hexes and circles arranged like a bear's head. On a turn, any player rolls the die, then you each must draw one of the shapes next to t...

rating
6.2
2.0
difficulty

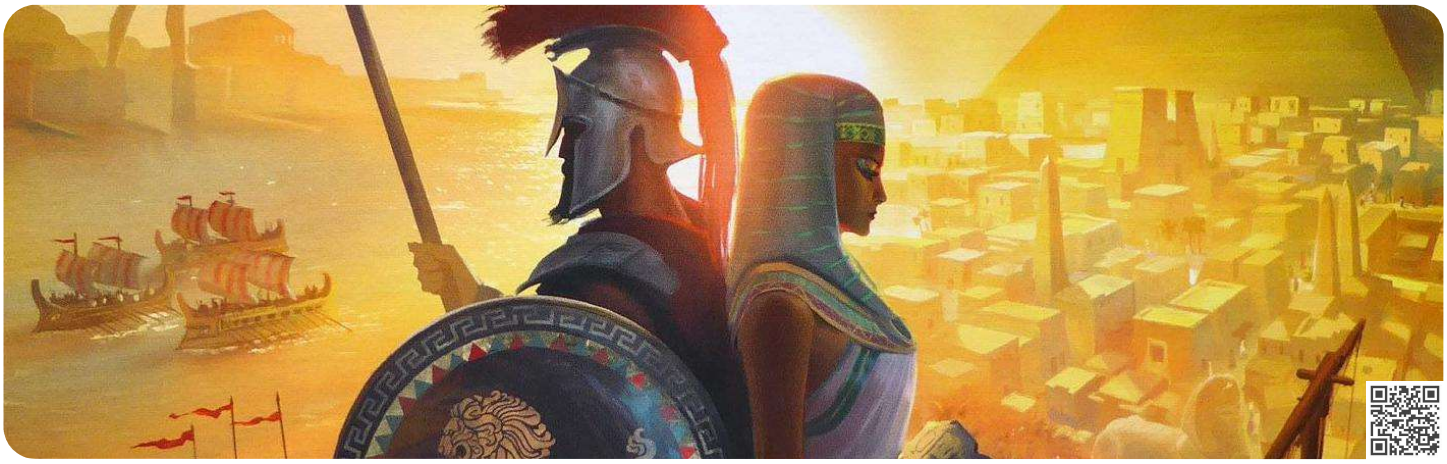
2 - 7 30

7 WONDERS

Published 2010
Publisher Repos Production
Designer Antoine Bauza
Artist Dimitri Chappuis
Theme Ancient
Mechanic Drafting

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times. 7 Wonders lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player. Players reveal their cards simultaneous...

rating
7.7
2.3
difficulty



7 WONDERS DUEL

2 30

Published 2015
Publisher Repos Production
Designer Antoine Bauza
Artist Miguel Coimbra
Theme Ancient
Mechanic Card Drafting

In many ways 7 Wonders Duel resembles its parent game 7 Wonders as over three ages players acquire cards that provide resources or advance their military or scientific development in order to develop a civilization and complete wonders.

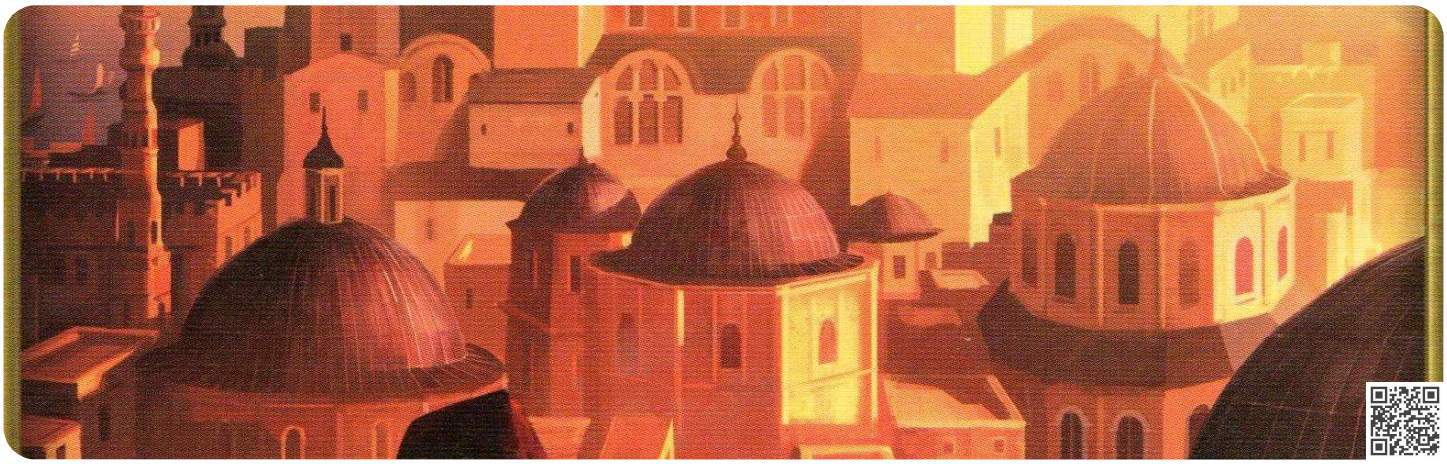
What's different about 7 Wonders Duel is that, as the title suggests, the game is solely for two players, with the players not drafting cards simultaneously from hands of cards, but from a display of face-...

rating

8.1

2.2

difficulty



7 WONDERS: CITIES

2 - 8 40

Published 2012
Publisher Repos Production
Designer Antoine Bauza
Artist Miguel Coimbra
Theme Ancient
Mechanic Card Drafting

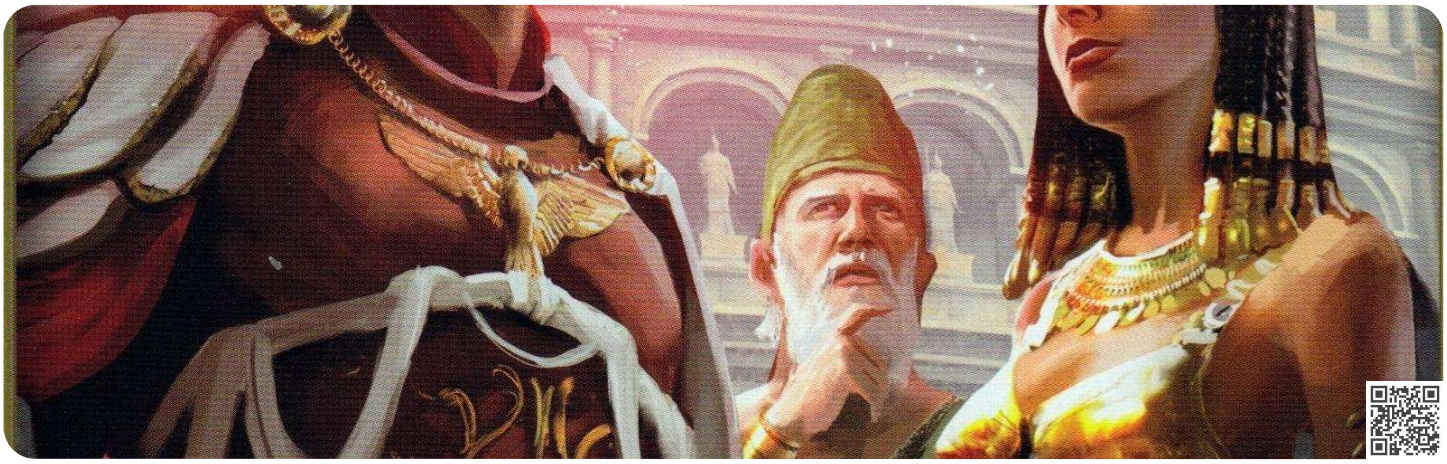
7 Wonders: Cities, the second expansion for 7 Wonders, includes optional team rules, adds an 8th player (base game supports 7 players), a new type of card (black, representing the remains of cities), and new cards of old types (two new wonders: Petras and Byzantium, 3 new guild and 6 new leader cards). This expansion is more aggressive, with greatly increased interaction between players, who are still trying to score more points than anyone else.&...

rating

7.8

2.3

difficulty



7 WONDERS: LEADERS

2 - 7 40

Published 2011
Publisher Repos Production
Designer Antoine Bauza
Artist Miguel Coimbra
Theme Ancient
Mechanic Card Drafting

7 Wonders: Leaders adds 42 new cards to the base game of 7 Wonders, comprising four new guilds, one new wonder card, and 36 (+1 blank) white "Leader" cards. At the start of the game, each player takes a hand of four leaders and may play one at the start of each of the three Ages. Unlike the standard cards, leaders cost money (not resources). The expansion comes with a new Wonder—the ancient city of Rome—and contains 6-gold to...

rating
7.8
2.2
difficulty

A FEAST FOR ODIN

1 - 4 120

Published 2016
Publisher Feuerland Spiele
Designer Uwe Rosenberg
Artist Dennis Lohausen
Theme Economic
Mechanic Automatic Resource Growth

A Feast for Odin is a saga in the form of a board game. You are reliving the cultural achievements, mercantile expeditions, and pillages of those tribes we know as Viking today — a term that was used quite differently towards the end of the first millennium. When the northerners went out for a raid, they used to say they headed out for a viking. Their Scandinavian ancestors, however, were much more than just pirates. They were explo...

rating
8.2
3.8
difficulty

1 - 4 120

A FEAST FOR ODIN: MINI EXPANSION #2

Published 2019
Publisher Feuerland Spiele
Designer Gernot Köpke
Artist Dennis Lohausen
Theme Economic
Mechanic Automatic Resource Growth

The second mini-expansion for A Feast for Odin includes a number of new components and a few new variant rules. New components New 1x1 tile types: berries (orange), eggs (red), amber (green), goldgubber (blue) New B-island: Isle of Mull Obtainable with the 1 viking Exploration action Income goes up to 4 silver W...

rating
8.4
3.6
difficulty

2 30

ABALONE

Published 1987
Publisher Abalone Games
Designer Michel Lalet
Artist
Theme Abstract Strategy
Mechanic Grid Movement

This beautiful and functional board has room for two teams of large marbles. Players take turns pushing the marbles around the board, with the goal of pushing six of the opposing player's marbles off the board. The central idea is that a column of marbles has weight given by the number of marbles in line. Someone will need to push with a heavier group of marbles in order to push the column along that axis. However, with six possible directions, it...

rating
6.4
2.1
difficulty

AEON'S END

1 - 4 60

Published 2016
Publisher Action Phase Games
Designer Kevin Riley
Artist Gong Studios
Theme Card Game
Mechanic Card Drafting

The survivors of a long-ago invasion have taken refuge in the forgotten underground city of Gravehold. There, the desperate remnants of society have learned that the energy of the very breaches the beings use to attack them can be repurposed through various gems, transforming the malign energies within into beneficial spells and weapons to aid their last line of defense: the breach mages. Aeon's End is a cooperative game that explores the...

rating
8.0

2.7
difficulty

AEON'S END: THE DEPTHS

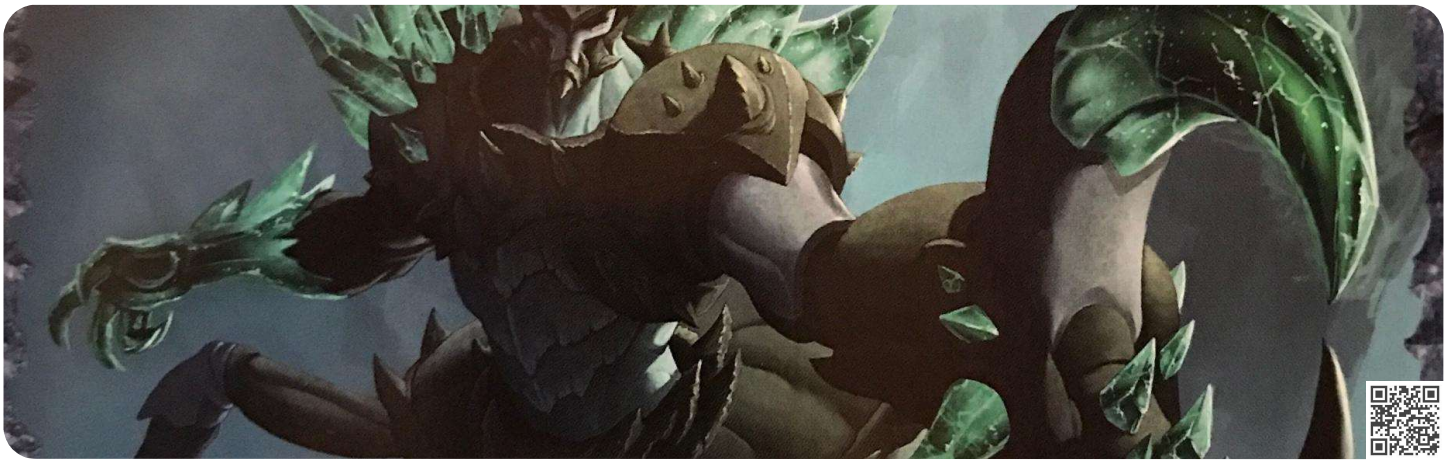
1 - 4 60

Published 2016
Publisher Action Phase Games
Designer Kevin Riley
Artist Scott Hartman
Theme Expansion for Base-game
Mechanic Card Drafting

Deep within the earth, lost in the labyrinth of shadows, the Horde-Crone has awakened the troggs to reclaim the ancient city of Gravehold. The Depths is an expansion for the cooperative deckbuilding game Aeon's End. This expansion features one new nemesis and three new breach mages, as well as new spells, relics, gems, and minions.

rating
8.3

2.7
difficulty



AEON'S END: THE NAMELESS

1 - 4 60

Published 2017
Publisher Action Phase Games
Designer Kevin Riley
Artist
Theme Expansion for Base-game
Mechanic Card Drafting

The Nameless ever encroach on the last bastion of Gravehold. To defeat the dark, one must first become it. The Nameless is an expansion for the cooperative deckbuilding game Aeon's End. This expansion features two new nemeses, and one new breach mage, as well as new gems, relics, spells, and minions.

rating

8.4

2.7

difficulty

AEON'S END: THE OUTER DARK

1 - 4 60

Published 2017
Publisher Action Phase Games
Designer Kevin Riley
Artist
Theme Card Game
Mechanic Cooperative Game

Aeon's End: The Outer Dark is an expansion for the standalone Aeon's End titles that features two new nemeses and two new breach mages, as well as player cards and nemesis cards.

rating

8.5

2.8

difficulty

AEON'S END: THE VOID

1 - 4 0

Published 2017
Publisher Action Phase Games
Designer Kevin Riley
Artist Gong Studios
Theme Expansion for Base-game
Mechanic Card Drafting

Aeon's End: The Void is an expansion for the standalone Aeon's End titles that features two new nemeses and two new breach mages.

rating

8.5

2.8

difficulty

AEON'S END: WAR ETERNAL

1 - 4 60

Published 2017
Publisher Action Phase Games
Designer Kevin Riley
Artist Gong Studios
Theme Card Game
Mechanic Card Drafting

Gravehold remains the last bastion of The World That Was. As the otherworldly incursions from the creatures known only as The Nameless intensify, a cadre of strange survivors emerge from the void itself. Will they be Gravehold's salvation or its undoing? War Eternal is a standalone game compatible with the cooperative deck-building game Aeon's End. Players struggle to defend Gravehold from The Nameless and their hordes using unique abilit...

rating

8.3

2.9

difficulty

1 - 5 150

AGRICOLA

Published 2007
Publisher Lookout Games
Designer Uwe Rosenberg
Artist Klemens Franz
Theme Animals
Mechanic Advantage Token

Description from BoardgameNews In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going ...

rating
7.9
3.6
difficulty

2 - 4 120

ALCHEMISTS

Published 2014
Publisher Czech Games Edition
Designer Matúš Kotry
Artist David Cochard
Theme Deduction
Mechanic Action Drafting

In Alchemists, two to four budding alchemists compete to discover the secrets of their mystical art. Points can be earned in various ways, but most points are earned by publishing theories – correct theories, that is — and therein lies the problem. The game is played in six rounds. At the beginning of the round, players choose their play order. Those who choose to play later get more rewards. Players declare all their acti...

rating
7.6
3.9
difficulty

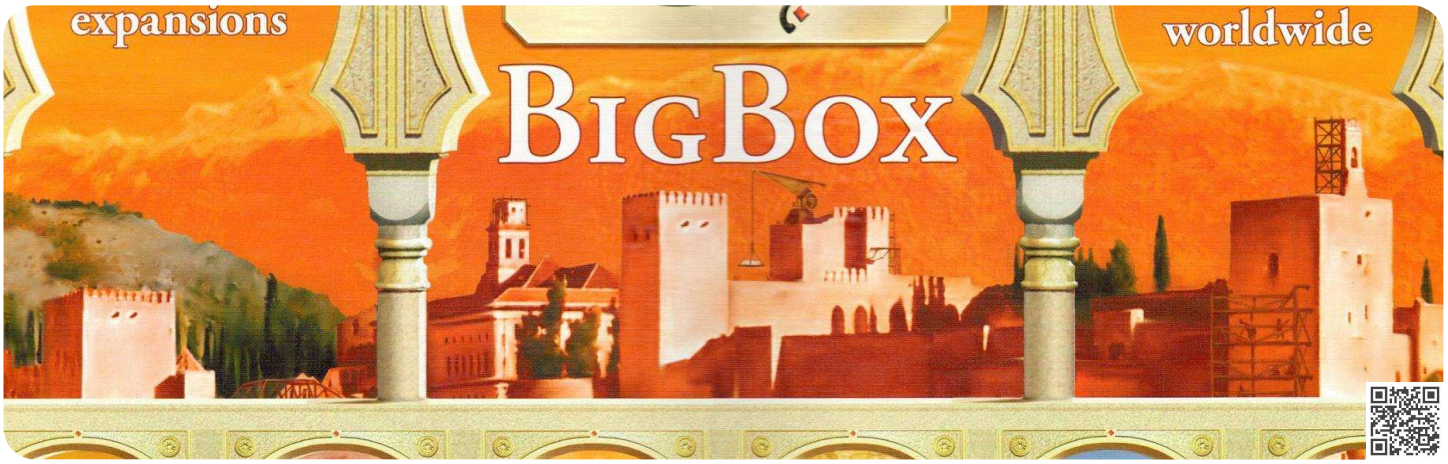
2 - 4 120

ALCHEMISTS: THE KING'S GOLEM

Published 2016
Publisher Czech Games Edition
Designer Matúš Kotry
Artist David Cochard
Theme Deduction
Mechanic Action Drafting

Alchemists: The King's Golem, an expansion to Alchemists, brings you a new logic puzzle with new rewards and consequences. Can you figure out how to animate a golem? And equally important, can you convince the king you are making progress? The King's Golem actually contains four expansions: In Startup Funding, players get a chance to customize the initial resources in their laboratories. The Busy Days expansion makes ...

rating
8.3
4.5
difficulty



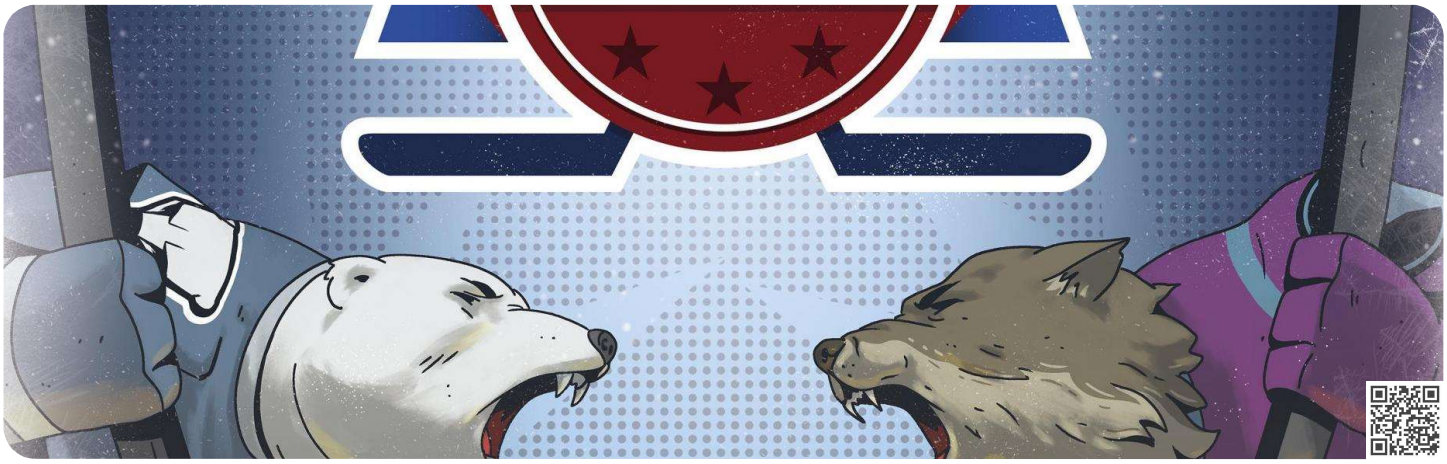
2 - 6 60

ALHAMBRA: BIG BOX

Published 2009
Publisher Queen Games
Designer Jo Hartwig
Artist Hans-Jörg Brehm
Theme Arabian
Mechanic Card Drafting

One big box containing the Alhambra base game plus all five of its current expansions. Its packaging is designed to store the expansions separately. Expansions Included: Alhambra: The Vizier's Favor Alhambra: The City Gates Alhambra: The Thief's Turn Alhambra: The Treasure Chamber Alhambra: Power of the Sultan

rating
7.5
2.3
difficulty



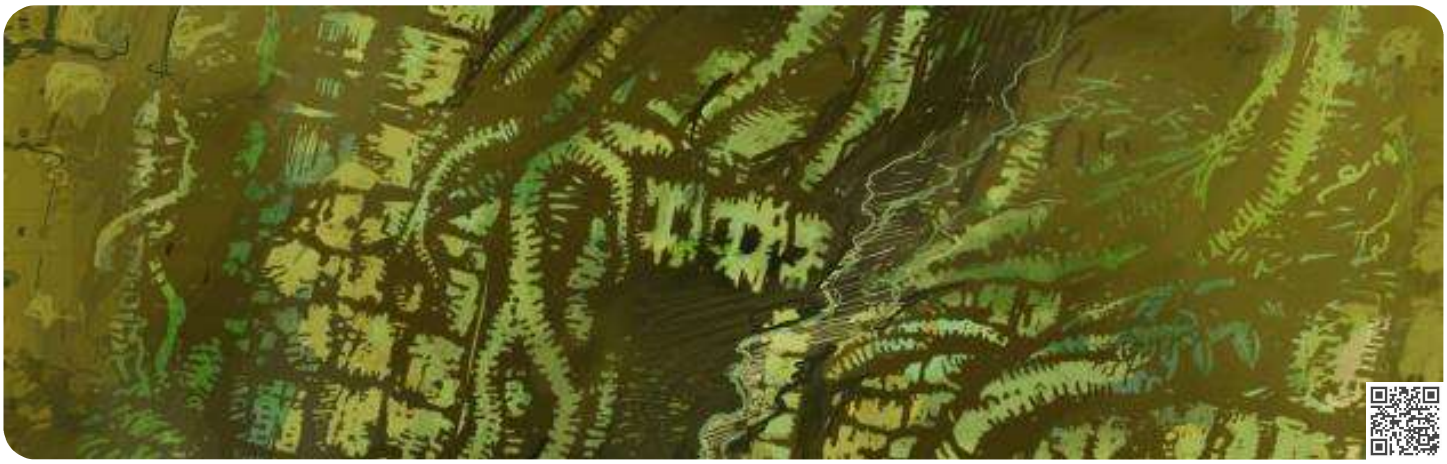
ALL-STAR DRAFT

2 - 6 45

Published 2021
Publisher SunCoreGames
Designer Marco Schaub
Artist Malte J. Zirbel
Theme Animals
Mechanic Area Majority / Influence

"Don't get cold feet! Prove yourself as manager by drafting the best players and sending them to this year's All-Star Cup. Keep in mind that a well-coordinated team will attract more fans! Once you made your way through the regular season, the playoffs await. You're skating on thin ice now, because those who lose are eliminated right away!" All-Star Draft is a card drafting game in which 2-6 players participate...

rating
7.3
2.2
difficulty



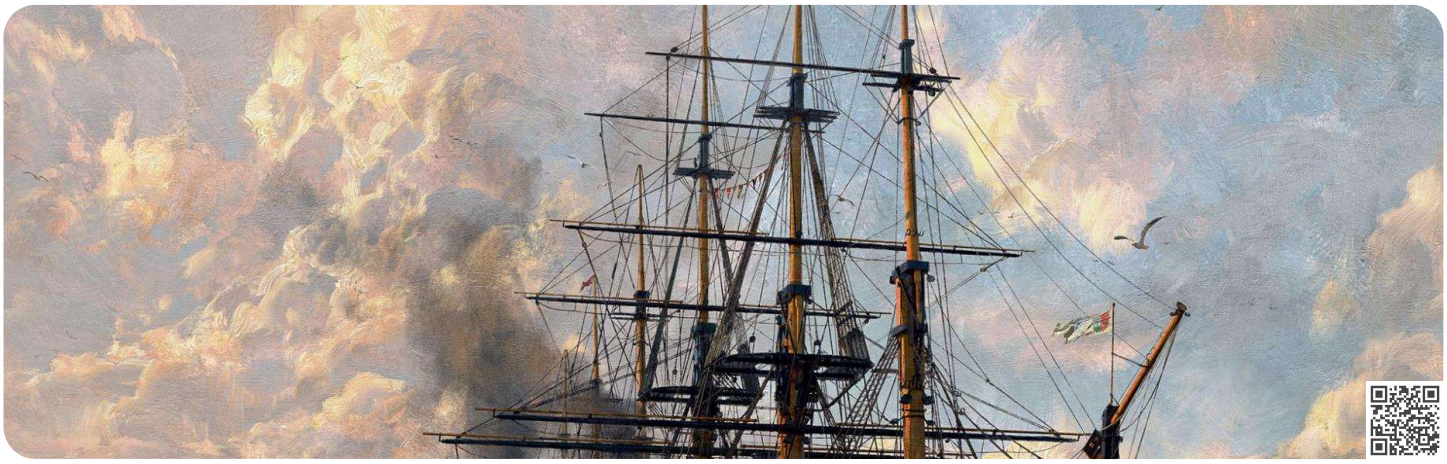
ANCIENT TERRIBLE THINGS

2 - 4 60

Published 2014
Publisher Buró
Designer Simon McGregor
Artist Rob van Zyl
Theme Dice
Mechanic Dice Rolling

In Ancient Terrible Things, a pulp horror adventure game for 2-4 players, you play the role of an intrepid adventurer, exploring a dark jungle river. Each turn you must travel to a Fateful Location, face an Ominous Encounter, and attempt to unlock its Ancient Secrets. If you succeed (using a combination of dice, tokens and cards), you add the Secrets to your score; if you fail, you unleash a Terrible Thing, which counts against your score at the e...

rating
6.7
2.0
difficulty



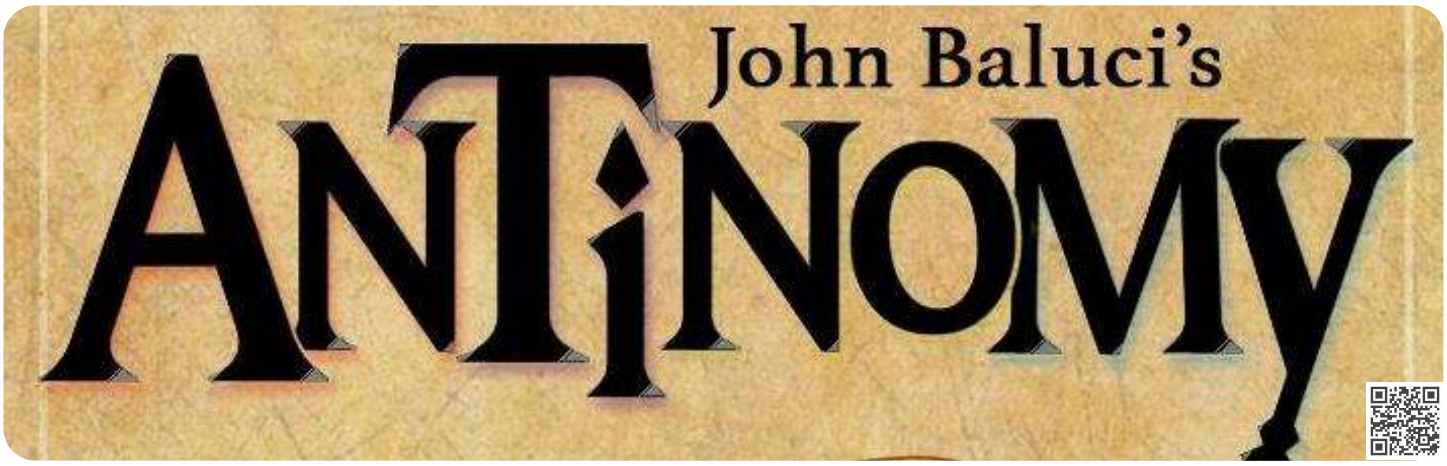
2 - 4 120

ANNO 1800

Published 2020
Publisher KOSMOS
Designer Martin Wallace
Artist Fiore GmbH
Theme Card Game
Mechanic End Game Bonuses

In Anno 1800, a board game based on the popular PC game from Ubisoft, you continuously build up your own industry to develop your home island. Ship fleets allow for lively trade and the development of new islands in the Old and New World. You have to fulfill the wishes of your own population. While the inhabitants are initially satisfied with bread and clothing, they soon demand valuable luxury goods. You must plan production chains sensi...

rating
7.8
3.1
difficulty



2 30

ANTINOMY

Published 2019
Publisher Button Shy
Designer John Baluci
Artist Marty Cobb
Theme Card Game
Mechanic Hand Management

/an-tin-uh-mee/ noun (A contradiction between two beliefs or conclusions that are in themselves reasonable; a paradox) As a Sorcerer, you have long sought ancient relics, imbued with magic. What unspeakable power can you unleash when you collect relics from anywhere in the spacetime continuum? Antinomy is a head to head battle of wits as 2 competing sorcerers in search of powerful Paradox Crystals. Play a single card from you...

rating
7.0
2.0
difficulty

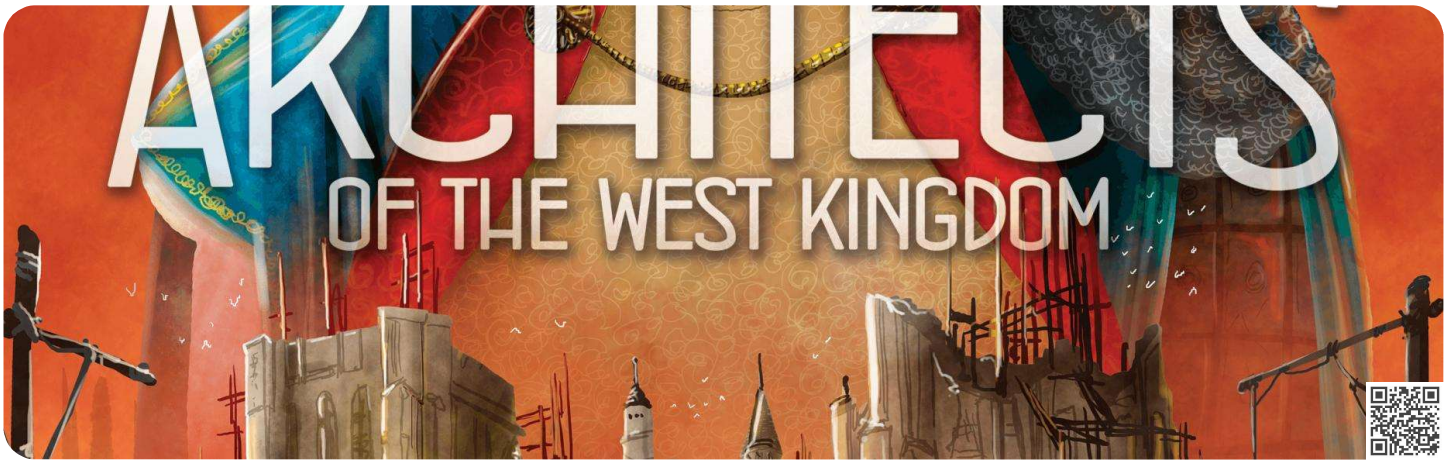
2 20

AQUALIN

Published 2020
Publisher KOSMOS
Designer Marcello Bertocchi
Artist Sophie Rekasowski
Theme Abstract Strategy
Mechanic Grid Movement

There's turmoil at the reef, with different sea animals forming swarms again and again. Each turn in Aqualin, the active player selects one of six stones and places it on an empty field. One player is trying to make groups of the same color, while the other is forming groups of identical sea creatures, with players having the ability to move a stone before placing a new one to form new swarms. The larger the group, the more points it's wo...

rating
7.0
1.6
difficulty



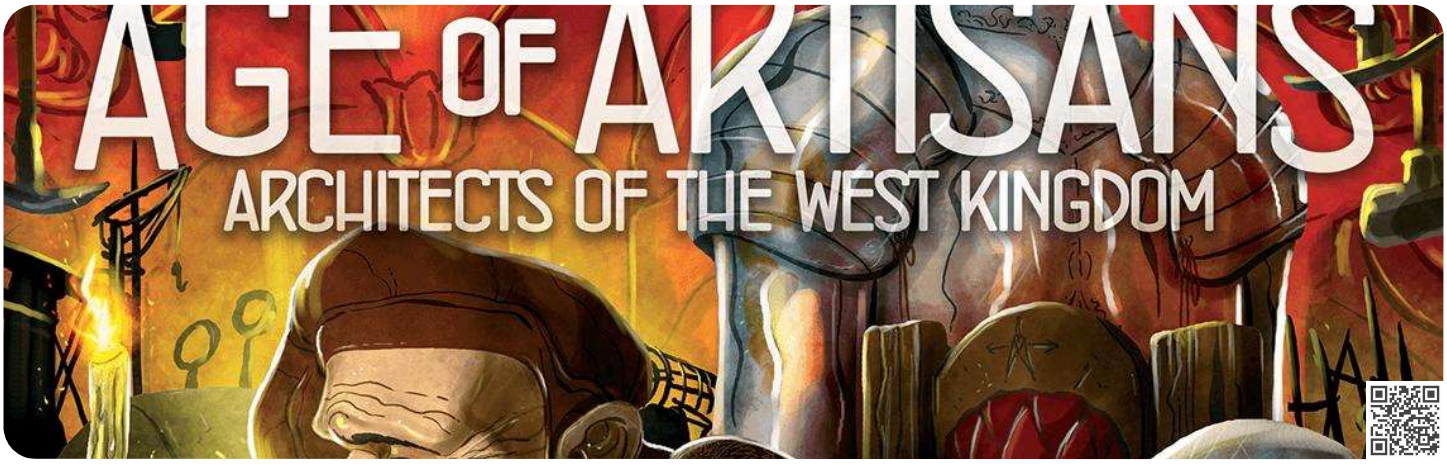
1 - 5 80

ARCHITECTS OF THE WEST KINGDOM

Published 2018
Publisher Garphill Games
Designer Shem Phillips
Artist Mihajlo Dimitrievski
Theme City Building
Mechanic Drafting

Architects of the West Kingdom is set at the end of the Carolingian Empire, circa 850 AD. As royal architects, players compete to impress their King and maintain their noble status by constructing various landmarks throughout his newly appointed domain. Players need to collect raw materials, hire apprentices, and keep a watchful eye on their workforce. These are treacherous times, and rival architects will stop at nothing to slow your progress. Wi...

rating
7.8
2.7
difficulty



1 - 6 80

ARCHITECTS OF THE WEST KINGDOM: AGE OF ARTISANS

Published 2020
Publisher Garphill Games
Designer Shem Phillips
Artist Mihajlo Dimitrievski
Theme City Building
Mechanic Card Drafting

In Architects of the West Kingdom: Age of Artisans, journeymen have returned to the city as master craftsmen, equipped with knowledge of new crafts and tools. The Guildhall has never been so busy! While some apprentices spend time learning new skills, others adorn the city's buildings with everything from golden tapestries, to stained glass windows. But don't let the shimmer of lights and fancy wares deceive you. For not all that glitt...

rating
8.1
2.8
difficulty

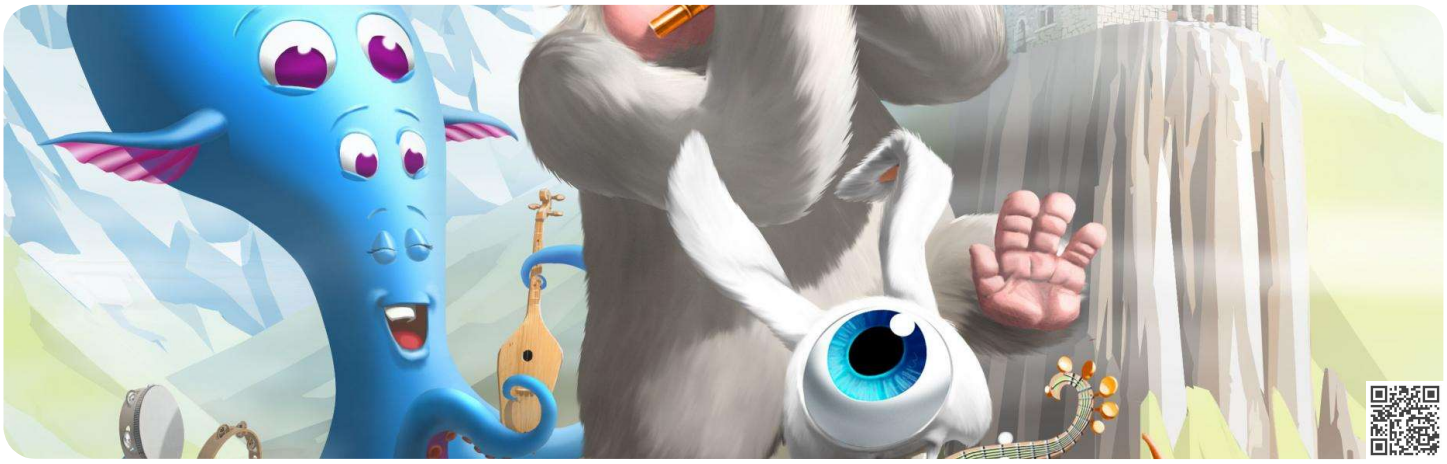
1 - 4 150

ARK NOVA

Published 2021
Publisher Feuerland Spiele
Designer Mathias Wigge
Artist Loïc Billiau
Theme Animals
Mechanic Card Drafting

In Ark Nova, you will plan and design a modern, scientifically managed zoo. With the ultimate goal of owning the most successful zoological establishment, you will build enclosures, accommodate animals, and support conservation projects all over the world. Specialists and unique buildings will help you in achieving this goal. Each player has a set of five action cards to manage their gameplay, and the power of an action is determined by t...

rating
8.7
3.7
difficulty



1 - 4 60

ARMONIA

Published 2021
Publisher Skellig Games
Designer Uwe Rosenberg
Artist David Cochard
Theme Dice
Mechanic Dice Rolling

Welcome to Armonia, a new game in the Sagani universe that answers an unresolved question from the previous game: "What is the origin of the harmonious melodies forged into the sound discs that awaken the spirits of nature?" Turns out that the answer is you because in Armonia, you play as the children of nature — cute little gnomes, furry yetis, jumping cyc-hops, and wet but happy octis — and follow various landscape...

rating

6.0

1.3

difficulty

2 - 4 45

ATLANTIS

Published 2009
Publisher 999 Games
Designer Leo Colovini
Artist Leo Colovini
Theme Mythology
Mechanic Hand Management

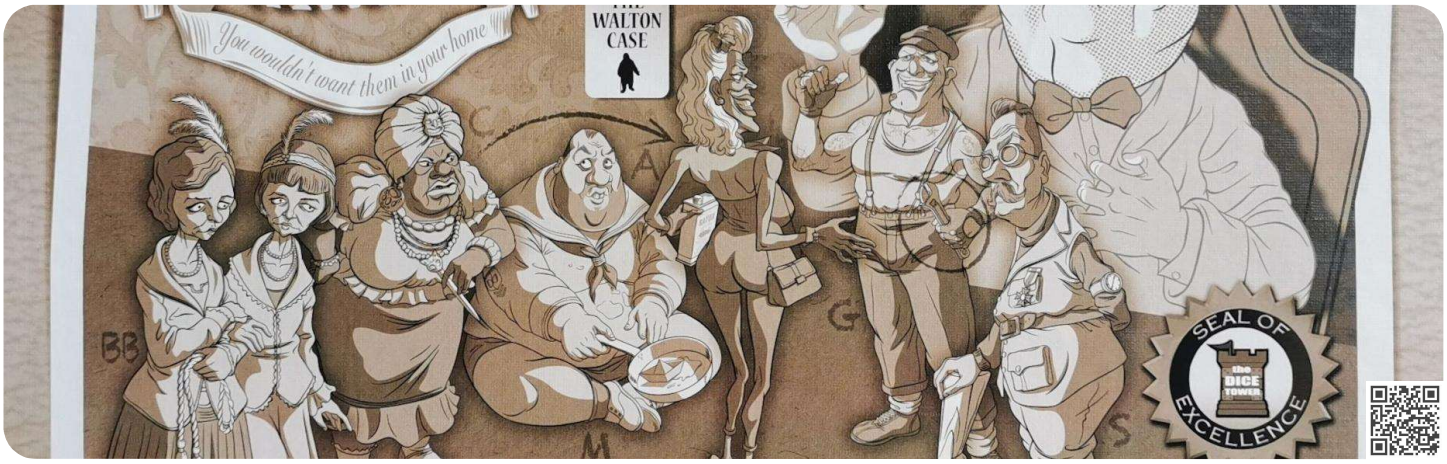
More than 2,000 years ago Plato told the myth of the splendid city of Atlantis, which was sunk in the sea. In this family game the players, by skillful placing of cards and the building of bridges, try to leave the city of Atlantis in order to reach the solid ground with as much treasures as possible. The city of Atlantis and the solid ground are interconnected by land tiles. The players receive cards with several drawings, land ...

rating

6.5

1.8

difficulty



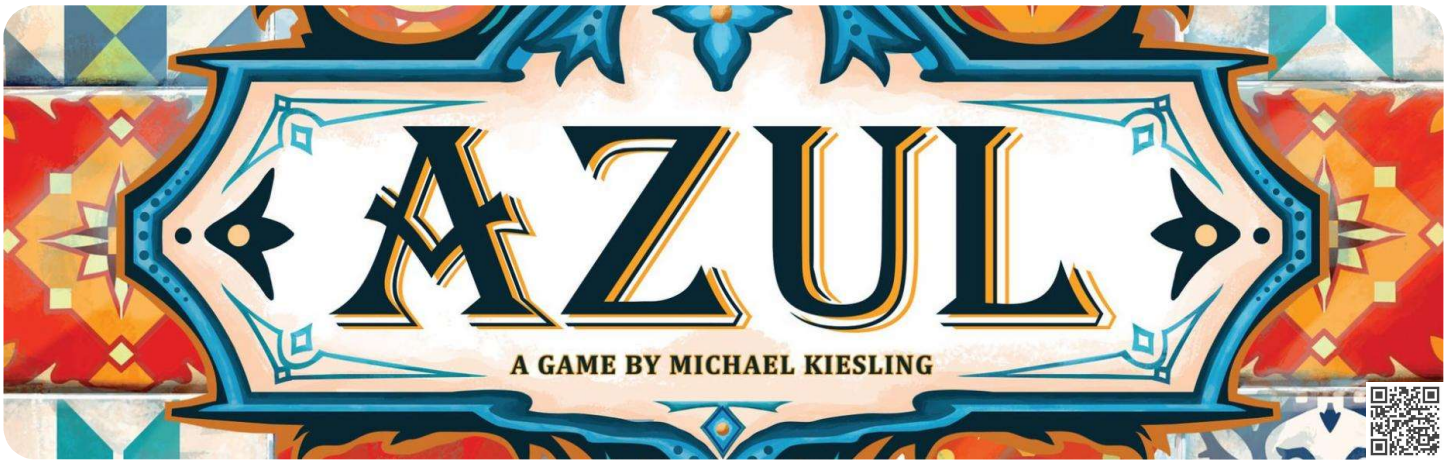
1 - 8 75

AWKWARD GUESTS

Published 2016
Publisher Megacorpin Games
Designer Ron Gonzalo García
Artist Samuel Gonzalo García
Theme Card Game
Mechanic Card Drafting

Awkward Guests, a.k.a. Incómodos Invitados, is a one-of-a-kind deduction game with infinite re-playability. You can recreate Mr. Walton's murder in so many different ways that you won't ever play two similar games! (Mr. Walton will not thank you for doing this.) The game challenges you to use genuine detective abilities to solve each case. To solve a mystery, you have to interrogate the suspects, question the househo...

rating
7.7
2.3
difficulty



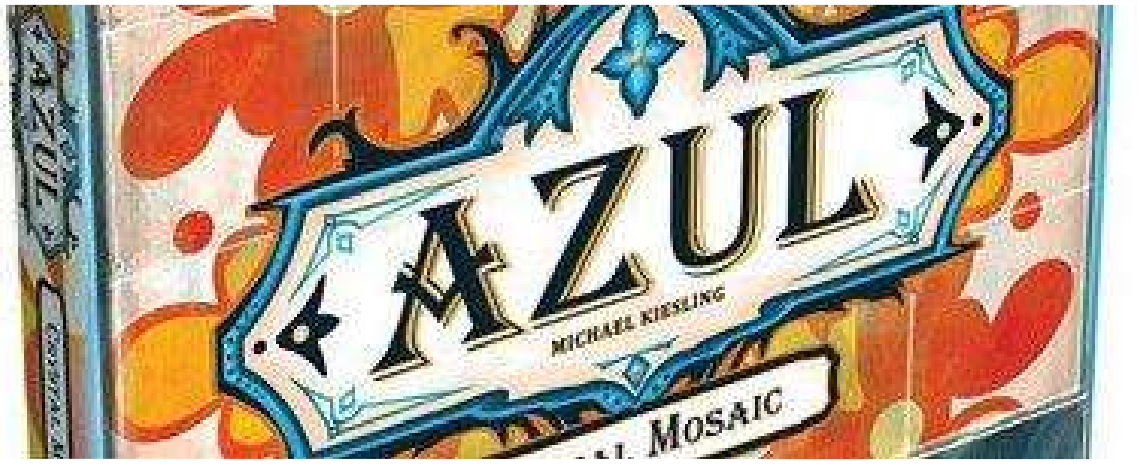
2 - 4 45

AZUL

Published 2017
Publisher Next Move Games
Designer Michael Kiesling
Artist Philippe Guérin
Theme Abstract Strategy
Mechanic End Game Bonuses

Introduced by the Moors, azulejos (originally white and blue ceramic tiles) were fully embraced by the Portuguese when their king Manuel I, on a visit to the Alhambra palace in Southern Spain, was mesmerized by the stunning beauty of the Moorish decorative tiles. The king, awestruck by the interior beauty of the Alhambra, immediately ordered that his own palace in Portugal be decorated with similar wall tiles. As a tile-laying artist, you have bee...

rating
7.8
1.7
difficulty



2 - 4 45

AZUL: CRYSTAL MOSAIC

Published 2020
Publisher Next Move Games
Designer Michael Kiesling
Artist Chris Quilliams
Theme Abstract Strategy
Mechanic Pattern Building

Azul: Crystal Mosaic contains double-sided player boards, with each board offering new challenges and exciting new strategic opportunities. The "Crystal Mosaic" of the title is actually a plastic overlay that provides a recess to keep tiles from being accidentally bumped out of place. Four overlays are included in this expansion.

rating
7.2
1.8
difficulty

4 - 7 40

BANG!

Published 2002
Publisher dV Giochi
Designer Emiliano Sciarra
Artist Alessandro Pierangelini
Theme American West
Mechanic Hand Management

"The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)!" (From back of box) The card game BANG! recreates an old-fashioned spaghetti western shoot-out, with each player...

rating
6.5
1.6
difficulty

BARRAGE

1 - 4 120

Published 2019
Publisher Cranio Creations
Designer Tommaso Battista
Artist Mauro Alocci
Theme Economic
Mechanic Action Drafting

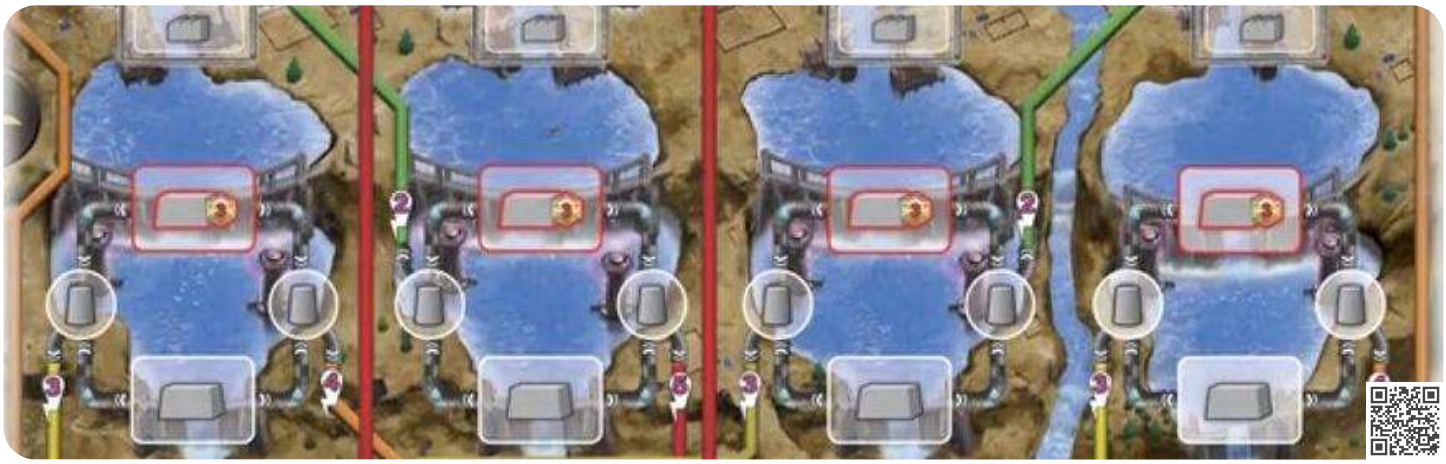
In the dystopic 1930s, the industrial revolution pushed the exploitation of fossil-based resources to the limit, and now the only thing powerful enough to quench the thirst for power of the massive machines and of the unstoppable engineering progress is the unlimited hydroelectric energy provided by the rivers. Barrage is a resource management strategic game in which players compete to build their majestic dams, raise them to increase the...

rating

8.2

4.0

difficulty



BARRAGE: 5-PLAYER EXPANSION

1 - 5 120

Published 2020
Publisher Cranio Creations
Designer Tommaso Battista
Artist Antonio De Luca
Theme Expansion for Base-game
Mechanic Action Drafting

Barrage is now for 5 players. The expansion includes: 5 players rules 5 players map 1 wheel for the fifth player a small management board with additional actions an overlay for the turn order a new set of contracts more wooden machineries

rating

8.1

4.0

difficulty

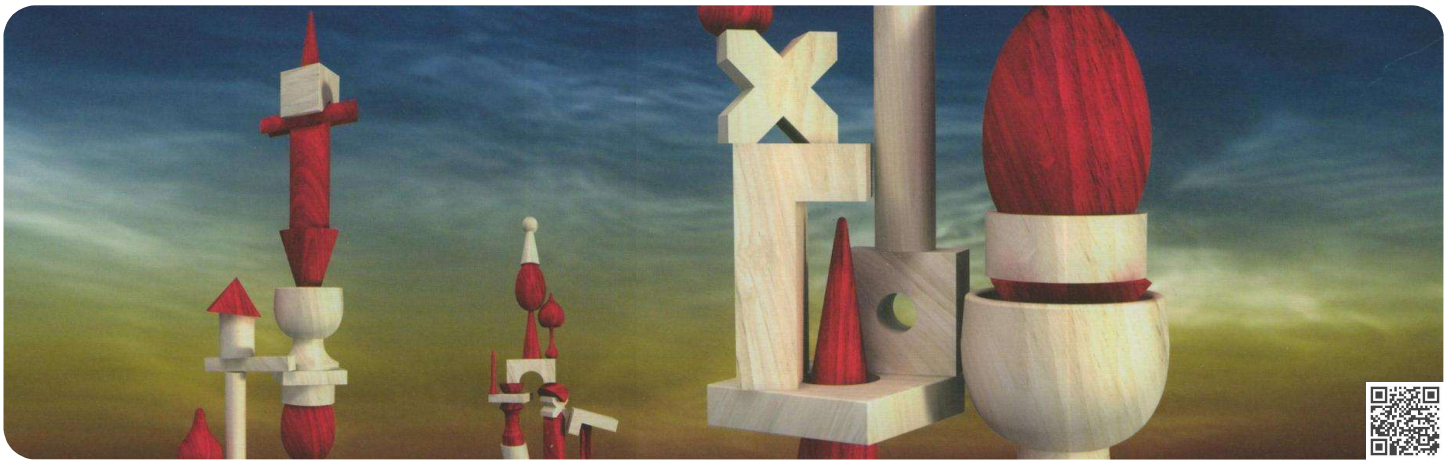
1 - 4 120

BARRAGE: THE LEEGHWATER PROJECT

Published 2019
Publisher Cranio Creations
Designer Tommaso Battista
Artist Antonio De Luca
Theme Economic
Mechanic Action Queue

Barrage: The Leeghwater Project Expansion The Leeghwater Project Expansion adds: A new faction, the Netherlands, that uses Jan Leeghwater's expertise in water management, adding even more water to your dams. The External Works mechanic, a set of powerful tiles that can be obtained from a new action space. With them you'll be able to perform many actions, but be careful. To unlock the External Works power you'll need to ...

rating
8.3
4.1
difficulty



2 - 8 45

BAUSACK

Published 1987
Publisher Brädspel.se
Designer Klaus Zoch
Artist Jan Richard Hansen
Theme Action / Dexterity
Mechanic Auction/Bidding

Players take turns choosing blocks and giving them to each other to place on their structure. A player may pay a certain number of 'beans' to refuse a block and it gets passed to the next player. When a player's structure falls, they are out of the game. Last player standing wins. Description of Bandu (1992, Milton Bradley, 2-6 players): Bandu is based upon the game of Bausack. Each player is given a base block and a number of bean...

rating
6.8
1.3
difficulty

BEASTY BAR

2 - 4 20

Published 2014
Publisher Zoch Verlag
Designer Stefan Kloß
Artist Alexander Jung
Theme Animals
Mechanic Action Queue

The animals are dressed up and ready to enter the "Beasty Bar" nightclub. Who will actually make it through the door? Beasty Bar is a fun "take that" card game about party animals. The players play animal cards into a line, and each animal has a special power that can manipulate the order of the cards. Whenever five animals are present at the end of a turn, the two animals up front get to party while the one at the rea...

rating
6.8
1.4
difficulty

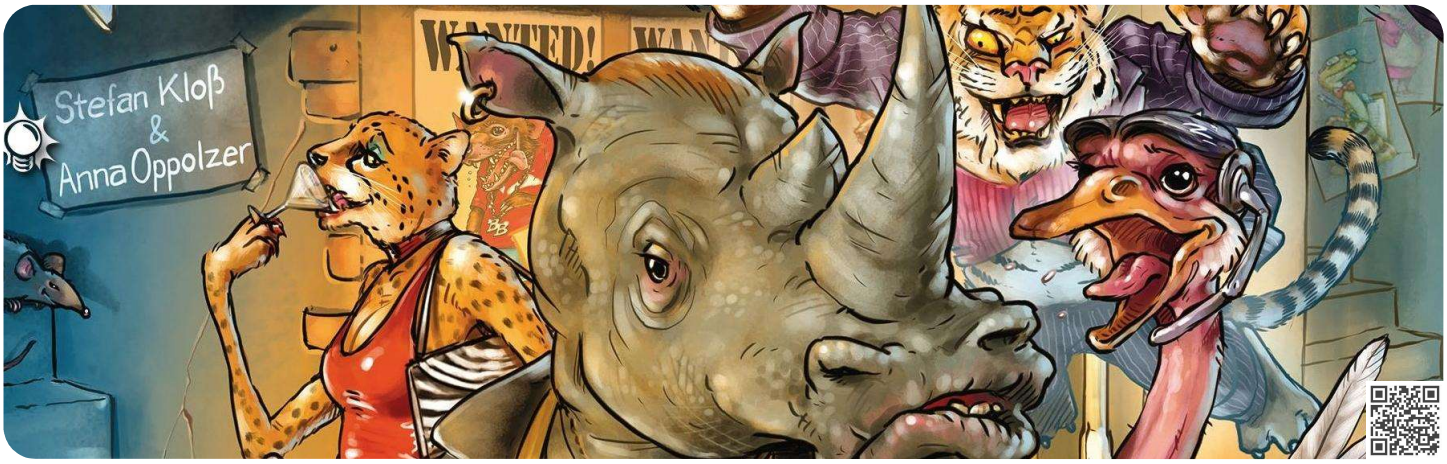
BEASTY BAR 3: BORN TO BE WILD

2 - 4 20

Published 2019
Publisher Zoch Verlag
Designer Stefan Kloß
Artist Alexander Jung
Theme Animals
Mechanic Hand Management

The Beasty Bar game attracts more and more animals to the red carpet in front of the legendary bar. With Born to be Wild, it is the third time that twelve ""beasts"" show up there. The new animals add even more cunning feints, wild dynamics, comical situations, and finesse to the game. Following the well-known rules of Beasty Bar, all the animals of the "extended customer base" can be combined. Consequently, ...

rating
7.1
1.8
difficulty



2 - 4 20

BEASTY BAR: NEW BEASTS IN TOWN

Published 2015
Publisher REXhry
Designer Stefan Kloß
Artist Alexander Jung
Theme Animals
Mechanic Hand Management

Beasty Bar: New Beasts in Town is the first standalone expansion to the 2014 card game Beasty Bar, and it can be played either by itself or in combination with the original game, as part of a challenging two-round draft. Twelve all-new beasts with new special powers are lining up in front of the bar. As before, it is imperative to stay at the front of the queue in order to be able to join the party. When combined with the original game, e...

rating
7.0
1.8
difficulty

2 - 7 60

BETWEEN TWO CASTLES OF MAD KING LUDWIG

Published 2018
Publisher Stonemaier Games
Designer Matthew O'Malley
Artist Laura Bevon
Theme Post-Napoleonic
Mechanic Card Drafting

Between Two Castles of Mad King Ludwig is published by Stonemaier Games as part of a collaboration with Bezier Games. The king demands a castle! You are a world-renowned master builder who has been asked by the Mad King Ludwig to help design his castles. Projects of such significance require the expertise of more than one person, so for each assignment you are paired with another master builder to execute your grandiose plans. Will your p...

rating
7.3
2.1
difficulty

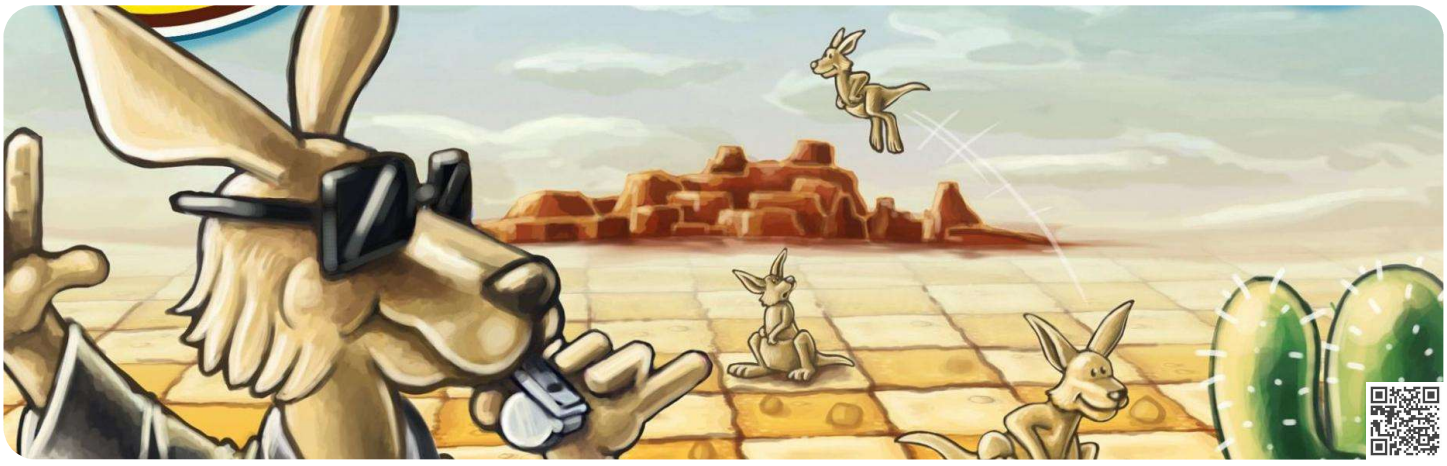
2 - 4 120

BEYOND THE SUN

Published 2020
Publisher Rio Grande Games
Designer Dennis K. Chan
Artist Franz Vohwinkel
Theme Science Fiction
Mechanic Action Drafting

Beyond the Sun is a space civilization game in which players collectively decide the technological progress of humankind at the dawn of the Spacefaring Era, while competing against each other to be the leading faction in economic development, science, and galactic influence. The game is played over a variable number of rounds until a number of game-end achievements are collectively claimed by the players. The winner is the faction with th...

rating
8.0
3.1
difficulty



2 - 4 30

BILLABONG

Published 1992
Publisher AMIGO
Designer Eric Solomon
Artist Klemens Franz
Theme Abstract Strategy
Mechanic Grid Movement

In the geometrical racing game Billabong, players maneuver teams of kangaroos jumping around a "billabong" ("a dead-end channel extending from the stream of a river," a term used in Australia). The board is made up of checkerboard-style squares around the billabong in the middle. On your turn, you move one of your five kangaroos, usually moving it in a jump or series of jumps over the other kangaroos. Jumps can be long...

rating
6.8
1.9
difficulty

2 - 8 20

BISS 20

Published 2020
Publisher 999 Games
Designer Lena Burkhardt
Artist Rolf Vogt
Theme
Mechanic Memory

In Biss 20, you count from 1 to 20 together, with each player saying one number in turn. Okay, that sounds simple! And it would be if not for Fritz the bat who keeps coming up with new rules that you need to remember — and just when you've remembered one rule, he's already waiting around the corner with the next one. How many rules can you recall? —description from the publisher

rating

7.1

1.4

difficulty

2 - 15 20

BLACK STORIES: REAL CRIME EDITION

Published 2009
Publisher Brain Games
Designer Holger Bösch
Artist Bernhard Skopnik
Theme Card Game
Mechanic Storytelling

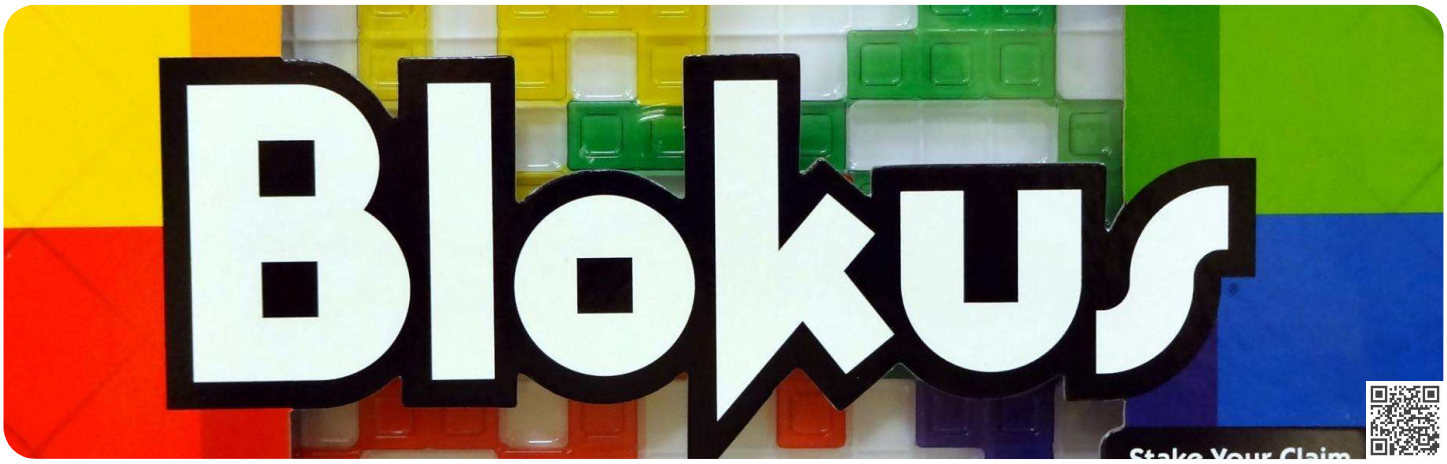
How could that have happened? Black Stories are fiddly, morbid and mysterious riddles for teenagers and adults. The players try to reconstruct the crime by asking, guessing and fiddling about. Only yes/no answers are allowed. A spooky card game just right for any party. This version of the black stories features real crime events. The box claims to include bonus material about offenders and offences, but there is no actual bonus booklet o...

rating

5.7

1.1

difficulty



2 - 4 20

BLOKUS

Published 2000
Publisher Educational Insights
Designer Bernard Tavitian
Artist Alan D. Hoch
Theme Abstract Strategy
Mechanic Enclosure

Blokus (officially pronounced "Block us") is an abstract strategy game with transparent, Tetris-shaped, colored pieces that players are trying to play onto the board. The only caveat to placing a piece is that it may not lie adjacent to your other pieces, but instead must be placed touching at least one corner of your pieces already on the board. There is a solitaire variation where one player tries to get rid of all the pieces...

rating
6.8
1.7
difficulty

3 - 5 45

BLOODBORNE: THE CARD GAME

Published 2016
Publisher CMON Global Limited
Designer Eric M. Lang
Artist Sean Chancey
Theme Card Game
Mechanic Card Drafting

Bloodborne: The Card Game is based on the Chalice Dungeons in the video game Bloodborne — the ever-changing labyrinths and tombs carved out by the Great Ones beneath the fallen city of Yharnam, where horrifying creatures reside. Players compete to kill monsters and take their blood. In general, Bloodborne is a game about risk management with a bit of group think, inventory management/upgrades, and tactical play. You start with a han...

rating
6.9
2.0
difficulty

BOONLAKE

1 - 4 160

Published 2021
Publisher dlp games
Designer Alexander Pfister
Artist Klemens Franz
Theme American West
Mechanic Bias

With a group of pioneers, you have left civilization behind to settle along the shores of Boonlake, a long-forgotten region inhabited by humans long ago. This unexplored area beckons you! Become part of a new community and commit yourself to the common good. Explore the landscapes, build houses and settlements, raise cattle, produce raw materials, and develop an infrastructure. Do your best to automate these processes. Seize the opportunity to mak...

rating
7.8
3.6
difficulty

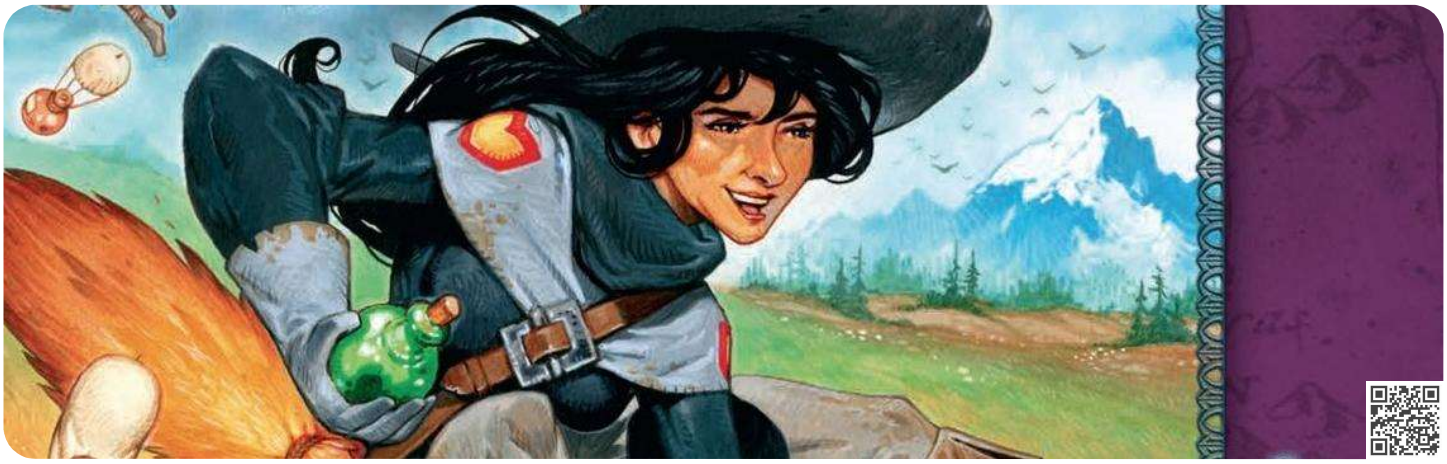
BRASS: BIRMINGHAM

2 - 4 120

Published 2018
Publisher Roxley
Designer Gavan Brown
Artist Lina Cossette
Theme Economic
Mechanic Hand Management

Brass: Birmingham is an economic strategy game sequel to Martin Wallace' 2007 masterpiece, Brass. Brass: Birmingham tells the story of competing entrepreneurs in Birmingham during the industrial revolution, between the years of 1770-1870. As in its predecessor, you must develop, build, and establish your industries and network, in an effort to exploit low or high market demands. Each round, players take turns according to the tur...

rating
8.6
3.9
difficulty



BROOM SERVICE

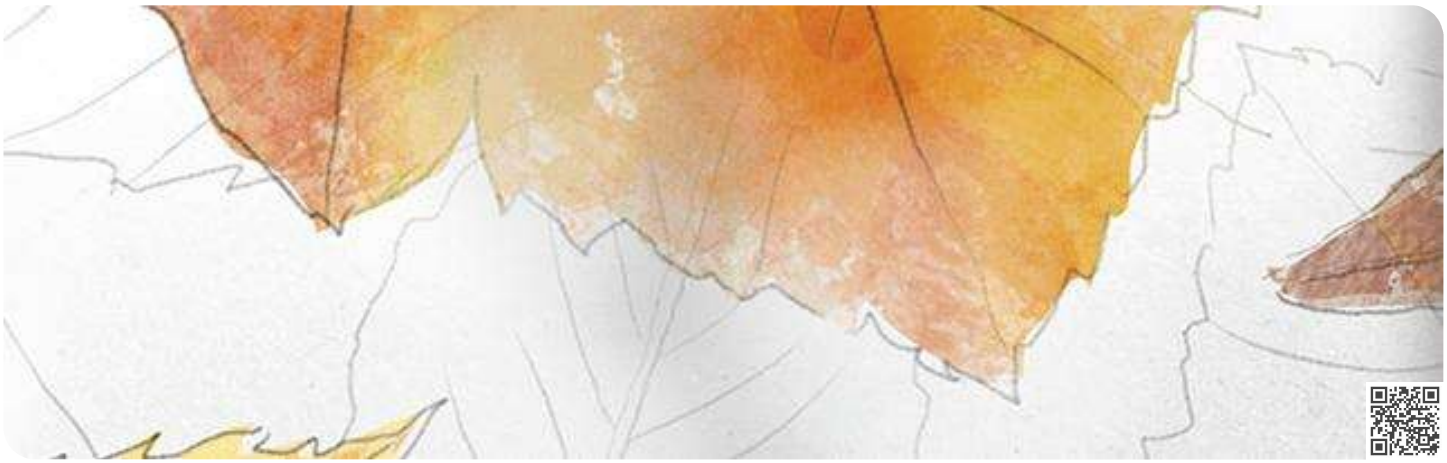
2 - 5 75

Published 2015
Publisher alea
Designer Andreas Pelikan
Artist Vincent Dutrait
Theme Fantasy
Mechanic Area Movement

Score the most victory points by delivering potions via Broom Service throughout the magical realm. Broom Service is a card-based game that combines luck and skill and balances timely bluffing with clever hand management.

Remake of award-winning Witch's Brew: New theme! Now with 3 types of roles: witches, druids, and gatherers. Drizzelda, the weather fairy, helps chase away the bad weather. New i...

rating
7.1
2.4
difficulty



BUNTE BLÄTTER

2 - 4 10

Published 2021
Publisher Nürnberger-Spielkarten-Verlag
Designer Jens Merkl
Artist Christian Opperer
Theme Card Game
Mechanic Layering

In Bunte Blätter (Colorful Leaves), you want to recreate a pattern of leaves as quickly as possible. Each player has a set of five double-sided leaf cards, with four leaves on each side of each card. The game also includes 16 double-sided target cards that show a pattern of 16 leaves. To play, flip over a target card to reveal the pattern on the opposite side. You then race to recreate the leaf pattern shown, placing four of...

rating
6.5
0.0
difficulty

1 - 4 70

BURGLE BROS 2: THE CASINO CAPERS

Published 2021
Publisher Fowers Games
Designer Tim Fowers
Artist Ryan Goldsberry
Theme Exploration
Mechanic Action Points

The Burgle Bros are back at it. Never one to turn down a challenging heist, they have decided to take down a string of casinos. But this is no office job—tougher safes, tightened security, and, perhaps worst of all, you'll be working during the day! So what's new in Burgle Bros 2? Gear - Each player now has a kit of unique tools that can be used during ANY player's turn. This leads to coordinated plays and amazing saves, bu...

rating
7.5
2.5
difficulty

2 - 6 45

CABLE CAR

Published 2009
Publisher G3
Designer Dirk Henn
Artist Michael Menzel
Theme Trains
Mechanic Connections

Cable Car is a reworked rerelease of the game originally published in 1997 by db-Spiele as Iron Horse and in 2000 by Queen Games as Metro, with a different theme, new artwork and the components and rules to play the new, optional variant "Cable Car Company," which introduces stock holding to the game. Players place square tiles onto the board to form rail lines. The object of the game is to make the rail lines as long as possibl...

rating
6.6
1.8
difficulty

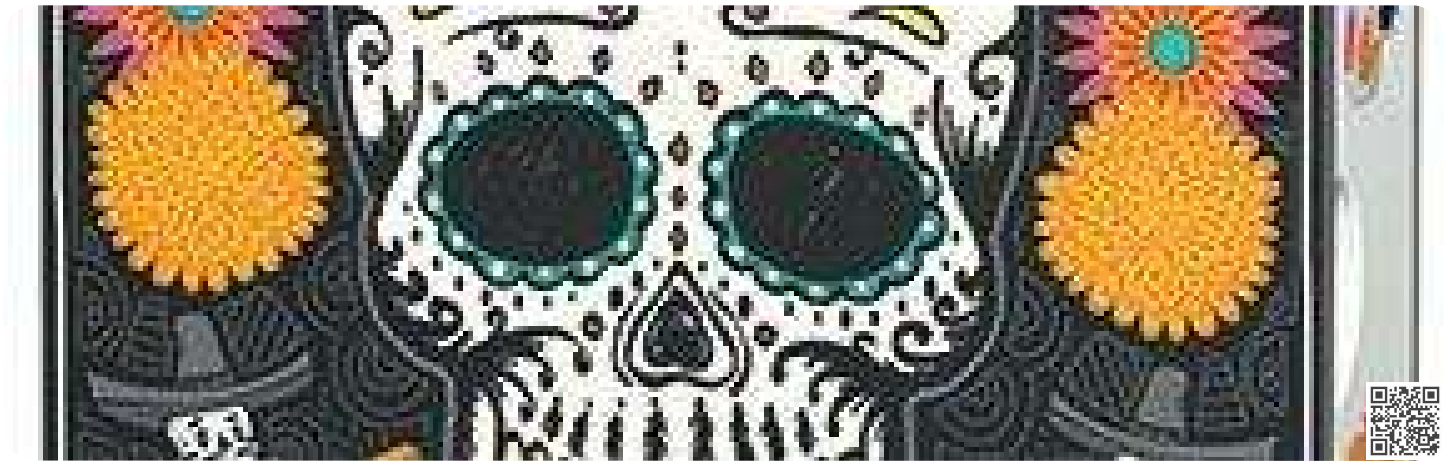
CAFÉ INTERNATIONAL

2 - 4 60

Published 1989
Publisher AMIGO
Designer Rudi Hoffmann
Artist Oliver Freudenreich
Theme Abstract Strategy
Mechanic Hand Management

This game revolves around the placement of multi-national customers in a restaurant. The board shows many different tables, each with four chairs around them. The tables are grouped by nation, so the Chinese like to sit with other Chinese. However, some of the chairs are on the border between two nations, so a person from either place could occupy the seat. To further complicate this odd tile game, each of the people is either male or female, and ...

rating
6.2
1.6
difficulty



CALAVERA

2 - 4 20

Published 2019
Publisher moses. Verlag GmbH
Designer Klaus-Jürgen Wrede
Artist Kreativbunker
Theme Bluffing
Mechanic Dice Rolling

Calavera is a roll-and-write game in which each player wants to make as many crosses on their block as possible because many crosses bring many points. But beware! If the players are too greedy, their valuable points melt away again. Whoever chooses the best die result and makes the crosses in the right place wins. This is how it is played: Everybody collects as many crosses in each color as possible on their block page. ...

rating
6.8
1.0
difficulty

CALICO

1 - 4 45

Published 2020
Publisher Flatout Games
Designer Kevin Russ
Artist Beth Sobel
Theme Abstract Strategy
Mechanic Enclosure

Calico is a puzzly tile-laying game of quilts and cats. In Calico, players compete to sew the coziest quilt as they collect and place patches of different colors and patterns. Each quilt has a particular pattern that must be followed, and players are also trying to create color and pattern combinations that are not only aesthetically pleasing, but also able to attract the cuddliest cats! Turns are simple. Select a single patch ti...

rating

7.7

2.2

difficulty

CAN'T STOP

2 - 4 30

Published 1980
Publisher Parker Brothers
Designer Sid Sackson
Artist Klemens Franz
Theme Dice
Mechanic Dice Rolling

In this Sid Sackson classic, players must press their luck with dice and choose combinations tactically to close out three columns. The board has one column for each possible total of two six-sided dice, but the number of spaces in each column varies: the more probable a total, the more spaces in that column and the more rolls it takes to complete. On their turn, a player rolls four dice and arranges them in duos: 1 4 5 6 can become 1+4 and 5+6 fo...

rating

6.8

1.1

difficulty

CAPTAIN SONAR

2 - 8 60

Published 2016
Publisher Matagot
Designer Roberto Fraga
Artist Ervin
Theme Deduction
Mechanic Grid Movement

At the bottom of the ocean, no one will hear you scream! In Captain Sonar, you and your teammates control a state-of-the-art submarine and are trying to locate an enemy submarine in order to blow it out of the water before they can do the same to you.

Every role is important, and the confrontation is merciless. Be organized and communicate because a captain is nothing without his crew: the Chief Mate, the Radio Operator, and the Engineer....

rating

7.5

2.1

difficulty

CARCASSONNE

2 - 5 45

Published 2000
Publisher Hans im Glück
Designer Klaus-Jürgen Wrede
Artist Doris Matthäus
Theme City Building
Mechanic Area Majority / Influence

Carcassonne is a tile-placement game in which the players draw and place a tile with a piece of southern French landscape on it. The tile might feature a city, a road, a cloister, grassland or some combination thereof, and it must be placed adjacent to tiles that have already been played, in such a way that cities are connected to cities, roads to roads, etcetera. Having placed a tile, the player can then decide to place one of their meeples on on...

rating

7.4

1.9

difficulty

CARSON CITY

2 - 5 90

Published 2009
Publisher Quined White Goblin Games
Designer Xavier Georges
Artist Alexandre Roche
Theme American West
Mechanic Area Majority / Influence

Carson City is a strategic game played in four rounds, and in each one of them, the players choose a character from the seven available that gives certain advantages. After selecting characters, your cowboys are placed on action track locations that allow you to construct buildings, houses, or roads; claim ground; earn money; or score victory points. When more than one player is on the same location, get ready, it is time for a duel! Roll...

rating
7.2
3.1
difficulty

CARTOGRAPHERS

1 - 100 45

Published 2019
Publisher Thunderworks Games
Designer Jordy Adan
Artist Lucas Ribeiro
Theme Fantasy
Mechanic Bingo

Queen Gimnax has ordered the reclamation of the northern lands. As a cartographer in her service, you are sent to map this territory, claiming it for the Kingdom of Nalos. Through official edicts, the queen announces which lands she prizes most, and you will increase your reputation by meeting her demands. But you are not alone in this wilderness. The Dragul contest your claims with their outposts, so you must draw your lines carefully to reduce t...

rating
7.7
1.8
difficulty

3 - 4 120

CATAN

Published 1995
Publisher KOSMOS
Designer Klaus Teuber
Artist Volkan Baga
Theme Economic
Mechanic Dice Rolling

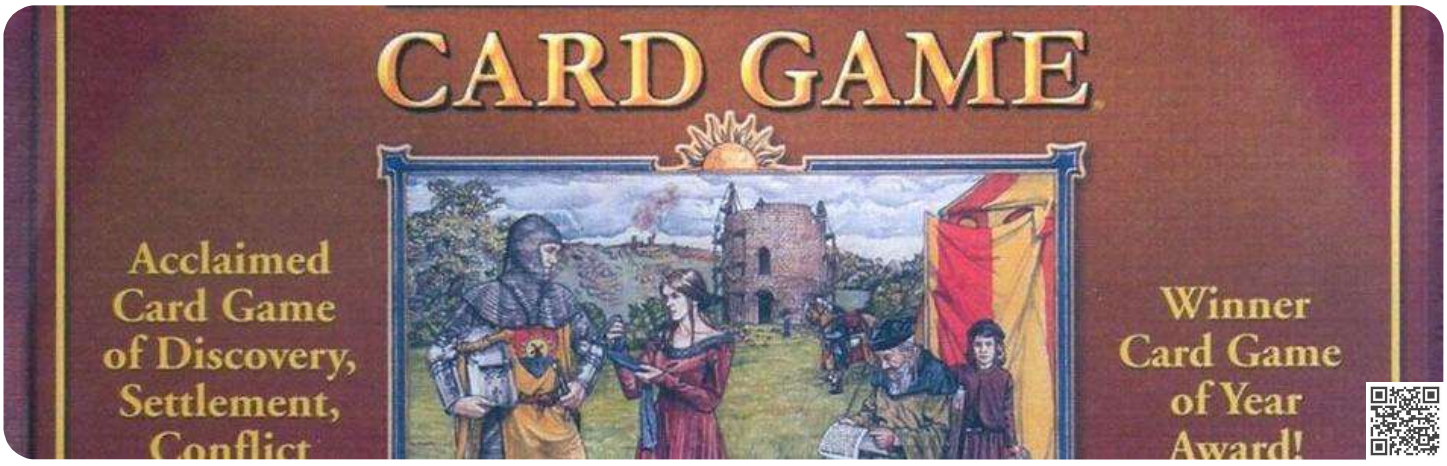
In CATAN (formerly The Settlers of Catan), players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players build by spending resources (sheep, wheat, wood, brick and ore) that are depicted by these resource cards; each land type, with the exception of the unproductive desert, produces a specific resource: hills produce bric...

rating

7.1

2.3

difficulty



2 120

CATAN CARD GAME

Published 1996
Publisher KOSMOS
Designer Klaus Teuber
Artist Tanja Donner
Theme Card Game
Mechanic Card Drafting

Catan Card Game bears only a slight resemblance to The Settlers of Catan, the original game in the Catan series. There are six resources: wool, wood, bricks, grain, ore, and gold. Before beginning the game, the players receive six square cards showing the resources, with a different die number on each card. In addition, the players start the game with two village cards and a road card connecting them. There are card stacks of more roads and villa...

rating

6.7

2.4

difficulty

CATAN: 5-6 PLAYER EXTENSION

5 - 6 120

Published 1996
Publisher KOSMOS
Designer Klaus Teuber
Artist Volkan Baga
Theme Expansion for Base-game
Mechanic Dice Rolling

Allows you to add up to two more opponents to The Settlers of Catan. The only change in the rules is that there is a building round at the end of each turn in which any player can build.

Belongs to the Catan Series. Expands: Catan Expanded by: Catan: Seafarers â€“ 5-6 Player Extension Catan: Cities & Knights â€“ 5-6 Player Extension

rating

6.9

2.3

difficulty

CATAN: CITIES & KNIGHTS

3 - 4 90

Published 1998
Publisher KOSMOS
Designer Klaus Teuber
Artist Volkan Baga
Theme Expansion for Base-game
Mechanic Dice Rolling

Adds several new aspects to Settlers of Catan but the two major ones are creating knights to protect the land from invading barbarians and building city improvements that confer benefits upon that city's owner. Adds tactical complexity to the game and game length. Belongs to the Catan Series. The game changes the base game in three main ways: First, there are 3 new commodities in the game, distinct from resources - paper...

rating

7.4

2.9

difficulty

CATAN: SEAFARERS

3 - 4 90

Published 1997
Publisher KOSMOS
Designer Klaus Teuber
Artist Volkan Baga
Theme Civilization
Mechanic Dice Rolling

This is an expansion for The Settlers of Catan. Players can build shipping lanes, which are very similar to roads. Additionally, the game comes with many different water-hex-heavy variant setups. The American version (Mayfair) should only be used with the American base game, instead of the German one (Kosmos), because of matching components and for the same reason, the Kosmos German version should only be used with the German base game. Additional...

rating

7.1

2.4

difficulty

CAVES OF RWENZORI

1 - 5 60

Published 2021
Publisher Vivid Games
Designer James Trower
Artist Aaron Howdle
Theme Adventure
Mechanic Card Drafting

Caves of Rwenzori (Ru-Wen-Zor-Ree) Deep in the rainforest the cloud covered Rwenzori mountains hide a vast network of ancient caves steeped in myth and mystery. Explorers have descended into those dark halls looking for fame, riches and glory, when disaster strikes and the entrance collapses. As the dust settles the legend of the caves rings in your ears, “Only one ever comes out!” Players develop the Rwenzor...

rating

7.3

0.0

difficulty

1 - 5 60

CAVES OF RWENZORI: LEGEND OF THE SHADOW APE

Published 2020
Publisher Vivid Games
Designer James Trower
Artist Aaron Howdle
Theme Adventure
Mechanic Card Drafting

Legend tells of the Shadow Ape, a wild beast hidden deep in the dark forgotten belly of the caves. When it catches your scent and roars in the darkness, take out your weapons because nothing will stop his pursuit! The Legend of the Shadow Ape expansion brings new possibilities, challenges and excitement into the game. It includes 12 newly designed weapon cards, five large custom ape meeples, one custom-made die, five magnificently-designed Shadow ...

rating

8.0

0.0

difficulty

1 - 6 60

CAVES OF RWENZORI: THE INTREPID EXPANSION

Published 2020
Publisher Vivid Games
Designer James Trower
Artist Aaron Howdle
Theme Expansion for Base-game
Mechanic Card Drafting

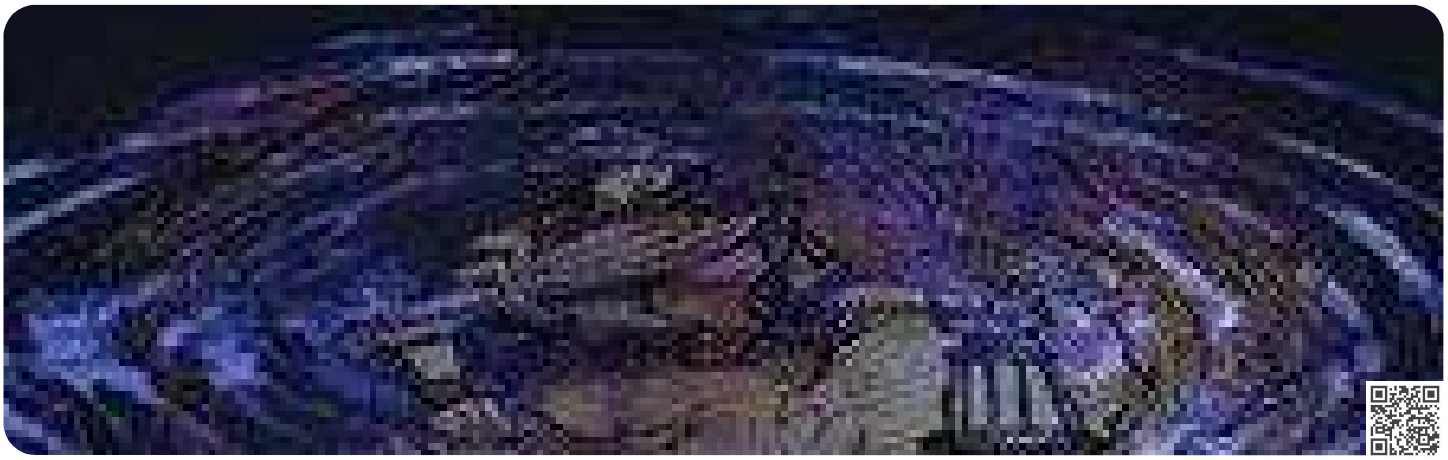
The Intrepid expansion grows the core game into a 6 player game or enlarges your existing game. Included in the box are x20 Cave Tiles, a purple meeple, a magnificently-designed new character (the Colonel) and a new Special Gear Card. Adventurer, gather your wits!

rating

7.5

0.0

difficulty



1 - 5 60

CAVES OF RWENZORI: THE MONSOON EXPANSION

Published 2020
Publisher Vivid Games
Designer James Trower
Artist Aaron Howdle
Theme Adventure
Mechanic Card Drafting

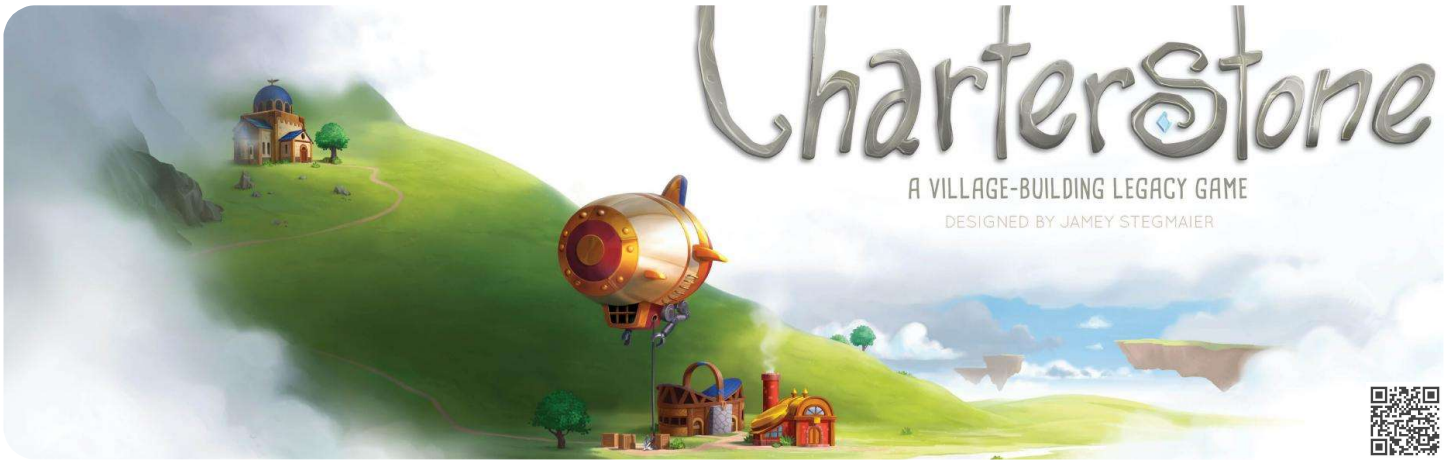
The Monsoon Expansion brings the unpredictable, merciless power of nature to your Caves of Rwenzori adventure. As the monsoon pours and the underground rivers rise, beware! The Monsoon Expansion adds an extra 20 tiles to the game, one custom-made die and a new, dynamic but simple rule set that will keep you on the edge of your seat. Take a deep breath!

rating

8.0

0.0

difficulty



1 - 6 75

CHARTERSTONE

Published 2017
Publisher Stonemaier Games
Designer Jamey Stegmaier
Artist Lina Cossette
Theme City Building
Mechanic Card Drafting

The prosperous Kingdom of Greengully, ruled for centuries by the Forever King, has issued a decree to its citizens to colonize the vast lands beyond its borders. In an effort to start a new village, the Forever King has selected six citizens for the task, each of whom has a unique set of skills they use to build their charter. In Charterstone, a competitive legacy game, you construct buildings and populate a shared village. Building stick...

rating

7.3

2.8

difficulty

CHRONICLES OF CRIME

1 - 4 90

Published 2018
Publisher Lucky Duck Games
Designer David Cicurel
Artist David Cicurel
Theme Adventure
Mechanic Cooperative Game

Chronicles of Crime is a cooperative game of crime investigation, mixing an app, a board game and a touch of Virtual Reality. With the same physical components (board, locations, characters and items), players will be able to play plenty of different scenarios and solve as many different crime stories. Players start the app, choose the scenario they want to play, and follow the story. The goal being to catch the killer of the cur...

rating
7.7

2.0
difficulty

CHRONICLES OF CRIME: NOIR

1 - 4 90

Published 2018
Publisher Lucky Duck Games
Designer Stéphane Anquetil
Artist Matijos Gebreselassie
Theme Adventure
Mechanic Cooperative Game

Noir is an expansion authored by Stephane Anquetil, a very talented writer with credentials including Sherlock Holmes Consulting Detective scenarios as well as Escape Books and Box (404 éditions). In Noir, the whole group is collectively representing one private detective with unconventional methods. Instead of Forensic Contacts, players have 4 action cards they can use at any point and any moment: Spy Break-I...

rating
8.0

2.0
difficulty

1 - 4 90

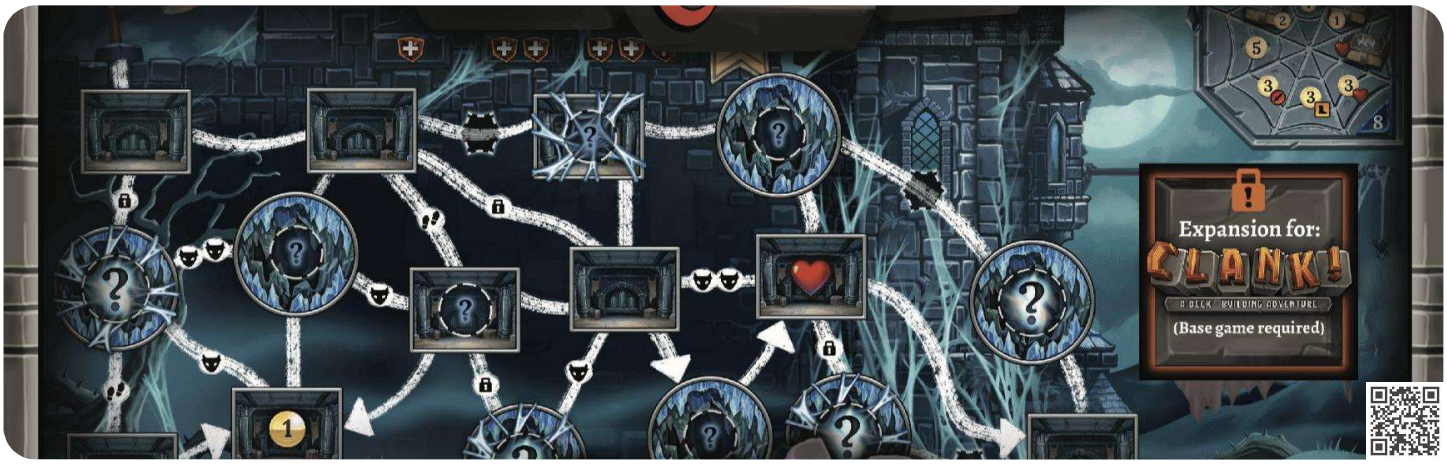
CHRONICLES OF CRIME: WELCOME TO REDVIEW

Published 2018
Publisher Lucky Duck Games
Designer David Cicurel
Artist Matijos Gebreselassie
Theme Adventure
Mechanic Cooperative Game

Some strange things have started to happen in the small town of Redview. For weeks now, animals have been disappearing. When Wookie, Sheriff's dog, disappears as well, 6 friends get together to try to find him. Welcome to Redview is family friendly. No murders, but instead strange things are happening in a small town in Maine, USA, in the 80s. Since you play the role of kids, there are no scientific contacts you can call to help you. Inst...

rating
7.6

1.9
difficulty



2 - 4 60

CLANK! EXPEDITIONS: GOLD AND SILK

Published 2018
Publisher Dire Wolf
Designer Tim McKnight
Artist Raul Ramos
Theme Adventure
Mechanic Card Drafting

If you have an insatiable thirst for plunder, Clank! Expeditions: Gold and Silk is for you: a series of boards to continue your deck-building adventures. This first expedition begins in a mine abandoned by the Ruin Dwarven Mining Company (Ruin DMC) when it became infested with monsters. But it still holds plenty of gold for those daring enough to enter. Still more wealth awaits in the Spider Queen's Lair. Surely the Spider Queen ...

rating
8.0

2.1
difficulty

2 - 4 60

CLANK! EXPEDITIONS: TEMPLE OF THE APE LORDS

Published 2019
Publisher Dire Wolf
Designer Tim McKnight
Artist Anika Burrell
Theme Adventure
Mechanic Card Drafting

If you have an insatiable thirst for plunder, Clank! Expeditions: Temple of the Ape Lords is for you: a series of boards to continue your deck-building adventures. This expedition takes you deep into the jungle, where the fabled Temple of the Ape Lords is said to reside. Valuable relics of their lost civilization await you... as does an undying mechanical guardian the Ape Lords left behind. Even when you find the temple,...

rating
8.1
2.0
difficulty

2 - 4 60

CLANK! LEGACY: ACQUISITIONS INCORPORATED – THE "

Published 2019
Publisher Dire Wolf
Designer Andy Clautice
Artist Derek Herring
Theme Adventure
Mechanic Card Drafting

The “C” Team Pack contains four illustrious Acquisitions Incorporated characters that can be used immediately in your existing Clank! game, or even join your Clank! Legacy Acquisitions Incorporated franchise!

rating
7.8
1.0
difficulty

2 - 4 60

CLANK! LEGACY: ACQUISITIONS INCORPORATED – UPPER

Published 2019
Publisher Dire Wolf
Designer Andy Clautice
Artist
Theme Adventure
Mechanic Card Drafting

Some thieving jobs deserve a professional approach. When you absolutely must acquire it, call Acquisitions Incorporated! This renowned multi-planar corporation has years of experience snagging all the loot that isn't nailed down. Each Upper Management character comes with a unique deck reflecting their talents. Use them in the original Clank! A Deck-Building Adventure, or with a franchise established in Clank! Legacy: Acquisitions Incorporat...

rating
7.7
1.0
difficulty

2 - 4 60

CLANK!: A DECK-BUILDING ADVENTURE

Published 2016
Publisher Renegade Game Studios
Designer Paul Dennen
Artist Rayph Beisner
Theme Adventure
Mechanic Card Drafting

Burgle your way to adventure in the deck-building board game Clank! Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow. Be quick and be quiet. One false step and CLANK! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. You can enjoy your plunder only if you make ...

rating
7.8
2.2
difficulty

CLANK!: ADVENTURING PARTY

2 - 6 120

Published 2020
Publisher Dire Wolf
Designer Evan Lorentz
Artist Anika Burrell
Theme Expansion for Base-game
Mechanic Card Drafting

Expand your game to include 6 players, with 6 new asymmetrical starting decks with thieving identities! The thieves' guild is recruiting! Clank! Adventuring Party expands your merry band to include up to six players in your dungeon run! Want a new thieving identity? Shuffle up as one of six unique characters, each with their own starting deck and special abilities! Lead trusty companions as the Dwarf Agnet Build wondero...

rating
8.3

2.1
difficulty

CLANK!: LEGACY – ACQUISITIONS INCORPORATED

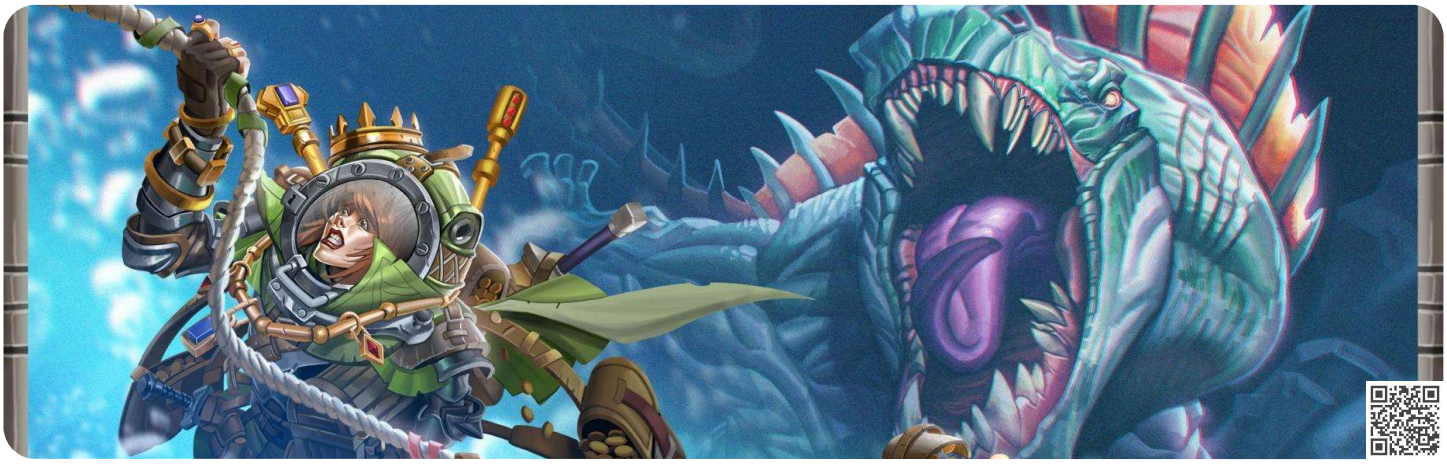
2 - 4 120

Published 2019
Publisher Dire Wolf
Designer Andy Clautice
Artist Clay Brooks
Theme Adventure
Mechanic Card Drafting

Clank! Legacy: Acquisitions Incorporated extends the deck-building fun of Clank! with legacy-style gameplay! Found your own franchise of the legendary adventuring company Acquisitions Incorporated, and shepherd your fledgling treasure-hunters to immortal corporate glory over the course of multiple games. Your game board, your deck, and your world change as you play to create a unique campaign tailored to your adventuring party. Be cunning, be bold...

rating
8.6

2.6
difficulty



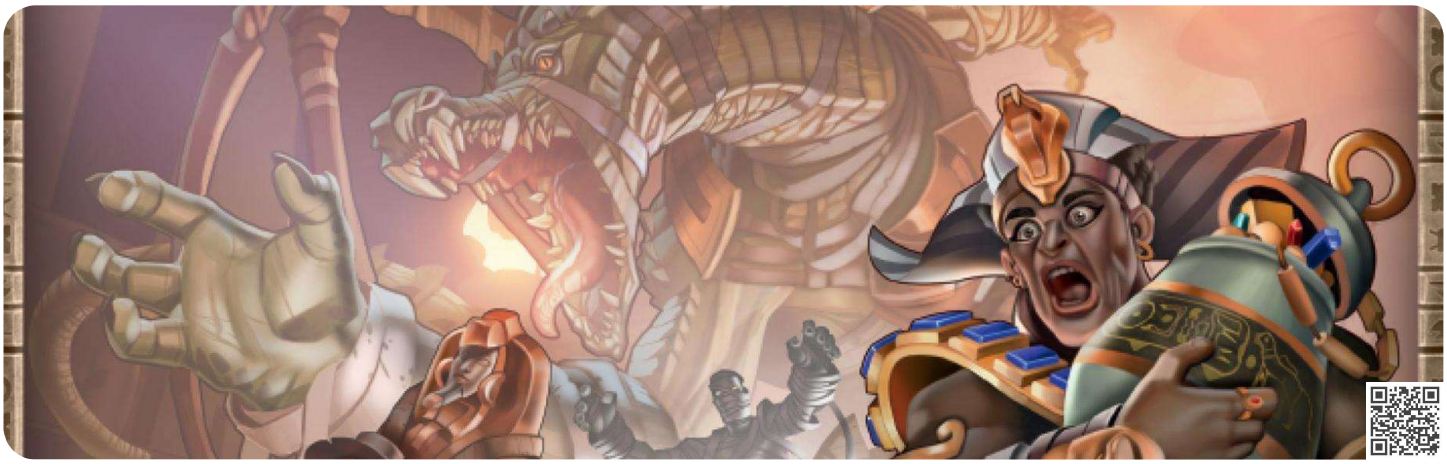
CLANK!: SUNKEN TREASURES

2 - 4 60

Published 2017
Publisher Dire Wolf
Designer Paul Dennen
Artist Rayph Beisner
Theme Adventure
Mechanic Card Drafting

In Clank! Sunken Treasures, an expansion for Clank! A Deck-Building Adventure, players explore two partially flooded maps with new dungeon deck cards, a new persistent monster to defeat, new environmental challenges, and more as they venture in the watery depths! The challenge to prove your thieving skills has moved to new environments. You'd better know how to swim as several rooms you'll face have been completely flooded with wate...

rating
8.0
2.2
difficulty



CLANK!: THE MUMMY'S CURSE

2 - 4 60

Published 2018
Publisher Dire Wolf
Designer Andy Clautice
Artist Rayph Beisner
Theme Adventure
Mechanic Card Drafting

Untold riches await inside the pyramids of the Ancients — but they are well protected. An undying Mummy guardian spreads a vile curse to those who would rob its tomb. And, inevitably, the treasure has attracted a dragon. Can you escape the fearsome Croxobek? Clank! The Mummy's Curse, an expansion for Clank!: A Deck-Building Adventure, adds a wandering mummy to the pathways that players will explore as well as new artifacts to acquir...

rating
7.9
2.2
difficulty

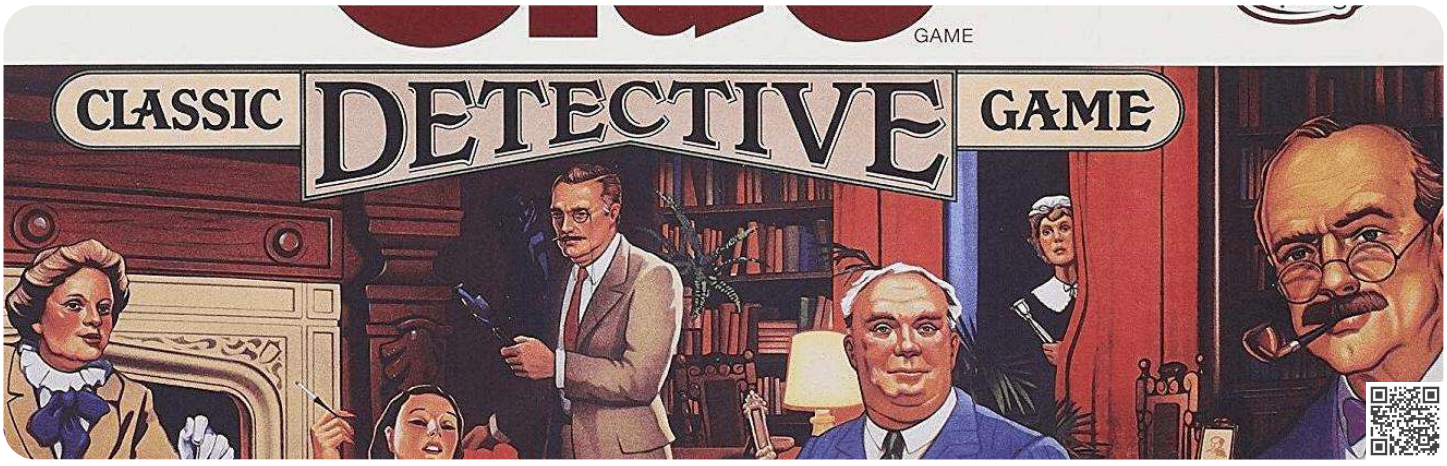
1 - 4 100

CLOUDAGE

Published 2020
Publisher Nanox Games
Designer Alexander Pfister
Artist Christian Opperer
Theme Adventure
Mechanic Deck, Bag, and Pool Building

CloudAge is a strategy game from Alexander Pfister and Arno Steinwender. The award-winning authors have created a dark and dystopian world for 1 to 4 players. Fifteen years ago, the mysterious secret society "Cloud" set fire to countless oil production sites and burned down large forests to destabilize the world. The resulting environmental catastrophe had disastrous effects on the entire planet. Now, years later, you travel abo...

rating
7.4
2.7
difficulty



2 - 6 45

CLUE

Published 1949
Publisher Hasbro
Designer Anthony E. Pratt
Artist (Uncredited)
Theme Bluffing
Mechanic Deduction

For versions of Clue that feature the new character Dr. Orchid, please use this Clue page. The classic detective game! In Clue, players move from room to room in a mansion to solve the mystery of: who done it, with what, and where? Players are dealt character, weapon, and location cards after the top card from each card type is secretly placed in the confidential file in the middle of the board. Players must move to a room and then mak...

rating
5.6
1.6
difficulty

CODENAMES

2 - 8 15

Published 2015
Publisher Czech Games Edition
Designer Vlaada Chvátil
Artist Stéphane Gantiez
Theme Card Game
Mechanic Communication Limits

Codenames is an easy party game to solve puzzles. The game is divided into red and blue, each side has a team leader, the team leader's goal is to lead their team to the final victory. At the beginning of the game, there will be 25 cards on the table with different words. Each card has a corresponding position, representing different colors. Only the team leader can see the color of the card. The team leader should prompt according ...

rating
7.6
1.2
difficulty

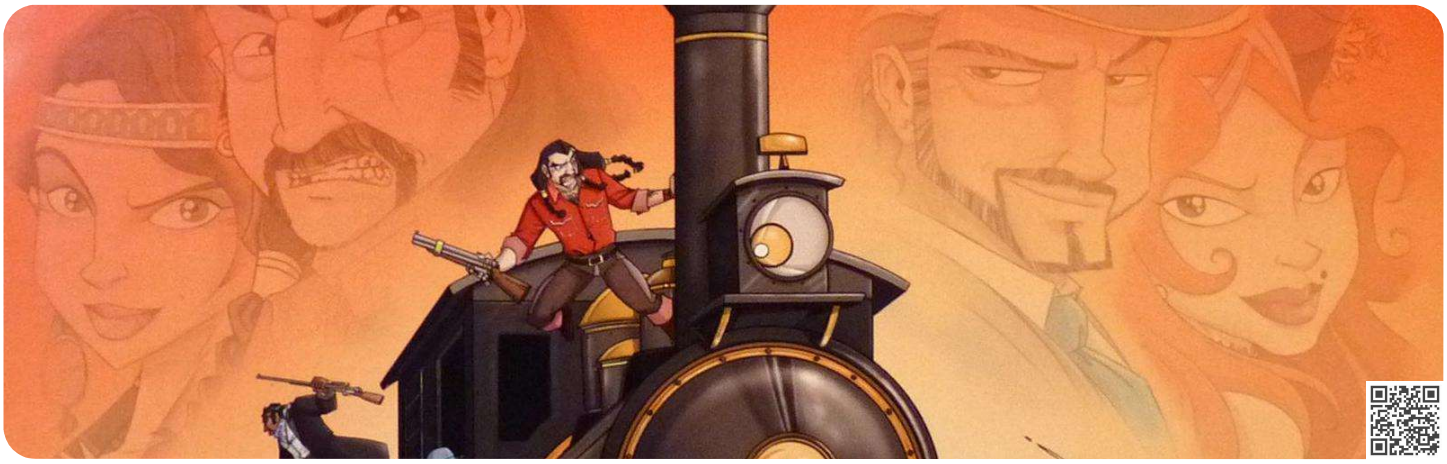
CODEX NATURALIS

1 - 4 30

Published 2021
Publisher Bombyx
Designer Thomas Dupont
Artist Maxime Morin
Theme Card Game
Mechanic Hand Management

In CODEX Naturalis, you must continue the work of the illuminating monk Tybor Kwelein, assembling the pages of a manuscript that lists the living species in primary forests. Can you put the pages together in the best order possible? And are you prepared to sacrifice a species to develop your manuscript? In the game, each player starts with a single card on the table, a card that shows some combination of the four possible resources in the...

rating
7.2
1.7
difficulty



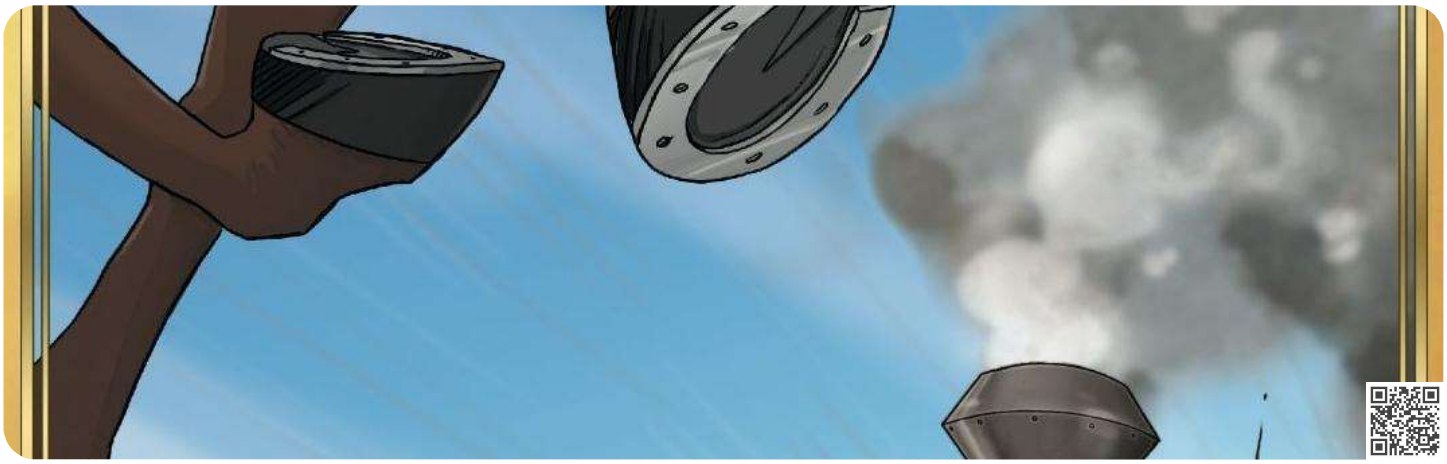
COLT EXPRESS

2 - 6 40

Published 2014
Publisher Ludonaute
Designer Christophe Raimbault
Artist Ian Parovel
Theme American West
Mechanic Action Queue

On the 11th of July, 1899 at 10 a.m., the Union Pacific Express has left Folsom, New Mexico, with 47 passengers on board. After a few minutes, gunfire and hurrying footsteps on the roof can be heard. Heavily armed bandits have come to rob honest citizens of their wallets and jewels. Will they succeed in stealing the suitcase holding the Nice Valley Coal Company's weekly pay, despite it having been placed under the supervision of Marshal Samuel For...

rating
7.1
1.8
difficulty



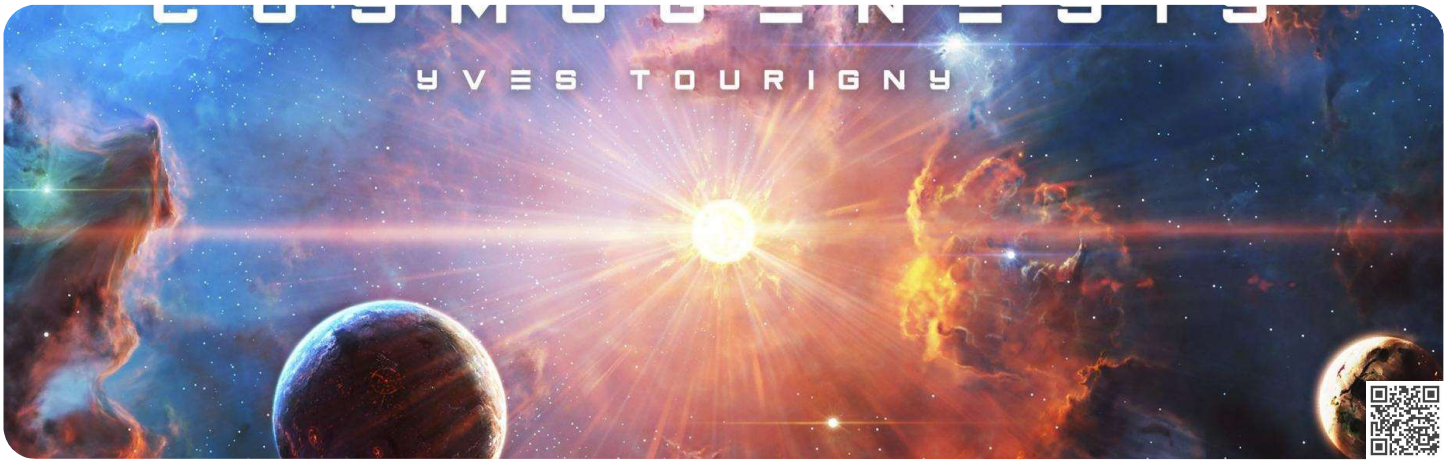
COLT EXPRESS: HORSES & STAGECOACH

2 - 6 60

Published 2015
Publisher Asterion Press
Designer Christophe Raimbault
Artist Jordi Valbuena
Theme American West
Mechanic Action Queue

Colt Express: Horses & Stagecoach, the first expansion for the 2015 Spiel des Jahres winner Colt Express, introduces a 3D stagecoach that rides alongside the train from the base game. The bandits now have horses that they can ride to move faster between the cars, and these horses allow them to jump into the stagecoach as well. The stagecoach is protected by a guard with a shotgun, but a punch in his face would be enough to eject him toward the...

rating
7.4
2.1
difficulty



COSMOGENESIS

2 - 4 60

Published 2017
Publisher Ludonova
Designer Yves Tourigny
Artist Tim Barton
Theme Space Exploration
Mechanic Simulation

In a game of Cosmogenesis, each player creates their own planet system, starting from a star and an asteroid belt. To do this, they use the elements available on the different sections of the central board. In each round, players obtain one element from each of the four sections over four turns and with these elements players form planets and moons. These then collide with each other, causing them to increase in size, develop rings, form atmospher...

rating

7.4

2.6

difficulty

CREATURE COMFORTS

1 - 5 45

Published 2022
Publisher Kids Table BG
Designer Roberta Taylor
Artist Shawna J.C. Tenney
Theme Animals
Mechanic Card Drafting

Life in the forest is a lot of fun, at least while the sun is shining and the leaves are on the trees. Those days don't last forever though, and long before the weather starts to change, the wise animals start to harvest for the long cold winter ahead. You will spend many months tucked into your burrow and you want to make it as cozy as possible. A nice bowl of soup, a comfortable rocking chair, and some toys and games will go a long way to ...

rating

8.4

2.6

difficulty

CROSS CLUES

2 - 6 10

Published 2020
Publisher Blue Orange Games
Designer Grégory Grard
Artist Simon Douchy
Theme Deduction
Mechanic Cooperative Game

Cross Clues is a cooperative party game about making connections between clues. Work together to fill in the grid of code words by giving single word clues that represent the crossing of two different code words in the grid. Consider your clues carefully and think as a team to fill in as much of the grid as possible! Thousands of different combinations guarantee endless fun! — description from the publisher

rating
7.4
1.0
difficulty

CRYPTID

3 - 5 50

Published 2018
Publisher Osprey Games
Designer Hal Duncan
Artist Kwanchai Moriya
Theme Deduction
Mechanic Deduction

You've studied the footage, connected the dots, and gathered what meager evidence you could. You're close — soon the whole world will know the truth behind the Cryptid. A group of like-minded cryptozoologists have come together to finally uncover the elusive creature, but the glory of discovery is too rich to share. Without giving away some of what you know you will never succeed in locating the beast, but reveal too much and your name will ...

rating
7.5
2.2
difficulty

2 - 4 10

CUPCAKE ACADEMY

Published 2020
Publisher Blue Orange (EU)
Designer Erwan Morin
Artist Simon Douchy
Theme Puzzle
Mechanic Cooperative Game

Cupcake Academy is a cooperative game of logic and speed. Work together with your fellow pastry chefs to organize your kitchen based on your instructor's assignments. Each assignment wants your cupcake cups to be arranged in a specific layout in the kitchen, so you must quickly move the cups to empty plates or on top of smaller cups, one at a time, before time runs out! —description from the publisher

rating
6.9

1.2
difficulty

1 - 4 75

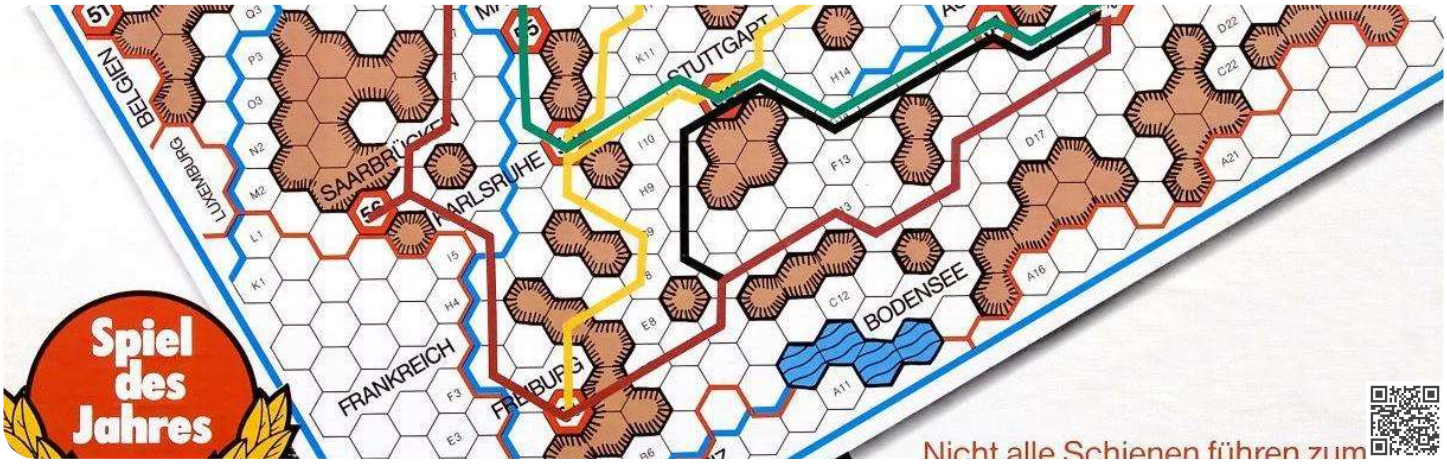
CURATORS

Published 2021
Publisher Little Rocket Games
Designer Tove Jomer
Artist Emilie Vaccarini Francis
Theme Ancient
Mechanic Pick-up and Deliver

Curators is a Euro-style, tile-laying game for 1-4 players in which players build museums and their collections to attract visitors. Your job as curator is to expand the museum and its collection. With help from your employees you will build new wings and collect objects to put on display in the museum. The employees are represented by five chips that are used to determine what different actions you may take in the game. Select y...

rating
7.1

2.4
difficulty



DAMPFROSS

2 - 6 90

Published 1979
Publisher Alga
Designer David G. Watts
Artist Frank Pfeifer
Theme Racing
Mechanic Crayon Rail System

This game was originally designed by a teacher to be used as a learning tool. There are several different editions of this game (originally released in the UK as Railway Rivals), but most feature several different hexagonal maps of real locations, such as Tennessee and Germany. Starting from one of the cities pictured on the map, players build track during the first part of the game. Players receive a small bonus for reaching a city before anyo...

rating
6.2
2.2
difficulty

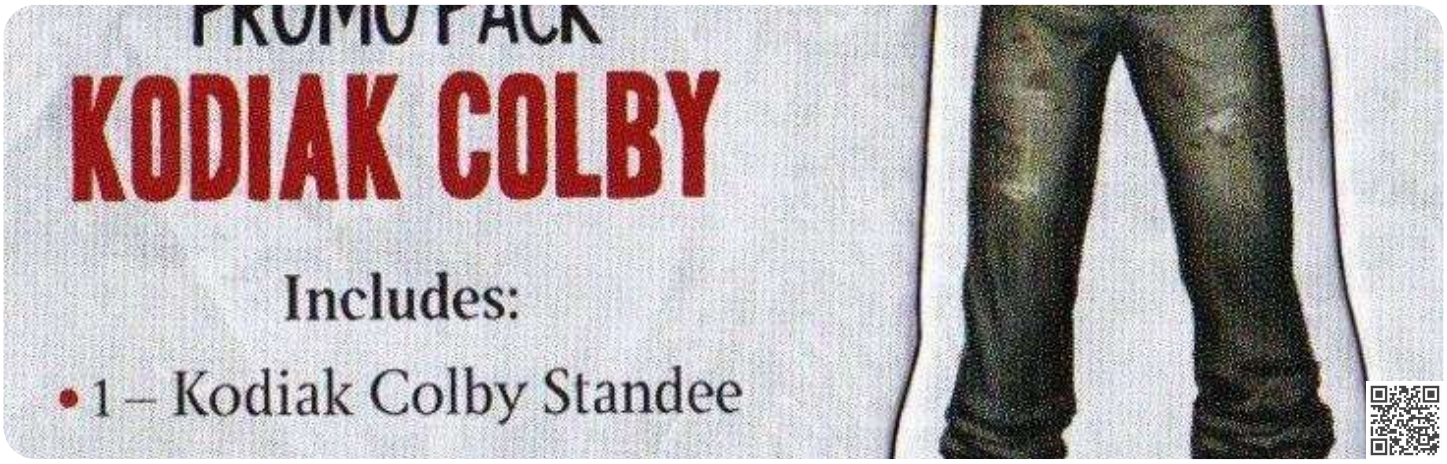
DAS PERFEKTE WORT

1 - 6 15

Published 2021
Publisher moses. Verlag GmbH
Designer Moritz Dressler
Artist Kreativbunker
Theme Real-time
Mechanic Real-Time

Das perfekte Wort (German for The perfect Word) is a competitive word game for one to six players. The game is played over 9 rounds. At the start of the game, a score card is drawn that determines how many points the different vowels in a word are worth during this game. Each round, the players reveal a combination of a letter and a word length. They then have one minute to come up with a word that scores them as many points as p...

rating
7.1
1.5
difficulty



DEAD OF WINTER: KODIAK COLBY

3 - 5 100

Published 2014
Publisher Cube Factory of Ideas
Designer Jonathan Gilmour
Artist Fernanda Suárez
Theme Expansion for Base-game
Mechanic Action Points

A promotional card included with the purchase of Dead of Winter: A Crossroads Game from Plaid Hat Games Online Store. This promo introduces a new character to play with in your game, as well as a Cardboard Standee and Crossroads Card that you can use in the game. Part of the Dead of Winter series.

rating

7.6

2.5

difficulty

DEAD OF WINTER: THE LONG NIGHT

2 - 5 120

Published 2016
Publisher Plaid Hat Games
Designer Jonathan Gilmour
Artist Joshua Panelo
Theme Bluffing
Mechanic Action Points

Dead of Winter: The Long Night is a standalone expansion for Dead of Winter: A Crossroads Game that introduces the Raxxon location where horrible experiments will spill out into the town unless players can contain them. The game has players at a new colony location trying to survive with new survivors against brand new challenges. Can you handle being raided by members of other colonies? Will you explore more and unravel the mysteries of ...

rating

7.6

3.3

difficulty

DECEPTION: MURDER IN HONG KONG

4 - 12 20

Published 2014
Publisher Jolly Thinkers
Designer Tobey Ho
Artist Marcin Adamski
Theme Bluffing
Mechanic Communication Limits

Deception: Murder in Hong Kong is a game of deduction and deception for 4-12 players that plays in about 20 minutes. In the game, players take on the roles of investigators attempting to solve a murder case – but there's a twist. The killer is one of the investigators! Each player's role and team are randomly assigned at the start of play and include the unique roles of Forensic Scientist, Witness, Investigator, Murderer, and Accomp...

rating
7.4
1.5
difficulty

DECRYPTO

3 - 8 45

Published 2018
Publisher Le Scorpion Masqué
Designer Thomas Dagenais-Lespérance
Artist Fabien Fulchiron
Theme Bluffing
Mechanic Communication Limits

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 roun...

rating
7.7
1.8
difficulty

DEUTSCHLANDREISE

2 - 6 45

Published 1935
Publisher Otto Maier Verlag
Designer Jochen Zeiss
Artist KniffDesign
Theme Travel
Mechanic Pick-up and Deliver

Deutschlandreise is the predecessor to Explore Europe and Weltreise. Each player receives some destination cards with places in Germany. The players have to move along the board by throwing a die. The first player who has visited all of his/her destination cards and arrives back in the starting place wins the game. 1977 Edition Each player chooses a starting place and receives 7 destination cards.The players roll and move alo...

rating
4.4
1.2
difficulty

DICE HOSPITAL

1 - 4 90

Published 2018
Publisher Alley Cat Games
Designer Stan Kordonskiy
Artist Sebastián Koziner
Theme Dice
Mechanic Action Points

In Dice Hospital, a worker placement game, players must treat as many patients as possible to appease the local authorities! Players use their hospital staff to treat patients on their personal hospital player boards. However, players may also call in specialist staff to react to certain situations that arise to score more points with the authorities! The game uses worker placement mechanics for the staff, dice as the patients where low scores ind...

rating
7.1
2.3
difficulty

DICE HOSPITAL: DELUXE ADD-ONS BOX

1 - 4 90

Published 2018
Publisher Alley Cat Games
Designer Stan Kordonskiy
Artist Sabrina Miramon
Theme Dice
Mechanic Action Points

The deluxe add-ons include five 3D ambulances, the experimental medicine mini expansion pack, wooden tokens for the blood bags and fatality tokens, and a build your own hospital-themed dice tower! The experimental medicine mini expansion pack offers a new style of upgrade tiles and specialists. While retaining the euro-style control of the base game dice manipulation, the expansion offers an alternative way to manipulate tiles. Essentiall...

rating
7.2
2.0
difficulty

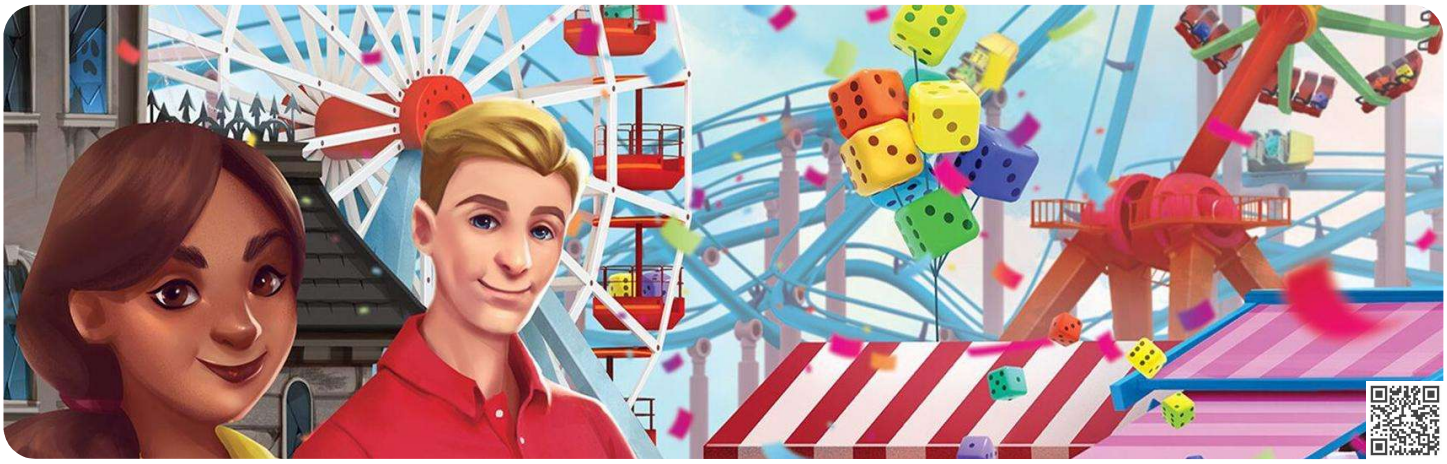
DICE HOSPITAL: ER – EMERGENCY ROLL

1 - 6 30

Published 2022
Publisher Alley Cat Games
Designer Matthew Dunstan
Artist Jacqui Davis
Theme Dice
Mechanic Dice Rolling

In Dice Hospital: ER – Emergency Roll everyone tries to treat as many patients in their hospital as possible, filling their wards, admitting extra or critical patients, choosing when and where to station nurses and using screens to isolate patients, and satisfying the demands of the three Specialists. Each round the active player flips over an ambulance card revealing three actions, and are tied to the dice which are also rolled and...

rating
6.2
0.0
difficulty



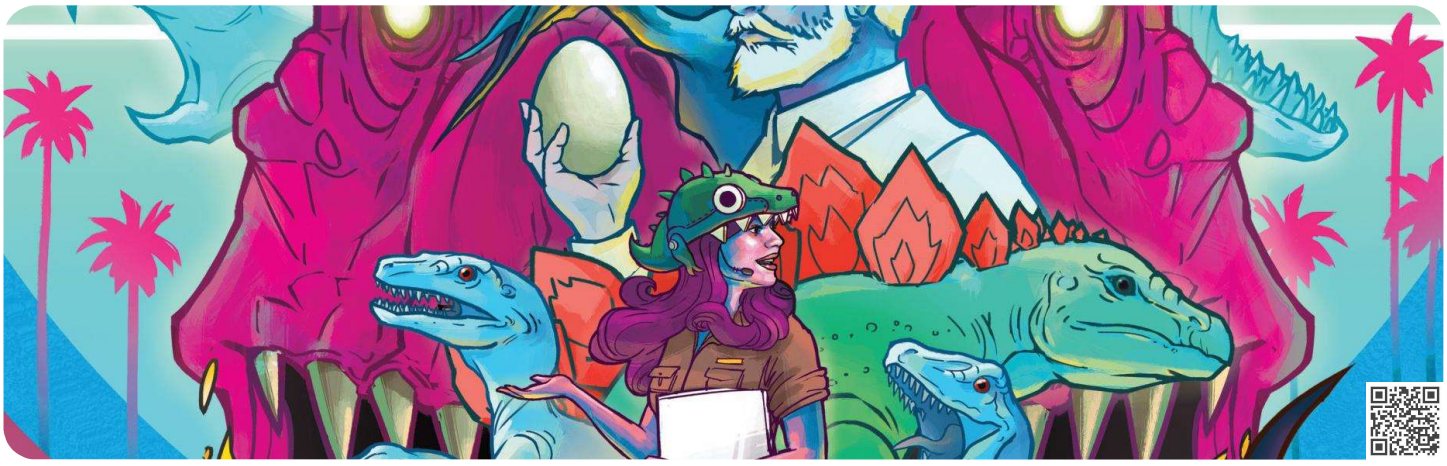
DICE THEME PARK

1 - 4 90

Published 2022
Publisher Alley Cat Games
Designer Adrian Adamescu
Artist Sabrina Miramon
Theme Dice
Mechanic Action Drafting

Dice Theme Park is a dice manipulation board game, all about creating and running your own park of fairground attractions. In Dice Theme Park, you are the park managers, trying to create the most successful theme park in the area, by getting your customers on the most rides possible! The dice in the game represent the customers, with hex tiles representing the rides in your park. Employing a unique "Dice-cascade" mechanic once...

rating
7.6
3.0
difficulty



DINOSAUR ISLAND

1 - 4 120

Published 2017
Publisher Pandasaurus Games
Designer Jonathan Gilmour
Artist Kwanchai Moriya
Theme Animals
Mechanic Action Points

In Dinosaur Island, players will have to collect DNA, research the DNA sequences of extinct dinosaur species, and then combine the ancient DNA in the correct sequence to bring these prehistoric creatures back to life. Dino cooking! All players will compete to build the most thrilling park each season, and then work to attract (and keep alive!) the most visitors each season that the park opens. Do you go big and create a pack of Velocirapt...

rating
7.6
3.0
difficulty

DUNGEON DROP

1 - 4 20

Published 2020
Publisher Phase Shift Games
Designer Scott R. Smith
Artist Marília Nascimento
Theme Adventure
Mechanic Card Drafting

Gather your gear and prepare to dive into the labyrinth! Teeming with untold treasure, the tunnels are said to be inhabited by unusual creatures, both adorable and terrible. Keep your wits about you as the very walls shift in the torchlight... ...it's time to drop into the dungeon! Dungeon Drop is a lightweight dungeon crawler for 1-4 players, featuring a novel spatial element that assures no two games could possibly be the same....

rating
6.8

1.4
difficulty

DUNGEON LORDS

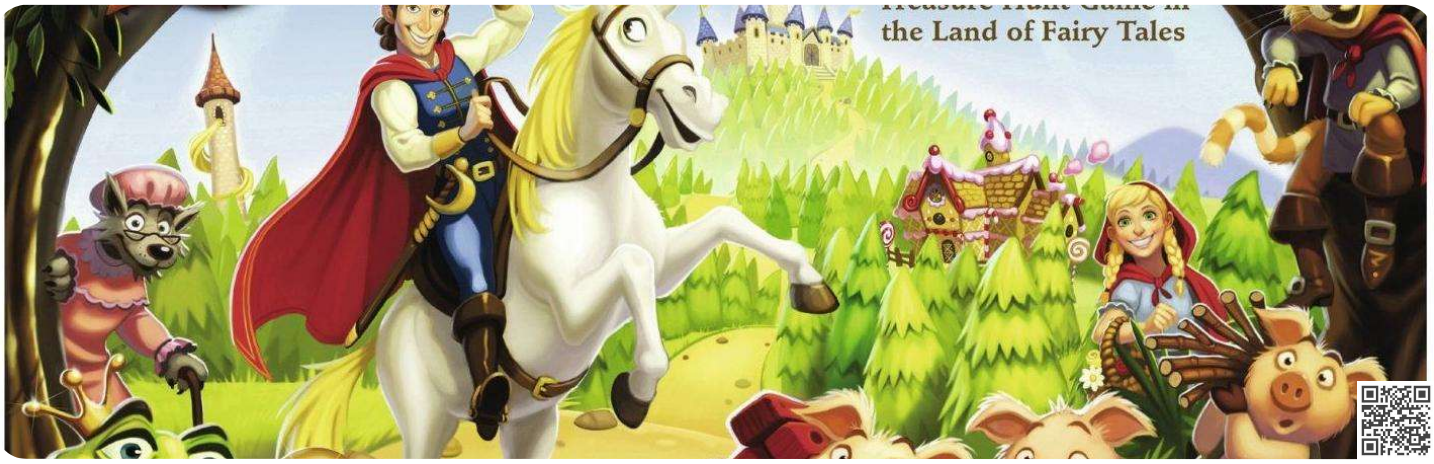
2 - 4 90

Published 2009
Publisher Czech Games Edition
Designer Vlaada Chvátil
Artist David Cochard
Theme Economic
Mechanic Action Queue

In Dungeon Lords, you are an evil dungeonlord who is trying to build the best dungeon out there. You hire monsters, build rooms, buy traps and defeat the do-gooders who wish to bring you down. From the publisher's webpage: Have you ever ventured with party of heroes to conquer dungeons, gain pride, experiences and of course rich treasure? And has it ever occurred to you how hard it actually is to build and manage such underground...

rating
7.3

3.5
difficulty



ENCHANTED FOREST

2 - 6 60

Published 1981
Publisher Ravensburger
Designer Michel Matschoss
Artist Büttner und Plümacher
Theme Adventure
Mechanic Memory

One treasure is hidden under each tree in the forest. As you move from tree to tree, you get to peek at the treasures you find. Can you remember where each one is hidden? When the king asks where one of the treasures is, players race to reach the castle with the right information. The 1997 version Wizard of Oz has a few minor rules tweaks to accommodate a four-player game, but is essentially the same game. In 2007 Ravensburger re...

rating
5.7
1.2
difficulty

ESCAPE FROM THE ALIENS IN OUTER SPACE

2 - 8 45

Published 2010
Publisher Cranio Creations
Designer Mario Porpora
Artist Giulia Ghigini
Theme Horror
Mechanic Grid Movement

Escape from the Aliens in Outer Space is a card game of strategy and bluff set on a badly damaged deep space research ship. On-board systems have failed, plunging the ship into darkness. But even worse: A mysterious alien plague has crept aboard and is transforming the human crew into horrendous monsters! The remaining crewmen desperately try to save their lives by escaping from the derelict spaceship, but in the darkness the aliens are lurking.....

rating
6.9
1.8
difficulty

ESCAPE PLAN

1 - 5 120

Published 2019
Publisher Eagle-Gryphon Games
Designer Vital Lacerda
Artist Ian O'Toole
Theme Adventure
Mechanic Area Movement

After a successful bank heist, you and your fellow thieves are laying low and enjoying the good life. Most of the cash has been hidden away, and the rest has been invested in businesses throughout the city. Everything is going according to plan until the police get a breakthrough in their investigation. Accusations are made, fingers are pointed, and after a heated argument, you decide to go your separate ways. Chaos ensues as the SWAT team is...

rating
7.5
3.6
difficulty

EVERDELL

1 - 4 80

Published 2018
Publisher Starling Games (II)
Designer James A. Wilson
Artist Andrew Bosley
Theme Animals
Mechanic Card Drafting

Within the charming valley of Everdell, beneath the boughs of towering trees, among meandering streams and mossy hollows, a civilization of forest critters is thriving and expanding. From Everfrost to Bellsong, many a year have come and gone, but the time has come for new territories to be settled and new cities established. You will be the leader of a group of critters intent on just such a task. There are buildings to construct, lively character...

rating
8.1
2.8
difficulty

EVERDELL: BELLFAIRE

1 - 6 120

Published 2019
Publisher Starling Games (II)
Designer James A. Wilson
Artist Andrew Bosley
Theme Animals
Mechanic Card Drafting

The king is throwing an unprecedented year-long event to commemorate the 100th year since Everdell's founding. Come one, come all, to the Bellfaire! Bellfaire is a new expansion for Everdell that offers several different gameplay modules, including: Components and rules for 5-6 players Player powers and resource boards A Bellfaire board with a new Market location Garland Awards, which are shar...

rating

8.0

2.9

difficulty

EVERDELL: SPIRECREST

1 - 4 100

Published 2020
Publisher Starling Games (II)
Designer James A. Wilson
Artist Andrew Bosley
Theme Animals
Mechanic Card Drafting

Far beyond the comfortable borders of the Everdell Valley, deep in the mysterious and uncharted lands, adventure is waiting to be discovered. Spirecrest adds several exciting and challenging new mechanics and features to the Everdell base game, including: Weather cards that impose challenging limitations to overcome. Discovery cards let players encounter intrepid new critters and locations on their journey, providing un...

rating

8.3

3.0

difficulty

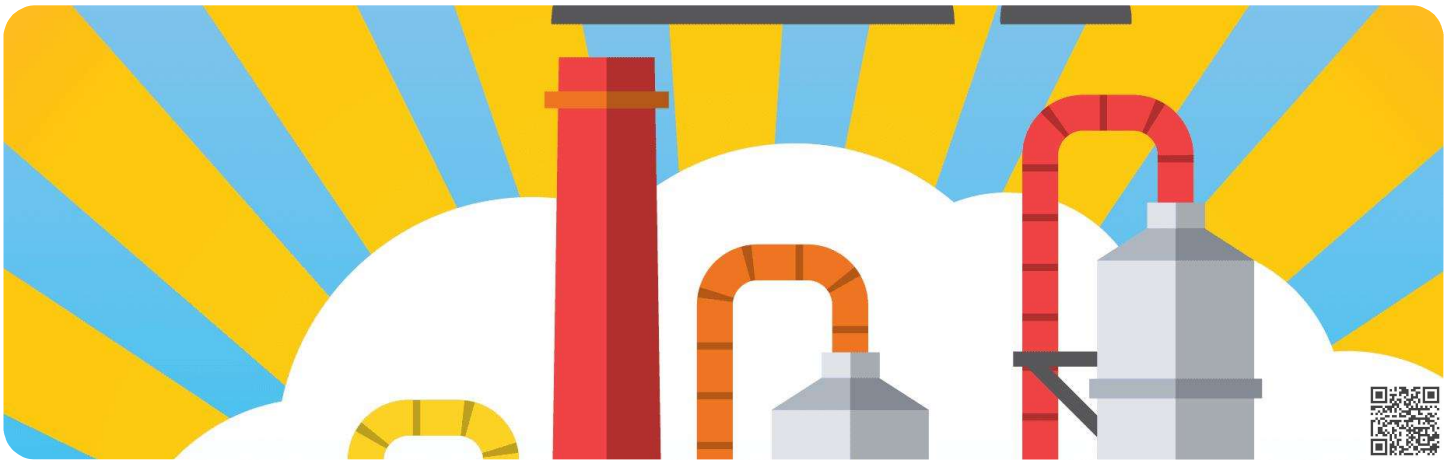
EXPLORE EUROPE

2 - 6 30

Published 1954
Publisher Grow Jogos e Brinquedos
Designer O. Fairgagnetr
Artist Gerhard Schmid
Theme Children's Game
Mechanic Dice Rolling

A travelling game through Continental Europe. Each player begins in a home city and draws 8 cards for other cities they must visit by a combination of land, sea and air travel. Roll a die each turn for movement, with players trying to choose the optimal routes. The first player to visit all their cities and return home wins. The limitation of using only 1 mode of transport per turn, as well as increasing cost for air based on distance...

rating
5.0
1.4
difficulty



FANTASTIC FACTORIES

1 - 5 60

Published 2019
Publisher Metafactory Games
Designer Joseph Z Chen
Artist Joseph Z Chen
Theme Card Game
Mechanic Card Drafting

It's a manufacturing arms race! Compete against other players as you try to build the most efficient set of factories in the shortest time. You must carefully manage your blueprints, train your workers, and manufacture as many goods as possible in order to achieve industrial dominance! In Fantastic Factories, you race to manufacture the most goods or build the most prestigious buildings. There are elements of dice rolling, worker placemen...

rating
7.5
2.1
difficulty

1 - 5 60

FANTASTIC FACTORIES: MANUFACTIONS

Published 2021
Publisher Deep Water Games
Designer Joseph Z Chen
Artist Joseph Z Chen
Theme Card Game
Mechanic Card Drafting

Manufactions is an expansion to Fantastic Factories that introduces all new blueprints, contractors, vitamin resources, and corporate factions that grant players unique powers. — description from the publisher

rating
7.9

2.0
difficulty

1 - 5 60

FANTASTIC FACTORIES: SUBTERFUGE

Published 2021
Publisher Deep Water Games
Designer Joseph Z Chen
Artist Joseph Z Chen
Theme Expansion for Base-game
Mechanic Card Drafting

Subterfuge is an expansion to Fantastic Factories that adds new blueprints as well as direct player interaction in the form of contractors that you can hire to steal resources, cards, or even dice! Subterfuge also introduces the sabotage mechanic which can be used to disable your opponent's factories.

rating
7.3

1.0
difficulty

FANTASY REALMS

2 - 6 20

Published 2017
Publisher WizKids
Designer Bruce Glassco
Artist Octographics
Theme Card Game
Mechanic Card Drafting

As ruler, it's up to you to build the mightiest realm in the world! Will you choose to follow military tactics and sweep away all in your path with a massive army? Will you turn towards sorcery and control an inaccessible island surrounded by impenetrable flames? The choice is yours, and no two realms will ever be the same in Fantasy Realms, a combo-licious card game. Fantasy Realms takes seconds to learn: Draw a card, discard a card &mda...

rating
7.5
1.7
difficulty

FANTASY REALMS: THE CURSED HOARD

3 - 6 30

Published 2021
Publisher WizKids
Designer Bruce Glassco
Artist Anthony Cournoyer
Theme Expansion for Base-game
Mechanic Card Drafting

Fantasy Realms is an acclaimed card game from designer Bruce Glassco that takes seconds to learn: Draw a card from the deck or discard area, discard a card, and try to build the strongest hand by using the best card combos. Fantasy Realms: The Cursed Hoard expands on the original, adding two new modular expansions that can be added together or separately. Cursed Items adds a new deck of cards. Players each take one item that they...

rating
7.6
2.0
difficulty

FIELDS OF ARLE

1 - 2 120

Published 2014
Publisher Feuerland Spiele
Designer Uwe Rosenberg
Artist Dennis Lohausen
Theme Economic
Mechanic Automatic Resource Growth

Welcome to Arle In Fields of Arle, created by Uwe Rosenberg, one to two players live as farmers in the small and peaceful town of Arle in East Frisia. The flax grown in the land surrounding the village makes it a profitable place to work and live. Fields of Arle takes players through four and a half years of this era of prosperity, with different opportunities available as the seasons change. Farm the land to capitalize on the demand for flax,...

rating

8.0

3.8

difficulty

FITS

1 - 4 45

Published 2009
Publisher Ravensburger
Designer Reiner Knizia
Artist KniffDesign
Theme Abstract Strategy
Mechanic Bingo

FITS (Fill In The Spaces) is essentially a multi-player Tetris. Each player has an inclined board on which they place different polyominoes, with three, four, or five squares. Cards are drawn from a pile to tell the players which piece to take. The pieces may be rotated and reversed before they slide down the inclined area to dock to other gaming pieces, but unlike Tetris cannot be slid horizontally once dropped. Scoring is based on quantity and c...

rating

6.5

1.3

difficulty

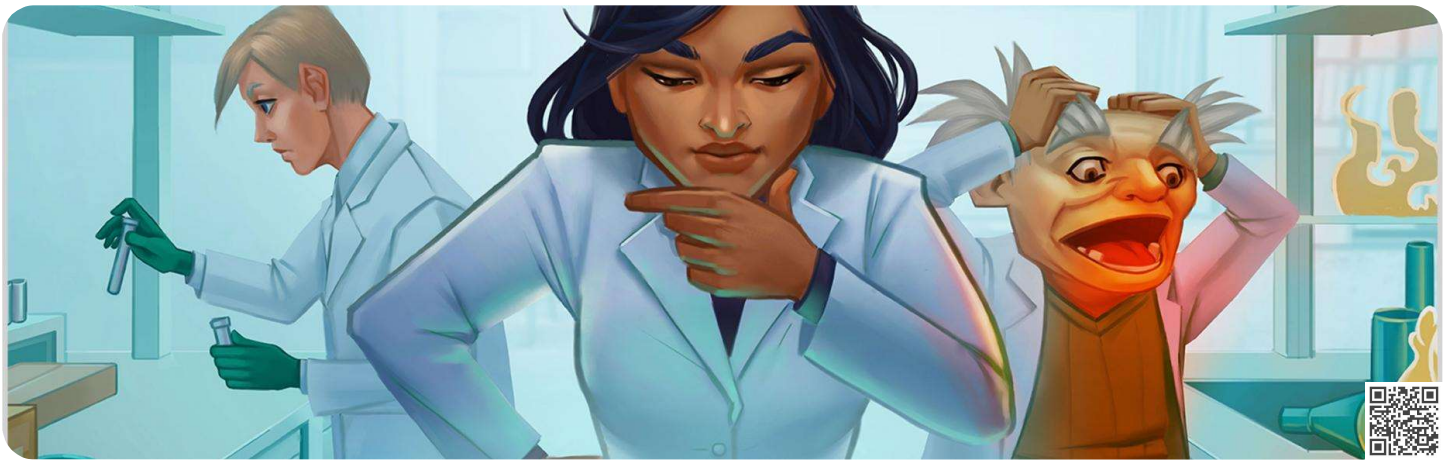
FOOD CHAIN MAGNATE

2 - 5 240

Published 2015
Publisher Splotter Spellen
Designer Jeroen Doumen
Artist Iris de Haan
Theme Economic
Mechanic Card Drafting

"Lemonade? They want lemonade? What is the world coming to? I want commercials for burgers on all channels, every 15 minutes. We are the Home of the Original Burger, not a hippie health haven. And place a billboard next to that new house on the corner. I want them craving beer every second they sit in their posh new garden." The new management trainee trembles in front of the CEO and tries to politely point out that... "How do you m...

rating
8.1
4.2
difficulty



FOR SCIENCE!

1 - 6 15

Published 2021
Publisher Grey Fox Games
Designer R. Eric Reuss
Artist Veronika Fedorova
Theme Action / Dexterity
Mechanic Cooperative Game

You were never supposed to be the ones standing between the Earth and viral annihilation. So many other groups were better connected, better funded, better equipped, and had much nicer glossy brochures. But here you are, an eccentric bunch of researchers, lab workers, bureaucrats, virologists, and more ready to put it all on the line... ...FOR SCIENCE!!! For Science! is a real-time, dexterity and spatial co-op where you...

rating
7.4
2.1
difficulty

FRANK'S ZOO

3 - 7 60

Published 1999
Publisher Doris & Frank
Designer Doris Matthäus
Artist Doris Matthäus
Theme Animals
Mechanic Hand Management

This game is played in several hands. In each hand the players try to be the first to get rid of all of their cards. Their scores are based on how early in the hand they get rid of all their cards. There are two ways to play: you can play where all hands are played the same, or you can play the game with changing partners. This is a climbing game, similar to The Great Dalmuti, Tichu, and others. The difference here is that the ranks are ...

rating
6.6
1.5
difficulty

FUGITIVE

2 20

Published 2017
Publisher Fowers Games
Designer Tim Fowers
Artist Ryan Goldsberry
Theme Bluffing
Mechanic Hand Management

Fugitive is a two-player card game set in the world of Burgle Bros. One player is a fugitive trying to make it out of town while being pursued by an unstoppable agent. The fugitive plays cards face down to the table trying to work their way to a goal, while the agent must guess those cards to uncover them. If all the cards are face up, the fugitive is caught.

rating
7.2
1.6
difficulty

FUJI

2 - 4 45

Published 2018
Publisher Feuerland Spiele
Designer Wolfgang Warsch
Artist Weberson Santiago
Theme Dice
Mechanic Communication Limits

In Fuji, you play as a group of 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 simultaneously and secretely roll their dice behind their screens in each round. During the game, y...

rating
6.6
2.2
difficulty

FUJI KORO: DELUXE

1 - 6 120

Published 2020
Publisher Game Brewer
Designer Jerome Demeyere
Artist Miguel Coimbra
Theme Adventure
Mechanic Action Points

Japan HÅ□sei 4 (1707). Mount Fuji is on the verge of erupting. Red hot lava will soon consume the three secret Seien-ji (è□–ç...™å¯º), sacred temples hidden deep in the bowels of the volcano. The ShÅ□gun is determined to preserve the precious heritage and sends his most noble and gifted samurai warriors on a quest inside the volcano to retrieve the valuable goods. Aft...

rating
7.6
2.8
difficulty

GALAXY TRUCKER

2 - 4 60

Published 2007
Publisher Czech Games Edition
Designer Vlaada Chvátil
Artist Tomáš Kučerovský
Theme Real-time
Mechanic Dice Rolling

In a galaxy far, far away... they need sewer systems, too. Corporation Incorporated builds them. Everyone knows their drivers -- the brave men and women who fear no danger and would, if the pay was good enough, even fly through Hell. Now you can join them. You will gain access to prefabricated spaceship components cleverly made from sewer pipes. Can you build a space ship durable enough to weather storms of meteors? Armed enough to defend aga...

rating
7.3
2.3
difficulty

GÙGŌNG

1 - 5 90

Published 2018
Publisher Game Brewer
Designer Andreas Steding
Artist Andreas Resch
Theme Medieval
Mechanic Area Majority / Influence

China, 1570. China is under the reign of the Longqing Emperor, of the Ming Dynasty. He inherited a country in disarray after years of mismanagement and corruption. He resided in the Forbidden city, which was the seat of many emperors under the Ming Dynasty. Constructed from 1406 to 1420, the complex consists of 980 buildings and covers 72 ha (over 180 acres). It is also under the Ming Dynasty that the Great Wall of China was rebuilt, fortified, an...

rating
7.5
3.0
difficulty

3 - 4 90

GEN7: A CROSSROADS GAME

Published 2018
Publisher Plaid Hat Games
Designer Steve Nix
Artist David Auden Nash
Theme Science Fiction
Mechanic Card Drafting

An international colony ship has left an exhausted Earth, headed for a distant planet in the Epsilon Eridani system. Thirteen generations will be born on this vessel before it reaches its destination, each generation a steward of the hopes and ideals of the human species. For six generations, everything has gone as planned.... Now, just as a new command team takes control of the ship, a terrible mystery emerges that will threaten the enti...

rating

6.3

2.4

difficulty

2 - 5 120

GENOA

Published 2001
Publisher alea
Designer Rüdiger Dorn
Artist David Cochard
Theme Negotiation
Mechanic Auction/Bidding

In Genoa (originally published as The Traders of Genoa), players take the part of Renaissance traders, moving about the city acquiring goods and filling orders for goods. Messages need to be delivered and privileges obtained. Of course, none of this can be accomplished on one's own. Much negotiation and deal-making is the order of the day in an effort to become the richest deal-maker in Genoa. Flexible rules allow for negotiating almost everythin...

rating

7.0

3.0

difficulty

2 - 5 30

GET ON BOARD: NEW YORK & LONDON

Published 2022
Publisher IELLO
Designer Saashi
Artist Monsieur Z
Theme Transportation
Mechanic Connections

Ah, here's the bus! Hurry, grab a seat, and get out of the rain! Just like every trip, you're fascinated by all the other passengers on board: tourists, professionals, students... They're all traveling together, though they each have different destinations. This bus line is truly special, but will it be able to transport everyone safe and sound? In Get on Board: New York & London, you have twelve rounds in which to build the bes...

rating
7.9
1.5
difficulty

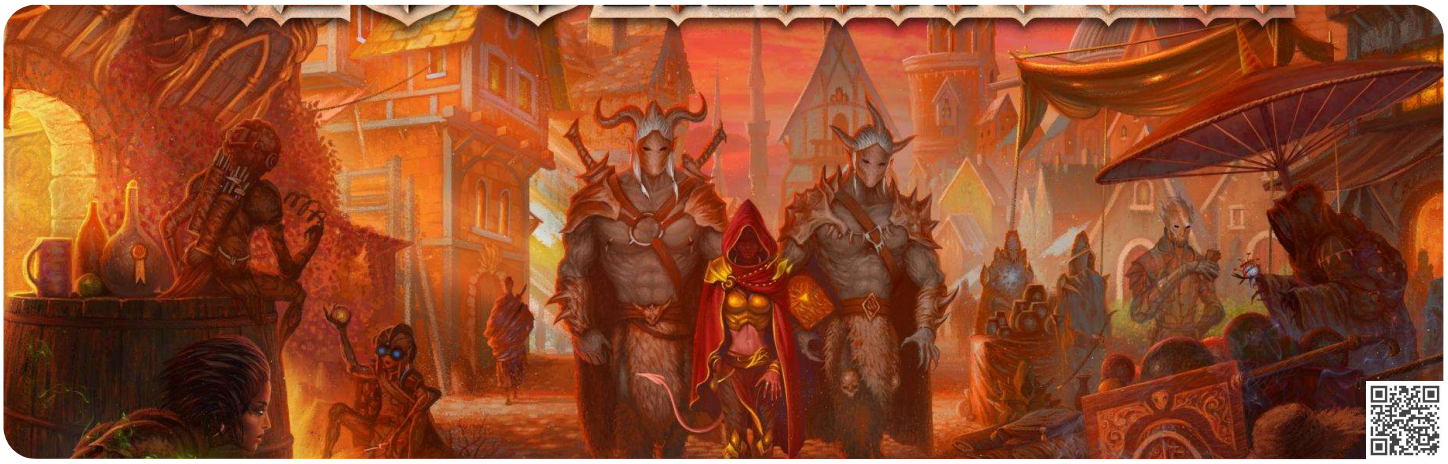
2 - 4 120

GLEN MORE II: CHRONICLES

Published 2019
Publisher Funtails
Designer Matthias Cramer
Artist Jason Coates
Theme City Building
Mechanic Commodity Speculation

Glen More II: Chronicles is a sequel to Glen More, expanding the gameplay substantially compared to the original game. In Glen More II: Chronicles, each player represents the leader of a Scottish clan from the early medieval ages until the 19th century, a leader looking to expand their territory and wealth. The success of your clan depends on your ability to make the right decision at the right time, be it by creating a new pasture for yo...

rating
7.9
3.0
difficulty



GLOOMHAVEN

1 - 4 120

Published 2017
Publisher Cephalofair Games
Designer Isaac Childres
Artist Alexandr Elichev
Theme Adventure
Mechanic Action Queue

Gloomhaven is a game of Euro-inspired tactical combat in a persistent world of shifting motives. Players will take on the role of a wandering adventurer with their own special set of skills and their own reasons for traveling to this dark corner of the world. Players must work together out of necessity to clear out menacing dungeons and forgotten ruins. In the process, they will enhance their abilities with experience and loot, discover new locat...

rating

8.7

3.8

difficulty

GLOOMHAVEN: JAWS OF THE LION

1 - 4 120

Published 2020
Publisher Cephalofair Games
Designer Isaac Childres
Artist Francesca Baerald
Theme Adventure
Mechanic Action Queue

Gloomhaven: Jaws of the Lion is a standalone game that takes place before the events of Gloomhaven. The game includes four new characters — Valrath Red Guard (tank, crowd control), Inox Hatchet (ranged damage), Human Voidwarden (support, mind-control), and Quatryl Demolitionist (melee damage, obstacle manipulation) — that can also be used in the original Gloomhaven game. The game also includes 16 monster types (including seven...

rating

8.6

3.5

difficulty

2 - 4 15

GO NUTS!

Published 2008
Publisher Game Factory
Designer Garrett J. Donner
Artist Michelle Albano
Theme Animals
Mechanic Dice Rolling

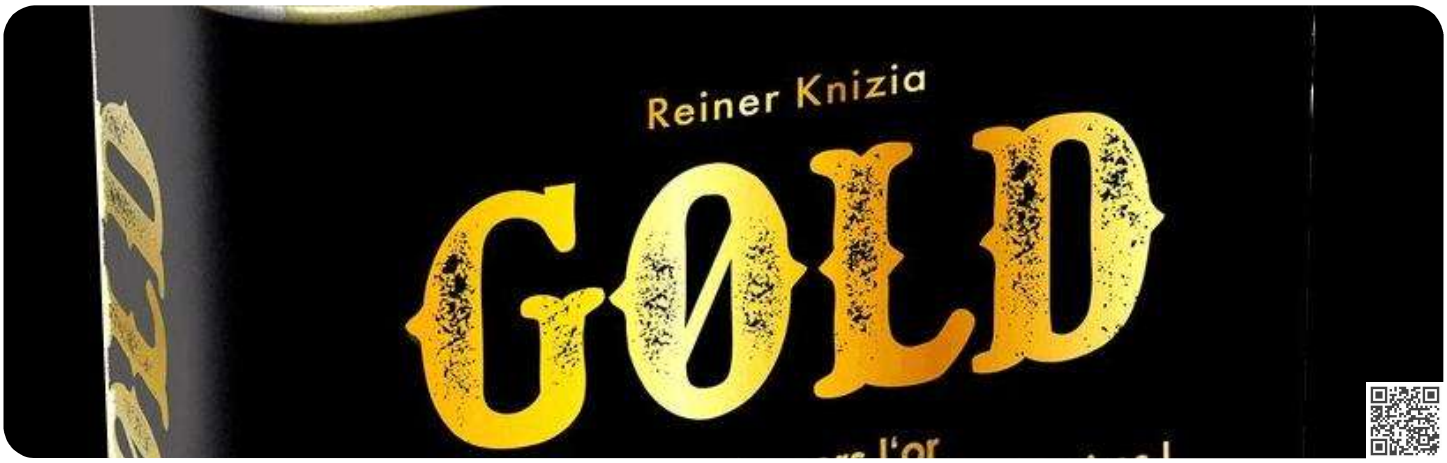
In Go Nuts!, players want to pile up the acorn points as quickly as they can. On a turn, the active player takes five squirrel dice and rolls them. Any dice showing cars are set aside out of play, while any acorns are worth one point. After each roll, the player can decide to stop and bank the acorn points or roll again. If they ever roll only squirrels on the dice, they lose any points accumulated that turn and must call out "Go nut...

rating

6.2

1.0

difficulty



2 - 5 15

GOLD

Published 2020
Publisher Game Factory
Designer Reiner Knizia
Artist Melanie Friedli
Theme Children's Game
Mechanic Memory

The gold is calling and Mount Gold Rush, the last remaining gold mine, is being stormed on all sides. Which gold digger can get the most gold out of the mine and outsmart rivals on the way? Reveal 2 cards. Find the nuggets. Trick your rivals. Extract the most gold.

rating

6.8

1.0

difficulty

GOLEM

1 - 4 120

Published 2021
Publisher Cranio Creations
Designer Flaminia Brasini
Artist Francesco Ciampi
Theme Fantasy
Mechanic Action Drafting

Golem is an engine-building game by Simone Luciani, Virginio Gigli and Flaminia Brasini, the same team that brought you Grand Austria Hotel and Lorenzo il Magnifico. The game is based on the 16th-century legend of the Golem of Prague, an anthropomorphic creature that Rabbi Loew animated from a clay statue to protect his people. In the game, players take on the role of rabbis who create and grow these powerful creatures that will be moved ...

rating
7.6
3.9
difficulty

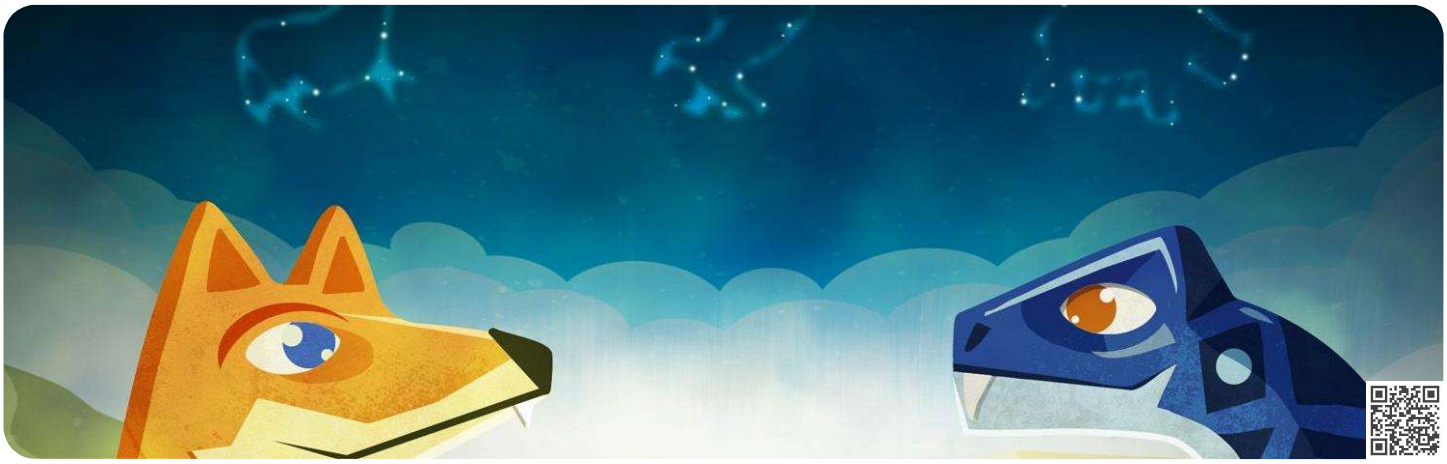
GRAND AUSTRIA HOTEL

2 - 4 120

Published 2015
Publisher Lookout Games
Designer Virginio Gigli
Artist Klemens Franz
Theme Economic
Mechanic Action Drafting

In the thick of the Viennese modern age, exquisite cafés are competing for customers. Inspiring artists, important politicians, and tourists from all over the world are populating Vienna and in need of a hotel room. This is your opportunity to turn your little café into a world famous hotel. Hire staff, fulfill the wishes of your guests, and gain the emperor's favor. Only then will your café become the Grand Austria Hotel. ...

rating
7.8
3.2
difficulty



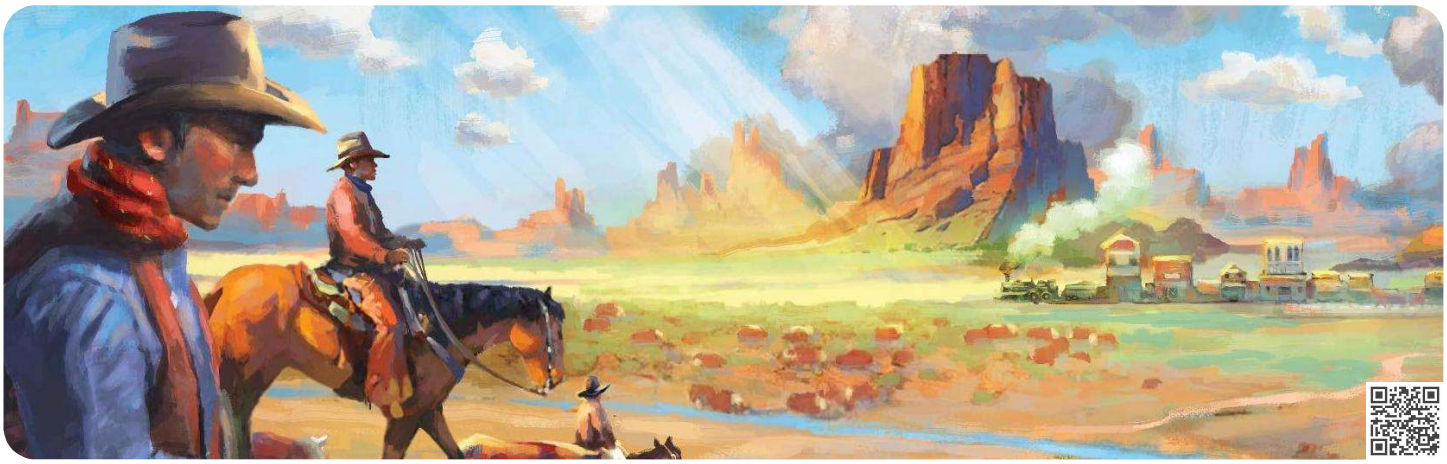
GREAT PLAINS

2 20

Published 2021
Publisher Lookout Games
Designer Trevor Benjamin
Artist Klemens Franz
Theme Abstract Strategy
Mechanic Area Majority / Influence

Our ancient ancestors created images on the walls of caves to tell stories about the world around them and the animals they shared it with — and perhaps they, like you, played games to make those stories come to life... Great Plains is a mysterious game about a not-so-mysterious behavior of our kind: two players competing for the dominance over the Great Plains! With help from the spiritual animal world, they overcome hills, cross t...

rating
7.3
1.9
difficulty



GREAT WESTERN TRAIL

2 - 4 150

Published 2016
Publisher eggertspiele
Designer Alexander Pfister
Artist Alexander Pfister
Theme American West
Mechanic Deck, Bag, and Pool Building

America in the 19th century: You are a rancher and repeatedly herd your cattle from Texas to Kansas City, where you send them off by train. This earns you money and victory points. Needless to say, each time you arrive in Kansas City, you want to have your most valuable cattle in tow. However, the "Great Western Trail" not only requires that you keep your herd in good shape, but also that you wisely use the various buildings along the tr...

rating
8.3
3.7
difficulty

2 - 4 150

GREAT WESTERN TRAIL: RAILS TO THE NORTH

Published 2018
Publisher eggertspiele
Designer Alexander Pfister
Artist Andreas Resch
Theme American West
Mechanic Deck, Bag, and Pool Building

Great Western Trail: Rails to the North introduces a new railway system for players to compete on as they grow their cow herding businesses. With this expansion, players deliver their herds to northeast United States with stops in Chicago, Detroit, and New York City, amongst other cities, in an effort to become the most successful cow rancher this side of the Mississippi. Be advised that business is much more difficult on this rail, so pl...

rating

8.5

3.8

difficulty

2 - 4 30

GUM GUM MACHINE

Published 2015
Publisher HUCH!
Designer Stefan Dorra
Artist Michael Menzel
Theme Industry / Manufacturing
Mechanic Memory

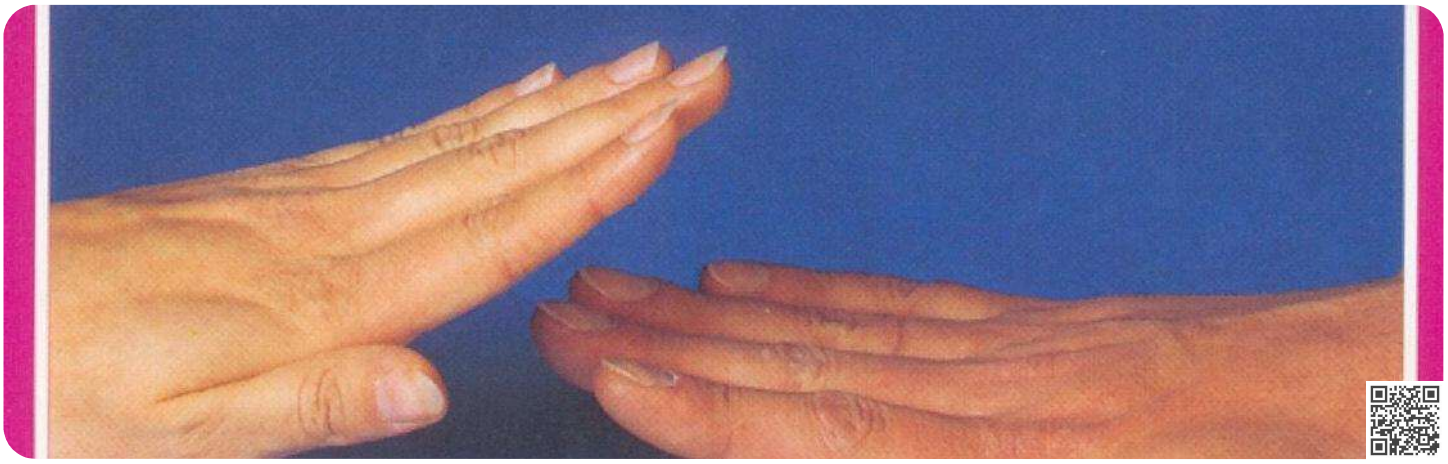
Clatter, crank, click, pling! As the cogwheels start turning, the Gum Gum Machine really gets going! Who will manage to produce the best Gum Gums in Gum Gum Machine? Only if you keep the right levers and switches in mind and always find the appropriate ingredients can you win this game!

rating

5.8

1.7

difficulty



HALLI GALLI

2 - 6 10

Published 1990
Publisher AMIGO
Designer Haim Shafir
Artist Oliver Freudenreich
Theme Action / Dexterity
Mechanic Pattern Recognition

Halli Galli is a speed action game in which players watch for sets of exactly five fruit. The deck contains 56 playing cards showing four kinds of fruit in groups of 1 to 5 and a bell of the type found at hotel reception desks. The deck is distributed evenly between the players. All players hold their deck face down and take turns dealing one card face up in front of them. As each player reveals her next card, the instant you see a total ...

rating

5.7

1.0

difficulty

HARE & TORTOISE

2 - 6 45

Published 1973
Publisher 999 Games
Designer David Parlett
Artist Pedro A. Alberto
Theme Animals
Mechanic Hand Management

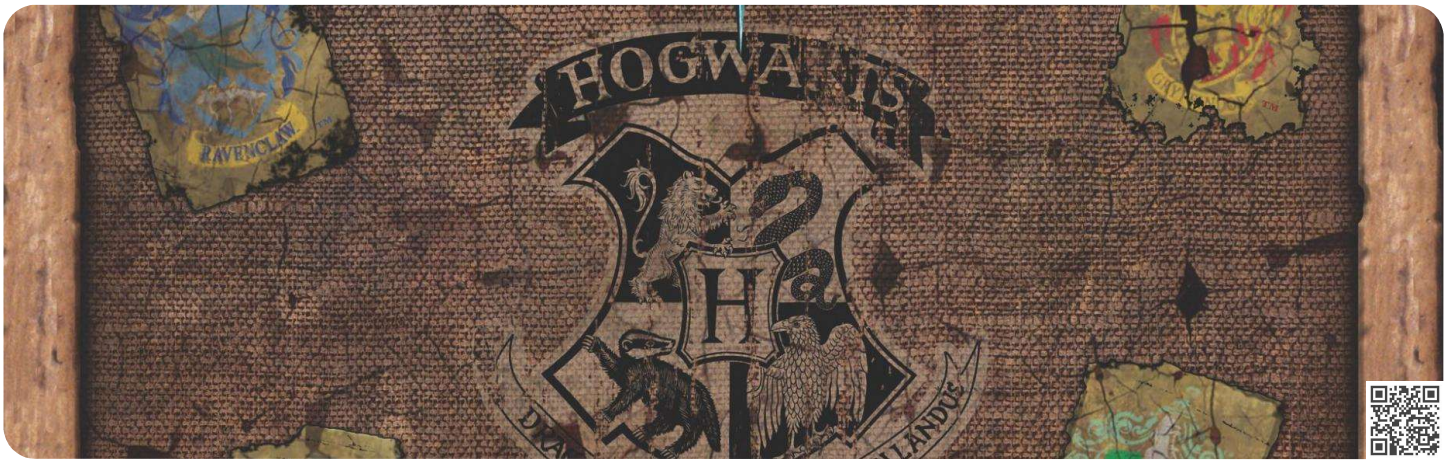
As the first winner of the Spiel des Jahres award in 1979, Hare and Tortoise or the German Hase und Igel (for Hare and Hedgehog) will always be regarded as a classic game. It is a cunningly designed race to the finish in which your fuel (carrots) must practically run out (all but 10 carrots or fewer) at the moment you hit the finish line. You also have three lettuce cards you must spend during the course of the race. The farther you move, the m...

rating

6.6

1.9

difficulty



2 - 4 60

HARRY POTTER: HOGWARTS BATTLE

Published 2016
Publisher The Op
Designer Forrest-Pruzan Creative
Artist Joe Van Wetering
Theme Card Game
Mechanic Cooperative Game

The forces of evil are threatening to overrun Hogwarts castle in Harry Potter: Hogwarts Battle, a cooperative deck-building game, and it's up to four students to ensure the safety of the school by defeating villains and consolidating their defenses. In the game, players take on the role of a Hogwarts student: Harry, Ron, Hermione or Neville, each with their own personal deck of cards that's used to acquire resources. By gaining influence,...

rating
7.4
2.0
difficulty

2 - 4 60

HARRY POTTER: HOGWARTS BATTLE – THE MONSTER BOX

Published 2017
Publisher The Op
Designer Kami Mandell
Artist Kami Mandell
Theme Card Game
Mechanic Cooperative Game

Description from the publisher: Venture into the Forbidden Forest with The Monster Box of Monsters, the highly anticipated expansion to Harry Potter: Hogwarts Battle Play as Harry, Hermione, Ron, Neville or Luna Lovegood as you face frightening creatures and challenging encounters. Beware of any wrongdoing that might earn you detention! Only working together to defeat the evil forces and protecting iconic locations will make the Wizardin...

rating
7.5
2.6
difficulty

2 - 7 30

HEIMLICH & CO.

Published 1984
Publisher Edition Perlhuhn (Göttinger Spiele)
Designer Wolfgang Kramer
Artist Oliver Freudenreich
Theme Bluffing
Mechanic Hidden Roles

The game board in Heimlich & Co. is an oval movement track, with points allocated to the various spaces. Seven differently colored "spies" are placed on the board. On a player's turn, he rolls a dice, then moves any combination of characters forward that number of spaces. The newly-moved spies then score points based on their new location. However, the trick here is that each player's color isn't known until the end of the game, so p...

rating

6.4

1.4

difficulty

2 - 4 20

HEY, THAT'S MY FISH!

Published 2003
Publisher Bambus Spieleverlag
Designer Günter Cornett
Artist François Bruel
Theme Abstract Strategy
Mechanic Grid Movement

In Hey, That's My Fish!, players want to catch as many fish as possible with their waddle of penguins. Each turn, a player moves one penguin in a straight line over hex-shaped ice tiles with 1, 2 or 3 fish on them. The player then collects the hex from where the penguin started its movement from the table, thereby creating a gap which penguins can't cross on future turns. When a penguin can't move, it's removed from play with its owner claiming th...

rating

6.7

1.4

difficulty

1 - 6 150

HIDDEN GAMES CRIME SCENE: THE MIDNIGHT CROWN

Published 2020
Publisher Hidden Industries GmbH
Designer
Artist
Theme Deduction
Mechanic Cooperative Game

The Museum of Great Falls* needs your help! The famous Midnight Crown, an heirloom of a rich aristocratic family, was stolen from a museum in "Groß-Borstelheim" during the Long Night of Museums and a mysterious something was left behind. A construct of intrigue and secrets is knitted around a supposedly simple burglary. Be there live to support the Inspector a second time and catch those responsible in the act. Throw yours...

rating

8.2

2.2

difficulty

1 - 6 180

HIDDEN GAMES TATORT: GRÜNES GIFT

Published 2020
Publisher Hidden Industries GmbH
Designer
Artist
Theme Deduction
Mechanic Cooperative Game

The Böhnke couple needs your help! A body washes up at the bathing spot in the suburb of "Westerfelde". The police quickly take a suspect into custody and try to solve the murder case for a long time - in vain. In order to exonerate her arrested husband, the suspect's wife hires you to solve the case. Will you succeed in connecting the complicated events in Westerfelde and keeping a clear mind? One thing is clear: ...

rating

8.3

2.0

difficulty

HIDDEN LEADERS

2 - 6 40

Published 2022
Publisher BFF Games
Designer Andreas Müller
Artist Satoshi Matsuura
Theme Bluffing
Mechanic Deduction

The island of Oshra is in turmoil. Following the death of the Emperor, the conflict between the Hill Tribes and the Imperial Army escalated. While the Water People try to maintain balance between the old rivals, the Undead aim to escalate the war. All hope rests on the six children of the Emperor: Who of them will claim the throne? In Hidden Leaders, you take the role of one of six secret leaders, each of them is allied with two of the fo...

rating

7.6

1.8

difficulty

HIGH SCORE

2 - 5 30

Published 2021
Publisher KOSMOS
Designer Reiner Knizia
Artist
Theme Dice
Mechanic Dice Rolling

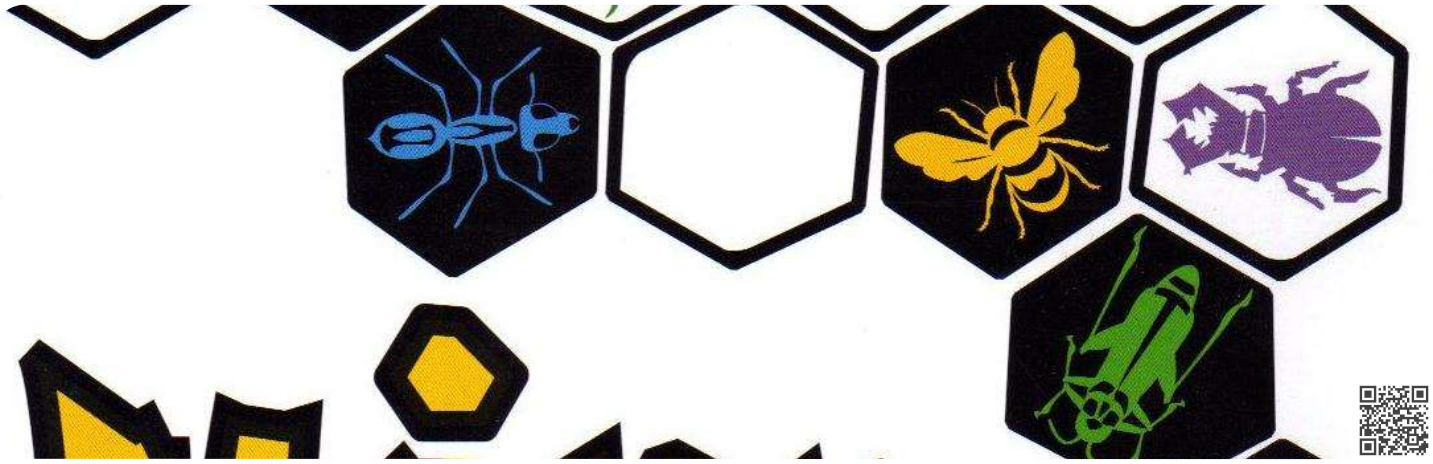
High Score is an ingenious dice game with unique challenges. Turning over a new challenge card tells players how to score points this round and how you can re-roll your dice. Will even numbers score 0 points this round? What effect will the vortex have this round? After the first player finishes their turn, the other players can attempt to beat their score, but risk too much and you may come away empty-handed. Whoever has the most points ...

rating

6.4

1.0

difficulty



2 20

HIVE

Published 2000
Publisher Gen42 Games
Designer John Yianni
Artist John Yianni
Theme Abstract Strategy
Mechanic Enclosure

Hive is a highly addictive strategic game for two players that is not restricted by a board and can be played anywhere on any flat surface. Hive is made up of twenty two pieces, eleven black and eleven white, resembling a variety of creatures each with a unique way of moving. With no setting up to do, the game begins when the first piece is placed down. As the subsequent pieces are placed this forms a pattern that becomes the playing surf...

rating
7.3

2.3
difficulty

3 - 6 180

HUMAN PUNISHMENT: THE BEGINNING

Published 2022
Publisher Godot Games
Designer Stefan Godot
Artist Tithi Luadthong
Theme Bluffing
Mechanic Area Movement

Human Punishment: The Beginning is a stand alone game and the Prequel of Human Punishment: Social Deduction 2.0 and it is a semi-cooperate, social deduction & pick-up and deliver hybrid! 3-6 players try to avoid the secret Machine revolution, but Machine spies are everywhere and they try to corrupt the Human players. There are also Outlaws, Fallen and Legion just as in Human Punishment and every faction works for their own goals. ...

rating
8.6

3.0
difficulty

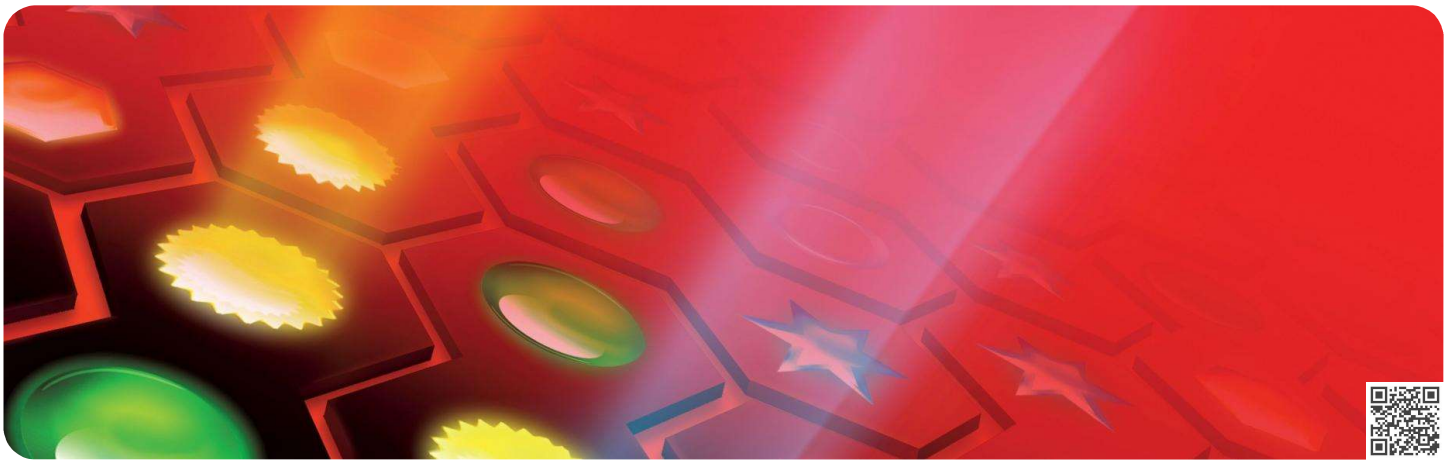
2 - 5 90

IN THE HALL OF THE MOUNTAIN KING

Published 2019
Publisher Burnt Island Games
Designer Jay Cormier
Artist Josh Cappel
Theme Fantasy
Mechanic Grid Coverage

Play as trolls rebuilding your abandoned kingdom under the mountain in In the Hall of the Mountain King. With muscle and magic, you'll unearth riches, dig out collapsed tunnels, and carve out great halls as you raise the toppled statues of your ancestors to their places of honor at the heart of the mountain. Gameplay is driven by the innovative cascading production system. Timing and tactics are key as you work to restore your home to its former g...

rating
7.7
2.8
difficulty



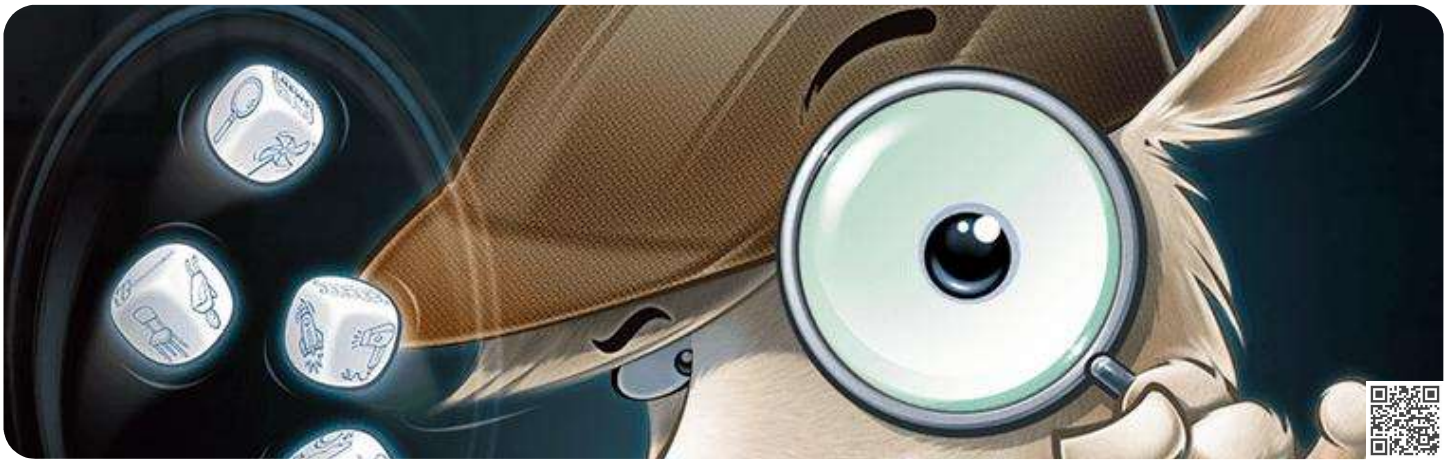
1 - 4 45

INGENIOUS

Published 2004
Publisher KOSMOS
Designer Reiner Knizia
Artist Michaela Kienle
Theme Abstract Strategy
Mechanic Hand Management

In Ingenious, a.k.a. Einfach Genial, players take turns placing colored domino-style tiles on a game board, scoring for each line of colored symbols that they enlarge. The trick, however, is that a player's score is equal to their worst-scoring color, not their best, so they need to score for all colors instead of specializing in only one or two. In more detail, the game includes 120 domino-style tiles, each consisting of two conjoined he...

rating
7.1
1.9
difficulty



INSPEKTOR NASE

2 - 5 20

Published 2021
Publisher Nürnberger-Spielkarten-Verlag
Designer Reinhard Staupe
Artist Oliver Freudenreich
Theme
Mechanic Cooperative Game

In the co-operative deduction game Inspektor Nase, players take turns in the role of "Inspector Nose" to try to lead everyone else to identify the correct card. The game plays over five rounds, and you start each round by laying out five image cards from the deck. If you are Inspector Nose, shuffle the number cards (1-5) and look at one of them to determine which target card players must not remove from play. You then roll five ...

rating
6.8
1.0
difficulty

ISLE OF SKYE: FROM CHIEFTAIN TO KING

2 - 5 50

Published 2015
Publisher Lookout Games
Designer Andreas Pelikan
Artist Klemens Franz
Theme Economic
Mechanic Auction/Bidding

Isle of Skye is one of the most beautiful places in the world, with soft sand beaches, gently sloping hills, and impressive mountains. The landscape of Isle of Skye is breathtaking and fascinates everyone. In the tile-laying game Isle of Skye: From Chieftain to King, 2–5 players are chieftains of famous clans and want to build their kingdoms to score as many points as possible—but in each game only four of the sixteen scoring...

rating
7.4
2.2
difficulty

ISTANBUL

2 - 5 60

Published 2014
Publisher Pegasus Spiele
Designer Rüdiger Dorn
Artist Andreas Resch
Theme Economic
Mechanic Contracts

There's hustle and bustle at Istanbul's grand bazaar as merchants and their assistants rush through the narrow alleys in their attempt to be more successful than their competitors. Everything must be well organized: wheelbarrows must be filled with goods at the warehouses, then swiftly transported by the assistants to various destinations. Your goal? Be the first merchant to collect a certain number of rubies. In Istanbul, you lead a grou...

rating
7.5
2.5
difficulty

ISTANBUL: MOCHA & BAKSHEESH

2 - 5 60

Published 2015
Publisher Pegasus Spiele
Designer Rüdiger Dorn
Artist Andreas Resch
Theme Economic
Mechanic Dice Rolling

Selling precious fabrics, the finest of spices, and the freshest of fruits in Istanbul was very good for business. But now the customers at the bazaar have discovered a new delicacy: coffee! As the cunning merchant you are, you sense the fortune you can make by selling the tasty bean. To overcome these new challenges, you will need more help than just that of your assistants. Luckily, for a baksheesh, the guests at the tavern are willing ...

rating
7.9
2.7
difficulty

IT'S A WONDERFUL WORLD

1 - 5 60

Published 2019
Publisher La Boîte de Jeu
Designer Frédéric Guérard
Artist Anthony Wolff
Theme Card Game
Mechanic Card Drafting

In It's a Wonderful World, you are an expanding Empire and must choose your path to your future. You must develop faster and better than your competitors. You'll carefully plan your expansion to develop your production power and rule over this new world. It's a Wonderful World is a cards drafting and engine building game from 1 to 5 players. Each round, players will draft 7 cards and then choose which ones will be recycl...

rating
7.8
2.3
difficulty

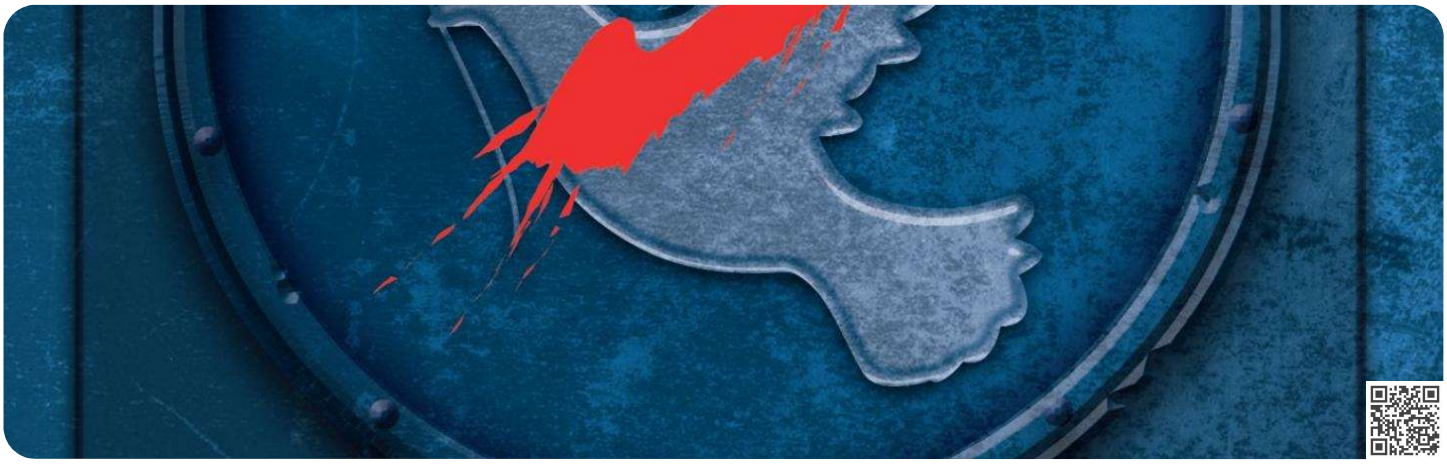
IT'S A WONDERFUL WORLD: CORRUPTION & ASCENSION

1 - 7 45

Published 2020
Publisher La Boîte de Jeu
Designer Frédéric Guérard
Artist Frédéric Guérard
Theme Card Game
Mechanic Card Drafting

This new deck of cards complement the existing cards of It's a Wonderful World. From now on, each turn, you will play a mixture of classic Development cards and Ascension cards. Ascension cards introduce new ways to play, most notably through pair scoring and corruption. This new deck also allows you to play with up to 7 players.

rating
8.2
2.6
difficulty



1 - 5 60

IT'S A WONDERFUL WORLD: WAR OR PEACE

Published 2020
Publisher La Boîte de Jeu
Designer Benoit Bannier
Artist Anthony Wolff
Theme Card Game
Mechanic Card Drafting

This expension is a campaign allowing players to live an adventure scripted in 5 scenarios which brings, collectively during the game, players to make choices that will tip the story towards Peace or World War. At the start of a game, players open an envelope containing the story, the special rules of the scenario and the extra cards for this scenario. Then, at the end of the game, each player receives different rewards depending on wheth...

rating

7.9

2.1

difficulty

1 - 4 360

JAGGED ALLIANCE: THE BOARD GAME

Published 2019
Publisher Underground Games GbR
Designer Marko Jelen
Artist
Theme Dice
Mechanic Action Points

Description from the publisher: Jagged Alliance TBG is a co-operative board game with miniatures allowing you to take the role of your favorite Jagged Alliance mercenaries to battle Deirdranna and her minions in a game with uniquely variable combat tactics. â€‹With its modular map tile system and scenario creation and flexible progression, Jagged Alliance allows for brief skirmish games or evening-spanning campaign...

rating

8.2

3.4

difficulty

JUMP DRIVE

2 - 4 30

Published 2017
Publisher Rio Grande Games
Designer Thomas Lehmann
Artist Martin Hoffmann
Theme Card Game
Mechanic Hand Management

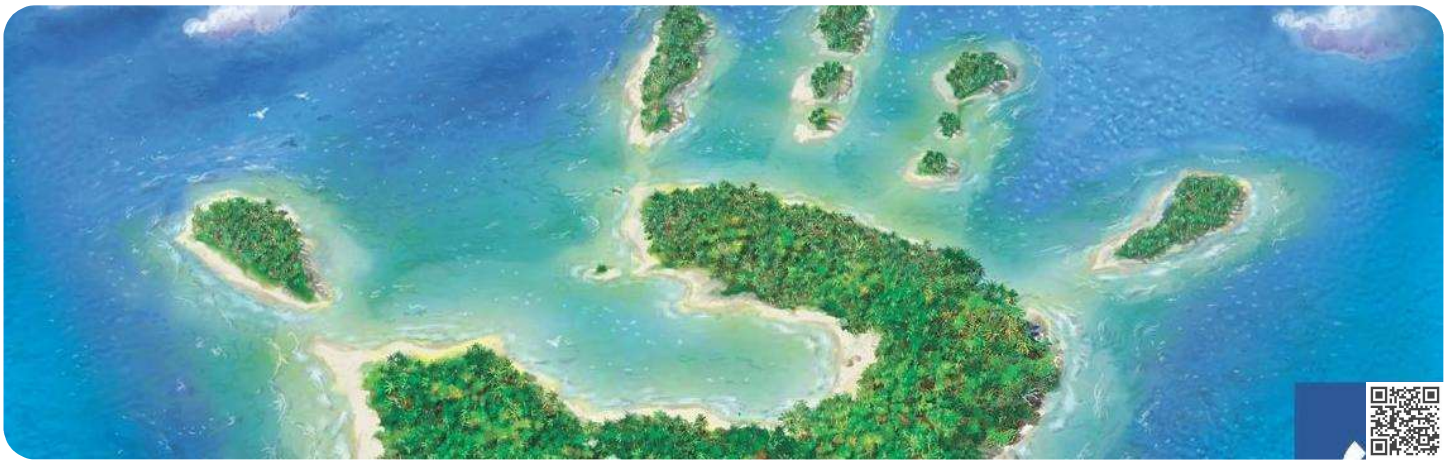
With the invention of Jump Drive, the race for the galaxy begins! Develop new technologies and settle worlds to build a space empire. Find winning card combinations! Jump Drive is a fast-paced card game that introduces players to the Race for the Galaxy universe. Can you build the most prosperous galactic civilization? Jump Drive is a standalone game and offers simpler rules and a shorter game than its older sister Race for the G...

rating

7.0

2.0

difficulty



KAHUNA

2 40

Published 1998
Publisher KOSMOS
Designer Günter Cornett
Artist Michaela Kienle
Theme Abstract Strategy
Mechanic Area Majority / Influence

Originally published in 1997 as Arabana-Ikibiti by the designer's own publisher Bambus Spieleverlag, then reprinted by Funagain in the U.S., Kosmos' Kahuna – part of its Kosmos two-player series – is the best known implementation of this design. It's a two-player game, played on a board depicting twelve islands. Players use cards to place bridges between these islands or remove opponent's bridges. If you get the majority of br...

rating

6.6

2.0

difficulty

KALEIDOS

2 - 12 60

Published 1994
Publisher Cocktail Games
Designer Spartaco Albertarelli
Artist Marianna Fulvi
Theme Party Game
Mechanic Pattern Recognition

From Game Report Review: The game comes with four identical sets of ten paintings, each depicting a scene packed (to greater and lesser extents) with various objects. Each of up to four players or teams uses their own set, so there's no craning around to see the picture at the far end of the table. In fact, spiffy cardboard easels prop up the scenes nicely so they're easier to view. Everyone loads identical scenes onto their ...

rating
6.7
1.2
difficulty

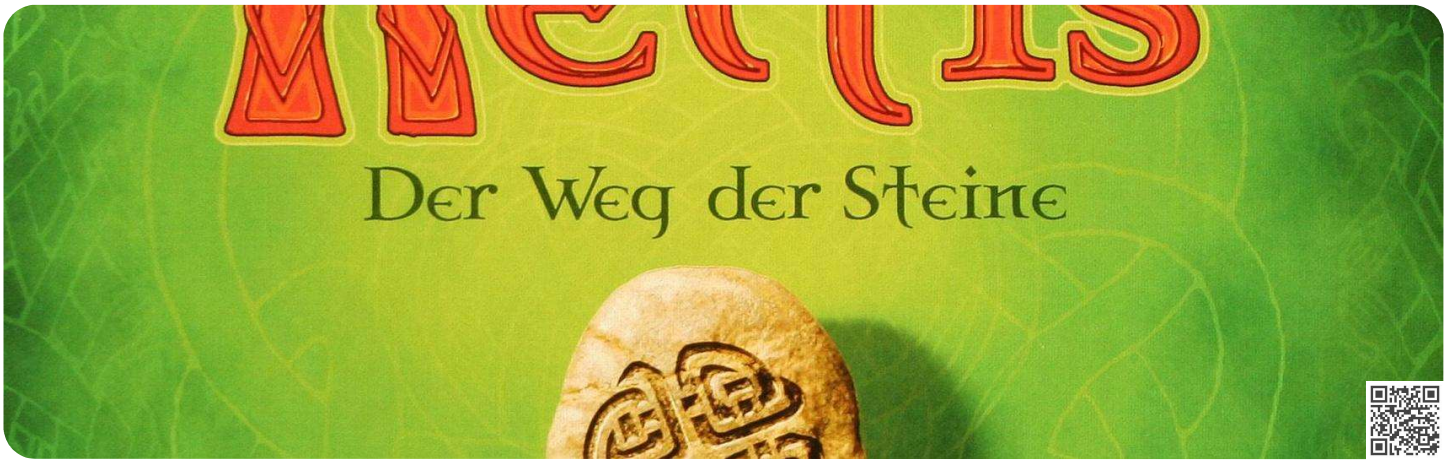
KANBAN EV

1 - 4 180

Published 2020
Publisher Eagle-Gryphon Games
Designer Vital Lacerda
Artist Ian O'Toole
Theme Economic
Mechanic Action Points

Electric vehicles (EVs) have become more common since 2014 and are the future of the automobile industry. They are superior vehicles due to them being more efficient, easier to maintain, cleaner, and cheaper to run. They are computerized machines that use AI to improve safety and in the near future will provide autonomous driving. They receive software upgrades during their lifetime and are constantly improving, unlike their traditional combustion...

rating
8.6
4.3
difficulty



KELTIS

2 - 4 30

Published 2008
Publisher KOSMOS
Designer Reiner Knizia
Artist Martin Hoffmann
Theme
Mechanic Hand Management

Keltis is a multi-player game based on Lost Cities, with some rules changes, later published with Knizia's original rules and theme as Lost Cities: The Board Game. Players play cards to move their playing pieces along stone paths. Cards show one of five different colors/symbols, each corresponding to one path; in addition, each card shows a number (0-10, twice each). In each color, each player can play his cards in either ascending or des...

rating
6.4
1.6
difficulty

KILL DOCTOR LUCKY

3 - 8 45

Published 1996
Publisher Cheapass Games
Designer James Ernest
Artist James Ernest
Theme Humor
Mechanic Card Drafting

In this notorious game, an inversion of Clue, you hate Doctor Lucky. Maybe he left you out of his will. Maybe he killed your pet rock. Whatever the reason, you want him dead. Unfortunately, so do the other players. Since you don't want to go to jail, you need to make your attempt in secret; if anybody can see you, whistle nonchalantly, and let the Doctor live ... until next time. Players move around the mansion, collecting murder weapons ...

rating
6.1
1.6
difficulty

KING OF NEW YORK

2 - 6 40

Published 2014
Publisher IELLO
Designer Richard Garfield
Artist Sébastien Lamirand
Theme Dice
Mechanic Area Movement

There's always something happening in the city that never sleeps. Maybe it's the lights, maybe it's the energy, or maybe it's the giant monsters trying to demolish the place! King of New York is a standalone game from designer Richard Garfield that keeps the core ideas of King of Tokyo while introducing new ways to play. As in KoT, your goal is to be the first monster to collect 20 victory points (VPs) or to be the last monster standing. ...

rating

6.9

1.8

difficulty

KINGDOMINO

2 - 4 25

Published 2016
Publisher Blue Orange (EU)
Designer Bruno Cathala
Artist Cyril Bouquet
Theme City Building
Mechanic Card Drafting

In Kingdomino, you are a lord seeking new lands in which to expand your kingdom. You must explore all the lands, including wheat fields, lakes, and mountains, in order to spot the best plots, while competing with other lords to acquire them first. The game uses tiles with two sections, similar to Dominoes. Each turn, each player will select a new domino to connect to their existing kingdom, making sure at least one of its sides connects t...

rating

7.3

1.2

difficulty

KINGDOMINO: AGE OF GIANTS

2 - 5 20

Published 2018
Publisher Blue Orange (EU)
Designer Bruno Cathala
Artist Cyril Bouquet
Theme City Building
Mechanic Card Drafting

The giants have come to Kingdomino! And they will crush all your precious buildings if you can't find a way to send them off to one of your opponents' kingdoms. Kingdomino: Age of Giants is an expansion that requires either Kingdomino or Queendomino to play. This expansion adds new dominoes, new giant tokens, new challenge tiles, and additional components to allow a fifth player to join the game. The new dominoes are shuffled in...

rating
7.2

1.6
difficulty

KINGSBURG

2 - 5 90

Published 2007
Publisher Stratelibri
Designer Andrea Chiarvesio
Artist Mad4GameStyle
Theme City Building
Mechanic Dice Rolling

In Kingsburg, players are Lords sent from the King to administer frontier territories. The game takes place over five years, a total of 20 turns. In every year, there are 3 production seasons for collecting resources, building structures, and training troops. Every fourth turn is the winter, in which all the players must fight an invading army. Each player must face the invaders, so this is not a cooperative game. The resource...

rating
7.1

2.4
difficulty

KITCHEN RUSH (REVISED EDITION)

2 - 4 60

Published 2019
Publisher Pegasus Spiele
Designer Vangelis Bagiartakis
Artist Bartłomiej Kordowski
Theme Real-time
Mechanic Action Timer

The great world of cooking awaits you! Together with your friends you have purchased an old restaurant and are now responsible for its fate and success. Use only the best ingredients, the freshest herbs and don't let your guests wait - then your restaurant will develop splendidly and you will have a golden future! Kitchen Rush is a cooperative real-time game. Receive your guests, take their orders, use the right ingredients and prepare ta...

rating
7.6

2.0
difficulty

KITCHEN RUSH (REVISED EDITION): TIME FOR DESSERT!

2 - 4 60

Published 2020
Publisher Pegasus Spiele
Designer Vangelis Bagiartakis
Artist Bartłomiej Kordowski
Theme Expansion for Base-game
Mechanic Action Timer

It wasn't long ago that the players bought an old restaurant and received their first guests. Their restaurant grew, more demanding guests came and they were able to hire more staff. Unfortunately, the success didn't last long and the restaurant became quiet. The number of guests decreased, temporary workers had to be let go and not all damage in the restaurant could be repaired. So the players decided that the restaurant needed a change. It is hi...

rating
8.3

0.0
difficulty

2 - 4 60

KITCHEN RUSH: UNERFREULICHER BESUCH

Published 2021
Publisher Pegasus Spiele
Designer Vangelis Bagiartakis
Artist Bartłomiej Kordowski
Theme Expansion for Base-game
Mechanic Action Timer

The health department has received a tip that your restaurant is unsanitary from time to time. Now you are facing regular inspections. Only if you keep your kitchen clean will you get a good rating. Otherwise, your reputation will suffer and a fine won't be long in coming. You can play any scenario with the health department. This will make the scenarios more challenging.

rating
8.3
0.0
difficulty

1 - 4 20

KLUSTER

Published 2018
Publisher Borderline Editions
Designer Paula Henning
Artist (Uncredited)
Theme Abstract Strategy
Mechanic Area Majority / Influence

Kluster is a dexterity game for 1 to 4 players, very short, easy to transport, incredibly fun, really simple, accessible to everyone and still full of strategy! Kluster's rules can be explain in no time: Magnetic stones are equally shared between players, who must, in turn, place one stone inside the area delimited by the cord. The first player to get rid of his or her magnets wins. But beware, when stones kluster together during on...

rating
6.7
1.0
difficulty

KODAMA: THE TREE SPIRITS

2 - 5 30

Published 2016
Publisher Action Phase Games
Designer Daniel Solis
Artist Scott Hartman
Theme Abstract Strategy
Mechanic Layering

The forest is growing fast! As caretakers for Kodama, the tree spirits, you must keep the forest a healthy and lush home for your little friends. Over three growing seasons, you must cultivate trees with the right mix of flowers, insects, and branch arrangements to make your Kodama as happy as possible. Whoever cares for their Kodama best will be remembered for generations! From the designer of the hit game Kigi, Kodama: The Tree Spirits ...

rating
6.7
1.6
difficulty

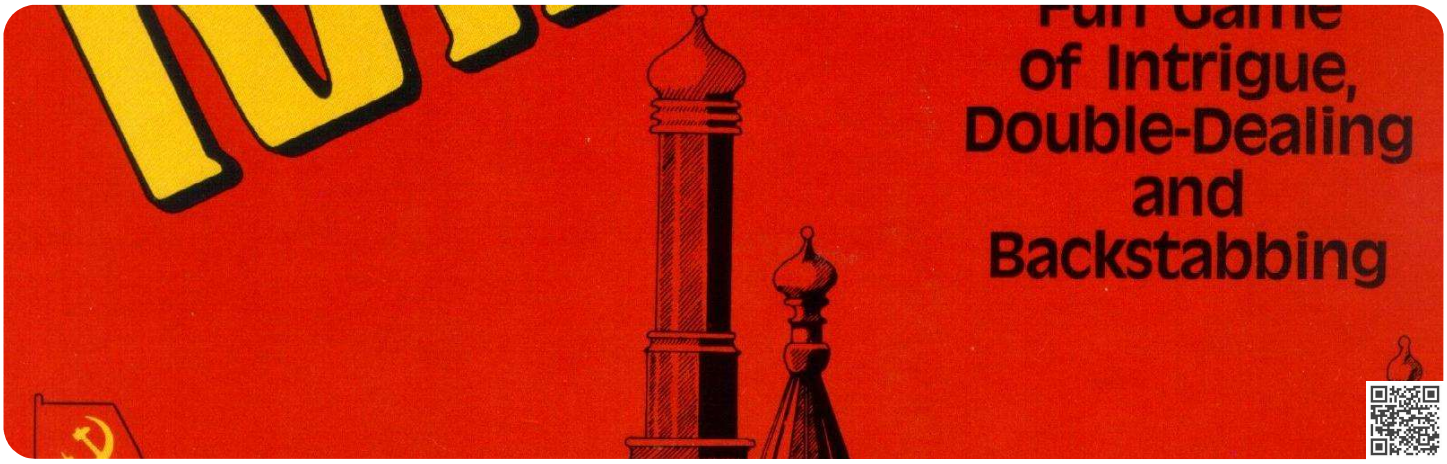
KOMPROMAT

2 30

Published 2020
Publisher Helvetiq
Designer Rob Fisher
Artist Felix Kindelan
Theme Card Game
Mechanic Push Your Luck

In this one-on-one game, take on the mantle of rival spies competing by undertaking daring missions and trying to remain undercover. The two players compete using blackjack hands to win missions and collect special abilities. To complete a mission successfully, overtake your opponent but be careful not to go over 21 or you will collect notoriety tokens! Being famous is great, but being too well-known might bring you down... The game is played in 6...

rating
7.1
1.6
difficulty



3 - 6 75

KREMLIN

Published 1986
Publisher The Avalon Hill Game Co
Designer Urs Hostettler
Artist Res Brandenberger
Theme Negotiation
Mechanic Voting

A game of political intrigue set in the Soviet Politburo. The game consists of a large number of politician cards, some of which form the first politburo. Politicians have certain stats (preferred offices, for instance) and an age. At the start of the game, the players secretly note influence on ten politicians, graded from 10 (most) to 1 (least). Gameplay is not clockwise, but happens from top to bottom in the politburo. Whatever action ...

rating
6.9
2.8
difficulty

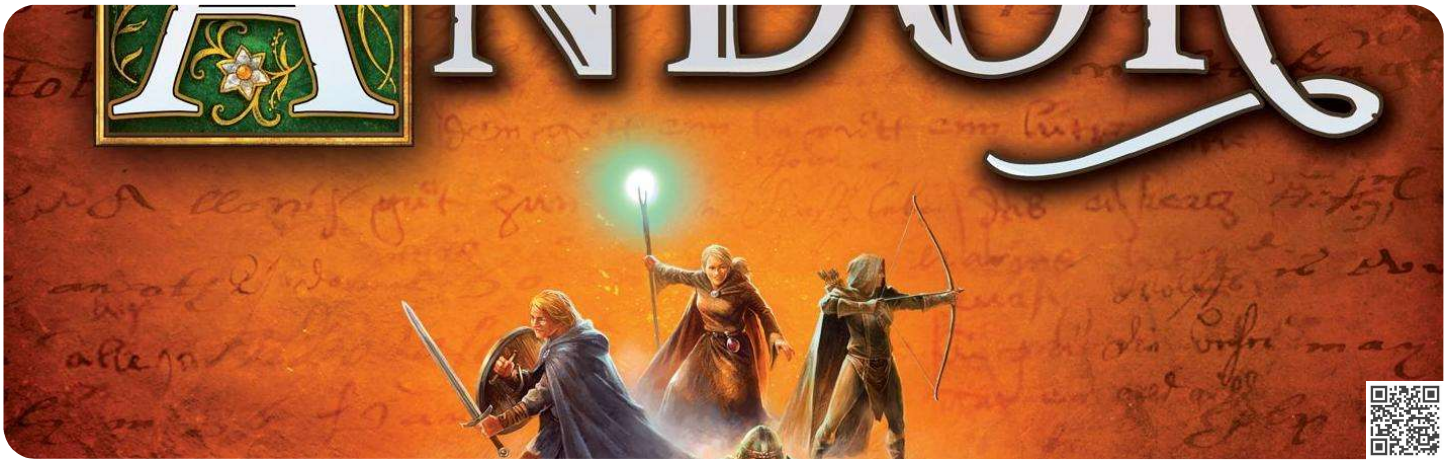
1 - 5 150

LE HAVRE

Published 2008
Publisher Lookout Games
Designer Uwe Rosenberg
Artist Klemens Franz
Theme City Building
Mechanic Automatic Resource Growth

In Le Havre, a player's turn consists of two parts: First, distribute newly supplied goods onto the offer spaces; then take an action. As an action, players may choose either to take all goods of one type from an offer space or to use one of the available buildings. Building actions allow players to upgrade goods, sell them or use them to build their own buildings and ships. Buildings are both an investment opportunity and a revenue stream, as pla...

rating
7.8
3.7
difficulty



2 - 4 90

LEGENDS OF ANDOR

Published 2012
Publisher KOSMOS
Designer Michael Menzel
Artist Michaela Kienle
Theme Adventure
Mechanic Area Movement

Legends of Andor is a cooperative adventure board game for two to four players in which a band of heroes must work together to defend a fantasy realm from invading hordes. To secure Andor's borders, the heroes will embark on dangerous quests over the course of five unique scenarios (as well as a final scenario created by the players themselves). But as the clever game system keeps creatures on the march toward the castle, the players must balance ...

rating

7.1

2.7

difficulty

2 - 6 90

LEGENDS OF ANDOR: DARK HEROES

Published 2017
Publisher KOSMOS
Designer Michael Menzel
Artist Michael Menzel
Theme Expansion for Base-game
Mechanic Cooperative Game

Legends of Andor: Dark Heroes is an expansion for Legends of Andor: The Last Hope that includes four new hero boards — along with dice, cards and stand-up figures — so that you can confront the final part of the Andor story with up to six heroes at once.

rating

7.7

3.0

difficulty

LEGENDS OF ANDOR: NEW HEROES

2 - 6 90

Published 2014
Publisher KOSMOS
Designer Michael Menzel
Artist Michael Menzel
Theme Adventure
Mechanic Area Movement

Legends of Andor: New Heroes includes four new heroes for Legends of Andor, and these heroes can be used either with the base game or with The Star Shield expansion. With the new rules in this expansion, you can now play the game with up to six players. The new heroes are: Bragor/Rhega, a Tarus from Sturmtal Arbon/Talvora, a renegade keeper of the black archives Fenn/Fennah, tracker from the Southern Wood ...

rating

7.5

2.6

difficulty

LEGENDS OF ANDOR: THE STAR SHIELD

2 - 4 90

Published 2013
Publisher KOSMOS
Designer Michael Menzel
Artist Michael Menzel
Theme Adventure
Mechanic Cooperative Game

Legends of Andor: The Star Shield, dubbed the first expansion for Legends of Andor, presents the player heroes with new tasks they must now face. After defeating the dragon, the heroes go in search of the star shield – the great power of which could prove to be both a blessing and a curse should it fall into the wrong hands. To make matters even worse, hungry wolves have been sighted during their journey, but if the players succeed ...

rating

7.7

2.8

difficulty

LEWIS & CLARK: THE EXPEDITION

1 - 5 120

Published 2013
Publisher Ludonaute
Designer Cédrick Chaboussit
Artist Vincent Dutrait
Theme American West
Mechanic Action Retrieval

On November 30, 1803, the United States purchased Louisiana from Napoleon. U.S. President Thomas Jefferson decided to send two explorers – Meriwether Lewis and William Clark – to discover this huge terra incognita. Lewis & Clark is a board game in which each player manages an expedition intended to cross the North American continent. Their goal is to be the first to reach the Pacific. Each one has his own Corps of Discover...

rating
7.4
3.3
difficulty

LIBERTALIA: WINDS OF GALECREST

1 - 6 60

Published 2022
Publisher Stonemaier Games
Designer Paolo Mori
Artist Lamaro Smith
Theme Pirates
Mechanic Action Queue

In the world of Galecrest, sky pirates set sail on the winds in search of adventure, treasure, and glory. As an admiral, you command a vast and varied crew...but so do your rivals sailing other ships in the pirate fleet. Each day the fleet lands on a different island where you'll send a crew member to collect your share of the loot, hoping they'll return to boost your growing group of characters. Libertalia was originally released in 2012...

rating
6.0
1.9
difficulty

LIGRETTO

2 - 4 10

Published 1988
Publisher 999 Games
Designer Michael Michaels
Artist Michael Michaels
Theme Card Game
Mechanic Pattern Building

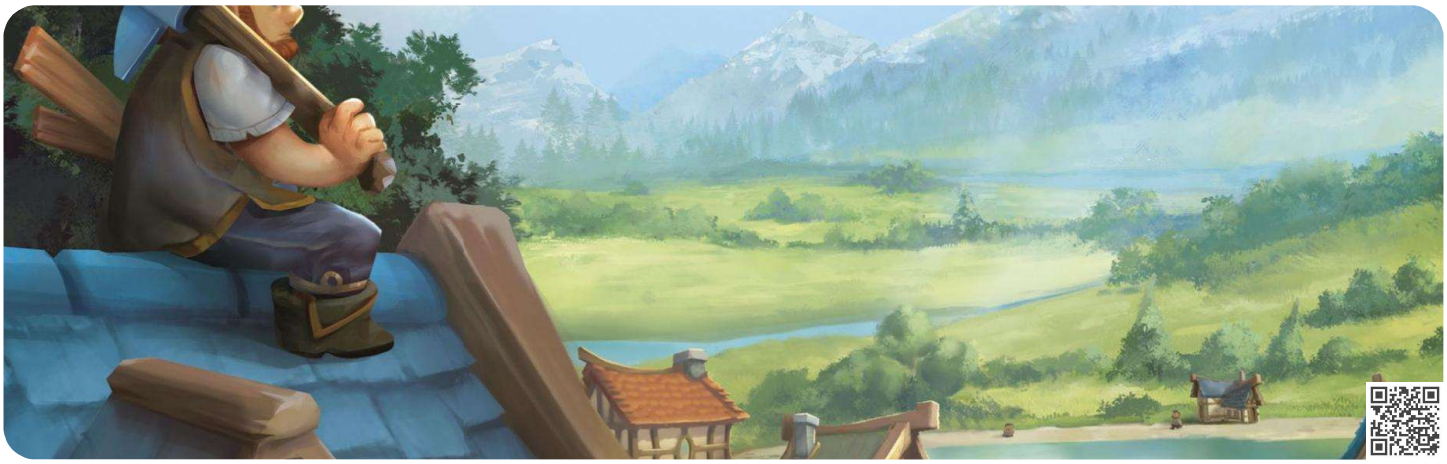
In Ligretto, each player has their own deck of forty cards, with cards 1-10 in four colors and a unique symbol on the back to identify which cards are theirs. At the start of each round, each player lays out 3-5 cards (depending on the number of players) face up in front of them to create their row; places a face-up stack of ten cards, seeing only the top card, next to their row to create their Ligretto stack; and holds the remaining cards in hand...

rating

6.1

1.1

difficulty



LITTLE TOWN

2 - 4 60

Published 2017
Publisher Studio GG
Designer Shun Taguchi
Artist Sabrina Miramon
Theme City Building
Mechanic Tile Placement

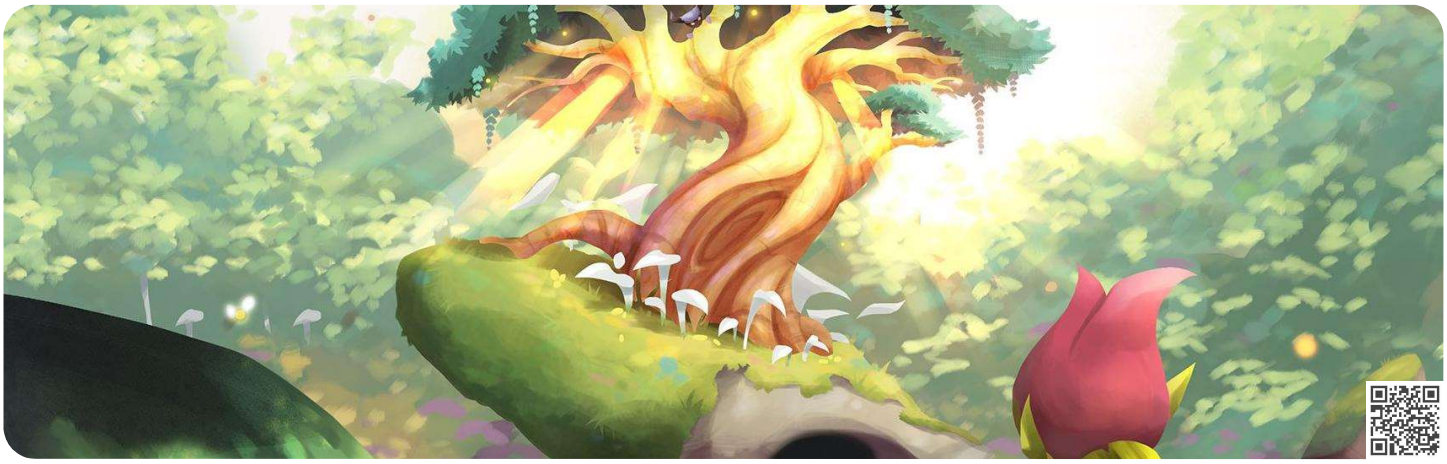
In Little Town, you lead a team of architects and must dispatch workers to the town, collect resources and money, build buildings, and develop this little town. In the game, which lasts four rounds, you can acquire resources such as wood, stones, fish, and wheat from the surrounding squares by putting workers on the board, with three workers being placed each round. When you place a worker, you acquire the resources available in all eight...

rating

7.2

1.9

difficulty



2 - 4 40

LIVING FOREST

Published 2021
Publisher Ludonaute
Designer Aske Christiansen
Artist Apolline Etienne
Theme Ancient
Mechanic Deck, Bag, and Pool Building

In Living Forest, you play as a nature spirit who will try to save the forest and its sacred tree from the flames of Onibi. But you are not alone in your mission as the animal guardians have come together to lend a hand around the Circle of Spirits where you progress. Each turn, they bring you valuable elements, so try to combine your team of animal guardians as best as possible to carry out your actions, but be careful because some are l...

rating
7.5

2.2
difficulty

2 30

LORD OF THE RINGS: THE CONFRONTATION

Published 2002
Publisher 999 Games
Designer Reiner Knizia
Artist John Howe
Theme Adventure
Mechanic Area Movement

An asymmetrical Stratego-like game themed around The Lord of the Rings. Each player controls a force of 9 unique characters (light vs. dark) whose identities are hidden from their opponent at the beginning of the game. Each player also starts with a hand of 9 unique cards, which are used in resolving combats as the characters move out across the board. The victory conditions of the players are also asymmetrical: the Fellowship player wins by movin...

rating
7.2

2.1
difficulty

LORDS OF XIDIT

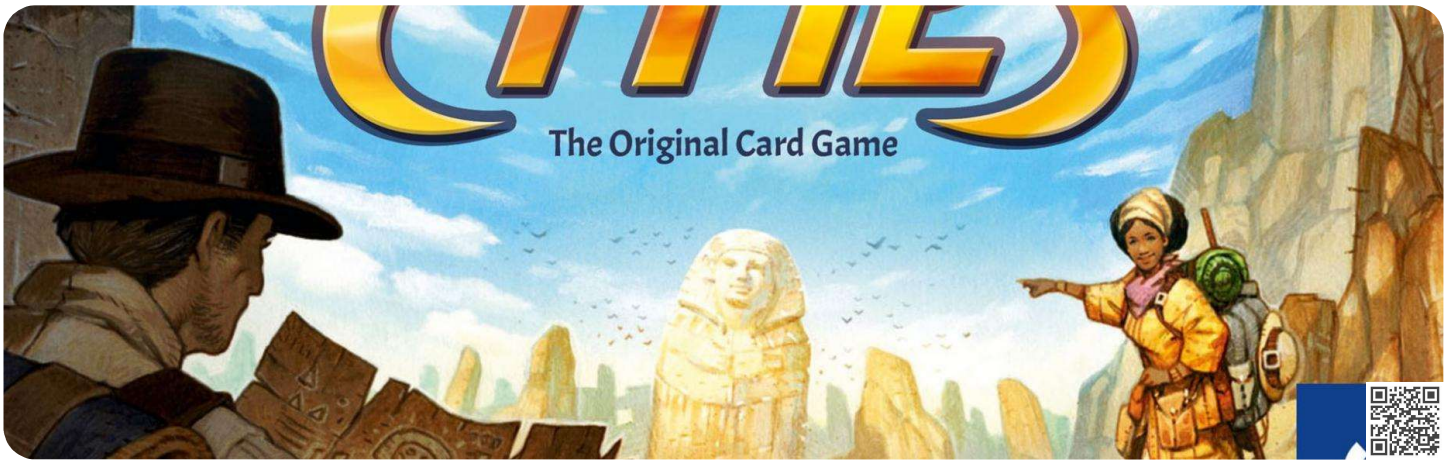
3 - 5 90

Published 2014
Publisher Libellud
Designer Régis Bonnessée
Artist Xavier Gueniffey Durin
Theme Fantasy
Mechanic Action Queue

The Black Southern Host has arisen, corrupting the hearts of the indigenous creatures. Afflicted by a mysterious sickness, they are attacking human cities. The last remaining hope for restoring peace to Xidit lies with the Kingdom's noble heirs, the Idrakys. As one of them, you must roam the Kingdom recruiting brave soldiers and reclaiming threatened cities. Your bravery will not go unrewarded: accumulate wealth, send bards to sing your praises, a...

rating
7.1

2.6
difficulty



2 30

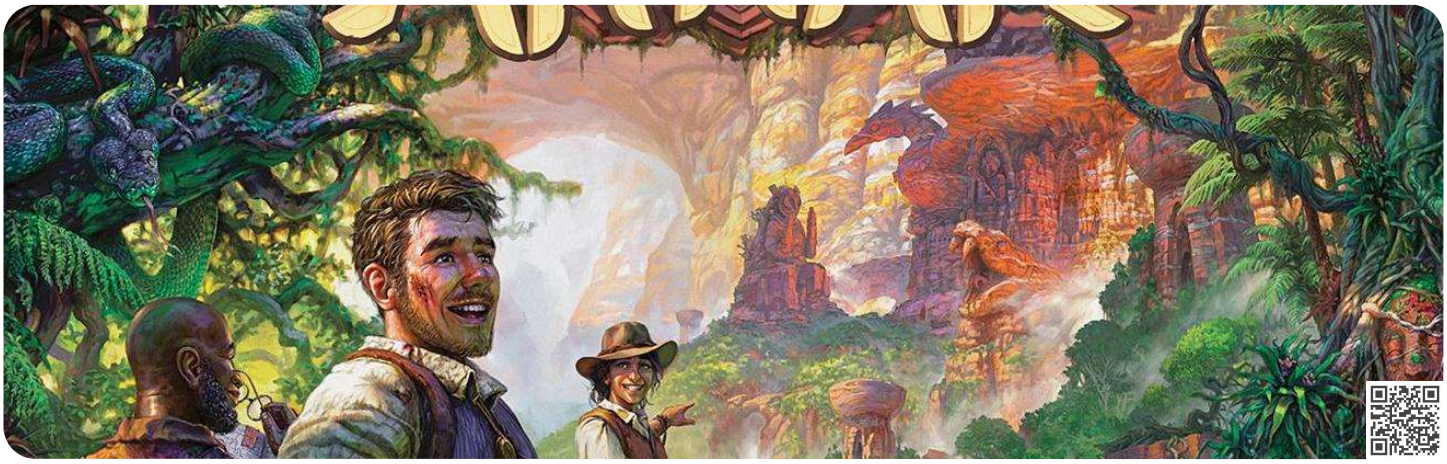
LOST CITIES

Published 1999
Publisher KOSMOS
Designer Reiner Knizia
Artist Vincent Dutrait
Theme Card Game
Mechanic Hand Management

Lost Cities is a card game in the Kosmos two-player series. The game originally consisted of a single deck of cards of rank 2–10 in five different colors with three special "handshakes" ("HS" in scoring examples below) in each suit, but as of 2019 the game now includes six colored suits, with the sixth color being optional for gameplay. A game board is included to organize discarded cards and help players organize their c...

rating
7.1

1.4
difficulty



LOST RUINS OF ARNAK

1 - 4 120

Published 2020
Publisher Czech Games Edition
Designer Elwen
Artist Jiří Kůs
Theme Adventure
Mechanic Card Drafting

On an uninhabited island in uncharted seas, explorers have found traces of a great civilization. Now you will lead an expedition to explore the island, find lost artifacts, and face fearsome guardians, all in a quest to learn the island's secrets. Lost Ruins of Arnak combines deck-building and worker placement in a game of exploration, resource management, and discovery. In addition to traditional deck-builder effects, cards can also be u...

rating
8.1
2.8
difficulty

LOST RUINS OF ARNAK: ALICORN PROMO CARD

1 - 4 120

Published 2021
Publisher Czech Games Edition
Designer
Artist
Theme Expansion for Base-game
Mechanic Drafting

A promo card originally available through SPIEL 2021. The card was created by CGE as a tribute to celebrate the 25th anniversary of Kulkmann's G@mebox (www.boardgame.de). The Alicorn is a reference to the G@mebox' unicorn logo. Text on the card: Then turn this guard over without using his blessing.

rating
7.8
2.0
difficulty

1 - 4 120

LOST RUINS OF ARNAK: EXPEDITION LEADERS

Published 2021
Publisher Czech Games Edition
Designer Elwen
Artist Jiří Kůs
Theme Adventure
Mechanic Card Drafting

Return to the mysterious island of Arnak in Lost Ruins of Arnak: Expedition Leaders! Give your expedition an edge by choosing one of six unique leaders, each equipped with different abilities, skills, and starting decks that offer different strategies and styles of play for you to explore. In addition to the leader abilities, which bring a new element of asymmetry to the game, this expansion contains alternative research tracks t...

rating
8.8

3.2
difficulty

1 - 4 120

LOST RUINS OF ARNAK: SAXOPHONE PROMO CARD

Published 2021
Publisher Czech Games Edition
Designer
Artist
Theme Expansion for Base-game
Mechanic Chaining

A promo card originally available through Game Boy Geek's 2021 Kickstarter campaign. Text on the card: Use the effect on the silver side of any or all [Assistant Tile] available on the supply board.

rating
7.7

3.5
difficulty

LUNA CAPITAL

1 - 4 45

Published 2021
Publisher Devir
Designer Jose Ramón Palacios
Artist Albert Monteys
Theme City Building
Mechanic Card Drafting

The dream of maintaining human life on the surface of the moon has now come true. The project to build cities on Earth's beloved satellite is under way. Things are moving full speed ahead too, the possibilities are enormous because this is 1977, the year when lunar living becomes reality. The most enterprising companies have decided to sponsor teams of scientists, builders, publicists and freelance nightlife entertainers to set out to constr...

rating
7.5
1.9
difficulty

MACHI KORO

2 - 4 30

Published 2012
Publisher Grounding
Designer Masao Suganuma
Artist Noboru Hotta
Theme City Building
Mechanic Dice Rolling

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. Armed only with your trusty die and a dream, you must grow Machi Koro into the largest city in the region. You will need to collec...

rating
6.6
1.5
difficulty

2 - 4 40

MACHI KORO: GROSSSTADT-ERWEITERUNG

Published 2015
Publisher KOSMOS
Designer Masao Suganuma
Artist Noboru Hotta
Theme Card Game
Mechanic Dice Rolling

Machi Koro: Großstadt-Erweiterung includes both the Millionaire's Row and Harbor expansions for Machi Koro. Millionaire's Row consists of thirteen new establishment cards, including a winery, a moving company and a general store, while Harbor has ten new establishments, one new starting establishment and two new landmarks.

rating
7.1

1.8
difficulty

1 - 5 150

MAGE KNIGHT: ULTIMATE EDITION

Published 2018
Publisher WizKids
Designer Vlaada Chvátil
Artist J. Lonnee
Theme Adventure
Mechanic Card Drafting

Combining elements of RPGs, deck-building, and traditional board games, the Mage Knight Board Game puts you in control of one of four powerful Mage Knights as you explore (and conquer) a corner of the Mage Knight universe under the control of the Atlantean Empire. Build your army, fill your deck with powerful spells and actions, explore caves and dungeons, and eventually conquer powerful cities controlled by this once-great faction! In competitive...

rating
8.9

4.6
difficulty

MAGLEV METRO

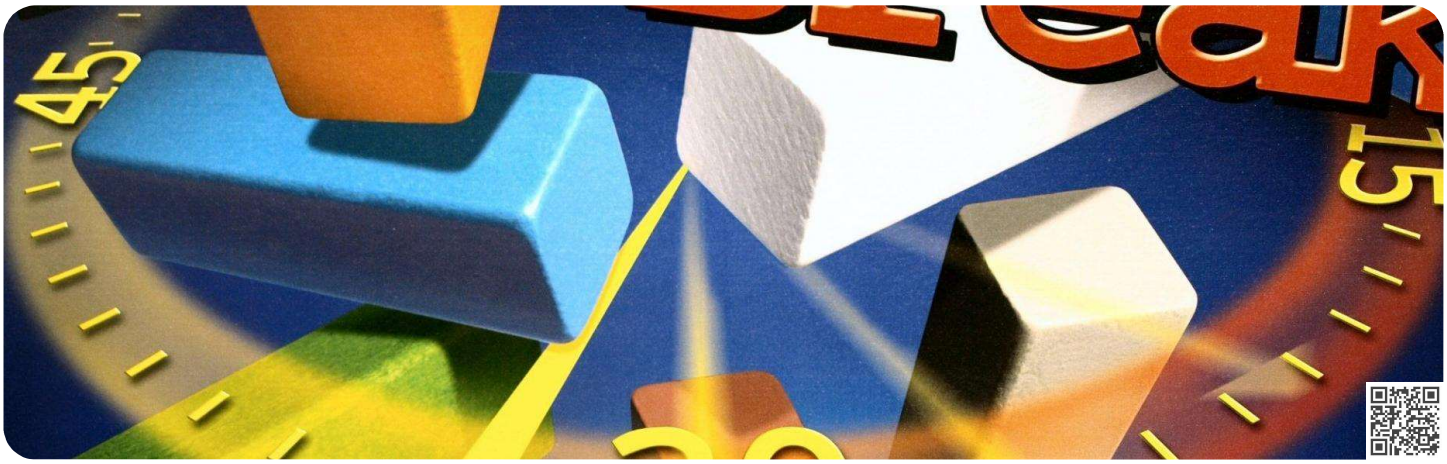
1 - 4 90

Published 2021
Publisher Bézier Games
Designer Ted Alspach
Artist Alanna Kelsey
Theme Trains
Mechanic End Game Bonuses

In Maglev Metro, utilize state-of-the-art magnetic levitation technology to build a metropolitan rail system, transporting workers and robots beneath the city. Replace aging Manhattan and Berlin subway systems with newer, faster, quieter technology. Enhance your rail system's abilities so that your passengers arrive at their destinations first. Efficiency is your key to success in this pick-up-and-deliver, tile-laying, engine-building gam...

rating
7.3

2.7
difficulty



MAKE 'N' BREAK

2 - 4 30

Published 2004
Publisher Ravensburger
Designer Jack Lawson
Artist Kinetic
Theme Action / Dexterity
Mechanic Pattern Building

Building blocks for adults? In this fast-paced game, players must uncover and copy building plans of various difficulty, each showing 10 colored blocks in a particular arrangement, before the timer runs out. An advanced variant allows player to pass undesirable plans to their neighbor and take the one they would have drawn. Ages 8 and up Re-implemented by: Make 'n' Break Extreme Mini Make 'n' Break Ma...

rating
6.0

1.2
difficulty

MANDALA STONES

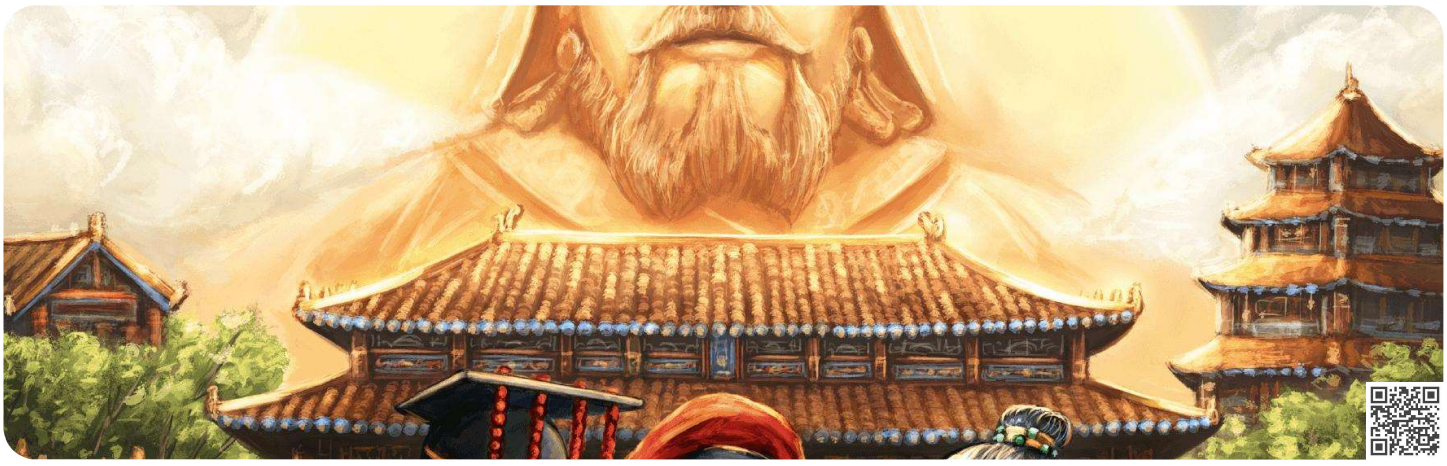
2 - 4 30

Published 2021
Publisher Board&Dice
Designer Filip Głowacz
Artist Zbigniew Umgelter
Theme Abstract Strategy
Mechanic End Game Bonuses

In Mandala Stones, you use artists to collect colorful stones in towers that you then score. To set up the game, randomly place the 96 stones — 24 each in four colors and 48 each in two patterns — on the main board in stacks of four. Place the four artist pillars in their starting locations among these stone stacks. On a turn, you either pick stones or score stones. To pick, move an artist to a new location, then coll...

rating
7.1

1.7
difficulty



MARCO POLO II: IN THE SERVICE OF THE KHAN

2 - 4 120

Published 2019
Publisher Hans im Glück
Designer Simone Luciani
Artist Dennis Lohausen
Theme Dice
Mechanic Contracts

The journeys of Marco Polo continue in Marco Polo II: In the Service of the Khan, an epic follow-up to The Voyages of Marco Polo. After traveling to Beijing, your travels now take you back to the West in the service of the Khan, sending you to the farthest reaches of his empire in search of wealth and fame. Marco Polo II is a standalone game based on The Voyages of Marco Polo, and you don't need the original game to play this one. This ne...

rating
8.0

3.3
difficulty

MASTER LABYRINTH

2 - 4 30

Published 1991
Publisher Ravensburger
Designer Max J. Kobbert
Artist Monika Broeske
Theme Children's Game
Mechanic Map Deformation

This earlier Master Labyrinth is very different than the 2007 dragon-themed Master Labyrinth. Part of the Ravensburger Labyrinth Games series, this game is based on the simpler, original Labyrinth game. It is played on a board with maze tiles (straight, L, and T shaped corridors) randomly arranged on it. Players are represented on the board by little wizard pawns. Players are wizards-in-training, and they are charged with exploring the ...

rating
6.2

1.7
difficulty

MECHS VS. MINIONS

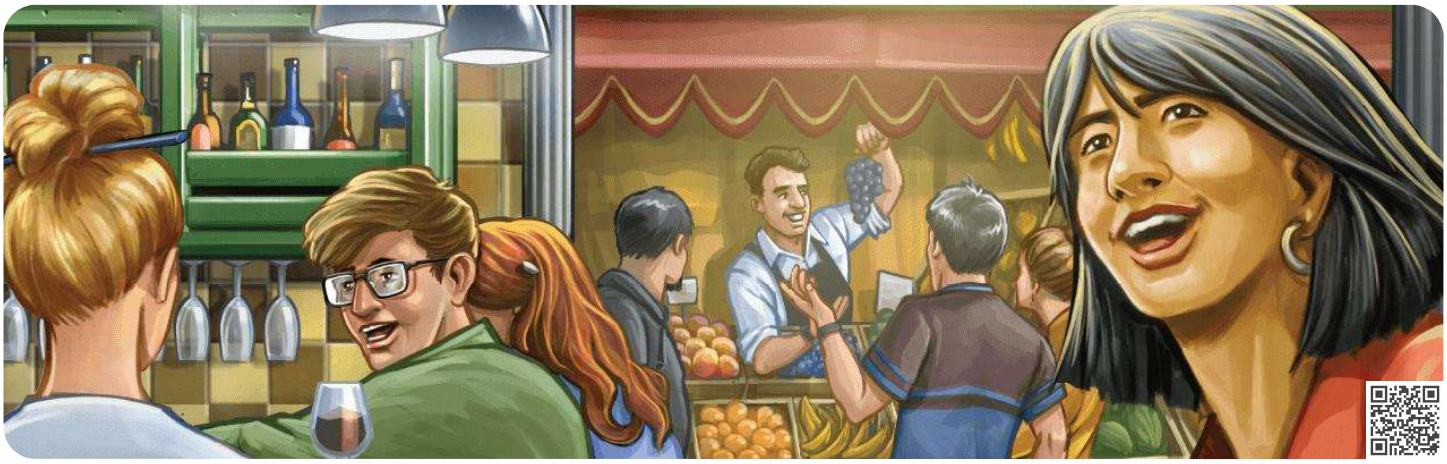
2 - 4 120

Published 2016
Publisher Riot Games
Designer Chris Cantrell
Artist Danny Beck
Theme Fantasy
Mechanic Action Queue

Mechs vs. Minions is a cooperative tabletop campaign for 2-4 players. Set in the world of Runeterra, players take on the roles of four intrepid Yordles: Corki, Tristana, Heimerdinger, and Ziggs, who must join forces and pilot their newly-crafted mechs against an army of marauding minions. With modular boards, programmatic command lines, and a story-driven campaign, each mission will be unique, putting your teamwork, programming, and piloting skill...

rating
8.0

2.4
difficulty



MERCADO DE LISBOA

1 - 4 45

Published 2021
Publisher Eagle-Gryphon Games
Designer Vital Lacerda
Artist Pedro Soto
Theme Abstract Strategy
Mechanic Area Majority / Influence

Modern day markets offers to their visitors various kind of stands, restaurants, and services. In Mercado de Lisboa, players buy stands in the market, open new businesses that influence those stands, and bring customers to them. Mercado de Lisboa is a thinky filler title, a tile-placement game based upon the Lisboa city-building system in which players pay money to own stands in the market, open restaurants next to them to improv...

rating
6.8
2.0
difficulty

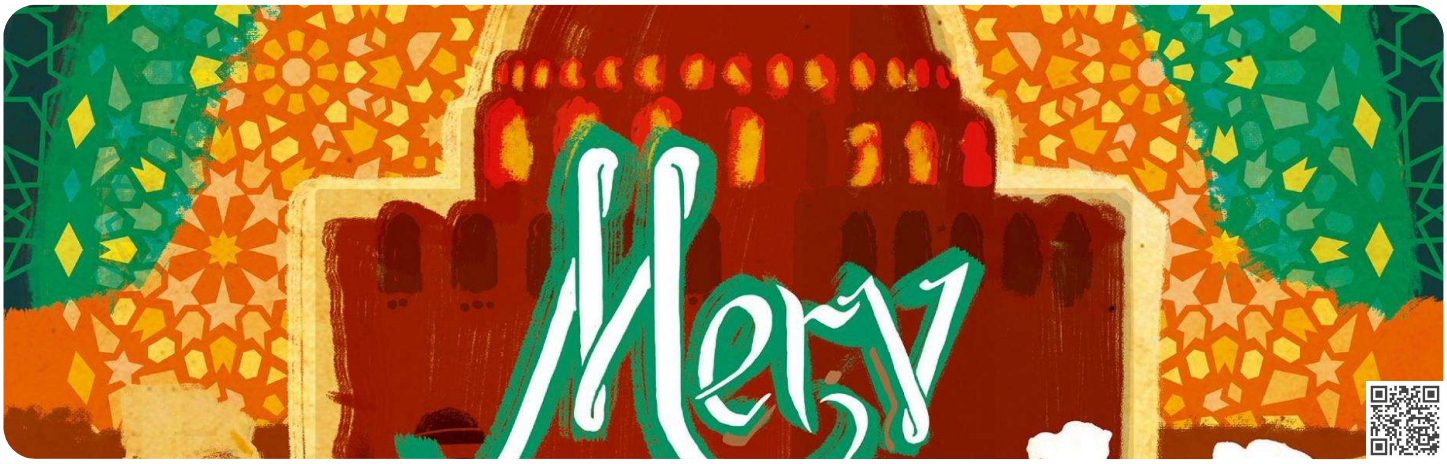
MERCHANTS OF THE DARK ROAD

1 - 4 120

Published 2022
Publisher Elf Creek Games
Designer Brian Suhre
Artist Andrew Bosley
Theme Exploration
Mechanic Contracts

After half a year of daylight, we must now prepare for the dark season. The roads will be treacherous but they will still need to be braved by a select few in order to keep our cities thriving. In Merchants of the Dark Road, you are one of these brave few merchants that travel the dangerous paths between cities. While the job is perilous, fame and fortune await. Discover the capital city where most of your actions will take place using a ...

rating
7.7
2.9
difficulty



1 - 4 90

MERV: THE HEART OF THE SILK ROAD

Published 2020
Publisher Osprey Games
Designer Fabio Lopiano
Artist Ian O'Toole
Theme Arabian
Mechanic Contracts

Merv: The Heart of the Silk Road is a tense economic game charting the rise and fall of the greatest city in the world. In Merv, players are vying to amass power and wealth in the prosperous heart of the Silk Road. Through careful court intrigue, timely donations to the grand mosque, and favorable trade deals, players attempt to redirect as much of that prosperity as possible into their own pockets. Meanwhile, beyond the city wal...

rating
7.7
3.4
difficulty

1 - 4 120

MESSINA 1347

Published 2021
Publisher Delicious Games
Designer Raúl Fernández Aparicio
Artist Michal Peichl
Theme Economic
Mechanic Grid Movement

Messina 1347 takes place during the introduction of the plague epidemic (a.k.a. the "black death") and the spreading of its infection through town. During this time period, merchant ships delivering luxury goods to Europe brought to these countries an unprecedented epidemic — and one of the first affected cities was Messina, Italy. In the game, players take the role of important Messina families who are leaving town and mo...

rating
7.8
3.4
difficulty

MICROMACRO: CRIME CITY

1 - 4 45

Published 2020
Publisher Edition Spielwiese
Designer Johannes Sich
Artist Daniel Goll
Theme Deduction
Mechanic Cooperative Game

Crimes have taken place all over the city, and you want to figure out exactly what's happened, so you'll need to look closely at the giant city map (75 x 110 cm / 29.5 x 43 inches) to find all the hidden information and trace the trails of those who had it in for their foes. MicroMacro: Crime City includes 16 cases for you to solve. Each case includes a number of cards that ask you to find something on the map or uncover where someone has...

rating
7.7
1.1
difficulty

MILLE FIORI

2 - 4 90

Published 2021
Publisher Schmidt Spiele
Designer Reiner Knizia
Artist Stephan Lorenz
Theme
Mechanic Drafting

In Mille Fiori, you take the role of glass manufacturers and traders who want to profit as much as they can from their role in the production of glass art. The game board features different aspects of the glass production cycle: workshops where the glass is created, houses where it's installed, people who support your work, trade shops where it's sold, and the harbor where ships bring glass to faraway locations. You want to be present in ...

rating
7.3
2.1
difficulty

2 - 4 150

MOMBASA

Published 2015
Publisher eggertspiele
Designer Alexander Pfister
Artist Klemens Franz
Theme Economic
Mechanic Action Queue

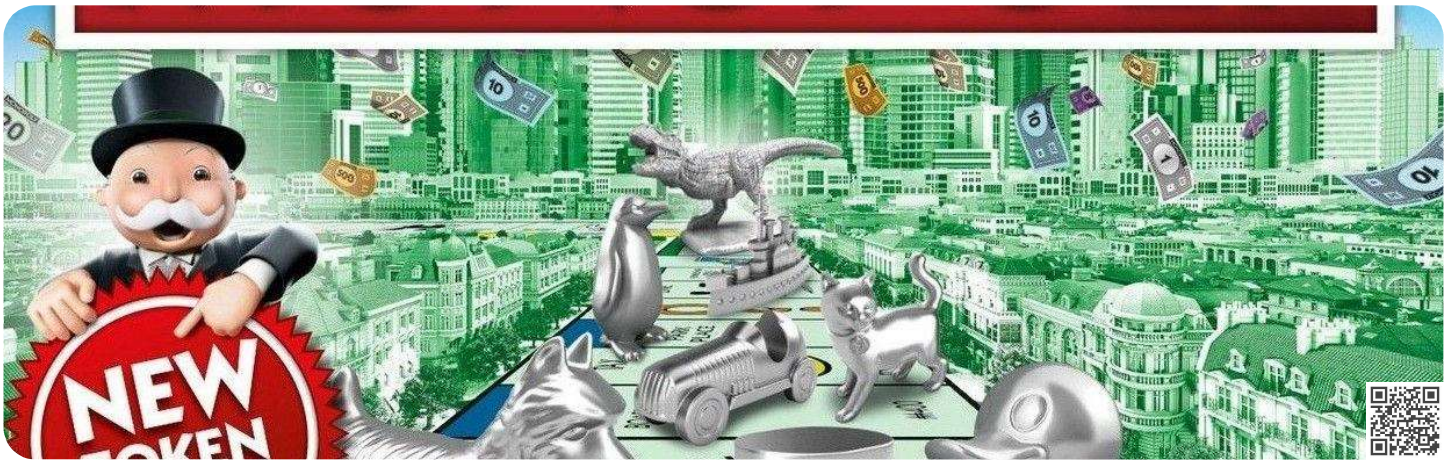
In Mombasa, players acquire shares of chartered companies based in Mombasa, Cape Town, Saint-Louis, and Cairo and spread their trading posts throughout the African continent in order to earn the most money. "As I expected, the East African Company's network of trading posts has spread far into the West. They were even able to expand into a couple of diamond mines. It seems reasonable to invest our recent yield here in Mombasa, rather...

rating

7.8

3.8

difficulty



2 - 8 180

MONOPOLY

Published 1933
Publisher (Unknown)
Designer (Uncredited)
Artist Edison Girard
Theme Economic
Mechanic Auction/Bidding

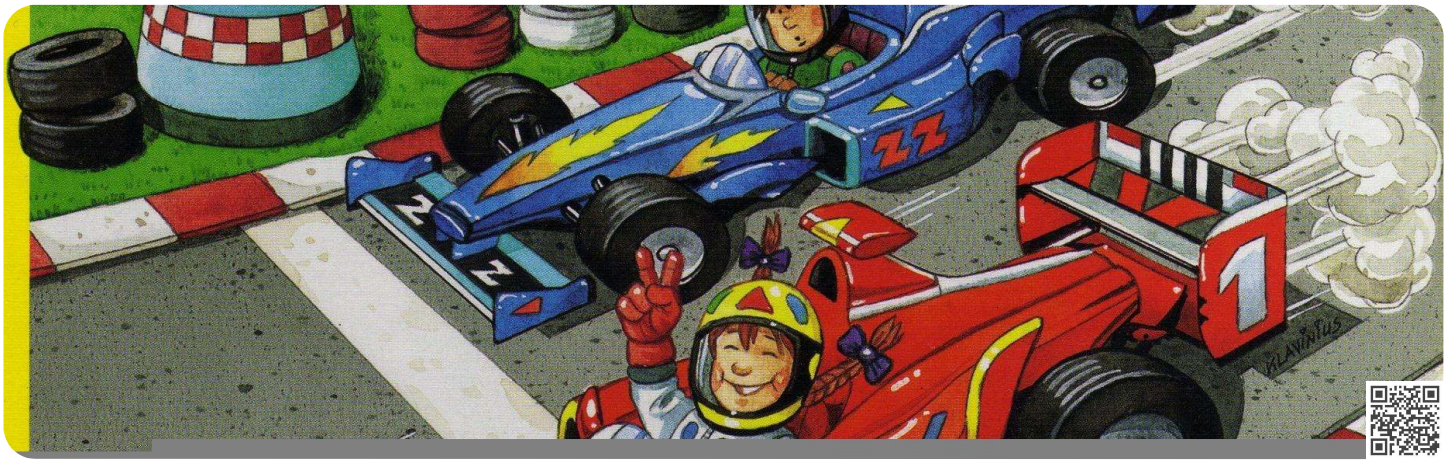
Theme Players take the part of land owners, attempting to buy and then develop their land. Income is gained by other players visiting their properties and money is spent when they visit properties belonging to other players. When times get tough, players may have to mortgage their properties to raise cash for fines, taxes and other misfortunes. Gameplay On his turn, a player rolls two dice and moves that number of spaces around th...

rating

4.3

1.6

difficulty



MONZA

2 - 6 10

Published 2000
Publisher HABA
Designer Jürgen P. Grunau
Artist Haralds Klavinius
Theme Children's Game
Mechanic Dice Rolling

Monza is a car race game for children. Players roll six dice on their turn, and move their car according to the colors shown on the dice. The dice are identical, each having six different colors, one on each side. The board is a three-lane race track. Monza encourages tactical thinking as well as color recognition. The game states it is for children 5 and older, but 3-4 year olds can join in the fun as well. Play sequence: Six ra...

rating
6.6

1.0
difficulty

MR. JACK

2 30

Published 2006
Publisher Hurrican
Designer Bruno Cathala
Artist Pierô
Theme Deduction
Mechanic Drafting

In Mr. Jack, one of the two players represents Jack the Ripper, who will be one of the eight characters on the board. This player knows which character is Mr. Jack, and his goal is to flee from the district as soon as possible (or avoid being accused for eight turns). The other player represents an independent investigator (not represented on the board) who tries to guess the identity of Jack — but he can make only one accusation during the ...

rating
7.0

2.1
difficulty

MYSTERIUM

2 - 7 42

Published 2015
Publisher Libellud
Designer Oleksandr Nevskiy
Artist Igor Burlakov
Theme Deduction
Mechanic Communication Limits

In the 1920s, Mr. MacDowell, a gifted astrologer, immediately detected a supernatural being upon entering his new house in Scotland. He gathered eminent mediums of his time for an extraordinary séance, and they have seven hours to make contact with the ghost and investigate any clues that it can provide to unlock an old mystery. Unable to talk, the amnesiac ghost communicates with the mediums through visions, which are represented ...

rating
7.2
1.9
difficulty

MYSTERIUM: HIDDEN SIGNS

2 - 7 42

Published 2016
Publisher Libellud
Designer Oleksandr Nevskiy
Artist Xavier Collette
Theme Deduction
Mechanic Acting

Description from the publisher: They thought the secret of Warwick mansion had been solved and the spirit had found peace, but now new signs have emerged that were previously hidden. New suspects, places, and objects that do not fit into the picture — and the presence of the ghost is strong once again. In Mysterium: Hidden Signs, the spiritualists must return to the old mansion and investigate these disturbing visions. Will...

rating
7.8
1.8
difficulty

MYSTERIUM: SECRETS & LIES

2 - 7 42

Published 2017
Publisher Libellud
Designer Oleksandr Nevskiy
Artist Xavier Collette
Theme Deduction
Mechanic Acting

Mysterium: Secrets & Lies consists of six new characters, six new locations, six new items, and 18 story cards. This latter group of cards can replace the object cards in the game, with each card representing one way in which the ghost died. Now instead of trying to get each investigator to identify an object — a singular item that wouldn't have much nuance to it — the ghost must instead use the dream cards to convey the story of t...

rating
7.9
1.6
difficulty

NEMESIS

1 - 5 180

Published 2018
Publisher Awaken Realms
Designer Adam Kwapiński
Artist Piotr Foksowicz
Theme Adventure
Mechanic Campaign / Battle Card Driven

Playing Nemesis will take you into the heart of sci-fi survival horror in all its terror. A soldier fires blindly down a corridor, trying to stop the alien advance. A scientist races to find a solution in his makeshift lab. A traitor steals the last escape pod in the very last moment. Intruders you meet on the ship are not only reacting to the noise you make but also evolve as the time goes by. The longer the game takes, the stronger they become. ...

rating
8.3
3.3
difficulty

NEW YORK ZOO

1 - 5 60

Published 2020
Publisher Feuerland Spiele
Designer Uwe Rosenberg
Artist Felix Wermke
Theme Abstract Strategy
Mechanic Automatic Resource Growth

Puzzling and animal breeding: Designer Uwe Rosenberg is at his best! In New York Zoo, you are constructing an animal park. Build animal enclosures, introduce new animals and raise their offspring. The game play is straight forward as you have only two turn options: Puzzle a new enclosure tile into your zoo area or gain new animals to populate your animal encounters. But be sure to time your actions well since you want your zoo to participate in as...

rating
7.2
2.0
difficulty

NIAGARA

3 - 5 45

Published 2004
Publisher Zoch Verlag
Designer Thomas Liesching
Artist Victor Boden
Theme Nautical
Mechanic Bias

Niagara is set in the not particularly safe world of rushing waterfalls. In the late 18th Century, the Shawnee and Iroquois Indians pointed white Desperadoes, Mercenaries and Adventurers in the direction of hidden caches of valuable jewels, in the hopes of turning them against one another and away from their territorial expansion ambitions. Players play as some of those Adventurers. The first player to be able to claim ownership of five j...

rating
6.4
1.8
difficulty

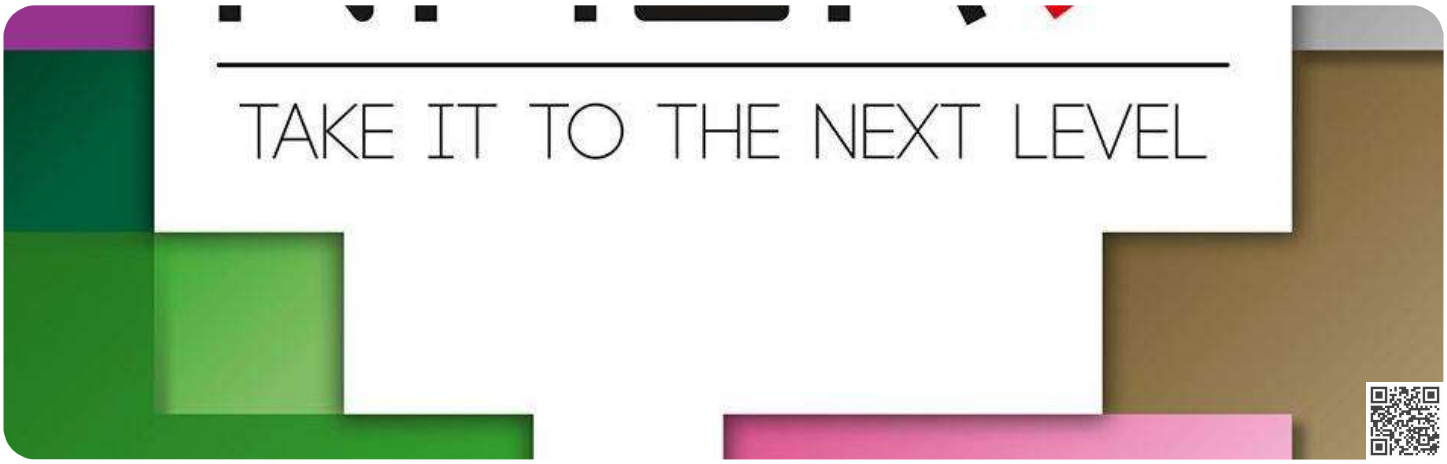
NIAGARA: THE SPIRITS OF NIAGARA

3 - 6 45

Published 2006
Publisher Rio Grande Games
Designer Thomas Liesching
Artist Victor Boden
Theme Adventure
Mechanic Set Collection

Expansion for Niagara. From the publisher: The search for jewels across the raging torrent of Niagara continues - and now, river ghosts come into the game. With larger canoes (which can hold more gems), extra paddle cards and river ghosts who can help during moments of extreme danger, the award-winning game becomes even more exciting.

rating
6.8
2.1
difficulty



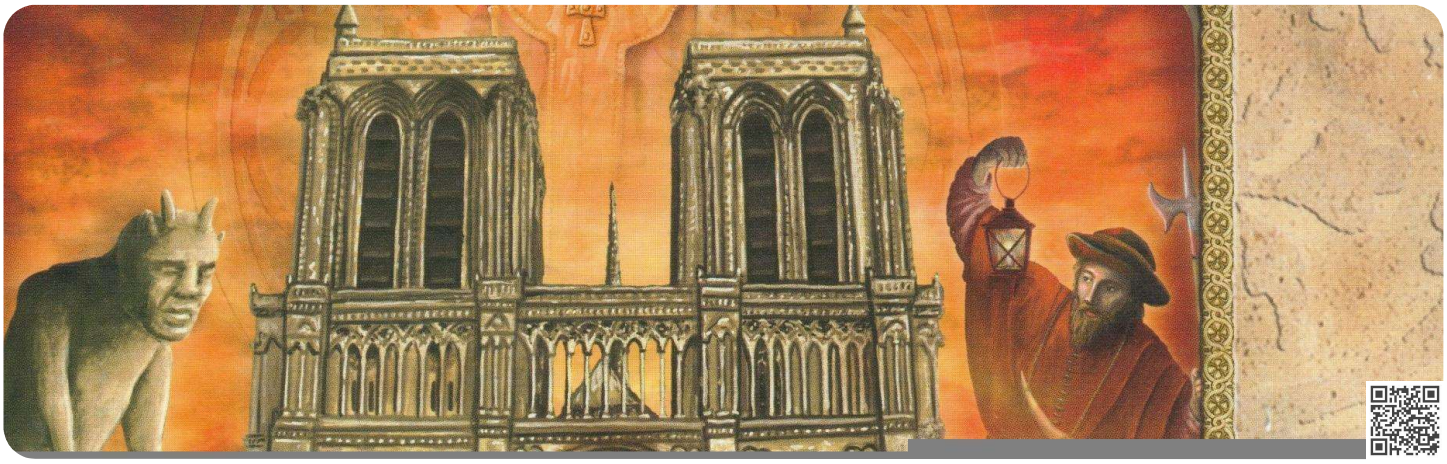
1 - 4 20

NMBR 9

Published 2017
Publisher 999 Games
Designer Peter Wichmann
Artist Fiore GmbH
Theme Abstract Strategy
Mechanic Bingo

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 t...

rating
6.9
1.2
difficulty



2 - 5 75

NOTRE DAME

Published 2007
Publisher alea
Designer Stefan Feld
Artist Harald Lieske
Theme Economic
Mechanic Area Majority / Influence

Rio Grande Games' description: The players take on the roles of the heads of influential families in Paris at the end of the 14th century. In the shadow of the Notre Dame cathedral, the players compete for prosperity and reputation. Each family controls one of the 3–5 boroughs that surround the site of Notre Dame. As head of his family, each player tries, through clever use of his action cards, to advance the power and prestige of h...

rating
7.3
2.7
difficulty

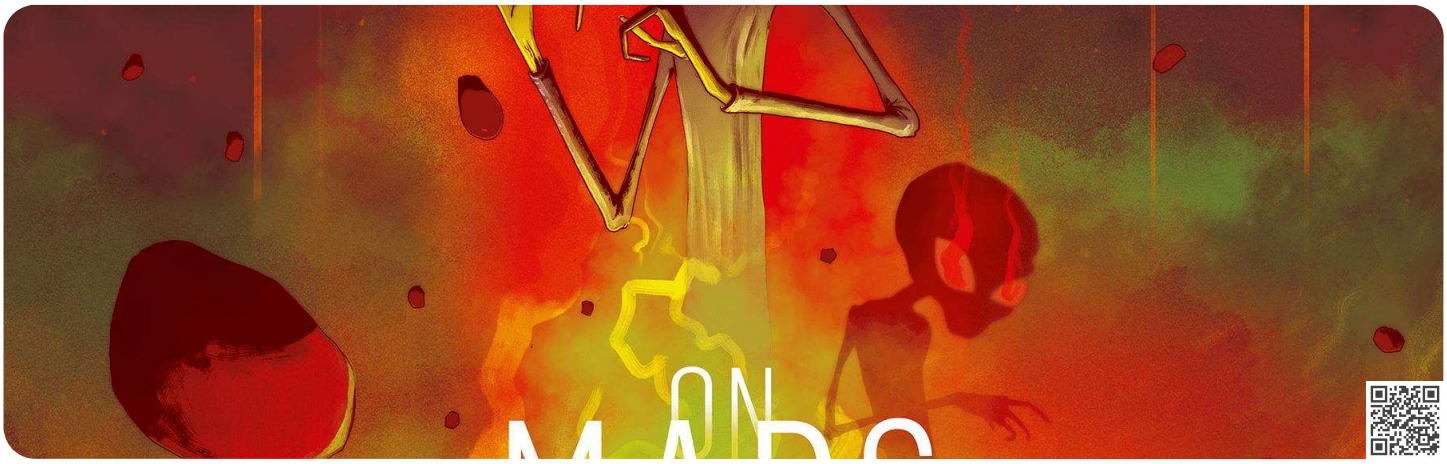
1 - 4 150

ON MARS

Published 2020
Publisher Eagle-Gryphon Games
Designer Vital Lacerda
Artist Ian O'Toole
Theme City Building
Mechanic Area Majority / Influence

Following the success of unmanned rover missions, the United Nations established the Department of Operations and Mars Exploration (D.O.M.E.). The first settlers arrived on Mars in the year 2037 and in the decades after establishment Mars Base Camp, private exploration companies began work on the creation of a self-sustaining colony. As chief astronaut for one of these enterprises, you want to be a pioneer in the development of the biggest, most a...

rating
8.2
4.6
difficulty



ON MARS: ALIEN INVASION

1 - 5 150

Published 2022
Publisher Eagle-Gryphon Games
Designer Vital Lacerda
Artist Ian O'Toole
Theme City Building
Mechanic Cooperative Game

On Mars: Alien Invasion is the much-anticipated Somewhat Cooperative Expansion to Vital Lacerda's best-selling and highly-rated On Mars base game. Though this expansion was originally going to be named Surviving Mars, Eagle-Gryphon Games made the decision to change the name to On Mars: Alien Invasion to better reflect the theme and content of this expansion. The game narrative is contained in four chapters of a story written by Nathan Morse....

rating
8.4
0.0
difficulty

ON TOUR

1 - 4 20

Published 2019
Publisher BoardGameTables.com
Designer Chad DeShon
Artist Anca Gavril
Theme Dice
Mechanic Bingo

You're living the dream. You're in a band and they're about to go on tour. It's your job to schedule the band's stops over your 100-day tour, visiting as many states as possible. Each turn in On Tour, two ten-sided dice are rolled to make two two-digit numbers. For example, a roll of 3 and 7 creates the numbers 37 and 73. All players write each of those numbers in a state on their map. The regions they can write in are restricted by...

rating
7.0
1.5
difficulty

PAGAN: BEYOND THE PALISADES

2 75

Published 2022
Publisher Wyrmgold GmbH
Designer Kasper Kjær Christiansen
Artist Maren Gutt
Theme Expansion for Base-game
Mechanic Deck Construction

Pagan: Beyond the Palisades is the first expansion for Pagan: Fate of Roanoke. Pagan is an asymmetrical card game for two players taking on the roles of Witch or Witch hunter. The Witch tries to carry out a ritual of renaturation before being exposed and eliminated by the Witch hunter. Nine villagers are under suspicion and only the Witch player knows who the real Witch is. Each turn, the players use their action pawns on active villagers...

rating

0.0

0.0

difficulty

PAGAN: FATE OF ROANOKE

2 60

Published 2022
Publisher Super Meeple
Designer Kasper Kjær Christiansen
Artist Maren Gutt
Theme Adventure
Mechanic Action Points

Overview Pagan: Fate of Roanoke from Kasper Kjær Christiansen and Kåre Werner Storgaard is a deduction expandable card game set in colonial America of 1587. The essence of the asymmetrical game is the witch's struggle against the witch hunter. As the witch strives to complete a ritual, the hunter tries to track her down and find out her true identity. Both players access variable card decks with 50 cards ea...

rating

8.2

2.3

difficulty

1 - 4 60

PALEO

Published 2020
Publisher Hans im Glück
Designer Peter Rustemeyer
Artist Ingram Schell
Theme Card Game
Mechanic Action/Event

Paleo is a co-operative adventure game set in the stone age, a game in which players try to keep the human beings in their care alive while completing missions. Sometimes you need a fur, sometimes a tent, but these are all minor quests compared to your long-term goal: Painting a woolly mammoth on the wall so that humans thousands of years later will know that you once existed. (Okay, you just think the mammoth painting looks cool. Preserving a rec...

rating
7.8
2.6
difficulty

1 - 4 60

PALEO: DER INITIATIONSRITUS

Published 2021
Publisher Hans im Glück
Designer Peter Rustemeyer
Artist Dominik Mayer
Theme Expansion for Base-game
Mechanic Action/Event

A new generation has grown up. Today is their big day: the four aspirants must each each have to pass a test to become a full member of the tribe, to become a full member of the tribe. Module L is about the trial that the 4 Young Tribe members have to take. The 4 character cards are distributed among the players and they try to pass the exams together. This module can only be played together with Paleo. It is particularly...

rating
7.8
2.0
difficulty

2 - 4 60

PALEO: EIN NEUER ANFANG

Published 2021
Publisher Hans im Glück
Designer Peter Rustemeyer
Artist Ingram Schell
Theme Card Game
Mechanic Action/Event

New adventures await in Paleo: Ein neuer Anfang! A year has passed since the release of Paleo, but in the world of the game several thousand years have passed. We've tried to settle, but nothing is as peaceful as it might seem. New dangers and tasks await us, but with a little skill and new tools we can manage to settle down.

rating

8.6

3.0

difficulty

1 - 2 15

PALM ISLAND

Published 2018
Publisher Portal Dragon
Designer Jon Mietling
Artist Jon Mietling
Theme Card Game
Mechanic Cooperative Game

Palm Island is a portable game that you can take with you anywhere. Sitting, standing, waiting, riding, flying, relaxing, alone, or together you can play Palm Island no table required. Using a deck transforming mechanic a player uses just 17 cards over 8 rounds to shape their island and overcome its unique challenges. Store resources to pay for upgrades and upgrade buildings to access new abilities. Each decision you make will alter your ...

rating

7.1

1.7

difficulty

2 - 4 60

PAN AM

Published 2020
Publisher Funko Games
Designer Prospero Hall
Artist Prospero Hall
Theme Aviation / Flight
Mechanic Auction/Bidding

In Pan Am, players compete with Pan American Airways and others to build an air-travel empire. Outbid rivals for lucrative landing rights, buy planes with longer range to reach the far corners of the world, and use insider connections to advance your interests. As you bump up against the ever-growing Pan Am, you can sell your routes to the company to earn a tidy profit, with you then using that money to invest in other growth or to purchase Pan Am...

rating
7.6
2.4
difficulty

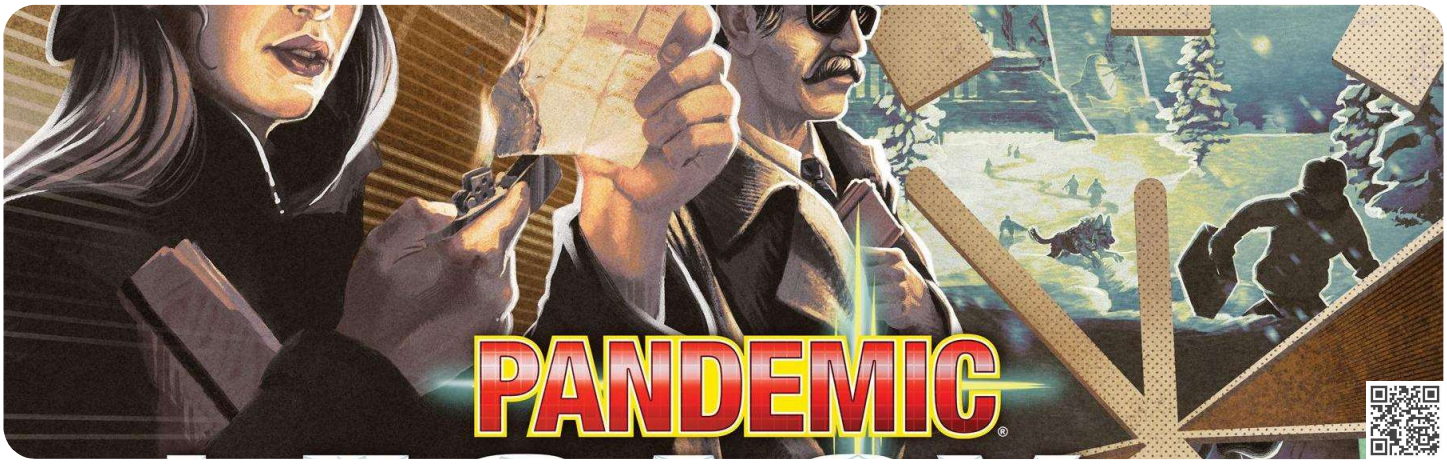
2 - 4 45

PANDEMIC

Published 2008
Publisher Z-Man Games
Designer Matt Leacock
Artist Josh Cappel
Theme Medical
Mechanic Action Points

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. The game board depicts several major population centers on Earth. On each turn, a player can use up to four actions to travel between cities, treat infected populaces, discover a cure, o...

rating
7.5
2.4
difficulty



2 - 4 60

PANDEMIC LEGACY: SEASON 0

Published 2020
Publisher Z-Man Games
Designer Rob Daviau
Artist Dan Gerlach
Theme Spies/Secret Agents
Mechanic Action Points

1962 — The Cold War continues as a new threat looms on the horizon, a deadly new Soviet bioweapon, something called "Project MEDUSA". You and your fellow medical graduates have been recruited by the CIA for the critical mission of investigating and preventing its development. Travel the world using carefully constructed aliases to move swiftly between Allied, Neutral, and Soviet cities. Your missions will require you to neutralize ...

rating
8.6

3.0
difficulty

2 - 4 60

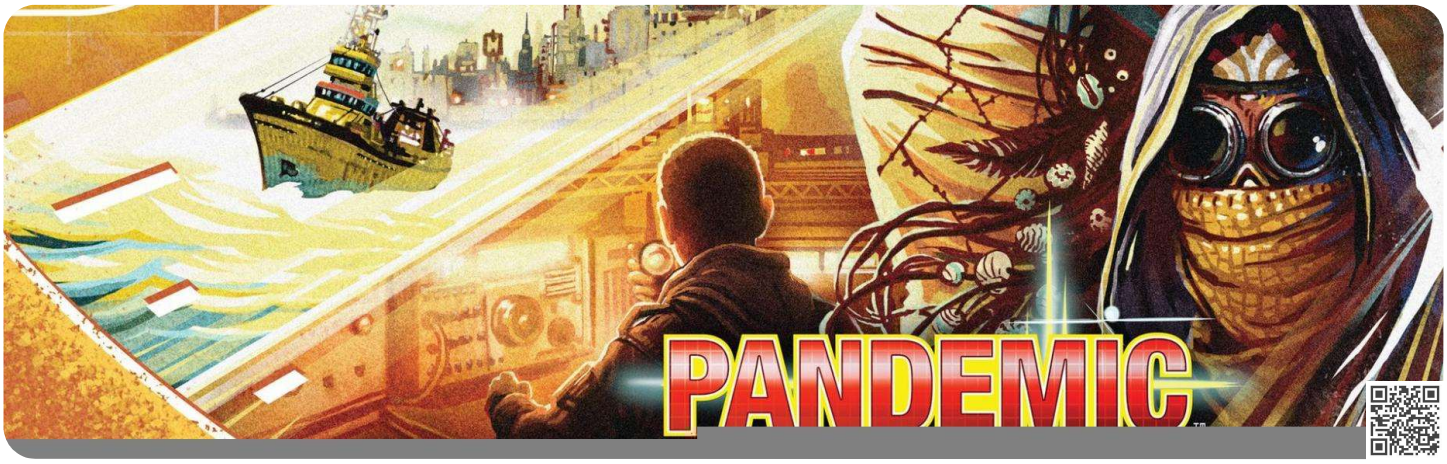
PANDEMIC LEGACY: SEASON 1

Published 2015
Publisher Z-Man Games
Designer Rob Daviau
Artist Chris Quilliams
Theme Environmental
Mechanic Action Points

Pandemic Legacy is a co-operative campaign game, with an overarching story-arc played through 12-24 sessions, depending on how well your group does at the game. At the beginning, the game starts very similar to basic Pandemic, in which your team of disease-fighting specialists races against the clock to travel around the world, treating disease hotspots while researching cures for each of four plagues before they get out of hand. During a...

rating
8.5

2.8
difficulty



PANDEMIC LEGACY: SEASON 2

2 - 4 60

Published 2017
Publisher Z-Man Games
Designer Rob Daviau
Artist Atha Kanaani
Theme Environmental
Mechanic Cooperative Game

Description from the publisher: 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 ke...

rating
8.1
3.2
difficulty

PANDEMIC: ON THE BRINK

2 - 5 45

Published 2009
Publisher Z-Man Games
Designer Matt Leacock
Artist Josh Cappel
Theme Environmental
Mechanic Action Points

Pandemic: On the Brink includes new event cards, new role cards, rules for five players, and optional game challenges to increase the difficulty of the Pandemic base game. These new challenges, which can be used individually or combined for even more difficult play, are as follows: The Virulent Strain challenge makes one disease become particularly deadly in unpredictable ways. The Mutation challenge adds a...

rating
8.0
2.6
difficulty

PANDEMIC: RAPID RESPONSE

2 - 4 20

Published 2019
Publisher Z-Man Games
Designer Kane Klenko
Artist Atha Kanaani
Theme Medical
Mechanic Contracts

Disaster has struck! Cities around the world are in desperate need of food, water, vaccines, and other supplies. You and your team belong to the Crisis Response Unit (CRU), an elite team of doctors and specialists. With a specially equipped plane, you are uniquely capable of providing life-saving aid — anytime, anywhere. Pandemic: Rapid Response is a race against time. Roll dice to create supplies, fly the plane, and make deliveries...

rating

6.6

2.1

difficulty

PANIC ISLAND!

1 - 8 2

Published 2017
Publisher Blue Orange Games
Designer Antonin Boccara
Artist Michel Verdu
Theme Real-time
Mechanic Cooperative Game

THE cooperative game in two minutes top ! In Panic Island, you are on Gouga Island among Cro-Magnon who lives in harmony with the famous Dodos. Sadly, one morning, the volcano errupts. You need to flee ! As clan chiefs, you have 2 minutes to save as many Cro-Magnons, Dodos and eggs as you can brefore the volcano destroy the island. And don't forget the raft and its oar.

rating

6.5

1.0

difficulty

1 - 8 30

PAPER DUNGEONS: A DUNGEON SCRAWLER GAME

Published 2020
Publisher MeepleBR
Designer Leandro Pires
Artist Dan Ramos
Theme Medieval
Mechanic Grid Movement

Prepare your adventurers for a challenging dungeon exploration in Paper Dungeons, a roll-and-write game that seeks to reproduce the feel of a dungeon-crawler. In the game, you control a classic group of medieval adventurers: warrior, wizard, cleric, and rogue. In each of the nine rounds, you select three of the six rolled dice and use these results to raise the level of your characters, produce magic items, obtain healing potions, and exp...

rating
7.4
2.1
difficulty

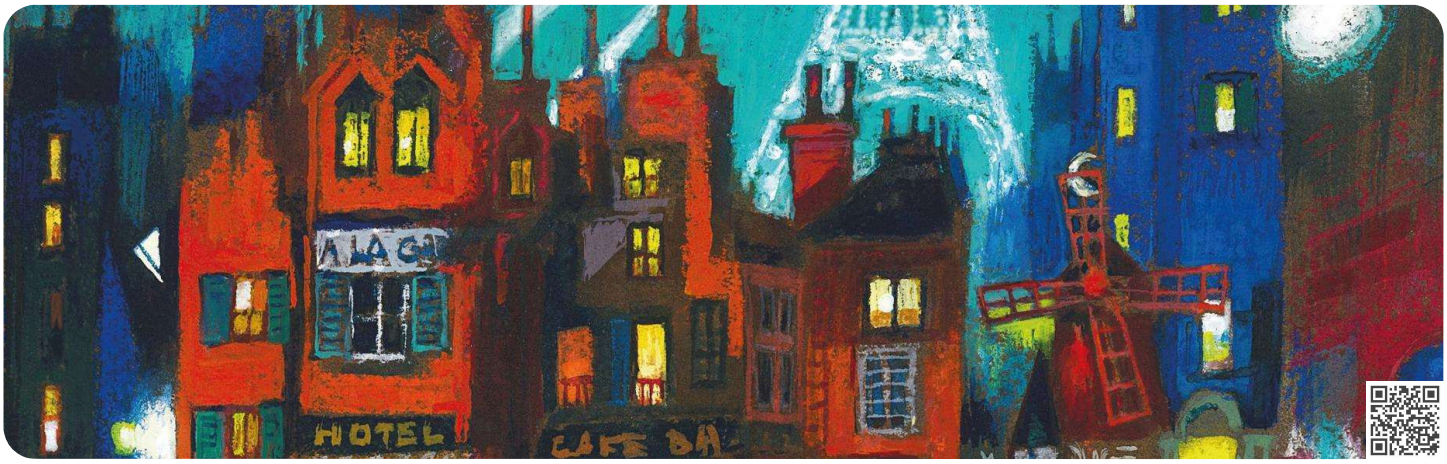
2 - 4 90

PARIS

Published 2020
Publisher Game Brewer
Designer Michael Kiesling
Artist Andreas Resch
Theme City Building
Mechanic Area Majority / Influence

Explore Paris in the 19th century. Discover its renowned architecture and obtain the most eminent buildings in the right districts to achieve victory. Paris is a typical medium-weight Kramer and Kiesling Eurostyle-game with straightforward gameplay, short player turns, and an ingenious point salad mechanism. You mainly score points by obtaining the right buildings and collecting the right bonus cards. In Paris, you take on the ro...

rating
7.3
2.7
difficulty



PARIS: LA CITÉ DE LA LUMIÈRE

2 30

Published 2019
Publisher 999 Games
Designer Jose Antonio Abascal Acebo
Artist Oriol Hernández
Theme Abstract Strategy
Mechanic Action Drafting

Paris is a two-player board game by José Antonio Abascal infused with Parisian aesthetics by the boardgame's artist Oriol Hernández. The game is set in late 19th century Paris during the 1889 "Exposition Universelle," or world's fair, when public electricity was a hot topic. Electricity spread throughout the city, creating today's beautiful nocturnal Parisian streets and coining Paris's nickname &l...

rating

7.4

2.0

difficulty

PARKS

1 - 5 60

Published 2019
Publisher Keymaster Games
Designer Henry Audubon
Artist Fifty-Nine Parks Print Series
Theme Adventure
Mechanic Card Drafting

PARKS is a celebration of the US National Parks featuring illustrious art from Fifty-Nine Parks. In PARKS, players will take on the role of two hikers as they trek through different trails across four seasons of the year. While on the trail, these hikers will take actions and collect memories of the places your hikers visit. These memories are represented by various resource tokens like mountains and forests. Collecting these memories in ...

rating

7.7

2.1

difficulty

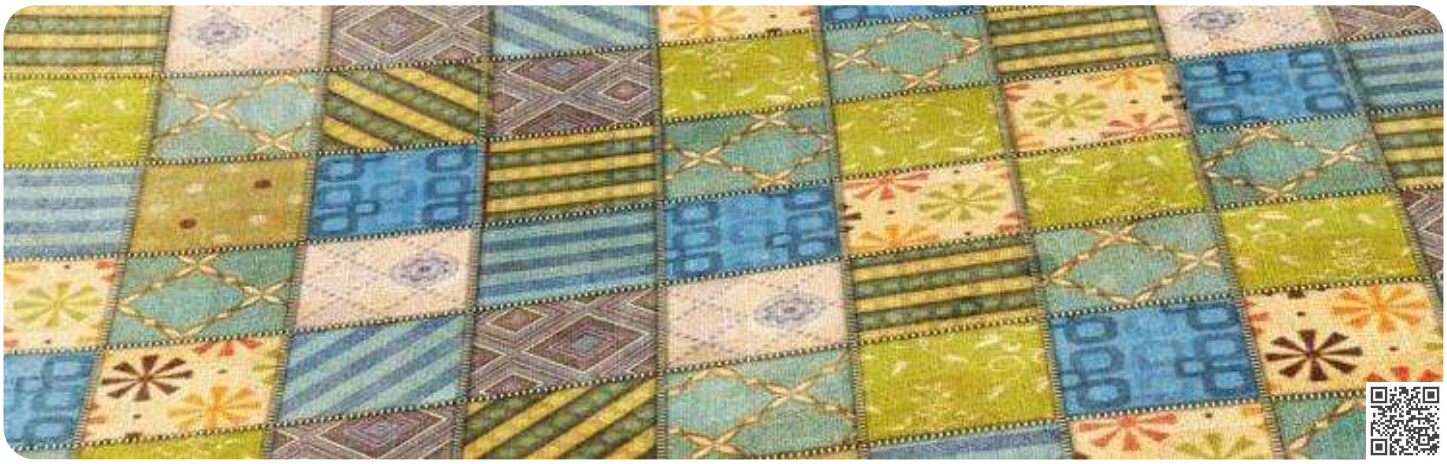
PARKS: NIGHTFALL EXPANSION

1 - 5 70

Published 2021
Publisher Keymaster Games
Designer Mattox Shuler
Artist Fifty-Nine Parks Print Series
Theme Adventure
Mechanic Point to Point Movement

Welcome to PARKS Expansion: Nightfall. In Nightfall, you'll find new Park Cards featuring new rewards and all new artwork from the Fifty-Nine Parks Print Series, including the 17 parks not represented in the base game. This expansion also includes new Year Cards and Bonus Scoring opportunities, and you'll get to experience the trail in a brand new way with the new Camping mechanic.

rating
8.2
2.3
difficulty



PATCHWORK

2 30

Published 2014
Publisher Lookout Games
Designer Uwe Rosenberg
Artist Klemens Franz
Theme Abstract Strategy
Mechanic Card Drafting

In Patchwork, two players compete to build the most aesthetic (and high-scoring) patchwork quilt on a personal 9x9 game board. To start play, lay out all of the patches at random in a circle and place a marker directly clockwise of the 2-1 patch. Each player takes five buttons — the currency/points in the game — and someone is chosen as the start player. On a turn, a player either purchases one of the three patches standing cl...

rating
7.6
1.6
difficulty

1 - 5 120

PAX PAMIR: SECOND EDITION

Published 2019
Publisher Wehrlegig Games
Designer Cole Wehrle
Artist Cole Wehrle
Theme Economic
Mechanic Action Points

In Pax Pamir, players assume the role of nineteenth century Afghan leaders attempting to forge a new state after the collapse of the Durrani Empire. Western histories often call this period "The Great Game" because of the role played by the Europeans who attempted to use central Asia as a theater for their own rivalries. In this game, those empires are viewed strictly from the perspective of the Afghans who sought to manipulate the inter...

rating

8.3

3.8

difficulty

2 - 6 15

PENGUIN PARTY

Published 2008
Publisher AMIGO
Designer Reiner Knizia
Artist Okamoto Kanako
Theme Animals
Mechanic Hand Management

After a long dark winter, the sun is shining and it's party time for the penguins, who celebrate by fishing. To look over the waters more easily, the penguins build high pyramids. The more penguins you can fit in the pyramid, the better — but it's not that easy. In Penguin Party, players collectively build a pyramid of penguins, trying to empty their hands of cards along the way. The deck consists of 36 penguin cards: 8 green and 7 ...

rating

6.4

1.1

difficulty

2 - 6 45

PHASE 10

Published 1982
Publisher ASS Altenburger Spielkarten
Designer Kenneth Johnson
Artist (Uncredited)
Theme Card Game
Mechanic Melding and Splaying

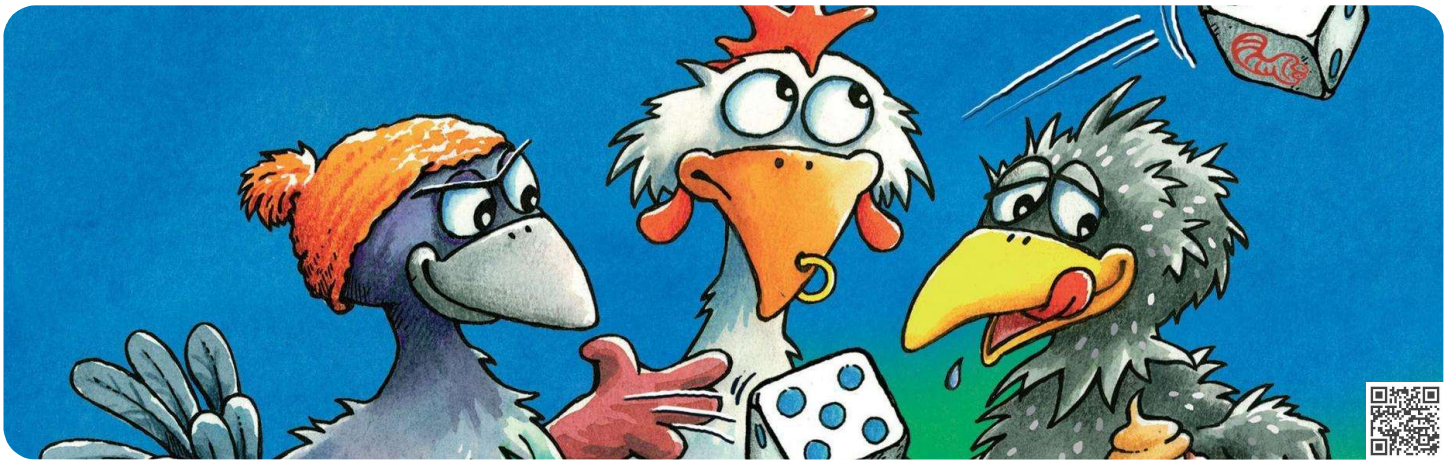
A rummy-type card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc. The first player to finish completing the 10th phase wins. In case of ties, the player with the fewest number of points wins.

rating

5.1

1.2

difficulty



2 - 7 20

PICKOMINO

Published 2005
Publisher Zoch Verlag
Designer Reiner Knizia
Artist Doris Matthäus
Theme Animals
Mechanic Dice Rolling

In Pickomino, two to seven players, ages 8 and up try to obtain fried worms for their chickens, so that they don't go hungry. Of course, anyone who doesn't manage to grab a worm off of the grill can help himself to those of his opponents. This fast-paced game by Reiner Knizia is, like Hick Hack im Gackelwack, a gambling game in the finest chicken tradition." Each turn players roll their dice and set aside all those matching any singl...

rating

6.5

1.1

difficulty

POINT SALAD

2 - 6 30

Published 2019
Publisher Alderac Entertainment Group
Designer Molly Johnson
Artist Dylan Mangini
Theme Card Game
Mechanic Card Drafting

Point Salad is a fast and fun card drafting game for the whole family. There are over 100 ways to score points. Players may use a variety of strategies and every game of Point Salad is unique! Cards come in six different types of veggies, and the back of each card has a different scoring method. So for instance, one scoring method may award 2 points for every carrot you have, but deduct a point for every onion. By drafting combinations o...

rating
7.2
1.1
difficulty

POTION EXPLOSION

2 - 4 45

Published 2015
Publisher Horrible Guild
Designer Stefano Castelli
Artist Giulia Ghigini
Theme Fantasy
Mechanic Pattern Recognition

Potion Explosion is a game for 2 to 4 players by Horrible Games. It was designed by Lorenzo Silva, Andrea Crespi and Stefano Castelli. Dear students, it's time for the final exams of the Potions class! The rules are always the same: Take an ingredient marble from the dispenser and watch the others fall. If you connect marbles of the same color, they explode and you can take them, too! Complete your potions using the marbles you collec...

rating
7.1
1.7
difficulty

2 - 4 60

POTION EXPLOSION: THE FIFTH INGREDIENT

Published 2017
Publisher BoardM Factory
Designer Stefano Castelli
Artist Giulia Ghigini
Theme Expansion for Base-game
Mechanic Pattern Recognition

Description from the publisher: At the Horribilorum Sorcery Academy for Witty Witches and Wizards, we are not afraid of ghosts! Potion Explosion: The Fifth Ingredient introduces a new spooky ingredient: Ghost Ectoplasm! But don't panic as the new Professors will teach you how to handle it safely and use it to brew powerful new potions! This expansion for Potion Explosion steps up the game to a whole new level! Thanks to the fifth...

rating
7.5
1.8
difficulty

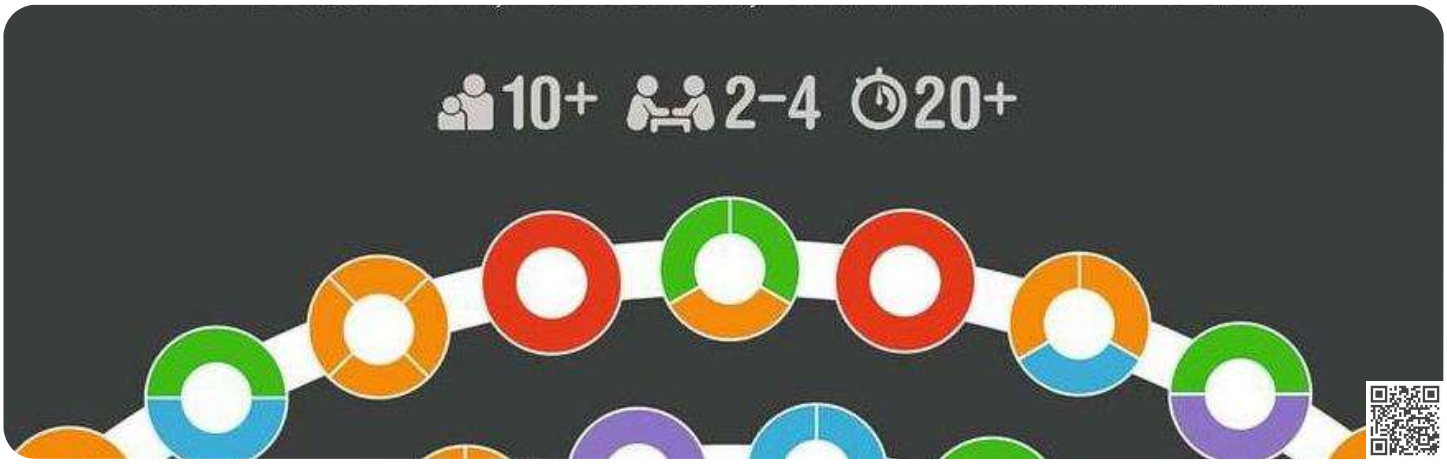
2 - 6 120

POWER GRID

Published 2004
Publisher 2F-Spiele
Designer Friedemann Friese
Artist Domonkos Bence
Theme Economic
Mechanic Auction/Bidding

Power Grid is the updated release of the Friedemann Friese crayon game Funkenschlag. It removes the crayon aspect from network building in the original edition, while retaining the fluctuating commodities market like Crude: The Oil Game and an auction round intensity reminiscent of The Princes of Florence. The objective of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. In this new ed...

rating
7.8
3.2
difficulty



1 - 4 45

PRIME CLIMB

Published 2014
Publisher Math for Love
Designer Katherine Cook (I)
Artist Shawn Kemna
Theme Educational
Mechanic Dice Rolling

Prime Climb is a new board game that uses arithmetic to open a beautiful world of possibility. Players race to be the first to get to the center of the board while avoiding getting knocked back to the start by other players. Highlighting the power of the prime numbers, Prime Climb is mathematical, deep, creative, and fun. Each player controls two pawns that start at the 0 circle. Players take turns rolling two 10-sided dice and applying t...

rating
6.2
1.3
difficulty

1 - 4 40

PROJECT L

Published 2020
Publisher Boardcubator
Designer Michal Mikeš
Artist Jaroslav Jurica
Theme Abstract Strategy
Mechanic Action Points

Build pieces, develop an engine, perfect your strategy, and win the game! Project L is a fast-paced, tile-matching brain burner with triple-layer 3D puzzles and lovely acrylic pieces. Challenge your friends to a game of simple design but intricate gameplay that makes a lasting impression! The core of the game lies in using your pieces to complete puzzles. Starting with just two basic pieces, you use three actions every turn to de...

rating
7.5
1.5
difficulty

PROJECT L: AMBASSADOR PACK

1 - 5 40

Published 2020
Publisher Boardcubator
Designer Michal Mikeš
Artist Jaroslav Jurica
Theme Abstract Strategy
Mechanic Action Points

This Kickstarter exclusive expansion includes a metal coin first player marker and 3 new puzzle tiles with a unique Master ability.

rating

7.4

0.0

difficulty

PROJECT L: FINESSE

1 - 4 40

Published 2021
Publisher Boardcubator
Designer Filip Daňhel
Artist Jaroslav Jurica
Theme Abstract Strategy
Mechanic Action Points

The Finesse expansion brings extra strategic depth to Project L through an addition of goals which require each player to fulfill different conditions to get more points during the game. Completing your goals may require making compromises in your strategy or deviating from it altogether, allowing new ways to play Project L. When you play with Finesse, you have more possible options for scoring points while keeping the same fast-paced gam...

rating

8.0

0.0

difficulty

1 - 5 0

PROJECT L: FINESSE AMBASSADOR PACK

Published 2020
Publisher Boardcubator
Designer Filip Daňhel
Artist Jaroslav Jurica
Theme Abstract Strategy
Mechanic Action Points

A Kickstarter exclusive promo that adds an extra set of Finesse tiles with advanced gameplay mechanisms. This promo requires the Finesse expansion.

rating

7.5

0.0

difficulty

3 - 5 150

PUERTO RICO

Published 2002
Publisher alea
Designer Andreas Seyfarth
Artist Harald Lieske
Theme City Building
Mechanic Action Drafting

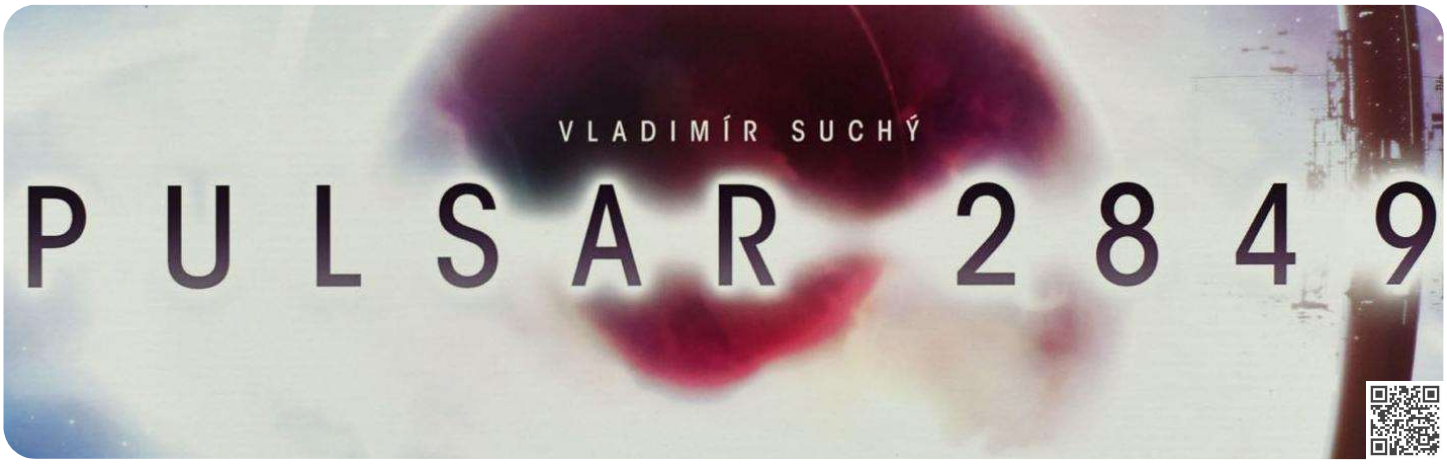
In Puerto Rico, players assume the roles of colonial governors on the island of Puerto Rico. The aim of the game is to amass victory points by shipping goods to Europe or by constructing buildings. Each player uses a separate small board with spaces for city buildings, plantations, and resources. Shared between the players are three ships, a trading house, and a supply of resources and doubloons. The resource cycle of the game is...

rating

7.9

3.2

difficulty



PULSAR 2849

2 - 4 90

Published 2017
Publisher Czech Games Edition
Designer Vladimír Suchý
Artist Sören Meding
Theme Dice
Mechanic Dice Rolling

It is the year 2849, and humanity has harnessed the power of the pulsars. Now we must find a way to distribute this power throughout the stars. In this Euro-style game, players explore space, claim pulsars, and discover technologies that will help them build energy-distribution infrastructure on a cosmic scale. Dice are used to purchase actions, and players choose their dice from a communal pool. There are many paths to victory so you can blaz...

rating
7.7

3.3
difficulty

QUIRKY CIRCUITS: PENNY & GIZMO'S SNOW DAY!

2 - 4 30

Published 2022
Publisher Plaid Hat Games
Designer Nikki Valens
Artist Danalyn Reyes
Theme Animals
Mechanic Communication Limits

Help Penny and Gizmo have the best snow day ever in Quirky Circuits: Penny & Gizmo's Snow Day, a co-operative programming game for the whole family. Program lovable robots with your friends and family, but make sure to complete each task before batteries run out. All players must work as a team to complete unique scenarios across a 20-page game book, with each scenario being quirkier than the last. Chase down naughty dust bun...

rating
7.3

0.0
difficulty

QWINTO

2 - 6 15

Published 2015
Publisher Nürnberger-Spielkarten-Verlag
Designer Bernhard Lach
Artist Oliver Freudenreich
Theme Dice
Mechanic Dice Rolling

Players in Qwinto all play at the same time, with everyone trying to fill the rows on their scoresheets with numbers as quickly — and as highly — as possible in order to score the most points. To set up, each player receives a scoresheet that contains three colored rows of shapes (mostly circles with a few pentagons); the rows don't completely overlap, but they do overlap enough to create five vertical columns of three shapes,...

rating
7.0
1.3
difficulty

QWIRKLE

2 - 4 45

Published 2006
Publisher MindWare
Designer Susan McKinley Ross
Artist
Theme Abstract Strategy
Mechanic Hand Management

The abstract game of Qwirkle consists of 108 wooden blocks with six different shapes in six different colors. There is no board, players simply use an available flat surface. Players begin the game with six blocks. The start player places blocks of a single matching attribute (color or shape but not both) on the table. Thereafter, a player adds blocks adjacent to at least one previously played block. The blocks must all be played in a lin...

rating
6.7
1.6
difficulty

QWIXX

2 - 5 15

Published 2012
Publisher Nürnberger-Spielkarten-Verlag
Designer Steffen Benndorf
Artist Oliver Freudenreich
Theme Dice
Mechanic Bingo

Qwixx is a quick-playing dice game in which everyone participates, no matter whose turn it is. Each player has a scoresheet with the numbers 2-12 in rows of red and yellow and the numbers 12-2 in rows of green and blue. To score points you want to mark off as many numbers as possible, but you can mark off a number only if it's to the right of all marked-off numbers in the same row. On a turn, the active player rolls six dice: two white an...

rating
6.8
1.1
difficulty

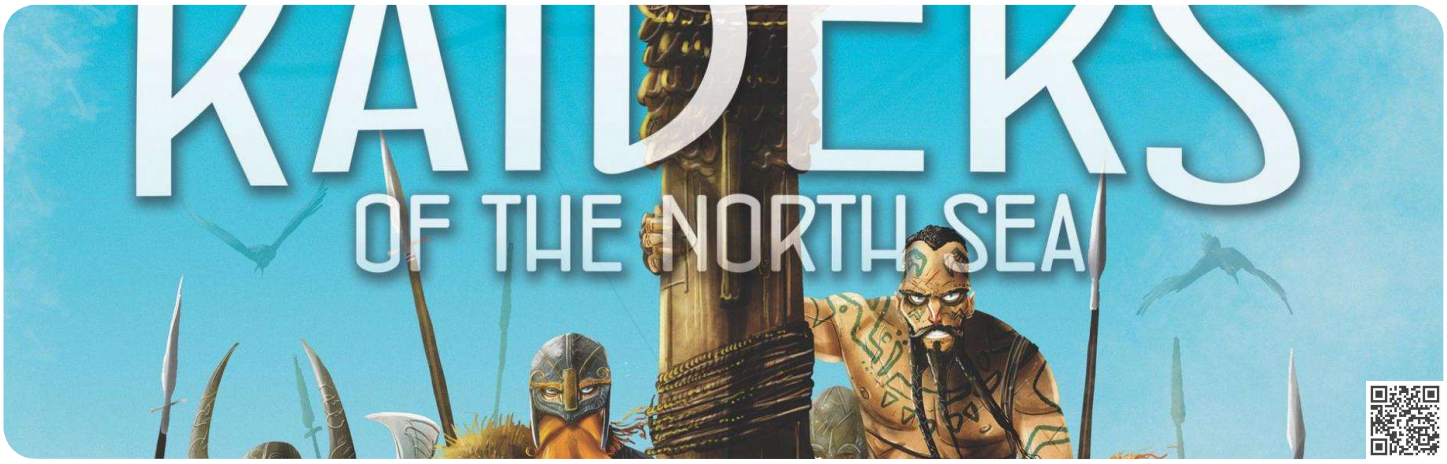
RA

2 - 5 60

Published 1999
Publisher alea
Designer Reiner Knizia
Artist Allison Kline
Theme Ancient
Mechanic Auction/Bidding

Ra is an auction and set-collection game with an Ancient Egyptian theme. Each turn players are able to purchase lots of tiles with their bidding tiles (suns). Once a player has used up his or her suns, the other players continue until they do likewise, which may set up a situation with a single uncontested player bidding on tiles before the end of the round occurs. Tension builds because the round may end before all players have had a chance to...

rating
7.4
2.3
difficulty



2 - 4 80

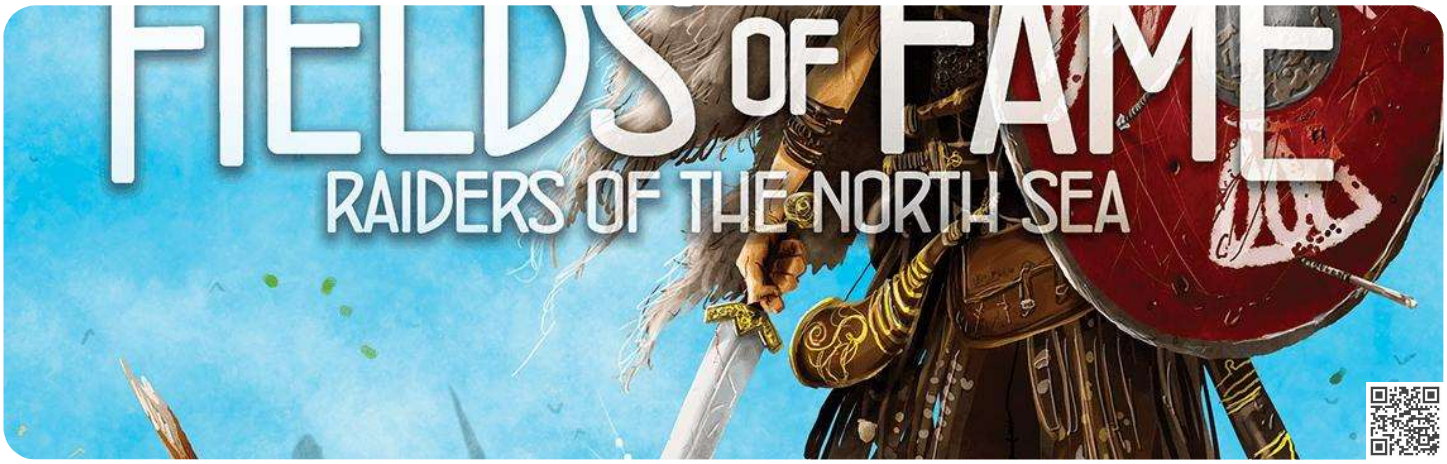
RAIDERS OF THE NORTH SEA

Published 2015
Publisher Garphill Games
Designer Shem Phillips
Artist Mihajlo Dimitrievski
Theme Medieval
Mechanic Contracts

Raiders of the North Sea is set in the central years of the Viking Age. As Viking warriors, players seek to impress the Chieftain by raiding unsuspecting settlements. To do so, players need to assemble a crew, collect provisions, and journey north to plunder gold, iron and livestock. Glory can be found in battle, even at the hands of the Valkyrie, so gather your warriors because it's raiding season! To impress the Chieftain, you need vict...

rating
7.7

2.5
difficulty



2 - 5 80

RAIDERS OF THE NORTH SEA: FIELDS OF FAME

Published 2018
Publisher Garphill Games
Designer Shem Phillips
Artist Mihajlo Dimitrievski
Theme Expansion for Base-game
Mechanic Hand Management

Description from the publisher: In Raiders of the North Sea: Fields of Fame, enemy jarls have joined forces to help defend against the onslaught of raids on their settlements. But despite their threats, there is fame awaiting those who seek to kill or subdue them. Encountering a jarl is sure to bring injury, but now is no time for the faint-hearted. Onwards to the battlefield! In addition to including components for an extra play...

rating
8.0

2.8
difficulty

2 - 5 80

RAIDERS OF THE NORTH SEA: HALL OF HEROES

Published 2018
Publisher Garphill Games
Designer Shem Phillips
Artist Mihajlo Dimitrievski
Theme Expansion for Base-game
Mechanic Hand Management

In Raiders of the North Sea: Hall of Heroes, a mead hall has been constructed, attracting a new breed of adventurers. Each raid brings new quests for the daring to endure. But with mead in abundance, there is little room for the wary, so sharpen your axe and ready your shield as new adventures await! In addition to including components for an extra player, Hall of Heroes has the new mead hall board, large player boards, mead, quests, repu...

rating
8.2
2.6
difficulty

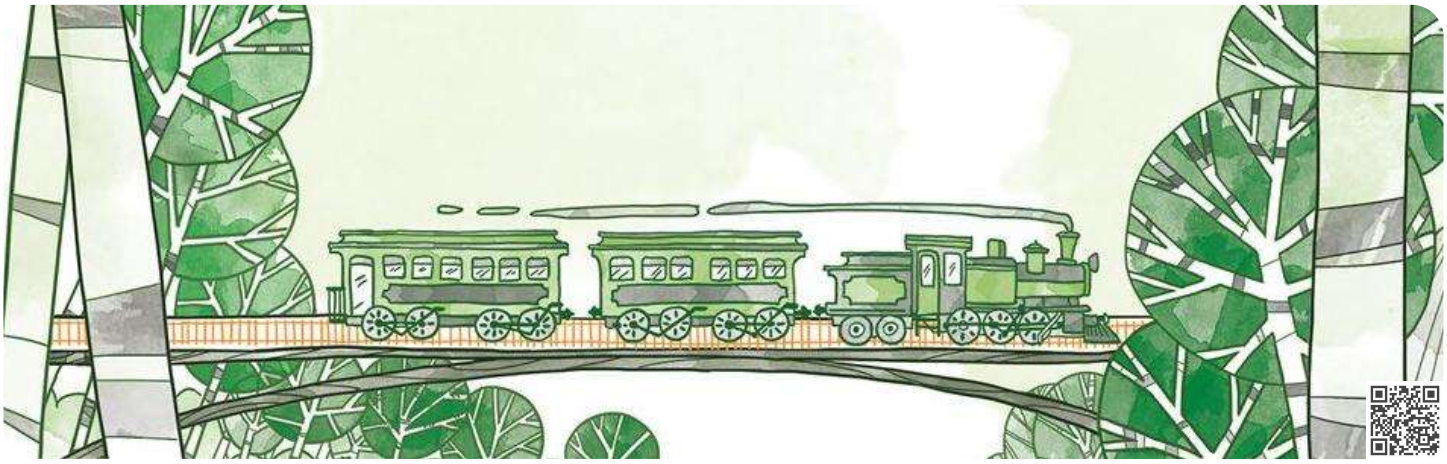
2 - 6 80

RAIDERS OF THE NORTH SEA: JARL PROMO

Published 2018
Publisher Angry Lion Games
Designer Shem Phillips
Artist Mihajlo Dimitrievski
Theme Expansion for Base-game
Mechanic Hand Management

1 x Jarl: Erikson Subdued = Gain 3 VP if you have completed 1 of each Quest type Killed = You may immediately complete a Quest 1 x Jarl: Freyja Subdued = Gain 1 VP for each pair of Mead in your Supply Killed = Gain 3 Mead Both Jarls require both Fields of Fame and Hall of Heroes. They will be available through online retail in June of 2018. -description from designer

rating
7.6
3.0
difficulty



1 - 4 30

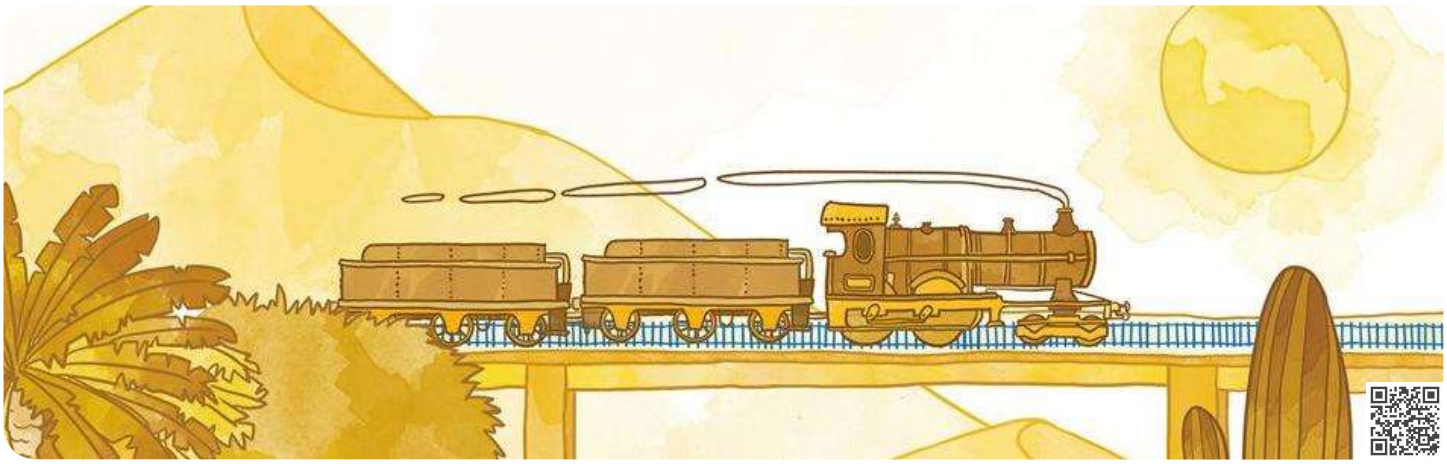
RAILROAD INK CHALLENGE: LUSH GREEN EDITION

Published 2021
Publisher Horrible Guild
Designer Hjalmar Hach
Artist Marta Tranquilli
Theme Dice
Mechanic Dice Rolling

Railroad Ink Challenge is a quick-playing roll-and-write game for 1 to 4 players. Grab a board and a dry-erase marker, and get ready to reach networking nirvana! Roll the dice and draw the routes to connect the exits around your board.

Expand your network with railways, highways and stations to collect points, but you will be penalized for any open connections, so plan carefully! Railroad Ink Challenge has everything you love from the ori...

rating
7.8
2.2
difficulty



1 - 4 30

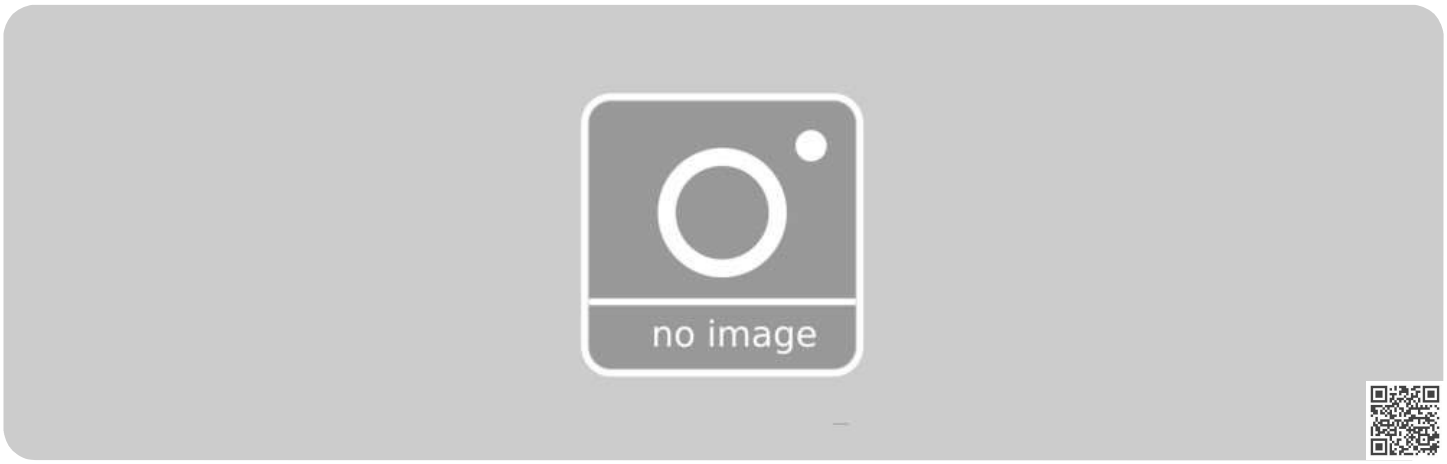
RAILROAD INK CHALLENGE: SHINING YELLOW EDITION

Published 2021
Publisher Horrible Guild
Designer Hjalmar Hach
Artist Marta Tranquilli
Theme Dice
Mechanic Dice Rolling

Railroad Ink Challenge is a quick-playing roll-and-write game for 1 to 4 players. Grab a board and a dry-erase marker, and get ready to reach networking nirvana! Roll the dice and draw the routes to connect the exits around your board.

Expand your network with railways, highways and stations to collect points, but you will be penalized for any open connections, so plan carefully! Railroad Ink Challenge has everything you love from the ori...

rating
7.7
2.2
difficulty



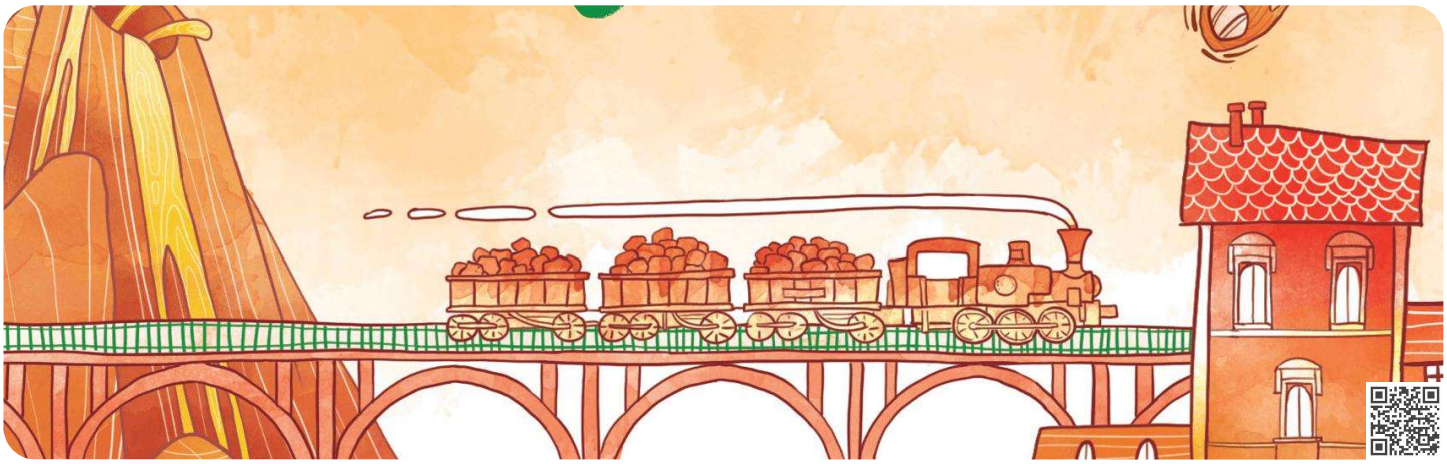
1 - 4 30

RAILROAD INK: ARCADE EXPANSION PACK

Published 2021
Publisher Horrible Guild
Designer Hjalmar Hach
Artist Marta Tranquilli
Theme Expansion for Base-game
Mechanic Dice Rolling

In the multiplayer puzzle game Railroad Ink™, your goal is to connect as many exits on your board as possible. Each round, a set of dice are rolled in the middle of the table, determining which kind of road and railway routes are available to all players. Use the 4 special dice of the Arcade Expansion Pack in addition to your regular Route dice, and find new ways to score points: Pluck-Man (1 die): feed Pluck-Man ...

rating
7.1
0.0
difficulty



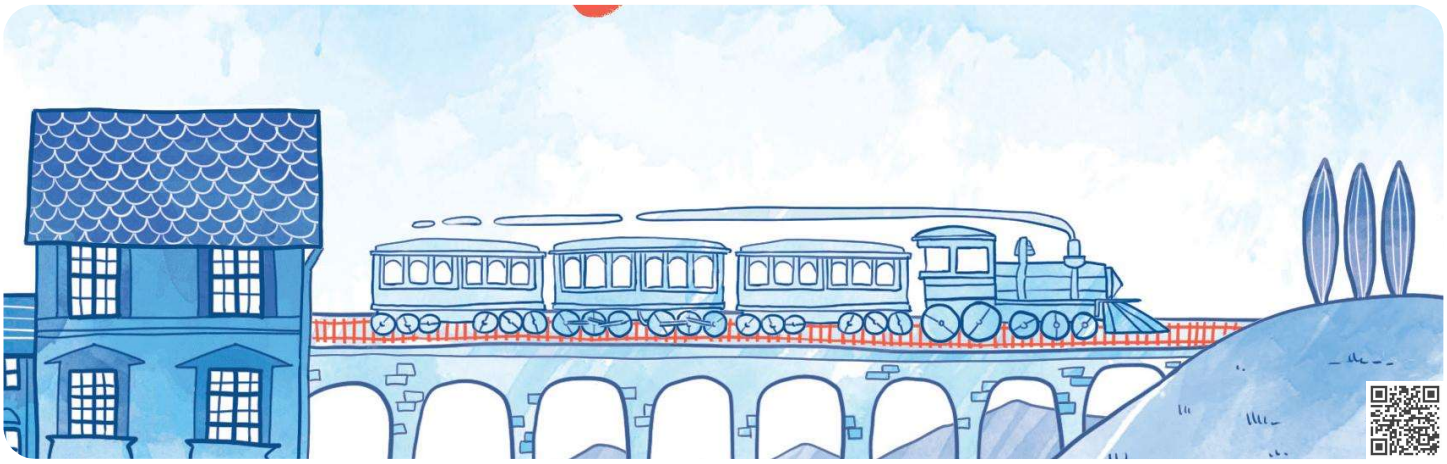
1 - 6 30

RAILROAD INK: BLAZING RED EDITION

Published 2018
Publisher Horrible Guild
Designer Hjalmar Hach
Artist Marta Tranquilli
Theme Dice
Mechanic Bingo

In the multiplayer puzzle game Railroad Ink, your goal is to connect as many exits on your board as possible. Each round, a set of dice are rolled in the middle of the table, determining which kind of road and railway routes are available to all players. You have to draw these routes on your erasable boards to create transport lines and connect your exits, trying to optimize the available symbols better than your opponents. The more exits...

rating
7.1
1.4
difficulty



RAILROAD INK: DEEP BLUE EDITION

1 - 6 30

Published 2018
Publisher Horrible Guild
Designer Hjalmar Hach
Artist Marta Tranquilli
Theme Dice
Mechanic Bingo

In the multiplayer puzzle game Railroad Ink, your goal is to connect as many exits on your board as possible. Each round, a set of dice are rolled in the middle of the table, determining which kind of road and railway routes are available to all players. You have to draw these routes on your erasable boards to create transport lines and connect your exits, trying to optimize the available symbols better than your opponents. The more exits...

rating
7.2
1.4
difficulty

1 - 4 30

RAILROAD INK: ELDRITCH EXPANSION PACK

Published 2021
Publisher Horrible Guild
Designer Hjalmar Hach
Artist Marta Tranquilli
Theme Expansion for Base-game
Mechanic Dice Rolling

In the multiplayer puzzle game Railroad Ink™, your goal is to connect as many exits on your board as possible. Each round, a set of dice are rolled in the middle of the table, determining which kind of road and railway routes are available to all players. Use the 4 special dice of the Eldritch Expansion Pack in addition to your regular Route dice, and find new ways to score points: Ritual (1 die): open new Por...

rating
7.4
0.0
difficulty

1 - 4 30

RAILROAD INK: ENGINEER EXPANSION PACK

Published 2021
Publisher Horrible Guild
Designer Hjalmar Hach
Artist Marta Tranquilli
Theme Expansion for Base-game
Mechanic Dice Rolling

In the multiplayer puzzle game Railroad Ink™, your goal is to connect as many exits on your board as possible. Each round, a set of dice are rolled in the middle of the table, determining which kind of road and railway routes are available to all players. Use the 4 special dice of the Engineer Expansion Pack in addition to your regular Route dice, and find new ways to score points: Construction (1 die): perfor...

rating
7.6
0.0
difficulty

1 - 4 30

RAILROAD INK: FUTURISTIC EXPANSION PACK

Published 2021
Publisher Horrible Guild
Designer Hjalmar Hach
Artist Marta Tranquilli
Theme Expansion for Base-game
Mechanic Dice Rolling

In the multiplayer puzzle game Railroad Ink™, your goal is to connect as many exits on your board as possible. Each round, a set of dice are rolled in the middle of the table, determining which kind of road and railway routes are available to all players. Use the 4 special dice of the Futuristic Expansion Pack in addition to your regular Route dice, and find new ways to score points: Super Connection (1 die): ...

rating
7.6
0.0
difficulty

1 - 4 30

RAILROAD INK: SKY EXPANSION PACK

Published 2021
Publisher Horrible Guild
Designer Hjalmar Hach
Artist Marta Tranquilli
Theme Expansion for Base-game
Mechanic Dice Rolling

In the multiplayer puzzle game Railroad Ink™, your goal is to connect as many exits on your board as possible. Each round, a set of dice are rolled in the middle of the table, determining which kind of road and railway routes are available to all players. Use the 4 special dice of the Sky Expansion Pack in addition to your regular Route dice, and find new ways to score points: Weather (2 dice): control clouds,...

rating
7.7
0.0
difficulty

1 - 4 30

RAILROAD INK: UNDERGROUND EXPANSION PACK

Published 2021
Publisher Horrible Guild
Designer Hjalmar Hach
Artist Marta Tranquilli
Theme Expansion for Base-game
Mechanic Dice Rolling

In the multiplayer puzzle game Railroad Ink™, your goal is to connect as many exits on your board as possible. Each round, a set of dice are rolled in the middle of the table, determining which kind of road and railway routes are available to all players. The Underground Expansion Pack contains 4 dice that you can use in two ways. With the Standalone mode, you use them instead of the normal Route dice, to build undergro...

rating
7.5
0.0
difficulty

2 - 5 45

RAJAS OF THE GANGES: THE DICE CHARMERS

Published 2020
Publisher HUCH!
Designer Inka Brand
Artist Dennis Lohausen
Theme Dice
Mechanic Dice Rolling

In Rajas of the Ganges: The Dice Charmers, players use eight symbol dice to develop their province, gather goods, and sell them at the market; win over influential personalities in the palace; and sail up and down the Ganges River. As in the original game, you win this race for wealth and fame if you are the first to have your fame marker and your money marker intersect on the two tracks running in opposite directions. —des...

rating

7.6

2.3

difficulty

1 - 6 60

RALLYMAN: GT

Published 2020
Publisher BoardM Factory
Designer Jean-Christophe Bouvier
Artist Loïc Muzy
Theme Racing
Mechanic Dice Rolling

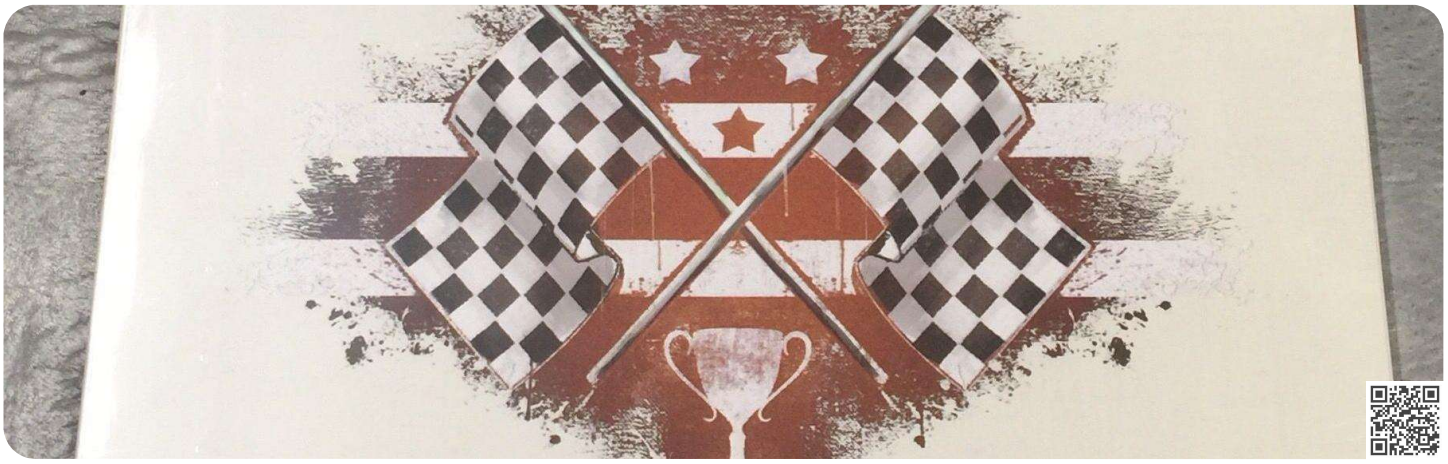
Start your Engines! Rallyman is a Roll and Move game with a simple yet exciting dice mechanic that invites players to push their luck and navigate the terrain as best they can. Will you take a risk and squeeze every last second out of the track, or will you play it cool and avoid spinning out on hard corners, bumps and other treacherous terrain? Holy Grail Games will be reimagining this classic 2009 racing board game. Th...

rating

7.3

2.2

difficulty



RALLYMAN: GT – CHAMPIONSHIP

1 - 6 60

Published 2020
Publisher Holy Grail Games
Designer Jean-Christophe Bouvier
Artist Loïc Muzy
Theme Expansion for Base-game
Mechanic Dice Rolling

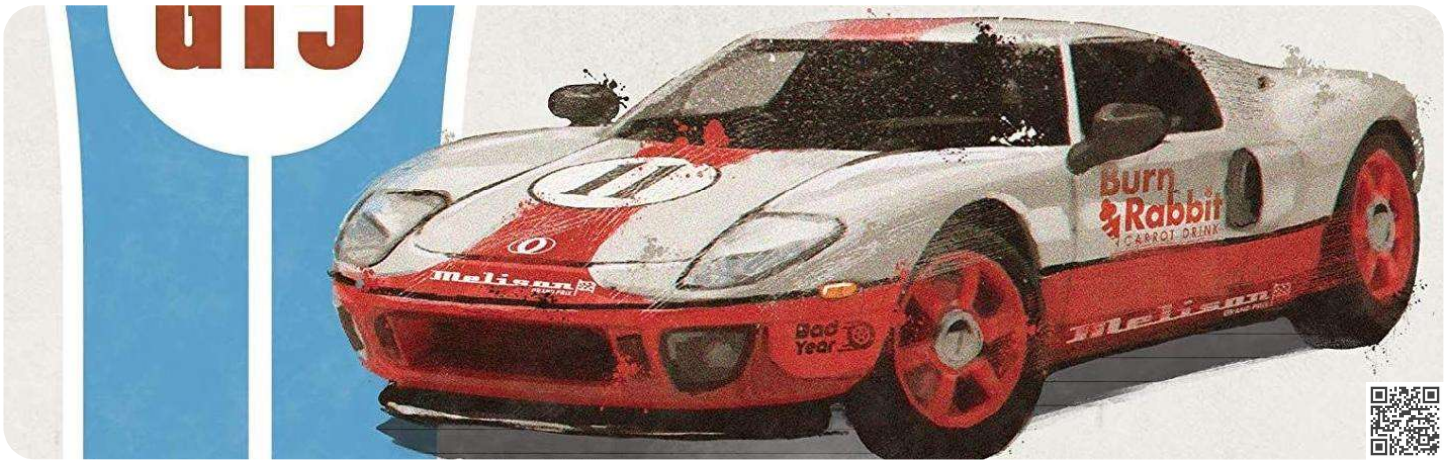
The Championship expansion is a campaign mode that lets you compete with your friends over several races, testing your skills on 8 different tracks. Each track is played in 2 laps, and you can use the 8 new tracks included in the Championship rulebook or invent your own! Depending on your finishing position, you'll gain points at the end of each race. The player with the most points at the end wins! You can also play a Championship with team...

rating

8.0

2.0

difficulty



RALLYMAN: GT – GT5

1 - 6 60

Published 2020
Publisher BoardM Factory
Designer Jean-Christophe Bouvier
Artist Loïc Muzy
Theme Expansion for Base-game
Mechanic Dice Rolling

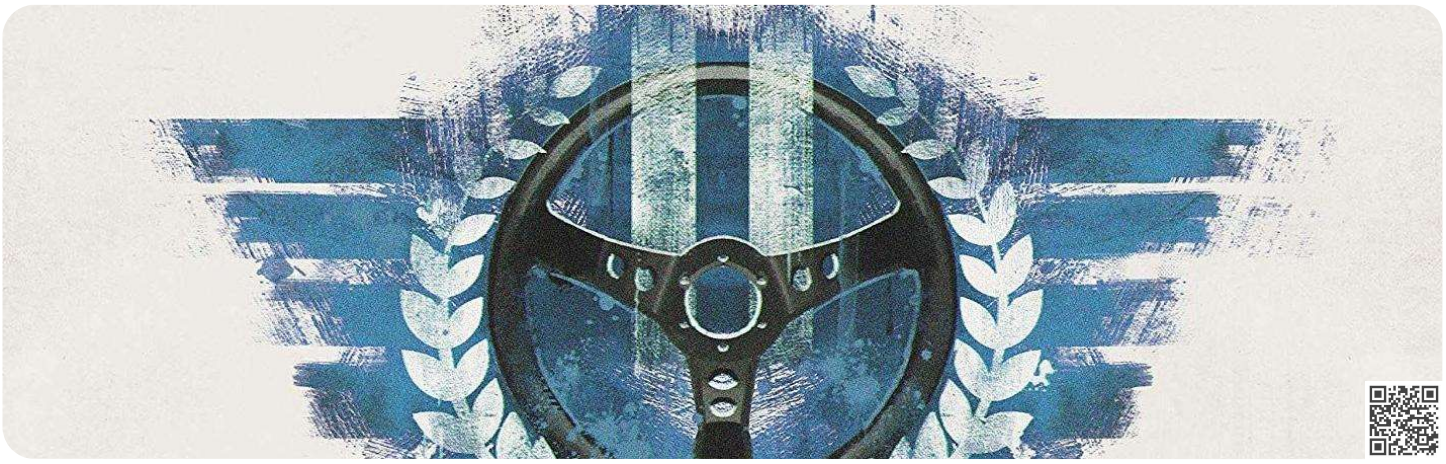
The GT5 expansion includes 6 new coloured plastic car models, 32 Dashboards, 6 Driver cards, one new die and a rulebook. Includes: Brand new set of dashboards for both Asphalt and Rain tires. 6 new cars that only have 5 black Gear dice. However, they more than make up for it with the addition of a new Boost die! This green die works just like a Brake die except that it allows you to skip a gear when accelerating instead of sl...

rating

8.0

2.2

difficulty



RALLYMAN: GT – WORLD TOUR

1 - 6 0

Published 2020
Publisher Holy Grail Games
Designer Jean-Christophe Bouvier
Artist Loïc Muzy
Theme Expansion for Base-game
Mechanic Dice Rolling

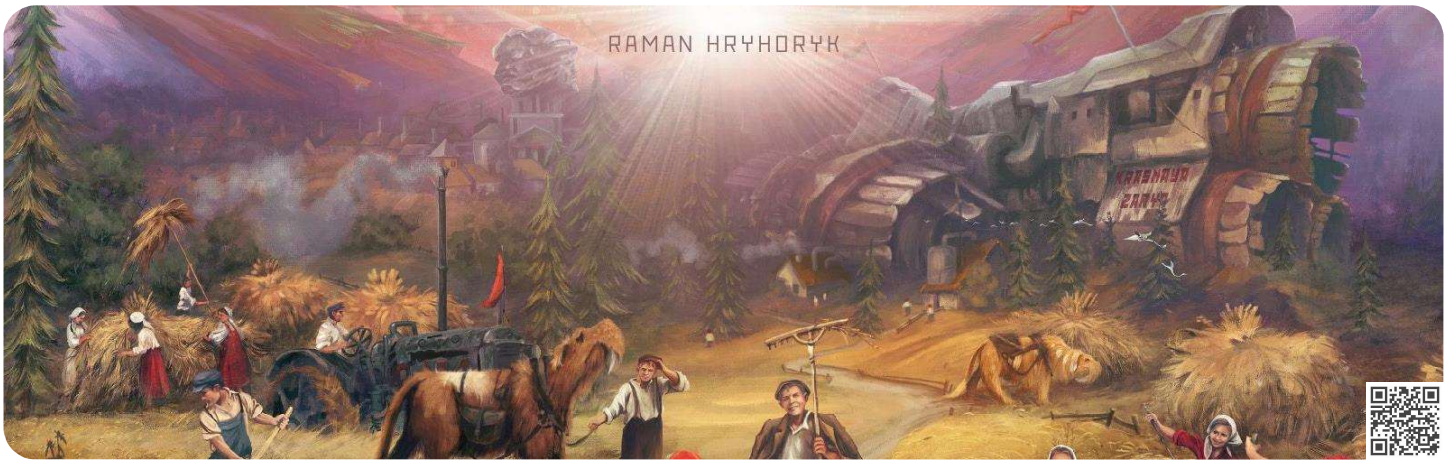
Hit the road and challenge your opponents on new tracks inspired by famous circuits from around the world! The World Tour expansion brings 12 new tiles to use in creating 10 new tracks or giving you even more options when creating your own!

rating

7.9

2.0

difficulty



RED OUTPOST

1 - 4 60

Published 2019
Publisher Lifestyle Boardgames Ltd
Designer Raman Hryhoryk
Artist Irina Pechenkina
Theme Farming
Mechanic Area Majority / Influence

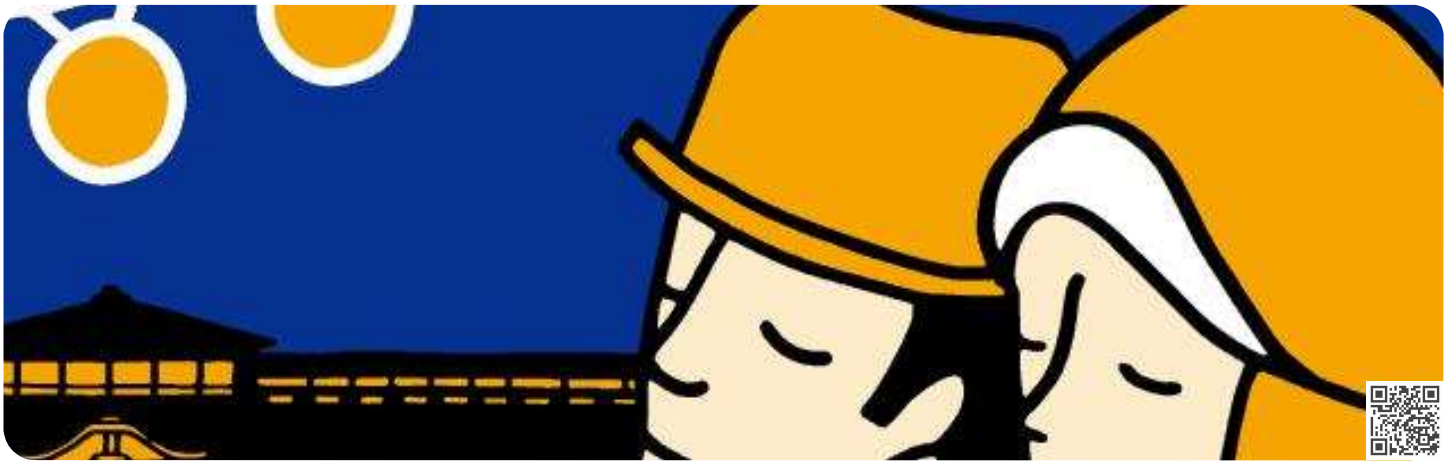
A top secret Soviet space mission set out to colonize a planet in a remote galaxy, far away from home. The settlers built there a small communist heaven which exists to this day. As one of the leaders, your goal is to guide the settlers on this new, yet strangely familiar terrain. In Red Outpost, players get to control all of the settlers, each time a different one. You must expertly manage the resources and choose the jobs carefully so a...

rating

7.0

2.4

difficulty



2 - 4 30

REMEMBER OUR TRIP

Published 2019
Publisher Saashi & Saashi
Designer Daryl Chow
Artist Takako Takarai
Theme Abstract Strategy
Mechanic Drafting

Remember Our Trip is a board game in which players recreate a map of a city they visited together. After returning to your own country, you and the other players have gotten together to try to recall the map of either Kyoto or Singapore (depending on the game board you choose). You need to piece together the scenery of the map using fragments of your memories, with you earning bonus points if your memory matches that of the main board and other pl...

rating
7.4

2.1
difficulty

2 - 4 60

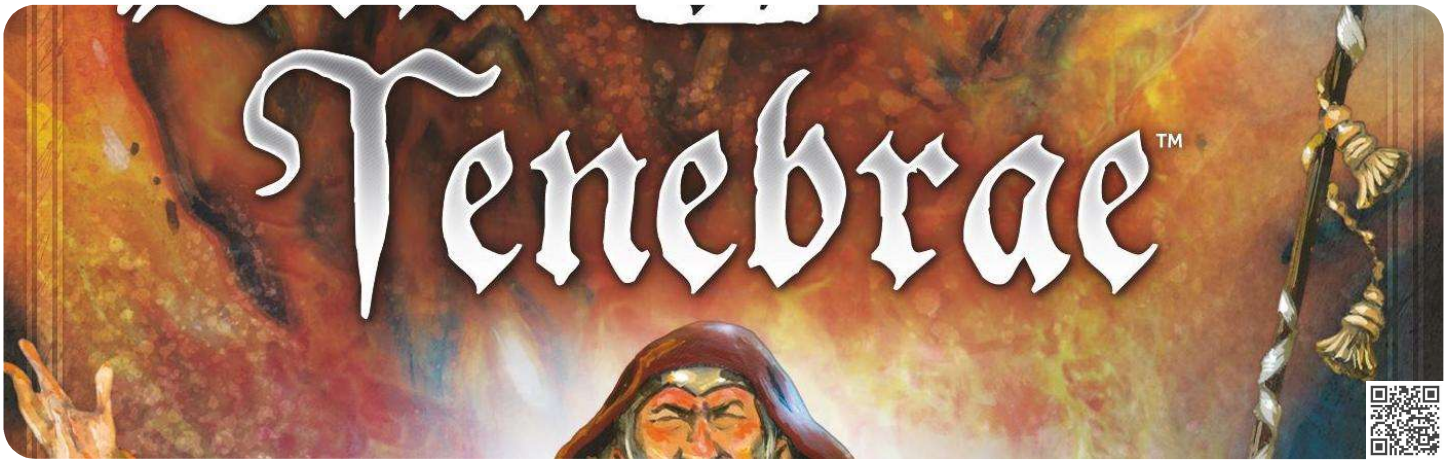
RES ARCANA

Published 2019
Publisher Sand Castle Games
Designer Thomas Lehmann
Artist Julien Delval
Theme Card Game
Mechanic Card Drafting

Prepare Your Place of Power! In a high tower, an Alchemist prepares potions, using vials filled with otherworldly fluids. In a sacred grove, a Druid grinds herbs for a mystical ritual. In the catacombs, a Necromancer summons a bone dragon... Welcome to the world of Res Arcana! In it, Life, Death, Elan, Calm, and Gold are the essences that fuel the art of magic. Choose your mage, gather essences, craft unique artifacts, and use th...

rating
7.7

2.6
difficulty



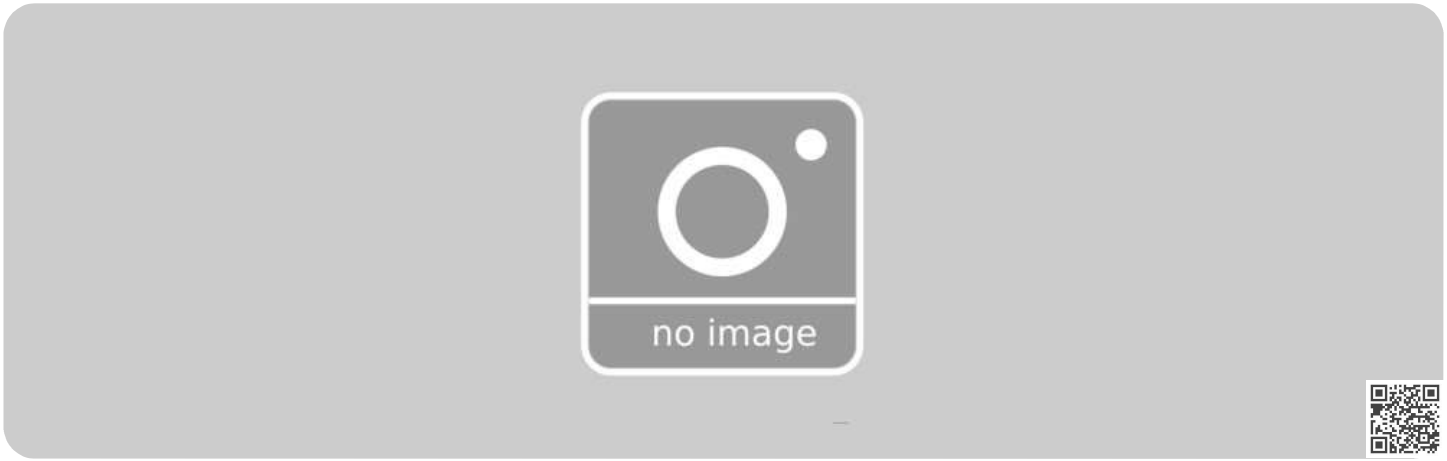
RES ARCANA: LUX ET TENEBRAE

2 - 5 60

Published 2019
Publisher Sand Castle Games
Designer Thomas Lehmann
Artist Julien Delval
Theme Expansion for Base-game
Mechanic Card Drafting

In a dark cathedral, a mage harnesses the power of demons to enhance her spells. In an alchemical laboratory, a diviner inscribes a scroll of destruction. Meanwhile, a bard and beastmaster seek out the prismatic dragon and golden lion to keep these forces of darkness at bay. Res Arcana: Lux et Tenebrae adds 4 new Places of Power, 12 artifacts, 4 mages, 4 monuments, and 2 magic items to Res Arcana. It also extends the game to five players,...

rating
8.3
2.7
difficulty



RICOCHET ROBOTS

1 - 99 30

Published 1999
Publisher Hans im Glück
Designer Alex Randolph
Artist Franz Vohwinkel
Theme Abstract Strategy
Mechanic Grid Movement

Ricochet Robots is less of a game and more of a puzzle, which explains why there's such an odd number of solutions possible. There's a four-piece modular board that forms a large room with walls spread around the board. There are also color-coded targets on boards. Placed on top of the surface are four robots. The idea for each turn/puzzle is to get the like-colored robot to a randomly selected target. The trick is that once a robot starts moving,...

rating
7.0
2.4
difficulty

RISK

2 - 6 120

Published 1959
Publisher (Unknown)
Designer Albert Lamorisse
Artist (Uncredited)
Theme Territory Building
Mechanic Area Movement

Possibly the most popular, mass market war game. The goal is conquest of the world. Each player's turn consists of: - gaining reinforcements through number of territories held, control of every territory on each continent, and turning sets of bonus cards. - Attacking other players using a simple combat rule of comparing the highest dice rolled for each side. Players may attack as often as desired. If one enemy territory is suc...

rating
5.5
2.0
difficulty

RIVERSIDE

1 - 6 25

Published 2021
Publisher Chilifox Games
Designer Eilif Svensson
Artist Gjermund Bohne
Theme Dice
Mechanic Dice Rolling

Far to the north, in a remote winter land, rivers are frozen most of the year. When the villages along the riverside eventually are accessible, a small river cruise company offers exotic tours like polar bear safaris, reindeer trips, ice fishing, and more. Lucky tourists may even get a chance to see the northern lights. You work as a tour guide trying to attract tourists to your guide boats for spectacular excursions. Riverside i...

rating
7.3
1.7
difficulty

2 - 5 45

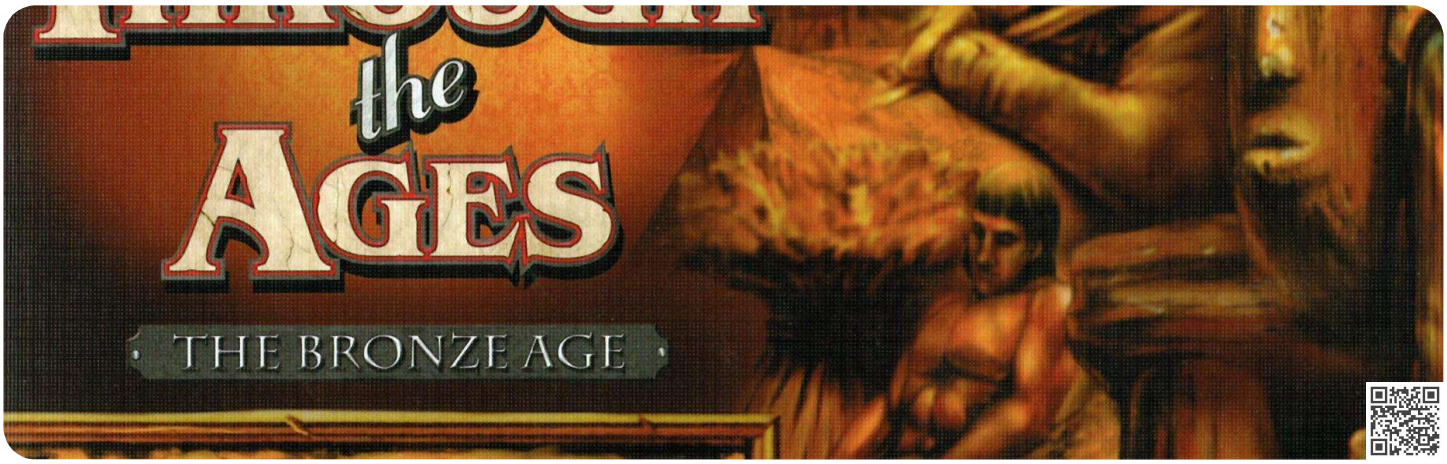
ROLL FOR THE GALAXY

Published 2014
Publisher Rio Grande Games
Designer Wei-Hwa Huang
Artist Martin Hoffmann
Theme Civilization
Mechanic Action Retrieval

Game description from the publisher: Roll for the Galaxy is a dice game of building space empires for 2–5 players. Your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins! This dice version of Race for the Galaxy takes players on a new journey through the Galaxy, but with the feel of the ...

rating
7.6

2.7
difficulty



1 - 4 45

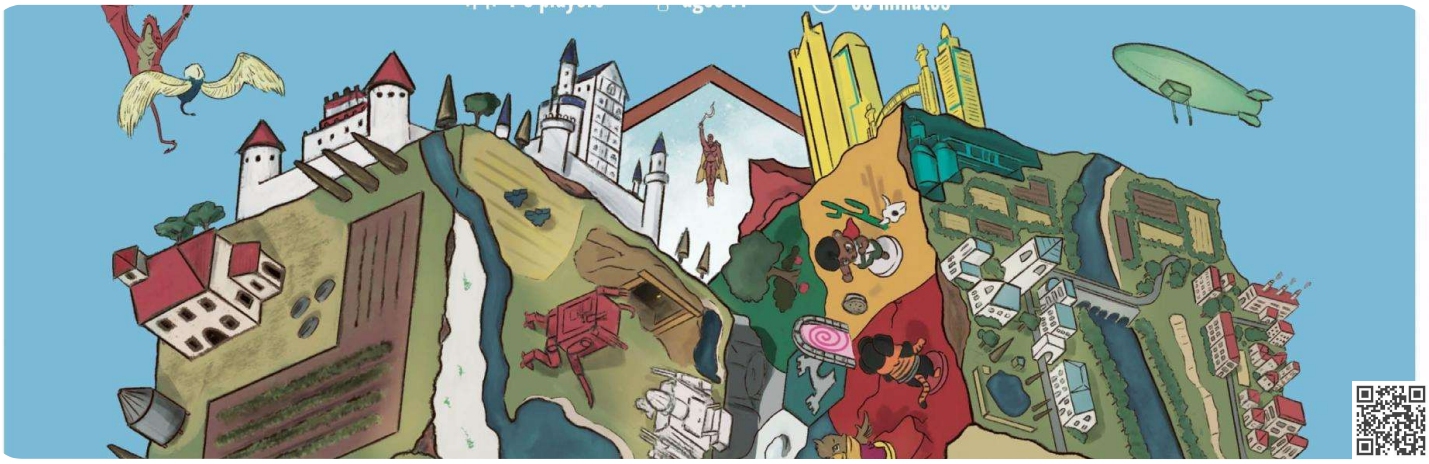
ROLL THROUGH THE AGES: THE BRONZE AGE

Published 2008
Publisher Eagle-Gryphon Games
Designer Matt Leacock
Artist Marko Fiedler
Theme Ancient
Mechanic Contracts

In Roll Through the Ages, players roll dice to obtain commodities and workers to build up their civilizations. Dice can be rerolled twice unless they come up as a hazard. Players use their workers to build infrastructure to support additional works or to build monuments that are worth points. At the same time, commodities are gathered that allow your civilization to develop. Once all monuments or five developments are achieved by a player, the gam...

rating
6.8

1.7
difficulty



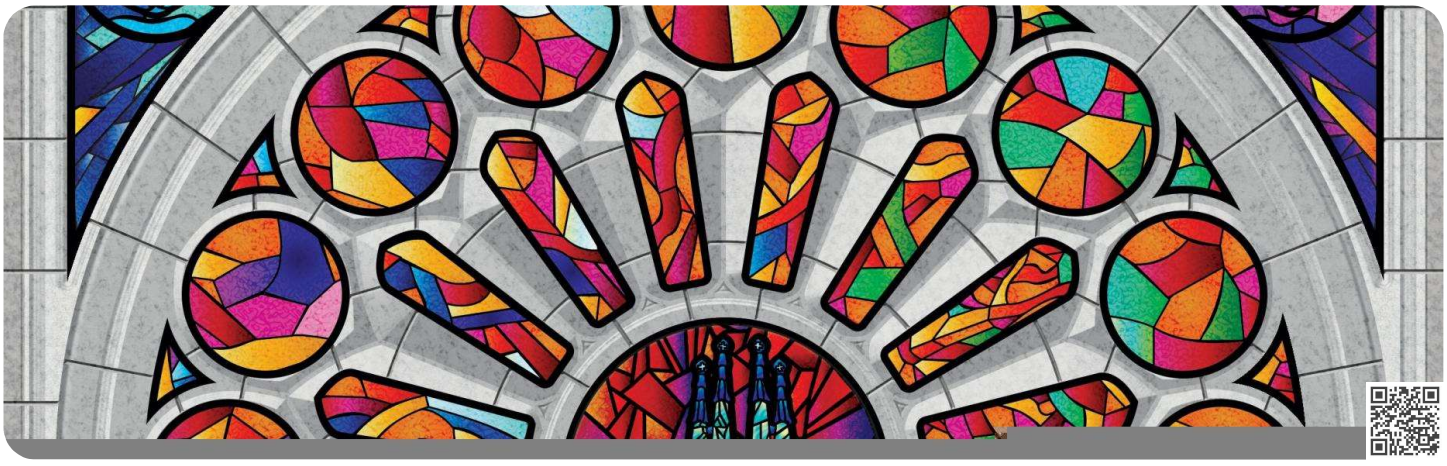
ROLLING REALMS

1 - 6 30

Published 2021
Publisher Stonemaier Games
Designer Jamey Stegmaier
Artist Marius Petrescu
Theme Number
Mechanic Bingo

In the early days of the coronavirus, a time of self-isolation for many people, Jamey decided to create an infinitely scaling roll-and-write game to teach and play with people around the world via Facebook Live. In Rolling Realms, players compete to earn the most stars in a series of minigames over 3 rounds. This is a roll-and-write game, meaning that players will write on the game components using dry-erase markers. Each turn, o...

rating
7.2
1.8
difficulty



SAGRADA

1 - 4 45

Published 2017
Publisher Floodgate Games
Designer Adrian Adamescu
Artist Peter Wocken
Theme Dice
Mechanic Contracts

Draft dice and use the tools-of-the-trade in Sagrada to carefully construct your stained glass window masterpiece. In more detail, each player builds a stained glass window by building up a grid of dice on their player board. Each board has some restrictions on which color or shade (value) of die can be placed there. Dice of the same shade or color may never be placed next to each other. Dice are drafted in player order, with the start pl...

rating
7.5
1.9
difficulty

1 - 6 40

SAGRADA: THE GREAT FACADES – LIFE

Published 2020
Publisher Floodgate Games
Designer Adrian Adamescu
Artist
Theme Expansion for Base-game
Mechanic Card Drafting

From Publisher: Return to the famous Sagrada Familia cathedral in Sagrada: Life, the second of the three Great Facades expansions. This modular expansion explores the journey of life—through hardships and helpers—add everything inside or handpick modules to enhance your crafting experience. Sagrada: Life introduces new challenges to test your artisanal skills. Gain helpful abilities through apprentice cards, draft mas...

rating
7.9
2.6
difficulty

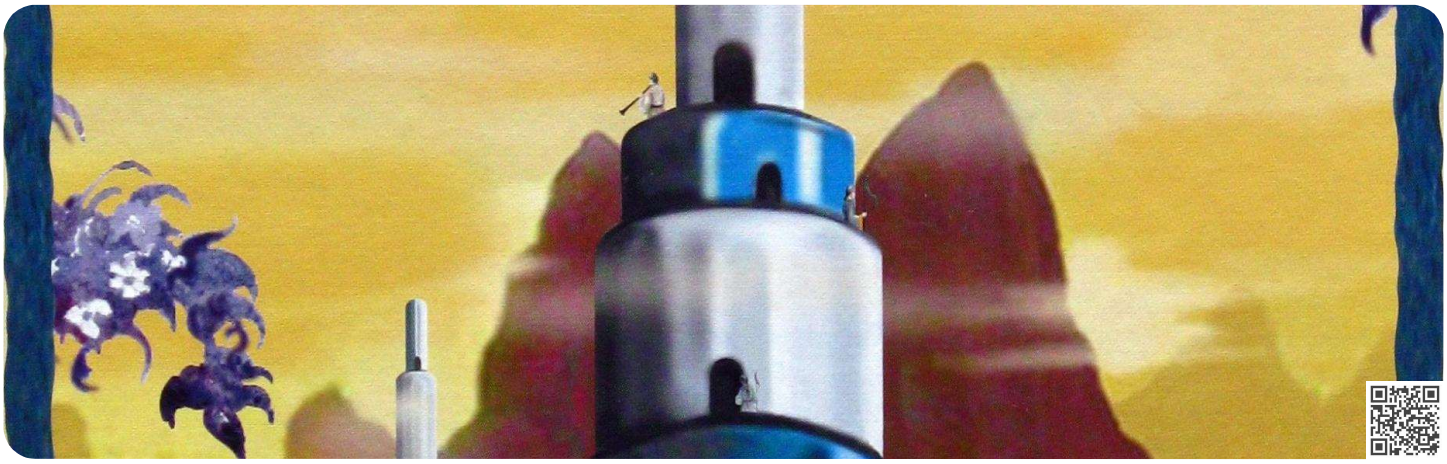
1 - 6 40

SAGRADA: THE GREAT FACADES – PASSION

Published 2019
Publisher Floodgate Games
Designer Adrian Adamescu
Artist Peter Wocken
Theme Abstract Strategy
Mechanic Dice Rolling

Named after the Sagrada-Familia facades, Sagrada: The Great Facades is a series of expansions to be released in three parts: Passion, Life, and Glory. Each part of the expansion contains modules of content that players can add individually or together to their games of Sagrada. Sagrada: Passion introduces inspiration cards, rare glass dice and cards, rare glass private objectives, and symmetry public objectives. —descriptio...

rating
7.5
2.2
difficulty



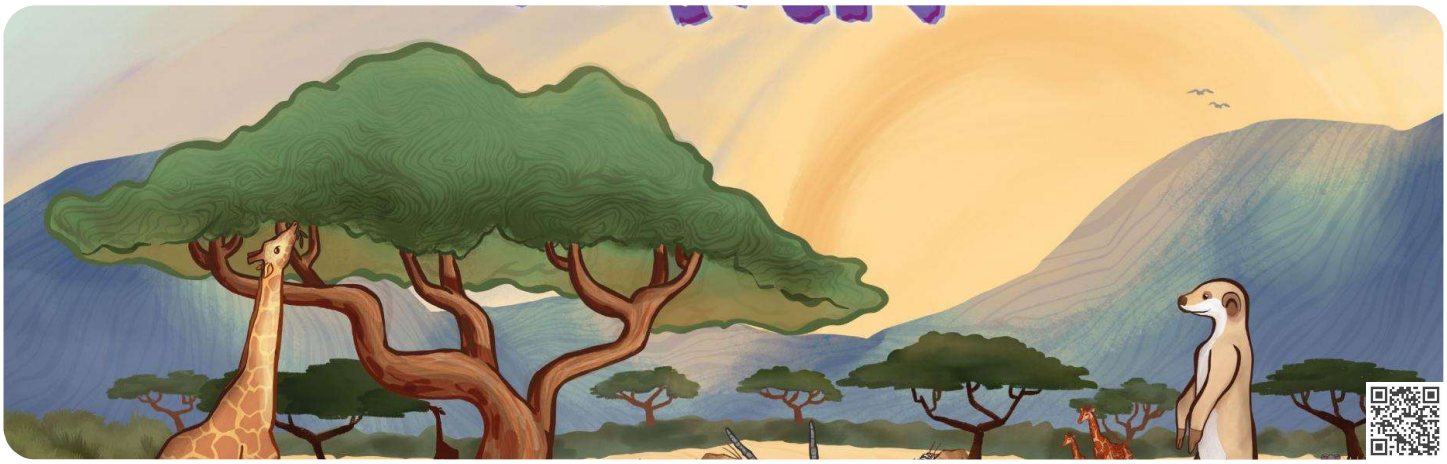
SAN TA SI

2 15

Published 2005
Publisher Zoch Verlag
Designer Jacques Zeimet
Artist Claus Danner
Theme Abstract Strategy
Mechanic

Players play metal tubes of varying sizes onto one of three building spaces. Added in are six thin wooden columns, which only remain visible when their tips can still be seen over the topmost edge of the metal tubes. Each player has components in a single color, but both players can use the tubes and columns of his opponent. See and be seen - only that counts at the end of the game. The player whose building materials can be seen the most at the e...

rating
6.2
1.7
difficulty



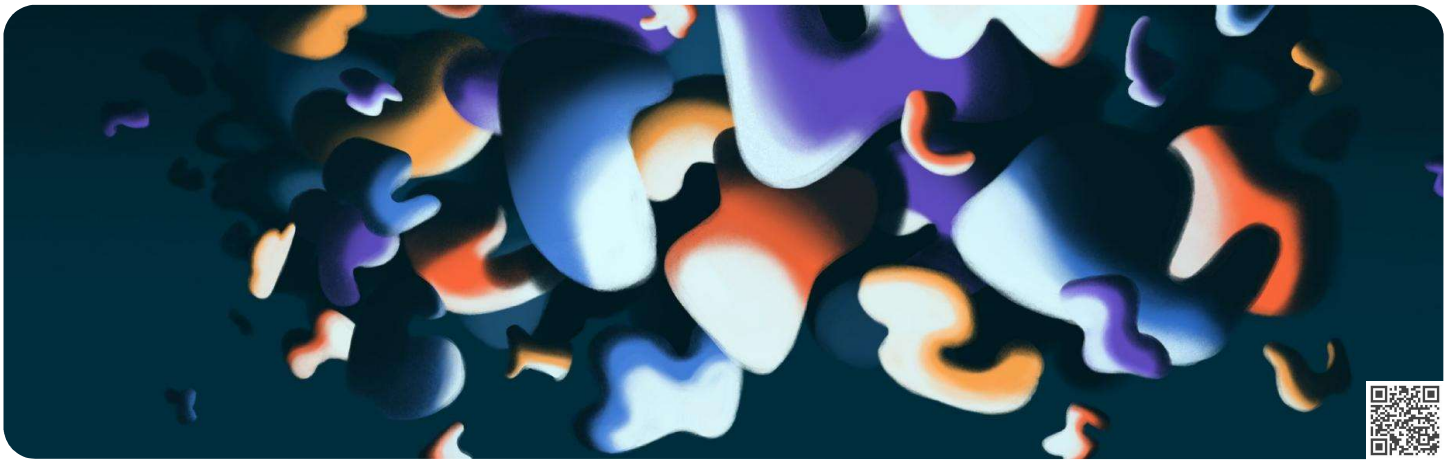
SAVANNAH PARK

1 - 4 40

Published 2021
Publisher Deep Print Games
Designer Michael Kiesling
Artist Annika Heller
Theme Animals
Mechanic Pattern Building

In Savannah Park, you each run your own wildlife park, and your goal is to group animals with their own kind — but everyone takes turns deciding what to move, so you might not be able to shuffle animals into the right spaces. Each player starts the game with the same set of 33 unique animal tiles, with those tiles laid out at random in your personal wildlife park. Three bush-fire spaces and one rock space will remain unoccupied in y...

rating
7.1
1.5
difficulty



SAVE PATIENT ZERO

2 - 5 45

Published 2021
Publisher Helvetiq
Designer Cédric Martinez
Artist Emiliano Ponzi
Theme Deduction
Mechanic Simultaneous Action Selection

A new pathology has just appeared! Patient Zero has been identified, and it's up to you to find the antidote as soon as possible to save the patient and humanity! Save Patient Zero pits two labs against each other. Each lab employs one or two scientists (i.e., players), while another player plays a lab computer named Savvy. The labs compete to identify an antidote of three molecules, with the labs typically sharing no information with one...

rating
6.9
0.0
difficulty

SCOTLAND YARD

3 - 6 45

Published 1983
Publisher Ravensburger
Designer Manfred Burggraf
Artist Erika Binz-Blanke
Theme Deduction
Mechanic Hidden Movement

In Scotland Yard, one of the players takes on the role of Mr. X. His job is to move from point to point around the map of London taking taxis, buses or subways. The detectives – that is, the remaining players acting in concert – move around similarly in an effort to move into the same space as Mr. X. But while the criminal's mode of transportation is nearly always known, his exact location is only known intermittently throughout the ga...

rating
6.5
1.9
difficulty

SCOUT

2 - 5 15

Published 2019
Publisher Oink Games
Designer Kei Kajino (梶野桂)
Artist Rie Komatsuzaki
Theme Card Game
Mechanic Ladder Climbing

SCOUT is a ladder-climbing game in which cards have two potential values, players may not rearrange their hand of cards, and players may pass their turn to take a card from the current high set of cards into their hand. More specifically, cards are dual-indexed, with different values on each half of the card, with the 45 cards having all possible combinations of the numbers 1-10. During set-up, whoever is shuffling the cards should random...

rating

7.4

1.4

difficulty

SCRABBLE

2 - 4 90

Published 1948
Publisher (Unknown)
Designer Alfred Mosher Butts
Artist (Uncredited)
Theme Word Game
Mechanic End Game Bonuses

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. But a word can only be played if it uses at least one already-played tile or adds to an already-played word. This leads to slightly tactical play, as potential words are rejected because they would give an opponent too much ac...

rating

6.2

2.0

difficulty

2 - 5 10

SEQUOIA

Published 2020
Publisher BoardGameTables.com
Designer Chad DeShon
Artist Anca Gavril
Theme Dice
Mechanic Area Majority / Influence

In Sequoia you are trying to grow the tallest trees in 11 different forests. After your 10 turns, if you have the tallest tree, then you get the victory points from that forest. Second place gets a small consolation prize. Each turn, you get to grow two of your trees. Which trees you choose will determine if you win or lose. Do you keep fighting in a forest with competition, or start growing your tree somewhere else? You'll have to wrestl...

rating
6.7
1.0
difficulty

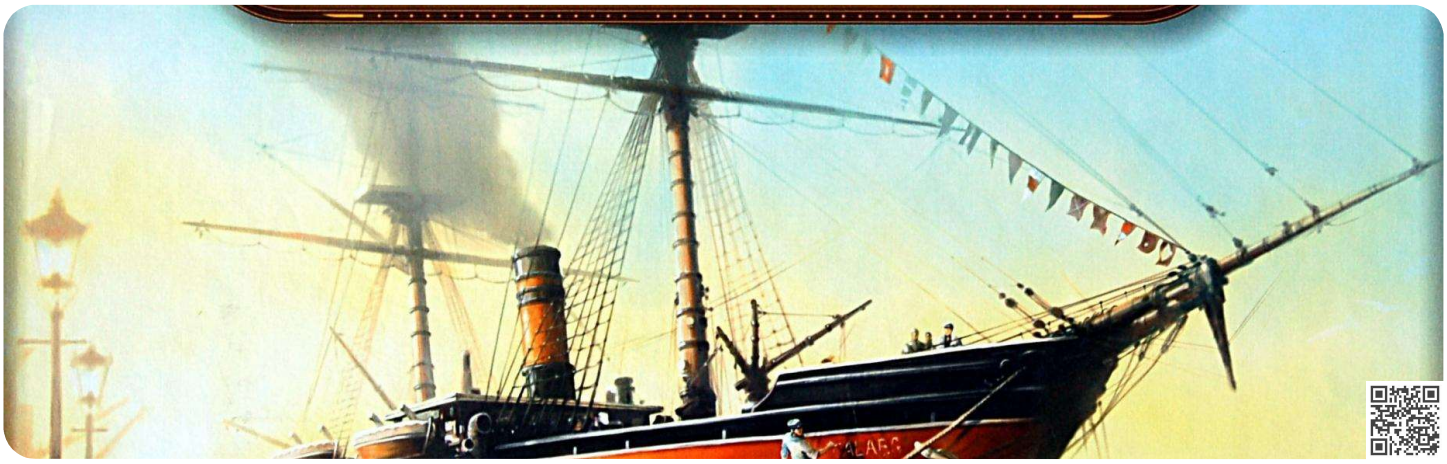
1 - 8 120

SHERLOCK HOLMES CONSULTING DETECTIVE: THE THAMES M

Published 1982
Publisher Sleuth Publications
Designer Raymond Edwards
Artist Bernard Bittler
Theme Deduction
Mechanic Cooperative Game

Have you ever had the desire to walk the streets of Victorian London with Sherlock Holmes in search of Professor Moriarty? To search the docks for the giant rat of Sumatra? To walk up Baker Street as the fog is rolling in and hear Holmes cry out, "Come, Watson, come! The game is afoot!"? Now you can! You can enter the opium den beneath the Bar of Gold, but beware, that may be Colonel Sebastian Moran lurking around the corner. You can cap...

rating
7.7
2.6
difficulty



SHIPYARD

2 - 4 120

Published 2009
Publisher Czech Games Edition
Designer Vladimír Suchý
Artist Milan Vavroň
Theme Economic
Mechanic Card Drafting

We're in 19th century, sea transport is more and more important. Both corporations and naval forces require newer and newer ships. Try to put yourself in the role of their manufacturers. Hire employees, buy accessories, get favour of evaluating committees. Don't forget to rent a canal and you can heave anchor. Players take turns, beginning with a randomly selected player and continuing around the table clockwise. On their turn...

rating

7.3

3.5

difficulty

SMALL WORLD OF WARCRAFT

2 - 5 80

Published 2020
Publisher Days of Wonder
Designer Philippe Keyaerts
Artist Miguel Coimbra
Theme Fantasy
Mechanic Area Majority / Influence

In Small World of Warcraft, players vie for conquest and control of a world that is simply too small to accommodate everybody. Small World of Warcraft is set on the fantasy world of Azeroth, where the races of the Alliance and the Horde — including Orcs, Dwarves, Trolls, and Worgen — clash in a world-consuming conflict. In the game, players choose combinations of special powers and races from the Warcraft universe, such as Por...

rating

7.5

2.5

difficulty

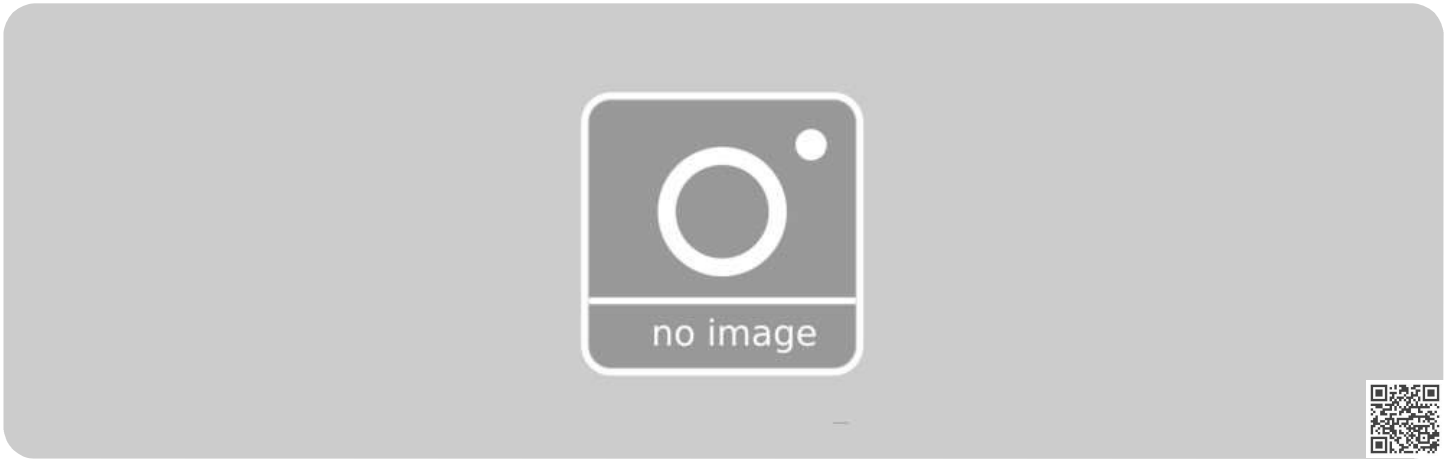
2 - 8 120

SMART10

Published 2017
Publisher Asmodee
Designer Christoph Reiser
Artist
Theme Trivia
Mechanic Push Your Luck

Smart10 is a quiz game where a player doesn't need to wait for one's turn for long. There are ten possible answers to each question, and every player gets to answer every question. If the answer is correct, the player gets an answer marker. But should you answer or pass? If you don't score your answer markers on time (and thereby pass on this round), you can end up losing them. So if you are not 100% certain of an answer - d...

rating
7.4
1.2
difficulty



2 - 8 30

SMART10: FOOD & DRINK

Published 2021
Publisher Piatnik
Designer
Artist
Theme Expansion for Base-game
Mechanic

Do you want more variety for the multi-award-winning quiz game Smart 10? Simply swap the 100 new questions with half the card set from the Smartbox of the original game or the Family Edition and nothing stands in the way of further exciting quizzes. The question is, for example, which country the specified dishes come from: Most of the people will be able to assign prime boiled beef and Engadine rösti, but what about Pho Bo or Pö...

rating
7.9
1.0
difficulty

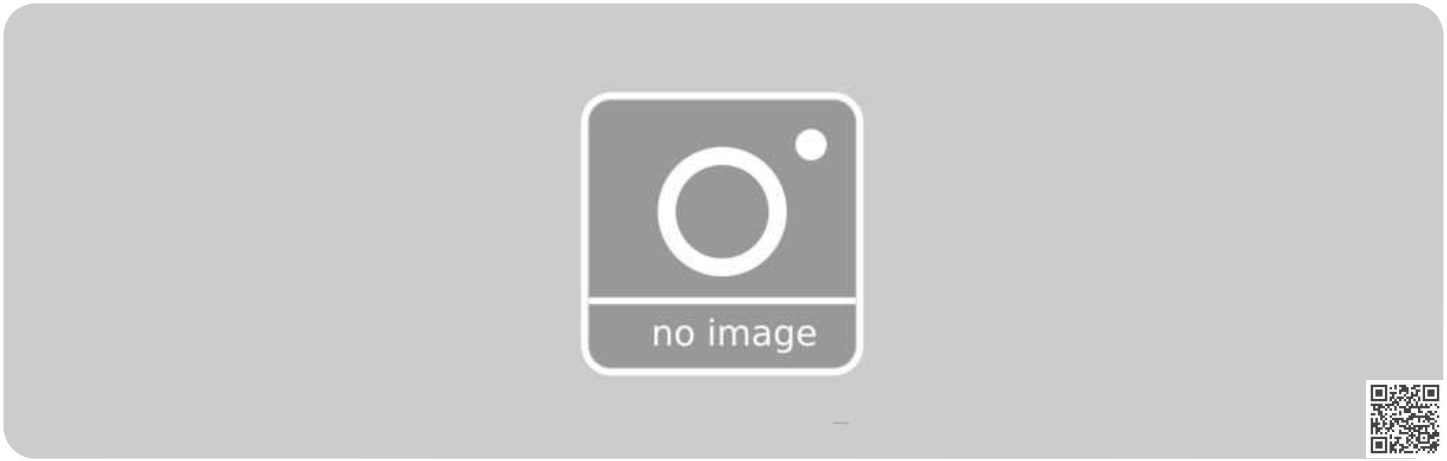
SMART10: HARRY POTTER

2 - 8 30

Published 2021
Publisher Peliko/Martinex Oy
Designer (Uncredited)
Artist
Theme Novel-based
Mechanic Team-Based Game

Do you know Harry Potter world like your own pocket? Smart10 Harry Potter is a quiz game where a player doesn't need to wait for one's turn for long. There are ten possible answers to each question, and every player gets to answer every question. If the answer is correct, the player gets an answer marker. But should you answer or pass? If you don't score your answer markers on time (and thereby pass on this round), you can end ...

rating
7.0
1.0
difficulty



SMART10: HISTORY

2 - 8 20

Published 2022
Publisher Piatnik
Designer
Artist
Theme Expansion for Base-game
Mechanic

100 new questions, 1,000 new answers from the History section! The “History” theme edition is ideal for anyone who is familiar with history. Simply exchange the 100 new questions with half the deck of cards from the Smartbox of the original game or the Family Edition and nothing stands in the way of further exciting quiz rounds. Questions such as "Which Greek deity is responsible for sleep?", which countries...

rating
7.5
0.0
difficulty

SMART10: NEUE FRAGEN 2.0

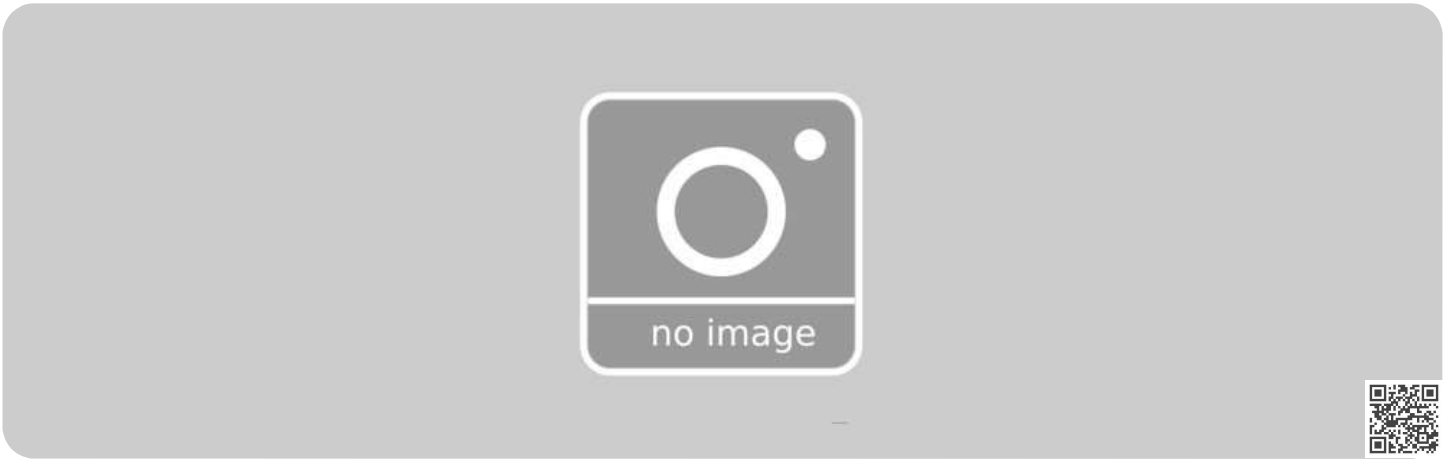
2 - 8 30

Published 2020
Publisher Piatnik
Designer
Artist
Theme Expansion for Base-game
Mechanic Push Your Luck

200 new questions and 2000 new answers for the revolutionary quiz game SMART 10. Simply swap the deck of cards from the original game and 200 more exciting quiz questions are available. Only playable with the Smartbox from the original game SMART 10 ! — description from the publisher (translated) 200 neue Fragen und 2000 neue Antworten für das revolutionäre Quizspiel SMART 10. Einfach den Kartensatz aus dem Origina...

rating
7.7

1.0
difficulty



SMART10: TRAVEL

2 - 8 30

Published 2021
Publisher Piatnik
Designer
Artist
Theme Expansion for Base-game
Mechanic

Do you want more variety for the multi-award-winning quiz game Smart 10? Simply swap the 100 new questions with half the card set from the Smartbox of the original game or the Family Edition and nothing stands in the way of further exciting quizzes. For example, who knows in which city the Beihai Park or the Vondelpark are located? Most people can probably score at Hyde Park or Central Park. —description from the publisher ...

rating
7.3

2.0
difficulty

SOVIET KITCHEN UNLEASHED

1 - 6 25

Published 2018
Publisher Devir
Designer Andreas Wilde
Artist Andreas Wilde
Theme Card Game
Mechanic Cooperative Game

You're a troop of Soviet field cooks cooperating to create meals out of barely available food supplies. Whatever you find at the front, you should consider putting it in the meat grinder! Isn't it more about the looks anyways? The sausage is not red enough? Some rusty nails will do! Your mush looks like vomit? Yellow sand will give it the right color! But beware! Too much of the good will finish even the toughest Soviet stomach. Sovie...

rating
6.9

1.3
difficulty

SPACE ALERT

1 - 5 30

Published 2008
Publisher Czech Games Edition
Designer Vlaada Chvátil
Artist Radim Pech
Theme Electronic
Mechanic Action Queue

Space Alert is a cooperative team survival game. Players become crew members of a small spaceship scanning dangerous sectors of the galaxy. The missions last just 10 real-time minutes (hyperspace jump, sector scan, hyperspace jump back) and the only task the players have is to protect their ship. During play, the central computer will announce the presence of various threats on one the supplied 10 minute soundtracks that also acts as a ga...

rating
7.4

2.9
difficulty

SPIRIT ISLAND

1 - 4 120

Published 2017
Publisher Greater Than Games, LLC
Designer R. Eric Reuss
Artist Jason Behnke
Theme Age of Reason
Mechanic Action Retrieval

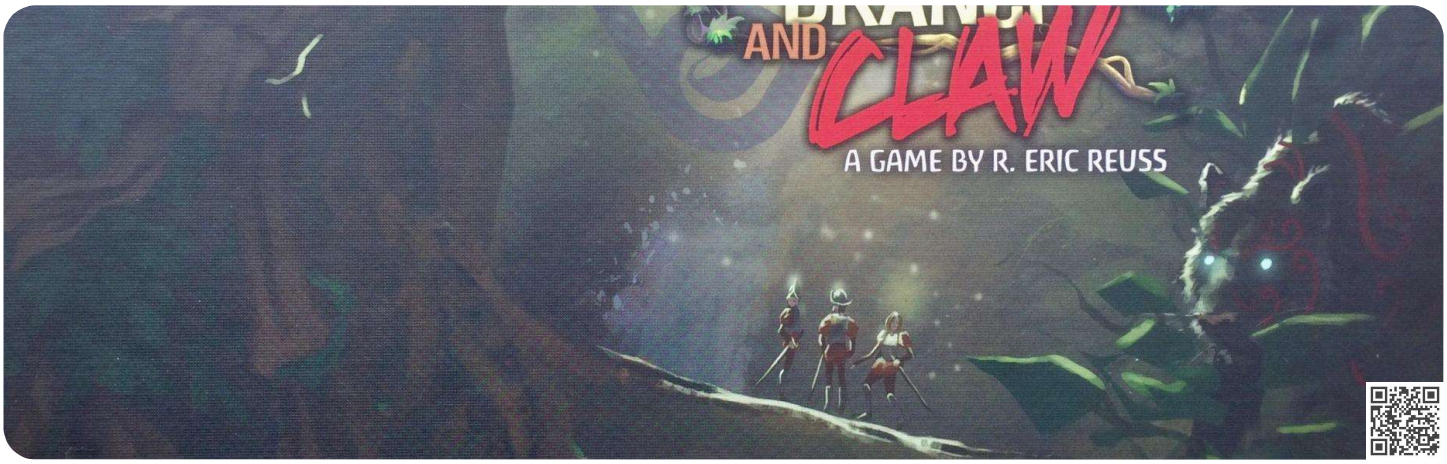
In the most distant reaches of the world, magic still exists, embodied by spirits of the land, of the sky, and of every natural thing. As the great powers of Europe stretch their colonial empires further and further, they will inevitably lay claim to a place where spirits still hold power - and when they do, the land itself will fight back alongside the islanders who live there. Spirit Island is a complex and thematic cooperative game abo...

rating

8.3

4.0

difficulty



SPIRIT ISLAND: BRANCH & CLAW

1 - 4 120

Published 2017
Publisher Greater Than Games, LLC
Designer R. Eric Reuss
Artist Jason Behnke
Theme Age of Reason
Mechanic Card Drafting

The Branch & Claw Expansion for Spirit Island, featuring two new Spirits (Sharp Fangs Behind the Leaves and Keeper of the Forbidden Wilds) and a new Adversary (France) as well as adding Events to the Invader Phase of the game! The Event Deck has events that happen each turn, adding further variation to the game play. In addition, the expansion has Tokens that prevent the invaders from exploring, building, or ravaging or add wild Beast...

rating

8.8

4.2

difficulty

1 - 6 120

SPIRIT ISLAND: FINDER UNSICHTBARER WEGE

Published 2021
Publisher Pegasus Spiele
Designer R. Eric Reuss
Artist
Theme Expansion for Base-game
Mechanic Area Majority / Influence

The German version of the Finder of Paths Unseen spirit promo for Spirit Island. Pegasus Spiele released the spirits from Spirit Island: Promo Pack 2 seperately. „Finder unsichtbarer Wege ist den Dahan wohlbekannt: Er durchquert mühelos die Insel und die meisten Geister-Redner haben ihn schon getroffen. Er kommuniziert direkter als andere Geister, indem er seine hohen Triller mit Ebenen von Gedanken überlagert. Manchmal hi...

rating

9.0

0.0

difficulty

1 - 4 0

SPIRIT ISLAND: SEELE DES FLÄCHENBRANDS

Published 2019
Publisher Pegasus Spiele
Designer R. Eric Reuss
Artist Jorge Ramos
Theme Expansion for Base-game
Mechanic Area Majority / Influence

Heart of the Wildfire is a joyous Spirit of fire, destruction, and (maybe eventually) renewal. Mechanically, it's medium-complexity, extreme-offense, and blights the land as it spreads. This is the same spirit as is included in Spirit Island: Promo Pack 1; in Germany, it was published on its own.

rating

8.6

4.0

difficulty

1 - 6 0

SPIRIT ISLAND: STURZREGEN DURCHNÄSST DIE WELT

Published 2022
Publisher Pegasus Spiele
Designer R. Eric Reuss
Artist
Theme Expansion for Base-game
Mechanic

This is the same spirit (Downpour Drenches the World) as is included in Spirit Island: Promo Pack 2; in Germany, it was published on its own.

rating

8.6

0.0

difficulty

1 - 4 0

SPIRIT ISLAND: UNTER DER INSEL SCHLUMMERNDE SCHLAN

Published 2018
Publisher Greater Than Games, LLC
Designer R. Eric Reuss
Artist Jorge Ramos
Theme Expansion for Base-game
Mechanic Area Majority / Influence

Serpent Slumbering Beneath the Island is a slow-to-wake primal Spirit of the deep, deep earth. Mechanically, it's high-complexity and slow-developing with huge late-game payoffs. This is the same spirit as is included in Spirit Island: Promo Pack 1; in Germany, it was published on its own.

rating

8.6

4.3

difficulty

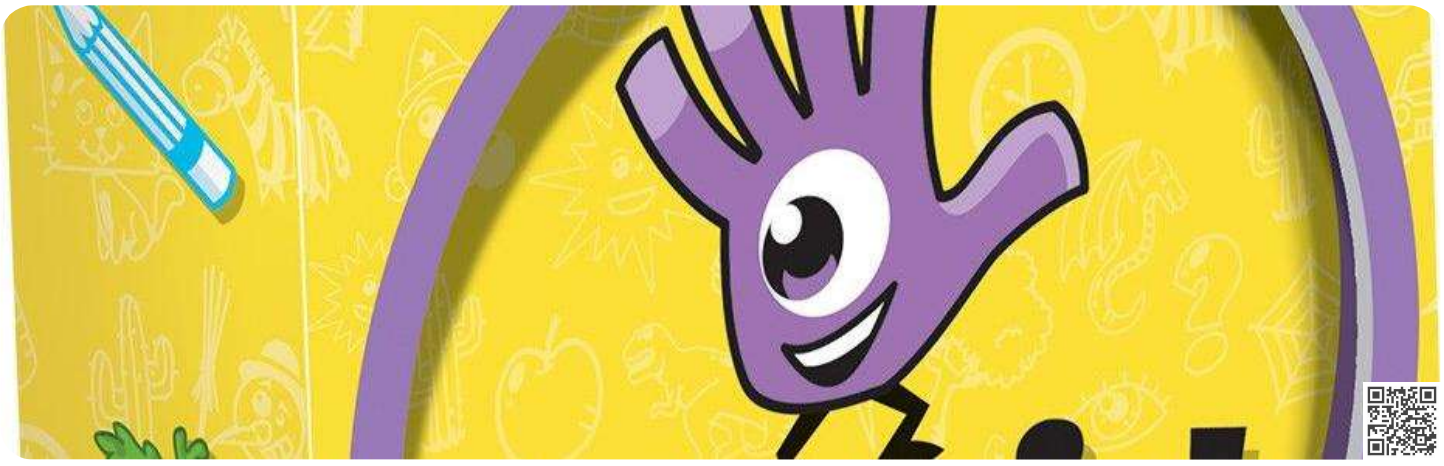
SPLENDOR

2 - 4 30

Published 2014
Publisher Space Cowboys
Designer Marc André
Artist Pascal Quidault
Theme Card Game
Mechanic Card Drafting

Splendor is a game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops—all in order to acquire the most prestige points. If you're wealthy enough, you might even receive a visit from a noble at some point, which of course will further increase your prestige. On your turn, you may (1) collect chips (gems), or (2) buy and build a card, or (3) reserve...

rating
7.4
1.7
difficulty



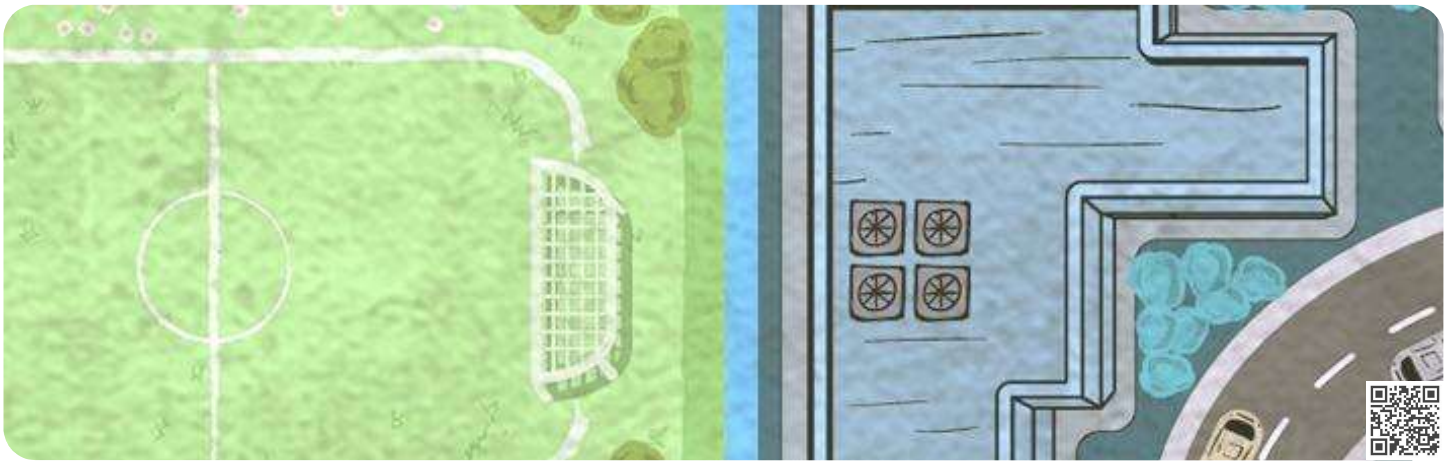
SPOT IT!

2 - 8 15

Published 2009
Publisher Asmodee
Designer Denis Blanchot
Artist (Uncredited)
Theme Card Game
Mechanic Pattern Recognition

Spot it!, a.k.a. Dobble, is a simple pattern recognition game in which players try to find an image shown on two cards. Each card in original Spot it! features eight different symbols, with the symbols varying in size from one card to the next. Any two cards have exactly one symbol in common. For the basic Spot it! game, reveal one card, then another. Whoever spots the symbol in common on both cards claims the first card, then another car...

rating
6.6
1.0
difficulty



SPRAWLOPOLIS

1 - 4 20

Published 2018
Publisher Button Shy
Designer Steven Aramini
Artist Loïc Billiau
Theme Card Game
Mechanic Card Drafting

Jackhammers chattering, trucks beeping, engines roaring, the sounds of construction are everywhere. Sprawlopolis is growing and YOU are in charge of it all. The last team of planners couldn't cut it, so the city turned to your team, the best of the best. If anyone can turn this tiny town into a thriving civic center it's you. In Sprawlopolis, 1-4 players work together to build a new city from the ground up. Using only 18 cards and a varia...

rating
7.4
1.8
difficulty

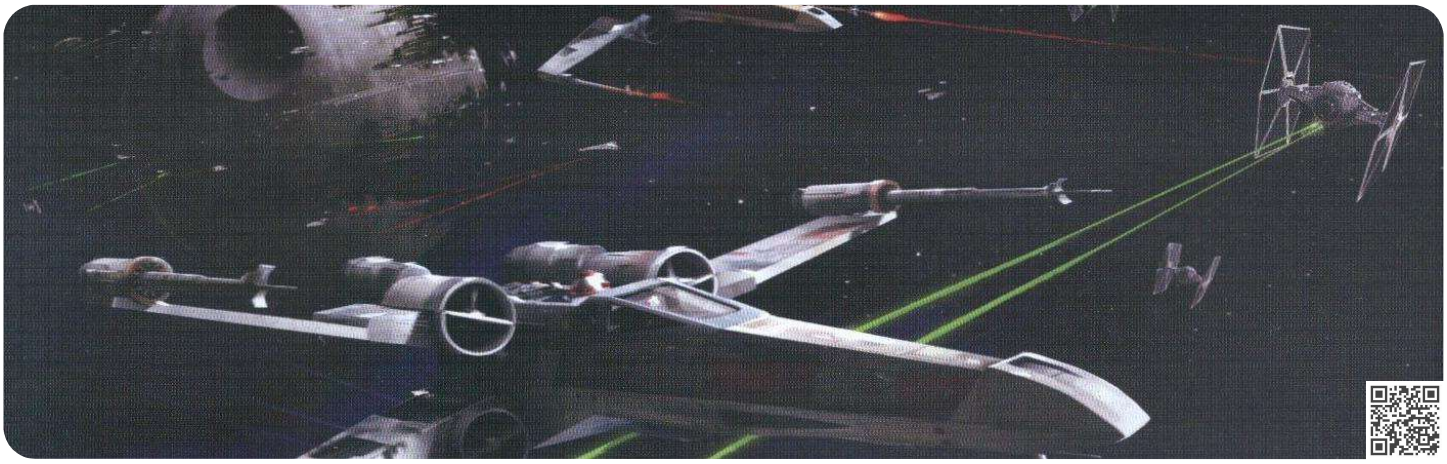
SPY CONNECTION

2 - 4 30

Published 2021
Publisher Pegasus Spiele
Designer Matthew Dunstan
Artist Dennis Lohausen
Theme Spies/Secret Agents
Mechanic Card Drafting

In the world of international espionage effective ways of completing missions are just as important as improvisation and secured travel routes. In Spy Connection, which was originally announced as Web of Spies, players travel Europe to fulfil their missions as quickly as possible. To fulfil mission cards, players have to build a route between all shown locations. While they are allowed to use their established network to fulfil future mis...

rating
6.6
1.7
difficulty



2 45

STAR WARS: X-WING MINIATURES GAME

Published 2012
Publisher Fantasy Flight Games
Designer Jason Little
Artist Matt Allsopp
Theme Aviation / Flight
Mechanic Action Queue

Star Wars: X-Wing Miniatures Game is a tactical ship-to-ship combat game in which players take control of powerful Rebel X-wings and nimble Imperial TIE fighters, facing them against each other in fast-paced space combat. Featuring stunningly detailed and painted miniatures, the X-Wing Miniatures Game recreates exciting Star Wars space combat throughout its several included scenarios. Select your crew, plan your maneuvers, and complete your missio...

rating

7.6

2.4

difficulty

2 - 8 60

STEAMPUNK RALLY

Published 2015
Publisher Roxley
Designer Orin Bishop
Artist Lina Cossette
Theme Dice
Mechanic Card Drafting

Steampunk Rally is a strategy game that incorporates steampunk as more than just a bit of chrome. Using a unique dice-placement mechanism, players take on the roles of famous inventors from the turn of the last century like Nikola Tesla and Marie Curie, constructing fantastical contraptions that make use of steam, heat and electricity in an attempt to win a no-holds-barred race through the Swiss alps. Each round starts with a card draft i...

rating

7.2

2.5

difficulty

STEAMPUNK RALLY FUSION

2 - 8 60

Published 2021
Publisher Roxley
Designer Orin Bishop
Artist Lina Cossette
Theme Dice
Mechanic Card Drafting

Steampunk Rally Fusion is a standalone game that can be combined with the original Steampunk Rally. It introduces new tracks with unique event cards, new part abilities (Gear Up and Overcharge), and a new card type: Secret Projects. It also debuts new custom dice representing powerful Fusion energy! Take on the role of ingenious inventors from history. Draft cards to invent your racing contraption. Power your creation's abilities with com...

rating
7.6
2.7
difficulty

STONE AGE

2 - 4 90

Published 2008
Publisher Hans im Glück
Designer Bernd Brunnhofer
Artist Michael Menzel
Theme Dice
Mechanic Contracts

The "Stone Age" times were hard indeed. In their roles as hunters, collectors, farmers, and tool makers, our ancestors worked with their legs and backs straining against wooden plows in the stony earth. Of course, progress did not stop with the wooden plow. People always searched for better tools and more productive plants to make their work more effective. In Stone Age, the players live in this time, just as our ancestors did. ...

rating
7.5
2.4
difficulty

STRATEGO

2 45

Published 1946
Publisher Carlit
Designer Jacques Johan Mogendorff
Artist Donato Giancola
Theme Abstract Strategy
Mechanic Grid Movement

From the box: The gameboard is your battlefield. You have an army of men at your disposal and six bombs. Your mission--protect your flag and capture your opponent's flag. Secretly place your men, bombs, and flag on the gameboard with these objectives in mind. But remember your opponent is doing the same thing, so you must plan a defense as well as an offense. Once the armies are in place, advance your men. When you'r...

rating
6.1

1.8
difficulty

SUBURBIA: COLLECTOR'S EDITION

1 - 5 90

Published 2019
Publisher Bézier Games
Designer Ted Alspach
Artist Jason Boles
Theme City Building
Mechanic Card Drafting

Suburbia Collector's Edition is a revamped version of the classic game Suburbia by Bezier Games. Suburbia fans old and new will fall in love with the updated three dimensional artwork, city-specific recessed borough boards, oversized tiles, and giant tile tower. This beautiful collectors edition features several amazing Game Trayz organizers and includes all existing expansions as well as a brand new one: Nightlife, which has buildings and l...

rating
8.1

2.8
difficulty

2 - 4 90

T.I.M.E STORIES

Published 2015
Publisher Space Cowboys
Designer Peggy Chassenet
Artist Ben Carre
Theme Adventure
Mechanic Cooperative Game

Description from the publisher: The T.I.M.E Agency protects humanity by preventing temporal faults and paradoxes from threatening the fabric of our universe. As temporal agents, you and your team will be sent into the bodies of beings from different worlds or realities to successfully complete the missions given to you. Failure is impossible, as you will be able to go back in time as many times as required. T.I.M.E Stories is a n...

rating

7.5

2.6

difficulty

2 - 4 180

T.I.M.E STORIES: A PROPHECY OF DRAGONS

Published 2016
Publisher Space Cowboys
Designer Manuel Rozoy
Artist Vincent Dutrait
Theme Adventure
Mechanic Cooperative Game

7553 AT (Alternative Timeline): Forget all you know about the Middle Ages, and explore a new reality in which magic changes everything. T.I.M.E Stories: A Prophecy of Dragons is the second official expansion for T.I.M.E Stories.

rating

7.6

2.6

difficulty

2 - 4 90

T.I.M.E STORIES: THE MARCY CASE

Published 2015
Publisher Space Cowboys
Designer Nicolas Normandon
Artist Looky
Theme Adventure
Mechanic Cooperative Game

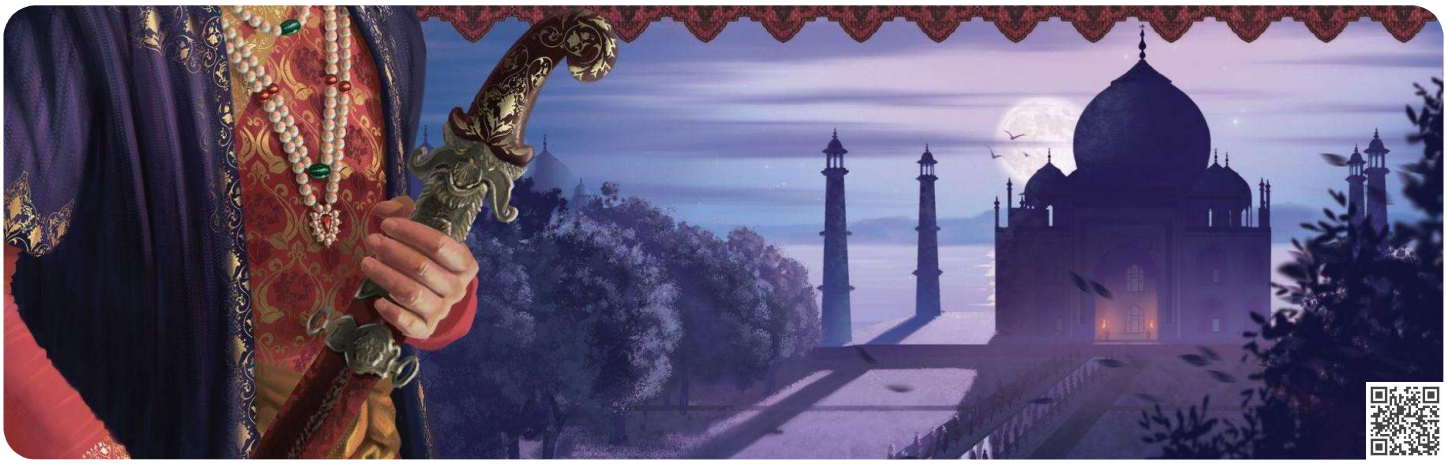
The Marcy Case is a thrilling scenario for T.I.M.E Stories that brings you to the United States in 1992. It is the first official expansion for T.I.M.E Stories.

rating

7.5

2.6

difficulty



2 - 5 90

TAJ MAHAL

Published 2000
Publisher alea
Designer Reiner Knizia
Artist Atha Kanaani
Theme Bluffing
Mechanic Auction/Bidding

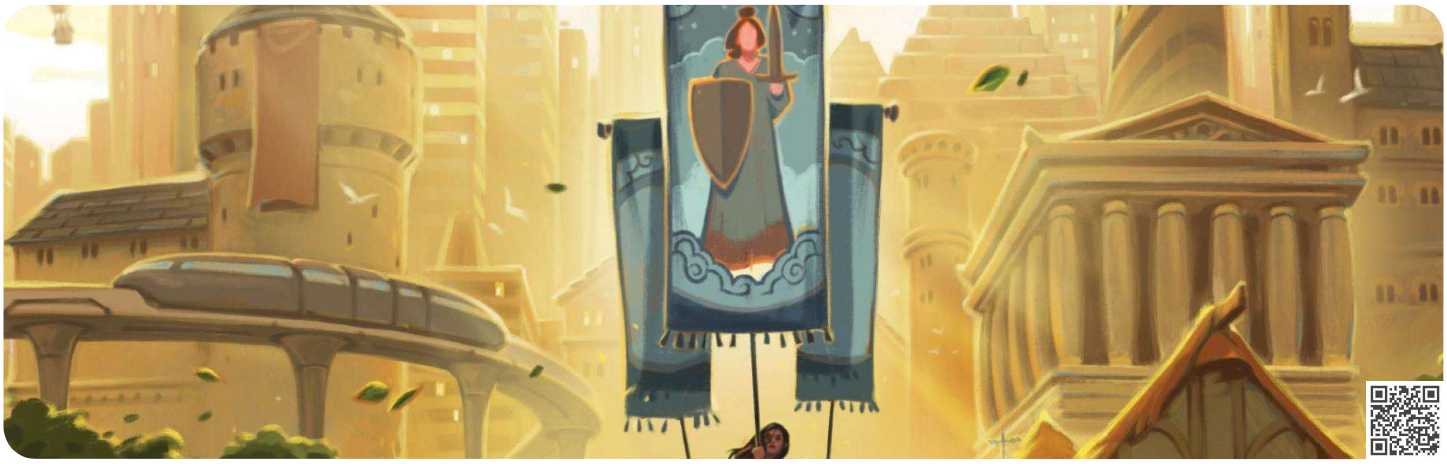
Northwest India at the beginning of the 18th century. The rule of the Grand Moguls is waning, and the Maharishis and princes seize the opportunity to take control of the region. By influencing the prominent forces, building magnificent palaces, and ensuring a steady supply of commodities, the princes increase their power until the most successful has won. The goal of the game is to gain the most influence points. These can be obtained by ...

rating

7.2

2.9

difficulty



TAPESTRY

1 - 5 120

Published 2019
Publisher Stonemaier Games
Designer Jamey Stegmaier
Artist Andrew Bosley
Theme Civilization
Mechanic Area Majority / Influence

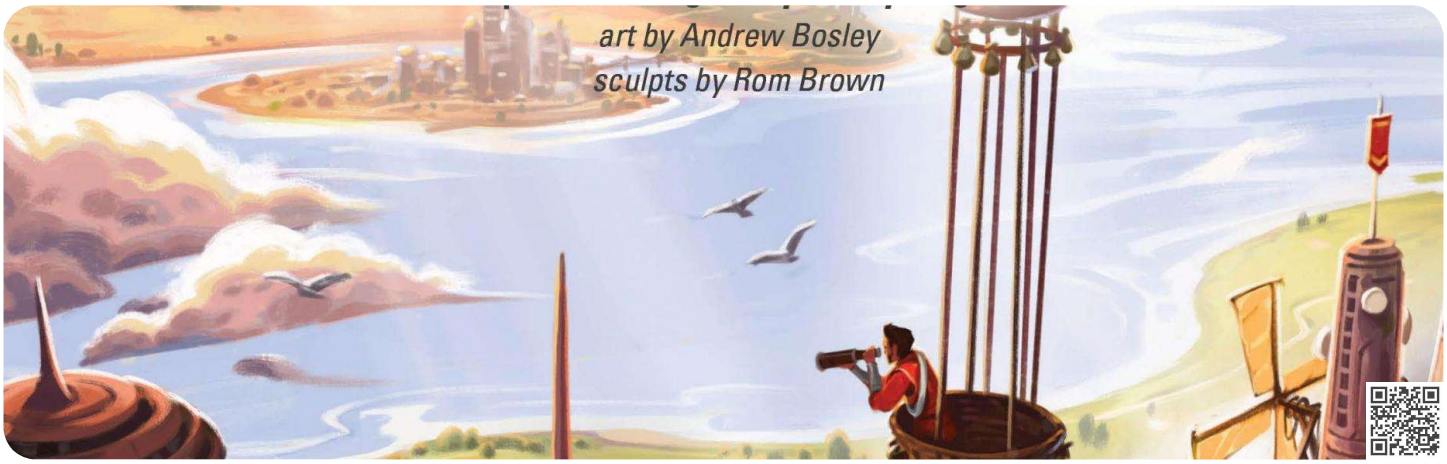
Tapestry is a two-hour game for 1-5 players designed by Jamey Stegmaier. Create the civilization with the most storied history, starting at the beginning of humankind and reaching into the future. The paths you choose will vary greatly from real-world events or people — your civilization is unique! In Tapestry, you start from nothing and advance on any of the four advancement tracks (science, technology, exploration, and mi...

rating

7.4

2.8

difficulty



TAPESTRY: PLANS AND PLOYS

1 - 5 120

Published 2020
Publisher Stonemaier Games
Designer Jamey Stegmaier
Artist Andrew Bosley
Theme Expansion for Base-game
Mechanic Dice Rolling

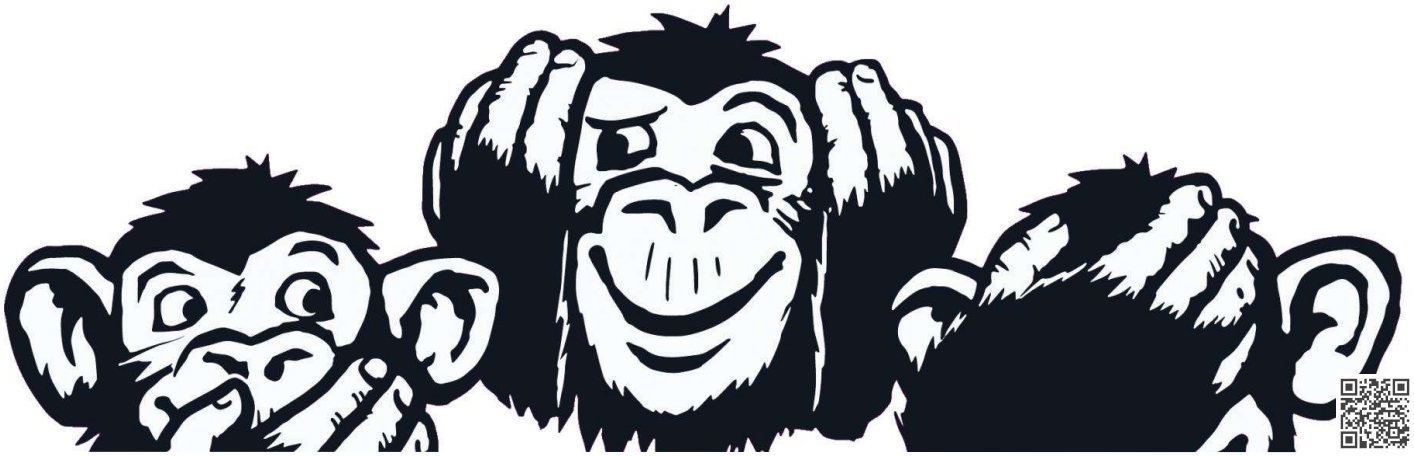
Choose from a variety of new civilizations, pursue individual achievements to add landmarks to your capital city, and sneakily interact with the opposition in this first expansion for Tapestry. —description from the publisher

rating

8.1

2.8

difficulty



TEAM3 PINK

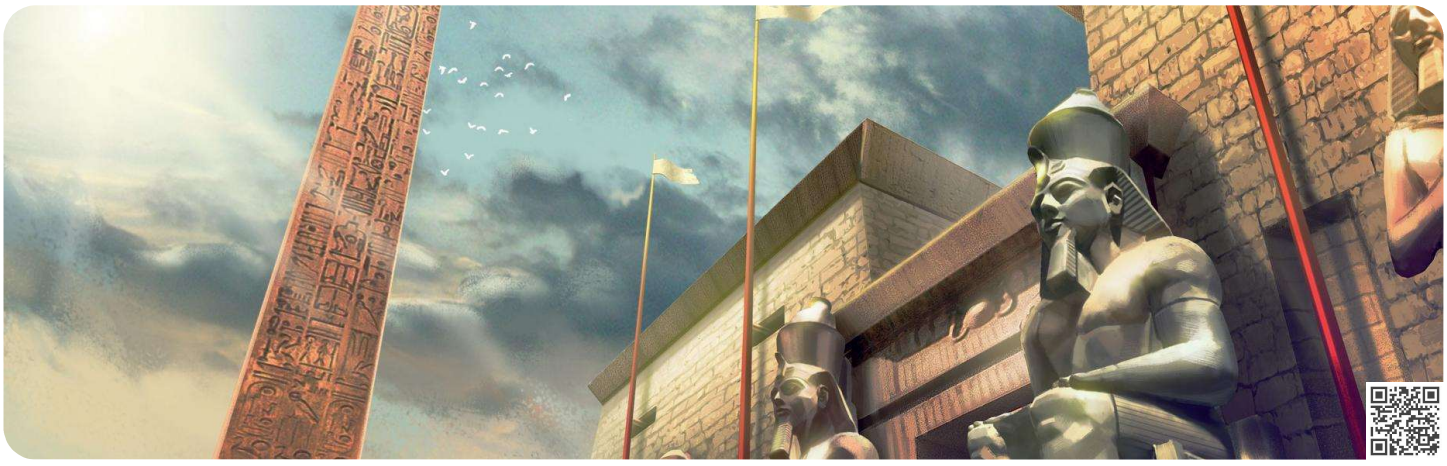
3 - 6 30

Published 2019
Publisher Brain Games
Designer Alex Cutler
Artist Reinis Pētersons
Theme Action / Dexterity
Mechanic Cooperative Game

Three monkeys have started a construction company, and the building blueprints are coming in quick! Now the monkeys have to work together to complete their blueprints before time runs out. The game of TEAM3 PINK is played in teams of three players, with each player taking on the role of one of the three monkeys: the monkey who can't speak, the monkey who can't see, or the monkey in the middle. • The monkey who can't speak is...

rating
7.0

1.1
difficulty



TEKHENU: OBELISK OF THE SUN

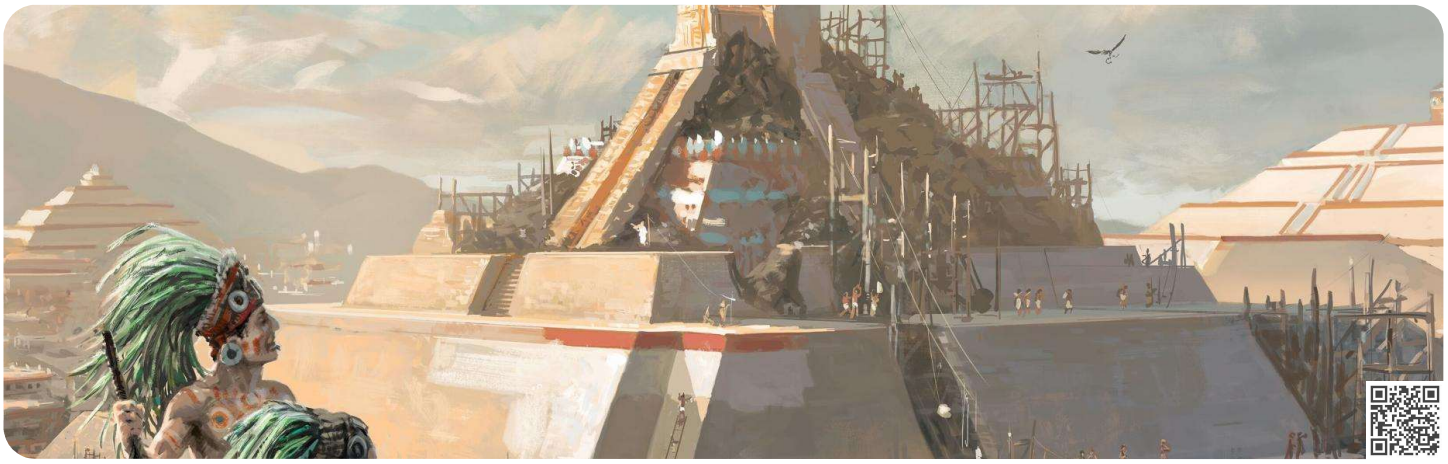
1 - 4 120

Published 2020
Publisher Board&Dice
Designer Daniele Tascini
Artist Jakub Fajtanowski
Theme Ancient
Mechanic Action Drafting

Four millennia ago on the eastern bank of the Nile river was laid the foundation of the Temple of Amun-Ra. Over the course of two thousand years, the temple complex was gradually expanded and became widely known as "The Most Select of Places" (Ipet-Isut), boasting the largest religious building in the world. Today, the site is known as Karnak, located at Luxor in modern-day Egypt. Join ancient Pharaohs in creating and growing on...

rating
7.8

4.0
difficulty



TEOTIHUACAN: CITY OF GODS

1 - 4 120

Published 2018
Publisher NSKN Games
Designer Daniele Tascini
Artist Odysseas Stamoglou
Theme Ancient
Mechanic Area Movement

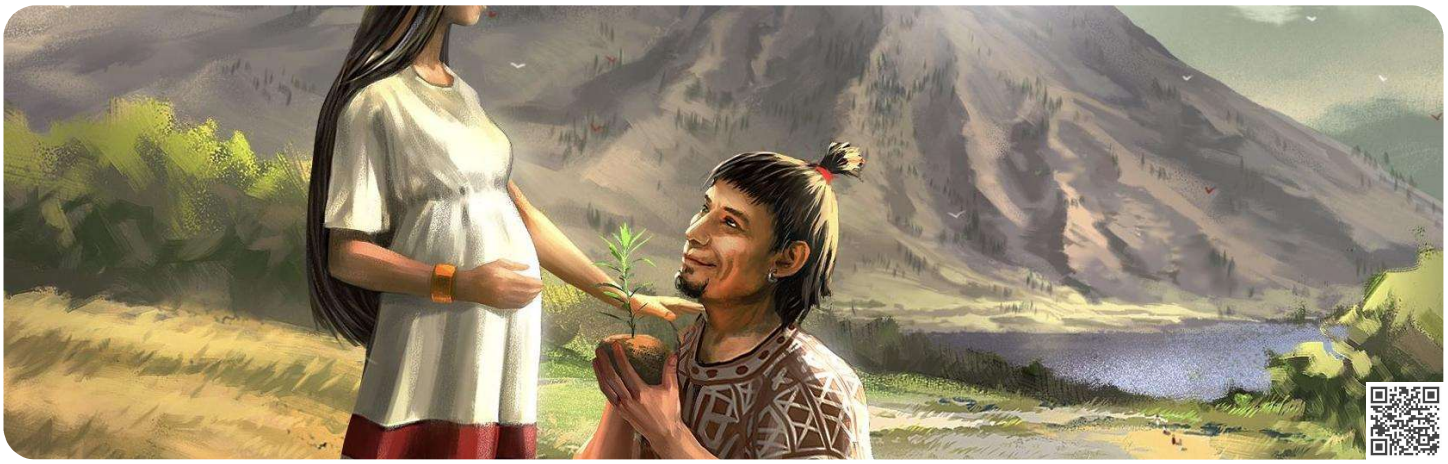
Travel back in time to the greatest city in Mesoamerica. Witness the glory and the twilight of the powerful pre-Columbian civilization. Strategize, accrue wealth, gain the favour of the gods, and become the builder of the magnificent Pyramid of the Sun. In Teotihuacan: City of Gods, each player commands a force of worker dice, which grow in strength with every move. On your turn, you move a worker around a modular board, always choosing o...

rating

7.9

3.7

difficulty



TEOTIHUACAN: SHADOW OF XITLE

1 - 4 120

Published 2020
Publisher Board&Dice
Designer Daniele Tascini
Artist Jakub Fajtanowski
Theme Ancient
Mechanic Area Movement

The devastating force of the eruption of Xitle completely buried and destroyed Cuicuilco and Copilco, both significant civic and religious cities. The survivors have scattered across Mesoamerica, many settling in and around Teotihuacan. The rapid infusion results in accelerated growth of Teotihuacan and leads to the adoption of new technologies as Teotihuacan establishes itself as a seat of power in the region. Teotihuacan: Shadow of Xitl...

rating

8.0

3.6

difficulty

TERRA MYSTICA

2 - 5 150

Published 2012
Publisher Feuerland Spiele
Designer Jens Drögemüller
Artist Dennis Lohausen
Theme Civilization
Mechanic End Game Bonuses

In the land of Terra Mystica dwell 14 different peoples in seven landscapes, and each group is bound to its own home environment, so to develop and grow, they must terraform neighboring landscapes into their home environments in competition with the other groups. Terra Mystica is a full information game, without any luck, that rewards strategic planning. Each player governs one of the 14 groups. With subtlety and craft, the player must at...

rating

8.1

3.9

difficulty

2 - 5 150

TERRA MYSTICA: ERWEITERUNGSBOGEN

Published 2015
Publisher Feuerland Spiele
Designer Jens Drögemüller
Artist Dennis Lohausen
Theme Civilization
Mechanic End Game Bonuses

Terra Mystica: Erweiterungsbogen (German for "Expansion Sheet"), a promotional mini-expansion released at Spiel 2015, is a compilation of old and new mini-expansion content. It includes: The previously released Bonus Card Shipping Value and 4 Town Tiles promos. A special landscape tile for each faction, with official rules determined by Helge Ostertag and the BoardGameGeek community. A scoring tile that gives...

rating

8.1

3.8

difficulty

TERRA MYSTICA: FIRE & ICE

2 - 5 100

Published 2014
Publisher Feuerland Spiele
Designer Jens Drögemüller
Artist Dennis Lohausen
Theme Civilization
Mechanic Network and Route Building

Terra Mystica: Fire & Ice has the original factions brace themselves for new competitors: Yetis – the masters of power, Ice Maidens – who adore their Temples, Acolytes – whose entire life is focused on the cults, and Dragonlords – who use their power to create volcanoes. And as if this wasn't enough, there are two more factions, Shapeshifters and Riverwalkers, who ignore the most basic of rule of one faction, one terrai...

rating

8.4

3.9

difficulty

TERRAFORMING MARS

1 - 5 120

Published 2016
Publisher FryxGames
Designer Jacob Fryxelius
Artist Isaac Fryxelius
Theme Economic
Mechanic Drafting

In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terr...

rating

8.4

3.2

difficulty

1 - 4 60

TERRAFORMING MARS: ARES EXPEDITION

Published 2021
Publisher FryxGames
Designer Sydney Engelstein
Artist William Bricker
Theme Card Game
Mechanic Cooperative Game

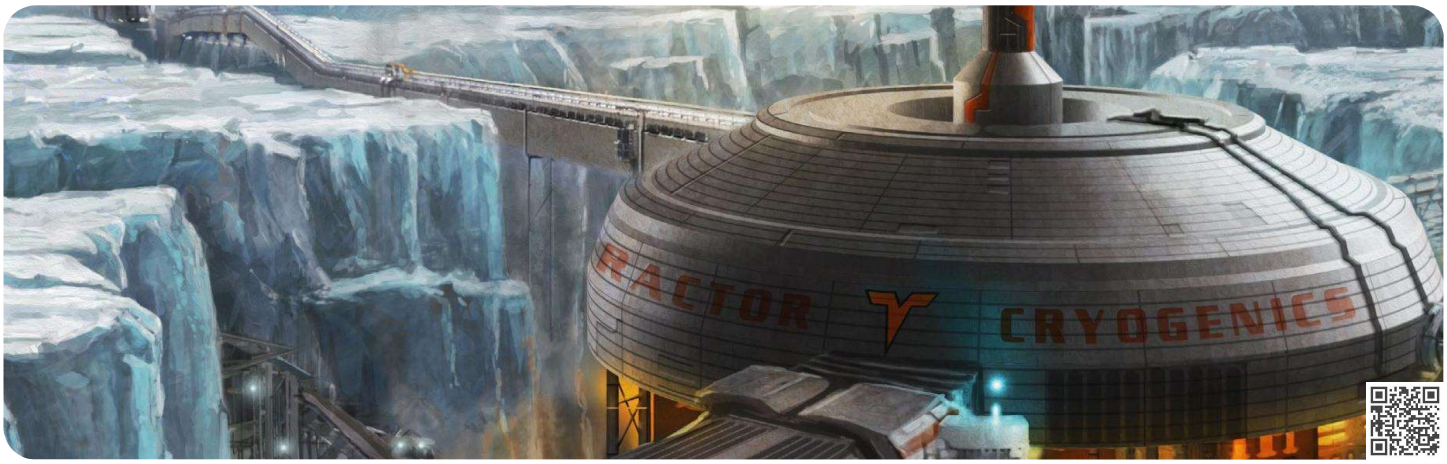
Terraforming Mars: Ares Expedition is an engine-building game in which players control interplanetary corporations with the goal of making Mars habitable (and profitable). A new, stand-alone game inspired by Terraforming Mars featuring faster gameplay and over 200 beautifully illustrated cards!

rating

7.7

2.9

difficulty



1 - 5 120

TERRAFORMING MARS: COLONIES

Published 2018
Publisher FryxGames
Designer Jacob Fryxelius
Artist William Bricker
Theme Economic
Mechanic Card Drafting

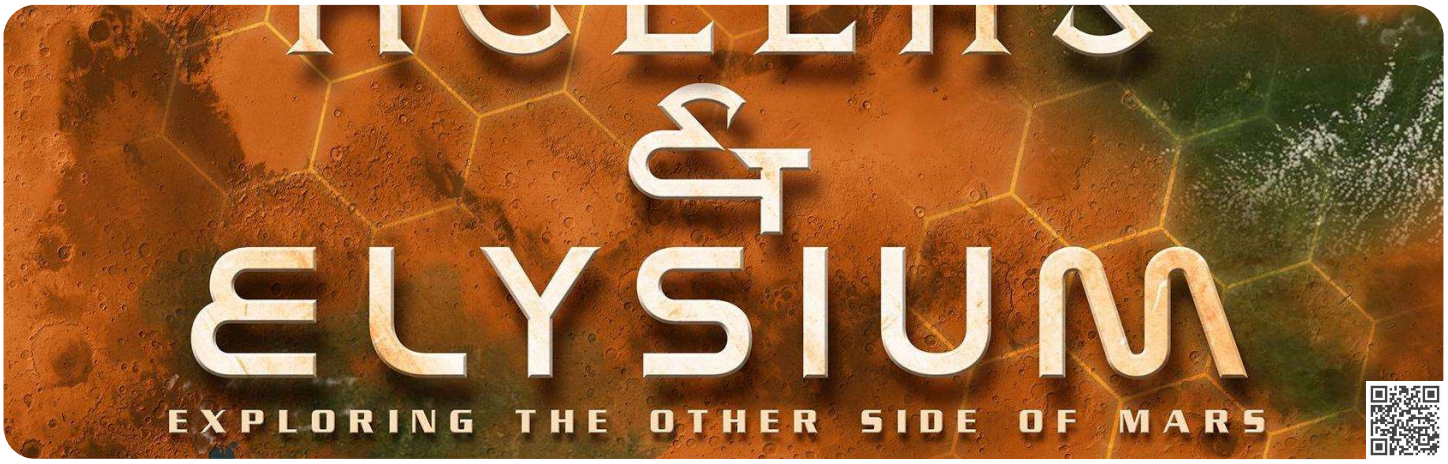
Our world has widened before us. Corporations expand their operations to all corners of the solar system in pursuit of minerals and resources. Most places are not suited for terraforming, but building colonies may greatly improve your income and your possibilities in achieving that higher goal — the terraforming of Mars. Send your trade fleet to distant moons! Colonize the clouds of Jupiter! And let your Earth assets propel you to success!&#...

rating

8.1

3.0

difficulty



1 - 5 120

TERRAFORMING MARS: HELLAS & ELYSIUM

Published 2017
Publisher Arclight
Designer Jacob Fryxelius
Artist Isaac Fryxelius
Theme Economic
Mechanic Card Drafting

Terraforming Mars: Hellas & Elysium, the first expansion for Terraforming Mars, consists of a double-sided game board presenting two new areas of Mars: • Elysium takes players almost to the opposite side of Mars' equator, with vast lowlands for oceans in the north and a dry, mineral-rich south. Place a tile on Olympus Mons, the highest peak in the solar system, to gain three free cards! • Hellas, the southern wild, ...

rating

8.3

2.8

difficulty

1 - 5 120

TERRAFORMING MARS: PRELUDE

Published 2018
Publisher FryxGames
Designer Jacob Fryxelius
Artist William Bricker
Theme Economic
Mechanic Card Drafting

As the mega corporations are getting ready to start the terraforming process, you now have the chance to make those early choices that will come to define your corporation and set the course for the future history of Mars - this is the prelude to your greatest endeavors! In Terraforming Mars: Prelude, you choose from Prelude cards that jumpstart the terraforming process or boost your corporation's engine. There are also 5 new corporations...

rating

8.8

2.4

difficulty

1 - 5 120

TERRAFORMING MARS: VENUS NEXT

Published 2017
Publisher FryxGames
Designer Jacob Fryxelius
Artist William Bricker
Theme Economic
Mechanic Card Drafting

Terraforming Mars: Venus Next, the second expansion for the Terraforming Mars base game, has players building flying cities and making the atmosphere more hospitable on the deadly planet Venus. In Venus Next, the World Government chooses to also fund the terraforming of Venus. Around 50 project cards and 5 corporations are added, with a special focus on how to make Venus habitable. With the new floater resource, a new milestone, a new award, a...

rating

7.5

2.9

difficulty

3 - 6 30

THAT'S A QUESTION!

Published 2017
Publisher Cranio Creations
Designer Vlaada Chvátil
Artist Sören Meding
Theme Party Game
Mechanic

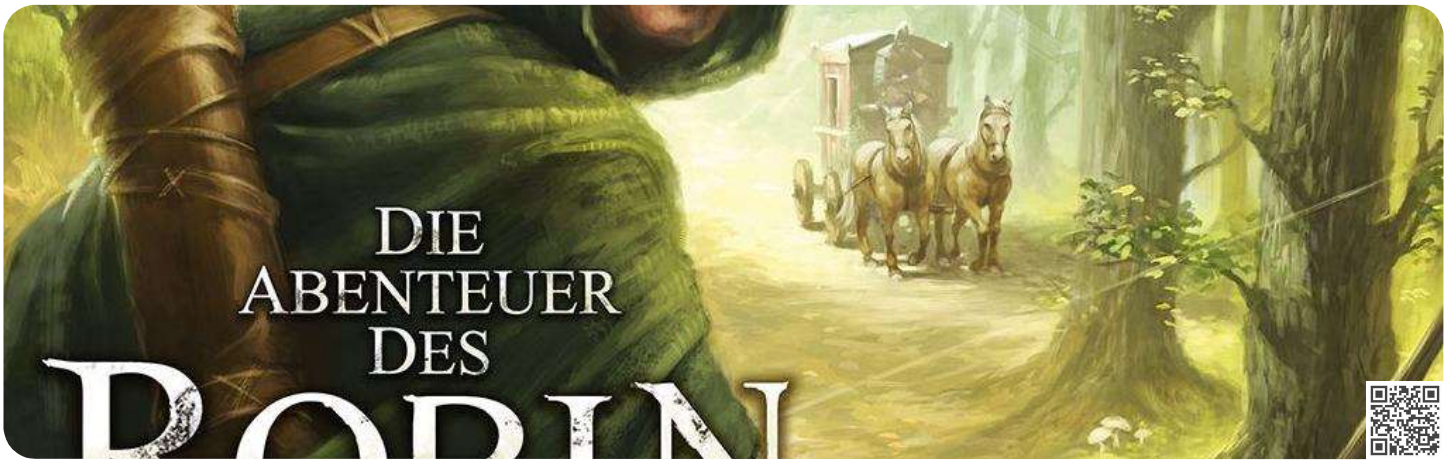
The party game That's a Question!, takes the familiar format of challenging others with questions, then voting on what they'll say. In more detail, each player has a hand of hexagonal cards, with words or phrases in three color blocks on the card. On a turn, you choose a player that has a token in front of them, take that token, then present them with a question by choosing one of the three question prompts (which are all color-coded), th...

rating

5.7

1.0

difficulty



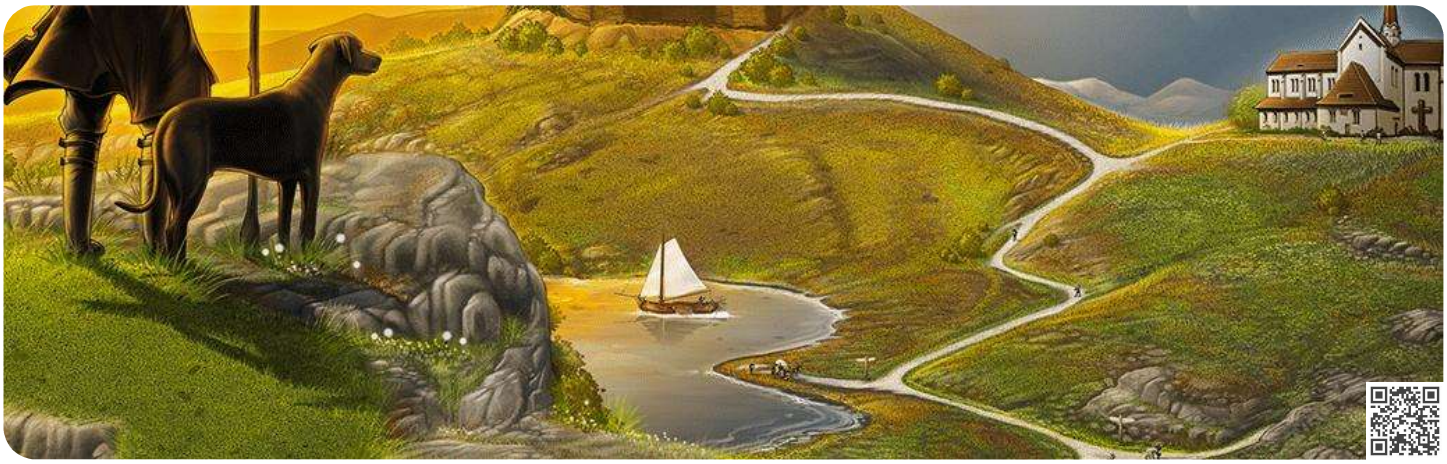
THE ADVENTURES OF ROBIN HOOD

2 - 4 60

Published 2021
Publisher KOSMOS
Designer Michael Menzel
Artist Michael Menzel
Theme Fantasy
Mechanic Cooperative Game

In England in 1193, the county of Nottinghamshire suffers under the yoke of evil Prince John and his henchmen. Can Robin Hood and his companions escape the sheriff's guards and complete their adventures successfully? In The Adventures of Robin Hood, players take on the role of Robin Hood and his companions, with the action taking place on a living game board with no set paths. The board changes over the course of each adventure, and the m...

rating
7.8
1.8
difficulty



THE BORDER

2 - 4 30

Published 2022
Publisher Nürnberger-Spielkarten-Verlag
Designer Michael Kiesling
Artist Oliver Freudenreich
Theme Dice
Mechanic Dice Rolling

Your goal in The Border is to surround as many areas as possible as quickly as you can. Each player has an erasable game board that features nine areas, with each area being surrounded by a path of hexagons and with these hexagons being grouped in six colors. Most of these paths border two areas. Two hexagons are white and contain an X mark. On your turn, you roll five dice up to three times, keeping and re-rolling dice as you wi...

rating
6.5
1.0
difficulty

THE BUCKET KING

2 - 6 45

Published 2002
Publisher KOSMOS
Designer Stefan Dorra
Artist Tanja Donner
Theme Animals
Mechanic Hand Management

Card game with unusual scoring. Players play sets of animal cards trying to knock over each other's pyramids of buckets. Cards in hand can be used to attack and defend their colour buckets, taking out lower buckets causes cascades. The deck is five colours (farm animals) numbered 1-8, with two 1s and two 8s. Players start with 12 cards. The start player plays 1-3 cards of one colour, giving a total sum. This total attacks the player to t...

rating
6.3
1.2
difficulty

THE CREW: THE QUEST FOR PLANET NINE

2 - 5 20

Published 2019
Publisher KOSMOS
Designer Thomas Sing
Artist Marco Armbruster
Theme Card Game
Mechanic Communication Limits

In the co-operative trick-taking game The Crew: The Quest for Planet Nine, the players set out as astronauts on an uncertain space adventure. What are the rumors regarding the unknown planet about? The eventful journey through space extends over 50 exciting missions. But this game can only be defeated by meeting common individual tasks of each player. In order to meet the varied challenges communication is essential in the team. But this is more d...

rating
7.9
2.0
difficulty

THE GALLERIST

1 - 4 150

Published 2015
Publisher Eagle-Gryphon Games
Designer Vital Lacerda
Artist Ian O'Toole
Theme Economic
Mechanic Commodity Speculation

This age of art and capitalism has created a need for a new occupation - The Gallerist. Combining the elements of an Art dealer, museum curator, and Artists' manager, you are about to take on that job! You will promote and nurture Artists; buy, display, and sell their Art; and build and exert your international reputation. As a result, you will achieve the respect needed to draw visitors to your Gallery from all over the world. ...

rating
8.0
4.2
difficulty

THE GAME

1 - 5 20

Published 2015
Publisher Nürnberger-Spielkarten-Verlag
Designer Steffen Benndorf
Artist Oliver Freudenreich
Theme Card Game
Mechanic Communication Limits

Players in The Game try to discard all 98 cards in the deck onto four discard piles in order to win, but they need to do so in the right ways. Each player starts with 6-8 cards in their hand depending on the number of players, and four discard pile prompt cards are on the table: two showing "1" and an up arrow and two showing "100" and a down arrow. On a turn, a player must discard at least two cards from their hand on...

rating
6.7
1.2
difficulty

1 - 4 90

THE ISLE OF CATS

Published 2019
Publisher The City of Games
Designer Frank West
Artist Dragolisco
Theme Animals
Mechanic Card Drafting

The Isle of Cats is a competitive, medium-weight, card-drafting, polyomino cat-placement board game for 1-4 players (6 with expansions). In the game, you are citizens of Squalls End on a rescue mission to The Isle of Cats and must rescue as many cats as possible before the evil Lord Vesh arrives. Each cat is represented by a unique tile and belongs to a family, you must find a way to make them all fit on your boat while keeping families t...

rating
7.9
2.3
difficulty

1 - 6 45

THE ISLE OF CATS EXPLORE & DRAW

Published 2022
Publisher The City of Games
Designer Frank West
Artist Dragolisco
Theme Animals
Mechanic Grid Coverage

The Isle of Cats Explore & Draw features gameplay like The Isle of Cats, but with players now choosing a set of cards each round instead of drafting, and then drawing their discoveries onto their boat. Explore & Draw is a competitive, polyomino cat-placement board game for 1-6 players that is ideal for a quick break or taking to a friend's house. In the game, you are citizens of Squalls End on a rescue mission to Th...

rating
8.7
0.0
difficulty

THE LOOP

1 - 4 60

Published 2020
Publisher Catch Up Games
Designer Maxime Rambourg
Artist Simon Caruso
Theme Card Game
Mechanic Cooperative Game

The LOOP is a quirky co-operative game in which you battle the evil Dr. Faux. Play a Temporal Agent in four different game modes, full of new challenges and replay value. Gather powerful artifacts, defy the Doctor's duplicates, and sabotage his maniacal machine. Make the most of your cards and master the LOOP to use them multiple times in impressive chains — but the Doctor isn't going to make this easy on you! The evil Dr. Faux has ...

rating

7.9

2.6

difficulty

THE LORD OF THE RINGS

2 - 5 90

Published 2000
Publisher Fantasy Flight Games
Designer Reiner Knizia
Artist Bluguy
Theme Adventure
Mechanic Cooperative Game

The Lord of the Rings is a co-operative game in which the object is to destroy the Ring while surviving the corrupting influence of Sauron. Each player plays one of the Hobbits in the fellowship, each of which has a unique power. Over the course of the game, you make your way across four conflict game boards, representing some of the most memorable conflicts from the entire trilogy: Moria, Helm's Deep, Shelob's Lair, and Mordor. Each conf...

rating

6.7

2.5

difficulty

THE PRINCES OF FLORENCE

2 - 5 100

Published 2000
Publisher alea
Designer Wolfgang Kramer
Artist Arnaud Demaegd
Theme City Building
Mechanic Auction/Bidding

Players attract artists and scholars trying to become the most prestigious family in Florence. Each player is given a palace grid and reference chart and attempts to gain the most victory points after seven rounds. Scoring victory points can be done in a variety of ways although most will be earned by playing profession cards to generate work points. There are a variety of professions such as astronomers, organists and architects. Each is attracte...

rating

7.5

3.2

difficulty

THE PRODIGALS CLUB

2 - 5 100

Published 2015
Publisher Cranio Creations
Designer Vladimír Suchý
Artist Tomáš Kučerovský
Theme Card Game
Mechanic Action Points

Welcome to The Prodigals Club! You and your fellows are proper Victorian gentlemen who have realized that the lower classes have more fun. Now you are in a friendly competition to see which of you can destroy his own social standing most thoroughly. In The Prodigals Club, you compete in three separate competitions: trying to lose an election, trying to get rid of all your possessions, or trying to offend the most influential people in hig...

rating

7.3

3.2

difficulty

THE QUACKS OF QUEDLINBURG

2 - 4 45

Published 2018
Publisher Schmidt Spiele
Designer Wolfgang Warsch
Artist Dennis Lohausen
Theme Medieval
Mechanic Catch the Leader

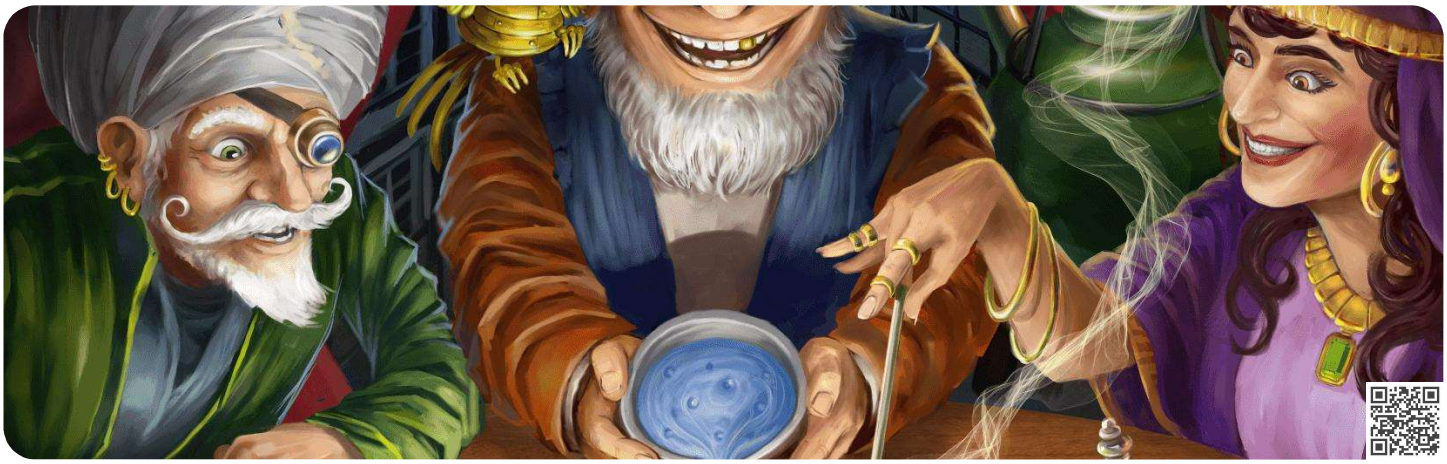
In The Quacks of Quedlinburg, players are charlatans — or quack doctors — each making their own secret brew by adding ingredients one at a time. Take care with what you add, though, for a pinch too much of this or that will spoil the whole mixture! Each player has their own bag of ingredient chips. During each round, they simultaneously draw chips from their bags and add them to their pots. The higher the face value of the dra...

rating

7.8

1.9

difficulty



THE QUACKS OF QUEDLINBURG: THE ALCHEMISTS

2 - 5 45

Published 2020
Publisher Schmidt Spiele
Designer Wolfgang Warsch
Artist Oliver Schlemmer
Theme Expansion for Base-game
Mechanic Deck, Bag, and Pool Building

The Quacks of Quedlinburg: The Alchemists introduces nightmares, obsession, and hysteria to The Quacks of Quedlinburg base game, with players working in new laboratories to distill essences that can free the citizens of Quedlinburg from these afflictions. The Alchemists can be played with just the base game or combined with The Herb Witches expansion.

rating

8.0

2.2

difficulty

2 - 5 45

THE QUACKS OF QUEDLINBURG: THE HERB WITCHES

Published 2019
Publisher Schmidt Spiele
Designer Wolfgang Warsch
Artist Dennis Lohausen
Theme Expansion for Base-game
Mechanic Deck, Bag, and Pool Building

The Quacks of Quedlinburg: The Herb Witches expands the town of Quedlinburg with four new sets of items: The Witches - new characters with special abilities that players may use once per game Locoweed - a new ingredient whose value is determined by its ability rather than being fixed New ingredient books for each existing ingredient type, increasing variety even further Player components in black color - in...

rating
8.1
1.9
difficulty

2 - 4 60

THE QUEST FOR EL DORADO

Published 2017
Publisher Ravensburger
Designer Reiner Knizia
Artist Vincent Dutrait
Theme Adventure
Mechanic Card Drafting

In The Quest for El Dorado, players take the roles of expedition leaders who have embarked on a search for the legendary land of gold in the dense jungles of South America. Each player assembles and equips their own team, hiring various helpers from the scout to the scientist to the aborigine. All of them have one goal in mind: Reaching the golden border first and winning all of the riches for themselves. Whoever chooses the best tactics will be r...

rating
7.6
1.9
difficulty

2 - 4 60

THE QUEST FOR EL DORADO: HEROES & HEXES

Published 2018
Publisher Ravensburger
Designer Reiner Knizia
Artist Vincent Dutrait
Theme Expansion for Base-game
Mechanic Card Drafting

The Quest for El Dorado: Heroes & Hexes includes three new double-sided terrain tiles that add a new element to the game: curses. When a player stops on a demon space, they must draw and reveal a curse token to see how they're affected. Maybe they have to discard certain cards before they can travel on a particular type of terrain, or perhaps other explorers will move while the cursed one is paralyzed, or maybe you'll be afflicted by a demon, ...

rating

7.7

2.0

difficulty

2 - 4 60

THE QUEST FOR EL DORADO: THE GOLDEN TEMPLES

Published 2019
Publisher Ravensburger
Designer Reiner Knizia
Artist Franz Vohwinkel
Theme Adventure
Mechanic Card Drafting

In The Quest for El Dorado: The Golden Temples, which can be played as a standalone game or combined with 2017's The Quest for El Dorado, players have now reached the legendary city of gold and they have started to explore it. What will they find there?

rating

7.7

1.8

difficulty

THE RISE OF QUEENSDALE

2 - 4 60

Published 2018
Publisher alea
Designer Inka Brand
Artist Fiore GmbH
Theme Civilization
Mechanic Dice Rolling

"Build me a castle! Build me a city worthy of my Queen!" Your King's wish is your command, so you decide to travel into the valley of Queensdale, collect raw materials, build buildings, and take fate into your own hands. Fame and fortune are sure to be yours — if only there weren't those other glory seekers who also followed the King's wishes! Act with courage and wisdom, and remember that your decisions will have consequences...&...

rating

7.5

2.7

difficulty

THE SEARCH FOR PLANET X

1 - 4 60

Published 2020
Publisher Foxtrot Games
Designer Matthew O'Malley
Artist James Masino
Theme Deduction
Mechanic Action Points

At the edge of our solar system, a dark planet may lurk. In 2015, astronomers estimated a large distant planet could explain the unique orbits of dwarf planets and other objects. Since then, astronomers have been scanning the sky, hoping to find this planet. In The Search for Planet X, players take on the role of astronomers who use observations and logical deductions to search for this hypothetical planet. Each game, the companion app ra...

rating

8.1

2.3

difficulty

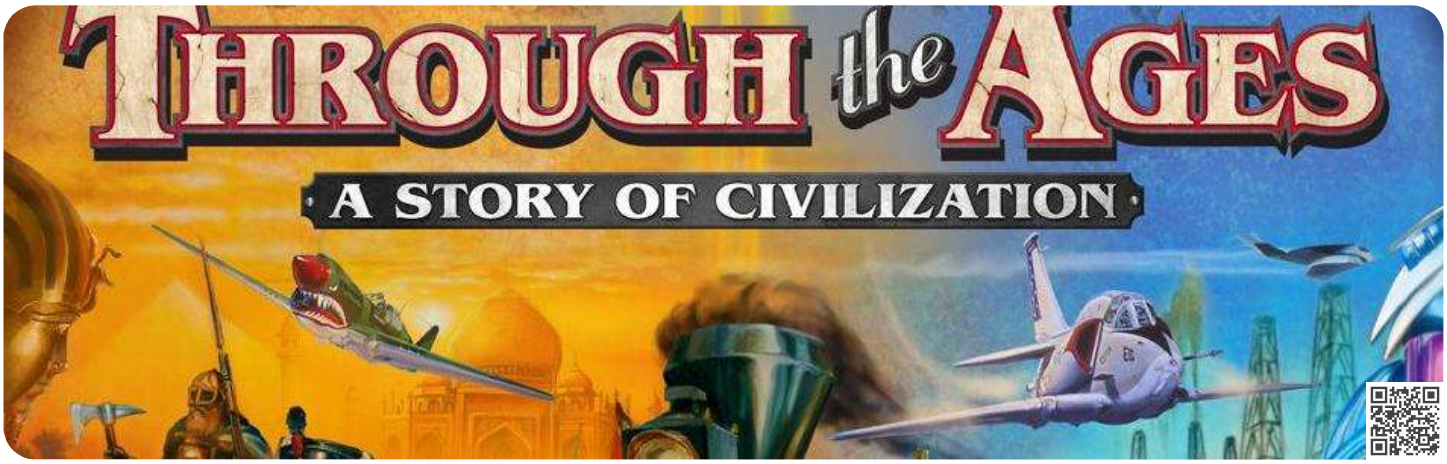
8 - 18 30

THE WEREWOLVES OF MILLER'S HOLLOW

Published 2001
Publisher Lui-même
Designer Philippe des Pallières
Artist Philippe des Pallières
Theme Bluffing
Mechanic Player Elimination

Werewolves of Miller's Hollow is a game that takes place in a small village which is haunted by werewolves. Each player is secretly assigned a role - Werewolf, Ordinary Townsfolk, or special character such as The Sheriff, The Hunter, the Witch, the Little Girl, The Fortune Teller and so on... There is also a Moderator player who controls the flow of the game. The game alternates between night and day phases. At night, the Werewolves secretly choos...

rating
6.7
1.3
difficulty



2 - 4 120

THROUGH THE AGES: A STORY OF CIVILIZATION

Published 2006
Publisher Czech Board Games
Designer Vlaada Chvátil
Artist Richard Cortes
Theme Civilization
Mechanic Action Points

Through the Ages is a civilization building game. Each player attempts to build the best civilization through careful resource management, discovering new technologies, electing the right leaders, building wonders and maintaining a strong military. Weakness in any area can be exploited by your opponents. The game takes place throughout the ages beginning in the age of antiquity and ending in the modern age. One of the primary mechanisms i...

rating
7.9
4.1
difficulty

THURN AND TAXIS

2 - 4 60

Published 2006
Publisher Hans im Glück
Designer Andreas Seyfarth
Artist Michael Menzel
Theme Post-Napoleonic
Mechanic Card Drafting

In Thurn & Taxis, players build post office routes across Bavaria and the regions around, collecting bonus points in various ways. The board shows a map of all the cities, with roads leading from each one to some of its neighbors. There are various colored regions around the board, most with two or three cities, and a large region with all the Bavarian cities in the center. Players build postal routes from city to city to city so that...

rating
7.1
2.2
difficulty

2 - 6 60

TICKET TO RIDE MAP COLLECTION: VOLUME 1 – TEAM A

Published 2011
Publisher Days of Wonder
Designer Alan R. Moon
Artist Cyrille Daujean
Theme Expansion for Base-game
Mechanic Card Drafting

Days of Wonder's Ticket to Ride Map Collection is a series of expansions for Alan R. Moon's Ticket to Ride, with each expansion including a double-sided game board and destination tickets and rules for those locations. Ticket to Ride Map Collection: Volume 1 - Team Asia & Legendary Asia presents players with two set-ups on Earth's largest continent: • Team Asia from Alan R. Moon – Four or six players compete as two...

rating
7.6
1.9
difficulty

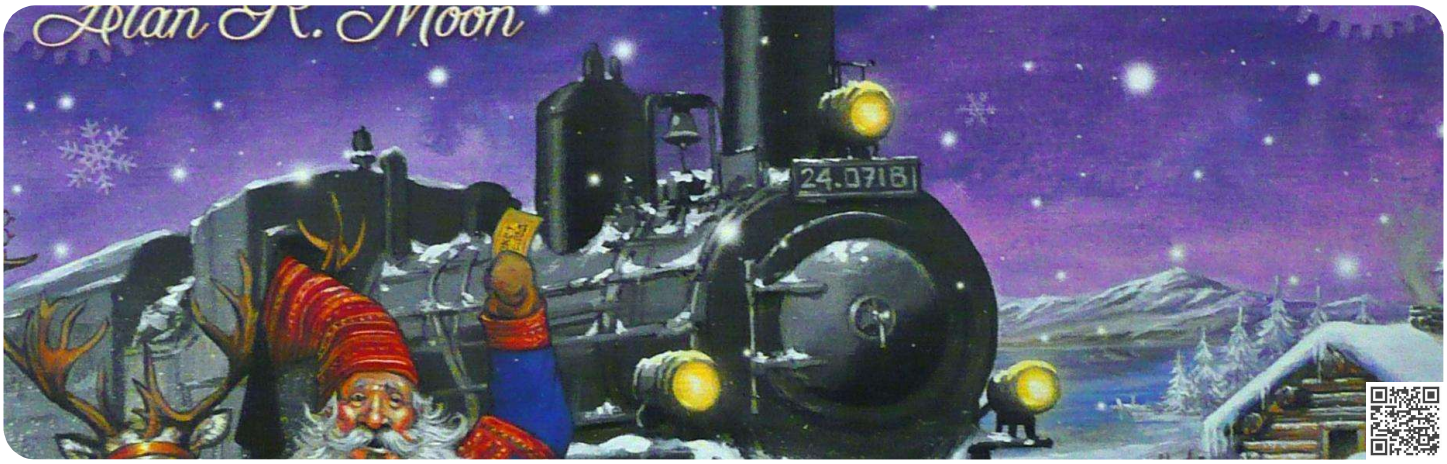
TICKET TO RIDE: EUROPE

2 - 5 60

Published 2005
Publisher Days of Wonder
Designer Alan R. Moon
Artist Cyrille Daujean
Theme Trains
Mechanic Card Drafting

Ticket to Ride: Europe takes you on a new train adventure across Europe. From Edinburgh to Constantinople and from Lisbon to Moscow, you'll visit great cities of turn-of-the-century Europe. Like the original Ticket to Ride, the game remains elegantly simple, can be learned in 5 minutes, and appeals to both families and experienced gamers. Ticket to Ride: Europe is a complete, new game and does not require the original version. More than j...

rating
7.5
1.9
difficulty



2 - 3 60

TICKET TO RIDE: NORDIC COUNTRIES

Published 2007
Publisher Days of Wonder
Designer Alan R. Moon
Artist Cyrille Daujean
Theme Trains
Mechanic Card Drafting

Ticket to Ride: Nordic Countries takes you on a Nordic adventure through Denmark, Finland, Norway, and Sweden as you travel to the great northern cities of Copenhagen, Oslo, Helsinki, and Stockholm. This version was initially available only in the Nordic Countries of Denmark, Norway, Sweden, and Finland; a worldwide limited-edition release occurred in August 2008 and it has since been kept in print again by Days of Wonder. The goal in &qu...

rating
7.6
1.9
difficulty

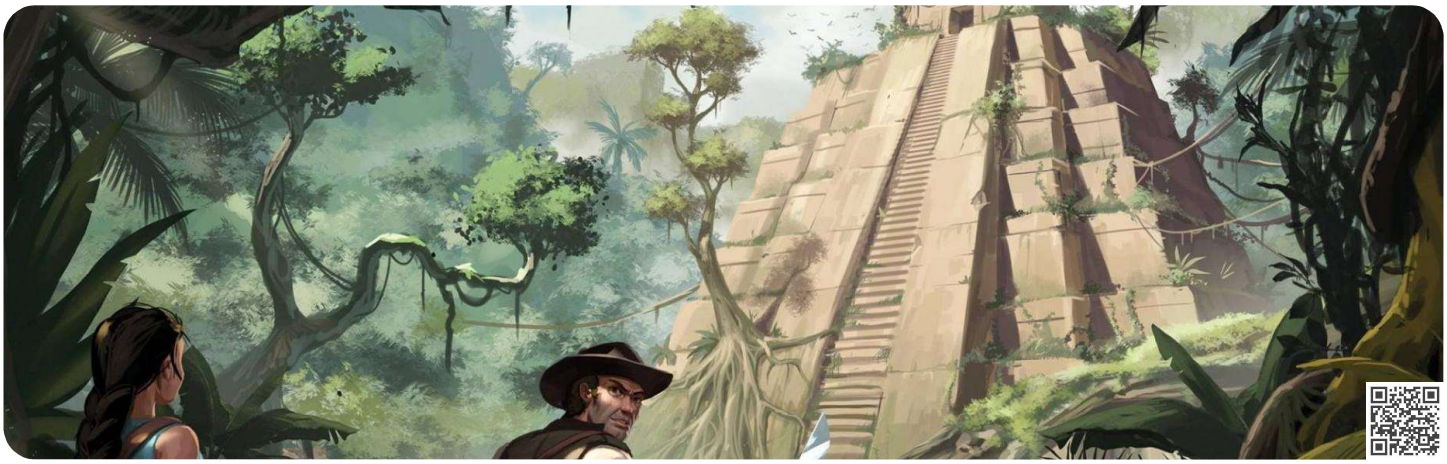
TIGRIS & EUPHRATES

2 - 4 90

Published 1997
Publisher Hans im Glück
Designer Reiner Knizia
Artist Bascu
Theme Ancient
Mechanic Area Majority / Influence

Regarded by many as Reiner Knizia's masterpiece, Tigris & Euphrates is set in the ancient fertile crescent with players building civilizations through tile placement. Players are given four different leaders: farming, trading, religion, and government. The leaders are used to collect victory points in these same categories. However, your score at the end of the game is the number of points in your weakest category, which encourages players not...

rating
7.7
3.5
difficulty



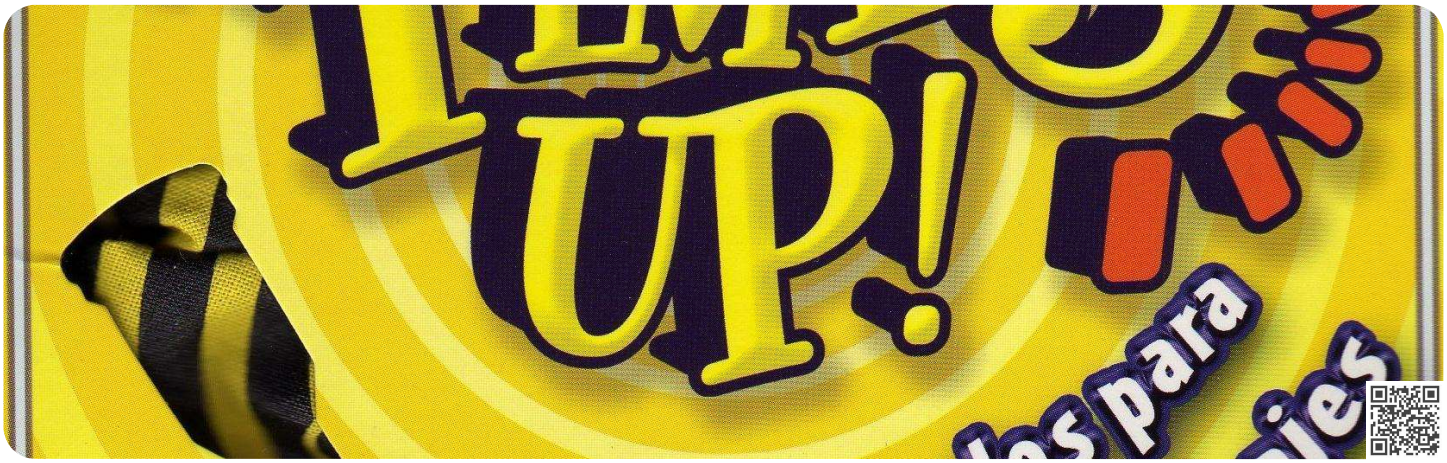
TIKAL

2 - 4 90

Published 1999
Publisher Ravensburger
Designer Michael Kiesling
Artist Mariusz Gandzel
Theme Exploration
Mechanic Action Points

Tikal is a game of exploration within the Central American jungles in search of lost temples and the treasures within. Players send their team of explorers into the jungle, exposing more and more of the terrain. Along the way, you find temples that require further uncovering and treasures. Players attempt to score points for occupying temples and holding onto treasure. Tikal is the first game of the Mask Trilogy. Sequel: &#...

rating
7.3
2.7
difficulty



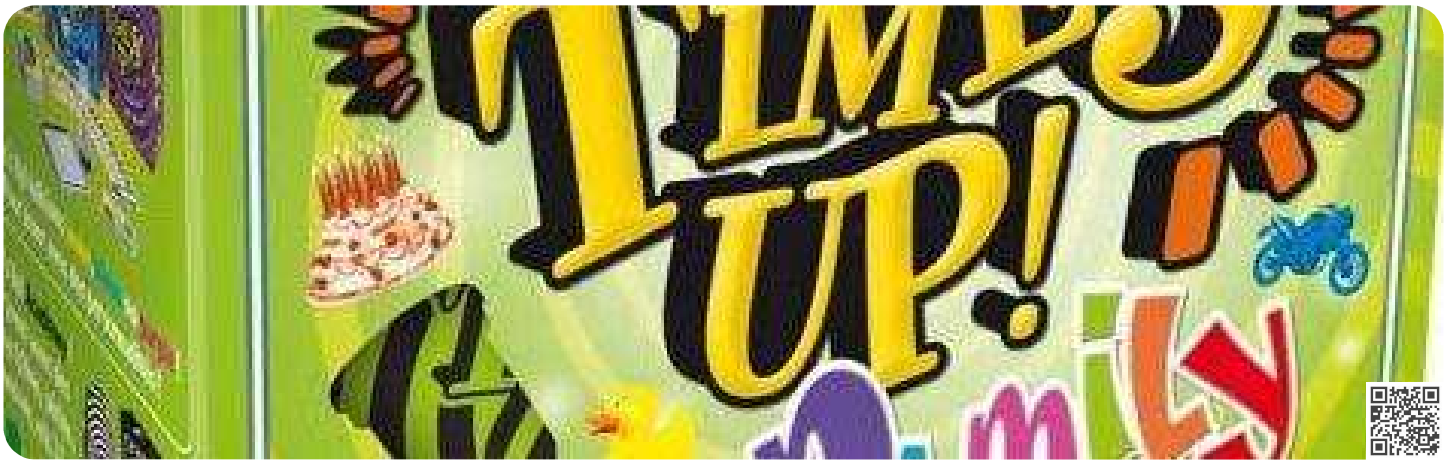
TIME'S UP! EDICIÓN AMARILLA

4 - 12 30

Published 2008
Publisher Asmodee
Designer Peter Sarrett
Artist Peter Sarrett
Theme Humor
Mechanic Acting

Time's Up! Edición Amarilla (Yellow edition) is a new edition of popular Time's Up! game Is party game for teams of two or more players. The same set of famous names is used for each of three rounds. In each round, one member of a team tries to get his teammates to guess as many names as possible in 30 seconds. In round 1, almost any kind of clue is allowed. In round 2 no more than one word can be used in each clue (but unlimited s...

rating
7.4
1.1
difficulty



TIME'S UP! FAMILY

4 - 12 30

Published 2010
Publisher Asmodee
Designer Peter Sarrett
Artist
Theme Memory
Mechanic Acting

Time's Up! Family is a charades-based party game for teams of two or more players (and is best with teams of two). Before the game begins, each player looks at several cards featuring well-known items, crafts and animals and chooses some of them. Each player's cards and shuffled to form a deck, and this deck is used for each of the game's three rounds. In each round, team members take turns trying to get their teammates to guess as many w...

rating
7.0
1.0
difficulty

TOP TEN

4 - 9 30

Published 2020
Publisher Cocktail Games
Designer Aurélien Picolet
Artist Aurélien Picolet
Theme Party Game
Mechanic Cooperative Game

Your goal in Top Ten is to survive five rounds, so you and your fellow players need to figure out how to get things in order! To start the game, place a number of unicorn tokens on the game board. Choose one player to be the round's chief. That player gives all players a random card numbered 1-10, then they read one of the five hundred theme cards included in the game, e.g., "Batman wants to replace Robin to fight the bad guys. Creat...

rating
7.6
1.1
difficulty

TORRES

2 - 4 60

Published 1999
Publisher F.X. Schmid
Designer Michael Kiesling
Artist Alessandra Cimatoribus
Theme Abstract Strategy
Mechanic Action Points

Torres is an abstract game of resource management and tactical pawn movement. Players are attempting to build up castles and position their knights to score the most points each turn. Players have a limited supply of knights and action cards that allow special actions to be taken. Efficient use of pieces and cards, along with a thoughtful awareness of future possibilities, is the heart of this game. Torres is considered by many to be a...

rating
7.1
2.8
difficulty

TRAILS

2 - 4 40

Published 2021
Publisher Keymaster Games
Designer Henry Audubon
Artist Fifty-Nine Parks Print Series
Theme Adventure
Mechanic Contracts

Take a hike in TRAILS, exploring iconic sites and national parks across the U.S., gathering resources, observing wildlife, and earning wilderness badges. TRAILS is a standalone adventure in the PARKS series with artwork from the Fifty-Nine Parks Print Series. In TRAILS, players hike back and forth along the trail, collecting rocks, acorns and leaves; taking pictures; and encountering wildlife to gain bonuses. At trailhead and trail end, y...

rating
7.2
1.8
difficulty

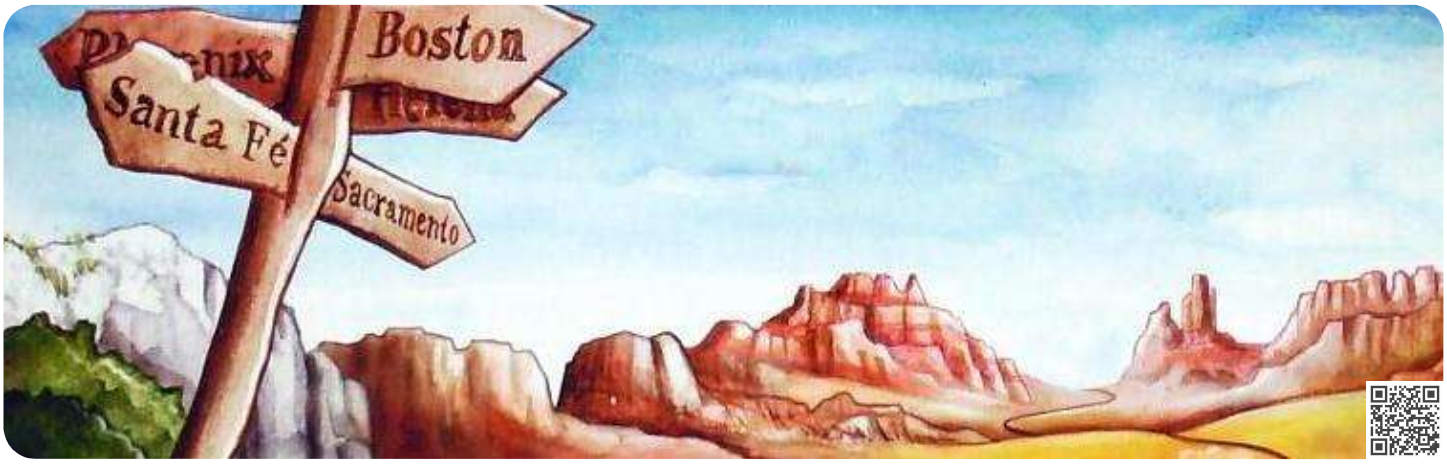
TRAILS OF TUCANA

1 - 8 15

Published 2019
Publisher Aporta Games
Designer Eilif Svensson
Artist Gjermund Bohne
Theme Exploration
Mechanic Bingo

Trails of Tucana is a flip-and-write game from the creators of Avenue and Doodle City that is quick and easy to play, but has enough depth to entertain gamers. Each player is given a map of the island Tucana, showing its villages and important sights. The positions of the villages are randomized for each player, so every game will provide a unique puzzle. Each turn, one player flips over two terrain cards. Each player must draw &...

rating
7.4
1.2
difficulty



TRANSAMERICA

2 - 6 30

Published 2001
Publisher Winning Moves Germany
Designer Franz-Benno Delonge
Artist Marcel-André Casasola Merkle
Theme Trains
Mechanic Connections

TransAmerica is a simple railway game. Each player has a set of five cities strung across the U.S. that need to be connected by rail. Players place either one or two rails each turn. The game ends when the first player completes a connected route between their five cities. The player who can make the best use of the other players' networks is generally victorious.

rating
6.6

1.3
difficulty

TRAPWORDS

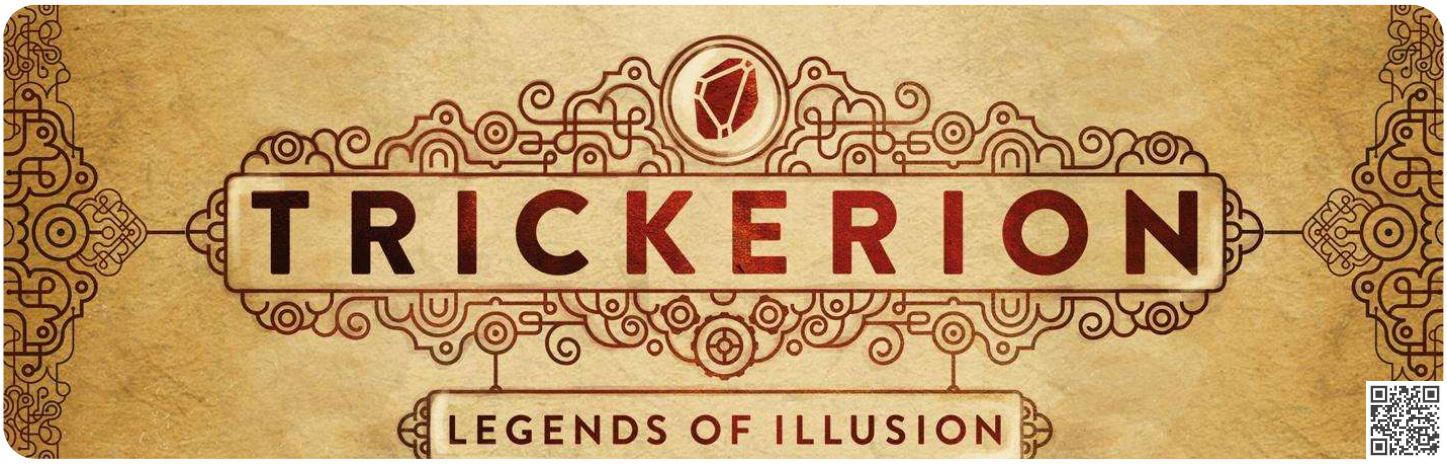
4 - 8 45

Published 2018
Publisher Czech Games Edition
Designer Jan Březina
Artist Dávid Jablonovský
Theme Exploration
Mechanic Modular Board

The game is for 2 teams, divided into two approximately equivalent number of players and takes about 30 minutes to play. It could remind you of the classic word game known as Taboo, but this one has an interesting twist on gameplay – the opposing team is the one who chooses the words you cannot use. With you having no idea which words are "traps", it's like dancing on a minefield, when you're trying to describe...

rating
6.9

1.3
difficulty



TRICKERION: LEGENDS OF ILLUSION

2 - 4 180

Published 2015
Publisher Mindclash Games
Designer Richard Amann
Artist Villő Farkas
Theme Post-Napoleonic
Mechanic Action Points

Trickerion is a competitive Euro-style strategy game set in a fictional world inspired by the late 19th century urban life and culture, spiced with a pinch of supernatural. Players take on the roles of rival stage illusionists, each with their own strengths and characteristics. They are striving for fortune and fame in a competition hosted by a legendary magician, looking for a successor worthy of the mighty Trickerion Stone, which is fab...

rating
7.9

4.2
difficulty

TRIVIAL PURSUIT: FAMILY

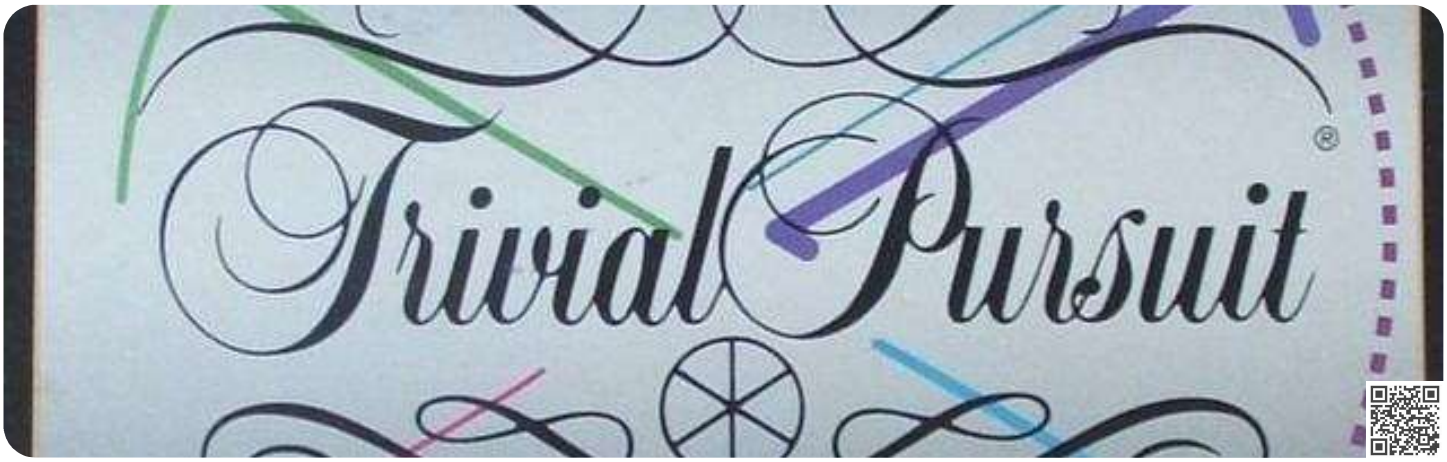
2 - 6 60

Published 2008
Publisher Hasbro
Designer (Uncredited)
Artist
Theme Children's Game
Mechanic Roll / Spin and Move

This is a new 2008 version that has cards for adults and cards for children with different types of questions. This edition is only sold in Target. OBJECT To be the first player to fill all six spaces on your Scoring Token with different colored wedges by correctly answering questions. Get back to the center first and answer a final question correctly to win! The dark blue cards are for players aged 14 or older. The ...

rating
5.2

1.0
difficulty



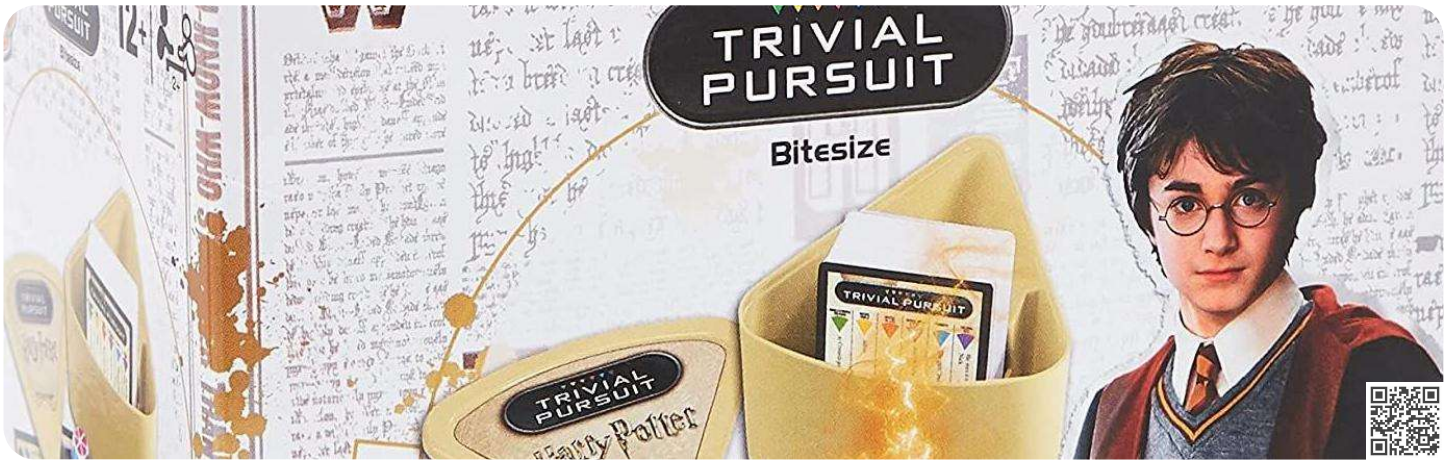
TRIVIAL PURSUIT: GENUS III

2 - 6 90

Published 1991
Publisher Eskifell hf.
Designer (Uncredited)
Artist (Uncredited)
Theme Party Game
Mechanic Roll / Spin and Move

From the back of the box: In the beginning, there was GENUS, the all-time bestselling TRIVIAL PURSUIT edition of General Knowledge questions. Now, there's GENUS III, with thousands of new questions in classic subjects. It's filled with fun facts from Afghanistan and Alcatraz to Zebra and Zorro...from Soup and Sing Sing to Nuts and the Nile...with plenty of intriguing tidbits about famous people. Inside, the completely updated g...

rating
5.6
1.6
difficulty



TRIVIAL PURSUIT: HARRY POTTER – VOLUME 1

2 - 6 60

Published 2014
Publisher Hasbro
Designer (Uncredited)
Artist
Theme Movies / TV / Radio theme
Mechanic Dice Rolling

Trivial Pursuit: World of Harry Potter This Trivial Pursuit bitesize edition contains 600 questions based on the Harry Potter films, some of which would challenge even the smartest of wizards! Test your trivia from the following topics: The Dark Arts, Hogwarts, Magical Spells & Potions, Magical Objects, Magical People and Animals & Magical Creatures. The handy game requires no board and can be carried around in its bite-size wedge...

rating
6.0
1.1
difficulty

TRIVIAL PURSUIT: MASTER EDITION

2 - 6 60

Published 2009
Publisher Hasbro
Designer
Artist
Theme Party Game
Mechanic Dice Rolling

The new 2010 Master Edition is the successor of the Genus edition. It includes 3,000 all-new questions that will challenge even the savviest Trivial Pursuit player. It comes with the well known game play of the old editions and with a electronic timer to keep up the pace. The contained questions are up-to-date so it will be easier to play with people of the new generations. The goal of the game is to collect wedges of ea...

rating
6.1
1.4
difficulty

TWENTY ONE

2 - 6 15

Published 2017
Publisher Nürnberger-Spielkarten-Verlag
Designer Steffen Benndorf
Artist Oliver Freudenreich
Theme Dice
Mechanic Dice Rolling

Each player in Twenty One receives a different score sheet at the start of the game; each sheet has five horizontal rows with six colored dice pictured in each row, and while the numbers are identical in each of the rows on each sheet, the arrangement of colors differs. To score points, a player needs to fill these dice with numbers, but they have to fill (or mark off) all six dice in a row before they can move to the next row on their sc...

rating
6.4
1.0
difficulty

TZOLK'IN: THE MAYAN CALENDAR

2 - 4 90

Published 2012
Publisher Czech Games Edition
Designer Simone Luciani
Artist Milan Vavroň
Theme Ancient
Mechanic Bias

Tzolkin: The Mayan Calendar presents a new game mechanism: dynamic worker placement. Players representing different Mayan tribes place their workers on giant connected gears, and as the gears rotate they take the workers to different action spots. During a turn, players can either (a) place one or more workers on the lowest visible spot of the gears or (b) pick up one or more workers. When placing workers, they must pay corn, which is use...

rating
7.8
3.6
difficulty

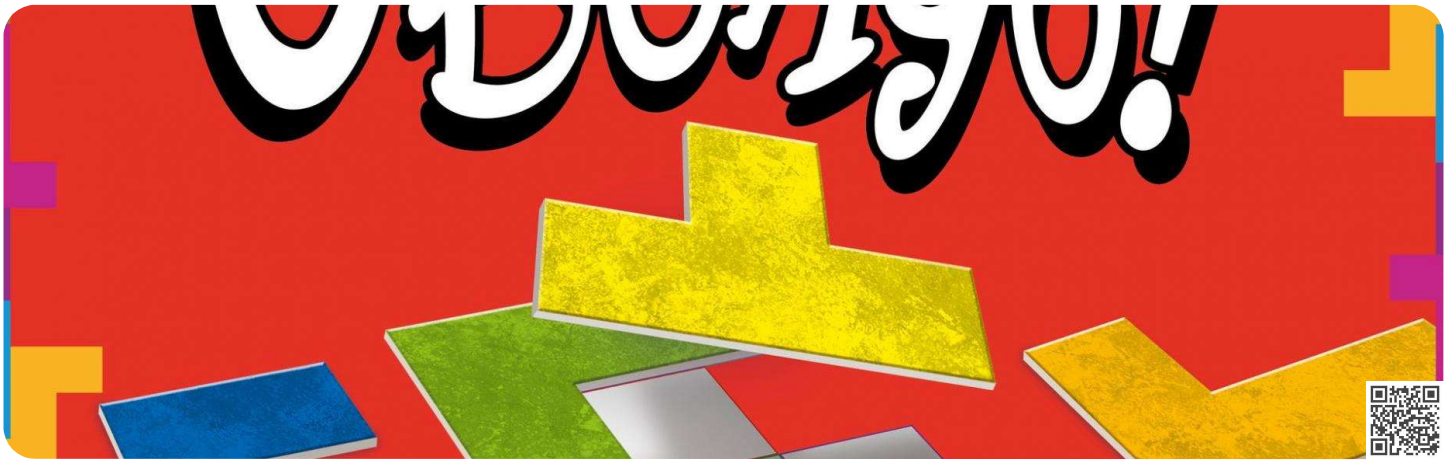
TZOLK'IN: THE MAYAN CALENDAR – TRIBES & PROPHECI

2 - 5 90

Published 2013
Publisher Czech Games Edition
Designer Simone Luciani
Artist Milan Vavroň
Theme Ancient
Mechanic Set Collection

Game description from the publisher: In Tzolk'in: The Mayan Calendar - Tribes & Prophecies, each player now becomes the leader of a particular tribe, each of which has a special ability that only that player can use. The game includes 13 tribes to provide plenty of variety. (You know that 13 is a spooky and magical number, right?) With this expansion, the game of Tzolk'in: The Mayan Calendar is also influenced by three prophe...

rating
8.1
3.6
difficulty



1 - 4 25

UBONGO

Published 2003
Publisher KOSMOS
Designer Grzegorz Rejchtman
Artist Sandra Johansson
Theme Puzzle
Mechanic Grid Coverage

In Ubongo, players compete to solve individual puzzles as quickly as they can to get first crack at the gems on hand for the taking. Original edition: The game board consists of six rows, with twelve gems (of various colors) placed in these rows. At the start of play, each player places their pawn in front of one of those rows. Each player also takes twelve polyominoes — that is, pieces consisting of 2-5 squares in some configur...

rating
6.7
1.5
difficulty

1 - 4 120

ULTIMATE RAILROADS

Published 2021
Publisher Hans im Glück
Designer Helmut Ohley
Artist Martin Hoffmann
Theme Industry / Manufacturing
Mechanic End Game Bonuses

In Ultimate Railroads, players compete in an exciting race to build the largest and most advanced railway network. In order to do so, the players appoint their workers to various important tasks. The development of simple tracks will quickly bring the players to important places, while the modernization of their railway network will improve the efficiency of their machinery. Newer locomotives cover greater distances and factories churn ou...

rating
8.3
3.2
difficulty

UNDER FALLING SKIES

1 40

Published 2020
Publisher Czech Games Edition
Designer Jason Holt
Artist Kwanchai Moriya
Theme Dice
Mechanic Dice Rolling

Aliens have arrived to conquer Earth. Enemy ships fill the skies. Humanity retreats to underground bunkers located below cities across the globe. Stand against the common threat! Fight the invaders city by city. Build a team from around the globe to save your planet and defeat the aliens! GAMEPLAY Under Falling Skies is a solo game with a multi-mission campaign. In each mission, you take charge of defending a besieged city.&...

rating
7.9

2.4
difficulty

UNDERWATER CITIES

1 - 4 150

Published 2018
Publisher Delicious Games
Designer Vladimír Suchý
Artist Uildrim
Theme Card Game
Mechanic End Game Bonuses

In Underwater Cities, which takes about 30-45 minutes per player, players represent the most powerful brains in the world, brains nominated due to the overpopulation of Earth to establish the best and most livable underwater areas possible. The main principle of the game is card placement. Three colored cards are placed along the edge of the main board into 3 x 5 slots, which are also colored. Ideally players can place cards into slots o...

rating
8.1

3.6
difficulty

1 - 4 180

UNDERWATER CITIES: NEW DISCOVERIES

Published 2019
Publisher Delicious Games
Designer Vladimír Suchý
Artist Milan Vavroň
Theme Card Game
Mechanic Hand Management

UNDER THE SEA A NEW WORLD AWAITS. Welcome to New Discoveries, the first expansion for Underwater Cities. Inside, you will discover several new components which will offer new ways to play and new strategies to explore. NEW CARDS – 52 cards will add new options to every deck. NEW ASSISTANTS – New assistants, each with its own special ability, will make every underwater nation unique. STARTING RESOURCE...

rating
8.5
3.7
difficulty

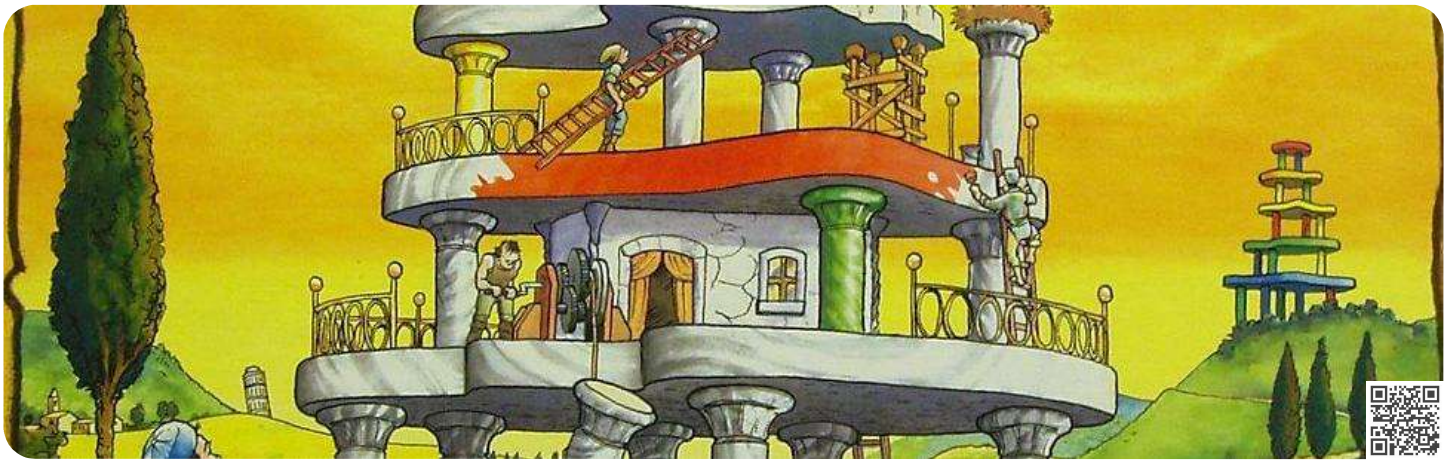
2 - 10 30

UNO H2O

Published 2004
Publisher Mattel
Designer Merle Robbins
Artist
Theme Card Game
Mechanic Hand Management

From the publisher: Ever played UNO underwater? Now you can, with UNO H20. Waterproof cards and carrying case let you take this easy, fast-paced family game to the pool, beach or anyplace that's wet. For 2 to 10 players, Ages 7 and up -- UNO H20 includes two new cards: Wild Downpour 1 and Wild Downpour 2. When played, all other players must draw 1 or 2 cards, respectively. The player of the card also determines ...

rating
6.0
1.1
difficulty



2 - 4 30

VILLA PALETTI

Published 2001
Publisher Zoch Verlag
Designer Bill Payne
Artist Victor Boden
Theme Action / Dexterity
Mechanic Dice Rolling

An architectural rush to the skies for 2 - 4 budding architects with a good head for heights from 8 years old. In the land where the Lemons bloom, there once lived a wise old sage, whose friends called him "Paletti" He only had one goal in life, to finish the wonderful castle in the sky that his grandfather had begun to build many years before, but which had been left unfinished when the ducats ran out. Paletti too had little mo...

rating

6.4

1.1

difficulty

1 - 6 90

VITICULTURE ESSENTIAL EDITION

Published 2015
Publisher Stonemaier Games
Designer Jamey Stegmaier
Artist Jacqui Davis
Theme Economic
Mechanic Contracts

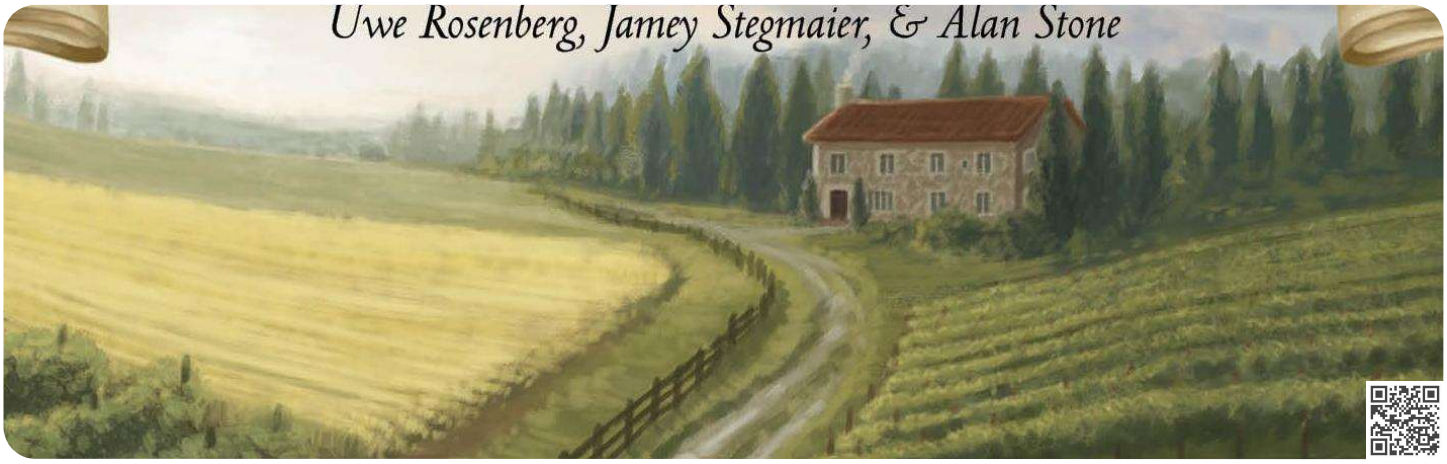
In Viticulture, the players find themselves in the roles of people in rustic, pre-modern Tuscany who have inherited meager vineyards. They have a few plots of land, an old crushpad, a tiny cellar, and three workers. They each have a dream of being the first to call their winery a true success. The players are in the position of determining how they want to allocate their workers throughout the year. Every season is different on a vineyard...

rating

8.0

2.8

difficulty



1 - 6 90

VITICULTURE: MOOR VISITORS EXPANSION

Published 2016
Publisher Stonemaier Games
Designer Uwe Rosenberg
Artist Beth Sobel
Theme Economic
Mechanic Hand Management

The Viticulture Moor Visitors Expansion, designed by famed designer Uwe Rosenberg (Agricola, Caverna, Patchwork) and Viticulture designers Jamey Stegmaier and Alan Stone, adds 40 new visitors to any version of Viticulture. Also included are corrected reprints of the Promoter and Harvest Machine cards.

rating
8.0
2.7
difficulty

1 - 6 150

VITICULTURE: TUSCANY ESSENTIAL EDITION

Published 2016
Publisher Stonemaier Games
Designer Jamey Stegmaier
Artist Beth Sobel
Theme Expansion for Base-game
Mechanic Advantage Token

Tuscany Essential Edition is an expansion for for Viticulture which features the three most popular expansion modules from the original Tuscany expansion: Extended Board: New game board featuring four full seasons for worker placement. Structure Cards: New cards that players can build to supplement their existing structure figures. Special Workers: New workers with their own special abilities, which players can tra...

rating
8.6
3.2
difficulty

VOLL VERPLANT

1 - 6 20

Published 2021
Publisher Schmidt Spiele
Designer Hisashi Hayashi
Artist Olga Cress
Theme Number
Mechanic Bingo

In Voll verplant, players create subway networks by filling in the station spaces on their individual game sheets. Using the numbers revealed by the cards, all players fill up their subway map with Xs in the station spaces. However, the number of times they can add stations to each line is limited, so they have to make tough choices. Players can score many points by getting their star bonuses in stations with many intersecting routes. Players also...

rating

7.4

1.7

difficulty

VOLL VERPLANT: JAPAN

1 - 6 20

Published 2022
Publisher Schmidt Spiele
Designer Hisashi Hayashi
Artist Olga Cress
Theme Expansion for Base-game
Mechanic Bingo

Voll verplant: Japan is an expansion for Voll verplant that includes four maps set in Japan: Tokyo, Osaka, Nogoya, and Sendai.

rating

8.5

0.0

difficulty

WATSON & HOLMES

2 - 7 75

Published 2015
Publisher Ludonova
Designer Jesús Torres Castro
Artist Javier González Cava
Theme Bluffing
Mechanic Auction/Bidding

Watson & Holmes is a game of deduction set within the magnificent works of Arthur Conan Doyle. Two to seven aspiring detectives step into the shoes of Doctor Watson, working alongside the detective Sherlock Holmes to try to solve a series of so far unpublished cases directly extracted from Doctor John H. Watson's diaries. Those who accept the challenge relive the adventures of the crime-solving duo, visiting each of the locations where the inq...

rating
7.3
2.1
difficulty

WELCOME TO THE MOON

1 - 6 30

Published 2021
Publisher Blue Cocker Games
Designer Alexis Allard
Artist Anne Heidsieck
Theme City Building
Mechanic Narrative Choice / Paragraph

You've built housing for humanity in neighborhoods and New Las Vegas. Now you need to save humanity through space colonization... Welcome to the Moon uses the same flip-and-write game mechanisms as the earlier title Welcome To..., but now you can play in a campaign across eight adventure sheets. On a turn, you flip cards from three stacks to create three different combinations of a starship number and a corresponding action, then all play...

rating
8.2
2.3
difficulty

1 - 100 25

WELCOME TO...

Published 2018
Publisher Blue Cocker Games
Designer Benoit Turpin
Artist Anne Heidsieck
Theme City Building
Mechanic Bingo

As an architect in Welcome To..., you want to build the best new town in the United States of the 1950s by adding resources to a pool, hiring employees, and more. Welcome To... plays like a roll-and-write dice game in which you mark results on a score-sheet...but without dice. Instead you flip cards from three piles to make three different action sets with both a house number and a corresponding action from which everyone chooses one. You...

rating
7.6

1.8
difficulty

1 - 50 25

WELCOME TO...: EASTER EGG HUNT & DOOMSDAY THEMATIC

Published 2019
Publisher Blue Cocker Games
Designer Benoit Turpin
Artist Anne Heidsieck
Theme City Building
Mechanic Bingo

Two thematic neighborhoods for "Welcome To" - Easter and Doomsday, plus a new solo mode. Welcome To... Easter Egg Hunt Grab eggs to score more points. Welcome To... Doomsday Players are trying to save as many people as possible from impending nuclear destruction! When you build a house with a bunker you also save people equal to the house number! At the end of the game the person who saved the most people on eac...

rating
7.3

1.9
difficulty

1 - 50 25

WELCOME TO...: ICE CREAM TRUCK & OUTBREAK THEMATIC

Published 2019
Publisher Blue Cocker Games
Designer Alexis Allard
Artist Anne Heidsieck
Theme City Building
Mechanic Bingo

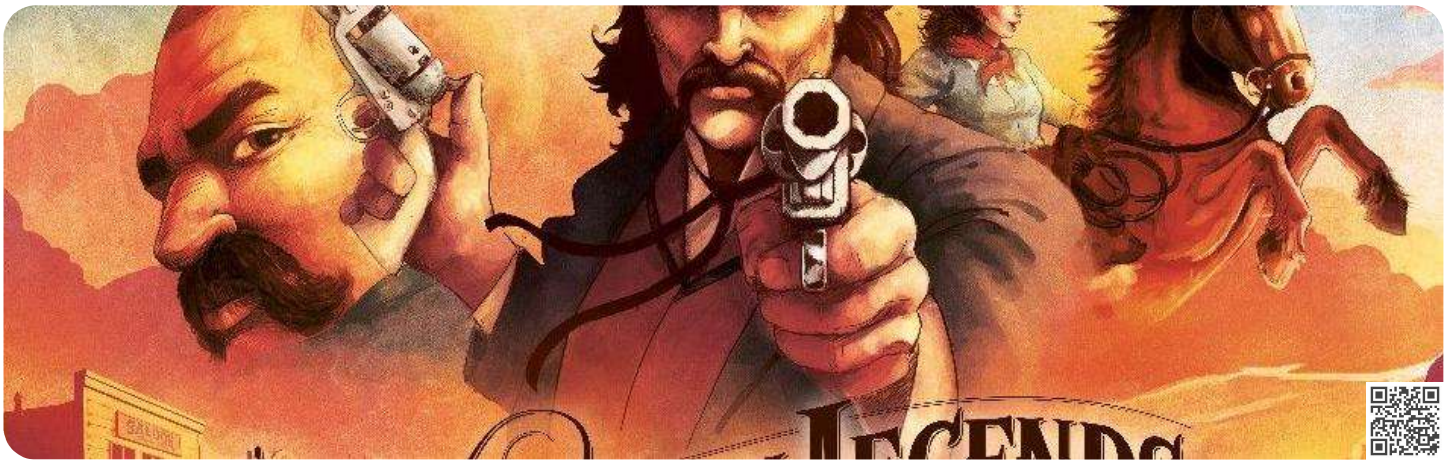
Two thematic neighborhoods for "Welcome To" - Ice Cream Truck & Outbreak. New graphics and new thematics which add some other way to score points. Welcome To... Ice Cream Truck Follow the truck to get more ice cream. Welcome To... Outbreak! You're going to have to protect the Neighborhood from a zombie invasion while building your community. Build barricades and collect ammo to fend off the zombies. Will you...

rating

7.3

2.1

difficulty



2 - 6 90

WESTERN LEGENDS

Published 2018
Publisher Kolossal Games
Designer Hervé Lemaître
Artist Roland MacDonald
Theme Adventure
Mechanic Action Points

Historic characters from the American Wild West face off and write new legends across the face of history! Gather your gun, your mount, and your grit as you forge your path into the history books. Western Legends is an open-world sandbox tabletop adventure for 2-6 players set in the American Wild West. Players assume the roles of historical figures of the era, earning their legendary status in a variety of ways: gamble, drive cattle, pros...

rating

7.6

2.8

difficulty

WHAT'S UP

2 - 4 20

Published 2016
Publisher Albi
Designer Dennis Kirps
Artist Magdalena Markowska
Theme Animals
Mechanic Memory

What's Up is a fast card-flipping game in which you race to collect sets of birds first. To set up, shuffle the thirty double-sided cards, then lay them out on the table in a grid. Each card features 1-3 birds in one of four colors — red, green, yellow, purple — with the reverse of the card having either the same number of birds in a different color or the same color of birds in a different number. Thus, each number+color comb...

rating
5.8

1.1
difficulty

WHISTLE STOP

2 - 5 75

Published 2017
Publisher Bézier Games
Designer Scott Caputo
Artist Jason Boles
Theme American West
Mechanic Action Points

Description from the publisher: With the driving of the golden spike in 1869, the first transcontinental railroad was completed in the United States — but really it was only the beginning of a rapid expansion of railways that would crisscross the entire country. In Whistle Stop, you make your way west across the country, using your fledgling railroad company to build routes, pick up valuable cargo, and deliver needed goods ...

rating
7.1

2.7
difficulty

2 - 5 90

WHISTLE STOP: ROCKY MOUNTAINS EXPANSION

Published 2018
Publisher Bézier Games
Designer Scott Caputo
Artist Jason Boles
Theme American West
Mechanic Action Points

The Rocky Mountains have always inspired with their majestic heights and seemingly insurmountable peaks. The Rocky Mountains Expansion literally expands the Whistle Stop gameboard, adding a 3D mountain range to the game. These mountains provide a barrier that will challenge your West Coast aspirations, but can also provide lucrative rewards for those willing to cross them. Rethink your strategies and come up with new ways to exec...

rating
7.6
3.0
difficulty

1 - 5 40

WILD SPACE

Published 2020
Publisher Catch Up Games
Designer Joachim Thôme
Artist Amélie Guinet
Theme Animals
Mechanic End Game Bonuses

A new Galaxy has just been discovered on the borders of the Empire! Commanding your Spaceship, you go explore this new Eldorado, full of treasures and mysteries. Planet after Planet, your discoveries allow you to build up your Crew. Hire Specialists and Robots to benefit from their abilities. Attract Empire Emissaries on board, which will entrust you with new missions, worth Credits. Grab your part of the wonders that this new Galaxy is full of, t...

rating
7.3
2.1
difficulty

WINGSPAN

1 - 5 70

Published 2019
Publisher Stonemaier Games
Designer Elizabeth Hargrave
Artist Ana Maria Martinez Jaramillo
Theme Animals
Mechanic Card Drafting

Wingspan is a competitive, medium-weight, card-driven, engine-building board game from Stonemaier Games. It's designed by Elizabeth Hargrave and features over 170 birds illustrated by Beth Sobel, Natalia Rojas, and Ana Maria Martinez. You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a ...

rating
8.1
2.4
difficulty

WINGSPAN: EUROPEAN EXPANSION

1 - 5 70

Published 2019
Publisher Stonemaier Games
Designer Elizabeth Hargrave
Artist Ana Maria Martinez Jaramillo
Theme Expansion for Base-game
Mechanic Card Drafting

In this first expansion to Wingspan, we increase the scope of the world to include the regal, beautiful, and varied birds of Europe. These birds feature a variety of new abilities, including a number of birds with round end abilities, abilities that increase interaction between players, and birds that benefit from excess cards/food. Along with the new bonus cards, they're designed to be shuffled into the original decks of cards (and cards fr...

rating
8.4
2.4
difficulty

WITCHSTONE

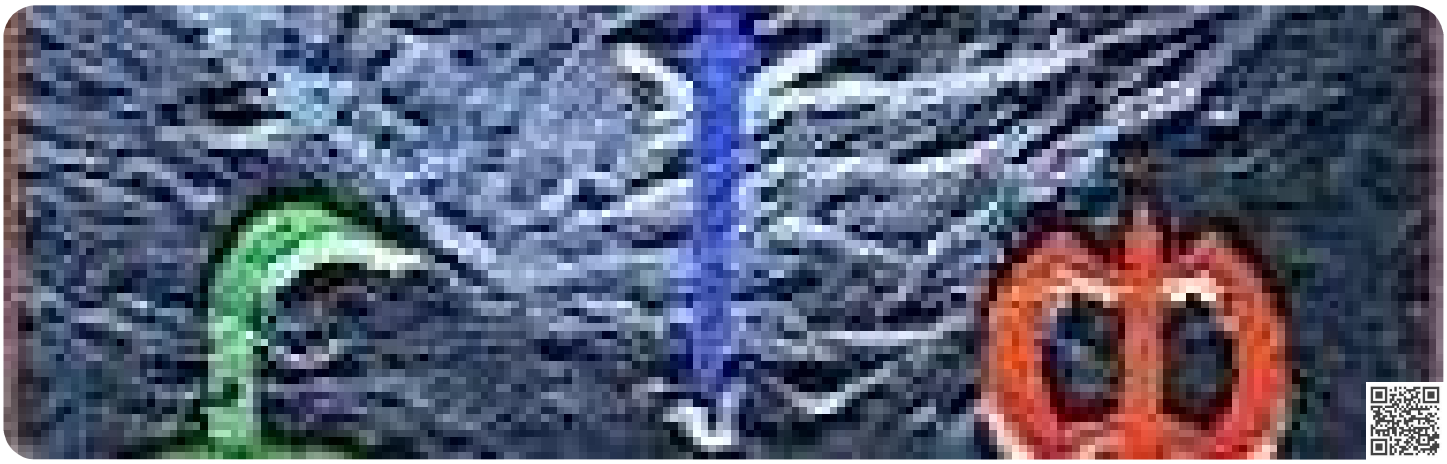
2 - 4 90

Published 2021
Publisher HUCH!
Designer Martino Chiacchiera
Artist Mariusz Gandzel
Theme Fantasy
Mechanic Card Drafting

As established representatives of your guild, you gather around an ancient sacred stone, the significance and magical powers of which are known to adepts only. Each player occupies one of the four towers around the Witchstone and starts from there. Create your magic spells with the help of your cauldron, and put a network of magic energy around the stone. Send out your witches, scoop the magic crystals out of the cauldron, make use of the pentagra...

rating
7.7

2.7
difficulty



WIZARD

3 - 6 45

Published 1984
Publisher K. Fisher Enterprises Ltd.
Designer Ken Fisher
Artist Franz Vohwinkel
Theme Card Game
Mechanic Betting and Bluffing

The trick-taking game Wizard uses a sixty-card deck that consists of the traditional 52-card deck (1-13 in four suits) along with four Wizards (high) and four Jesters (low). Players compete over multiple rounds based on the number of players, and whoever ends with the highest score wins. In each round, players are dealt a hand of cards — one card in the first round, two cards in the second, three in the third, etc. — then trum...

rating
6.9

1.7
difficulty

WORLD CHANGERS

1 - 4 10

Published 2021
Publisher Korea Boardgames Co., Ltd.
Designer THEKI
Artist Alba Ballesta González
Theme Card Game
Mechanic Drafting

Who would you take to another planet if Earth were no longer inhabitable? What if you could pick people from long bygone eras? Turns out that you are the captain of an interstellar spaceship, and you need to assemble your crew to live on a new planet. You can recruit them from historical persons throughout the whole of human history, but each person has their own peculiarities. Can you make the best team to let humanity thrive once more? &...

rating
6.8
1.6
difficulty

YAHTZEE

2 - 10 30

Published 1956
Publisher (Public Domain)
Designer Edwin S. Lowe
Artist (Uncredited)
Theme Children's Game
Mechanic Dice Rolling

Yahtzee is a classic dice game played with 5 dice. Each player's turn consists of rolling the dice up to 3 times in hope of making 1 of 13 categories. Examples of categories are 3 of a kind, 4 of a kind, straight, full house, etc. Each player tries to fill in a score for each category, but this is not always possible. When all players have entered a score or a zero for all 13 categories, the game ends and total scores are compared. Th...

rating
5.4
1.1
difficulty

YUKON AIRWAYS

1 - 4 90

Published 2019
Publisher Ludonova
Designer Al Leduc
Artist Eric Hibbeler
Theme Aviation / Flight
Mechanic Drafting

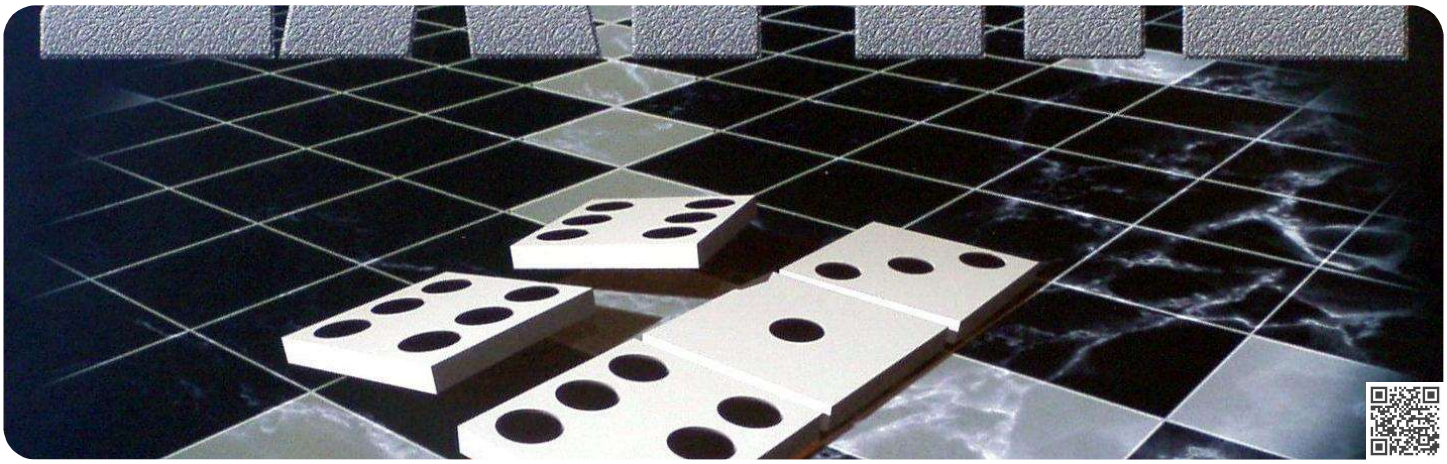
In Yukon Airways, you will be at the controls of your very own seaplane with the mission of transporting travelers to the different points of the Yukon. Embark your passengers (dice) using a draft system and use your ticket cards to take them to the different locations on the map. For each passenger, you get money and the possibility of improving your plane if the passenger finds a point of interest that satisfies their tastes at the destination (...

rating

7.4

2.7

difficulty



ZATRE

2 - 6 45

Published 1990
Publisher AMIGO
Designer Manfred Schuling
Artist Barbara Spelger
Theme Abstract Strategy
Mechanic Tile Placement

Zatre is short for Zahlen & Treppen, numbers and steps. The publisher was obliged to replace the phrase "scrabbling with numbers" for "dominoes for the 21st century" on the box, but really it is just Scrabble with numbers. And very good for it, it is too. There are 121 tiles with 1-6 dots like a standard die or domino (20 of each number plus an extra 1). Players alternately draw and place 2 tiles on the board extending the ...

rating

6.3

2.0

difficulty

[KOSMOPOLI:T]

4 - 8 6

Published 2020
Publisher Jeux Opla
Designer Julien Prothière
Artist Stéphane Escapa
Theme Party Game
Mechanic Cooperative Game

Relive the evening service in six minutes in the most cosmopolitan restaurant in the world! [kosmopoliË□t] is played by 4 to 8 players, among which there is always a Waitress, a Maitre d'Hotel, and Cooks. The Waitress will manage the restaurant room on the app. she will have her earphones on and will be able to take orders from customers which she will transmit to the Cooks and especially to the Butler — except th...

rating
7.9

1.2
difficulty