

Keble MCR Board Games Guide



Introduction

Welcome to the MCR board games guide. The intent of this guide is to help you find games in the MCR you might like to play. Games are listed below in sections based on the maximum number of players, sorted from lowest to highest complexity.

Player count

While games often list a range of players they are designed to work with, they may not work equally well at all player counts. For example, some games may say they work with two players, but it may become less interesting because it's easier to calculate all possible outcomes. On the other hand, the upper limit on players may be high, but become too chaotic or take far too long with many players.

Duration

How long a game takes is very dependent on how well the players know it. It's very helpful to have someone who already knows the game to help you learn it. If it's everyone's first time playing, you should probably add an extra 50% on top of what's listed while everyone learns. If you have people who try to play optimally and like to think a long time about their turns, add another 25% on top of that.

Complexity

The exact numbers for the complexity ratings are not very helpful so the table groups them into categories as below. It's difficult to boil the complexity of a game down into a single number, but generally complexity refers to things like how many rules it has and how complex they are, the number of different systems in the game, the options available to you on your turn, and how far ahead you might need to think in order to work out what your best option is.

Low	Medium	Medium high	High	Very high	Extreme
1-2	2-2.5	2.5-3	3-3.5	3.5-4	4+

Please send comments, requests, or recommendations to the Video and Board Games Subcommittee Chair:

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2 Players


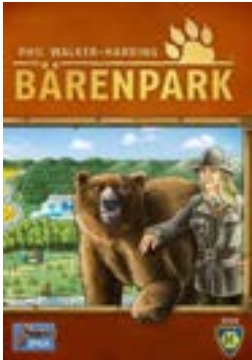


Name	Box	Players	Duration	Complexity	Description
Klask		2	10	1.05 low	Dexterity game where you win by hitting a ball into your opponent's goal with a magnetised striker while avoiding the magnetic obstacles. Hit the obstacles to narrow your opponent's field of play while avoiding the dreaded KLASK – moving your own striker into your goal. Fast, fun, and tactical.
Codenames Duet		2	15-30	1.36 low	Two-player version of the classic party game. The same word-association clue giving, but players alternate. Also playable with bigger groups as a more cooperative version of codenames.
Jaipur		2	30	1.46 low	Vie for the title of best trader by picking and selling goods. The earlier you sell the more points you get, but selling more at once gives you a bonus. Use camels to your advantage to sweep up multiple goods in one turn. Can you strike the right balance between collecting and selling?


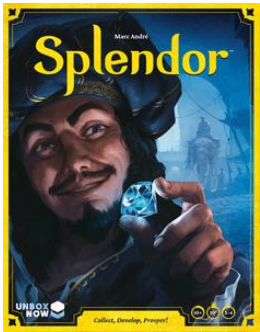
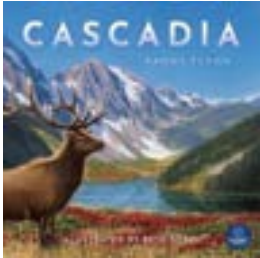
Royal Visit		2	20-30	1.66 low	The king and his guards are in town, and you need to persuade him to visit your chateau over your rival's. Select the cards you need to move characters, or use the wizard or jester's powers to drastically shift the game. Speedy tactical positioning, and beautifully illustrated to boot.
Air, Land & Sea		2	20	1.68 low	Battle it out in three theatres of war, taking turns deploying cards which allow you to interfere with your opponent's plans or surprise them. Quick, easy to learn, and tactical. Try it out even if the theme doesn't seem like your thing.
Fungi		2	30	1.74 low	Pick mushrooms from the forest into your hand and cook them in a pan (optionally with butter or cider) to get points. The more the better! Collect the right cards and pay attention to what's coming up to get the better of your opponent. Bonus: pretty drawings of mushrooms.
Star Realms		2	20	1.92 low	Tactical deck-building game where you trade to get ships and bases from the market, which you can use to trade more, or attack your opponent. Set up your bases to provide you with actions each round. Hone your deck to give you the best chance of getting what you need, when you need it.





					And try to get in your opponent's way while doing it.
Splendor Duel		2	30	1.98 low	Become the most renowned jeweller in the land by taking tokens from the shared board, and use them to collect the cards you need, which makes it easier to get more cards, and so on. Race to win through three different victory conditions.
Sky Team		2	15	2.04 medium	Will you and your co-pilot guide your plane in for a perfect landing or crash and burn? Plan your strategy for the round and then execute it by placing your secretly rolled dice to communicate with traffic control, finish the landing procedures, and make sure your approach is smooth. Can you make the dice work in your favour? Tense and exciting. Test your skill with increasingly difficult scenarios.
7 Wonders Duel		2	30	2.23 medium	Over the course of three ages, choose cards to put into your ancient city, giving you resources, points, or allowing you to build wonders. Don't forget to fend off your opponent's armies! Quick and strategically interesting.

4 Players

Name	Box	Players	Duration	Complexity	Description
The Mind		2-4 best: 4 good: 2-4	20	1.07 low	Can you and your friends become one mind? Everyone has some cards selected from a deck of 100, and your task is to play them in order. But you can't talk or communicate in any way. Synchronise your minds and feel the shared consciousness in this interesting psychological games of coordination.
Bandido		1-4 best: 2-3 good: 1-4	5-35	1.1 low	Draw cards representing tunnels and place them on the table to block off the bandido's escape routes. Easy to understand but hard to win.
Spots		1-4 best: 2 good: 2-4	25-30	1.33 low	Dogs and dice? Each round, you choose an action tile which lets you roll dice in a variety of ways. Then you roll the dice and bury them in your yard, or place them on your dogs. But be careful! If the total in your yard is more than 7, you clear all your dice and have to start over. Lots of good boys and girls in this speedy push-your-luck game.

Bandida		1-4 best: 2-3 good: 1-4	5-35	1.36 low	Draw cards representing tunnels and play them from your hand to make a tunnel network to block the bandida's escape routes. Special cards might impede or assist you in your task.
Barenpark		2-4 best: 4 good: 2-4	30-45	1.66 low	Do you like tetris? And bears? Well, now you can tetris bears. Tiles of different shapes represent varieties of bears, and you place these in your park. Covering squares allows you to draw more tiles, or add more space to your park. The earlier you take tiles, the more points they are worth. And if you perfectly fill in your park, you get a bear statue worth a bunch of points.
Rummikub		2-4 best: 4 good: 2-4	60	1.72 low	Classic game played all over the world. Try and get rid of all your numbered tiles by forming them into runs or sets. Everyone can rearrange placed tiles to benefit themselves, and gradually the best options to remove tiles become more complex.
Forbidden Island		2-4 best: 4 good: 2-4	30	1.74 low	Gather relics from the forbidden island and escape before it is consumed by the sea. Your team of experts must use their abilities to help each other traverse the island and slow its sinking. Gather all the




					relics and escape together to win. Quick and easy to learn.
Azul		2-4 best: 2 good: 2-4	30-45	1.77 low	Lay traditional Portuguese tiles into a display, trying to make sure you always pick up the right number to avoid them shattering on your floor. Set up your display to maximise your points. Relaxing but an interesting little puzzle where you can't interfere too much with others.
Splendor		2-4 best: 3 good: 2-4	30	1.78 low	Collect chips and develop your card tableau to acquire prestige and become a renowned merchant. Buying cards with chips gradually snowballs so you can buy more expensive cards, which come with more prestige. Block your opponents by reserving cards, or buy things out from under them to try and get an advantage.
Cascadia		1-4 best: 2-3 good: 1-4	30-45	1.85 low	Visit the Rockies. Every turn, you pick an environment tile and a wildlife token, and place both into your growing scene. Tiles can only accommodate certain types of wildlife. Place the animals in shapes and patterns to get points, and link up the largest regions for an extra bonus. Quick and simple to understand but with some strategy too.





Big Top		3-4 best: 4 good: 3-4	40	1.86 low	Hire circus acts in auctions to fill out your big top. Each card you buy makes your opponents richer, but if you bid the amount listed on the card in future auctions, you get more points! Will you bid because you want the act or because it will benefit your existing ones?
Ganz Schon Clever		1-4 best: 2 good: 1-4	30	1.87 low	Roll dice and enter them into matching areas on your score sheet. Can you put together big-scoring chains of rolls, or will luck not be in your favour? And there's a twist – dice with a lower value than the one you choose to use can be used by your opponents. A game of pushing your luck and tough decision making.
Sagrada		1-4 best: 2 good: 1-4	30-45	1.92 low	Construct a stained glass window from coloured dice in this thinky dice selection puzzle game. Shared and secret tasks define how you get points, based on specific patterns of dice on your board. But your chosen design restricts where you can place dice, and you can't always get the dice you need...
Quacks of Quedlinburg		2-4 best: 4 good: 2-4	45	1.94 low	Draw alchemical ingredients from your bag of mystery herbs to make the best potion. But beware the cherry bombs – too many will make your potion explode! Each ingredient grants different benefits, and at the end of each round you add more of them to your bag. Simple and fun game of pushing your luck.

The Quest for El Dorado		2-4 best: 2, 4 good: 2-4	30-60	1.94 low	The city of gold beckons to you, but you're not the only one with your eyes on it. Race your friends to the city by playing cards from your hand to cut through jungle, sail across rivers, and traverse challenging terrain. Buy cards from the market to improve your chances. Plenty of different tactical options and replayable with varied scenarios.
Harmonies		1-4 best: 2-3 good: 1-4	30-45	2.01 medium	Construct natural landscapes and welcome beautifully illustrated creatures into your habitats. Creature cards define a 3D pattern of tiles that you must construct to get points. Each turn you select a set of 3 tiles and must place all of them on your board. Simple to understand and play but with many considerations needed to get the best out of your landscape.
Scrabble		2-4 best: 2 good: 2-4	90	2.06 medium	The classic word game. Play tiles onto the board to score points based on the value of the tiles. If you play all 7 at once, you get a bonus 50 points. Try and fit your words in around what is already on the board, and aim for the letter and word multipliers to boost your points.

Arboretum		2-4 best: 2 good: 2-4	30	2.12 medium	Build walks in an arboretum of fabulous trees. Walks are represented by paths through your grid of cards, and must start and end at trees of the same type. But you can only score a walk if you hold the highest value of trees of its type. And your opponents will hoard the cards you want... Quick, but tricky and hard to master.
Pandemic: Reign of Cthulhu		2-4 best: 4 good: 1-4	40	2.15 medium	Face down a cult bringing the mind-bending eldritch abominations back to earth. You and your fellow investigators use your unique skills to work together and uncover cultists and close portals while dealing with the powers of the aberrations plaguing the cities of New England. Can you stave off insanity long enough to shut down the portals for good?
Dominion		2-4 best: 2-3 good: 2-4	30	2.19 medium	Starting from meagre holdings, build up your wealth and prestige by gathering treasure and recruiting allies. Your treasures allow you to buy cards, which you use to get more treasure, and eventually buy provinces to expand your dominion. Fast, easy to learn and highly replayable with lots of interesting card combinations and tactical decisions.




Catan		3-4 best: 4 good: 3-4	60-120	2.29 medium	Build towns and roads to get access to resources you get when the dice fall in the right way. Trade with other players to get what you need to win. If they let you. Strategic with plenty of player interaction, and a little randomness sprinkled in. Can be very intense.
Galaxy Trucker		2-4 best: 3-4 good: 2-4	20-30	2.29 medium	A wild game of janky ship construction... and subsequent destruction. At the start of the game you construct a spaceship from tiles, with everyone trying to find the best ones. Then, you try and use your space-junk ship to evade meteors, battle pirates, and pick up cargo, hoping to make it to port before your ship falls apart.
Pandemic		2-4 best: 4 good: 2-4	45	2.4 medium	Work together with your friends to stop global diseases from spreading. Every round, cities will become infected. Move to different cities to treat the diseases, and research a cure which will permanently eradicate them. Use your specialists' abilities to boost your chances of victory. Make sure you're prepared for the epidemics, which rapidly spread the disease! Victory can be on a knife edge.
Everdell		1-4 best: 3 good: 1-4	40-80	2.83 medium high	Take charge of a band of critters founding a new city in the forest. Place your workers to gather resources, then build out your city. Some buildings allow you to add critters to your city for free! Don't be fooled by the

					cute illustrations – this is a very replayable game with many strategic options.
Castles of Burgundy		1-4 best: 2 good: 1-4	70-120	2.92 medium high	Get your Burgundian princedom off the ground by gathering resources, constructing buildings, and selling your wares. Your dice rolls determine what you can do on your turn, so being quick on your feet to adjust to the vagaries of the dice is key. Buildings in your princedom give you various benefits to speed you on your way to victory. Will you focus on animal husbandry, or build a bustling town?
Iki		2-4 best: 4 good: 2-4	60-90	3.05 high	Edo era Japan. Select merchants to put up shops in the famous Nihonbashi bridge. As their boss, decide how far you want to move along the market. How far you move affects how far your opponents can move! Stop on your own artisans to gain resources, or increase their skill by making your opponents stop at your shops. The more artisans you can retire by the end of the game, the more points you get. Use strategy and tactical decision making to win.
Beyond the Sun		2-4 best: 3 good: 2-4	60-120	3.12 high	It is the dawn of the era of spacefaring, and you drive the technological development of humanity. Research technologies and improve your economy to control star systems and gain their benefits. Choose technologies to benefit yourself and hamper your opponents' goals. If you like tech trees, this is the game for you.




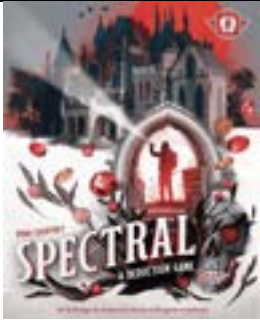
Arkham Horror		1-4 best: 2 good: 1-4	45-180, ~45 per player	3.7 very high	Play as a variety of characters whose abilities are defined by cards in their deck. Confront eldritch cultists and nightmares in a scenario where luck is not on your side. Can you work together to prevent the encroaching darkness from overwhelming you?
Great Western Trail		1-4 best: 3 good: 1-4	75-150	3.72 very high	Howdy there, cowboy. Live out your 1800s American cattle rancher dreams by herding cows to Kansas City. But make sure you bring your best stock! Trade cows on the way, build buildings to make money from your opponents, and decide your strategy to get the most out of the options you have available. Complex but rewarding and deeply strategic.
Root		2-4 best: 4 good: 3-4	60-90	3.81 very high	This wonderfully illustrated game of cute forest critters hides a deep asymmetric game of strategy. Each faction, like the haughty Erie Dynasties, or the downtrodden Forest Alliance, has different goals and playstyles, which you must pit against those of your foes to take control of the forest. Will you face down your biggest rival, or let others fight it out so you can finish the remnants?
Brass Birmingham		2-4 best: 3-4 good: 2-4	60-120	3.88 very high	Play as an entrepreneur in 18 th century Birmingham, developing your industries and canal or rail networks to sell your goods for the best margins. To build your industries, you must have access to beer for your workers, and the resources you


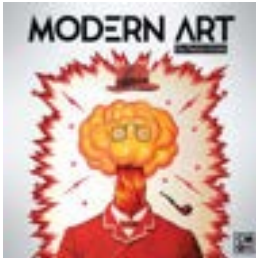

					need to construct them. But those resources can come from yourself or other players! Deeply strategic economic puzzling.
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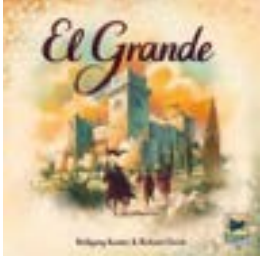


5 Players


Name	Box	Players	Duration	Complexity	Description
Rhino Hero		2-5 best: 3 good: 2-5	5-15	1.02 low	Build a tower of foldable cards, and move the rhino to save the denizens of the city. Keep your hands steady – if you knock over the tower, you lose. Much like jenga with a tiny bit of spice.
Scout		2-5 best: 4 good: 3-5	15	1.35 low	Scout the acts for your new circus show while trying to avoid them being poached by your opponents. Every act is a card which has two different values on its top and bottom. You can never rearrange your hand, but you can flip it over. The aim is to play adjacent cards with the same value, or cards which are in a run. If you beat the cards on the table, you take them as points. Otherwise, you can take cards from the set and insert them into your hand.
Courtisans		2-5 best: 4 good: 3-5	20-30	1.40 low	Use your influence to decide which families will be disgraced or esteemed in the eyes of the queen. To your benefit, of course... But your dastardly opponents have the same goal, and will try to associate your name with those of disgraced families. Can you manoeuvre yourself into a winning position through bluff or uneasy alliance?

High Society		3-5 best: 4-5 good: 3-5	15-30	1.49 low	Can you prove that you're worthy of your place in the socialite hierarchy in this classic auction game? Everyone starts off with the same amount of cash, and must bid on art, adventure, and to avoid scandal. Whoever has gathered the most worthy collection at the end wins! Except if they have the least money... so bid wisely.
Oriflamme		3-5 best: 4 good: 3-5	15-30	1.68 low	The King of France is dead, and as the head of an influential family, you want his throne. Play character cards face down, and uncover them tactically. Use their abilities to stave off your opponents' attempts to diminish your influence, or disrupt their best-laid plans. Rapid game of deduction and stab-in-the-back card play.
Hanabi		2-5 best: 4 good: 2-5	25	1.69 low	Place cards of different colour in ascending order of their number. But you can't see your own cards! Give and receive hints to make sure everyone knows what they need to know at the right time. Cerebral and very satisfying blend of logic and memory.
Ticket to Ride		2-5 best: 4 good: 2-5	30-60	1.83 low	Become a railway baron and connect the USA in this game of card play and train placement. Gain points by completing routes between cities while avoiding being blocked by your opponents. Will you be able to take the most efficient route, or can you construct a spiderweb of rails to finish your objectives?

Carcassonne		2-5 best: 2-3 good: 2-5	30-45	1.89 low	Construct a medieval townscape by randomly choosing a tile and placing it. Claim cities, roads and monasteries for points, but make sure your opponents don't muscle in on your territory to freeload off your points! A modern classic.
The Crew: The Quest for Planet Nine		2-5 best: 4 good: 3-5	20	1.95 medium	You and your crew are tasked with finding Planet Nine. Work together to play cards in the right order to complete a series of missions which get gradually harder. It would be easy, except you can't communicate! Test your subtle communication and coordination skills together in this speedy, fun, and brain-teasing trick taking game.
The Crew: Mission Deep Sea		2-5 best: 4 good: 3-5	20	2.03 medium	So you reached Planet Nine and are ready for the true unknown: the deep ocean. This expands the original Crew with more complex task cards and a whole new set of missions, while retaining all the great things about the original.
Spectral		2-5 best: 4 good: 2-5	30	2.14 medium	Explore a haunted house in this game of deduction and bluff. Placing your investigators in the grid of cards lets you peek at them, giving you clues to the location of treasure and curses. Solidify your position or misdirect your opponents




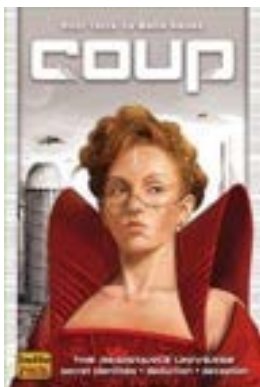
					to come out on top in the end by making sure you end up near the treasure.
Forest Shuffle		2-5 best: 2 good: 2-4	40-60	2.19 medium	Create a forest tableau with trees surrounded by a variety of animals, plants, and insects. What you choose to put in your forest will shape your path to victory as you try and create the most harmonious natural landscape. Lovely illustrations belie the true nature of this tactical little card game.
Modern Art		3-5 best: 4-5 good: 3-5	45	2.29 medium	Buy and sell art in auctions to amass money for your gallery. Can you make your preferred artist the most popular and then sell your collection for mountains of money, or will the others foil your plans? Sharp game of hidden information and shrewd calculation. You also get an auctioneer's hammer.
Ra		2-5 best: 3-4 good: 3-5	45-60	2.32 medium	Expand your power and fame in ancient Egypt by building monuments, farming along the Nile, or influencing the Pharaohs. Each turn, you can draw a tile and add it to the auction track. Or, you can invoke Ra to start the auction! Win auctions using your sun tokens, but be careful – your used tile goes to the next person to win an auction. Collect the right sets of tiles to win.


Wingspan		1-5 best: 3 good: 1-4	40-70, more like 120	2.47 medium	Discover and attract wonderfully illustrated birds to your wildlife reserve. Plan all of your turns each round to maximise your efficiency, and use the birds' powers to gain resources, cards, or extra eggs. Everything helps you build the engine of your victory in this non-confrontational game.
El Grande		2-5 best: 5 good: 3-5	60-120	2.97 high	Seize control of regions of Spain with your caballeros, and use action cards to interfere with your opponents' plans. When placing caballeros, you can put them into the castillo. At the end of each round, you secretly choose a region where all your caballeros in the castillo will go. Bluff and misdirect to come out on top in this devious game of tactical tradeoffs.
Concordia		2-5 best: 3 good: 2-5	100	2.99 high	You are the head of a mediterranean trading family in the Roman period. Expand the reach of your mercantile operation across Europe and North Africa, buying and selling goods, and vying against your rivals to establish yourself in lucrative locations quicker than they can. Each turn you play a single card which determines your actions. Simple on its face but deeply strategic.
Axis and Allies		2-5 best: 2, 5 good: 2-5	180, can go to 300 or longer	3.04 high	Play a World War 2 general on the side of the Axis or Allies, and see how the war plays out with you in charge. Collaborate to set up grand offensives using the multitude of plastic miniatures, and coordinate your

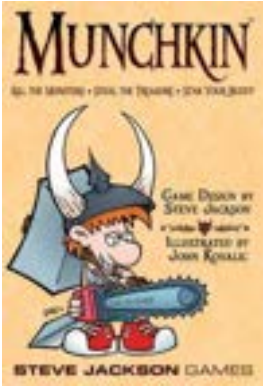



					production to outmaneuver your opponents in this complex but classic wargame.
Agricola		1-5 best: 3-4 good: 1-5	30-120	3.45 high	Farming is hard work, especially in the 1700s. Place yourself or your spouse on locations to do all the things you need to do on the farm, block it for your opponents from doing them. Maybe you should have children, which increase the amount of work you can do... But can you fit them into your house and feed them? Often unintentionally comedic, with many different strategies to harvest your way to victory.

6 Players

Name	Box	Players	Duration	Complexity	Description
Cockroach Poker		2-6 best: 5 good: 3-6	20	1.1 low	Here, this card is a bat. Or is it? If you call the bluff correctly, the person who gave you the card takes it. Otherwise, you take it. If you have 4 cards of the same type, you're out! Rapid bluffing game with no hard feelings.
Love Letter		2-6 best: 4 good: 3-6	20	1.11 low	Vie for the attention of the princess by using your contacts to get a letter to her while blocking your opponents from doing the same. Each of your contacts have a special ability which allows you to deduce things about other players, or might give others hints about your cards. Can you work out which cards the others have and take advantage of that knowledge to win?
So Clover!		2-6 best: 3-4 good: 2-6	30	1.11 low	Test your word association skills in this quick and brainy cooperative game. Each player's board has four pairs of words, and you must write a single word which connects each pair. Then your friends must puzzle out which words you're connecting. Surely nobody could fail to see your genius insight... or maybe it wasn't as obvious as you thought...




Skull		3-6 best: 5-6 good: 4-6	15-45	1.12 low	Bet a number of discs you think you can turn without revealing a skull. Everyone starts by placing a disc on their space, and then keep placing until someone opens the bidding. Will you bluff to get someone else to reveal your skull, or read your opponents to win the round?
Phase 10		2-6 best: 4 good: 2-5	45	1.26 low	Proceed through 10 phases of card play. Each phase you must play a specific card combination, and if you succeed you advance to the next. If not, try again next time. First person to finish the 10 th phase wins. Very luck-based and tends to go long.
Scattergories		2-6 best: 4-6 good: 2-6+	30	1.36 low	Answer a list of questions with words that begin with the same letter. If nobody else has the same word for a question, you get points! Use all your esoteric knowledge to get the edge.
Coup		2-6 best: 5 good: 3-6	15	1.41 low	You have two agents, and you can use their actions to get money or attack other players. Maybe they're the captain and the duke? But actually, it doesn't matter, because you can lie about what you have. As long as someone doesn't call you out! If someone calls your bluff, you lose an agent, and if you have none left, you're out. Very fast social deduction game where things turn quickly.

King of Tokyo		2-6 best: 4-5 good: 3-6	30	1.49 low	Play as a giant monster and battle other monsters to become the king of Tokyo. Roll dice to determine what you can do on your turn, and use ability cards to give you the edge. If you attack whoever is in Tokyo you take their place, and being the centre of attention isn't necessarily a good thing... Quick game of luck and a bit of tactical play.
Cluedo		2-6 best: 4-5 good: 3-6	40	1.5 low	Classic murder mystery game. Visit different rooms in the house and find clues to the murderer, weapon, and location. If you guess right, you win!
Sheriff of Nottingham		3-6 best: 5 good: 4-6	60	1.68 low	As a merchant, you want to sell your wares in town and make some cash. But you're not averse to doing some smuggling for a little extra... Unfortunately, the sheriff's watchful eye is over the entrances to the city and will investigate your packages. Unless you sweeten the deal for them. Bluff and negotiate with your friends to come out on top.

Munchkin		3-6 best: 4 good: 3-6	60-120	1.81 low	Kill monsters, grab magic items, and steal from your adventuring party. Your goal is to reach level 10, and you'll do that at any cost. Kick down a door and defeat the monster to get the loot. Your "friends" might choose to help you... or impede your progress by adding more enemies. A humorous adversarial card game with many quirks.
Colt Express		2-6 best: 5-6 good: 3-6	40	1.83 low	Pull off a train heist and win by grabbing more cash than your opponents. The board is a 3D train, and your bandit moves based on the cards you play. Can you plan the right moves to get your hands on some gems? Try and anticipate how your opponents are going to move. And if you can steal the Marshal's suitcase you're sure to get a big payoff... or a bullet in the gut.
Risk		2-6 best: 4 good: 3-6	120	2.07 medium	The classic wargame. Conquer the world by holding territories to expand your armies, then attack your opponents, hoping the dice fall in your favour.
Talisman		2-6 best: 4 good: 2-5	90	2.17 medium	Become the first adventurer to acquire the legendary Crown of Command. Play as a variety of characters with different strengths and weaknesses. Each turn, roll a die to see how far you can move, then draw cards to see what enemies, allies, or treasure you encounter there. Once you have the crown, try to take down your



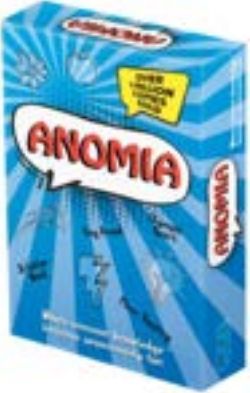
					opponents before they do the same to you...
Heat		1-6 best: 5-6 good: 1-6	30-60	2.20 medium	Hollywood-style racing. Cards from your hand allow define how far you go, and your gear defines how many cards you play. Push to the limit, but make sure you don't wipe out on the corners! A game of risk and reward and tactical decisions where the winner isn't certain until it's over.
Dune		2-6 best: 6 good: 5-6	120-180, can be up to 300	3.99 extreme	Conquer your foes, and by extension, the planet of Arrakis and its Spice: the most valuable substance in the universe. You lead one of six great factions with asymmetric abilities, like the Bene Gesserit or House Atreides. Make and break alliances, harvest spice, and capture strongholds, all the while avoiding the great storm. Complex and interactive with social and game strategy.



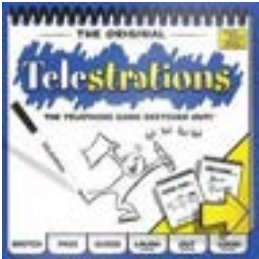

7 Players



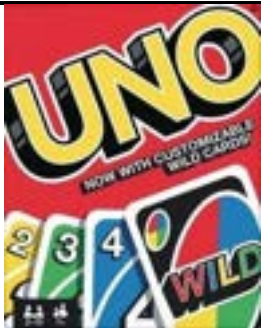

Name	Box	Players	Duration	Complexity	Description
Just One		3-7 best: 6-7 good: 4-7+	20-60	1.04 low	One player picks a word from a card without knowing what it is, and everyone writes down a word guiding them to it. The catch is, if more than one person writes the same word, they don't get to see it! Flexible thinking will help you work together to get the right answers.
No Thanks		3-7 best: 4-5 good: 3-5	20	1.08 low	Flip over a card and have a look at the number. Big numbers mean more points, which is bad. Take the card if you want, or say "no thanks" and place a token on it. Keep going until someone takes the card and all the tokens on it. The person with the fewest points at the end wins, subtracting the number tokens from your score. A game of tradeoffs.
Startups		3-7 best: 4 good: 3-5	20	1.57 low	Invest in the hottest new startups, trying to predict which one will be the unicorn you've always hoped for. Take cards from the market or the draw pile, then play them in front of you to invest. Are your opponents actually investing in those companies, or are they hiding something else in their hands? At the end of each round, you reveal your hand, and the person with the most cards gets money from all the other investors in that company.





Bohnanza		2-7 best: 4-5 good: 3-7	45	1.67 low	Do you like beans? This game is for you. Play cards from your hand into your bean farm, then harvest them for points. The catch is, you can't rearrange your hand! Trade with other players so you can set up the optimal order to maximise profits from your bean harvest. Light and tactical with lots of interaction between players.
Between Two Cities		1-7 best: 5-6 good: 3-7	25	1.82 low	Work together with your two neighbours to build the most livable city. Each turn you draw tiles and work out how to assign them to each city. Where will you place the shops, and how about the factory? Once you're done, you pass the rest of your tiles along. Spread your attention, because your score at the end is your least livable city!
Mysterium		2-7 best: 5-6 good: 3-7	45, usually more like 60-80	1.9 low	One player is the ghost, guiding the other players to solve their murder by sending them visions of the place, person and weapon through mysteriously illustrated cards. Each player has to deduce their own version of how the murder played out. Puzzle out the cryptic clues from the ghost, and find the true solution at the end.
7 Wonders		2-7 best: 4-5 good: 2-7	30	2.32 medium	Pick cards from your hand to improve your city or your wonder, then pass your hand to the next player. Will you benefit yourself or block your opponents? Achieve victory through military, scientific, or cultural means. Strategic, but easy to learn and very quick to play.




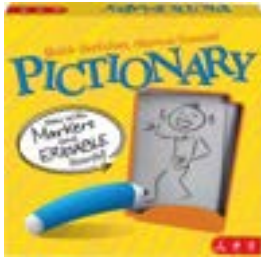
8+ Players



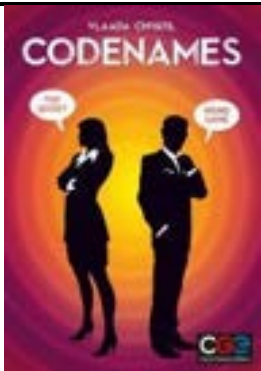

Name	Box	Players	Duration	Complexity	Description
Herd Mentality		4-20 best: 7-8 good: 5-13	20-30	1 low	Can you think like the majority? Secretly answer questions from a card, then reveal your answers. If you're in the majority, you get points! If you're the only one who gave a certain answer, you get the pink cow. Great party game for big groups where you'll be surprised by left-field answers. The box is fuzzy.
Dobble		2-8 best: 4-5 good: 2-7	15	1.03 low	Match the symbol on your disc to the one on top of the stack. Yes, there really is a match, it's just really hard to see. Very speedy little game which tests your pattern matching skills.
Anomia		3-6+ best: 5 good: 3-6+	30	1.04 low	A brain-jamming game of quickly finding the right word. Flip a card in the centre of the table and put it in front of you. If the symbol matches another player's card, the first one to say an example of the category gets the other card! Fast fun.





Taco cat goat cheese pizza		2-8 best: 4-6 good: 3-8	10-30	1.04 low	Slight twist on snap. Put down card from your hand and say the next word from taco, cat, goat, cheese, pizza. If the card matches the word, last one to slap their hand on the deck has to take it.
Exploding Kittens Party		2-10 best: 5-6 good: 2-10	15	1.05 low	Be the last one standing by avoiding the exploding kittens drawn from the pile. Interfere with other players using weird and weirdly illustrated cats. Easy to learn, speedy party game for everyone.
Telestrations		4-8 best: 8 good: 5-8	30	1.07 low	Everyone writes down a phrase or item and passes their pad to you. Now you've got to do your best to draw something to represent what they wrote! Once you're done, pass it on... And hope the next person can interpret your drawing correctly. Once you have your prompt back, show everyone the first words, and then the drawings. Lots of laughs, confusion, and desperate drawing.
Poetry for Neanderthals		2-12 best: 6,8 good: 4-12	15	1.08 low	I can say word good. But no long word. Can know what word I see on card? If no use short word, bonk on head with stick. Fun play with all.

Monikers		4-16 best: 6-10 good: 4-12	30-60	1.09 low	Curated version of Celebrity. Pick out some cards with well (or not well) known people, places, or things, then play in teams and try to get the others in your team to guess the card by describing it. At least in the first round. In the second, you can only say one word for each card. And in the last round, you can only use your body to give clues!
Jenga		1-8 best: 4 good: 2-6	20	1.1 low	The classic dexterity game. Does it really need a description? Build a tower of blocks, and take turns to use your dexterity to gradually remove blocks and stack them on top. If the tower falls on your turn, you lose!
Uno		2-10 best: 4-6 good: 2-8	30	1.1 low	Empty your hand as fast as you can. Put down cards which match the number, colour, or word on top of the stack. But your opponents are messing you up using wild and special cards. Oh, and don't forget to say UNO!
Diamant		3-8 best: 6-8 good: 3-8	30	1.11 low	Push your luck in this quick game of treasure hunting. Delve into the caves, revealing abundant traps and treasure as you go. Pushing on to reveal more treasure could reveal matching traps, which means nobody gets anything!

Insider		4-8 best: 5-6 good: 4-8	15	1.11 low	One player secretly selects a word from cards, and the other must guess it. Just like 20 questions. Except one of you is the insider and knows the word! Can they guide the others to the right answer without being too obvious? At the end of the game, try to work out who the insider was. If you vote for the wrong person, the insider wins.
Wavelength		2-12 best: 6-8 good: 4-12	30-45	1.11 low	Are you on the wavelength with your friends? Pick a card which defines an axis like hot to cold, then spin the wheel. Your task is to pick a word or phrase which will help your team to guess where on the spectrum the hidden bullseye is. Great party game which sparks discussion.
Flip7		3-8 best: 5-6 good: 3-8	20	1.12 low	You have a simple choice – take a card or not? If you have two of the same card in front of you, you're out of the round. But there's one 1, two 2s, ... and twelve 12s, so do you feel lucky? If you manage to get 7 cards in front of you, you win the round and get bonus points. Very easy to play and always brings elation or groans.
Yahtzee		2-10 best: 3-4 good: 2-6	30	1.18 low	Classic roll-and-write dice game. Roll dice to make the equivalent of poker hands, then fill in a score for that category. Highest score once everyone's filled in their categories wins!

Cards Against Humanity		4-30 best: 6-8 good: 4-10	30	1.18 low	Get a prompt and fill in the blank with some questionable options from the cards in your hand. The player who put down the prompt gets to choose their favourite. Relaxed party game where you can see who has the best read on others.
6 Nimmt!		2-10 best: 5-6 good: 4-10	45, can be shorter	1.19 low	Select a numbered card from your hand to go in one of the four rows by looking at the nearest lower number. Lowest card gets placed into rows first. But you don't know your opponents' cards until everyone reveals! Avoid your card being the 6 th one in a row. Quick to play with simple rules, and works well with larger numbers.
Dixit		3-8 best: 5-6 good: 4-6	30	1.2 low	The rotating storyteller picks a word or phrase to describe one of the beautifully illustrated cards of dreamlike scenes. Other players choose the card which best fits the theme, and once all cards are revealed everyone votes. Win by consistently guessing correctly or getting others to pick your card. Relaxing, simple, and pretty.
Pictionary		3-16 best: 6,8 good: 4,6,8,10,12	3-16	1.22 low	Test your drawing skills (or lack thereof) with this sketching and guessing game. Your team must use your drawing to guess what was on your prompt card. Simple, but a great twist on classic charades.

Codenames: Pictures		2-8 best: 6 good: 4-8+	15	1.24 low	Another variation on the classic party game. This time the clue giver must find connections between pictures rather than words to get their team to guess correctly.
Articulate		4-8+ best: 6, 8 good: 4-8	60	1.26 low	One person on your team draws cards, and describes a word from specific categories, which you have to guess. You move a number of spaces equal to the number of correct guesses. Classic party game which tests your knowledge and descriptive abilities.
Codenames		2-8 best: 6, 8 good: 4-8+	15	1.26 low	Two spymasters try to guide their spies to find the secret agents by telling them a word related to other words on a grid on the table. Can they work out what you mean? Infinitely replayable and great for lateral thinking with a big group. Just don't think too outside the box!
Bananagrams		1-8 best: 3-5 good: 2-6	15	1.3 low	Quick-fire word construction. Connect all your tiles to make words, and you make everyone draw another tile. Once tiles are exhausted, first person to have a complete set of valid words wins! Rearrange your words whenever you like.

Sushi Go! Party		2-8 best: 4-5 good: 2-8	20	1.31 low	Can you select the best combination of sushi? Pick a cute sushi card to play in front of you, and pass the rest on. Each card scores differently depending on your own cards or the cards of other players. Work out which ones work best for you to get the most points across three rounds. Desserts are important too! Quick and easy party game which works well with bigger groups.
One Night Ultimate Werewolf		3-10 best: 6-8 good: 4-10	10	1.38 low	Fast version of werewolf, the classic social deduction game. Work out who is the werewolf from the clues you get during the night, based on your special role. Will you get it right, or will the werewolf get away with murder?
Balderdash		2-6 best: 5-6 good: 4-6+	60	1.40 low	Come up with definitions for words that nobody has heard of. Can you come up with a plausible enough definition that the other players will vote for your description rather than the actual one? Great party game which tests your inventiveness.
Boggle		1-8 best: 3-4 good: 2-6	10	1.46 low	Find as many words as possible in a grid, then compare your list with your opponents'. You only score points for your unique words!

Camel Up!		3-8 best: 5-6 good: 3-8	30-45	1.50 low	The camel races are the place to be for those of a betting persuasion. Try and get the most points in this game of chance by betting on which camel will be in the lead of the race at each stage, and which will win at the end. Rogue camels going backwards and other players interfering just add to the chaos and unpredictability.
Deception: Murder in Hong Kong		4-12 best: 6-8 good: 5-12	20	1.58 low	Investigate a murder, with each player taking a different role. Only trouble is, not everyone is on the same team... Can the killer and their accomplices obscure the truth, or will the sharp-eyed investigators see through the deception?
Knit Wit		2-8 best: 6 good: 3-8	15	1.74 low	Come up with unique words for particular categories to score points. Categories are generated by placing spools and loops of string and attaching a word tag to the loop, creating a venn diagram. When coming up with words, you do one for each spool, which has to be related in some way to all the categories which cover that spool.
The Resistance: Avalon		5-10 best: 7-8 good: 5-10	30	1.74 low	Arthur's court has been infiltrated by agents of the evil Mordred. His knights must go on missions, but without knowing whether they are paired with another brave soul, or a traitor. One of you is Merlin, who knows evil, but his identity must not be discovered!

Decrypto		3-8 best: 4, 6 good: 4-8	15-45	1.81 low	Use lateral thinking to pick words which your team can use to guess the numbers on your secret card, by comparing them to 4 words your team knows. But make sure the words aren't too obvious, because the opposing team can intercept your message! Can you spot the patterns in their messages? A quick and brainy game where you need to hit the right balance to win.
Carto-graphers		1-100 best: 3-4 good: 1-8	30-45	1.88 low	Build a map of an unexplored land for the monarch, filling in shapes with various types of land based on randomly revealed cards. At the end of each round, you score based on various criteria. If you draw a goblin raid, you draw on another player's sheet and try to be as annoying as possible! Relaxed game where tactical placement is rewarded.
Saboteur		2-12 best: 7 good: 4-9	30	2.00 low	Dwarves just want to dig. For gold, obviously. Dig a path to the gold with your friends by placing cards. But are you sure they're all friends? On your way, some sabotage may occur... If the miners get to the gold first, they win. Otherwise, the saboteurs win.