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Games — Escape Room — Puzzles

**7 Wonders**      **49.99**      **Family**

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.

**Category:** Card Game      3-7 players,      13 +,      30 minute game play

**13 Clues**      **29.99**      **Family**

The year is 1899 and London is experiencing a crime wave. To help with their case load, Scotland Yard has called in some of the best detectives around, each assigned their own mystery to solve using the clues at hand. In 13 Clues, players take on the role of Scotland Yard detectives trying to solve their own, unique mystery. They must identify the culprit, the scene of the crime, and the weapon that was used.

**Category:** Murder Mystery      2-6 players,      8 +,      30 minute play time

**Arboretum**      **\$20.00**      **Family**

Arboretum is a strategic card Game that challenges players to create the most beautiful path through the garden. Choosing the correct cards and placing them in the most efficient orientation will score you the most points at the end of the Game. With elegantly simple rules, arboretum offers players surprisingly complex choices.

**Category:** Card Game      2-4 players,      8+,      30 minute play time

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## **Bearicades 25.00**

THE FOREST IS UNDER ATTACK, AND ONLY YOU CAN SAVE IT! The evil LUMBERCO wants to cut down protected forests! These lumberjacks will STOMP, DYNAMITE, and SNEAK through a forest to make room for their big, bad bulldozers and tree-chopping chainsaws! Only the forest animals and their friends can stop them now! As the forest animals, players setup BEARICADES and recruit PREDATORS (like The Cougar, The Bat, or The Wolf Pack), to defend against the incoming hordes of lumberjacks. It's SURVIVAL OF THE FOREST – use guile, strategy, and power of the forest creatures to save your forest.

**Category:** Card Game 2 - 4 players, 8+, 30-90 minute play time

## **Betrayal at House on the Hill \$50.00 Thematic**

Take a deep breath before you enter...it might be your last! The creak of footsteps on the stairs, the smell of something foul and dead, the feel of something crawling down your back this and more can be found in this award-winning and highly acclaimed game of strategy and horror. Your fear will grow with each tile you place as you investigate a house filled with dreadful monsters and deadly secrets. With 50 fiendish scenarios (including seven new haunts) and dozens of danger-filled rooms, you'll return to the house again and again - as often as you dare - and never face the same game twice! Betrayal at House on the Hill puts you face-to-face with legendary monsters, modern nightmares...and your friends!

**Category:** Cooperative 3-6 players, 12+, 60 minute play time

## **Carcassonne: Basic Game 34.99 Family**

Carcassonne is a clever, tile-based board game set in the southern French city of Carcassonne, famous for its unique Roman and Medieval fortifications. Players develop the area around the city, one tile at a time, deploying their followers on the roads, in the cities, in the cloisters, and in the fields. Build prestige, power, and dominance in your quest to claim victory in Carcassonne!

**Category:** City Building 2-5 players, 8+, 45 minute play time

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**Cash and Guns (second Edition)      39.99    Party**

The big heist may have been a success, but it all goes wrong when every crook wants a bigger cut. With this much money on the table, bullets speak louder than words! In Cash 'n Guns, players will point foam pistols at each other and try to intimidate their opponents into letting them have the largest share. The bravest crooks enjoy the most money - but only if they live long enough to spend it!

**Category:** Party Game 4-8 players,    10+,    30 minute play time

**Clue: Harry Potter                              \$39.95 Family**

A fellow student has seemingly vanished from the famous School of Witchcraft and Wizardry - and it is up to you to solve the mysterious disappearance. Playing as Harry, Ron, Hermione, Ginny, Luna or Neville, you must try and discover who did it, WHAT spell or item they used and where the student was attacked. Move around Hogwarts making suggestions...but watch out! Wheels on the board will keep changing revealing secret passages, moving staircases or even the Dark Mark! Protection from the Dark Mark comes from the spells, allies and items provided by the Help Cards. When you're sure of your facts go to Dumbledore's office to make your accusation and win the game!

**Category:** Murder Mystery    3-5 players,    9+,    30+ minute play time

**Codenames    19.95    Party**

The two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their Codenames.

The teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin.

Codenames: win or lose, it's fun to figure out the clues.

**Category:** Card Game              2 – 8 players ,    14 + ,    15 minute game play

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## **Cranium**                      **\$14.99 Party**

The Cranium Game is outrageous fun and gives players a chance to show off their talents. Players team up to cruise around the board completing activities in 4 color-coded categories: Creative Cat, Data Head, Star Performer, and Word Worm. One team picks a card from the category that matches their space on the board, and must successfully complete the activity before time runs out. The first team to reach the Cranium Central space and complete one last challenge wins!

**Category:** Trivia      4+ players,      16+      45+ minute game play

## **Evolution**                      **\$39.99**                      **Strategy**

In Evolution, players create and adapt their own species in a dynamic ecosystem with hungry predators and limited resources. Traits like Hard Shell and Horns will protect you from Carnivores, while a Long Neck will help you get food that others cannot reach. With over 12000 different species to create, every game becomes a different adventure. So gather your friends around the table and see who will best adapt their species to eat, multiply and thrive!

**Category:** Card Game 2-6 players,      12+,      60 minute game play

## **EXIT: The Sinister Mansion**                      **\$14.95 Deduction**

You are invited to be a guest at a palatial mansion, but upon arrival, you find yourselves forced to take part in a macabre game. The clock is ticking, and there is not much time left to solve the puzzles. Can you escape the mansion before it's too late? Difficulty Level: 3 of 5.

**Category:** Cooperative Play      1-4 players,      12+,      1-2 hours play time

## **Flock**      **29.99**

Lead the most impressive flock through feeding, nest building and hatching. Selecting the actions is simple, but when one bird flies, so do all the others! Can you time your actions to take advantage of when the flocks fly? During the game, players try to expand their flock with the goal of scoring the

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most victory points after three rounds of play. Victory points are scored by controlling the action cards at the end of each round. Also, be sure to have enough tasty worms to feed your birds at the end of each round, otherwise they will fly away. Will your flock be on top of the pecking order?

**Category:** Strategy 2-5 players, 14+, 30 minute play time

## **Forbidden Island 20.00 Family**

Dare to discover Forbidden Island! Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath every step! Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss!

**Category:** Adventure 2-4 players, 10+, 30 minute game play

## **Game of Crowns 29.99**

Many will sit on a throne, but only one can wear the crown! Long ago, the great Ruelen Empire was united under a single banner. In the aftermath of Ruele's Doom, the Empire was shattered, torn apart into nine houses each led by one of the Emperor's former council. The realm was thrown into bitter conflict, as each of the nine houses vied for power over the others—each seeking to reunite the broken Empire under their rule. This conflict became known as the Game of Crowns. Each player takes control of one of the nine noble houses. During the game, players can exchange cards and favors through diplomatic relations, or directly attack opponents through warfare in order to take what they want. It will take clever planning, skillful negotiation, and daring confrontations to gain dominance over your rivals and seize the crown! Contents: 90 House cards, 18 Vote cards, 11 Guest cards, 9 Reference cards 1 Round track, 37 Raven tokens.

**Category:** Card Games 4-9 players, 14+, 45 minute game play

## **Hey! That's My Fish! 12.95 Family**

Hey, That's My Fish. is an engaging, award-winning board game of strategic fish hunting, in which 2-4 players control determined penguins hungry for their next meal on a bustling Antarctic ice floe. Since Hey, That's My Fish. was originally published in 2003, it has become widely popular as an engrossing and strategic board game for casual family and tactical play. This definitive edition of the game includes 60

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hexagons to create your ice floe with new artwork renditions of fish, 1 rules sheet and 16 newly sculpted, colorful and animated penguin miniatures. Hey, That's My Fish. is frenzied fun for any setting, from a light and family-friendly experience to a tense and strategically satisfying face-off. Easy to learn, this exciting board game is accessible for players of any experience level, from casual to competitive gamer. Hey, That's My Fish. is also infinitely replayable, its randomly constructed board of 60 hexagonal tiles will have you honing your strategy with every new map. Can you waddle your way to dinner? Secure the best fishing ground with Hey, That's My Fish.

**Category:** Strategy 2-4 players, 8+, 20 minute game play

## **Istanbul 49.99**

Welcome to the Bazaar of Istanbul! Hustle and bustle in the bazaar district of Istanbul: merchants and their assistants are hurrying through the narrow alleys attempting to be more successful than their competitors. Good organization is key: wheelbarrows have to be filled with goods at the warehouses and then swiftly transported by the assistants to the various destinations. The goal of the merchants is to be the first to collect a certain amount of rubies. Product Description You are leading a merchant and four assistants through the 16 Places of the bazaar. At each Place, you can carry out a specific action. The challenge is that, to carry out an action at any of those Places, your merchant needs the help of an assistant and has to leave him behind. To use that assistant again later, your merchant has to come back to that Place and pick him up, so plan ahead carefully to avoid being left with no assistants and thus unable to do anything.

**Category:** Strategy 2-5 players, 10+, 40-60 minute game play

## **Lost Cities: The Board Game 39.95 Family**

The research teams are outfitted and ready to embark on their adventures to find five forgotten cities. Who will lead the way to fantastic discoveries?

Each player guides a team of explorers on up to five expeditions. To advance along an expedition path, a card in the path's color must be played for each step forward. The card must be of equal or greater value to the player's card previously played on that path.

After playing or discarding a card, the player draws a new card. Skilled team leaders assess when to play, hold, or discard their cards to move their own teams forward while at the same time preventing their opponent teams from getting ahead.

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Points are awarded based on how far the explorers make it along their paths. Each step earns more points than the one before it, and the first three steps earn negative points. Along the way, players can increase points by finding artifacts, victory points, and shortcuts forward. The player with the most points at the end of the game wins!

**Category:** Adventure      2-4 players,      8+,      30-60 minute game play

## **Munchkin Introductory Set      \$29.95**

Bludgeon, cheat, and bleed to your heart's content! The Munchkin Collectible Card Game Introductory Set has everything two players need to play any of the six heroes in the game, and it's a great starting point for players at all skill levels. Simply choose your hero, create a fully customized deck with the included randomized boosters, and get to battling!

**Category:** Card Game      2 players,      10 +,      45 minute play time

## **Once Upon a Time, 3rd Ed: Enchanting Tales      12.95      Family**

Tell your own fantastic tales of brave heroes and daring adventure!

Once Upon a Time is the award-winning storytelling card game that encourages creativity and collaborative play. One player is the Storyteller, and begins telling a story using the fairytale elements on her Story cards, guiding the plot toward her Ending Card. The other players use their own cards to interrupt her and become the new Storyteller. The winner is the first player to use all her Story Cards and play her Ending Card. The object of the game, though, isn't just to win, but to have fun telling a story together.

**Category:** Card Game      2-6 players,      8+,      30 minute play time

## **Pandemic      39.99      Strategy**

As skilled members of a disease-fighting team, you must keep four deadly diseases at bay while discovering their cures. You and your teammates will travel across the globe, treating infections while

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finding resources for cures. The clock is ticking as outbreaks and epidemics fuel the spreading plagues, and you must work as a team to succeed. Can you find all four cures in time? The fate of humanity is in your hands!

**Category:** Cooperative Game      2-4 players,      8+,      45 minute Play time

## **Photosynthesis      39.99      Family**

Ages Welcome to the world of Photosynthesis, the green strategy board game! Plant and shape the ever-changing forest as you cultivate your seeds and your strategy. Take your trees through their life-cycle, from seedling to full bloom to rebirth, and earn points as their leaves collect energy from the revolving sun's rays. Carefully pick where you sow and when you grow, as trees in the shadows are blocked from light, and from points. This game features realistic gameplay and beautiful graphics.

**Category:** Strategy      2-4 Players,      8 +,      45 minute game play

## **Realm of Wonder      \$49.99**

Realm of wonder is a board game where players fight to save the King and his Kingdom, or claim the throne for themselves. Each of the six characters in the game have their own individual abilities. The rotating board, and a wide variety of adventures, guarantee a unique game experience.

**Category:** Adventure      2-6 players,      10+,      45+ minute game play

## **Sagrada      39.95      Family**

As a skilled artisan, you will use tools-of-the-trade and careful planning to construct a stained glass window masterpiece in the Sagrada Familia. Players will take turns drafting glass pieces, represented by dice; carefully choosing where to place each one in their window. Windows have unique color and shade requirements, and similar dice may never be adjacent so placing each die is more challenging than the last. Fortunately, you'll have just the right tools to help you through. Gain prestige by adapting to the preferences of your fickle admirers, and of course, by adding your own artistic flair while completing your glass masterpiece in Sagrada.

**Category:** Dice      1-4 players,      12+,      30 minute play time

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## **Scrabble**                      **\$17.99 Family**

Scrabble, the classic crossword game, is full-on fun for friends and family. You can feel the excitement begin as soon as you rack up your letters, choose a great word, and hope to land on a triple-word score. Play the popular Scrabble game the classic way as you take on opponents head-to-head, for a challenging and fun time whether you're a beginner or an expert.

**Category:** Word Game              2 – 4 players,      8+,      90 minute play time

## **Sherlock**                              **\$30.00 Family**

A crime can be a tough thing to solve, even for a crack detective. It's especially difficult when you turn your back for one second, and some rookie beat cop messes with your crime scene. In Sherlock, players examine two nearly identical images, with just some minor differences between them. Everyone uses their powers of perception to determine how many anomalies there are before the other players. The faster they can figure it out, the more points they'll ear... assuming they're right!

**Category:** Memory      2 – 6 players,      14 +,      15 – 20 minute play time

## **Smash Up Card Game**      **34.99 Strategy**

The "shufflebuilding" game Smash Up starts with a simple premise: Take the twenty-card decks of two factions, shuffle them into a forty-card deck, then compete to smash more Bases than your opponents. Each faction brings a different game mechanism into play – pirates move cards, zombies bring cards back from the discard pile, dinosaurs have huge power – and every combination of factions brings a different play experience. During play, Base cards (each with their own difficulties and abilities) are in play. You attempt to have the most power on the Base from your minions when the Base is smashed. Sounds easy? How easy is it when an opponent's Alien-Ninja decides to Beam Up your minions to other Bases - flat out Assassinate them? What about when the Pirate-Dinosaur player Full Sails in and releases King Rex to stomp your minions into the ground, or when the Wizard-Zombies use their Mystic Power to create an Outbreak, suddenly flooding minions onto the Base from the discard pile? Or what if you faced a Zombie-Dinosaur player instead and he created an Outbreak of massive beasts all at once? When a Base is smashed, each player in first, second and third place scores points. Fourth place? Sorry, bro – try harder next time. With eight different factions, Smash Up includes dozens of combinations to try.

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Pirate-Aliens play different than Ninja-Aliens, for instance. Which will you use to smash up your opponents? And did we mention the dinosaurs have laser beams?

**Category:** Card Game      2 - 4 players,    13+,    60 minute game play

## **Smile    19.99**

Deep in the forest, in the dark of night, hungry creatures emerge in search of your juicy fireflies. They quickly gather around, waiting for what they crave. In Smile, a collection of cute little critters will surround you no matter what you do. Its up to you to make sure that these creatures are worth the most points at the end of the game. Some creatures add to your score, but others reduce it. Carefully bid your fireflies each round to get your hands on the creatures who give you the highest score and avoid getting stuck with those that provide negative effects. After the last round, your fireflies will be worth nearly nothing, so spend them wisely if you want to be smiling at the end of the game.

**Category:** Card Game      3-5 players,    8 +,    30 minute game play

## **Speakeasy Blues                      \$60.00**

From the designers of Sagrada, Speakeasy Blues takes players back to New York City of the Roaring Twenties as they run competing gin joints vying to be the talk of the town! Rich in history with famous celebrities, cops, gangsters, bootleg hooch, flappers, bling, sweet jazz and more.

**Category:** Dice                      2-4 players,    13+,    45 minute play time

## **Splendor            39.99    Family**

As a wealthy Renaissance merchant, acquire mines and transportation, hire artisans and woo the nobility. Create the most fantastic jewelry to become the best-known merchant of them all! Acquire precious stones to trade them for development cards. Use development cards to acquire more gem stones. Use your gems and gold to create the most fantastic jewelry, and appeal to the nobles to gain the prestige you need to win.

**Category:** Card Game      2-4 players,    10+,    30 minute game play



**Sunset Over Water 24.99**

A picturesque game for 1 to 4 players by the Herbaceous team. This game is simple to teach, easy to learn, and always beautiful. Sunset Over Water is an easy to learn, thematic game where you take on the role of Landscape Artists. Players simultaneously play a planning card to determine turn order, navigate the Wilderness, paint Landscapes, match commission sets and vie for daily goals. Simple, Simultaneous Planning keeps players engaged as they make decisions. Commission Sets and Daily Goals give interesting options not just to the player who hurries, but also to those who wait and play wisely.

**Category:** Card Game 1-4 players, 8+, 15 minute game play

**Telestrations: After Dark (8 players) 29.95 Party**

Everything's better after dark! Our favorite party game is all grown up. Telestrations After Dark is the adults only version of the #1 LOL party game Telestrations. Draw what you see then guess what you saw for hilarious, weird, irresponsible and just plain wrong outcomes. Telestrations After Dark is "adults only" miscommunication at its best!

**Category:** Mature/Adult 4-8 players, 17+, 20-30 minute game play

**The Grimm Forest 49.99 Family**

Welcome to The Grimm Forest, where family members of the legendary Three Little Pigs are having an epic house-building competition. But, this is no ordinary competition as the most famous Fairy Tale characters will be looking on (and occasionally lending a hand). These hoggish builders call on a wide gallery of legendary characters - from Goldilocks and Rumpelstiltskin to Ali Baba and even Robin Hood - while managing the all-too-precious resources of brick, straw, and lumber. Who will benefit most from the cunning of Robin Hood, the beauty of Snow White, the bountiful gifts of the Golden Goose, or the dark witchcraft of the Evil Queen? And, beware the Big Bad Wolf, who will huff, and puff, and blow your house in!

**Category:** Fantasy 2-4 players, 8+, 45-60 minute game play

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**The Mind**                      **\$14.99**                      **Party**

*The Mind* is more than just a game. It's an experiment, a journey, a team experience in which you can't exchange information, yet will become one to defeat all the levels of the game.

**Category:** Card Game                      2-4 players,                      8+,                      15 minute game play

**Zero**                      **29.99**                      **Party**

If you have always wondered what it feels like to be a complete Zero, then this game is for you! Zero is the exciting family game that asks players to search their minds for the "least popular" aspects of pop culture. More than 450 people were surveyed in the US, UK, Australia and Mexico and University Games tabulated their answers to hundreds of questions. Now, you and your friends can match wits with them to see who comes up with the "least" likely answer. Each Card lists all of the correct answers to each question and points are awarded based on the popularity of the answer. The winner is the player who scores closest to zero when the game ends!

**Category:** Trivia,                      2-4 players,                      8+,                      15 minute game play

**Zombie Dice**                      **13.99**                      **Party**

Eat brains. Don't get shotgunned. You are a zombie. You want braaaains. Don't get shotgunned. Eat 13 brains and win!

**Category:** Dice,                      2+players,                      10+,                      15 minute play time