

Full Board Game List - January 2025

New games bolded

Title	Category	Ages	Time Cat.	Players	Description
5211	Card	8	20 - 30	2-5	A fast-playing card game with a unique scoring method that rewards clever play.
5er Finden	Dice, Puzzle	7	20 or less	1-4	Race to find five shapes on your board based on the dice colors rolled.
7 Wonders Duel	Card, Strategy	10	20 - 30	2	Grow your civilization over three rounds by drafting cards and comboing buildings.
Abandon All Artichokes	Card	10	20-30	2-4	A quick deck building game where the first player to win is the one who draws a hand with no artichokes.
Adventure Time Love Letter	Card	10	20 or less	2-4	Try and get your letter to the princess by winning each round of the game.
After Us	Card	12	45-90	1-6	After humans have gone extinct, the apes will rise and take over. Gather your tribe as you aim to gain the most intelligence.
Agricola	Strategy	12	90 or more	1-5	Establish and grow your farm as you add buildings, grow crops, and breed animals.
Akropolis	Tile	8	20-30	2-4	Select, arrange, and stack building tiles to gain points and resources as you rebuild Athens.
Altiplano	Strategy	12	90 or more	2-5	Travel around the mountains of Peru exchanging resources and filling out your warehouse.
Animal Upon Animal	Dexterity	4	20 or less	2-4	Stack animals carefully so you don't cause the stack to fall.
Apples to Apples	Card	12	20 - 30	4-10	Match words together to create fun and entertaining combos.
Aqua: Biodiversity in the Oceans	Tile	8	30-45	1-4	Create an expanding coral reef as you create habitats for small and large marine animals alike.
Aquicorn Cove (The)	Board	10	45 - 90	2-4	Work together to feed your village while balancing the ecosystem of the nearby reef.
Arboretum	Card	8	20 - 30	2-4	Play your cards in such a way that you score well while preventing your rival from doing so.
ArchRavels	Board	8	30-45	2-4	Craft a variety of fun knit items and fulfill orders for custom projects.
Ark Nova	Card, Strategy	14	90+	1-4	Create the zoo of the future utilizing sponsors, partnerships, and careful card management.
Arkham Horror: The Card Game	Card	14	45-90	1-2	Assume the role of an investigator solving eldritch mysteries.
Atiwa	Strategy	12	90+	1-4	In southeastern Ghana, you will work in a small community creating housing and raising fruit bats to help your community prosper.
Azul	Puzzle, Tile	8	30 - 45	2-4	Carefully gather and place tiles as you try and complete your mosaic.
Azul: Summer Pavilion	Tile	8	30-45	2-4	Build the summer pavilion by using the finest materials while avoiding excess waste.

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Bananagrams	Word	7	20 or less	1-8	Race to place all your letters into a crossword style grid before the other players.
Barenpark	Puzzle	8	30 - 45	2-4	Add exhibits to your bear park and try and fill every space you can.
Bargain Quest	Card, RPG	8	45 - 90	2-6	Sell items to adventurers as you send them off to the dungeons.
Beacon Patrol	Tile	10	30-45	1-4	As captains of the Coast Guard you'll ensure the safety of the North Sea coast.
Beer and Bread	Card	10	30-45	2	Players will gather from a limited pool of resources to bake bread and brew beer over three years time.
Best Worst Ice Cream, The	Board	4	20 or less	2-5	Build silly and goofy ice cream cones with flavors like pizza, eyeballs, and earthworms.
Between Two Cities	Board	8	20 - 30	1-7	Work with the players on your left and right to create a city.
Bites	Board	10	20-30	2-5	As ants, you need to eat the right sequence of food if you want to be king of the ant hill.
Blazon	Card	14	45-90	2-4	Create your heraldry as you gather the elements needed to create your shield.
BOOoop	Puzzle	10	20-30	2	Place your kittens on the bed, and as you line them up they become cats. Line up three cats to win the game. Comes with extra spooky ghost cats to vary gameplay.
Bosk	Strategy	13	30 - 45	2-4	Grow your trees, spread your leaves, and fill the forest.
Brandon the Brave	Tile	5	20 or less	1-4	Master regal tasks and prove yourself worthy of knighthood.
Brew	Card, Dice	10	45-90	2-4	Gather resources, tame creatures, and brew potions to help you bring back balance to the forest.
Calico	Puzzle	10	30 - 45	1-4	Calico is a puzzly tile-laying game of quilting and cats.
Canopy	Card	8	20-30	1-4	Grow the most bountiful jungle rainforest by gathering plants and animals.
Can't Stop	Dice	9	20-30	2-4	Roll your dice and match them in pairs as you travel up different tracks. But don't push too far or else you'll lose all your progress.
Canvas	Puzzle, Card	14	20-30	1-5	Layer different partially transparent cards together to create unique paintings and score points for their artistic qualities.
Cape May	Board, Strategy	13	90+	1-4	Build the Victorian beach town of Cape May as you start businesses, develop homes, and do some bird watching to become the most prosperous devleoper.
Caper: Europe	Card	10	20-30	2	Compete against your rival to pull of the best heist across European cities.
Carcassonne	Tile	7	30 - 45	2-5	Build out the medieval landscape of France by building cities and connecting roads.
Carnegie	Strategy	12	90+	1-4	Grow your company with workers, real estate, goods, and transportation chains as you work to build the most prestigious company.
Cartographers	RPG	10	30 - 45	1-8	Map the world for the queen as you carefully track what points you score each round.

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Cascadia	Tile	10	30 - 45	1-4	Build a harmonious ecosystem in the American Northwest as you combine the terrain with the wildlife that thrives there.
Castles of Burgundy (The)	Strategy, Tile	12	45 - 90	2-4	Fill the lands around your castle with farms, ships, mines, and more as you improve.
Castles of Tuscany (The)	Tile, Strategy	10	45-90	2-4	Build your region of Tuscany by supporting towns and villages, delivering goods, and gathering marble.
Cat in the Box	Card	14	20-30	2-5	A trick taking game where none of the cards have a suit until you declare what they are.
Catan	Strategy	10	90 or more	3-4	Explore the island of Catan as you build settlements, cities, and roads.
Catan Junior	Strategy	6	20 - 30	2-4	Build your pirate lairs across the map while avoiding the ghost pirate.
Caverna: Cave Vs Cave	Strategy, Tile	12	30 - 45	1-2	Over one or two eras, mine out a cave system for your dwarves as they build rooms and manage resources with an ever growing list of actions.
Century: Eastern Wonders	Card	8	30 - 45	2-4	Establish trading routes and gather and sell spices across various island ports.
Champions of Midgard	Strategy, Dice	10	45-90	2-4	Gain glory as you fight off monsters and defend your Viking settlement.
Charcuterie	Board	12	20-30	2-6	Players will draft food tiles and arrange them onto their board attempting to create appealing presentations.
Citadels	Card	10	45-90	2-8	Recurit a collection of characters to acquire gold and construct buildings.
Clank!	RPG	12	45 - 90	2-4	Dive into the dungeon and make it out with the greatest treasures before the dragon awakens.
Click Clack Lumberjack	Dexterity	5	20 or less	2-7	Carefully tap the logs to strip the bark without causing the tree to fall.
Codenames	Card, Puzzle	14	20 or less	2-8	Use clever code words to find your spies without finding the assassin.
Compounded	Strategy	13	45 - 90	2-5	Complete chemical compounds while avoiding a lab fire.
Concept	Board	10	30-45	4-12	Combine icons to create hundreds of objects.
Concordia	Strategy	13	90 or more	2-5	Lead your Roman dynasty and build the greatest trading empire in the Mediterranean.
Cosmic Encounter	Strategy	12	90 or more	3-5	Grow your galactic empire as you seek to establish five colonies on the other players planets.
Count Your Chickens	Board	3	20 or less	2-4	Work together to get all the baby chicks back to the coop, but watch out for the fox!
Crew (The): The Quest for Planet Nine	Card	10	20 or less	2-5	Set off as astronauts in search of an unknown planet extending over a series of missions.
CuBirds	Card	8	20-	2-5	Collect and play birds as you try to build the a winning flock.
Cubitos	Dice	10	45 - 90	2-4	Buy new dice to help you better race around the track to be the first across the finish line.
Cytosis	Board	10	45-90	2-4	Played inside a human cell, gather resources to create enzymes, hormones, and receptors to earn health points.
Dancing Eggs	Dice, Dexterity	5	20 or less	2-4	Try and carry as many eggs as you can until someone drops theirs.
Dealt	Card	10	20 - 30	3-5	Without rearranging the cards in your hand, play the cards in your hand as fast as you can.

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Dice Miner	Dice	10	20-30	1-4	Mine dice from the mountain to add to your ever growing trove of dice.
Dinosaur Island	Strategy	8	90 or more	1-4	Make the most exciting dinosaur based amusement park; just don't let them eat your guests!
Divvy Dice	Dice	8	20 - 30	1-4	Draft cards and dice as you fill out spaces and complete your cards.
Dog Lover	Card	10	20-30	2-4	Adopt dogs, get them toys, teach them tricks, and keep them fed as you get the biggest batch of pets you can.
Dr. Eureka	Dexterity	8	20 or less	2-4	Race the other scientists to line up the molecules in your test tubes.
Draftosaurus	Dice, Board	8	20 or less	2-5	Carefully select and place dinosaurs in your park to score the most points.
Dragomino	Tile	5	20 or less	2-4	Match landscapes together to gain dragon eggs.
Dragon Castle	Strategy, Tile	8	30 - 45	2-4	Take tiles to build out your own board, scoring as you consolidate groups.
Dune: Imperium	Strategy	14	90 or more	1-4	Harvest spice, negotiate with various factions, and acquire the right cards as you lead your Great House to victory.
D&D Dungeon Scrawlers: Heroes of Undermountain	Puzzle	10	20 or less	2-4	Take on the role of a fantasy hero as you explore and race through a dungeon.
Eminent Domain	Card, Strategy	10	30 - 45	2-4	Expand your space empire – will you colonize nearby planets, or take them over by force?
Encore	Dice	8	20 or less	1-6	Roll and select dice to mark off spaces starting in the center of your board.
Escape: From the Temple Curse	Dice, Tile	8	20 or less	1-5	Work to explore the temple, break curses, and make it out together before 10 minutes ends.
Ex Libris	Card, RPG	10	30 - 45	1-4	Organize your magical library alphabetically and deal with an ever shifting set of locations.
Explorers of the North Sea	Strategy, Tile	12	45 - 90	1-4	Vikings are exploring the seas by raiding, taking livestock, and fighting enemy ships.
Fabled Fruit	Card	8	20 - 30	2-5	Gather fruit and create smoothies as the action spaces change from game to game.
Fantastic Factories	Dice, Card	14	45 - 90	1-5	Gather resources, build factories, train your workforce, and then use the dice to manage your empire.
Fantasy Realms	Card	14	20 or less	3-6	As a ruler, you'll attempt to compete for cards to construct the most prosperous kingdom in the land.
Faraway	Card	10	20-30	2-6	This tricky game has you playing cards in the opposite order you'll score them, meaning you have to carefully plan your path to victory from the start.
Fire! Fire! Fire Fighters!	Card, Dexterity	5	20 or less	2-4	Race your firetruck to reach the fire, but don't go so fast that you lose firefighters along the way!
First Orchard	Dexterity	2	20 or less	1-4	Gather all the fruit from the orchard before the raven can get any of it.
Fistful of Daisies, A	Dice	6	20 or less	2-4	The cows are fighting to gather flowers then be the first to rush back to the barn.
Five Tribes	RPG, Strategy	13	45 - 90	2-4	The sultan has died and whoever can best maneuver through the five tribes will take control.

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Fjords	Tile	8	30-45	2-4	Explore the land as you build out the fjords of Norway before sending your Vikings out to claim what they've found.
Flamecraft	Board	10	45-90	1-5	Visit and develop various shops with your helper dragons, and then convert your hard work into rewards.
Flamme Rouge	Board	8	30 - 45	2-4	Race your team of cyclists, battling exhaustion and timing, to cross the finish line first.
Flash Point Fire Rescue	Board	10	30 - 45	2-6	Rescue all the victims trapped in a burning building using all your tools and equipment.
Fish 'N' Flip	Card	8	20-30	1-6	Rescue endangered animals by releasing them from nets. Try to release as many as you can either competitively or cooperatively as you work through a campaign with increasing difficulty levels.
Flow of History (The)	Card, Strategy	12	45 - 90	2-5	Build out your civilization through combos and modifications.
Forbidden Island	Card, RPG	10	20 - 30	2-4	Try and rescue four treasures from a sinking island before they sink into the ocean.
Forbidden Sky	Board	10	45-90	2-5	Work together to wire a rocket ship to escape your mysterious platform before a storm destroys it all.
Forest Friends	Board	2	20 or less	1-4	The forest friends are playing hide and seek. Look through the holes of the forest and search for them.
Fort	Card	10	30-45	2-4	Work to create the best backyard fort as you play with your friends.
Fox in the Forest (The)	Card	10	20 - 30	2	Try and win some, but not all, of the tricks to earn as many points as you can.
Fuji Flush	Card	7	20 or less	3-8	Be the first to play all your cards, and team up with other players to do so.
Furnace	Card	12	45-90	2-4	Purchase factories and upgrade them to become the wealthiest industrialist.
Gartenbau	Tile	14	45-90	2-4	Collect seedlings and gather plants as you grow flowers to become the best gardener.
Genotype	Dice	14	45-90	1-5	Continue the work of Mendel as you test the genetics of pea plants.
Ghost Blaster	Card	5	20 or less	1-4	Find the ghosts and capture them before the ghost hour is up.
Ghost Blitz	Card, Dexterity	8	20 or less	2-8	Flip a card and try and spot which is the correct piece to grab from the table.
Gigamons	Tile	5	20 or less	2-4	Match pairs of Elemon to use their special powers and earn a Gigamon.
Glasgow	Tile	10	20-30	2	Work to build the city of Glasgow as you take ownership of various blocks.
Great Dinosaur Rush (The)	Board	10	45 - 90	2-5	Gather bones and display your findings to the museum, sometimes playing dirty along the way.
Great Plains	Board	10	20-30	2	Two players compete for dominance over the great plains and become the surviving tribe.
Grizzled (The)	Card, RPG	14	20 - 30	2-5	Fight in the trenches of World War I and hope to make it out together.

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Guild of Merchant Explorers (The)	Board	10	30-45	1-4	Explore various lands, building villages, connecting trade routes, and finding treasure.
Habitats	Tile	10	45-90	1-5	Travel your vehicle around as you search out animals and locations to build your nature preserve.
Hadara	Strategy	10	45 - 90	2-5	Grow your civilization from a settlement to the height of culture over three epochs.
Happy Pigs	Strategy	8	30 - 45	2-6	Breed, vaccinate, and feed your pigs to earn the most money at the end of the year.
Happy Salmon	Card	6	20 or less	3-6	Be the first to get rid of all your cards by high fiving, fist bumping, and dancing!
Harvest	Strategy	10	45-90	1-4	It's farming season in the village and you'll be plant and tend your crops, clear your land to build buildings, and compete for turn order priority.
Here to Slay	Card	10	45-90	2-6	Recruit a band of heroes as you battle monsters and gain new abilities.
Hey, That's My Fish!	Tile, Strategy	8	20 or less	2-4	The ice is melting as the penguins race across the ice gathering as much fish as they can.
Hive	Tile, Strategy	9	20 or less	2	Take turns moving pieces through the hive as you attempt to capture your opponents Queen Bee.
Hocus	Card	10	20 - 30	2-5	A variation on poker, players are wizards casting spells to manipulate the cards.
Holmes: Sherlock and Mycroft	Card	10	20 - 30	2	Take on the role of a Holmes brother racing to solve a mystery in seven days.
Honshu	Card	8	20 - 30	2-5	Build out a village as you bid on and select cards to grow your map.
Hoot Owl Hoot!	Board	4	20 or less	2-4	Work together to get all of the owls back to their next before the sun rises.
Hues and Cues	Board	8	30-45	3-10	A party game where one player chooses a color, and the others have to figure out which color they've chosen.
Imagine	Card, Puzzle	12	20 - 30	3-8	Use a variety of transparent cards to create scenes for players to guess.
Imhotep: Builder of Egypt	Strategy	10	30 - 45	2-4	Quarry and transport stones as you build structures around ancient Egypt.
Imperial Settlers	Card, Strategy	10	45 - 90	1-4	Acquire buildings and expand your empire as you burn down the old to make way for the new.
Incan Gold	Card	8	20 - 30	3-8	Explore an ancient temple searching for riches, but be sure to get out before the traps catch you.
Isle of Skye	Strategy, Tile	8	30 - 45	2-5	Build out your kingdom in the Scottish Highlands where scoring shifts between rounds.
Jaipur	Card	12	20 - 30	2	Compete to earn as many goods as you can to earn Seals of Approval from the Sultan.
Jungle Speed	Card, Dexterity	7	20 or less	2-8	Quickly match shapes and colors in this rapid fire dexterity game.
Junk Art	Dexterity	8	20 - 30	2-6	Stack differently shaped pieces in a variety of mini games.

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Just One	Word	8	20 or less	3-7	Give unique word clues to try and get your team to guess the most correct mystery words.
Khora: Rise of an Empire	Strategy	14	45 - 90	2-4	Develop your city-state to become the best in ancient Greece.
King of Tokyo	Dice	8	20 - 30	2-6	Giant monsters are rampaging through Tokyo to see who can be the last one standing.
Kingdomino	Tile	8	20 or less	2-4	Add varied terrain tiles to your kingdom to score the most points.
Kodama: The Tree Spirits	Card, Strategy	14	20 - 30	2-5	Grow your tree with different branches that grant points based on the features found on them.
Kutna Hora: The City of Silver	Strategy	13	90+	2-4	Join with other guild leaders to mine and develop the historical City of Silver struggling through a real supply and demand economic system.
Ladies and Gentlemen	Card	14	20 - 30	4-10	The men are out earning money on the stock market, to spend on their wives for the big ball.
Land vs Sea	Tile	14	30-45	2-4	Two players battle to create closed off segments of either land or sea to score the most points.
Lanterns: The Harvest Festival	Tile	8	20 - 30	2-4	Decorate the palace lake with floating lanterns to earn the most honor during the festival.
Las Vegas	Dice	8	20 - 30	2-5	Roll dice and place them in casinos as you bet on different dollar amounts.
Living Forest	Tile	10	30-45	1-4	Call on the spirits of nature to rescue the Sacred Tree.
Lofoten	Tile	12	30-45	2	Lead your fleet of Viking longships as you aim to become the most powerful Jarl.
London	Strategy	13	45 - 90	2-4	Balance building requirements, loans, and poverty to rebuild after the Great Fire of London.
Lords of Waterdeep	RPG, Strategy	12	90 or more	2-5	Hire adventurers and send them out on quests as you earn points for their efforts.
Lost Expedition (The)	Card	14	30 - 45	1-5	Manage your resources as you search for El Dorado, but avoid the dangers of the jungle!
Lost Ruins of Arnak (The)	Strategy	12	45-90	1-4	Lead an expedition to discover the lost islands secrets.
Machi Koro	Card, Dice	10	20 - 30	2-4	Build and grow your city as you work to create four special buildings to win the game.
Majesty: For the Realm	Card, RPG	7	30 - 45	2-4	Rally the citizens and build your domain as you vie for the throne.
Mandala	Card	10	20 or less	2	Create and destroy mandalas as you gather colors for scoring.
Martian Dice	Dice	8	20 or less	2-5	Swoop down to Earth abducting animals and humans, but be sure to avoid the military's tanks.
Maui	Board	8	20-30	2-4	Place towels on the beach to create pleasing patterns while getting the best views.
Medium	Card, Word	14	30 - 45	2-8	Two players add a word card to the table, and then try and find the word that connects the two.

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Memoir '44	Board, Strategy	8	45 - 90	2	Based around D-Day, players reenact historic battles in this one-on-one war game.
Mind (The)	Card	8	20 or less	2-4	Work together without saying anything to arrange number cards in order without making mistakes.
Mists Over Carcassonne	Tile	8	30-45	1-5	A cooperative variant of Carcassonne, you'll be putting the ghosts to rest that travel through the mist.
Monarch	Card, RPG	12	30 - 45	2-4	Gather the most coveted guests as you attempt to become the next monarch.
Monsieur Carrousel	Dice	4	20 or less	1-6	Race to get all the kids on the carrousel before the rain comes.
Monolyth	Puzzle	8	20-30	1-4	Use different shaped blocks to build a 3D structure.
Monster Factory	Tile	5	20 - 30	2-6	Draw and add tiles to your monster to make the biggest silly monster you can.
Monza	Board, Dice	5	20 or less	2-6	Roll dice and move along the track as you try and win the race.
Moonlight Castle	Board	5	20-30	2-4	A wizard has stolen gems and it's up to you to sneakily replace them with pebbles and take them back.
Mr. Jack	Board, Strategy	9	20 - 30	2	Jack the Ripper is on the loose and trying to escape unless the detective can stop him.
My First Animal Upon Animal	Dexterity	2	20-	1-4	This game for beginning gamers has you stacking chunky wooden animals together.
My First Carcassonne	Tile	4	20 or less	2-4	Compete to complete roads and get all your kids onto the board.
My Shelfie	Tile	8	20-30	2-4	You've got a new bookshelf, and now it's time to organize your favorite things on it. But who will have and show off the best organized shelfie?
Mystery of the Temples	Card, RPG	10	30 - 45	2-4	The temples are cursed, and it's up to you to break those curses and free the temples.
Networks (The)	Strategy	13	45 - 90	1-5	You're a TV executive trying to hire the biggest stars, run the best shows, and air the most ads.
New York Zoo	Strategy, Tile	10	45 - 90	1-5	Build your zoo by adding enclosures, breeding animals, and adding attractions.
No Thanks	Card	8	20 or less	3-7	Take a point card or pay to pass it on, as you want the lowest score.
Nyctophobia: Vampire Encounter	Board	9	30 - 45	3-5	You're playing without eyesight.. but the vampire that is hunting you isn't!
Obscurio	Card	10	30 - 45	2-8	You're trapped in a magic library and need to find a way out, but a traitor is leading you astray.
Oh My Goods	Card	10	20-30	2-4	Produce tools and goods as your production chain runs creating new items for you to sell.
Ohanami	Card	8	45 - 90	2-4	Select and play just the right cards to expand your zen garden.
Once Upon a Time	Card	8	20 - 30	2-6	Players are telling one story together, while trying to weave that story to their unique ending.
One Night Ultimate Werewolf	Card, RPG	8	20 or less	3-10	In this deduction game, players must figure out who the werewolves are hiding in their village.

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Onirim	Card	8	20 or less	1-2	Shuffle and search through a deck as you try and find the keys to doors while avoiding the nightmares in your dreams.
Onitama	Strategy	8	20 or less	2	Move your pieces using a shared set of cards as you try and capture your opponents pieces.
Orleans	Strategy	12	45 - 90	2-4	Gather your citizens and move around medieval France as you build, research, and trade to victory.
Oros	Strategy	14	90+	1-4	Raise mountains out of the ocean and build sacred monuments as you seek out wisdom and knowledge.
Paint the Roses	Card	11	45-70	2-5	Spend your time as a team in Wonderland as you try to outsmart the Queen of Hearts.
Paladins of the West Kingdom	Board, Strategy	12	90 or more	1-4	Invaders are coming to attack your kingdom, so build your city and defend against your enemies.
Pandemic	Board, Strategy	8	30 - 45	2-4	Four diseases are running wild and it's up to your team to contain and find a cure for each of them.
Parks	Card	10	45 - 90	1-5	Explore the National Parks as you spend a year hiking along the trail.
Pengoloo	Dice	4	20 or less	2-4	Penguins are sitting on their colored eggs and you'll be searching for specific colors to collect.
Photosynthesis	Board	10	30-45	2-4	Plant, grow, and shape an ever changing forest.
Picassimo	Puzzle	8	20 - 30	3-6	Draw a picture, then mix it up, and guess what everyone else drew.
Piepmatz	Card, Strategy	12	30 - 45	2-4	Feed the birds from your bird feeder, and try and match pairs of birds together.
Point City	Card	10	20-30	1-4	Gather resources and convert them into buildings to grow your city. The buildings give you benefits or ongoing resources as you expand and grow.
Point Salad	Card	8	20 - 30	2-6	Draft veggies to build your collection, then snag the best scoring cards to compliment them.
Potion Explosion	Puzzle	8	30 - 45	2-4	Gather ingredients and build your potions that give you special abilities.
Power Grid	Board, Strategy	12	90 or more	2-6	Compete to grow your power grid and blanket the nation and power as many cities as you can.
Power Plants	Tile	8	20-30	1-5	Grow a magical garden with your rival wizards while gathering gems and deploying spirites to keep your competition at bay.
Press Here	Puzzle	3		2-6	Take turns completing color sequences on a variety of pattern boards.
Puerto Rico 1897	Board, Strategy	12	90 or more	2-5	Manage your farm, trade goods, and construct buildings as you find your way in a newly independent Puerto Rico.
Push	Card	8	20 - 30	2-6	Draw and place cards in different columns to earn points, but don't add too many and lose it all.
Quacks & Co	Tile	5	20-30	2-4	Fill your feedbag with the right tokens to feed your animal and win the race.
Quacks of Quedlinburg	Board	10	30 - 45	2-4	Brew fake health elixirs using various ingredients, and try to keep them from exploding!

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Quadropolis	Tile	8	45 - 90	2-4	Add buildings from the central board to your city, but only in order of how you took them.
Quest Kids, The	Role Playing	5	30-45	2-4	Player control a team of young heroes as they explore the magical Tolk's Cave to find treasure, fight monsters, and complete quests.
Qwirkle	Strategy, Tile	6	30 - 45	2-4	Place your tiles down to create strings of differing colors or shapes.
Qwixx Deluxe	Dice	8	20 or less	2-8	Roll dice and fill your rows as you try to fill out as much of your board as you can.
Ra	Strategy, Tile	12	45 - 90	2-5	Place tiles around the board until an auction occurs, then bid to collect as many as you can.
Race to the Treasure	Board, Tile	5	20 or less	1-4	Try to move along the forest path while avoiding the ogre as you search for treasure.
Raiders of the North Sea	Strategy	12	45 - 90	2-4	Fill your Viking crew, gather provisions, and head into battle. It's time for a raid!
Railroad Ink	Dice	8	20 - 30	1-6	Build the most extensive railroad and highway networks based on the dice rolled each round.
Rajas of the Ganges	Dice, Board	12	45-90	2-4	Using dice as your workers, you'll expand your land, travel the river, trade goods at the market, and gain points across two tracks to win the game.
Red Cathedral (The)	Card, Dice	10	45-90	1-4	Construct the Great Cathedral as one of the competing teams of builders.
Red Rising	RPG	14	45 - 90	1-6	Gather a powerful group of cards as you attempt to raise your caste to increased power.
Red7	Card	9	20 - 30	2-4	A quick game where you just need to stay winning at the end of your turn.
Res Arcana	Card	12	45-90	2-4	Rival mages will summon artifacts, tame monsters and beasts, and fight for control over ancient monuments and places of power.
Resistance (The)	Card	13	20 - 30	5-10	Players are resistance fighters, but government spies have infiltrated their group.
Rivals for Catan	Card	10	45 - 90	2	This two player version of Catan has players building rival empires and dealing with events.
Robinson Crusoe	RPG, Strategy	14	90 or more	1-4	Work together to find food, fight animals, and persevere against weather to survive the island.
Robot Turtles	Board, Puzzle	4	20 or less	2-5	A turtle master gives out a command, and a turtle mover then follows that programmed command.
Roll for the Galaxy	Dice, Strategy	13	30 - 45	2-5	Roll and utilize dice to develop technologies, settle new worlds, and ship your goods.
Roll Through the Ages: the Bronze Age	Dice, Strategy	8	30 - 45	1-4	Roll dice and manage your resources as you attempt to advance your civilization.
Root	RPG, Strategy	10	45 - 90	2-4	Take your faction to victory as you attempt to decide the fate of the forest.

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New games bolded

Title	Category	Ages	Time Cat.	Players	Description
Rory's Story Cubes	Dice	6	20 or less	1-12	A non-competitive game where players tell a story using the pictures on your dice.
Sabika	Strategy	14	90+	1-4	You will be a noble of the Nasrid dynasty contributing to the construction of the Alhambra.
Sagrada	Dice, Puzzle	14	30 - 45	1-4	Draft dice and place them into your carefully crafted stained glass window.
San Juan	Card, Strategy	10	45 - 90	2-4	Build new buildings, trade goods, and build out the city using multi-use cards.
Santa Monica	Card	14	30 - 45	2-4	Build the most impressive boardwalk while attracting locals, tourists, and VIPs.
Scoville	Strategy	13	45 - 90	2-6	Breed and grow the hottest peppers you can for the annual Chili Pepper Festival.
Scythe	Strategy	14	90 or more	1-5	You're one of five factions spread across a war-torn dieselpunk 1920s Europe.
Sea Salt and Paper	Card	8	30-45	2-4	Draw and play pairs of cards as you try to earn the most points. With a gamble each round, you have the potential to score big or lose it all.
Sheep Hop!	Board	5	20 or less	1-4	Work to bring back the sheep without them getting caught by the wolves.
Sheriff of Nottingham	Card	14	45 - 90	3-5	Move your legal goods past the Sheriff, but try to sneak some contraband with bluffing and bribery.
Shifting Stones	Tile, Puzzle	8	20 or less	1-5	Rearrange mystical stones to match ancient patterns.
Shobu	Puzzle	8	20 or less	2	Using your stones, work to push your opponents stones off of the board.
Silly Shenanigans	Dexterity	4	20 or less	2-4	Collect toys of different shapes and colors from within a bag without looking at them.
Silver and Gold	Card	8	20 or less	2-4	Fill in the spaces on your island based on the various shapes available to you to draw.
Small World	Strategy	8	45 - 90	2-5	Control the world as you expand your empires, send them into decline, and raise new civilizations.
Smash Up Munchkin	Card, Strategy	12	30 - 45	2-4	Smash together two factions of the Munchkin franchise to take over bases and defeat monsters.
So Clover	Word	10	20-30	3-6	Team up to figure out specific word pairings by using your own one word clues.
Space Base	Card, Dice	14	45 - 90	2-5	Add to your fleet of ships as you gain influence to be promoted to Admiral.
Spellbook	Card	12	30-45	1-4	Collect Materia to master your spells and feed your familiar as you aim to become the greatest wizard of the Annual Grand Rite.
Spirit Island	Strategy	13	90+	1-4	Act as spirits defending an island against outside conquerors.
Splendor	Card	10	20 - 30	2-4	Gather and sell jewels to clients as you eventually catch the eye of various nobles.

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New games bolded

Title	Category	Ages	Time Cat.	Players	Description
Splendor Duel	Board	10	20-30	2	Two players will gather gems from a central board as they attempt to create fine jewelry and earn prestige among the nobles.
Spot It	Card	7	20 or less	2-8	Play quickly and try to spot the similarities between cards before the other players.
Spots	Dice	10	20-30	1-4	Dogs have spots, and you'll put matching dice on those spots. With a variety of trick actions to choose from, you'll try to fill up six dog cards first.
Subastral	Card	10	20-30	2-5	Collect various cards that journal the different biomes of Earth.
Suburbia	Strategy, Tile	8	45 - 90	1-4	Add new buildings, increase your income and reputation, and grow your city's population.
Super Mega Lucky Box	Card	8	20-30	1-6	Fill grids on your cards to score points and get bonuses.
Super Skill Pinball: 4-Cade	Dice	12	20-30	1-4	Roll dice as your pinball ricochets across one of four pinball tables as you rack up a high score.
Sushi Go Party	Card	8	20 or less	2-8	Draft and place various sushi cards to score points over three rounds.
Takenoko	Board	8	30 - 45	2-4	Tend to the Emperor's bamboo garden and deal with the very hungry Giant Panda that lives there.
Taverns of Tiefenthal	Strategy, Card	12	45 - 90	2-4	Your tavern is popular with local citizens, but you'll need to attract new clients if you want to expand.
Tea Dragon Society Card Game (The)	Card	10	45 - 90	2-4	You are a caretaker of an ancient tea dragon over the course of a year.
TEN	Card	10	20 - 30	1-5	Push your luck to complete runs of numbered cards without giving too much to your competitors.
Terraforming Mars	Strategy	12	90 or more	1-5	Your corporation has taken to Mars to make it a habitable location where humanity can survive.
Tesseract	Dice	14	45-90	1-4	The Tesseract appeared in the sky and now you and your team must find a way to control and understand this alien structure before it destroys the planet.
Thing (The)	Strategy, Board	13	45-90	1-8	In this hidden role game, one player is the Thing trying to infect the other human players of Outpost 31.
Things in Rings	Card	6	20 or less	2-6	One player serves as the "Knower" and shares whether player have correctly played their cards to the right ring in this Venn diagram style game.
Ticket to Ride	Board	8	45 - 90	2-5	Race across the country by train, claiming routes and completing your destination goals.
Ticket to Ride First Journey	Board	6	20 - 30	2-4	A quick game of building routes between cities to be the first to complete six tickets.
Ticket to Ride New York	Board	8	20 or less	2-4	A rapid fire version of Ticket to Ride located in New York City.
Timeline Twist - Pop Culture	Card, Party	8	20-30	2-6	Players team up and try to coordinate to find the best way to play 36 cards into the correctly ordered timeline.
Tiny Epic Galaxies	Dice, Strategy	14	30 - 45	1-5	Expand your galactic empire as you colonize planets and increase your reach.

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New games bolded

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Tiny Towns	Puzzle	14	45 - 90	2-6	Add resources to your town and convert them into buildings to score.
Tipperary	Tile	8	30-45	2-5	Players will create the Irish countryside by placing tiles and collecting sheep, castles, and whiskey.
Tokaido	Board	8	30 - 45	2-5	Travel along the east sea road in Japan as you meet new people and see amazing views.
Top That	Dexterity	6	20 or less	2-4	Quickly arrange your set of objects to match the pictures on the cards.
Trekking the National Parks	Board	10	45 - 90	2-5	Race across America to visit the most national parks to be the most experienced traveler.
Tsuro	Board, Tile	8	20 or less	2-8	Take turns adding tiles and tracing the routes they create to stay on the board the longest.
Undaunted: Normandy	Card, Tile	14	45 - 90	2	Play during D-Day through a series of missions to determine the outcome of the war.
Unearth	Card, Dice	8	45 - 90	2-4	Explore and claim ruins as you gather stones and build temples.
Unmatched: Battle of Legends - Volume One	RPG, Strategy	9	30 - 45	2-4	Heroes of classic stories are pit against each other in battle to see who is truly Unmatched.
Villagers	Card	10	45-90	1-5	Draft villagers of different jobs as you try to create production chains and earn the most gold.
Viticulture Essential Edition	Strategy	13	45 - 90	1-6	Cultivate and harvest grape vines, make and sell wine, and grow your vineyard.
Wandering Towers	Puzzle	8	20-30	2-5	As wizards, you'll travel around the various towers of the world, however the towers themselves wander around forcing you to remember where everyone is as you try to complete their potions.
Wayfarers of the South Tigris	Board, Card	14	45-90	1-4	Explore both the land and the sea while navigating the stars as you make discoveries and journal your progress.
Wavelength	Party	14	30-45	2-12	One player know exactly where the bullseye is on the dial and try to give clues to their team to find where on the dial the winning spot is.
Welcome to	Card	10	20 - 30	1-12	Using a stack of cards, assign house numbers and increase the value of your neighborhood.
Western Legends	RPG, Card	14	45 - 90	2-6	Take the mantle of a historical figure and carve your own destiny in the American Wild West.
What the Heck	Card	7	20 or less	2-5	Try to score the most points while secretly playing cards to do so.
Whirling Witchcraft	Puzzle	14	20 - 30	2-5	Try to convert as many ingredients as you can to overflow your opponent's cauldrons.
Whistle Stop	Board, Strategy	13	45 - 90	2-5	Race across a transcontinental railroad picking up goods, building routes, and delivering goods.
Wingspan	Card, Strategy	10	45 - 90	1-5	Players are bird enthusiasts looking to attract birds to your wildlife preserves.
Wits and Wagers Family	Trivia	8	20 or less	3-10	A trivia game that is less about what you know, and more about who you think does.

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New games bolded

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Woodcraft	Strategy	12	90+	1-4	Play as forest people competing to build the best workshops by gathering wood and crafting goods.
World's Fair 1893	Card, Strategy	10	30 - 45	2-4	Gather exhibits, tickets, and influential guests to have the best reputation at the World's Fair.
World Wonders	Strategy	12	45-90	1-5	As a great leader, you will attempt to build your own ancient city as you obtain tiles that grow your city's economy and population.
Yosemite	Tile	12	20-30	2	Travel around Yosemite National Park as you gather pictures of different animals.