

New Game Titles-Summer 2020

1. **3 -UP-Down** -Get rid of your cards before everyone else. 2-6 players, 10 min, 7+
2. **Awkward Guests**- use your deductive skills to determine the Who, Why, and how of the murder of Mr Walton. 2-6 players, 45-75 minutes, 12+
3. **Azul: Summer Pavilion** 2-4 players, 8+, 30-45min, Tile placement, similar to Azull with different shaped tiles and strategies . 2-4 players, 30-45min, 8+
4. **Bosk**- Played over 4 seasons, this placement game covers the park with trees and leaves. Beautiful colors and artwork. Similar to, but less complex than Photosynthesis. Scoring takes place during summer and winter. 2-4 players, 30-45 min, 13+
5. **Cyber Siege** - a game that uses temporary alliances, strategy, and program actions to advance your own agenda, or slow down your opponents. Discussion, deals, persuasion, and even temporary treaties are allowed and encouraged 3-6 players, 30-60 min, 13+, designed by one of our customers.
6. **Dinosaur Island**- players will have to collect DNA, research the DNA sequences of extinct dinosaur species, and then combine the ancient DNA in the correct sequence to bring these prehistoric creatures back to life. All players will compete to build the most thrilling park each season, and then work to attract (and keep alive!) the most visitors each season that the park opens. 2-4 players, 90-120 min, 10+
7. **Dungeon Roll** - the player's goal is to collect the most experience points by defeating monsters, battling the dragon, and amassing treasure. Each player selects a Hero avatar, which provides them with unique powers. Then players take turns being the Adventurer, who boldly enters the dungeon seeking glory. 1-4 players, 15 min, 8+
8. **Fog of Love** is a game for two players. You will create and play two vivid characters who meet, fall in love and face the challenge of making an unusual relationship work. 2 player, 60-120min, 17+
9. **Ghostbusters Blackout** is a fully cooperative board game. Players roll dice and allocate them to more around capturing gots, and buying tech upgrades, while trying to keep the city from collapsing . 2-4 players, 30-45 min, 12+
10. **Ghost Stories** is a cooperative game in which the players protect the village from Wu-Feng – and his legions of ghosts before they haunt a town and recover the ashes that will allow him to return to life. Each Player represents a Taoist monk working together with the others to fight off waves of ghosts. 1-4 players, 60 min, 12+
11. **Guillotine**-The French Revolution is famous in part for the use of the guillotine to put nobles to death, and this is the macabre subject of this light card game. As executioners pandering to the masses, the players are trying to behead the least