

# Our Games



## Classic Games

Bingo  
Chess  
Checkers  
Chinese Chess  
Congkak  
Domino  
Five Stones  
Happy Family  
Jigsaw Puzzles  
Mah Jong Card Game  
Monopoly  
Othello/ Reverse  
Pick-Up Sticks  
Poker  
Scrabble  
Snakes and Ladders  
Tic Tac toe  
Uno Card Game  
Uno Spin  
Uno Stacko



Classic Games

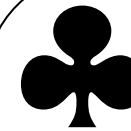


## Party Games

Apples to Apples  
Articulate  
Blink  
Boggle  
Cluzzle  
Cranium  
Electric Shock Game  
Halli Galli  
I've Never...?  
iMAGiNiff  
GiftTRAP  
Man Bites Dog  
MindTrap  
Outburst  
Pictionary  
Rage  
Sleeping Queens  
Temptation  
What's to Ya?  
Why did the Chicken?  
Zoloretto

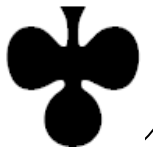


Party Games



## Strategy Games

Abalone  
Alhambra  
Around the World in 80 Days  
BattleLore  
Citadels  
Diplomacy  
Dvonn  
El Grande  
Jambo  
Kill Doctor Lucky  
Lost Cities  
Modern Art  
Niagara  
Pentago  
Primordial Soup  
Princess of Florence  
Qwirkle  
St Petersburg  
Settler of Catan  
Thurn and Taxis  
Ticket to Ride  
Tikal  
Yinsh



Strategy Games



*Party Games*

	No. of Player	Avg. Time to Play (minutes)	Ages
<p><b>Apples to Apples</b></p> <p>This “Mensa Select” award-winning party game will have you plucking your cards and wits in a mad, hysterical, laugh-filled race to be the top of the heap. When the time comes (every round), it-‘cider’ you or them.</p> <p>Fast-paced and refreshing, APPLES to APPLES is perfect for any get-together with family and friends! Note: This game IS doctor-friendly.</p>	4 to 10	30	10+
<p><b>Blink</b></p> <p>And you may lose. Don’t blink and you’ll likely get dry eyes. But such is the cost of victory in this lightning fast game where you race to be the first to play all of your cards. Using sharp (dry) eyes and fast hands, quickly match the shape, count, or color on the cards. Be the first player out of cards, and win!</p>	2 to 2	3	8+
<p><b>Boggle</b></p> <p>Boggle is a timed word game where players have 3 minutes to find as many connected words as possible from the face up letters resting in a 16 cube grid. When the timer runs out, players compare their list of words and remove any shared words. Points are then awarded for remaining words, depending on how many letters are in the word.</p>	1 to 6	10	8+
<p><b>Cluzzle</b></p> <p><b>The game where you try to sculpt poorly!</b> You don’t have to be an artist to play. In fact, the longer it takes others to figure out your clay sculpture, the more points you get. Don’t get it solved, though, and you’ll get nothing! Ah, but is it not cruel, the world of art?</p> <p>Great for an evening with friends of all shapes and different moulds!</p>	3 to 6	45	8+
<p><b>Cranium</b></p> <p>Players/teams advance around the board toward "Cranium Central" in the center, by completing activities that require various skills. Discover more about your friends and yourself and be impressed - uncover hidden artistic talent, see who’s a trivia-head, hone your language and have 5 minutes of table-wide fame by giving the performance of your life! All in a great, fun way.</p>	4 to 30	75	13+



<i>Party Games</i>			
	No. of Player	Avg. Time to Play (minutes)	Ages
<p><b>Halli Galli</b></p> <p>The Fruity Party Game!!! A large fruit salad with bananas, strawberries, lemons, and plums. Each player plays a card changing the mixture in the salad. But when the salad contains exactly 5 of one fruit, the players race to be the first to ring the bell. The fastest wins all the face up cards... and the last player to have any cards left wins!</p> <p>A fast-paced and thrilling party game for young and old!</p>	2 to 6	15	6+
<p><b>I've Never....?</b></p> <p>I've Never...? The Game of Truth, based on the wildly popular verbal version of "I've Never and Never Have I Ever", is wild, outrageous, and exciting! The object of the game is to get everyone to ultimately reveal their most embarrassing or juicy truths of what they really have or have not done.</p> <p>Be surprised or be shocked, but most of all be ready for a gigglingly good time!</p>	3+	30	7+
<p><b>Imaginiff</b></p> <p>The hilarious party game where your opinion matters and you find out what people really think of you. Assuming you want to know, of course. The object of the game is simple! Just imagine what the other players are most like. Keep choosing the most popular answers to win the game. iMAgiNiff your boss were an animal? Would he be a Sheep dog?... or maybe a Bull?</p>	3 to 8	30	8+
<p><b>Outburst</b></p> <p>Quick! You've got 60 seconds to shout out "Parts of the Body that Come in Pairs". What do you think are the answers on the card? No matter how numerous or humorous your choices are, you only get credit for the words that appear on the card. So spout off everything you can think of as you try to score all 10. Can you name "10 Slang Terms for Money"... or... "10 Movie Studios"? Pick from hundreds of topics, for thousands of verbal explosions - and hours of fun!</p>	2 to 12	60	12+
<p><b>Pictionary</b></p> <p>"The game of quick draw"-sketches communicate ideas in this classic party game.</p>	3 to 20	60	12+

*Party Games*

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<p><b>Sleeping Queens</b></p> <p>Rise and Shine! The Pancake Queen, the Ladybug Queen and ten of their closest friends have fallen under a sleeping spell and it's your job to wake them up. Use strategy, quick thinking and a little luck to rouse these napping nobles from their royal slumbers. Play a knight to steal a queen or take a chance on a juggling jester. But watch out for wicked potions and dastardly dragons!</p> <p>The player who wakes the most queens wins.</p>	2 to 5	30	8+
<p><b>What's It To Ya?</b></p> <p>What's it to Ya? Asks the question what matters most. In the game players must prioritize 5 things or concepts into their personal order of importance. The game is compact, straightforward, and a lot of fun. Learns things about your friends/family you never knew you never knew (or in some case, they never knew you never knew). Great for icebreaker too. Not literally.</p>	3 to 8	20	12+
<p><b>Why did the Chicken?</b></p> <p>What makes you laugh? More important, what makes your friends laugh?</p> <p>Each round, you'll have two minutes to create funny answers for a randomly generated riddle. But know your audience: One player will be judging answers instead of writing them! The judge's choices for the two best answers earn points. When the game's over, tally up your points to see who the life of the party is. Bring out the clown in you!</p>	4 to 8	60	12+
<p><b>Zooloretto</b></p> <p>Family-friendly and winner of the Spiel des Jahres 2007 award. This board game gets players competing to expand zoos and their respective collection of colorful resources.</p> <p>Using small, large, wild and exotic animals, try to attract as many visitors as possible to your zoo. Be careful not to get your parks overcrowded with the critters, though, or you'll lose points. So gather, fauna-lovers, and see who will carve for him/herself the greatest (animal) kingdom of all!</p>	2 to 5	45	8+



## Strategy Games

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<p><b>Abalone</b></p> <p>Take turns in pushing the marbles around the board, with the goal of pushing six of the opposing player's marbles off the board. The central idea is that a column of marbles has weight given by the number of marbles in line. Someone will need to push with a heavier group of marbles in order to push the column along that axis. However, with six possible directions, it's difficult to defend yourself perfectly.</p>	2 to 2	30	10+
<p><b>Alhambra</b></p> <p>Granada - at the foot of the Sierra Nevada mountains, one of the most exciting and most interesting projects in Spain of the Middle Ages begins: the building of Alhambra.</p>	2 to 6	90	8+
<p><b>Around the World in 80 Days</b></p> <p>As in Jules Verne's famous story, the players are the members of a London club at the beginning of the 20<sup>th</sup> century who bet each other on a round the world journey: the player who can complete the journey in less than 80 days will win the bet and accolades of his comrades. Make the trip with good use of trains and ships, even hot-air balloons and elephants! Stay a step ahead of the persistent detective who will hound you and slow you down at every opportunity. Take your own amazing race!</p>	3 to 6	60	10+
<p><b>BattleLore</b></p> <p>Command fast (tiny) armies on Medieval battlefields of Uchronia at the outset of the fantastically re-imagined Hundred Years War! Supplement your French and English ranks with fairytale creatures like with Goblins, Dwarves, Giant Spider and even Earth Elemental! Just as important as the armies you have, though, are the Lore Masters you choose to aid you: Wizards, Clerics, Warriors and Rogues can all aid you with unique powers and spells in ways role-playing gamers will find familiar.</p> <p>History is yours to make; immortality yours to take!</p>	2 to 2	60	10+

## Strategy Games

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<p><b>Citadels</b></p> <p>In Citadels, you are a medieval ruler trying to complete your city before your opponents can build theirs. Expand your city by adding new districts, but be sure to invest wisely: Some districts are more valuable than others, but cost more gold to build. There is more to ruling a city than gold, however. Lords, ladies, and other nobility all have a role to play. The game changes each turn as each player secretly chooses a new role - the Assassin, Thief, Magician, King, Bishop, Merchant, Architect, or Warlord - and the power that comes with it.</p> <p><i>Citadels</i> is a card game of bluffing, diplomacy, and cunning. Build your citadel, build your legacy.</p>	2 to 7	45	10+
<p><b>Diplomacy</b></p> <p>Set during World War 1, you represent one of several European countries (France, Germany, Austria-Hungary, etc.). You have two kinds of units: sea and land - to position each turn into an adjoining territory or help another unit more into or defend an adjoining territory. With its incredibly simplistic movement mechanics fused to a significant negotiation element, this system is highly acclaimed and respected.</p>	2 to 7	180	12+
<p><b>Dvonn</b></p> <p>DVONN is played on an elongated hexagonal board, with 23 white, 23 black and 3 red DVONN-pieces. Place the DVONN-piece on the board and next their own pieces. Then start stacking your pieces on top of each other. A single piece may be moved 1 space in any direction, a stack of two pieces may moved two spaces, etc. A stack must always be moved as a whole and a move must always end on top of another piece or stack. If pieces or stacks lose contact with the DVONN-pieces, they must be removed from the board. The game ends when no more moves can be made. The players put the stacks they control on top of each other and the one with the highest stack is the winner.</p>	2 to 2	30	9+
<p><b>El Grande</b></p> <p>It is time of awakening. The position of the king is secure, but the high aristocrats, the Grandes, look to expand their influence. Thus, intrigue fills the country! Their primary weapons are the attendants to the king: the Caballeros. Each Grande has his favorites, recruited from the provinces, which he deploys to accumulate the power he so desires. Fencing, not with the sword, but with cunning and deceit, the Grandes struggle for power, sending the Caballeros openly into the regions and secretly to the Castillo. Although this strategic game requires subtle strategies, it is easy to learn and comes with an introduction that ensures a fast entrance into the game so your fun won't have to wait.</p>	2 to 5	90	12+

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	No. of Player	Avg. Time to Play (minutes)	Ages
<p><b>Jambo</b></p> <p>Players take on the role of merchants offering their wares from market stands. On a player's turn, he has five actions to choose from. Actions can be used to draw cards, play cards and activate build-up cards.</p> <p>In order to sell wares, the merchants must first lay the wares out, since customers will only buy where all the wares they want are being offered. And since market space is at a premium, players have to think hard about which wares to offer.</p> <p>By owning important build-up cards and properly using the assets of other village inhabitants, the merchants succeed in attracting especially many customers to their stalls, making bargain buys, and messing with their opponents' plans.</p> <p>The first player to reach a set cash level through buying and selling of wares is the winner.</p>	2 to 2	45	12+
<p><b>Kill Doctor Lucky</b></p> <p>Why do all mystery games start just after all the fun is over? Welcome to the J. Robert Lucky mansion, a sprawling country estate just ten miles north of nowhere. It's a fine country home; chock full of unusual weapons, good hiding places, and craven killers. Killers like you.</p> <p>The object? Kill Doctor Lucky. Find a weapon, track the old man down, and do him in. The obstacles? For one thing, all of your friends would rather do it first. For another, Doctor Lucky is aptly named. You would think that after being stabbed, hung, poisoned, and poked in the eye, the Old Doctor would just lie down and accept his fate. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps.</p> <p>Stick to it. Persevere. The Doctor's luck won't last forever. Before the night is over, someone is going to kill Doctor Lucky. And it might as well be you.</p>	2 to 8	45	12+

## Strategy Games

	No. of Player	Avg. Time to Play (minutes)	Ages
<p><b>Modern Art</b></p> <p>Buying and selling paintings is a very lucrative business, at least that's what Hollywood's led us to believe, and that's the premise of this masterpiece.</p> <p>Five different artists have produced a bunch of paintings, and it's the player's task to be both the buyer and the seller, hopefully making a profit in both roles. He does this by putting a painting from his hand up for auction each turn. He gets the money if some other player buys it, but must pay the bank if he buys it for himself. After each round, paintings are valued by the number of paintings of that type that were sold. The broker with the most cash after four rounds is the winner.</p>	3 to 5	45	10+
<p><b>Niagara</b></p> <p>In the wild rapids of the Niagara River, fearless canoers battle the water and each other to collect gems along the riverbank. Of course, the most valuable gems are found furthest down-river, close to the waterfall. Yes, there is a waterfall, and careless canoers can fall over the waterfall. Also, players must return collected gems to land in order to be counted. At the end, the player who collects the most value in gems is the winner.</p> <p>Players play on a 3D board, representing the Niagara River and the falls. Canoes float down the river as the river flows, but players can row their canoes up-river or down-river to collect gems, to return them to shore, and to avoid the waterfall. This game is great fun for the family, but is strategic and gives players the chance to plan and steal from one another.</p>	2 to 5	40	8+
<p><b>Pentago</b></p> <p>An abstract strategy game with four 3×3 grids arranged into a larger 6×6 grid. Players alternate placing marbles on the board, one player has white marbles and the other has black marbles. The first player to get five in a row on the entire 6×6 grid wins, but there is a new twist: Every time you place a marble you also turn any one of the game's four boards (3×3 grid) 90° in either direction. The ever-changing game board makes the game all the more challenging.</p>	2 to 2	30	6+

## Strategy Games

	No. of Player	Avg. Time to Play (minutes)	Ages
<p><b>Primordial Soup</b></p> <p>You control a tribe of amoebas living in Earth's past trying to survive in the Primordial Soup. At first, your amoebas drift along, eating the nutrients that are available, but soon you'll have to figure out how to get to the rapidly depleting supply of nutrients before your opponent's amoebas beat you to it. You will purchase rule-breaking Gene cards to give your amoeba capabilities to be the top dog in the Soup. The player who balances the use of his/her Gene cards and keep their amoebas alive will determine the future of evolution.</p>	3 to 4	120	12+
<p><b>Princes of Florence, The</b></p> <p>The aim of this game is to develop medieval cities and enrich them culturally by attracting citizens of various professions. Draw in the masses by matching the different professions (astronomers, organists, architects etc.) to particular combinations of buildings, landscape features, and social freedom - and in doing so earn work points to create jobs, which in turn are traded into cash and/or victory points.</p> <p>There will be many cities with many princes, but in the end there can only be one king.</p>	2 to 5	90	12+
<p><b>Qwirkle</b></p> <p>It is said that the best things in life are often the simplest. Much of this is true about <i>Qwirkle</i>. The game consists of blocks in different shapes and colors, and though all you have to do is match the blocks by shape or color to build lines, you'll find your strategic skills out to the test. Extremely quick to learn, deceptively challenging and ultimately enjoyable.</p>	2 to 4	45	6+
<p><b>Saint Petersburg</b></p> <p>Acquire a force of labourers for income, build buildings for fame, and attract aristocrats to your soon-to-be bustling city. All because of the name of this game, Is fame.</p> <p>Get merchants bankrolling the necessary Rubbles, build and expand magnificent structures to attract Nobility, and outwit the competition lest they steal your glory from beneath you.</p>	2 to 4	45	10+

## Strategy Games

	No. of Player	Avg. Time to Play (minutes)	Ages
<p><b>Settlers of Catan</b></p> <p>In the most popular of euro-games, groups of settlers try to become the dominant group on a remote island by building settlements and cities across its uncharted wilderness.</p> <p>Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skill levels.</p>	3 to 4	90	12+
<p><b>Settlers of Catan: Cities &amp; Knights</b></p> <p>Adds several new aspects to <u>Settlers of Catan</u> but the two major ones are creating knights to protect the land from invading barbarians and building city improvements that confer benefits upon that city's owner. Adds tactical complexity to the game and game length.</p>	3 to 4	120	10+
<p><b>Thurn and Taxis</b></p> <p>Players build post office routes across Bavaria and the regions around, collecting bonus points in various ways. The board shows a map of all the towns, with roads leading from each one to some of its neighbours. There are various coloured regions around the board, most with one or two towns, and a large region with all the Bavarian towns in the centre.</p> <p>From a display of six city cards (or the top of the deck), you draw one or two cards each turn, add one or two to your route, and score for it if you're ready to score. The fact that you <i>*must*</i> add at least one city to your route each turn or lose the whole route gives the game an enjoyable planning element.</p>	2 to 4	45	10+
<p><b>Ticket To Ride</b></p> <p>Ticket to Ride is a cross-country train adventure game. Players collect train cards that enable them to claim railway routes connecting cities throughout North America. The longer the routes, the more points they earn. Additional points come to those who can fulfill their Destination Tickets by connecting two distant cities, and to the player who builds the longest continuous railway. So climb aboard for some railroading fun and adventure. You've got a <i>Ticket to Ride!</i></p>	2 to 5	60	8+

## Strategy Games

	No. of Player	Avg. Time to Play (minutes)	Ages
<p><b>Tikal</b></p> <p>Locate in the midst of an impenetrable jungle in northern Guatemala, <i>Tikal</i> is the largest and most important of all Mayan sites. The Mayans lived there from 600 BC to 900 AD, but little is known of the civilization that thrived there for 1500 years.</p> <p>As of now only a small fraction of the site has been excavated and investigated. Up to 4 expeditions plan to further explore the site to excavate and recover other temples and treasures. Each player is the director of an expedition intent on uncovering the secret paths that lead to legendary treasures of this lost people. Earn points for sites you control (or take control of). Go ahead, Dr. Jones, make my day.</p>	2 to 4	120	10+
<p><b>Yinsh</b></p> <p>YINSH is a tempestuous game! The players each start with 5 rings on the board. Every time a ring is moved, it leaves a marker behind. Markers are white on one side and black on the other. When markers are jumped over by a ring, they must be flipped, so their color is constantly changing.</p> <p>The players must try to form a row of 5 markers with their own color face up. If a player succeeds in doing so, he removes one of his rings as an indication that he has formed such a row. The first player to remove 3 of his rings wins the game. Every row you make brings you closer to victory - but also makes you weaker, because you have one less ring to play with. A delightful crafty game. Ah, the devils!</p>	2 to 2	30	9+