

GAME NIGHT GAZETTE

YOUR GUIDE TO A GREAT GAME NIGHT



PRESENTED BY



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USING THIS GAZETTE

Welcome to the Gazette! This is your guide to discover amazing games and plan the perfect game night.

If you're new to hosting game nights, *Our Tips for Hosting a Great Game Night* on page 3 may be a great resource for you.

From there, check out the *Table of Contents* to pick out the game categories that sound like a good fit for you and your play group. The categories overlap A LOT, so if the games in one category don't sound quite right, there are plenty more to peruse that could be a better fit.

Last, click this icon  whenever you see it to watch our video on the game.

NOT USING THIS GAZETTE

We love the games that you're about to read about. If you find one that sounds good, it's because it's good.

But there is no match for the personalized suggestions we're known for. We carry thousands of games, each unique in its own ways, and there is a great fit on the shelves for you and your group. We're sure of it.

So if you want some tailor-fit suggestions, that's where the real magic happens at Board Game Barrister.

**Get the full Board Game Barrister experience with our
Live Online Chat.**

Our Tips for Hosting a Great Game Night

GUEST COUNT

-or- How many chairs do you own?

As the host, you'll want to consider not only what everyone will be playing, but also where they'll be playing. With five or fewer players, you can expect to sit around one table and have access to most games. Once you reach six players and beyond, you're getting into the territory where you'll need to decide: Do you split into multiple tables? Or do you commit to social and party games? There are strategy games for up to six or seven players, but the majority won't accommodate that many. (You'll find a few of our favorites in the section called "Strategy Games for Seven Players" further on in the Gazette) And we're serious about the chairs question—it's not gauche to ask your guests if they own folding chairs.

SET EXPECTATIONS

Surprise is the enemy of group gatherings.

What should you communicate to your guests? Who's coming to game night? Does everyone know each other already, or will you be making some introductions? What sort of games do you hope to play—and what sort of games do you think your guests expect to play? Will there be food or snacks? Chances are good that your guests are capable of having a great time regardless of the circumstances—but only if they're able to prepare for those circumstances on their own terms.

TIMING AND FILLERS

How do you fit two 2-hour games into a 3-hour game night? The answer: You Don't.

Consider how long you expect your game night to last. If you're going to be playing for more than two hours, then there's a good chance you'll play multiple games over the course of the night. It's always good to have some quick filler

games (or Appetizer Games, as we call them on page 5) that can be learned and played quickly. This is a great way to start playing while you're waiting for your last guests to arrive, to "fill" gaps between other games, or to squeeze in one more game before the end of the night.

SNACKS & BEVERAGES

Skip this one if you only invited robots. Otherwise, it's super important.

Board games and snacks go hand-in-hand. As the host, you may choose to have some munchies and basic beverages available, but let me stress this next part: It is not your responsibility to provide food and drink. However, you should raise the subject to your guests. Even a text saying, "Sorry everyone, but I won't have time to pick up any snacks," allows your guests to either volunteer to bring something or to make sure they arrive with something in their bellies. Last note, the more elaborate the snack, the more it interrupts the gaming to prepare and eat. This is not a bad thing, but you may want to plan a break accordingly.

FUN COMES FIRST

You are not hosting the Met Gala.

You have provided the space, the time and the people—now have a seat and relax. Board games are about connecting and playing together in a safe space with set rules. They can also be extremely fun, but that fun is not a guarantee. As the host of Game Night, your mood will set the tone for the evening. If you're feeling stressed about hosting, or if you really want to play a specific game, talk to your guests about it. Communicating helps to set expectations and can create opportunities for more game nights—hosted by you or perhaps by someone else—down the road!

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APPETIZER GAMES

Games to get everyone in the game-night mindset. These games are easy to teach and will only take 15–20 minutes to play.

Build the greatest circus acts in...

Scout

Great for 3–5 Players Clever 2-Player Mode

- Addictive, easy, portable card game;
- Pocket-sized box, packed with content;
- No rearranging your hand! Work with what you've got to build strategic acts.

Scout is getting a ton of positive attention, and for good reason! Try to beat your opponents' acts with a set of matching or consecutive cards. If you can't beat them, you can "scout" some of the talent from their act and strengthen your own hand in the process. We can't stop playing this addictive little card game!



Predict your opponents' next card in...

What the Heck

Great for 3–5 Players (Best for 4–5), Ages 7+

- No luck; only your opponents' choices matter;
- No tiebreakers; players cancel each other out when they play the same card.

What the Heck is a simple, elegant game of blind bidding that only takes 30 seconds to learn! Each round, we'll flip a card in the middle of the table. The points on that card are up for grabs. Then we each choose and play one card facedown. The highest card played wins the points—but you can only play each of your cards once, so you'll need to choose wisely!



GREAT FOR A LAUGH

No comedic timing required. These games are just plain funny.

Try not to laugh in...

Chonky Donkey



3–8 Players; Best with 4–6 Ages 12+

- Learn & start playing in seconds;
- Answer absurd questions with ridiculously funny answers;
- The target player has no idea what's on their card until they have to say it out loud.

This is, without question, the hardest we've ever laughed at our game table. In *Chonky Donkey*, everyone chooses one question card from their hand to ask the target player for the round. The target player has to respond to those questions by flipping over their answer card and saying the phrase on it. For every question. Without laughing.



Think up silly scenarios in...

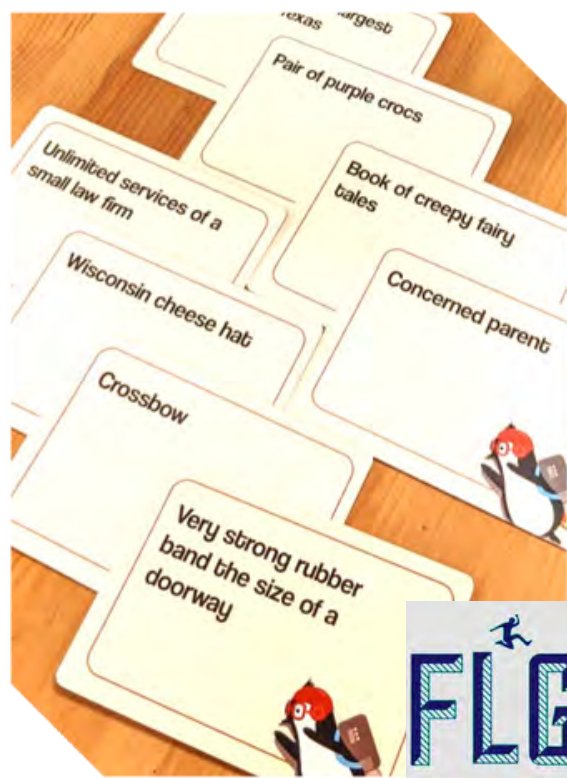
Wing It



Great for 4–7 Players Ages 14+

- Hilarious judge-picks-the-best-solution gameplay;
- Creative and over-the-top storytelling;
- Weirdly specific solution cards to get the creative juices flowing.

There's a 20-foot tall wave of molasses headed down the city street toward you, and all you've got is a chalkboard, 38 packets of instant pudding, and a Netflix subscription... What do you do? *Wing It* is a hilarious game of improvised solutions, where we'll be faced with absurd problems and choose three item cards to create even more absurd solutions.



CHATTY CARD GAMES

No timer. No grand plan. Plenty of time to shoot the breeze.



Predict your own pirate's plunder in...

Skull King

Great for 3-8 Players Ages 8+

- Simple gameplay with lots of room for developing nuanced strategies over time;
- Even the worst hand of cards can win big;
- Gorgeous, engaging pirate-themed cards and artwork.

Skull King is a "trick-taking game," and if you're not sure what that means, this is absolutely the game we would suggest to learn. With each new hand of cards, we'll bid the number of rounds we think our hand can win. Strong hand or not, we win points for bidding accurately, so you'll be rewarded for being realistic in your predictions!

Avoid taking the row in...

Take 5

Great strategic play with 3-6 players,
More luck-dependent play with 7-10 players

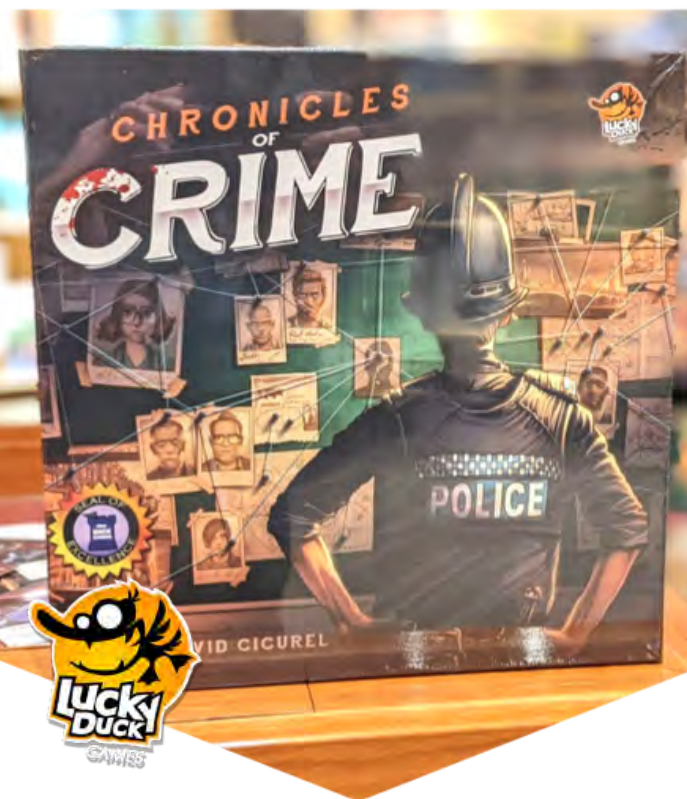
- Simultaneous gameplay means a similar playtime for any number of players;
- Nail-biting risks that inevitably end with someone getting stuck with the cards;
- Compelling decisions, which sometimes means taking the lesser of two evils.

Take 5 is, ironically, a game all about NOT taking five cards. Each round of play, everyone plays one card from their hand. Then, we put each card in the row where it belongs. Your goal is to never play a card that ends up being the sixth card in a row, because if you do, you have to collect all the points on them.



TAKE ON A GROUP CHALLENGE

Escape Room and Murder Mystery games are at their all-time best.



Become Scotland Yard's top sleuth in...

Chronicles of Crime

Great for 1-4 Players Ages 12+

- Partially virtual crime investigations;
- New stories available through updates in the app;
- Scenarios connect in a bigger story.

In *Chronicles of Crime*, you'll become a crack detective using the game's free app. Talk to key suspects, witnesses and experts to uncover the secrets of evidence and locations—all by scanning the QR codes on each card. You can even search virtual crime scenes to put yourself in the middle of the mystery!

Pick from dozens of escape rooms in...

Unlock!

Great for 1-6 Players Ages 10+

- Thrilling deductive gameplay on a timer;
- Each scenario exists within a deck of cards depicting rooms, objects, keys, computers and more.

Unlock! is an incredible escape room series, where each scenario is played in a deck of cards. The simple exploration system allows you to discover new cards by finding hidden numbers, by combining key cards and lock cards, and by inputting codes and patterns into machines. Can you get out before your hour is up?



TRIVIA BUT IT'S ACTUALLY FUN FOR EVERYONE

No, we're not playing FRIENDS Trivial Pursuit again, Janice.

Be the first to figure it out in...

20 Questions

2-6 Players, or skip the scoring for more!

- **Get a clue, and make your guess;**
- **Score points for each clue that hasn't already been given;**
- **Collect points even when you're reading the clues!**

Each round is about a Person, Place or Thing—and it's up to you to guess the answer first! Each player gets to choose a clue between #1 and #20 on their turn, then they make a guess at the final answer.

Pay attention to other players' turns, because as the clues start to accumulate, the answer will become more and more clear!



Guess a range of numbers in...

Confident?

3-6 Players Best for 4-6 Ages 11+

- **Guess a range you think the answer is in!**
- **If you're feeling confident, you can narrow your range for more points.**

This is a game of instinctive assumptions, reckless overestimations, and instant karmic punishment for your own greed. There is a question each round, and there is a correct answer, but you probably don't know it. (I'm not being rude—they're just really obscure.) Instead, everyone at the table will guess a range of numbers that they think the answer falls within.

Everyone whose range contains the correct answer gets a point, but the smallest correct range gets 3 points. So... feeling Confident?



TWO-PLAYER GAMES

Game night for two? Right this way.

Bounce your way to victory in...

boop.

Two players Ages 10+ (8+ with a little help)

- **Adorable and thinky gameplay;**
- **Pull off amazing bouncy-bed combos to graduate your kittens to big cats.**

boop. is a game where you get to say "boop" a lot. Each turn, you'll place one of your kittens on an empty space on the bed, and when that kitten lands, it boops all of the kittens around it away. Try to work out how to get three-in-a-row even though your kittens keep bouncing each other away, and they'll graduate into big cats. First to line up three big cats is the winner!



Decorate your new home together in...

Decorum

Great for 2-4 Players + Two-Player Campaign

- **Hilarious passive-aggressive theme;**
- **Optional app support for additional scenarios (coming soon!)**

In *Decorum*, you have just moved into a new house with everyone else at the table. Each player gets a hidden "conditions" card with their specific needs for the decor, but instead of talking to each other like adults, you're just going to start changing things and see what happens. You can only win if you pay attention to your roommates and find a way to cohabitate before tensions reach a breaking point.



COOPERATIVE GAMES

Work together to win or lose as a team!
(Don't worry, these games won't go easy on you.)



Reunite the forest spirits in...

Yokai

Great for 2-4 Players Ages 8+

- **Tricky cooperative memory and matching game;**
- **Add new layers of difficulty as you master the strategy.**

Yokai takes your classics find-a-match memory game to the next level. You and your fellow players will work together to move the facedown tiles into connected groups for all four different spirits, but your ability to communicate is limited—so you'll need to rely on your wits and intuition to succeed.

Escape the dark by candlelight in...

The Night Cage

1-5 Players Best for 3-4 Ages 14+

- **Explore an obscured labyrinth that shifts and changes around you;**
- **Amazing mix of evocative theme and tactical gameplay.**

You've got until your candle burns out to find your key and meet your fellow prisoners at the gate. Every time you take a step, the tunnels around you flicker into focus, but the ones you just left behind may not be there anymore when you go back... IF you go back. Frightful wax-eaters lurk in the darkness, and the labyrinth itself is full of pitfalls. Will you escape *The Night Cage*?



CLEVER CLUES

I know something you don't know... Oh no, I'm not trying to rub it in—
I'm just not allowed to tell you!

Be kind, rewind in...

Blockbuster

Team vs team gameplay for 4+ players.

- Revisit all of the blockbuster movie hits from throughout the ages;
- Two parts to each round: The lightning fast **Movie Buzzer Battle**, and the hilarious **Triple Charades Jeopardy**.

A game for movie-lovers, Blockbuster is an incredible way to revisit the classics and bond over your favorites. Each team will elect a representative for the head-to-head Movie Buzzer Battle, and the winner of the battle gets to choose their movies for the Triple Charades phase—AND which movies to saddle the other team with.



Think on a spectrum in...

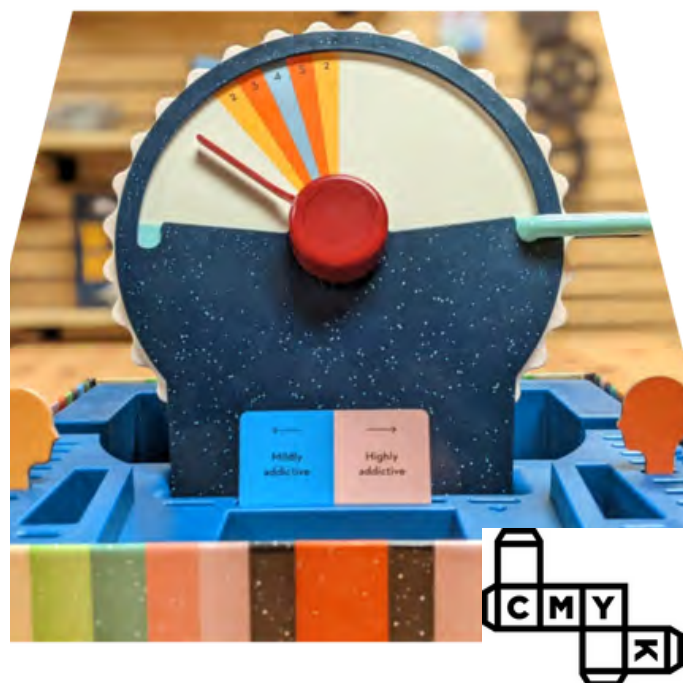
Wavelength

Great cooperative mode for 3-5 players.

Team vs team mode works best at 6+ players.

- Hilarious outside-the-box thinking will have you making comparisons you would never have imagined otherwise;
- High five-worthy moments of connection with your teammates.

Wavelength is a guess-on-a-scale game where you'll need to think up a creative clue that fits on a scale. On a scale of... Loud Place to Quiet Place? Or Basic to Hipster? Underrated Musician to Overrated Musician? Spin the dial to find out where on the scale you'll need to direct your teammates—then think up a clue that you think fits!



STRATEGY GAMES

UNDER 45 MINUTES



Overload your opposing witches in...

Whirling Witchcraft

2-5 Players Ages 14+ (We say 10+)

- Fascinating around-the-table gameplay;
- Highly reactive strategy invites you to turn your opponents' attacks into ammunition for your own plans.

Whirling Witchcraft is a game of recipes and the ingredients that compose them. Complete recipes using the ingredients on your workbench—then send the new ingredients you create to your neighbor. Any ingredients they can't fit on their workbench will come back to you as points!

Design neighboring gardens in...

Flourish



Great for 3-6 Players Ages 8+ 30 Minutes

- Vibrant artwork across 98 garden cards;
- Quick, simultaneous play—No waiting!
- Play competitively or cooperatively—with the exact same rules.

Flourish is a game of gardens, specifically of your garden and the neighboring gardens over your walls. Each turn, you will choose a card from your hand to add to your garden, as well as cards to pass over the walls to both of your neighbors. Some of the cards in your garden can score you points for the flowers and decor in your garden—while others will score based on what's in your neighbors' gardens!



ALL-NIGHT STRATEGY GAMES

Welcome to Game Night! Tonight we're playing THIS.



Embrace your inner Indiana Jones in...

Lost Ruins of Arnak

Great for 1-4 Players Ages 12+

- **Exciting, risk-taking exploration;**
- **Seamless blend of deck-building and worker placement mechanics;**
- **Many different paths to the same goals.**

We've established our base camp on the mysterious island of Arnak. Now it's time to venture out into the wilds and seek out the lost treasures and temples that await us. *Lost Ruins of Arnak* is a big box of exploration with an elegant unencumbered design that will make you feel resourceful the entire time you play. If you like collecting tiny plastic tokens and having a wealth of options, this game will welcome you with open arms.

Embrace the power of the dark side in...

Star Wars: Villainous

3-4 Players, Best for 2-3 Players

- **Choose a villain and strive toward their unique goal;**
- **Use the heroes of the Light Side to thwart the other villains' schemes.**

The heroes have had enough attention—It's time to become your favorite villains in *Star Wars Villainous: Power of the Dark Side*. You and your fellow players each select a villain to play from among Darth Vader, Kylo Ren, Asajj Ventress, Moff Gideon, and General Grievous. Choose the actions and cards that will help you accomplish your unique goal—and when it looks like another player is advancing too quickly, call upon Fate to use heroes like Luke Skywalker, Obi-Wan Kenobi and Ahsoka Tano against them!



FOR THE FAMILY

Parents & adults—we've got you covered.

These games are *actually* fun!



Claim the best lands for your clan in...

Kingdomino Origins

Great for 2-4 Players Ages 8+

- Competitive dominoes-style puzzle;
- Create matching territories and collect fire to score big;
- Three game modes to create the perfect amount of complexity.

The lands around your settlement are lush and full of resources—especially the greatest resource of all... FIRE. Each turn, you'll claim one two-part tile to add to your territory, and if it has a volcano on it, you blast a fire token to another nearby tile. Create matching areas and add fire to win!

Tell your own tale in Sherwood in...

ADVENTURES OF ROBIN HOOD

Best for 3 or 4 Players

Ages 10+ (8+ with help from an adult)

- Tell your own unique story with choose-your-own-adventure prompts;
- Free movement system that allows you to take your character anywhere;
- Interactive Sherwood Forest board with flippable story elements.

Play as Robin Hood and friends in this story-driven adventure game. When you open the box, you'll find a single preparation page—the rest of the rules will unfold as you play. Each time you sit down, you can play the next chapter in the ongoing story.



STRATEGY GAMES

FOR SEVEN PLAYERS



Build two cities at once in...

Between Two Cities

Best for 3–7 Players, Ages 14+ (We say 12+)

- **Partner up and build two cities with the players to your left and your right;**
- **Choose tiles to keep your cities evenly great—because your final score is the value of your lesser city!**

Between Two Cities is a fascinating and unique game of balance. Choose the best tiles for your cities, and there can be an element of diplomacy and persuasion as you try to convince your partners to focus their best tiles and attention on your shared cities. The player (or players) whose worse city is best is the winner in the end!

Soar through the skies in...

Tsuro: The Game of Path

Best for 4–8 Players, Ages 6+

- **Ride the air currents around wild loops and risky maneuvers;**
- **Send your opponents sailing off the edge of the board—or crashing into each other!**

Tsuro is a simple-but-merciless game of path building. On each player's turn, they will add one tile in front of their dragon. Each time a tile is added, every adjacent dragon must move along the new path, which can carry them off in a wild series of loops and swirls. The last dragon flying without leaving the board or crashing into another dragon is the winner!



LIE, CHEAT & STEAL

True friendship stands the test of... me lying to you for the past hour so that you would help me destroy everyone else before stabbing you in the back.

Get the tech and rule the town in...

3000 Scoundrels

Great for 5-8 Players, Ages 13+

- Epic Sci-Fi/Western mashup;
- 3000 combinations of scoundrels available thanks to the self-customizing semi-transparent cards.

The Traveler brought incredible technologies from the future. Then one day, he was gone, but his tech was still there for the taking...

In *3000 Scoundrels*, you'll play a prospective town leader competing over the tech in the town vaults. Play poker cards to activate your hired scoundrels' abilities, and call your rivals' bluffs to catch them in the act.



unexpected
games

Embrace your inner monster in...

Fangs

Great for 5-8 Players, Ages 10+

- Hilarious "hidden teams." Not even you know who's on your team at first;
- Special abilities and items make for epic memorable moments;
- Clever Oracle Cards reveal information to only one other player.

Hide in the obscuring cover of darkness in this team vs team hidden-identity game. When the game begins, you'll receive a secret character: a Vampire, Werewolf or Human. Keep your identity hidden to avoid being targeted by others, until you're ready to reveal yourself and unleash your character's special ability!



KOSMOS

KIDS' GAMES

Thoughtfully designed games with a focus on skill-building, critical thinking and development.



Race to eight matching arms in...

Octopie

Great for 2–4 Players Ages 4+

- Luck and strategy meet
- Multiple ways to be rewarded for your actions: color matches, pies, or both!

In Octopie, the first player with eight arms of the same color wins! On your turn, you'll roll the die to see which action you get to take: flip one of your arm tiles to see what color it is; take a new arm from the supply; or swap an arm with another player. And if you flip an arm holding a pie, you get another action right away! This game is great for learning simple probabilities, as well as the flexibility to switch plans if your initial strategy isn't working.

Manipulate magical marbles in...

Magic Mountain

Great for 1–6 Players, Ages 5+

- A perfect combination of physics and critical thinking, with a hint of luck;
- Rewards planning ahead and identifying consequences.

Work together to get your magicians down the mountain before the villains arrive at the village! In Magic Mountain, you'll pull a random magical marble from the bag, then send it down a mountain path of your choice. Every good magician it touches on its way gets to move ahead, but if it touches a villain, they move as well. Choose your paths carefully and make your way down before it's too late!



Have a Great Game Night!



**Let us know how it goes
and follow along for more game ideas.**

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