

# GAME NIGHT GAZETTE



# 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. 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 6) 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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# Holiday Get-Togethers

Let's kick things off with the games we're bringing to our holiday gatherings.



Predict a silly championship bracket...

## Champions



Best for 5-8 Players

- Create a championship bracket of famous people in silly challenges;
- Decide whether to go with your gut or follow the crowd!

*Champions* is one of the funniest and most imaginative games we played all year. Everyone adds a name to the tournament bracket, from Taylor Swift to your uncle Bob, and then we deal out silly challenges they'll "compete" in. For each match, we'll vote on who wins, and the majority winner advances to the next round.

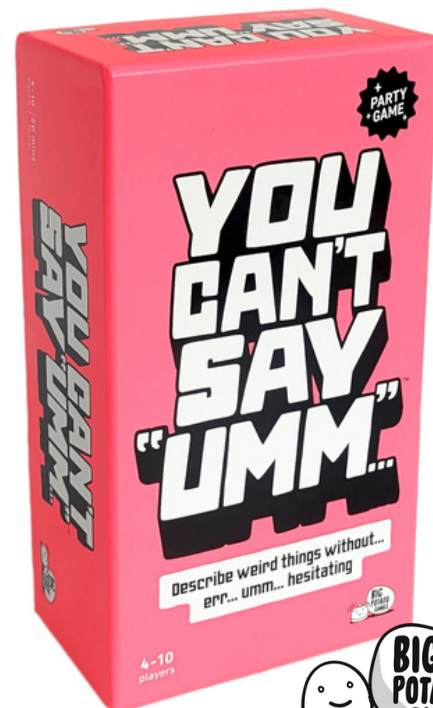
Describe weird things in...

## You Can't Say "Umm"

Best for 4-12 Players, Ages 10+

- Describe a random combo of cards without using any filler words, like Umm;
- Ring the bell at your opponents when they stumble;
- Add extra silly challenges to keep everyone on their toes.

Draw a random two-card combo, like Cheap Postman, and describe it to your teammates without using any filler words, like umm..., uhh..., err... you get it. And the challenge doesn't stop there—the game will throw extra challenges your way, like 'change seats for every right answer' and 'do everything in a high-pitched voice'.



# 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.



Remember who has which silly gifts in...

## That's Not a Hat

Chaotic memory game for up to 8 players

- **Hilarious gift-giving memory game;**
- **Pocket-sized box, packed with content;**
- **Resort to bluffing when you (inevitably) forget which gift is which!**

We knew we would love That's Not a Hat before our first round even started. On your turn, give one of your facedown cards to another player and tell them what it is: "I got you a cactus." That player can decide whether to accept the gift or, if they think you're lying about what it is, they can refuse it!

Put on the perfect kite show in...

## Kites

2–6 Players Ages 10+

- **Race to keep six sandtimers active;**
- **Fast-paced communication game;**
- **Additional challenge card options to introduce once you've got the hang of it.**

Let's put on a kite show in this addictive cooperative game! On your turn, play one card and launch a kite by flipping that color sandtimer. Once a timer has started, we can't let it run out, so we'll have to communicate quickly to let everyone know which timer to flip next. If you can play all the cards in the deck before any of the six timers runs out, you win!



# GREAT FOR A LAUGH

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

Find the biggest gorilla card in...

## 800 Pound Gorilla



Great for 3-6 Players Ages 8+

- Family-friendly quick reaction game;
- Grab coconuts and bananas, or find the perfect gorilla;
- 100 unique gorilla cards to search!

800 Pound Gorilla will have you beating your chest, shouting "Cheese!" and laughing the entire time. Spin the spinner to see where it lands: Sometimes you'll do silly actions before racing to grab coconuts and bananas. And sometimes you'll search the gorilla cards to try and find the biggest, the smallest, or the medium-est!



Dolphin Hat  
GAMES

Mansplain ridiculous topics in...

## Mansplaining



Great for 3+ Players Ages 14+

- Hilarious (and useless) explanations of how to do mundane tasks;
- Designed to make "mansplaining" look ridiculous.

Want to feel like a know-it-all? Well, this game might not help. When it's your turn to Mansplain, you'll draw a secret topic and four random detail words. Then explain your topic to the other players, working in as many of your detail words as you can—it's up to the other players to sort through your ridiculous mansplaining and guess all your cards!



Breaking  
Games  
AN ADMAGIC COMPANY

# CHATTY CARD GAMES

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

Put the squeeze on your opponents in...

## Insert Card Here



Great for 3-5 Players Ages 8+

- Simple UNO-like card game;
- Play it safe or close the gap;
- Great for travel and easy to teach.

Be the first player to empty your hand in this addictive card game. On your turn, make sure you have a card to play that fits between the low and high cards. You can choose to play it safe or close the gap and “squeeze” everyone else to see if they have cards to fit!



Score cards or play into the gap in...

## Gap



Casual card game with a twist on scoring

- Simple, rewarding gameplay;
- Unique scoring awards points for some suits but not others;
- Lots of potential for high-risk, high-reward plays if you're behind on points.

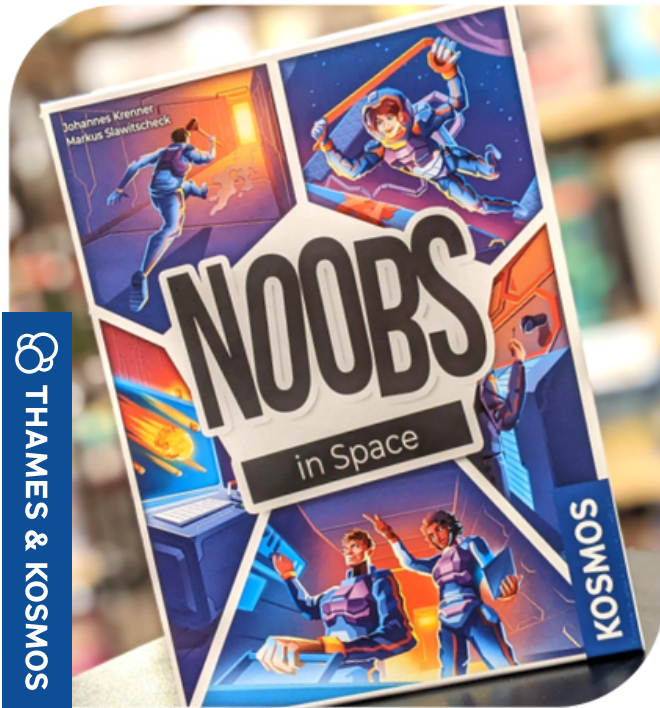
Each turn in Gap, you'll play one card from your hand. That card may score you cards from the center row, or it might slot into the “gap” between the cards in the row. At the end of the game, you score points for the suit (or suits) you collected the most of. But be careful—the suit you collected the least counts against you!





# TAKE ON A GROUP CHALLENGE

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



Blunder your way through in...

## Noobs in Space



Great for 2-5 Players Ages 10+

- Hilarious game of (mis)communication;
- No rulebook—jump in and play;
- Make your way through eight missions.

We opened the *Noobs in Space* box without knowing what to expect, and were delighted to find a fun and clever cooperative challenge. Play as new space academy graduates who barely scraped by in your final exams. During each mission, you'll have a hand of cards to use in tackling unknown challenges. You can discuss and describe your cards, but never show them to another player—so communication is key.

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

*Clever games that use your real-world knowledge*



**Build a timeline of events together in...**

## Timeline Twist

**2-6 Players, Ages 8+ (We say 12+)**

- Team up to add cards to your timeline;
- Keep the time gaps between cards as small as possible;
- Score as a group, then try to do better next time!

In Timeline Twist, you and your fellow players will try to play your entire deck of event cards into the timeline. Guess when your card happened, then play it at the right time. It's a fantastic game about real events, where sometimes you know the answer, and sometime a best-guess is good enough!

**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 spooky kitties in...

## BOOoop.

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

- A “spooky” new version of last year’s best-selling game;
- Adorable and thinky gameplay;
- New ghost cats that float across the bed.

In *BOOoop*, you get to boop and spook kitties as you try to get three-in-a-row. Each turn, you’ll place one of your costumed kittens on an empty space on the bed, and when that kitten lands, it boops all of the kittens around it away. Graduate your kittens to big cats, and use your ghost kittens to scare other kittens into position —be the first to line up three big cats to win!



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.)**



**Escape an alien jungle planet in...**

## Forbidden Jungle

**Great for 2-5 Players Ages 10+**

- **Work together to power up the portal;**
- **Use alien technology to take control of the jungle's movements;**
- **Five ways to lose and one way to win!**

You've crash landed on an overgrown alien world. Your team of explorers will need to find four power crystals and assemble them around an alien portal in order to find your way home, but there are plenty of aliens and nests that will slow you down along the way. Work together, use alien technologies to your advantage, and find your way home!



**Remember the cafe orders in...**

## Order Overload Cafe

**2-6 Players Ages 6+ (We suggest 10+)**

- **Work together to remember all the items in the cafe order;**
- **Play through seven rounds of difficulty;**
- **Amazing memory challenge with great ways to collaborate and help.**

*Order Overload Cafe* will put your memory to the test—but don't worry, your fellow cafe workers have your back! To start, we'll read a number of cafe items equal to the number of players. Then we deal out the cards and try to remember and name an item from the order. Some of the items are super memorable, like Strawberry Bubble Tea, but sometimes you just have to hope there was an Iced Latte in there somewhere.



# STRATEGY GAMES

## UNDER 45 MINUTES

Build your city on a hill in...

## Akropolis

Great for 1-4 Players Ages 8+ 30-45 Mins

- Super engaging city sprawl game;
- Add your new tiles to the edges of your city OR stack your city higher for point multipliers.

*Akropolis* is a beautiful—and beautifully designed—tile placement game. Each player will create their own “high city” by choosing a new tile to add to their Akropolis each turn, positioning marketplaces, temples and barracks for points. For a game that’s so easy to learn and so quick to play, it contains an amazing amount of content and strategy!



Plan your wave and ride it to shore in...

## The Perfect Wave

Great for 2-4 players 30-45 Minutes

- Embrace the surfing life with highly thematic rules and components;
- Satisfying, addictive card positioning.

In *The Perfect Wave*, you’ll spend your turns adding wave cards to your Big Wave, while simultaneously paddling your surfer out to ride it. The game ends when our waves are complete, and we score up by riding the wave back to shore and doing tricks as we go. Surf’s up, dude!



# ALL-NIGHT STRATEGY GAMES

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

**Conquer the fairy garden in...**

## Power Plants



**Best for 3-4 Players Ages 8+ (We say 12+)**

- **Unique territory control on an always-expanding garden landscape;**
- **Tons of opportunities for epic moments;**
- **Countless combinations of plants and powers.**

Power Plants completely changed the way we think about territory-conquering games—in the best possible way! Each turn, you'll add one new plant tile to the garden, then choose whether to use its ability, or activate the abilities of all the plants next to it. This isn't a game of big bulky armies, but of tricky fairies claiming exactly the tiles they need to win it.



**All aboard the haunted train in...**

## Vagrantsong

**2-4 Players Ages 14+**

- **Work together to solve the mysteries of the haunted train;**
- **Each scenario is a story-driven boss fight to free a ghostly spirit;**
- **Play a campaign across 20+ scenarios.**

Jump aboard a train to the afterlife and find yourself transported into a world of lore and legend, all beautifully wrapped up in the trappings of an old-timey cartoon. The sense of exploration and discovery takes center stage in each new scenario, as you unlock new secrets and learn the stories of each ghost in your attempts to set them free.



# FOR THE FAMILY

Parents & adults—we've got you covered.  
These games are *actually* fun!



Race across floating towers in...

## Wandering Towers

Great for 2-6 Players Ages 8+

- Awe-inspiring floating towers that can carry and trap your wizards;
- Incredibly fantasy artwork and theme;
- Eight different spell abilities available, making the game different every time.

Our apprentice wizards have to brew our final exam potions and be the first ones to Ravenskeep! Choose which cards to use to race ahead or lift the magical towers to trap your opponents' wizards! This game is easy to learn and looks INCREDIBLE on the table.

Get on the Green Team, because...

## Green Team Wins

3-6 Players Ages 10+ (We say 8+)

- Great conversation-starting questions for kids and families;
- Try to answer each question with the majority to get on Green Team.

Well the title says it all in this game where the *Green Team Wins*. Each round, the card will ask us a question about our favorite things or preferences, like "Live in a treehouse or a live in houseboat?" Then we all vote, and the majority go on the Green Team, where they'll score extra points until they answer outside the majority and go back to orange team. Hours and hours of thought-provoking discussion for the family!



# KIDS' GAMES

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



Don't get caught with the treasure in...

## Stomp the Plank

Great for 2-4 Players Ages 5+

- Great push-your-luck teaching tool for patience and moderation;
- Amazing magnetic pieces for plank-walking tension.

Stealing treasure from Captain Giraffe? That's okay, we're all doing it! But the more you steal, the higher chance you'll have repeat cards, and each repeat will send your elephant pirate one step further down the gangplank, and one step closer to a watery plunge! This game is great for teaching kids to stop when they're ahead and tolerate the frustrations of unlucky moments.

Play your own story in...

## Graphic Novel Jr

Ages 7+ (5+ with assistance)

- Go a step beyond a choose-your-own adventure with graphic novel illustrations and built-in puzzles;
- Plenty of paths to take and items to find—read it again to find a new way out!

These beautifully designed and illustrated graphic novels invite kids to become a part of the adventure. Each panel of the story introduces new choices and challenges, and plenty of puzzles like counting unique objects or spotting the differences between two images—all built into the context of the story itself!





# Have a Great Game Night!



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

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