

Carcassonne

2 to 5 players (2 to 5 preferred), game length: long, rule difficulty: medium, strategy difficulty: medium.

It's time to summon your inner town-planner. During a game of Carcassonne, you'll draw tiles and place them on the board, aiming to finish features such as roads, monasteries and cities. Every time you have a follower on a finished feature, you'll earn points, working your way towards victory.

Be cautious though — you have a limited number of followers, and you only get them back when something's finished. Beware of your 'buddies' — given the chance, they might just try to eliminate the competition!

Carcassonne: Inns & Cathedrals

2 to 6 players (2 to 6 preferred), game length: long, rule difficulty: medium, strategy difficulty: medium.

There's a new player in town, upping the player count to six. Also included are a number of unusual tiles, including tiles with the risky inns and cathedrals — a road with an inn attached, or a city containing a cathedral, is worth double the points... if you finish it. Fail to finish it, and you get nothing.

Finally, there's a new follower added — the "big meeple" is worth two followers, so you might just be able to muscle someone else out of those hard-earned points!

Catan

3 to 4 players (4 to 4 preferred), game length: long, rule difficulty: high, strategy difficulty: high.

The resource-rich island of Catan is a hotly contested region, and you lead one of the recently settled colonies. Build, trade and settle to gain the resources you need to expand and develop.

With developments that advance your way to victory and settlements to build, there is no shortage of ways to move towards victory, but be wise when trading — you might just give your opponent the tools of your own downfall... Claim the longest road, biggest army, and develop your settlements and civilization to become the Lord of Catan.

Exploding Kittens

2 to 5 players (3 to 5 preferred), game length: medium, rule difficulty: low, strategy difficulty: medium.

Who doesn't love kittens? I'm afraid some of these kittens don't love you back. In a game of reverse Russian Roulette, fight your friends and flummox your foes as you claw your way through the deck, and emerge the victor as the last person standing.

Each player begins with 5 cards, you can play as many as you like on your turn, which ends when you draw a card. Be claw-tious, though, because if you draw an exploding kitten, you're out. Unless you can defuse it, which lets you put it wherever you want in the deck. Will you survive to the end, or will you fall before you can say "Apocalypse Meow"?