

Kabuto Sumo



2 – 4



15 minutes



Action / Dexterity, Animals, Fighting



Slide / Push, Variable Player Powers

Beetles step into the sumo ring, ready to clash. Each player takes turns sliding pieces onto the board. Every push threatens to knock rivals closer to the edge. Tension builds as the platform grows crowded. Luck, dexterity, and planning all play a role. Edge control is everything—stay firm or fall.

Brilliant comebacks happen when a single move shifts the pile. Actions feel simple, but decisions carry weight. The ring is unforgiving, and mistakes are costly. Thrilling cascades of pieces can flip the match in an instant. Legends are written by the beetle who holds the ground. Every bout is fast, tense, and endlessly replayable. Step up, take your place, and battle for glory.

Square One



1 – 4



30 – 50 minutes



Abstract Strategy, Puzzle



**Action Points, Open Drafting, Pattern Building, Resource Queue
Solo / Solitaire Game, Tile Placement**

Square One is an engine-building strategy game, similar to its predecessor Project L. Its easy-to-learn yet hard-to-master mechanics offer high replayability for the whole family.

In *Square One* is players match tiles with patterns to pattern cards on the board. Build more patterns and make more combos to earn points. The person who completes all their patterns first, wins the game.

Unstable Unicorns



2 – 8



30 – 60 minutes



Card Game, Humor, Party Game



Hand Management, Set Collection, Take That

Build a Unicorn Army. Betray your friends. Unicorns are your friends now.

Unstable Unicorns is a strategic card game about everyone's two favorite things: Destruction and Unicorns!

Learn how unstable your friendships really are.

You start with a Baby Unicorn in your Stable. SO CUTE!

But don't get too attached, because even Baby Unicorns aren't safe in this game! There are over 20 Magical Unicorns to collect, and each has a special power. Build your Unicorn Army as fast as you can, or be destroyed by one of your so-called friends! Seek revenge or protect your stable using your Magic! Sound easy? Not so fast. Someone could have a Neigh Card (Get it? Neigh?) and send the game into MADNESS! The first person to complete their Unicorn Army shall hereafter be known as The Righteous Ruler of All Things Magical... at least until the next game. Good luck.

Exploding Kittens



2 – 6



15 minutes



Animals, Card Game, Comic Book / Strip, Humor



Hand Management, Hot Potato, Player Elimination, Push Your Luck, Set Collection, Take That

Exploding Kittens is a kitty-powered version of Russian Roulette. Players take turns drawing cards until someone draws an exploding kitten and loses the game. The deck is made up of cards that let you avoid exploding by peeking at cards before you draw, forcing your opponent to draw multiple cards, or shuffling the deck.

The game gets more and more intense with each card you draw because fewer cards left in the deck means a greater chance of drawing the kitten and exploding in a fiery ball of feline hyperbole.

Things in Rings



2 – 6



20 minutes



Deduction, Party Game, Word Game



Induction, Player Judge

In the center of the table, place the Rings and form a triple Venn diagram. Designate one player to be "The Knower." The Knower knows the different logic rules for each Ring and will facilitate the game. All other players start with a hand of five object cards.

Depending on the Ring, the logic rules will be related to different characteristics, like spelling, grammar, physical properties, cultural relevance, or industry.

On your turn, place an object card from your hand into the Venn diagram. If it fits that ring's rules, place another card. If it doesn't fit the rules, "The Knower" moves the card to the right area. The player then draws another card.

The point of the game is to get rid of all of your cards. Can you figure out the Rings' logic before your opponents? Don't forget, you can play in the overlapping spots of the Venn diagram, or even outside it completely!

Hanabi



2 – 5



25 minutes



Card Game, Deduction, Memory



Communication Limits, Cooperative Game, Hand Management, Memory, Ordering, Set Collection

Hanabi—named for the Japanese word for "fireworks"—is a cooperative game in which players try to create the perfect fireworks show by placing the cards on the table in the right order. (In Japanese, *hanabi* is written as 花火; these are the ideograms *flower* and *fire*, respectively.)

The card deck consists of five different colors of cards, numbered 1–5 in each color. For each color, the players try to place a row in the correct order from 1–5. Sounds easy, right? Well, not quite, as in this game you hold your cards so that they're visible only to other players. To assist other players in playing a card, you must give them hints regarding the numbers or the colors of their cards. Players must act as a team to avoid errors and to finish the fireworks display before they run out of cards.

An extra suit of cards, rainbow colored, is also provided for advanced or variant play.

Bang!



4 – 7



20 – 40 minutes



American West, Bluffing, Card Game, Deduction, Fighting



Hand Management, Hidden Roles, Hot Potato, Kill Steal, Player Elimination, Take That, Team-Based Game, Variable Player Powers

"The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)!" (From back of box)

The card game **BANG!** recreates an old-fashioned spaghetti western shoot-out, with each player randomly receiving a Character card to determine special abilities, and a secret Role card to determine their goal.

Four different Roles are available, each with a unique victory condition:

- Sheriff - Kill all Outlaws and the Renegade
- Deputy - Protect the Sheriff and kill any Outlaws
- Outlaw - Kill the Sheriff
- Renegade - Be the last person standing

A player's Role is kept secret, except for the Sheriff. Character cards are placed face up on table, and also track strength (hand limit) in addition to special ability.

There are 22 different types of cards in the draw deck. Most common are the BANG! cards, which let you shoot at another player, assuming the target is within "range" of your current gun. The target player can play a "MISSED!" card to dodge the shot. Other cards can provide temporary boosts while in play (for example, different guns to improve your firing range) and special one-time effects to help you or hinder your opponents (such as Beer to restore health, or Barrels to hide behind during a shootout). A horse is useful for keeping your distance from unruly neighbors, while the Winchester can hit a target at range 5. The Gatling is a deadly exception where range doesn't matter: it can only be used once, but targets all other players at the table!

Information on the cards is displayed using language-independent symbols, and 7 summary/reference cards are included.

Tic Tac K.O.



2 – 4



30 – 60 minutes



Animals, Card Game, Fantasy



Grid Coverage, Interrupts, Square Grid, Take That, Team-Based Game, Turn Order: Claim Action

Tic Tac K.O. is a quick-to-learn card game that puts a diabolical twist on Tic Tac Toe, letting you smack your opponents to the side as you claim squares in your quest for victory. These adorably ruthless Dragons and Unicorns won't hesitate to destroy their opponents with fire, lightning, or a swift kick in the patoot.

In *Tic Tac K.O.*, two teams battle for control of the Grid by playing Character and Magic cards featuring diabolical Dragons and unforgiving Unicorns. Players lay down cards one at a time on the tic-tac-toe grid to match the pattern on their Objective Cards.

The first team to complete 3 Objectives wins the game!

Go



2



30 – 180 minutes



Abstract Strategy



Chaining, Enclosure, Pattern Building, Pattern Recognition,
Square Grid

In the game of **Go**, players alternately place stones on empty intersections of a 19x19 grid. The goal is to enclose territory behind stone perimeters and, secondarily, to tightly surround and capture enemy stones. The game ends when both players pass. The players then add up their territory and deduct the number of captives lost. Higher score wins.

As you see, the concept of **Go** is simple. The tactics and strategies, however, are deep enough to enrich a lifetime. Actually many lifetimes, for the game has been played for thousands of years. With so long a lineage and a worldwide following, **Go** has come to be known by different names (Weiqi, Igo, Baduk) and to be played by different rules. The rule differences are small, though, and seldom affect play.

So welcome to this masterpiece that is the game of **Go**, the race for geographical control of an unclaimed land. Experience running battles and swift reversals, bold invasions and painful sacrifices, each sally, each setback playing out to the tap of stone on wood.

Střelené Kachny



3 – 6



20 minutes



Animals, Card Game



Hand Management, Open Drafting

The aim of Sitting Ducks Gallery is to use your 'dead-eye' aim and cunning to shoot your opponent's ducks and ensure that your ducks are the last ones remaining in the Gallery.

The player's are presented with a Sitting Ducks Gallery in which the player's ducks will appear as new cards enter the central row and occasionally some empty spaces too.

The players must then use cards in their hand to aim at particular ducks of choice. Once a duck has an aim token over it any player can play a 'Fire' card to shoot them and thus eliminate the duck from the gallery. When a player has all of their ducks eliminated they are out of the game.

The player's also have access to many special cards that allow the line to be manipulated. Results can be the movement of ducks, however Aim Tokens do not move and in this way a player can protect their ducks and threaten those of the opposition.

The game play is similar to Guillotine in the way that the line can be manipulated and the special effect cards on offer.

Tiny Epic Dungeons



1 – 4



30 – 60 minutes



Adventure, Dice, Exploration, Fantasy, Fighting



Cooperative Game, Dice Rolling, Finale Ending, Modular Board, Solo / Solitaire Game, Tile Placement, Variable Player Powers, Variable Set-up

Tiny Epic Dungeons is a fully co-operative dungeon crawler for 1 to 4 players set in the fantasy world of Aughmoore.

In *Tiny Epic Dungeons*, players control a band of Heroes exploring a treacherous dungeon in search of the fearsome Dungeon Boss. Heroes make their way through the dungeon one room at a time. Around every corner goblins and ferocious minions seek to block the Heroes' path. Where there isn't an enemy, traps are set, ready to spring on even the most prepared Hero.

Tiny Epic Dungeons features a modular dungeon that is unique with each play.

The game is played over two acts: The Dungeon, and the Dungeon Boss. In both acts, the players are constantly struggling against the waning firelight of their torch which decreases each turn. When the torch goes out, the Heroes are forever lost in the darkness.

After clearing the dungeon of all its' minions and finding the entrance to the lair, players must engage in an epic battle against the Boss. Each boss has unique abilities and a lair with a unique environment that gives various advantages and disadvantages depending on the skill used and where the Hero attacks from.

These Epic Monsters cannot be slain by mere swords, axes, arrows, and the occasional spell. Ritual Rooms around the dungeon must be used to lower their magical bond to the dungeon. The Dungeon boss must be lured to these rooms to lower their defenses and allow the Heroes to strike the final blow!

Victory in *Tiny Epic Dungeons* is achieved by defeating the Dungeon Boss! In order to do that, the Heroes will need to collect legendary loot, and supreme spells

Heroes of old crafted loot to honor the ways of their clans. Bear, Lion, Phoenix, and Panther. Heroes can discover pieces from these ancient sets that grow more powerful the more you collect.

Will you be the greatest warrior the Bear clan has ever seen? Or will you make the Panther clan proud by stalking your prey and striking with surprising force, unseen before the moment of impact?

The story is yours to tell in *Tiny Epic Dungeons*!

Secret Hitler



5 – 10



45 minutes



Bluffing, Card Game, Deduction, Humor, Party Game, Political, Print & Play, Spies / Secret Agents



Hidden Roles, Player Elimination, Team-Based Game, Traitor Game, Voting

Secret Hitler is a dramatic game of political intrigue and betrayal set in 1930s Germany. Each player is randomly and secretly assigned to be a liberal or a fascist, and one player is Secret Hitler. The fascists coordinate to sow distrust and install their cold-blooded leader; the liberals must find and stop the Secret Hitler before it's too late. The liberal team always has a majority.

At the beginning of the game, players close their eyes, and the fascists reveal themselves to one another. Secret Hitler keeps his eyes closed, but puts his thumb up so the fascists can see who he is. The fascists learn who Hitler is, but Hitler doesn't know who his fellow fascists are, and the liberals don't know who anyone is.

Each round, players elect a President and a Chancellor who will work together to enact a law from a random deck. If the government passes a fascist law, players must try to figure out if they were betrayed or simply unlucky. *Secret Hitler* also features government powers that come into play as fascism advances. The fascists will use those powers to create chaos unless liberals can pull the nation back from the brink of war.

The objective of the liberal team is to pass five liberal policies or assassinate Secret Hitler. The objective of the fascist team is to pass six fascist policies or elect Secret Hitler chancellor after three fascist policies have passed.