

NOTE: Barnes & Noble supposedly has a robust board game section that often has sales!

PARTY:

- **Just One** - 3 to 7 player. Cooperative. The active player tries to guess a word based on clues made by everyone else, but any clues that match are eliminated and not shared.
- **Ito** - 2-10 player. Cooperative. Everyone is given a secret number between 1-100. The group must correctly order everyone's numbers. Number ranges are guessed based on answers given to a scaled prompt.
- **That's Not A Hat** - 3-8 player. A memory and bluffing game based on passing around and keeping track of facedown cards.
- **Sushi Go Party!** - 2-8 player. A closed drafting and set collection card game. Sushi themed.

THEMATIC:

- **Unmatched** (series, a 2 character box specifically) - 2 player. Head-to-head brawl game using cards and miniature figures on a grid. Play as legends of myth and history.
- **Dice Throne** (series, a 2 character box specifically) - 2 player. Head-to-head brawl game using dice for action combos.
- **Kinfire Delve** (series, I recommend Vainglory or Scorn) - 2 player. Cooperative dungeon crawl finishing in a final boss fight using cards/dice rolling.
- **Sky Team** - 2 player. Cooperative, limited communication game. Coordinate rolling and placing specific dice as airplane pilots to safely land your plane.

OPTIMIZATION OR EFFICIENCY:

- **My City** - 2-4 player. A city building game that uses polyominoes. It is a mission-based campaign.
- **Azul** (often on sale, otherwise look at mini or travel series) - 2-4 player. Open drafting and pattern building game using pretty tiles. Portuguese tile themed.
- **The Vale of Eternity** - 2-4 player. Tame monsters and spirits to add them to your tableau. Pokemon-esque premise. Fantasy themed.
- **Harmonies** - 1-4 player. A tile placement and pattern building game about creating the perfect habitat to place your animals in and score points. Aesthetic.
- **7 Wonders Duel** - 2 player. An economic and civilization building game that has multiple victory conditions. Antiquity themed.
- **Sagrada** - 1-4 player. Contract-based open drafting and pattern building game using pretty dice. Stain glass themed.
- **The Red Cathedral** - 1-4 player. Build a Russian cathedral. A dice rolling, area majority, rondel, and economic game.
- **That's Pretty Clever!** - 1-4 player. A dice rolling, paper-and-pencil game. Combinations and chain-scoring. No real theme.
- **Modern Art** - 3-5 player. An auction and bidding game featuring multiple styles of auctioning. Art themed.

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- **Patchwork** - 2 player. A rondel, open drafting, and polyomino placement game. Quilt themed.

CARDS:

- **Faraway** - 2-6 player. An auction and set collection game that has you score your card line in reverse order of play at the end. Travel themed.
- **Scout** - 2-5 player. A ladder-climbing and card shedding game. Circus themed.
- **Point Salad** - 2-6 player. A set collection and open drafting card game. Fruit and vegetable themed.
- **Flip 7** - 3-18 player. A push-your-luck card game.
- **Parade** - 2-6 player. A line placement and set collection game. Alice In Wonderland themed.
- **Forest Shuffle** - 2-5 player. Open drafting and layering game. Partially tuck animal cards under trees in specific combinations to create an ecological habitat.
- **Sea Salt & Paper** - 2-4 player. A set collection and open drafting card game. Gain sets of cards for points or special actions. Ocean themed. Origami art.
- **Wine Cellar** - 1-8 players. A bidding and auction card game that includes ordering your collection into a timeline for scoring. Wine themed.
- **Floriferous** - 1-4 player. Open drafting and set collection game. A game of balancing progress on objectives, gaining more objectives, and fighting for turn order. Flower themed.
- **Schotten Totten** - 2 player. Lane battle game using card melds and runs to secure territory. Scotland themed.
- **Duel for Cardia** - 2 player. A combat-style card game. You choose and reveal a card simultaneously alongside your opponent. High card gets the points, but low card gets to use a special ability. Vague fighter theme.
- **Castle Combo** – 2-5 player. A grid placement, open drafting, and set collection game that has side-by-side bonuses. Medieval themed.

TRICK TAKING:

- **Rebel Princess** - 3-6 player. Based on the card game Hearts. Asymmetrical player powers. Disney princess themed.
- **The Crew: Mission Deep Sea** - 2-5 player. Cooperative. Contains pass/fail missions. Players have unique objective goals for each round. Limited communication. Ocean exploration themed.
- **Lone Wolves** - 2 player. Play your card to one of five lanes in a fight for territory control. Lose a trick = flip your card facedown. You may choose to lose a trick on purpose to gain a benefit. Wolf pack themed.

DEDUCTION:

- **Kronologic: Paris 1920** - 1-4 player. Clue-style mystery game. Paris themed.