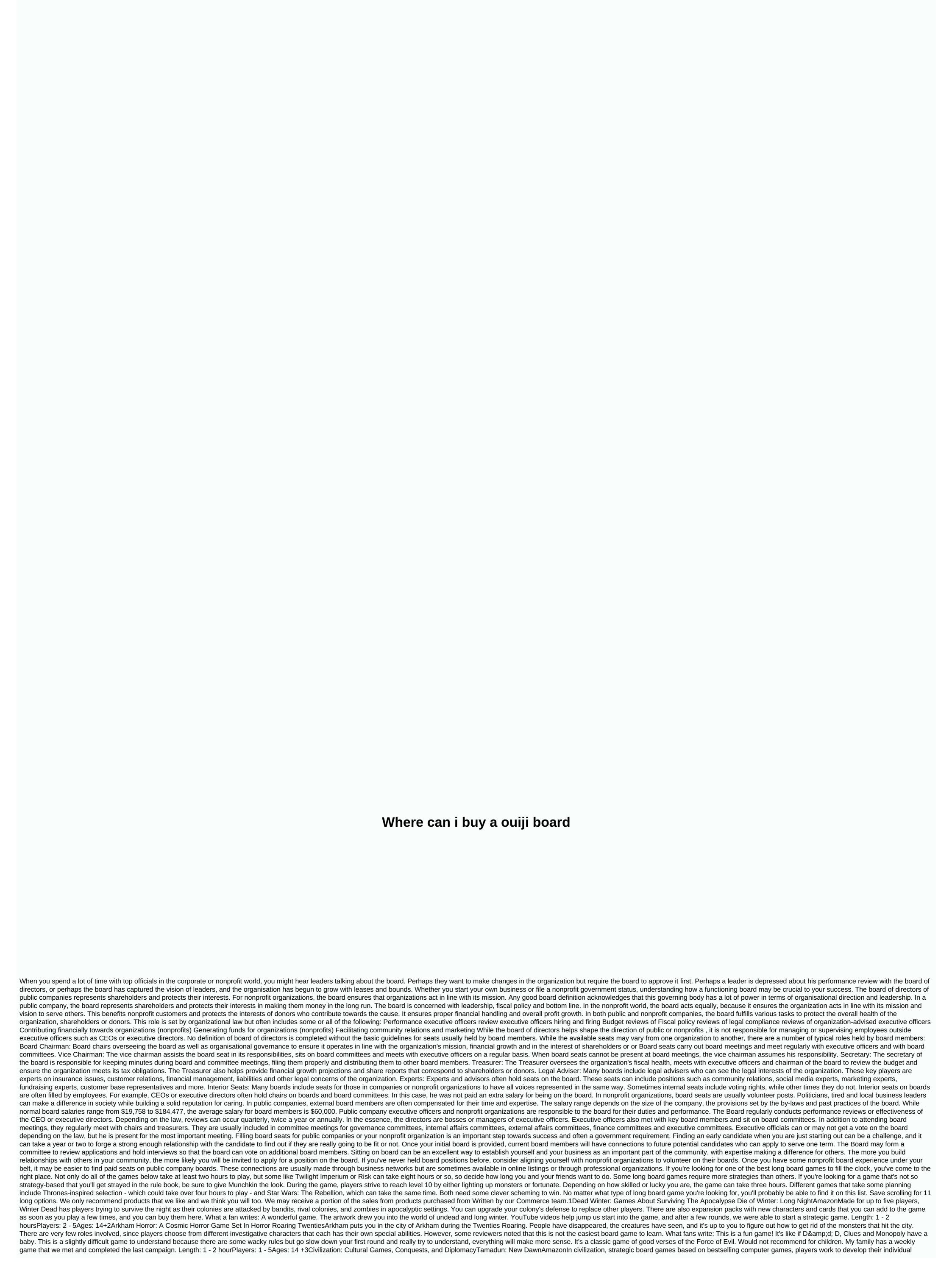
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countries by securing territory and resources in order to become important world leaders. Winning cards detail what you need to achieve to declare a winner, and they change with each game to help keep things fresh. What fans write: I want a new strategy game playing with the family. We've played 3 times in two weeks and I'm not disappointed. It's now my favorite board game. I like that there is very little luck involved. There are many different ways to win. If you are a family of competitively like me, there will be some pressure and frustration involved. The game setup takes about 15 to 20 minutes and our game lasts about 3 hours. Length: 1 - 3 hoursPlayers: 2 - 4Ages: 14 + 4Mansions Mad madness: Games With Matching Phone Apprenticeship MadnessAmazonIf you're looking for a game that needs some teamwork, Crazy Root House is a good option. It's a full-fledged adventure of cooperation made to up to the five players. Just like Arkham Horror (and also inspired by the works of H. P. Lovecraft), players work to reveal a mysterious incident in the city of Arkham. Unlike Arkham Horror, though, Madness Mansion uses a downloadable companion phone app to help sink you into the game even further. According to fans, the game could take over three hours to play, making one of the longer options on this list. What the fans write: A very great game, especially for those interested in simplifying a group of players who are slightly less committed to that fierce role playing. Game results are very dynamic, especially if you are included in your ingredients from the first edition. The accrycling app, which acts as a master of the game and allows everyone to play collaboratively in a team, is the number of game-changers that make this one of the most enjoyable and playable games in the genre. Length: 2 - 3 + jamPlayers: 1 - 5Ages: 14 + 5Star Wars: Games Based on Classic Franchise Star Wars: RebelsAmazonIn Star Wa definitely recognize more than a few familiar character faces. This one can take over four hours to play, making it another long option. What fans write: It takes an hour or so to establish the first time getting the pieces ready etc. It's very long to play but it's worth it. A lot of thought should go to each round, oppose each other's missions and try to confuse it through the group movement. I highly recommend this to the fans and just a fan of the same board games. Just be ready for your first 6-8-hour game through. Length: 3 - 4+ hours Players: 2 - 4Ages: 14 +6Risk: Classic Strategy Game Filled With BetrayalRisk: 60th Anniversary of EditionAmazonRisk classic board games that are long enough to fill up a few afternoons depending on who you play with. Make allies and use troops as you try to conquer the world, but be careful - some of your friends plan to double you. With five different sets of rules to choose from, there are many different types to keep you involved. What fans write: Amazing real time war strategy game. If you're looking for a fun board game to play, but don't like how the monopoly becomes boring so fast, play this game! Your enemies are so un foreseeable in the game that it saves the fire that is going on! Definitely one of my top 10 bored games! Length: 1 - 8 + jamPlayers: 2 - 6Ages: 10 +7Fury Of Dracula: Game Pieces And Spooky Gothic Wondering what he likes Van Helsing? Now's your chance with Fury of Dracula. The player begins by split into two forces: a hunter versus a Dracula. Every hunter has a A unique identity that changes the game so you can easily replay this game over and over again. However, the same goes for Dracula who has wolves, spies, and other vampis at its disposal. What fans write: Great one vs. a lot of board games. The theme is great for around Halloween, but playing all year because it's so much fun. The art of the game is excellent. Don't let the box shut you down. Length: 2 - 3 + jamPlayers: 2 - 5Ages: 14 +8Twilight Imperium: A Game Where You Create Your Own Galactic Space OperaWith more than 1,000 pieces and 17 different groups of characters to choose from, no two Twilight Imperium matches will be the same. You have to maneuver yourself politically through the upper echelons of society, throw some corruption around, and - if that doesn't work - roll the military out ... all in the name of interracial domination. Made for up to six players, it may take a few hours to learn, but commentators said it was more worth it. Some people also state that the game can take up to eight hours, making it one of the fastest options on this list. What fans write: This is a great galaxy war game and we've played it almost every weekend since I received it. For those of you who have played the third edition, the game has gone through a lot of rebalancing and the rules have become easier. It's a game where diplomacy and trade are now the same almost (probably more) crucial that eventual battles and clashes you'll have more resources. Length: 4 - 8 hoursPlayers: 3 - 6Ages: 14 + 9A Game of Thrones: Board Games For Game of FansA Thrones: GameAmazonBased Board on Game of Thrones: Board Games has up to six players controlling every Westeros mansion. Just like in the book, you'll compete for the Iron Throne by gathering troops, attacking palaces, and betraying your enemies - but if you need a comparison, it's similar to Risk. It's a great board game but is warned... It's a very in-depth board game too. I like complex and strategic games where players have to think through all their options and customize their strategy as the game changes. The game definitely delivers on that! Length: 3+ hourPlayers: 3 - 6Ages: 14 +10Through The Ages: Another Game Where You Can Build Your Own Civilization Your Little Clan And expand them into massive civilizations that envelope other players - that's the goal in Through the Age. You'll go all the way from mining base to fund scientific research to overcome the technological advancements of your opponents. But don't forget - your competitors will try to take you down through war and politics. The strategy is key here. What the fans wrote: My first full play went through (3 players) lasting over six hours - but the time flew and I couldn't wait playback. Once you absorb the rules you find they all become logical and I know that the second I take will go smoother. Length: 2 - 4+ jamPlayers: 2 - 4Ages: 14 +11Munchkin: Easier games Under \$20One more affordable games on this list, Munchkin provides hours of fun - less than \$20. The rule is simple: draw a card from the deck. If it's monster, you fight it. If it is a curse, use it. And if it doesn't, keep the cards in your hands. Players get one level (or more) from beating the monster, and the first reaches the level of 10 wins. What the fans write: My boyfriend loves playing dungeons and dragons, but we rarely have the time it takes to devote to the campaign, so I get this for us to play together. Technically it takes more than two players, but it can still be worked out if we don't have anyone else to play with. It's not very hard to learn (I've played it with my 8-year-old cousin), but you definitely need to read the instructions of time or two. Overall, a very fun game, we use it regularly. Length: 1 - 2 + jamPlayers: 3 - 6Ages: 10 + 10+

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