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## Pandemic board game expansions

Go from valuable classics like Chess and Monopoly to new favorites, such as Peak Out and Cards Against Humanity, we've collected the 50 favorite games of all time. Click on our picks for the 50 best board games of all time. Each product we offer has been independently selected and reviewed by our editorial team. If you make a purchase using the included links, we could earn commission. As the holidays approach and we start spending more time with friends and family, we challenge you to put away the electronics and gather round for an old-fashioned game. No matter which game you like to play, you will enjoy your break. We've collected 50 of our favorite games of all time, covering every popular category. As you click on this list, you will find the best board games for children and families and adult board games that are suitable for older family members. Some of these fun board games are perfect for one player while others are intended for two, while several are still best played with a big family. Whether it's the critical thinking and competition you're looking for or simple fun and a lot of laughter, there's something on this list for everyone. There is a reason why these classic games have been around ages: they are fun to play and sure to animate any setting, not to include Life in this assembly? We remember playing this game as children and dreaming about all the possibilities (and responsibilities) that came with being an adult-college, marriage, children, insurance! In this classic game, players each receive a plastic car to maneuver around the board game that represents going through several stages of life, from choosing a college to enjoying sweet retirement. The premise of this game is to go through life making smart decisions and finally be the player who withdraws first and with the most money. It's a great game for kids to learn about life lessons in an approachable way, and it's sure to stir up some good conversations when you play together as a family. Buy It: Hasbro The Game of Life Board Game, (\$26, Staples) Clue is a mysterious suspense crime game that turns everyone into a detective. There's been a murder in Boddy Manor and it's up to you to find the culprit. There are only six suspects and you are one of them. Move the game pieces through the rooms and secret passages of the mansion described on the board to search for clues. Who killed poor Mr. Boddy? What weapon was used? And where did the incident take place? The more clues you will find, the more you will be able to narrow down many possible answers to these questions. It's a race against your fellow players to be that puts all the pieces of this mystery together. Regardless of your age, it's always a snow when you finally solve the crime. Buy It: Clue Classic Edition Board Game, (\$21, Target) The Sweet Game of Candy Land evokes childhood memories for us. The whimsical board game has landmarks like a tree cane forest and gumdrop mountains and colorful characters, would be Mr. Mint and Princess Frostine. The premise of candy land is simple, making this a game that even the youngest family members can enjoy. King Kandy is lost and the players are in a race to find him. Players take turns drawing from a stack of cards that tell them where to go on the board. The cards indicate the next move either by color, for the next square to move to, or by an image of a landmark. The first player to reach the end of the board and find King Kandy wins. Buy It: Retro Candy Land, (\$20, Barnes & Noble) The first official Monopoly game hit the market in 1935, and this property-buying game has created real estate titans ever since. Board game requires risk and luck, as players also buy commercial properties and try not to throw themselves in jail. If you have the funds, players are allowed to buy available properties. You can then make income during the game by charging the rent to the other players if they land on any of the spaces you own. In order to win the game, you have to bankrupt your opponents, which can take a while. The idea is to buy enough property on the same side of the board that you create a monopoly and eventually the other players will not be able to afford to pay the rent anymore. Buy It: Monopoly Classic, (\$20, Barnes & Noble) Scrabble is a beloved pun. It's like a giant word mixed with endless possibilities. Players are given a set number of wooden letter tiles to start, and each letter is assigned a different point value. You'll immediately start analyzing the letter tiles to see what possible word combinations you could create to play the richest words. You'll want the nearby pencil and paper to keep track of your scores, and you'll also probably want a dictionary, it will be useful when the validity of a word is undoubtedly challenged. Once a player has used all his pieces the game ends and the points are counted, but whoever ends with the most points is the real winner. Buy It: Scrabble, (\$15, Barnes & Noble) These games require skill and patience as you draw lots, claim resources, and map new territories. In this two-person strategy game, players secretly arrange their ships on a grid with letters and numbered 10x10 and then try to locate and destroy their opponent's fleet. There are two grids for each player. A grid is used to place your own ships and track strikes against you, while the second grid is for marking strikes aimed at your opponent. Get turns shooting shots calling one of grid's plot points. If a blow hits a ship, is considered a loser and full of white pieces. If a shot comes into contact with a ship, then that blow becomes red. The number of hits each type of ship can sustain before sinks is varied. After some initial exploratory shooting, you will likely begin to figure out the location of the opponent's ships and begin to deal with fatal blows. It's a. on the high seas! Buy It: Battleship Game Retro Series 1967 Edition, (\$20, Target) Feel it to lead the world in a risk game. In this game, a map of the world is spread on the board game, and all continents are divided into territories. The ultimate goal is for a player to conquer all 42 territories and eliminate the other players along the way. But first, it takes a little diplomacy to get there. Make alliances (and then break alliances) as you slowly start to conquer more territory, but be cautious – if you are willing to break an alliance, then you know that your opponents will too. We should add a time warning on it, as a full risk game can take up for a few hours. No one said total world domination would happen quickly. Buy It: Risk 1959 Board Game, (\$40, Kohl's) Stratego is like a Napoleonic version of flag capture. In this two-person game of military moves, players arrange all 40 pieces of play in whatever order they choose. There are 12 different types of pieces, and each plays a different role, which must be considered during installation. There are several layers of strategy involved in a successful setup, making this game as enjoyable for adults as it is for kiddos. Once all the pieces have been arranged, the game begins as you make your way into enemy territory in an effort to locate your opponent's flag. Tread carefully- there are bombs planted to throw you off the track and spies make reconnaissance to the enemy. The player to successfully capture the flag of the opposing army wins. Buy It: Stratego Original Revised, (\$30, Barnes & Noble) Axis & Allies is another interesting military strategy game. It is very fun for history buffs because it is based on The Second World War, but throughout the game the course of history can be modified. Players represent axis powers and allied powers and, at every turn, end up making both combat and non-combat movements across the globe, as well as deciding which military units to build and whether or not to fund research. If you've never played before, definitely read the rules first - there are plenty of moving parts to watch. Depending on the finalagreed goal, the goal is for your powers to have control over 13-18 victory cities. It is worth noting here that a game of Axis & Allies can last a while- as in several hours. Will the Allied or Axis powers prevail? (And if you're interested, check out the Man in the Great Castle to see the latter could have turned out.) Buy It: 1941: Axis & Allies Board Game, (\$26, Target) When a game lasted as long as Chess has (we've been talking for almost 1,500 years!) you know it's worth playing. In this classic two-player game, you and your opponent have the same 16 To maneuver on a 64 square board game, with the ultimate goal being to check-mate the opponent's king's piece. The pieces of the game consist of pawns, lops, bishops, knights, a queen and a king, and there are different rules about can move each piece. I Have it is useful to keep a cheap sheet handy. The best advice we can give for this game is to take a step back and evaluate the whole situation before making a big move. It seems that Chess is also a pretty good metaphor for life. Buy it: Staunton Chess Set in Shesham Wood, (\$125, Etsy) Backgammon is another board game that has been around for centuries. The game has an iconic look that you're sure you recognize, whether you've played before or not. The playing surface consists of 24 alternate color triangles and a bar down in the middle of the plate. The game is often incorporated into a folding case, making it for easy cleaning and storage. To play, you are responsible for moving a set of 15 checkers around the board, with dictated movements rolling two dice. The first player to successfully banish or remove all his checkers from the game wins. Backgammon is a two-person game that certainly requires strategy, but there is a bit of luck involved as well. Buy it: Colorful Table Set, (\$96, MoMA Design Store) Don't let the simple look of this game fool you, there can be a lot of emotion in a checkers game. You and your opponent are each responsible for 12 uniform pieces of play, which you are allowed to move diagonally on the 8x8 chess board. Maneuver a piece all the way across the board and you get to crown a king; Jump an opponent's piece and you get to capture it and remove it from the game. To win, capture all the opponent's checkers, or position the pieces in such a way that there are no moves available to the other player. Dame is relatively easy to learn, making it a great way to introduce younger players to strategy games. Buy It: Game Gallery Chess Board Game Set, (\$10, Target) Chinese Checkers is an approachable multiplayer strategy game that you can play with the whole family. The wooden gameboard has a series of star-shaped holes with six corners. Each point on the star is home to 10 colored nails or balls. Whether you play with two people or six, the object of the game is the same: Be the first player to move all 10 nails/balls into the star point directly opposite you. Players move one of their pieces one at a time. You can only move one space at a time. However, if you have arranged your pieces so that you can skip them, you can advance multiple spaces in one game much to the sorrow of fellow players. You're going on a trip? Try to make your own Chinese Magnetic Dame game. Buy it: Chinese Checkers, (\$40, Etsy) For a quick strategy game, we recommend Blokus-e like Tetris with a twist. Each player is given a set of 21 tiles in a certain game color, and each tile in that set is a different geometric figure. To start the game, Player places tile of his or her choice in one of the corners of the 400 square meters game. As the game continues, it becomes more and more difficult to place the tiles on the Tiles of the same color are allowed to touch only at a corner, while different color tiles can share sides. With each move, you'll want to enlarge the remaining tiles in the set to determine which of these shapes will best fit in the available spaces. Try to play all 21 tiles to win Blokus. Buy it: Classic Blokus Board Game, (\$20, Target) In Agricola, if you work hard and play smart, your farm will flourish. The game is based on the premise that you are a farmer in the 17th century Europe, and as such you must perform the necessary tasks to take care of your animals and land and provide for your family. Work the fields and build your household. Then raise your family to have more help hands, but make sure you have enough resources to feed them wine harvest. There are six harvests in a 14-round game of Agricola. Players accumulate points during this time for things like holding animals, having fenced-in stables, and building larger houses. After the final round has been played, the farmer with the most points (and probably the most prosperous farm) wins. Buy It: Agricola Family Edition Board Game, (\$40, Target) These games are fun for kids to play and help them develop skills such as critical thinking, creativity and team building. What kid doesn't love a quick game of Connect Four? All you have to do is take turns with another player dropping tokens into open slots per game. To win, connect four of the colored chips as quickly as possible, either horizontally, vertically or diagonally. You'll want to be sure to keep an eye on the other player as well. If they have three in a row, you might need to use the next row to drop a strategically placed symbol to prevent them from connecting four of their own. You'd think that with 42 slots for chips, it would be easy to connect four, but with a worthy opponent, there's a chance it'll come to a draw. Whatever the result, we bet you can't just play one round! Buy It: Connect 4 Game, (\$12, Kmart) Twister will, after the box promises, have you twisted into knots and probably doubled over laughing as well. To play, place the big vinyl mat game on the floor. The mat has four rows of different colored dots and a cardboard spinner torn into dials that dictate what part of the body goes on what color point. You might find yourself in a dog down or you might find yourself with someone's ass in front of you, but try to hold your position, no matter how strange it might seem. You will definitely be removed if you fall, but you also risk elimination if someone catches you resting a knee or elbow on the mat. See who can last the longest and become the Twister champion. Buy it: (\$12, Target) the poor patient in the operation sure has a lot of diseases: writer cramps, water on the knees, and brain freezing are just the beginning. In this game, you get to be a doctor, and it's your job to relieve the patient by eliminating all 13 of his diseases. The recovery process can be difficult You need to use a pair of pens to eliminate a small plastic disease, and if you lose and hit the sides of the patient, the game buzzes, and another player, the specialist, gets to try. If you can successfully remove the item indicated by the playing cards, you will be paid for the good work. After all the operations have been completed, the doctor with the most money wins. Buy It: Operation, (\$13, Target) A good game for younger children, Don't Break the Ice is simple and simple. A plastic ice tray contains small plastic ice cubes. A larger ice cube, which can be placed anywhere in the tray, is where the little penguin plastic game stands. You don't want to be the player who makes the penguin fall. Players take turns tapping ice cubes with one of the small plastic hammers provided. A player must keep tapping the same ice cube until it becomes dislodged and falls out of the ice tray, even if additional ice cubes also become deployed in the process. The more ice cubes fall, the more precarious things become for the little penguin. Play continues until the penguin finally falls through the ice. Buy It: Don't Break the Ice, (\$13, Target) Hungry Hungry Hippos is a fast marble-chomping game suitable for young players. Four colorful (and hungry) hippos on the board are trying to chow down on 20 balls, which are released into the middle of the board. Players quickly press a lever, which controls the hippo, in an effort to swallow most balls. Pressing the lever makes the hippo's neck stand out towards the marble and the jaw open. When the lever is released, the hippo's jaw closes – hopefully on a marble or two!- and the neck retracts, pulling the balls into that player's possession. After all the balls have been consumed, count how many hippos you've caught. The player whose hippo fell on most balls wins. Buy It: Hungry Hungry Hippos, (\$16, Target) It's a race to find as many unique word combinations as possible in this fun game. Boggle consists of 16 dice with six-sided letters in a 16-square tray. First you have to mix the letters, which means putting the lid on the tray and giving it a good shake. Once the dice have been shuffled you are ready to play. Turn on the sand timer and write down all the possible words you can find. Words may be made of horizontal, vertical or diagonal letters to each other, but must have at least three letters. Once the time is up, compare the word lists with the other players. All words that appear on multiple lists are cut. Score points for any words that are not duplicated by another player. Play as many rounds as you want and raise the total number of points at the end to determine the winner. Buy it: Boggle, (\$10, Hurry up, scurry, little mouse! Try not to get caught as you circle the board and collect cheese tokens. At the beginning of this game, players work together to build a Rube Goldberg mouse-like Goldberg-like but once the trap has been assembled, every mouse is for themselves. Roll die to advance spaces, but be sure to keep an eye on other masked mice as you move around the board. If you're on the cheese wheel and another mouse is at one of the mousetrap cranks, they'll turn the crank into an attempt to trap you. Some mice might escape the trap, but in the end, all but one will be captured. The last mouse still in the game wins. Buy It: Mouse Trap, (\$19, Target) We like Jenga for the ease of play. The rules are simple and simple, and whether you play solo or with a whole group of people, this game is always full of suspense fun. Installation is quick. Build a tower of the 54 small blocks of wood provided - three blocks wide of 18 large blocks. Players then take turns removing a block from inside the tower and placing it back on top. Cross your fingers and hold your breath as the tower grows taller and more unstable with each movement. See how many rounds you can go before the tower comes crashing down. The last person to successfully place a block before the tower rolls is considered the winner. Buy it: Jenga, (\$10, Target) If you or kiddos like cracking codes, then you will love the game of Mastermind. In each round of this two-person game, one player gets to create the code and the other player tries to crack it. Using any combination of the six colors provided, codemaster secretly creates a code that consists of only four nails. The second player then starts a guess-and-check process to figure out the code by placing a series of any four nails on the board. After the first assumption, the codemaster provides feedback for any nails that are placed accurately or any nails that are right color but in the wrong place. The second player then guesses again by placing a second row of nails, and the process continues until either the code is cracked or the second player runs out of guesswork. Buy it: Mastermind, (\$15, Target) Qwirkle is a game of colors and patterns. The game contains 108 wooden plates with different colored shapes on them. Players start with six pieces drawn at random from a bag. Use tiles to create lines on the playing surface that have the same color or pattern and earn a point for each tiles you play. Lines can be built vertically or horizontally and or rendered through an existing line (a kind of Scrabble). A line of six plates is called Qwirkle and is the longest line you can play. The game ends with the first player to use all his pieces, but in the end is the player with the highest score to win. Are you ready to get your Qwirkle?? Buy it: Qwirkle, (\$26, Kohl's) Gather your loved ones for an evening of friendly contest. These board games include options for families with young children, school-age children and adult children. All you need to play this fun family game is the Uno deck of cards. There are no other balls, spinners, or game pieces required, making this quick to clean the clean and great to take on the road. A Uno package contains 108 cards — 25 cards each in one of four colors, plus 8 special action cards (such as Skip and Reverse). Players match one card in hand by hand or color with the card in the middle of the game. Players redo their hands by pulling out of the draw package until there are no cards left. When a player only has one card left they get to shout Uno! as a warning to other players, which in our opinion is one of the best parts of the game. That, and the mandatory victory dance after you win. Buy it: Uno, (\$6, Michaels) We love this game because it gets the whole hummingbird family, sketch, solving, and thinking. There is no way out of it-to win a game of Cranium, you and your team must go all the way around the board and complete the designated activities. Each color along the game path indicates which of the four categories of cards you need to draw from to continue. If you successfully complete the challenge presented on the card, you will be able to run a die and continue this number of spaces. If you don't complete the challenge, you're stuck until your next return, when you need to try this category again. As an added bonus for families with crunchy time, the board offers three different game rates. Buy it: Cranium, (\$15, Hasbro) Dominoes is great fun for players of all ages, so grab Grandma and a set of dominoes and start playing! We love this particular set from Amazon because it contains 91 dominoes, which is perfect for multiplayer games. While there are a variety of games that you can play with dominoes, one of our favorites is the Mexican train. In this game, the largest double-numbered tile is placed in the station in the middle of the table. From here, each player is responsible for his own domino train, where the end of each domino played must match the end of the domino that precedes it. Additional tiles are placed in the boneyard and fill each player's stash until they are all gone. The first player to finish the train wins. Buy It: Game Gallery Double 6 Color Dot Dominoes, (\$12, Target) It's a race to the end in this classic childhood game, where good deeds take you far and naughty behaviors will give you back. The Parachutes and Stairs board contains 100 squares and features a series of stairs and slides. Each scale represents a good deed and its reward, but each slide represents the consequences of bad behavior. Each player starts in the first square and a spinner dictates how many spaces a player can advance from there. If you're lucky, you'll land at the base of a ladder with good deeds, which you can climb, advancing additional spaces. But if you're not

so lucky, you'll land at the top of Slide and you have to go down, which will set you back quite a bit. The first player at 100 square wins. Buy It: Chutes and Ladders, (\$8, Best Buy) Watch fields, roads, and cities expanding rapidly in the Medieval-themed game Carcassonne. Players take turns placing one of the tiles in an attempt to build their land. After placing a tile, you can score points by putting a follower piece on the items you've built. The role and subsequent value of a follower's point varies depending on the property you have placed. For example, a follower placed on a monastery tile is a monk who earns different points from a follower placed on a road tile like a thief. With each turn, you will have to decide whether it is worth placing a tile that adds to your property, or if you want to strategically place a tile that confuses your opponent's plans. Calculate your moves carefully, because once all tiles have been played, the player with the most points wins. Buy it: Carcassonne, (\$35, Best Buy) There's gridlock during peak hours and it's up to you to help. In this single-player game, try to free the red exhaust car by handling cars and trucks out of the way. This will likely take a lot of small movements, as locking vehicles can only move forward or backward in the direction they face. Traffic Jam comes with 40 different challenges with different levels of difficulty. Depending on the puzzle, up to 15 machines and pieces can be in the way, but slowly and carefully, you can change them to release the red machine. This game is intended for one player, but we think it is useful to talk through strategies and work together if you have more people wanting to play. Buy It: Rush Hour Jr., (\$20, Barnes & Noble) In Trouble, the goal is to be the first player to receive all four pieces around the board and back home again. The premise is simple, but there are challenges along the way. The game is controlled by a die, but it's not just rolled by hand-no, it doesn't-to roll die in trouble, you get to press the plastic dome on the cool pop-o-matic dice roll game. For a piece to leave the home base, you have to give a six first. After that, the pieces can advance normally on the basis of the die roll. With 28 seats on the board, it can start to get crowded when all 16 pieces are in play, and that is where the problem can start. If another player lands on a place occupied by one of your pieces, your piece is sent back to the home base and you must start the process again. Buy It: Classic Trouble Game, (\$16, Target) All aboard! The stakes are high in this game to see who can visit most Cities in North America in just seven days. In Ticket to Ride, players claim the railways in the United States and Canada and compete to connect most cities with their trains. Draw cards to see what kind of train car you can play or what might be your next destination. Earn points for placing trains and successfully connecting two destination cities. The game ends when a player less than two trains remaining, and bonus points are then awarded to the player who created the longest continuous route. The player with the most points wins. You have a ride ticket, so where will your trip take you? Buy it: Ride Ticket, (\$45, Target) Move Four Four around the board and safely navigate them home again in the game of Sorry. All pawns start in their starting spaces, and players draw one at a time from a deck of 44 cards to see what the pawn's next move might be. Sorry it's a competition, and there are two ways to fix back your opponents. Similar to The Problems game, if you land on a space that is already occupied by another player's pawn, that pawn is sent back to the beginning. The second way to create a step back is by drawing one of the four sorry cards of the deck. If this happens, you can select any of your opponents' pawns to return to the start, except for a pawn in a safe zone. Win by being the first to bring home all four pawns. Psst! There is a scoring system if you want to play multiple rounds of this game. Buy It: Sorry!, (\$10, Best Buy) We love that there is no limit to how many people can play the fun game of Yahtzee, dice the game where everything is up to the luck to run. In each round, players receive three opportunities to roll up to five dice. After each roll, you can evaluate the dice and choose which, if any, you want to roll again. You are looking for a model that will work for one of the 13 possible Yahtzee categories. At the end of your row, choose which category you will use for that round and tally score accordingly. You can only use one category once per game, so choose carefully. If you field all five dice on the same number, it's called a Yahtzee (don't hesitate to call it). At 50 points, a Yahtzee is the highest possible score you can run. Play up to 13 rounds and then tally scores; The player with the highest score wins. Buy it: Yahtzee, (\$12, Macy's) Nothing gets fun going like a refreshing game that asks players to shout, act, and strategize on the fly. Pictionary is a party game suitable for players of all ages. Teams draw one at a time and guess as many words or phrases as possible in a timed round. You might think that a drawing game sounds easy, but this game can be more difficult than it sounds. The path on the Pictionary board is composed of different colored squares, each denoting a different level of difficulty for a word on the corresponding card. Players take turns drawing things like buck teeth and sand trap for their teammates to guess. Play using the board and be the first team to make it all the way to the finish line, or ditch the board altogether and just play for laughs. Buy it: Pictionary, (\$14, Target) We challenge you to try and keep a straight face during an apple game to apple. This smart party game will have everyone laughed out loud. Each box contains a set of apple cards which have adjectives on them, and a set of red apple cards, which have nouns on them. In each round, a new player gets to be a judge and presents a green apple card for the group. The rest of the players select one of the red apple cards from their hands to play. Sometimes nouns fit perfectly with adjectives, sometimes sometimes no sense at all, and sometimes they are downright hysterical. Once everyone has contributed a red card, the judge chooses a favorite. Depending on your group you could just play for fun, or designate a set number of rounds and see who can play the most won cards at that time. Buy It: Apples to Apples, (\$24, Target) Scattergories is a fun list-making game that requires quick thinking. The idea of the game is to come up with creative answers to 12 different categories- things like TV shows, U.S. presidents, vegetables, or sandwich-types in a short period of time. At the beginning of each round, you roll a letter of 20 die sides that decides the letter that each answer must begin with. Then set the sand timer and go! When the time is up, players compare their responses with one another. If the same answer appears on multiple lists, it is cut, but a player receives one point for each single word. The winner is the player who has the most points after three rounds. (Or more if you're having too much fun.) Buy It: Scattergories, (\$16, Target) In this fast game, players try to get their teammates to say the word on an electronic disc without actually saying that word or any variations of it. The disk has about 10,000 words stored in it. Play the whole category that will shoot one of these words at random, or select one of the 10 different categories for a smaller pool of words with a central theme. Have your teammates say a word and then quickly relay the disc to the opposing team. This process continues, moving the disc from a team to a team until the end of the round. A timer embedded in the disk gradually emits an increasingly fast beep until a loud beep suddenly sounds, signaling the end of a round. Move fast! You don't want the disc buzzing in your hands. Buy It: Catchphrase, (\$20, Target) Taboo is the banned pun. In Taboo, your goal is to get your teammate to say the word written on one of the playing cards without saying that word or any of the taboo words also listed with it. Try and get through as many books as possible in the given time. Your team will get a point for each book correctly guessed, but you will lose a point every time you say one of the taboo words. A one-minute hourglass and a buzzer button will be in the possession of the opposing team during the round. Your opponents will no doubt rejoice in shouting time up! The second last grain of sand falls through the dial and pressing the ringer every time you slide up and utter one of the taboo words. Buy It: Taboo Kids vs. Parents Game, (\$17, Target) This game is a riot to play at parties. Ellen DeGeneres plays her with guests on her TV show, so you know she's good. In Peak Out, players read a from one of the playing cards while wearing a special speaker that makes it difficult to state. Have group form teams and take turns trying to guess the phrase on a card game. You can read the phrase as many times as you want, or you can try to hints, but it will only help if teammates can understand what you're saying. Try to get through as many books as possible in the given time. Each game comes with 10 safe mouth pieces for the dishwasher, but you can buy extra packages of mouthpieces if you have a large crowd. A friendly suggestion: Keep some napkins or paper towels handy to wipe saliva. Buy It: Talk Out, (\$20, Barnes & Noble) This game, which is perfect for four players, is based on the popular game of the 60s, of the same name. In Password, a player from each team knows the secret word and gives a hint with a single word to his teammate. If the first team does not get the answer after a clue, then the second team is allowed to give a clue and try to solve the password. This continues until the secret word is finally guessed or until 10 clues have been given, whichever comes first. Each password starts with a point value of 10, but decreases by one point with each given clue. Play 10 secret words for a total of five rounds, and eventually the team with the highest score wins. Do you think you can guess the password? Buy it: Password, (\$16, Ace Hardware) Have you ever repeated a word over and over again until it looks like it's not even a word? Mad Gab's stupid game is the other way around. If you repeat a strange series of words enough times, they actually sound like a common word or phrase. The game contains cards with 800 words and phrases on them in Mad Gab language that will have you scratching your head as you try and just figure out what the hell a book is trying to say. Teams have two minutes to draw out three cards, and if they can't solve one of the puzzles, a designated thief on the opposing team can steal that point. Enjoy playing this game where everyone sounds silly. Buy It: Mad Gab, (\$15, Mattel) These multi-player games combine strategy, spirit, and humor. Play them at a party or bring them to a brewery to enjoy in a lively setting. Baby zebras are born without stripes. True or false? Put your knowledge to the test with the classic game of Trivial Pursuit. There are over 2,000 questions covering sports & leisure, science & nature, art & culture, geography, entertainment and history in this latest trivia game. Players travel around the wheel-shaped gameboard and answer questions from different categories. Colorful squares along the game path denote the category from which to shoot. If you answer a question correctly, you'll leave again. Collect a piece of pie-shaped game when you land on each hub category, then be the first player to make it to the center of the board where you have to answer a final question to win. If you don't feel like leaving the board, you can always to questions for fun. Buy It: Trivial Pursuit, (\$25, Hasbro) The premise of this card and chip game is simple: Play a card out of hand and place a chip on the appropriate square. But there is some strategy involved as well. In order, each card from two 52-card 52-card is represented on the board. Players play one card at a time from their hands and then place a chip on one of the spaces that match that card. Get five of the team chips in a row, either horizontally, vertically, or diagonally, and you have a sequence. The first team that creates two sequences wins. Pay particular attention to the movements of the opposing team. If you see an opportunity to place a chip and block them from getting a sequence, you may want to take it. The sequence is like a mature version of Connect Four. Buy It: Sequence, (\$18, Target) Welcome to the beautiful, rich island of Catan. In this award-winning game, you and your fellow players are settlers on the island working to build settlements and cities. Different parts of the island offer different resources and you have to barter and trade with opponents to get what you need. The board is made up of 19 different hexagonal plates that allow a different look each time, so no two games are the same. Accumulate victory points for various cultural achievements – for example, 1 point for a settlement, 2 points to have the largest army. Players keep their winning cards hidden during the game to throw opponents as the first to reach 10 wins of victory points. Catan is a strategy game that is suitable for both adults and older children. Buy It: Catan, (\$45, Target) Dominion is a medieval-themed deck building game in which players compete to purchase the most valuable cards. Each game contains 500 cards. There are no other game pieces involved besides cards, and most of the cards indicate how they can be used, making this a relatively quick game to learn. Each player starts with the same 10 cards and then works to build their own deck. There are cards that dictate what actions can be taken during your turn, there are treasure cards that are used as currency, and there are victory cards that score points at the end of the game. The gameplay ends once the last victory card has been purchased or three or more stacks run out of cards. The player with the highest number of win points wins. Dominion is approachable for older children, but just as fun for adults. Buy It: Dominion, (\$39, Target) Cribbage is a math-based strategy game that has been around for centuries. To play, all you need is a deck of cards and a cribbage board. There are a number of rules to play and scoring, so the game could move slowly when you first get started. If you can, pick up the rules from a (very patient) experienced player, or learn to play with a fellow newbie. Cribbage is great for two players, but can accommodate up to four. The game consists of a series of rounds where players play cards in their hands to score certain points. The cribbage board keeps track of the score as players move their their nits along the path. To win, be the first player to score 121 points. Buy it: Cribbage, (\$10, Target) Don't try to be prime and appropriate while playing cards against The game consists of black cards, which have open statements and questions on them and white cards, which have a variety of funny, inappropriate, and strange words and phrases on them. In each round, a new player gets to act as a judge and plays one of the open black cards. Anyone else then selects one of the white phrase cards from their hands and presents them to the judge. The judge shuffles the white cards and reads them aloud to the group before selecting a favorite. This laughing-out-loud game is adults-only for a reason. Play simply for laughter, which is sure to result, or award points for each winning white card to see who is best at being bad. Buy It: Cards Against Humanity, (\$25, Barnes & Noble) This quick adult game challenges the player to decorate with colored tiles. Scores are based on how tiles are arranged. The player with the most points wins the game! A reviewer wrote, It's nice to have a strategy game that doesn't have too many rules and is relatively quick to play (maybe 30 minutes). Buy it: Azul, (\$40, Barnes & Noble) © Copyright. All rights reserved. Printed from this link is to an external site that may or may not meet accessibility instructions. Guidelines.

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