

The games we play



FORBIDDEN STARS

2-4 players,
120-180 mins

A feast for the eyes and a workout for the mind, **Stars** catapults you into an intergalactic war where building your armada for tactical military action goes hand-in-hand with robbing your enemy's resources. Casual gamers need not apply.



ONE NIGHT WEREWOLF

3-10 players, 10 mins

Who's the Robber? The Seer? Or the Werewolf? A quick game with tonnes of replayability makes **One Night** a classic. Have someone read out the instructions, or download a cool app to guide you on. You'll soon know which of your friends can lie through their teeth.



DEAD OF WINTER

2-5 players,
45-210 mins

Survive the harsh zombie winter in this game of subterfuge. Players must work towards a common victory condition, but must also complete a secret objective of their own, sometimes to undermine the group. Great for some friendly weekend backstabbing.



CARCASSONNE

2-5 players,
30-45 mins

Considered a good "gateway" game for new players, be transported to mediaeval France in this Euro-style tile placement game where each decision to place your characters (Meeples) is not as easy as it seems.

CAPTAIN SONAR

2-8 players,
45-60 mins

Trace, track, torpedo. Looking like Battleships on steroids, **Captain Sonar** is a great party game which keeps everyone on their toes as you track the enemy submarine while communicating with your teammates. Just be sure you don't get lost yourself.