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Starcraft board game expansion

If you're looking for one of the best long board games to fill the hours, you've come to the right place. Not only do all the games below take at least two hours to play, but someone like Twilight Imperium or Risk can take eight hours or more, so decide how long you and your friends will commit. Some long board games require more strategy than others. If you're looking for a game that's not so strategy-based that you'll get lost in the rulebook, be sure to give Munchkin a look. During the game, players work to reach level 10 by either killing monsters or having luck. Depending on how skilled or lucky you are, the game can take up three hours. Various games that take a little more planning include a Game of Thrones-inspired selection - which can take over four hours to play - and Star Wars: Rebellion, which can take the same time. Both require a little clever scheming to win. No matter what type of long board game you're looking for, you'll probably be able to find it in this list. Keep rolling in 11 long choices. We only recommend products we love and that we think you will too. We can receive a portion of the sales from products purchased from this article, which was written by our trading team.1Dead Of Winter: A Game About Surviving The Apocalypse Dead of Winter: The Long NightAmazonMade for up to five players, Dead of Winter has players trying to survive the night as their colony is attacked by bandits, rival colonies and zombies in an apocalyptic setting. You can upgrade the colony's defense to survive other players. There's even an expansion pack of new characters and cards that you can add to the game once you've played a few times, and you can buy it here. What fans write: Beautiful game. The artwork draws you into the world of the undead and the long winter. The YouTube videos helped launch us into the game, and after a few rounds we were able to start strategic games. Length: 1 - 2 hoursPlayers: 2 - 5Ages: 14 + 2Arkham Horror: A Cosmic Horror Game Set In The Roarings TwentiethArkham Horror puts you in the town of Arkham during the roaring twenties. People have disappeared, creatures have been seen, and it is up to you to figure out how to get rid of the monsters that plague the city. There is some role play involved, which players choose from different investigative characters who each have their own special abilities. However, some reviewers noted that this is not the easiest board game to learn. What fans write: This is a fun game! It's as if D&A; Clue and Monopoly had a baby. This is a little tricky game to understand as there are some crazy rules, but slowly go your first round and really try to understand, everything will make more sense. It is a classic game of good versus the forces of evil. Would not recommend for children. My family has a weekly game that we meet up and finish Campaign. Length: 1 - 2 hoursPlayers: 1 - 5Ages: 14 + 3Civilization: A Game Of Culture, Conquest, And DiplomacyCivilization: A New DawnAmazonIn Civilization, a strategic board game based on the best-selling computer game, players work to develop their individual nations by gaining territory and resources in pursuit of becoming a significant world leader. The victory cards describe what you need to achieve to be declared the winner, and they change with each game to keep things fresh. What fans write: I wanted a new strategy game to play with my family. We've played it three times in two weeks and I haven't been disappointed. It's now my favorite board game. I like that there is little luck involved. There are many different ways to win. If you are a competitive family like mine, there will be some stress 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 Of Madness: A game with a corresponding phone AppMansions by MadnessAmazonIf you are looking for a game that requires some teamwork, Mansions of Madness is a good choice. It's a full collaborative adventure made for up to five players. Like Arkham Horror (and also inspired by the works of H. P. Lovecraft), players work to uncover the mysterious events in the city of Arkham. Unlike Arkham Horror, however, Mansions of Madness uses a downloadable phone app to further immerse you in the game. According to fans, this game can take over three hours to play, making one of the longer options on this list. What fans write: A very great game, especially for those interested in easing in a group of players who are a little less committed to such an intense role-playing game. Highly dynamic game results, especially if you include your materials from the first edition. The included app, which acts as a game master and allows everyone to play cooperatively on a team, is a total game-changer that makes this one of the most entertaining and playable games in the genre. Length: 2 - 3 + timerPlayers: 1 - 5Ages: 14 + 5Star Wars: A game based on the Classic Franchise Star Wars: RebellionAmazonIn Star Wars: Rebellion, tensions between galactic empire and rebel alliance at an all-time high - and it's up to you to gather the universe to your cause. Play as either the Alliance or the Empire as you command starships, move troops, and advance on your opponents. With more than 150 miniatures in plastic, you'll be sure to recognize more than a few familiar character faces. This one can take over four hours to play, making it another long pick. What fans write: It takes an hour or so to set up the first time to get pieces ready and stuff. It was a very long time to play, but it was worth it. A lot of thought has to go into each round, counteract each other's missions through group movements. I strongly recommend this to both fans and board game enthusiasts. Just be ready for a 6-8 hour game your first play through. Length: 3 - 4 + hours Players: 2 - 4Ages: 14 + 6Risk: The Classic Strategy Game Filled with BetrayalRisk: 60th Anniversary EditionAmazonRisk a classic board game that is long enough to fill up several afternoons depending on who you play with. Create allies and deploy armies while trying to conquer the globe, but be careful - some of your friends plan to double-cross you. With five different sets of rules to choose from, there is plenty of variety to keep you engaged. What fans write: Amazing real-time war strategy game. If you are looking for a fun board game to play but don't like how monopoly gets so boring so fast, play this game! Your enemies are so unpredictable in the game that it keeps the fire going! Definitely one of my top 10 lei games! Length: 1 - 8 + timerPlayers: 2 - 6Ages: 10 + 7Fury Of Dracula: A game of deductions and Gothic HorrorEver wondered what it's like to be Van Helsing? Now is your chance with Fury of Dracula. Players start by dividing into two teams: the hunters against a Dracula. Each hunter has a unique identity that changes gameplay, so you can easily play this game over and over again. But the same applies to Dracula who has wolves, spies and other vampires at his disposal. What fans write: Great one vs. many board games. The theme is great for around Halloween, but play it year round since it's so much fun. Game art is excellent. Don't let the box cover you. Length: 2 - 3 + timerPlayers: 2 - 5Ages: 14 + 8Twilight Imperium: A game where you create your own Galactic Space OperaWith more than 1000 pieces and 17 different character groups to choose from, no two games of Twilight Imperium will ever be the same. You have to maneuver your way politically through society's upper echelons, throw some bribes around, and - if that doesn't work - roll the military out... everything in the name of intergalactic domination. Made for up to six players, it may take a few hours to learn, but reviewers said it was more than worth it. Some also noted that the game can take up to eight hours, making it one of the longest options on this list. What fans write: This is a great galactic war game, and we've been playing it almost every weekend since I got it. For those of you who have played the third edition, this game has gone through a lot of rebalancing and the rules have become easier. It's a game where diplomacy and trade are now just as almost (perhaps more) important than the eventual battles and clashes you want over resources. Length: 4 - 8 hoursPlayers: 3 - 6Ages: 14 + 9A Game Of Thrones: The Board Game For FansA Game Of Thrones: The Board GameAmazonBased on A Game of Thrones book series, A Game of Thrones: The Board Game has up to players take control of each of the great houses in Westeros. Just like in the books, you will compete for the Iron Throne by gathering armies, attacking castles and betraying your enemies - but if you need a comparison, it resembles Risk. It is a great gift for even the most casual viewer. What fans write: This was a fantastic board game, but be warned ... it's a very in-depth board game too. I love complex and strategic games where players have to think through all their options and adjust their strategies as the game changes. This game definitely delivers on it! Length: 3+ timerPlayers: 3 - 6Ages: 14 + 10Through The Ages: Another game where you can build your own civilizationTake your little tribe and grow them into a sprawling, massive civilization that envelops other players - that's the goal of the ages. You will go all the way from mining basic resources to funding scientific research to surpass your opponents' technological advances. But don't forget - your rivals will try to take you down through wars and politics. Strategy is key here. What fans write: My first full game through (3 players) lasted over six hours - but time flew by and I can't wait to play again. When you absorb the rules you find them to all be logical and I know that my second take will go smoother. Length: 2 - 4 + timerPlayers: 2 - 4Ages: 14 + 11Munchkin: A simpler game Under \$20A of the more affordable games on this list, Munchkin provides hours of fun - for less than \$20. The rules are simple: pull one card from the deck. If it's a monster, you're fighting it. If there is a curse, use it. And if there are none of the parts, just hold the card in your hand. Players get one level (or more) from defeating monsters, and the first to reach level 10 wins. What fans write: My girlfriend loves playing dungeons and dragons, but we rarely have the time required to devote to a promotion, so I got this for us to play together. Technically, it requires more than two players, but it's still feasible 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 have to read the instructions once or twice. Overall, very fun game, we use it often. Length: 1 - 2+ hoursPlayers: 3 - 6Ages: 10 + 10 +

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