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take more than three hours. Various games that take a bit more planning include Game of Thrones-inspired choices - which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than four hours to play - and Star Wars: Rise, which can take more than take more than the same than the same take more than you're looking for, you'll probably be able to find it on this list. Keep scrolling for 11 lengthy picks. We only recommend products that we love and that we think you do too. We can get a portion of the sales from products purchased from this article that was written by our commerce team.1Dead Winters: A Game of Survival of the Apocalypse of the Dead Winter: Long NightAmazonMade to five players, Dead of Winter has players trying to survive the night as their colony is attacked by bandits, competing colonies, and zombies in apocalyptic environments. You can upgrade the protection of your colony to outlive other players. There's even an extension package with new characters and maps that you can add to the game once you've played a few times and you can buy it here. What the fans write: Beautiful game. The artwork draws you into the world of the undead and the long winter. YouTube videos helped kick us into the game, and after a few rounds, we were able to launch a strategic game. Lengths: 1 - 2 hoursPlayer: 2 - 5Ages: 14'2Arkham Horror puts you in the city of Arkham during the roaring twenties. People are missing, creatures have been spotted and it's up to you to figure out how to get rid of the monsters plaguing the city. There's a bit of role-playing as players choose from different investigative characters that each have their own special abilities. However, some reviewers have noted that this is not the easiest infusion game to learn. What fans write: It's a fun game! It's as if MI Dee, Kuliki and Monopoly had a baby. It's a bit of a difficult game to understand as there are some wacky rules, but go slow your first round and really try to figure out everything will make more sense. It's a classic game verses of the Power of Evil. Wouldn't recommend for kids. My family has a weekly game that we meet and finish the finish Campaign. Duration: 1 - 2 hoursPlayer: 1 - 5Ages: 14'3Civilization: Game of Culture, Conquest, and DiplomacyCivilization: DawnAmazonIn New Civilization: DawnAmazonIn New Civilization: Onguest, and DiplomacyCivilization: DawnAmazonIn New Civilization: DawnAmazonIn New Civilization: Onguest, and DiplomacyCivilization: DawnAmazonIn New Civilization: DawnAmazonIn New Civilization: Onguest, and DiplomacyCivilization: DawnAmazonIn New Civilization: DawnAmazonIn New Civilization: Onguest, and DiplomacyCivilization: DawnAmazonIn New Civilization: Onguest, and DiplomacyCivilization: Onguest, and DiplomacyCivilization: DawnAmazonIn New Civilization: Onguest, and DiplomacyCivilization: Onguest, Onguest, Onguest, Onguest, Onguest, Onguest, Ongue resources in pursuit of becoming a significant world leader. The winning cards detail what you need to achieve in order to be declared the winner, and they change with each game to help keep things fresh. What the fans write: I wanted a new game strategy to play with my family. We played it 3 times in two weeks and I wasn't disappointed. Now it's my favorite real game. I like that there is very 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. It takes 15 to 20 minutes to set up the game, and our game lasts about 3 hours. Lengths: 1 - 3 hoursPlayers: 2 - 4Ages: 14'4Mansions madness: Playing with the appropriate phone AppMansions of Madness is a good choice. This is a fully cooperative adventure made for five players. Like Arkham Horror (as well as inspired by the works of H. Lovecraft), players work to uncover mysterious events in Arkham. Unlike Arkham Horror, however, Madness Mansions uses a downloadable companion phone app to help immerse you in the game even more. According to fans, this game can take more than three hours to play, making one of the longer options on this list. What the fans write: A really great game, especially for those interested in weakening into a group of gamers who are a little less committed to such an intense role-playing game. Very dynamic results of the game, especially if you include in your materials from the 1st edition. The included app, which acts as a master of the game and allows everyone to play together as a team, is a total game changer that makes it one of the most enjoyable and gameable games in the genre. Duration: 2 - 3 hoursPlayer: 1 - 5Ages: 14'5Star Wars: A game based on the classic Star Wars franchise: RebellionAmazonIn Star Wars: Rise, Tensions between the Galactic Empire and the Rebel Alliance at all times high - and it's up to you to rally to your cause. Play as either Alliance or Empire as you command starships, move troops, and advance on your opponents. With over 150 plastic miniatures, you'll be sure to learn more than a few familiar character faces. This one can take more than four hours to play, making it another lengthy choice. What fans write: It takes an hour or so Create the first time getting pieces ready and such. It was a long time to play, but it was worth it. A lot of thought has to go in each round, pitting each other with a mission and trying through group movements. I highly recommend this to fans and just board gaming enthusiasts alike. Just get ready for 6-8 hours of play your first play to finish. Duration: 3 - 4 Hours Players: 2 - 4Ages: 14'6Risk: Classic Strategy Game Filled BetrayalRisk: 60th Anniversary EditionAmazonRisk is a classic infused game that is long enough to fill a few days depending on who you're playing with. With five different sets of rules to choose from, there's plenty of variety to keep you engaged. What fans write: An amazing game of real-time war strategy. If you're looking for a fun infusion 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 boring games! Duration: 1 - 8 hoursPlay: 2 - 6Ages: 10'7Fury Dracula: Game of deduction and gothic horror Whenever asked what it wanted to be Van Helsing? Now you have a chance with Fury Dracula. Players start by splitting into two teams: hunters against one Dracula. Each hunter has a unique identity that changes the game over and over again. However, the same goes for Dracula, who has wolves, spies and other vampires at his disposal. What fans write: Great against many board games. The theme is great for around Halloween, but play all year round as it's so much fun. The play art is great. Don't let the window cover fool you. Length: 2 - 3 hoursPlay: 2 - 5Ages: 14'8Twilight Imperium: A game where you create your own galactic space operaS of more than 1000. pieces and 17 different groups of characters to choose from, no two Games Twilight Imperium will never be the same. You'll have to maneuver yourself politically through the upper echelons of society, throw some bribes around, and - if that doesn't work - roll out the military... all in the name of intergalactic domination. Made for six players, it may take hours to find out, but reviewers said it's more than worth it. Some people have also noted that the game can take up to eight hours, making it one of the longest options on this list. What the fans write: It's a big galactic war game and we've been playing it almost every weekend since I got it. For those of you who played in the third edition, this game went through a lot of rebalancing and the rules became easier. This is a game where diplomacy and trade are now equally almost (maybe more) important that eventually the battles and clashes you will have for resources. 4 - 8 HoursGame: 3 - 6Ages: 14'9A Game of Thrones: Persistent Game for Game of Thrones Fans: GameAmazonS on Game of Thrones book series, Game of Thrones: The Persistent Game for University of Each of the great houses of Westeros. Just like in the books, you'll compete for the Iron Throne, accumulating armies, attacking castles, and betraying your enemies - but if you need comparison, it looks like a risk. This is a great gift even for the most casual viewer. What the fans write: It was a fantastic real game, but keep in mind... It's a very in-depth board game as well. 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 this! Duration: 3 hoursPlay: 3 - 6Ages: 14'10Through The Ages: Another game where you can build your own CivilizationTake of your small tribe and grow them into a sprawling, massive civilization that envelops other players that's the goal for centuries. You will go all the way from extracting basic resources to research funding in order to outpace the technological advances of your opponents. But don't forget - your rivals will try to take you through war and politics. Strategy is key here. What the fans write: My first full game through (3 players) lasted more than six hours - but time has flown by and I can't wait to play again. Once you absorb the rules you will find them for everyone to be logical and I know that my second take will go more smoothly. Duration: 2 - 4 Hours Players: 2 - 4Ages: 14'11Munchkin: The simpler game under \$20One of the more affordable games on this list, Munchkin provides hours of fun - for less than \$20. The rules are simple: draw one card from the deck. If it's a curse, use it. And if you don't, 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 boyfriend likes to play dungeons and dragons, but we rarely have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign, so I got this for us to play early have the time needed to devote to the campaign and the play early have the time needed to devote to the campaign and the play early have the time needed to devote to the campaign and the play early have the time needed to devote to the campaign and the play early have the time needed to devote to the campaign and the play early have the time needed to devote the time needed to devo year old cousin), but you should definitely read the instructions of a time or two. Overall, a very fun game, we use it often. Running time: 1 - 2 hours Players: 3 - 6Ages: 10 10 present perfect tense board game pdf

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