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Board games for 2 people

Our editors independently examine, test and recommend the best products; you can learn more about our review process here. We may receive commissions on purchases made from our selected links. Sometimes it seems that the best board games require a few players, but what happens when you can't get anyone to commit to game night? Don't worry. You can get a weekly board game fix with one of these amazing two-player games—all you have to do is get one more person on board! Whether you like strategy games, resource management games, or even cooperative games, it's certain that there will be a two-person board game on this list that ticks you. You'll find two person adaptations of cult-classic games, fun twists on traditional games like chess, and even completely wild, out-of-the-box options like a mushroom-collecting game. (Yes, really.) In fact, there are so many good games here that you might find yourself cancelling a game night to stay and play with your partner. Here are now the best games for two players. Colorful, beautifully decorated tiles are just one aspect of what makes Azul so great. In this unique game, players are tasked with claiming tiles and arranging them on board to create stunning mosaics. You'll earn bonus points for completing certain patterns, but you'll also lose points for claiming tiles you can't use. And, of course, there are different ways you can block your opponent, which inevitably casts fire on the competition. In addition to being very fun, parks will also help you discover new destinations to add to your travel bucket list! Win-win, right? To play, every person is on the role of a tourist passing through national parks around the country. You can purchase equipment to make your tourist more efficient, and at the end of the game (which includes four seasons), the person who collected the most Park cards get home the prize. The original codenames is a widely popular party game, but it is not nearly as fun to play with just two people. This is where codenames Duet comes in, though. This spinoff keeps the basic elements of the game you know and love, but is optimized for a two-person game. In the new cooperative gameplay, you and your partner work together to identify their secret agents, alternating giving each other one-word clues. Your partner needs to find out which words on the board are related to help – but if they are wrong and the killer is revealed, the game is over! While creepy crawling bugs are not your thing, we promise you'll still love playing Hive. This strategy game is similar to chess and the goal is to surround your opponent's queen bee tile - without letting them get to you first. Each of your error-themed pieces has specific rules on how it can move, but unlike chess, the game moves fast so you won't be there all night. Your city may be small, but the competition will be huge when you play this game. Tiny Towns can be played solo or with up to six people and Collect resources and build a city on the playing grid, with each structure earning you victory points. People love that the game is light and easy to pick up, and no two games will ever be the same, which is a lot of replay value. Who knew a board game about finding mushrooms would be so much fun? Morels is a strategy game that uses two decks of cards, and the whole goal is to collect mushrooms that you can either sell or cook to earn points. The game is simple, so it is suitable for all ages, and you are sure to love quaint mushroom illustrations on each card. If you like the original 7 Wonders board game (or even if you've never played it), you should definitely invest in 7 Wonders Duel, a two-player edition of the award-winning game. As you go head to head with your opponent, you will race to build Wonders in your city, make scientific progress, and postpone invasions from your opponent—or even launch one of your own! What makes this game fun is that there are different ways to achieve victory, so you never know what the round will bring. Do you love the ability to undermine your opponent? If so, Carcassonne is the game for you! It can be played with anywhere from two to five people, but everyone agrees that it's every bit as fun when there are only two of you. During the game, you will take turns laying tiles to create a landscape surrounding the capital and placing followers on the map as well. Since they all play on the same map, there are ample opportunities to thwart opponents' plans, make a strategy and plan a key part of the game. What do cooperative gameplay, strategic thinking and intensive problem solving have in common? They are all key in Forbidden Island, a collaborative game where you work together to collect sacred treasures from the ruins of an ancient island. With every move you make, the island sinks further into the sea, so make sure you give yourself enough time to get back to the helicopter... otherwise the game will end in defeat! Some board games are fun only when you have a large group, but the sequence is one of those rare games that is as good with two people as with many. The goal is to put five chips in a row on the board using matching playing cards, but it's easier said than done because there are enough ways your opponents can hinder your plans. If you want to win in a sequence, you'd better put on a thought cap, because it requires planning, foresight and a competitive spirit. Board game about... Quilting? yes, and it's actually really fun! Patchwork captured the hearts of thousands of people thanks to its quaint, unpredictable concept. Each player gets their own boards, where they build a blanket with available patches, using their delivery buttons to purchase new pieces. However, Tetris-style patches don't always fit together, so the game requires a little strategy if you want to create a more beautiful blanket than Opponent. There aren't many games that have a board like Santorini. The goal is to be the first to build a three-story building on a 3D board, but watch out! Your opponent can play your God card just as you are about to win and block your victory. What's nice is that you can choose how hard you want Santorini to be, adapting the game to your skill level (and making it a great choice for kids). While the game is technically for two to four players, many people think it's actually better for just two people, so it's a good choice to add to your date night board game collection. Spruce Crafts uses cookies to provide you with a great user experience. By using morel crafts, you agree to the use of cookies. If you're looking for one of the best long board games to fill the clock, you've come to the right place. Not only do all of the games below take at least two hours to play, but some like Twilight Imperium or Risk can take eight hours or more, so decide how long you and your friends want to commit. Some long board games require more strategy than others. If you're looking for a game that's not so strategically based that you get lost in the rules, be sure to check out Munchkin. During the game, players work to reach level 10 by either killing monsters or luck. Depending on how qualified or happy you are, the game can last more than three hours. Different games that do a little more planning include Game of Thrones-inspired selection – which can take more than four hours to play – and Star Wars: Rebellion, which can take the same amount of time. They both require some clever intrigue to win. No matter what type of long board game you are looking for, you will probably be able to find it in this list. Keep scrolling for 11 lengthy selections. We only recommend products that we love and think you'll have as well. 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 apocalyptic setting. You can upgrade your colony's defenses to outlive other players. There is also an expansion pack with new characters and cards that you can add to the game once you play several times, and you can buy it here. What the fans write: Beautiful game. Works of art will draw you into the world of the undead and the long of the long. YouTube videos helped us start the game and after a few rounds we were able to start playing strategically. Duration: 1 - 2 hoursPlayers: 2 - 5Ages: 14+2Arkham Horror: Cosmic Horror Game Set In The Roaring TwentiesArkham Horror puts you in Arkham during the tumultuous 1920s. People are missing, animals have been spotted, and it's up to you to figure out how to get rid of monsters. in the city. There's a bit of roleplaying involved as players choose from different investigating characters that each have their own special abilities. However, some reviewers noted that this is not the easiest board game to learn. What fans write: It's a fun game! It's like D&D, Clue and Monopoly having a baby. This is a bit of a difficult game to understand as there are some crazy rules, but going slow your first round and really trying to understand everything will make more sense. It's a classic game of good versus the power of evil. Not recommended for children. My family has a week's play to meet and finish the last campaign. Duration: 1 - 2 hoursPlayers: 1 - 5Ages: 14+3Civilization: Game Culture, Conquest, and DiplomacyCivilization: New DawnAmazonIn civilization, a strategy board game based on the best-selling computer game, players work to develop their individual nations by acquiring territory and resources in an effort to become a major world leader. The winning cards detail what you need to achieve to be declared the winner, and change with each game to help keep things fresh. What the fans write: I wanted a new strategy game to play with my family. We played it three times in two weeks and I wasn't disappointed. Now it's my favorite board game. I like that there is very little luck involved. There are many different ways to win. If you're a competitive family like mine, there will be some stress and frustration involved. Setting up the game takes about 15 to 20 minutes and our game takes about 3 hours. Duration: 1 - 3 hoursYou want a game that requires teamwork, 14+4Mansions Of Madness: A Game With A Corresponding Phone AppMansions of MadnessAmazon If you're looking for a game that requires some teamwork, Mansions of Madness is a good choice. It's a fully cooperative adventure for up to five players. Like Arkham Horror (and inspired by H.P. Lovecraft's work), players work to uncover mysterious events in Arkham. Unlike Arkham Horror, though, Mansions of Madness uses a companion phone app to help immerse you in the game even further. 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 are writing: A really great game, especially for those interested in relaxing in a group of players who are a little less committed to such intense role playing. Very dynamic game results, especially if you include in your materials from the first edition. The included app, which acts as a game master and allows everyone to play in collaboration in a team, is a total game changer that makes it one of the most enjoyable and playable games in the genre. Duration: 2 - 3 + hoursPlays: 1 - 5Ages: 14+5Star Wars: A game based on the classic series Star Wars: RebellionAmazonIn Star Wars: Rebellion, the tension between the Galactic Empire and the Rebel Alliance at all times - and it is up to you to connect the universe to your Play as either alliance or empire as you control starships, move troops, and advance against your opponents. With more than 150 plastic thumbnails, you'll surely recognize more than a few familiar faces. This can take over four hours to play, which is another lengthy selection. What fans write: It takes about an hour to get ready for pieces for the first time. It was very long to play but it was worth it. A lot of ideas have to go to every round, against each other missions and try to deceive through group movements. I highly recommend it to fans and just board game enthusiasts alike. Just be prepared for the 6-8 hour game your first play through. Length: 3 - 4 + hours Players: 2 - 4Ages: 14 +6Risk: Classic strategy game full of betrayalRisk: 60th Anniversary EditionAmazonRisk classic board game that is long enough to fill a few afternoons depending on who you are playing with. Create allies and deploy armies as you try to conquer the globe, but be careful – some of your friends are planning to double-cross you. With five different sets of rules to choose from, there are plenty of varieties to keep you in touch. What fans are writing: An amazing real-time war strategy game. If you are looking for a fun board game to play but I don't like how monopoly gets so boring so fast, play this game! Your enemies are so unpredictable in the game that they keep the fire in the lit! Definitely one of my top 10 bored games! Length: 1 - 8 + hoursPlayer: 2 - 6Ages: 10 +7Fury Dracula: Game deduction and Gothic horrorDaje interested in what it is like to be Van Helsing? Now's your chance with Dracula's Remek. Players start by dividing into two teams: hunters versus one Dracula. Each hunter has a unique identity that changes gameplay, so you can easily play this game over and over again. But the same goes for Dracula, who has wolves, spies and other vampires at his disposal. What fans write: Big one vs. many board games. The theme is great for around Halloween, but play it all year round because it's so fun. The game art is excellent. Don't be beamed with a box. Length: 2 - 3 + hoursPlayer: 2 - 5Ages: 14+8Twilight Imperium: A game where you create your own galactic space operaS more than 1000 pieces and 17 different groups of characters to choose from, no two twilight imperium games will ever be the same. You have to maneuver yourself politically through the top tier of

society, throw some bribes around, and – if that doesn't work – roll the army out... all 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 people also noted that the game can last up to eight hours, making it one of the longest options on this list. What the fans write: It's a great galactic war game and we've played it almost every weekend since I received it. For those of you who played the third edition, this game passed balance and the rules have been simplified. It's a game where diplomacy and trade are now just as (perhaps more) important than any battles and clashes you have over resources. Duration: 4 - 8 hoursPlayers: 3 - 6Ages: 14+9A Game of Thrones: Board game for fansa Game of Thrones: Board game AmazonNazam on game of thrones book series, Game of Thrones: Game of Thrones has up to six players take control of each of the great westeros houses. As in the books, you will compete for the Iron Throne by gathering armies, attacking castles and betraying your enemies – but if you need comparison, it's a similar risk. It's a great gift even for those casual viewers. What the fans write: It was a fantastic board game, but be warned... it's a very in-depth board game as well. I like complex and strategic games where players have to think through all their options and adjust their strategies as the game changes. This game definitely brings on it! Duration: 3+ hoursPlayers: 3 - 6Ages: 14+10Due ages: Another game where you can create your own civilization Take your little tribe and grow them into a vast, massive civilization that surrounds other players - this is the goal through the ages. You will go all the way from extracting basic resources to funding scientific research in order to outrun your opponents' technological advances. But don't forget – your opponents will try to keep you through wars and politics. The strategy here is key. What the fans are writing: My first full game over (3 players) lasted more than six hours – but time flew by and I can't wait to play again. Once you devour the rules, you will find that they are all logical, and I know that my second take will go smoothly. Duration: 2 - 4 + hoursPlayers: 2 - 4Ages: 14 +11Munchkin: Simpler game under \$ 20One of the more affordable games on this list, Munchkin provides hours of entertainment - for less than \$ 20. The rules are simple: draw one card from the package. If she's a monster, you're fighting her. If it's a curse, use it. And if it's neither, keep the card in your hand. Players get one level (or more) from defeating monsters, and the first to reach level 10 wins. What the fans write: My friend loves playing dungeons and dragons, but we rarely have the time needed to pursue a campaign, so I got it for us to play together. Technically it requires more than two players, but it's still functional if we don't have anyone else to play with. It's not terribly hard to learn (I played it with my 8 year old cousin), but you'll definitely have to read the instructions time or two. Overall a very fun game, we use it often. Duration: 1 - 2+ hoursPlayers: 3 - 6Ages: 10+ 10+

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