# Social menu

### **ROBOT "BOB-SPIL"**

A classic "Bob-spil" with added robots. Players control the robots using game controllers to get their marbles into the hole first.

2-4 players per game

### **ROBOT MINIATURE GOLF**

Participants control their robot through a course with tricky and challenging obstacles. The goal is to complete the courses as quickly as possible or with the fewest attempts. The robot is controlled by a game controller.

- 1 player per lane

# **ROBOT BATTLE ROYALE**

A multiplayer game where 6 participants battle with flip robots in a hexagonal arena. In the battle, the objective is to knock over or push the opponent's robots onto their backs, rendering them incapacitated. The last robot remaining on the field wins the game.

- 6 players

### **BOARDGAME - SCOUT**

As the new circus leader, assemble a winning show with your team, each member playing a specific role. Scout talent from other circuses to enhance your lineup. A strategic recruit can trigger a chain reaction, making your show unbeatable.

- 2-5 players

# **BOARDGAME - COCKROACH POKER**

Bring out your poker face and bluff. As soon as you have 4 identical animals in front of you, you lose and all the other players win. - 2-6 players

### **BOARDGAME - HANABI**

In this cooperative game, players must collectively set off beautiful fireworks. All the gunpowder, fuses, and rockets have been accidentally mixed up. No one can see their hand of cards. Therefore, one must carefully choose the information to share with their teammates about their cards and remember the information that is given. - 2-5 players

**DISCUSSION TABLES** 

Join different discussions at the tables

# **BOARDGAME - CHEESE THIEF**

A group of mice had their cheese stolen during the night. Everyone had to attend their usual 'call of nature' during the night, but it seemed that one sneaky mouse took the cheese. Will the group be smart enough to detect the lies of the cheese thief and get their food back?

4-8 players

# **BOARDGAME - HARD TO GET**

The detectives are trying to locate the correct word, which only the witness knows. Only a handful of clues are available, all in the form of dilemmas that the witness must relate the word card to. 2-12 players

### **BOARDGAME - FUN FACTS**

Each turn, secretly answer a personal question with a number. Players will try to place their answers in ascending order by predicting how everyone else answered. Then reveal to them to find out your score. - 4-8 players

### **BOARDGAME - OTLO**

Players compete to reproduce patterns using two layers of tiles. OTLO stones challenge your logical skills with multiple levels of difficulty. 1-4 players

# **BOARDGAME - CABO**

Spy, swap, and peek to find CABO the unicorn. The player with the lowest total wins. 2-4 players

### **BOARDGAME - SKULL**

How many discs can you flip before revealing a skull? Place, bid and bluff. - 3-6 players

# **BOARDGAME - EXPLODING KITTENS:**

Avoid the exploding kittens. You play the game by putting the deck face down and taking turns drawing cards until someone draws an Exploding Kitten. - Up to 10 players

# YATZY

Players aim to score points by rolling five dice to achieve specific combinations. - 2-6 players

