

Five boxes. Five different evenings.

Choose the people before the product. This is an editorial shortlist, not a sales ranking or a shopping list you need to complete.

Choose	The evening it suits	Check before buying
Sanibel	A welcoming competitive spatial puzzle for 2-4 players.	Each person needs space for a collection mat. Not a solo or campaign game.
Cozy Stickerville	A gentle continuing village story for 1-6 players.	Permanent stickers and choices are part of the experience. Share decisions deliberately.
The Two Towers Trick-Taking Game	Cooperative card challenges for 1-4 players.	Standalone. Not the Lord of the Rings LCG, Fate of the Fellowship, or Magic.
Flip 7: With a Vengeance	A lively group of 3+ that enjoys direct interference.	Standalone sequel. Stealing and forced draws should sound fun to everyone.
Dewan	Routes, objectives and a shared map for 2-4 players.	Check the English edition, seller and delivered total. Do not accept an import premium automatically.

The first decision

1. Do you want scores, a continuing story, concentrated cooperation, direct interaction or route planning?
2. Who will actually attend, and how much table space can each person reach?
3. Which one box supplies that evening without an immediate expansion or accessory purchase?

Read the full guide: [Puzzlewick's current-game shortlist](#). Exact retail links and source notes are maintained in the article.

Teach the first turn. Keep the next one inviting.

- 1. **State the goal.** Explain what the group or player is trying to achieve.
- 2. **Show one legal turn.** A visible example is easier to remember than every exception at once.
- 3. **Explain the biggest trap.** Choose the one misunderstanding most likely to derail this first game.
- 4. **Reset the example.** Do not let a demonstration quietly change the real starting state.
- 5. **Begin with the simplest supported mode.** Follow the game's actual setup and communication rules.

Game	First-night reminder
Sanibel	Show a legal placement. Keep personal collections and shared choices visible.
Cozy Stickerville	Follow setup in order; avoid reading later story material. Agree how the group shares choices.
The Two Towers	A teaching trick may use open information. The actual chapter's communication limits still apply.
Flip 7: With a Vengeance	Explain hit, stay and busting before the special effects. Number frequencies are not equal.
Dewan	Cost the complete route, including starting and destination terrain. Check the destination is still available.

A modest table kit

Measure a mat before buying it. Keep components reachable in small trays. Match sleeves to the actual card dimensions. Preserve chapter order. Put liquids on a separate surface. A fitted insert or expansion is not a compulsory first purchase.

Official references: [Cozy Stickerville rules](#); [Flip 7 rules and product resources](#); [Dewan rules and setup](#). This independent aid does not replace a rulebook.