

Board Games That Include Alexa!!

We now offer a selection of board games that you may play with or without Alexa. If you are traveling solo, Alexa would love to join you to play along with you. If you are playing family games just ask Alexa to take a seat and play along with the family.

The board games for Alexa can be found in the storage compartment of the lift top coffee table in all our accommodations.

St. Noire –

You have to solve a murder that took place in the small town of St Noire by questioning the 12 suspects, finding clues and trusting no one.

You have until the end of night seven to solve the crime and on each go, you can either examine a location, question a town member or accuse a suspect by using Alexa, saying things like "Alexa, question Mayor Alves". To win, you have to accuse the right person, but you'll lose if you make two wrong accusations.

Each game of St Noire takes around 15 to 30 minutes, but no two games are the same with multiple storylines and endings. The only clue you'll have to start with is the cause of death. You can play in a group or solo and it is said to be suitable for ages 12 and above.

- Use the Alexa skill to interview suspects (who have the ability to lie to players), while keeping track of their investigation using beautifully designed character cards and murder weapon tokens. The identity of the killer is randomized on each play-through, which makes every new game feel fresh and unpredictable – whether playing solo or with your friends.

How To Play –

- As the detective, gather clues and question suspects as you piece together the events on the night of the murder. Something is not adding up -- and it's up to you to discover the inconsistencies in the suspects' stories in order to solve the case. To deduce who the killer is, explore the different locations in town to find the right murder weapon and confirm suspect's whereabouts on the night of the murder. Folks in this town tend to keep their distance from one another. There will only ever be one suspect at any given location. If two claim to have been at the same place the night of the murder then someone's lying.

Not everyone will give an HONEST answer when asked where they were or who they saw the night of the murder. Compare suspect's answers and look for inconsistencies to figure out who is telling the truth and who is lying. Be careful -- liars will always lie, but not all liars are the killer! Nothing they say can be trusted!

On every turn you can build your case by choosing to either:

- 1) Examine a location for evidence.
- 2) Choose to question a character about where they were and who they saw on the night of the murder.
- 3) Accuse a suspect.

Time is not on your side. The killer will strike again. You have seven nights to solve the case. Be careful... make two wrong accusations or run out of time, and the murderer will skip town and escape justice for good.

To win the game, identify and accuse the correct suspect before the end of night seven. The killer is caught. You save the town.

Players Can Use The Following Actions To Play St. Noire:

- * Question [suspect's name].
- * Where were you the night of the murder?
- * Who was at [location name]? (Suspects will only know how was next door or across the street from where they claimed to have been that night.)
- * Examine [location name]. (This action sends the detective to investigate a location and reveal any hidden weapons.)
- * I accuse [suspect's name] of murder

Players can also ask:

- * How did the victim die?
- * What night is it?

When In Rome –

Pack your bags and let Alexa fly you around the world in ***When in Rome***, the travel trivia game in which real people ask the questions! Visit twenty cities, meet the locals, and make new friends...without ever leaving home. Alexa is your game show host, teaching you how to play, asking questions, introducing you to locals in each city and keeping score.

When in Rome is for 2-8 players, who split into two teams racing around the world and answering questions to win points and souvenirs. Whoever has the most points at the end of nine rounds — or when three souvenirs are collected — wins the game! Use a combination of your world knowledge and speaker-activated power-up cards to get ahead in the game. Ages 13+

Optional: 2 Echo Buttons

When In Rome is now fully compatible with Echo Buttons. Go head to head with your opponents using Buttons for even more drama and excitement!
The game requires "When in Rome" board game to play.
Toy of the Year Finalist & Parents Choice Award Winner 2019!

Ticket To Ride –

Ticket to Ride is a cross-country train adventure in which players collect and play matching train cards to claim railway routes connecting cities through North America!

- Note: To launch the game on Fire TV, say "Alexa, launch the Ticket to Ride skill." This game requires a physical copy of the board game "Ticket to Ride" to play.
- Alexa will act as your guide or if less than 5 of you are playing, Alexa can also join as a player.
- A fast-paced, award-winning board game
- Connect iconic North American cities and build your train routes to earn points
- Players must compete to grab the best train cards and routes before their opponents
- Ticket cards challenge you to plan ahead and connect two faraway cities for additional points
- 2 to 5 players, 60 minutes, 8+
- If you're new to "Ticket to Ride," simply launch the skill and Alexa will teach you everything you need to know to get playing right out of the box.
- For experienced players, discover a new way to enjoy "Ticket to Ride." Alexa will keep track of your scores and calculate the longest route, all while adding atmospheric sound effects and music to your game.
- ***Alexa is waiting for you at the station. All aboard!***

When learning to play the game, you can:

Say "Alexa, next" to move forward

Say "Alexa, back" to hear the previous instruction again

Say "Alexa, repeat" to hear the current instruction again

Say "Alexa, rephrase that" to hear a different phrasing of the current instruction

While playing the game:

To claim a route, say your player color and the two cities you are connecting. For example:

"Alexa, green got New York to Boston"

Say "Alexa, undo that" if you make a mistake

Say "Alexa, help" to ask questions about the rules

Say "Alexa, what's the score?" to hear the current scores

Say "Alexa, how many trains does everyone have left?" to hear how many trains everyone has remaining

Escape Room In Box –

Alexa acts as a companion to the board game series Escape Room in a Box. Invite Alexa to enhance your Escape Room in a Box experience to set the mood with thematic music, keep time, and provide hints. Perfect for adults or teens 13 years old and up.

Start the skill by saying: "Alexa, Start Escape Room."

-Once the skill has started, you can get instructions or start a game.

-After you have started the game, a 60 minute soundtrack will begin streaming that will enhance the play of the game (90 minutes if you are playing Flashback).

-At any time while the soundtrack is playing, you can ask Alexa for hints by saying "Alexa, ask Escape Room for a hint".

-At any time while the soundtrack is playing you can ask Alexa for the elapsed time of the game by saying "Alexa, ask Escape Room to get time"

-Once you have completed the bonus puzzle, you can say "Alexa, tell Escape Room to add bonus time". You will be prompted for the answer to the bonus question. If you answer, you will be awarded a 30 minute extension to the game time. (Werewolf Experiment only).

-At any time, you can say "Alexa, cancel".

-If you have finished the game, you can say "Alexa, tell Escape Room we won the game" to get your final time.

Have Fun!!!