



# Games Collection Guide

**The CLD&J Games Collection is made up of family friendly games, kids games, games for older kids and adults, card games, role-playing games, all the games!**

The **CLD&J Games Collection** materials were selected to foster learning, social engagement, and entertainment. The games included in the collection were chosen for ages 2 and up and feature a variety of mechanics and themes. Many of the games have added literacy value for new readers of all ages, as well as just being a lot of fun!

We received a number of generous donations to begin the collection. Thanks to: Alderac Entertainment Group (AEG), Asmadi Games, Atlas Games, Brotherwise Games, Calliope Games, Cheapass Games, CNYK, Daily Magic Games, Gamelyn Games, Gamewright, Goliath Games, HABA USA, Ledar Games, Looney Labs, Monte Cook Games, Outset games, Red Raven Games, Rio Grande Games, Steve Jackson Games, Thames & Kosmos, and Twilight Creations, Inc. for their support, amongst many others.

If you have any questions about the collection, please contact our Young Adult & Community Outreach Services Librarian at [LAllen@cldandj.org](mailto:LAllen@cldandj.org). Games can also be searched for in the Onondaga County Library catalog!

WHAT'S IN THIS GUIDE	
Kids and Family Games	Page 2
Teen and Adult Games	Page 8
Role Playing Games	Page 17
Collection Policy	Page 24
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# Games For Kids and Families

NOTE: THESE GAMES ARE KEPT BEHIND THE CIRCULATION DESK! ASK LIBRARY STAFF FOR MORE INFO

## Acorn Soup: The Tasty Counting Game

### Ages 2+ 2+ Players

This game will help build vocabulary & develop fine motor skills like balancing & hand-eye coordination.

## Animal Upon Animal

### Ages 4+ 1-4 Players

There's pandemonium on the farm! Who can stack the hen on top of the sheep? And is there any space left for the dog?

## Battleship

### Ages 7+ 2 Players

This strategy game for kids is the ultimate search-and-destroy mission: call a shot and fire. Sink all of your opponent's ships for the win.

## Beasts of Balance

### Ages 7+ 1-5 Players

Beasts of Balance takes everything you love about digital gaming and connects it to real-world play. There's real strategy required in keeping your beasts alive as you build while ensuring the tower stays stable.

## Boggle

### Ages 8+ 1-8 Players

Can you find words no one else can see in the letter grid?

## Brandon the Brave

### Ages 5+ 1-4 Players

Knights explore the land to complete their quests in this tile-placing game.

## Candy Land

### Ages 3+ 2-4 Players

Race along the candy road to be the first to tour King Kandy's castle.

## Cardline: Animals

### Ages 7+ 2-8 Players

Rank animals by length, weight or lifespan.

## Cards Against Humanity: Family Edition

### Ages 8+ 4-30 Players

Cards Against Humanity, but you know, for families.

## Catan Jr.

### Ages 6+ 2-4 Players

Classic game of island development redesigned for families and a younger audience.

## Catch The Moon

### Ages 6+ 1-6 Players

Reach for the moon in your dream on a precariously balanced stack of ladders.

## Cauldron Quest

### Ages 6+ 2-4 Players

Aspiring wizards and witches will love helping to save the kingdom from a dark spell. Everyone works together to beat the wizard and create a magical potion to break the spell!

## Chess Set

### Ages 3+ 2 Players

This regulation chess set includes a vinyl board and an extra queen of each color for pawn promotion.

## Chugga Choo!

### Ages 4+ 2-4 Players

Chugga Choo is a colorful puzzle game for you and your 2-year-old. Players match boxcars by color and choose wooden cargo tiles for each one. All aboard!

# Games For Kids and Families

## **Chutes and Ladders**

**Ages 3+ 2-6 Players**

Be the fastest to the goal by avoiding chutes and climbing up ladders.

### **Clue**

**Ages 8+ 2-4 Players**

Catch the culprit of a crime by identifying who did it, with what, and where.

## **Code & Go Mouse Mania**

**Ages 4+ 2-4 Players**

Two to four players draw coding cards and “compute” their mice towards cheese wedges scattered across the board.

## **Concept Kids: Animals**

**Ages 4+ 2-12 Players**

Select icons to help your team guess an animal.

## **Dixit Jinx**

**Ages 8+ 3-6 Players**

Speak, Sing or act out a card to help other players guess which card is the right one on the 3x3 card map!

## **Dragon’s Breath**

**Ages 5+ 2-4 Players**

A frozen tower of gems is melting. Guess the correct color gem and reap the rewards!

## **Dragonkeepers**

**Ages 8+ 2-4 Players**

Herd dragons and cast magic spells to boost their value.

## **Eye Found It**

**Ages 3+ 2-4 Players**

Work together to find objects & race to the end before the pigs eat your picnic food.

## **Disney Eye Found It!**

**Ages 4+ 1-6 Players**

Discover over 1,000 items while exploring 8 exquisite Disney realms!

## **Dragon Dash**

**Ages 5+ 2-6 Players**

Work together to place a safe passage, before the dragons block the way.

## **Five Minute Mystery**

**Ages 8+ 1-6 Players**

A real-time, co-op, mystery game.

## **Friends and Neighbors**

**Ages 3+ 1-4 Players**

Encounter friends and neighbors who need a little help.

## **Go Go Gelato**

**Ages 6+ 2-4 Players**

Be the quickest to stack your gelato cone in the right color combination.

## **Go Away Monster!**

**Ages 3+ 2-4 Players**

Draw from a bag to decorate your bedroom, but watch out for the monsters!

## **Go Cukoo!**

**Ages 4+ 2-5 Players**

A competitive nest-building party game featuring 1 deranged bird and 20 wobbly eggs.

## **The Hearmees**

**Ages 5+ 3-4 Players**

Carefully listen to the scratched drawing to help expand your city.

# Games For Kids and Families

## **Hiss**

**Ages 4+ 2-5 Players**

Build colorful snakes in this snake-making tile game!

## **Kingdomino**

**Ages 8+ 2-4 Players**

Build a kingdom with varied terrains on domino-shaped tiles in this fast family game.

## **Kitten Klash**

**Ages 6+ 2 Players**

Just like kittens clawing and wrestling for supremacy, *Kitten Klash* puts two players in a frenzied dash to grab the most matched cards from a constantly changing tableau.

## **Labyrinth**

**Ages 8+ 2-4 Players**

Hunt for treasure in an ever-changing maze. Will you open a path? Or block a rival?

## **Let's Go Fishing**

**Ages 4+ 1-4 Players**

Teaches hand-eye coordination as players use their mini fishing poles to try to catch the most fish.

## **Mental Blox**

**Ages 5+ 1-10 Players**

Put your critical thinking to the test and fire up strategic problem-solving! Stack, pattern, and match the multicolor shapes.

## **Minuscule**

**Ages 5+ 2-6 Players**

Minuscule is a racing card game with funny bugs that is perfect for the whole family!

## **Miss Bernard is a Wild Card**

**Ages 6+ 2-4 Players**

Things just got even weirder with the arrival of Miss Bernard, a new teacher encouraging kids to say whatever they want about the other teachers! And that is just what you'll do in this sentence-building game that proves school can be serious fun and certifiably weird!

## **Mobi Kids**

**Ages 4+ 1-4 Players**

Mobi Kids is the perfect introduction to numbers for your little ones. Players connect their number tiles to form equations using the communal operation tiles.

## **Mole Rats in Space**

**Ages 7+ 2-4 Players**

Mole rats work together to avoid snakes, collect items, and reach the escape pod.

## **Monster Chase**

**Ages 4+ 1-6 Players**

Ever wanted to experience Monsters Inc.? This is as close as you can get.

## **Monopoly**

**Ages 8+ 2-8 Players**

In this competitive real estate market, there's only one possible outcome: Monopoly!

## **Mouse Trap**

**Ages 6+ 2-4 Players**

Roll-and-move mice meet a real-life Rube Goldberg contraption!

# Games For Kids and Families

## **Munchkin Treasure Hunt**

**Ages 6+ 2-6 Players**

The munchkins (that's you!), move around the board. If you land on a monster, use the Monster cards to find out how tough it is, then roll a dice and use your Treasures to beat it.

## **My Little Scythe**

**Ages 8+ 1-6 Players**

Gather fruits and gems, encounter events, and start friendships (or pie fights!).

## **No Thank You, Evil**

**Ages 5+ 2-5 Players**

Unleash your imagination in this kid-friendly role playing game.

## **Oh Snap!**

**Ages 8+ 1-6 Players**

Can sure hands and steady nerves help you avoid the booby traps for the win?

## **Othello**

**Ages 8+ 2 Players**

Flip discs to your color in this classic 19th-century abstract.

## **Outfoxed!**

**Ages 5+ 2-4 Players**

Gather clues with your detective pals to catch that crafty fox before it skips town!

## **Perfection**

**Ages 4+ 1-2 Players**

Place all the uniquely shaped pieces in the board before the ticking timer blows up.

## **Phase 10**

**Ages 8+ 2-6 Players**

Collect sets and runs before your opponents to advance through ten phases of play.

## **Pictureka!**

**Ages 6+ 2-7 Players**

Find images on an image packed board in 3 different ways.

## **Pictureka! Card Game**

**Ages 6+ 2-20 Players**

Play four great card games that'll get your creative juices flowing!

## **Pool Party**

**Ages 6+ 2-4 Players**

Jump in for a swim, stay for the win!

## **Qwirkle**

**Ages 6+ 2-4 Players**

Complete a set of shapes or colors among the criss-crossing tiles for big points!

## **Qwingo**

**Ages 8+ 2-5 Players**

Place your numbers carefully and be the first to fill up your food column.

## **Raccoon Rumpus**

**Ages 3+ 2-4 Players**

Raccoons have raided your closet and they're having a party! Help these masked bandits get dressed in a hilarious dice rolling, matching game.

## **Rainbow**

**Ages 7+ 2 Players**

A colourful memory battle.

# Games For Kids and Families

## **Rhino Hero Super Battle**

**Ages 5+ 2-4 Players**

Build sprawling cardboard towers and see how heroes climb up to then duel clumsily.

## **Robot Turtles**

**Ages 4+ 2-5 Players**

Program a turtle to move through a maze in this family friendly game.

## **Rory's Story Cubes: Voyages**

**Ages 8+ 1-12 Players**

Roll dice and tell a story based on the images rolled.

## **Rory's Story Cubes: Actions**

**Ages 6+ 1-12 Players**

Roll dice and tell a story based on the images rolled.

## **Rory's Story Cubes**

**Ages 6+ 1-12 Players**

Roll dice and tell a story based on the images rolled.

## **Scrambled States of America Game**

**Ages 8+ 2-4 Player**

Test your speed, pattern matching, and trivia skills in this fast paced game.

## **Sequence for Kids**

**Ages 3+ 2-4 Players**

The classic game of SEQUENCE made just for kids! Play a card from your hand, and place your chip on the corresponding character on the board.

## **Sequence Letters**

**Ages 4+ 2-4 Players**

Classic SEQUENCE fun from A to Z! Players match the letter on a card to the beginning sound of a picture on the board and place a chip.

## **Shadows in the Forest**

**Ages 8+ 2-8 Players**

A board game played in darkness where players hide the from the light of a candle.

## **Shaky Manor**

**Ages 6+ 2-4 Players**

Slide and shake the right figures in the right room, while leaving out the others.

## **Skip-Bo**

**Ages 8+ 2-6 Players**

Build runs from 1 to 12 and be the first to play all the cards from your deck.

## **Slamwich**

**Ages 6+ 2-4 Players**

Compete to claim sets of sandwich ingredients by slamming your hand down the fastest.

## **Sleeping Queens**

**Ages 8+ 2-5 Players**

Kings wake fantastical queens and dragons chase off knights in this fun card game!

## **The Sneaky, Snacky Squirrel Game!**

**Ages 3+ 2-4 Players**

Spin to collect or steal acorns; use a chunky squirrel to add them to your stump.

## **Spot It!**

**Ages 7+ 2-8 Players**

Quick! Which symbol is on both cards? Race others to gather or dump your cards.

## **Spookies**

**Ages 8+ 2-5 Players**

Manage risks and rewards while progressing through the levels of a haunted mansion.

# Games For Kids and Families

## **Spot It Jr.!**

**Ages 4+ 2-6 Players**

Quick! Be the first to spot the image that appears twice.

## **Super Kitty Bug Slap**

**Ages 6+ 2-5 Players**

Grab the coolest cats you can find for some bug-slappin' action in this speedy card game of swift thinking and quick paws!

## **Sushi Go!**

**Ages 8+ 2-5 Players**

Pass the sushi around, but keep the best for yourself. Save room for dessert!

## **Ticket to Ride: First Journey**

**Ages 6+ 2-4 Players**

The whole family races to collect tickets and travel by train from coast to coast.

## **Trouble**

**Ages 4+ 2-4 Players**

Race your pieces around the board but beware of getting bounced back home.

## **UNO Card Game**

**Ages 6+ 2-10 Players**

Get rid of your cards first, but don't forget to say "UNO!"

## **Where's Bear?**

**Ages 2+ 1 Player**

Parents & kids take turns hiding and finding Bear under the sturdy nesting boxes.

## **Yahtzee**

**Ages 6+ 2-10 Players**

Yes the dice are fickle, but score your combos strategically to max out on points.

**Age Ranges are Based on the Recommendations of the Game Manufacturer!**

**For more info on games and age ratings visit:**

<https://boardgamegeek.com/>

**OR**

<https://www.theboardgamefamily.com>

# Games For Teens and Adults

**NOTE:** These games are found in The Vault, the teen space at the library. Games listed are for ages 12+

## **Above and Below**

### **Ages 13+ 2-4 Players**

Build your newly founded village above while exploring the caves and stories below.

## **Ahoy**

### **Ages 14+ 2-4 Players**

Different factions vie for fame on the high seas.

## **Apples to Apples**

### **Age 12+ 4-10 Players**

Choose silly or clever word matches to win this popular party game.

## **Architects of the West Kingdom**

### **Age 12+ 1-5 Players**

Will you be a virtuous or nefarious servant of the king? Build your way to glory.

## **Azul**

### **Ages 8+ 2-4 Players**

Artfully embellish the walls of your palace by drafting the most beautiful tiles.

## **Backgammon Set**

### **Ages 8+ 2 Players**

Quickly roll & move your pieces off the board, but don't leave lone ones defenseless!

## **Bargain Hunter**

### **Ages 10+ 3-4 Players**

Quirky trick-taking game with trump being picked mid-trick. Trash becomes treasure!

## **Betrayal at House on the Hill**

### **Ages 12+ 2-6 Players**

Explore a haunted house as a team ... until one of you turns against the rest.

## **Bob Ross: Art of Chill Game**

### **Ages 12+ 2-4 Players**

Calmly collect paints and brushes to create almighty mountains and happy little trees .

## **Bohnanza**

### **Ages 12+ 2-7 Players**

Farm beans, harvest crops and trade your way to fortune in this card game classic.

## **Boss Monster**

### **Ages 13+ 2-4 Players**

Build the ultimate side-scrolling dungeon to lure and defeat Heroes for their souls.

## **Boss Monster 2**

### **Ages 13+ 2-4 Players**

Build the ultimate side-scrolling dungeon to lure and defeat Heroes for their souls.

## **Bosk**

### **Ages 13+ 2-4 Players**

Navigate the four seasons and lay claim to the land with your trees and their leaves.

## **Brawl**

### **Ages 10+ 2-7 Players**

A real-time card game of brawling martial artists.

## **Bring Your Own Book**

### **Ages 12+ 3-8 Players**

Use any book to find funny out-of-context text to match the current prompt.



# Games For Teens and Adults

## **Bunny Kingdom**

**Ages 12+ 2-4 Players**

Adorable bunnies build cities, harvest carrots, and go on missions to be "Big Ears!"

## **Cadaver**

**Ages 10+ 2-6 Players**

Use arcane resources to reanimate a series of cadavers.

## **Carcassonne with Mini Expansion**

**Ages 7+ 2-5 Players**

Shape the medieval landscape of France, claiming cities, monasteries and farms.

## **Card of the Dead**

**Ages 10+ 2-5 Players**

A quick zombie-themed card game that tasks players with earning the most survival points over three rounds.

## **Cards Against Humanity**

**Ages 17+ 4-30 Players**

Who can come up with the most hilariously obscene answers in this party game?

## **Cartaventura: Lhasa**

**Ages 10+ 1-6 Players**

Journey to Tibet in the footsteps of Alexandra David-Neel.

## **Castellan**

**Ages 10+ 2 Players**

Work together to build a castle and score points by creating courtyards.

## **Catan**

**Ages 10+ 3-4 Players**

Collect and trade resources to build up the island of Catan in this modern classic.

## **Cavemen**

**Ages 13+ 2-5 Players**

A card-drafting game in which players take the role of tribal leaders. The tribes compete to be the first with enough knowledge and prestige to invent fire.

## **The Chameleon**

**Ages 14+ 3-8 Players**

Decypher the 1-word clues and bluff your way through as the chameleon.

## **Choose One!**

**Ages 14+ 3-10 Players**

Predict how your friends will answer thought-provoking questions and advance your token to the finish line!

## **Chupacabra**

**Ages 8+ 2-4 Players**

Night falls, and the bloodsucking Chupacabra stalks its prey. Its red eyes mean doom . . .

## **Claim**

**Ages 10+ 2 Players**

Recruit followers to control the kingdom by taking the right tricks.

## **Codenames: Pictures**

**Ages 10+ 2-8 Players**

Give your team one-word coded clues, trying to identify specific image cards.

## **Codenames**

**Ages 14+ 2-8 Players**

Give your team clever one-word clues to help them spot their agents in the field.

## **Concept**

**Ages 10+ 4-12 Players**

Select icons to help your team guess a secret word or phrase.

## **Coup**

**Ages 13+ 2-6 Players**

Bluff (and call bluffs!) to victory in this card game with no third chances.

# Games For Teens and Adults

## **Cranium**

**Ages 13+ 4+ Players**

Use your brain to draw, sculpt, act it out, and more in this party game.

## **Crypt**

**Ages 14+ 1-4 Players**

Send your servants down into the crypt to procure the best treasure.

## **Daybreak**

**Ages 10+ 1-4 Players**

Cooperatively decarbonize the planet and create resilient societies.

## **Decrypto**

**Ages 12+ 3-8 Players**

Decipher your opponents' code before they decipher yours. Don't get caught.

## **Deer in the Headlights**

**Ages 5+ 2-6 Players**

A fun, fast-moving card and dice game for the whole family.

## **Detective**

**Ages 16+ 1-5 Players**

Collaborate in an FBI unit to solve cases using high-tech & traditional techniques.

## **Dice Throne Season 1**

**Ages 8+ 2-6 Players**

Roll dice to trigger skills and defeat your opponents.

## **Dixit**

**Ages 8+ 3-8 Players**

Give the perfect clue so most (not all) players guess the right surreal image card.

## **Dominion**

**Ages 13+ 2-4 Players**

Acquire the most valuable lands by building your deck with treasure and power cards.

## **Dragon's Cave**

**Ages 7+ 2-4 Players**

Outguess other players to slip past the dragon, but suffer a setback if caught!

## **Drop It**

**Ages 8+ 2-4 Players**

Drop geometric shapes in your color to score the most physics-defying points.

## **Dungeon Mayhem**

**Ages 8+ 2-4 Players**

Battle as a barbarian, paladin, rogue, or wizard and be the last player standing.

## **Escape the Room: Secret of Dr. Gravely's Retreat**

**Ages 13+ 3-8 Players**

Work with your guests to discover the dark secret of Dr. Gravely's retreat.

## **Evolution Climate**

**Ages 12+ 2-6 Players**

Adapt your species in an ecosystem of scarce food, predators, and a dynamic climate!

## **Exploding Kittens**

**Age 7+ 2-5 Players**

Ask for favors, attack friends, see the future- whatever it takes to avoid exploding!

## **Farkle with Friends**

**Ages 8+ 2-6 Players**

Roll to get the highest score, but stop before you bust!

# Games For Teens and Adults

## **Fitz It**

**Ages 10+ 2+ Players**

Name an object that fits the attributes on your cards and then play them to the grid.

## **Flash Point**

**Ages 10+ 2-6 Players**

Smoke! Fire! Work as a team to save as many as you can from a blazing inferno.

## **A Fool's Fortune**

**Ages 13+ 2-3 Players**

Come play a game of mischief, magic, mirth, and lore. Delve into the Book of Fate to reveal mysterious fortunes: realms near and far, resources wondrous and wild.

## **Food Truck Champion**

**Ages 8+ 2-5 Players**

Hire staff, shop for ingredients, accept orders, prepare dishes, and earn awards.

## **Forbidden Island**

**Ages 10+ 2-4 Players**

The island is sinking! Will the brave adventurers save the treasures in time?

## **Fort**

**Ages 10+ 2-4 Players**

Build the most awesome fort while making friends, collecting toys and eating pizza.

## **Forbidden Sky**

**Ages 10+ 2-5 Players**

Work together to hotwire your getaway rocket ship before the storm takes you out!

## **The Fox in the Forest**

**Ages 10+ 2 Players**

In this trick-taking game for 2, you must win more than your rival—but not too much!

## **Gheos**

**Ages 10+ 2-4 Players**

Competing gods spur the rise and fall of civilizations by terraforming the land.

## **Give me the Brain!**

**Ages 10+ 3-8 Players**

Zombie fast food workers need a brain - there's just one - to finish all their tasks.

## **Gloom**

**Ages 13+ 2-5 Players**

Use transparent cards to tell tragic tales of misery and misfortune.

## **Green Team Wins**

**Ages 10+ 3-12 Players**

Get on the Green Team. Stay on the Green Team. And win.

## **Guesstimation**

**Ages 8+ 3-8 Players**

See how well you can "guesstimate" outrageous numerical questions.

## **Hive**

**Ages 9+ 2 Players**

Use your insects to trap your opponent's Queen Bee in this board-less abstract game.

## **Hive Mind**

**Ages 8+ 3-12 Players**

Match answers to win in this hilarious party game!

## **Iota**

**Ages 8+ 2-4 Players**

Order colors and shapes in rows. Score big by combining four in a row.

# Games For Teens and Adults

## Joe Name It

**Ages 12+ 2+ Players**

"Name it" by being the first to call out the answer in this fast-playing party game!

## Jupiter Rescue

**Ages 15+ 2-7 Players**

Save the humans at the Jupiter Deep colony from the alien creeps!

## Kamisado

**Ages 10+ 2 Players**

*Kamisado* is a game of pure skill and strategy with no dice, cards or other chance element — it's just you against your opponent!

## Kill Doctor Lucky

**Ages 12+ 3-8 Players**

Chase the despised doctor in his mansion. Catch him alone and end his miserable life.

## King of Tokyo

**Ages 8+ 2-6 Players**

It's a fight to the death when giant monsters battle over Tokyo in this dice-roller.

## King of New York

**Ages 10+ 2-6 Players**

Monsters vie for fame or dominance over New York in this dice-rolling game.

## Little Dead Riding Hood

**Age 13+ 2-5 Players**

Little Dead Riding Hood is a racing game. Each player assumes the role of one of the Riding Hood sisters trying desperately to get supplies to their beloved grandmother. Simple really, except for those pesky zombie wolves.

## A Little Wordy

**Ages 10+ 2 Players**

A sneaky tile-unscrambling game for aspiring geniuses and would-be word wizards.

## Logic Dots

**Ages 8+ 1 Player**

Dice... Dots... Deduction. Where is the golden cube?

## Loot

**Ages 10+ 2-8 Players**

Pirate captains plunder merchant ships for gold and glory.

## Lost Cities: Rivals

**Age 10+ 2-4 Players**

Bid coins as you chart expeditions to five ancient ruins.

## Mancala

**Ages 5+ 2 Players**

Move your seeds strategically to capture your opponents' seeds.

## Monstrous

**Ages 10+ 2-10 Players**

Throw monsters into the world, and aim carefully to unlock their powerful abilities.

## Monikers

**Age 17 + (there is an option to make family friendly)**

**4-16 Players**

This curated version of a classic game is guaranteed to create laughs!

## Munchkin Oz

**Ages 10+ 3-6 Players**

Adventure with the Scarecrow and the Tin Woodsman! Brave the Poppy Fields or the Deadly Desert! Fight against a Wicked Witch or King Krewl! Visit the Emerald City and talk with Dorothy, Ozma, or the Cowardly Lion! Play a Professor, Royalty, Soldier ... or even a Wizard!

## Munchkin Loot Letter

**Ages 10+ 2-4 Players**

Steal the treasure and backstab your friends – without all of the silly card-playing stuff.

# Games For Teens and Adults

## **Munchkin Legends**

**Ages 10+ 3-6 Players**

Fight monsters, grab loot and backstab your pals in the world of myths and legends!

## **Munchkin Impossible**

**Ages 10+ 3-6 Players**

Munchkin cloaked with a spy theme.

## **Murder of Crows**

**Ages 13+ 2-5 Players**

Crows circle as you spell out lurid stories of dastardly murder.

## **Mythotopia**

**Ages 13+ 2-4 Players**

Compete for control of fantasy realms through careful management of your forces.

## **New York Slice**

**Ages 8+ 2-6 Players**

Build your ultimate pizza. Slice it well, or you may end up stuck with anchovies.

## **Nyctophobia**

**Ages 9+ 3-5 Players**

An axe murderer stalks you in the black of night.

## **Oh What a Night**

**Ages 12+ 3-8 Players**

Confused party-goers piece together the events of the previous evening!

## **On a Scale of One to T-Rex**

**Ages 7+ 2-8 Players**

Win by guessing the intensity of the other player's performance.

## **Once Upon a Time**

**Ages 8+ 2-6 Players**

Be the first to play out your cards while building a crazy fairytale from scratch.

## **One Night: Ultimate Werewolf**

**Ages 8+ 3-10 Players**

An app-driven Werewolf that lasts but a single night. Wolves and villagers beware!

## **Onitama**

**Ages 10+ 2 Players**

Assert your martial prowess by harnessing the power of various animal spirits.

## **Oregon Trail Card Game**

**Ages 12+ 2-6 Players**

Play the classic computer game on your table with this card driven game!

## **Pairs**

**Ages 8+ 2-8 Players**

A push-your-luck pub game. Play many different games using the same cards.

## **Pandemic**

**Ages 8+ 2-4 Players**

Your team of experts must prevent the world from succumbing to a viral pandemic.

## **Pantheon**

**Ages 10+ 2-4 Players**

A game of building routes and temples and using the power of the gods.

## **Pickles to Penguins!**

**Ages 8+ 2-4 Players**

Get rid of your cards the quickest by figuring out what your cards and the cards in play have in common.

## **Prolix**

**Ages 9+ 1-5 Players**

Players score points by coming up with words whose letters match those of the Letter Chips on the board.

# Games For Teens and Adults

## Queendomino

**Ages 8+ 2-4 Players**

Build up the most prestigious kingdom by claiming wheat fields, forests, lakes, grazing grounds, marshes, and mountains. Your knights will bring you riches in the form of coins — and if you make sure to expand the towns on your lands, you will make new buildings appear, giving you opportunities for new strategies.

### Roll for It

**Ages 8+ 2-4 Players**

Roll it, Match it, Score it in this dice game for everyone!

## Root

**Ages 8+ 2-4 Players**

Decide the fate of the forest as woodland factions fight for contrasting goals.

## Scattergories

**Ages 12+ 2-6 Players**

List as many words as you can that begin with a certain letter before time runs out.

## Scrabble

**Ages 10+ 2-4 Players**

Carefully place your lettered tiles to make high-scoring words.

## Sequence

**Ages 7+ 2-12 Players**

Choose wisely to get 5 chips in a row. Play defense to slow your opponents down.

## Set

**Ages 6+ 1-20 players**

Race to find a set of three among the twelve cards.

## Sheriff of Nottingham

**Ages 14+ 3-5 Players**

Sell goods for profit, or risk losing it all by slipping contrabands in...

## Sherlock Holmes Consulting Detective

**Ages 10+ 1-8 Players**

Help Sherlock Holmes investigate the notorious serial killer, Jack the Ripper.

## Speed Charades

**Ages 13+ 6 Players**

A fast-past, fiercely fun party game that will keep everyone involved and interacting with each other.

## Splendor

**Ages 10+ 2-4 Players**

Renaissance merchants race to grab gems, acquire property, and please nobility.

## Spontaneous

**Ages 13+ 4-10 Players**

Be a human jukebox and sing out songs that contain the trigger-words.

## Trivial Pursuit: Star Wars Edition

**Ages 13+ 2-4 Players**

This *Star Wars the Black Series* edition of the Trivial Pursuit game gives players a chance to imagine that they are Jedi Masters of trivia!

## Stuff and Nonsense

**Ages 12+ 2-6 Players**

Secretly collect evidence of imaginary voyages to impress the Adventurer's Club.

## Superfight

**Ages 8+ 3-20 Players**

Set your hero on the stage, and argue why they'd win the fight.

## Taboo

**Ages 12+ 4-10 Players**

Get your team to guess the target but you can't use the most obvious clues.

# Games For Teens and Adults

## **Takenoko**

**Ages 8+ 2-4 Players**

Carefully cultivate a bamboo garden with the help of a gardener and a hungry panda.

## **Telestrations**

**Ages 12+ 4-8 Players**

Guess what they drew, then draw what they guessed, and see how funny the changes get.

## **Ticket to Ride**

**Ages 8+ 2-5 Players**

Build your railroad across North America to connect cities and complete tickets.

## **Tiny Epic Kingdoms**

**Ages 13+ 2-5 Players**

Have your tiny kingdom expanded in the epic war of Aughmoore.

## **Tiny Epic Galaxies**

**Ages 14+ 1-5 Players**

Roll your dice and colonize planets, utilizing your energy and culture.

## **Tiny Epic Zombies**

**Ages 14+ 1-5 Players**

Take out zombies in your choice of co-op, one vs. many or competitive game.

## **Tiny Epic Defenders**

**Ages 13+ 2-4 Players**

Select your class and work to defend against the evil horde and slay the Epic Foe.

## **Travel Magnetic Go Game Set**

**Ages 8+ 2 Players**

Use stones to control space in this ancient game with simple rules.

## **Tsuro**

**Ages 8+ 2-8 Players**

Play tiles and move around the board. Try to outlast your opponents.

## **Typo**

**Ages 8+ 2-6 Players**

Add your letter to a row and speak a word that begins with all that row's letters.

## **Unearth**

**Ages 8+ 2-4 Players**

Uncover ruins of lost cities and build Wonders in this dice-placement game.

## **Unlock! Heroic Adventures**

**Ages 10+ 1-6 Players**

Escape room scenarios: Sherlock Holmes; Insert Coin; In Pursuit of the White Rabbit.

## **UNO: Braille Edition**

**Ages 6+ 2-10 Players**

Get rid of your cards first, but don't forget to say "UNO!"

## **Unstable Unicorns**

**Ages 8+ 2-8 Players**

We know unicorns are cute and cuddly...but who knew they could be so mean?!

## **Untold**

**Ages 8+ 1-4 Players**

Customizable storytelling game powered by *Rory's Story Cubes*. Players become the heroes of a thrilling tale that unfolds in under 60 minutes.

## **Disney Villainous**

**Ages 10+ 2-6 Players**

The villains assemble to face off, race to their goal, and rule the Disney realms.

# Games For Teens and Adults

## **Wavelength**

**Ages 14+ 2-12 Players**

Read your teammates' minds in this pinpoint party game of infinite possibilities.

## **We Didn't Play Test This At All**

**Ages 12+ 2-10 Players**

From Zombies to Bombs to the card "I Lose," join the hilarity in this zany card game.

## **What Do You Meme**

**Ages 17+ 3-20 Players**

Players pick captions for images in an effort to make the funniest memes.

## **Wit's End**

**Ages 12+ 2-6 Players**

In **Wit's End**, the players all start at the outer ring of a square gameboard; the goal being to reach the center square. This is done by rolling the die, moving along the track and answering a question.

## **Woodlands**

**Ages 10+ 2-4 Players**

**Woodlands** transports you to the wonderful world of legends and fairy tales, with four different stories of increasing difficulty.

## **Word Slam Family**

**Ages 10+ 3+ Players**

Two teams compete against one another simultaneously. In each round, one player on each team tries to get their teammates to guess a hidden word or phrase using only the 105 explanatory cards available in the box.

## **Zombie Dice**

**Ages 10+ 2+ Players**

Eat as many tasty brains as you dare, without getting shotgunned.

## **Zombies!!!**

**Ages 15+ 2-6 Players**

Be the first survivor to reach the helipad and leave or kill 25 zombies to win!

Age Ranges are Based on the Recommendations of the Game Manufacturer!

For more info on games and age ratings visit:

<https://boardgamegeek.com/>

OR

<https://www.theboardgamefamily.com>



# Role Playing Manuals and Games: Dungeons and Dragons

## Dungeons and Dragons Campaigns and Manuals

### **Player's Handbook (Core Rulebook)**

#### **Reading Age: 12+**

An essential reference for every Dungeons & Dragons roleplayer, this text contains rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more.

### **Dungeon Master's Guide (Core Rulebook)**

#### **Reading age: 12+**

The Dungeon Master's Guide provides the inspiration and the guidance you need to create worlds of adventure for your players to explore. Inside you'll find world-building tools, tips and tricks for creating adventures, game rules, classic D&D magic items, and more.

### **Monster Manual (Core Rulebook)**

#### **Reading Age: 12+**

This Monster Manual presents a horde of classic Dungeons & Dragons creatures, including dragons, giants, mind flayers, and beholders. The monsters contained herein are culled from the D & D game's illustrious history, with easy-to-use game statistics and thrilling stories to feed your imagination.

### **Dungeons and Dragons Starter Set**

#### **Ages 12+**

The Dungeons & Dragons Starter Set is your gateway to action-packed stories of the imagination. This box contains the essential rules of the game plus everything you need to play heroic characters on perilous adventures in worlds of fantasy. Explore subterranean labyrinths! Plunder hoards of treasure! Battle legendary monsters!

### **Explorer's Guide to Wildemont (Campaign Setting and Adventure)**

#### **Reading Level: Ages 12+**

Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit Dungeons & Dragons series Critical Role. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, and four different starting adventures.

**NOTE:** RPG related materials are found in the Vault (the teen space)

### **Baldur's Gate: Descent into Avernus (D & D Adventure)**

#### **Reading Level: 12+**

Save Baldur's Gate from being dragged into Avernus and its citizens from becoming fodder in the vicious battle between demons and devils known as the Blood War. Set in an unforgiving plane and packed full of fresh adventures, chilling monsters, and brand-new mechanics, Descent into Avernus gives Dungeon Masters all they need to lead their adventurers into the Nine Hells. Introduces mechanics such as devils deals and the epic Infernal War Machines. This adventure takes players from levels 1 to 13.

### **Icewind Dale: Rime of the Frost Maiden**

#### **Reading Age: 12+**

Brave the frozen North of Faerun in this Dungeons & Dragons adventure for characters level 1-10. Explore the frontier of Icewind Dale! Maps and guides will aid you on your journey through a land of isolation, paranoia, and deadly cold.

### **Tomb of Annihilation**

#### **Reading Age: 14+**

The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. An adventure for characters of levels 1 – 11, Tomb of Annihilation provides the Dungeon Master with the core adventure needed to create an exciting and memorable play experience.

# Role Playing Manuals and Games: Dungeons and Dragons

## **Curse of Strahd**

**Reading Age: 12+**

Unravel the mysteries of Ravenloft in this dread adventure for the world's greatest roleplaying game. A fantasy-horror adventure for characters levels 1-10, Curse of Strahd provides everything a Dungeon Master needs to create an exciting and memorable play experience. The master of Castle Ravenloft is having guests for dinner and you are invited.

## **Eberron: Rising from the Last War (Campaign Setting and Adventure)**

**Reading Age: 14+**

This book provides everything players and Dungeon Masters need to play Dungeons & Dragons in Eberron—a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Will Eberron enter a prosperous new age or will the shadow of war descend once again?

## **Tasha's Cauldron of Everything (Rules Expansion)**

**Reading Age: 12+**

The wizard Tasha, whose great works include the spell Tasha's hideous laughter, has gathered bits and bobs of precious lore during her illustrious career as an adventurer. Her enemies wouldn't want these treasured secrets scattered across the multiverse, so in defiance, she has collected and codified these tidbits for the enrichment of all.

## **Storm King's Thunder (Adventure)**

**Reading Age: 14+**

Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants?

## **Hoard of the Dragon Queen: Tyranny of Dragons (Adventure)**

**Reading Age: 14+**

In an audacious bid for power the Cult of the Dragon, along with its dragon allies and the Red Wizards of Thay, seek to bring Tiamat from her prison in the Nine Hells to Faerun. To this end, they are sweeping from town to town, laying waste to all those who oppose them and gathering a hoard of riches for their dread queen. The threat of annihilation has become so dire that groups as disparate as the Harpers and Zhentarrim are banding together in the fight against the cult. Never before has the need for heroes been so desperate.

## **The Rise of Tiamat (Adventure)**

**Reading Age: 14+**

The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again.

## **Out of the Abyss (Adventure)**

**Reading Age: 14+**

The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you!

# Role Playing Manuals and Games: Dungeons and Dragons

## **Mythic Odysseys of Theros (Campaign Setting and Adventure)**

**Reading Age: 14+**

In this D&D campaign setting, you'll explore the Magic: The Gathering plane of Theros, a world inspired by the gripping epics, unforgettable monsters, and rich mythology of Ancient Greece. Set off on an epic voyage across the Siren Sea, where mystic isles hide untold wonders and mythic monsters lurk in the deep. Visit the necropolies of the Returned—where melancholy golden masks mark those who dared escape the Underworld. Or journey into an enchanted valley to join satyrs in their indulgent revelry.

## **Acquisitions Incorporated (Campaign Accessories)**

**Reading Age: 12+**

Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventurers of Acquisitions Incorporated in your own fifth edition D&D campaign.

## **Moredenkainen's Tome of Foes**

**Reading Age: 12+**

This tome is built on the writings of the renowned wizard from the world of Greyhawk, gathered over a lifetime of research and scholarship. In his travels to other realms and other planes of existence, he has made many friends, and has risked his life an equal number of times, to amass the knowledge contained herein. In addition to Moredenkainen's musings on the endless wars of the multiverse, the book contains game statistics for dozens of monsters: new demons and devils, several varieties of elves and duergar, and a vast array of other creatures from throughout the planes of existence.

## **Sword Coast Adventurer's Guide**

**Reading Age: 14+**

Get everything you need to adventure in the Forgotten Realms on the exciting Sword Coast, home to the cities of Baldur's Gate, Waterdeep, and Neverwinter.

## **Tales From the Yawning Portal (Adventures Book)**

**Reading Age: 14+**

When the shadows grow long in Waterdeep and the fireplace in the taproom of the Yawning Portal dims to a deep crimson glow, adventurers from across the Forgotten Realms, and even from other worlds, spin tales and spread rumors of dark dungeons and lost treasures. Some of the yarns overheard by Durnan, the barkeep of the Yawning Portal, are inspired by places and events in far-flung lands from across the D&D multiverse, and these tales have been collected into a single volume.

## **Volo's Guide to Monsters (Monster Lore Expansion)**

**Reading Age: 14+**

The esteemed loremaster Volothamp Geddarm is back and he's written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn't believe Volo gets some of the important details quite right. Don't miss out as Volo and Elminster square off (academically speaking of course) to illuminate the uninitiated on creatures both common and obscure.

## **Guildmaster's Guide to Ravnica**

**Reading Age: 14+**

The world's most popular roleplaying game meets the world's most popular trading card game. Released to coincide with the Magic set Guilds of Ravnica, it's the perfect blend of story from the creators of Magic: The Gathering, wrapped around the rules, monsters, and magic of fifth edition Dungeons & Dragons.

## **Xanathar's Guide to Everything (Rules Expansion)**

**Reading age: 14+**

The beholder Xanathar—Waterdeep's most infamous crime lord—is known to hoard information on friend and foe alike. The beholder catalogs lore about adventurers and ponders methods to thwart them. Its twisted mind imagines that it can eventually record everything!

# Role Playing Manuals and Games

## **Dungeons and Dragon's Guides for Young Adventurers (Ages 8-12)**

### **Beasts and Behemoths**

Study this guide and keep it close at hand--this manual of monsters might save your life! This immersive illustrated bestiary introduces you to memorable monsters in Dungeons & Dragons, from the smallest beasts to the most dangerous behemoths.

### **Dungeons and Tombs**

This introductory guide to the worlds of the leading fantasy role-playing game provides an immersive illustrated primer to the prisons, castles, traps, and labyrinths where players find adventure in D&D.

### **Monsters and Creatures**

In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons and presented with one-of-a-kind entries for some of its most sinister, foul, and memorable monsters.

### **Warriors and Weapons**

In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring.

### **Wardlings**

#### **Ages 10+**

Step into a world of wonder and magic, sparked by the innocence of humanity's most important heroes: the children. The Wardlings Campaign Guide brings an enchanted new campaign setting to life, where the minds of the youth, uncorrupted by the vices and responsibilities of their elders, are able to perceive magical creatures and events in the world around them, where adults cannot. Based on Dungeons and Dragons campaign rules.

## **Other Role-Playing Games/ Systems Guides and Manuals**

### **Bubblegum Shoe: Teen Detective Story Game**

#### **Ages 13+**

The world is full of mysteries. It's up to your group of intrepid teen sleuths to solve them. In Bubblegum Shoe, players step into the shoes of high-schoolers solving mysteries in a modern American small town. Discover clues, solve problems, and throw down with enemies in this streamlined RPG based on the GUM-SHOE system. The secrets will out.

### **Cypher System Rulebook**

#### **Ages 12+**

The Cypher System Rulebook adapts the critically acclaimed, award-winning rules set that drives Numenera and The Strange - to an unlimited range of campaigns and genres, giving you the complete rules and hundreds of character options, creatures, cyphers, and other resources. It's everything you need to play or create virtually any game using the Cypher System.

### **Unmasked**

#### **Ages 12+**

This book works with the **Cypher System** and includes a complete, ready-to-play campaign setting of superpowers and psychological horror, four new types and a load of new foci; the complete town of Boundary Bay, NY, guidance on creating your own small-town setting; new creatures, NPCs, and threats, a complete adventure set in Ocean View High School, and tools and advice for building your own adventures and campaigns.

# Role Playing Manuals and Games

## **Do: Fate of the Flying Temple**

### **Ages 8+**

Dear Pilgrims of the Flying Temple, we need your help. The Flying Temple has disappeared, leaving only a single dragon's egg in its place! It's up to you and the other pilgrims to carry on with the temple's work, helping the residents of the Many Worlds with their problems. But it won't be easy.

## **The Secrets of Cats**

### **Ages 12+**

When evil is on the rise and the safety of the neighbourhood is at stake the Parliament of Cats is there to stand firm against the darkness. Take Silver Ford, for example, a sleepy tourist town near a played-out old silver mine. When kids messing around in the mine accidentally rouse an ancient evil on All Hallows Eve, the secret and magical cats of the neighbourhood are the only thing protecting their special people from the things that go bump in the night.

## **Teens in Space**

### **Ages 8+**

The sound of the photon-powered battering ram echoes in your ship. Your Sollemnean pilot informs you that the doors have an 83.4 percent chance of breaking with the next hit. The cyborg dog to your right is checking and re-checking her enhancements. Your hand rests on the blaster at your hip as you hear the battering ram powering up again. As it hits, the sound of metal rending sends the rest of your crew to high alert.

## **Kids on Brooms**

### **Ages 12+**

Kids on Brooms is a collaborative role-playing game about taking on the life of a witch or wizard at a magical school you all attend- a place full of mystery, danger, and thrilling adventure. From dealing with strict professors to facing down mythical beasts, players will get the opportunity to ride brooms, brew potions, and cast powerful magic as they uncover the incredible secrets their school and its inhabitants hold.

## **Kids on Bikes:**

### **Ages 12+**

Take on the roles of everyday people grappling with strange, terrifying, and very, very powerful forces that they cannot defeat, control, or even fully understand. Kids on Bikes even allows you to create a communally controlled Powered Character to add another dimension of gameplay to your games! Jump right into the action quick and create your own band of rag-tag mystery solvers today!

## **Kids on Bikes Presents: Strange Adventures! Vol. 2**

### **Ages 12+**

## **Junior Braves Survival Guide to the Apocalypse**

### **Ages 13+**

Based on the Junior Braves of the Apocalypse graphic novels and the Kids on Bikes role-playing game, this guide allows you to tell your own stories of kids dealing with the end of the world!

## **GURPS Basic Set**

### **Ages 12+**

Adventure in any world you can think of, with GURPS, the **Generic Universal RolePlaying System** – the most flexible roleplaying system you can use. You can jump right in with quick-start rules, pre-designed characters, and an easy-to-play solo adventure.

## **Numenera**

### **Ages 12+**

There have been eight previous worlds. Each left behind remnants. People of the Ninth World, sometimes call these remnants magic, and who are we to say they're wrong? But most give a unique name to the legacies of the nigh-unimaginable past. They call them Numenera. The Ninth World is built on the bones of the previous eight. The game of Numenera is about discovering the wonders of the worlds that came before to improve the present and build a future.

# Role Playing Manuals and Games

## **Fate Core System:**

### **Ages 12 and up**

Fate Core is a flexible system that can support whatever worlds you dream up. Have you always wanted to play a post-apocalyptic spaghetti western with tentacle monsters? Swords and sorcery in space? Wish there was a game based on your favorite series of books, film, or television, but it never happened? Fate Core is your answer.

## **Fate: System Toolkit**

### **Ages 13+**

Fate System Toolkit is an expansion for the Fate Core System. Rules, glorious rules! The Fate Core system is flexible, hackable, and adaptable to any world you can dream up. This Fate System Toolkit is packed with system ideas to bring those dreams to life.

## **Fate: Space Toolkit**

### **Ages 13+**

When you're heading into the depths of outer space inside a tin can with a rocket trapped to one end, it's critical to have the right instruction manual at your side. The Fate Space Toolkit is that manual, with advice and toolsets for Fate Core that run the gamut from hard science fiction to space opera and beyond.

## **Fate: Horror Toolkit**

### **Ages 13+**

## **Fate Worlds: Worlds Rise Up**

### **Ages 13+**

Looking for a ready-made setting to bring to your Fate table? Fate Worlds: Worlds Take Flight brings four outstanding settings to stimulate your imagination and get you gaming fast.

## **Fate Worlds: Worlds Take Flight**

### **Ages 13+**

## **Fate Worlds: Worlds in Shadow**

### **Ages 13+**

## **Fate Worlds: Worlds on Fire**

### **Ages 13+**

## **Fate Accelerated**

### **Ages 13+**

## **Venture City: Adventure for Fate Core System**

### **Ages 13+**

## **Monster of the Week:**

### **Ages 14+**

Hunt high school beasties a La Buffy the Vampire Slayer, travel the country to bring down unnatural creatures like the Winchester brothers of supernatural, or head up the government investigation like Mulder and Scully. New material including an introductory mystery; example monsters like Balkan vampires, Werewolves, and other-dimensional creatures; and hunter types like the crooked and the spell-slinger.

## **Monster of the Week: Tomb of Mysteries**

### **Ages 14+**

## **Uprising The Dystopian Universe**

### **Ages 14+**

In a cyberpunk, dystopian future, the citizens of Paris Nouveau are no more than indentured servants. Virtual reality has come at a cost they can never pay, a tradeoff of freedom for technology. But there are freedom fighters who reject the system, unplugging from the illusion and working to make things right once again. They are La Résistance.

## **Inspirisles**

### **Ages 12+**

Completely original all ages Tabletop RPG promoting storytelling, empathy and Deaf awareness with an emphasis on cooperation. Learn British and American sign language as you cast spells, solve puzzles and battle monsters!

# Role Playing Manuals and Games

## General RPG Guides:

### Fantasy Mapmaker: How to Draw RPG Cities

**Ages 12+**

Create authentic-looking maps of fantasy cities, hamlets, fortifications and more in a popular tabletop, RPG style. 30+ step-by-step demonstrations show you how to create your own unique RPG maps. Learn how to draw fantasy cities, medieval settlements and more from a professional gaming illustrator. Tips and techniques for drawing fences, stone walls, forests, fields, bridges, footpaths, mountains, harbors, shields, coats of arms and other cartography elements

### Ultimate RPG Gameplay Guide

**Ages 12+**

The Ultimate RPG Gameplay Guide provides practical advice for everything from pre-game preparations and in-game improvisation to working out a plan of attack with your teammates to learning how to lean into the setting of your game. Including instructions, prompts, and activities, it offers everything you need for successful, fun role-playing with your friends every time you play.

### The Ultimate RPG Character Backstory Guide

**Ages 12+**

With fill-in-the blank narratives, prompts, and fun activities to help you customize your character at the start of the game, or build out your backstory as you play, The Ultimate RPG Character Backstory Book will help you fully imagine your character and bring them to life for the ultimate gaming experience!



# Board Game Collection Policy

## Checkout Policy

- 1) There is a checkout limit of 3 games per household at one time.
- 2) Patrons must be at least 14 years of age to check out board games, or be present with a parent or guardian at the time of checkout and have an OCPL library card in good standing in relation to the board game collection. i.e. no accumulated replacement charges.
- 3) Regular loan period is one week, with one renewal allowed. Local holds may also be placed for items if they are not immediately available to be picked up at the Community Library of Dewitt and Jamesville.
- 4) Items from the board game collection must be returned to the Community Library of DeWitt & Jamesville's Front Desk. Items may NOT be returned to another library or returned in the book drop. Failure to comply may result in suspension of borrowing privileges.
- 5) When a board game is returned, it will stay on the borrowing patron's account until all parts are counted. **If all parts are present, the game will be removed from the patron's account. If parts are found to be missing, the patron will be contacted and asked to look for them before the game is taken off the account.** There are no late fees for board games.

## Replacement Costs

Patrons must accept responsibility for the game and its parts while the item is in their possession. Replacement expectations will be based on the game, number of parts missing, and the importance of the missing pieces or pieces in relation to gameplay.

**A replacement fee may be charged if the game is returned in poor condition, or if it is returned missing pieces that render it unplayable, or if the game is never returned.** Multiple violations of these borrowing expectations may result in the termination of privileges related to the board game collection.

If you are unclear about the cost of the item, ask a staff member before checking out the item, or upon its return. Patrons can return missing parts if and when they are found at any time. If missing parts are not found, a fee may be issued to replace the individual missing part(s) (whenever possible), or the entire game if individual parts cannot be sourced, at the discretion of the collection selector.

**Overdue fines will not be charged for board games. Replacement costs are applied to a patron's account automatically if the item is not returned within 30 days past its due date. Replacement cost can be waived when the item is returned in an acceptable condition.**