

Community Library of DeWitt & Jamesville

GAMES COLLECTION CATALOG



The *CLD&J Games Collection* is a family-friendly collection of board games, card games, and more that may be checked out for one week.

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.

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, Daily Magic Games, Gamelyn Games, Gamewright, HABA USA, Looney Labs, Monte Cook Games, Red Raven Games, Rio Grande Games, Steve Jackson Games, and Twilight Creations, Inc. for their support.

If you have any questions about the collection, please contact Young Adult & Community Outreach Services Librarian, Nan Brown, at nbrown@cldandj.org.

TABLE OF CONTENTS	
For Kids	2
Curricular Connection	9
For Teens and Adults	10
Role Playing Games	20
Video Games	24
Collection Policies	24



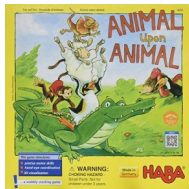
Games for Kids



Acorn Soup

Age Range: 2+ Number of Players: 2+

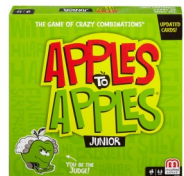
Can you help squirrel make his yummy soups? Identify ingredients on the recipe card and add the real wood ingredients to the pot one at a time, counting as you cook. Stir and enjoy!



Animal Upon Animal

Age Range: 4+ Number of Players: 1-4

A wobbly stacking game. Players must be steady and precise. Who will position the penguin on top of the crocodile, the sheep on top of the penguin, and the serpent on the sheep?



Apples to Apples Junior

Age Range: 9+ Number of Players: 4-8

The game of hilarious comparisons. Players will delight in the crazy comparisons while expanding their vocabulary and thinking skills.



Battleship

Age Range: 7+ Number of Players: 2

The classic naval combat game that pits players head-to-head in a battle to sink your enemy's fleet of ships. No ship is safe in this game of strategy where you try to protect your own fleet while you

annihilate your opponent's.



Beasts of Balance

Age Range: 7+ Number of Players: 1-5

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 and doesn't collapse ending the world in a shower of molten lava. The gameplay promotes hand-eye coordination, spatial reasoning and growth mindset, as well as building collaboration skills. No two games are ever the same and the combination of digital depth and dexterity, challenges anyone and everyone, regardless of age.

Please note: your Smart device must meet the minimum requirements in order to use the beasts of balance app. Minimum requirements: iOS 10.0 (or above) or Android 5.1 (or above), Bluetooth 4.0 low-energy/Smart protocol, 1GB+ RAM (recommended).



Boggle

Age Range: 8+ Number of Players: 2+

Think fast! Connect letters up, down, sideways, and diagonally to build as many words as you can before the timer runs out. Then count up your points to see if you've won!

Candyland

Age Range: 3+ Number of Players: 2-4

Start down the colorful road to sweet surprises in this classic game featuring fun illustrations that kids love. Players draw colorful cards to guide them along the rainbow path to luscious locations such as Peppermint Forest, Lollipop Palace, and Licorice Lagoon! It's such sweet fun as players race to be the first one to reach King Kandy's Castle to win!



Cardline: Animals

Age Range: 7+ Number of Players: 2-8

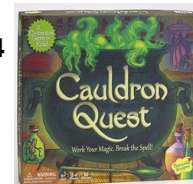
The sheep is larger and heavier than the groundhog, but does it live longer? Maybe... but what about a Hermann's tortoise? These are the types of questions you'll ask yourself whenever you want to play one of your cards. Your goal is to be the first to have played all the cards in your hand!



Cauldron Quest

Age Range: 6+ Number of Players: 2-4

A cooperative game that pits the players against an evil wizard. If the Wizard blocks all of the paths before you can get the potion made, the Wizard triumphs and everyone loses together. With a bit of luck, a touch of magic, and lots of teamwork, you can save the kingdom and win the game.



Chess Set Combo

Age Range: 3+ Number of Players: 2

These regulation chess sets include a vinyl board and an extra queen of each color for pawn promotion, plus a classic Staunton design and traditional black and white pieces. Includes a checkers set for added fun.



Chugga Choo!

Age Range: 2+ Number of Players: 2+

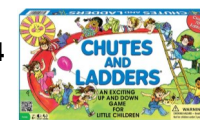
All aboard! Here come the colorful trains! Let's help the conductors build the trains and fill the boxcar for all their special deliveries. With Chugga Choo! it's full steam ahead for fun and learning!



Chutes and Ladders

Age Range: 4+ Number of Players: 2-4

Chutes and Ladders is a simple, easy to play and there's no reading required. In going up the ladders and down the chutes, a child will learn the rewards for good deeds and the consequences of naughty ones.

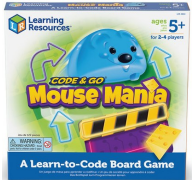




Clue

Age Range: 8+ Number of Players: 2-6

The Clue game gets an update with a card-revealing mirror that holds the answers to the mystery. In this suspenseful game, players have to find out who's responsible for murdering Mr. Boddy of Tudor Mansion in his own home. Get the scoop on the mansion's rooms, weapons, and guests and start detecting! When a player is ready to make an accusation, they secretly press the button on the mirror to reveal Who, What, and Where. A correct accusation wins the game!



Code & Go Mouse Mania: A Learn to Code Board Game

Age Range: 5+ Number of Players: 2-4

This fun board game pairs hands-on play with strategies based on fundamental coding concepts. Take on the role of rival mice in the hunt for blocks of delicious cheese scattered around the game board. On each turn, players draw coding cards that they string together into sequences of commands to "compute" their way toward those tempting cheesy wedges.



Concept Kids

Age Range: 4+ Number of Players: 2-12

Concept Kids Animals is a cooperative version of the game Concept, adapted for children who don't yet know how to read. In turn, the children attempt to make the others guess an animal by playing pawns on the illustrated icons on the game board. Through this, the child indicates a feature of the animal to be guessed. This communication game for children will allow them to discover the world of animals in a fun and innovative way.



Connect 4

Age Range: 6+ Number of Players: 2

Challenge a friend to rule the grid in the game where strategy drives the competition! Line 'em up and go for the win! Choose the gold or red discs and drop them into the grid. When you get 4 discs in a row, you win. It's simple, fast, and fun.



Dinosaur Tea Party

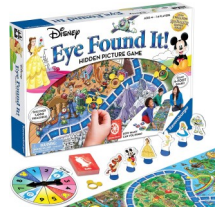
Age Range: 7+ Number of Players: 3-5

You're invited to the fanciest soiree since the Cenozoic Era. Just one problem: you've forgotten everybody's name. Politely inquire until you have enough info to guess their name. *Dinosaur Tea Party* is a delightful restoration of 1976's *Whosit?*, a slightly meatier, multi-player version of the classic deduction game, *Guess Who?*

Disney Eye Found It!

Age Range: 4+ Number of Players:

Discover hidden treasures and beloved Disney characters on the colorful, six-foot long game board! The jumbo game board is rich with whimsical artwork and favorite Disney characters. Throughout the race, everyone searches for iconic Disney objects ...and gets a chance to say, "I found it!"



Dixit Jinx

Age Range: 8+ Number of Players: 3-6

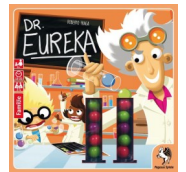
Will you be able to find the matches before the other players? Combine speed and imagination in a surprising, fast, and fun game.



Dr. Eureka

Age Range: 8+ Number of Players: 1-4

Dr. Eureka has important experiments for you to complete! You must solve his scientific formulas by moving your materials from tube to tube without touching them with your bare hands! Solve the solutions faster than your competition to prove you are the smartest scientist in the lab!



Dragon's Breath

Age Range: 5+ Number of Players: 2-4

The dragon children have found an unusual treasure: a column of ice with sparkling stones frozen inside it. Together with dragon dad the players remove one ice-ring after the other, and makes the sparkling stones fall down. But be careful: Only certain sparkling stones can be collected.



Enchanted Forest

Age Range: 4+ Number of Players: 3-4

Get ready for some fairy tale search-and-find fun! Roll the dice and round the board, sneaking a peek at treasures hidden in the Enchanted Forest along the way. Be the first player to find the treasures the king seeks and the kingdom is yours! A magical twist on classic memory match.



Eric Carle Matching Game

Age Range: 3+ Number of Players: 1+

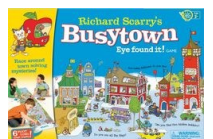
It's the classic game of picture matching, featuring your favorite characters from The World of Eric Carle! What familiar faces will you see? Flip over the brightly colored tiles and pick up the most matching pairs to win!



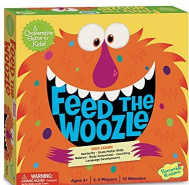
Eye Found It! (Busytown)

Age Range: 3+ Number of Players: 2-4

Join Huckle Cat and Lowly Worm on a fun-filled race around Busytown searching for hidden objects! There's so much to discover along the way! Kids have fun and build confidence every time they say, "I found it!"



Games for Kids



Feed the Woozle

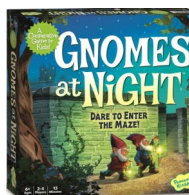
Age Range: 3+ Number of Players: 2-5
The Woozle is hungry! Can you feed the Woozle 12 silly snacks from the spoon? Get them in the Woozle's big open mouth and you all win!



Friends and Neighbors

Age Range: 3+ Number of Players: 1-4
Can players help a little girl who's sad because she's standing out in the rain or a boy who's afraid of the dark? With Friends and Neighbors children will learn how! In this matching game that focuses on

emotions, children encounter persons with a problem and reach into the Helping Bag to pull out a token - can the token help someone on the game board? If so, it's a match! By playing the game with their children, parents can help kids recognize feelings in others - the first step to building empathy.



Gnomes at Night

Age Range: 6+ Number of Players: 2-4
Queen Benevolence is hosting a celebration to honor her loyal subjects. To thank them, she will give away 12 items from her treasure box that she keeps hidden away. But when the Queen goes to

choose the items that she wants to bestow, she discovers a thief has stolen her treasures and run away with them! The celebration cannot happen without the treasures and there is not much time before daybreak and the start of the party. Players work as a team to navigate the maze and retrieve all of the treasures before time runs out.



Go Go Gelato

Age Range: 6+ Number of Players: 2-4
Using 4 scoops, 3 cones, 2 hands, and 1 challenge card fill your customers' orders as quickly as you can! Pass the scoops back and forth between the cones, being careful to not touch or drop them. Fill the order exactly like it looks on the card, or you'll lose the race.



Go Away Monster!

Age Range: 3+ Number of Players: 2-4
Reach into the bag and feel around to find the pieces that fit your bedroom game board. If you pull out a monster, don't be scared just tell that silly old thing to go away.

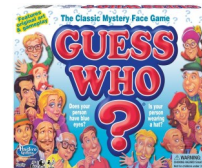


Gobblet Gobblers

Age Range: 5+ Number of Players: 2
Easy to learn and irresistibly fun, Gobblet Gobblers is the perfect first strategy game for kids. Like Tic-Tac-Toe, you have to line up three of your Gobblers in a row to win. The adorable little Gobblers are hungry for fun...and other Gobblers! Put on your thinking cap to outmaneuver your opponent and win the game.

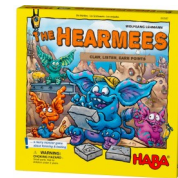
Guess Who?

Age Range: 6+ Number of Players: 2
'Guess Who' is a classic two player game where opponents attempt to guess which character out of 24 possibilities their opponent has picked.



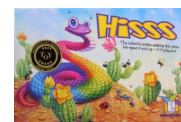
The Hearmees

Age Range: 5+ Number of Players: 3-4
Listen up Hearmees builder! We need to expand our city. The boss will claw a picture on his clawky-talky. And all other players will listen closely to guess what object it is. If you heard the right object, you will have a chance to expand your neighborhood. Whoever has the best ears will finish their neighborhood first.



Hiss

Age Range: 4+ Number of Players: 2-5
As each snake slithers its way across the playing area it introduces color identification and visual logic. Does it make sense to have a snake with two tails and no head? Are those two colors the same or not? Even elementary counting skills come into play during scoring at the end of the game.



Kingdomino

Age Range: 8+ Number of Players: 2-4
Dominoes with a Kingdom building twist! On your turn connect a new domino to your existing Kingdom, making sure at least one of its sides connects to a matching terrain. The order who of who picks first depends on which tile was previously chosen.



Kitten Klash

Age Range: 8+ Number of Players: 2
Face your opponent in a pattern-matching duel that will push your reflexes to the limit. Break out your claws and cunning and see who's left standing after this furry face off.



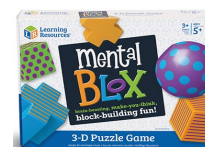
Labyrinth

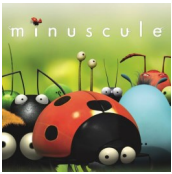
Age Range: 8+ Number of Players: 2-4
This fantastical labyrinth is an action-packed game of mystery. Players must find all of their objects and characters while moving carefully through the constantly changing maze, and be the first to make it back to the starting square to win.



Mental Blox

Age Range: 5+ Number of Players: 3+
This is a brain-boosting, block building, make-you think game. Play two ways: analyze the card or listen to a player describe it. Mental Blox help children practice following instructions, asking questions and building critical thinking skills.





Minuscule

Age Range: 7+ Number of Players: 2-6

Minuscule is a racing game with funny bugs that is perfect for the whole family! Goal of the game: You must use your Move cards in order to get the best ranking for your bugs.

The player with the best score wins the game.

Mouse Trap

Age Range: 6+ Number of Players: 2-4

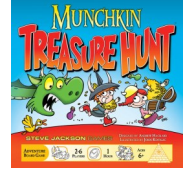
Scurry around the board collecting and stealing cheese from other players... but watch out for the mouse trap! Be the first player to collect six cheese wedges to win.



Munchkin: Treasure Hunt

Age Range: 6+ Number of Players: 2-6

Explore the Dungeon! Be careful, though. Monsters live here, and they don't want you taking their stuff. Too bad for them! Chase away the monsters, grab that loot, and run! Get the most treasure and win!

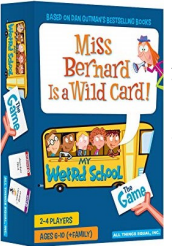


My Little Scythe

Age Range: 8+ Number of Players: 1-6

My Little Scythe is a competitive, family-friendly game in which each player controls 2 animal miniatures embarking upon an adventure in the Kingdom of Pomme.

Players take turns choosing to Move, Seek, or Make. These actions will allow players to increase their friendship and pies, power up their actions, complete quests, learn magic spells, deliver gems and apples to Castle Everfree, and perhaps even engage in a pie fight. The goal is to be the first to earn 4 trophies.



Miss Bernard is a Wild Card

Age Range: 6+ Number of Players: 2-4

Welcome to Ella Mentry School, the weirdest elementary school in the history of the world. 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

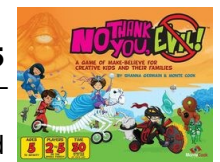
Age Range: 4+ Number of Players: 1-4

Möbi not only helps build confidence in children but engages the entire family by teaching and reinforcing basic math skills in a fun and entertaining game environment.

No Thank You, Evil

Age Range: 5+ Number of Players: 2-5

Make-believe, adventure, and storytelling – for the whole family! Explore and use your character's special skills, companions, and equipment to overcome obstacles as you solve mysteries, confront bad guys, and say “no thank you” to evil!



Oh Snap!

Age Range: 8+ Number of Players: 2-6

Oh Snap! requires the hunger of a lion and the hands of a ninja brain surgeon! Make enough right choices and you will be crowned the snap grand master. To play, pull back the snapping bar and place all of the discs on one side. Release the tension on the bar and let it slide into place. Then, take turns removing one disc at a time. If you remove a disc without the bar snapping forward, you can keep the disc and points are added to your score. However, remove a disc as the bar snaps forward and you must discard the disc and lose points.



Operation

Age Range: 6+ Number of Players: 1+

Become the doctor and make Cavity Sam better or get the buzzer! Cure him of all his wacky ailments but watch out! If you touch the sides of the openings, you'll get the buzzer and light up Cavity Sam's nose! The player who removes the most ailments wins!



Mole Rats in Space

Age Range: 7+ Number of Players: 2-4

Mole rats in space - escape if you can! A band of sneaky snakes has infiltrated the mole rats' Space station! Players work together to help the busy mole rats gather their equipment and make it to their escape Pod before time runs out! Climb up ladders,

slip down airshafts... But don't get bit by the snakes! If the mole rats escape, everyone wins!



Monopoly

Age Range: 8+ Number of Players: 2-8

It's the fast-dealing property trading game where players buy, sell, dream and scheme their way to riches. Choose your

token, place it on GO! and roll the dice to own it all! There can be only one winner in the Monopoly game.



Monopoly Deal

Age Range: 8+ Number of Players: 2-5

Be the first collect 3 full property sets of different colors, and you'll win! Build up property sets, gather piles of money and keep wheeling and dealing until you're the winner!



Monster Chase

Age Range: 4+ Number of Players: 1-6

It's late at night and as you peek out from your covers, you see that your room is filled with terrifying monsters! Luckily, you have discovered that each monster is afraid of a different toy. Using your toys and acute memory skills, you must banish these beasts to the closet!

Games for Kids



Othello

Age Range: 7+ Number of Players: 2
Trap and capture your opponent by placing your discs on the board. "Sandwich" at least one of your opponent's pieces to turn their disc to your color... but look out, your

opponent will do the same to you. The lead can change with the flip of a disk in this classic fast-paced strategy game. The player with the most discs showing their color wins.



Outfoxed!

Age Range: 5+ Number of Players: 2-4
Mrs. Plumpert's prized pot pie has gone missing, and now it's a chicken Chase to crack the case! In Outfoxed, you move around the board to gather clues, then use the special evidence Scanner to rule out suspects. You have to work together quickly because the guilty fox is high-tailing it towards the exit!



Perfection

Age Range: 6+ Number of Players: 1+
Be the quickest to fit all 25 shapes into their matching holes in the tray. But if the timer runs out...pop goes the Perfection

game! The player who matches all 25 shapes in the shortest time wins. Play without the timer so that it's easier for younger players.



Phase 10

Age Range: 7+ Number of Players: 2-6
The object of the game is to be the first player to complete 10 Phases. The twist is that each Phase to be completed is specific for each hand dealt. Those who complete the Phase advance to the next, but those that don't must try again.



Pictureka

Age Range: 6+ Number of Players: 2+
Be the first to find the crazy characters and objects! Collect the most cards and win the game!



Pictureka Card Game

Age Range: 6+ Number of Players: 2+
Play four great card games that'll get your creative juices flowing! All four ways provide fun in a play-anywhere card game!



Qwingo

Age Range: 8+ Number of Players: 2-5
It's amazing how much fun can be had with just a few components. The thing that makes Qwingo stand apart is the element of anticipation. While the outcomes may not always match your expectation, you'll want to play again!

Qwirkle

Age Range: 6+ Number of Players: 2-4

The rules of the game are basic: simply build lines by matching tiles based on either color or shape, and score points. Qwirkle is playable from early ages up, allowing young children and older individuals alike to develop and hone their spatial recognition, planning, and problem solving skills.



Raccoon Rumpus

Age Range: 3+ Number of Players: 2-4

It's a game of costumes, critters, matching, and memory! Raccoons have raided your closet and now they're having a wild party. Help these masked bandits get dressed—the critter that collects the most costumes wins.



Rhino Hero

Age Range: 5+ Number of Players: 2-5

Together you build a house of cards, floor by floor, as tall as you can for Rhino Hero. Just like a real house it is made up of walls and ceilings. The aim of the game is to be the first to have placed one's roof cards.



Rhino Hero: Super Battle

Age Range: 5+ Number of Players: 2-4

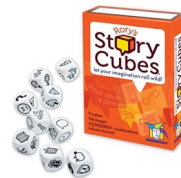
Together the superheroes build a dizzyingly tall skyscraper. Will they manage to climb up the many levels of the skyscraper? . Don't get ahead of yourself; battles can quickly send you back down to the bottom. Secure the superhero medal and stop the mean, hanging spider monkeys from disturbing you – it's the only way to be the winning superhero!



Rory's Story Cubes

Age Range: 8+ Number of Players: 1+

Here's a game that's enormous fun and will sharpen your wits and hone your imagination. They can be used to arrive at answers or decisions in an indirect and ingenious way. Play it as a game for one or more players, or as a party game for three or more. Or play it so each player contributes part of the story, picking up where the last one left off.

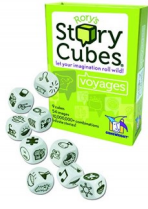


Rory's Story Cubes: Actions

Age Range: 8+ Number of Players: 1+

Roll into action. Rory's Story Cubes Actions features cubes that illustrate 54 every day verbs. Play with them solo or combine them with other sets of Rory's Story Cubes to kick-start your creativity and set your imagination in motion.

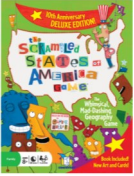




Rory's Story Cubes: Voyages

Age Range: 8+ Number of Players: 1+

Take a trip with Rory's Story Cubes. Contained within this set are 9 cubes that aim to inspire stories of epic adventure. Cast away on a deserted island. Spin tales of a faraway land. With 54 images and millions of combinations, your journeys are bound to be endless.



Scrambled States of America

Age Range: 8+ Number of Players: 2-4

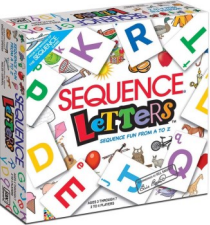
Learning about U.S. geography doesn't have to be boring. Players learn the names, capitals, nicknames, shapes and positions of the states through a myriad of visual teasers, language riddles and geography challenges. After playing, you'll see that there's more to the 50 States than meets the eye! Based on the hilarious story by Laurie Keller.



Sequence for Kids

Age Range: 3+ Number of Players: 2-4

Play a card from your hand, place your chip on a corresponding character on the board. When you have 4 in a row, it's a sequence and you win! Use a unicorn card to place your chip anywhere. Remove your opponent's chip with a dragon card.



Sequence Letters

Age Range: 4+ Number of Players: 2-4

Players sound out the letter on their cards, match it to the beginning sound of a picture on the game board, and then place a chip there. Each card features a letter of the alphabet in upper and lower case. When you have 4 of your chips in a row, you've got a Sequence! Dot your 'i's' and cross your 't's' it's the way to learn your ABC's!

Skip-Bo

Age Range: 7+

Number of Players: 2-6

Players use skill and strategy to create stacks of sequentially numbered, ascending cards, and the first player to deplete all of his or her cards is the winner! Accumulate points for each round you win, and the first player to 500 wins the whole game!



Slamwich

Age Range: 6+ Number of Players: 2-6

Flip and stack this clever loaf of cards to build slamwiches and double deckers. Tomato, cheese, tomato... slap! Get there first and win the pile. But watch out -- you'll have to catch thieves and stop munchers from stealing the stack of cards. When you're out of cards, you're out of the game. The first player to collect all the cards wins.



Sleeping Queens

Age Range: 8+ Number of Players: 2-5

Rise and Shine! The Pancake Queen, The Ladybug Queen and ten of their closest friends have fallen under a sleeping spell and it's your job to wake them up. Use strategy, quick thinking and a little luck to wake these napping nobles from their royal slumbers. Play a knight to steal a queen or take a chance on a juggling jester. But watch out or wicked potions and dastardly dragon! The player who wakes the most queens wins.



The Sneaky, Snacky Squirrel Game

Age Range: 3+

Number of Players: 2-4

Your forest friends are hungry and they need your help. Spin the spinner, squeeze the matching colored acorn with your Squirrel Squeezers and place it into your log. Be the first to fill your log with delicious acorns and you win.



Sorry!

Age Range: 6+

Number of Players: 2-4

Slide, collide and score to win the Sorry! Game. Draw cards to see how far you get to move one of the pawns. Jump over pawns and hide in the Safety zone. Keep on moving and bumping until you get all three of their pawns from Start to Home. But watch out, if the pawn gets bumped, Sorry! It's all the way back to Start!

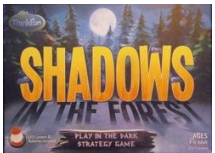


Spookies

Age Range: 8+

Number of Players: 2-5

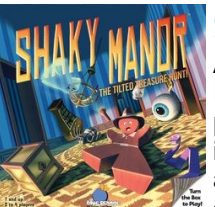
The haunted house looks even scarier than usual in the light of the full Moon. But four brave friends and their dog dare to enter the haunted house. The player who has collected the most spookies-points at the end of the game is the winner! The higher you climb, the more spookies you can collect. But if you take too high of a risk, you may lose some spookies as well, so use caution!



Shadows in the Forest

Age Range: 8+ Number of Players: 2-7

Shadows in the Forest is a thrilling, immersive play experience that brings a distinctive twist to game night - you play it in the dark! One player moves the LED lantern around in search of Shadowlings, mysterious creatures who avoid the light. The lantern illuminates the forest and trees, casting real shadows on the game board. The rest of the players work together, strategically moving their Shadowlings to stay out of the light.



Shaky Manor

Age Range: 7+ Number of Players: 2-4

In this game, race to position your Meeple player and 2 treasure chests into the room indicated on the challenge card by shaking and tilting your box. Each time you succeed in keeping the treasure safe, you win the card as a point and the player to your right adds a new spooky creature into your box to make the next round harder!

Games for Kids



Spot It!

Age Range: 7+ **Number of Players:** 2-5

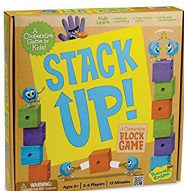
Spot it! is the addictive, feverishly fun matching game for every generation. The first thing to know about Spot it! is that there is always one, and only one, matching symbol between any two cards. Got it? Now all you need is a sharp eye and a quick hand to play all five party games packed into the grab 'n' go tin. Simple to learn, a challenge to win.



Spot It Jr!

Age Range: 4+ **Number of Players:** 2-6

Be on the lookout for creatures of the land, sky, and sea. Designed especially for ages 4 to 7, the Junior edition of the popular card game Spot it! has an adorable animal theme that kids love. This travel-friendly matching game can be played five different ways.



Stack Up!

Age Range: 3+ **Number of Players:** 2-6

Children work together to stack 12 blocks before the Stack Smasher gets to the tower and topples it! Spin a color and stack a block. Spin a Challenge and add a tricky task like stacking with one eye closed! Spin the Stack Smasher and you're one space closer to the big topple! Instructions for play include three different game levels so the fun will grow with your child.



Super Kitty Bug Slap

Age Range: 6+ **Number of Players:** 3-5

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



Sushi Go: The Pick and Pass Card Game

Age Range: 8+ **Number of Players:** 2-5

In this fast-playing card game, the goal is to grab the best combination of sushi dishes as they whiz by. Score points for making the most maki rolls or for collecting a full set of sashimi.

But be sure to leave room for dessert or else you'll eat into your score! Gather the most points and consider yourself the sushi master!



Suspend

Age Range: 8+ **Number of Players:** 1-4

This award-winning 'teetering, wobbling, shifting, tipping, unbalanced, balance game' is a must-have for family game night! Take turns hanging the notched, rubber-tipped wire pieces from the tabletop stand. With each added piece, the balance shifts and the sculpture transforms. But watch out! One wrong move could send it all crashing down!

Ticket to Ride: First Journey

Age Range: 6+ **Number of Players:** 2-4

Just like in the original Ticket to Ride, players collect train cards, claim routes, and try to connect cities coast-to-coast. In First Journey, routes are shorter, train cards are drawn straight from the deck, and the game ends when one player completes six tickets, claiming the golden ticket as their prize. Climb aboard, travelers, your incredible first journey waits!



Trouble

Age Range: 6+ **Number of Players:** 2-4

Pop into the racing, chasing game where everyone's in Trouble! Set up your pegs and then hit the Pop-O-Matic die roller. Depending on what you roll, you can move your pegs to the Start space, move forward – or watch other players move while you can't! The player who gets all 4 pegs into the Finish space wins! Pop all around the board for the win when you play Trouble!



Uno

Age Range: 7+ **Number of Players:** 2-10

Players take turns racing to get rid of all their cards by matching a card in their hand with the current card shown on top of the deck either by color or number. If you can't make a match, you must draw from the central pile! Don't forget to shout "UNO" when you only have one card remaining! The first player to reach 500 points wins.



Where's Bear?

Age Range: 2+ **Number of Players:** 2+

Where's Bear combines two favorite activities- stacking blocks and finding hidden objects-into a game! Parents and kids take turns hiding and finding Bear under the sturdy nesting boxes. Unlike games for older children, you don't win or lose. You play to explore, to learn, and to connect and have quality time with your little one.



Yahtzee

Age Range: 8+ **Number of Players:** 2+

Yahtzee is the classic dice game with a unique combination of luck and strategy. Every game is an exciting challenge to rack up the highest score. Seriously high scores come from multiple Yahtzee bonus points, but your luck could change with every roll! Got 3 of a kind and feeling lucky? You might want to push your luck and risk it all for a Yahtzee. But don't forget, you have to fill in a score on every turn. So make it count, or you'll bust out!



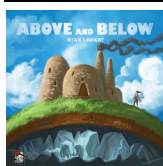
Use Board Games in Lessons or as a Homework Extension

Literacy has been expanded from its original definition of being skilled in reading and writing to also incorporate mathematics, information and digital skills, social and emotional skills, and more. Here are some skills your child can cultivate by playing games:

- ♦ **Creativity** can be fostered playing *Dixit*, *No Thank You Evil*, *Once Upon a Time*, and Role Playing Games such as *Wardlings* and *Do: Fate of the Flying Temple*.
- ♦ **Hand eye coordination and motor skills** can be exercised with games such as *Beasts of Balance*, *Dragon's Breath*, *Perfection*, *Dr. Eureka*, *The Sneaky Snacky Squirrel Game*, and *Suspend*.
- ♦ **Language Arts** abilities can be supported by playing *Apples to Apples*, *Boggle*, *Bring Your Own Book*, *Miss Bernard is a Wild Card*, *Rory's Story Cubes* and *Sequence Letters*.
- ♦ **Math** skills can be practiced while keeping score in games including: *Monopoly*, *Roll For It!*, and *Sushi Go*. You can also practice basic algebra concepts playing *Mobi Kids*.
- ♦ **Pattern recognition and shapes** can be learned playing the games *Go Go Gelato*, *Iota*, *Mental Blox*, *Qwirkle*, *Set*, and *Spot It!*.
- ♦ **Science** knowledge can be enhanced playing games such as *Cardline: Animals* and *Evolution: Climate*.
- ♦ **Social Skills** are built through playing games and learning to take turns, follow rules, and that it's okay to lose sometimes. *Friends and Neighbors* helps children learn to recognize feelings and build empathy.
- ♦ **Social Studies** lessons can be enriched by playing history and geography based games such as *Carcassonne*, *Scrambled States of America*, *Secrets of the Tomb*, or *Ticket to Ride*.
- ♦ **Strategy and logic skills** can be applied playing many games including: *Code and Go: Mouse Mania*, *Dinosaur Tea Party*, *Labyrinth*, *Logic Dots*, and *Outfoxed*.
- ♦ **Teamwork** can be learned playing cooperative games like *Cauldron Quest*, *Feed the Woozle*, *Forbidden Island*, and *Gnomes at Night*.

The best part of using games as a part of learning is that kids are engaged and applying their skills in a fun way.





Above and Below

Age Range: 13+ Number of Players: 2-4

Above and Below is a mashup of town-building and storytelling where you compete to build the best village above and below ground. Recruit villagers with unique abilities and send them to perform jobs like exploring the cave, harvesting resources, and constructing houses. The player with the most well-developed village wins!

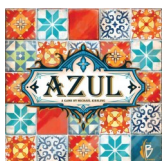


Architects of the West Kingdom

Age Range: 12+ Number of Players: 1-5

As royal architects, players compete to impress their King and maintain their noble status by constructing various landmarks throughout his newly appointed domain.

Players will need to collect raw materials, hire apprentices and keep a watchful eye on their workforce. These are treacherous times. Rival architects will stop at nothing to slow your progress.



Azul

Age Range: 8+ Number of Players: 2-4

Players compete as artisans decorating the walls of the royal Palace of Dvora. By carefully drafting the correct quantity and style of tiles, the most clever of artisans plan ahead

to maximize the beauty of their work while ensuring they wasted no supplies in the process.



Backgammon

Age Range: Number of Players: 2

Backgammon is one of the most popular board games. Is a two players game where the pieces are moved counter clockwise in a horseshoe fashion along triangular tracks. Backgammon is a game that combines elements of strategy and luck. It is a fast paced game that requires analytical thinking to master, yet it has touches of Lady Luck to make the game unpredictably fun.



Betrayal at House on the Hill

Age Range: 12+ Number of Players: 3-6

The creak of footsteps on the stairs, the smell of something foul and dead, the feel of something crawling down your back – this and more can be found in Betrayal at House on

the Hill. It's a new experience almost every time you play – you and your friends explore “that creepy old place on the hill” until enough mystic misadventures happen that one of the players turns on all of the others.



Bohnanza

Age Range: 13+ Number of Players: 2-7

You have two or three bean fields and a handful of bean cards to plant in those fields. When you sell beans, you earn more for growing more of one variety than a few of several. But you must plant the beans in your hand in the order you got them. To get rid of beans you don't want to plant trade with other players. In the end, the player who earns the most gold is the winner.

Bob Ross Art of Chill Game

Age Range: 12+ Number of Players: 2-4

Celebrate the joy of painting in this game of strategy and serendipity. Earn “chill points” by painting landscape features like Happy Little Trees using colors and brushes from your hand of cards. Keep your eye on what other players are doing and be strategic about the sequence in which you complete the features.



Boss Monster

Includes Crash Landing & Items of Destruction expansions

Age Range: 13+ Number of Players: 2-6

Players compete to see who can lure and destroy the most adventurers. But beware! You must make your dungeon as deadly as it is attractive, or the puny heroes might kill you first! Are you bad enough to become the ultimate Boss Monster?



Boss Monster: The Next Level

Includes Tools of Hero-Kind & “Get Over Here!” expansions

Age Range: 13+ Number of Players: 2-4

Players compete to see who can lure and destroy the most adventurers. But beware! You must make your dungeon as deadly as it is attractive, or the puny heroes might kill you first! Are you bad enough to become the ultimate Boss Monster?



Brawl

Age Range: 10+ Number of Players: 2-6

Six fighters. Sixty seconds. One incredible real-time smack down. BRAWL is a fighting card game where the object is to play the most “Hits” on your side of the table before the game ends. Learn to play in turn-based training mode and then move on to tournament mode, which is played in real-time with no turns.



Bring Your Own Book

Age Range: 12+ Number of Players: 3+

Draw a category card, grab a book, and then quickly skim to satisfy the chosen prompt (and the judge!) with the most entertaining phrase. Can you find “a ridiculous tabloid headline” in that best-selling novel? How about “dating advice” in your well-worn cookbook? Since you can use any book, you can play with any group and find limitless potential on every page!



Bunny Kingdom

Age Range: 14+ Number of Players: 2-4

Lead your Clan of rabbits to glory by gathering resources and building new cities across the land! Draft cards and pick the right ones to position your warrens on the board, provide resources to your colonies, build new cities to increase your influence, and plan your strategy to score big at the end of the game.





Carcassonne

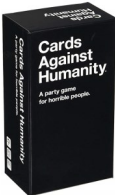
Age Range: 7+ Number of Players: 2-5
Players choose from tiles that depict cities, roads, monasteries, and fields; each new tile placed creates an ever-expanding board on which players can then add their followers.

Players score points by having followers on features as they're completed. The player who makes the most strategic placements of tiles and followers will score the most points and win the game.



Card of the Dead

Age Range: 10+ Number of Players: 2-5
Zombies have come to your town! Get on your football pads, grab your trusty slugger, and give them a good thrashing! Or run away. Survive by whatever means you can. And remember, you don't have to be the fastest, just faster than the person next to you.



Cards Against Humanity

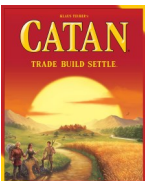
Age Range: 17+ Number of Players: 4-20+
The best-selling party game that turns your mediocre personality and lack of social skills into hours of fun. The game is simple. Each round, one player asks a question from a black card and everyone else answers with their funniest white card.



Castellan

Age Range: 10+ Number of Players: 2
With every play the castle grows. Wall and tower pieces link to form courtyards. When you finish a courtyard, you claim it with a

Keep. The more towers in your courtyard, the more it scores. Each turn, you'll decide how many cards to spend, and where to put the pieces those cards give you. Build the greatest courtyards you can...but don't hand your opponent a chance to build a better one!



Catan: Trade, Build, Settle

Age Range: 10+ Number of Players: 3-4
Embark on a quest to settle the isle of Catan! Guide your settlers to victory by clever trading and cunning development. Use resource combinations to buy handy development cards and build roads, settlements, and cities.

Acquire your resources through trades, cards, or lucky dice. But beware! Someone might cut off your road or buy a monopoly.



Cavemen: The Quest for Fire

Age Range: 13+ Number of Players: 2-5
A game of strategy and cunning set in a prehistoric age. Players take the role of tribal leaders who compete for opportunities to hunt dinosaurs, expand their influence and discover new technologies. Be the first to discover fire and usher in the age of modern humanity.

The Chameleon

Age Range: 14+ Number of Players: 3-8
Blend in. Don't get caught. Six players. One word each. Everyone sounded pretty convincing, but someone isn't who they say they are. That someone is the chameleon. In each round of the chameleon, a secret word is selected from a topic card in the middle of the table. Everyone knows what the word is, except for the player with the chameleon card... but which player is it?



Choose One!

Age Range: 14+ Number of Players: 3-10
How well do you know your friends? Will your friend choose Outer Space or Bottom of the Sea? Do they prefer the Window or Aisle? Are they all about the Party or the After-Party? Successfully predict how your friends will answer weighty questions like these and advance your token to the finish line!



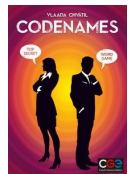
Chupacabra: Survive the Night

Age Range: 10+ Number of Players: 2-4
Can you survive the night? During the game, you will try to steal your opponents' dice by having your Chupacabras eat their animals. Players who lose all their dice must drop out of the game. The winner is the player who takes all the dice!



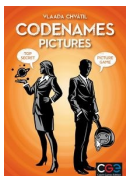
Codenames: Top Secret Word Game

Age Range: 10+ Number of Players: 2-8
Two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their CODENAMES. The teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin.



Codenames: Pictures

Age Range: 10+ Number of Players: 2-8
The two rival spymasters know the secret identities of 25 Agents. Their teammates know the Agents only by their code names. The teams compete to see who can make contact with all of their Agents first. Spymasters give one word clues that can point to multiple pictures on the board. Their teammates try to guess the pictures of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin.



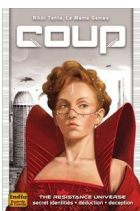


Concept

Age Range: 10+ Number of Players: 4-12

A large, green animal from long ago? Must be a dinosaur. Water, cube and cold weather? Has to be an ice cube. A man with a job who rides large brown animals in the

United States? Is that a cowboy? In Concept, players team up to place tokens on a board covered in icons, depicting everything from ancient samurai and snails to Leonardo DiCaprio. Points go to the player who can guess the correctly by looking at the various symbols.



Coup

Age Range: 13+ Number of Players: 2-6

In a future where the government is run for profit, all but a privileged few live lives of poverty and desperation. The Resistance rises out of these oppressed masses in revolt and throws the government into chaos. Others see

an opportunity for absolute power. To take command, you must destroy the influence of your rivals and drive them into exile. Only one can survive.



Cranium: Outrageous Fun for Everyone

Age Range: 12+ Number of Players: 4+

Cranium is an outrageously fun award-winning board game packed with something-for-everyone fun! Whether you're an

aspiring actor, artist, data hound, or wordsmith, Cranium gives everyone a chance to shine.

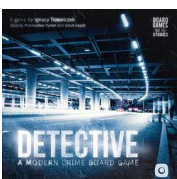


Decrypto

Age Range: 12+ Number of Players: 3-8

In Decrypto, two teams composed of 2 to 4 players compete. Your goal is to transmit codes to your teammates without letting the opposing team intercept them. Therefore, your

communication should be clear enough for your team to understand, but vague enough to confound your opponents. You are also attempting to intercept your opponents' codes.



Detective: A Modern Crime Board Game

Age Range: 16+ Number of Players: 1-5

Solve mysterious crimes and see if you would handle the job of a true detective in a modern setting! Use every tool at your disposal to solve these crimes - consult the

Internet, check the facts and constantly learn new clues.

Dice Throne Season 1

Age Range: 8+ Number of Players: 2-6

Dice Throne is a fast-paced, 2-to-6 player combat game that takes 20-40 minutes. Select from a variety of heroes that play and feel completely distinct from one another. Attack opponents and activate abilities by rolling your hero's unique set of 5 dice. Accumulate combat points and spend them on cards that have a large range of effects. Defeat your opponent and take the throne!



Dixit

Age Range: 8+ Number of Players: 3-6

Every picture tells a story – but what story will your picture tell? In this award-winning board game, players will use the beautiful imagery on their cards to bluff their opponents and guess which image matches the story. Guessing right is only half the battle – to really succeed, you'll have to get your friends to decide that your card tells the story!



Dominion: 1st edition

Age Range: 13+ Number of Players: 2-4

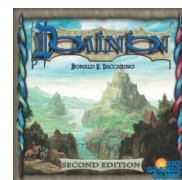
You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion. In all directions lie fiefs, freeholds, and feodum controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner.



Dominion: 2nd edition

Age Range: 13+ Number of Players: 2-4

You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion. In all directions lie fiefs, freeholds, and feodum controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner.



Drop It

Age Range: 8+ Number of Players: 2-4

This colorful, inventive family game is easy to learn but deceptively mind-boggling! One at a time, players drop shapes into the vertical game board's drop zone. Players earn points for the highest level that their shape reaches when it lands and extra points for touching bonus circles. But be careful: don't break a landing rule! The winner is the player or team with the most points at the end.





Dungeon Mayhem

Age Range: 8+

Number of Players: 2-4

Be the last adventurer standing in this action-packed, easy-to-learn card game. Dungeon Mayhem transforms the legendary Dungeons & dragons roleplaying game into a bite-sized

multiplayer brawl. It's the perfect party game for friends and family—each round takes 5 to 10 minutes, and every game plays out a little different.



Dungeons and Dragons Starter Set

Age Range: 12+

Number of Players: 3-6

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!



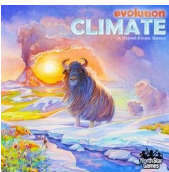
Escape the Room: The Secret of Dr. Gravely's Retreat

Age Range: 13+

Number of Players: 3-8

The year is 1913 and you are the lucky winner of a free stay at Foxcrest Retreat, where the famed Dr. Gravely has improved upon the latest in spa

treatments and relaxation for those of high social standing. You take a long all-expense-paid train ride to the retreat. Upon your arrival, however, you and your fellow guests may find the "health retreat" is not what it seems...



Evolution Climate

Age Range: 12+

Number of Players: 2-6

Players adapt their species in a dynamic ecosystem where food is scarce, predators lurk, and the climate can swing between scorching hot and icy cold. Traits like a Hard Shell and Horns can protect your species

from Carnivores while a Long Neck will help them get food that others cannot reach. With over 200,000 ways to evolve your species, every game evolves into a different adventure.



Exploding Kittens

Age Range: 7+

Number of Players: 2-5

The game is a highly-strategic, kitty-powered version of Russian Roulette. Players draw

cards until someone draws an Exploding Kitten, at which point they explode and are out of the game - unless they have a Defuse card, which can defuse the Kitten. All of the other cards in the deck are used to move, mitigate, or avoid the Exploding Kittens.



Farkle with Friends

Age Range: 8+

Number of Players : 2-6

Farkle is your classic risky dice-chucker. Roll the dice, bank some points, then press your luck! Roll again to score more points. Reach 10,000 points and you win! Yes, it's that

simple, but, if they come up duds, you Farkle and lose everything!

FitzIt: If the Word Fits Play It

Age Range: 12+

Number of Players: 2+

What come in a box, fits inside a blender, and is bound to make you laugh? Name an object that fits the attributes on your card and then play them to the grid. The more cards you play, the faster you score. Use your creativity and you're fit to win!



Flash Point Fire Rescue

Age Range: 10+

Number of Players: 2-6

Flash Point: Fire Rescue is a cooperative game with four levels of play appropriate for players of all skills and ages. All the players are on the same. You must face your fears, never give up, and above all else work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger.



Food Truck Champion

Age Range: 8+

Number of Players: 2-5

Hire staff, shop for ingredients, take customer orders, prepare tasty dishes, and earn critical awards. At the end of the day, only the most popular truck can be the Food Truck Champion!! Come with Helpers Mini Expansion: 12 Helpers with powerful actions you can take in the game.



A Fool's Fortune

Age Range: 13+

Number of Players: 2-3

Come play a cunning game of mischief, mirth, and lore! Delve into the Book of Fate to reveal mysterious fortunes: realms near and far, resources wondrous and wild. Cast your lot with a crew of skilled and savvy characters.



Forbidden Island

Age Range: 10+

Number of Players: 2-4

Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath every step! Race to collect the treasures and make a triumphant escape before you are swallowed into a watery abyss!

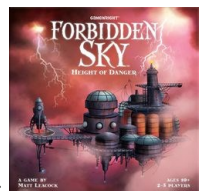


Forbidden Sky

Age Range: 10+

Number of Players: 2-5

Soar to dizzying heights in this electrifying adventure! Work as a team to uncover a mystical power platform that floats at the center of a savage lightning storm. Connect a circuit of cables to launch a secret rocket - all before you are electrocuted or blown off the bridge and plummet below. It's a high-wire balancing act that will test your team's capacity for courage and cooperation. One false step and you all could be grounded...Permanently!





Fox in the Forest

Age Range: 10+

Number of Players: 2

A trick-taking game for 2 players, each playing cards to win tricks against the other. Players score points during a round depending on how many tricks they end of taking at the end of the round. Most points at the end wins.



Give Me the Brain

Age Range: 12+

Number of Players: 3-8

The object is simple: empty your hand. There are basically two kinds of card: bid cards, and job cards. The Job cards represent something you can do on your turn, like cleaning the shake machine, or answering questions from customers. Many of these jobs are impossible unless you have the Brain.



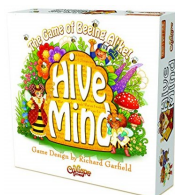
Hive Carbon

Age Range: 9+

Number of Players: 2

Hive is a board game with a difference. There is no board. The pieces are added to the playing area thus creating the board. As more and more pieces are added the game becomes a fight to see who can be the first

to capture the opposing Queen Bee.



Hive Mind

Age Range: 8+ Number of Players: 3-12

Each bee is trying to prove they should stay in the hive by thinking in harmony with the other bees. They do this by answering questions the same way as their fellow bees. The more answers they have in

common with other players, the more points they get. Bees with the lowest point totals move closer to the hive door. When one or more bees leave the hive, the game is over. The bees remaining in the hive win.



Iota

Age Range: 8+

Number of Players: 2-4

Look, see, play, and score... a lot! Add cards to the grid, making sure that color, shape, and number are either all the same or all different

across the line. Sounds easy, but as the grid expands, so do the possibilities. Whoever sees the opportunities will seize the win!



Jenga

Age Range: 6+

Number of Players: 1+

It's the classic block-stacking, stack-crashing game of Jenga. How will you stack up against the law of gravity? Stack the wooden blocks in a sturdy tower, then take turns pulling out blocks one by one until the whole stack crashes down. Is your hand steady enough to pull out the last block before the tower collapses?

Joe Name It:

Not Your Average Party Game

Age Range: 12+

Number of Players: 2+

Can you name a movie with 2 sequels? How about a music group with 3 members? Test your numbers know-all in this fast-playing "name it to claim it" party game. Draw a category card and then "fill in the blank" with the number you just rolled. Be the first to name something that fit's and you're smarter than the average Joe!



Kill Doctor Lucky

Age Range: 12+ Number of Players: 2-8

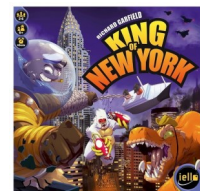
Welcome to Lucky Mansion, a sprawling country estate filled with unusual weapons, good hiding places, and craven killers. Killers like you. The object? To kill Doctor Lucky. The obstacles? For one thing, all your friends would rather do it first. For another, Doctor Lucky is aptly named.



King of New York

Age Range: 10+ Number of Players: 2-6

King of New York is a game where you play as mutant monsters, rampaging robots, or even abominable aliens battling in a fun, chaotic atmosphere. Roll the dice and choose your strategy: Will you attack your enemies? Heal your wounds? Improve your Monster? Stomp your path to victory!



King of Tokyo

Age Range: 8+ Number of Players: 2-6

King of Tokyo is a game where you play as mutant monsters, rampaging robots, or even abominable aliens battling in a fun, chaotic atmosphere. Roll the dice and choose your strategy: Will you attack your enemies? Heal your wounds? Improve your Monster? Stomp your path to victory!



Little Dead Riding Hood

Age Range: 13+ Number of Players: 2-5

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.

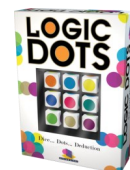


Logic Dots

Age Range: 8+

Number of Players: 1+

Choose a challenge and then place nine colorful cubes into the frame according to the instructions. You only get a few clues, so you will need to use your deductive reasoning skills to solve each puzzle. Line up all the dots and your mind is golden!



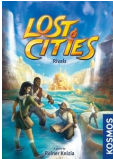


Loot

Age Range: 10+

Number of Players: 2-8

Set sail for an exciting adventure of strategy and skullduggery in this captivating card game. Storm your opponents' merchant ships and seize valuable treasure. But watch your back, matey — plundering pirates are out to capture your ships as well! The player with the most loot rules the high seas.



Lost Cities Rivals

Age Range: 10+

Number of Players: 2-4

Use your cards to venture down expedition routes that take you to far-flung, mysterious corners of the Earth. Your goal is to plan the routes in such a way that they bring you the greatest possible fame. If you are especially daring, you will also wager on the success of your expeditions. But watch out: You are not the only one traveling! Only the player who has collected the most fame at the end of the game will be the winner.



Love Letter: Legend of the Five Rings

Age Range: 10+

Number of Players: 2-4

Love Letter has become a worldwide hit with its simple yet deep gameplay. With only 16 cards, it contains hours of fun for everyone as you attempt to win the heart of the beautiful princess, while preventing your challengers from doing the same!

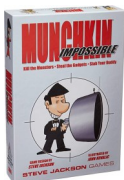


The Mind

Age Range: 8+

Number of Players: 2-4

The Mind is the ingenious, addictive and ridiculously fun game that everyone is buzzing about. How do you know what is in someone's hands without speaking? How do you make the right decision when the game is one the line? The answers lie in this little box. And while the rules are simple, surviving every level is anything but...



Munchkin Impossible

Age Range: 10+

Number of Players: 3-6

The Munchkins are now spies... eliminating the opposition, playing with self-destructing gadgets, and changing loyalties even faster than they change hats. Wield gadgets, eliminate foes, and (all together now)... take their stuff!

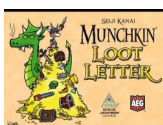


Munchkin Legends: Guest Artist Edition

Age Range: 10+

Number of Players: 3-6

Prepare to fight the creatures of legend... and take their stuff! In Munchkin Legends Deluxe, you'll face mythical monsters and collect legendary treasures.



Munchkin: Loot Letter

Age Range: 10+ Number of Players: 2-4

Steal treasure and backstab your friends — without all of the silly card-playing stuff. Well, without some of it. OK, without all but 16 cards of it, at least. Munchkin Loot Letter is a game of risk, deduction and luck.

Munchkin OZ: Guest Artist Edition

Age Range: 10+

Number of Players: 3-6

Munchkin captures the dungeon experience without the roleplaying stuff; just kill monsters and grab magic items. Adventure with the Scarecrow and the Tin Woodsman! Brave the Poppy Fields or the Deadly Desert! Fight against a Wicked Witch or King Krew! Visit the Emerald City and talk with Dorothy, Ozma, or the Cowardly Lion! Play a Professor, Royalty, Soldier... or even a Wizard!

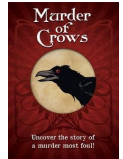


Murder of Crows

Age Range: 13+

Number of Players: 2-5

Someone was murdered. Every turn, you'll draw a card and then play a card. Your goal is to assemble a set that spells "MURDER" and tells the tale of a Murder Most Fowl.



New York Slice

Age Range: 8+

Number of Players: 2-6

You've just been given a shot at being the head chef at the prestigious New York Slice pizza parlor. You and your fellow pizza chef wannabes just have to make the most amazing pizzas...one slice at a time! Each player slices pizzas into portions, giving your opponents first choice, with you getting the leftovers. There are a dozen kinds of pizza to work with, from veggie to Hawaiian to meat lovers, and each player decides if they want to eat or keep some of the slices, building the best collection of pizzas possible!

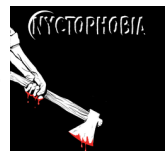


Nyctophobia

Age Range: 9+

Number of Players: 3-5

Nyctophobia means fear of the dark. Welcome to the experiential table top game that is going to redefine what it means to play a game. Nyctophobia is a cooperative game of survival where up to four players must work together to escape the maniacal predator chasing after them. But there's a wrinkle: would-be survivors play the game with blackout glasses. Players cannot see the board and have to rely on touch to navigate their way to safety. So, are you afraid of the dark?

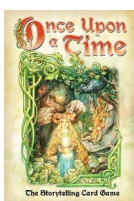


On a Scale of One to T-Rex

Age Range: 7+ Number of Players: 2-8

On a Scale of One to T-Rex is a family-friendly party game for people who are bad at charades. Players must perform ridiculous actions like "Be a T-Rex," "Scratch an Itch You Can't Reach," or "Be a Hula Dancer" on a scale of 1 to 10. The twist is that the quality of your action doesn't matter - you earn points by guessing and matching the intensity each player is performing their action. There are no turns in this fast-paced game, so in the midst of all the roaring, dancing, meowing, and yodeling, you must find someone on the same intensity level as you to earn points. The player with the most points wins!





Once Upon a Time

Age Range: 14+ Number of Players: 2-6

One player is the Storyteller, and begins telling a story using the fairytale elements on her Story cards, guiding the plot toward her Ending Card. The other players use their own cards to interrupt her and become the new Storyteller.

The winner is the first player to use all her Story Cards and play her Ending Card. The object of the game, though, isn't just to win, but to have fun telling a story together.



One Night Ultimate Werewolf

Age Range: 10+ Number of Players: 3-10

A fast-paced game where everyone gets to be a different role. In the course of only one night and the following morning, the players will

determine who among them is a werewolf...hopefully. One Night Ultimate Werewolf is a micro game of the party game Ultimate Werewolf that doesn't need a moderator. There's no elimination and each game lasts about 10 minutes.



Onitama

Age Range: 10+ Number of Players: 2

Onitama is a two-player abstract strategy game where you take on the role of a Master, guiding your monk followers, in an attempt to defeat your opponent. Armed only with several moves, your wit, and cunning,

do you have the skill to be victorious?



The Oregon Trail Card Game

Age Range: 12+ Number of Players: 2-6

All sorts of gruesome deaths await you and the rest of your wagon party in this official

multi-player card game version of the classic computer game. To win you'll need to keep one player alive all the way from Independence, MO to the Willamette Valley. But between rattlesnakes, starvation, dead oxen, broken bones, dysentery, and a host of other calamities the odds are long . . . almost as long as The Oregon Trail itself.



Pairs: A New Classic Pub Game

Age Range: 12+ Number of Players: 2-8

Players take turns taking cards, trying not to get a pair. If you get a pair, you score points (and points are bad). You can also choose to fold, instead of taking a card, and score the lowest card in play. Folding gets you some points, but

catching a pair could get you even more. Pairs doesn't have a winner, just a loser. The first player to reach a target score loses.

Pandemic

Age Range: 8+ Number of Players: 2-4

Four diseases have broken out in the world and it is up to a team of specialists in various fields to find cures for these diseases before mankind is wiped out. Players must work together playing to their characters' strengths and planning their

strategy of eradication before the diseases overwhelm the world with ever-increasing outbreaks. A truly cooperative game where you all win or you all lose.



Queendomino

Age Range: 8+ Number of Players: 2-4

Explore and conquer the different terrains, and develop the best and richest territories for your people. Scour lands full of wheat fields, forests, grasslands, swamps, mines, and towns, diversifying your kingdom's riches along the way. Tax the lands wisely, pick the buildings carefully, and try to win the Queen's favor - all while making sure your plans aren't foiled by the Dragon's flame.



Roll For It! The Roll It! Match It! Score It! Game

Age Range: 8+ Number of Players: 2-4

Roll For It! is everything you want in a game. It's fun, it's easy, and it's fast! The rules are simple: Take turns rolling dice, matching cards, and scoring points! Be careful, though—other players may challenge you for the card you're after. The first player to collect 40 points wins!



Santorini

Age Range: 8+ Number of Players: 2-4

Build like a mortal, win like a God. Be the first player to build, block, and climb your way to the top of a building three stories high. Santorini isn't as simple as it seems. It requires tactical maneuvering and increases in difficulty with the addition of extra "god" power cards.



Scattergories

Age Range: 12+ Number of Players: 2-6

Players roll the letter die, flip the sand timer, and race against the clock to come up with answers to each category on the category list. Score points for writing down answers that no one else did. The more creative the answers, the more points scored!

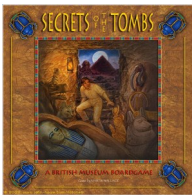


Scrabble

Age Range: 8+ Number of Players: 2-4

The classic crossword game is fun for friends and family. You can feel the excitement begin as soon as you rack up your letters, choose a great word, and hope to land on a triple-word score. Take on opponent's head-to-head, for a challenging and fun time.



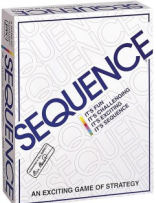


Secrets of the Tombs

Age Range: 10+ Number of Players: 2-5

You are an explorer making your way along the darkened passages of a pyramid in search of treasures. However, no attention has been paid to the tales of Ammut, the "Eater of Hearts". Will you be

able to make your discoveries before being caught by this creature?



Sequence

Age Range: 7+ Number of Players: 2-12

Play a card from your hand, and place a chip on a corresponding space on the game board. When you have five in a row, it's a Sequence. Learn to block your opponents or remove their chips, and watch out for the Jacks - they're wild! With a little strategy and luck, you'll be a

winner.

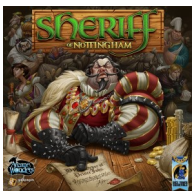


Set

Age Range: 6+ Number of Players: 1+

Race to find as many SETs as you can—the player with the most SETs at the end of the game wins! Play SET solo or with as many people as you can fit around the table! Fast-

moving and fun, SET is a perfect for any get-together with family and friends! SET, although made as a game of fun, has a ton of educational value. Teachers love SET and use it in classrooms around the world. SET is also a perfect game to help keep your brain active and healthy. Exercise your brain while playing a game!

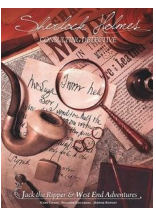


Sheriff of Nottingham

Age Range: 14+ Number of Players: 3-5

Players will take turns stepping into the shoes of the Sheriff himself, while others act as Merchants attempting to bring their goods into the city for profit! Beware though, while many may act as honest

merchants, there is always the possibility of contraband being smuggled into the city!



Sherlock Holmes Consulting Detective: Jack the Ripper and the West End Adventures

Age Range: 12+ Number of Players: 1-8

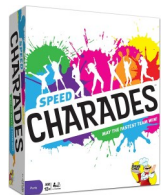
Enter the gas lit world of Sherlock Holmes and solve ten cases. Six are standalone adventures, while four others form a linked

campaign that challenges you to stop the notorious Jack the Ripper!

Speed Charades

Age Range: 13+ Number of Players:

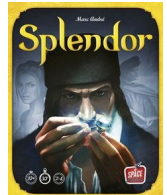
Speed Charades is a fun twist on a family favorite. It's a fast-paced, fiercely fun party game that will keep everyone involved and interacting with each other. Starting at the same time, players compete head-to-head in a race to act out words for their teams to guess. The first team to guess 4 of the 5 words on their card wins the round and scores a point. The team with the most points after ten rounds wins! It's perfect for groups because it allows everyone regardless of age to participate. Divide into teams and let the fun begin.



Splendor

Age Range: 10+ Number of Players: 2-4

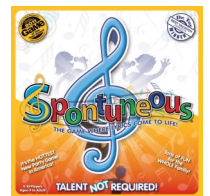
As a wealthy Renaissance merchant, acquire mines and transportation, hire artisans and woo the nobility. Acquire precious stones to trade them for development cards. Use development cards to acquire more gem stones. Use your gems and gold to create the most fantastic jewelry, and appeal to the nobles to gain the prestige you need to win.



Spontaneous

Age Range: 8+ Number of Players: 4-10

Have you ever heard a word that "triggered" you to sing a song? If so, then YOU are Spontaneous! One player says a word and the race is on for the others to sing a song containing that word. Don't worry though, talent is NOT required! Stump the other players from being able to sing a portion of ANY song containing your Trigger-Word! The 1st player to reach Finish WINS!



Stuff and Nonsense

Age Range: 12+ Number of Players: 2-6

Players move around the board collecting different items such as photographs, artifacts, and specimens. When a player has enough items to support a tale of their fantastic fake journeys, they return to the Adventurer's Club and turn in their cards. The first player to reach a point value determined by the number of players wins!

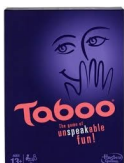


Superfight: Core Deck

Age Range: 8+ Number of Players: 3-20

The game is very simple; just argue with your friends over ridiculous fights! These cards are used to create fights like this: A KINDERGARTEN CLASS THAT BREATHES FIRE AND IS WEARING JETPACKS vs. A PIRATE SWINGING A SHARK ON A CHAIN AND RIDING A SEGWAY. As you can imagine, the arguments over who would win the fight are epic and hilarious.



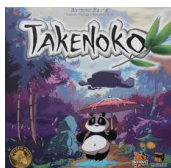


Taboo

Age Range: 13+

Number of Players: 4+

You need to get your team to guess the secret word, but the obvious clues are strictly off-limits. In this game you can't because all of those words are strictly forbidden. Get your team to guess as many words as you can while you race against the clock. But watch out; if you say a forbidden word, the other team will "squeak" you and you lose the word.

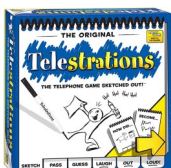


Takenoko

Age Range: 8+

Number of Players: 2-4

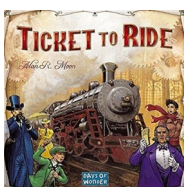
Your mission: to farm parcels of land, irrigate them, and grown bamboo. See what the weather brings and perform two actions from among those offered to them: get a new plot of land or irrigation channel, grow bamboo, feed the panda or draw an objective card. The game ends when a player has completed their objectives. The player who gets the best score objective wins the game.



Telestrations

Age Range: 12+ Number of Players:

The outrageously fun party game Telestrations will keep your family and friends entertained and laughing! Draw what you see then guess what you saw for hilarious and unpredictable outcomes.



Ticket to Ride

Age Range: 8+

Number of Players: 2-5

Players collect train cards that enable them to claim railway routes connecting cities throughout North America. The longer the routes, the more points they earn.



Tiny Epic Galaxies

Age Range: 14+

Number of Players: 1-5

You will be competing with other galactic leaders to colonize the most sought after planets in the universe. You will be managing resources and expanding your galactic footprint. Guide your Starfleet wisely and if you can build the most powerful empire, you will claim victory of the entire cosmos!



Tiny Epic Kingdoms

Age Range: 13+

Number of Players: 2-5

You are a tiny kingdom with big ambitions. You want to expand your population throughout the realms, gather resources, learn powerful magic, build grand towers, and have your neighbors quiver in fear at the mention of your name. The conflict? All of the other kingdoms want the same thing and there's not enough room for everyone to succeed...

Travel Magnetic Go

Age Range: 5+ Number of Players: 2

Go is an abstract strategy board game for two players, in which the aim is to surround more territory than the opponent. ... One player uses the white stones and the other, black. The players take turns placing the stones on the vacant intersections ("points") of a board. The winner is determined by counting each player's surrounded territory along with captured stones.



Trivial Pursuit

Age Range: 12+ Number of Players: 2-36

Players move around the board answering questions from 6 categories including Geography, Entertainment, History, Art and Literature, Science and Nature, and Sports and Leisure. When players land on a category headquarters space, they'll earn the corresponding colored wedge if they answer the question correctly. The first player to collect 6 different colored wedges and answer a final question wins!



Trophy Buck

Age Range: 10+

Number of Players: 3-8

Trophy Buck is a quick and easy game about deer hunting. The 12 custom dice represent deer; push your luck to bag the most points, but stop rolling before too many "startles" end your turn!



Tsuro: The Game of the Path

Age Range: 8+

Number of Players: 2-8

All you have to do is stay on the board to win. With paths constantly changing, this is easier said than done. Move wisely and achieve enlightenment and then, of course, the joy of winning when your opponents are knocked off the board. Be careful not to bump into another token or reach the edge of the board, or you're out



Unearth

Age Range: 8+

Number of Players: 2-4

Long ago, your ancestors built great cities across the world. Now your tribe of Delvers must explore forests, deserts, islands, caverns, and mountains to find these lost cities. Claim the ruins, build places of power, and restore the glory of a bygone age.





Unlock! Heroic Adventures

Age Range: 10+ Number of Players: 1-6

Embark on great adventures, while seated at a table using only the game cards and a companion app. The three scenarios are...

"Sherlock Holmes" — The master detective faces a most bizarre affair and could use your assistance as he pursues his investigation.

"In Pursuit of the White Rabbit" — Discover Wonderland and its strange characters, helping Alice to escape in time.

"Insert Coin" — Complete the levels of a virtual adventure, and avoid "Game Over" to escape!



Uno Card Game: Braille Edition

Age Range: 7+ Number of Players:

Mattel and the National Federation of the Blind have partnered together to create a Braille edition of UNO®, the iconic family card game.

UNO® has always prided itself on being a card game for everyone, but often blind and low-vision people found it difficult to participate. Now, with easily readable Braille dots on every card, blind and low-vision players can participate in the fun. All players call out the cards they play during the game, and blind players may touch the discard pile to verify the card in play or call for a "Card Check" to determine how many cards are in each player's hands. It all adds up to an inclusive experience for everyone!



Unstable Unicorns

Age Range: 14+ Number of Players: 2-8

Unstable Unicorns is a strategic card game about everyone's two favorite things:

Destruction & Unicorns. The first person to build an Army of 7 Unicorns wins.



Untold: Adventures Await

Age Range: 10+ Number of Players: 1-4

Untold: Adventures Await is a storytelling game powered by Rory's Story Cubes.

Players become the heroes of a thrilling tale that unfolds in under 60 minutes. Think of Untold as your favorite TV series, except

you're right in the middle of the action!



Villainous

Age Range: 10+ Number of Players: 2-6

Playing as favorite evil-doers like Maleficent, Ursula, and Captain Hook, players will take on the role of the Disney Villain and plan their schemes methodically in the way of their Disney Villain to reach their objective

before everyone else. Set traps, wield curses, leverage your allies, and most importantly, be cunning!

We Didn't Playtest This At All

Age Range: 12+ Number of Players: 2-10

In this exceptionally silly and awesome game, your objective is to win. Between rock paper scissors battles, being eaten by a random dragon or saved by a kitten ambush, there are many hazards to avoid. Games last between 30 seconds and 5 minutes (if you play slow) and specifically engineered to fit in maximum fun.



What Do You Meme?

Age Range: 17+ Number of Players: 3+

What Do You Meme™ Core Game is the adult party game taking the internet by storm. Find out who will be crowned Meme Queen/King by competing with friends (or family if you're brave) to match photo cards with caption cards, creating your own outrageously funny meme combinations. It's the perfect excuse to call up the crew, and get everyone together for guaranteed laughs.



Wooden Mancala

Age Range 6+ Number of Players: 2

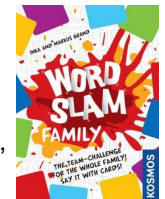
Players take turns scooping up the special stones and counting them out one at a time into the pockets on the board. When they drop a stone into an empty pocket on their side of the board, they capture all the stones in the opposite pocket. It sounds like a simple marble game, but it's got plenty of strategy and reinforces Stem skills like counting and strategic planning. The player who collects the most stones wins.



Word Slam Family

Age Range: 10+ Number of Players: 3+

Word Slam family has all the fast-paced fun wordplay of the original hit game, but in a streamlined, compact format. It includes easier, family-friendly answer words suitable for families and groups with kids. The two box halves are used as screens between the teams and the answer cards are played behind the screens.



Zombie Dice

Age Range: 10+ Number of Players: 2+

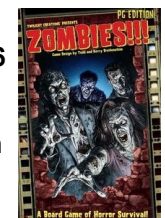
Zombie Dice is a quick game for any zombie fan (or the whole zombie family). The 13 custom dice are your victims. Push your luck to eat their brains, but stop before the shotgun blasts end your turn! Eat 13 brains and win!



Zombies!!!

Age Range: 12+ Number of Players: 2-6

Zombies!!! puts you in the middle of the action as you try to escape the relentlessly advancing zombie horde. Players must use a combination of wits and brawn to be the first to the helipad and certain escape. The only problem is, the zombies are everywhere and they appear to be very hungry.



Role Playing Games

Role Playing Games (RPGs)

Role Playing Games offer many social and educational benefits for players. The participants practice storytelling and creative thinking as they work their way through the challenges created by the Dungeon or Game Master. Players work with their party and learn cooperation and build social skills.

Our collection is a growing set of guides and adventures for novices and enthusiasts. Please let us know if you have any recommendations for the collection.

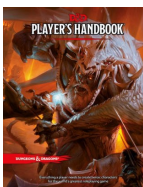
Dungeons and Dragons Manuals and Guides:

D & D 5e is recommended for ages 12 and up. Are you a new player? Check out the Starter Set on page 13.



Dungeon Masters Guide

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.



Player Handbook

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.



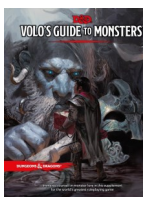
Monster Manual

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.



Xanathar's Guide to Everything

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. It imagines that it can eventually record everything!



Volo's Guide to Monster's

The esteemed loremaster Volothamp Geddarm is back and he's written a fantastical dissertation. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn't believe Volo gets some of the important details quite right. Don't miss out as they square off to illuminate the uninitiated on creatures both

common and obscure.



Mordenkainen's Tome of Foes

In his travels to other realms and other planes of existence, Mordenkainen has made many friends, and has risked his life an equal number of times, to amass the knowledge contained herein. The book also 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.

Tasha's Cauldron of Everything

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.



Acquisition's Incorporated

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 campaign.



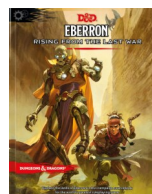
Sword Coast Adventurer's Guide

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. Crafted by the scribes at Green Ronin in conjunction with the Dungeons & Dragons team at Wizards of the Coast, the *Sword Coast Adventurer's Guide* provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn.



Eberron Rising From the Last War

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?

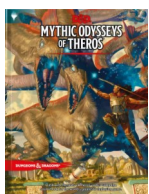


Guildmasters' Guide to Ravnica

In Guildmasters' Guide to Ravnica, 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.



Role Playing Games



Mythic Odysseys of Theros

Play Dungeons & Dragons in the Magic: The Gathering world of Theros—a realm shaped by the wrath of gods and the deeds of heroes, where champions vie for immortal favor and a place among legends.



Explorer's Guide to Wildemount

A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-

torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder.

Dungeons and Dragons Adventures



Tyranny of Dragons: Hoard of the Dragon Queen and The Rise of Tiamat

The Cult of the Dragon leads the charge in an unholy campaign to bring Tiamat back to Faerûn. They lay waste to all those who oppose them and gathering a hoard of riches for their dread queen.



Storm King's Thunder

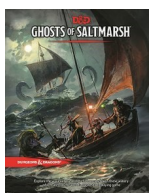
Ages ago, giants and dragons waged war across the Savage Frontier. Ancient relics remain, and now the land shudders with the thunder of giant footsteps. An essential reference including: rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and more.



Waterdeep: Dragon Heist and Dungeon of the Mad Mage

Famed explorer Volothamp Geddarm needs you to complete a simple quest. Thus begins a mad romp through the wards of Waterdeep as you uncover a villainous plot involving some of the city's most influential figures. Pit your skill

and bravado against villains the likes of which you've never faced before, and let the dragon hunt begin!



Ghosts of Saltmarsh

Explore the waves above and the fathoms below in these watery adventures for the world's greatest roleplaying game. Ghosts of Saltmarsh brings classic adventures into fifth edition Dungeons & Dragons.



Out of the Abyss

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. 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.

Curse of Strahd

Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. The master of Castle Ravenloft is having guests for dinner. And you are invited.



Tomb of Annihilation

A wasting disease is 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. The cause is a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rain forests.



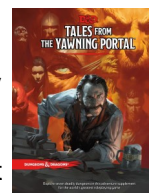
Princes of the Apocalypse

Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design.



Tales From The Yawning Portal

Within this tome are seven of the most compelling dungeons from the 40+ year history of Dungeons & Dragons. Some are classics that have hosted an untold number of adventurers, while others are some of the most popular adventures ever printed. The seeds of these stories now rest in your hands.



Baldur's Gate: Descent into Avernus

Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells?



Icewind Dale: Rime of the Frostmaiden

The mad wizards of the Arcane Brotherhood long to possess that which the god of winter's wrath has so coldly preserved—as do you! What fantastic secrets and treasures are entombed in the sunless heart of the glacier, and what will their discovery mean for the denizens of Icewind Dale? Can you save Ten-Towns from the Frostmaiden's everlasting night?



Role Playing Games



Beasts & Behemoths

Ages 8 and up

This guide features easy-to-follow and entertaining explanations of where to find each beast, their strange abilities and magical powers, and how to defeat them, along with amazing illustrations that will ignite your imagination.



Dungeons & Tombs

Ages 8 and up

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 & Creatures

Ages 8 and up

The guide shines a spotlight on the beasts that scare, excite, and cause trouble for adventurers, from creatures that live underground, to those that dwell in the wilderness and boneyards or soar in the sky. In these profiles you will find

information on the size of each monster, its danger level, and tips for how to survive an encounter.



Warriors & Weapons

Ages 8 and up

This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring adventurers need for learning how to build their own characters, including sample

profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.



Wizards & Spells

Ages 8 and up

A one-of-a-kind course on the wizards, sorcerers, and other magic-makers for which the game is known. Featuring easy-to-follow and entertaining explanations of how spells are created and used in the game, along with

original illustrations of the game's essential magical characters, this book shines a spotlight on the mystical side of D&D.



Wardlings

Ages 10 and up

The minds of the youth, un-corrupted by the vices and responsibilities of their elders, are able to perceive magical creatures and events in the world around them, where adults cannot.

This book contains character creation rules for your new Wardlings character, new core class options, a whole new magic system for your Wardling's familiar, an overview of the lands of Or'Mya (D&D 5th Edition compatible campaign setting) and its inhabitants, new backgrounds, powerful spells, whimsical monsters, and more—all fully compatible and customizable.

Other RPG Systems

Do: Fate of the Flying Temple

Ages 8 and up

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.



Kids on Brooms

Ages 12 and up

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.



The Secrets of Cats

Ages 12 and up

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 and up

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 rechecking 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. But you smile. This is going to be fun...



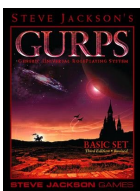
Kids on Bikes

Ages 12 and up

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!



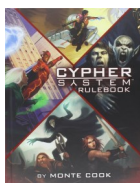
Role Playing Games



GURPS Basic Set

Ages 12 and up

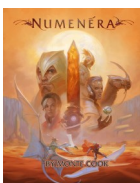
Adventure in any world you can think of, with GURPS, the **Generic Universal RolePlaying System** – the most flexible roleplaying system you can use. You can jump right in with quick-start rules, pre-designed characters, and an easy-to-play solo adventure.



Cypher System Rulebook

Ages 12 and up

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.

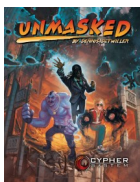


Numenera

Ages 12 and up

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

high-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.



Unmasked

Ages 12 and up

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.



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. There are also supplemental volumes to help create stories set in different Worlds. The options are only limited by your imagination.

Uprising The Dystopian Universe

Ages 14 and up

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. Set in the same universe as The Resistance, Coup, and One Night Revolution from Indie Boards & Cards.



Monster of the Week

Ages 14 and up

Hunt high school beasts 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.



Bubblegum Shoe

Ages 13 and up

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 GUMSHOE system. The secrets will out.



Junior Braves Survival Guide to the Apocalypse

Ages 13 and up

After a week-long outdoor adventure, you and your fellow Junior Braves return home to find that the world is no longer the same. Your families are missing, there are terrible things roaming the streets and you aren't sure if help will ever arrive. You all need to be brave and use your skills to survive, to adapt and to thrive. 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!



24 Video Game Collection

The CLD&J currently circulates video games for PlayStation 3 and 4, Xbox One, Wii, and Nintendo Switch console systems. Look for these games in the Browsing Area. Patrons may check out up to 3 titles per valid OCPL library card.

CLD&J now offers a Sega Genesis Mini Console for checkout. This console comes preloaded with 42 of Sega's legendary games. It is easily connected to your TV with the included HDMI cable. You must be 18 years and older to check out the Sega Genesis Mini Console. The console circulates for a week. Ask for it at the Information Desk.



Games Collection Policies

About Borrowing Materials from the CLD&J Board Games Collection

Checkout Policy

- 1) Patrons must be at least 18 years of age to check out board games (not including books and media) and have a valid OCPL Library Card in good standing.
- 2) Regular loan period is one week, with one renewal allowed. Holds may also be placed for items if they are not immediately available.
- 3) Patrons may borrow up to 3 games at a time.
- 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.

Replacement Costs

Patrons must agree to pay all replacement costs associated with damage, loss, or theft of board games and accessories.

If you are unclear about the cost of an item, ask the librarian in charge before checking out the item. The librarian in charge will conduct a physical check of the item when it is returned.

Regularly overdue charges will apply at \$2 per day with a maximum fine of \$20.
Accessory costs vary.

Library Hours

Monday - Thursday

10:00 am - 9:00 pm

Friday & Saturday

10:00 am - 5:00 pm

Sundays

1:00 pm - 5:00 pm

Summer Hours Vary



Community Library

of DeWitt & Jamesville

CLDandJ.org | 315 446-3578 | 5110 Jamesville Rd. DeWitt, NY 13078