BOARD GAMES

The Media and Reserve Library, located on the lower level of the west wing has board games that cover a multitude of subjects. For more information on these titles, consult the Libraries’ online catalog.

APPLES TO APPLES
Card Game
Call #: Board Game-8
Summary: The Game of Hilarious Comparisons.: APPLES to APPLES is the wild, award-winning card game. It’s as easy as comparing apples to apples. Select the card from your hand that you think is best described by a card played by the judge. If the judge picks your card, you win that round. And everyone gets a chance to be the judge. Each round is filled with surprising and outrageous comparisons from a wide range of people, places, things and events. For 4-8 players.

BATTLESHIP
Board Game
Call #: Board Game-16
Summary: Battleship game is the classic game of naval combat that brings together competition, strategy, and excitement! In head-to-head battle, players search for the enemy’s fleet of ships and destroy them one by one. For 2 players.

BUNCO
Dice Game
Call #: Board Game-13
Summary: Bunco is a game with players trying to score points while taking turns rolling three dice. A Bunco is achieved when a person rolls three-of-a-kind and all three numbers match the round number. For 2-12 players.

EL CABALLERO
Board Game
Call #: Board Game-20
Summary: Players explore and attempt to control the lands and waterways of the New World. The players are following Columbus by exploring the islands he discovered. Players slowly explore the islands – by picking and placing land tiles that are most favorable to them – and discover wealth in the form of gold and fish. As they learn about the land and sea areas of this new land, they position their caballeros to try to maintain control of the important regions. Castillos give them a measure of protection from others, and ships allow them to establish trade and to fish for food. For 2-4 players.

BIG IDEA (In FRENCH)
Card Game
Call #: Board Game-24
Summary: Players have a hand of adjective and noun cards, and combine any number of them to create a fancy invention. They then take turns pitching their ideas to everyone in the game, lobbying players as if they were in front of a crowd of venture capitalists. Players then secretly vote on which idea they feel should be rewarded, placing a reward card face down in front of the chosen invention and blank cards in front of all other inventions. The player who collects the most rewards wins the round.

CHECKERS
Board Game
Call #: Board Game-14
Summary: Abstract strategy game where players move disc-shaped pieces across checker board. Pieces only move diagonally, and only one space at a time. If a player can move one of his pieces so that it jumps over an adjacent piece of their opponent and into an empty space, that player captures the opponent’s disc. For 2 players.
CIRCULAR REASONING: THE WELL OF POWER
Board Game
Call #: Board Game-6
Summary: Circular Reasoning is a game where players race each other to get all their tokens to the center of a circular board. The board alters itself as the game presses on, impacting how players interact with each other and how they intend to win.
For 2-4 players.

CLUE
Board Game
Call #: Board Game-15
Summary: One murder… 6 suspects. 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! Was it Plum with the wrench in the library? Or Green with the candlestick in the study? For 2-6 players.

ET TOQUE! (In FRENCH)
Board Game
Call #: Board Game-27
Summary: This game is completely in French. Time to see what kind of chef you could be, so don your toque and get to the kitchen! Each round in Et Toque!, players receive an erasable magnetic board, a marker and a dozen magnetic tiles, each showing a random ingredient. Then they secretly receive a menu theme card showing the dinner for which they must prepare: a feast for vampires, dinner in the savannah, a meal for hippies… They must use at least four of their tiles to create a meal plan, which can consist of any number of dishes. With the marker they can add connecting words to embellish their dishes, but they cannot write nouns or adjectives. Use the ingredients given to you! Bon appétit!
For 3-6 players.

EXPANCITY
Board Game
Call #: Board Game-1
Summary: Expacity is an upwards moving strategy game where players build a 3D city together. Players work together to form the city grid, all the while trying to shape the city in order to grant them the most valuable buildings and contracts. In the end, players finish a beautiful one-of-a-kind city on the table.
For 2-4 players.

FAKE NEWS
Card Game
Call #: Board Game-5
Summary: Score points for the most hilariously believable headlines using Image and Topic cards for the chosen Audience, because everything else is just FAKE NEWS!

FARKLE FLIP
Card Game
Call #: Board Game-11
Summary: Farkle Flip puts a new spin on the Farkle game! Flip cards over, hoping to make combinations to help you win using your own hand, or another player’s hand. If you draw a Farkle, you lose your points for that round.
For 2 or More Players.

FIFTH AVENUE
Board Game
Call #: Board Game-18
Summary: Fifth Avenue takes place in New York during the building boom of the 1930s. Each player is building skyscrapers along the prestigious Fifth Avenue, competing for the best location next to the most businesses. During scoring actions and at the end of the game, players score points per skyscraper depending on the number of different types of businesses that are adjacent.
For 2-4 players.

GAME OF 49
Board Game
Call # Board Game-26
Summary: Starting with $49 apiece, players in The Game of 49 bid to buy spaces on the 49-square game board. Randomly drawn number cards are auctioned one at a time, with the highest bidder placing a chip on the matching board space. Wild/Payoff cards give players a choice of where to place their chip and also award cash to all players for their chips on the board. The first player to claim four spaces in a row, in any direction, wins.
For 2-5 players.
GAME OF PHONES
Card Game
Call #: Board Game-4
Summary: What Will You Share Next? Game of Phones is a card game where all you need is your smartphone to take on creative and unexpected challenges. It’s the ultimate digital scavenger hunt!

IMAGINIFF
Board Game
Call #: Board Game-9
Summary: How well do you really know your friends? Imaginiff is the hilarious game that challenges players to imagine what their opponents are most like. The game challenges you to "imagine if" a fellow player were a noun or placed in a certain situation. Players choose from one of six options provided below the question. Choose the most popular answer and advance on the game board. Be the first player to reach the center and win. For 3-8 players.

KEEP CALM
Card Game
Call #: Board Game-3
Summary: Keep Calm is the hilarious party game where the players are put into ridiculous situations and must decide what they are going to do. Whether you Keep Calm or Panic, you’ll laugh doing it.
For 3-8 players.

MALL WORLD
Board Game
Call #: Board Game-17
Summary: Players compete in the building of Mall World, scheduled to be the largest indoor shopping mall in the world. In the planning of a mall this size, it is important to get the right shops in the right locations and the player best able to do this will win the game.
For 3-5 players.

MAMMOTH HUNTERS
Board Game
Call #: Board Game-21
Summary: Imagine a cold and windy autumn day about 30,000 years ago. For hours the hunters have shadowed the mammoth herd. Will they succeed? Will they be able to bring down one of the huge beasts? If they succeed, the beast will feed the tribe for many weeks ...
Players take the role of these fearless ice age hunters. They try to remain close to the mammoth herds as they wander from region to region. As all hunters want to be close to the mammoths, conflict is inevitable. For 3-5 players.

MASTER THIEF
Card Game
Call #: Board Game-2
Summary: Steal the Most Valuable Items From the Museum! Foil your opponents’ attempts to do the same and escape without getting caught! Master Thieves begin every turn by stealing items from the Museum. Museum Cards are designed with way-finding to guide your actions throughout the game. Action Cards represent what you’re up to in the darkness of the Museum, like sneaking, swiping, stashing and stealing. But while you’re collecting loot, remember to keep a close eye on the remaining time and the alerted Security to plan the perfect getaway. Escape from the Museum with the most valuable works of art, and pull off the grandest heist of all time!
For 3-6 players.

MESSAGE TO THE CZAR
Board Game
Call #: Board Game-19
Summary: The governors have important messages that must reach the czar as quickly as possible. Because the governors live in provinces in the far reaches of his empire, a governor must be clever and a little lucky to be the first to get his message to the czar, winning the game and the favor of the czar. The players each send several couriers on the long and convoluted trip to the czar’s palace. Along the way, the couriers travel from village to village through swamps, forests, and mountains. In each village, the couriers check in to one of the inns and spend the night. But only the early risers will be able to move on to the next village in the morning. Those who sleep late must remain in the village for another night, hoping the new day will provide better opportunities.
MEXICAN TRAIN
Domino Game
Call #: Board Game-28
Summary: Mexican Train is played with double twelve dominoes that run from double blank to double twelve. Each player picks a certain amount of dominoes to start the game. The object is to form a path called a “train” that starts from the game’s center hub. The game lasts until a player has played all their dominoes.
For 2-8 players.

RUMMIKUB
Tile Game
Call #: Board Game-17
Summary: Rummikub is easy to learn and fast moving, it's different every time it's played, it combines luck and strategy, and it changes quickly so every player has a chance to win until the very end. Players take turns placing numbered tiles in runs and groups, rummy style. The 'board' continually changes as players adjust the tiles on the table. Be the first player to play every tile on your rack to win.
For 2-4 players.

SCRABBLE
Board Game
Call #: Board Game-10
Summary: Put letters together, build words, add up your points and win! This classic game features the classic Scrabble equipment for a big-time word-on-word showdown. Do you see a word your opponent hasn't seen? A double or triple letter or word space that will let you earn big points? Could the luck of the draw win you the game? Use your letters to score points and challenge your family and friends.

TRELLIS
Board Game
Call #: Board Game-7
Summary: Grow a beautiful garden of tiles on which flower meeples bloom down connecting vines of the same color. Players race to be the first to play all their flowers first in this cascade of color and fun. The twist? When growing the garden, helping others bloom can be really good for the active player - even secure the immediate win!
For 2-4 players.

TRIVIAL PURSUIT: WORLD OF HARRY POTTER
Card Game
Call #: Board Game-23
Summary: Trivial Pursuit: World of Harry Potter is trivia game with 600 questions on 100 cards based on the Harry Potter films. The questions cover six categories: The Dark Arts, Hogwarts, Magical Spells & Potions, Magical Objects, Magical People, and Animals & Magical Creatures.

UNO
Card Game
Call #: Board Game-12
Summary: UNO is the classic card game where players take turns matching a card in their hand with the current card shown on top of the deck either by color or number. Special action cards deliver game-changing moments as they help you defeat your opponents. These include Skips, Reverses, Draw Twos, Wild and Draw Four Wild cards. And when you’re down to one card, don’t forget to shout “UNO!” The first player to rid themselves of all the cards in their hand before their opponents wins.
For 2-10 players.

WE”RE DOOMED
Board Game
Call #: Board Game-25
Summary: We’re doomed! The world is coming to an end! We must act now to survive!!! Players are the most powerful leaders in the world working alongside up to nine others to build a starship. Time is short! The goal? Build and be on a starship that escapes a dying world — or betray everyone to ensure your own survival. No seats on the starship are guaranteed. We’re Doomed! is a quick, timed, panic-inducing game of international collaboration, retaliation, diplomacy, conspiracy, and blowing each other up for fun!
For 4-10 players.

YAHTZEE
Dice Game
Call #Board Game-22
Summary: This is the classic dice game. How will you roll? Will you stick with a straight, hustle for a full house, or risk it all for a 5-of-a kind Yahtzee score?