

## BOARD GAMES

Media and Reserve Services, 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. 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. For 4-8 players.

### **BATTLE LINE**

Board Game

Call #: Board Game-36

Summary: Battle Line is built around the theme of warfare during the age of Alexander the Great. To win, you must create powerful formations along your side of the line of battle that are superior to those of your enemy. For 2 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.

### **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.

### **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. For 2-4 players.

### **CANDY LAND**

Board Game

Board Game-37

Summary: The race is woven around a storyline about finding King Kandy, the lost king of Candy Land. Players take turns removing the top card from a stack, and then moving their marker ahead to the next space of that color. For 2-4 players.

### **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. For 2 players.

## **CHESS**

Board Game

Call #: Board Game-38

Summary:

Chess is played in a square board, made of 64 smaller squares, with eight squares on each side. The goal of the game is for each player to try and checkmate the king of the opponent.

There are rules about how pieces move, and about taking the opponent's pieces off the board. For 2 players.

## **CHINESE CHECKERS**

Board Game

Call #: Board Game-33

Summary: The objective of this strategy board game is to be first to race all of one's pieces across the hexagram-shaped board into "home"—the corner of the star opposite one's starting corner—using single-step moves or moves that jump over other pieces. For 2-6 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.

## **DOMINANT SPECIES**

Board Game

Call#: Board Game-41

Summary: 90,000 B.C.- A great ice age is fast approaching. Dominant Species is a game that abstractly recreates a tiny portion of ancient history: the ponderous encroachment of an ice age and what that entails for the living creatures trying to adapt to the slowly-changing earth. 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! 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, or a meal for hippies... 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. 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 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. For 2-5 players.

### **GAME OF LIFE**

Board Game

Call #: Board Game-34

Summary: In The Game of Life game players can make their own exciting choices as they move through the twists and turns of life. Move the car token around the gameboard from Start to Retirement, and experience unexpected surprises related to family, career, dream vacations, and other milestones of life.  
For 2-4 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.  
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.

### **LEAPING LEMMINGS**

Board Game

Call #: Board Game-39

Summary: Each player controls a cloned clan of lemmings that have been specially trained to compete with the other lemming clans, all trying to scurry down a canyon and hurl themselves over a cliff. Beware the hungry eagles circling overhead or your lemmings might not even make the cliff edge!  
For 2-6 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. 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! 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.

### **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. For 2-8 players.

### **MONOPOLY**

Board Game

Call #: Board Game-35

Summary: It's the fast-dealing property trading game where players buy, sell, dream and scheme their way to riches. For 2-6 players.

### **NOUNSENSE**

Card Game

Call #: Board Game-31

Summary: Describe for your teammates the person, place or thing on one of the cards in play. Round two, you only get 3 words to describe the same nouns! Round three...guess the person, place or thing from one word clues! For 2 teams of 2 or more players.

### **PAIRZI**

Card Game

Call # Board Game-45

Summary: Roll a pair, find a pair, be faster than all others there. It is an easy to learn, fast-paced, card-matching game with a twist that creates playful competition and unavoidable laughter. Be the first to find matching pairs of Critter Cards to win! Here's the twist, before you can look for Critter Cards you must roll a pair with your dice, two 3's for example. Roll a pair, find a pair, repeat. There's not just one way to play PAIRZI. For 2-6 players.

### **PARTINI**

Card Game

Call #: Board Game-30

Summary: Team pick coasters to find one of six possible games: Straight-up- you write down something about your teammate. Bouncers- your team draws a card and the card tells you how you must bounce ball it into the cup. Mime Twist is charades. What Not - Pick a card and try to get your teammate to guess what object is listed but you can only say what it is not. Hum Punch- you hum a song title. Clay Smoothie- you must sculpt what is listed on the card. For multiple teams.

### **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. For 2-4 players.

### **SCRABBLE**

Board Game

Call #: Board Game-10

Summary: Put letters together, build words, add up your points and win!

## **SORRY**

Board Game

Call#: Board Game-32

Summary: This classic game of luck, strategy, and determination.

By drawing cards, players move their game pieces around the board, hoping to eventually accumulate all their pieces at the final destination--home sweet home. Players can send each other's pawns back to the starting line, thus forcing one another to lose ground and begin all over again. For 2-4 players.

## **TENZI**

Card Game

Call#: Board Game-46

Summary: TENZI is a fun, fast frenzy. To play TENZI you must roll your 10 dice as fast as you can to get the different outcomes on the cards. For 2-4 players.

## **THUNDER ALLEY**

Board Game

Call #: Board Game-40

Summary: Thunder Alley is a stock car racing game with the feel and flexibility of a card-driven simulation. Players controls not one car, but a team of 3-6 cars. Each race is not only a run for the checkered flag but an effort to maximize the score for every car on your team. For 2-7 players.

## **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: FLICKS, GOOD LIFE, SPORTS**

Card Game

Call #: Board Game-43

Summary: Trivial Game with 3 sets of cards focuses on flicks, the good life and sports.

## **TRIVIAL PURSUIT: 20<sup>TH</sup> ANNIVERSARY**

Card Game

Call #: Board Game-29

Summary: Celebrate all things trivial from the past 20 years with this anniversary edition of Trivial Pursuit. Contains 3,600 all-new questions spanning 1982-2002. Question categories include: Global View, The Written Word, Sound & Screen, Innovations, News and Game Time. For 2-6 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.

## **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. For 2-10 players.

## **WALKING DEAD CARD GAME**

Card Game

Call #: Board Game-44

Summary: This is an action card game of zombie survival where players can compete in either Hero mode or Survival mode to eliminate as many zombie cards as possible and rack up the most points each round. For 2-6 players.

## **WELCOME TO CENTERVILLE**

Board Game

Call #: Board Game-42

Summary: Centerville abstractly models the growth and management of a small city. Players act as entrepreneurs, tycoons, politicians, and other local movers and shakers working to develop a modern urban area. For 2-4 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. 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?