



12 - 4 15

# 4-WAY COUNTDOWN!

**Published** 2004  
**Publisher** Cadaco  
**Designer**  
**Artist**  
**Theme** Dice  
**Mechanic** Dice Rolling

Players compete to achieve all numbers from 1 through 10 using 2 dice and simple math. Score is marked with wooden pegs that are flipped when a number is achieved. Basically a four player version of Shut the Box. But it includes some

variation. Players may not use the two dice as separate numbers to flip two pegs. Instead they use the two numbers with a basic math operand to create a single number to choose a peg. Example: D...

*rating*  
 5.3  
 1.3  
*difficulty*



12 - 4 0

# A CHARLIE BROWN CHRISTMAS

**Published** 2007  
**Publisher** Sababa Toys, Inc.  
**Designer** (Uncredited)  
**Artist** Charles M. Schulz  
**Theme** Children's Game  
**Mechanic** Roll / Spin and Move

From the publisher: Players move around the game board, decorating Charlie Brown's tree--which really lights up--giving gifts and collecting candy canes. The first player to make it back to the Season's Greetings area lights

up the tree and wins! Includes game board, playing pieces, spinner, game cards and instructions. 2-4 players. Ages 5 and up. Tree includes 2 replaceable button batteries. There were two editions of t...

*rating*  
 4.9  
 0.0  
*difficulty*



12 - 4 0

# ABSOLUTE ZERO JUNIOR

**Published** 2020  
**Publisher** Games by Absolute Zero  
**Designer** Betsy Mays  
**Artist**  
**Theme** Card Game  
**Mechanic**

In this precursor to Absolute Zero, the objective is the same but numbers are smaller and ten frames are added for visual support.

*rating*

7.0

0.0

*difficulty*



12 - 6 90

# AMERICAN TRIVIA CHALLENGE: TENNESSEE EDITION

**Published** 1985  
**Publisher** Game Central  
**Designer** (Uncredited)  
**Artist**  
**Theme** Educational  
**Mechanic** Dice Rolling

This game is the Tennessee Edition of the American Trivia Challenge line of games. The questions are divided into multiple categories, including: 1. Business 2. People, Places, and Things 3. Arts & Sciences 4. Government & History 5. Fun & Games 6. Etcetera 7. Home State The players must move around the board, correctly answering questions at each category stop along the way. The game includes: ...

*rating*

5.0

0.0

*difficulty*



12 - 6

45

# ANAGRAMANIA

**Published** 2003  
**Publisher** Karmel Games  
**Designer** Dennis Klein  
**Artist**  
**Theme** Educational  
**Mechanic** Memory

Anagramania is an anagram-based board game for 2 to 6 players. Unlike typical anagram word puzzles, the clues in Anagramania are not just the word or words from which the answer is derived. Instead, Anagramania clues

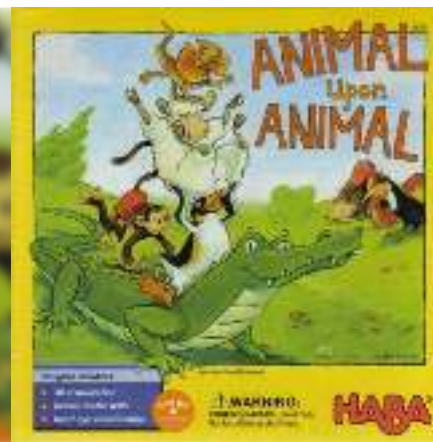
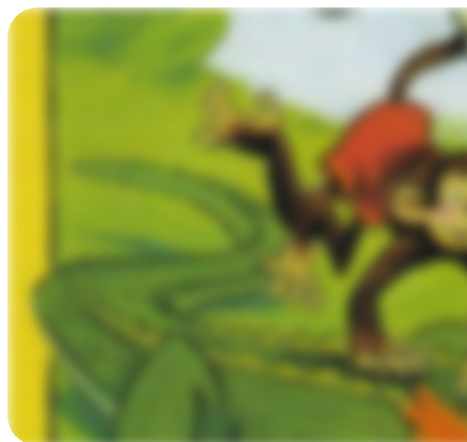
actually provide a hint or definition of the correct solution. Here's an example: "Sam rang a friend to find out why the letters he wrote were so confused!" The object is to re-arrange all the letters of th...

*rating*

5.4

1.0

*difficulty*



12 - 4

15

# ANIMAL UPON ANIMAL

**Published** 2005  
**Publisher** HABA  
**Designer** Klaus Miltenberger  
**Artist** Michael Bayer  
**Theme** Action / Dexterity  
**Mechanic** Dice Rolling

The animals want to show how good they are at making tall pyramids! They must be skillfully careful: Who will position the penguin on top of the crocodile, the sheep on top of the penguin, the serpent on the sheep? The

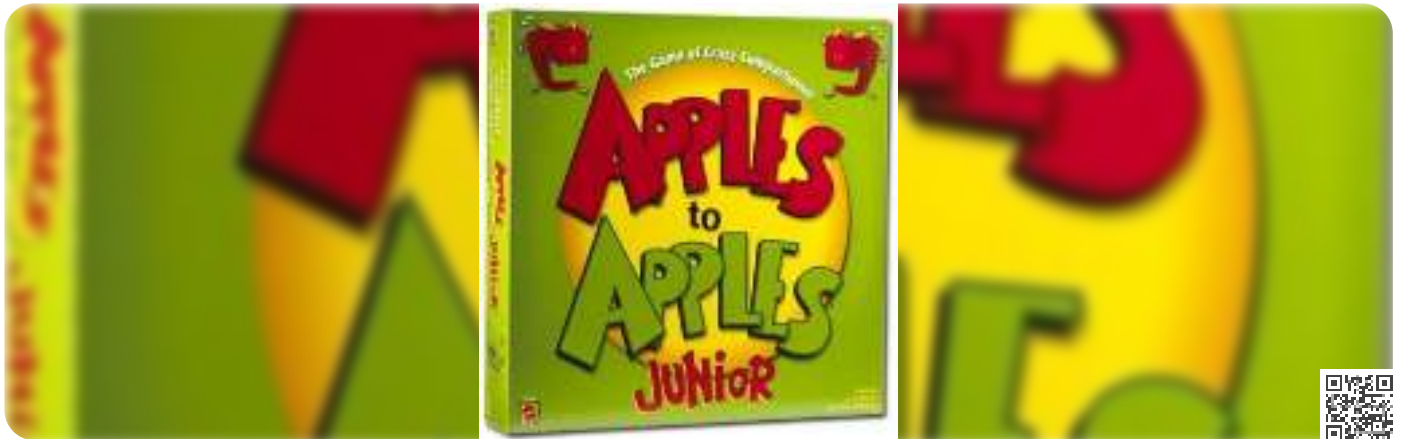
hedgehog wants to stand on top of the pyramid but the height is making him dizzy. Tier auf Tier (a.k.a. Animal Upon Animal, Pyramide d'animaux, and Dier op dier) is a simple stacking game, listed for ages 4-99, with 29 cu...

*rating*

6.8

1.0

*difficulty*



# APPLES TO APPLES JUNIOR

4-10 30

**Published** 2002  
**Publisher** Mattel  
**Designer** Matthew Kirby  
**Artist** John Kovalic  
**Theme** Card Game  
**Mechanic** Hand Management

As its name implies, this is a version of Apples to Apples designed for kids, although the basic game still works well with adults, too. The version has card optimized for middle-school aged children (9+). Also good for advanced

grade-school aged children. Compared to the original game, this edition features simplified words that even young children can understand and has no "suggestive" words that adults would be uncomfortable ...

*rating*

5.8

1.1

*difficulty*



# ASHES REBORN: RISE OF THE PHOENIXBORN

2-4 120

**Published** 2015  
**Publisher** Plaid Hat Games  
**Designer** Isaac Vega  
**Artist** Thander Lin  
**Theme** Card Game  
**Mechanic** Dice Rolling

In Ashes: Rise of the Phoenixborn, a two-player expandable card game, players take on the roles of Phoenixborns, demi-gods and protectors of this world. These characters are the great saviors of their

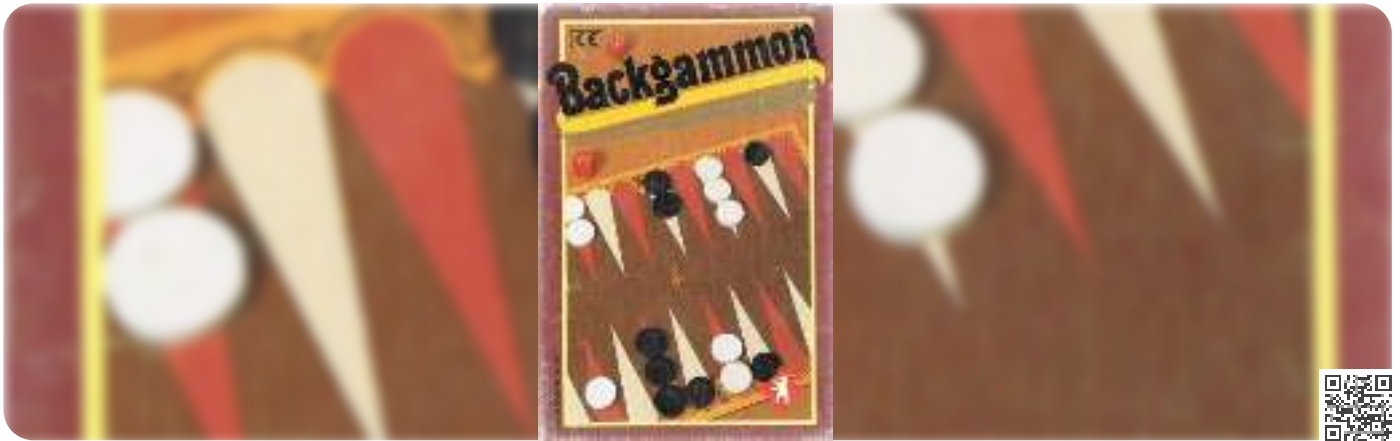
civilizations. Before they came into existence, the humans were plagued by monsters like chimeras that took away their lands and forced them to live in walled-off cities. When the Phoenixborns came, they

*rating*

7.3

2.9

*difficulty*



# BACKGAMMON

112 30

**Published** -3000  
**Publisher** (Public Domain)  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Abstract Strategy  
**Mechanic** Advantage Token

**B**ackgammon is a classic abstract strategy game dating back thousands of years. Each player has a set of 15 "men" that must be moved from their starting positions, around, and then off the board. Dice are thrown each turn, and each player must decide which of his men to move based on the outcome of the roll. Players can capture each other's men, forcing the captured men to restart their journey around the board. The winner is the first pl...

*rating*  
 6.5  
 2.0  
*difficulty*



# BAKUGAN BRAWL

112 0

**Published** 2008  
**Publisher** Sega Toys  
**Designer** Amanda Birkinshaw  
**Artist**  
**Theme** Deduction  
**Mechanic** Memory

**F**rom the back of the box: Strategy is your most powerful weapon. Use it wisely and claim victory. Go head to head! Choose to play as Dan or Masquerade in this action-packed board game. It's one part chess, one part card game and all Bakugan action. You have 13 warriors to command on the battle board, each with G-Powers and elemental bonuses. With your strategic use of playing cards, you can either bring sweet victory or crus...

*rating*  
 5.4  
 1.3  
*difficulty*



# BAMBOO BASH

12 - 8 15

**Published** 2021  
**Publisher** Imperial Publishing, Inc  
**Designer**  
**Artist**  
**Theme** Action / Dexterity  
**Mechanic** End Game Bonuses

In Bamboo Bash, you use a fake panda paw to strip bamboo bark from the center of the bamboo stems, trying not to

dislodge the panda cub from the top of the stem or else it will eat all the bark you've dislodged.

*rating*  
3.8  
0.0

*difficulty*



# BATTLESHIP

12 30

**Published** 1931  
**Publisher** (Unknown)  
**Designer** Clifford Von Wickler  
**Artist** (Uncredited)  
**Theme** Children's Game  
**Mechanic** Paper-and-Pencil

Battleship was originally a pencil-and-paper public domain game known by different names, but Milton Bradley made it into the well known board game in 1967. The pencil and paper grids were changed to plastic grids

with holes that could hold plastic pegs used to record the guesses. Each player deploys his ships (of lengths varying from 2 to 5 squares) secretly on a square grid. Then each player shoots at the other's grid by calling a loc...

*rating*  
4.6  
1.2

*difficulty*



# BETRAYAL AT HOUSE ON THE HILL

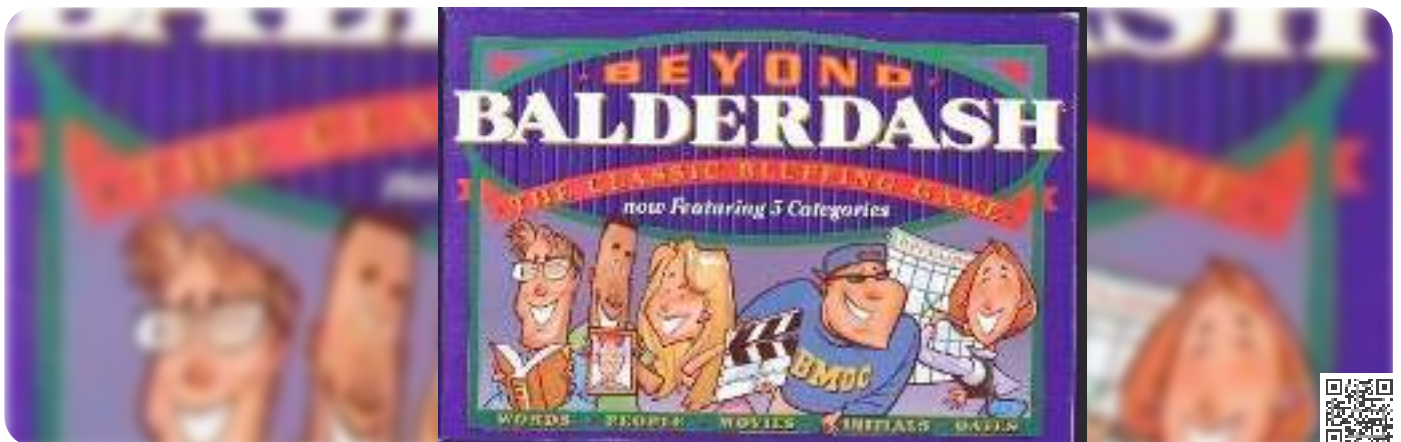
13 - 6 60

**Published** 2004  
**Publisher** Avalon Hill Games, Inc.  
**Designer** Bruce Glassco  
**Artist** Dennis Crabapple McClain  
**Theme** Adventure  
**Mechanic** Dice Rolling

**F**rom the press release: Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate. With

an estimated one hour playing time, Betrayal at House on the Hill is ideal for parties, family gatherings or casual fun with friends. Betrayal at House on the Hill is a tile game that allows players to build ...

*rating*  
 7.0  
 2.3  
*difficulty*



# BEYOND BALDERDASH

12 - 6 45

**Published** 1993  
**Publisher** Canada Games  
**Designer** Laura Robinson  
**Artist**  
**Theme** Bluffing  
**Mechanic** Paper-and-Pencil

**B**eyond Balderdash is the expanded second edition of Balderdash. Balderdash is based on bluffing your opponents into guessing your false definitions to obscure words. Beyond Balderdash adds several new categories

to the mix: Movies (make up a plot), Dates (say what happened on it), People (say what the person did), and Initials (make up what they stand for). The real answers are often even more outrageous than the bluffs, so the game offers ple...

*rating*  
 6.8  
 1.4  
*difficulty*



# BIG BOGGLE

12 - 8 10

**Published** 1979  
**Publisher** Editrice Giochi  
**Designer** Alan Turoff  
**Artist**  
**Theme** Real-time  
**Mechanic** Pattern Recognition

**B**ig Boggle is a timed word game where players attempt to find as many connected words as possible from the face up letters resting in a 25 cube grid. When the timer runs out, players compare their list of words and remove

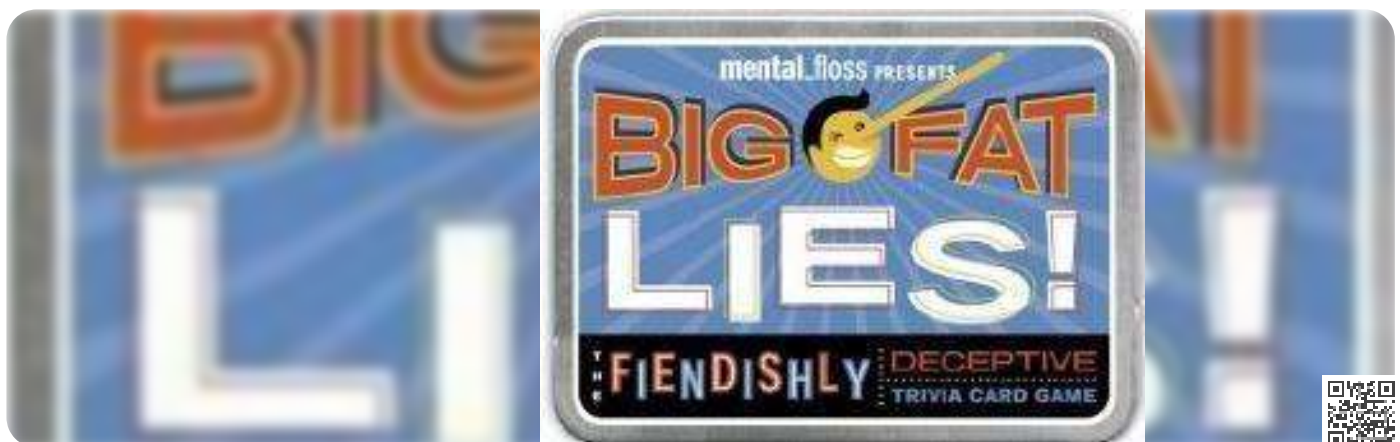
any shared words. Points are then awarded for remaining words, depending on how many letters are in the word. Big Boggle is similar to the standard Boggle, but with the following changes: uses a 5x5 grid ins...

*rating*

6.8

1.5

*difficulty*



# BIG FAT LIES

12 30

**Published** 2008  
**Publisher** mental\_floss  
**Designer** (Uncredited)  
**Artist**  
**Theme** Trivia  
**Mechanic** Open Drafting

**C**ards consist of one truth and one lie on each side, cards are drawn and read aloud to the other player/team. If the two lies are identified correctly the guessing player/team keeps the card and continues to guess. If both lies are not

identified, the card goes in a discard stack and the reading player/team becomes the guessing player/team. There are six categories of cards, play continues until one player/team has collected at least one card fr...

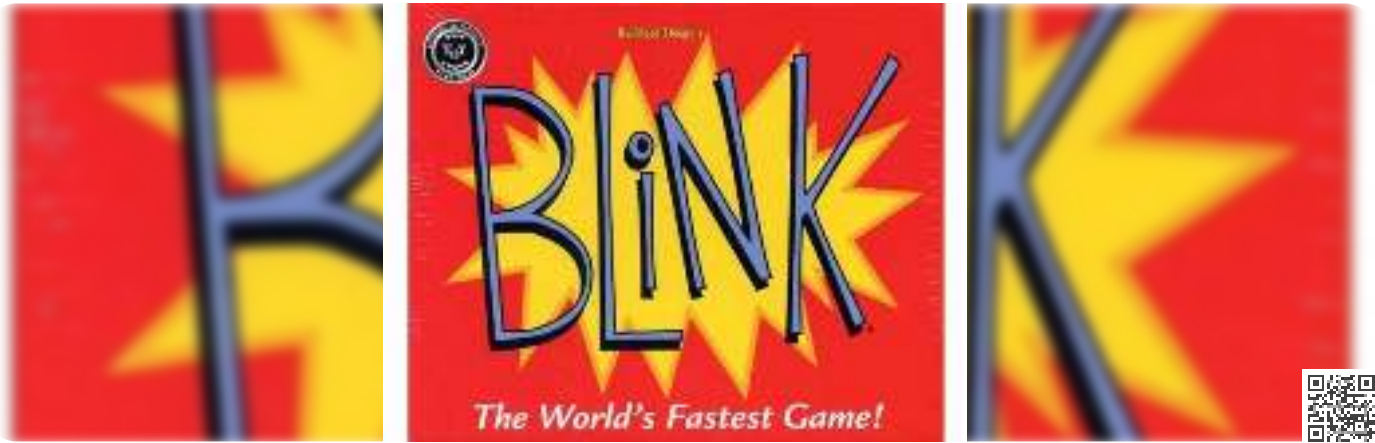
*rating*

6.0

0.0

*difficulty*





12 - 3 20

# BLINK

**Published** 1995  
**Publisher** Adlung-Spiele  
**Designer** Reinhard Staupe  
**Artist** Oliver Freudenreich  
**Theme** Action / Dexterity  
**Mechanic** Pattern Recognition

The two-minute-long, two-player card game Blink bills itself as the fastest game in the world. Without taking turns, players race to empty their hands by matching the color, shape, or number of symbols on their cards in hand to the top card of the two discard piles in the center of the table. As soon as a player lays down one card, they can draw another, up to the hand size of three cards. If both players can't play, they can both draw a card dire...

*rating*

5.9

1.0

*difficulty*



12 - 4 20

# BLOKUS

**Published** 2000  
**Publisher** Educational Insights  
**Designer** Bernard Tavitian  
**Artist** Alan D. Hoch  
**Theme** Abstract Strategy  
**Mechanic** Enclosure

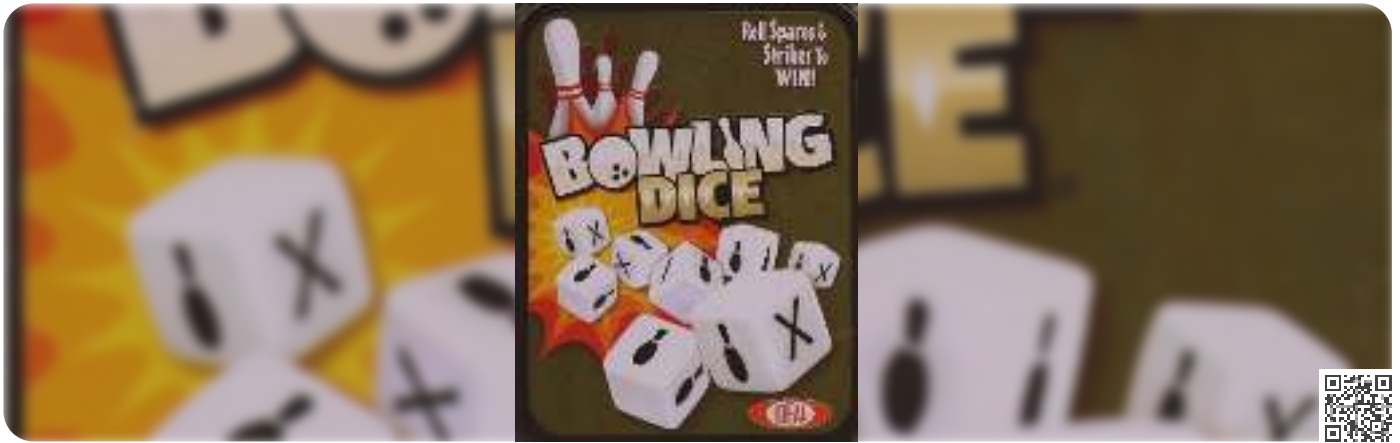
Blokus (officially pronounced "Block us") is an abstract strategy game with transparent, Tetris-shaped, colored pieces that players are trying to play onto the board. The only caveat to placing a piece is that it may not lie adjacent to your other pieces, but instead must be placed touching at least one corner of your pieces already on the board. There is a solitaire variation where one player tries to get rid of all the pieces...

*rating*

6.8

1.7

*difficulty*



# BOWLING DICE

1 - 10 10

**Published** 1999  
**Publisher** (Unknown)  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Dice  
**Mechanic** Dice Rolling

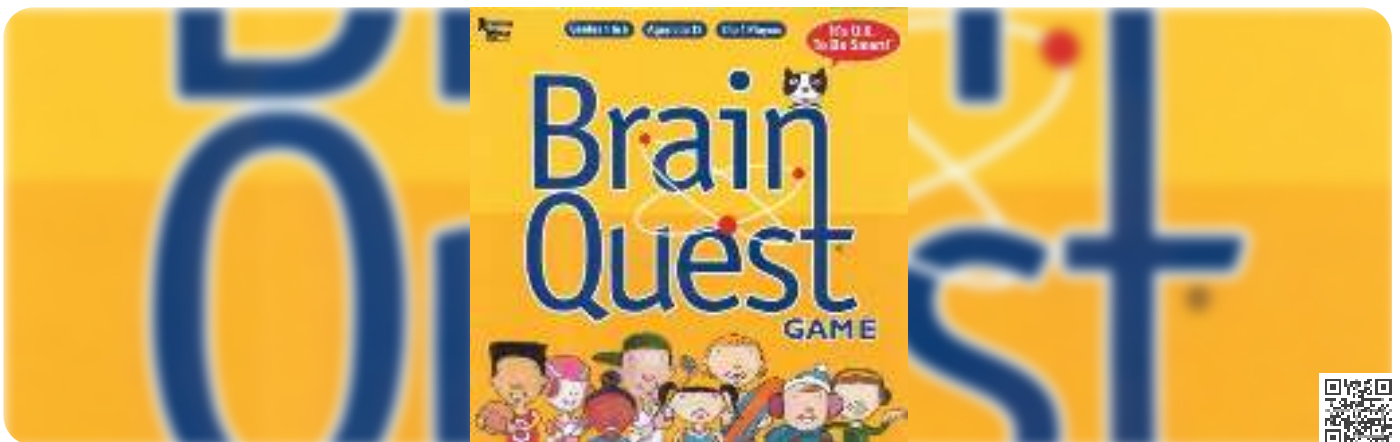
**f**rom the box: "All the fun of lane bowling without the gutter balls" and "The bowling game you can play anywhere, anytime!" Roll the dice, score the points as in bowling, pass the dice to the next player. Comes with 10 dice and scoring pad. Similar games: Spare Time Bowling Bowl and Score Bowl-A-Strike

*rating*

4.5

1.0

*difficulty*



# BRAIN QUEST

2 - 4 60

**Published** 1993  
**Publisher** University Games  
**Designer** (Uncredited)  
**Artist**  
**Theme** Children's Game  
**Mechanic** Roll / Spin and Move

**B**rain Quest is a roll and move trivia game for players in grades 1 to 6. Players roll a die then are asked a question. Each card has 6 questions on it, one for each grade level. A player may only select a question from a grade equal to the grade he/she has started or higher. If the correct answer is given, the player moves ahead a number of spaces equal to the die roll plus the difference between the lowest grade he/she could have selecte...

*rating*

4.4

1.2

*difficulty*



# BREWING SHENANIGANS

12 - 10 15

**Published** 2023  
**Publisher** (Self-Published)  
**Designer**  
**Artist**  
**Theme** Card Game  
**Mechanic**

In Brewing Shenanigans, players take the role of a competing barista in Café Glaum's annual Bean Lien! As such, they will be investing time into their slow brew Siphon, dirtying the necessary tools to create vital

ingredients, combining those ingredients to craft Espresso based drinks, all while brewing shenanigans in an attempt to foil their opponent's progress! Participating baristas will attempt to utilize wit an...

*rating*

0.0

0.0

*difficulty*



# BUZZWORD

14 - 12 45

**Published** 2003  
**Publisher** Patch Products  
**Designer** Peggy Brown  
**Artist**  
**Theme** Party Game  
**Mechanic** Paper-and-Pencil

2004 Games Magazine Games 100 Honoree First, divide everyone into two teams. On your team's turn, one member attempts to give clues to 10 words. The cards state its "buzzword". Other team members must solve

each clue by saying the phrases that includes the buzzword. Meanwhile, the other team keeps track of the time and the missed clues. Score one point for each correctly solved clue. The clue giver reads the missed clues to th...

*rating*

5.7

1.1

*difficulty*



4.12 - 4 20

# CARCASSONNE JUNIOR

**Published** 2009  
**Publisher** Hans im Glück  
**Designer** Marco Teubner  
**Artist** Marcel Gräßler  
**Theme** Children's Game  
**Mechanic** Enclosure

**S**tory: On 14 July, the national holiday in France, the sheep, chickens and cows are set free in the town of Carcassonne. The children have great fun to catch the animals before dusk. In Carcassonne Junior, a.k.a. My

First Carcassonne, the players in turn draw a landscape tile and place it; unlike in normal Carcassonne, they always match. Amongst other features, the tiles show children in the player colors on the roads. Whenever a road is ...

*rating*  
 6.7  
 1.1  
*difficulty*



4.12 30

# CHECKERS

**Published** 1150  
**Publisher** (Public Domain)  
**Designer** (Uncredited)  
**Artist** Frank Hampson  
**Theme** Abstract Strategy  
**Mechanic** Grid Movement

**A**bstract strategy game where players move disc-shaped pieces across an 8 by 8 cross-hatched ("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. Jumping moves must be taken when possible, thereby creating a strategy game where players offer up j...

*rating*  
 4.8  
 1.7  
*difficulty*



112

0

# CHESS

**Published** 1475  
**Publisher** (Public Domain)  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Abstract Strategy  
**Mechanic** Grid Movement

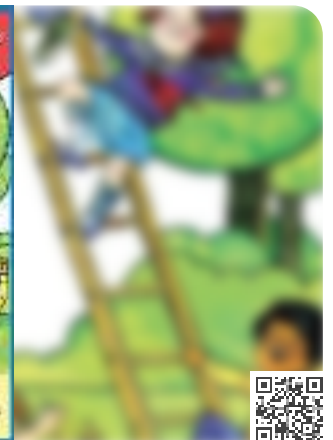
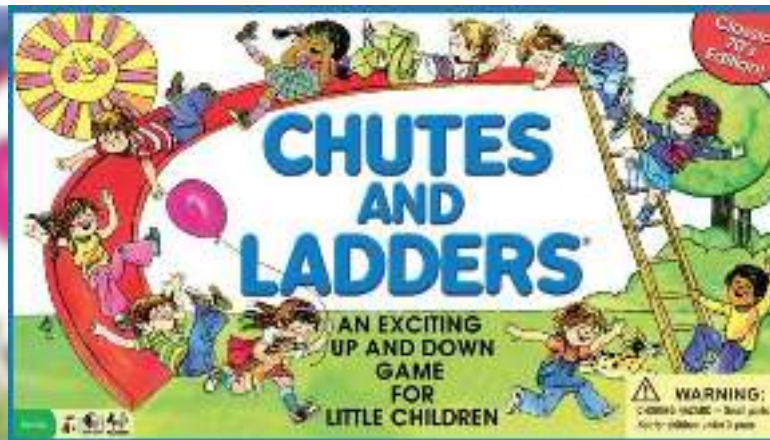
**C**hess is a two-player, abstract strategy board game that represents medieval warfare on an 8x8 board with alternating light and dark squares. Opposing pieces, traditionally designated White and Black, are initially lined up on either side. Each type of piece has a unique form of movement and capturing occurs when a piece, via its movement, occupies the square of an opposing piece. Players take turns moving one of their pieces in an attempt to capt...

rating

7.1

3.6

difficulty



112 - 6

30

# CHUTES AND LADDERS

**Published** -200  
**Publisher** (Public Domain)  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Animals  
**Mechanic** Dice Rolling

**T**raditional game from ancient India was brought to the UK in 1892 and first commercially published in the USA by Milton Bradley in 1943 (as Chutes and Ladders). Players travel along the squares sometimes using ladders, which represent good acts, that allow the player to come closer to nirvana while the snakes were slides into evil.

rating

2.8

1.0

difficulty



12 - 6 0

# CIRPLEXED!

**Published** 2012  
**Publisher** MindWare  
**Designer** Susan McKinley Ross  
**Artist**  
**Theme** Abstract Strategy  
**Mechanic** Pattern Building

**G**ame description from the publisher: Cirplexed! is the quick-start game in which strategy comes full circle! Each tile features quarter circles of different colors. Each

player creates her own game board by drawing and placing tiles, trying to create the most single-color circles. The game takes visual thinking and 360° of strategy to maximize your score.

*rating*

5.3

1.5

*difficulty*



12 15

# CONNECT 4 (REVISED EDITION)

**Published** 2008  
**Publisher** Hasbro  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Abstract Strategy  
**Mechanic** Pattern Building

**F**rom Hasbro.com: "Challenge a friend to checker-dropping fun with CONNECT 4! There are three ways to play, so choose your game: Original: Drop in your checkers and be the first to get 4-in-a-row to

win. Pop Out: Get 4 in a row by popping a checker out instead of dropping one in! Pop 10: Pop checkers out of the grid. If your checker is part of a 4-in-a-row, you get to keep it. The first player to get 10 checkers ...

*rating*

5.2

1.1

*difficulty*



2-6 15

# COUP

**Published** 2012  
**Publisher** Indie Boards & Cards  
**Designer** Rikki Tahta  
**Artist** Behnam Balali  
**Theme** Bluffing  
**Mechanic** Hidden Roles

**Y**ou are head of a family in an Italian city-state, a city run by a weak and corrupt court. You need to manipulate, bluff and bribe your way to power. Your object is to destroy the influence of all the other families, forcing them into exile. Only one family will survive... In Coup, you want to be the last player with influence in the game, with influence being represented by face-down character cards in your playing area. Each pl...

*rating*  
 7.0  
 1.4  
*difficulty*



2-10 10

# CRANIUM ZIGITY

**Published** 2004  
**Publisher** Cranium, Inc.  
**Designer** Marisa Pena  
**Artist**  
**Theme** Card Game  
**Mechanic** Hand Management

**E**ach card is representing a color. yellow: spell a word, red: count to eleven, blue: puzzle and green: collection of instruments. In the corners of each card all the colors are present. There are two kinds of action cards. Cards that let a player draw cards and card that avoid drawing cards. Each player receives seven cards. The other cards are placed face down in the middle of the table. The first player turns a card from the deck in the...

*rating*  
 5.3  
 1.0  
*difficulty*



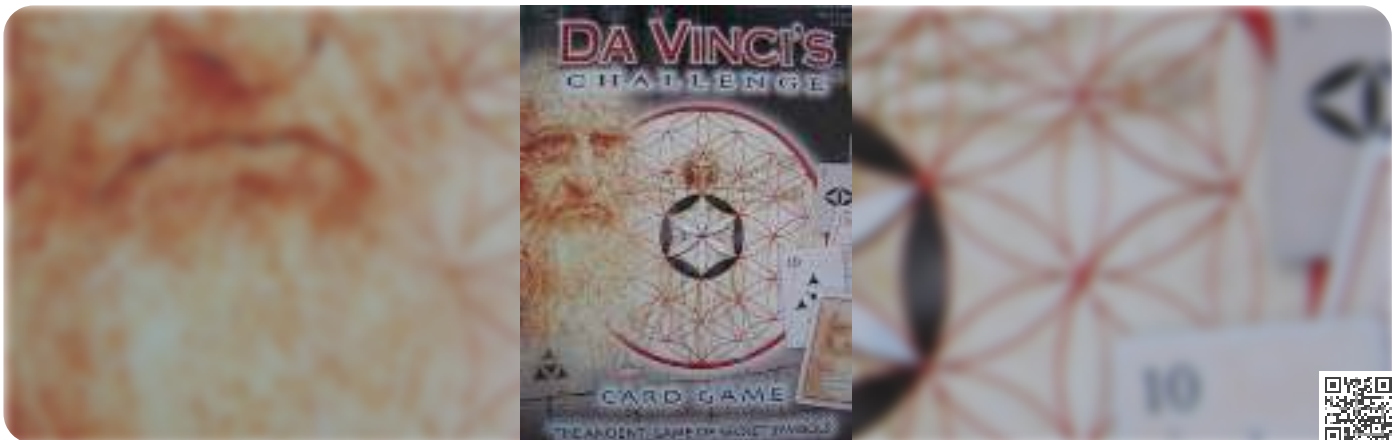
2 - 4 30

# CRIBBAGE

**Published** 1630  
**Publisher** (Public Domain)  
**Designer** Sir John Suckling  
**Artist**  
**Theme** Card Game  
**Mechanic** Hand Management

Cribbage is a card game invented in the early 17th century, based on the earlier game Noddy. It is played with a deck of standard playing cards and a signature piece of equipment called the cribbage board. Cribbage is traditionally played as a 2 player game. In the version usually played today, each player is dealt a hand of 6 cards, from which they discard 2 into a special pile called the Crib. One card is then cut from the draw pile a...

*rating*  
 7.0  
 1.9  
*difficulty*



3 - 4 0

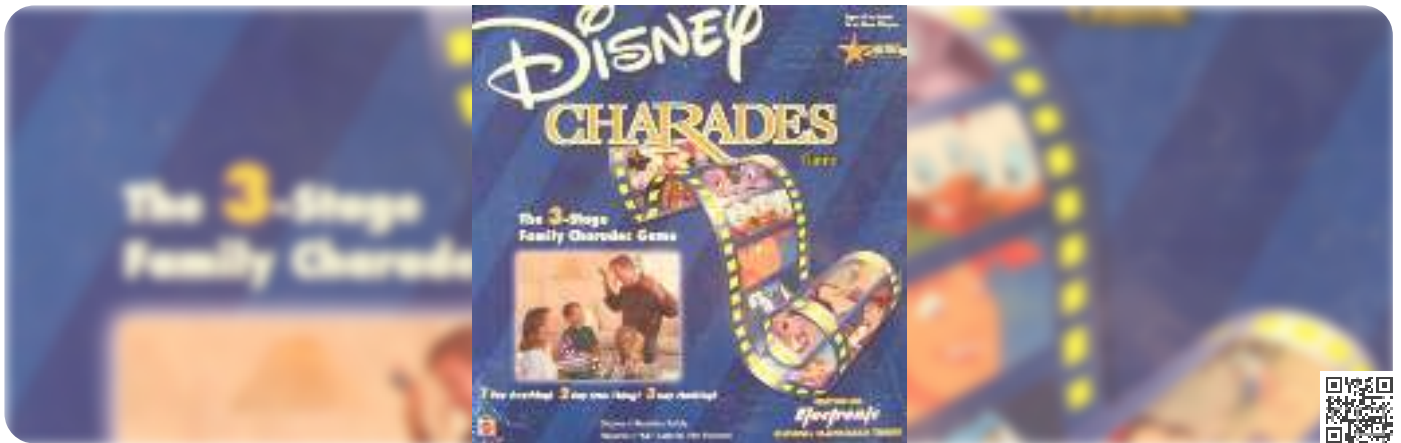
# DA VINCI'S CHALLENGE CARD GAME

**Published** 2005  
**Publisher** Briarpatch  
**Designer** Paul Micarelli  
**Artist**  
**Theme** Abstract Strategy  
**Mechanic**

This deck of cards featuring various symbols and numeric values is both a stand-alone game and an expansion for the board game of the same name. In the card game, the deck is dealt out to the players, who compete to be the first to run out of cards. The first player leads with either a single card or a matching pair of cards. Other players in turn must follow with the same number of cards featuring a higher numeric value or pass. If two player...

*rating*  
 4.1  
 1.1  
*difficulty*





# DISNEY CHARADES GAME

#14 - 99    45

**Published** 1999  
**Publisher** Mattel, Inc.  
**Designer** (Uncredited)  
**Artist**  
**Theme** Children's Game  
**Mechanic** Acting

**H**ow well do you know your Disney characters? Find out with the Disney Charades Game, which is based on the old Charades parlor game. The game includes 250 character cards showing both famous and not-so-famous

characters (such as Dumbo, Donald Duck, Hercules and Mulan) from movies, original videos, and old cartoons. There are also 50 color-coded cards with easier-to-guess characters (such as Winnie the Pooh and Cinderella), so younger children will...

*rating*  
 5.4  
 1.2  
*difficulty*



# DOMINOES

#12 - 10    30

**Published** 1500  
**Publisher** (Public Domain)  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Abstract Strategy  
**Mechanic** Pattern Building

**A** traditional tile game played in many different cultures around the world. This entry is for Western Dominoes; the standard set being the 28 "Double Six" tiles. Chinese Dominoes use a 32 tile set

with different distributions. Dominoes is a family of games using the "Western" style tiles. The standard set of tiles is based on the 21 different combinations made with a roll of two six-sided dice. Seven (7) additional...

*rating*  
 5.4  
 1.3  
*difficulty*



# DON'T FORGET THE LYRICS

12 - 10

0

**Published** 2008  
**Publisher** Dujardin  
**Designer** (Uncredited)  
**Artist**  
**Theme** Movies / TV / Radio theme  
**Mechanic** Cooperative Game

**B**ased on the FOX version of the game show, choose a Lyrics Card from one of the categories: Pop, Country, Love Songs, Divas, Rock, R&B,

1960s, 1970s, or 1980s. Sing the lyrics and see if your team can fill in the missing words. A player may ask other players for help.

rating

3.5

0.0

difficulty



# DOOMLINGS



# DOOMLINGS

12 - 6

45

**Published** 2022  
**Publisher** Mccoy & Meyer  
**Designer** Eric McCoy  
**Artist** Justus Meyer  
**Theme** Card Game  
**Mechanic** End Game Bonuses

**S**omewhere on a doomed and distant planet, life has emerged, competing for supremacy until the world's inevitable destruction. The object of the game is to score the most points by the time the world ends. Score points

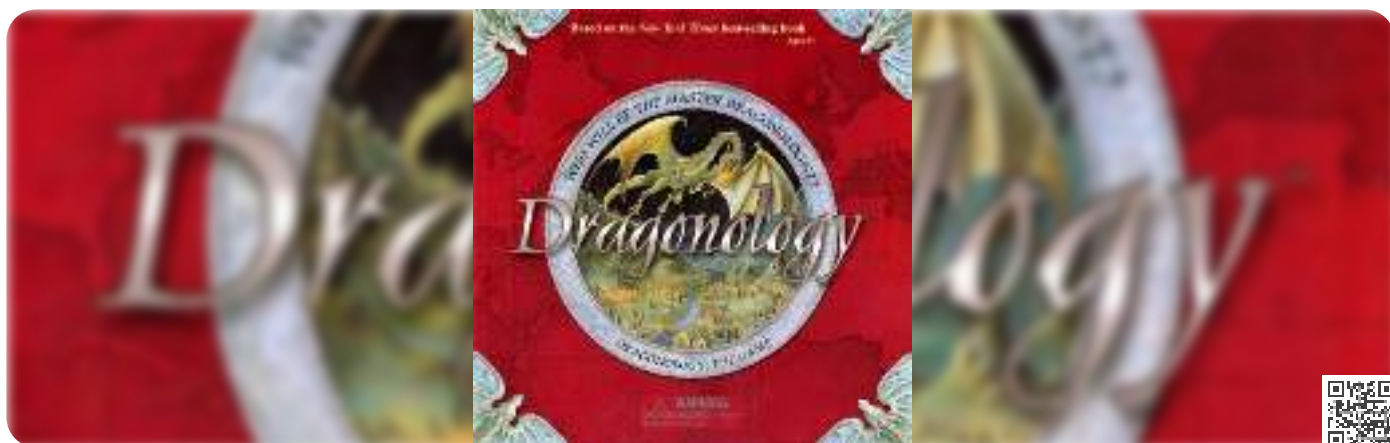
by playing Traits for your Doomlings' species, making them more adaptable, resilient, and mischievous. As your Doomlings assert their dominance, Catastrophes will befall the planet, causing setbacks for each competing spe...

rating

7.5

1.3

difficulty



2-6 60

## DRAGONOLOGY: THE GAME

**Published** 2006  
**Publisher** Paul Lamond Games Ltd  
**Designer** (Uncredited)  
**Artist**  
**Theme** Fantasy  
**Mechanic** Betting and Bluffing

Who will be the Master Dragonologist? Based on the NY Times best-selling title, Dragonology, players will travel the world by air, land and sea, gathering knowledge of nine different species of dragons, using ancient spells and dragon charms in their pursuit. With the same authentic look and feel as the book, the game includes a map game board, exquisitely detailed 3-dimensional sculpted dragon and dragonologist pieces and much more. ...

*rating*

4.5

1.5

*difficulty*



2-4 20

## DRAGONWOOD

**Published** 2015  
**Publisher** Gamewright  
**Designer** Darren Kisgen  
**Artist** Chris Beatrice  
**Theme** Adventure  
**Mechanic** Dice Rolling

Game description from the publisher: Dare to enter Dragonwood! Deep in the heart of this mythical forest lurk angry ogres, giggling goblins, and even the famed and fearsome fire-breathers themselves! In Dragonwood, you collect sets of adventurer cards to earn dice, which you then use to roll against your foes. Stomp on some fire ants, scream at a grumpy troll, or strike the menacing orange dragon with a magical silver sword. Choo...

*rating*

6.6

1.3

*difficulty*



2 - 4 15

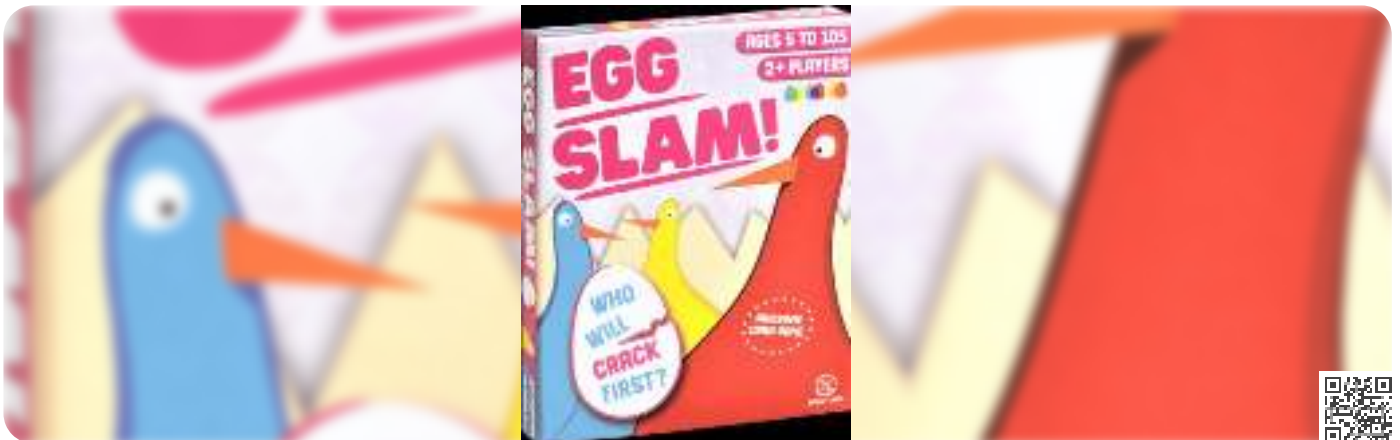
# DREAM CATCHER

**Published** 2020  
**Publisher** Space Cow  
**Designer** Laurent Escoffier  
**Artist** Maud Chalmel  
**Theme** Children's Game  
**Mechanic** Cooperative Game

There is nothing worse than a nightmare to spoil a good night's sleep! In Dream Catcher, use your observation skills to choose the best cuddly toy that will fully cover the disruptive nightmare. Dream Catcher is a board

game for the aged 4 years and up. Dive into your dreams and on each your turns, choose the right cuddly toy to fully cover the nightmare's shape. But observe closely because the smaller your cuddly toy is, the ...

*rating*  
 6.3  
 1.0  
*difficulty*



2 - 99 10

# EGG SLAM!

**Published** 2021  
**Publisher** Format Games  
**Designer** Matt Edmondson  
**Artist**  
**Theme** Animals  
**Mechanic** Real-Time

Egg Slam! is a color-mixing game in which players race to call out the colors of eggs laid by the rainbow birds. The deck consists of cards that birds in red, yellow, or blue with a background color that doesn't match the bird as well

as egg cards that feature a rainbow either in the center or on the background. Place three cards face up in separate piles, then split the deck equally among players. Players take turns flipping a c...

*rating*  
 5.3  
 0.0  
*difficulty*



13 - 8 30

## FACT OR CRAP

**Published** 2001  
**Publisher** Imagination Games  
**Designer** (Uncredited)  
**Artist**  
**Theme** Card Game  
**Mechanic** Card Drafting

**B**asic trivia game where players try to figure out if a statement is a Fact, or just a load of Crap. The players take turns being the Reader in a clockwise direction. After the Reader has read the first question, the other players

have to decide as fast as they can whether the answer is Fact or Crap. The players indicate their answer by putting face down either their Fact Answer card or Crap Answer card. The Reader then determin...

*rating*

3.8

1.2

*difficulty*



12 - 4 10

## FRIDA'S FRUIT FIESTA GAME

**Published** 0  
**Publisher** Educational Insights  
**Designer**  
**Artist**  
**Theme** Children's Game  
**Mechanic** Pattern Building

**L**earn letters with Frida! It's lunchtime in the rainforest and Frida is collecting letters for her little ones. Spin, find, squeeze, and set four letters in a row first to win this fruity preschool letter game. For 2-

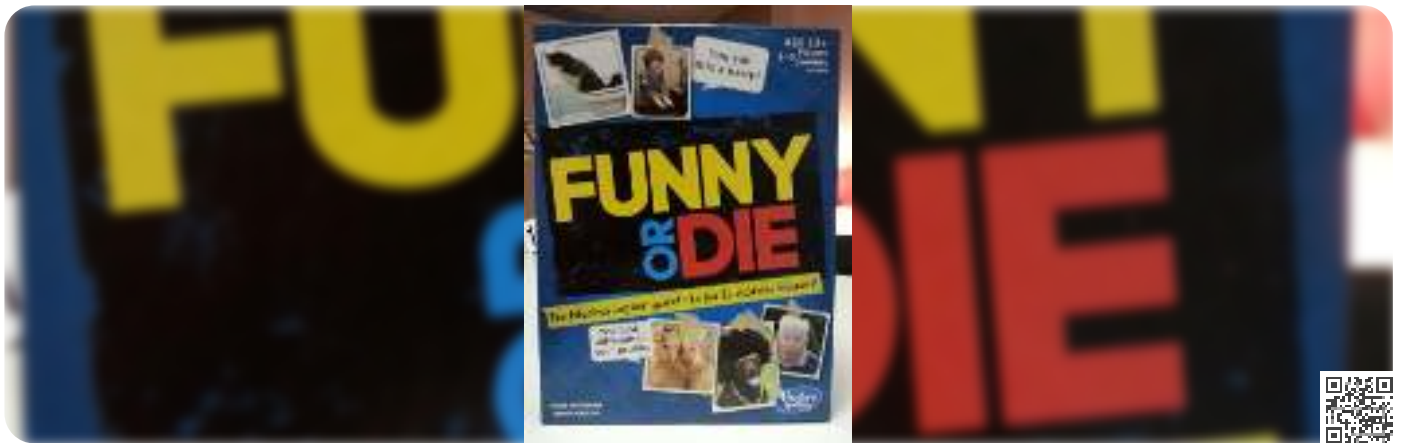
4 players. Teaches letters and the alphabet Develops fine motor skills Develops strategic thinking skills Encourages social skills and turn-taking Alphabet game for preschoolers

*rating*

5.3

1.0

*difficulty*



## FUNNY OR DIE

13 - 6

0

**Published** 2013  
**Publisher** Hasbro  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Card Game  
**Mechanic** Voting

**F**unny or Die consists of double sided cards featuring a funny picture on one side and a caption on the other. Each player has a hand of these cards with the remainder making up the deck. An active player rolls a die which determines both the money wagered on the round and if the round will use pictures, captions, or the player's choice. A card is drawn from the deck for each player, who must then pair it with an opposite card from their hand.

*rating*

3.6

1.1

*difficulty*

[...]



## FURT

13 - 8

60

**Published** 2011  
**Publisher** AMIGO  
**Designer** Matthew Rivaldi  
**Artist** Matthew Rivaldi  
**Theme** Party Game  
**Mechanic** Roll / Spin and Move

**F**rom the makers of Quelf comes another party game designed to make you do more wacky things in sixty minutes than you'd normally do in day – heck, maybe an entire week. In FURT, you race against other players to try to be the first one to jump into a volcano. Why? Glory, fame, hot feet – whatever the reason, you're doing it. You move ahead in the game by completing actions in six categories, possibly making up outrageous lies ...

*rating*

5.0

1.2

*difficulty*



4.13 - 8

90

## GEEK BATTLE: THE GAME OF EXTREME GEEKDOM

**Published** 2012  
**Publisher** (Unknown)  
**Designer** Forrest-Pruzan  
**Creative**  
**Artist**  
**Theme** Trivia  
**Mechanic** Dice Rolling

This trivia game is designed to be a worthy challenge for gaming gurus, science fiction buffs, fantasy fans, comic connoisseurs, and sharp scientists. It offers a gauntlet of questions from every dimension of dorkdom and is

designed to be played in teams (a team can be just one person, though). Answering correctly in four general categories moves a player's token along the spiral pathway. Landing on a Geek Battle space means two players compete to...

*rating*

5.6

1.0

*difficulty*



4.12 - 6

0

## GIMME GIMME GUINEA PIGS

**Published** 2017  
**Publisher** Flying Meeple  
**Designer** Bryan Takenaka  
**Artist** Dann May  
**Theme** Card Game  
**Mechanic** Set Collection

Gimme Gimme Guinea Pigs is a fast and fun game played in real time! Players start with seven cards in hand while the rest of the cards are spread out, face down, on the table in front of them. Each card has one of six

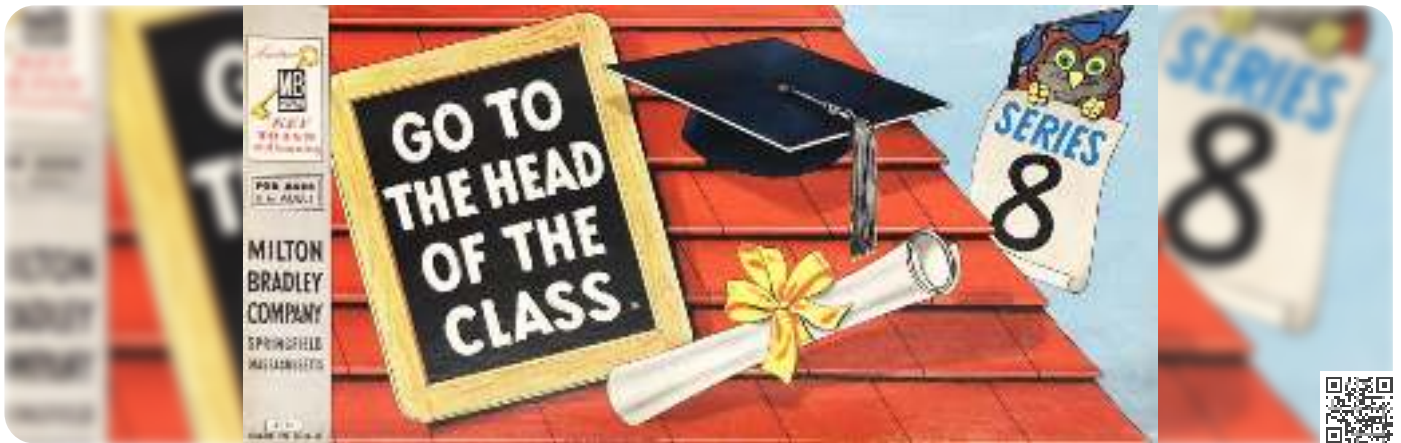
different animals or is a PAWS card. The goal of the game: Be the first to collect all seven cards of one animal and shout "Got 'em!" To start the game one player says "Ready, set, go!" and the game begins...

*rating*

5.4

1.0

*difficulty*



# GO TO THE HEAD OF THE CLASS

12 - 6 45

**Published** 1936  
**Publisher** Chad Valley Co Ltd.  
**Designer** (Uncredited)  
**Artist**  
**Theme** Children's Game  
**Mechanic** Roll / Spin and Move

This is the classic board game of answering questions about Language, Science, Art & Music, Mathematics, History, Literature, and Geography. The 50th Anniversary Edition published

in 1986 has a new 3 level Quiz Book, so that different age groups will be able to answer easier or harder questions depending on which level they choose to play at.

rating

4.6

1.2

difficulty



# GOOD & BAD GHOSTS

12 15

**Published** 1980  
**Publisher** 5pb. Inc.  
**Designer** Alex Randolph  
**Artist** (Uncredited)  
**Theme** Bluffing  
**Mechanic** Grid Movement

In Ghosts!, each player has four good ghosts and four evil ghosts – but only the player who owns a ghost can see whether it's good or evil (as with the pieces in Stratego). These ghosts start the game in the back rows of a 6x6

game board with the corners removed. Each turn, a player moves one of his ghosts one square orthogonally. Moving into an opponent's ghost kills that ghost. To win, you must get rid of your own evil ghosts, kill your op...

rating

6.3

1.3

difficulty





# GREEDY GATOR GAME

112 10

**Published** 0  
**Publisher** Mattel, Inc.  
**Designer** Jeff Bazarko  
**Artist**  
**Theme** Action / Dexterity  
**Mechanic**

**G**reedy Gator Game: The toucans and the monkeys are trying to cross the bridge to take home their fruit, but in opposite directions. With a hungry alligator waiting below, they need to be careful and get across without

getting knocked off to become prey. It's light strategy mixed with suspense and unpredictable destruction as players slide the alligator roller at the rotating planks of the bridge both in an attempt to knock their opponents off and ...

*rating*  
 4.1  
 0.0  
*difficulty*



# GUESS WHO?

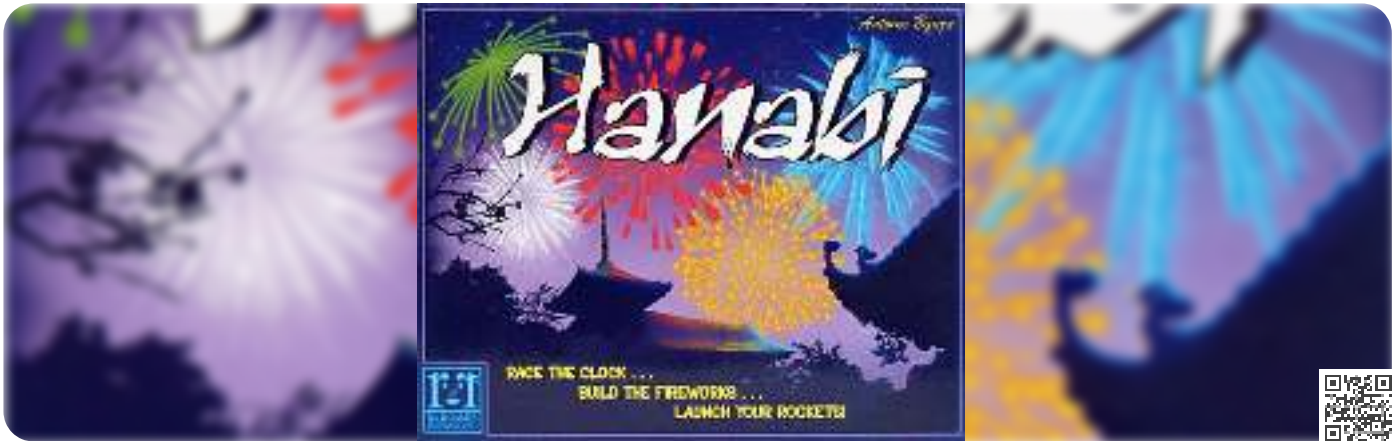
112 20

**Published** 1979  
**Publisher** BrÅdspel.se  
**Designer** Theo Coster  
**Artist** (Uncredited)  
**Theme** Children's Game  
**Mechanic** Deduction

**T**he mystery face game where you flip over a collection of faces with different color hair, eye color, hair, hats, glasses etc. to deduce who the secret

person is that your opponent has chosen. You flip over the hooked tiles as you narrow your choices by asking characteristic questions.

*rating*  
 4.8  
 1.1  
*difficulty*



# HANABI

1-5 25

**Published** 2010  
**Publisher** ABACUSSPIELE  
**Designer** Antoine Bauza  
**Artist** Antoine Bauza  
**Theme** Card Game  
**Mechanic** Communication Limits

**H**anabi—named for the Japanese word for "fireworks"—is a cooperative game in which players try to create the perfect fireworks show by placing the cards on the table in the right order. (In

Japanese, hanabi is written as 花火; these are the ideograms flower and fire, respectively.) The card deck consists of five different colors of cards, numbered 1–5 in each color. For each color...

*rating*  
 7.0  
 1.6  
*difficulty*



# HUNT A KILLER: MURDER AT THE MOTEL

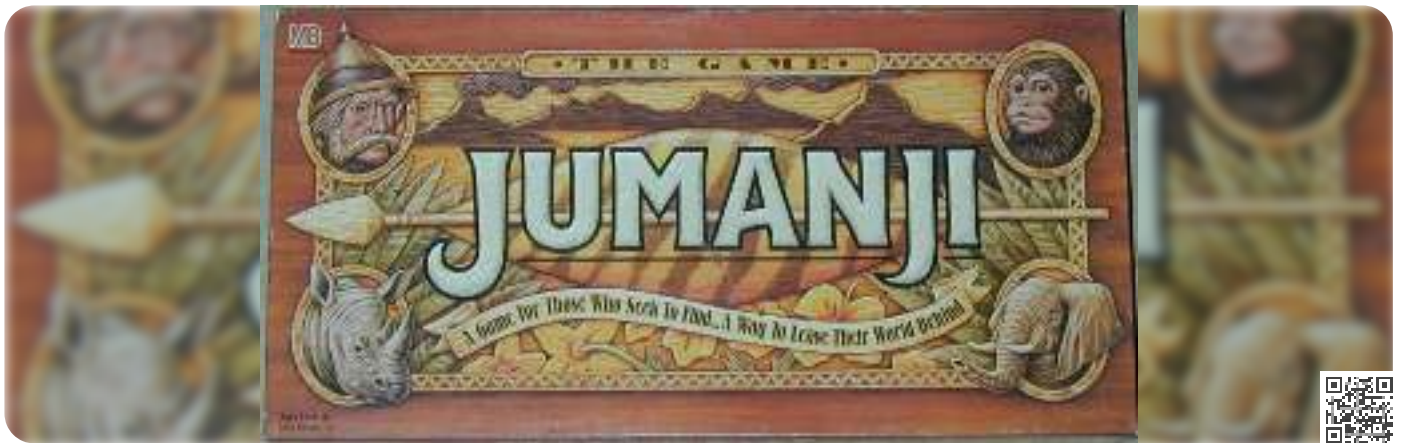
1-5 60

**Published** 2021  
**Publisher** Hunt A Killer  
**Designer** K.C. Chaney  
**Artist**  
**Theme** Deduction  
**Mechanic** Cooperative Game

**W**elcome to The Sunset Hotel. Not much has been put into this sleepy, 10-room desert motel until an out-of-town contractor comes along to renovate. Over the course of Julian Foard's stay, he

builds many relationships with the small-town residents, including a romantic one with motel housekeeper Veronica Rodriguez. After Veronica discovers the body of the contractor in one of the

*rating*  
 5.2  
 2.0  
*difficulty*



1-4 45

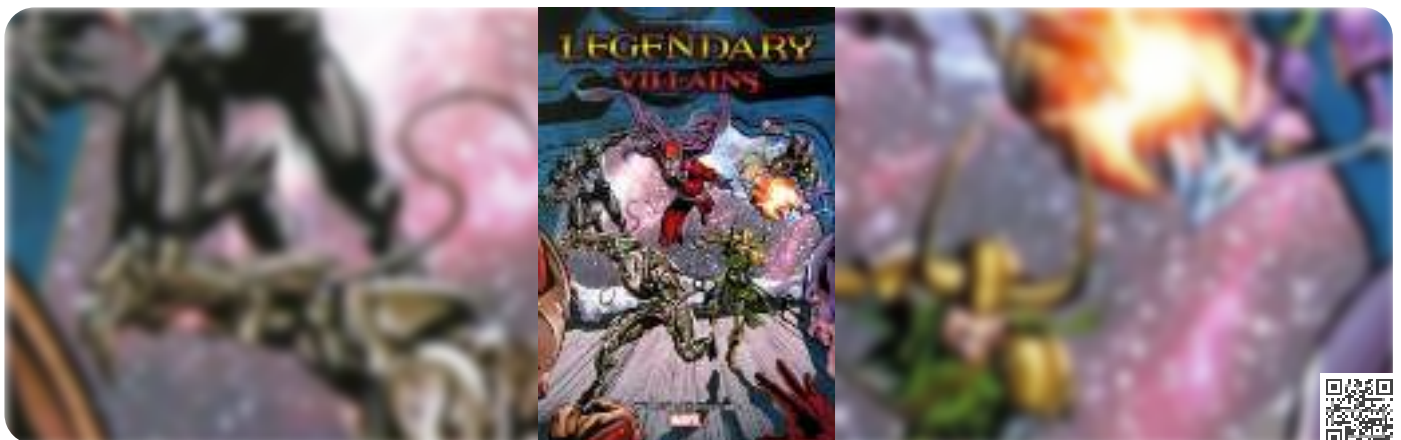
# JUMANJI

**Published** 1995  
**Publisher** (Self-Published)  
**Designer** (Uncredited)  
**Artist**  
**Theme** Adventure  
**Mechanic** Cooperative Game

**T**he Game that Pursues You! Stalking lions, Charging rhinos, Lunging, Snapping crocodiles, and more. In the wild world of Jumanji, they're only a dice roll away. Choose your pawn and set out on a deadly

journey. Decode rhyming card messages that could spell disaster! Roll 8-sided dice together to rescue a fellow player in danger! Fail to escape, and the jungle could swallow you whole! The only way out is to finish the game. Only then w...

*rating*  
 4.4  
 1.4  
*difficulty*



1-5 45

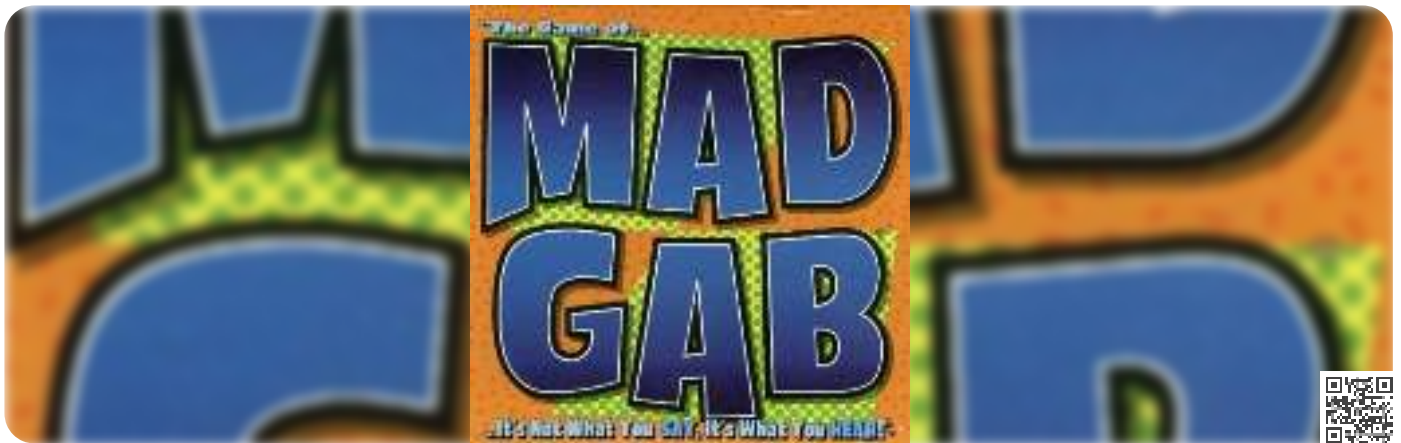
# LEGENDARY: A MARVEL DECK BUILDING GAME "VILLAINS"

**Published** 2014  
**Publisher** Upper Deck Entertainment  
**Designer** Devin Low  
**Artist** Devin Low  
**Theme** Card Game  
**Mechanic** Cooperative Game

**T**he Legendary universe gets flipped upside down in Legendary: Villains – Marvel Deck Building Game, and you can now play as villains trying to take out the heroes protecting the city! The goal

of the game remains roughly the same as in the first Legendary game as players can work both with and against other players to overcome obstacles that the game throws at them. In this case, however, players use

*rating*  
 7.5  
 2.7  
*difficulty*



# MAD GAB

#12 - 12 ⌚ 45

**Published** 1996  
**Publisher** Drumond Park Ltd.  
**Designer** Tim Walsh  
**Artist**  
**Theme** Party Game  
**Mechanic**

From the game box:  
**F** Read a group of simple words aloud, like "ASK RUDE ARRIVE HER". Do you "hear" the answer? Try saying them again. Sound familiar? Quick, the timer's tickin'. Did you hear yourself say "A Screwdriver"?! You and your teammates have 30 seconds to sound out three puzzles. Guess right and snatch that card! Miss it and the other team can steal the point! O.K., the timer is...

*rating*

5.0

1.2

*difficulty*



# MARVEL DICE MASTERS: AGE OF ULTRON

#12 ⌚ 60

**Published** 2015  
**Publisher** Asmodee  
**Designer** Mike Elliott  
**Artist**  
**Theme** Collectible Components  
**Mechanic** Deck, Bag, and Pool Building

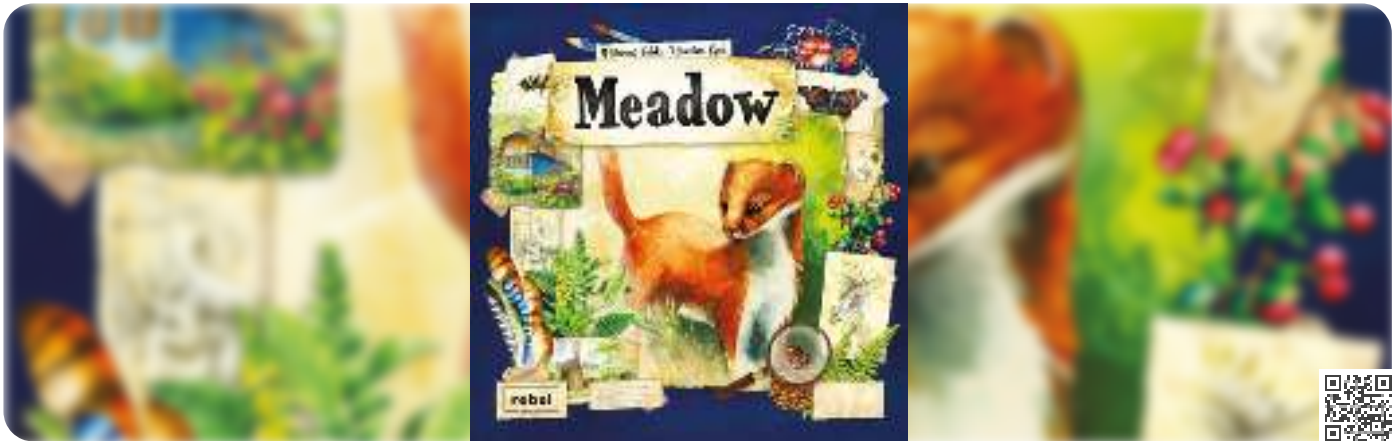
**M** arvel Dice Masters: Age of Ultron is a collectible dice-building tabletop game designed by Quarriors! creators Michael Elliott and Eric M. Lang. In this game, each player fields one of the superhero teams, with each hero — Rocket Raccoon, Groot, Captain Marvel, Daredevil, Kang and more — being represented by custom-tooled dice; each team must be composed of 15 dice, and a

*rating*

7.2

2.4

*difficulty*



1 - 4 90

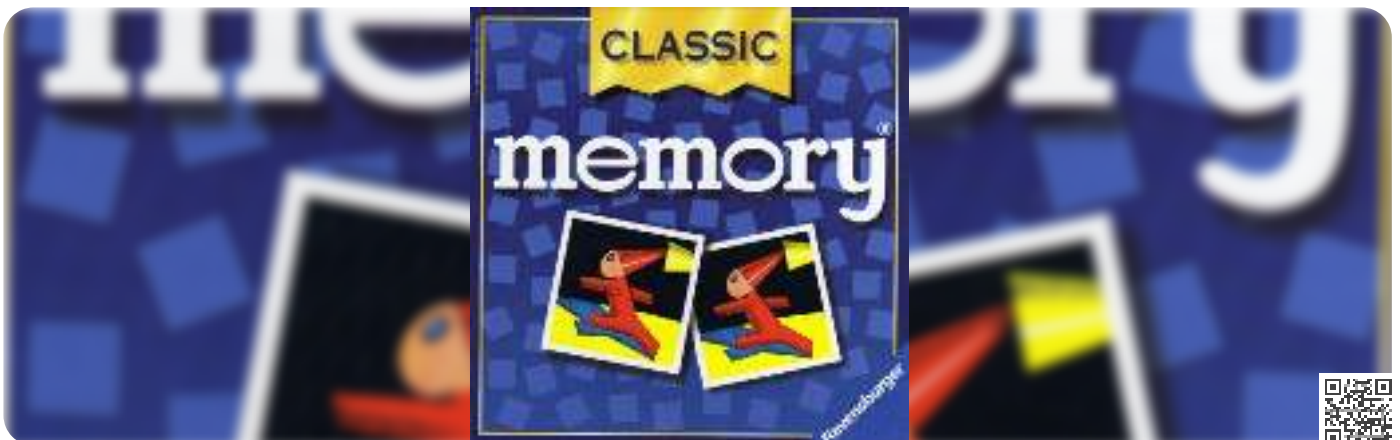
# MEADOW

**Published** 2021  
**Publisher** Rebel Studio  
**Designer** Klemens Kalicki  
**Artist** Karolina Kijak  
**Theme** Animals  
**Mechanic** Action Retrieval

**M**eadow is an engaging set collection game with over two hundred unique cards containing hand-painted watercolor illustrations. In the game, players take the role of explorers competing for the

title of the most skilled nature observer. To win, they collect cards with the most valuable species, landscapes, and discoveries. Their journey is led by passion, a curiosity of the world, an inquiring mind, and a desire to discover the mysteries of nature...

*rating*  
 7.8  
 2.2  
*difficulty*



2 - 6 30

# MEMORY

**Published** 1959  
**Publisher** (Public Domain)  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Animals  
**Mechanic** Memory

**F**irst published in today's form by Ravensburger in February 1959. There are versions known from Japan in the 16th century - matching pictures painted on shells. Known as Awase or Kai-awase. In USA and England

known as Pairs, Pelmanism, or Concentration. But these are played with simple playing cards. In Switzerland was a domino-like game named Zwillingsspiel with the same roots. In Czech Republic this type of ga...

*rating*  
 4.7  
 1.1  
*difficulty*



# MINDTRAP

#12 - 16 ⌚ 60

**Published** 1991  
**Publisher** Great American Puzzle Factory  
**Designer** Richard Fast  
**Artist**  
**Theme** Deduction  
**Mechanic** Team-Based Game

**T**wo teams try to solve logical riddles and moves on a board (which actually is a paper from a block with a "racing track"). Each time team comes up with the right

solution they may move one step and demand another question or throw a die (0-3) and let the turn continue to the other team. A sequel to the game is MindTrap II.

*rating*

4.7

1.9

*difficulty*



# MINDTRAP II

#12 - 10 ⌚ 60

**Published** 1997  
**Publisher** Mattel  
**Designer** Richard Fast  
**Artist**  
**Theme** Deduction  
**Mechanic**

**T**wo players or teams compete to reach the last square on the playing board by correctly solving MindTrap questions. Question categories include: Picture It (identify a

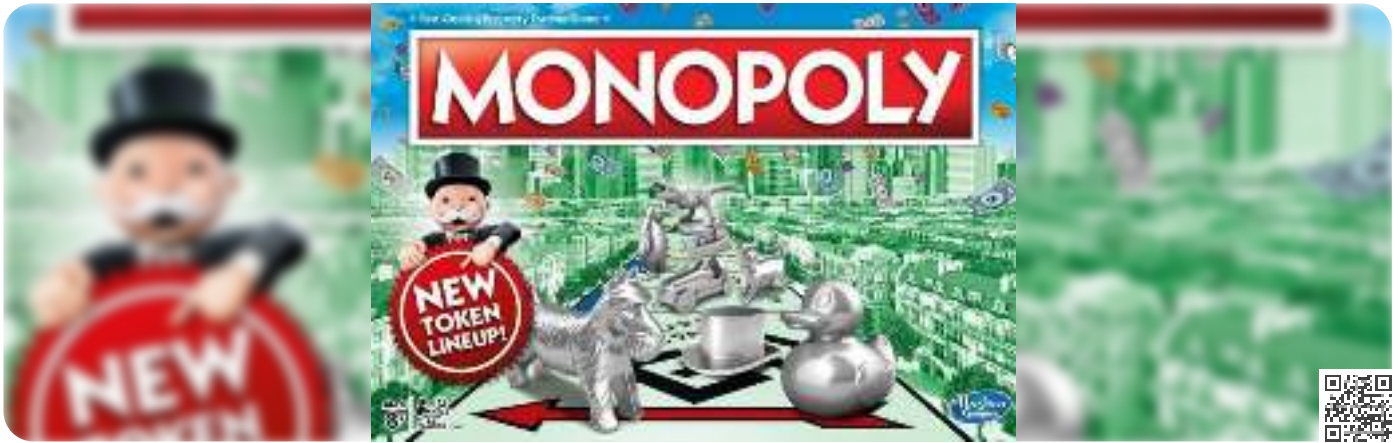
photographed object) Stick It (stick puzzles) Shape It (tangram puzzles) Brain Cramp (logic puzzles) Murder Mysteries (deduction puzzles). This game is the sequel to the original MindTrap game. ...

*rating*

5.2

1.9

*difficulty*



# MONOPOLY

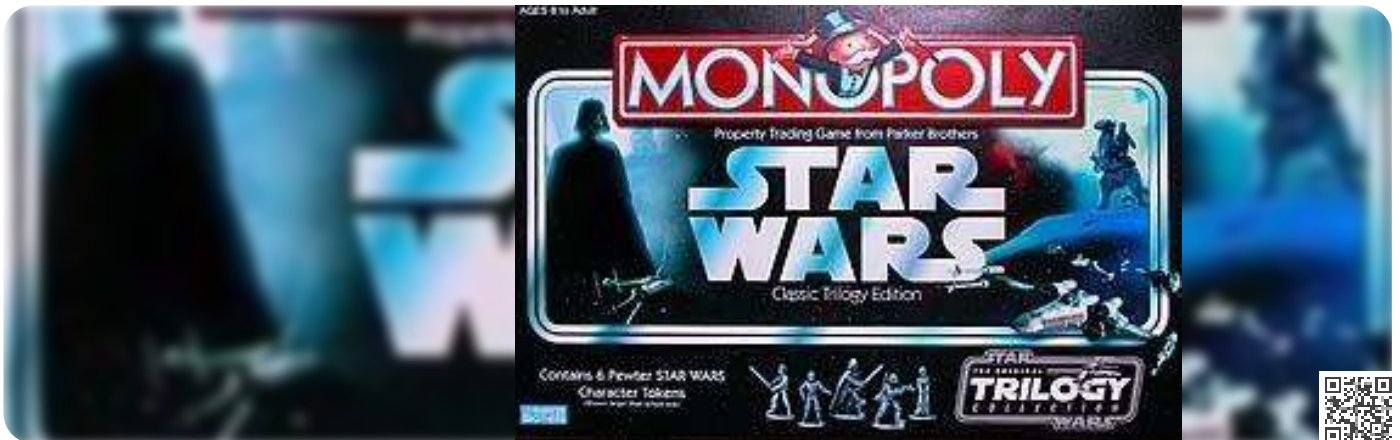
2 - 8 180

**Published** 1933  
**Publisher** (Unknown)  
**Designer** (Uncredited)  
**Artist** Edison Girard  
**Theme** Economic  
**Mechanic** Auction/Bidding

**T**heme Players take the part of land owners, attempting to buy and then develop their land. Income is gained by other players visiting their properties and money is spent when they visit properties belonging to other players.

When times get tough, players may have to mortgage their properties to raise cash for fines, taxes and other misfortunes. Gameplay On his turn, a player rolls two dice and moves that number of spaces around th...

*rating*  
 4.3  
 1.6  
*difficulty*



# MONOPOLY: STAR WARS

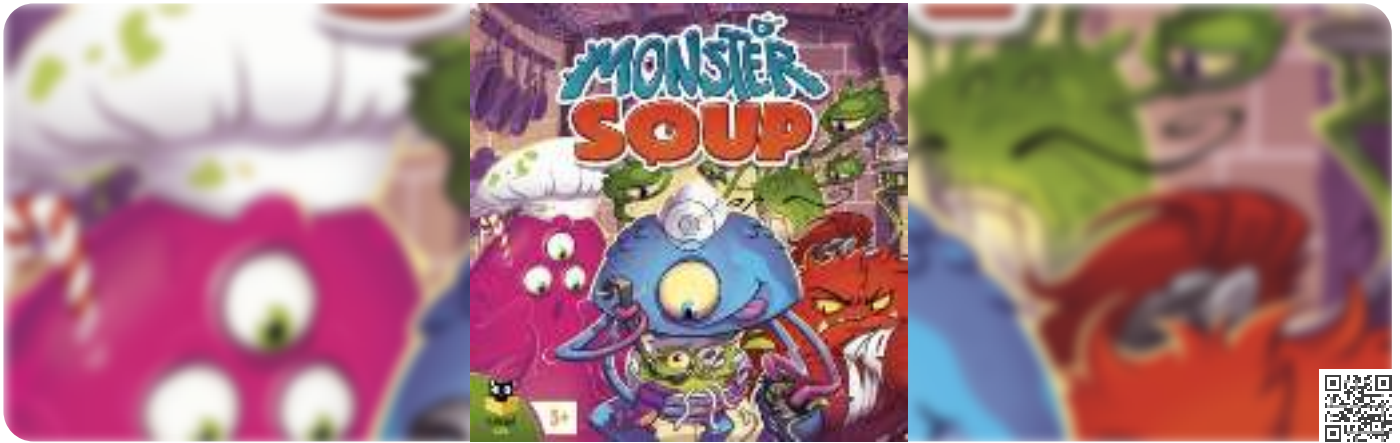
2 - 8 90

**Published** 1997  
**Publisher** Hasbro  
**Designer** (Uncredited)  
**Artist**  
**Theme** Economic  
**Mechanic** Auction/Bidding

**M**onopoly Star Wars style. In this version of Monopoly players

must buy up property and build homes in the Star Wars universe.

*rating*  
 4.9  
 1.7  
*difficulty*



1 - 4 15

# MONSTER SOUP

**Published** 2020  
**Publisher** Matagot  
**Designer** Asger Harding  
 Granerud  
**Artist** Jean-Baptiste Reynaud  
**Theme**  
**Mechanic**

Monsters are always hungry and never go far from a bag full of provisions, in order to be able to prepare a delicious soup in only instants. But that's if they can quickly find the ingredients listed on their monstrous cookbook! In this fun game, each player has to find the right ingredients in his own bag, using only touch! Eye, heart, worm, all the ingredients have a specific shape, that you will have to recognize to follow the re...

*rating*  
 6.5  
 1.0  
*difficulty*



2 - 99 120

# MOVIES TRIVIA GAME

**Published** 2013  
**Publisher** Outset Media  
**Designer**  
**Artist**  
**Theme** Party Game  
**Mechanic**

The game play is simple be the first to correctly answer two questions in each of 4 categories and you win. Maybe you're not sitting pretty with a Best Actor Oscar award, but you can win the Movie Buff Bragger title when you beat your friends and family at Movies Trivia game night! Your family and friends will try to distract you with buttery popcorn, fizzy drinks and sugary concoctions, but you stay true to that movie brain of yours! And when y...

*rating*  
 5.5  
 1.0  
*difficulty*





13 - 6 90

# MUNCHKIN ZOMBIES

**Published** 2011  
**Publisher** Black Monk  
**Designer** Steve Jackson (1)  
**Artist** Alex Fernandez (1)  
**Theme** Card Game  
**Mechanic** Dice Rolling

In a reversal of roles, all players in Munchkin Zombies start out as zombies, and the "monsters" are the normal people trying to stop the zombie invasion (such as the Action Hero, Soccer Mom, Fireman, etc.). Unlike most

Munchkin games, there are no classes or races; instead, you can have a mojo: Atomic Zombie, Plague Zombie, and Voodoo Zombie. As with Munchkin Bites! and Super Munchkin, Munchkin Zombies includes powers – special ab...

*rating*  
 6.2  
 1.9  
*difficulty*



11 - 4 10

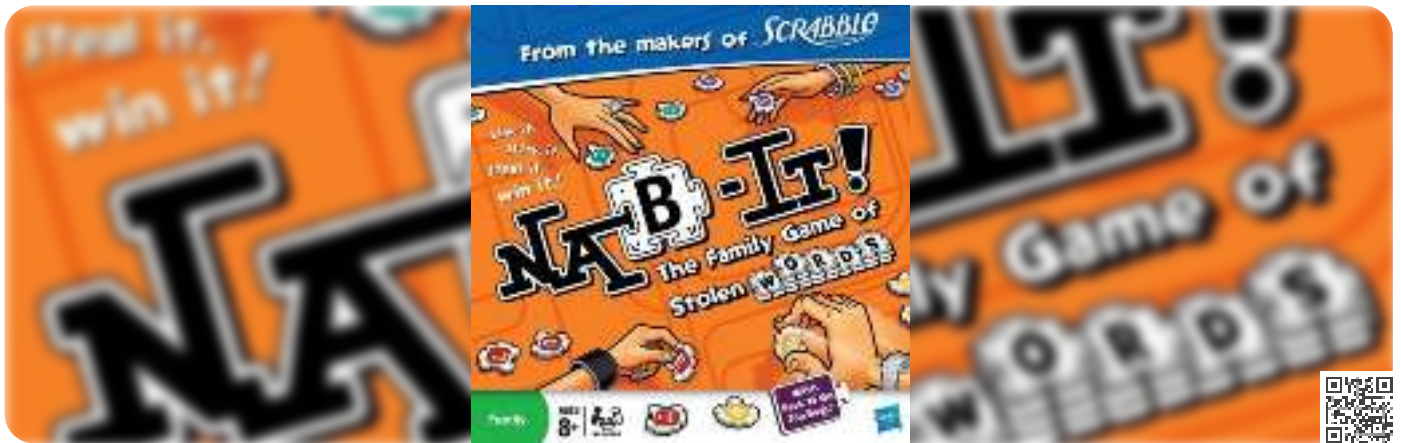
# MY VERY FIRST GAMES: ANIMAL UPON ANIMAL

**Published** 2011  
**Publisher** HABA  
**Designer** Klaus Miltenberger  
**Artist** Kristin Mäckel  
**Theme** Action / Dexterity  
**Mechanic** Dice Rolling

The animal stacking game, now for toddlers. This is a very basic game for very small children. You roll the die and stack the given animal on

the matching tile and any other animals already stacked on that tile. The game's rules include three different versions for your young children to try.

*rating*  
 6.5  
 1.0  
*difficulty*



#12 - 4 45

# NAB-IT!

**Published** 2010  
**Publisher** Hasbro  
**Designer** Kyle Miller  
**Artist**  
**Theme** Word Game  
**Mechanic** Modular Board

**N**ab-It! is reminiscent of the word game Upwords in that players can stack letter tiles on existing letter tiles in order to create new words, but there are three differences: (1) the game includes no board, (2) each player has her own

set of tiles in a particular color, and (3) the player who has the highest or most tiles in a word scores one point for that word (no matter how long) once the game ends. — description from BoardgameNews.com...

*rating*  
 5.6  
 2.0  
*difficulty*



#12 40

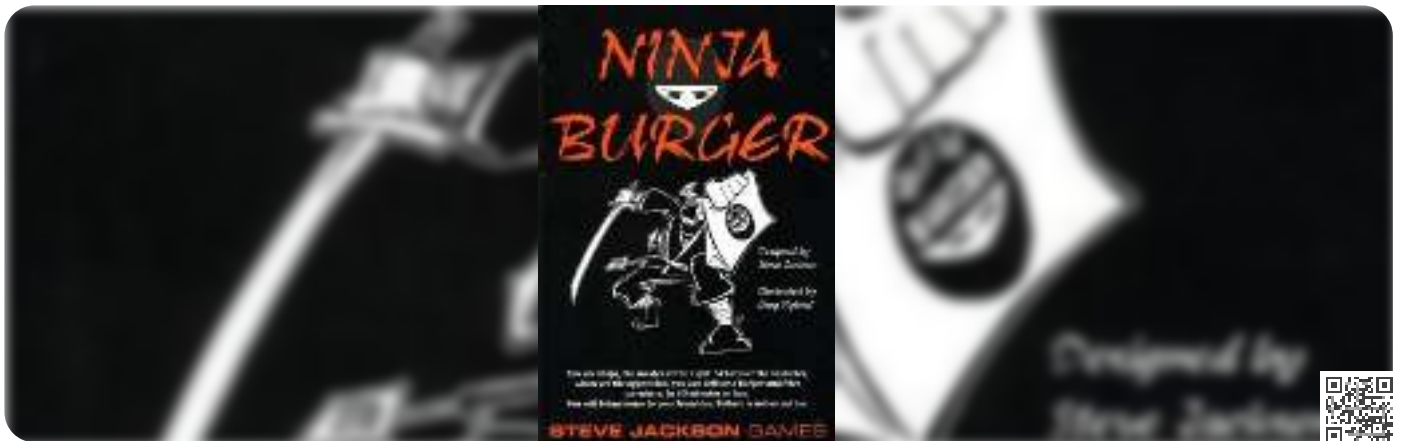
# NFL SHOWDOWN

**Published** 2018  
**Publisher** Buffalo Games  
**Designer** (Uncredited)  
**Artist**  
**Theme** Sports  
**Mechanic** Dice Rolling

**E**ver wish you could call all the plays for your favorite NFL team? Now you can! Choose your favorite NFL team (All 32 teams are represented) and outsmart your opponent by calling the play on both offense and defense. Choose

the right play and get rewarded... but you'll also need a little luck. Roll the dice to see if that big gain will go for extra yardage or if a key play will result in a turnover. Each team comes with 2 specific "...

*rating*  
 6.2  
 1.0  
*difficulty*



## NINJA BURGER

13 - 6

60

**Published** 2003  
**Publisher** Steve Jackson Games  
**Designer** Steve Jackson (1)  
**Artist** Greg Hyland  
**Theme** Card Game  
**Mechanic** Dice Rolling

From the publisher's site: Now you can join the elite Ninja Burger delivery team! You will learn to deliver tasty burgers and fries anywhere. You will bring honor to your franchise. Failure is not an option. This hilarious card game, designed by Steve Jackson, pits you against your fellow trainees in a new Ninja Burger store. Hone your skills. Learn the secrets of stealth, swordsmanship, and customer service. Fight for honor, res...

*rating*

5.6

1.6

*difficulty*



## OH SNAP!

1 - 6

20

**Published** 1965  
**Publisher** Action GT  
**Designer** Frank W. Sinden  
**Artist** Bildgärden AB  
**Theme** Action / Dexterity  
**Mechanic**

This classic game of the mid 60's featured a wooden box with a spring bar that was pulled back with dozens of small wooden circular pieces of different sizes sandwiched in it. The play consists of removing pieces from within the spring bar "trap" in hopes of not making it move. Different sized pieces are worth a certain amount of points each. Point penalties are incurred if the bar moves. The player who has accumulated the most ...

*rating*

5.3

1.0

*difficulty*



# OLD MAID

12 - 6

5

**Published** 1874  
**Publisher** (Public Domain)  
**Designer** (Uncredited)  
**Artist** Hans-Joachim Behrendt  
**Theme** Animals  
**Mechanic** Hand Management

Old Maid is a traditional children's game. You can buy a deck of cards designed for the game, but it can be easily played with a standard deck of cards: Throw away all but one of the queens from the

deck. You won't use the "extra queens" during play. (You may also want to throw out all black cards or all red cards to speed up the game). Deal all the cards out to the players. Players put down any pairs they have, then keep the re...

*rating*

3.6

1.0

*difficulty*



# ONE WORD

12 - 8

20

**Published** 2008  
**Publisher** Fundex  
**Designer** Garrett J. Donner  
**Artist**  
**Theme** Party Game  
**Mechanic**

From the Publisher: To play One Word, players are asked to give correct answers to five separate sets of clues, scoring one point for each correct answer. For example, points are won if the clue "A Reindeer and A Cleaning

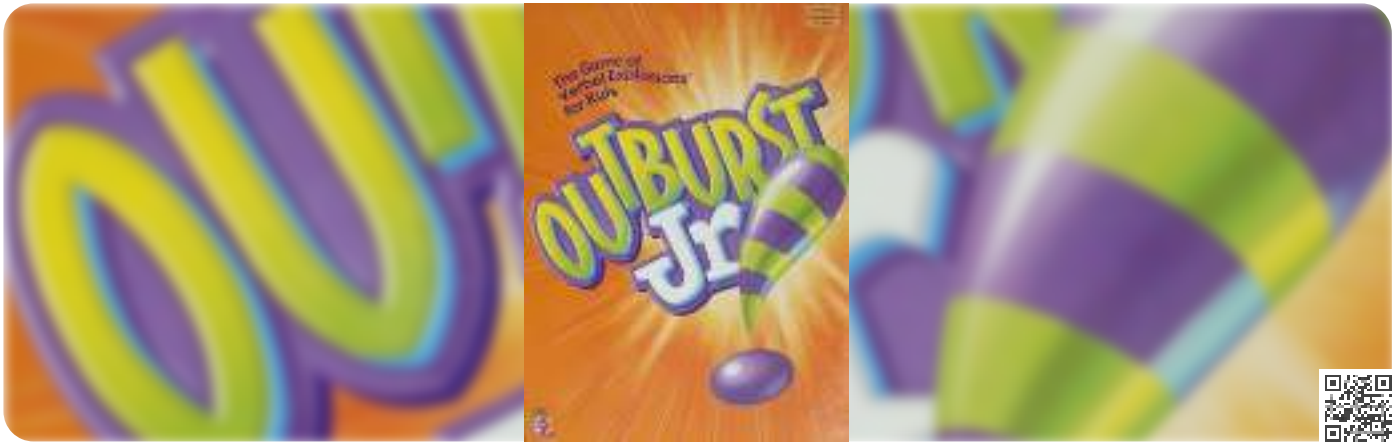
Compound" lead to the answer "Comet." Other examples: A Popular Musical and A Midwestern City To Remove Dirty Dishes and A Large Motor Vehicle A Creature of the Night and Something You...

*rating*

4.9

0.0

*difficulty*



# OUTBURST JUNIOR

12 - 8

30

**Published** 1989  
**Publisher** Golden  
**Designer** Brian Hersch  
**Artist**  
**Theme** Children's Game  
**Mechanic**

The version of the classic party game for kids from four to ten years old. Different color cards make for a fair game between different age levels.

*rating*

5.3

1.6

*difficulty*



# OUTBURST!

14 - 20

60

**Published** 1986  
**Publisher** AS Company  
**Designer** Brian Hersch  
**Artist**  
**Theme** Party Game  
**Mechanic** Dice Rolling

Outburst is a game of lists. Two teams take turns trying to guess as many of the 10 answers to a topic on the cards. Bonus points can be earned by guessing a Target Answer determined by a die roll. The first team to 60 points wins!

The game mechanism is very similar to the long time TV game show Family Feud, and itself seems to be the basis for the Canadian game show Talk About, which also spawned its own home game by Pressman. An exampl...

*rating*

5.8

1.1

*difficulty*

# PICTIONARY

THE GAME OF QUICK DRAW

FIRST EDITION



## PICTIONARY

#13 - 16

90

**Published** 1985  
**Publisher** APEX Spiel und Hobby  
**Designer** Rob Angel  
**Artist** (Uncredited)  
**Theme** Party Game  
**Mechanic** Line Drawing

Playing Pictionary may remind you of Charades, but with drawing on paper instead of acting out the answers. In Pictionary, though, both teams' (or even all three teams') clue givers may be drawing at the same time as

players strive to be the first to guess the correct answer. When the answer is not designated "All Play," one team simply tries to come up with the answer before the timer runs out, which is usually but not always possible...

*rating*

5.8

1.2

*difficulty*



## PICTOPIA: DISNEY EDITION

#12 - 6

60

**Published** 2014  
**Publisher** Asmodee  
**Designer** Rob Stoddard  
**Artist**  
**Theme** Children's Game  
**Mechanic** Betting and Bluffing

The Ultimate Picture-Trivia family Game! Make family game time magical! Discover playful trivia spanning decades of Disney magic, from animated classics and blockbuster movies to television hits and

dazzling theme park destinations. It's a game of teamwork - with a competitive twist! Along the way are guess-my-answer questions that reveal how much you know about the other players!

*rating*

5.7

1.0

*difficulty*



12 - 6 40

# PICTOPIA: STAR WARS EDITION

**Published** 2015  
**Publisher** Grow Jogos e Brinquedos  
**Designer**  
**Artist**  
**Theme** Trivia  
**Mechanic**

From the publisher: Make family game time epic with the Star Wars Pictopia Trivia Game! Prove whether you are a Padawan or Jedi Master when your knowledge of Star Wars is tested with 1,000 questions on the iconic planets, ships, villains, and heroes from a galaxy far, far away. It's a game of teamwork but with a competitive edge! Sometimes you'll work together and other times answer alone, but you'll wager every time. Ho...

*rating*  
 5.8  
 1.0  
*difficulty*



12 - 6 45

# POOP TRACKS

**Published** 0  
**Publisher** MasterPieces Inc.  
**Designer**  
**Artist**  
**Theme** Animals  
**Mechanic** Hand Management

Follow the tracks, don't step in the scat, and spot that animal! Spin the spinner to draw cards, and complete the scene featuring each animal in their habitat, along with the correct tracks and poop! The first player to complete three scenes wins! Play this game a few times, and Jr. Ranger's will become expert animal trackers. Don't be afraid of the stinky. —description from the publisher

*rating*  
 4.6  
 0.0  
*difficulty*



# QWIRKLE

2 - 4 45

**Published** 2006  
**Publisher** MindWare  
**Designer** Susan McKinley Ross  
**Artist**  
**Theme** Abstract Strategy  
**Mechanic** Hand Management

The abstract game of Qwirkle consists of 108 wooden blocks with six different shapes in six different colors. There is no board, players simply use an available flat surface. Players begin the game with six blocks. The start player places blocks of a single matching attribute (color or shape but not both) on the table. Thereafter, a player adds blocks adjacent to at least one previously played block. The blocks must all be played in a lin...

*rating*  
 6.7  
 1.6  
*difficulty*



# RACK-O

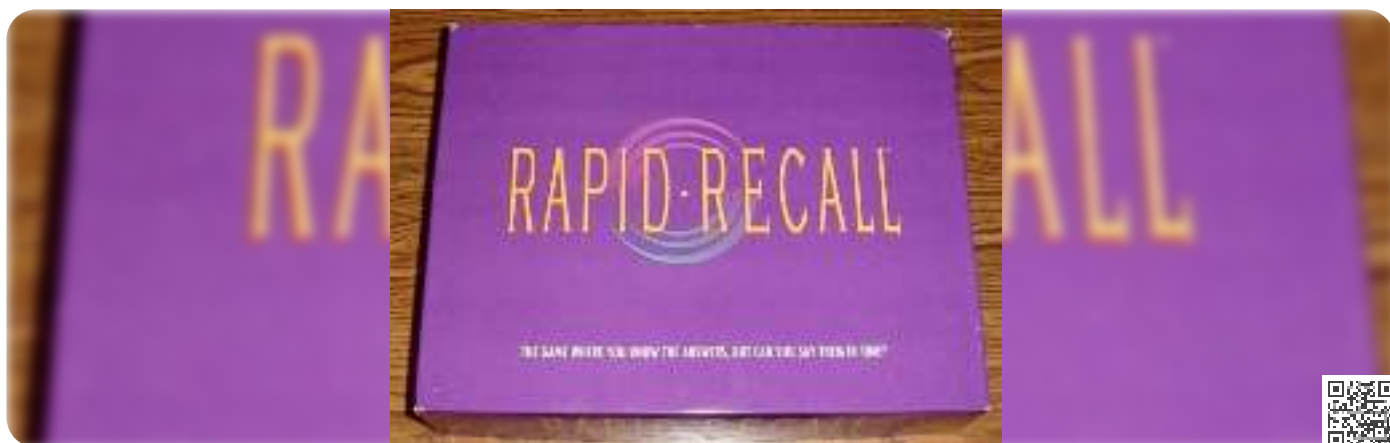
2 - 4 45

**Published** 1956  
**Publisher** Alga  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Card Game  
**Mechanic** Pattern Building

The object is to score points. Each round, you replace cards in your rack so their numbers read in any numerical progression from a low number at the front to a high one at the back (the racks hold the cards behind each other); achieving this ends the round. The cards are numbered from 1 to 60; you initially place them in your rack in the order they're dealt. On your turn, you draw from the deck or the discard pile, swapping the card with one from...

*rating*  
 5.7  
 1.2  
*difficulty*





# RAPID RECALL

14 - 100 20

**Published** 1993  
**Publisher** Western Publishing Company  
**Designer** Bruce Sterten  
**Artist**  
**Theme** Memory  
**Mechanic** Team-Based Game

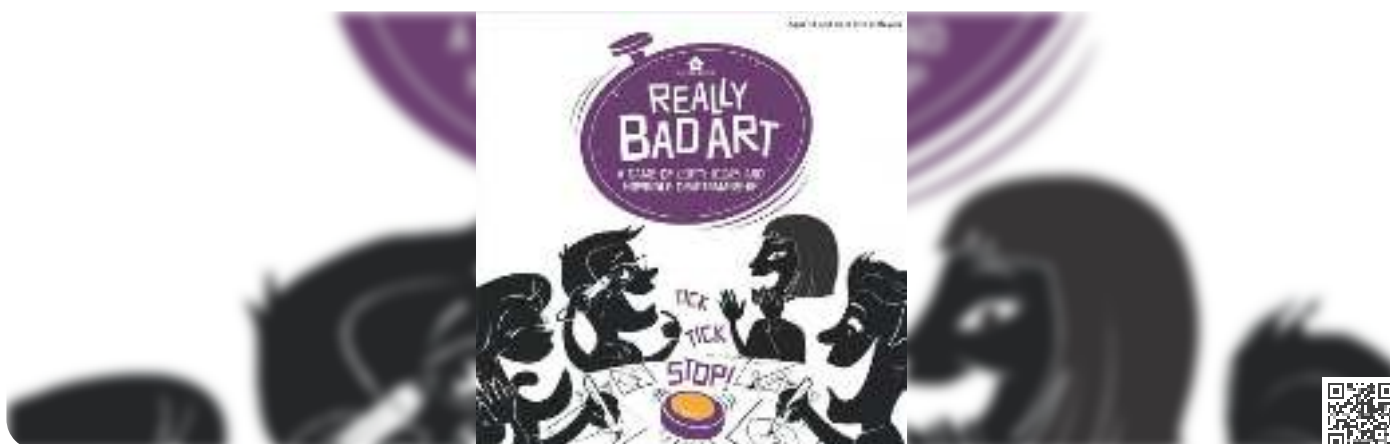
A player on one team gives clues to the rest of their team (possibly only 1 player) from a card that contains 10 words or phrases. If the player knows what the clue is, they throw a chip in a bin on the game board. Once the time is up, the 10 words have been clued, or the player elects to stop, they begin recalling the words that were clued from memory. Upon getting the word correct (with one guess at each one only), a chip is taken out of the ...

*rating*

6.2

1.5

*difficulty*



# REALLY BAD ART

13 - 6 40

**Published** 2016  
**Publisher** Wonder Forge  
**Designer** Forrest-Pruzan Creative  
**Artist**  
**Theme** Party Game  
**Mechanic** Line Drawing

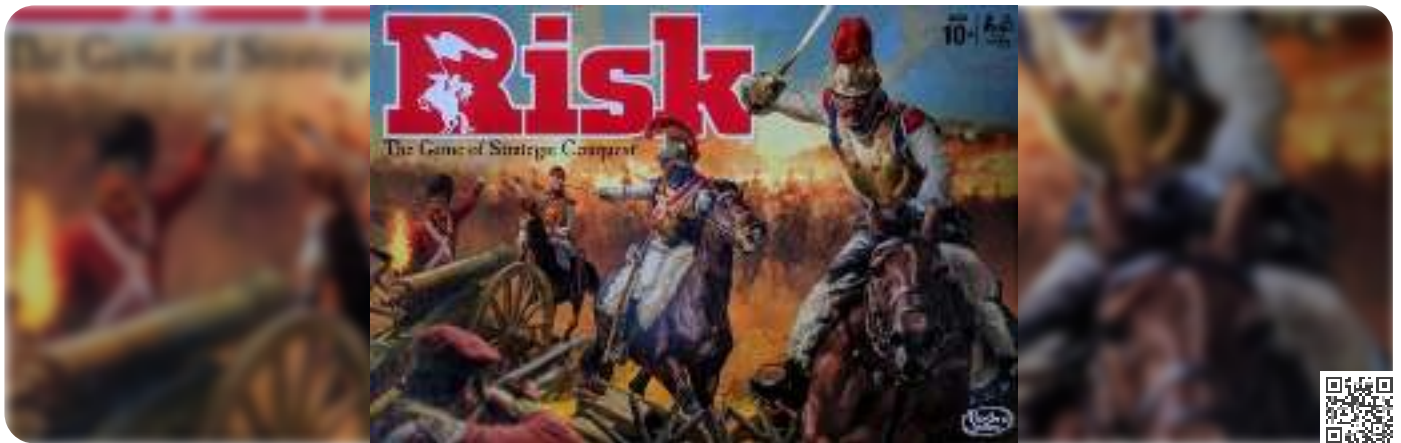
Really Bad Art is what you're making in this party game, but not because you're a terrible drawer, no — only because you have exactly six seconds to see what you're supposed to draw, then draw it! Each round, each player secretly takes a card with two phrases like "lack of confidence", "quality of life", "constructive criticism", or "yikes!", then draws a representation of one of those phrases...

*rating*

6.9

1.0

*difficulty*



2 - 6 120

# RISK

**Published** 1959  
**Publisher** (Unknown)  
**Designer** Albert Lamorisse  
**Artist** (Uncredited)  
**Theme** Territory Building  
**Mechanic** Area Movement

**P**ossibly the most popular, mass market war game. The goal is conquest of the world. Each player's turn consists of: - gaining reinforcements through number of territories held, control of every territory on

each continent, and turning sets of bonus cards. - Attacking other players using a simple combat rule of comparing the highest dice rolled for each side. Players may attack as often as desired. If one enemy territory is suc...

*rating*

5.5

2.0

*difficulty*



2 - 5 240

# RISK 2210 A.D.

**Published** 2001  
**Publisher** Avalon Hill Games, Inc.  
**Designer** Rob Daviau  
**Artist**  
**Theme** Science Fiction  
**Mechanic** Area Majority / Influence

**R**isk 2210 A.D. is yet another entry in the long series of Risk variants. Set in the not-so-distant future, battles are now fought by machines of destruction, known as MODs, for short. Human commanders still lead these

mechanized troops, but these commanders each have special powers and abilities. These come into play via the use of Command cards, which add a new dimension to the game. Now the battle is not just for the continents, but the sea ...

*rating*

6.6

2.7

*difficulty*



2 - 4 180

# RISK: THE LORD OF THE RINGS TRILOGY EDITION

**Published** 2003  
**Publisher** Hasbro  
**Designer** Stephen Baker  
**Artist**  
**Theme** Adventure  
**Mechanic** Area Majority / Influence

**F**rom the publisher: In this expanded edition of RISK The Lord of the Rings Trilogy edition you will find: The detailed gameboard reflects a complete map of Middle-Earth including the Gondor, Mordor, and Haradwaith territories. Includes materials from the entire Lord of the Rings film trilogy. Additional Territory cards. Additional Battalions. Additional Adventure Cards. Alternate...

*rating*

6.5

2.3

*difficulty*



2 - 4 60

# RUMMIKUB

**Published** 1977  
**Publisher** (Unknown)  
**Designer** Ephraim Hertzano  
**Artist** (Uncredited)  
**Theme** Abstract Strategy  
**Mechanic** Melding and Splaying

**T**he game is based on the traditional middle-eastern game of Okey. First created in the 1930s and sold in hand-produced versions until the late 1970s. Similar to the Rummy that you play with cards - you try to get rid of all your tiles by forming numbers into runs of 3 tiles or more, or 3 to 4 of a kind. The colors of the numbers on the tiles are like card suits. This game may start rather uneventfully, but when the players start putting m...

*rating*

6.4

1.7

*difficulty*



# RUSH HOUR

2 - 6 60

**Published** 1981  
**Publisher** The Everyday Game Company  
**Designer** (Uncredited)  
**Artist**  
**Theme** Maze  
**Mechanic** Roll / Spin and Move

This game page is NOT for the 1-player ThinkFun puzzle that is also named Rush Hour. It is a very different game. Please use the Outside the Scope of BGG page to share images of ThinkFun Rush Hour, and other 1-player ThinkFun

puzzles. There is also a 2-player ThinkFun product called Rush Hour Shift that does have a game page. The object of the game is to traverse the board from HOME to the OFFICE after dropping off one's commuters at thei...

rating  
 6.2  
 1.3  
 difficulty



# SCATTERGORIES

2 - 6 30

**Published** 1988  
**Publisher** Game Office  
**Designer** (Uncredited)  
**Artist**  
**Theme** Party Game  
**Mechanic** Dice Rolling

The Game of Scattergories," published in 1988 by Milton Bradley, is a great game for any group to play. In the game each player fills out a category list 'with answers that begin with the same letter.' If no other player

matches your answers, you score points. The game is played in rounds. After 3 rounds a winner is declared, and a new game can be begun. Scattergories is a commercial version of an old parlour game known as Categories...

rating  
 6.2  
 1.3  
 difficulty



2 - 4

45

# SCAVENGER HUNT FOR KIDS BOARD GAME

**Published** 2004  
**Publisher** Pazow!  
**Designer** (Uncredited)  
**Artist**  
**Theme** Children's Game  
**Mechanic**

From the publisher: To play, children turn over 6 cards and race around the house to find all the objects on the cards - such as "Something that begins with the letter M", "A book with more than 100

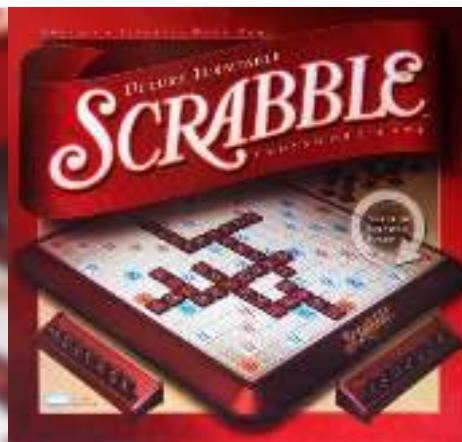
pages", "A picture of a smiling person" and many more. When time expires, players count up what they've found and move their pawns 1 space for every object retrieved. If a player lands on a "Captain ...

rating

5.9

1.0

difficulty



2 - 4

90

# SCRABBLE

**Published** 1948  
**Publisher** (Unknown)  
**Designer** Alfred Mosher Butts  
**Artist** (Uncredited)  
**Theme** Word Game  
**Mechanic** End Game Bonuses

In this classic word game, players use their seven drawn letter-tiles to form words on the gameboard. Each word laid out earns points based on the commonality of the letters used, with certain board spaces giving bonuses. But a

word can only be played if it uses at least one already-played tile or adds to an already-played word. This leads to slightly tactical play, as potential words are rejected because they would give an opponent too much ac...

rating

6.2

2.0

difficulty



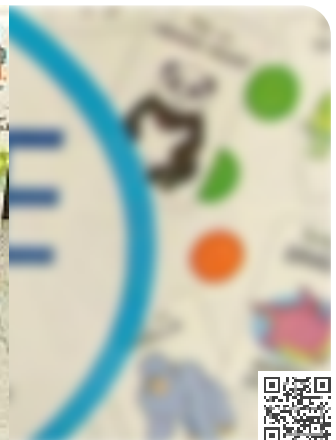
2 - 4 15

# SECRET CODE 13+4

**Published** 2012  
**Publisher** HABA  
**Designer** Jürgen P. Grunau  
**Artist** Stefan Fischer  
**Theme** Educational  
**Mechanic** Dice Rolling

**G**ame description from the publisher: Tonight is the night the secret mission "Amun Re" begins. The team, made up of four cunning secret agents, breaks into the museum and thanks to their precise calculations cracks the tricky codes of the security installation. Be it through addition or subtraction, multiplication or division, the numbers on the dice have to be combined so that the results coincide with the code numbers. r...

*rating*  
6.7  
1.2  
*difficulty*



2 - 4 20

# SEQUENCE FOR KIDS

**Published** 2001  
**Publisher** Jax, Ltd.  
**Designer** Garrett J. Donner  
**Artist**  
**Theme** Animals  
**Mechanic** Pattern Recognition

**S**equences for Kids is a children's version of the popular board/card game Sequence. It has a smaller board, cards that shows various animals instead of a regular deck, and you only need 4 in a row to win.

*rating*  
5.7  
1.0  
*difficulty*



4.1 2 - 6

0

# SEQUENCE NUM6ERS

**Published** 2008  
**Publisher** Jax, Ltd.  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Abstract Strategy  
**Mechanic**

**F**rom the back of the box: SEQUENCE + NUMBERS = FUN!  
The cards have the equations....the gameboard has the answers. Each card has an addition or subtraction equation. Match a card to its

correct answer on the board, then place your chip there. Groups of numbers are color-coded to help with number recognition. When you have 5 of your chips in a row, you've got a SEQUENCE!

*rating*

5.6

0.0

*difficulty*



4.1 2 - 6

20

# SKIP-BO

**Published** 1967  
**Publisher** AMIGO  
**Designer** Hazel "Skip" Bowman  
**Artist**  
**Theme** Card Game  
**Mechanic** Hand Management

**E**ach player is dealt a stockpile of 30 cards. The winner will be whoever manages to empty their stockpile first. Cards are played onto four shared building piles in numerical sequence from 1 to 12. On each turn, a player draws until

they have five cards in their hand, and then plays cards from: their hand, a top card of their discard piles, or their stockpile. At the end of their turn, a player must discard onto one of their four personal discard ...

*rating*

5.5

1.2

*difficulty*



13 - 4 90

# SONS OF ANARCHY: MEN OF MAYHEM

**Published** 2014  
**Publisher** Gale Force Nine, LLC  
**Designer** Aaron Dill  
**Artist** Katie Dillon  
**Theme** Mafia  
**Mechanic** Action Points

**B**ased on the hit TV series, in Sons of Anarchy: Men of Mayhem players take the role of rival gangs out to control territory, accumulate contraband and reap the monetary rewards of illegal enterprise. With each turn

gangs must attempt to control a range of sites by assigning gang members and resources to claiming, defending and fighting for money, contraband and guns. However, other players can challenge the right for territory, which will...

*rating*  
 7.2  
 2.5  
*difficulty*



12 - 4 30

# SORRY!

**Published** 2016  
**Publisher** Hasbro  
**Designer** Paul T. Haskell, Jr.  
**Artist** (Uncredited)  
**Theme** Children's Game  
**Mechanic** Roll / Spin and Move

**3** pawn version of Sorry! with rules that allow moving out of home with cards other than 1

and 2. Identical to 2013 Fire & Ice version, but with those aspects removed.

*rating*  
 4.7  
 1.0  
*difficulty*





1 - 4 30

# SORRY! SLIDERS

**Published** 2008  
**Publisher** Hasbro  
**Designer** Craig Van Ness  
**Artist**  
**Theme** Action / Dexterity  
**Mechanic** Flicking

**S**lide, COLLIDE and SCORE TO WIN! Grab your roller pawn and take aim - then skillfully slide it down your track onto the target board! A good slide could score big points, but watch out! An

opponent's pawn may slam your pawn onto a Sorry! space - and out of the game! This is a new twist on the Sorry! franchise with 4 different ways to play: Race For Home Instant Home Instant Sorry! Danger ...

*rating*  
 6.3  
 1.0  
*difficulty*



1 - 4 45

# SPACE INVADERS

**Published** 2021  
**Publisher** Buffalo Games  
**Designer** Kane Klenko  
**Artist**  
**Theme** Action / Dexterity  
**Mechanic** Cooperative Game

**J**oin the fight and stop the invasion! Based on the classic arcade game that started it all, play Space Invaders like never before! Can you team-up and defeat the alien invaders to claim victory, or will it be GAME OVER with the

invaders winning? It's all hands-on deck as all players either win together or lose together in this collaborative strategy game. Take turns moving your 3D shooter and lining up the best shot. Launch blast...

*rating*  
 7.0  
 2.0  
*difficulty*



112 45

# STAR WARS: X-WING (SECOND EDITION)

**Published** 2018  
**Publisher** Fantasy Flight Games  
**Designer** Jason Little  
**Artist** Jason Little  
**Theme** Aviation / Flight  
**Mechanic** Action Queue

**X** -Wing Second Edition puts you in command of your own squadron of advanced starfighters locked in thrilling, tactical space combat. Following in the footsteps of the first edition, the second edition refines the intuitive

and exciting core formula of maneuvering your ships into position by placing a central focus on the visceral thrill of flying starships in the Star Wars galaxy. During a battle, you'll use your squadron's uni...

*rating*  
 8.2  
 3.0  
*difficulty*



11 - 5 80

# STELLAR LEAP

**Published** 2018  
**Publisher** Weird Giraffe Games  
**Designer** Carla Kopp  
**Artist** Tyler Harris  
**Theme** Exploration  
**Mechanic** Action Queue

**D**escription from the publisher: Explore the galaxy in Stellar Leap! Take on the role of an alien species as you discover new planets and complete missions in this family-friendly space exploration game. Become the most

prestigious alien species in the galaxy by completing missions, discovering new planets, increasing population, and fulfilling your hidden trait's objective. Objective Be the player with the most prestige ...

*rating*  
 6.7  
 2.5  
*difficulty*



# STOMPLE

12 - 6 15

**Published** 2010  
**Publisher** Spin Master Ltd.  
**Designer** Greg Zima  
**Artist**  
**Theme** Abstract Strategy  
**Mechanic** Pattern Recognition

This is a strategic marble stomping game. Outwit your opponents by stomping their marbles before they stomp yours! Outmaneuver by leaving their "stomper" trapped with no escape. OUTSTOMP the competition

and you win! Each player has a "stomper" piece with a marble of a different color attached to the top. On a player's turn, he or she may stomp any marble (by putting it on top of it, knocking it underneath the board...

*rating*

6.4

1.4

*difficulty*



# STRATEGO: TRANSFORMERS

12 0

**Published** 2007  
**Publisher** Milton Bradley  
**Designer** (Uncredited)  
**Artist**  
**Theme** Abstract Strategy  
**Mechanic** Memory

Which army will prevail in this battle of galactic proportions as Decepticons and Autobots battle head to head in this classic game of Battlefield strategy? Choose which side you'll align with – the red Autobot army or the gray

Decepticon army. Carefully place your army pieces strategically throughout your side of the battlefield and let the face off begin. Recreate the classic conflict between Megatron and Optimus Prime or build your ...

*rating*

5.8

1.5

*difficulty*



## T.I.M.E. STORIES

12 - 4 90

**Published** 2015  
**Publisher** Space Cowboys  
**Designer** Peggy Chassenet  
**Artist** Ben Carre  
**Theme** Adventure  
**Mechanic** Cooperative Game

**D**escription from the publisher: The T.I.M.E Agency protects humanity by preventing temporal faults and paradoxes from threatening the fabric of our universe. As temporal agents, you and your team will be

sent into the bodies of beings from different worlds or realities to successfully complete the missions given to you. Failure is impossible, as you will be able to go back in time as many times as required. T.I.M.E Stories is a n...

*rating*

7.5

2.6

*difficulty*



## TACO CAT GOAT CHEESE PIZZA

12 - 8 30

**Published** 2018  
**Publisher** Dolphin Hat Games  
**Designer** Dave Campbell (II)  
**Artist**  
**Theme** Card Game  
**Mechanic** Pattern Recognition

**T**aco Cat Goat Cheese Pizza is filled to the brim with hand-slapping mayhem! As in Snap and Dobble, each player places a card from their hand face up into a community pile while saying taco/cat/goat/cheese/pizza in

player sequence. When the card matches the mantra — boom! — everyone slaps their hand on the deck, with the last one to slap picking up the cards. Whoever rids themselves of cards first wins! For extra fun, special a...

*rating*

6.8

1.0

*difficulty*



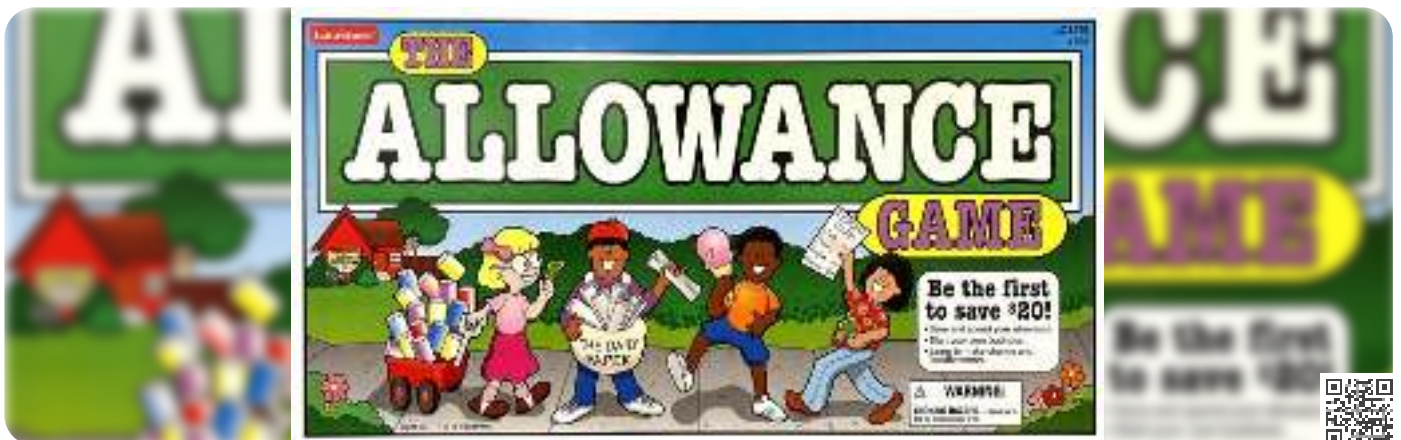
# TALES & GAMES: THE HARE & THE TORTOISE

12 - 5 20

**Published** 2011  
**Publisher** Piece Craft  
**Designer** Gary Kim  
**Artist** Gary Kim  
**Theme** Animals  
**Mechanic** Betting and Bluffing

**T**he Hare & the Tortoise, originally published as Royal Turtle, is a card-driven betting game about animal racing loosely based on one of Aesop's Fables. At the start of a race, each player secretly bets on up to two of five animals: turtle, rabbit, lamb, wolf and fox. One animal is chosen at random for each player, then after receiving a hand of seven cards, each player places one of his cards face-down (possibly the same animal) as a...

*rating*  
 7.0  
 1.3  
*difficulty*



# THE ALLOWANCE GAME

12 - 4 30

**Published** 1979  
**Publisher** Lakeshore Learning Materials  
**Designer** (Uncredited)  
**Artist**  
**Theme** Children's Game  
**Mechanic** Roll / Spin and Move

**W**hether you're starting your own business, doing chores around the house, earning interest on bank deposits or spending money at the mall -- this exciting game teaches you how to use money and make change. When you do all this and you save \$20.00, you win the game! So if you're ready to save, earn and spend a little fun money, simply follow the instructions below." For ages five years and up, per the box. Contains plastic nickels, di...

*rating*  
 3.9  
 1.0  
*difficulty*



4.1 2 - 8 60

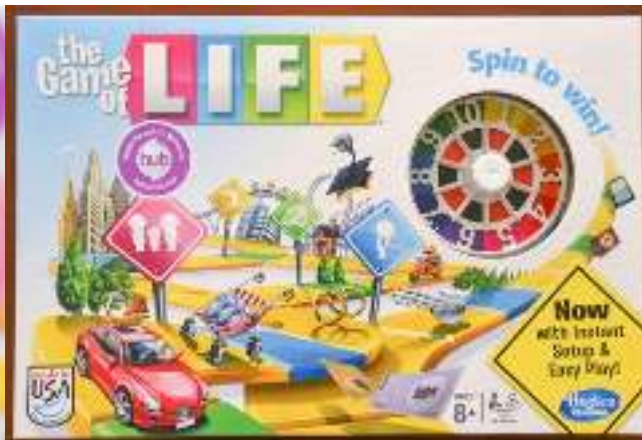
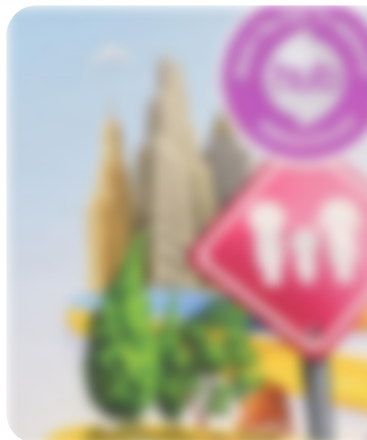
# THE BIG BANG THEORY: FACT OR FICTION GAME

**Published** 2011  
**Publisher** Cardinal  
**Designer** (Uncredited)  
**Artist**  
**Theme** Movies / TV / Radio theme  
**Mechanic** Rock-Paper-Scissors

**G**et Ready to get your geek on as you test your knowledge from THE BIG BANG THEORY! Players answer trivia question, compete in rounds of "Rock, Paper, Scissors, Lizard, Spock" and draw their

way to collecting a complete set of character cards! Included are: Fact Cards, Fiction cards, Character Cards, Game board, 8 Playing Pieces, Die, Pad of Paper, and Comprehensive instruction manual.

*rating*  
4.2  
1.2  
*difficulty*



4.1 2 - 4 60

# THE GAME OF LIFE (2013- EDITIONS)

**Published** 2013  
**Publisher** Hasbro  
**Designer**  
**Artist**  
**Theme** Children's Game  
**Mechanic** Roll / Spin and Move

**T**his game attempts to mirror life events many people go through from going to college, raising a family, buying a home, working and retiring. The intent of the game is to have the most assets at the end of the game. Assets are

earned primarily by passing Payday spots on the game board. Money is also earned (and sometimes lost) by drawing Action cards, which assign set amounts or multiples of the wheel spin. There is a very line...

*rating*  
4.9  
1.5  
*difficulty*



# THE GAME OF THINGS

#14 - 15 45

**Published** 2002  
**Publisher** Giochi Preziosi  
**Designer** Tom Quinn  
**Artist**  
**Theme** Deduction  
**Mechanic** Memory

**T**hings... is a party game where everyone writes a response to a particular prompt, such as "Things... you shouldn't put in your mouth," and the players then try to guess which player wrote which response. A reader is

chosen. This reader reads aloud a Topic Card. The players all write a response, fold up the slip of paper and turn it in to the reader, who reads them aloud once and then a second time. The player to the left of the...

*rating*  
 6.0  
 1.2  
*difficulty*



# THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

#12 - 6 45

**Published** 2002  
**Publisher** RoseArt  
**Designer** Terry Miller Associates  
**Artist**  
**Theme** Adventure  
**Mechanic** Modular Board

**R**elive the adventure of The Fellowship of the Ring with this board game. The fate of Middle-earth is in your hands, as you become the force behind the Fellowship of the Ring, guiding Frodo Baggins

and his heroic companions on the first part of their epic journey. With majestic images and scenes taken directly from the film, life-long followers and first-time fans of The Lord of the Rings will find the game uniquely

*rating*  
 3.2  
 1.4  
*difficulty*



# THE PERFECT HEIST

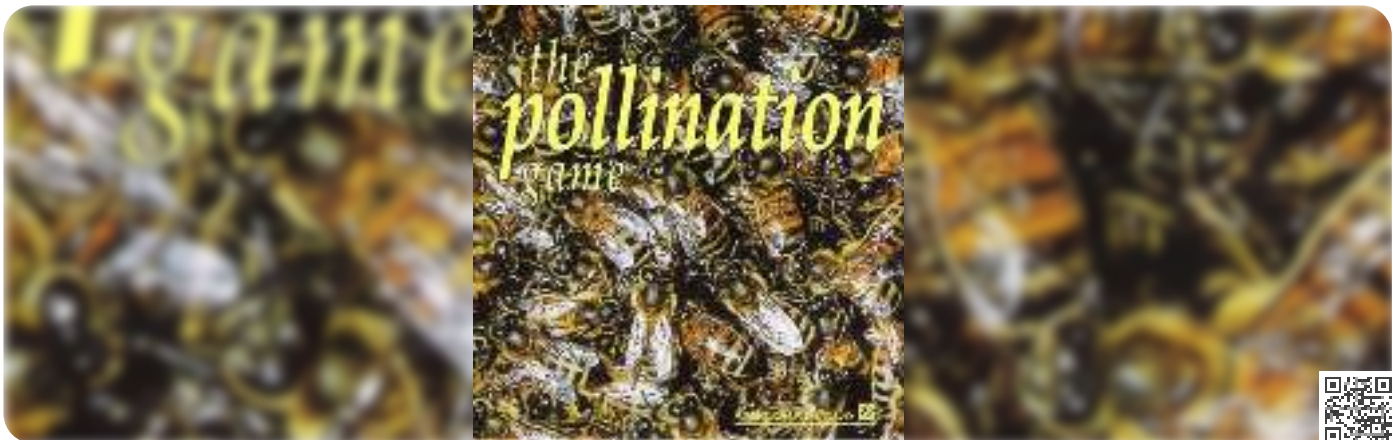
4.1 3 - 6 60

**Published** 2013  
**Publisher** Everwerks  
**Designer** Karl Tiedemann  
**Artist** Josh Alves  
**Theme** Card Game  
**Mechanic** Dice Rolling

**T**he Perfect Heist is a cooperative/competitive board game that captures the excitement of forming a handpicked crew of professionals to pull off epic heists. You play as petty

thieves bent on becoming the world's most infamous criminal mastermind. To win, you must convince your friends—those gunmen, con artists, and grizzled vets who are “getting too old for this”—to join your crew and take on increasingly mo...

*rating*  
 5.9  
 2.0  
*difficulty*



# THE POLLINATION GAME

4.1 2 - 6 45

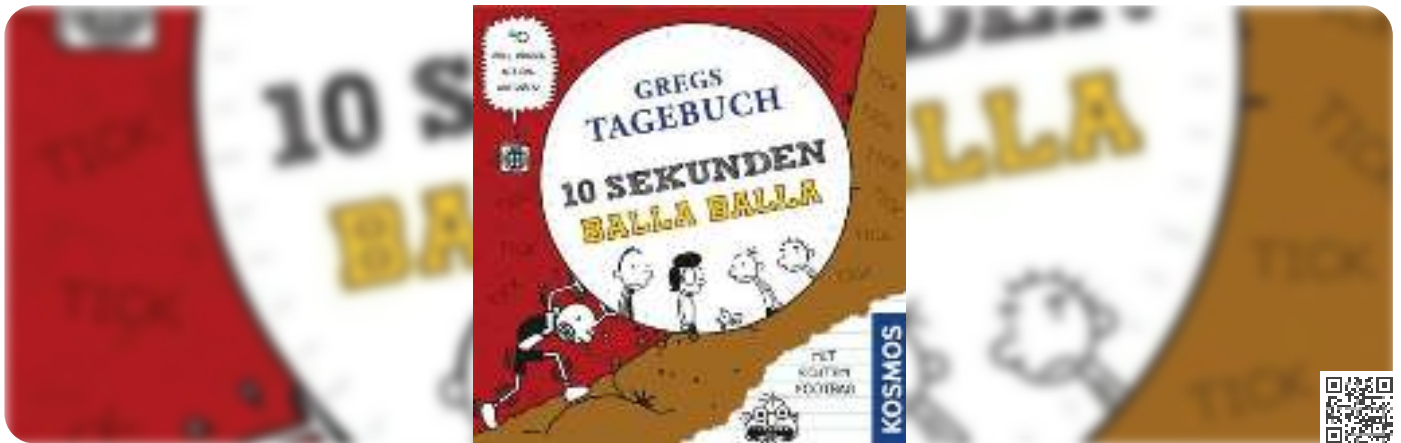
**Published** 1977  
**Publisher** Ampersand Press  
**Designer** Marie Miller Lowell  
**Artist** Donna Haslam  
**Theme** Animals  
**Mechanic** Set Collection

[ from the box] Give and take in the world of flowers, their friends and foes. A stimulating card game of educational fun for all ages. Provides marvelous examples of the mutual interdependence of plants

and animals and makes a fascinating and beautiful deck of cards. Insects, birds, and flowers benefit each other in pollination. Get the right pollinators together with the right flowers and score points! Play 5 different games w...

*rating*  
 6.8  
 1.0  
*difficulty*





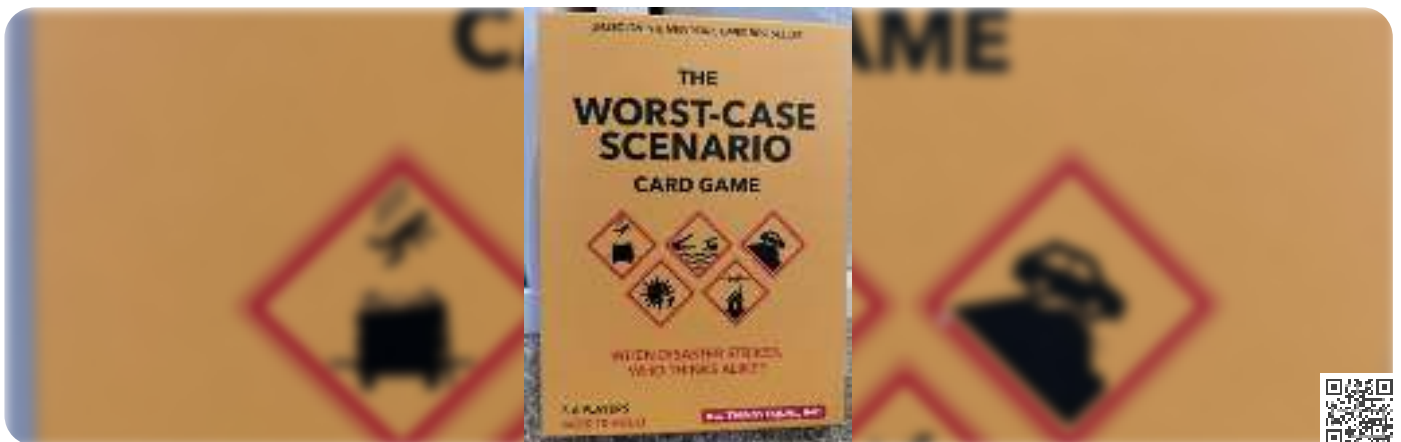
# THE WIMPY KID: 10-SECOND CHALLENGE

12 - 6 30

**Published** 2014  
**Publisher** KOSMOS  
**Designer**  
**Artist** Jeff Kinney  
**Theme** Action / Dexterity  
**Mechanic**

**G**ame description from the publisher: Who can throw up Balla and clap his hands five times before catching it once again? Who can place Balla Balla on his left foot, then hop three times without it falling off? Who can name four things you'd find in a garage? And who can do each of these challenges in only ten seconds?! Gregs Tagebuch: 10 Sekunden Balla Balla includes more than ninety challenges for those waiting to be prese...

*rating*  
 5.2  
 0.0  
*difficulty*



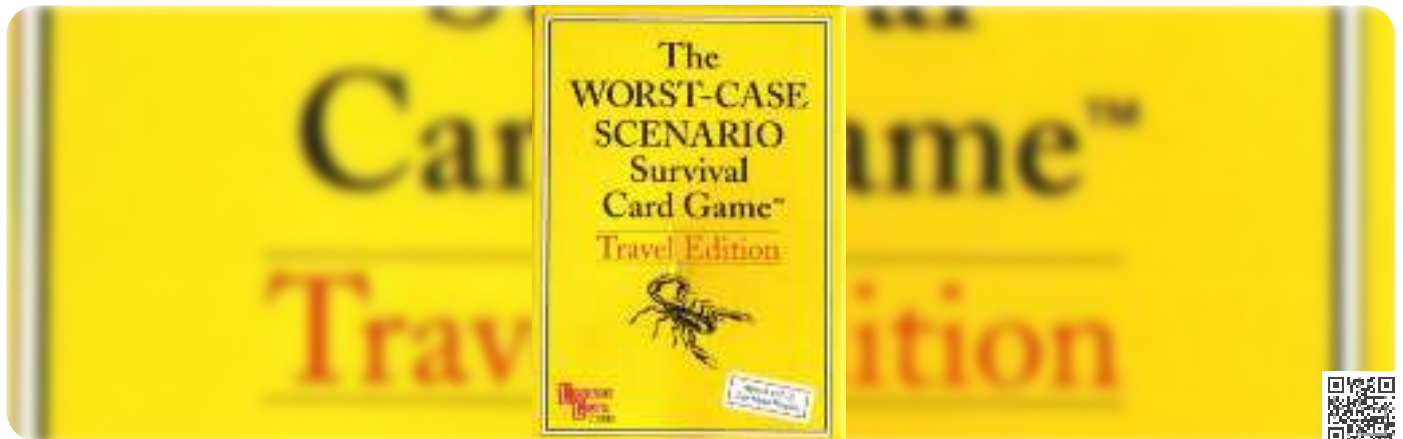
# THE WORST-CASE SCENARIO CARD GAME

13 - 6 90

**Published** 2021  
**Publisher** All Things Equal, Inc.  
**Designer**  
**Artist**  
**Theme** Card Game  
**Mechanic** Voting

**H**ow do you compare living through a pandemic to being chased by a gorilla or locked in the trunk of a moving car or losing your memory or being lost at sea? We live in a dangerous world, and now is the time for you to decide which scenarios are bad, very bad, awful, horrible, or simply the worst! Take turns playing "The Victim" and score points when your fellow players match how you rank five

*rating*  
 6.0  
 1.5  
*difficulty*



#12 - 8 30

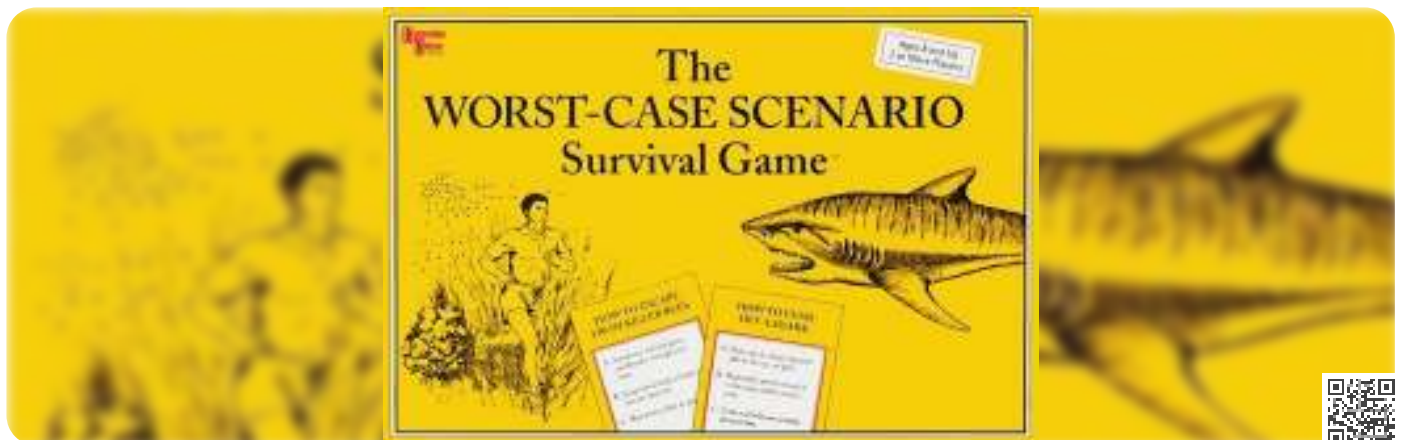
# THE WORST-CASE SCENARIO SURVIVAL CARD GAME: TRAVEL

**Published** 2002  
**Publisher** University Games  
**Designer** (Uncredited)  
**Artist**  
**Theme** Card Game  
**Mechanic**

**B**ased on The Worst-Case Scenario Survival Handbook, this "travel edition" of the game is a single pack of 55 cards with 108 questions. This game is intended for use as an expansion to the board game of the same name or as

an independent travel edition of the game. The game is a very straightforward trivia game, where one person reads the questions to another player until that player can no longer answer one correctly. The first ...

*rating*  
 3.7  
 1.0  
*difficulty*



#12 - 10 40

# THE WORST-CASE SCENARIO SURVIVAL GAME

**Published** 2001  
**Publisher** University Games  
**Designer** (Uncredited)  
**Artist**  
**Theme** Trivia  
**Mechanic** Dice Rolling

**P**ublisher's Description: Do you know how to escape from the trunk of a car? How to survive a shark attack? How to evade a forest fire? How to jump from a bridge? The Worst-Case Scenario

Survival Game challenges players to use their survival instincts and skills to outlast their opponents. Each question has three possible answers: if you get it right you move ahead, if you get it wrong your opponent moves

*rating*  
 3.3  
 1.2  
*difficulty*



# TICKET TO RIDE: FIRST JOURNEY (U.S.)

12 - 4 30

**Published** 2016  
**Publisher** Days of Wonder  
**Designer** Alan R. Moon  
**Artist** Cyrille Daujean  
**Theme** Children's Game  
**Mechanic** Hand Management

**T**icket to Ride: First Journey takes the gameplay of the Ticket to Ride series and scales it down for a younger audience. In general, players collect train cards, claim routes on the map, and try to connect the cities shown on

their tickets. In more detail, the game board shows a map of the United States with certain cities being connect by colored paths. Each player starts with four colored train cards in hand and two tickets; each ticket...

*rating*  
 6.9  
 1.5  
*difficulty*



# TIME: THE GAME

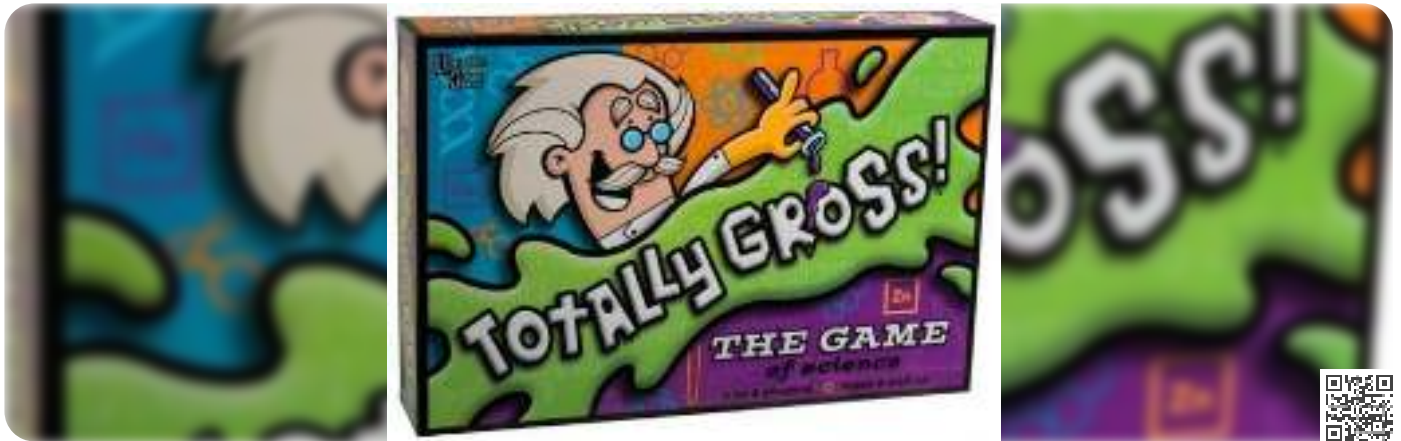
12 - 4 120

**Published** 1983  
**Publisher** John N. Hansen Co., Inc.  
**Designer** Alan Charles  
**Artist**  
**Theme** Trivia  
**Mechanic**

**P**layers attempt to score sixty points in each decade from the Twenties to the Eighties. Each turn gives the player a choice of two categories to answer a question from. The

third die determines the point value and difficulty: 10 points for a True/False question, 20 for multiple choice, and 30 for short answer. First to get 60 points in all seven decades wins.

*rating*  
 4.6  
 1.5  
*difficulty*



12 - 4 0

# TOTALLY GROSS

**Published** 2002  
**Publisher** University Games  
**Designer** A. Robert Moog  
**Artist**  
**Theme** Children's Game  
**Mechanic** Roll / Spin and Move

**F**rom the publisher: Want to help kids understand chemistry, biology and more? A dose of gross helps science make sense! Did you know snot keeps your lungs clean? Or that some bullfrogs are cannibals? Learn this and

more as you travel around the game board answering queasy questions. Land on a Gross-Out space, and you may have to check another player for toe jam or describe the last time you threw up! Every time you answer a question or co...

*rating*  
 4.5  
 1.4  
*difficulty*



12 - 6 180

# TRIVIAL PURSUIT: 20TH ANNIVERSARY EDITION

**Published** 2002  
**Publisher** Hasbro  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Party Game  
**Mechanic** Roll / Spin and Move

**T**his 20th Anniversary Trivial Pursuit Edition contains 3,600 all-new questions - that celebrate the people and events from the past 20 years. Plus the Special Anniversary Deluxe Card Dispenser keeps

your cards organized so you can focus on the fun. The six new categories include \*Global View, \*The Written Word, \*Sound & Screen, \*Innovations, \*News, \*Game Time.

*rating*  
 5.2  
 1.8  
*difficulty*



# TRIVIAL PURSUIT: GENUS EDITION

2 - 24

90

**Published** 1981  
**Publisher** Diset S. A.  
**Designer** Scott Abbot  
**Artist** (Uncredited)  
**Theme** Party Game  
**Mechanic** Roll / Spin and Move

**T**rivial Pursuit is the original trivia game that started it all. Each player has a circular playing piece with six pie-shaped holes. The goal of the game is to collect a pie in each color. The colors correspond to different

question categories. The board consists of a circular track with spaces in seven different colors. Six of the colors correspond to question categories while the last color gives a new dice roll. Six spaces also...

*rating*

5.2

1.6

*difficulty*



# TRIVIAL PURSUIT: STAR WARS CLASSIC TRILOGY COLLECT

2 - 4

90

**Published** 1998  
**Publisher** Hasbro  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Movies / TV / Radio theme  
**Mechanic** Roll / Spin and Move

In this version of Trivial Pursuit players must answer

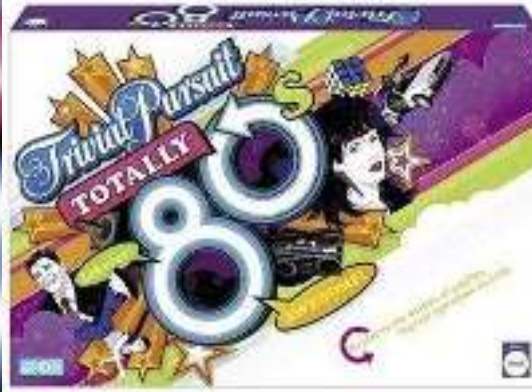
questions based on the original Star Wars movies.

*rating*

5.5

1.5

*difficulty*



2 - 4 45

# TRIVIAL PURSUIT: TOTALLY 80S EDITION

**Published** 2005  
**Publisher** Hasbro  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Party Game  
**Mechanic** Roll / Spin and Move

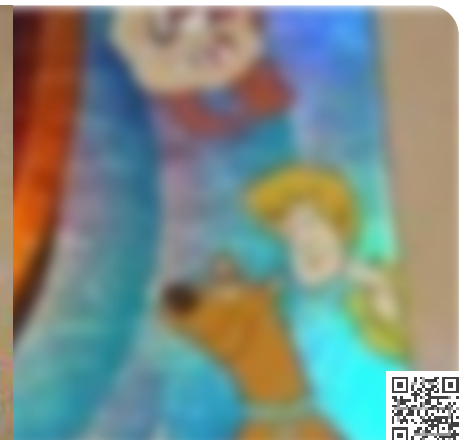
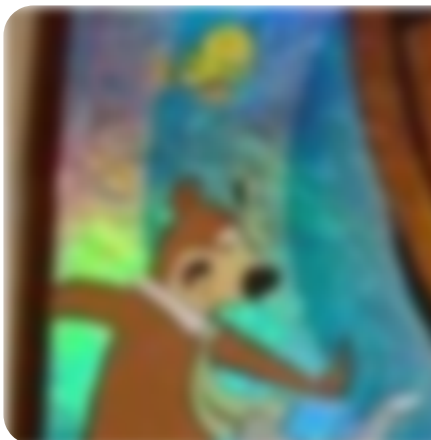
From publisher Parker Brothers: Rewind the decade of yuppies, big hair and break dancing! This edition of the popular trivia game has cool retro packaging and 2400 trivia questions in six categories to take you back to the colorful 80s! Includes 4 collectible tokens based on 80s icons. For 2-4 players or teams. Categories in this edition are headlines, television, movies, music, sports & leisure, and wild card.

*rating*

5.1

1.6

*difficulty*



2 - 6 60

# TRIVIAL PURSUIT: WARNER BROS. ALL FAMILY EDITION

**Published** 1999  
**Publisher** Horn Abbot Ltd.  
**Designer** (Uncredited)  
**Artist** (Uncredited)  
**Theme** Movies / TV / Radio theme  
**Mechanic** Roll / Spin and Move

Another version of Trivial Pursuit: Genus Edition where players answer questions based on Warner Brothers movies, television series and cartoons. Contains two separate sets of cards, one regular set for adults, and picture cards for kids. The categories in this set are: Movies Television Cartoons Classics Behind the Scenes Anything Goes "Th-th-that's all Folks!"...

*rating*

5.2

1.7

*difficulty*



# UNLOCK!: ESCAPE ADVENTURES Â€“ THE ISLAND OF ..

1-6

60

**Published** 2017  
**Publisher** Space Cowboys  
**Designer** Thomas CauÃ«t  
**Artist** Florian de Gesincourt  
**Theme** Card Game  
**Mechanic** Cooperative Game

**U**nlock! is a cooperative card game inspired by escape rooms that uses a simple system which allows you to search scenes, combine objects, and solve riddles. Play Unlock! to embark on great adventures, while

seated at a table using only cards and a companion app that can provide clues, check codes, monitor time remaining, etc. In Unlock! The Island of Doctor Goorse, you and your team have crash-landed on the island of an eccentric antiques...

*rating*

6.7

2.9

*difficulty*



# UNLOCK!: SECRET ADVENTURES Â€“ TOMBSTONE EXPR..

1-6

60

**Published** 2018  
**Publisher** Space Cowboys  
**Designer** Arch Stanton  
**Artist** Arnaud Demaegd  
**Theme** American West  
**Mechanic** Cooperative Game

**T**he train you're escorting through the Wild West contains some precious cargo. It's up to you to survive the adventure and escort it home safely. Tombstone Express is a brand new Unlock!

adventure for up to six players. Unlock! is a series of escape adventures for up to six players. With one hour on the clock, players work through a deck of sixty cards as a team, searching for clues, combining objects, and

*rating*

6.7

2.1

*difficulty*



12 - 4 45

# WASABI!

**Published** 2008  
**Publisher** Pegasus Spiele  
**Designer** Josh Cappel  
**Artist** Josh Cappel  
**Theme** Territory Building  
**Mechanic** Hand Management

**W**asabi! is a light and fast game where you compete against other players to assemble your quota of unique sushi recipes in a rapidly dwindling space. Players draw a variety of delicious ingredients into their hand from the pantry

and play them one at a time onto the board, building off of each other's previously-placed ingredients in the attempt to complete recipes of varying difficulty. Completing a recipe earns you your choice of speci...

*rating*  
 6.5  
 1.9  
*difficulty*



14 - 8 45

# WAVELENGTH

**Published** 2004  
**Publisher** Pressman Toy Corp.  
**Designer** Ed Greenberger  
**Artist**  
**Theme** Movies / TV / Radio theme  
**Mechanic** Team-Based Game

**W**rite down and rank five items that fit a given category. Score a point for any item your partner also wrote down. Add an additional point if the partner gave the item the same rank as you. Many categories are from pop

culture, eg, John Wayne Movies, but other categories provide plenty of variety, eg, Sundae Toppings. Appears to be a combination of partnership What Were You Thinking and Compatibility. Write down 5 things in a categor...

*rating*  
 6.0  
 1.0  
*difficulty*





# WHO WANTS TO BE A MILLIONAIRE

12 - 5

60

**Published** 2000  
**Publisher** (Unknown)  
**Designer** (Uncredited)  
**Artist**  
**Theme** Movies / TV / Radio theme  
**Mechanic** Push Your Luck

Players answer multiple-choice trivia questions of increasing difficulty, with the option of quitting with their winnings up to that point. This adaptation has makeshift versions of the TV show's

"50:50", "Ask the Audience", and "Phone a Friend" lifelines. Players rotate as host, and after everyone has taken a turn as host, winnings are totaled. Based on the original ABC version of the world-famous game show,...

*rating*

4.6

1.4

*difficulty*



# WICKED & WISE

12 - 6

60

**Published** 2022  
**Publisher** Weird Giraffe Games  
**Designer** Fertessa Allyse  
**Artist** Jay Bell  
**Theme** Fantasy  
**Mechanic** Predictive Bid

Dragons compete in a variety of ways, but one of their favorite ways to compete is by playing trick-taking games. In Wicked & Wise, players are either the dragons who are playing a trick-taking game OR they're a mouse allied with a

particular dragon to help manipulate the trick-taking game. Over the course of three rounds, each team of mouse and dragon fight over tricks, treasures, and coins to see which team ends up on top! ...

*rating*

6.9

2.4

*difficulty*



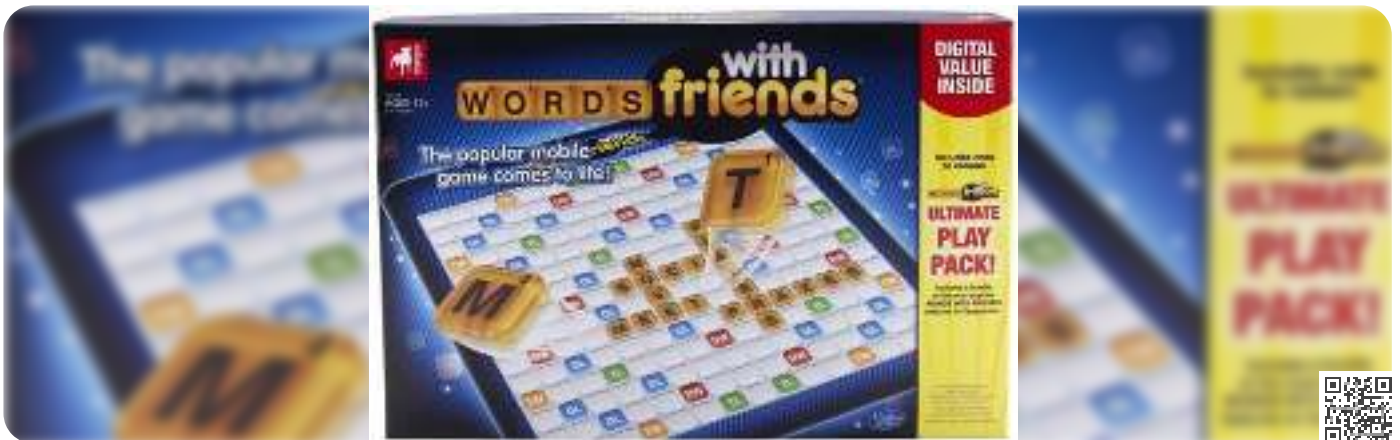
13 - 8 20

# WINK

**Published** 1994  
**Publisher** Blue Orange Games  
**Designer** Friedhelm Krahwinkel  
**Artist** Pierre-Olivier CapÃ©ran  
**Theme** Card Game  
**Mechanic** Targeted Clues

To set up WINK, lay out an array of numbered cards on the table, then distribute a second set of matching cards face down among the players, with a few cards not used and set aside. On your first turn, pick one of the cards on the table that doesn't match a card in your hand, then mark it with your pawn and announce the number of this card. The player who has this card in hand must now try to discreetly wink at you in order to let you know...

*rating*  
 6.6  
 1.1  
*difficulty*



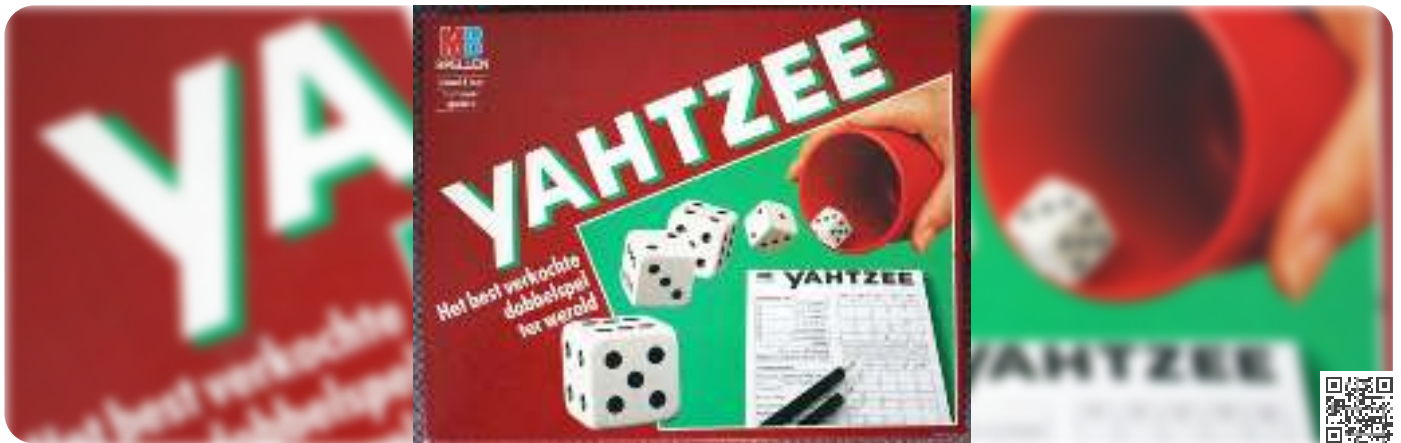
12 - 4 0

# WORDS WITH FRIENDS

**Published** 2012  
**Publisher** Hasbro  
**Designer** Patrick Otley  
**Artist**  
**Theme** Word Game  
**Mechanic** Hand Management

The hot social word game just got more social! For the first time ever, you can play WORDS WITH FRIENDS in person with your favorite wordies. Use the tiles to build words on the gameboard and rack up the points while you challenge your friends in person. Game includes a code to redeem the WORDS WITH FRIENDS ULTIMATE PLAY PACK to enhance your online play Re-implements: Scrabble

*rating*  
 5.6  
 1.0  
*difficulty*



# YAHTZEE

12 - 10 30

**Published** 1956  
**Publisher** (Public Domain)  
**Designer** Edwin S. Lowe  
**Artist** (Uncredited)  
**Theme** Children's Game  
**Mechanic** Dice Rolling

Yahtzee is a classic dice game played with 5 dice. Each player's turn consists of rolling the dice up to 3 times in hope of making 1 of 13 categories. Examples of categories are 3 of a kind, 4 of a kind, straight, full house,

etc. Each player tries to fill in a score for each category, but this is not always possible. When all players have entered a score or a zero for all 13 categories, the game ends and total scores are compared. Th...

rating

5.4

1.1

difficulty



# ZOMBIE RUN!

12 - 7 15

**Published** 2014  
**Publisher** Haywire Group  
**Designer**  
**Artist**  
**Theme** Card Game  
**Mechanic** Hand Management

From the manufacturer: "Zombies have taken over the town and they're EVERYWHERE! Can you be the first to escape the town and get to safety? The player with the lowest number of zombies chasing them after

five rounds wins and successfully escapes the town. Zombie Run combines memory with luck and is the ultimate card game for kids with braaaaaaaaaaaains!" Zombie Run! is a hand-comparison game with elements of memory (since y...

rating

5.9

1.0

difficulty



# ZOOT!

2 - 4 30

**Published** 2022  
**Publisher** (Self-Published)  
**Designer** Joan Krygsman  
**Artist** Joan Krygsman  
**Theme** Card Game  
**Mechanic** Melding and Splaying

If you enjoy Scrabble or Wordle .. Zoot! is here to make your word-nerdy dreams come true! Object : To obtain the highest number of points by combining the 7 cards in your hand into a single word. Re-arrange your cards until they come close to forming a word. Start your turn by drawing either the face-up card or the one at the top of the draw pile. Then discard one of your other cards to end your turn. The first person to form a ...

*rating*

7.6

0.0

*difficulty*