

## Crossett Library Board Games

**King of Tokyo** is a good one. (basically like the yard game, king of the hill, but on a board game)

**Catan** is a settlers game (like Risk but without the fighting/ combat) x 2 copies plus 5-6 player expansion pack

**Cyclades** is a popular game (also like Risk but in Greek/Roman God pantheon) Also with a cities expansion pack

**Freedom** is a new, award winning game about the abolitionist movement/ underground railroad in the US.

**River, Mysterious Library, Lighthouse, and Quick** are charming little board games from German designers that are very fast to play. For younger gamers.

**Codenames** and **Secret Hitler** are "hidden identity" games a la Clue although S.H. requires 5+ players, but very fun as long as you get enough players.

**Elder Sign** and **Spirit Island** are incredibly fun/ incredibly complicated games of monsters and spirits.

**Munchkins** (cards only) and **Small World** (tiles and board) are fantasy battle games a la Dungeons and Dragons but simplified.

**Mille Borne** is a classic French car racing game.

**Exploding Kittens, Red Flags, Buzzed, Cards Against Humanity, Bad Choices and What do you Meme?** are card games which are really quick and inappropriate at any age. But fun especially at a party with guests who have dirty thoughts.

**Evolution** is an interesting game of species creation with resources going to fur, long necks, burrowing, claws, etc. Centered around a watering hole. Have not played but I learned it and it seems cool.

**Betrayal at House on the Hill** is a mystery house game in which a player turns on the other characters. (This one is almost always played at Game Night.)

**Cottage Garden** is a tile placement, a special challenge which many grandmothers would enjoy. It's super cute and it's about setting out a nice patio.

**War of Mine** is a trauma-inducing game of survival in a war-torn city. I've never played but I understand that it is good for high school students to appreciate not being exploded.

**Ticket to Ride** is a cross-country line/ route creation game which is simple, fast and popular. **Brass** is a similar, but more complicated resources/ transport game.

**Stuffed Fables** is a story book based game in which players are loveable kid stuffies who are meant to protect their child owner. It can be fun and it is replayable but I have found it requires a bit of reading. Nice production.

**Tokaido** is a charming game in which you are a relaxed traveler going up and down the Japanese island chain. The goal is to meet friends, take nice panoramic photos, eat delicious meals and it is a quick, simple experience.

**Pandemic and Pandemic Iberia** are resource management games which handle / contain a deadly outbreak. Popular for 10 years+.

**Balderdash, Uno, Monopoly, Stratego, Chess, playing cards, Clue (Golden Girls edition) and poker set** are self-explanatory.

**Axis and Allies** is a time-intensive Risk-style conquering game in WWII. (1942) 2-5 players

We also have a fair amount of **Pokemon cards / game sets**.

**Carcassone** is a building civilization game but I have not played. It's in a big, big box.

**Galaxy Trucker** is a spaceship building board game which seems fun but complicated. Again, I have not played this one.