GAME BOARD CATALOG

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Acquire

This Sid Sackson classic has taken many different forms over the years depending on the publisher. Each player strategically invests in businesses, trying to retain a majority of stock. As the businesses grow with tile placements, they also start merging, giving the majority stockholders of the acquired business sizable bonuses, which can then be used to reinvest into other chains. All of the investors in the acquired company can then cash in their stocks for current value or trade them 2-for-1 for shares of the newer, larger business. The game is a race to acquire the greatest wealth.

Aquarius

The groovy card game that’s kind of like dominoes (only better!) Aquarius features three types of cards: Elements, Goals, and Actions. Element cards are played kind of like dominoes, with each player trying to win by connecting seven panels of one particular element. Goal cards determine which element each player is going after, and Action cards allow players to shake up the action in five different ways. The game is fast, fun, colorful, and easy to learn.
The Walking Dead Bang! Dice Game allows players to face off against one another in this fast-paced stand-alone version of Bang!

Roll, shoot Bang! Test your survival skills with this fast moving version of BANG! The Dice Game: The Walking Dead. Based on the world’s best-selling shoot ‘em up card game Bang!, where players battle one another for supremacy! With each roll of the dice, Walkers get closer to overrunning the Survivors, can you survive?

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 in a single sitting.
Carcassonne: New Edition

Carcassonne is a tile-placement game in which the players draw and place a tile with a piece of southern French landscape on it. The tile might feature a city, a road, a cloister, grassland or some combination thereof, and it must be placed adjacent to tiles that have already been played, in such a way that cities are connected to cities, roads to roads, etcetera. Having placed a tile, the player can then decide to place one of his meeples on one of the areas on it: on the city as a knight, on the road as a robber, on a cloister as a monk, or on the grass as a farmer. When that area is complete, that meeple scores points for its owner.

Average Online Rating: 7.44/10
# of Players: 2-5
User Suggested # of Players:
Best with 2 players
Recommended with 2, 3, 4, 5 players
Playtime: 30-45 mins

Catan: 5th Edition

In Catan (formerly The Settlers of Catan), players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources (cards)—wood, grain, brick, sheep, or stone—to build up their civilizations to get to 10 victory points and win the game.

Catan has won multiple awards and is one of the most popular games in recent history.

Catan 5-6 Player Extension

 Allows you to add up to two more opponents to The Settlers of Catan. The only change in the rules is that there is a building round at the end of each turn in which any player can build.
Chess Set

Average Online Rating: 7.10/10
# of Players: 2
User Suggested # of Players:
Best with 2 players
Recommended with 2 players
Playtime: 60 mins

Chess 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 capture, attack, defend, or develop their positions. Chess games can end in checkmate, resignation, or one of several types of draws.

Concept

Average Online Rating: 7.09/10
# of Players: 4-12
User Suggested # of Players:
Best with 6,8 players
Recommended with 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, more than 12 players
Playtime: 40 mins

In Concept, your goal is to guess words through the association of icons. A team of two players – neighbors at the table – choose a word or phrase that the other players need to guess. Acting together, this team places pieces judiciously on the available icons on the game board.
Dixit

Average Online Rating: 7.42/10
# of Players: 3-6
User Suggested # of Players:
Best with 5,6 players
Recommended with 4, 5, 6, more than 6 players
Playtime: 30 mins

One player is the storyteller for the turn and looks at the images on the 6 cards in her hand. From one of these, she makes up a sentence and says it out loud (without showing the card to the other players).

Each other player selects the card in their hands which best matches the sentence and gives the selected card to the storyteller, without showing it to the others.

The storyteller shuffles her card with all the received cards. All pictures are shown face up and every player has to bet upon which picture was the storyteller’s.

Forbidden Island

Average Online Rating: 6.91/10
# of Players: 2-4
User Suggested # of Players:
Best with 4 players
Recommended with 1, 2, 3, 4 players
Playtime: 30 mins

Forbidden Island is a visually stunning ‘cooperative’ board game. Instead of winning by competing with other players like most games, everyone must work together to win the game. Players take turns moving their pawns around the ‘island’, which is built by arranging the many beautifully screen-printed tiles before play begins. As the game progresses, more and more island tiles sink, becoming unavailable, and the pace increases. Players use strategies to keep the island from sinking, while trying to collect treasures and items. As the water level rises, it gets more difficult - sacrifices must be made.
Freedom - The Underground Railroad

Early in the history of the United States, slavery was an institution that seemed unmovable but with efforts of men and women across the country, it was toppled. In Freedom: The Underground Railroad, players are working to build up the strength of the Abolitionist movement through the use of notable figures and pivotal events. By raising support for the cause and moving slaves to freedom in Canada, the minds of Americans can be changed and the institution of slavery can be brought down.

Freedom is a card-driven, cooperative game for one to four players in which the group is working for the abolitionist movement to help bring an end to slavery in the United States.

Hanabi Card Game

Hanabi—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.

The card deck consists of five different colors of cards, numbered 1–5 in each color. For each color, the players try to place a row in the correct order from 1–5. Sounds easy, right? Well, not quite, as in this game you hold your cards so that they’re visible only to other players. To assist other players in playing a card, you must give them hints regarding the numbers or the colors of their cards. Players must act as a team to avoid errors and to finish the fireworks display before they run out of cards.
In King of Tokyo, you play mutant monsters, gigantic robots, and strange aliens – all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo.

At the start of each turn, you roll six dice. The dice show the following six symbols: 1, 2, or 3 Victory Points, Energy, Heal, and Attack. Over three successive throws, choose whether to keep or discard each die in order to win victory points, gain energy, restore health, or attack other players into understanding that Tokyo is YOUR territory.

The fiercest player will occupy Tokyo, and earn extra victory points, but that player can’t heal and must face all the other monsters alone!

Waterdeep, the City of Splendors – the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force!

In Lords of Waterdeep, a strategy board game for 2-5 players, you take on the role of one of the masked Lords of Waterdeep, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city.
Love Letter

All of the eligible young men (and many of the not-so-young) seek to woo the princess of Tempest. Unfortunately, she has locked herself in the palace, and you must rely on others to take your romantic letters to her. Will yours reach her first?

Love Letter is a game of risk, deduction, and luck for 2–4 players. Your goal is to get your love letter into Princess Annette’s hands while deflecting the letters from competing suitors.

Powerful cards lead to early gains, but make you a target. Rely on weaker cards for too long, however, and your letter may be tossed in the fire!

Mascarade Board Game

Players in Mascarade start with six coins and a randomly dealt character card. Characters stay face up just long enough for players to more or less memorize them, then are turned face down. Your goal is to be the first player to hold 13 coins, and while you start nearly halfway to that goal, you can go down just as surely as you can go up!
Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run.

Admit it. You love it.

This award-winning card game, designed by Steve Jackson, captures the essence of the dungeon experience... with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Don the Horny Helmet and the Boots of Butt-Kicking. Wield the Staff of Napalm... or maybe the Chainsaw of Bloody Dismemberment. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon...

The Resistance: Avalon pits the forces of Good and Evil in a battle to control the future of civilization. Arthur represents the future of Britain, a promise of prosperity and honor, yet hidden among his brave warriors are Mordred’s unscrupulous minions. These forces of evil are few in number but have knowledge of each other and remain hidden from all but one of Arthur’s servants. Merlin alone knows the agents of evil, but he must speak of this only in riddles. If his true identity is discovered, all will be lost.

The Resistance: Avalon is a standalone game, and while The Resistance is not required to play, the games are compatible and can be combined.
San Juan

San Juan is a card game based on Puerto Rico. The deck of 110 cards consists of production buildings (indigo, sugar, tobacco, coffee, and silver) and “violet” buildings that grant special powers or extra victory points. Cards from the hand can be either built or used as money to build something else; cards from the deck are used to represent goods produced by the production buildings, in which case they are left face-down.

In each round (or governorship), each player in turn selects from one of the available roles, triggering an event that usually affects all players. The person who picks the role gets a privilege, such as producing more goods or building more cheaply.

Scrabble

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 access to the better bonus spaces.
Survive: Escape from Atlantis!

Survive is a cutthroat game where players seek to evacuate their pieces from an island that is breaking up, while remembering where their highest-valued pieces are located to maximize their score.

An island made up of 40 hex-tiles is slowly sinking into the ocean (as the tiles are removed from the board). Each player controls ten people (valued from 1 to 6) that they try and move towards the safety of the surrounding islands before the main island finally blows up. Players can either swim or use boats to travel but must avoid sea serpents, whales and sharks on their way to safety.

Survive is very similar to Escape from Atlantis with some key differences.

Sushi Go!

In the super-fast sushi card game Sushi Go!, you are eating at a sushi restaurant and trying to grab the best combination of sushi dishes as they whiz by. Score points for collecting the most sushi rolls or making a full set of sashimi. Dip your favorite nigiri in wasabi to triple its value! And once you’ve eaten it all, finish your meal with all the pudding you’ve got! But be careful which sushi you allow your friends to take; it might be just what they need to beat you!
Ticket to Ride

Average Online Rating: 7.5/10
# of Players: 2-5
User Suggested # of Players:
Best with 4 players
Recommended with 2, 3, 4, 5 players
Playtime: 30-60 mins
Ticket to Ride can be learned in under 15 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes in North America.

Ticket to Ride: USA 1910 is a card expansion
This includes 35 new 1910 Destination Tickets, a GlobeTrotter Bonus card for completing the most tickets, 4 Mystery Train Destination Tickets originally provided in the Ticket to Ride: Mystery Train Expansion expansion, and a complete replacement deck of the 141 cards from the original game deck.

Star Realms

Average Online Rating: 7.74/10
# of Players: 2
User Suggested # of Players:
Best with 2 players
Recommended with 2, more than 2 players
Playtime: 20 mins
Star Realms is a spaceship combat deck-building game by Magic Hall of Famers Darwin Kastle (Battle for Hill 218) and Rob Dougherty (Ascension Co-designer).

Star Realms is a fast paced deck-building card game of outer space combat. It combines the fun of a deck-building game with the interactivity of Trading Card Game style combat. As you play, you make use of Trade to acquire new Ships and Bases from the cards being turned face up in the Trade Row from the Trade Deck. You use the Ships and Bases you acquire to either generate more Trade or to generate Combat to attack your opponent and their bases. When you reduce your opponent’s score (called Authority) to zero, you win!
Not a trivia buff? It doesn’t matter! In Wits & Wagers, each player writes a guess to a question such as “In what year did the bikini swimsuit make its first appearance?” or “How many feet wide is an NFL football field?” and places it face-up on the betting mat. Think you know the answer? Bet on your guess. Think you know who the experts are? Bet on their guess. The closest answer pays out according to the odds on the betting mat. Strike it big and you’ll be cheering like you just hit the jackpot!