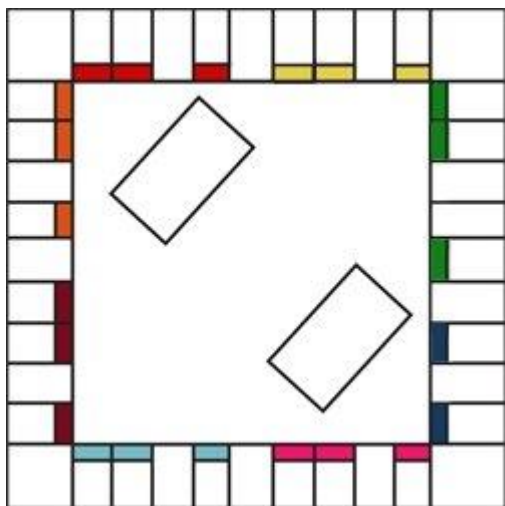


High School Curriculum

Board Games That Work





The following pages are divided by subject matter with in depth board game descriptions found in the appendices.



This document was created through collaboration between ASD-S (Michelle Standing) and the Offline Boardgame Café (Susan Pass)



Games are bolded with a brief description of the skills or content targeted through the game.



English 9-12



Game Suggestions	Number of Players 	Time to Play 
Buzzword <ul style="list-style-type: none"> vocabulary, speaking and listening. 	4-12	45 min
Balderdash <ul style="list-style-type: none"> vocabulary, speaking and listening. 	2-6	60 min
Codenames <ul style="list-style-type: none"> vocabulary, speaking and listening 	2-8	15 min
Captain Sonar <ul style="list-style-type: none"> Collaboration, Presenting arguments, co- op game 	2-8	45-60 min
Duplik <ul style="list-style-type: none"> Presenting, communication, Descriptions 	3-10	45 min
Konexi- 3D word game <ul style="list-style-type: none"> vocabulary and spelling 	2-4	**
Once Upon a Time <ul style="list-style-type: none"> character, plot development, visualizations, descriptions etc. 	2-6	30 min
Gloom <ul style="list-style-type: none"> character, plot development, visualizations, descriptions etc. 	2-5	60 min
Malarkey <ul style="list-style-type: none"> Presenting, listening, speaking 	3-6	**
Wink <ul style="list-style-type: none"> Speaking, listening, vocabulary, making connections, inferencing 	3-8	20 min
Magic Maze <ul style="list-style-type: none"> Communication, cooperation, inferencing, plot development, visualization 	1-8	15 min
Spyfall <ul style="list-style-type: none"> Speaking, listening, making connections, inferencing, visualization, prediction 	3-8	15 min
Mysterium <ul style="list-style-type: none"> Speaking, listening, making connections, inferencing, visualization, prediction 	2-7	45 min
Concept <ul style="list-style-type: none"> Vocabulary, descriptions, making connections, inferencing, prediction 	4-12	40 min



Math 9-12

Game Suggestions	Number of Players 	Time to Play 
Math Fluxx	2-6	5-30 min
• Problem solving, mental math, reasoning		
Pokémon	2	20 min
• Mental Math, estimation, connections		
DC Deck Building	2-5	45 min
• Mental math, estimation, reasoning, and problem solving		
Yahtzee	2- 10	30 min
• Problem solving, mental math, estimation, reasoning		
Lost Cities	2	30 min
• Reasoning, mental math, estimation, problem solving		
Sumoku	1-8	15 min
• Visualization, connections, reasoning, problem solving		
New York Slice	2-6	30 min
• Visualization, reasoning, mental math, connections, and estimation		
Ingenious	1-4	45 min
• Visualization, mental math, connections, problem solving		
Pipeline	2-4	20 min
• Visualization, problem solving, connections		



Game Suggestions	Number of Players 	Time to Play 
Petrichor <ul style="list-style-type: none"> Water cycle, plant growth and requirements, planning 	1-4	20-80 min
Space Shuffle <ul style="list-style-type: none"> Planets, Solar System 	1-5	30 min
Formula D <ul style="list-style-type: none"> Speed, Distance, Time 	2-10	60 min
Evolution: The Beginning <ul style="list-style-type: none"> Animal adaptation, ecosystems, food webs, competition 	2-5	30 min
Gravwell <ul style="list-style-type: none"> Space, Gravitational Force, Asteroids, Meteors 	1-4	25-30 min
Tesla vs. Edison: War of Currents <ul style="list-style-type: none"> Electricity, Currents, Invention, Inventors 	2-5	60-90 min
Zoolerette <ul style="list-style-type: none"> Animal Diversity, Conservation, and Care 	2-5	45 min

Biology		
Game Suggestions	Number of Players 	Time to Play 
Cytosis <ul style="list-style-type: none"> Cell organelles, cell function, protein synthesis, DNA replication, Cellular Respiration and other cell processes 	2-5	60-90 min
Peptide <ul style="list-style-type: none"> Protein Building 	2-6	40 min
Evolution Climate <ul style="list-style-type: none"> Evolution, survival of the fittest, Darwin, population limits, mutations 	2-6	60 min
Photosynthesis <ul style="list-style-type: none"> Photosynthesis, Forests population and density 	2-4	30-60 min
Viral <ul style="list-style-type: none"> Virus, Mutations, Immune System, Infectious Diseases 	2-5	60-90 min
Pandemic: Contagion <ul style="list-style-type: none"> Infectious diseases, immune system, resistance, mutations, WHO 	2-5	30 min
Pandemic <ul style="list-style-type: none"> Infectious diseases, immune system, resistance, mutations, WHO 	2-4	45 min
Bio: Genesis <ul style="list-style-type: none"> Earth's creation through amino acids, metabolism, cell creation through lipids etc. Macromolecules 	1-4	60-120 min
Virulence <ul style="list-style-type: none"> Virus, Infection cycles, host vs. Parasite 	2-5	10-20 min
Strain <ul style="list-style-type: none"> Microorganisms, cell organelles, cell function 	3-7	60 min



Chemistry		
Game Suggestions	Number of Players 	Time to Play 
Covalence <ul style="list-style-type: none"> Elements and compounds, chemical compounds, molecular shape 	2-4	15-40min
Ion <ul style="list-style-type: none"> Elements and compounds, chemical compounds, chemical bonding 	2-7	20-40 min
Compounded <ul style="list-style-type: none"> Elements and compounds, chemical bonding, chemical compounds, chemical changes 	2-5	30-90 min
Elementeo <ul style="list-style-type: none"> Elements and compounds, chemical bonding, chemical compounds, chemical changes, properties 	2-6	-
Subatomic <ul style="list-style-type: none"> Elements, chemical changes, properties, structure of matter 	2-4	40-60 min
Chemistry Fluxx <ul style="list-style-type: none"> Structure of matter, elements and compounds, properties and chemical changes 	2-6	5-30 min
Periodic <ul style="list-style-type: none"> Inquiry, Elements, Classification, Properties 	2-5	40 min

Physics		
Game Suggestions	Number of Players 	Time to Play 
Khet <ul style="list-style-type: none"> • Reflection and refraction 	2	20 min
Riff Raff <ul style="list-style-type: none"> • Contact Forces, Action at a glance, motion and movement 	2-4	30 min
Bamboleo <ul style="list-style-type: none"> • Contact Forces, Action at a glance, motion and movement 	2-7	30 min
Bandu <ul style="list-style-type: none"> • Contact Forces, Action at a glance, motion and movement 	2-8	15-45 min
Villa Paletti <ul style="list-style-type: none"> • Contact Forces, Action at a glance, motion and movement 	2-4	30 min
Topple <ul style="list-style-type: none"> • Contact Forces, Action at a glance, motion and movement 	2-4	20 min
Circuit Maze <ul style="list-style-type: none"> • Energy, circuits 	1-4	15-20 min



Social Studies 9

Game Suggestions	Number of Players 	Time to Play 
<p>A Few Acres of Snow</p> <ul style="list-style-type: none"> French and British conflict and colonization in North America 	<p>2</p>	<p>60+ min</p>
<p>Freedom: The Underground Railroad</p> <ul style="list-style-type: none"> Underground Railroad, Citizenship, Power and Governance, Culture and Diversity, People, Place and Environment 	<p>1-4</p>	<p>60+ min</p>
<p>Chrononauts</p> <ul style="list-style-type: none"> Time, Continuity and Change, Citizenship, Power and Governance, People, Place and Environment 	<p>1-6</p>	<p>30 min</p>
<p>Temporum</p> <ul style="list-style-type: none"> Time, Continuity and Change, Culture and Diversity 	<p>2-5</p>	<p>35 min</p>
<p>Legacy, Gears of Time</p> <ul style="list-style-type: none"> Time, Continuity, and Change, People, Place and Environment, Interdependence 	<p>2-4</p>	<p>60 min</p>



Ancient Medieval 10

Game Suggestions	Number of Players 	Time to Play 
7 Wonders <ul style="list-style-type: none"> Conflict and Co-Existence, First-Steps, Issues of Power 	2-7	30 min
Chrononauts <ul style="list-style-type: none"> Technological Advancement, The Journey Begins: Neolithic, First Steps: Ancient Egypt and Mesopotamia, Greece, Rome and the Middle Ages 	1-6	30 min
Stone Age <ul style="list-style-type: none"> Hunters/ Gathers to farming, Technological Advancement 	2-4	60-90 min
Monuments: Wonders of Antiquity <ul style="list-style-type: none"> Technological Advancement, The Journey Begins: Neolithic, First Steps: Ancient Egypt and Mesopotamia, Greece, Rome and the Middle Ages 	2-4	45-60 min
Carcassonne <ul style="list-style-type: none"> Learn the progress from hunters/ gathers to farmers living in villages, cultural interactions, conflict and co-existence 	2-5	30-45 min
Downfall of Pompeii <ul style="list-style-type: none"> First Steps: Ancient Egypt and Mesopotamia, Greece, Rome and the Middle Ages 	2-4	45 min
Thebes <ul style="list-style-type: none"> Technological Advancement, The Journey Begins: Neolithic, First Steps: Ancient Egypt and Mesopotamia, Greece, Rome and the Middle Age 	2-4	60 min
Pyramids <ul style="list-style-type: none"> First Steps: Ancient Egypt and Mesopotamia, Greece, Rome and the Middle Ages 	2-5	30 min
Order of the Gilded Compass <ul style="list-style-type: none"> The Journey Begins: Neolithic, First Steps: Ancient Egypt and Mesopotamia, Greece, Rome and the Middle Age 	2-5	30-60 min
Innovation <ul style="list-style-type: none"> Technological Advancement 	2-4	45-60 min



Modern Europe 11

Game Suggestions	Number of Players 	Time to Play 
Memoir 44 <ul style="list-style-type: none">• WWII, Historical Thinking, Crimes against humanity	2-8	30-60 min
Timeline <ul style="list-style-type: none">• Rights and Revolutions, Totalitarianism, WWI, WWII, The Cold War, Historical Thinking, Technology	2-8	15 min
Twilight Struggle <ul style="list-style-type: none">• Rights and Revolutions, WWII, Historical Thinking, Technology	2	180 min
Axis and Allies <ul style="list-style-type: none">• WWII, Historical Thinking, Crimes against humanity	2-5	180 min
Diplomacy <ul style="list-style-type: none">• WWI, Totalitarianism, Rights and Revolutions, Historical Thinking, Technology, Negotiation	2-7	300+ min



Economics/ Business

Game Suggestions	Number of Players 	Time to Play 
Power Grid <ul style="list-style-type: none">Supply, Demand, and Equilibrium, Fundamental Economics	3-6	120 min
The Networks <ul style="list-style-type: none">Firm and Market Structure	1-5	60-90 min
Terraforming Mars <ul style="list-style-type: none">Supply, Demand, and Equilibrium, Fundamental Economics	1-5	120 min
Marrakech <ul style="list-style-type: none">Supply, Demand, and Equilibrium, Fundamental Economics, Firm and Market Structure	2-4	30 min

FILA

Game Suggestions	Number of Players 	Time to Play 
Codenames : Pictures <ul style="list-style-type: none">• S'exprimer oralement, Vocabulaire précis, Des Expressions	2-8	15 min
Mysterium <ul style="list-style-type: none">• S'exprimer oralement, Vocabulaire précis, Des Expressions, Comprendre une variété de discours oraux, interagir selon la situation de communication	2-7	45 min
Takenoko <ul style="list-style-type: none">• S'exprimer oralement, Vocabulaire précis, Des Expressions, Comprendre une variété de discours oraux, interagir selon la situation de communication	2-4	45 min
Sushi Go <ul style="list-style-type: none">• S'exprimer oralement, Vocabulaire précis, Des Expressions	2-5	15 min
Les loups-garous de Thiercelieux <ul style="list-style-type: none">• S'exprimer oralement, Vocabulaire précis, Des Expressions, Comprendre une variété de discours oraux, interagir selon la situation de communication	8-18	30 min

The Arts (Music and Art) 9-12

Game Suggestions	Number of Players 	Time to Play 
Timeline: Music and Cinema <ul style="list-style-type: none"> The role of arts and music in culture, Arts and Music as a record of human experience and expression 	2-8	15 min
Modern Art <ul style="list-style-type: none"> Making and Presenting 	3-5	45 min
Masterpiece <ul style="list-style-type: none"> The role of arts and music in culture, Arts and Music as a record of human experience and expression 	3-6	60 min
Portrayal <ul style="list-style-type: none"> Making and Presenting 	3-10	45 – 60 min

Appendix

All descriptions are from Boardgamegeek.com

7 Wonders

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

A Few Acres of Snow

A war fought at the edge of two mighty empires. For over one hundred and fifty years Britain and France were locked in a struggle for domination of North America. Thousands of miles from their homes, settlers and soldiers were faced with impenetrable forests, unpredictable American tribes, and formidable distances. Despite these obstacles they were able to engage in bitter warfare, with the British ultimately taking the prize of Quebec. *A Few Acres of Snow* is a two-player game that allows you to recreate this contest. You can change the course of history by your decisions.

Axis and Allies

It depicts WWII on a grand scale, full global level. Up to five players can play on two different teams. The Axis which has Germany and Japan, and the Allies which has the USA, the United Kingdom, and the USSR. A full map of the world is provided, broken up in various chunks similar to Risk. The game comes with gobs of plastic miniatures that represent various military units during WWII. Players have at their disposal infantry, armor, fighters, bombers, battleships, aircraft carriers, submarines, troop transports, anti-air guns, and factories. All of the units perform differently and many have special functions. Players have to work together with their teammates in order to coordinate offenses and decide how best to utilize their production points. Players also have the option of risking production resources on the possibility of developing a super technology that might turn the tide of war.

Balderdash

A clever repackaging of the parlor game *Dictionary*, Balderdash contains several cards with real words nobody has heard of. After one of those words has been read aloud, players try to come up with definitions that at least sound plausible, because points are later awarded for every opposing player who guessed that your definition was the correct one.

Bamboleo

This is definitely one of the more unusual offerings from our German friends. An assortment of oddly shaped wooden blocks are placed onto a round, wooden 'platter.' The platter has a cork ball on its underside, which is then placed on top of a conical stand. The trick is that the oddly shaped pieces are to be removed one-by-one, which has a high probability of upsetting the whole contraption's delicate balance. The bigger the piece that you remove when it's your turn, the more points you'll score, but you have a higher likelihood of spilling everything, which scores you negative points.

Bandu

Bandu is based upon the game of Bausack. Each player is given a base block and a number of beans. During a turn, a player chooses a wood block from a common supply and either holds a Refuse or Use auction. All player bid with their beans and the winner/loser must place the piece on their tower. If your tower falls you are out of the game. The last tower standing wins.

Bio: Genesis

In *Bios: Genesis*, one to four players start as organic compounds shortly after Earth's formation, represented by up to three Biont tokens. The Amino Acids command Metabolism, the lipids create cells, the pigments control energy absorption and storage, and the nucleic acids control templated replication. Their goal is a double origin of life: first as Autocatalytic Life (a metabolic cycle reproducing, yet not replicating, its own constituents), and the second as Darwinian Life (an Organism using a template to replicate in an RNA world). Players can play cooperative, competitive, or solitaire.

Buzzword

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 the other team, giving them a chance to score. First team to reach 50 points wins. Watch out! You only get 45 seconds to complete your answers to questions ranging from easy to quite difficult.

Captain Sonar

In *Captain Sonar*, you and your teammates control a state-of-the-art submarine and are trying to locate an enemy submarine in order to blow it out of the water before they can do the same to you. Every role is important, and the confrontation is merciless. Be organized and communicate because a captain is nothing without his crew: the Chief Mate, the Radio Operator, and the Engineer.

Carcassonne

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.

Chemistry Fluxx

Chemistry Fluxx is the elemental card game in which the rules are always changing. Use atoms and laboratory gear to match the current goal and win!

Chemistry Fluxx is the perfect compound of chance and skill in which you'll not only be playing with elements and molecules, but you'll also be learning about them!

Chrononauts

In *Chrononauts*, each player becomes a time traveler, with a unique identity and a secret mission. During the game, players travel backwards and forwards through history, doing all those things people have always dreamed of using a time machine to do: Visiting the great moments of the past, peeking into the future, collecting up impossible artifacts and priceless works of art (at the moment just before history records their destruction), coming to grips with the paradoxes of time travel, and of course, changing pivotal events and altering the course of history itself. How would the timeline be different if Lincoln and JFK had not been assassinated? And is that the version of reality that you came from originally...the one you must return to in order to win? It's all packed into a fast and easy *Fluxx*-style card game that will take you to the beginning of time and back again.

Circuit Maze

Your logic skills and sequential reasoning will light up with Circuit Maze! Your goal is to arrange tokens and create a real circuit to light up the Beacons. Circuit building while solving challenges provides a boost of brainpower and a fun education in electronics. With 60 challenges, ranging in difficulty, this logic game will provide budding electrical engineers with hours of electrifying fun and intense learning.

Codenames

Two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their CODENAMES.

In *Codenames*, two teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin.

Codenames: Win or lose, it's fun to figure out the clues.

Compounded

Compounded is a game about building chemical compounds through careful management of elements, a fair bit of social play and trading, and just a bit of luck. In *Compounded*, players take on the roles of lab managers, hastily competing to complete the most compounds before they are completed by others – or destroyed in an explosion. Some compounds are flammable and will grow more and more volatile over time; take too long to gather the necessary elements for those compounds and a lot of hard work will soon be scattered across the lab.

Concept

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.

Covalence

In *Covalence*, players work together to accurately reconstruct a number of secret organic compounds. One player takes on the role of the “Knower” who has knowledge of the secret compounds, while all other players, “Builders”, must deduce what these secret compounds are,

based upon clues given to them by the Knower. All Builders must cooperatively utilize a limited number of clues available in order construct their compounds before the clues run out!

Cytosis

Cytosis: A Cell Building Game is a worker placement game that takes place inside a human cell. Players start out with a number of workers and on a player's turn, they will place one of their workers in any available location within that cell. Some of the locations provide players with resources (e.g., mRNA, ATP); some with actions (e.g., convert resources, collect cards). Resources are used to build enzymes, hormones and/or receptors, which score Health Points. The player with the most Health Points at the end of the game wins!

DC Deck Building

To start the game, each player chooses one of the seven over-sized hero cards, each of which has a special power, and starts with a deck of ten cards. Each turn, a player starts with a hand of five cards and can acquire or conquer the five types of cards in the game: heroes, villains and super-villains, equipment, super powers, and locations. To defeat villains, you'll need to have power – but when a super-villain is defeated, a new one comes into play, attacking all the heroes while doing so. Make sure you've acquired defenses – like superspeed or bulletproof powers, or The Batsuit equipment – to protect yourself from harm.

Diplomacy

In the game, players represent one of the seven "Great Powers of Europe" (Great Britain, France, Austria-Hungary, Germany, Italy, Russia or Turkey) in the years prior to World War I. Play begins in the Spring of 1901, and players make both Spring and Autumn moves each year. There are only two kinds of military units: armies and fleets. On any given turn, each of your military units has limited options: they can move into an adjoining territory, support an allied unit in an attack on an adjoining territory, support an allied unit in defending an adjoining territory, or hold their position. Players instruct each of their units by writing a set of "orders." The outcome of each turn is determined by the rules of the game. There are no dice rolls or other elements of chance. With its incredibly simplistic movement mechanics fused to a significant negotiation element, this system is highly respected by many gamers.

Downfall of Pompeii

The year is AD 79. Pompeii, sitting at the foot of Vesuvius, is at the high point in its development. People come to the city from far and wide to try to make their luck in the city. So far nobody has dreamed of the danger that will bury all of their dreams under mountains of ash just ten years later. Who will survive the eruption of Vesuvius unscathed?

Duplik

Duplik, first published as *Portrayal* (then *Identik*) is a funny, fast-paced, family and party game that tests each player's ability to describe, draw, and evaluate wacky images.

In each round of *Duplik*, one player (the Art Director) describes a unique and utterly bizarre image while the other players (the Artists) attempt to draw the image based solely on the Art Director's description.

Once time is up, Artists trade drawings and the ten hidden criteria for the image are uncovered. It's up to each Artist to decide whether the drawing he or she is judging meets the criteria and receives points.

Elementeo

In the Elementeo Chemistry Card Game (v1), elements have their own personalities -- Oxygen becomes Oxygen Life-Giver, Sodium becomes Sodium Dragon, and Iodine becomes Iodine Mermaid. Players can create compounds and play with element in the game. Elementeo includes five different levels (element, reaction, compound, alchemy, and fusion) and has elements, compounds, and alchemy cards (which include black holes and nuclear fusion). The goal of the game is to capture your opponent's electrons and reduce them to 0.

Evolution: Climate

In *Evolution: Climate*, players adapt their species in a dynamic ecosystem where food is scarce, predators lurk, and the climate can swing between scorching hot and icy cold. Traits like a Hard Shell and Horns can protect your species from Carnivores while a Long Neck will help them get food that others cannot reach. Heavy Fur and Migratory can protect your species from the cold while being Nocturnal or Burrowing will provide protection from the cruel desert sun. With over 200,000 ways to evolve your species, every game evolves into a different adventure.

Evolution: The Beginning

In *Evolution: The Beginning*, you'll adapt your species to succeed in a dynamic ecosystem where food is scarce and predators roam. Traits like Flight and Horns will protect your species from Carnivores while a Long Neck will help them get food that others cannot reach. With hundreds of ways to evolve your species, every game unfolds in a beautifully unique way.

Formula D

The game mechanisms are a simple race, get to the finish line first! However, players have to use a significant amount of planning, and rely on quite a bit of luck. Each player manages when to shift gears, with each gear providing a different speed. (For example, 4th gear is a die that rolls random numbers from 7 to 12 for spaces moved.) Each turn, players may move up one gear, stay in that gear, or move down gears. This forces players to match possible rolls with the optimum distance for that turn, and hopefully plan ahead. However, speed is not the only issue! Corners have a "stop" rule that requires players to stop once, twice, or three times on that corner in consecutive turns or face a penalty. This creates an effective speed limit to the corners.

Freedom

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.

Gloom

In the *Gloom* card game, you assume control of the fate of an eccentric family of misfits and misanthropes. The goal of the game is sad, but simple: you want your characters to suffer the greatest tragedies possible before passing on to the well-deserved respite of death. You'll play horrible mishaps like *Pursued by Poodles* or *Mocked by Midgets* on your own characters to lower their Self-Worth scores, while trying to cheer your opponents' characters with marriages and other happy occasions that pile on positive points. The player with the lowest total Family Value wins.

Gravwell

In *Gravwell: Escape from the 9th Dimension*, players command spaceships that have been pulled through a black hole, transporting them into a different dimension. With each ship lacking fuel to get home, each player must collect basic elements from surrounding asteroids, using the gravity of the dimension and what little resources they have in order to reach the warp gate that will take them home. But in this dimension, moving ships will travel towards the nearest object, which is usually another ship, and when those objects are moving either forward or backward, reaching the warp gate isn't always easy. Time is running out to save your crew and your ship! As a grim reminder of the cost of failing to escape, the frozen hulks of dead spacecraft litter the escape route – but with careful cardplay, you can slingshot past these derelict craft and be the first to escape from the Gravwell!

Ingenious

In *Ingenious*, a.k.a. *Einfach Genial*, players take turns placing colored domino-style tiles on a game board, scoring for each line of colored symbols that they enlarge. The trick, however, is that a player's score is equal to their *worst-scoring* color, not their best, so they need to score for all colors instead of specializing in only one or two.

In more detail, the game includes 120 domino-style tiles, each consisting of two conjoined hexes; each hex has one of six colors in it, with most tiles having different-colored hexes. Each player has a rack with six tiles on it, and on a turn a player places one tile from their rack onto two hexes of the game board. For each hex on this tile, they score one point in that color for each hex of the same color that lies adjacent to it and each hex in a straight line from it. If a player brings the score of a color to 18, they immediately take another turn. At the end of their turn, they refill their rack to six tiles. (Before refilling their rack, if they have no tiles on it that contain hexes in their lowest-scoring color, they can discard *all* of their tiles, then draw six new tiles from the bag.)

Innovation

Each player builds a civilization based on various technologies, ideas, and cultural advancements, all represented by cards. Each of these cards has a unique power which will allow further advancement, point scoring, or even attacking other civilizations. Be careful though, as other civilizations may be able to benefit from your ideas as well!

Ion

ION: A Compound Building Game is a card drafting game where players select from a number of available Ion Cards and Noble Gas cards with the goal of creating sets of compounds and inert noble gases.

Khet

Khet (a.k.a. *Deflexion*) is a chess-like board game that has two built in lasers and movable Egyptian-themed game pieces that have embedded mirrors that can be positioned to bounce the laser light around the board and hit opponent pieces.

Konexi

Konexi is the 3D word-building game that will have you pushing your luck and on the edge of your seat!

If Scrabble and Jenga got together and had a bit too much to drink, Konexi might be their "gift" nine months later.

Take turns adding letters to a teetering tower of words. Go for longer words — upward, downward, or sideways — to score more points. But watch out...the next letter may cause gravity to kick in and a Konexi collapse! It's thrilling fun for the whole family!

Legacy: Gears of Time

Legacy: Gears of Time is a strategic card game, mechanically rooted in its time travel theme. Players each play cards from their own hand, draw from a central draw pile, move and play technologies on a single timeline, while placing their influence cubes on existing technologies.

Legacy is played on a timeline that grows at the end of each of 4 rounds. Players take turns during a round consisting of 3 actions each. During each turn, you may travel back in time, play a technology card from your hand, influence an existing technology, or draw two cards (keeping only one).

Les loups-garous de Thiercelieux

Werewolves of Miller's Hollow is a game that takes place in a small village which is haunted by werewolves. Each player is secretly assigned a role - Werewolf, Ordinary Townsfolk, or special character such as The Sheriff, The Hunter, the Witch, the Little Girl, The Fortune Teller and so on... There is also a Moderator player who controls the flow of the game. The game alternates between night and day phases. At night, the Werewolves secretly choose a Villager to kill. During the day, the Villager who was killed is revealed and is out of the game. The remaining Villagers (normal and special villagers alike) then deliberate and vote on a player they suspect is a Werewolf, helped (or hindered) by the clues the special characters add to the general deliberation. The chosen player is "lynched", reveals his/her role and is out of the game. Werewolf is a social game that requires no equipment to play, and can accommodate almost any large group of players.

Lost Cities

The object the game is to gain points by mounting profitable archaeological expeditions to the different sites represented by the 5 colors. On a player's turn they must always first play one card, either to an expedition or by discarding it to the appropriate discard pile, and then draw one card. There is a separate discard pile for each color and a player may draw the top card of any discard pile or the top card of the deck. Cards played to expeditions must be in ascending order but they need not be consecutive. Handshakes are considered lower than a 2 and represent investments in an expedition. Thus, if you play a red 4, you may play any other red card higher than a 4 on a future turn but may no longer play a handshake, the 2, or the 3.

Petrichor

Welcome to the lush world of Petrichor; you are a cloud. Your entire purpose in life is to expand, sire other clouds and water crops. Unfortunately, your mates (who are also clouds) have a similar plan. It's up to you to manipulate the weather and assimilate these rogue clouds to contribute to the growth of as many crops as possible - all in order to claim the title of Most Valuable Cloud.

Peptide

Peptide is an open-drafting card game with resource management elements. Basically, players compete to link amino acids side-by-side, forming what's called a Peptide Chain (in biology, this process is called RNA Translation). In order to do so, players must first select from a number of available open-drafted face up cards, which in the game represent cellular organelles. Each organelle rewards players with either molecular resources or cellular actions. Final scores are based upon the types of amino acids in your Peptide Chain, and the player with the most points at the end of the game wins!

Power Grid

The objective of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities.

Malarkey

First, roll the letter cubes, then come up with a word or key word in a phrase that begins with one of those letters and describes the category on the card you've drawn. To keep everyone in line, one player acts as the judge and listens to each and every answer.

Magic Maze

Magic Maze is a real-time, cooperative game. Each player can control any hero in order to make that hero perform a very specific action, to which the other players do not have access: Move north, explore a new area, ride an escalator... All this requires rigorous cooperation between the players in order to succeed at moving the heroes prudently. However, you are allowed to communicate only for short periods during the game; the rest of the time, you must play without giving any visual or audio cues to each other. If all of the heroes succeed in leaving the shopping mall in the limited time allotted for the game, each having stolen a very specific item, then everyone wins together.

Marrakech

In *Marrakech* each player takes the role of a rug salesperson who tries to outwit the competition. Each player starts with 10 coins and an equal number of carpets.

Masterpiece

Van Gogh, Rembrandt, Renoir --- paintings by the world's most famous artists are on the auction block, for sale to the highest bidder. How high will you bid before the tension and bluffing get to you? And how good's your eye --- can you spot a forgery when you buy one?

The MASTERPIECE game combines the excitement of a fast-paced board game with the glamour and sophistication of a game that deals with fine art. Some of the world's greatest paintings, illustrated in full-color postcards, are an integral part of gameplay

Math Fluxx

Math Fluxx is all about the numbers. Players use positive integers (whole numbers) in their quest to achieve a very mathematical goal — but it's not just putting 4 and 2 together to achieve the 42 goal (for example) as *Math Fluxx* also features the Plan B Meta Rule. Plan B puts special victory rules into play which give you a second way to win and require even more arithmetical acumen (e.g., "Plus Victory" lets you win if your keepers add up to the current goal). With *Math Fluxx*, the fun is exponential!

Memoir '44

Memoir '44 includes over 15 different battle scenarios and features a double-sided hex game board for both beach landings and countryside combat. Each scenario mimics the historical terrain, troop placements and objectives of each army. Commanders deploy troops through Command and Tactic cards, applying the unique skills of his units -- infantry, paratrooper, tank, artillery, and even resistance fighters -- to their greatest strength.

Modern Art

Buying and selling paintings can be a very lucrative business. Five different artists have produced a bunch of paintings, and it's the player's task to be both the buyer and the seller, hopefully making a profit in both roles. He does this by putting a painting from his hand up for auction each turn. He gets the money if some other player buys it, but must pay the bank if he buys it for himself. After each round, paintings are valued by the number of paintings of that type that were sold. The broker with the most cash after four rounds is the winner.

Monuments: Wonders of Antiquity

A game of building monuments and historical sources, reporting on these monuments.

In order to win the game, you not only have to build the monuments, you have to make sure that history will know them - and your fellow gamers will co-decide about it! And there are copyists, who will dispute the glory you've earned for your monuments...

Mysterium

Unable to talk, the amnesic ghost communicates with the mediums through visions, which are represented in the game by illustrated cards. The mediums must decipher the images to help the ghost remember how he was murdered: Who did the crime? Where did it take place? Which weapon caused the death? The more the mediums cooperate and guess well, the easier it is to catch the right culprit.

New York Slice

You've just been given a shot at being the head chef at the prestigious New York Slice pizza parlor. Now you and your fellow pizza chef wannabes have to make the most amazing pizzas...one slice at a time!

In *New York Slice*, each player slices pizzas into portions, giving their opponents first choice, while they take the leftovers. There are a dozen kinds of pizza to work with, from veggie to hawaiian to meat lover's, and each player decides if they want to eat or keep some of the slices, building the best collection of pizzas possible!

Order of the Gilded Compass

Order of the Gilded Compass is a dice assignment game for 2-5 players. In this game, each player takes on the role of a treasure hunter seeking invitation to join the most prestigious of archaeological secret societies. Players scour the globe to unearth fantastic and valuable artifacts. By assigning their archaeologist dice to the right locations at the right time, players acquire treasure maps and specialists to follow them, dive for sunken treasure, acquire rare finds at the auction house, and even enlist the help of the Illuminati. The player who has the most treasure at the end of the game earns an invitation to The Order of the Gilded Compass and wins.

Once Upon a Time

Once Upon A Time is a game in which the players create a story together, using cards that show typical elements from fairy tales. One player is the Storyteller and creates a story using the ingredients on their cards. They try to guide the plot towards their own ending. The other players try to use cards to interrupt the Storyteller and become the new Storyteller. The winner is the first player to play out all their cards and end with their Happy Ever After card.

Pandemic

In *Pandemic*, several virulent diseases have broken out simultaneously all over the world! The players are disease-fighting specialists whose mission is to treat disease hotspots while researching cures for each of four plagues before they get out of hand.

The game board depicts several major population centers on Earth. On each turn, a player can use up to four actions to travel between cities, treat infected populaces, discover a cure, or build a research station. A deck of cards provides the players with these abilities, but sprinkled throughout this deck are *Epidemic!* cards that accelerate and intensify the diseases' activity. A second, separate deck of cards controls the "normal" spread of the infections.

Pandemic: Contagion

In *Pandemic: Contagion*, you are competing against other diseases (fellow players) to see who can eliminate humanity. With no cure to be had, the one of you that wipes out all human civilization will come out on top as the most deadly disease ever known to man, may he rest in peace.

Pandemic: Contagion includes a deck of contagion cards with differing colored borders, city cards with similar colored borders, event/WHO cards, player disease card and disease cubes. On a turn you take two of three possible actions, and you can take the same action twice. Those actions are:

Periodic

In *Periodic: A Game of the Elements*, players collect sets of elements and advance their research by moving through the periodic table. Players use energy to activate periodic trends and move in the corresponding directions. The conservation of energy forces players to spend carefully and play efficiently. The game ends when someone completes the research track or when a stack of goal cards is depleted. The player with the most victory points at the end of the game wins!

Pipeline

Pipeline is a surprisingly fun 3D pipe laying game. Presented as a kid's game, gamers will enjoy it as a light contest too. 4 players have colourful plastic sets of plumbing; straights, angles, T joints and capping pieces. Start from one side of the board, spin a spinner (or roll a special die) to select your piece and try to build a pipeline over to ending points on the opposite side. You can rotate your pipeline if required, but not backtrack, so when your neighbour's pipe gets in your way, you have to build over or around. First to connect wins.

Pokémon

Each player plays the role of a Pokémon trainer that use their Pokémon creatures to battle the Pokémon creatures of the other Pokémon trainer.

The object of the game is to play your Pokémon cards, that represent different creatures, and be the first player to "knock out" (defeat) six opposing Pokémon. You play the game with a deck of sixty cards that include your Pokémon, as well as Trainer cards and Energy cards. Trainer cards affect the game, players, or Pokémon in different ways, most of them temporary, while Energy cards act as the resources in the game.

Portrayal

Portrayal is a funny, fast-paced, family / party game that tests each player's ability to describe, draw, & evaluate wacky images.

In each hilarious round of Portrayal, one player (the Portrayer) describes a unique and utterly bizarre image while the other players (the Artists) attempt to draw the image based solely on the Portrayer's description.

Once time is up, Artists trade drawings and the ten hidden criteria for the image are uncovered. It's up to each Artist to decide whether the drawing he or she is judging meets the criteria and receives points.

Portrayal is great for large groups and can be used as a tool in classrooms and corporate team building activities.

Pyramids

Pyramids is a game for 2 to 5 players that sends you back in time to Ancient Egypt. Your necropolis — a place of eternal sleep, luxury, and glory — will be made up of pyramids, obelisks, and tombs. Select the best combination of stones in the quarry, optimize their layout, and make your necropolis the most famous in all of Egypt!

Riff Raff

A dexterity game where players take turning loading wooden "stuff" onto a swaying wooden ship. Bottles, sailors, rats and other cargo are placed on the body of the ship and three yardarms that protrude from the mast.

Space Shuffle

In Space Shuffle, form Solar Systems and collect points in a game that is truly out of this world! As you place the planets in their correct galactic order, you will gain points depending on the planet's

color and the other colors within that Solar System. But keep your eye towards the sky, as other players will also score points if they are the Space Commander of that certain color. Be the player that has the most points after 5 Solar Systems have been completed and you will get to take a walk on the moon while your opponents are left star-gazing!

Spyfall

Spyfall is a party game unlike any other, one in which you get to be a spy and try to understand what's going on around you. It's really simple!

Spyfall is played over several rounds, and at the start of each round all players receive cards showing the same location — a casino, a traveling circus, a pirate ship, or even a space station — except that one player receives a card that says "Spy" instead of the location. Players then start asking each other questions — "Why are you dressed so strangely?" or "When was the last time we got a payday?" or anything else you can come up with — trying to guess who among them is the spy. The spy doesn't know where he is, so he has to listen carefully. When it's his time to answer, he'd better create a good story!

At any time during a round, one player may accuse another of being a spy. If all other players agree with the accusation, the round ends, and the accused player has to reveal his identity. If the spy is uncovered, all other players score points. However, the spy can himself end a round by announcing that he understands what the secret location is; if his guess is correct, only the spy scores points.

Stone Age

In *Stone Age*, the players live in this time, just as our ancestors did. They collect wood, break stone and wash their gold from the river. They trade freely, expand their village and so achieve new levels of civilization. With a balance of luck and planning, the players compete for food in this pre-historic time.

Strain

Strain is a game of competitive bioengineering. 3 to 7 players race to create microorganisms by placing Organelles and Cytoplasm around their Organism tiles. Players battle each other by deploying Toxin attacks and placing Virus tiles on opponents.

Subatomic

Each player starts with the same small deck of cards that consist of proton, neutron, and electron cards. They use these cards to build upon their current atom (by playing these cards face-up as subatomic particles) in an attempt to construct one of the available element cards. Alternatively, players may use their hand of cards to purchase more powerful cards for later use (by playing them in combinations of face-down cards as energy and face-up cards as subatomic particles). *Subatomic* introduces a unique variation on deck-building with a highly accurate chemistry theme, with the ultimate goal of building elements to score points, but allowing many varying types of strategies.

Sumoku

Sumoku is a crossword-style game with colored number tiles that can be played five different ways. In all *Sumoku* games, game play starts with the roll of a die to create a "key number" — either 3, 4 or 5. The digits in all groups of tiles placed in rows and columns must sum to a multiple of this key number. A tile is one of six colors, and a color cannot be repeated in a connected set of tiles.

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!

Takenoko

In *Takenoko*, the players will cultivate land plots, irrigate them, and grow one of the three species of bamboo (Green, Yellow, and Pink) with the help of the Imperial gardener to maintain this bamboo garden. They will have to bear with the immoderate hunger of this sacred animal for the juicy and tender bamboo. The player who manages his land plots best, growing the most bamboo while feeding the delicate appetite of the panda, will win the game.

Temporum

In *Temporum*, the board shows the possible paths history can take and the actual path it currently takes. On your turn, you can change history, travel through time, and visit a point in history. You draw cards, play some of them for money and abilities, and score some of them to advance your power through history. Having more power in a time period gives you abilities, but your goal is to have all of your power in the last time period, the time from which you come.

Terraforming Mars

In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In *Terraforming Mars*, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things.

Tesla vs. Edison: War of Currents

Nikola Tesla, Thomas Edison, and three other important inventors of the time struggle to determine who will be most remembered as the man who brought light to the masses. Contributing innovations in power generation, delivery, and illumination, you also choose to invest in Direct Current (DC) technology or the superior but later developing AC technology.

The Networks

In *The Networks*, you and your opponents are new television networks, and you need new programming. For this, you'll need Shows, Stars, and Ads.

Shows need Stars and Ads. Stars give you bonus viewers (points), and Ads give you extra money. You'll need everything you can get; you'll have a small amount of resources and time, and you must grab the latest hot show before your opponents.

Thebes

Thebes is a game of competitive archeology. Players are archaeologists who must travel around Europe, northern Africa, and the Middle East to acquire knowledge about five ancient civilizations -- the Greeks, the Cretans, the Egyptians, the Palestinians, and the Mesopotamians -- and then must use this knowledge to excavate historical sites in the areas of these civilizations. Through the course of the game, expositions are revealed, and an archaeologist who has treasures from the requisite civilizations may claim the prize (*this is a change from the first edition's handling of exhibitions*). The archaeologist who learns the most about the civilizations, claims the greatest-valued artifacts, and collects the most exhibitions will win out over his or her colleagues.

Timeline

Timeline is a card game played using 220 cards. Each card depicts a historical event, invention or discovery on both sides, with the year in which that event occurred, invention or discovery was made on only one side. Players take turns placing a card from their hand in a row on the table. After placing the card, the player reveals the date on it. If the card was placed correctly with the date in chronological order with all other cards on the table, the card stays in place; otherwise the card is removed from play and the player takes another card from the deck.

Timeline: Music and Cinema

Timeline: Music & Cinema is a card game played using 110 cards. Each card depicts a historical event on both sides, with the year in which that event occurred on only one side. Players take turns placing a card from their hand in a row on the table. After placing the card, the player reveals the date on it. If the card was placed correctly with the date in chronological order with all other cards on the table, the card stays in place; otherwise the card is removed from play and the player takes another card from the deck.

Twilight Struggle

Twilight Struggle inherits its fundamental systems from the card-driven classics We the People and Hannibal: Rome vs. Carthage. It is a quick-playing, low-complexity game in that tradition. The game map is a world map of the period, whereon players move units and exert influence in attempts to gain allies and control for their superpower. As with GMT's other card-driven games, decision-making is a challenge; how to best use one's cards and units given consistently limited resources?

Villa Paletti

In the land where the Lemons bloom, there once lived a wise old sage, whose friends called him "Paletti" He only had one goal in life, to finish the wonderful castle in the sky that his grandfather had begun to build many years before, but which had been left unfinished when the ducats ran out. Paletti too had little money, but instead he had a marvelous plan. Why buy new columns when he could re-use the old ones that his Grandfather had built? All he needed to do was remove some of those holding up the first floor, of which there were far too many in any case, and rebuild them further up, so that they could support new floors, reaching up towards the skies!

Viral

You are a VIRUS that has just infected a human body. Now you have to spread out and mutate your virus in order to infect other organs to gain VIRAL POINTS. But watch out for the other VIRUS controlled by other players and the powerful IMMUNE SYSTEM!

Virulence

Virus: An Infectious Card Game is an addictively quick and simple card game focused on viruses infecting a host cell - and how they assemble and replicate inside that host cell.

Virus has players take on the role of viruses competing to infect a host cell in order to replicate their own viral components, thus scoring points.

Wink:

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. At the start of your next turn, accuse someone of holding the card on which your pawn sits. If you're correct, you score the card from the table while your temporary partner scores the card from their hand; if you're wrong, you turn the card on the table face down. In either case, you then place your pawn on a new card.

Each player also has a number of accusation cards, and if you spot someone winking, you can use one of your cards to call out that player. If you nabbed someone correctly, you claim both of the numbered cards.

Once all the table cards are face down or someone has scored all cards in hand, the game ends. Each scored card and unused accusation card is worth one point, and whoever has the most points wins!

Yahtzee:

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.

Zooloretto:

In *Zooloretto*, each player uses small, large, wild, and exotic animals and their young to try to attract as many visitors as possible to their zoo – but be careful! The zoo must be carefully planned as before you know it, you might have too many animals and no more room for them. That brings minus points! Luckily, your zoo can expand. A zoo of a family game in which less is sometimes more.