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Alfred Box of Books Library Board Game Collection

Animal Upon Animal

Age: 4+

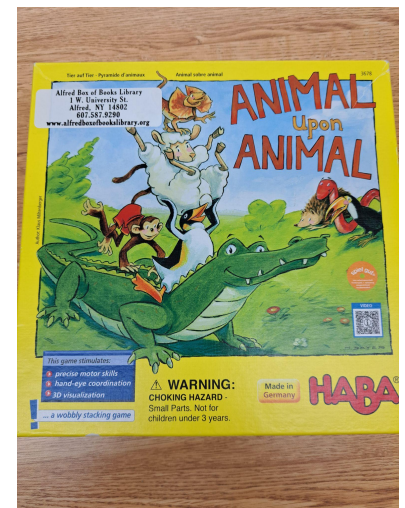
Players: 2-4

Play time: 15 minutes

Game Description:

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.

Each turn a player rolls the die and either places one or two animals on to the stack of animals, passes one of his or her animals to another player for them to place, or places an animal on the table, extending the base for other players to build upon. Of course, if any pieces fall off whilst you are building, you get up to two of them back. The first player to have used all of their animals wins.



Azul

Age: 8+

Players: 2-4



Play Time: 30-45 minutes

Description: Introduced by the Moors, *azuleijos* (originally white and blue ceramic tiles) were fully embraced by the Portuguese when their king Manuel I, on a visit to the Alhambra palace in Southern Spain, was mesmerized by the stunning beauty of the Moorish decorative tiles. The king, awestruck by the interior beauty of the Alhambra, immediately ordered that his own palace in Portugal be decorated with similar wall tiles. As a tile-laying artist, you have been challenged to embellish the walls of the Royal Palace of Evora.

In the game *Azul*, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets; wasted supplies harm the player's score. The player with the most points at the end of the game wins.

Two Rooms and a Boom

Age: 8+

Players: 6-30

Play Time: 7-20 minutes



Description: a social deduction/hidden role party game for six or more players – there are two teams: the Red Team and the Blue Team. The Blue Team has a President. The Red Team has a Bomber. Players are equally distributed between two rooms (i.e., separate playing areas). The game consists of five timed rounds. At the end of each round, some players will be swapped into opposing rooms. If the Red Team's Bomber is in the same room as the President at the end of the game, then the Red Team wins; otherwise the Blue Team wins. Lying encouraged.

Carcassonne

Age: 7+

Players: 2-5

Play Time: 30-45 minutes

Description: 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 their 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.



Crazy Ates

Age: 3+

Players: 2-6

Play Time: 20 minutes

Description: Tacos, spaghetti, and steak with ice cream. Lay down cards that match either the tasty foods or cool colors. No matching card? Play a wild crazy #8 and name a new color! With a bit of strategy and a pinch of luck, the first player to get rid of their cards wins!

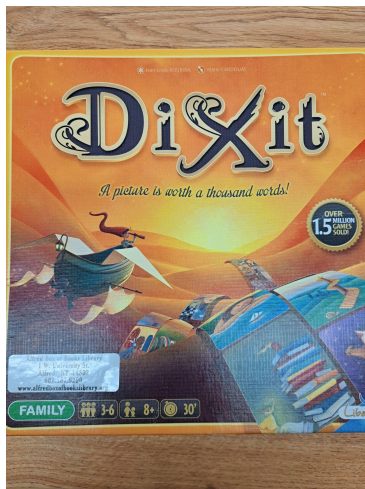
Dixit

Age: 8+

Players: 3-8

Play Time: 30 minutes

Description: Each turn in *Dixit*, one player is the storyteller, chooses one of the six cards in their hand, then makes up a sentence based on that card's image and says it out loud without showing the card to the other players. Each other player then selects the card in their hand that best matches the sentence and gives the selected card to the storyteller, without showing it to anyone else.



The storyteller shuffles their card with all of the received cards, then reveals all of these cards. Each player other than the storyteller then secretly guesses which card belongs to the storyteller. If nobody or everybody guesses the correct card, the storyteller scores 0 points, and each other player scores 2 points. Otherwise, the storyteller and whoever found the correct answer score 3 points. Additionally, the non-storyteller players score 1 point for every vote received by their card.

The game ends when the deck is empty or if a player has scored at least 30 points. In either case, the player with the most points wins.

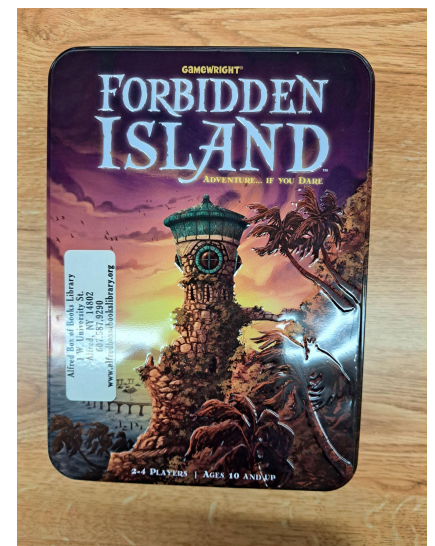
Forbidden Island

Age: 10+

Players: 2-4

Play Time: 30 minutes

Description: 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.

Fruit Flies

Age: 5+

Players: 2-7

Play Time: 15 minutes

Players each receive a starting card that has three elements: a number, a color and a fruit. Everyone tries to win three more cards that each match a different element of their initial card. The tricky bit is this: to claim a card, you must be the first to cover it up with your hand. But then you must recall the three elements on the card in order without peeking.

Going, Going, Gone

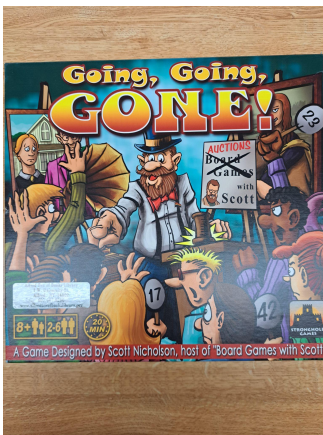
Age: 8+

Players: 2-6

Play Time: 20 minutes

Description: players try to win items by bidding on five simultaneous auctions while the Auctioneer counts down from 10 to 1! Players bid on these five

simultaneous auctions by physically dropping their wooden cubes (known as "Bucks") into any or all of the five transparent Auction Cups, each of which represents an auction for one or two Item Cards.



At the end of the countdown, the Auctioneer says "GONE!" and quickly places the Auction Paddle over the five Auction Cups to close the auctions. The player who has the most Bucks in each Auction Cup wins that auction and takes the Item Cards for that auction. Collections of items may be sold throughout the game for more Bucks, or players can keep building their collections to sell them at the end of the game. The player with the most Bucks at the

end of the game wins!

Going, Going, GONE! is a simple-to-learn, exciting and unique game for players of all skill levels! It is ideal for playing in public spaces. Since the players control the pacing of the game and the variants used, the game adapts to the playing style of the players.

Isle of Cats

Age: 8+

Players: 1-4

Play Time: 60-90 minutes

Description: In the game, you are citizens of Squalls End on a rescue mission to The Isle of Cats and must rescue as many cats as possible before the evil Lord Vesh arrives. Each cat is represented by a unique tile and belongs to a family, you must find a way to make them all fit on your boat while keeping families together. You will also need to manage resources as you:

- Explore the island (by drafting cards)
- Rescue cats
- Find treasures
- Befriend Oshax
- Study ancient lessons



Each lesson you collect gives you another personal way of scoring points, and 38 unique lessons are available. Complete lessons, fill your boat, and keep cat families together to score points, and the player with the most points after five rounds wins.

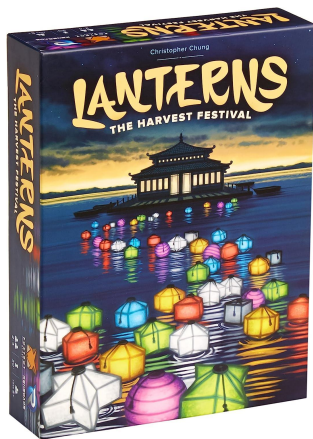
Lanterns: The Harvest Festival

Age: 8+

Players: 2-4

Play Time: 30 minutes

Description: In *Lanterns: The Harvest Festival*, players have a hand of tiles depicting various color arrangements of floating lanterns, as well as an inventory of individual lantern cards of specific colors. When you place a tile, *all* players (you *and* your opponents) receive a lantern card corresponding to the color on the side of the tile facing them. Place carefully to earn cards and other bonuses for yourself, while also looking to deny your opponents. Players gain honor by dedicating sets of lantern cards — three pairs, for example, or all seven colors — and the player with the most honor at the end of the game wins.



My First Carcassonne

Age: 4+

Players: 2-4

Play Time: 10-20 minutes

Description: Story: 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 finished, every player places one of their meeples on each appropriate picture.

The first player who manages to place all of their meeples wins.

Outfoxed

Age: 5+

Players: 2-4

Play Time: 20 minutes

Description: Mrs. Plumbert's prized pot pie has gone missing, and now it's a chicken chase to crack the case!

In *Outfoxed*, you move around the board to gather clues, then use the special evidence scanner to rule out suspects. You have to work together quickly because the guilty fox is high-tailing it towards the exit! Will you halt the hungry hooligan before it flies the coop — or will you be outfoxed?



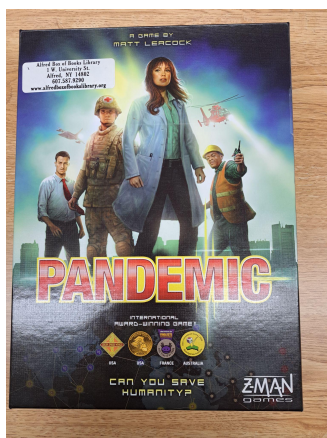
Pandemic

Age: 8+

Players: 2-4

Play Time: 45 minutes

Description: 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.

Taking a unique role within the team, players must plan their strategy to mesh with their specialists' strengths in order to conquer the diseases. For example, the Operations Expert can build research stations which are needed to find cures for the diseases and which allow for greater mobility between cities; the Scientist needs only four cards of a particular disease to cure it instead of the normal five—but the diseases are spreading quickly and time is running out. If one or more diseases spreads beyond recovery or if too much time elapses, the players all lose. If they cure the four diseases, they all win!

The Resistance

Age: 13+

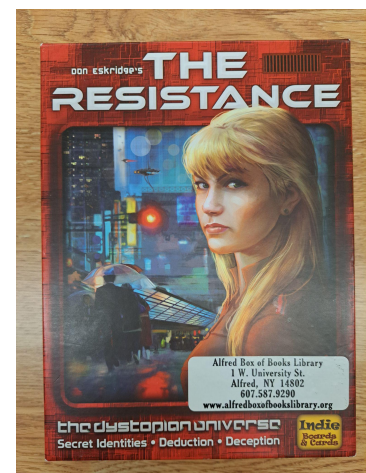
Players: 5-10

Play Time: 30 minutes

Description: The Empire must fall. Our mission must succeed. By destroying their key bases, we will shatter Imperial strength and liberate our people. Yet spies have infiltrated our ranks, ready for sabotage. We must unmask them. In five nights we reshape destiny or die trying. We are the Resistance!

The Resistance is a party game of social deduction. It is designed for five to ten players, lasts about 30 minutes, and has no player elimination. *The Resistance* is inspired by Mafia/Werewolf, yet it is unique in its core mechanics, which increase the resources for informed decisions, intensify player interaction, and eliminate player elimination.

Players are either Resistance Operatives or Imperial Spies. For three to five rounds, they must depend on each other to carry out missions against the Empire. At the same time, they must try to deduce the other players' identities and gain their trust. Each round begins with discussion. When ready, the Leader entrusts sets of Plans to a certain number of players (possibly including himself/herself). Everyone votes on whether or not to approve the assignment. Once an assignment passes, the chosen players secretly decide to Support or Sabotage the mission. Based on the results, the mission succeeds (Resistance win) or fails (Empire win). When a team wins three missions, they have won the game.



Storycubes

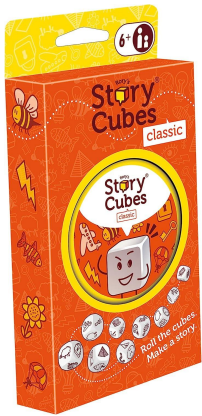
Age: 6+

Players: 1-12

Play Time: 20m

Description: Here's a game that's enormous fun and will sharpen your wits and hone your imagination. The 54 images were designed by Rory O'Connor of Ireland, a trainer in

creativity and creative problem-solving. They can be used to arrive at answers or decisions in an indirect and ingenious way.



Originally Rory had put the images on the faces of a Rubik's Cube, and players would turn the Cube to scramble the images, then choose one side to play with. Kate Jones of Kadon Enterprises suggested putting the 54 images on 9 separate cubes, to allow for quicker ways to generate more varied combinations, including conceptual puzzles. Rory readily agreed, having considered the 9-cubes idea himself earlier. At a creativity conference held at Kadon headquarters in May 2004, a prototype was whipped up, and in 2005 Kadon launched the cubes version of Rory's Story Cubes.

Each jumbo 1" cube has 6 images or icons, with a total of 54 all-different hand-inlaid images that can be mixed in over 10 million ways. You roll all 9 cubes to generate 9 random images and then use these to invent a story that starts with "Once upon a time..." and uses all 9 elements as part of your

narrative.

Play it as a game for one or more players, or as a party game for three or more. Or play it as an improv game where each player contributes part of the story, picking up where the last one left off. Win award points for speedy delivery, inventiveness, imagination, drama and humor.

Storycubes: Actions

Description: An expansion to the creativity game Rory's Story Cubes. This set includes 9 new dice with 54 action images or "picto-verbs."

This expansion can be played on it's own or in combination with the original game. The newest version is printed in dark blue ink to help distinguish the dice from the original Story Cube dice.

The game is useful as an aid to creative problem solving, language learning and story telling. Players roll the dice and then tell a story using the actions. "Once upon a time..."

Storycubes: Voyages

Description: Roll the cubes, begin with "Far, far away...", start with the first symbol to grab your attention, and tell a story that links together all nine face-up images. There is no wrong answer, as the goal is to let the images spark your imagination.

Rory's Story Cubes: Voyages – a pocket-sized set of nine cubes depicting 54 icons to inspire epic adventure – is the second expansion set for *Rory's Story Cubes*, while also being a standalone item. Made to the same high quality as the original set, the cubes are

inked in dark green to allow for easy sorting if you choose to use more than one set during play.

As with *Rory's Story Cubes*, you can play *Voyages* as a game for one or more players, as a party game for three or more, or as an improv game in which each player contributes part of the story, picking up where the last one left off. Win award points for speedy delivery, inventiveness, imagination, drama and humor.

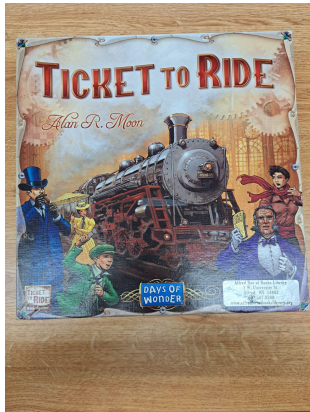
[Borrow all three sets together for more fun!]

Ticket to Ride

Age: 8+

Players: 2-5

Play Time: 30-60



Description: Elegantly simple gameplay, Ticket to Ride can be learned in under 15 minutes. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route.

Tsuro

Age: 8+

Players: 2-8

Play Time: 15-20 minutes

Description: The game consists of tiles with twisting lines on them, a 6x6 grid on which to lay these tiles and a token for each player. Each player has a hand of tiles. On your turn you do two things: place a tile from your hand onto the board next to your token and move your token as far as it can go along the line it is currently on, until it is stopped by an empty space with no tile in (yet), the edge of the board or colliding with another player's token. If your token reaches the edge of the board or collides with another player's token, you are out of the game. The aim of the game is to be the last player left with a token on the board. Strategy therefore consists of trying to drive your opponents either into each other or off the



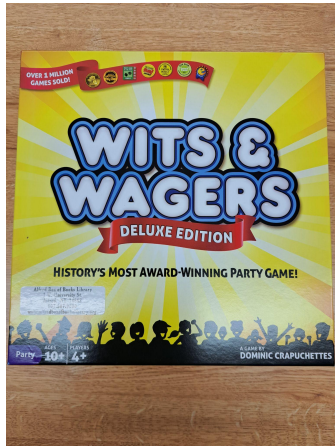
board whilst extending your own route in directions that will make it difficult for your opponents to do the same.

Wits and Wagers

Age: 10+

Players: 3-7

Play Time: 25 Minutes



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 — without going over — pays out according to the odds on the betting mat. Strike it big and you'll be cheering like you just hit the jackpot!

Wits & Wagers is a trivia game that lets you bet on anyone's answer. So you can win by making educated guesses, by playing the odds, or by knowing the interests of your friends. It can be taught in 2 minutes, played in 25 minutes, and accommodates up

to 20 people in teams.

Word Bits

Age: 8+

Players: 2-4

Play Time: 20 minutes

Description: In *Word Bits*, words begin as one to four letter bits rolled on the letter dice. Pick a category card and make a word using those word bits that fit the category. Everyone plays at once, so be the first to call out your word to win the card. This game promotes quick thinking while building spelling and vocabulary skills.

Turn over the top card. It will show how many dice to roll (from 1 to 4) and a general category. After throwing the dice, all players must quickly try to think of a single word that fits the category and includes all the letters shown. For example, the two letters A and C and the category "Breakfast Food" might lead to "bacon", "cereal", "pancakes" or even "cantaloupe". The fastest player receives the card and then turns over a card for the next round. At the end of the deck, the player who collected the most cards wins the game.

