



Board Games

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Each of our four branches has a different selection of Board Games for you to borrow for three weeks at a time. We ask that the games be returned to the library you borrowed them from and that each family only borrow 2 or 3 at a time.

EASTLAKE

- Catan
- Clank!
- Codenames Marvel
- Decrypto
- Dragonwood
- Exploding Kittens
- Forbidden Desert
- Harry Potter: Hogwarts Battle
- Magic Maze
- Onitama
- Qwirkle
- Shadows in the Forest
- Sheriff of Nottingham
- Takenoko
- Terra Nova
- Unstable Unicorns

WILLOWICK

- 7 Wonders
- Carcassonne
- Catan
- Century Spice Road
- Coup
- Dominion
- Exploding Kittens
- King of Tokyo
- Kingdomino
- Pandemic
- Ticket to Ride
- Tokaido
- Tsuru

WILLOUGHBY HILLS

- 7 Wonders
- Castles of Burgundy
- Codenames
- Forbidden Desert
- Isle of Skye
- Nefarious
- Qwirkle
- Splendor
- Takenoko

WILLOUGHBY

- 5 Minute Dungeon
- 5 Second rule
- Apples to Apples Junior
- Codenames
- Laser Maze
- Pandemic
- Pictopia : Disney
- Sparkle Kitty
- Sushi Go!
- Ticket to Ride
- Unstable Unicorns
- Walking Dead Game
- Zombie Dice

Game Descriptions

5 Minute Dungeon (2-5 player ages 8+)

5--Minute Dungeon is a co-operative card game in which players have only five minutes to escape the randomized dungeon. Communication and teamwork are critical to survival because there's no time to form a carefully considered plan — and no predicting what dangers lie ahead.

5 Second Rule Game (3-6 Players ages 10+)

It should be easy to name 3 animals found in a zoo - but can you do it under the pressure of 5 seconds twisting down and with the other players staring, waiting for you to get flustered? Time is not on your side, so just say what comes to mind as time twirls down on the spiral timer.



Game Descriptions Continued

7 Wonders (3-7 players ages 13+)

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.



Apples to Apples (4-10 players ages 12+)

Fast paced and easy to learn, this card game lets people create unexpected word comparisons that can be hilarious or absurd. Enjoyed by a wide range of ages, Apples to Apples is a classic game for parties or family gatherings.

Carcassonne (2-5 players ages 7+)

A tile-laying game in which players fill in the countryside around the fortified city. Each new tile placed creates an ever-expanding board on which players can then add their followers. Score the most points to win!

Castles of Burgundy (2-4 players ages 12+)

The Hundred Years' War is over and the Renaissance is looming. Conditions are perfect for the princes of the Loire Valley to propel their estates to prosperity and prominence. Through strategic trading and building, clever planning, and careful thought, players add settlements and castles, practice trade along the river, exploit silver mines, farm livestock, and more.

Catan : trade, build, settle. (3-4 players ages 12+)

Adventurous settlers seek to tame the isle of Catan. Guide your settlers to victory by clever trading and cunning development. Use resource combinations to buy development cards and build roads, settlements, and cities. Acquire your resources through trades, cards, or lucky dice. But beware! Someone might cut off your road or buy a monopoly.

Century Spice Road (2-5 players ages 8+)

Players are caravan leaders who travel the famed silk road to deliver spices to the far reaches of the continent for fame and glory.

Clank! (2-4 players ages 12+)

Sneak into an angry dragon's mountain lair to steal precious artifacts. Be quick and be quiet. One false step and CLANK! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. You can enjoy your plunder only if you make it out of the depths alive!

Codenames : top secret word game (2-8 players ages 14+)

Two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their codenames. The 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 table. Their teammates try to guess words of their color while avoiding those that belong to the opposing team and everyone wants to avoid the assassin.

Codenames Marvel (2-8 players ages 8+)

Combines the hit social word game Codenames, while featuring characters and locations from the Marvel Universe.

Coup (2-6 players ages 13+)

You are head of a family in an Italian city-state, a city run by a weak and corrupt court. You need to manipulate, bluff and bribe your way to power. Your object is to destroy the influence of all the other families, forcing them into exile. Only one family will survive...

Decrypto (3-8 players ages 12+)

Players compete in two teams in Decrypto, with each trying to correctly interpret the coded messages presented to them by their teammates while cracking the codes they intercept from the opposing team.

messages presented to them by

Disney Pictopia (2-6 players ages 7+)

Discover exciting trivia that celebrates the world of Disney, from animated classics and blockbuster movies to television hits and dazzling theme park destinations!



Dominion (2-4 players ages 13+)

You are a ruler of a small pleasant kingdom of rivers and evergreens. You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion!

Dragonwood (2-4 players ages 8+)

Deep in the heart of this mythical forest lurk ogres, goblins, and even Dragons! Collect sets of adventurer cards to earn dice, which you then use to roll against your foes. Only the bravest will overcome the odds to emerge victorious!

Exploding Kittens (2-5 players ages 7+)

In this highly-strategic, kitty-powered version of Russian Roulette, players draw cards until someone draws an Exploding Kitten, at which point they explode and they are out of the game -- unless that player has a Defuse card, which can defuse the Kitten using things like laser pointers, belly rubs, and catnip sandwiches. All of the other cards in the deck are used to move, mitigate,

or avoid the Exploding Kittens.



Forbidden Desert: thirst for survival (2-5 players ages 10+)

Gear up for a thrilling adventure to recover a legendary flying machine buried deep in the ruins of an ancient desert city. You'll need to coordinate with your teammates and use every available resource if you hope to survive the scorching heat and relentless sandstorm. Find the flying machine and escape!

Harry Potter: Hogwarts Battle (2-4 players ages 11+)

The forces of evil are threatening to overrun Hogwarts castle in this cooperative deck-building game, and it's up to four students to ensure the safety of the school by defeating villains and consolidating their defenses.

Isle of Skye (2-5 players ages 8+)

Isle of Skye is one of the most beautiful places in the world, with soft sand beaches, gently sloping hills, and impressive mountains. Players are chieftains of famous clans and want to build their kingdoms to score as many points as possible—but in each game only four of the sixteen scoring tiles will be scored.

King of Tokyo (2-6 players ages 8+)

Play as 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.

Kingdomino (2-4 players ages 8+)

Dominoes with a kingdom building twist.

Laser Maze (1 or more players ages 8+)

A beam bending logic game that comes with 60 challenges of increasing difficulty, from beginner to expert.

Magic Maze (2-8 players ages 8+)

A real-time cooperative game in which you try to help four fantasy characters steal some adventuring equipment from a shopping mall and escape before time runs out. Oh, and you can't talk!

Nefarious (2-6 players ages 8+)

You are a mad scientist attempting to destroy the world. To do so, you must build terrifying inventions which require research, hard work, and espionage. Unfortunately for you, other mad scientists are trying to steal your evil glory by destroying the world first. Overtake your rivals and become the most notorious mad scientist in history!



Onitama (2 players ages 8+)

A two player abstract strategy game where players take on the role of a Master, guiding their monk followers, attempting to defeat your opponent armed only with a handful of moves, your cunning and your wits!

Pandemic (2-4 players ages 8+)

Four diseases have broken out in the world and it is up to a team of specialists in various fields to find cures for these diseases before mankind is wiped out. Players must work together to eradicate the diseases before they overwhelm the world with ever-increasing outbreaks.

Qwirkle: mix, match, score and win! (2-4 players ages 6+)

Mix, match, score and win! Players score points by building rows and columns of brightly-colored tiles that are either all the same color or all the same shape, without creating duplicates. The player with the most points when the tiles run out wins!

Shadows in the Forest (2-8 players ages 8+)

One player moves the LED lantern around in search of Shadowlings, mysterious creatures who avoid the light. The lantern illuminates the forest and trees, casting real shadows on the game board. The rest of the players work together, strategically moving their Shadowlings to stay out of the light.

Sheriff of Nottingham (3-5 players ages 14+)

Prince John is coming to Nottingham! Players, in the role of merchants, see this as an opportunity to make quick profits by selling goods in the bustling city during the Prince's visit. However, players must first get their goods through the city gate, which is under the watch of the Sheriff of Nottingham.

Sparkle Kitty (3-8 players ages 6+)

Dark forces have trapped a group of princesses into cursed towers. But luckily these are no ordinary princesses and you are no ordinary player. Take matters into your own hands and harness the simple and sweet words into special spell combinations to set yourself free.

Splendor (2-4 players ages 10+)

Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops—all in





order to acquire the most prestige points. If you're wealthy enough, you might even receive a visit from a noble at some point, which of course will further increase your prestige.

Sushi Gol (2-5 players ages 8+)

In the super-fast sushi card game, 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. But be careful which sushi you allow your friends to take; it might be just what they need to beat you

Takenoko (2-4 players ages 13+)

In Takenoko, the players will cultivate land plots, irrigate them, and grow one of the three species of bamboo with the help of the Imperial gardener to maintain this bamboo garden. The player who manages his land plots best, growing the most bamboo while feeding the delicate appetite of the panda, will win the game

Terra Nova (2-4 players ages 10+)

A strategic game from Europe with an elegantly simple rule set. Players lead nations in this new world where the most valuable resource is the land itself. The clever system of movement and boundary building gives you the tools you need as you wall-off a piece of Terra Nova. However, it's your strategic vision that will ultimately decide whether or not you will rule the land.

Ticket to Ride (2-5 players ages 8+)

Ticket to Ride is a cross-country train adventure in which players collect and play matching train cards to claim railway routes connecting cities throughout North America.

Tokaido (2-5 players ages 8+)

Each player is a traveler crossing the "East sea road", one of the most magnificent roads of Japan. While traveling, players will meet people, taste fine meals, collect beautiful items, discover great panoramas and visit temples and wild places. At the end of the day, when everyone has arrived at the end of the road you'll have to be the most initiated traveler – which means that you'll have to be the one who discovered the most interesting and varied things.



Tsuro: the game of the path. (2-8 players ages 8+)

Control your own destiny by following the right path. In the beautiful tile laying path game tsubo, all you have to do is stay on the board to win. Be careful not to bump into another token or reach the edge of the board, or you're out. Strategically place your tiles to stay on the board while pushing others off. The path is yours to choose.

Unstable Unicorns (2-8 players ages 14+)

Build a Unicorn Army. Betray your friends. Unicorns are your friends now.

Walking Dead (2-4 Players ages 15+)

A cooperative board game in which players take on the roles of Rick, Glenn, Daryl, Michonne, and other characters. The Survivors must defend four key locations from Walkers – the Farm, the Prison, the Town and the Highway – in order to stay alive.

Zombie dice (2 or more players ages 10+)

Eat brains. Don't get shotgunned. You are a zombie. You want braaains. Don't get shotgunned. Eat 13 brains and win!

