

# GAMES! Organized by Age

Name	Age Range	Number of Players	Game Length	Description
Count Your Chickens	3+	2 to 4	15 min	FARM FUN: The baby chicks have flown the coop & Mama Hen needs help to bring them back. Spin & count numbers to travel and collect chicks while working together. Gather all the chicks & everyone wins!
AMIDDER MATCH STACKS	3+	2 to 4		Woodland themed set of 16 hardwood discs Match the animals and exercise your memory These Toy are made from healthy and natural maple, non-toxic paints
Match Stacks				
Panda Rollers	3+	2 to 4	10-15 min	The Big Idea: Panda Rollers Panda shake! Panda match! Players shake the patent-pending panda shaker, then scan their cards to make a match, all the while developing important visual discrimination skills and practicing good sportsmanship.
Panda Kollers				and practicing good sportsmanship.
SNEAKY, SNACKY SQUIPPE GAME! A year of one of the one o	3+	2 to 4	15 min	NO READING REQUIRED! Your forest pals are hungry and need your help. Help them find their acorns in this fun and addictive toddler board game designed to teach young children about colors. Easy to understand and play—no reading required. Easy set up and clean up; box doubles as storage.
The Sneaky, Snacky Squirrel				

Hoot Owl Hoot!	4 +	2 to 4	15 min	Hurry little owls: In this color- coordinated matching game, players cooperate to help the owls fly back to their nest before the sun comes up. Help all the owls home before sunrise and everyone wins!
Pengoloo	4+	2 to 4	10 min	Go on a South Pole Egg-spedition with this all wooden memory game. Roll two colored dice and lift two penguins to search for colored eggs that match the dice. Collect six penguins on your iceberg to win!
Goblet Gobblers	5+	2	5 min	Like tic-tac-toe, line up 3 of your Gobblers in a row to win! Players can gobble up their opponent's pieces to take their place.
Goblet Junior	5+	2	5 min	Colorful kids' version of the popular new strategy game that's like tic-tac-toe
FASTRACK  READY, BANK, SCHOOL (A)  WEARY, BANK, SCHOOL (A)  WEARY, BANK, SCHOOL (A)  WEARY, BANK, SCHOOL (A)  WE BE	5+	2	10 min	Fastrack is a high speed disc-flinging game powered by your finger! Use the elastic band to fire all of the discs through the tiny slot to the other side of the track. Aim carefully but act fast or you'll be bombarded by your opponent's zooming discs. Ride the fine line between speed and accuracy to win!
Outfoxed	5+	2 to 4	20-30 min	Mrs. Plumpert's prized pot pie has gone missing and it's now a chicken chase to crack the case! Move around the board to gather clues and then use the special evidence scanner to rule out suspects. You'll 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?

## Outfoxed



before every game, so Battle Sheep is full of new challenges every time you

play!

**Battle Sheep** 



**Bears Vs Babies** 

7+ 2 to 5 15 - 20 min

A Monster Building Card Game from the Creators of Exploding Kittens Stitch together a Handsome Salmon armed with knives and burritos or a Pomeranian of Light and Wonder in business attire who can run at the speed of light. Give your creation limbs, weapons, and special hats to help prepare them for the inevitable infant onslaught.



**Throw Throw Burrito** 

7+ 2 to 6 15 min

Throw Throw Burrito is what you get when you cross a card game with dodgeball. Try to collect matching sets of cards faster than your opponents while simultaneously ducking, dodging, and throwing squishy airborne burritos. The cards you collect earn points, but getting hit by flying burritos loses them.



**Cockroach Poker** 

8+ 2 to 6 20 min

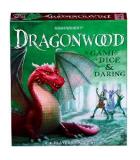
Cockroach Poker is a reverse set collection game that has nothing to do with poker – except that the game is all about bluffing, but with cards that show cockroaches, rats and stink bugs instead of queens, 10s and aces. The goal of the game is to force another player to collect 4 of any one type of critter.



**Codenames Disney** 

8+ 2 to 8 15 min

The Disney Family Edition of Codenames combines the hit social word game with some of Disney's most beloved properties from the past 90 years. Two Cluemasters give one-word clues to help their teammates identify the Disney characters, locations and items from a 25 card game grid. Including both pictures and words, it's family fun for Disney fans of all ages.



8+ 2 to 4 20 min

Dare to enter Dragonwood! Deep in the heart of this mythical forest lurk angry ogres, giggling goblins, and even the famed and fearsome fire-breathers themselves!

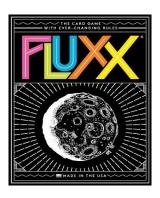
### Dragonwood



8+ 2 to 4 1 - 15 min

In Dutch Blitz, each player has her own deck of forty cards, with cards 1-10 in four colors; red and blue cards show a Pennsylvania Dutch boy, while yellow and green cards show a Pennsylvania Dutch girl. Each deck has a different symbol on the back to aid with card sorting between rounds.

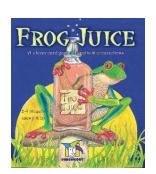
#### **Dutch Blitz**



8+ 2 to 6 5 - 30 min

The latest and greatest version of the card game with ever changing rules! It starts out simple: draw one card and play one card - but New Rule cards quickly make things chaotic. Even the object of the game will often change as you play, as players swap out one Goal card for another. Can you achieve World Peace before someone changes the goal to Bread and Chocolate.

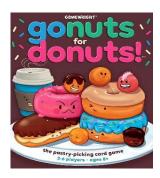
## Fluxx



8+ 2 to 4 25 min

Cast spells, brew concoctions, melt witches. Use a smidgen of math and a pinch of probability. Capture cards by matching or adding cards from your hand, then count the ingredients and measure the powers. A splash of strategy and the potion is magic! The player with the most points wins.

#### **Frog Juice**



8+ 2 to 6 20 min

Go Nuts for Donuts is a fast-paced card game for the whole family with just a sprinkle of strategy. Outsmart your opponents and collect donuts hot out of the oven for points. But beware, if two players go after the same donut, then no one gets it!

#### **Go Nuts for Donuts**



8+

8+

**Keys to the Castle** 

King	domino
AGG	Bucking: © Brune Catholis Ciril Oxuguet

Kingdomino

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**King of Tokyo** 

THE GAME	LIFE
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Life

King	ydomino	
3		

15-20 min 8+ 2 to 4

2 to 4

20 - 40 min

In Kingdomino, you are a lord seeking new lands in which to expand your kingdom. You must explore all the lands, including wheat fields, lakes, and mountains, in order to spot the best plots, while competing with other lords to acquire them first.

A tile-based game of strategy and luck.

Players must open and close doors (the tiles) to move along a path and be the

first to cross to the other side.

8+ 2 to 6 30 min

2 to 6

you play as mutant monsters, rampaging robots, or even abominable aliens battling in a fun, chaotic atmosphere. Roll the dice and choose your strategy: Will you attack your enemies? Heal your wounds? Improve your Monster? Stomp your path to victory!

60 min

In The Game of Life game players choose a path and move their car tokens around the gameboard from Start to Retirement. Who is headed for wealth and fortune? Pick a path for a life of action, unexpected surprises, and dream vacations, but spend cash wisely because the wealthiest player at the end wins the game.



**One Night Ultimate Vampire** 

10 min 8+ 3 to 10

Over and Over One Night Ultimate Vampire has so few rules, everyone will be up and playing in just minutes. Each player is given a single card, which they secretly view, giving them a special power to help the Villager or Vampire team.

The 10 Minute Party Game You'll Play

One Night Ultimate Werewolf	8+	3 to 10	10 min	The 10 Minute Party Game You'll Play Again and Again One Night Ultimate Werewolf has so few rules, everyone will be up and playing in just minutes. Each player is given a single card, which they secretly view, giving them a special power to help the Villager or Werewolf team.
DAY BREAK  One Night Ultimate Werewolf Daybreak	8+	3 to 7	10 min	a fast game for 3-7 players in which everyone gets a hidden role, each with a special ability. (No plain "villagers" here!) In the course of a single morning, your village will decide who among them is a werewolfbecause all it takes is finding one werewolf to win!
Pandemic PANDERS ZMAN	8+	2 to 4	45 min	You and your team are the last defense standing in the way of deadly diseases that threaten the world! From designer Matt Leacock, Pandemic is a cooperative game of teamwork for two to four players.
A FAST FAMILY DICE GAME  2-5 PLAYERS  GINEWRIGHT	8+	2 to 5	15 min	This quick-playing dice game will have you on the edge of your seat from beginning to end! Qwixx is simple to play but each decision is crucial - the more numbers you cross off, the more points you score. With no downtime between turns you'll have a chance to gain from each and every roll. Just one round of this thrilling game and you will be caught up in Qwixx-fever!
Sleeping oucens	8+	2 to 5	20 min	The Sleeping Queens Card Game can be enjoyed by everyone. The Pancake Queen, the Ladybug Queen and 10 of their closest friends have fallen under a

sleeping spell. It is the players' job to wake them up using strategy, quick thinking and a little luck. The player who wakes the most queens wins.

**Sleeping Queens** 



8+ 2 45 min

The classic game of battlefield strategy! Do you have what it takes to fight the enemy, using troops, spies and infiltrators? Will you capture the flag and win the battle? Test your skills with the original version of Stratego!

SUSPENI SUSPENI Substance Substance

8+ 1 to 4 15 min

EXCITING BALANCING GAME: The Melissa & Doug Suspend Family Game is a must have, award winning, and exciting balancing game for families. Designed for 1 to 4 players, this game will have everyone hanging on the edge of their seats

Suspend



8+ 2 to 5 30 - 60 min

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

**Ticket to Ride** 

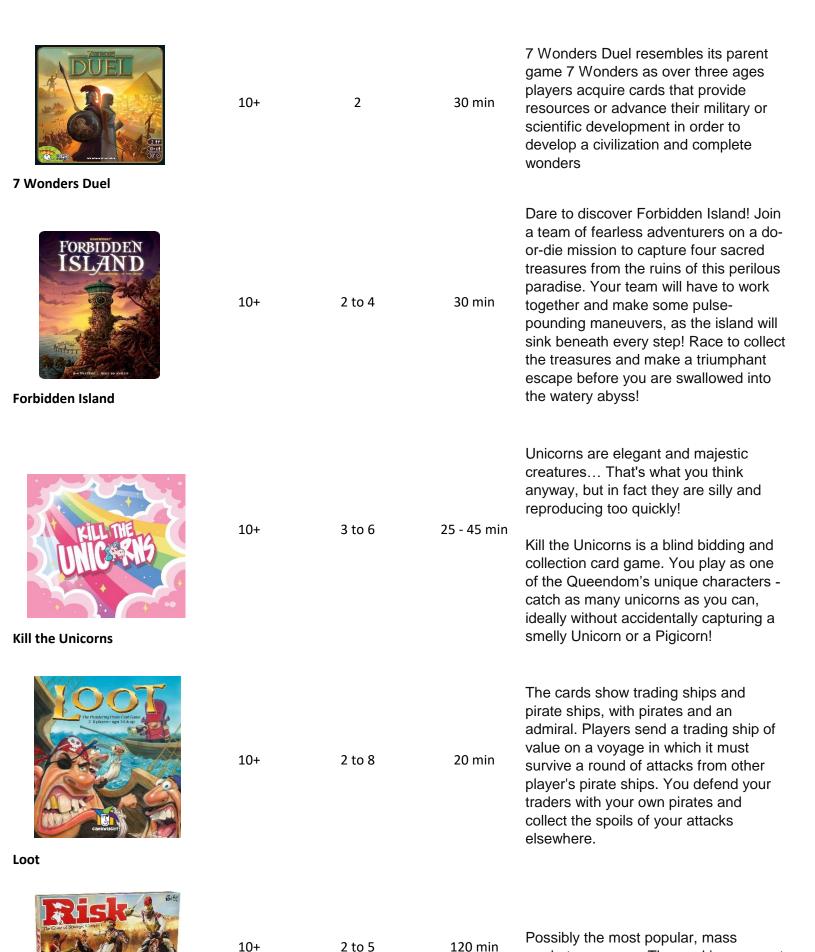


8+ 6 to 30 7 - 20 min

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.

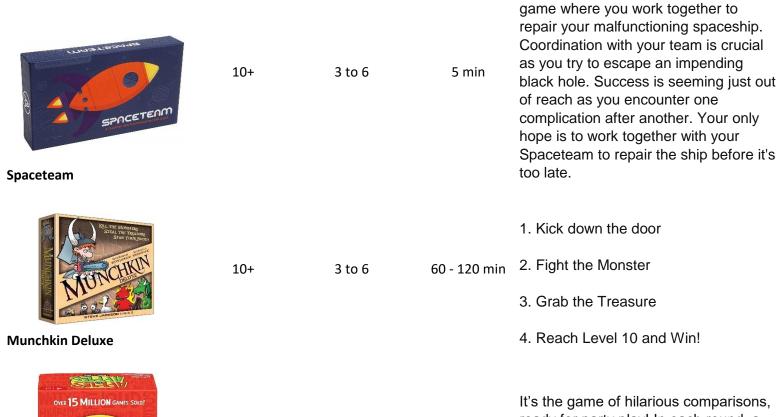


7 Wonders



market war game. The goal is conquest

of the world.



4 to 8

3 to 6

30 min

60 min

12+

12+

ready for party play! In each round, a new judge draws a Description Card. You've got to decide which card in your hand matches the Description in play, and hope the judge thinks your card is the best. And with so many cards in this version, it'll never be the same game twice!

a fast-paced, cooperative shouting card

BETATYAL HUSEWHILL HUSEWHILL

**Apples To Apples** 

Betrayal at House on the Hill

Take a deep breath before you enter. It might be your last.

The creak of footsteps on the stairs, the smell of something foul and dead, the feel of something crawling down your back – this and more can be found this award-winning and highly acclaimed game of strategy and horror.



13+ 2 to 5 30 - 90 min

5 to 10

45 min

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 ok 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.

## Compounded



13+

**Secret Hitler** 

Secret Hitler is a dramatic game of political intrigue and betrayal set in 1930's Germany. Players are secretly divided into two teams - liberals and fascists. Known only to each other, the fascists coordinate to sow distrust and install their cold-blooded leader. The liberals must find and stop the Secret Hitler before it's too late.