"Bonding Thru Board Games"

Developing family relationships through board games.

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Program Game List

Games	Description	Players	Age	Duration
10 Days in Europe	There is much to be discovered in Europe! Many roads lead to success in this exciting travel game - you just have to find the right one. Exchange your cards cleverly and find your way through Europe quickly to win. Ten cards must show continuous travel either by land, sea or air.	2-4 people	10+	30 minutes
10 Days in USA	You have 10 Days in the USA. Travel the country by jet, car, and on foot. Plan your trip from start to finish using destination and transportation tiles. With a little luck and clever planning, you just might outwit your fellow travelers.	2-4 people	10+	30 minutes
5 Second Rule	It should be easy to name 3 breeds of dogs - but can you do it under the pressure of 5 seconds twisting down, and with the other players staring at you, waiting for you to get flustered? Time's not on your side, so just say what comes to mind and risk ridiculous answers slipping out as time twirls down on the unique twisted timer! It's all in good fun with this fast-paced game where you have to "Just Spit It Out!"	5-6 people	8+	30 minutes
99 or Bust	The object of O'NO 99 is to avoid totaling 99 points or more, which would cause you to lose that round of play. If a player loses four rounds, they are out of the game.	2-4 people	8+	20-30 minutes
Abandon Ship	Abandon Ship is a game in which you play to move your group of rats off the ship before the rising water drowns them. The Nvrsnks is also loaded with valuable points-earning cheese, but don't let desire for that lovely food send your rats to the watery depths. Your opponents may also share some of the rats in your group; they may want to move the rats in a different manner from you.	3-7 people	10+	30 minutes

Games	Description	Players	Age	Duration
Animal Upon Animal	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, and the serpent on the sheep? The hedgehog wants to stand on top of the pyramid but the height is making him dizzy.	2-4 people	4+	15 minutes
Apples to Apples	The party game Apples to Apples consists of two decks of cards: Things and Descriptions. Each round, the active player draws a Description card (which features an adjective like "Hairy" or "Smarmy") from the deck, then the other players each secretly choose the Thing card in hand that best matches that description and plays it face-down on the table. The active player then reveals these cards and chooses the Thing card that, in his opinion, best matches the Description card, which he awards to whoever played that Thing card. This player becomes the new active player for the next round.	6-8 people	10+	30 minutes
Apples to Apples Jr	As its name implies, this is a version of Apples to Apples designed for kids, although the basic game still works well with adults, too. The version has card optimized for middle-school aged children (9+). Also good for advanced grade-school aged children.	5-6 people	9+	30 minutes
Azul	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.	2-4 people	8+	30-45 minutes
Bananagrams	Bananagrams is a fast and fun word game that requires no pencil, paper or board, and the tiles come in a fabric banana-shaped carrying pouch. One hand can be played in as little as five minutes. It's much like Pick Two! but without the letter values.	3-5 people	7+	15 minutes

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Battle Sheep	In Battle Sheep (first released as Splits), players start the game by constructing the board from identical four-hex tiles, then each player places his/her tall stack of discs on one of the border hexes. Players take turns removing some number of discs from the top of one of their stacks, moving that new stack of discs as far away as it can go in a straight line. Players must leave at least one disc behind when moving, so the board gradually fills up and movement opportunities become more and more scarce. The player occupying the most spaces at the end of the game wins!	2-4 people	7+	15 minutes
Blokus	Blokus (officially pronounced "Block us") is an abstract strategy game with transparent, Tetris-shaped, colored pieces that players are trying to play onto the board. The only caveat to placing a piece is that it may not lie adjacent to your other pieces, but instead must be placed touching at least one corner of your pieces already on the board.	2-4 people	5+	20 minutes
Boom goes the Dynamite	BOOM GOES THE DYNAMITE is a dynamic, family-friendly matching game with an explosive twist!	2-6 people	8+	15-20 minutes
Bugs in the Kitchen	There's a pesky little bug in the kitchen! And it's not just any bug - it's a HEXBUG® nano®, scuttling around the game board! Quick - can you catch it in the trap? By turning knives, forks and spoons you can direct the bug into the trap. Throw the die to discover which utensils you can turn. Catch the bug in the trap and earn a token - the first player to collect 5 tokens wins the game.	2-4 people	6+	15-20 minutes
Codenames	Give your team clever one-word clues so that they can spot their agents in the field. 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.	4-8 people	10+	15 minutes
Can't Stop	Players must press their luck with dice and choose combinations tactically to close out three columns. The board has one column for each possible total of two six-sided dice, but the number of spaces in each column varies: the more probable a total, the more spaces in that column and the more rolls it takes to complete.	2-4 people	9+	30-40 minutes

Games	Description	Players	Age	Duration
Carcassone	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 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.	2-5 people	8+	30-45 minutes
Cartagena	Cartagena takes as its theme the famous 1672 pirate-led jailbreak from the fortress of Cartagena. Each player has a group of six pirates, and you want to be the first to have all six escape through the tortuous underground passage that connects the fortress to the port, where a sloop is waiting for them	2-5 people	8+	30-45 minutes
Chicken Cha Cha	Goal: To "cha cha" your chicken past every single other player's chicken, stealing each one's "tail feathers" as you go by them. The first player to collect all of the tail feathers wins.	2-4 people	4+	15-20 minutes
Coloretto	Game play in Coloretto is simple: Either draw a card to play to a row, or take a row of cards to add them to your collection. A row can have at most three cards, so at some point everyone is forced to take a row. Once all the rows have been claimed, players start a new round, drawing or taking once again.	3-5 people	8+	30 minutes
Count Your Chickens	The object of the game is to get all 40 baby chicks back inside the coop before Mother Hen gets to the last space on the board. Players spin and move Mother Hen, counting the number of spaces she travels. For each space travelled, players collect that number of baby chick markers and place them in the coop. But watch out for the fox! If the spinner lands on the fox a baby chick is removed from the coop. Players take turns, but work together - players count aloud together, collect the number chicks together and, if they collect them all, players win together!	2-4 people	3+	15 minutes
Dancing Eggs	This is a game that comes in a real egg-box. There are nine yellow plastic eggs and one yellow wooden egg (worth 2 points, the others are worth 1 point) and two dice, one red and one white. Although it is, in fact, a children's game, it is great fun when played by adults as well	2-5 people	5+	10 minutes

Games	Description	Players	Age	Duration
Dinosaur Escape	The object of Dinosaur Escape is to get all three dinosaurs safely to Dinosaur Island before the volcano erupts! Work together to move the dinosaur movers around the board and uncover the matching dinosaurs under the fern tokens.	2-4 people	4+	20 minutes
Farkle	Farkle is a push-your luck game played with six dice. You roll 6 dice, and remove any dice you want to use for points. You can stop, keeping the points, or re-roll the remaining dice. Points can be scored by specific numbers (e.g. 5 or 1) or sets of the same number. If you can use all six dice for points, pick them all up and keep going.	2-8 people	8+	30 minutes
First Orchard	It's time to pick the fruit in the orchard! But watch out for the pesky raven coming down the orchard path to eat it all up. Can you pick all the apples, plums, and pears before the raven arrives? A cooperative game for littles as young as 2, this game works on colors, taking turns, fine motor skills, and the concept of winning and losing.	2-3 people	2+	10 minutes
Fish Stix	Fish Stix is a strategy game where players match fish direction and color to score points. Each stick has 4 different fish on it and is added to others that have been played to score. The first player to score 10 points in all 6 fish categories, wins the game.	2-4 people	6+	20-30 minutes
Five Crowns	Five Crowns is rummy with a five-suited deck and a twist. The set collection aspect of rummy is basically the same, with groups of three cards in either runs or denominations making a valid meld. The twist is that in each hand the number of cards required to create a meld increases, from three cards in the first hand to thirteen in the last. The game, therefore, consists of eleven hands.	3-7 people	8+	30 minutes
Forbidden Island	Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise	2-4 people	10+	30 minutes
Fowl Play	A fast paced card game that lets you count your chickens in a batch! The more chickens you count, the more points your get. But if you turn over a wolf card, all your points fly the coop!	6-12 people	8+	15 minutes
Gemstones	Diamonds, rubies, amber, emeralds, sapphires; the playthings of kings inspire this exciting dice game.	1-10 people	8+	20 minutes
Gold Am Orinoko	In Gold am Orinoko, the players need the right amount of luck and tactics to get their adventurers over the tree trunks to the other side of the river because, as they shift and jump over the tree trunks, they always have to keep an eye on the drifting trunks and the other players. The one who proves to be extremely brave and who brings his adventurers safely and surely across the Orinoco	2-4 people	7+	20 minutes

Games	Description	Players	Age	Duration
	will be able to collect the most gold, thus winning the game.			
Gulo Gulo	The essential mechanic of the game is to try to pull an egg of a particular color and move to a tile of that color on the linear path toward the bowl, and the little stack of tiles hiding the baby Gulo tile. If you set off the alarm, or knock any eggs out of the bowl, your Gulo is sent back to the previous tile of the attempted color. If there's no such tile, then back to the start he goes!	2-6 people	5+	15-20 minutes
Hisss	The players try to form snakes, which are as long as possible. A snake always consists of a head-section, at least one middle-section and a tail-section. The player who has formed the most snakes and the longest snakes wins.	2-5 people	4+	15 minutes
Hive	Hive is a highly addictive strategic game for two players that is not restricted by a board and can be played anywhere on any flat surface. Hive is made up of twenty two pieces, eleven black and eleven white, resembling a variety of creatures each with a unique way of moving.	2 people	9+	20 minutes
Hoot Owl Hoot	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!	2-4 people	4+	15-20 minutes
Ingenious	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.	1-4 people	10+	30-60 minutes
Jenga	A tower building game played with 54 woden blocks. The blocks are stacked in a tower formation. The game ends when the tower falls and the loser is the person who made the tower fall.	1-8 people	6+	20 minutes
Jenga Quake	The classic block-stacking, stack-crashing game of Jenga has a brand new twist! How will you stack up against the law of gravity and the danger of the Jenga fault zone? When you stack the wooden blocks in a tower, you'll take turns pulling out blocks one by one like always. But the tower vibrates randomly as you play, and you never know when the big one's going to hit!	1-9 people	6+	10 minutes
Kikeriki	On the farm there is a lot to do: The animals have to be woken and fed. Sometimes they hide themselves. The ones with a good memory can find them. If you know the colors a little and have some luck with the dice, you can collect the most animal cards.			

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Kingdomino	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.	2-4 people	8+	15-20 people
Loopin Louie	In Loopin' Louie, a battery-powered motor placed in the center of the table rotates a boom with a little plastic plane. Four radial arms lead out to the players' barns and the chickens they're trying to protect. Each barn has a little lever, which is used to knock the rotating plane away from your chickens and hopefully into someone else's. When only one player has chickens remaining, he or she wins the game.	2-4 people	4+	10 minutes
Monkeys Up	Each Monkey sports a number from 0 to 15. Players randomly choose three monkeys and, without looking at the numbers, place the monkeys number-side down in front of them. A die determines the action that a player takes on his turn: flip a monkey, trade a monkey, or take a monkey. The game ends when a player has three number-side up monkeys. The winner is the player whose monkeys' numbers add to the highest total.	2-6 people	6+	10 minutes
Name 5	Can you name the five Great Lakes in 30 seconds? Sure, but can you name five things you shouldn't say to your boss? That's the idea behind this quick-thinking team trivia game. When it's your team's turn, roll the die and move your pawn that many spaces. You'll then draw a card and you and your teammates will try to name 5 things that fit a category within 30 seconds. If you can, you get another turn. If not, it'll be your opponents' turn.	2 people	10+	20 minutes
No Thanks	Players compete to have the lowest score at the end of the game. The deck of cards is numbered from 3 to 35, with each card counting for a number of points equal to its face value. Runs of two or more cards only count as the lowest value in the run - but nine cards are removed from the deck before starting, so be careful looking for connectors. Each chip is worth -1 point, but they can be even more valuable by allowing you to avoid drawing that unwanted card.	3-7 people	8+	20 minutes
Order Up	A family board game where you race to make and deliver pizzas. Players vie for ingredients to meet the orders of customers then move on a track to reach their house with the right ingredients for the pizza they want. When the pizzeria closes, the player with the most money wins.	2-4 people	4+	10-15 minutes

Games	Description	Players	Age	Duration
Pengoloo	Welcome to the South Pole! Our penguins in Pengoloo are ready to play with you, so roll the dice to find their matching hidden eggs. Be the first to collect six penguins to win. Memory and a little luck will help you succeed in this fun South Pole eggspedition!	2-4 people	4+	10-15 minutes
Penguin	In slightly more detail, players roll colored dice, then look for eggs of those colors. The twist is that you can re-find eggs that have already been found to take additional turns. The advanced rule option allows players to steal eggs from each other.	2-4 people	8+	20 minutes
Pictionary	In Pictionary, though, both teams' (and even all three teams') clue givers may be drawing at the same time as players strive to be the first to guess the correct answer. When the answer is not designated "All Play," one team simply tries to come up with the answer before the timer runs out, which is usually but not always possible thanks to the varying difficulty levels of the answers.	3-16 people	12+	90 minutes
Piñata	In Piñata, the players compete to collect the colored candy inside the piñatas. Playing pieces that might otherwise be "cubes" are instead wooden markers with a bow-tie shape that mimics the shape of wrapped candies, coming in five different colors. When a player has collected enough candy of a given color, he earns the medal card for that color, and the first player to earn three medal cards wins!	2 people	13+	30 minutes
Quirkle	Players begin the game with six blocks. The start player places blocks of a single matching attribute (color or shape but not both) on the table. Thereafter, a player adds blocks adjacent to at least one previously played block. The blocks must all be played in a line and match, without duplicates, either the color or shape of the previous block	2-4 people	6+	30-45 minutes
Quirkle Select & Connect	You must add bocks to existing tiles. When putting a block on a spot with points you gain that many additional points.	2-4 people	6+	30-45 minutes
Rat-a-Tat Cat	In Rat-a-Tat Cat, less is always better, and you want to go out with the lowest score. Can you remember the numbers on the other players' cards? Can you keep a poker face, but notice when another player looks pleased? Sharpen your memory and your timing, and have fun with the cool cats and bad rats of Rat-a-Tat Cat.	2-6 people	6+	20 minutes
R-Eco	Each player is a company that does the trash separation and recycling. By carrying trash to corresponding storage places, a player gets points. However if you carry too much, you must throw trash away illegally!	2-5 people	8+	20 minutes

Games	Description	Players	Age	Duration
Ruckus	Accumulating sets is the aim of the game…it's holding onto them that's the trick! With players matching and stealing sets faster than you can say Ruckus. Until the final card is played it's anybody's game.	2-4 people	5+	20 minutes
Santorini	Santorini is an accessible strategy game, simple enough for an elementary school classroom while aiming to provide gameplay depth and content for hardcore gamers to explore.	2-4 people	8+	20 minutes
Say Anything	Say Anything is a light-hearted game about what you and your friends think. It gives you the chance to settle questions that have been hotly debated for centuries.	3-8 people	13+	30 minutes
Slamwich	Slamwich is a real-time, pattern recognition card game such as Twitch, Set, and Bongo, with cards that are die-cut to resemble slices of bread topped with sandwich items, sandwich thieves, and sandwich munchers.	3-6 people	6+	20 minutes
Sorry Slider	Grab your roller pawn and take aim - then skillfully slide it down your track onto the target board! A good slide could score big points, but watch out! An opponent's pawn may slam your pawn onto a Sorry! space - and out of the game!	2-4 people	6+	30 minutes
Spot It	A simple pattern recognition game in which players try to find an image shown on two cards.	2-8 people	7+	15 minutes
Spot It – Finding Dory	A simple pattern recognition game in which players try to find an image shown on two cards.	2-8 people	7+	15 minutes
Spot It – San Francisco	A simple pattern recognition game in which players try to find an image shown on two cards.	2-8 people	7+	15 minutes
Stack Up	Can you stack twelve blocks before the Stack Smasher gets to the tower and topples it? In Stack Up!, players take turns spinning a color and stacking a block. Spin a challenge, and you'll add a tricky task like stacking with one eye closed or while singing "Happy Birthday". Spin the Stack Smasher, though, and you'll be one space closer to the big topple!	2-6 people	3+	15 minutes
Stone Soup	Players must add ingredients cards to the Stone Soup in a specified order. Players may add (discard into the pot) as many cards of that ingredient as they have in their hand OR as many as they are willing to bluff about; in fact, if an active player doesn't have a particular ingredient, s/he has to bluff!	2-6 people	3+	15 minutes
Straw	In Straw, you try to pack as many items as you can on top of a camel without breaking its back. If you can't, you lose the round – but other players must be careful not to load the camel too close to its limit because if you can break the camel's back with the Straw card, you win instead of losing!	2-6 people	8+	30 minutes

Games	Description	Players	Age	Duration
Sunny & Stormy Days	Sunny and Stormy Day is a cooperative game that encourages discussion of feelings through the metaphor of "sunny" and "stormy" experiences. The game has 3 separate activities, a variant on the classic tile matching game, and a draw bag with tokens that ask for the players to discuss a part of their day, and a book that tells the story illustrated on the tiles.	24 people	3+	15 minutes
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!	2-5 people	8+	15 minutes
Take It Easy	Take It Easy is a true multi-player solitaire in which each player individually completes a hexagon-shaped board with spots for 19 hexagon tiles. There's no limit to number of players if you've got enough sets on hand.	1-8 people	6+	20 minutes
Telestrations	Each player begins by sketching a TELESTRATIONS word dictated by the roll of a die. The old fashioned sand timer may limit the amount of time they get to execute their sketch, but it certainly doesn't limit creativity! Time's up! All players, all at the same time, pass their sketch to the next player, who must guess what's been drawn.	4-8 people	12+	30 minutes
The Great Chase	The Great Cheese Chase is on! Start with one player spinning the spinner. If you land on a 1 or 2, move any mouse forward one or two spaces. If the spinner lands on Tiger the Cat, move Tiger one space. Takes turns spinning! If Tiger lands on a mouse, that mouse goes back to the start! Land on the catnip and tuck it aside to use later to move Tiger back one space. Get all three mice to the attic before Tiger gets there and you all win!	2-6 people	5+	15 minutes
The Kids of Carcassone	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 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.	2-4 people	4+	20 minutes

Games	Description	Players	Age	Duration
The Magic Labyrinth	The little magician apprentices have lost some magic objects inside of the master's maze. Now they try to collect them before the Master notices anything. However, in the maze there are invisible walls and only one of the missing objects is revealed at a time. So they have to make their way through the maze by means of a good memory and lots of skill.	2-4 people	8+	30-45 minutes
Ticket to Ride	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.	2-4 people	8+	45 minutes
Ticket to Ride First Journey	Ticket to Ride: First Journey takes the gameplay of the Ticket to Ride series and scales it down for a younger audience.	2-4 people	6+	15-30 minutes
Tumblin' Dice	A dexterity dice game consisting of four sets of colored dice one either slides, rolls, or flicks down a stepped surface. Usually one slides the die for better accuracy. After each person has slid their 4 dice, points are scored on the ones on the board.	2-4 people	8+	15-30 minutes
Ubongo	In Ubongo, players compete to solve individual puzzles as quickly as they can to get first crack at the gems on hand for the taking.	2-4 people	8+	20-30 minutes
Viva Topo	Viva Topo!, players attempt to advance their mice (pieces) from the start to any of various goals. The further the goal, the more cheese (points) it is worth. Pursuing the mice is the cat that removes the mice from the game should it catch the mice.	2-4 people	4+	20-30 minutes
Wasabi	Wasabi! is a light and fast game where you compete against other players to assemble your quota of unique sushi recipes in a rapidly dwindling space. Players draw a variety of delicious ingredients into their hand from the pantry and play them one at a time onto the board, building off of each other's previously-placed ingredients in the attempt to complete recipes of varying difficulty	2-4 people	10+	30-45 minutes
Wits Wagers Family	In Wits & Wagers, each player writes a guess to a question such as "In what year did the bikini swimsuit makes 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.	4-6 people	8+	20 minutes

Games	Description	Players	Age	Duration
Wits & Wagers Party	In Wits & Wagers, each player writes a guess to a question such as "In what year did the bikini swimsuit makes 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.	4-18 people	8+	25 minutes
Word on the Street	In Word on the Street, players – either individually or in teams – try to claim letter tiles from the game board. If a team moves a letter off the game board, it has claimed that letter and that tile will not move for the remainder of the game. The first team to claim eight letter tiles wins	2-10 people	12+	20 minutes