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Board Games

BOARD GAMES AVAILABLE

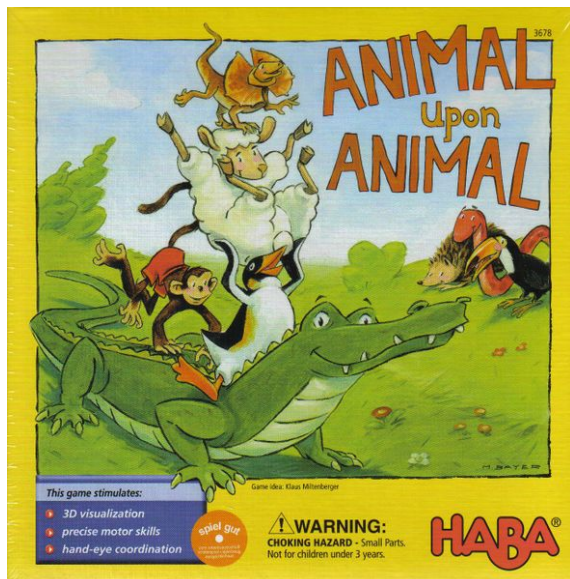
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Many of the board games in this collection were donated to the library as part of the spectrUM Discovery Area's Summer of Science, powered by the Jane S. Heman Foundation. For more information about their programs and initiatives in the Bitterroot and beyond, visit spectrum.umn.edu.



| Recommended Ages | Name | Number of Players |
|-------------------------|--|--------------------------|
| 3+ | Rubik's Cube | 1 |
| 4+ | Animal Upon Animal | 2-4 |
| 4+ | Chickapiglet | 2-4 |
| 5+ | Outfoxed | 2-4 |
| 5+ | Tix ^w cn | 2-6 |
| 6+ | Catan Junior | 2-4 |
| 6+ | Qwirkle | 2-4 |
| 6+ | Ticket to Ride First Journey | 2-4 |
| 7+ | Chickapig | 2-4 |
| 7+ | Gobblet! | 2 |
| 7+ | Spot It! | 2-8 |
| 8+ | Cards Against Humanity: Family Edition | 4-20+ |
| 8+ | K ^w ul | 3-6 |
| 8+ | Labyrinth | 2-4 |
| 8+ | Montana Native History | 2-8 |
| 8+ | NMBR 9 | 1-4 |
| 8+ | Pandemic | 2-4 |
| 8+ | Patchwork | 2 |
| 8+ | Rummikub | 2-4 |
| 8+ | Scrabble | 2-4 |
| 8+ | Sushi Go! | 2-5 |
| 8+ | The Mind | 2-4 |
| 8+ | Ticket to Ride | 2-5 |
| 8+ | Turing Tumble | 1-3 |
| 9+ | Hive | 2 |
| 10+ | Catan | 3-4 |
| 10+ | Forbidden Island | 2-4 |
| 10+ | Machi Koro | 2-4 |
| 10+ | Photosynthesis | 2-4 |
| 14+ | Codenames | 2-8 |
| 14+ | Gloomhaven | 1-4 |
| 16+ | Trivial Pursuit: Genus IV | 2-6 |



Animal Upon Animal

Publication Year: 2005

Publisher: HABA

Number of Players: 2-4

Playing Time: 15 Min

Age: 4+

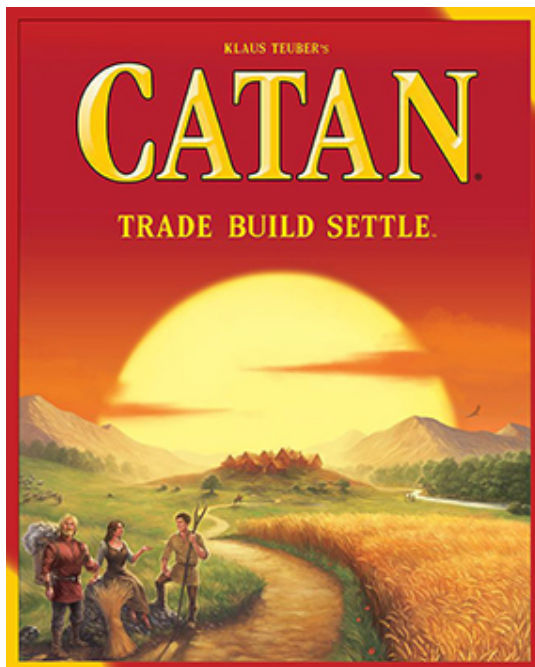
Description:

1 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.

Tier auf Tier (a.k.a. Animal Upon Animal, Pyramide d'animaux, and Dier op dier) is a simple stacking game, listed for ages 4-99, with 29 cute wooden animals.

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.

This game, intended for children, is equally popular with adults.



Catan

Publication Year: 1995

Publisher: Mayfair Games

Number of Players: 3-4

Playing Time: 60-120 min

Age: 10+

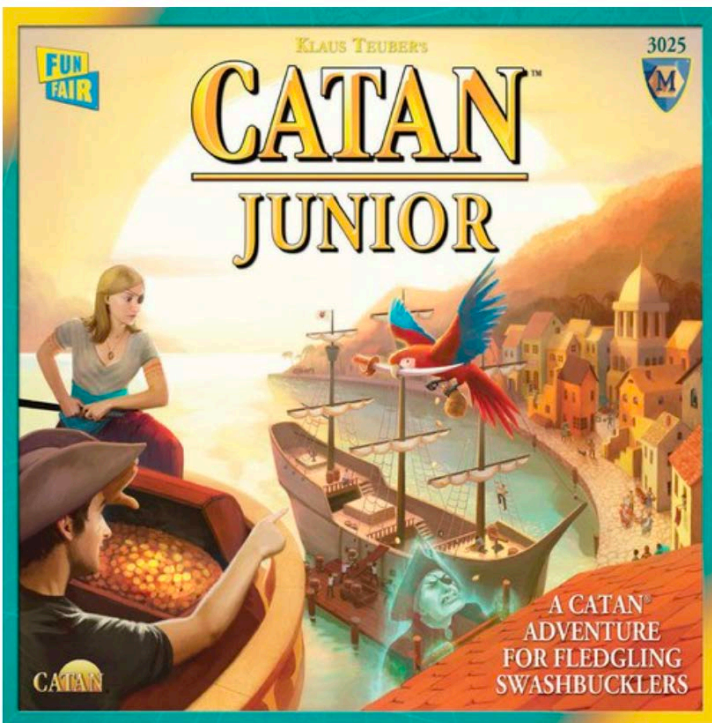
Description:

In Catan (formerly The Settlers of Catan), players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources (cards)—wood, grain, brick, sheep, or stone—to build up their civilizations to get to 10 victory points and win the game.

2

Setup includes randomly placing large hexagonal tiles (each showing a resource or the desert) in a honey-comb shape and surrounding them with water tiles, some of which contain ports of exchange. Number disks, which will correspond to die rolls (two 6-sided dice are used), are placed on each resource tile. Each player is given two settlements (think: houses) and roads (sticks) which are, in turn, placed on intersections and borders of the resource tiles. Players collect a hand of resource cards based on which hex tiles their last -placed house is adjacent to. A robber pawn is placed on the desert tile.

A turn consists of possibly playing a development card, rolling the dice, everyone (perhaps) collecting resource cards based on the roll and position of houses (or upgraded cities—think: hotels) unless a 7 is rolled, turning in resource cards (if possible and desired) for improvements, trading cards at a port, and trading resource cards with other players. If a 7 is rolled, the active player moves the robber to a new hex tile and steals resource cards from other players who have built structures adjacent to that tile. Points are accumulated by building settlements and cities, having the longest road and the largest army



Catan Junior

Publication Year: 2012

Publisher: Mayfair Games

Number of Players: 2-4

Playing Time: 30 min

Age: 6+

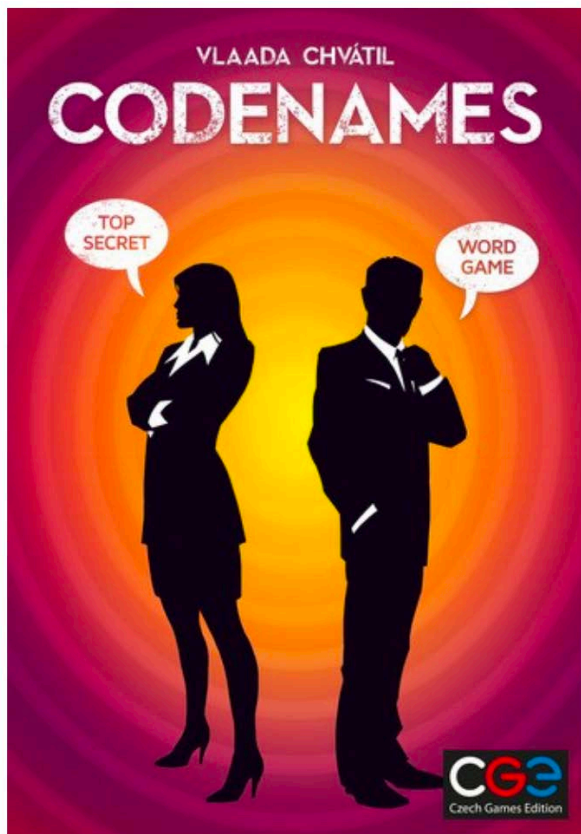
Description:

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Explore the seas! Catan: Junior introduces a modified playing style of the classic Settlers of Catan, giving players as young as five a perfect introduction to the Catan series of games.

Catan: Junior takes place on a ring of islands where 2 to 4 players build hideouts and encounter the mysterious Spooky Island, where the Ghost Captain lives. Each island generates a specific resource: wood, goats, molasses or swords, and players can acquire gold. Each player starts with two pirate hideouts on different islands, and they can use the resources they acquire to build ships, hideouts or get help from Coco the Parrot. By building ships, they can expand their network; the more hideouts they build, the more resources they may receive. Just watch out for the dreaded Ghost Captain!

Be the first player to control seven pirate hideouts, and you win!



Codenames

Publication Year: 2015

Publisher: IELLO

Number of Players: 2-8

Playing Time: 15 min

Age: 14+

Description:

4

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.

Forbidden Island

Publication Year: 2010

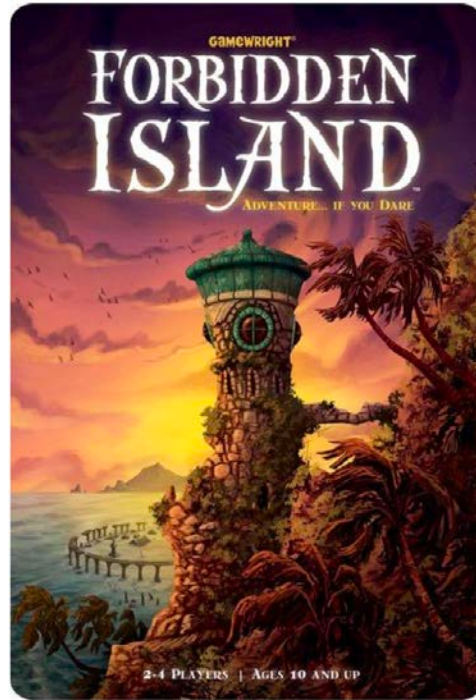
Publisher: Gamewright

Number of Players: 2-4

Playing Time: 30 min

Age: 10+

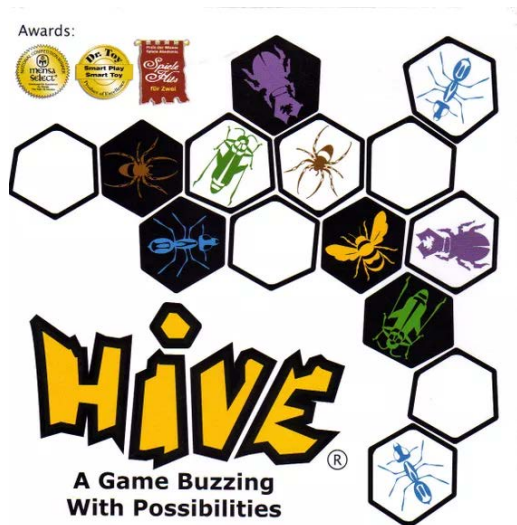
Description:



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.

What causes this game to truly stand out among co-op and competitive games alike is the extreme detail that has been paid to the physical components of the game. It comes in a sturdy and organized tin of good shelf storage size. The plastic treasure pieces and wooden pawns are well crafted and they fit just right into the box. The cards are durable, well printed, and easy to understand. The island tiles are the real gem: they are screen-printed with vibrant colors, each with a unique and pleasing image.

With multiple levels of difficulty, different characters to choose from (each with a special ability of their own), many optional island formats and game variations available, Forbidden Island has huge replay value. The game can be played by as few as two players and up to four (though it can accommodate five). More players translates into a faster and more difficult game, though the extra help can make all the difference. This is a fun game, tricky for players of almost any age.



Hive

Publication Year: 2000

Publisher: Gen42 Games

Number of Players: 2

Playing Time: 20 min

Age: 9+

Description:

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.

6

With no setting up to do, the game begins when the first piece is placed down. As the subsequent pieces are placed this forms a pattern that becomes the playing surface (the pieces themselves become the board). Unlike other such games, the pieces are never eliminated and not all have to be played. The object of the game is to totally surround your opponent's queen, while at the same time trying to block your opponent from doing likewise to your queen. The player to totally surround his opponent's queen wins the game. Hive has elements of both chess and checkers, but plays much differently than both.



Machi Koro

Publication Year: 2012

Publisher: Grounding

Number of Players: 2-4

Playing Time: 30min

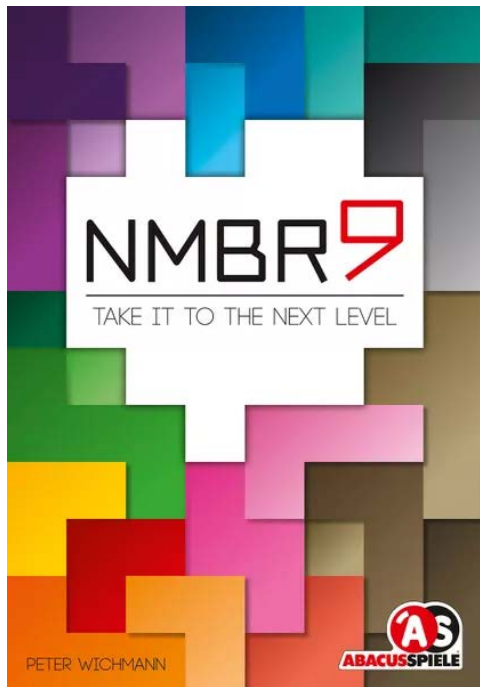
Age: 10+

Description:

7

Welcome to the city of Machi Koro. You've just been elected Mayor. Congrats! Unfortunately the citizens have some pretty big demands: jobs, a theme park, a couple of cheese factories and maybe even a radio tower. A tough proposition since the city currently consists of a wheat field, a bakery and a single die. Armed only with your trusty die and a dream, you must grow Machi Koro into the largest city in the region. You will need to collect income from developments, build public works, and steal from your neighbors' coffers. Just make sure they aren't doing the same to you!

Machi Koro is a fast-paced game for 2-4 players. Each player wants to develop the city on their own terms in order to complete all of the landmarks under construction faster than their rivals. On their turn, each player rolls one or two dice. If the sum of the dice rolled matches the number of a building that a player owns, they get the effect of that building; in some cases opponents will also benefit from your die (just as you can benefit from theirs). Then, with money in hand a player can build a landmark or a new building, ideally adding to the wealth of their city on future turns. The first player to construct all of their landmarks wins!



NMBR9

Publication Year: 2017

Publisher: 999 Games

Number of Players: 1-4

Playing Time: 20 Min

Age: 8+

Description:

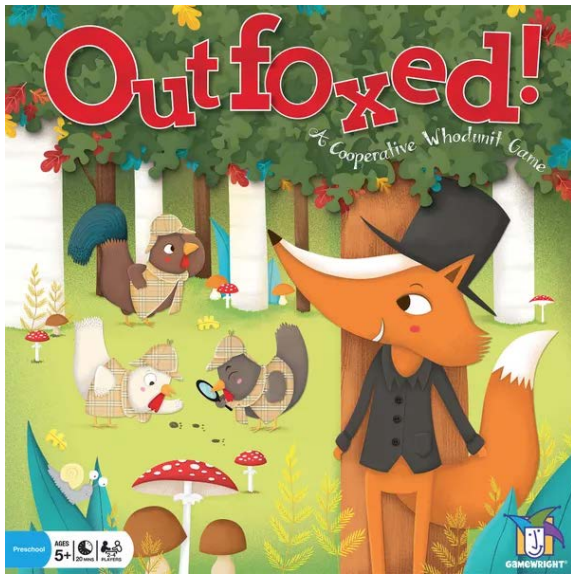
Numbers aren't worth anything in NMBR 9 unless they're off the ground floor and looking down from above.

8

The game includes twenty cards numbered 0-9 twice and eighty tiles numbered 0-9; each number tile is composed of squares in some arrangement. After shuffling the deck of cards, draw and reveal the first card. Each player takes a number tile matching the card and places it on the table. With each new card drawn after that, each player takes the appropriate number tile, then adds it to the tiles that they already have in play, with each player building their own arrangement of tiles.

The new tile must touch at least one other tile on the same level along one side of a square. A tile can also be placed on top of two or more other tiles as long as no part of the new tile overhangs the tiles below it; new tiles placed on this same level must touch at least one other tile, while also covering parts of at least two tiles and not overhanging.

Once all the cards have been drawn and the tiles placed, players take turns calculating their score. A tile on the bottom level — the 0th level, if you will — scores 0 points; a tile on the 1st level above this is worth as many points as the number on the tile; a tile on the 2nd level is worth twice the number on the tile; etc. Whoever scores the most points wins!



Outfoxed!

Publication Year: 2014

Publisher: Gamewright

Number of Players: 2-4

Playing Time: 20 Min

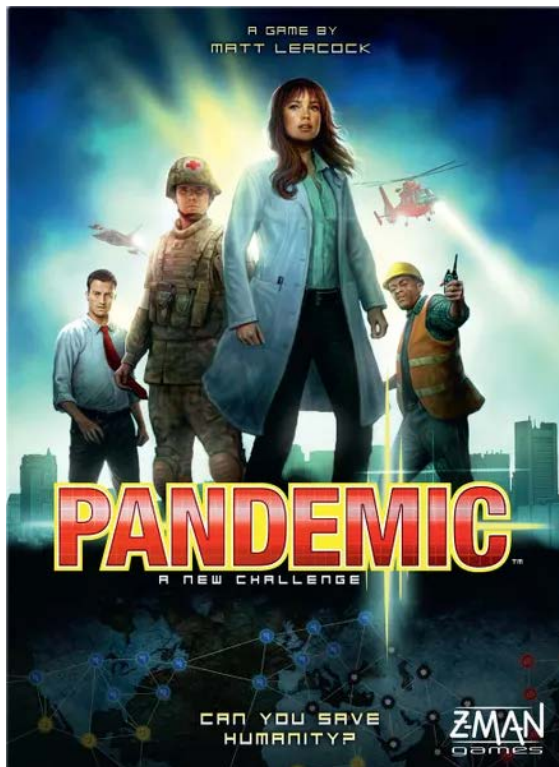
Age: 5+

Description:

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

9

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

Publication Year: 2008

Publisher: Z-Man Games

Number of Players: 2-4

Playing Time: 45 Min

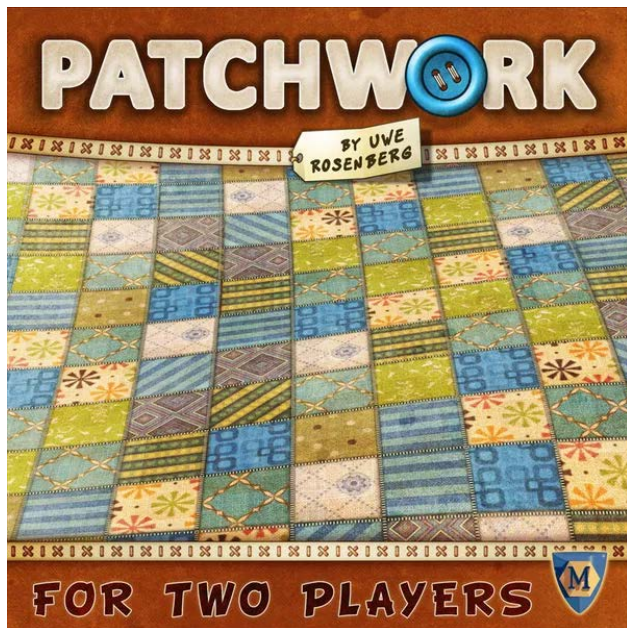
Age: 8+

Description:

10 In the cooperative game 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.

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!



Patchwork

Publication Year: 2014

Publisher: Lookout Games

Number of Players: 2

Playing Time: 15-30 Min

Age: 8+

Description:

In *Patchwork*, two players compete to build the most aesthetic (and high-scoring) patchwork quilt on a personal 9x9 game board.

11

On a turn, a player either purchases one of the three patches standing clockwise of the spool or passes. To purchase a patch, you pay the cost in buttons shown on the patch, move the spool to that patch's location in the circle, add the patch to your game board, then advance your time token on the time track a number of spaces equal to the time shown on the patch. You're free to place the patch anywhere on your board that doesn't overlap other patches, but you probably want to fit things together as tightly as possible.

When a player takes an action that moves his time token to the central square of the time track, he takes one final button income from the bank. Once both players are in the center, the game ends and scoring takes place. Each player scores one point per button in his possession, then loses two points for each empty square on his game board. Scores can be negative. The player with the most points wins.



Qwirkle

Publication Year: 2006

Publisher: MindWare

Number of Players: 2-4

Playing Time: 45 Min

Age: 6+

Description:

12

The abstract game of Qwirkle consists of 108 wooden blocks with six different shapes in six different colors. There is no board, players simply use an available flat surface.

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.

Players score one point for each block played plus all blocks adjacent. It is possible for a block to score in more than one direction. If a player completes a line containing all six shapes or colors, an additional six points are scored. The player then refills his hand to six blocks.

The game ends when the draw bag is depleted and one player plays all of his remaining blocks, earning a six point bonus. The player with the high score wins.



Spot It!

Publication Year: 2009

Publisher: Asmodee

Number of Players: 2-8

Playing Time: 15 Min

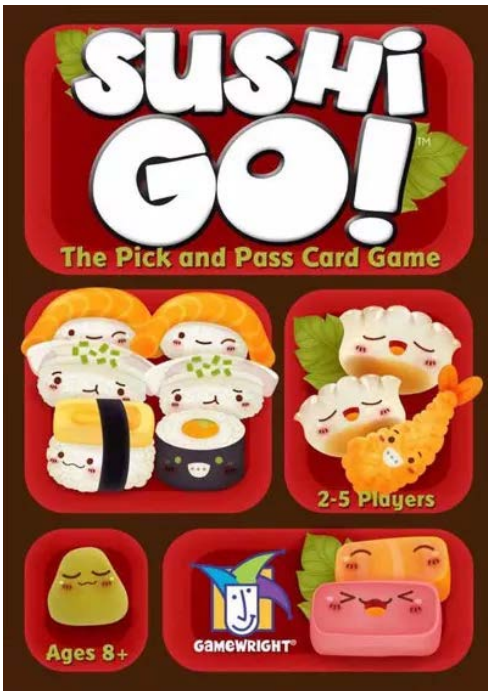
Age: 7+

13 Description:

Spot it!, a.k.a. Dobble, is a simple pattern recognition game in which players try to find an image shown on two cards.

Each card in original Spot it! features eight different symbols, with the symbols varying in size from one card to the next. Any two cards have exactly one symbol in common. For the basic Spot it! game, reveal one card, then another. Whoever spots the symbol in common on both cards claims the first card, then another card is revealed for players to search, and so on. Whoever has collected the most cards when the 55-card deck runs out wins!

Rules for different games – each an observation game with a speed element – are included with Spot it!, with the first player to find a match either gaining or getting rid of a card.



Sushi Go!

Publication Year: 2013

Publisher: Adventureland Games

Number of Players: 2-5

Playing Time: 15 Min

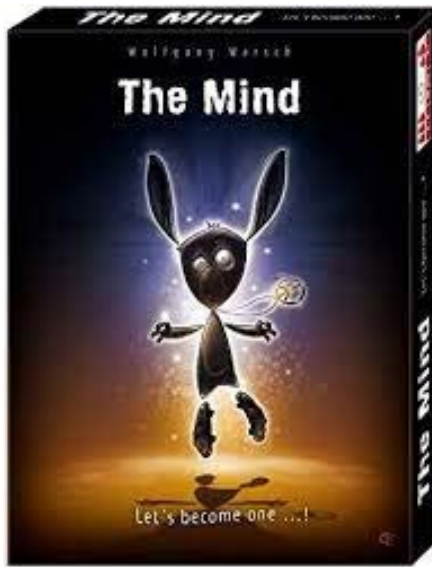
Age: 8+

Description:

14

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!

Sushi Go! takes the card-drafting mechanism of Fairy Tale and 7 Wonders and distills it into a twenty-minute game that anyone can play. The dynamics of "draft and pass" are brought to the fore, while keeping the rules to a minimum. As you see the first few hands of cards, you must quickly assess the make-up of the round and decide which type of sushi you'll go for. Then, each turn you'll need to weigh which cards to keep and which to pass on. The different scoring combinations allow for some clever plays and nasty blocks. Round to round, you must also keep your eye on the goal of having the most pudding cards at the end of the game!



The Mind

Publication Year: 2018

Publisher: Nürnberger-Spielkarten-Verlag

Number of Players: 2-4

Playing Time: 20 Min

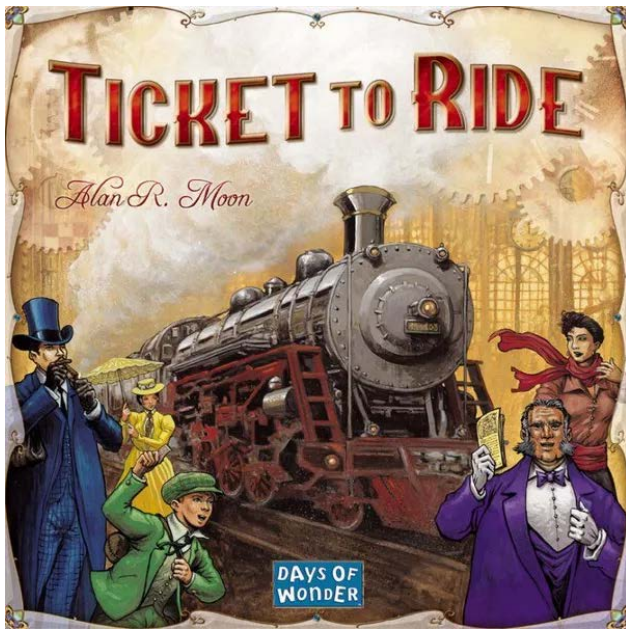
Age: 8+

Description:

The Mind is more than just a game. It's an experiment, a journey, a team experience in which you can't exchange information, yet will become one to defeat all the levels of the game.

In more detail, the deck contains cards numbered 1-100, and during the game you try to complete 12, 10, or 8 levels of play with 2, 3, or 4 players. In a level, each player receives a hand of cards equal to the number of the level: one card in level 1, two cards in level 2, etc. Collectively you must play these cards into the center of the table on a single discard pile in ascending order but you cannot communicate with one another in any way as to which cards you hold. You simply stare into one another's eyes, and when you feel the time is right, you play your lowest card. If no one holds a card lower than what you played, great, the game continues! If someone did, all players discard face up all cards lower than what you played, and you lose one life.

You start the game with a number of lives equal to the number of players. Lose all your lives, and you lose the game. You start with one shuriken as well, and if everyone wants to use a shuriken, each player discards their lowest card face up, giving everyone information and getting you closer to completing the level. As you complete levels, you might receive a reward of a shuriken or an extra life. Complete all the levels, and you win!



Ticket to Ride

Publication Year: 2004

Publisher: Days of Wonder

Number of Players: 2-5

Playing Time: 30-60 Min

Age: 8+

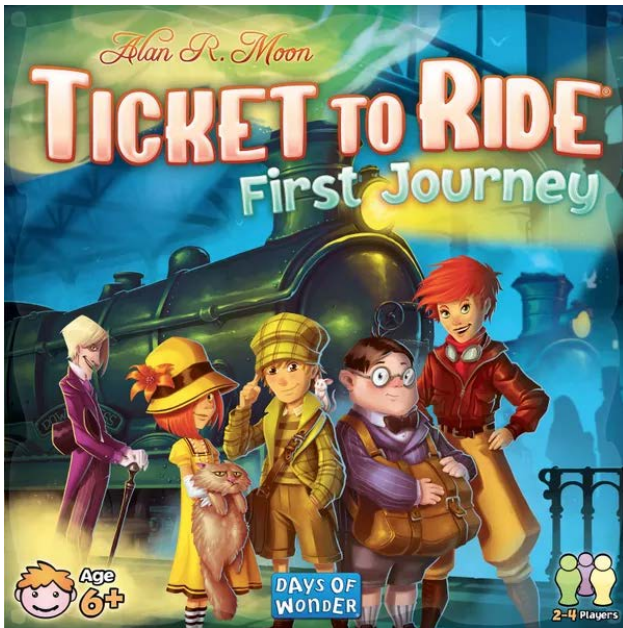
Description:

16

With 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.

"The rules are simple enough to write on a train ticket – each turn you either draw more cards, claim a route, or get additional Destination Tickets," says Ticket to Ride author, Alan R. Moon. "The tension comes from being forced to balance greed – adding more cards to your hand, and fear – losing a critical route to a competitor."

Since its introduction and numerous subsequent awards, Ticket to Ride has become the epitome of a "gateway game" -- simple enough to be taught in a few minutes, and with enough action and tension to keep new players involved and in the game for the duration.



Ticket to Ride: First Journey

Publication Year: 2016

Publisher: Days of Wonder

Number of Players: 2-4

Playing Time: 15-30 Min

Age: 6+

Description:

Ticket to Ride: First Journey takes the gameplay of the Ticket to Ride series and scales it down for a younger audience.

17

In general, players collect train cards, claim routes on the map, and try to connect the cities shown on their tickets. In more detail, the game board shows a map of the United States with certain cities being connect by colored paths. Each player starts with four colored train cards in hand and two tickets; each ticket shows two cities, and you're trying to connect those two cities with a contiguous path of your trains in order to complete the ticket.

If you connect the two cities shown on a ticket with a path of your trains, reveal the ticket, place it face up in front of you, then draw a new ticket. (If you can't connect cities on either ticket because the paths are blocked, you can take your entire turn to discard those tickets and draw two new ones.)

The first player to complete six tickets wins! Alternatively, if someone has placed all twenty of their trains on the game board, then whoever has completed the most tickets wins!



Turing Tumble

Publication Year: 2018

Publisher: Turing Tumble

Number of Players: 1-3

Playing Time: 10 Min (each challenge)

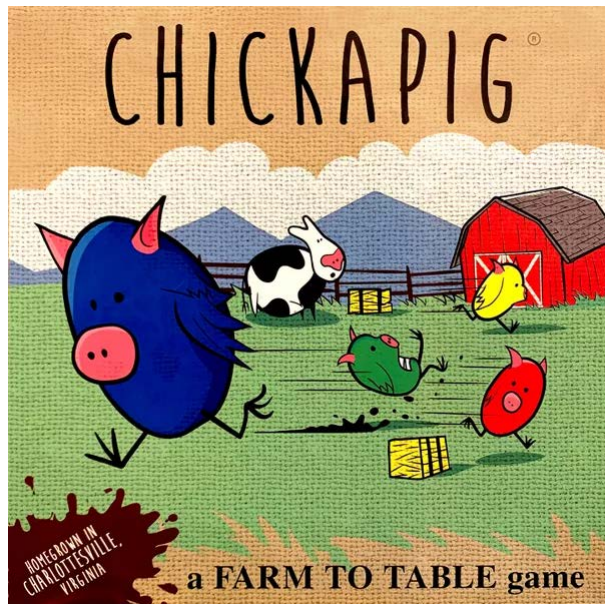
Age: 8+

Description:

Turing Tumble is a new type of game where players build mechanical computers powered by marbles to solve logic puzzles. Use ramps, crossovers, bits, interceptors, gears, and gear bits to build marble-powered computers that can generate patterns, do logic, count, add, subtract, multiply, divide, and much, much more. Discover how computers work!

Follow along with a comic-book style challenge booklet to master increasingly difficult puzzles.

Turing Tumble is unlike anything else out there. It actually lets kids see and feel how computers work. It lets them code without getting bogged down by language syntax, and it doesn't require a phone or tablet to operate.



Chickapig

Publication Year: 2016

Publisher: Chickapig Farm

Number of Players: 2-4

Playing Time: 25-60 Min

Age: 7+

Description:

Break your flock of chickapigs free while dodging opponents, hay bales, and an unruly pooping cow in this strategic board game.

19

The first player to get their six chickapigs off the board wins. You must coordinate your chickapigs, hay bales, and the cow to help your chickapigs escape through their goal. At the same time, play defense against your opponents with your pieces, or use the cow to drop a poop in their way. Whenever someone goes over a poop, they must take a poop card which are always bad. There are also daisy cards, which are always good.

Chickapig is an abstract game with enough chance to keep everyone competitive.



Chickapiglets

Publication Year: 2019

Publisher: Buffalo Games

Number of Players: 2-4

Playing Time: 15-30 Min

Age: 4+

Description:

Chickapiglets is a cooperative matching game of animal hybrids. Help Little Joe Chickapig race the ever-menacing pooping Cow and find his animal hybrid friends. Play together and cultivate teamwork, share decision making & develop cooperative problem solving skills.

20

2-4 players take turns flipping over tiles in the barnyard to find the animals that combine to make the hybrid on their card (e.g. a zebraphant or a rhinowl). Find the right animal, it goes on your card. Find both and your chickapiglet advances. Find a cow pie and the cow advances. If a chickapiglet crosses the finish line first, everybody wins. If the cow crosses the lounge first, he wins. Players can cooperate and help each other find and remember the times for their needed animals.



Gloomhaven

Publication Year: 2017

Publisher: Cephalofair Games

Number of Players: 1-4

Playing Time: 60-120 Min

Age: 14+

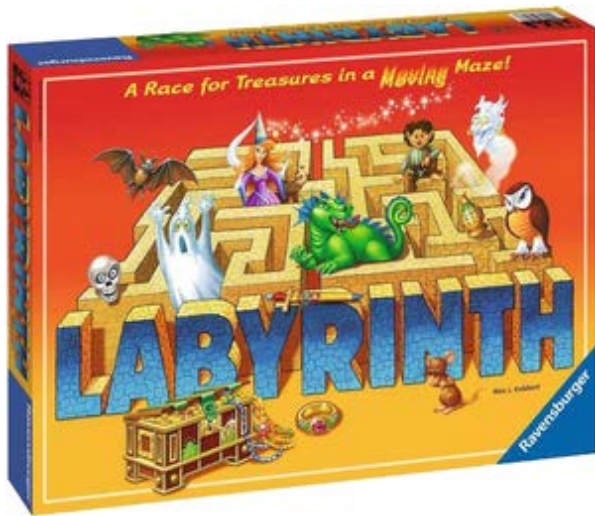
Description:

21

Gloomhaven is a game of Euro-inspired tactical combat in a persistent world of shifting motives. Players will take on the role of a wandering adventurer with their own special set of skills and their own reasons for traveling to this dark corner of the world. Players must work together out of necessity to clear out menacing dungeons and forgotten ruins. In the process, they will enhance their abilities with experience and loot, discover new locations to explore and plunder, and expand an ever-branching story fueled by the decisions they make.

This is a game with a persistent and changing world that is ideally played over many game sessions. After a scenario, players will make decisions on what to do, which will determine how the story continues, kind of like a “Choose Your Own Adventure” book. Playing through a scenario is a cooperative affair where players will fight against automated monsters using an innovative card system to determine the order of play and what a player does on their turn.

Each turn, a player chooses two cards to play out of their hand. The number on the top card determines their initiative for the round. Each card also has a top and bottom power, and when it is a player’s turn in the initiative order, they determine whether to use the top power of one card and the bottom power of the other, or vice-versa. Players must be careful, though, because over time they will permanently lose cards from their hands. If they take too long to clear a dungeon, they may end up exhausted and be forced to retreat.



Labyrinth

Publication Year: 1986

Publisher: Ravensburger

Number of Players: 2-4

Playing Time: 20 Min

Age: 8+

Description:

22 Labyrinth (formerly The aMAZEing Labyrinth) has spawned a whole line of Labyrinth games. The game board has a set of tiles fixed solidly onto it; the remaining tiles that make up the labyrinth slide in and out of the rows created by the tiles that are locked in place. One tile always remains outside the labyrinth, and players take turns taking this extra tile and sliding it into a row of the labyrinth, moving all those tiles and pushing one out the other side of the board; this newly removed tile becomes the piece for the next player to add to the maze. Players move around the shifting paths of the labyrinth in a race to collect various treasures. Whoever collects all of their treasures first and returns to their home space wins!

Labyrinth is simple at first glance and an excellent puzzle-solving game for children; it can also be played by adults using more strategy and more of a cutthroat approach.

Photosynthesis

Publication Year: 2017

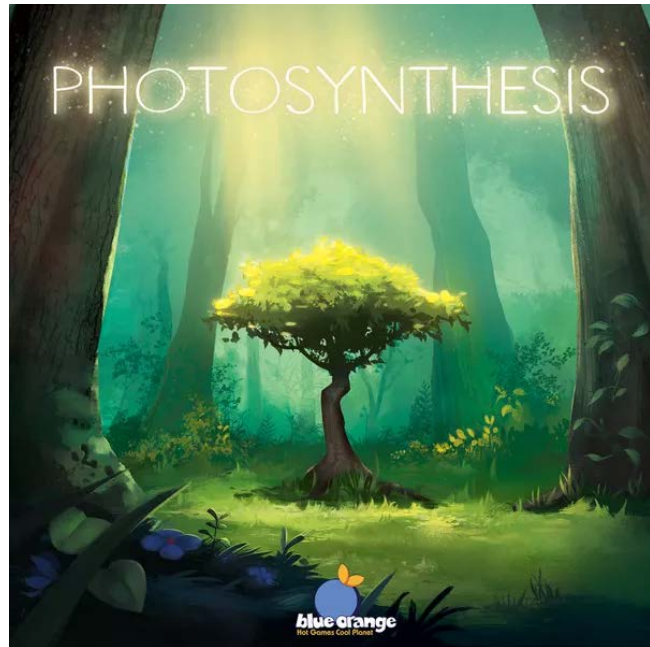
Publisher: Blue Orange

Number of Players: 2-4

Playing Time: 30-60 Min

Age: 10+

Description:



23

Welcome to the world of Photosynthesis, the green strategy board game! Plant and shape the ever-changing forest as you cultivate your seeds and your strategy. Take your trees through their life-cycle, from seedling to full bloom to rebirth, and earn points as their leaves collect energy from the revolving sun's rays. Carefully pick where you sow and when you grow, as trees in the shadows are blocked from light, and from points. This game features realistic gameplay and beautiful graphics.

The sun shines brightly on the canopy of the forest, and the trees use this wonderful energy to grow and develop their beautiful foliage. Sow your crops wisely and the shadows of your growing trees could slow your opponents down, but don't forget that the sun revolves around the forest.

Gobblet!

Publication Year: 2000

Publisher: Blue Orange

Number of Players: 2

Playing Time: 20 Min

Age: 7+



Description:

Gobblet is an abstract game played on a 4x4 grid with each of the two players having twelve pieces that can nest on top of one another to create three stacks of four pieces.

Your goal in *Gobblet* is to place four of your pieces in a horizontal, vertical or diagonal row. Your pieces start nested off the board. On a turn, you either play one exposed piece from your three off-the-board piles or move one piece on the board to any other spot on the board where it fits. A larger piece can cover any smaller piece. A piece being played from off the board may not cover an opponent's piece unless it's in a row where your opponent has three of his color.

Your memory is tested as you try to remember which color one of your larger pieces is covering before you move it. As soon as a player has four like-colored pieces in a row, he wins — except in one case: If you lift your piece and reveal an opponent's piece that finishes a four-in-a-row, you don't immediately lose; you can't return the piece to its starting location, but if you can place it over one of the opponent's three other pieces in that row, the game continues.

Rummikub

Publication Year: 1990

Publisher: Pressman

Number of Players: 2-4 Players

Playing Time: 60 Min

Age: 8+



Description:

The game is based on the traditional middle-eastern game of Okey. First created in the 1930s and sold in hand-produced versions until the late 1970s. Similar to the Rummy that you play with cards - you try to get rid of all your tiles by forming numbers into runs of 3 tiles or more, or 3 to 4 of a kind. The colors of the numbers on the tiles are like card suits. This game may start rather uneventfully, but when the players start putting more and more tiles in play, the options for your upcoming turns can become more complex, challenging, and exciting (from areyougame.com).

Scrabble

Publication Year: 2013

Publisher: Hasbro Canada

Number of Players: 2-4 Players

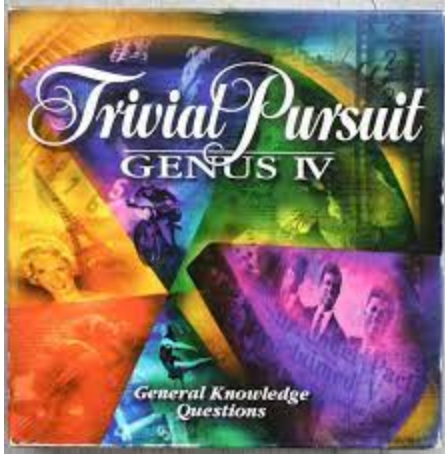
Playing Time: 90 Min

Age: 8+



Description:

In this classic word game, players use their seven drawn letter-tiles to form words on the gameboard. Each word laid out earns points based on the commonality of the letters used, with certain board spaces giving bonuses. But a word can only be played if it uses at least one already-played tile or adds to an already-played word. This leads to slightly tactical play, as potential words are rejected because they would give an opponent too much access to the better bonus spaces.



Trivial Pursuit, Genus IV

Publication Year: 1996

Publisher: Hasbro

Number of Players: 2-6 Players

Playing Time: 90 Min

Age: 15+

Description:

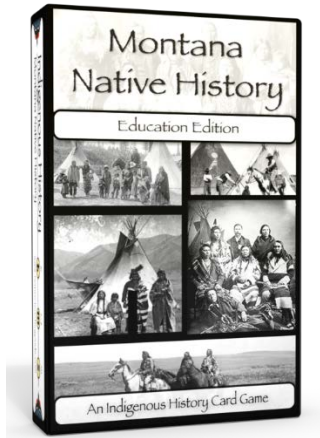
Each player has a circular playing piece with six pie-shaped holes. The goal of the game is to collect a pie in each color. The colors correspond to different question categories.

27 The board consists of a circular track with spaces in seven different colors. Six of the colors correspond to question categories while the last color gives a new dice roll. Six spaces along the track are "pie spaces", and from these there are "spokes" of track leading to the middle of the board.

Players roll a die and move along the track in any direction they like. When a player stops on a color they get a question of the appropriate category. If the player answers a question correctly while on a pie space, they get a pie of that color (assuming they don't already have it). A correct answer on another square allows the player to roll again.

Once the player has one pie in each color, she can move along the spokes to the middle of the board to win the game.

The trivia game of general knowledge questions. Updated with questions current to the mid-to-late 1990s.



Montana Native History

Publication Year: 2020

Publisher: Native Teaching Aids

Number of Players: 2-8 Players

Playing Time: 30 Min

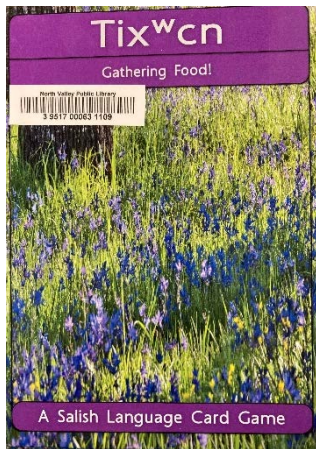
Age: 8+

Description:

The Fort Laramie Treaty got signed in 1868, securing the right for the US to build roads and erect forts in tribal territories.

28 Was this before or after the US and Canadian border was established at the 49th parallel, splitting many tribal homelands and hunting grounds?

This fun timeline-based card game details the history of the Indigenous People of Montana from an Indigenous perspective.



Tix^wcn: Gathering Food, a Salish Card Game

Publication Year: 2020

Publisher: Native Teaching Aids

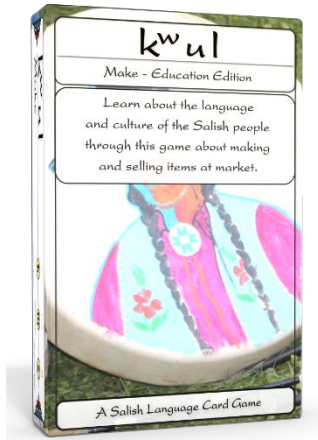
Number of Players: 2-6 Players

Playing Time: 30 Min

Age: 5+

Description:

This competitive game challenges you and your friends to trade and collect roots, plants and berries. Watch out for the animals in the woods! They are hungry too!



K^w ul: Make

Publication Year: 2020

Publisher: Native Teaching Aids

Number of Players: 3-6 Players

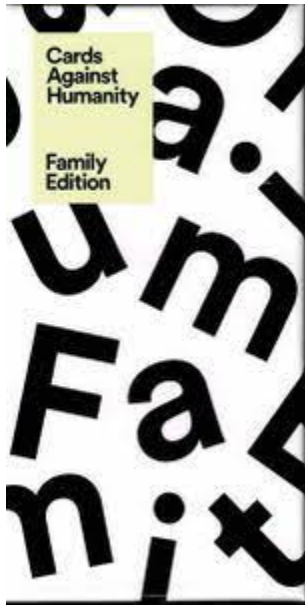
Playing Time: 30 Min

Age: 8+

Description:

A Conversation Game

30 Through this card game, learn about the language and culture of the Salish people while making and selling items at market. Following the understanding that everyone contributes within the power of a circle, players share their unused cards with the next player. Learn: the rooms of the house, basic conversation phrases, deductive reasoning skills, and immersive group conversation.



Cards Against Humanity: Family Edition

Publication Year: 2020

Publisher: Cards Against Humanity

Number of Players: 4-20+ Players

Playing Time: 30-90 Min

Age: 8+

Description:

A game like *Cards Against Humanity*, except it's written for kids and adults to play together. Each round, one player asks a question from a black card, and everyone else answers with their funniest white card.

We didn't just take the adult stuff out of the original game: we wrote a whole new game from scratch and tested it with thousands of families. If you like to laugh at stuff like "filling my butt with spaghetti," this is the game for you. If you don't, go fill your butt with spaghetti!

—description from the publisher

Yahtzee

Publication Year: 1991

Publisher: Milton Bradley

Number of Players: 1+ Players

Playing Time: 30 Min

Age: 8+



Description:

32 **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.

The traditional (public domain) game **Yacht** predates the trademarked game, and has slightly different scoring.

There are four basic scoring difference between the tradition game Yacht and Yahtzee. They are: 1) Yacht has no Three of a Kind category, 2) there are no bonuses in Yacht, 3) there are no Joker rules in Yacht, and 4) the Full House category is scored as the sum of the dice. The other scoring rules are identical between the two games.