



List of Games Discussed

Agricola

Published by: Z-Man Games, Inc.

Designed by: Uwe Rosenberg

Year published: 2007

Number of players: 1–5

Grade levels: Middle and high school

Amun-Re

Published by: Rio Grande Games
and Hans im Glück

Designed by: Reiner Knizia

Year published: 2003

Number of players: 3–5

Grade levels: Middle and high school

Android

Published by: Fantasy Flight Games

Designed by: Daniel Clark and
Kevin Wilson

Year published: 2008

Number of players: 3–5

Grade level: High school

Antike

Published by: Rio Grande Games
and Eggertspiele

Designed by: Mac Gerdts

Year published: 2005

Number of players: 2–6

Grade levels: Middle and high school

Arthur Saves the Planet: One Step at a Time

Published by: FRED Distribution

Designed by: Mike Siggins

Year published: 2008

Number of players: 2–5

Grade levels: Elementary and middle school

Backseat Drawing

Published by: Out of the Box

Designed by: Catherine Rondeau
and Peggy Brown

Year published: 2008

Number of players: 4–10

Grade levels: Middle and high school

Bamboleo

Published by: Rio Grande Games
and Zoch Verlag

Designed by: Jacques Zeimet

Year published: 1996

Number of players: 2–7

Grade levels: Middle and high school

Battlestar Galactica

Published by: Fantasy Flight Games

Designed by: Corey Konieczka

Year published: 2008

Number of players: 3–6

Grade level: High school

Bausack

Published by: Zoch Verlag

Designed by: Klaus Zoch

Year published: 1987

Number of players: 1–10

Grade levels: Middle and high school

Bolide

Published by: Rio Grande Games and Ghenos Games

Designed by: Alfredo Genovese

Year published: 2005

Number of players: 2–8

Grade level: High school

Brass

Published by: Warfrog Games and FRED Distribution

Designed by: Martin Wallace

Year published: 2007

Number of players: 3–4

Grade level: High school

Carcassonne

Published by: Rio Grande Games and Hans im Glück

Designed by: Klaus-Jürgen Wrede

Year published: 2000

Number of players: 2–5

Grade levels: Middle and high school

Chicago Express

Published by: Rio Grande Games and Queen Games

Designed by: Harry Wu

Year published: 2007

Number of players: 2–6

Grade levels: Middle and high school

Colosseum

Published by: Days of Wonder

Designed by: Markus Lübke and Wolfgang Kramer

Year published: 2007

Number of players: 3–5

Grade levels: Middle and high school

Diplomacy

Published by: Avalon Hill

Designed by: Allan B. Calhamer

Year published: 1959

Number of players: 2–7

Grade level: High school

Double Shutter

Published by: Blue Orange Games

Designed by: Thierry Denoual

Year published: 2007

Number of players: 1–6

Grade levels: Elementary and middle school

duck! duck! GO!

Published by: APE Games

Designed by: Kevin G. Nunn

Year published: 2008

Number of players: 2–6

Grade levels: Elementary and middle school

El Grande

Published by: Rio Grande Games and Hans im Glück

Designed by: Richard Ulrich and Wolfgang Kramer

Year published: 1995

Number of players: 2–5

Grade level: High school

Enchanted Forest

Published by: Ravensburger
Designed by: Alex Randolph and
Michel Matschoss
Year published: 1981
Number of players: 2–6
Grade level: Elementary school

España 1936

Published by: Devir
Designed by: Antonio Catalán
Year published: 2007
Number of players: 2
Grade level: High school

Formula D

Published by: Asmodée Editions
Designed by: Eric Randall and
Laurent Lavaur
Year published: 2008
Number of players: 2–10
Grade levels: Middle and high
school

Froggy Boogie

Published by: Blue Orange Games
Designed by: Thierry Denoual
Year published: 2007
Number of players: 2–6
Grade level: Elementary school

Ghost Stories

Published by: Asmodée Editions
and Repos Production
Designed by: Antoine Bauza
Year published: 2008
Number of players: 2–6
Grade levels: Middle and high
school

Gopher It!

Published by: Playroom
Entertainment
Designed by: Reinhard Staupe
Year published: 2003

Number of players: 2–4
Grade level: Elementary school

Hamsterrolle

Published by: Zoch Verlag
Designed by: Jacques Zeimet
Year published: 2000
Number of players: 2–4
Grade levels: Middle and high
school

Here I Stand

Published by: GMT Games
Designed by: Ed Beach
Year published: 2006
Number of players: 3–6
Grade level: High school

Hey! That's My Fish!

Published by: Mayfair Games and
Phalanx Games
Designed by: Alvydas Jakeliunas
and Günter Cornett
Year published: 2003
Number of players: 2–4
Grade level: Middle school

Hive

Published by: Gen Four Two
Designed by: John Yianni
Year published: 2001
Number of players: 2
Grade levels: Middle and high
school

In the Country

Published by: HABA—Habermäß
GmbH
Designed by: Markus Nikisch
Year published: 2006
Number of players: 2–4
Grade level: Elementary school

Incan Gold

Published by: FRED Distribution

Designed by: Alan R. Moon and
Bruno Faidutti
Year published: 2006
Number of players: 3–8
Grade levels: Elementary and
middle school

LetterFlip

Published by: Out of the Box
Designed by: Ruddell Designs
Year published: 2004
Number of players: 2
Grade levels: Elementary and
middle school

Lord of the Rings

Published by: Fantasy Flight
Games
Designed by: Reiner Knizia
Year published: 2000
Number of players: 2–5
Grade levels: Middle and high
school

Lost Cities

Published by: Rio Grande Games
and Kosmos
Designed by: Reiner Knizia
Year published: 1999
Number of players: 2
Grade levels: Middle and high
school

M Is for Mouse

Published by: Playroom
Entertainment
Designed by: Reinhard Staupe
Year published: 2006
Number of Players: 2–5
Grade level: Elementary school

Manifest Destiny

Published by: GMT Games
Designed by: Bill Crenshaw
Year published: 2005

Number of players: 3–5
Grade level: High school

Max

Published by: Family Pastimes,
Ltd.
Designed by: Jim Deacove
Year published: 1986
Number of players: 1–8
Grade level: Elementary school

Memoir '44

Published by: Days of Wonder
Designed by: Richard Borg
Year published: 2004
Number of players: 2
Grade levels: Middle and high
school

My Word!

Published by: Out of the Box
Designed by: Reiner Knizia
Year published: 2001
Number of players: 2–6
Grade levels: Elementary and
middle school

Nanofictionary

Published by: Looney Labs
Designed by: Andrew Looney
Year published: 2002
Number of players: 3–6
Grade levels: Elementary and
middle school

1960: The Making of the President

Published by: Z-Man Games, Inc.
Designed by: Christian Leonhard
and Jason Matthews
Year published: 2007
Number of players: 2
Grade level: High school

Number Chase

Published by: Playroom
Entertainment
Designed by: Reinhard Staupe
Year published: 2006
Number of players: 2–5
Grade level: Elementary school

Numbers League

Published by: Bent Castle
Workshops
Designed by: Chris Pallace and
Ben Crenshaw
Year published: 2007
Number of players: 2–4
Grade levels: Elementary and
middle school

Once upon a Time

Published by: Atlas Games
Designed by: Andrew Rilstone,
James Wallis, and Richard
Lambert
Year published: 1993
Number of players: 2–6
Grade levels: Middle and high
school

Orchard

Published by: HABA—Habermäß
GmbH
Designed by: Anneliese
Farkaschovsky
Year published: 1986
Number of players: 2–8
Grade level: Elementary school

Oregon

Published by: Rio Grande Games
and Hans im Glück
Designed by: Henrik Berg and Ase
Berg
Year published: 2007
Number of players: 2–4
Grade levels: Middle and high
school

Pandemic

Published by: Z-Man Games,
Inc.
Designed by: Matt Leacock
Year published: 2008
Number of players: 2–4
Grade levels: Middle and high
school

Pillars of the Earth

Published by: Mayfair Games and
Kosmos
Designed by: Michael Reineck and
Stefan Stadler
Year published: 2006
Number of players: 2–4
Grade levels: Middle and high
school

PitchCar

Published by: Ferti
Designed by: Jean du Poel
Year published: 1995
Number of players: 2–8
Grade levels: Middle and high
school

Polarity

Published by: Ferti and Temple
Games
Designed by: Douglas Seaton
Year published: 1986
Number of players: 2–4
Grade levels: Middle and high
school

Portrayal

Published by: Braincog, Inc.
Designed by: Amanda Kohout and
William Jacobson
Year published: 2006
Number of players: 3–10
Grade levels: Middle and high
school

Power Grid

Published by: Rio Grande Games
and 2F Spiele

Designed by: Friedemann Friese

Year published: 2004

Number of players: 2–6

Grade levels: Middle and high
school

Prophecy

Published by: Z-Man Games, Inc.

Designed by: Vlaada (Vladimír)
Chvátil

Year published: 2002

Number of players: 2–5

Grade levels: Middle and high
school

Puerto Rico

Published by: Rio Grande Games
and Alea

Designed by: Andreas Seyfarth

Year published: 2002

Number of players: 3–5

Grade level: High school

Quiddler

Published by: Set Enterprises,
Inc.

Designed by: Marsha Falco

Year published: 1998

Number of players: 1–8

Grade levels: Elementary, middle,
and high school

Race for the Galaxy

Published by: Rio Grande Games

Designed by: Thomas Lehmann

Year published: 2007

Number of players: 2–4

Grade level: High school

RoboRally

Published by: Avalon Hill

Designed by: Richard Garfield

Year published: 1994

Number of players: 2–8

Grade levels: Middle and high
school

San Juan

Published by: Rio Grande Games
and Alea

Designed by: Andreas Seyfarth

Year published: 2004

Number of players: 2–4

Grade levels: Middle and high
school

Settlers of Catan

Published by: Mayfair Games

Designed by: Klaus Teuber

Year published: 1995

Number of players: 3–4

Grade levels: Middle and high
school

7 Ate 9

Published by: Out of the Box

Designed by: Maureen Hiron

Year published: 2009

Number of players: 2–4

Grade levels: Elementary and
middle school

Shadows over Camelot

Published by: Days of Wonder

Designed by: Serge Laget and
Bruno Cathala

Year published: 2005

Number of players: 3–7

Grade levels: Middle and high
school

Shiver-Stone Castle

Published by: HABA—Habermäß
GmbH

Designed by: Kai Haferkamp and
Markus Nikisch

Year published: 2003

Number of players: 1–6
Grade level: Elementary school

Stone Age

Published by: Rio Grande Games
and Hans im Glück

Designed by: Bernd Brunnhofer
and Michael Tummelhofer

Year published: 2008

Number of players: 2–4

Grade levels: Middle and high
school

The Suitcase Detectives

Published by: HABA—Habermasß
GmbH

Designed by: Guido Hoffmann

Year published: 2008

Number of players: 2–4

Grade level: Elementary school

Talisman

Published by: Fantasy Flight
Games

Designed by: John Goodenough
and Robert Harris

Year published: 2007

Number of players: 2–6

Grade levels: Middle and high
school

10 Days series (10 Days in Africa, 10 Days in Europe, 10 Days in Asia, 10 Days in the USA)

Published by: Out of the Box

Designed by: Aaron Weissblum
and Alan R. Moon

Year published: 2003

Number of players: 2–4

Grade levels: Elementary and
middle school

Through the Ages

Published by: FRED
Distribution

Designed by: Vlaada (Vladimír)
Chvátil

Year published: 2006

Number of players: 2–4

Grade level: High school

Ticket to Ride

Published by: Days of Wonder

Designed by: Alan R. Moon

Year published: 2004

Number of players: 2–5

Grade levels: Middle and high
school

Time's Up! Title Recall!

Published by: R and R Games

Designed by: Michael Adams and
Peter Sarrett

Year published: 2008

Number of players: 3–18

Grade levels: Middle and high
school

Tribune: Primus Inter Pares

Published by: Fantasy Flight Games

Designed by: Karl-Heinz Schmiel

Year published: 2007

Number of players: 2–5

Grade levels: Middle and high
school

Tumblin'-Dice

Published by: Ferti and Nash Games

Designed by: Randy Nash

Year published: 2004

Number of players: 2–4

Grade levels: Elementary, middle,
and high school

24/7 the Game

Published by: Sunriver Games

Designed by: Carey Grayson

Year published: 2006

Number of players: 2–4

Grade level: Middle school

Twilight Struggle

Published by: GMT Games
Designed by: Ananda Gupta and
Jason Matthews
Year published: 2005
Number of players: 2
Grade level: High school

Ultimate Werewolf:**Ultimate Edition**

Published by: Bézier Games
Designed by: Ted Alspach
Year published: 2008
Number of players: 5–68
Grade levels: Middle and high
school

VisualEyes

Published by: Buffalo Games, Inc.
Designed by: Keith Dugald and
Steve Pickering
Year published: 2003
Number of players: 2–8
Grade levels: Elementary, middle,
and high school

Werewolves of Miller's Hollow

Published by: Lui-Même and
Amsodée Editions

Designed by: Dimitry Davidoff,
Hervé Marly, and Philippe
des Pallières

Year published: 2001
Number of players: 8–18
Grade levels: Middle and high
school

Wits and Wagers

Published by: North Star Games,
LLC
Designed by: Dominic
Crapuchettes, Nate Heasley,
and Satish Pillalamarri
Year published: 2005
Number of players: 3–7
Grade levels: Middle and high
school

**World of Warcraft: The
Adventure Game**

Published by: Fantasy Flight
Games
Designed by: Corey
Konieczka
Year published: 2008
Number of players: 2–4
Grade level: High school