



# 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