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

**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

**Hamsterrolle**
Published by: Zoch Verlag
Designed by: Jacques Zeimett
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—Habermaß 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—Habermaß GmbH
Designed by: Anneliese Farkaschovsky
Year published: 1986
Number of players: 2–8
Grade level: Elementary 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—Habermaß 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—Habermaß 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