

## Office of Multicultural Services and Programs - Official Game List

| Reference Number  | Resource Center      | Name of Game         | Summary   |
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| G-International-1 | <b>International</b> | Café - International | <p>This game revolves around the placement of multi-national customers in a restaurant. The board shows many different tables, each with four chairs around them. The tables are grouped by nation, so the Chinese like to sit with other Chinese. However, some of the chairs are on the border between two nations, so a person from either place could occupy the seat. To further complicate this odd tile game, each of the people is either male or female, and tables must be gender-balanced.</p>   |
| G-International-2 | <b>International</b> | Chess                | <p>Chess is a two-player, abstract strategy board game that represents medieval warfare on an 8x8 board with alternating light and dark squares. Opposing pieces, traditionally designated White and Black, are initially lined up on either side. Each type of piece has a unique form of movement and capturing occurs when a piece, via its movement, occupies the square of an opposing piece. Players take turns moving one of their pieces in an attempt to capture, attack, defend, or develop their positions. Chess games can end in checkmate, resignation, or one of several types of draws. Chess is one of the most popular games in the world, played by millions of people worldwide at home, in clubs, online, by correspondence, and in tournaments. Between two highly skilled players, chess can be a beautiful thing to watch, and a game can provide great entertainment even for novices. There is also a large literature of books and periodicals about chess, typically featuring games and commentary by chess masters.</p>   |
| G-International-3 | <b>International</b> | Chess                | <p>Chess is a two-player, abstract strategy board game that represents medieval warfare on an 8x8 board with alternating light and dark squares. Opposing pieces, traditionally designated White and Black, are initially lined up on either side. Each type of piece has a unique form of movement and capturing occurs when a piece, via its movement, occupies the square of an opposing piece. Players take turns moving one of their pieces in an attempt to capture, attack, defend, or develop their positions. Chess games can end in checkmate, resignation, or one of several types of draws. Chess is one of the most popular games in the world, played by millions of people worldwide at home, in clubs, online, by correspondence, and in tournaments. Between two highly skilled players, chess can be a beautiful thing to watch, and a game can provide great entertainment even for novices. There is also a large literature of books and periodicals about chess, typically featuring games and commentary by chess masters.</p>   |
| G-International-4 | <b>International</b> | Chinese Mahjong      | <p>Mah-Jongg (Chinese 麻將/麻将 Májìàng [game of the] sparrow) is a traditional Chinese game using illustrated tiles, with game play similarities to rummy. It is a popular gambling game, but wagering real stakes is by no means necessary to have fun playing.</p> <p>The tiles consist of three suits numbering 1-9 (Dots, Numbers or Characters, and Bamboo, the "Ace" of which almost always looks like a bird), three different dragons (Red, Green, and White [white is unusual in that it may look like a silvery dragon, or like a picture frame, or blank - think "White dragon in a snowstorm"]), and the four winds (east, south, west, and north). There are four copies of each tile. This totals to 136 tiles. In addition, special Flower, Season, and Joker (American version) tiles may also be used.</p> <p>Four players take turns drawing from a stock (the wall), or from the other players' discards, in an attempt to form sets of numeric sequences (e.g., 5-6-7 of the same suit, which can only be drawn from the player at one's left, by calling "Chow"), triplets and quadruplets (which can be drawn from the discards out-of-turn by calling "Pung"), pairs, and other patterns. "Pung" takes precedence over "Chow", and "Mah Jongg" takes precedence over all (and is the only situation one may draw "Chow" out-of-turn.) What happens if a single discard would give two (or more!) players "Mah Jongg"? Precedence goes to the player who would play next in normal sequence.</p> |

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| G-International-5 | <b>International</b> | <p>Classic Jenga</p> <p>A tower building game.</p> <p>Jenga is played with 54 wooden blocks; each block is 3 times as long as it is wide, and slightly smaller in height than in width. The blocks are stacked in a tower formation; each story is three blocks placed adjacent to each other along their long side, and each story is placed perpendicular to the previous (so, for example, if the blocks in the first story are pointing north-south, the second story blocks will point east-west). There are therefore 18 stories to the Jenga tower. Since stacking the blocks neatly can be tedious, a plastic loading tray is included.</p> <p>Once the tower is built, the person who built the tower moves first. Moving in Jenga consists of taking one and only one block from any story except the completed top story of the tower at the time of the turn, and placing it on the topmost story in order to complete it. Only one hand at a time may be used to remove a block; both hands can be used, but only one hand may be on the tower at a time. Blocks may be bumped to find a loose block that will not disturb the rest of the tower. Any block that is moved out of place may be left out of place if it is determined that it will knock the tower over if it is removed. The turn ends when the next person to move touches the tower, although he or she can wait 10 seconds before moving for the previous turn to end if they believe the tower will fall in that time.</p> <p>The game ends when the tower falls in any significant way -- in other words, any piece falls from the tower, other than the piece being knocked out to move to the top. The loser is the person who made the tower fall (i.e. whose turn it was when the tower fell); the winner is the person who moved before the loser.</p> |
| G-International-6 | <b>International</b> | <p>Dixit</p> <p>2010 Spiel des Jahres Winner</p> <p>One player is the storyteller for the turn and looks at the images on the 6 cards in her hand. From one of these, she makes up a sentence and says it out loud (without showing the card to the other players).</p> <p>Each other player selects the card in their hands which best matches the sentence and gives the selected card to the storyteller, without showing it to the others.</p> <p>The storyteller shuffles her card with all the received cards. All pictures are shown face up and every player has to bet upon which picture was the storyteller's.</p> <p>If nobody or everybody finds the correct card, the storyteller scores 0, and each of the other players scores 2. Otherwise the storyteller and whoever found the correct answer score 3. Players score 1 point for every vote for their own card.</p> <p>The game ends when the deck is empty or if a player scores 30 points. In either case, the player with the most points wins the game.</p> <p>The base game and all expansions have 84 cards each.</p>   |
| G-International-7 | <b>International</b> | <p>Dominos</p> <p>A traditional tile game played in many different cultures around the world. This entry is for Western Dominoes; the standard set being the 28 "Double Six" tiles. Chinese Dominoes use a 32 tile set with different distributions.</p> <p>Dominoes is a family of games using the "Western" style tiles. The standard set of tiles is based on the 21 different combinations made with a roll of two six-sided dice. Seven (7) additional "Blank" combination tiles combine with the 21 to form the standard 28 "Double-Six" set. "Double-Nine" (with 55 tiles) and "Double-Twelve" (with 91 tiles) are also popular ("Double-Fifteen" sets also exist).</p> <p>There are many different games played with Dominoes. The standard game is known as the Block game. Forms of this game are known in many different areas of the world with similar rules. Puerto Rican Dominoes, Latin Dominoes, and Cuban Dominoes are all forms of the Block game.</p> <p>Another main variety of Dominoes games are based on the "Fives Family." Five-up, All Fives, Sniff, and Muggins are all part of this family. This variation adds the ends of the dominoes to make a multiple of five for scoring.</p>  |

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| G-International-8  | <b>International</b> | <p>GNIAC is a party game that includes Creative Contests, Team Challenges, and Games of Skill. There are 30 games inside the can, and a spinner underneath the lid.</p> <p>To play, you spread the cards out, grab some pens and paper, and hit the spinner to find your first host. That person chooses a card, reads the game out loud, then hosts that game. If it's a creative game, that host is also the judge. Play 6-8 games in a night, and whoever has the most points is the winner.</p> <p>Games include composing new national anthems for different countries, banking paper balls off your teammate's forehead into the can, launching paper airplanes, creating new animals for Noah's Ark 2.0, presenting new business ideas, and a lot more.</p>  |
| G-International-9  | <b>International</b> | <p>Lattice is a strategy game where you match tiles by color and shape. The game comes with a game board, stones, and acrylic tiles. Most of the tiles contain one of six images (e.g., turtle, leaf, lizard, dolphin) in one of six colors. There are also a few special wind tiles. The game is for 2-4 players, who will evenly split the tiles. You win by being the first player to play all of your tiles.</p> <p>The first player selects one tile from their rack and places it in the center square on the board. The next player, and then each in turn, can add one tile to the board, but that tile must be set adjacent to one or more existing tiles, and it must match each adjacent tile based on either color or shape. If you match more than one tile, or you place your tile on one of the sun squares on the board, you get stones that can be traded in for extra moves, allowing you to get rid of your tiles faster. You can also use the special wind tiles to move a tile already on the board over by one square.</p> <p>As you play Lattice, you'll learn to plan your turns and extra moves ahead of time. You'll strategically use wind tiles to alter the layout of the board, and play both offensively and defensively based on your knowledge of the remaining tiles. Lattice has no language, culture, age or gender barriers and can be played by just about anyone. It offers strategic gameplay for adults while still being simple enough for younger players.</p> |
| G-International-10 | <b>International</b> | <p>Lattice is a strategy game where you match tiles by color and shape. The game comes with a game board, stones, and acrylic tiles. Most of the tiles contain one of six images (e.g., turtle, leaf, lizard, dolphin) in one of six colors. There are also a few special wind tiles. The game is for 2-4 players, who will evenly split the tiles. You win by being the first player to play all of your tiles.</p> <p>The first player selects one tile from their rack and places it in the center square on the board. The next player, and then each in turn, can add one tile to the board, but that tile must be set adjacent to one or more existing tiles, and it must match each adjacent tile based on either color or shape. If you match more than one tile, or you place your tile on one of the sun squares on the board, you get stones that can be traded in for extra moves, allowing you to get rid of your tiles faster. You can also use the special wind tiles to move a tile already on the board over by one square.</p> <p>As you play Lattice, you'll learn to plan your turns and extra moves ahead of time. You'll strategically use wind tiles to alter the layout of the board, and play both offensively and defensively based on your knowledge of the remaining tiles. Lattice has no language, culture, age or gender barriers and can be played by just about anyone. It offers strategic gameplay for adults while still being simple enough for younger players.</p> |

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| G-International-11 | <b>International</b> | <p>Mah-Jongg (Chinese 麻將/麻将 Májàng [game of the] sparrow) is a traditional Chinese game using illustrated tiles, with game play similarities to rummy. It is a popular gambling game, but wagering real stakes is by no means necessary to have fun playing.</p> <p>The tiles consist of three suits numbering 1-9 (Dots, Numbers or Characters, and Bamboo, the "Ace" of which almost always looks like a bird), three different dragons (Red, Green, and White [white is unusual in that it may look like a silvery dragon, or like a picture frame, or blank - think "White dragon in a snowstorm"]), and the four winds (east, south, west, and north). There are four copies of each tile. This totals to 136 tiles. In addition, special Flower, Season, and Joker (American version) tiles may also be used.</p> <p>Four players take turns drawing from a stock (the wall), or from the other players' discards, in an attempt to form sets of numeric sequences (e.g., 5-6-7 of the same suit, which can only be drawn from the player at one's left, by calling "Chow"), triplets and quadruplets (which can be drawn from the discards out-of-turn by calling "Pung"), pairs, and other patterns. "Pung" takes precedence over "Chow", and "Mah Jongg" takes precedence over all (and is the only situation one may draw "Chow" out-of-turn.) What happens if a single discard would give two (or more!) players "Mah Jongg"? Precedence goes to the player who would play next in normal sequence.</p> <p>Originating in China in the mid-19th century, it was introduced to the U.S. in the 1920s. It is now played in different forms throughout Asia, Europe, North America, Australia, and New Zealand. Although the rules for game play are fairly constant, there are an immense variety of scoring schemes. A few general categories of rule-sets include: Chinese Classical, Hong Kong Old Style, Japanese, Taiwanese, Western, and American.</p> |
| G-International-12 | <b>International</b> | <p><b>Theme</b><br/> Players take the part of land owners, attempting to buy and then develop their land. Income is gained by other players visiting their properties and money is spent when they visit properties belonging to other players. When times get tough, players may have to mortgage their properties to raise cash for fines, taxes and other misfortunes.</p> <p><b>Gameplay</b><br/> On his turn, a player rolls two dice and moves that number of spaces around the board. If the player lands on an as-yet-unowned property, he has the opportunity to buy it and add it to his portfolio or allow the bank to auction it to the highest bidder. If a player owns all the spaces within a color group, he may then build houses and hotels on these spaces, generating even more income from opponents who land there. If he lands on a property owned by another player, he must pay that player rent according to the value of the land and any buildings on it. There are other places on the board which can not be bought, but instead require the player to draw a card and perform the action on the card, pay taxes, collect income, or even go to jail.</p> <p><b>Goal</b><br/> The goal of the game is to be the last player remaining with any money.</p>   |
| G-International-13 | <b>International</b> | <p>Long, thin sticks are scattered on the table in a heap. The black one is used as a tool to pick up the others. The player picks up sticks one at a time, until he causes any other stick to move besides the one he is attempting to pick up. Score points based on the color retrieved.</p> <p>The game is believed to have developed from the yarrow stalks used for divination with the Chinese I Ching.</p>  |
| G-International-14 | <b>International</b> | <p>Long, thin sticks are scattered on the table in a heap. The black one is used as a tool to pick up the others. The player picks up sticks one at a time, until he causes any other stick to move besides the one he is attempting to pick up. Score points based on the color retrieved.</p> <p>The game is believed to have developed from the yarrow stalks used for divination with the Chinese I Ching.</p>  |
| G-International-15 | <b>International</b> | <p>Long, thin sticks are scattered on the table in a heap. The black one is used as a tool to pick up the others. The player picks up sticks one at a time, until he causes any other stick to move besides the one he is attempting to pick up. Score points based on the color retrieved.</p> <p>The game is believed to have developed from the yarrow stalks used for divination with the Chinese I Ching.</p>  |

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| G-International-16 | International | Reversi               | <p>Trap other pieces between your own to capture them, but be aware that the opponent may do the same. Pieces will change sides (colors) dozens of times. The winner is the one with the most pieces when no more pieces can be played on the board.</p> <p>In Hong Kong, an advertising campaign by Texwood for its Apple Jeans involved the use of Othello sets, retitled Ping Guo Qi (Apple Chess). The success of the campaign raised the popularity of the game, and Ping Guo Qi or Apple Chess has since become an alternative name for Hei Bai Qi (Black and White Chess), the more traditional name for the game.</p>  |
| G-International-17 | International | Reversi               | <p>Trap other pieces between your own to capture them, but be aware that the opponent may do the same. Pieces will change sides (colors) dozens of times. The winner is the one with the most pieces when no more pieces can be played on the board.</p> <p>In Hong Kong, an advertising campaign by Texwood for its Apple Jeans involved the use of Othello sets, retitled Ping Guo Qi (Apple Chess). The success of the campaign raised the popularity of the game, and Ping Guo Qi or Apple Chess has since become an alternative name for Hei Bai Qi (Black and White Chess), the more traditional name for the game.</p>  |
| G-International-18 | International | Uno                   | <p>Players race to empty their hands and catch opposing players with cards left in theirs, which score points. In turns, players attempt to play a card by matching its color, number, or word to the topmost card on the discard pile. If unable to play, players draw a card from the draw pile, and if still unable to play, they pass their turn. Wild and special cards spice things up a bit.</p> <p>UNO is a commercial version of Crazy Eights, a public domain card game played with a standard deck of playing cards.</p>  |
| G-La Casita-1      | La Casita     | Bananagrams - Spanish | <p>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. Much like Pick Two!, but without the letter values.</p> <p>Using a selection of 144 plastic letter tiles in the English edition, each player works independently to create their own 'crossword' faster than one's opponents. When a player uses up all their letters, all players take a new tile from the pool. The object of the game is to be the first to complete a word grid after the "bunch" of tiles has been depleted.</p> <p>There are variants included in the instructions, such as Banana Smoothie and Banana cafe for limited set skills or space-deprived places, and the game is suitable for solo play.</p> |
| G-La Casita-2      | La Casita     | Bananagrams - Spanish | <p>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. Much like Pick Two!, but without the letter values.</p> <p>Using a selection of 144 plastic letter tiles in the English edition, each player works independently to create their own 'crossword' faster than one's opponents. When a player uses up all their letters, all players take a new tile from the pool. The object of the game is to be the first to complete a word grid after the "bunch" of tiles has been depleted.</p> <p>There are variants included in the instructions, such as Banana Smoothie and Banana cafe for limited set skills or space-deprived places, and the game is suitable for solo play.</p> |
| G-La Casita-3      | La Casita     | Bingo - Basic Spanish | <p>A classic party game in which players cover places on their cards based on what space is called out by a caller. The game is much older than 1930, going back to Lo Giuoco del Lotto D'Italia in 1530, but it was E. S. Lowe who first called the game Bingo and invented the now familiar 5x5 matrix card with B-I-N-G-O across the top.</p>   |
| G-La Casita-4      | La Casita     | Bingo - Basic Spanish | <p>A classic party game in which players cover places on their cards based on what space is called out by a caller. The game is much older than 1930, going back to Lo Giuoco del Lotto D'Italia in 1530, but it was E. S. Lowe who first called the game Bingo and invented the now familiar 5x5 matrix card with B-I-N-G-O across the top.</p>   |
| G-La Casita-5      | La Casita     | Bingo - Basic Spanish | <p>A classic party game in which players cover places on their cards based on what space is called out by a caller. The game is much older than 1930, going back to Lo Giuoco del Lotto D'Italia in 1530, but it was E. S. Lowe who first called the game Bingo and invented the now familiar 5x5 matrix card with B-I-N-G-O across the top.</p>   |

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| G-La Casita-6  | La Casita | Cards Against Humanity                | <p>"A party game for horrible people."</p> <p>Play begins with a judge, known as the "Card Czar", choosing a black question or fill-in-the-blank card from the top of the deck and showing it to all players. Each player holds a hand of ten white answer cards at the beginning of each round, and passes a card (sometimes two) to the Card Czar, face-down, representing their answer to the question on the card. The card czar determines which answer card(s) are funniest in the context of the question or fill-in-the-blank card. The player who submitted the chosen card(s) is given the question card to represent an "Awesome Point", and then the player to the left of the new Card Czar becomes the new Czar for the next round. Play continues until the players agree to stop, at which point the player with the most Awesome Points is the winner.</p>   |
| G-La Casita-7  | La Casita | Civio Civil Rights Strategy Card Game | <p>CIVIO is a strategy card game that explores the relationship of issues, freedoms, laws, and Supreme Court cases that have both strengthened and reduced civil liberties. Each player starts as an intern at a law firm specializing in civil rights. Using a handful of cards representing laws, Supreme Court decisions, constitutional amendments, key issues, rights and freedoms, players race to combine these cards into precedents.</p>   |
| G-La Casita-10 | La Casita | Classic Jenga                         | <p>A tower building game.</p> <p>Jenga is played with 54 wooden blocks; each block is 3 times as long as it is wide, and slightly smaller in height than in width. The blocks are stacked in a tower formation; each story is three blocks placed adjacent to each other along their long side, and each story is placed perpendicular to the previous (so, for example, if the blocks in the first story are pointing north-south, the second story blocks will point east-west). There are therefore 18 stories to the Jenga tower. Since stacking the blocks neatly can be tedious, a plastic loading tray is included.</p> <p>Once the tower is built, the person who built the tower moves first. Moving in Jenga consists of taking one and only one block from any story except the completed top story of the tower at the time of the turn, and placing it on the topmost story in order to complete it. Only one hand at a time may be used to remove a block; both hands can be used, but only one hand may be on the tower at a time. Blocks may be bumped to find a loose block that will not disturb the rest of the tower. Any block that is moved out of place may be left out of place if it is determined that it will knock the tower over if it is removed. The turn ends when the next person to move touches the tower, although he or she can wait 10 seconds before moving for the previous turn to end if they believe the tower will fall in that time.</p> <p>The game ends when the tower falls in any significant way -- in other words, any piece falls from the tower, other than the piece being knocked out to move to the top. The loser is the person who made the tower fall (i.e. whose turn it was when the tower fell); the winner is the person who moved before the loser.</p> |
| G-La Casita-8  | La Casita | Cuentame                              | <p>‘Cuéntame, cómo pasó’, is a game similar to Trivial Pursuit where players must to ask the correct answer about the things what happened in Spain in 60’s and 70’s years. The game is based in a popular TV show with the same name.</p> <p>The questions are based in typical things of those years, sports, celebrities, curiosities..</p> <p>The game is in Spanish and the components are:</p> <ul style="list-style-type: none"> <li>- 1 game board</li> <li>- 400 cards question-answers</li> <li>- 5 counters</li> <li>- 1 dice,</li> <li>- 1 rulebook</li> </ul>  |
| G-La Casita-9  | La Casita | Deck of Playing Cards                 | <p>Basic deck of playing cards, used to play different card games.</p>  |
| G-La Casita-11 | La Casita | Manzanas Con Manzanas                 | <p>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.</p> <p>Once a player has won a pre-determined number of Description cards, that player wins.</p>  |

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| G-La Casita-12 | La Casita | Mexican Train Dominoes | <p>A traditional tile game played in many different cultures around the world. This entry is for Western Dominoes; the standard set being the 28 "Double Six" tiles. Chinese Dominoes use a 32 tile set with different distributions.</p> <p>Dominoes is a family of games using the "Western" style tiles. The standard set of tiles is based on the 21 different combinations made with a roll of two six-sided dice. Seven (7) additional "Blank" combination tiles combine with the 21 to form the standard 28 "Double-Six" set. "Double-Nine" (with 55 tiles) and "Double-Twelve" (with 91 tiles) are also popular ("Double-Fifteen" sets also exist).</p> <p>There are many different games played with Dominoes. The standard game is known as the Block game. Forms of this game are known in many different areas of the world with similar rules. Puerto Rican Dominoes, Latin Dominoes, and Cuban Dominoes are all forms of the Block game.</p> <p>Another main variety of Dominoes games are based on the "Fives Family." Five-up, All Fives, Sniff, and Muggins are all part of this family. This variation adds the ends of the dominoes to make a multiple of five for scoring.</p>   |
| G-La Casita-13 | La Casita | Monopoly - Spanish     | <p><b>Theme</b><br/>Players take the part of land owners, attempting to buy and then develop their land. Income is gained by other players visiting their properties and money is spent when they visit properties belonging to other players. When times get tough, players may have to mortgage their properties to raise cash for fines, taxes and other misfortunes.</p> <p><b>Gameplay</b><br/>On his turn, a player rolls two dice and moves that number of spaces around the board. If the player lands on an as-yet-unowned property, he has the opportunity to buy it and add it to his portfolio or allow the bank to auction it to the highest bidder. If a player owns all the spaces within a color group, he may then build houses and hotels on these spaces, generating even more income from opponents who land there. If he lands on a property owned by another player, he must pay that player rent according to the value of the land and any buildings on it. There are other places on the board which can not be bought, but instead require the player to draw a card and perform the action on the card, pay taxes, collect income, or even go to jail.</p> <p><b>Goal</b><br/>The goal of the game is to be the last player remaining with any money.</p> |
| G-La Casita-14 | La Casita | Scrabble               | <p>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.</p> <p>Skip-a-cross was licensed by Selchow &amp; Righter and manufactured by Cadaco. Both games have identical rules but Skip-a-cross has tiles and racks made of cardboard instead of wood. The game was also published because not enough Scrabble games were manufactured to meet the demand.</p>  |
| G-La Casita-15 | La Casita | Scrabble               | <p>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.</p> <p>Skip-a-cross was licensed by Selchow &amp; Righter and manufactured by Cadaco. Both games have identical rules but Skip-a-cross has tiles and racks made of cardboard instead of wood. The game was also published because not enough Scrabble games were manufactured to meet the demand.</p>  |
| G-La Casita-16 | La Casita | Spot It! - Spanish     | <p>Spot it!, a.k.a. Dobble, is a simple pattern recognition game in which players try to find an image shown on two cards.</p> <p>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!</p>  |

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| G-La Casita-17 | La Casita | Turista Mundial               | <p>This game, produced and sold in Mexico, is a clone of Monopoly. Dice are rolled, the airplane tokens are moved, countries of the world (properties) are purchased, etc. There are also Airlines (in place of railroads) to buy, Letter and Telegram cards to draw, as well as the famous "collect 200 pesos as you pass Mexico" space.</p> <p>It also comes with plastic chips to play checkers with.</p>  |
| G-La Casita-18 | La Casita | Turista Mundial               | <p>This game, produced and sold in Mexico, is a clone of Monopoly. Dice are rolled, the airplane tokens are moved, countries of the world (properties) are purchased, etc. There are also Airlines (in place of railroads) to buy, Letter and Telegram cards to draw, as well as the famous "collect 200 pesos as you pass Mexico" space.</p> <p>It also comes with plastic chips to play checkers with.</p>  |
| G-La Casita-19 | La Casita | Turista Mundial               | <p>This game, produced and sold in Mexico, is a clone of Monopoly. Dice are rolled, the airplane tokens are moved, countries of the world (properties) are purchased, etc. There are also Airlines (in place of railroads) to buy, Letter and Telegram cards to draw, as well as the famous "collect 200 pesos as you pass Mexico" space.</p> <p>It also comes with plastic chips to play checkers with.</p>  |
| G-La Casita-20 | La Casita | Turista Mundial               | <p>This game, produced and sold in Mexico, is a clone of Monopoly. Dice are rolled, the airplane tokens are moved, countries of the world (properties) are purchased, etc. There are also Airlines (in place of railroads) to buy, Letter and Telegram cards to draw, as well as the famous "collect 200 pesos as you pass Mexico" space.</p> <p>It also comes with plastic chips to play checkers with.</p>  |
| G-LGBTQ-1      | LGBTQ     | 5 Second Rule                 | <p>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!"</p>  |
| G-LGBTQ-2      | LGBTQ     | 5 Second Rule                 | <p>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!"</p>  |
| G-LGBTQ-3      | LGBTQ     | Backgammon                    | <p>Backgammon is a classic abstract strategy game dating back thousands of years. Each player has a set of 15 "men" that must be moved from their starting positions, around, and then off the board. Dice are thrown each turn, and each player must decide which of his men to move based on the outcome of the roll. Players can capture each other's men, forcing the captured men to restart their journey around the board. The winner is the first player to get all 15 men off the board. A more recent addition to the game is the "doubling cube", which allows players to up the stakes of the game, as it is often played for money. Although the game relies on dice to determine movement, there is a large degree of strategy in deciding how to make the most effective moves given each dice roll as well as measuring the risk in terms of possible rolls the opponent may get.</p> |
| G-LGBTQ-4      | LGBTQ     | Backgammon                    | <p>Backgammon is a classic abstract strategy game dating back thousands of years. Each player has a set of 15 "men" that must be moved from their starting positions, around, and then off the board. Dice are thrown each turn, and each player must decide which of his men to move based on the outcome of the roll. Players can capture each other's men, forcing the captured men to restart their journey around the board. The winner is the first player to get all 15 men off the board. A more recent addition to the game is the "doubling cube", which allows players to up the stakes of the game, as it is often played for money. Although the game relies on dice to determine movement, there is a large degree of strategy in deciding how to make the most effective moves given each dice roll as well as measuring the risk in terms of possible rolls the opponent may get.</p> |
| G-LGBTQ-5      | LGBTQ     | Battleship                    | <p>Battleship was originally a pencil-and-paper public domain game known by different names, but Milton Bradley made it into the well known board game in 1967. The pencil and paper grids were changed to plastic grids with holes that could hold plastic pegs used to record the guesses.</p> <p>Each player deploys his ships (of lengths varying from 2 to 5 squares) secretly on a square grid. Then each player shoots at the other's grid by calling a location. The defender responds by "Hit!" or "Miss!". You try to deduce where the enemy ships are and sink them. First to do so wins.</p>  |
| G-LGBTQ-6      | LGBTQ     | Chess / Checkers / Backgammon | <p>Three games in one.</p>  |



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|            |       | <p>A tower building game.</p> <p>Jenga is played with 54 wooden blocks; each block is 3 times as long as it is wide, and slightly smaller in height than in width. The blocks are stacked in a tower formation; each story is three blocks placed adjacent to each other along their long side, and each story is placed perpendicular to the previous (so, for example, if the blocks in the first story are pointing north-south, the second story blocks will point east-west). There are therefore 18 stories to the Jenga tower. Since stacking the blocks neatly can be tedious, a plastic loading tray is included.</p> <p>Once the tower is built, the person who built the tower moves first. Moving in Jenga consists of taking one and only one block from any story except the completed top story of the tower at the time of the turn, and placing it on the topmost story in order to complete it. Only one hand at a time may be used to remove a block; both hands can be used, but only one hand may be on the tower at a time. Blocks may be bumped to find a loose block that will not disturb the rest of the tower. Any block that is moved out of place may be left out of place if it is determined that it will knock the tower over if it is removed. The turn ends when the next person to move touches the tower, although he or she can wait 10 seconds before moving for the previous turn to end if they believe the tower will fall in that time.</p> <p>The game ends when the tower falls in any significant way -- in other words, any piece falls from the tower, other than the piece being knocked out to move to the top. The loser is the person who made the tower fall (i.e. whose turn it was when the tower fell); the winner is the person who moved before the loser.</p> |
| G-LGBTQ-7  | LGBTQ | Classic Jenga   |
| G-LGBTQ-8  | LGBTQ | Deck of Playing Cards   |
| G-LGBTQ-9  | LGBTQ | Deck of Playing Cards   |
|            |       | <p>A traditional tile game played in many different cultures around the world. This entry is for Western Dominoes; the standard set being the 28 "Double Six" tiles. Chinese Dominoes use a 32 tile set with different distributions.</p> <p>Dominoes is a family of games using the "Western" style tiles. The standard set of tiles is based on the 21 different combinations made with a roll of two six-sided dice. Seven (7) additional "Blank" combination tiles combine with the 21 to form the standard 28 "Double-Six" set. "Double-Nine" (with 55 tiles) and "Double-Twelve" (with 91 tiles) are also popular ("Double-Fifteen" sets also exist).</p> <p>There are many different games played with Dominoes. The standard game is known as the Block game. Forms of this game are known in many different areas of the world with similar rules. Puerto Rican Dominoes, Latin Dominoes, and Cuban Dominoes are all forms of the Block game.</p> <p>Another main variety of Dominoes games are based on the "Fives Family." Five-up, All Fives, Sniff, and Muggins are all part of this family. This variation adds the ends of the dominoes to make a multiple of five for scoring.</p>  |
| G-LGBTQ-10 | LGBTQ | Dominos   |
|            |       | <p>A traditional tile game played in many different cultures around the world. This entry is for Western Dominoes; the standard set being the 28 "Double Six" tiles. Chinese Dominoes use a 32 tile set with different distributions.</p> <p>Dominoes is a family of games using the "Western" style tiles. The standard set of tiles is based on the 21 different combinations made with a roll of two six-sided dice. Seven (7) additional "Blank" combination tiles combine with the 21 to form the standard 28 "Double-Six" set. "Double-Nine" (with 55 tiles) and "Double-Twelve" (with 91 tiles) are also popular ("Double-Fifteen" sets also exist).</p> <p>There are many different games played with Dominoes. The standard game is known as the Block game. Forms of this game are known in many different areas of the world with similar rules. Puerto Rican Dominoes, Latin Dominoes, and Cuban Dominoes are all forms of the Block game.</p> <p>Another main variety of Dominoes games are based on the "Fives Family." Five-up, All Fives, Sniff, and Muggins are all part of this family. This variation adds the ends of the dominoes to make a multiple of five for scoring.</p>  |
| G-LGBTQ-11 | LGBTQ | Dominos   |

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| G-LGBTQ-12 | LGBTQ | Dominos            | <p>A traditional tile game played in many different cultures around the world. This entry is for Western Dominos; the standard set being the 28 "Double Six" tiles. Chinese Dominos use a 32 tile set with different distributions.</p> <p>Dominos is a family of games using the "Western" style tiles. The standard set of tiles is based on the 21 different combinations made with a roll of two six-sided dice. Seven (7) additional "Blank" combination tiles combine with the 21 to form the standard 28 "Double-Six" set. "Double-Nine" (with 55 tiles) and "Double-Twelve" (with 91 tiles) are also popular ("Double-Fifteen" sets also exist).</p> <p>There are many different games played with Dominos. The standard game is known as the Block game. Forms of this game are known in many different areas of the world with similar rules. Puerto Rican Dominos, Latin Dominos, and Cuban Dominos are all forms of the Block game.</p> <p>Another main variety of Dominos games are based on the "Fives Family." Five-up, All Fives, Sniff, and Muggins are all part of this family. This variation adds the ends of the dominos to make a multiple of five for scoring.</p> |
| G-LGBTQ-13 | LGBTQ | Jumbo Checkers     | <p>Abstract strategy game where players move disc-shaped pieces across an 8 by 8 cross-hatched ("checker") board.</p> <p>Pieces only move diagonally, and only one space at a time. If a player can move one of his pieces so that it jumps over an adjacent piece of their opponent and into an empty space, that player captures the opponent's disc. Jumping moves must be taken when possible, thereby creating a strategy game where players offer up jumps in exchange for setting up the board so that they jump even more pieces on their turn. A player wins by removing all of his opponent's pieces from the board or by blocking the opponent so that he has no more moves.</p> <p>This game, also known as Draughts, is part of the Checkers family.</p> <p>The Official Checker Board to be used in tournaments and official matches of associations like international WCDF, ACF, and APCA usually shall be colored of green and off-white (buff). Board squares shall be not less than 2 inches nor more than 2½ inches wide. Tournament pieces are Red and White, but called Black and White in game related literature.</p>   |
| G-LGBTQ-15 | LGBTQ | Mad Libs Card Game | <p>Players draw 10 cards that have words written on them. Each card has either a noun, a verb, an adjective, an adverb, or is one of two sorts of "wild" cards. The players' object is to create grammatically correct sentences using the words on their cards. A gin-like mechanic has players discarding and drawing cards so they can create their sentences.</p>   |
| G-LGBTQ-16 | LGBTQ | Phase 10           | <p>A rummy-type card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc. The first player to finish completing the 10th phase wins. In case of ties, the player with the fewest number of points wins.</p>  |
| G-LGBTQ-17 | LGBTQ | Pick Up Sticks     | <p>Long, thin sticks are scattered on the table in a heap. The black one is used as a tool to pick up the others. The player picks up sticks one at a time, until he causes any other stick to move besides the one he is attempting to pick up. Score points based on the color retrieved.</p> <p>The game is believed to have developed from the yarrow stalks used for divination with the Chinese I Ching.</p>  |
| G-LGBTQ-18 | LGBTQ | Pick Up Sticks     | <p>Long, thin sticks are scattered on the table in a heap. The black one is used as a tool to pick up the others. The player picks up sticks one at a time, until he causes any other stick to move besides the one he is attempting to pick up. Score points based on the color retrieved.</p> <p>The game is believed to have developed from the yarrow stalks used for divination with the Chinese I Ching.</p>  |

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|            | LGBTQ |                  | <p>Slide Pursuit Game</p> <p>Race your four game pieces from Start around the board to your Home in this Pachisi type game. By turning over a card from the draw deck and following its instructions, players move their pieces around the game board, switch places with players, and knock opponents' pieces off the track and back to their Start position.</p> <p>Slides are located at various places around the game board. When a player's piece lands at the beginning of one of these slides not of its own color, it automatically advances to the end, removing any opponent's piece on the slide and sending it back to Start.</p> <p>Game moves are directed exclusively by cards from the play-action deck. If one plays the normal version in which one card is drawn from the deck each turn, the outcome has a huge element of luck. Sorry can be made more of a strategic game (and more appealing to adults) by dealing five cards to each player at the start of the game and allowing the player to choose which card he/she will play each turn. In this version, at the end of each turn, a new card is drawn from the deck to replace the card that was played, so that each player is always working from five cards.</p> <p>A player's fortunes can change dramatically in one or two rounds of play through the use of Sorry cards, the "11" cards (which give the player the option of trading places with an opponent's piece on the track), and the fact that it is possible to move from Start to Home without circumnavigating the full board by making judicious use of the "backward 4" cards.</p> |
| G-LGBTQ-19 | LGBTQ | Sorry            |  |
|            | LGBTQ |                  | <p>This game attempts to mirror life events many people go through from going to college, raising a family, buying a home, working and retiring.</p> <p>The intent of the game is to have the most assets at the end of the game, assets are earned primarily by working and earning tokens with dollars amount on them. Additionally the first person to complete the course gets additional money tokens.</p> <p>There is a very linear board that you move along by spinning a wheel or landing on spaces that tell you to move to a specific space or forward or back. There are a handful of intersections where you can choose to go one direction or another but they ultimately have similar spaces and meet back up quickly. There are a handful of choices regarding insurance and investments but for the most part it is a game of luck.</p> <p>Note -- this entry covers many versions of the game with different rule sets. In general, the newer the printing the gentler the rules. The 1960s original can be quite brutal if the players choose to act on all the options made available to them. The most recent versions are suitable for young children without parental supervision.</p>  |
| G-LGBTQ-14 | LGBTQ | The Game of Life |  |
|            | LGBTQ |                  | <p>This is the game with the Pop-O-Matic dice roller. It's a simplified Pachisi variant in which only one die is rolled per turn.</p> <p>The game is abstract, each player has set of pawns of his color. Each turn player rolls a die using the Pop-O-Matic and selects one of his pawns to move. Pawns can enter the track from Home base only on a roll of six. Each pawn needs to travel around the board and finish on the Finish lane. If pawn of another player is bumped, the bumped pawn is returned to home. The goal is to be the first one to get all the pawns to the Finish lane.</p> <p>For advanced players, we suggest that when a piece gets bumped, it should only be bumped back to its START space, rather than to its HOME. Only when bumped from their START space are pieces sent HOME.</p>  |
| G-LGBTQ-20 | LGBTQ | Trouble          | <p>Travel Trouble uses the same mechanisms, but is on a smaller board with fewer spaces, so it plays more quickly.</p>   |
| G-LGBTQ-21 | LGBTQ | Uno              | <p>Players race to empty their hands and catch opposing players with cards left in theirs, which score points. In turns, players attempt to play a card by matching its color, number, or word to the topmost card on the discard pile. If unable to play, players draw a card from the draw pile, and if still unable to play, they pass their turn. Wild and special cards spice things up a bit.</p> <p>UNO is a commercial version of Crazy Eights, a public domain card game played with a standard deck of playing cards.</p>  |
| G-MSP-3    | MSP   | Fifa 17          | <p>FIFA 17 is a sports video game in the FIFA series developed and published by Electronic Arts, that was released in September 2016. This is the first FIFA game in the series to use the Frostbite game engine.</p>  |

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| G-MSP-4 | MSP | Just Dance 2017         | Just Dance 2017 is more fun and easier to play than ever. Shake your hips and wave your hands - if you have a smartphone, you don't need a camera! Pull out your phone and get it started with hot tracks like "Sorry" by Justin Bieber, "Lean On" by Major Lazer and DJ Snake ft. MØ, "Cheap Thrills" by Sia ft. Sean Paul, "Daddy" by PSY ft. CL, and many more.   |
| G-MSP-2 | MSP | Michael Jordan NBA 2K16 | PS4 Game NBA 2K is back with the most true-to-life NBA experience to date with NBA 2K16. Featuring an all-new MyCAREER experience written, directed & produced by acclaimed filmmaker Spike Lee. Guide your MyPLAYER through the complete NBA journey, take control of an NBA franchise, or hone your skills online competing against gamers around the world. NBA 2K16 will feature Michael Jordan on the cover of this year's Special Edition and celebrate Jordan's Hall of Fame legacy while giving fans even more options to customize their in-game experience.  |
| G-MSP-1 | MSP | Mortal Kombat XL        | PS4 Game set two years after the defeat of Shao Kahn, Shinnok attacks Earthrealm with his army of Netherrealm demons, as well as the Earthrealm warriors who were killed during Kahn's invasion and are now resurrected as revenants under Quan Chi's control. After fighting their fallen comrades, a strike team led by Johnny Cage, Sonya Blade, and Kenshi open a portal to Raiden's Sky Temple and head to the Jinsei Chamber, the source of Earthrealm's life force, where Raiden and Fujin are seen battling Shinnok and his Netherrealm forces. When Shinnok tries to kill Sonya, Johnny rushes to defend her, inadvertently awakening ancient superhuman powers within himself. Using his newfound powers, Johnny holds Shinnok at bay long enough for Raiden to steal Shinnok's amulet and imprison him inside it, but Quan Chi escapes. Johnny, Raiden, and Sonya track him to his lair in the Netherrealm and defeat him, successfully restoring Scorpion, Sub-Zero, and Jax to human form in the process, though Quan Chi escapes again. In the years that follow, Johnny and Sonya marry and have a daughter, Cassie, though they later divorce. Scorpion, now known as Hanzo Hasashi, rebuilds his Shirai Ryu clan while mentoring Kenshi's son Takeda, and Sub-Zero becomes the new Grandmaster of the Lin Kuei after killing Sektor. Sub-Zero uses the data from Sektor's memory banks detailing Quan Chi's manipulations, including the truth about the deaths of Hasashi's wife and son, to help end his feud with Hasashi. |