

Amazed: a mind bending game of puzzles, riddles, secrets, & strategy **([ECRL catalog link](#))**

Players: 2+ | Ages: 14+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 20-60 Min | Type: [Puzzle](#)

Summary:

A mind-warping race against the clock! Solve puzzles, riddles, and secret codes to PROVE your wits - on a brilliant maze-like game board that opens in 16 different ways.

Includes over 300 challenging puzzles, codes, and riddles for you to solve, with difficulty ranging from extremely easy to brain-melting. Land on a green space, and answer a simple brain teaser. Land on a red space... and prepare for your mind to implode! —amazedgame.com

Instructional Videos: N/A

Choking Hazard - Small Parts

Azul ([ECRL catalog link](#))

Players: 2-4 | Ages: 8+ | Difficulty: Moderate | Setup: 5 Min | Lasts: 30-45 Min | Type: [Abstract](#)

Summary:

Azul is a captivating game of decorating Portugal's Royal Palace.

Players will collect magnificent tiles to embellish the walls and please the king.

With beautiful components and art, it is no surprise this is a modern classic. —*Plan B Games*

Instructional Videos: [Azul](#) | [Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts

BANG! The Dice Game ([ECRL catalog link](#))

Players: 3-8 | Ages: 8+ | Difficulty: Easy | Setup: 1 Min | Lasts: 15 Min | Type: **Party**

Bang! The Dice Game Summary:

All the excitement of BANG! now with dice! In the Wild West, the eternal battle between the Law and the Outlaws keeps heating up. In BANG! The Dice Game, there is no downtime or

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deadlock; the game is particularly suitable for those who love random games, where dice are king. Five dice for five shots, just like a vintage Smith & Wesson. — [Amazon](#)

Instructional Videos: [BANG! The Dice Game | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Bärenpark ([ECRL catalog link](#))

Players: 2-4 | Ages: 8+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30-45 Min | Type: **Family**

Summary:

Bear parks: it's the next big thing! In order to be successful, you must skillfully fit together enclosures, animal houses and green areas, and use every available inch of your land. Animal houses and enclosures are worth points, and are more valuable if you build them quickly. Construction crews let you claim more land to build onto. When one player fills their park, the game is over and the player with the most points wins.

Up to four players age 8 and up find a quick and fun game with this Tetris-like puzzle game. Place enclosures, animal houses and green areas skillfully on your park board to fill it up as quickly as possible, because who achieves this first gets the most points! — [lookout-spiele.de](#)

Instructional Videos: [Bärenpark | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Betrayal at House on the Hill ([ECRL catalog link](#))

Players: 3-6 | Ages: 12+ | Difficulty: Moderate | Setup: 2 Min | Lasts: 60 Min | Type: **Thematic**

Summary:

Betrayal at House on the Hill Board Game -2nd Edition: Take a deep breath before you enter. It might be your last. Your fear will grow with each tile you place as you investigate a house filled with dreadful monsters and deadly secrets. With 50 fiendish scenarios (including seven new haunts) and dozens of danger-filled rooms, you'll return to the house again and again - as often as you dare - and never face the same game twice. — [Amazon](#)

Instructional Videos: [Betrayal at House on the Hill | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Bohnanza ([ECRL catalog link](#))

Players: 2-7 | Ages: 13+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 45 Min | Type: **Family**

Summary:

The cards are colorful depictions of beans in various descriptive poses, and the object is to make coins by planting fields (sets) of these beans and then harvesting them. To help players match their cards up, the game features extensive trading and deal making. One of the most unique features of the game is that you cannot rearrange your hand, as you need to play the cards in the order that you draw them. —[riograndegames.com](#)

Instructional Videos: [Bohnanza](#) | [Board Game](#) | [BoardGameGeek](#)

Camel Up ([ECRL catalog link](#))

Players: 3-8 | Ages: 8+ | Difficulty: Easy | Setup: 1-5 Min | Lasts: 30 Min | Type: **Family**

Summary:

Welcome to the craziest camel race you'll ever see! The award winning game about the craziest camel race, just got even crazier! The race now includes new contestants - camels that are so confused that they start the race running in the wrong direction! That's not all that's new! The track has been significantly enhanced since your last visit - it now includes new art and components. So let the fun begin! —[Amazon](#)

Instructional Videos: [Camel Up \(Second Edition\)](#) | [Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts

Carcassonne ([ECRL catalog link](#))

Players: 2-5 | Ages: 7+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30-45 Min | Type: **Family**

Summary:

Inspired by the medieval fortress in southern France of the same name, Carcassonne is a tile-laying game in which players fill in the countryside around the fortified city. Players choose

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from tiles that depict cities, roads, monasteries, and fields; each new tile placed creates an ever-expanding board on which players can then add their followers. Players score points by having followers on features as they're completed. The player who makes the most strategic placements of tiles and followers will score the most points and win the game. —[Z-Man Games](#)

Instructional Videos: [Carcassonne | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Cat Lady ([ECRL catalog link](#))

Players: 2-4 | Ages: 8+ | Difficulty: Easy | Setup: 5 Min | Lasts: 15-30 Min | Type: **Family**

Summary:

Players are cat ladies, part of an elite group of people including Marie Antoinette and Ernest Hemingway. During the game, you and your fellow cat ladies will draft cards three at a time, collecting toys, food, catnip, costumes, and of course lovable cats. But watch out! Make sure you have enough food for all of your feline friends or your hungry cats will subtract points from your score. The player with the highest total victory points wins the game! —[Alderac](#)

Instructional Videos: [Cat Lady | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Catan: trade, build, settle ([ECRL catalog link](#))

Players: 3-4 | Ages: 10+ | Difficulty: Moderate | Setup: 5 Min | Lasts: 60 Min | Type: [Strategy](#)

Summary:

Picture yourself in the era of discoveries: after a long voyage of great deprivation, your ships have finally reached the coast of an uncharted island. Its name shall be Catan! But you are not the only discoverer. Other fearless seafarers have also landed on the shores of Catan: the race to settle the island has begun! —[catan.com](#)

Instructional Videos: [Catan | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Century: Spice Road ([ECRL catalog link](#))

Players: 2-5 | Ages: 8+ | Difficulty: Moderate | Setup: 10 Min | Lasts: 30-45 Min | Type: [Strategy](#)

Summary:

Century: Spice Road is the first in a series of games that explores the history of each century with spice-trading as the theme for the first installment. In Century: Spice Road, players are caravan leaders who travel the famed Silk Road to deliver spices to the far reaches of the continent for fame and glory. Each turn, players perform one of four actions:

1. Establish a trade route (by taking a market card)
2. Make a trade or harvest spices (by playing a card from hand)
3. Fulfill a demand (by meeting a victory point card's requirements and claiming it)
4. Rest (by taking back into your hand all of the cards you've played)

The last round is triggered once a player has claimed their fifth victory point card, then whoever has the most victory points wins. —[Amazon](#)

Instructional Videos: [Century: Spice Road | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Codenames ([ECRL catalog link](#))

Players: 2-8 | Ages: 10+ | Difficulty: Easy | Setup: 3 Min | Lasts: 15 Min | Type: **Party**

Summary:

The two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their CODENAMES.

The teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin. —[czechgames.com](#)

Instructional Videos: [How to Play | CzechGames](#)

Codenames: Pictures ([ECRL catalog link](#))

Players: 2-8 | Ages: 10+ | Difficulty: Easy | Setup: 3 Min | Lasts: 15 Min | Type: **Party**

Summary:

What are these strange symbols on the map? They code for locations where spies must contact secret agents!

Two rival spymasters know the agent in each location. They deliver coded messages telling their field operatives where to go for clandestine meetings. Operatives must be clever. A decoding mistake could lead to an unpleasant encounter with an enemy agent – or worse, with the assassin! Both teams race to contact all their agents, but only one team can win.

Codenames: Pictures differs from the original Codenames in that the agents are no longer represented by a single word, but by an image that contains multiple elements.

—czechgames.com

Instructional Videos: [How to Play | CzechGames](#)

Dixit ([ECRL catalog link](#))

Players: 3-6 | Ages: 8+ | Difficulty: Easy | Setup: 3 Min | Lasts: 30 Min | Type: **Party**

Summary:

Dixit is an enchanting game which summons your imagination. Discover 84 dreamlike illustrations on big cards and interpret them.

A storyteller chooses one card of its hand of cards and proposes an accurate theme. Other players use this theme to select a card from their hand which inspires them. All the cards are shuffled and revealed. Players must find the teller's card. To score points, the theme must be neither too simple nor too complex. —libellud.com

Instructional Videos: [Dixit | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Exploding Kittens ([ECRL catalog link](#))

Players: 2-5 | Ages: 7+ | Difficulty: Easy | Setup: 1 Min | Lasts: 15 Min | Type: **Party**

Summary:

Exploding kittens is a card game for people who are into kittens and explosions and laser beams and sometimes goats. In this highly-strategic, kitty-powered version of Russian roulette, players draw cards until someone draws an exploding kitten, at which point they explode, they are Dead, and they are out of the game - unless that player has a defuse card, which can defuse the kitten using things like laser pointers, belly rubs, and catnip sandwiches. All of the other cards in the deck are used to move, mitigate, or avoid the exploding kittens. Exploding kittens is the most-funded game in the history of Kickstarter, and has paved the way for peace and tranquility in the modern world. —[Amazon](#)

Instructional Videos: [Exploding Kittens](#) | [How to Play Exploding Kittens](#)

Flash Point: Fire Rescue ([ECRL catalog link](#))

Players: 2-6 | Ages: 10+ | Difficulty: Moderate | Setup: 2 Min | Lasts: 45 Min | Type: [Thematic](#)

Summary:

Flash Point: Fire Rescue is a cooperative game of fire rescue.

The call comes in... “911, what is your emergency?” On the other end is a panicked response of “FIRE!” Moments later you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. The team has only seconds to assess the situation and devise a plan of attack – then you spring into action like the trained professionals you are. You must face your fears, never give up, and above all else work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger.

You must succeed. You are the brave men and women of fire rescue; people are depending on you. This is what you do every day. —[indieboardsandcards.com](#)

Instructional Videos: [Flash Point: Fire Rescue](#) | [Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts

Foodies ([ECRL catalog link](#))

Players: 2-5 | Ages: 14+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 20-30 Min | Type: N/A

Summary:

The Food Court. It's a haven for hungry and thirsty patrons as they go about their lives. But, for some, the Food Court is life. Every restaurant wants to attract the most customers, tailoring their menu and hiring famous chefs to work in their kitchen. In the end, only one will be the most successful. You wanna grab a bite to eat?

In Foodies, players take on the role of managers in a Food Court. During the game, they will add new dishes to their menu, connecting the stars between different dishes. These recipes come from all over the world, granting different bonuses when added. What's more, players can hire Chefs to work in their kitchens, including special, prestigious Chefs who are the best in the business. In the end, the player who gains the most Popularity will be declared the food master and win the game. —[cmon.com](#)

Instructional Videos: [Foodies | Board Game | BoardGameGeek](#)

Forbidden Island: adventure...if you dare ([ECRL catalog link](#))

Players: 2-4 | Ages: 10+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30 Min | Type: **Family**

Summary:

Dare to discover Forbidden Island! Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath every step! Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss! —Forbidden Island

Instructional Videos: [Forbidden Island | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

The Grizzled Cooperative Card Game: can friendship be stronger than war? ([ECRL catalog link](#))

Players: 2-5 | Ages: 14+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30 Min | Type: [Thematic](#)

Summary:

The Grizzled is a fast-paced, fully cooperative card game for 2 to 5 players that takes place in the trenches of World War I. A best seller in Europe, The Grizzled is an elegant game of avoiding threats and leading a team, and is regarded as one of the finest cooperative games ever made. Featuring beautiful art by French artist Tignous, The Grizzled's outstanding art is the perfect complement to its message of peace and enduring friendship. Planning, teamwork, and a little luck are the tools you'll need to win this cooperative game. —[cmon.com](#)

Instructional Videos: [The Grizzled | Board Game | BoardGameGeek](#)

Guillotine ([ECRL catalog link](#))

Players: 2-5 | Ages: 12+ | Difficulty: Easy | Setup: 1 Min | Lasts: 30 Min | Type: **Family**

Summary:

The revolutionary card game where you win by getting a head. This irreverent and humorous card game takes place during the French Revolution. Players represent rival guillotine operators vying for the best collection of noble heads over three rounds. Each round twelve nobles are lined up for the guillotine. The nobles are worth varying points depending on their notoriety. During your turn you play action cards to change the order of the line so you can collect the best nobles. The player with the most points at the end of the game wins. Will you be skillful enough to bribe the guards to collect Marie Antoinette? Or will you lose points for beheading the Hero of the People? Heads are going to roll!

Instructional Videos: [Guillotine | Board Game | BoardGameGeek](#)

Hanabi ([ECRL catalog link](#))

Players: 2-5 | Ages: 8+ | Difficulty: Moderate | Setup: 1 Min | Lasts: 25 Min | Type: **Family**

Summary:

In this collective game, all the players work together to create a beautiful firework display. But every player has to hold his cards back to front: you cannot see your own cards! So you have to give your partners smart advice and remember all the information collected.

—[cocktailgames.com](#)

Instructional Videos: [Hanabi | Board Game | BoardGameGeek](#)

Harry Potter Hogwarts's Battle: a Cooperative Deck-Building Game ([ECRL catalog link](#))

Players: 2-4 | Ages: 11+ | Difficulty: Moderate | Setup: N/A | Lasts: 30-60 Min | Type: [Strategy](#)

Summary:

Play as your favorite characters and defend the wizarding world from evil forces. Enhance your abilities as you build your deck with over 140 cards. Seven successive game adventures offer increasing difficulty as you battle Villains and unlock new abilities, secrets and challenges.

—[theop.games](#)

Instructional Videos: [Harry Potter: Hogwarts Battle | Board Game | BoardGameGeek](#)

Harry Potter Hogwarts's Battle: Defence Against the Dark Arts ([ECRL catalog link](#))

Players: 2 | Ages: 11+ | Difficulty: Easy | Setup: 3 Min | Lasts: 30-60 Min | Type: [Thematic](#)

Summary:

Harry Potter™ Hogwarts Battle™ Defence Against the Dark Arts is a competitive deck-building game for two players that is inspired by Harry Potter Hogwarts Battle. In this fast-paced game, players take turns playing cards, taking actions and acquiring new cards to build a more powerful deck as their defensive skills improve. Stun your opponent three times to win!

—[theop.games](#)

Instructional Videos: [Harry Potter: Hogwarts Battle – Defence Against the Dark Arts | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Hive: a Game Crawling with Possibilities ([ECRL catalog link](#))

Players: 2 | Ages: 9+ | Difficulty: Moderate | Setup: 1 Min | Lasts: 20 Min | Type: [Abstract](#)

Summary:

Hive is an award winning board game with a difference. There is no board. The pieces are added to the playing area thus creating the board. As more and more pieces are added the game becomes a fight to see who can be the first to capture the opposing Queen Bee. The soldier ants battle to keep control of the outside of the hive, whilst the Beetles climb up to dominate the top. Spiders moving into holding positions as the Grass Hoppers jump in for the

kill. Keeping one eye on the hive and the other on your opponents reserves, the tension builds as one wrong move will see your Queen Bee quickly engulfed; ... game over! —gen42.com

Instructional Videos: [Hive \(gen42.com\)](http://gen42.com)

Choking Hazard - Small Parts

Hounded: a Two-Player Foxhunting Game of Trickery and Entrapment **([ECRL catalog link](#))**

Players: 2 | Ages: 13+ | Difficulty: Moderate | Setup: 2 Min | Lasts: 15-25 Min | Type: N/A

Summary:

In Hounded, players will either be the cunning fox, trying to elude capture, or the determined hunter, trying to hunt down the fox. In the game, each player moves their pawns and turns over tiles as they do, sometimes triggering effects and sometimes not. While the fox character is alone, the hunter has a team of hounds to help him hunt the fox. All the hunter has to do to win is either corner the fox with his dogs or force the fox to end his turn next to the hunter himself. For the fox to win, it has to run out the clock, which is done by either finding the three timepiece tiles or flipping over 43 of the 49 tiles. Once time runs out, the hunter has to retire for the day and the fox escapes! —boardgamegeek.com

Instructional Videos: [Hounded | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Imhotep ([ECRL catalog link](#))

Players: 2-4 | Ages: 10+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 40 Min | Type: **Family**

Summary:

Imhotep. The legendary architect of the Egyptian monuments. His awe-inspiring structures and brutal tactics earned him divine status among ancient Egyptians. Can you match his ruthless determination to build the most revered monuments?

To do this, you will need to transport stone blocks on ships from your quarry to different construction sites. But you alone do not choose where the ships go. Your opponents have monumental plans of their own and want to prevent your success. A fierce competition for the precious stone resources plays out. Only with the right strategy and a little luck can you succeed.

Choking Hazard - Small Parts

The Isle of Cats ([ECRL catalog link](#))

Players: 1-4 | Ages: 8+ | Difficulty: Moderate | Setup: 3-5 Min | Lasts: 60-90 Min | Type: [Strategy](#)

Summary:

You are citizens of Squall's End on a rescue mission to The Isle of Cats and must rescue as many cats as possible before the evil Lord Vesh arrives.

Each cat is represented by a unique tile and belongs to a family, you must find a way to make them all fit on your boat while keeping families together.

You will need to manage resources as you draft cards to explore the island, rescue cats, find treasures, befriend Oshax and read ancient lessons. Each lesson you collect will give you another personal way of scoring points, in addition to filling your boat and keeping cat families together!

The game comes with the standard mode, a family mode for young children and less experienced gamers, and a solo mode. —shop.thecityofkings.com

Instructional Videos: [The Isle of Cats | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Jaipur ([ECRL catalog link](#))

Players: 2 | Ages: 12+ | Difficulty: Easy | Setup: 1 Min | Lasts: 30 Min | Type: **Family**

Summary:

You are one of the two most powerful traders in the city of Jaipur, the capital of Rajasthan, but that's not enough for you because only the merchant with two "seals of excellence" will have the privilege of being invited to the Maharaja's court. You are therefore going to have to do better than your direct competitor by buying, exchanging, and selling at better prices, all while keeping an eye on both your camel herds.

Jaipur is a fast-paced card game, a blend of tactics, risk and luck. On your turn, you can either take or sell cards. If you take cards, you have to choose between taking all the camels, taking one card from the market, or swapping 2-5 cards between the market and your cards.

If you sell cards, you get to sell only one type of good, and you receive as many chips for that good as the number of cards you sold. The chips' values decrease as the game progresses, so

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you'd better hurry! On the other hand, you receive increasingly high rewards for selling three, four, or five cards of the same good at a time, so you'd better wait!

You can't sell camels, but they're paramount for trading and they're also worth a little something at the end of the round, enough sometimes to secure the win, so you have to use them smartly. —boardgamegeek.com

Instructional Videos: [Jaipur | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

King of Tokyo ([ECRL catalog link](#))

Players: 2-6 | Ages: 8+ | Difficulty: Easy | Setup: 5 Min | Lasts: 30 Min | Type: **Family**

Summary:

In *King of Tokyo*, you play mutant monsters, gigantic robots, and strange aliens—all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo. —boardgamegeek.com

Instructional Videos: [King of Tokyo | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Kingdomino ([ECRL catalog link](#))

Players: 2-4 | Ages: 8+ | Difficulty: Easy | Setup: 3 Min | Lasts: 15 Min | Type: **Family**

Summary:

Dominoes with a kingdom building twist. Each turn, connect a new domino to your existing kingdom, making sure at least one of its sides connects to a matching terrain type already in play. The game mechanics for obtaining the tiles is clever: the order of who picks first depends on which tile was previously chosen. Make sure to secure tiles with crowns- these royal treasures help to multiply the worth of your kingdom at the end of the game! The game ends when each player has completed a 5x5 grid, and then points are counted based on number of connecting tiles and crowns. —blueorangegames.com

Instructional Videos: [Kingdomino | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Labyrinth: a race for treasures in a moving maze ([ECRL catalog link](#))

Players: 2-4 | Ages: 7+ | Difficulty: Easy | Setup: 5 Min | Lasts: 40-60 Min | Type: **Family**

Summary:

Search for treasure deep within the twisting maze! The playing board constantly changes so no two games are ever the same! The cards will determine your quest. Looking for the Dragon? How many routes can you take and also foil your opponents? Try to gain the advantage by inserting the extra tile to move walls and open passages of the labyrinth. Block and advance is the strategy! The first play to reach all of their treasure wins! —[amazon.com](#)

Instructional Videos: [Labyrinth | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Lanterns: the Harvest Festival ([ECRL catalog link](#))

Players: 2-4 | Ages: 8+ | Difficulty: Moderate | Setup: 5 Min | Lasts: 30 Min | Type: **Family**

Summary:

Lanterns: The Harvest Festival is a tile placement game set in imperial China. Players act as artisans decorating the palace lake with floating lanterns. The artisan who earns the most honor before the festival starts wins the game.

Lantern's elegant and engaging game-play by designer Christopher Chung features a unique mechanic where players must balance the placement of their tiles or risk helping their opponents on their way to victory. It's a give and take that provides hours of depth and strategy.

—[renegadegamestudios.com](#)

Instructional Videos: [Lanterns: The Harvest Festival — Renegade Game Studios](#)

Choking Hazard - Small Parts

Love Letter ([ECRL catalog link](#))

Players: 2-6 | Ages: 10+ | Difficulty: Easy | Setup: 1 Min | Lasts: 20 Min | Type: **Family**

Summary:

Will your love letter woo the Princess and win her heart? Utilize the characters in the castle to secretly carry your message to the Princess, earning her affection.

Love Letter is a game of risk, deduction, and luck. Designed by Seiji Kanai, the game features simple rules that create dynamic and fun player interactions. Players attempt to deliver their love letter into the Princess's hands while keeping other players' letters away. Powerful cards lead to early gains, but make you a target. Rely on weaker cards for too long and your letter may be tossed in the fire! —zmangames.com

Instructional Videos: [Love Letter](#) | [Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts

Megaland ([ECRL catalog link](#))

Players: 2-5 | Ages: 8+ | Difficulty: Moderate | Setup: 5 Min | Lasts: 20 Min | Type: N/A

Summary:

Are you ready to run? Push your luck in a video game world, fighting monsters (and bunnies), and collecting coins!

Collect as much treasure as you can, but watch out for monsters! The further you go in the level, the more treasure you'll get, but if you take too much damage, you'll end up going home with nothing. Spend your treasure to buy Bowling Alleys, Arcades, and more! You can also use treasure to buy more hearts for your character, letting you go deeper into the level on your next run. You win by earning the most coins! —redravengames.squarespace.com

Instructional Videos: [Megaland](#) | [Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts

The Mind Card Game ([ECRL catalog link](#))

Players: 2-4 | Ages: 8+ | Difficulty: Easy | Setup: | Lasts: 20 Min | Type: **Party**

Summary:

The Mind is the ingenious, addictive and ridiculously fun game that everyone is buzzing about. How do you know what is in someone's hands without speaking? How do you make the right

decision when the game is on the line? The answers lie in this little box. But beware, once you enter The Mind, you will not be able to think about anything else. And while the rules are simple, surviving every level is anything but... —pandasaurusgames.com

Instructional Videos: [The Mind | Board Game | BoardGameGeek](#)

Mysterium ([ECRL catalog link](#))

Players: 2-7 | Ages: 10+ | Difficulty: Moderate | Setup: 5 Min | Lasts: 42 Min | Type: [Thematic](#)

Summary:

A horrible crime has been committed on the grounds of Warwick Manor and it's up to the psychic investigators to get to the bottom of it. In Mysterium, one player takes on the role of the ghost and over the course of a week, tries to lead the investigators to their culprit. Each night the team will be met with visions, but what is the ghost trying to tell you? Can the psychics determine the weapon, location and killer or will a violent criminal pull off the perfect murder? —amazon.com

Instructional Videos: [Mysterium | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

No Stress Chess ([ECRL catalog link](#))

Players: 2 | Ages: 7+ | Difficulty: Moderate | Setup: 1 Min | Lasts: 20-60 Min | Type: [Abstract](#)

Summary:

Winning Moves Games is proud to present 'No Stress Chess', a game that will help you learn the world's greatest game – Chess. You can play instantly because the special game board guides you to set up your pieces and each card in the innovative deck shows you how to move the piece it pictures. You just set the pieces on the board, shuffle the deck, and begin to play! No Stress Chess teaches players the moves of all the Chess pieces. The game is played on a regulation Chess board, but doesn't require the movement knowledge or planning of Standard Chess. No Stress Chess can be played at several levels of difficulty, gradually introducing players to Standard Chess in incremental steps. When you're ready, just flip the board to its Standard Chess board side and play the authentic 'king of games'. —amazon.com

Instructional Videos: [No Stress Chess | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

The Oregon Trail Card Game ([ECRL catalog link](#))

Players: 2-6 | Ages: 12+ | Difficulty: Easy | Setup: 3 Min | Lasts: 30-45 Min | Type: **Family**

Summary:

All sorts of gruesome deaths await you and the rest of your wagon party in this official multi-player card game version of the classic computer game. To win you'll need to keep one player alive all the way from Independence, MO to the Willamette Valley. But between rattlesnakes, starvation, dead oxen, broken bones, dysentery, and a host of other calamities the odds are long . . . almost as long as the Oregon Trail itself.

Players work together to move along the trail, fording rivers and playing Supply Cards to overcome calamities. But be warned—there will be times when it makes sense to let one of your wagon mates succumb to a calamity rather than expend precious supplies. And every time players go the way of all flesh, you'll flip over the roster card and write their names on tombstones (don't forget to include a quick epitaph). It's a great way to relive your fond memories of one of the world's most beloved computer games, and to kill off your family and friends at the same time.

Choking Hazard - Small Parts

Pandemic: Can You Save Humanity? ([ECRL catalog link](#))

Players: 2-4 | Ages: 8+ | Difficulty: Hard | Setup: 5 Min | Lasts: 45 Min | Type: [Strategy](#)

Summary:

You and your team are the only things standing in the way of deadly diseases that threaten the world. The fate of humanity is in your hands.

From designer Matt Leacock, Pandemic is a cooperative game of teamwork for two to four players. As members of an elite disease control team, you must keep four deadly diseases at bay. Work together as you travel the globe to treat infections while collecting the cards you need to discover a cure for each disease. But the clock is ticking as outbreaks and epidemics fuel the spreading plagues. As a cooperative game, players win or lose together. Only by working together can you keep the outbreaks in check and find the cures in time!

—store.us.asmodee.com

Instructional Videos: [Pandemic | Z-MAN Games](#)

Choking Hazard - Small Parts

Patchwork ([ECRL catalog link](#))

Players: 2 | Ages: 8+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30 Min | Type: [Abstract](#)

Summary:

Patchwork is a form of needlework that involves sewing together pieces of fabric into a larger design. In the past, it was a way to make use of leftover pieces of cloth to create clothing and quilts. Today, patchwork is a form of art, in which the designers use precious fabrics to create beautiful textiles. The use of uneven pieces of fabric in particular can result in real masterpieces and is therefore being practiced by a large number of textile artists.

To create a beautiful quilt, however, requires effort and time, but the available patches just do not want to fit together. So choose your patches carefully and keep a healthy supply of buttons to not only finish your quilt, but to make it better and more beautiful than your opponents.

Patchwork is a game for 2 players, created by designer legend Uwe Rosenberg, and meanwhile an international bestseller. See for yourself! —[lookout-spiele.de](#)

Instructional Videos: [Patchwork | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Photosynthesis ([ECRL catalog link](#))

Players: 2-4 | Ages: 8+ | Difficulty: Hard | Setup: 5 Min | Lasts: 45-60 Min | Type: [Abstract](#)

Summary:

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

Instructional Videos: [Photosynthesis | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Planet ([ECRL catalog link](#))

Players: 2-4 | Ages: 8+ | Difficulty: Moderate | Setup: 1 Min | Lasts: 30-45 Min | Type: **Family**

Summary:

In Planet, spread your mountain ranges and your deserts, expand your forests, oceans and glaciers. Strategically position your continents to form hospitable environments for animal life to develop and try to create the most populated and diverse Planet!

Each Player receive a planet core without anything on it, at each turn players will chose a tile with mountain/ice/forest/desert on it and place it on the planet. Then the player who fulfill the most the condition of apparition of some animals, gain its card. —[blueorangegames.eu](#)

Instructional Videos: [Planet](#) | [Board Game](#) | [BoardGameGeek](#)

Point Salad ([ECRL catalog link](#))

Players: 2-6 | Ages: 8+ | Difficulty: Easy | Setup: 1 Min | Lasts: 15-30 | Type: **Family**

Summary: Point Salad is a fast and fun card drafting game for the whole family. There are over 100 ways to score points. Players may use a variety of strategies and every game of Point Salad is unique!

Cards come in six different types of veggies, and the back of each card has a different scoring method. So for instance, one scoring method may award 2 points for every carrot you have, but deduct a point for every onion. By drafting combinations of veggies and point cards that work for your strategy, you can amass the most points and win. —[boardgamegeek.com](#)

Instructional Videos: [Point Salad](#) | [Board Game](#) | [BoardGameGeek](#)

The Quacks of Quedlinburg ([ECRL catalog link](#))

Players: 2-4 | Ages: 10+ | Difficulty: Moderate | Setup: 8 Min | Lasts: 45 Min | Type: **Family**

Summary:

Welcome to Quedlinburg, where the best quack doctors gather to brew potions to cure smelly feet, homesickness, and hiccups. You're one of them. Your challenge is to make a special brew that will make you the best miracle doctor in the land.

The Quacks of Quedlinburg is a fun, quick push-your-luck game where you draw from your stock of ingredients, adding them to your cauldron, until your brew seems just right. But be

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careful: add the wrong ingredient and the potion could spoil. Do you stop early to raise your chance of making a better potion later, or risk a setback to reach for more money and fame now? Finding the right balance between risk and reward is key.

Instructional Videos: [The Quacks of Quedlinburg | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Quest for El Dorado ([ECRL catalog link](#))

Players: 2-4 | Ages: 10+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30-60 Min | Type: **Family**

Summary:

In The Quest for El Dorado, players take the roles of expedition leaders who have embarked on a search for the legendary land of gold in the dense jungles of South America. Each player assembles and equips their own team, hiring various helpers from the scout to the scientist to the aborigine. All of them have one goal in mind: Reaching the golden border first and winning all of the riches for themselves. Whoever chooses the best tactics will be rewarded!

—[boardgamegeek.com](#)

Choking Hazard - Small Parts

Qwirkle: mix, match, score and win! ([ECRL catalog link](#))

Players: 2-4 | Ages: 6+ | Difficulty: Easy | Setup: 2 Min | Lasts: 45 Min | Type: **Family**

Summary:

Qwirkle is MindWare's must-have game and it is easy to see why! Simple to learn, yet strategic and exciting to play, Qwirkle is a favorite of all ages. Build lines of tiles that are all the same color or shape, with no duplicates. Score big by placing a tile that touches multiple pieces with matching attributes. Score even bigger by matching all 6 attributes and creating a Qwirkle!

—[amazon.com](#)

Instructional Videos: [Qwirkle | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Sagrada: a Game of Dice, Drafting, & Window Crafting ([ECRL catalog link](#))

Players: 1-4 | Ages: 10+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30-45 Min | Type: [Abstract](#)

Summary:

As a skilled artisan, you will use cleverness and careful planning to craft a stained glass window masterpiece in the Sagrada Familia.

Players will take turns drafting glass pieces, represented by dice; carefully choosing where to place each one in their window. Windows have unique color and shade requirements, and similar dice may never be adjacent so placing each die is more challenging than the last. Fortunately, you'll have just the right tools to help you through. Gain prestige by adapting to the preferences of your fickle admirers, and of course, by adding your own artistic flair while completing your glass masterpiece in Sagrada. —[floodgate.games](#)

Instructional Videos: [Sagrada – Floodgate Games](#)

Choking Hazard - Small Parts

Santorini ([ECRL catalog link](#))

Players: 2-4 | Ages: 8+ | Difficulty: Moderate | Setup: 1 Min | Lasts: 20 Min | Type: [Abstract](#)

Summary:

Santorini is a highly accessible pure-strategy game where you play as a youthful Greek God or Goddess competing to best aid the island's citizens in building a beautiful village in the middle of the Aegean Sea. Santorini is an abstract game of strategy and variable player powers. —[roxley.com](#)

Instructional Videos: [Santorini | Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts

Scooby-Doo!: Escape from the Haunted Mansion ([ECRL catalog link](#))

Players: 1-99 | Ages: 12+ | Difficulty: Moderate | Setup: 1 Min | Lasts: 60-120 Min |
Type: **Family**

Summary:

Step into the roles of Scooby-Doo and the Mystery Inc. gang as you work to solve the mystery in Scooby-Doo: Escape from the Haunted Mansion. Work together to decode over 50 clues and find your way out of the haunted mansion in this cooperative Coded Chronicles game, an officially licensed escape room board game great for Scooby-Doo fans.

About Coded Chronicles: Coded Chronicles is an at-home escape room style game where players work together to unlock clues and solve puzzles by using a unique code revealing mechanic. Each game offers a unique storyline and objective to provide a one-of-a-kind game-play experience. —[theop.games](#)

Instructional Videos: [Scooby-Doo: Escape from the Haunted Mansion | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Sequence Classic: five-in-a-row fun for everyone ([ECRL catalog link](#))

Players: 2-12 | Ages: 7+ | Difficulty: Easy | Setup: 3 Min | Lasts: 10-30 Min | Type: **Family**

Summary:

It's fun, it's challenging, it's exciting, it's SEQUENCE! Play a card from your hand, and place a chip on a corresponding space on the game board. When you have five in a row, it's a SEQUENCE. Learn to block your opponents or remove their chips, and watch out for the Jacks - they're wild! With a little strategy and luck, you'll be a winner. —[amazon.com](#)

Instructional Videos: [Sequence | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

7 Wonders ([ECRL catalog link](#))

Players: 3-7 | Ages: 10+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30 Min | Type: [Strategy](#)

Summary:

Make the right decisions to lead your civilization to prosperity! Lead one of the seven greatest cities of Antiquity. Develop your civilization on a military, scientific, cultural, and economic level. Once built, will your Wonder bring you glory for millennia to come? No downtime, renewed fun in each game and perfect balance regardless of the number of players.

—[amazon.com](#)

Instructional Videos: [7 Wonders | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

7 Wonders Duel ([ECRL catalog link](#))

Players: 2 | Ages: 10+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30 Min | Type: [Strategy](#)

Summary:

7 Wonders Duel, a two-player game in the universe of 7 Wonders, the most awarded game in the world! Challenge your opponent and bring your civilization to victory with prestigious buildings, military strength, or scientific supremacy. All in only 30 minutes.

Instructional Videos: [7 Wonders Duel | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Sketchy Stories: Draw. Guess. Laugh. Repeat ([ECRL catalog link](#))

Players: 4-8 | Ages: 14+ | Difficulty: Easy | Setup: 1 Min | Lasts: 30 Min | Type: **Party**

Summary:

BAD DRAWERS WELCOME. You don't have to be good at drawing to play this game. In fact, the worse you are, the better.

IT STARTS WITH A SILLY PHRASE. You have to draw ludicrous things like, "A Monkey Knife Fight" or "A Haunted Oven", then pass it on.

TELEPHONE TIME. By the time your rubbish drawing gets back to you things will have gone very wrong. Unveil the whole crazy story and award points to the funniest creator. —[bigpotato.com](#)

Instructional Videos: [Sketchy Stories - The Disastrous Doodling Game | Big Potato Games](#)

Choking Hazard - Small Parts

Splendor ([ECRL catalog link](#))

Players: 2-4 | Ages: 10+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30 Min | Type: **Family**

Summary:

In Splendor, you lead a merchant guild. Using tokens representing gemstones, you will acquire developments which produce new gems (bonuses). These bonuses reduce the cost of your purchases and attract noble patrons.

Each turn is quick: one, and only one, action!

The first player to reach fifteen prestige points by accumulating nobles and development cards triggers the end of the game. —[spacecowboys.fr](#)

Instructional Videos: [Splendor | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Survive: Escape from Atlantis! ([ECRL catalog link](#))

Players: 2-4 | Ages: 8+ | Difficulty: Moderate | Setup: 2 Min | Lasts: 45 Min | Type: **Family**

Summary:

Survive is a cutthroat game where players seek to evacuate their pieces from an island that is breaking up while remembering where their highest-valued pieces are located to maximize their score.

An island made up of 40 hex-tiles is slowly sinking into the ocean (as the tiles are removed from the board). Each player controls ten people (valued from 1 to 6) that they try and move towards the safety of the surrounding islands before the main island finally blows up. Players can either swim or use boats to travel but must avoid sea serpents, whales and sharks on their way to safety.

Instructional Videos: [Survive: Escape from Atlantis! | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Sushi Go! : the pick and pass game ([ECRL catalog link](#))

Players: 2-5 | Ages: 8+ | Difficulty: Easy | Setup: 1 Min | Lasts: 15 Min | Type: **Family**

Summary:

In the super-fast sushi card game Sushi Go! you are eating at a sushi restaurant and trying to grab the best combination of sushi dishes as they whiz by. Score points for collecting the most sushi rolls or making a full set of sashimi. Dip your favorite nigiri in wasabi to triple its value! And once you've eaten it all, finish your meal with all the pudding you've got! But be careful which sushi you allow your friends to take; it might be just what they need to beat you!

—boardgamegeek.com

Instructional Videos: [Sushi Go! | Board Game | BoardGameGeek](#)

Targi ([ECRL catalog link](#))

Players: 2 | Ages: 12+ | Difficulty: Moderate | Setup: 1 Min | Lasts: 60 Min | Type: [Strategy](#)

Summary:

Unlike in other cultures, the desert Tuareg men, known as Targi, cover their faces whereas women of the tribe do not wear veils. They run the household and they have the last word at home in the tents. Different families are divided into tribes, headed by the 'Imascheren' (or nobles). As leader of a Tuareg tribe, players trade goods from near (such as dates and salt) and far (like pepper), in order to obtain gold and other benefits, and enlarge their family. In each round their new offerings are made. Cards are a means to an end, in order to obtain the popular tribe cards. —boardgamegeek.com

Instructional Videos: [Targi | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

The Taverns of Tiefenthal ([ECRL catalog link](#))

Players: 2-4 | Ages: 12+ | Difficulty: Hard | Setup: 5 Min | Lasts: 60 Min | Type: [Strategy](#)

Summary:

Can you turn your tavern into the talk of the town? Do you expand your seating capacity, or the size of your beer cellar? Hire new staff perhaps? The more wealthy customers you attract, the

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more money you have to expand. Prestigious nobles will come by to see what all the fuss is about, making your tavern the hottest spot for miles around.

The Taverns of Tiefenthal combines dice placement with deck building to create a challenging and accessible game for all skill levels – a hallmark of all Wolfgang Warsch’s games. With multiple ways to expand the game, the game has hours and hours of replayability.

Instructional Videos: [The Taverns of Tiefenthal | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Ticket to Ride: the Cross-Country Train Adventure Game ([ECRL catalog link](#))

Players: 2-5 | Ages: 8+ | Difficulty: Moderate | Setup: 1 Min | Lasts: 30-60 Min | Type: **Family**

Summary:

Ticket to Ride is a cross-country train adventure in which players collect and play matching train cards to claim railway routes connecting cities throughout North America.

The longer the routes, the more points they earn. Additional points come to those who can fulfill their Destination Tickets by connecting two distant cities, and to the player who builds the longest continuous railway. —[daysofwonder.com](#)

Instructional Videos: [Ticket to Ride | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Ticket to Ride: Europe ([ECRL catalog link](#))

Players: 2-5 | Ages: 8+ | Difficulty: Moderate | Setup: 1 Min | Lasts: 30-60 Min | Type: **Family**

Summary:

From the craggy hillsides of Edinburgh to the sunlit docks of Constantinople, from the dusty alleys of Pamplona to a windswept station in Berlin, Ticket to Ride Europe takes you on an exciting train adventure through the great cities of turn-of-the-century Europe.

The second installment in our best-selling Ticket to Ride series of train adventures, Ticket to Ride Europe takes you into the heart of Europe. In addition to the new board map, Ticket to Ride Europe offers you brand new game play elements including Tunnels, Ferries and Train

Stations. We've also upgraded you to First-Class accommodations with larger cards, new Train Station game pieces, and a lavishly illustrated game board. —[daysofwonder.com](https://www.daysofwonder.com)

Instructional Videos: [Ticket to Ride: Europe | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Ticket to Ride: First Journey ([ECRL catalog link](#))

Players: 2-4 | Ages: 6+ | Difficulty: Easy | Setup: 1 Min | Lasts: 15-30 Min | Type: **Family**

Summary:

Easy to learn and quick to play, Ticket to Ride: First Journey is the perfect introduction to the Ticket to Ride series. Players collect train cards, claim routes on the map, and try to connect the cities shown on their tickets to achieve victory. So climb aboard and embark on your very own railway adventure! —[daysofwonder.com](https://www.daysofwonder.com)

Instructional Videos: [Ticket to Ride: First Journey \(U.S.\) | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Ticket to Ride: New York ([ECRL catalog link](#))

Players: 2-4 Min | Ages: 8+ | Difficulty: Easy | Setup: 1 Min | Lasts: 15-30 Min | Type: **Family**

Summary:

Welcome to the '60s! Admire the stunning view from the Empire State Building, the world's tallest skyscraper, or take a walk through the magnificent Central Park. Go from Times Square to Brooklyn to do some sightseeing... and enjoy!

In this fast-paced Ticket to Ride game, players race one another through the busy streets of New York City to visit the most prestigious Tourist Attractions and complete their Destination Tickets. The elegantly simple Ticket to Ride gameplay appeals to both beginners and seasoned players. Learn the game in 3 minutes, play it for hours! —[daysofwonder.com](https://www.daysofwonder.com)

Instructional Videos: [Ticket to Ride: New York | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Timeline: Classic ([ECRL catalog link](#))

Players: 2-6 | Ages: 8+ | Difficulty: Easy | Setup: 1 Min | Lasts: 15 Min | Type: **Family**

Summary:

While other versions of Timeline are focused on certain elements (events, inventions, discoveries, etc.), Timeline Classic is a highly engaging version that encompasses multiple themes in one convenient package. Was the pencil invented before Washington crossed the Delaware? Find out in this incredibly engaging educational trivia game. Each card has a different event/invention/etc. on it, and on the opposite side of the card is the date in history that it occurred. Players start with one randomly drawn card in the middle of the table to form the timeline, and on your turn, you place a card before or after it – depending on when you think this happened. Leave the card in place if you are correct or discard it and draw a new one if you're wrong. The first player to get rid of all their cards wins! —[amazon.com](#)

Instructional Videos: N/A

Timeline: Events ([ECRL catalog link](#))

Players: 2-6 | Ages: 8+ | Difficulty: Easy | Setup: 1 Min | Lasts: 15 Min | Type: **Family**

Summary:

JFK's assassination, The Salem Witch Trials, the last Crusade. Do you know in which order these events unfolded in history? If not, now's your chance in Timeline Events. Each card has a different event on it, and on the opposite side of the card is the date in history that it occurred. Players start with one randomly drawn card in the middle of the table to form the timeline, and on your turn, you place a card before or after it – depending on when you think this event took place. Leave the card in place if you are correct or discard it and draw a new one if you're wrong. The first player to get rid of all their cards wins! —[amazon.com](#)

Instructional Videos: [Timeline: Events](#) | [Board Game](#) | [BoardGameGeek](#)

Timeline: Inventions ([ECRL catalog link](#))

Players: 2-6 | Ages: 8+ | Difficulty: Easy | Setup: 1 Min | Lasts: 15 Min | Type: **Family**

Summary:

Was the light bulb invented before or after glasses? In Timeline Inventions, you can learn the answer to this question and many more, all while having fun! Each card has a different invention, and on the opposite side of the card is the date it was invented. Players start with one randomly drawn card in the middle of the table to form the timeline, and on your turn, you place a card before it or after it – depending on when you think it was invented. If placed correctly on the timeline, the card remains. Otherwise, the card is discarded, and a new one must be drawn to replace it. The first player to get rid of their cards wins!

—store.us.asmodee.com

Instructional Videos: [Timeline: Inventions](#) | [Board Game](#) | [BoardGameGeek](#)

Tiny Towns ([ECRL catalog link](#))

Players: 1-6 | Ages: 14+ | Difficulty: Moderate | Setup: 3-5 Min | Lasts: 45 Min | Type: **Family**

Summary:

Who will build the best Tiny Town?

2 to 6 players compete to build the most amazing Town. Each turn the “Master Builder” determines which resource will be produced, and all the players gain one unit of that resource. Players can decide to use their resources to construct buildings according to the construction cards in play. Choose carefully! Where you build, and what you build will determine how dense your Town will be and how many points it will score! At the end of the turn, a new player becomes Master Builder. Play continues until every player’s Town is at max density, and then each Town is scored to determine the winner. —alderac.com

Instructional Videos: [Tiny Towns](#) | [Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts

Tokaido ([ECRL catalog link](#))

Players: 2-5 | Ages: 8+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 45 Min | Type: **Family**

Summary:

Each player is a traveler crossing the "East sea road", one of the most magnificent roads of Japan. While traveling, players will meet people, taste fine meals, collect beautiful items, discover great panoramas, and visit temples and wild places. At the end of the day, when everyone has arrived at the end of the road you'll have to be the most initiated traveler – which means that you'll have to be the one who discovered the most interesting and varied things.

—[amazon.com](#)

Instructional Videos: [Tokaido](#) | [Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts

Trekking the National Parks ([ECRL catalog link](#))

Players: 2-5 | Ages: 10+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30-60 Min | Type: **Family**

Summary:

Trekking the National Parks brings the fun and challenge of modern family board games to your table. The game was specially designed to be both entertaining and educational. Every park card features an interesting fact and gorgeous photograph that will inspire players to explore the protected natural wonders of America. Each game also begins with a unique setup that alters the play experience in surprising ways, allowing for endless replayability.

—[underdoggames.com](#)

Instructional Videos: [Trekking the National Parks: Second Edition](#) | [Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts

Trekking the World ([ECRL catalog link](#))

Players: 2-5 | Ages: 10+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30-60 Min | Type: **Family**

Summary:

Gleaming monuments and sunrise vistas await your arrival as you traverse the globe to experience its many wonders. Will you explore ancient ruins deep in the jungle, or go wild on a savanna safari? Build your bucket list of destinations and take a whirlwind tour to visit them all

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- but hurry, your fellow travelers might just beat you there! In *Trekking the World* 2-5 players compete to be the ultimate globe trotter by racing to visit world-renowned locations and collect rare souvenirs along the way. The game spotlights 48 real-world destinations, each beautifully illustrated and accompanied with educational passages to inspire your next getaway. —[amazon.com](#)

Instructional Videos: [Trekking the World | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Trekking Through History (ECRL catalog link)

Players: 2-4 | Ages: 10+ | Difficulty: Moderate | Setup: 3 Min | Lasts: 30-60 Min | Type: **Family**

Summary:

In the game, you go on a three-day tour of human history, traveling thousands of years in a time machine to experience great moments from our past.

The game takes place over three rounds, each representing one day of your trip. Each day, you visit a series of historical events, spending a different number of hours at each.

On each turn, you choose to visit one historical event, and spend a certain number of hours doing it. Doing so will yield benefits, like checking off items on your itinerary for points, and earning Time Crystals so you can bend the space-time continuum on future turns.

Along the way, you'll also score points for visiting historical events in chronological order.

The player with the most points after three rounds wins. —*description from the publisher*

—[amazon.com](#)

Instructional Videos: [Trekking Through History | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

Trivial Pursuit: Family Edition ([ECRL catalog link](#))

Players: 2-6 | Ages: 8+ | Difficulty: Easy | Setup: 1 Min | Lasts: 90 Min | Type: **Family**

Summary:

It's the quick-play family trivia game with over 1,400 questions. Gather everyone together for an awesome gaming experience! The Trivial Pursuit Family Edition game features fresh

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questions and a quick pace, including the Showdown challenge where 2 players compete for a wedge simultaneously. Play individually or in teams, taking turns moving around the board and answering questions correctly to win wedges. This game is packed with laughter and learning for a party especially designed for families. Family members can test their smarts with question after question in 6 categories: Geography, Entertainment, History, Sports and Leisure, Arts and Literature, and Science and Nature. Be the first player or team to earn each of the 6 wedges, and answer a final question correctly to win! —hasbrogaming.hasbro.com

Choking Hazard - Small Parts

Tsuro: the Game of the Path ([ECRL catalog link](#))

Players: 2-8 | Ages: 8+ | Difficulty: Easy | Setup: 3 Min | Lasts: 15-20 Min | Type: [Abstract](#)

Summary:

Create your own journey with Tsuro: The Game of the Path! Place a tile and slide your stone along the path created, but take care. Other players' paths can lead you in the wrong direction—or off the board entirely! Paths will cross and connect, and the choices you make affect all the journeys across the board. Find your way wisely and be the last player left on the board to win! —calliopegames.com

Instructional Videos: [Tsuro](#) | [Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts

Unlock! Epic Adventures ([ECRL catalog link](#))

Players: 1-6 | Ages: 10+ | Difficulty: Moderate | Setup: NA | Lasts: 60 Min | Type: Escape Room

Summary: **(NEED TO DOWNLOAD FREE UNLOCK! APP TO PLAY.)**

Contains three escape rooms:

Game 1. The Seventh Screening: Grab your popcorn! Tonight, the horror movie "The Werewolf's Final Night" premieres. Will you get through unharmed?

Game 2. The Dragon's Seven Tests: The gold Dragons temple welcomes every seven years new disciples. Be worthy of Master Li's teachings.

Game 2. Mission #07: EAGLE, the secret organization has been infiltrated. Agents, it's up to you to identify the mole! —spacecowboys.fr

Instructional Videos: [Unlock! The escape adventures - YouTube](#)

Unlock! Escape Adventures: Squeek & Sausage ([ECRL catalog link](#))

Players: 1-6 | Ages: 10+ | Difficulty: Moderate | Setup: NA | Lasts: 60 Min | Type: Escape Room

Summary: (NEED TO DOWNLOAD FREE UNLOCK! APP TO PLAY.)

Blasted Professor Nosite! Once again, your old enemy has stirred up an evil plan, but you have courageously slipped into his headquarters to prevent it. While you wander in the corridors of this old shack, a trap door opens beneath your feet and you fall into a dark and damp dungeon. Your screams will not help you: you're prisoners of the professor. The world is lost forever... Unless you get out of here and sabotage the plans of Nosite. You are our last hope.

Review/Spoiler Videos: [Unlock!: Escape Adventures – Squeek & Sausage | Board Game | BoardGameGeek](#)

Villainous: the worst takes it all ([ECRL catalog link](#))

Players: 2-6 | Ages: 10+ | Difficulty: Moderate | Setup: 2 Min | Lasts: 40 Min (2 players) to 120 Min (6 players): Type: **Family**

Summary:

In this epic contest of sinister power, take on the role of a Disney Villain and strive to achieve your own devious objective. Discover your character's unique abilities and winning strategy while dealing twists of fate to thwart your opponents' schemes. Find out who will triumph over the forces of good and win it all! —[ravensburger.us](#)

Instructional Videos: [Disney Villainous | Board Game | BoardGameGeek](#)

Choking Hazard - Small Parts

We Didn't Playtest This at All! ([ECRL catalog link](#))

Players: 2+ | Ages: 14+ | Difficulty: Easy | Setup: 1 Min | Lasts: 1-5 Min | Type: **Party**

Summary:

Your goal is simple: win! Also, don't lose. If you lose, you're out of the game -- but don't worry, a new game is just seconds away. Playtest is an incredibly simple, silly, and fun card game, designed to last about two minutes. Includes some blank cards for your own ideas and the Chaos Pack mini-expansion.

Instructional Videos: [We Didn't Playtest This At All | Board Game](#) | [BoardGameGeek](#)

Wingspan ([ECRL catalog link](#))

Players: 1-5 | Ages: 10+ | Difficulty: Moderate | Setup: 5 Min | Lasts: 40-70 Min | Type: [Strategy](#)

Summary:

Wingspan is a competitive, medium-weight, card-driven, engine-building board game from designer Elizabeth Hargrave and Stonemaier Games. It is the winner of the prestigious 2019 Kennerspiel des Jahres award.

You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a chain of powerful combinations in one of your habitats (actions). These habitats focus on several key aspects of growth:

- Gain food tokens via custom dice in a birdfeeder dice tower
- Lay eggs using egg miniatures in a variety of colors
- Draw from hundreds of unique bird cards and play them

The winner is the player with the most points after 4 rounds. —[stonemaiergames.com](#)

Instructional Videos: [Wingspan | Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts

Word on the Street: the Hilarious Tug of Words ([ECRL catalog link](#))

Players: 2-8 | Ages: 10+ | Difficulty: Easy | Setup: 1 Min | Lasts: 20 Min | Type: **Family**

Summary:

Buckle up and get in the fast lane to fun with Word on the Street, the hilarious tug of words! Draw a category card and set the timer to think of the best possible word to fit the selected category. Move the consonants in your chosen word to your side of the street before time runs out! First player to move a letter all the way off the board claims the letter tile. The first wordsmith to collect 8 letter tiles wins! —[amazon.com](#)

Instructional Videos: [Word on the Street](#) | [Board Game](#) | [BoardGameGeek](#)

Choking Hazard - Small Parts
