










Key to expansions: ▾☐ = In base box, +☐ = Base required, ☐! = Standalone.

Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
504	Strategy		5E	2 - 4	120	12
...And Then We Held Hands	2 Player		20B	2	45	12
20th Century	Light Strategy		30C	3 - 5	120	13
221b Baker Street	Classic		32A	2 - 6	90	10
3 Commandments, The	Light Strategy		27C	3 - 7	45	10
3 Wishes	Card & Dice		25A	3 - 5	5	8
5 Minute Dungeon	Co-op		7D	2 - 5	10	8
6 Nimmt	Card & Dice		25A	2 - 10	45	10
7 Wonders	Light Strategy		28A	2 - 7	30	14
7 Wonders Duel	2 Player		20A	2	30	10
7 Wonders Duel: Pantheon	2 Player	+☐	20A	2	30	10
A La Carte	Party		34E	2 - 4	45	13
Above and Below	Strategy		6A	2 - 4	90	13
Absolute Balderdash	Trivia		33B	4+	60	12
Adrenaline	Adventure/Heavy		10D	3 - 5	60	12
Africa 1880	Strategy		6B	3 - 6	240	14
Age Of Empires 3	Adventure/Heavy		9D	2 - 5	120	10
Age Of Renaissance	Adventure/Heavy		10D	3 - 6	240	12
Agents, The	Card & Dice		25D	2 - 5	40	8
Agricola	Strategy		6D	1 - 5	150	12
Agricola Family	Family and Kids		22A	1 - 4	45	8
Airships	Light Strategy		31C	2 - 4	60	10
Akrotiri	2 Player		20E	2	45	14
Alhambra	Light Strategy		27B	2 - 6	60	8
Alhambra Big Box	Light Strategy		26E	2 - 6	60	8
All New Enigma, the	Party		34E	3 - 12	60	12
Altiplano	Strategy		5B	2 - 5	120	12
Amoeba Wars	Strategy		5F	2 - 6	180	12
Among The Stars	Light Strategy		29A	2 - 4	30	12
Among The Stars: Revival	Light Strategy	☐!	29A	2 - 6	30	12
Anachrony	Adventure/Heavy		8B	1 - 4	120	15
Anasazi	Strategy		4B	2 - 4	30	10
Andriod: Netrunner	Strategy		6A	2	60	14
Apples To Apples	Party		33C	4 - 10	20	12
Aqua Romana	Light Strategy		27A	2 - 4	60	8
Aquasphere	Strategy		6E	2 - 4	100	12
Archaeology	Card & Dice		25A	2 - 4	20	8
Architekton	2 Player		20B	2	45	8
Arctic Scavengers	Light Strategy		30A	2 - 5	60	13
Arkham Horror	Adventure/Heavy		9E	1 - 8	240	14
Arkham Horror CG: The Black Goat Of The Woods	Adventure/Heavy	▾☐	9E	1 - 2	120	14
Arkham Horror CG: The Curse of the Dark Pharaoh	Adventure/Heavy	▾☐	9E	1 - 2	120	14
Arkham Horror CG: The Lurker at the Threshold	Adventure/Heavy	▾☐	9E	1 - 2	120	14
Arkham Horror: The Card Game	Adventure/Heavy		9E	1 - 2	120	14
Articulate	Trivia		33B	4+	30	12
Articulate: Extra Pack 1	Trivia	+☐	33B	4+	30	12
Articulate: Your Life	Trivia		33B	4+	30	12
Asteroyds	Light Strategy		27A	2 - 6	40	10
Attika	Strategy		4C	2 - 4	60	10
Automobiles	Light Strategy		29B	2 - 5	45	14
Avalon	Card & Dice		24B	5 - 10	30	13
Ave Roma	Strategy		5C	2 - 5	125	12

Key to expansions: \square = In base box, + \square = Base required, $\square!$ = Standalone.




Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Axis & Allies	Adventure/Heavy		10E	2 - 4	180	12
Aye, Dark Overlord	Card & Dice		25D	4 - 7	60	14
Azul	Light Strategy		28D	2 - 4	30	8
Backgammon	Classic		32B	2	30	10
Bananagrams	Trivia		34B	1 - 8	10	12
Bang	Card & Dice		25a	3 - 8	40	8
Bang The Dice Game	Card & Dice		24B	3 - 8	40	8
Bärenpark	Light Strategy		30A	2 - 4	45	8
Barnyard Round Up	Card & Dice		25F	2 - 6	20	7
Batman Arkham City: Escape	Adventure/Heavy		10D	2	40	15
Battle Of Westeros	Adventure/Heavy		8F	2	120	14
Battlelore	Adventure/Heavy		9A	2	60	10
Battlelore: Call To Arms	Adventure/Heavy	+ \square	9A	2	60	10
Battleship Command	Classic		32C	2	30	8
Battlestar Galactica	Adventure/Heavy		8B	3 - 6	150	14
Bausack	Party		34C	2 - 6	30	8
Bears Vs Babies (NSFW)	Over 18		26A	2 - 5	30	18
Bears Vs Babies (SFW)	Card & Dice		25D	2 - 5	30	18
Beer & Vikings	Party		34D	3 - 8	80	13
Betrayal at House On The Hill	Adventure/Heavy		8F	3 - 6	60	12
Between Two Cities	Light Strategy		29A	1 - 6	25	8
Biblios	Card & Dice		24D	2 - 4	30	10
Biblios Dice Game	Card & Dice		23D	2 - 5	45	15
Bill and Ted's Excellent board game	Light Strategy		28C	2 - 4	30	10
Bladder	2 Player		20B	2	25	6
Blokus Duo	2 Player		20A	2	15	5
Blokus Trigon	Light Strategy		28D	2 - 4	20	7
Blood Bowl	Adventure/Heavy		9A	2	60	12
Blood Bowl Team Manager	Adventure/Heavy		9B	2 - 4	120	14
Blood Bowl Team Manager: Foul Play	Adventure/Heavy		9B	2 - 4	120	14
Blood Bowl Team Manager: Sudden Death	Adventure/Heavy		9B	2 - 4	120	14
Blood Rage	Adventure/Heavy		10B	2 - 4	60	14
Blood Rage: 5th Player Expansion	Adventure/Heavy	+ \square	10B	2 - 5	60	14
Blood Rage: Mystics of Midgard	Adventure/Heavy	+ \square	10B	2 - 5	60	14
Bloody Inn, The	Light Strategy		27E	1 - 4	60	14
Boggle	Trivia		34B	1+	5	12
Bohnanza	Card & Dice		24C	2 - 7	45	13
Boss Monster	Card & Dice		24C	2 - 4	30	13
Boss Monster 2: The Next Level	Card & Dice	$\square!$	24C	2 - 4	30	13
Bottle	Party		34C	2+	15	8
Braggart	Card & Dice		23D	2 - 6	45	10
Brass: Lancashire	Strategy		6A	3 - 4	180	13
Brew Crafters	Strategy		5C	2 - 5	150	13
Brewcrafters: Travel Card Game	Card & Dice		25A	2 - 4	30	13
Bruges	Strategy		6D	2 - 4	60	13
Buccaneer Bones	Card & Dice		25D	1 - 4	15	8
Buckaroo	Family and Kids		22A	2 - 4	10	4
Bucket of Doom	Over 18		26B	3+	30	18
Buffy The Vampire Slayer: The Board Game	Co-op		7D	1 - 6	60	13
Buffy The Vampire Slayer: The Game	Adventure/Heavy		8C	2 - 5	90	12
Buisness Game (Jeu D'Affaires)	Classic		32E	2 - 6	60	15
Bunny Bunny Moose Moose	Family and Kids		21C	3 - 6	30	14



Key to expansions:  = In base box,  = Base required,  = Standalone.

Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Bunny Kingdom	Light Strategy		28A	2 - 4	14	45
C S Files (Aka Deception: Murder In Hong Kong)	Light Strategy		27A	4 - 12	20	14
Call To Glory	Card & Dice		25E	2 - 4	30	8
Camel Up	Light Strategy		29C	2 - 8	30	8
Captain Is Dead, The	Co-op		7E	2 - 7	90	14
Captain Sonar	Strategy		6A	2 - 8	45	14
Carcassonne	Light Strategy		28D	2 - 5	45	8
Carcassonne Big Box	Light Strategy		26E	2 - 6	45	13
Carcassonne The Dice Game	Card & Dice		25E	2 - 5	10	8
Cards Against Humanity	Over 18		26A	4+	90	18
Cards Against Humanity (2)	Over 18		26A	4+	90	18
Cash N' Guns	Party		33D	4 - 8	30	10
Cash N' Guns: Team Spirit	Party		33D	4 - 9	30	10
Castle For All Seasons, A	Adventure/Heavy		10A	2 - 4	60	10
Castle Panic	Co-op		7D	1 - 6	60	10
Castle Panic (2)	Co-op		7D	1 - 6	60	10
Castle Panic: The Dark Titan	Co-op		7D	1 - 6	60	10
Castle Panic: The Wizards Tower	Co-op		7D	1 - 6	60	10
Castles Of Burgandy	Light Strategy		28D	2 - 4	90	12
Castles Of Burgundy: Card Game	Card & Dice		24D	1 - 4	60	12
Castles Of Mad King Ludwig	Light Strategy		31A	1 - 4	90	13
Catan, Settlers of	Light Strategy		28B	2 - 6	60	10
Catch the Moon	Party		34C	2 - 6	20	6
Cathedral	2 Player		20C	2	30	8
Cauldron Master	Card & Dice		25D	2 - 4	20	8
Cavern Tavern	Adventure/Heavy		9C	1 - 6	100	14
Century Eastern Wonders	Light Strategy		27C	2 - 4	45	8
Century Spice Road	Light Strategy		27C	2 - 5	45	8
Chameleon, The	Party		33D	3 - 8	15	14
Champions of Midgard	Adventure/Heavy		10B	2 - 4	90	10
Cheaty Mages	Card & Dice		25D	3 - 6	30	12
Chess and Draughts (Wooden box)	Classic		32B	2	60	10
Chez Goth	Card & Dice		24D	2 - 5	60	13
Chicken Caesar	Strategy		5C	3 - 6	90	13
China	Strategy		5F	3 - 5	45	12
Citadels	Card & Dice		24C	2 - 7	60	10
Civilization	Adventure/Heavy		10E	2 - 7	360	12
Clank!	Light Strategy		26D	2 - 4	60	13
Clank! In! Space!	Light Strategy		26D	2 - 4	90	12
Clank!: Sunken Treasures	Light Strategy		26D	2 - 4	60	13
Clans of Caledonia	Strategy		6A	1 - 4	120	12
Clash of the Gladiators	Strategy		4E	2 - 5	45	10
Click Clack Lumberjack	Family and Kids		22A	2 - 7	10	5
Cluedo	Classic		32D	2 - 4	60	8
Codenames	Party		33D	2+	15	14
Codenames, Giant edition	Party		28a	2+	15	14
Codenames: Deep Undercover	Over 18		26B	4+	15	18
Codenames: Disney	Party		33D	2+	15	14
Codenames: Duet	2 Player		20B	2+	15	11
Codenames: Marvel	Party		33D	2+	15	14
Codenames: Pictures	Party		33D	2+	15	14
Codinca	Card & Dice		25H	2 - 4	20	8

Key to expansions: ☐☐ = In base box, +☐ = Base required, ☐! = Standalone.

Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Coimbra	Strategy		5A	2 - 4	120	14
Colony	Light Strategy		30E	1 - 4	60	13
Colour Brain	Party		33C	2 - 20	20	14
Colour Chess	2 Player		20C	2	30	14
Colt Express	Light Strategy		28B	2 - 6	40	10
Colt Express: Horses & Stagecoach	Light Strategy	+☐	26C	2 - 6	40	10
Compatibility	Party		33E	3 - 6	30	12
Compounded	Light Strategy		30D	2 - 5	90	13
Conan	Adventure/Heavy		10C	2 - 5	90	16
Concept	Trivia		33B	2 - 12	40	10
Concordia	Strategy		6F	2 - 5	90	12
Connect 4	Classic		32C	2	10	7
Connect 4 Advanced	Classic		32C	2	15	12
Conquest Of Planet Earth	Adventure/Heavy		10D	1 - 4	90	12
Contrast	Card & Dice		25F	2 - 6	15	8
Control	Card & Dice		25F	2 - 4	15	14
Cortex Challenge	Card & Dice		25G	2 - 6	15	8
Cosmic Encounter	Light Strategy		31A	3 - 5	120	14
Cosmogenesis	Adventure/Heavy		8B	2 - 4	60	12
Cottage Garden	Light Strategy		29D	1 - 4	60	8
Coup	Card & Dice		24B	2 - 6	15	13
Crabs Adjust Humidity: Volume 1	Over 18	☐!	26A	4+	90	18
Crabs Adjust Humidity: Volume 2	Over 18	☐!	26A	4+	90	18
Crabs Adjust Humidity: Volume 3	Over 18	☐!	26A	4+	90	18
Crabs Adjust Humidity: Volume 4	Over 18	☐!	26A	4+	90	18
Crainium Family Edition	Family and Kids		22A	4+	60	8
Cranium	Party		33C	4+	60	13
Crazy Ball	Family and Kids		22B	1 - 4	15	5
Critical Mass	2 Player		20E	2	30	14
Crocodile Dentist	Family and Kids		22B	2 - 4	15	4
Cry Havoc	Adventure/Heavy		8B	2 - 4	120	10
Crystal Hall	Light Strategy		30E	2 - 4	90	10
Cthulhu Wars	Adventure/Heavy		9E	2 - 4	90	14
Cthulhu Wars: Tcho-Tcho	Adventure/Heavy	+☐	9E	2 - 4	90	14
Cyclades	Adventure/Heavy		9C	2 - 5	90	13
Cytosis	Light Strategy		30D	2 - 5	90	10
D&D: Betrayal at Baldur's Gate	Adventure/Heavy		8F	3 - 6	60	12
D&D: Castle Ravenloft	Adventure/Heavy		8F	1 - 5	60	12
D&D: Conquest of Nerath	Adventure/Heavy		8F	2 - 4	240	12
D&D: Lords Of Waterdeep	Adventure/Heavy		8F	2 - 5	60	12
D&D: Lords Of Waterdeep: Scoundrals of Skullport	Adventure/Heavy	+☐	8F	2 - 6	60	12
Dark Moon	Adventure/Heavy		8B	3 - 7	75	12
Dark Souls	Adventure/Heavy		9D	1 - 4	120	14
De Ontembare Stad	Strategy		4F	2 - 5	75	10
Dead Men Tell No Tales	Co-op		7D	2 - 5	75	13
Dead Of Winter	Adventure/Heavy		10A	2 - 5	120	13
Dead Of Winter: A Long Night	Adventure/Heavy	☐!	10A	2 - 5	120	13
Deck Building	Card & Dice		25A	2	2	13
Deck Building Game, DC Comics	Light Strategy		28A	2 - 5	45	15
Deck Building Game: Heroes Unite, DC Comics	Light Strategy		28A	2 - 5	45	15
Deck Of Cards	Card & Dice		25a	1+	n/a	n/a
Decrypto	Party		33E	3 - 8	30	12

Key to expansions:  = In base box,  = Base required,  = Standalone.




Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Deep Sea Adventure	Card & Dice		25G	2 - 6	30	8
Destination Hogwarts	Light Strategy		30C	2 - 8	60	8
Deus Ex Machina	Strategy		5F	2 - 4	45	10
Diamant	Family and Kids		22A	3 - 8	30	8
Dice Forge	Card & Dice		23A	2 - 4	45	10
Dice Heist	Card & Dice		25F	2 - 5	20	14
Dinosaur Island	Strategy		5C	1 - 4	120	10
Diplomacy	Adventure/Heavy		10E	2 - 7	180	12
Dirty Minds	Over 18		26A	2+	30	18
Discworld: Ankh-Morpork	Light Strategy		28C	2 - 4	60	11
Disney Chess	Classic		32B	2	60	6
Dixit	Party		33C	3 - 6	30	8
Djam	Card & Dice		25E	2 - 6	15	10
Dobble	Card & Dice		25E	2 - 8	5	6
Dobble Beach	Card & Dice		25x	2 - 8	15	7
Dobble Star Wars	Card & Dice		25E	2 - 8	5	6
Dobble: Finding Dory	Card & Dice		25E	2 - 8	5	6
Doctor Who: Time of the Daleks	Co-op		8D	2 - 4	120	14
Dodekka	Card & Dice		25C	2 - 6	20	6
Dogs Of War	Adventure/Heavy		9A	3 - 5	75	14
Dominant Species	Strategy		5A	2 - 6	240	14
Dominion	Light Strategy		26D	2 - 4	20	8
Dominion: Intrigue	Light Strategy	+ 	26D	2 - 4	20	8
Dominoes (Leather case)	Classic		32B	2 - 4	15	6
Dominoes (Wooden box)	Classic		32B	2 - 4	15	6
Don't be a Donkey	Family and Kids		22B	2 - 4	20	4
Doom	Adventure/Heavy		9D	2 - 5	180	14
Doughnut Drive-Thru	Card & Dice		25F	2 - 4	25	8
Downfall	Classic		32C	2	15	7
Dragon Slayer	Card & Dice		25F	2 - 5	15	14
Dream Home	Light Strategy		30A	2 - 4	30	7
Dream Home: 156 Sunny Street	Light Strategy		30A	2 - 5	40	7
Dream Phone	Classic		32A	1 - 4	60	9
Duel Dark	2 Player		20D	2	45	10
Dungeon Petz	Strategy		5D	2 - 4	90	14
Dungeon Saga	Adventure/Heavy		9C	2 - 5	120	14
Durch Die Wüste (aka Through The Desert)	Light Strategy		30A	2 - 5	45	10
Eclipse	Adventure/Heavy		8B	2 - 6	240	14
Eight Minute Empire	Card & Dice		24D	2 - 5	20	12
El Caballero	Strategy		6C	2 - 4	90	10
El Grande Big Box	Light Strategy		26E	2 - 5	90	13
Elder Sign	Adventure/Heavy		9D	1 - 8	120	14
Eldritch Horror	Adventure/Heavy		9E	1 - 8	180	14
Ember	Card & Dice		25F	2 - 5	30	7
Empires Of The Ancient World	Strategy		4D	3 - 5	180	15
End is Nigh, The	Card & Dice		25G	2 - 6	20	13
Endangered Orphans of Condyle Cove	Light Strategy		28E	1 - 4	30	14
Entdecker	Strategy		5E	2 - 4	45	10
Epic PVP	Card & Dice		25J	2 - 4	15	14
Epic Spell Wars of the Battle Wizards: Duel at Mt. Skullzfyre	Card & Dice		24C	2 - 6	30	15
Epic Spell Wars of the Battle Wizards: Rumble at Castle Tentakill	Card & Dice		24C	2 - 6	30	15
Escape From Colditz	Adventure/Heavy		10E	2 - 6	120	8





Key to expansions: \sphericalangle \square = In base box, + \square = Base required, \square ! = Standalone.

Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Escape the Dark Castle	Co-op		7D	1 - 4	45	14
Escape: The Curse of the Temple Big Box	Light Strategy		26E	1 - 6	15	8
Ethnos	Light Strategy		30B	2 - 6	60	14
Euphoria	Strategy		5B	2 - 6	60	13
Every Round Counts	Card & Dice		25x	3 - 6	20	14
Evolution	Light Strategy		27D	2 - 6	60	12
Evolution Climate	Light Strategy	+ \square	26C	2 - 6	60	12
Evolution Flight	Light Strategy	+ \square	26C	2 - 6	60	12
EXCEED: Seventh Cross - Church Vs. Empire	2 Player	\square !	20E	2	30	10
EXCEED: Seventh Cross - Hunter Vs. Demons	2 Player	\square !	20E	2	30	10
EXCEED: Shovel Knight Bonus Fighter	2 Player	\sphericalangle \square	20E	2	30	10
Expedition Altiplano	2 Player		20D	2	30	10
Exploding Kittens (NSFW)	Over 18		26A	2 - 5	15	18
Exploding Kittens (NSFW)	Over 18		26A	2 - 5	15	18
Exploding Kittens (SFW)	Card & Dice		25D	2 - 5	15	7
Fagin's Gang	Strategy		4F	2 - 6	90	10
Fake News Game, The	Card & Dice		25A	2+	15	12
Fallout	Adventure/Heavy		9D	1 - 4	180	14
Family Business	Card & Dice		24D	2 - 6	30	8
Family Guy - Stewie's Sexy Party Game	Over 18		26A	4+	30	18
Fibber	Family and Kids		22D	3 - 4	15	7
Fields Of Arle	Strategy		6E	1 - 2	60	13
Fields of Green	Light Strategy		29E	2 - 4	45	12
Find the Pickle	Card & Dice		25C	3 - 6	20	15
Fire & Axe	Adventure/Heavy		10B	3 - 5	90	12
Firefly	Adventure/Heavy		8C	1 - 4	120	13
First Dates	Over 18		26B	4 - 10	20	18
First Martians	Co-op		7A	1 - 4	120	14
Fishy Tactics	Card & Dice		25x	2 - 4	10	4
Five Tribes	Strategy		6B	2 - 4	80	13
Five Tribes: Whims of the Sultan	Strategy	+ \square	6B	2 - 5	80	13
Flamme Rouge	Light Strategy		29B	2 - 4	45	8
Flamme Rouge: Peloton	Light Strategy	\sphericalangle \square	29B	2 - 12	45	8
Flash Point	Co-op		7C	2 - 6	45	10
Flash Point: Extreme Danger	Co-op	+ \square	7C	2 - 6	45	10
Flatline	Co-op		7D	1 - 5	45	13
Flick 'em Up	Party		34C	2 - 10	45	8
Florenza	Strategy		4F	2 - 5	120	14
Fluxx, Cthulhu	Card & Dice		25B	2 - 6	30	8
Fluxx, Dice	Card & Dice		25B	2 - 6	30	8
Fluxx, Firefly	Card & Dice		25B	2 - 6	30	8
Fluxx, Pirate	Card & Dice		25B	2 - 6	30	8
Fluxx, Star	Card & Dice		25B	2 - 6	30	8
Fluxx, Zombie	Card & Dice		25B	2 - 6	30	8
Fluxx: The Board Game	Family and Kids		22C	2 - 4	30	8
Food Chain Magnate	Strategy		5E	2 - 5	240	14
Football Game, The	Light Strategy		31E	2 - 4	90	8
Forbidden Desert	Co-op		7C	2 - 5	45	10
Forbidden Island	Co-op		7C	2 - 4	30	10
Formula D	Light Strategy		29B	2 - 10	60	14
Fortune and Glory	Adventure/Heavy		10F	1 - 8	120	10
Founders of Gloomhaven	Strategy		6A	1 - 4	120	12

Key to expansions: ☒☐ = In base box, +☐ = Base required, ☐! = Standalone.




Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Freedom: The Underground and Railroad	Co-op		7F	1 - 4	120	13
Friday	Card & Dice		25G	1	25	13
Frustration	Family and Kids		22C	2 - 4	30	6
FunEmployed	Over 18		26B	3+	30	18
Funky Chicken	Party		25x	3 - 6	15	6
Fury Of Dracula (2e)	Adventure/Heavy		10A	2 - 5	180	14
Fury Of Dracula (3e)	Adventure/Heavy		10A	2 - 5	180	14
Gaia Project	Strategy		6D	1 - 4	150	14
Galaxy Trucker	Light Strategy		29A	2 - 4	60	13
Galaxy Trucker: Another Big Expansion	Light Strategy	+☐	26C	2 - 5	90	13
Game Of Life, the	Classic		32D	2 - 4	60	8
Game of Phones	Party		20F	3+	15	13
Game Of Thrones	2 Player		20B	2	60	14
Game Of Thrones CG: King Of The Seas	Adventure/Heavy	+☐	8F	2 - 4	120	14
Game Of Thrones CG: Lions Of The Rock	Adventure/Heavy	+☐	8F	2 - 4	120	14
Game Of Thrones CG: Lords Of Winter	Adventure/Heavy	+☐	8F	2 - 4	120	14
Game Of Thrones, A: Catan	Adventure/Heavy		8F	3 - 4	90	14
Game Of Thrones, A: Hand of the King	Card & Dice		25G	2 - 4	30	14
Game Of Thrones, A: The Board Game	Adventure/Heavy		8F	3 - 6	240	14
Game Of Thrones: The Card Game	Adventure/Heavy		8F	2 - 4	120	14
Game Of Thrones: Westeros Intrigue	Card & Dice		25G	2 - 6	30	8
Game Off	Card & Dice		25F	3+	30	3
Get Bit	Card & Dice		25G	2 - 6	20	8
Ghost Blitz (Geistes Blitz)	Card & Dice		25H	2 - 8	15	8
Ghost Blitz 5 vor 12 (Geistes Blitz 5 to 12)	Card & Dice	☐!	23D	2 - 8	30	12
Ghost Stories	Co-op		7A	1 - 4	60	10
Ghostbusters	Co-op		7A	1 - 4	60	15
Gloom	Card & Dice		25A	2 - 4	15	13
Gloom, Cthulhu	Card & Dice		25A	2 - 5	15	13
Go the International Travel Game	Strategy		6F	2 - 6	60	10
Good Cop, Bad Cop	Card & Dice		24C	4 - 8	20	12
Grand Austria Hotel	Strategy		5C	2 - 4	90	12
Great Western Trail	Strategy		6E	2 - 4	150	12
Grifters	Card & Dice		24C	2 - 4	30	14
Grimm Forest, The	Light Strategy		31B	2 - 4	60	8
Grizzled, The	Card & Dice		25I	2 - 5	30	14
Guerilla	Adventure/Heavy		10F	3 - 6	120	12
Guess Who	Classic		32C	2	10	6
Guildhall	Strategy		5F	2 - 4	30	12
Gulo Gulo	Family and Kids		22C	2 - 6	20	5
Gutterhead	Over 18		26B	4 - 16	90	18
Habitats	Light Strategy		29E	2 - 5	40	10
Hanabi	Card & Dice		25A	2 - 5	30	8
Hanging Gardens, The	Light Strategy		27D	2 - 4	45	8
Happy Salmon	Party		25x	3 - 6	15	6
Happy Salmon (2)	Party		25x	3 - 12	15	6
Hare And Tortoise	Classic		32A	2 - 6	60	8
Harry Potter Cluedo	Classic		32D	3 - 5	60	9
Harry Potter Hogwarts Battle	Co-op		8A	2 - 4	60	11
Harry Potter Hogwarts Battle: The Monster Box of Monsters	Co-op	+☐	8A	2 - 4	60	11
Havana	Light Strategy		30E	2 - 4	45	10
Heaven and Ale	Light Strategy		31D	2 - 4	90	14







Key to expansions:  = In base box, + = Base required,  = Standalone.




Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Heavy Hitters	Strategy		5F	1 - 4	120	12
Heckmeck	Card & Dice		25H	2 - 7	30	8
Heckmeck (2)	Card & Dice		25H	2 - 7	30	8
Hedbanz	Over 18		26B	2 - 6	30	18
Hell's Highway	Light Strategy		29A	2+	60	13
Heroquest	Adventure/Heavy		10D	2 - 5	90	10
Hexagony	Classic		32B	2 - 3	20	8
Hey That's My Fish!	Card & Dice		25G	2 - 4	20	8
Highland Clans	Light Strategy		31E	3 - 5	60	8
Hive Carbon	2 Player		20A	2	30	12
Hive Carbon: The Mosquito	2 Player		20A	2	20	9
Hive Carbon: The Pillbug	2 Player		20A	2	20	9
Hobbit, The: The Card Game	Card & Dice		25A	2 - 5	30	10
Hop!	Family and Kids		22C	3 - 6	30	6
Hunger Games, The: Jabberjay Game	Card & Dice		25H	2 - 12	30	14
Hungry Hippos	Family and Kids		22D	2 - 4	10	4
I Spy Bingo	Family and Kids		22D	2 - 4	15	4
Ice Cool	Family and Kids		22D	2 - 4	30	6
Imhotep	Light Strategy		27C	2 - 4	40	10
Impact	Adventure/Heavy		9C	2	60	6
Imperial	Strategy		6C	2 - 6	180	13
Imperial Settlers	Light Strategy		30A	1 - 4	90	10
In A Bind	Card & Dice		25A	3 - 10	15	13
Ingenious	Light Strategy		30E	1 - 4	45	8
Inis	Light Strategy		31B	2 - 4	60	14
Isle of Skye	Light Strategy		31B	2 - 5	60	8
Istanbul	Light Strategy		28B	2 - 5	60	10
Ivor The Engine	Family and Kids		21B	3 - 5	60	8
Jaipur	2 Player		20A	2	30	12
Jamaica	Light Strategy		29B	2 - 6	60	8
Jazz	Card & Dice		25A	1 - 10	10	12
Jenga	Party		34C	1+	15	6
Jenseits von Theben	Light Strategy		31C	2 - 4	90	10
Joking Hazard	Over 18		26B	3+	30	18
Jungle Speed: Rabbids	Card & Dice		25x	2 - 10	15	7
Junkart	Party		34C	2 - 6	30	8
Kemet	Adventure/Heavy		9C	2 - 5	60	14
Kerplunk	Family and Kids		22D	2 - 4	10	5
Key Harvest	Strategy		4D	2 - 4	90	10
Kill Dr Lucky	Light Strategy		27E	3 - 7	40	10
King Of New York	Card & Dice		23A	2 - 6	40	10
King Of Tokyo: Power up	Card & Dice		23A	2 - 6	40	8
King Of Toyko	Card & Dice		23A	2 - 6	30	8
King Of Toyko: Halloween	Card & Dice		23A	2 - 6	40	8
Kingdomino	Light Strategy		27B	2 - 4	15	8
Kitchen Rush	Light Strategy		29D	1 - 4	45	12
Kodama	Card & Dice		24D	2 - 5	30	14
Koryo	Card & Dice		25H	2 - 4	20	14
Kronen fur den Konig (Crown for the King)	Adventure/Heavy		9A	3 - 4	60	10
La Citta	Light Strategy		30C	2 - 5	100	12
Labyrinth	Family and Kids		21D	2 - 4	20	7
Last Night On Earth	Adventure/Heavy		10A	2 - 6	90	12





Key to expansions: ▾☐ = In base box, +☐ = Base required, ☐! = Standalone.




Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Last Train To Wensleydale	Strategy		5F	3 - 4	120	13
Last Will	Strategy		5D	2 - 5	45	14
League of Legends: Mechs Vs Minions	Co-op		7F	2 - 4	120	14
Legendary Encounters: Buffy	Co-op		8A	1 - 5	60	14
Legendary Encounters: Firefly	Co-op		8A	1 - 5	60	14
Legendary: Fantastic 4	Co-op	▾☐	8A	1 - 5	60	14
Legendary: Guardians Of The Galaxy	Co-op	▾☐	8A	1 - 5	60	14
Legendary: Marvel	Co-op		8A	1 - 5	60	14
Legendary: Villians	Co-op		8A	1 - 5	60	14
Legendary: X-Men	Co-op	▾☐	8A	1 - 5	60	14
Letters from Whit Chapel	Adventure/Heavy		10A	2 - 6	60	14
Lil' Cthulhu	Card & Dice		25G	2 - 5	30	6
Linie 1 (Line 1)	Light Strategy		29C	2 - 5	60	10
Linkee	Trivia		34B	2 - 30	15	12
Logan Stones	2 Player		20B	2	30	12
Logo Game, The	Trivia		34A	2 - 6	30	12
London Board Game, The	Classic		32A	2 - 6	30	7
Loopin' Chewie	Family and Kids		21B	2 - 3	10	4
Loopin' Louie	Family and Kids		21B	2 - 4	10	4
Lord of the Rings	Adventure/Heavy		8F	2 - 5	90	12
Lord of the Rings, The: Risk	Adventure/Heavy		8F	2 - 4	180	10
Lord Of The Rings, The: The Card Game	Adventure/Heavy		8F	1 - 2	90	14
Lost Cities	2 Player		20B	2	40	10
Lost Legacy: The Starship	Card & Dice		25x	2 - 4	10	10
Louis XIV	Strategy		4B	2 - 4	100	12
Love Letter	Card & Dice		25x	2 - 4	20	10
Love Letter: Premium Edition	Card & Dice		24B	2 - 8	20	14
Lowenherz	Strategy		5E	2 - 4	90	12
Luchador!	Party		33E	2 - 6	15	8
Machi Koro	Light Strategy		27B	2 - 4	30	10
Machi Koro: Bright Lights, Big City	Light Strategy	☐!	27B	2 - 5	30	10
Madame Ching	Light Strategy		29E	2 - 4	45	8
Mafia	Card & Dice		25E	7+	30	8
Mafia De Cuba	Card & Dice		24B	6 - 12	20	10
Mag Blast	Card & Dice		25B	2 - 6	15	8
Magdar	Strategy		5A	2 - 4	20	9
Mage Knight	Co-op		7F	1 - 4	150	14
Mage Knight: The Lost Legion	Co-op	+☐	7F	1 - 5	240	14
Magic Maze	Co-op		7D	1 - 8	15	8
Magic The Gathering, Arena of the Planeswalkers	Adventure/Heavy		8F	2 - 5	60	10
Maharaja	Strategy		4C	3 - 5	240	8
Maharani	Light Strategy		27C	2 - 4	40	8
Make 'n' Break	Family and Kids		21B	2 - 4	30	8
Maki Stack	Party		34C	4 - 6	15	7
Mammut	Light Strategy		27D	2 - 5	30	8
Manhattan Project, The	Strategy		5A	2 - 5	120	13
Mansions of Madness	Adventure/Heavy		9E	1 - 5	180	14
Mansions of Madness: Beyond the Threshold	Adventure/Heavy	▾☐	9E	1 - 5	180	14
Mansions of Madness: Recurring Nightmares	Adventure/Heavy	▾☐	9E	1 - 5	180	14
Mansions of Madness: Sanctum of Twilight	Adventure/Heavy	▾☐	9E	1 - 5	180	14
Mansions of Madness: Streets of Arkham	Adventure/Heavy	▾☐	9E	1 - 5	180	14
Mansions of Madness: Suppressed Memories	Adventure/Heavy	▾☐	9E	1 - 5	180	14








Key to expansions:  = In base box, + = Base required,  = Standalone.




Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Mare Nostrum: Empires	Adventure/Heavy		10E	3 - 5	120	14
Marvel Cardline	Card & Dice		25E	2 - 8	15	7
Masquerade	Card & Dice		24B	2 - 13	30	10
Massive Darkness	Co-op		7B	1 - 6	120	14
Master of Orion	Light Strategy		27A	2 - 4	60	12
Mastermind	Classic		32B	2	15	8
Matchmaker, Jane Austen's	Card & Dice		25B	3 - 6	20	8
Medina	Strategy		5C	2 - 4	60	10
Memoir 44	Adventure/Heavy		10F	2 - 8	60	8
Mercenaries	Strategy		5D	2 - 4	180	10
Merchants and Marauders	Adventure/Heavy		10C	2 - 4	180	13
Merchants and Marauders: Seas of Glory	Adventure/Heavy	+ 	10C	2 - 4	180	13
Merchants Of Amsterdam	Strategy		6C	3 - 5	90	10
Merchants of Araby	Card & Dice		24D	2 - 5	60	14
Mice and Mystics	Co-op		7A	1 - 8	15	8
Million Dollars, But...	Over 18		26B	2 - 6	30	18
Million Dollars, But...: Expansion Pack 1	Over 18	 	26B	2 - 6	30	18
Mined out	Card & Dice		25H	2 - 4	40	14
Minerva	Light Strategy		31C	1 - 4	90	10
Ming Dynasty	Strategy		6C	2 - 4	90	10
Mint Works	Card & Dice		25E	1 - 4	20	13
Misfortune	Classic		32E	2 - 4	60	12
Mistfall	Strategy		5B	1 - 4	120	13
Mobi	Trivia		34B	1 - 6	15	6
Modern Art	Light Strategy		28E	3 - 5	60	10
Mombasa	Strategy		6E	2 - 4	120	12
Monopoly: Star Wars	Classic		32D	2 - 4	60	8
Monopoly Deal	Card & Dice		25B	2 - 3	15	8
Monopoly Empire	Classic		32D	2 - 4	180	8
Monopoly Gamer	Family and Kids		21B	2 - 4	40	8
Monopoly Gamer: Mario Kart	Family and Kids		21B	2 - 4	40	8
Monopoly: Mega Edition	Classic		32D	2 - 8	90	8
Monsters Ravage America	Strategy		5F	1 - 4	90	10
Montego Bay	Strategy		6F	2 - 4	60	8
Mousquetaires du Roy	Strategy		6C	1 - 5	90	12
Movie Makers	Trivia		34A	4+	90	12
Mr Jack Pocket	Card & Dice		25H	2	15	14
Mr Lister's Quiz Shootout	Trivia		33A	3+	30	14
Mr. Mouth	Family and Kids		21C	2 - 4	15	5
Munchkin Deluxe	Light Strategy		30B	3 - 6	90	10
My First Stone Age	Family and Kids		21C	2 - 4	15	5
My Little Scythe	Light Strategy		27E	1 - 6	45	8
Mysterium	Co-op		7D	2 - 7	42	10
Mysterium: Hidden Signs	Co-op	+ 	7D	2 - 7	42	10
Mystery Of The Abbey	Light Strategy		27E	3 - 6	90	8
Mystery Rummy	Card & Dice		25H	2 - 4	30	10
Mystic Vale	Light Strategy		26D	2 - 4	45	14
Mythe	Card & Dice		25J	2 - 5	20	6
Mythotopia	Strategy		4C	2 - 4	60	13
Nations	Strategy		6B	1 - 5	200	14
Nations: Dynasties	Strategy	 	6B	1 - 5	200	14
Nava	2 Player		20B	2	30	12








Key to expansions:  = In base box,  = Base required,  = Standalone.

Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Near and Far	Strategy		6A	2 - 4	120	13
Necromudna	Adventure/Heavy		9A	2	60	14
Nefarious: The Mad Scientist Game	Light Strategy		30D	2 - 6	40	13
Networks, The	Light Strategy		31C	1 - 5	90	13
Newspeak	Party		33E	3 - 8	60	14
Niagara	Light Strategy		29C	3 - 5	45	8
Nightmare Before Christmas, The	Light Strategy		28C	2 - 6	60	8
NMBR 9	Light Strategy		28D	1 - 4	20	8
No Honor Among Thieves	Strategy		5A	3 - 6	120	13
Nuts	Card & Dice		25B	2 - 6	15	13
Obama Llama 2	Party		34D	4+	30	14
oddball Aeronauts	Card & Dice		25B	2	15	9
oddball Aeronauts 2: Double The Trouble	Card & Dice		25B	2	15	9
Oh My Goods!	Card & Dice		25B	2 - 4	30	10
OK Play	Card and Dice		25a	2 - 4	15	8
Olympos	Strategy		4E	3 - 5	90	10
Olympus	Strategy		4E	3 - 5	120	14
One Deck Dungeon	Card & Dice		25A	1 - 2	30	14
One Night Ultimate Alien	Card & Dice		23C	3 - 10	10	8
One Night Ultimate Vampire	Card & Dice		23C	3 - 10	10	8
One Night Ultimate Werewolf	Card & Dice		23C	3 - 10	10	8
One Night Ultimate Werewolf: Daybreak	Card & Dice		23C	3 - 7	10	8
Onitama	2 Player		20A	2	15	14
Onitama Sensei's Path	2 Player		20A	2	15	14
Operation	Family and Kids		21C	1+	30	6
Operation: Star Wars Edition	Family and Kids		21C	1+	30	6
Oracle of Delphi, The	Light Strategy		30C	2 - 4	100	12
Orcs Must Die	Adventure/Heavy		9D	1 - 4	90	14
Orcz	Strategy		5A	2 - 4	60	12
Oregon Trail, The	Card & Dice		25I	2 - 6	30	12
Orleans	Strategy		5B	2 - 4	90	12
Orleans: 5th Player Box	Strategy		5B	2 - 5	90	12
Othello	Classic		32B	2	30	8
Outlive	Adventure/Heavy		8B	2 - 4	100	14
Pact, The	Party		34E	9 - 47	40	14
Pandemic	Co-op		7C	2 - 4	45	8
Pandemic (2)	Co-op		7C	2 - 4	45	8
Pandemic: In The Lab	Co-op		7C	1 - 6	45	13
Pandemic: On The Brink	Co-op		7C	2 - 5	45	8
Pandemic: The Cure	Co-op		7C	2 - 5	30	8
Paperback	Trivia		34B	2 - 5	45	10
Parade	Card & Dice		25B	2 - 6	30	10
Pass the Popcorn	Trivia		34A	2 - 8	30	12
Patchwork	2 Player		20A	2	30	8
Pergamon	Light Strategy		27D	2 - 4	45	10
Perudo	Card & Dice		25x	2 - 6	35	8
Photosynthesis	Light Strategy		31E	2 - 4	60	8
Pictionary	Party		33C	2 - 8	30	12
Pictureka	Party		33C	2+	30	6
Pit	Card & Dice		25C	3 - 8	90	10
Pitch Car	Party		33E	2 - 8	30	6
Plague Inc	Light Strategy		29D	1 - 4	60	14

Key to expansions:  = In base box,  = Base required,  = Standalone.




Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Pointless	Trivia		34A	2 - 4	30	14
Pop-Up Darth Vader	Family and Kids		23B	2 - 3	5	4
Port Royal	Card & Dice		25I	2 - 5	50	8
Portal	Light Strategy		28C	2 - 4	60	15
Potion Explosion	Light Strategy		31D	2 - 4	45	14
Potion Explosion: The Fifth Ingredient	Light Strategy	+ 	26C	2 - 4	45	14
Power	Light Strategy		30E	2 - 4	120	10
Power Grid	Strategy		6C	2 - 6	120	8
Priests Of Ra	Strategy		6D	2 - 5	60	12
Princes Of Florence, The	Strategy		4D	3 - 5	100	12
Pursuit of Happiness, The	Strategy		5A	1 - 4	60	12
Pursuit of Happiness, The: Community	Strategy		5A	1 - 5	90	12
Quadropolis	Light Strategy		28A	2 - 4	60	8
Queen Domino	Light Strategy		27B	2 - 4	20	8
Quest: A Time Of Heroes	Strategy		6E	2 - 5	90	10
Quests of Valeria	Card & Dice		25I	1 - 5	45	14
Qwordie	Trivia		34B	2+	30	14
Race For The Galaxy	Strategy		6C	2 - 4	60	12
Raids	Light Strategy		30C	2 - 4	40	10
Railroad Revolution	Strategy		6E	2 - 4	90	12
Rainbow Rush	Card & Dice		23D	2+	30	8
Raise your Goblets	Card and Dice		23B	2 - 12	30	14
Rajas of the Ganges	Strategy		6B	2 - 4	75	12
Randomise	Card and Dice		25C	4 - 40	60	8
Raptor	2 Player		20C	2	25	9
Rattus	Card & Dice		23D	2 - 4	45	10
Red 7	Card & Dice		25C	2 - 4	30	9
Red November	Co-op		7E	1 - 8	120	14
Reef Encounter	Light Strategy		29E	2 - 4	120	10
Reef Encounter Of The Second Kind	Light Strategy		29E	2 - 4	120	10
Resistance, The	Card & Dice		24B	5 - 10	30	13
Resistance, The: Hostile Intent	Card & Dice		24B	5 - 10	30	13
Revolution!	Light Strategy		28E	3 - 4	60	13
Rhino Hero	Family and Kids		21D	2 - 5	15	5
Rhino Hero Super Battle	Family and Kids		21D	2 - 4	15	5
Rick and Morty: Total Rickall	Card & Dice		24C	2 - 5	30	15
Ricochet Robot	Light Strategy		30D	2+	30	10
Riff Raff	Party		34C	2 - 4	30	8
Rise of Tribes	Light Strategy		5B	2 - 4	60	10
Rise to Nobility	Adventure/Heavy		9C	1 - 6	150	14
Rising Kings	Card & Dice		25I	2 - 5	20	12
Rising Sun	Adventure/Heavy		10B	3 - 6	120	14
Rising Sun: Daimyo Box	Adventure/Heavy	+ 	10B	3 - 6	120	14
Risk	Classic		32D	2 - 6	120	10
Rivals Of Catan	2 Player		20C	2	60	10
River Dragons	Light Strategy		31E	2 - 6	25	8
Robinson Crusoe	Co-op		7A	1 - 4	120	14
Robo Rally	Light Strategy		30D	2 - 8	60	15
Rokoko	Strategy		6E	2 - 5	120	12
Roll Player	Light Strategy		28B	1 - 4	90	10
Roll Player: Monsters and Minions	Light Strategy	+ 	28B	1 - 5	120	12
Romans Go Home!	Card & Dice		25C	1 - 4	20	14











Key to expansions:  = In base box,  = Base required,  = Standalone.

Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Ruckus	Card & Dice		25C	2+	15	8
Rummikub	Classic		32E	2 - 4	30	8
Rummikub: Word	Trivia		34B	2 - 4	30	7
Runewars Miniatures Game	Adventure/Heavy		9B	2	90	14
Ruse	Light Strategy		27E	3 - 5	45	12
Saboteur	Card & Dice		25C	3 - 10	30	13
Saboteur 2	Card & Dice		25C	2 - 12	30	13
Sagrada	Card & Dice		23A	1 - 4	45	13
Saint Petersburg	Strategy		4B	2 - 4	60	10
Samurai Sword	Card & Dice		25J	3 - 7	40	8
Samurai Swords	Adventure/Heavy		10D	2 - 5	300	12
Samurai The Card Game	Light Strategy		27A	2 - 4	60	12
San Juan	Strategy		4B	2 - 4	60	10
Santorini	2 Player		20D	2 - 4	30	8
Say Anything	Trivia		33B	3 - 8	45	14
Say Anything: Family Edition	Family and Kids		21D	3 - 6	30	8
Say Bye To The Villains	Card & Dice		25C	3 - 8	45	14
Scoville	Light Strategy		29D	2 - 6	90	14
Scrabble	Classic		32A	2 - 4	45	10
Scrabble Jr	Family and Kids		21D	2 - 4	20	5
Scrawl	Over 18		26B	4 - 8	30	18
Scythe	Adventure/Heavy		9E	1 - 5	140	15
Scythe: Invaders from Afar	Adventure/Heavy		9E	1 - 7	160	15
Scythe: The Wind Gambit	Adventure/Heavy		9E	1 - 7	180	15
Sea Of Clouds	Light Strategy		29A	2 - 4	40	10
Seasons	Light Strategy		31B	2 - 4	60	14
Secret Hitler	Over 18		26B	5 - 10	45	13
Secrets	Card & Dice		24B	4 - 8	20	10
Sentinels Of The Multiverse	Co-op		8A	2 - 5	60	13
Shadespire	2 Player		20D	2	30	12
Shadow Hunters	Light Strategy		28E	4 - 8	60	13
Shadows Over Camelot	Adventure/Heavy		10A	3 - 7	90	10
Shafausa: Tome II	Adventure/Heavy		10C	2 - 6	90	14
Sheriff Of Nottingham	Light Strategy		28E	3 - 5	60	14
Sheriff Of Nottingham: Merry Men	Light Strategy		28E	3 - 6	60	14
Sherlock Holmes Consulting Detective	Co-op		7E	1 - 8	90	12
Sherlock Holmes The Card Game	Card & Dice		23D	3+	30	8
Ships	Strategy		4F	2 - 4	120	13
Simpsons, the: Board game	Party		34D	2 - 6	60	8
Simurgh	Strategy		5A	2 - 5	90	14
Skull	Card & Dice		25F	3 - 6	15	14
Small World	Light Strategy		30B	2 - 5	80	8
Smash Up The Big Geeky Box	Light Strategy		28B	2 - 5	45	14
Smash Up: Awesome Level 9000	Light Strategy		28B	2 - 5	45	14
Smash Up: Big in Japan	Light Strategy		28B	2 - 5	45	14
Smash Up: Pretty Pretty Smash Up	Light Strategy		28B	2 - 5	45	14
Smash Up: What were we thinking?	Light Strategy		28B	2 - 5	45	14
Snake Oil	Party		34E	3 - 8	60	10
Snakes and Ladders	Classic		32D	2 - 6	15	5
Snap Card Game	Card & Dice		25C	2+	5	5
Snow Tails	Light Strategy		29B	2 - 5	60	10
Snowdonia	Strategy		5E	1 - 5	90	10

Key to expansions: \sphericalangle \square = In base box, + \square = Base required, \square ! = Standalone.

Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Sol Last Days of a Star	Light Strategy		31A	1 - 5	90	14
Sons Of Anarchy: Men Of Mayhem	Light Strategy		28C	3 - 4	90	13
Sorry!	Classic		32E	2 - 4	20	6
SOS Dino	Family and Kids		23B	1 - 4	25	7
Soundiculous	Card and Dice		25C	3 - 10	15	8
Space Alert	Co-op		7F	1 - 5	30	14
Space Cadets	Co-op		7A	3 - 6	120	8
Spaceteam	Card & Dice		25I	3 - 6	5	10
Spartacus	Adventure/Heavy		8C	3 - 4	180	17
Speechless	Party		34D	4 - 16	90	10
Spirit Island	Co-op		7F	1 - 4	120	14
Splendor	Light Strategy		29C	2 - 4	30	10
Splendor: Cities of,	Light Strategy	+ \square	26C	2 - 4	30	10
Spyfall	Party		33D	3 - 8	15	13
Stak Bots	Card & Dice		25I	2+	20	11
Stand and Deliver	Light Strategy		27E	2 - 6	30	8
Star Marines	Classic		32E	1 - 6	90	10
Star Realms	2 Player		20C	2	20	12
Star Trek Ascendancy	Adventure/Heavy		8C	2 - 3	180	14
Star Trek Ascendancy: Borg Assimilation	Adventure/Heavy	+ \square	8C	1 - 6	250	14
Star Trek Ascendancy: Cardassian Union	Adventure/Heavy	+ \square	8C	1 - 8*	240	14
Star Trek Ascendancy: Ferengi Alliance	Adventure/Heavy	+ \square	8C	1 - 8*	240	14
Star Trek Catan	Light Strategy		26C	3 - 4	75	10
Star Wars Armada	Adventure/Heavy		8D	2	120	14
Star Wars Destiny	2 Player		20E	2	30	10
Star Wars Han Solo Card Game	Card and Dice		20E	2 - 4	30	12
Star Wars Imperial Assault	Adventure/Heavy		8D	2 - 5	120	14
Star Wars Legion	Adventure/Heavy		8D	2	120	14
Star Wars Rebellion	Adventure/Heavy		8D	2	180	15
Star Wars Rebellion: Rise of the Empire	Adventure/Heavy	\sphericalangle \square	8D	2	180	15
Star Wars The Card Game	Adventure/Heavy		8D	2	60	10
Star Wars X-Wing	2 Player		20E	2	45	14
Star Wars: I've Got a Bad Feeling About This	Card & Dice		25D	2 - 8	20	12
Star Wars: The Queens Gambit	Adventure/Heavy		8C	2 - 4	120	10
Starship Samurai	Light Strategy		30B	2 - 4	90	14
Steam Park	Light Strategy		31D	2 - 4	60	10
Stephenson's Rocket	Strategy		6E	2 - 4	75	12
Stone Age	Light Strategy		30B	2 - 4	90	13
Stop Thief!	Light Strategy		28E	2 - 4	45	14
Stratego	Classic		32E	2	45	8
Strozzi	Strategy		4D	3 - 6	60	10
Study in Emerald, A	Adventure/Heavy		9E	2 - 5	60	13
Stuffed Fables	Co-op		7D	2 - 4	90	7
Sub Terra	Co-op		7E	1 - 6	60	14
Suburbia	Light Strategy		31A	1 - 4	90	8
Sumeria	Strategy		4B	3 - 4	60	10
Summoner Wars	Adventure/Heavy		10C	2	60	9
Super Chess	Card & Dice	+ \square	25C	2	65	12
SUPER HOT The Card Game	Card & Dice		25J	1 - 3	40	12
Super Motherload	Light Strategy		27A	2 - 4	60	14
Superstar Showdown	Light Strategy		28C	2 - 6	60	8
Sushi Go	Card & Dice		25E	2 - 5	30	8

Key to expansions:  = In base box,  = Base required,  = Standalone.

Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Sushi Go Party	Card & Dice		23D	2 - 8	20	8
Sylla	Strategy		5C	3 - 4	90	12
T.I.M.E. Stories	Co-op		7E	2 - 4	90	12
T.I.M.E. Stories: A Prophecy Of Dragons	Co-op	+ 	7E	2 - 4	90	12
T.I.M.E. Stories: The Marcy Case	Co-op	+ 	7E	2 - 4	90	12
T.I.M.E. Stories: Under The Mask	Co-op	+ 	7E	2 - 4	90	12
Taboo	Trivia		33B	4+	20	13
Taj Mahal	Strategy		6D	3 - 5	60	12
Takenoko	Light Strategy		29D	2 - 4	45	8
Takeover, the	Party		34D	2+	60	12
Tales of the Arabian Nights	Strategy		6E	2 - 6	120	14
Talisman	Adventure/Heavy		9B	2 - 6	90	14
Talisman: The Reaper	Adventure/Heavy		9B	2 - 6	90	14
Targi	2 Player		20C	2	60	13
Tash-Kalar	Light Strategy		27C	2 - 4	30	14
Tatsu	2 Player		20D	2	30	8
Tavarua	Light Strategy		31D	1 - 6	45	14
Tayū	Light Strategy		31D	2 - 4	45	10
Tea Time	Card & Dice		25E	2 - 4	30	8
Teenage Mutant Ninja Turtles	Co-op		7A	2 - 5	90	14
Telestrations	Party		33C	4 - 8	20	8
Temp Worker Assassins	Card & Dice		23D	2 - 4	60	8
Tension	Trivia		33A	2+	30	14
Tension: Family Edition	Family and Kids		21D	2+	30	8
Terra Mystica	Strategy		6D	2 - 5	150	14
Terraforming Mars	Strategy		6A	1 - 5	120	12
Terraforming Mars: Venus Next	Strategy	+ 	6A	1 - 5	150	12
Terror in Meeple City	Light Strategy		31D	2 - 4	30	8
Tessen	Card & Dice		25C	2	15	10
The Pretender	Card and Dice		25C	4 - 6	15	12
Thebes	Light Strategy		31C	2 - 4	30	14
Therapy	Party		34E	3 - 6	30	18
This War of Mine	Co-op		7A	1 - 6	120	18
Three Cheers For Master	Card & Dice		25I	2 - 6	45	13
Through The Ages	Strategy		5D	2 - 4	120	12
Thunderbirds	Co-op		7C	1 - 4	60	10
Thunderbirds: Above And Beyond	Co-op	+ 	7C	1 - 4	60	10
Thunderbirds: The Hood	Co-op	+ 	7C	1 - 4	60	10
Thunderbirds: Tracy Island	Co-op	+ 	7C	1 - 4	60	10
Tichu	Card & Dice		25C	3 - 10	90	13
Ticket to Ride: Demo	Family and Kids		22B	2 - 4	15	8
Ticket To Ride: Europe	Light Strategy		29C	2 - 5	60	8
Ticket to Ride: Rails and Sails	Strategy		6B	2 - 5	120	10
Tide Of Iron	Adventure/Heavy		10F	2 - 4	240	14
Tide Of Iron: Days Of The Fox	Adventure/Heavy	+ 	10F	2 - 4	240	14
Tide Of Iron: Normandy	Adventure/Heavy	+ 	10F	2 - 4	240	14
Tides Of Time	2 Player		20C	2	20	10
Tier Auf Tier (aka Animal Upon Animal)	Family and Kids		21C	2 - 4	15	4
Tikal	Light Strategy		28D	2 - 4	90	13
Timeline: British History	Card & Dice		25E	2 - 8	15	8
Timeline: Historical Events	Card & Dice		25E	2 - 8	15	8
Tiny Epic Galaxies	Card & Dice		23C	1 - 5	45	14

Key to expansions: \sphericalangle \square = In base box, + \square = Base required, \square ! = Standalone.

Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
Tiny Epic Galaxies: Beyond the Black	Card & Dice	+ \square	23C	1 - 5	45	14
Tiny Epic Kingdoms	Card & Dice		23C	2 - 5	45	14
Tiny Epic Quest	Card & Dice		23C	1 - 4	60	14
Tiny Epic Western	Card & Dice		23C	1 - 4	45	14
Tokaido	Light Strategy		29E	2 - 5	45	8
Tokaido Crossroads Expansion	Light Strategy	+ \square	26C	2 - 5	45	8
Torres	Light Strategy		31B	2 - 4	60	12
Tortuga 1667	Card & Dice		24B	2 - 9	40	13
Touch Of Evil, A	Adventure/Heavy		10A	2 - 8	120	12
Tower of Babel	Strategy		6C	3 - 5	45	10
Trains and Stations	Light Strategy		29C	3 - 5	60	14
Trajan	Strategy		4E	2 - 4	120	12
Trambahn	2 Player		20D	2	30	8
Tribes	Light Strategy		27D	2 - 4	50	8
Trickerion	Strategy		5A	2 - 4	120	15
Trickerion: Dahlgaaards Gifts Add On Pack	Strategy	\sphericalangle \square	5A	2 - 4	120	15
Triominoes	Classic		32D	2 - 4	20	6
Trivial Pursuit Family Edition	Family and Kids		21D	2 - 6	40	8
Trivial Pursuit: I Bet You Know It	Trivia		33A	2+	60	16
Trivial Pursuit: Master Edition	Trivia		33A	2+	45	15
Truth Bombs	Trivia		33B	4 - 8	20	14
Tsuro	Card & Dice		23B	2 - 8	20	4
Twilight Imperium	Strategy		5F	2 - 6	240	15
Twilight Struggle	Strategy		5E	2	120	15
Twilight The Movie Board Game	Trivia		34A	2 - 8	45	14
Twin Tin Bots	Light Strategy		30D	2 - 6	50	13
Two Rooms and a Boom	Party		20F	6 - 30	20	8
Tyrus	2 Player		20D	2	30	12
Tzolk'in	Strategy		5D	2 - 4	90	13
Ubongo	Light Strategy		30E	2 - 4	30	8
Underlings of Underwing	Card & Dice		23C	1 - 6	60	12
Unlock!	Co-op		7E	1 - 6	60	10
Unlock! 2	Co-op		7E	1 - 6	60	10
Unlock! 3	Co-op		7E	1 - 6	60	10
Uno	Card & Dice		25E	2+	10	8
Unstable Unicorns	Card & Dice		25J	2 - 8	45	14
Vanuatu	Strategy		4C	2 - 5	20	10
Vast the Crystal Caverns	Strategy		5A	1 - 5	90	10
Via Appia	Light Strategy		31A	2 - 4	45	8
Via Nebula	Light Strategy		30E	2 - 4	60	12
Vikings Gone Wild	Light Strategy		26D	2 - 4	70	14
Vinci	Strategy		4B	3 - 6	120	14
Vineta	Light Strategy		27B	2 - 6	45	10
Viticulture EE	Strategy		5B	1 - 6	90	13
Viticulture: Tuscany	Strategy	+ \square	5B	1 - 6	90	13
Viva Java	Light Strategy		29D	3 - 8	120	13
Voting game, The	Over 18		26B	5 - 10	30	18
Voyages of Marco Polo, The	Strategy		6D	2 - 4	100	13
Walk The Plank	Card & Dice		25E	3 - 5	20	8
Walking Dead: All Out War	Adventure/Heavy		8C	1 - 2	60	14
War Of The Ring	Adventure/Heavy		8F	2 - 4	120	12
War On Terror	Strategy		6F	3 - 6	120	15

Key to expansions: ☒☐ = In base box, +☐ = Base required, ☐! = Standalone.

Game	Category	Expansion?	Shelf	Players	Estimated Playtime	Age+
War Party	Adventure/Heavy		9A	2 - 4	150	12
Warhammer 40,000: Forbidden Stars	Adventure/Heavy		9B	2 - 4	180	14
Warhammer 40,000: Relic	Adventure/Heavy		9B	2 - 4	120	14
Warhammer: Chaos In The Old World	Adventure/Heavy		9B	3 - 4	120	14
Warhammer: Invasion	Adventure/Heavy		9B	2 - 4	120	14
Warhammer: Storm of Sigmar	Adventure/Heavy		9B	2	40	14
Warriors and Traders	Strategy		5E	2 - 6	120	12
Washington's War	Strategy		5F	2	90	15
Wealth Of Nations	Classic		32E	2 - 6	120	13
Web Of Power	Strategy		6C	3 - 5	60	12
Weird Things Humans Search For	Party		33D	3 - 20	20	14
Welcome To The Dungeon	Card & Dice		25A	2 - 4	30	10
Western Front	Card & Dice		25C	2	30	8
Whitewater	Party		33E	2 - 6	60	8
Who Did It?	Card & Dice		25I	3 - 6	15	6
Why Did The Chicken...?	Party		34E	4 - 8	60	12
Witcher, The: Adventure Game	Adventure/Heavy		9D	2 - 4	120	16
Wits and Wagers	Trivia		33A	4+	25	10
Wok Star	Co-op		7E	1 - 4	60	10
XCOM: The board game	Co-op		7A	1 - 4	120	14
Xia: Embers of a Forsaken Star	Adventure/Heavy	+☐	9E	1 - 5	240	13
Xia: Legends of a Drift System	Adventure/Heavy		9E	3 - 5	180	13
Yamatai	Strategy		6B	2 - 4	80	13
Yokohama	Strategy		6B	2 - 4	90	14
You've got Crabs	Party		20F	4 - 10	20	7
You've got Crabs: Imitation Crab	Party	+☐	20F	4 - 10	20	7
Zombicide	Co-op		7B	1 - 6	60	14
Zombicide: BLACK BOX	Co-op	+☐	7a	1 - 6	60	14
Zombicide: Black Plague	Co-op	☐!	7B	1 - 6	60	14
Zombicide: Prison Outbreak	Co-op	☐!	7B	1 - 6	60	14
Zombicide: Toxic City Mall	Co-op	☐!	7B	1 - 6	60	14
Zombicide: Zombie Dogz	Co-op	+☐	7B	1 - 6	60	14
Zombie Dice	Card & Dice		25E	2+	5	10
Zombie Town	Adventure/Heavy		10A	3 - 6	60	12