

Key to expansions (EXP): \sphericalangle ☐ = In base box, +☐ = Base required, ☐! = Standalone.

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Brew Crafters	Strategy		5A	2 - 5	150	13
Chicken Caesar	Strategy		5A	3 - 6	90	13
Clans of Caledonia	Strategy		5A	1 - 4	120	12
Colony	Strategy		5A	1 - 4	60	13
Deus Ex Machina	Strategy		5A	2 - 4	45	10
Dominant Species	Strategy		5A	2 - 6	240	14
Florenza	Strategy		5A	2 - 5	120	14
Food Chain Magnate	Strategy		5A	2 - 5	240	14
Grand Austria Hotel	Strategy		5A	2 - 4	90	12
Isle of Cats, The	Strategy		5A	1 - 4	90	8
Dark Moon	Adventure/Heavy		5B	3 - 7	75	12
Dark Moon: Shadow Corporation	Adventure/Heavy	\sphericalangle ☐	5B	3 - 7	75	12
Game of Thrones: Oathbreaker	Strategy		5B	5 - 8	45	14
Guildhall	Strategy		5B	2 - 4	30	12
Hail Hydra	Strategy		5B	5 - 8	75	14
Kero	Strategy		5B	2	30	9
Manipulate	Strategy		5B	3 - 6	120	15
Minerva	Strategy		5B	1 - 4	90	10
Naga Raja	Strategy		5B	2	30	9
No Honor Among Thieves	Strategy		5B	3 - 6	120	13
504	Strategy		5C	2 - 4	120	12
Medina	Strategy		5C	2 - 4	60	10
Nations	Strategy		5C	1 - 5	200	14
Rajas of the Ganges	Strategy		5C	2 - 4	75	12
Trajan	Strategy		5C	2 - 4	120	12
Twilight Struggle	Strategy		5C	2	120	15
Entdecker	Strategy		5D	2 - 4	45	10
Lowenherz	Strategy		5D	2 - 4	90	12
Networks, The	Light Strategy		5D	1 - 5	90	13
Power Grid	Strategy		5D	2 - 6	120	8
Priests Of Ra	Strategy		5D	2 - 5	60	12
Race For The Galaxy	Strategy		5D	2 - 4	60	12
Taj Mahal	Strategy		5D	3 - 5	60	12
Tikal	Strategy		5D	2 - 4	90	13
Bruges	Strategy		5E	2 - 4	60	13
Fields Of Arle	Strategy		5E	1 - 2	60	13
Gaia Project	Strategy		5E	1 - 4	150	14
Last Train To Wensleydale	Strategy		5E	3 - 4	120	13
Tales of the Arabian Nights	Strategy		5E	2 - 6	120	14
Terra Mystica	Strategy		5E	2 - 5	150	14
Voyages of Marco Polo, The	Strategy		5E	2 - 4	100	13
A La Carte	Strategy		5F	2 - 4	45	13
Concordia	Strategy		5F	2 - 5	90	12
Key Harvest	Strategy		5F	2 - 4	90	10
Ming Dynasty	Strategy		5F	2 - 4	90	10
Olympos	Strategy		5F	3 - 5	90	10
San Juan	Strategy		5F	2 - 4	60	10
Vanuatu	Strategy		5F	2 - 5	20	10
Above and Below	Strategy		6A	2 - 4	90	13
Altiplano	Strategy		6A	2 - 5	120	12
Brass: Lancashire	Strategy		6A	3 - 4	180	13
Captain Sonar	Strategy		6A	2 - 8	45	14

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Near and Far	Strategy		6A	2 - 4	120	13
Orleans	Strategy		6A	2 - 4	90	12
Orleans: 5th Player Box	Strategy	↘☐	6A	2 - 5	90	12
Pursuit of Happiness, The	Strategy		6A	1 - 4	60	12
Pursuit of Happiness, The: Community	Strategy	↘☐	6A	1 - 5	90	12
Terraforming Mars	Strategy		6A	1 - 5	120	12
Terraforming Mars: Venus Next	Strategy	+☐	6A	1 - 5	150	12
Trickerion	Strategy		6A	2 - 4	120	15
Trickerion: Dahlgards Gifts Add On Pack	Strategy	↘☐	6A	2 - 4	120	15
Coimbra	Strategy		6B	2 - 4	120	14
Dinosaur Island	Strategy		6B	1 - 4	120	8
Dinosaur Island: Totally Liquid	Strategy	+☐	6B	1 - 5	120	8
Founders of Gloomhaven	Strategy		6B	1 - 4	120	12
Heaven and Ale	Strategy		6B	2 - 4	90	14
Manhattan Project, The	Strategy		6B	2 - 5	120	13
Mistfall	Strategy		6B	1 - 4	120	13
Simurgh	Strategy		6B	2 - 5	90	14
Starship Samurai	Strategy		6B	2 - 4	90	14
Teotihuacan: City of Gods	Strategy		6B	1 - 4	120	14
Alchemists	Strategy		6C	2 - 4	120	13
Alchemists: The King's Golem	Strategy	↘☐	6C	2 - 4	120	13
Dungeon Petz	Strategy		6C	2 - 4	90	14
Galaxy Trucker	Strategy		6C	2 - 4	60	13
Galaxy Trucker: Another Big Expansion	Strategy	+☐	6C	2 - 5	90	13
Hanging Gardens, The	Light Strategy		6C	2 - 4	45	8
Snowdonia	Strategy		6C	1 - 5	90	10
Through The Ages	Strategy		6C	2 - 4	120	12
Tzolk'in	Strategy		6C	2 - 4	90	13
Yokohama	Strategy		6C	2 - 4	90	14
Five Tribes	Strategy		6D	2 - 4	80	13
Five Tribes: Whims of the Sultan	Strategy	+☐	6D	2 - 5	80	13
Memoir 44	Adventure/Heavy		6D	2 - 8	60	8
Mystery Of The Abbey	Strategy		6D	3 - 6	90	8
Scoville	Light Strategy		6D	2 - 6	90	14
Shadows Over Camelot	Adventure/Heavy		6D	3 - 7	90	10
Small World	Strategy		6D	2 - 5	80	8
Ticket to Ride: Rails and Sails	Strategy		6D	2 - 5	120	10
Viva Java	Light Strategy		6D	3 - 8	120	13
Yamatai	Strategy		6D	2 - 4	80	13
Aquasphere	Strategy		6E	2 - 4	100	12
Arctic Scavengers	Light Strategy		6E	2 - 5	60	13
Crystal Hall	Light Strategy		6E	2 - 4	90	10
Great Western Trail	Strategy		6E	2 - 4	150	12
Mombasa	Strategy		6E	2 - 4	120	12
Oracle of Delphi, The	Strategy		6E	2 - 4	100	12
Railroad Revolution	Strategy		6E	2 - 4	90	12
Rokoko	Strategy		6E	2 - 5	120	12
The Taverns of Tiefenthal	Light Strategy		6E	2 - 4	60	12
Devil's Run: Hell's Highway	Strategy		6F	2+	60	13
Heavy Hitters	Strategy		6F	1 - 4	120	12
Rise of Tribes	Strategy		6F	2 - 4	60	10
Sons Of Anarchy: Men Of Mayhem	Strategy		6F	3 - 4	90	13

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Twilight Imperium (4e)	Strategy		6F	3 - 6	480	14
First Martians: Adventures on the Red Planet	Co-op		7A	1 - 4	120	14
Ghost Stories	Co-op		7A	1 - 4	60	10
Mice and Mystics	Co-op		7A	1 - 8	15	8
Robinson Crusoe: Adventure on the Cursed Island	Co-op		7A	1 - 4	120	14
Space Cadets	Co-op		7A	3 - 6	120	8
Teenage Mutant Ninja Turtles	Co-op		7A	2 - 5	90	14
This War of Mine	Co-op		7A	1 - 6	120	18
Village Attacks	Adventure/Heavy		7A	1 - 5	180	5
XCOM: The board game	Co-op		7A	1 - 4	120	14
Adventure Games: The Volcanic Island	Co-op		7B	1 - 4	75	12
Captain Is Dead, The	Co-op		7B	2 - 7	90	14
Doctor Who: Time of the Daleks	Co-op		7B	2 - 4	120	14
Massive Darkness	Co-op		7B	1 - 6	120	14
Zombicide	Co-op		7B	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
Dead Men Tell No Tales	Co-op		7C	2 - 5	75	13
Flash Point: Fire Rescue	Co-op		7C	2 - 6	45	10
Flash Point: Fire Rescue – Extreme Danger	Co-op	+☐	7C	2 - 6	45	10
Forbidden Desert	Co-op		7C	2 - 5	45	10
Forbidden Island	Co-op		7C	2 - 4	30	10
Forbidden Sky	Co-op		7C	2 - 5	60	10
Harry Potter Miniatures Adventure Game	Co-op		7C	2 - 6	90	12
Pandemic	Co-op		7C	2 - 4	45	8
Pandemic (with expansions)	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: Rapid Response	Co-op	☐!	7C	2	20	8
Pandemic: The Cure	Co-op	☐!	7C	2 - 5	30	8
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
Undo: Curse from the Past	Co-op		7C	2 - 6	90	10
5 Minute Dungeon	Co-op		7D	2 - 5	10	8
5 Minute Dungeon: Curses! Foiled Again!	Co-op	↘☐	7D	2 - 5	10	8
5 Minute Mystery	Co-op		7D	1 - 4	30	8
Castle Panic	Co-op		7D	1 - 6	60	10
Castle Panic (with expansions)	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
Escape the Dark Castle	Co-op		7D	1 - 4	45	14
Flatline	Co-op		7D	1 - 5	45	13
Holding On: The Troubled Life of Billy Kerr	Co-op		7D	2 - 4	60	14
Magic Maze	Co-op		7D	1 - 8	15	8
Mysterium	Co-op		7D	2 - 7	42	10
Red November	Co-op		7D	1 - 8	120	14
Stuffed Fables	Co-op		7D	2 - 4	90	7
Sherlock Holmes Consulting Detective	Co-op		7E	1 - 8	90	12
Sub Terra	Co-op		7E	1 - 6	60	14

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
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
Unlock! 2: Mystery Adventures	Co-op		7E	1 - 6	60	10
Unlock! 3: Secret Adventures	Co-op		7E	1 - 6	60	10
Unlock! 4: Exotic Adventures	Co-op		7E	1 - 6	60	10
Unlock! 5: Heroic Adventures	Co-op		7E	1 - 6	60	10
Unlock! 6: Timeless Adventures	Co-op		7E	1 - 6	60	10
Unlock! Star Wars	Co-op		7E	1 - 6	90	10
Unlock!: 5th Avenue	Co-op	√☐	7E	1 - 6	60	10
Unlock!: Escape Adventures	Co-op		7E	1 - 6	60	10
Buffy The Vampire Slayer: The Board Game	Co-op		7F	1 - 6	60	13
League of Legends: Mechs Vs Minions	Co-op		7F	2 - 4	120	14
Mage Knight: Ultimate Edition	Co-op		7F	1 - 5	150	14
Spirit Island	Co-op		7F	1 - 4	120	14
Thanos Rising	Co-op		7F	2 - 4	45	10
War with the Evil Power Master	Co-op		7F	1 - 99	60	10
Harry Potter Hogwarts Battle: The Monster Box of Monsters	Co-op	+☐	8A	2 - 4	60	11
Harry Potter: Hogwarts Battle	Co-op		8A	2 - 4	60	11
Legendary: A Marvel Deck Building Game	Co-op		8A	1 - 5	60	14
Legendary: A Marvel Deck Building Game - Fantastic Four	Co-op	√☐	8A	1 - 5	60	14
Legendary: A Marvel Deck Building Game - Guardians Of The Ga	Co-op	√☐	8A	1 - 5	60	14
Legendary: A Marvel Deck Building Game - Villians	Co-op		8A	1 - 5	60	14
Legendary: A Marvel Deck Building Game - X-Men	Co-op	√☐	8A	1 - 5	60	14
Marvel Champions	Co-op		8A	1 - 4	90	14
Sentinels Of The Multiverse	Co-op		8A	2 - 5	60	13
Anachrony	Adventure/Heavy		8B	1 - 4	120	15
Battlestar Galactica: The Board Game	Adventure/Heavy		8B	3 - 6	150	14
Cosmogogenesis	Adventure/Heavy		8B	2 - 4	60	12
Cry Havoc	Adventure/Heavy		8B	2 - 4	120	10
Eclipse	Adventure/Heavy		8B	2 - 6	240	14
Outlive	Adventure/Heavy		8B	2 - 4	100	14
Firefly: The Game	Adventure/Heavy		8C	1 - 4	120	13
Spartacus	Adventure/Heavy		8C	3 - 4	180	17
Star Trek Ascendancy	Adventure/Heavy		8C	2 - 3	180	14
Star Trek Ascendancy: Borg Assimilation	Adventure/Heavy	+☐	8C	1 - 6	250	14
Star Trek Ascendancy: Cardassian Union	Adventure/Heavy	+☐	8C	1 - 8*	240	14
Star Trek Ascendancy: Ferengi Alliance	Adventure/Heavy	+☐	8C	1 - 8*	240	14
Star Trek Catan	Adventure/Heavy		8C	3 - 4	75	10
Star Wars: The Queens Gambit	Adventure/Heavy		8C	2 - 4	120	10
Star Wars Armada	Adventure/Heavy		8D	2	120	14
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	√☐	8D	2	180	15
Star Wars: Outer Rim	Adventure/Heavy		8D	1 - 4	180	14
Battlelore	Adventure/Heavy		8E	2	60	10
Battlelore: Call To Arms	Adventure/Heavy	+☐	8E	2	60	10
Battles Of Westeros: A Battlelore Game	Adventure/Heavy		8E	2	120	14
Game Of Thrones, A: Catan	Adventure/Heavy		8E	3 - 4	90	14
Game Of Thrones, A: The Board Game	Adventure/Heavy		8E	3 - 6	240	14

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Game Of Thrones, A: The Board Game: Mother of Dragons	Adventure/Heavy	↘☐	8E	3 - 8	240	14
Lord of the Rings	Adventure/Heavy		8E	2 - 5	90	12
Lord of the Rings, The: Journeys in Middle-Earth	Adventure/Heavy		8E	1 - 5	120	14
Lord of the Rings, The: Risk	Adventure/Heavy		8E	2 - 4	180	10
The Hobbit	Adventure/Heavy		8E	2 - 5	60	10
War Of The Ring	Adventure/Heavy		8E	2 - 4	120	12
Betrayal at Baldur's Gate	Adventure/Heavy		8F	3 - 6	60	12
Betrayal at House On The Hill	Adventure/Heavy		8F	3 - 6	60	12
Castle Ravenloft Board Game, Dungeons & Dragons:	Adventure/Heavy		8F	1 - 5	60	12
Conquest of Nerath Board Game, Dungeons & Dragons:	Adventure/Heavy		8F	2 - 4	240	12
Lords Of Waterdeep	Adventure/Heavy		8F	2 - 5	60	12
Lords Of Waterdeep: Scoundrals of Skullport	Adventure/Heavy	+☐	8F	2 - 6	60	12
Among The Stars	Light Strategy		9A	2 - 4	30	12
Among The Stars: Revival	Light Strategy	☐!	9A	2 - 6	30	12
Sol Last Days of a Star	Light Strategy		9A	1 - 5	90	14
Tidal Blades: Heroes of the Reef	Adventure/Heavy		9a	1 - 4	90	14
Xia: Embers of a Forsaken Star	Adventure/Heavy	+☐	9A	1 - 5	240	13
Xia: Legends of a Drift System	Adventure/Heavy		9A	3 - 5	180	13
Blood Bowl	Adventure/Heavy		9B	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
Talisman	Adventure/Heavy		9B	2 - 6	90	14
Talisman: The Reaper	Adventure/Heavy	↘☐	9B	2 - 6	90	14
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
Cavern Tavern	Adventure/Heavy		9C	1 - 6	100	14
Cyclades	Adventure/Heavy		9C	2 - 5	90	13
Kemet	Adventure/Heavy		9C	2 - 5	60	14
Mercenaries	Adventure/Heavy		9C	2 - 4	180	10
Rise to Nobility	Adventure/Heavy		9C	1 - 6	150	14
Vast the Crystal Caverns	Adventure/Heavy		9C	1 - 5	90	10
Age Of Empires 3	Adventure/Heavy		9D	2 - 5	120	10
Dark Souls: The Board Game	Adventure/Heavy		9D	1 - 4	120	14
DOOM: The Board Game	Adventure/Heavy		9D	2 - 5	180	14
Fallout	Adventure/Heavy		9D	1 - 4	180	14
Fallout: New California	Adventure/Heavy	+☐	9D	1 - 4	180	14
Resident Evil 2: The Board Game	Adventure/Heavy		9D	1 - 4	120	14
Witcher, The: Adventure Game	Adventure/Heavy		9D	2 - 4	120	16
Arkham Horror - The Card Game	Adventure/Heavy		9E	1 - 2	120	14
Arkham Horror - The Card Game: The Black Goat Of The Wood	Adventure/Heavy	↘☐	9E	1 - 2	120	14
Arkham Horror - The Card Game: The Curse of the Dark Pharos	Adventure/Heavy	↘☐	9E	1 - 2	120	14
Arkham Horror - The Card Game: The Lurker at the Threshold	Adventure/Heavy	↘☐	9E	1 - 2	120	14
Elder Sign	Adventure/Heavy		9E	1 - 8	120	14
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 (EXP): ↘☐ = In base box, +☐ = Base required, ☐! = Standalone.

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Arkham Horror	Adventure/Heavy		9F	1 - 8	240	14
Cthulhu Wars	Adventure/Heavy		9F	2 - 4	90	14
Cthulhu Wars: Tcho-Tcho	Adventure/Heavy	+☐	9F	2 - 4	90	14
Eldritch Horror	Adventure/Heavy		9F	1 - 8	180	14
Study in Emerald, A	Adventure/Heavy		9F	2 - 5	60	13
Andriod: Netrunner	Strategy		10A	2	60	14
Dead Of Winter: A Crossroads Game	Adventure/Heavy		10A	2 - 5	120	13
Dead Of Winter: A Long Night	Adventure/Heavy	☐!	10A	2 - 5	120	13
Fury Of Dracula (2e)	Adventure/Heavy		10A	2 - 5	180	14
Fury Of Dracula (3e)	Adventure/Heavy		10A	2 - 5	180	14
Last Night On Earth: The Zombie Game	Adventure/Heavy		10A	2 - 6	90	12
Letters from Whit Chapel	Adventure/Heavy		10A	2 - 6	60	14
Olympus	Strategy		10A	3 - 5	120	14
Touch Of Evil, A	Adventure/Heavy		10A	2 - 8	120	12
Blood Rage	Adventure/Heavy		10B	2 - 4	60	14
Blood Rage: 5th Player Expansion	Adventure/Heavy	↘☐	10B	2 - 5	60	14
Blood Rage: Mystics of Midgard	Adventure/Heavy	↘☐	10B	2 - 5	60	14
Champions of Midgard	Adventure/Heavy		10B	2 - 4	90	10
Fire & Axe: A Viking Saga	Adventure/Heavy		10B	3 - 5	90	12
Rising Sun	Adventure/Heavy		10B	3 - 6	120	14
Rising Sun: Daimyo Box	Adventure/Heavy	+☐	10B	3 - 6	120	14
Black Fleet	Light Strategy		10C	3 - 4	60	14
Conan	Adventure/Heavy		10C	2 - 5	90	16
Guards of Atlantis: Tabletop MOBA	Adventure/Heavy		10C	2 - 9	90	14
Merchants and Marauders	Adventure/Heavy		10C	2 - 4	180	13
Merchants and Marauders: Seas of Glory	Adventure/Heavy	+☐	10C	2 - 4	180	13
Walking Dead: All Out War	Adventure/Heavy		10C	1 - 2	60	14
Western Legends	Adventure/Heavy		10C	2 - 6	120	14
Euphoria: Build a Better Dystopia	Strategy		10D	2 - 6	60	13
Scythe, Legendary Box	Adventure/Heavy		10D	1 - 5	140	15
Scythe: Encounters	Adventure/Heavy	↘☐	10D	1 - 7	180	15
Scythe: Invaders from Afar	Adventure/Heavy	↘☐	10D	1 - 7	160	15
Scythe: The Wind Gambit	Adventure/Heavy	↘☐	10D	1 - 7	180	15
Tapestry	Strategy		10D	1 - 5	120	12
Viticulture EE	Strategy		10D	1 - 6	90	13
Viticulture: Tuscany	Strategy	+☐	10D	1 - 6	90	13
Buffy The Vampire Slayer: The Game	Adventure/Heavy		10E	2 - 5	90	12
Escape From Colditz	Adventure/Heavy		10E	2 - 6	120	8
Mare Nostrum: Empires	Adventure/Heavy		10E	3 - 5	120	14
Scythe: The Rise of Fenris	Adventure/Heavy	+☐	10E	1 - 7	180	15
Batman: Arkham City Escape	Adventure/Heavy		10F	2	40	15
Fortune and Glory: The Cliffhanger Game	Adventure/Heavy		10F	1 - 8	120	10
Heroquest	Adventure/Heavy		10F	2 - 5	90	10
7 Wonders Duel	2 Player		20A	2	30	10
7 Wonders Duel: Pantheon	2 Player	+☐	20A	2	30	10
Blokus Duo	2 Player		20A	2	15	5
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
Jaipur	2 Player		20A	2	30	12
KLASK	2 Player		20a	2	10	8
Onitama	2 Player		20A	2	15	14

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Onitama: Sensei's Path	2 Player	↘☐	20A	2	15	14
Onitama: Way of the Wind	2 Player	+☐	20A	2	15	14
Patchwork	2 Player		20A	2	30	8
BANG! The Duel	2 Player	☐!	20B	2	30	8
Epic	2 Player		20B	2 - 4	20	13
Expedition Altiplano	2 Player		20B	2	30	10
Fox in the Forest, The	2 Player		20B	2	30	10
Justice League Hero Dice: Batman	2 Player		20B	2	15	10
Justice League Hero Dice: Superman	2 Player		20B	2	15	10
Star Realms	2 Player		20B	2	20	12
...And Then We Held Hands	2 Player		20C	2	45	12
...And Then We Held Hands	Card & Dice		20C	1 - 6	20	8
Codenames: Duet	2 Player		20C	2+	15	11
Harry Potter Hogwarts Battle: Defence Against the Dark Arts	2 Player	☐!	20C	2	60	11
Kingdomino Duel	2 Player		20C	2	20	8
Lost Cities	2 Player		20C	2	40	10
Rivals Of Catan	2 Player		20C	2	60	10
Trambahn	2 Player		20C	2	30	8
Duelosaur Island	2 Player	☐!	20D	1 - 2	60	10
Keyforge: Call of the Archons	2 Player		20D	2	45	14
Raptor	2 Player		20D	2	25	9
Targi	2 Player		20D	2	60	13
Tatsu	2 Player		20D	2	30	8
Agricola: All Creatures Big and Small	2 Player		20E	2	30	13
Cathedral	2 Player		20E	2	30	8
Fog of Love	2 Player		20E	2	120	17
Santorini	2 Player		20E	2 - 4	30	8
Shadespire	2 Player		20E	2	30	12
Tyrus	2 Player		20E	2	30	12
Akrotiri	2 Player		20F	2	45	14
Architekton	2 Player		20F	2	45	8
Colour Chess + Lure	2 Player		20F	2	30	14
Critical Mass	2 Player		20F	2	30	14
Star Wars Han Solo Card Game	2 Player		20F	2 - 4	30	12
Star Wars X-Wing	2 Player		20F	2	45	14
Tides Of Time	2 Player		20F	2	20	10
Magic the Gathering: Lands, Commons and Tokens	Strategy		20G	2+	60	8
Pokemon TCG: Sun & Moon Unbroken Bonds, Battle Mind	2 Player		20G	2	20	6
Pokemon TCG: Sun & Moon Unbroken Bonds, Lightning Loop	2 Player		20G	2	20	6
Ca\$h n' Guns (Second Edition): Team Spirit	Party		21A	4 - 9	30	10
Catan, Settlers of: 5-6 Player Expansion	Light Strategy		21A	3 - 6	60	10
Machi Koro: Harbor	Light Strategy		21A	2 - 4	30	10
Ivor The Engine	Family and Kids		21B	3 - 5	60	8
Loopin' Chewie	Family and Kids		21B	2 - 3	10	4
Loopin' Louie	Family and Kids		21B	2 - 4	10	4
Monopoly Gamer	Family and Kids		21B	2 - 4	40	8
Monopoly Gamer: Mario Kart	Family and Kids		21B	2 - 4	40	8
Bunny Bunny Moose Moose	Family and Kids		21C	3 - 6	30	14
Mr. Mouth	Family and Kids		21C	2 - 4	15	5
My First Stone Age	Family and Kids		21C	2 - 4	15	5
Operation: Star Wars Edition	Family and Kids		21C	1+	30	6
Tier Auf Tier (aka Animal Upon Animal)	Family and Kids		21C	2 - 4	15	4

Key to expansions (EXP): \surd \square = In base box, + \square = Base required, \square ! = Standalone.

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Labyrinth	Family and Kids		21D	2 - 4	20	7
Moon-Bots	Family and Kids		21D	2 - 4	15	7
Rhino Hero	Family and Kids		21D	2 - 5	15	5
Rhino Hero Super Battle	Family and Kids		21D	2 - 4	15	5
Say Anything: Family Edition	Family and Kids		21D	3 - 6	30	8
Scrabble Jr	Family and Kids		21D	2 - 4	20	5
Tension: Family Edition	Family and Kids		21D	2+	30	8
Buckaroo	Family and Kids		22A	2 - 4	10	4
Click Clack Lumberjack	Family and Kids		22A	2 - 7	10	5
Crainium Family Edition	Family and Kids		22A	4+	60	8
Diamant	Family and Kids		22A	3 - 8	30	8
Dinkee: Linkee for Kids	Family and Kids		22B	2 - 30	30	8
Dino Dude Ranch	Family and Kids		22B	2 - 5	40	8
Don't be a Donkey	Family and Kids		22B	2 - 4	20	4
Junior Colour Brain	Family and Kids		22B	2+	30	6
Little Orchard, The	Family and Kids		22B	1 - 4	10	3
Fluxx: The Board Game	Family and Kids		22C	2 - 4	30	8
Frustration	Family and Kids		22C	2 - 4	30	6
HOP!	Family and Kids		22C	3 - 6	30	6
Make 'n' Break	Family and Kids		22C	2 - 4	30	8
Snakes and Ladders	Family and Kids		22C	2 - 6	15	5
Fibber	Family and Kids		22D	3 - 4	15	7
Hungry Hungry Hippos	Family and Kids		22D	2 - 4	10	4
ICECOOL	Family and Kids		22D	2 - 4	30	6
Kerplunk	Family and Kids		22D	2 - 4	10	5
Knock Knock! First Words	Family and Kids		23A	1 - 4	15	0
Pop-Up Darth Vader	Family and Kids		23A	2 - 3	5	4
SOS Dino	Family and Kids		23A	1 - 4	25	7
Tsuro	Card & Dice		23A	2 - 8	20	4
Clack!	Family and Kids		23B	2 - 6	15	5
Fruit Punch Halli Galli	Family and Kids		23B	2 - 6	15	5
Outfoxed!	Family and Kids		23B	2 - 4	20	5
Pegasus	Family and Kids		23B	2 - 8	20	7
Sum Swamp	Family and Kids		23B	2 - 4	15	5
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
Tiny Epic Galaxies	Card & Dice		23C	1 - 5	45	14
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
Tiny Epic Zombies	Card & Dice		23C	1 - 5	45	14
Underlings of Underwing	Card & Dice		23C	1 - 6	60	12
Werewords	Card & Dice		23C	4 - 10	10	8
Biblios Dice	Card & Dice		23D	2 - 5	45	15
Braggart	Card & Dice		23D	2 - 6	45	10
Geistes Blitz 5 vor 12 (Ghost Blitz 5 to 12)	Card & Dice	\square !	23D	2 - 8	30	12
Sherlock Holmes The Card Game	Card & Dice		23D	3+	30	8
Sushi Go Party	Card & Dice		23D	2 - 8	20	8
Temp Worker Assassins	Card & Dice		23D	2 - 4	60	8

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Grabolo	Family and Kids		24A	3 - 5	20	4
Harry Potter: Hous in a Row	Card & Dice		24A	2 - 4	15	8
OK Duel	Card & Dice	☐!	24A	2 - 6	20	8
OK Play	Card & Dice		24A	2 - 4	15	8
Pass the Pigs: Big Pigs	Family and Kids		24A	1 - 10	15	6
Rainbow Rush	Card & Dice		24A	2+	30	8
Rubik's Cage	Card & Dice		24A	2 - 4	15	8
Avalon, The Resistance:	Card & Dice		24B	5 - 10	30	13
BANG! The Dice Game	Card & Dice		24B	3 - 8	40	8
Coup	Card & Dice		24B	2 - 6	15	13
Mafia De Cuba	Card & Dice		24B	6 - 12	20	10
Masquerade	Card & Dice		24B	2 - 13	30	10
Resistance, The	Card & Dice		24B	5 - 10	30	13
Resistance, The: Hostile Intent	Card & Dice	▽☐	24B	5 - 10	30	13
Secrets	Card & Dice		24B	4 - 8	20	10
Tortuga 1667	Card & Dice		24B	2 - 9	40	13
Chameleon, The	Party		24C	3 - 8	15	14
Good Cop, Bad Cop	Card & Dice		24C	4 - 8	20	12
Legends of Three Kingdoms (LTR)	Card & Dice		24C	2 - 10	40	12
Love Letter Premium	Card & Dice		24C	2 - 8	20	14
Rick and Morty: Total Rickall	Card & Dice		24C	2 - 5	30	15
Snakesss	Card & Dice		24C	4 - 8	20	12
Spyfall	Party		24C	3 - 8	15	13
Spyfall 2	Party		24C	3 - 12	15	13
Biblios	Card & Dice		24D	2 - 4	30	10
Bill and Ted's Excellent Boardgame	Card & Dice		24D	2 - 4	30	10
Binding of Isaac, The: Four Souls	Card & Dice		24D	2 - 4+	60	13
Castles Of Burgundy: Card Game	Card & Dice		24D	1 - 4	60	12
Chez Goth	Card & Dice		24D	2 - 5	60	13
Eight Minute Empire	Card & Dice		24D	2 - 5	20	12
Family Business	Card & Dice		24D	2 - 6	30	8
Kodama: The Tree Spirits	Card & Dice		24D	2 - 5	30	14
Merchants of Araby	Card & Dice		24D	2 - 5	60	14
6 Nimmt	Card & Dice		25A	2 - 10	45	10
BANG!	Card & Dice		25a	3 - 8	40	8
Brewcrafters: Travel Card Game	Card & Dice		25A	2 - 4	30	13
Deck Of Cards	Card & Dice		25a	1+	n/a	n/a
Deep Sea Adventure	Card & Dice		25A	2 - 6	30	8
Gloom	Card & Dice		25A	2 - 4	15	13
Gloom, Cthulhu	Card & Dice		25A	2 - 5	15	13
Hanabi	Card & Dice		25A	2 - 5	30	8
Hobbit, The: The Card Game	Card & Dice		25A	2 - 5	30	10
L.l.a.m.a.	Card & Dice		25A	2 - 6	20	8
Mind, The	Card & Dice		25A	2 - 4	20	8
Monopoly Deal	Card & Dice		25A	2 - 3	15	8
Nessos	Card & Dice		25A	3 - 6	20	8
One Deck Dungeon	Card & Dice		25A	1 - 2	30	14
Welcome To The Dungeon	Card & Dice		25A	2 - 4	30	10
Cockroach Poker	Card & Dice		25B	2 - 6	20	8
Deck Building: The Deck Building Game	Card & Dice		25B	2	20	13
Fluxx, Cthulhu	Card & Dice	☐!	25B	2 - 6	30	8
Fluxx, Dice	Card & Dice	+☐	25B	2 - 6	30	8

Key to expansions (EXP): \surd \square = In base box, + \square = Base required, \square ! = Standalone.

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Fluxx, Firefly	Card & Dice	\square !	25B	2 - 6	30	8
Fluxx, Pirate	Card & Dice	\square !	25B	2 - 6	30	8
Fluxx, Star	Card & Dice	\square !	25B	2 - 6	30	8
Fluxx, Zombie	Card & Dice	\square !	25B	2 - 6	30	8
Ghost Blitz (Geistes Blitz)	Card & Dice		25B	2 - 8	15	8
Ligretto	Card & Dice		25B	2 - 4	10	8
Oh My Goods!	Card & Dice		25B	2 - 4	30	10
Dodekka	Card & Dice		25C	2 - 6	20	6
Find the Pickle	Card & Dice		25C	3 - 6	20	12
Hero Realms	Card & Dice		25C	2 - 4	20	12
Jibbergiggle	Card & Dice		25C	3 - 8	15	8
Pit	Card & Dice		25C	3 - 8	90	10
Pretender, The	Card & Dice		25C	4 - 6	15	12
Randomise	Card & Dice		25C	4 - 40	60	8
Red 7	Card & Dice		25C	2 - 4	30	9
Saboteur	Card & Dice		25C	3 - 10	30	13
Saboteur 2	Card & Dice		25C	2 - 12	30	13
Soundiculous	Card & Dice		25C	3 - 10	15	8
Tetris: Speed	Card & Dice		25C	2 - 8	15	6
Tichu	Card & Dice		25C	3 - 10	90	13
Unstable Unicorns	Card & Dice		25C	2 - 8	45	14
Doppelt So Clever (Twice as Clever!)	Card & Dice	\square !	25D	1 - 4	30	8
Exploding Kittens (SFW)	Card & Dice		25D	2 - 5	15	7
Ganz Schön Clever (That's Pretty Clever!)	Card & Dice		25D	1 - 4	30	8
Heckmeck	Card & Dice		25D	2 - 7	30	8
Nosferatu	Card & Dice		25D	5 - 8	20	10
Say What?!	Card & Dice		25D	3 - 6	30	14
Skull	Card & Dice		25D	3 - 6	15	14
Star Wars: I've Got a Bad Feeling About This	Card & Dice		25D	2 - 8	20	12
Carcassonne: The Dice Game	Card & Dice		25E	2 - 5	10	8
Dobble	Card & Dice		25E	2 - 8	5	6
Dobble: Finding Dory	Card & Dice		25E	2 - 8	5	6
Dobble: Harry Potter	Card & Dice		25E	2 - 8	5	6
Dobble: Star Wars	Card & Dice		25E	2 - 8	5	6
Fletter Fuse	Card & Dice		25E	2 - 6	20	8
Mafia	Card & Dice		25E	7+	30	8
Marvel Cardline	Card & Dice		25E	2 - 8	15	7
Mint Works	Card & Dice		25E	1 - 4	20	13
Panic Lab	Card & Dice		25E	3 - 10	20	8
Peruke	Card & Dice		25E	2 - 4	30	10
Sushi Go	Card & Dice		25E	2 - 5	30	8
Timeline: British History	Card & Dice		25E	2 - 8	15	8
Timeline: Historical Events	Card & Dice		25E	2 - 8	15	8
Trival Pursuit Shuffle	Card & Dice		25E	2 - 8	20	16
Twin It!	Card & Dice		25E	2 - 6	15	6
Uno	Card & Dice		25E	2+	10	8
Walk The Plank	Card & Dice		25E	3 - 5	20	8
Yogi	Card & Dice		25E	3 - 10	20	8
Zombie Dice	Card & Dice		25E	2+	5	10
Barnyard Round Up	Card & Dice		25F	2 - 6	20	7
Bears Vs Babies (SFW)	Card & Dice		25F	2 - 5	30	18
Canine Kleptonamiacs	Card & Dice		25F	2 - 5	30	7

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Contrast	Card & Dice		25F	2 - 6	15	8
Dice Heist	Card & Dice		25F	2 - 5	20	14
Doughnut Drive-Thru	Card & Dice		25F	2 - 4	25	8
Dragon Slayer	Card & Dice		25F	2 - 5	15	14
Taco Cat Goat Cheese Pizza	Card & Dice		25F	2 - 8	30	8
Cortex Challenge	Card & Dice		25G	2 - 6	15	8
End is Nigh, The	Card & Dice		25G	2 - 6	20	13
Friday	Card & Dice		25G	1	25	13
Game Of Thrones, A: Hand of the King	Card & Dice		25G	2 - 4	30	14
Game Of Thrones: Westeros Intrigue	Card & Dice		25G	2 - 6	30	8
Get Bit	Card & Dice		25G	2 - 6	20	8
Hey That's My Fish!	Card & Dice		25G	2 - 4	20	8
Lil' Cthulhu	Card & Dice		25G	2 - 5	30	6
Waters Edge	Card & Dice		25G	2 - 4	45	10
Arboretum	Card & Dice		25H	2 - 4	30	8
Aye, Dark Overlord: The Red Box	Card & Dice		25H	4 - 7	60	14
Buccaneer Bones	Card & Dice		25H	1 - 4	15	8
Cheaty Mages	Card & Dice		25H	3 - 6	30	12
Codinca	Card & Dice		25H	2 - 4	20	8
Disastles	Card & Dice		25H	2 - 5	50	10
Mined out	Card & Dice		25H	2 - 4	40	14
Mr Jack Pocket	Card & Dice		25H	2	15	14
Mystery Rummy	Card & Dice		25H	2 - 4	30	10
Red Panda	Card & Dice		25H	2 - 6	20	8
Rock Paper Wizard	Card & Dice		25H	3 - 6	30	14
Cauldron Master	Card & Dice		25I	2 - 4	20	8
Ember: The Magical Card Game	Card & Dice		25I	2 - 5	30	7
Grizzled, The	Card & Dice		25I	2 - 5	30	14
Oregon Trail, The	Card & Dice		25I	2 - 6	30	12
Port Royal	Card & Dice		25I	2 - 5	50	8
Rising Kings	Card & Dice		25I	2 - 5	20	12
Skyjo	Card & Dice		25I	2 - 8	30	8
Spaceteam	Card & Dice		25I	3 - 6	5	10
Three Cheers For Master	Card & Dice		25I	2 - 6	45	13
Champion of the Wild, The	Card & Dice		25J	3 - 8	30	8
Dino Dump	Card & Dice		25J	2 - 4	10	6
Epic PVP	Card & Dice		25J	2 - 4	15	14
Game off Celebrities	Card & Dice		25J	3+	30	8
Mythe	Card & Dice		25J	2 - 5	20	6
Penguin Brawl	Card & Dice		25J	2 - 8	45	10
Quests of Valeria	Card & Dice		25J	1 - 5	45	14
SUPER HOT The Card Game	Card & Dice		25J	1 - 3	40	12
Dobble: Beach	Card & Dice		25x	2 - 8	5	6
Fishy Tactics	Card & Dice		25x	2 - 4	10	4
Funky Chicken	Card & Dice		25x	3 - 6	15	6
Happy Salmon (Blue)	Card & Dice		25x	3 - 6	15	6
Happy Salmon (Green)	Card & Dice		25x	3 - 12	15	6
Jungle Speed	Card & Dice		25x	2 - 10	15	7
Jungle Speed: Rabbids	Card & Dice		25x	2 - 10	15	7
Love Letter	Card & Dice		25x	2 - 4	20	10
Perudo	Card & Dice		25x	2 - 6	35	8
Bears Vs Babies (NSFW)	Over 18		26A	2 - 5	30	18

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Cards Against Humanity (UK)	Over 18		26A	4+	90	18
Cards Against Humanity (US)	Over 18		26A	4+	90	18
Consentacle	Over 18		26A	2	30	18
Dirty Minds	Over 18		26A	2+	30	18
Exploding Kittens (NSFW)	Over 18		26A	2 - 5	15	18
Family Guy - Stewie's Sexy Party Game	Over 18		26A	4+	30	18
Joking Hazard	Over 18		26A	3+	30	18
C S Files (Aka Deception: Murder In Hong Kong)	Light Strategy		26B	4 - 12	20	14
Master of Orion	Light Strategy		26B	2 - 4	60	12
Super Motherload	Light Strategy		26B	2 - 4	60	14
Sushi Roll	Light Strategy		26B	2 - 5	20	8
Wingspan	Light Strategy		26B	1 - 5	70	10
Wingspan European Expansion	Light Strategy	↘☐	26B	1 - 5	70	10
7 Wonders: Armada	Light Strategy	+☐	26C	2 - 7	40	10
Bärenpark: The Bad News Bears	Light Strategy	+☐	26C	2 - 4	45	8
Clank! Adventuring Party	Light Strategy	+☐	26C	2 - 6	120	13
Colt Express: Horses & Stagecoach	Light Strategy	+☐	26C	2 - 6	40	10
Evolution: Climate	Light Strategy	+☐	26C	2 - 6	60	12
Evolution: Climate	Light Strategy	+☐	26C	2 - 6	60	12
Evolution: Flight	Light Strategy	+☐	26C	2 - 6	60	12
Potion Explosion: The Fifth Ingredient	Light Strategy	+☐	26C	2 - 4	45	14
Proving Grounds	Light Strategy		26C	1	45	10
Splendor: Cities of,	Light Strategy	+☐	26C	2 - 4	30	10
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
Dominion	Light Strategy		26D	2 - 4	20	8
Dominion: Intrigue	Light Strategy	+☐	26D	2 - 4	20	8
Vikings Gone Wild	Light Strategy		26D	2 - 4	70	14
Alhambra: Big Box	Light Strategy		26E	2 - 6	60	8
Carcassonne Big Box	Light Strategy		26E	2 - 6	45	13
El Grande Big Box	Light Strategy		26E	2 - 5	90	13
Escape: The Curse of the Temple Big Box	Light Strategy		26E	1 - 6	15	8
Asteroyds	Light Strategy		27A	2 - 6	40	10
Bucket of Doom	Over 18		27A	3+	30	18
Codenames: Deep Undercover	Over 18		27A	4+	15	18
First Dates: The Game	Over 18		27A	4 - 10	20	18
FunEmployed	Over 18		27A	3+	30	18
Gutterhead	Over 18		27A	4 - 16	90	18
Hedbanz	Over 18		27A	2 - 6	30	18
Million Dollars, But...	Over 18		27A	2 - 6	30	18
Million Dollars, But...: Expansion Pack 1	Over 18	↘☐	27A	2 - 6	30	18
Scrawl	Over 18		27A	4 - 8	30	18
Secret Hitler	Over 18		27A	5 - 10	45	13
Voting game, The	Over 18		27A	5 - 10	30	18
Alhambra	Light Strategy		27B	2 - 6	60	8
Kingdomino	Light Strategy		27B	2 - 4	15	8
Machi Koro	Light Strategy		27B	2 - 4	30	10
Machi Koro: Bright Lights, Big City	Light Strategy	☐!	27B	2 - 5	30	10
Queen Domino	Light Strategy	☐!	27B	2 - 4	20	8
River, The	Light Strategy		27B	2 - 4	45	8
7 Wonders	Light Strategy		27C	2 - 7	30	10

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Bärenpark	Light Strategy		27C	2 - 4	45	8
Colt Express	Light Strategy		27C	2 - 6	40	10
Potion Explosion	Light Strategy		27C	2 - 4	45	14
Splendor	Light Strategy		27C	2 - 4	30	10
Century: A New World	Light Strategy	☐!	27D	2 - 4	45	8
Century: Eastern Wonders	Light Strategy	☐!	27D	2 - 4	45	8
Century: Spice Road	Light Strategy		27D	2 - 5	45	8
Luxor	Light Strategy		27D	2 - 4	45	8
Mammut	Light Strategy		27D	2 - 5	30	8
Munchkin Deluxe	Light Strategy		27D	3 - 6	90	10
Bloody Inn, The	Light Strategy		27E	1 - 4	60	14
Fireball Island: The Curse of Vul-Kar	Light Strategy		27E	2 - 4	60	7
Fireball Island: The Curse of Vul-Kar – Crouching Tiger, Hidden	Light Strategy	↘☐	27E	2 - 5	60	7
Fireball Island: The Curse of Vul-Kar – The Last Adventurer	Light Strategy	↘☐	27E	2 - 5	60	7
Kill Doctor Lucky	Light Strategy		27E	3 - 7	40	10
My Little Scythe	Light Strategy		27E	1 - 6	45	8
Bunny Kingdom	Light Strategy		28A	2 - 4	14	45
Bunny Kingdom: in the Sky	Light Strategy	+☐	28A	2 - 5	60	14
Istanbul	Light Strategy		28A	2 - 5	60	10
Quacks of Quedlinburg, The	Light Strategy		28A	2 - 4	45	10
Quacks of Quedlinburg, The: The Herb Witches	Light Strategy	↘☐	28A	2 - 5	45	10
Quadropolis	Light Strategy		28A	2 - 4	60	8
Quirkle	Light Strategy		28A	2 - 4	45	6
DC Comics Deck Building Game: Heroes Unite	Light Strategy		28B	2 - 5	45	15
DC Comics Deck Building Game	Light Strategy		28B	2 - 5	45	15
Roll Player	Light Strategy		28B	1 - 4	90	10
Roll Player: Monsters and Minions	Light Strategy	+☐	28B	1 - 5	120	12
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
Azul	Light Strategy		28C	2 - 4	30	8
Blokus	Light Strategy		28C	2 - 4	20	7
Blokus Trigon	Light Strategy		28C	2 - 4	20	7
Carcassonne	Light Strategy		28C	2 - 5	45	8
NMBR 9	Light Strategy		28C	1 - 4	20	8
Tash-Kalar	Light Strategy		28C	2 - 4	30	14
Catan Histories: Rise of the Inkas	Light Strategy	☐!	28D	3 - 4	90	12
Catan, Settlers of	Light Strategy		28D	3 - 4	60	10
Niagara	Light Strategy		28D	3 - 5	45	8
Sheriff Of Nottingham	Light Strategy		28D	3 - 5	60	14
Sheriff Of Nottingham: Merry Men	Light Strategy	↘☐	28D	3 - 6	60	14
Chronicles of Crime	Light Strategy		28E	1 - 4	90	12
Endangered Orphans of Condyle Cove	Light Strategy		28E	1 - 4	30	14
MicroMacro: Crime City	Light Strategy		28E	1 - 4	45	12
Paranormal Detectives	Light Strategy		28E	2 - 6	50	12
Revolution!	Light Strategy		28E	3 - 4	60	13
Shadow Hunters	Light Strategy		28E	4 - 8	60	13
Stop Thief!	Light Strategy		28E	2 - 4	45	14
Dice Forge	Card & Dice		29A	2 - 4	45	10
Dice Forge: Rebellion	Card & Dice	+☐	29A	2 - 4	60	10

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
King Of New York	Card & Dice		29A	2 - 6	40	10
King Of Tokyo: Power up	Card & Dice	↘☐	29A	2 - 6	40	8
King Of Toyko	Card & Dice		29A	2 - 6	30	8
King Of Toyko: Halloween	Card & Dice	↘☐	29A	2 - 6	40	8
Sagrada	Card & Dice		29A	1 - 4	45	13
Sagrada 5-6 player expansion	Card & Dice	↘☐	29A	1 - 6	45	14
Automobiles	Light Strategy		29B	2 - 5	45	14
Downforce	Light Strategy		29B	2 - 6	40	10
Flamme Rouge	Light Strategy		29B	2 - 4	45	8
Flamme Rouge: Meteo	Light Strategy	↘☐	29B	2 - 6	45	8
Flamme Rouge: Peloton	Light Strategy	↘☐	29B	2 - 12	45	8
Formula D	Light Strategy		29B	2 - 10	60	14
Snow Tails	Light Strategy		29B	2 - 5	60	10
Camel Up (Second Edition)	Light Strategy		29C	2 - 8	30	8
Linie 1 (Line 1)	Light Strategy		29C	2 - 5	60	10
Planet	Light Strategy		29C	2 - 4	45	8
Ticket To Ride: Europe	Light Strategy		29C	2 - 5	60	8
Ticket to Ride: London	Light Strategy	☐!	29C	2 - 4	15	8
Ticket To Ride: United Kingdom + Pennsylvania	Light Strategy	+☐	29C	2 - 5	75	8
Cottage Garden	Light Strategy		29D	1 - 4	60	8
Kitchen Rush	Light Strategy		29D	1 - 4	45	12
Parks	Light Strategy		29D	1 - 5	70	10
Plague Inc	Light Strategy		29D	1 - 4	60	14
Takenoko	Light Strategy		29D	2 - 4	45	8
3 Commandments, The	Light Strategy		29E	3 - 7	45	10
Fields of Green	Light Strategy		29E	2 - 4	45	12
Habitats	Light Strategy		29E	2 - 5	40	10
Imhotep	Light Strategy		29E	2 - 4	40	10
Reef Encounter	Light Strategy		29E	2 - 4	120	10
Reef Encounter Of The Second Kind	Light Strategy	↘☐	29E	2 - 4	120	10
Tokaido	Light Strategy		29E	2 - 5	45	8
Tokaido Crossroads Expansion	Light Strategy	↘☐	29E	2 - 5	45	8
Dream Home	Light Strategy		30A	2 - 4	30	7
Dream Home: 156 Sunny Street	Light Strategy	↘☐	30A	2 - 5	40	7
Imperial Settlers	Light Strategy		30A	1 - 4	90	10
Jamaica	Light Strategy		30A	2 - 6	60	8
Sea Of Clouds	Light Strategy		30A	2 - 4	40	10
Trogdor!!: The Board Game	Light Strategy		30A	1 - 6	60	14
Blue Lagoon	Light Strategy		30B	2 - 4	45	8
Bohnanza	Card & Dice		30B	2 - 7	45	13
Boss Monster	Card & Dice		30B	2 - 4	30	13
Boss Monster 2: The Next Level	Card & Dice	☐!	30B	2 - 4	30	13
Citadels	Card & Dice		30B	2 - 7	60	10
Cosmic Encounter	Light Strategy		30B	3 - 5	120	14
Epic Spell Wars of the Battle Wizards: Duel at Mt. Skullzfyre	Card & Dice		30B	2 - 6	30	15
Epic Spell Wars of the Battle Wizards: Rumble at Castle Tentaki	Card & Dice		30B	2 - 6	30	15
Ethnos	Light Strategy		30B	2 - 6	60	14
Grifters	Card & Dice		30B	2 - 4	30	14
Root	Light Strategy		30B	2 - 4	90	10
Root: The Clockwork Expansion	Light Strategy	↘☐	30B	1 - 4	90	10
Stone Age	Light Strategy		30B	2 - 4	90	13
Villagers	Light Strategy		30B	1 - 5	60	10

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Destination Hogwarts	Light Strategy		30C	2 - 8	60	8
Discworld: Ankh-Morpork	Light Strategy		30C	2 - 4	60	11
Everdell	Light Strategy		30C	1 - 4	80	13
Raids	Light Strategy		30C	2 - 4	40	10
Superstar Showdown	Light Strategy		30C	2 - 6	60	8
Compounded	Light Strategy		30D	2 - 5	90	13
Cytosis	Light Strategy		30D	2 - 5	90	10
Nefarious: The Mad Scientist Game	Light Strategy		30D	2 - 6	40	13
Ricochet Robot	Light Strategy		30D	2+	30	10
Robo Rally	Light Strategy		30D	2 - 8	60	15
Twin Tin Bots	Light Strategy		30D	2 - 6	50	13
Havana	Light Strategy		30E	2 - 4	45	10
Portal	Light Strategy		30E	2 - 4	60	15
Power	Light Strategy		30E	2 - 4	120	10
Ubongo	Light Strategy		30E	2 - 4	30	8
Via Nebula	Light Strategy		30E	2 - 4	60	12
Between Two Castles of Mad King Ludwig	Light Strategy		31A	3 - 7	60	10
Between Two Cities	Light Strategy		31A	1 - 6	25	8
Castles Of Burgandy	Light Strategy		31A	2 - 4	90	12
Castles Of Mad King Ludwig	Light Strategy		31A	1 - 4	90	13
Paupers' Ladder	Light Strategy		31A	2 - 4	90	14
Suburbia	Light Strategy		31A	1 - 4	90	8
Grimm Forest, The	Light Strategy		31B	2 - 4	60	8
Inis	Light Strategy		31B	2 - 4	60	14
Isle of Skye: From Chieftain to King	Light Strategy		31B	2 - 5	60	8
Seasons	Light Strategy		31B	2 - 4	60	14
Torres	Light Strategy		31B	2 - 4	60	12
Evolution	Light Strategy		31C	2 - 6	60	12
Evolution: Flight	Light Strategy	+☐	31C	2 - 6	60	12
Mystic Vale	Light Strategy		31C	2 - 4	45	14
Photosynthesis	Light Strategy		31C	2 - 4	60	8
Steam Park	Light Strategy		31D	2 - 4	60	10
Talisman: Legendary Tales	Light Strategy		31D	1 - 6	40	14
Tavarua	Light Strategy		31D	1 - 6	45	14
Tayü	Light Strategy		31D	2 - 4	45	10
Terror in Meeple City	Light Strategy		31D	2 - 4	30	8
Football Game, The	Light Strategy		31E	2 - 4	90	8
Nightmare Before Christmas, The	Light Strategy		31E	2 - 6	60	8
Raise your Goblets	Light Strategy		31E	2 - 12	30	14
River Dragons	Light Strategy		31E	2 - 6	25	8
Tribes	Light Strategy		31E	2 - 4	50	8
221b Baker Street	Classic		32A	2 - 6	90	10
Dream Phone	Classic		32A	1 - 4	60	9
Hare And Tortoise	Classic		32A	2 - 6	60	8
London Board Game, The	Classic		32A	2 - 6	30	7
Mancala	Classic		32A	1 - 2	30	12
Scrabble	Classic		32A	2 - 4	45	10
Backgammon	Classic		32B	2	30	10
Chess and Draughts (Wooden box)	Classic		32B	2	60	10
Disney Chess	Classic		32B	2	60	6
Dominoes (Leather case)	Classic		32B	2 - 4	15	6
Dominoes (Wooden box)	Classic		32B	2 - 4	15	6

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Harry Potter: Wizard Chess	Classic		32B	2	60	8
Hexagony	Classic		32B	2 - 3	20	8
Mastermind	Classic		32B	2	15	8
Othello	Classic		32B	2	30	8
Battleship Command	Classic		32C	2	30	8
Connect 4	Classic		32C	2	10	7
Connect 4 Advanced	Classic		32C	2	15	12
Downfall	Classic		32C	2	15	7
Guess Who	Classic		32C	2	10	6
Yahtzee	Classic		32C	2 - 10	30	6
Cluedo	Classic		32D	2 - 4	60	8
Game Of Life, the	Classic		32D	2 - 4	60	8
Harry Potter Cluedo	Classic		32D	3 - 5	60	9
Monopoly: Star Wars	Classic		32D	2 - 4	60	8
Monopoly	Classic		32D	2 - 4	180	8
Monopoly: Mega Edition	Classic		32D	2 - 8	90	8
Scotland Yard	Classic		32D	3 - 6	45	10
Triominoes	Classic		32D	2 - 4	20	6
Misfortune	Classic		32E	2 - 4	60	12
Risk	Classic		32E	2 - 6	120	10
Rummikub	Classic		32E	2 - 4	30	8
Sorry!	Classic		32E	2 - 4	20	6
Star Marines	Classic		32E	1 - 6	90	10
Stratego	Classic		32E	2	45	8
Mr Lister's Quiz Shootout	Trivia		33A	3+	30	14
Tension	Trivia		33A	2+	30	14
Top of the Pops	Trivia		33A	3 - 99	30	14
Trivial Pursuit: I Bet You Know It	Trivia		33A	2+	60	16
Trivial Pursuit: Master Edition	Trivia		33A	2+	45	15
Trivial Pursuit: World of Harry Potter	Trivia	↘☐	33A	2 - 6	60	12
What Came First?	Trivia		33A	2 - 8	20	10
Wits and Wagers	Trivia		33A	4+	25	10
Absolute Balderdash	Trivia		33B	4+	60	12
Articulate	Trivia		33B	4+	30	12
Articulate: Extra Pack 1	Trivia	↘☐	33B	4+	30	12
Articulate: Your Life	Trivia		33B	4+	30	12
Clickbait	Trivia		33B	3 - 8	20	14
Concept	Trivia		33B	2 - 12	40	10
Say Anything	Trivia		33B	3 - 8	45	14
Taboo	Trivia		33B	4+	20	13
Apples To Apples	Party		33C	4 - 10	20	12
Colour Brain	Party		33C	2 - 20	20	14
Cranium	Party		33C	4+	60	13
Dixit	Party		33C	3 - 6	30	8
Pictionary	Party		33C	2 - 8	30	12
Pictureka	Party		33C	2+	30	6
Sketchy Tales	Party		33C	4 - 8	20	8
Telestrations	Party		33C	4 - 8	20	8
Codenames	Party		33D	2+	15	14
Codenames: Disney	Party		33D	2+	15	14
Codenames: Harry Potter	Party		33D	2+	15	14
Codenames: Marvel	Party		33D	2+	15	14

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

Game	Category	EXP?	Shelf	Players	Playtime	Age+
Codenames: Pictures	Party		33D	2+	15	14
Decrypto	Party		33D	3 - 8	30	12
How Am I Weird	Party		33D	2 - 11	90	14
Letter Jam	Party		33D	2 - 6	45	10
Weird Things Humans Search For	Party		33D	3 - 20	20	14
Ca\$h n' Guns (Second Edition)	Party		33E	4 - 8	30	10
Ingenious	Party		33E	1 - 4	45	8
Luchador!	Party		33E	2 - 6	15	8
Newspeak	Party		33E	3 - 8	60	14
Pitch Car	Party		33E	2 - 8	30	6
Whitewater	Party		33E	2 - 6	60	8
Blockbuster	Trivia		34A	4+	45	12
Confident?	Trivia		34A	3 - 6	30	12
Logo Game, The	Trivia		34A	2 - 6	30	12
Pass the Popcorn	Trivia		34A	2 - 8	30	12
Pointless	Trivia		34A	2 - 4	30	14
Trivial Pursuit Family Edition	Trivia		34A	2 - 6	40	8
Anomia	Party		34B	3 - 6	30	10
Bananagrams	Trivia		34B	1 - 8	10	12
Boggle	Trivia		34B	1+	5	12
Just One	Party		34B	3 - 7	20	8
Lexicon GO: Harry Potter	Trivia		34B	1 - 4	30	8
Linkee	Trivia		34B	2 - 30	15	12
Mobi	Trivia		34B	1 - 6	15	6
Paperback	Trivia		34B	2 - 5	45	10
Qwordie	Trivia		34B	2+	30	14
Rummikub: Word	Trivia		34B	2 - 4	30	7
Think Words! Spin	Trivia		34B	2 - 8	15	14
Bausack	Party		34C	2 - 6	30	8
Catch the Moon	Party		34C	2 - 6	20	6
Flick 'em Up	Party		34C	2 - 10	45	8
Jenga	Party		34C	1+	15	6
Junk Art	Party		34C	2 - 6	30	8
Maki Stack	Party		34C	4 - 6	15	7
Riff Raff	Party		34C	2 - 4	30	8
Tokyo Highway	Party		34C	2 - 4	30	8
Bottle	Party		34D	2+	15	8
Burn Book: Mean Girls the Party Game	Party		34D	4 - 8	20	14
Cahoots	Party		34D	1 - 4	20	10
Drunken Sailor	Party		34D	3 - 8	20	16
Noodle Game, The	Party		34D	2 - 4	30	6
Obama Llama 2	Party		34D	4+	30	14
Team 3	Family and Kids		34D	3 - 6	30	14
Truth Bombs	Trivia		34D	4 - 8	20	14
Emojinary	Party		34E	4+	30	10
Enigma, the All New	Party		34E	3 - 12	60	12
Herd Mentality	Party		34E	4 - 10	20	10
P is for Pizza	Party		34E	2 - 4	20	8
Simpsons, the: Board game	Party		34E	2 - 6	60	8
Snake Oil	Party		34E	3 - 8	60	10
Wheel of Fortune	Classic		34E	2 - 4	60	10