


Game Library


 Indicates a LMC Game Night Favorite

You are always invited to come play with us at our monthly Game Night!

Abandon All Artichokes- 2-4 players Deck Building game. Pick up a new card, perform any actions you can with cards in your hand, draw a new hand when you are done. Get rid of artichoke. First person to draw 5 cards and not have any artichokes wins!

Adventure Maximus- unlimited players Kid Friendly Dungeons and Dragons style game.


 **Aggravation-** 2-6 players Roll dice, move your marbles. Get all four marbles back Home to win. (Watch those shortcuts, they're dangerous!)

Apples to Apples- 4-10 players Choose which card in your hand matches the  description word selected each round. Best (or funniest) choice gets a point.

Batman Fluxx- 2-6 players Draw cards, collect items, and change the rules until someone wins.

Beagle or Bagel- 2-6 players Fast paced card game. Cards are flipped, yell beagle or bagel first to win points.... But only if you're right.

Bedlam in Neverwinter- 2-6 players Escape and Solve mystery game set in the Dungeons and Dragons universe.

 **Blank Slate-** unlimited players Prompt cards are read aloud. (Example- _____ Suit) Players write the word that comes to mind that fills in that blank (Wet, Birthday, Pinstripe). Get one point for each person you match, 2 points if only one other person said the same thing, and no points if you don't match anyone.

Blinks- unlimited players Link hexagonal, color changing LED cubes to play a variety of games.

Blockbuster Game- 4+ players List movies that match a category (Example: 'movies with dogs') teams alternate until one runs out of answers. Further rounds can include charade type play.

Cantankerous Cats- 2-6 players Draw 3 cards, play 2, cause mischief

Carcassonne- 2-5 players Place tile to build your kingdom. Try to make towns and connect roads.

➡ **Castle Panic-** 1-6 players Cooperative game. Use cards in your hand to fight off monsters. Work together to beat them back into the woods before they invade your 3D cardboard castle.

Castle Rampage- 2 players using cards, build and defend your castle while trying to tear down your opponent's

Castle Ravenloft- 1-5 players Play cards, battle monsters, don't die. Set in the Dungeons and Dragons universe.

Cat Game- unlimited players Pictionary type game with quirky cat cut outs to draw around

Chutes and Ladders- 2-3 players Classic. Beat everyone else to the finish line.

➡ **Clank!-** 2-4 players (we have expansion decks, but chaos may make play less fun) Deck building card/board game. Use your cards to move your pawn, fight monsters, and collect gold. Find treasure and get out of the depths without making too much noise- the dragon attacks those whose armor clanks!

Clue- 2-6 players Classic. Discover who, what, and where before anyone else.

➡ **Codenames-** unlimited players Get others to guess the correct words laid out on the table by giving one-word clues and a number that matches how many you are referring to. Guess wrong and your turn is over.

Concept- unlimited players Get others to guess your concept using the pictures on the board. Blue, animal, large? Is it a whale?

Crack the Code- unlimited players One player steps out of the room. The others reveal the Code. When the other player returns, they must guess what the code is. Does everyone scratch their nose when answering a question? Or do they sit on their hands?

Dominos- 1-7 players Classic. Match tiles; several variations. Mexican train version- build a continuous line, if you cannot play on your own line there is one available for everyone to use (or if you can't play anywhere, other players can play on your line this turn)

Dungeon Drop- 1-4 players Drop pretty cubes, collect reassurance, fight monsters.
(The walls are wherever you say they are)

Encore- 2-8 players (two teams) Quote or sing lyrics to a song that has the prompt word in it. Then the other team does the same with the same prompt. Points awarded to the last team to sing before the others go blank.

Eye Know- 2-8 players Identify a card, answer a related trivia question.

Exit- Mysterious Museum- 1-4 players Escape room type game. Work together to solve clues.


Exploding Kittens- 2-5 players Draw a card, play a card from your hand, do the action written on the card, don't explode.

Family Feud- unlimited players Classic, 2 versions. Guess popular answers.

Forbidden Island- 2-4 players Cooperative game. Work together to collect treasure before the island sinks.

Forgotten Waters- 3-7 players Choose your own adventure pirate game. Time intense, requires multiple sessions.

Game of Things- 4-15 players Write your answer to a prompt, all answers are read aloud and players guess who wrote each one.

 **Get Bit-** 3-6 players Select a card from your hand (numbered 1-6), everyone flips a card at the same time. The lowest number moves their character first, then up through the highest. If you choose the same number as someone else, neither of you moves. The player at the back at the end of each round loses a limb to the shark!

Gravwell- 1-4 players Use cards to move forward, backwards, or pull everything else towards you. Except forwards means towards the closest object, not necessarily towards the finish line! Mind bending fun.

Harry Potter Hogwarts Battle- 2-4 players Cooperative Deck building battle game.

Hedgehog Hop- 2-6 players Play cards to help hedgehogs dance.

Hedgehog Roll- 1-4 players roll the Velcro covered ball to pick up leaves. Move forward down the path based on what you get.

Hero Realms- 2-4 players (maybe more) Deck building battle game. Use the cards you draw to attack other players, heal, and to 'buy' new more powerful cards.

➡ **Hit or Miss-** unlimited players Write down as many things that fit the category as you can think of before the timer runs out. Then each player takes a turn to roll the dice and pick one of the things on their list. If you rolled hit, pick something you think everyone wrote and get one point for each match. If you roll miss, pick something you think no one has and get points for each miss! Other players who match also get points.

Hues and Cues- 3-10 players Give single word clue to lead other players to your particular shade. Points awarded for how close people get.

I Should Have Known That- unlimited players Trivia game, fast, common knowledge.

In a Pickle- 2-6 players Place item cards. Can a watermelon fit inside a phone booth?

➡ **Just One-** 3-7 players Draw a card, but don't look at it. Choose a random number from 1 to 5 to select the word you need to guess. All other players look at the card and write one-word clues. Be careful, though- if more than one person gives the same clue it gets thrown out!

Kabuto Sumo- 2-4 players Push wooden disks onto the cardboard playing field table. Try to push off your opponents' pieces.

Kingdom Builder- 2-4 players Draw a card with a pattern, Place 3 wooden houses on tiles that match that pattern. Repeat each turn. Points are awarded for different goals each game (e.g.: longest straight line of houses or largest group). Easy to learn, but makes you want to play again convinced you'll do better next time.

Klask- 2 players Dexterity game. Like air hockey but controlled from beneath the board via magnets. Easy to pick up, hard to master, very funny!

Like Minds- 4-8 players Pair up and write lists of things in a category. The team with the most matches moves forward. First team over the finish line wins!

Linkto- unlimited players Lay out the object cards, then place the matching card on top of each. Check to see if you matched everything correctly to win. Slow puzzle game.

Loonacy- 2-5 players Speed matching game. Place cards from your hand onto cards with matching pictures. First to go out wins.

Lost Cities- 2 players Gather and place numbered cards in ascending order according to color. Work on multiple stacks, but make sure you have enough cards in a color before you start one- each stack costs points. Both players are drawing from the same deck; if your opponent starts a blue stack, you may not want to compete in blue... or maybe you do.

Maiden's Quest- 1-2 players Use cards to defeat challenges.

Malarky- 2-6 players Why are there holes in doughnuts? One random player gets the true answer to an odd question, the rest are just making it up as they go along. Can you tell which is which?

Munchkin- 3-6 players Defeat monsters and collect treasures using cards. Help other players or make their challenge harder.

My City- 2-4 players Build buildings efficiently. Tetris meets town planning.

Mysterium- 2-7 players The 'Ghost' player gives clue to mysteries via picture cards. Work together to analyze what this silent specter is trying to say before the night is over.

Name 5- 2-20 players Roll, move, play. Name 5 things in a particular category.

Nature Fluxx- 2-6 players Draw cards, collect items, and change the rules until someone wins.

One Deck Dungeon- 1-2 players Delve for treasure using cards. Defeat cards to win items that help you defeat more cards.


Pandemic- 2-4 players (or up to 8) Cooperative game. Work together to get rid of colored cubes representing virus outbreaks. Cure a disease to eradicate it for good. Things can escalate quickly!

Pantone- 2-20 players Using simple rectangles of color give clues to your teammates. Example: two black cards placed in the shape of a top hat could mean Abraham Lincoln.

Parcheesi- 2-6 players Classic Move yours pawns around the board by rolling dice.

Patient Zero- 3-10 players Social deduction game. Who has the virus card? Can you figure it out in time?

Pay Day- 2-6 players Collect mail, pay bills, try not to go into debt.

 **Penny Drop-** unlimited players (we have pennies for 10ish) Push your luck dice game. Roll the die, put a penny in the slot in the box that matches your roll. Keep rolling or pass the box on, but beware- if you roll a number that already contains a penny you have to take ALL the pennies. Get rid of all your pennies to win.

Phase 10- 2-6 players Be the first to get rid of all your cards by completing 'phases'. Each phase requires a different collection of cards... a set of 4, a run of 7, all one color, etc.

Pickles to Penguins- unlimited players Speed card game. Empty your hand by placing related cards. Be prepared to defend your placement!

Pictionary- unlimited players Classic. Draw based on a prompt while your team guesses.

Popcorn Dice- 2-6 players Push your luck dice game. Roll dice, reroll any unpopped kernel but don't burn the batch!

Potion Explosion- 2-4 players Select marbles from the rack and place them on 'potion bottles' to complete orders. Each potion requires a different pattern.

Quiddler- 1-8 players Make words using the letter cards in your hand.

Rack-O- 2-4 players Try to place numbers in your rack in ascending order.

Relative Insanity- 4-12 players Choose which phrase card in your hand matches the picture selected each round. Best (or funniest) choice gets a point.

Roll for It- 2-4 players- Push you luck dice rolling game. Try to match patterns on cards. You can assign dice each turn but cannot get them back until someone (hopefully you!) matches the pattern completely.

Rune Age- 1-4 players Deck building Game, multiple rule variations.

Rush and Bash- 2-6 players Racing game. Play cards to move forward and/or use special effects (missiles, repairs, changing lanes, etc.)

San Ni Ichi- 3-6 players Choose a card, all players flip at the same time. Lowest strength goes first. Assign your card to opponents as damage.

Second Chance- 1-6 players Fill in your grid efficiently. Each round new tiles are revealed with a shape on it. Color in your grid with one of those shapes. Tetris like.

Shifting Stones- 1-5 players Try to match the patterns on your cards. You can switch tiles, turn them over, etc. but be careful, all players are using the same tiles.

Shut the Box- 2-4 players Dice rolling; roll two dice and close tabs on your box. If you roll a 4 and a 5 do you close those two tabs? Or do you choose to close the tab labeled 9? First to close all 12 tabs wins.

Sleeping Queens- 2-5 players Play cards from your hand. Some card do special things, or you can get rid of cards in your hand by playing mathematical equations (play and 8, 2, and 10 by saying $8+2=10$). The goal is to collect queens and score points (kings wake queens, knights steal queens from other players, etc.)

So Clover- 3-6 players Random words are placed on you game board. Write clues that lead to words that are next to each other. Remove the cards, other players then try to recreate the arrangement that you had. Not super easy, but fun even when it doesn't go smoothly. Example: pearl and hair could lead to the clue mermaid.

Splendor Duel- 2 players Pick up tokens, use them to purchase items that are worth points. Slightly complex strategy game.

Spot It- 2-8 players Classic. Find matching symbols before everyone else.

Super Kitty Bug Slap- 2-5 players Speed card game. Your player character is a cat with a bug on its head. The dealer reveals one card at a time, you must slap cards that have an aspect matching your character (color, shape, or bug). 1 point for each match, negative 2 if you grab a card that doesn't actually match.

Sushi Go- 2-5 players Cards are passed around, select the one you want before passing the rest on. Try to collect sets and/or block opponents from getting what they want.

Taco vs Burrito- 2-4 players Draw a card, play a card. Try to play good ingredients worth a lot of points into your own taco or place bad ones into your opponents' tacos. Other cards can be played to create chaos (swap meals, double points, etc.)

Telepaths- 4+ players List words based on a prompt. Move forward according to how many of your words matched your teammate's.

➡ **Telestrations-** 4-12 players Pictionary meets Telephone. Each player gets a multipage book. On the first page you draw a picture based on a prompt card. The page is then turned and the book passed to the next player. Then they peek at the picture and write what they think your prompt was (meanwhile you are doing the same with the book you received for the player on your other side!). When done, turn the page and pass the book. Peek at prompt, draw- Pass- peek at drawing, guess- Pass... until your book returns to you. Enjoy all the silly results!

Text Twist- 1-4 players Build as many 3-7 letter words as you can with the given group of 7 letters. Each round has different letters and a card that tells you how many words are possible using them.

The Fuzzies- 2-4 players Like Jenga, but made of small, fuzzy, staticky pompoms.

➡ **Ticket to Ride-** 2-5 players Draw cards, collect sets of the same color cards to build train lines, try to connect cities and complete personal goals.

Tokaido- 2-5 players Walk down a path collecting souvenirs, eating, painting, etc. You can take the slow path and move to the next empty space, or run ahead anytime to grab what you need in case someone blocks the space. Balance your choices between more stuff or fewer things that are more valuable.

Top Trumps- 2-6 players Pick a statistic on your card that you think will trump everyone else. Whoever is highest wins the round. Then the next player gets to choose the category to complete in for the next round. (We have both Marvel and Star Wars themes)

Trapwords- 4-8 players Navigate your way in the dungeon by explaining things without mentioning trapwords! Like a more complicated version of Taboo

Trash Pandas- 2-4 players Push your luck dice rolling. Dice give you opportunities to collect valuable items, 'stash' them, and mess with other players.

Trivial Pursuit- 2-4 players (or team up) Classic. Roll, move, answer trivia. Multiple versions (Classic, LOTR, Star Wars)

Uno- 2-10 players Classic. Place a card that either matches the number or color of the previous card.

Up a bit- 3+ players One player tells everyone else how to draw a simple object (as chosen by a card dealt). Other players sketch as instructed and try to guess what they are trying to draw. First to guess correctly gets a point.

Wavelength- unlimited players ***Wavelength** is a social guessing game in which two teams compete to read each other's minds. Teams take turns rotating a dial to where they think a hidden bullseye is located on a spectrum. One of the players on your team — the Psychic — knows exactly where the bullseye is, and draws a card with a pair of binaries on it (such as: Job - Career, Rough - Smooth, Fantasy - Sci-Fi, Sad Song - Happy Song, etc). The Psychic must then provide a clue that is *conceptually* where the bullseye is located between those two binaries. For example, if the card this round is HOT-COLD and the bullseye is slightly to the "cold" side of the center, the Psychic needs to give a clue somewhere in that region. Perhaps "salad"? After the Psychic gives their clue, their team discusses where they think the bullseye is located and turns the dial to that location on that spectrum. The closer to the center of the bullseye the team guess, the more points they score! -From boardgamegeek.com*

What am I?- unlimited players Classic. What card am I holding on my forehead? Other players give clues.

Wits and Wagers- 3-10 players Guess the numerical answer to a question. Then bet whose answer is the closest without going over. Points for the best answer and more for betting wisely.

Yahtzee- 2+ players Classic. Roll dice, match patterns.

Zero to 100- 2-12 players Guess the numerical answer to a question. You don't need to be right, just closer than the other teams