

Titles	Complexity	# Players	Location	Main Mechanic
1961	Green	2 - 6	Small	Player Elimination
108: The Game That Is Won with the Universe	Blue	2 - 4	Beginner	Tile Placement
18 Holes	Blue	1 - 5	Beginner	Open Drafting
1848: Australia	Orange	3 - 6	Competitive	Stocks
300: Earth & Water	Green	2	1-2 Player	Take That
3000 Scoundrels	Green	2 - 4	Competitive	Action Selection
51st State: Master Set	Orange	1 - 4	Competitive	Hand Management
5211 Azul	Blue	2 - 5	Small	Set Collection
5-Minute Dungeon	Blue	2 - 5	Beginner	Cooperative
5-Minute Mystery	Blue	1 - 6	Beginner	Cooperative
7 Wonders	Green	3 - 7	Beginner	Closed Drafting
7 Wonders Architects	Blue	2 - 7	Beginner	Open Drafting
7 Wonders Duel	Green	2	1-2 Player	Open Drafting
A Feast for Odin	Orange	1 - 4	Competitive	Tile Placement
A Game of Cat & Mouth	Blue	2	1-2 Player	Dexterity
A Game of Thrones	Orange	3 - 6	Competitive	Simultaneous Play
A Little Wordy	Blue	2	1-2 Player	Word Game
A Message From the Stars	Yellow	2 - 8	Cooperative	Cooperative
A Place for All My Books	Green	1 - 4	Beginner	Pattern Building
A Touch of Evil	Green	2 - 8	Oversized	Cooperative
A War of Whispers	Green	2 - 4	Competitive	Area Control (Area Majority)
A Wild Venture	Green	1 - 2	New	Hand Management
Abandon all Artichokes	Blue	2 - 4	Small	Deck Building
Abduction	Blue	1 - 4	Beginner	Hand Management
Abomination: The Heir of Frankenstein	Yellow	2 - 4	Competitive	Narrative Choice
Abyss	Green	2 - 4	Competitive	Auction/Bidding
Acquire	Green	2 - 6	Competitive	Stocks
Adventure Land	Green	2 - 4	Beginner	Area Control (Area Majority)
Adventure Mart	Green	2 - 4	Competitive	Auction/Bidding
Adventure Party: The Role Playing Party Game	Green	3 - 8	Party	Cooperative
Adventure Zone, The: Bureau of Balance	Blue	2 - 5	Beginner	Cooperative
Adventures of Robin Hood, The	Green	2 - 4	Cooperative	Cooperative
Aeon's End	Yellow	1 - 4	Cooperative	Cooperative
AFFLICTION: Salem 1692	Yellow	2 - 4	Small	Open Drafting
Aftermath	Yellow	1 - 4	Cooperative	Cooperative
Agatha Christie's Death on the Cards	Blue	2 - 6	Small	Deduction
Age of Innovation	Red	1 - 5	Competitive	Engine (Tableau) Building
Agent Avenue	Blue	2 - 4	1-2 Player	Hand Management
Aggravation	Blue	2 - 6	Beginner	Push Your Luck
Agricola	Orange	1 - 6	Competitive	Worker Placement
Agricola: All Creatues Big and Small	Green	2	1-2 Player	Worker Placement
Ahoy	Yellow	2 - 4	Competitive	Action Selection
Air, Land, and Sea: Critters at War	Blue	2	1-2 Player	Hand Management

Akropolis	Blue	2 - 4	Beginner	Tile Placement
Aleph Null	Green	1	1-2 Player	Hand Management
Alice is Missing (Role Playing Game)	Red	X	Small	Narrative Choice
Alien: Fate of the Nostromo	Green	1 - 5	Cooperative	Cooperative
All Aboard!	Blue	2 - 5	Small	Hand Management
Altay: Dawn of Civilization	Green	2 - 4	Competitive	Area Control (Area Majority)
Altiplano	Yellow	2 - 5	Competitive	Bag Building
Anachrony	Orange	1 - 4	Competitive	Worker Placement
Ancient Knowledge	Yellow	2 - 4	New	Hand Management
Andromeda's Edge	Orange	2 - 4	Oversized	Worker Placement
Animal Kingdoms	Green	1 - 5	Beginner	Area Control (Area Majority)
Animal Upon Animal	Blue	2 - 4	Kids	Dexterity
Ankh: Gods of Egypt	Yellow	2 - 5	Competitive	Area Control (Area Majority)
Anno 1800	Yellow	2 - 4	Competitive	Engine (Tableau) Building
Antiquity Quest	Blue	2 - 8	Small	Hand Management
Apiary	Yellow	1 - 5	Competitive	Worker Placement
Apples to Apples	Blue	4 - 10	Party	Player Judge
Aqua	Green	1 - 4	Beginner	Open Drafting
Aquabats!, The: Super Showdown	Blue	2 - 4	Small	Hand Management
Aquatica	Green	1 - 4	Competitive	Resource Management
Arboretum	Green	2 - 4	Small	Set Collection
Arcadia Quest	Green	2 - 4	Competitive	Take That
Architects of the West Kingdom	Yellow	1 - 5	Oversized	Worker Placement
ArchRavels	Green	2 - 4	Beginner	Open Drafting
Arcs	Yellow	2 - 4	Competitive	Action Points
Arctic Scavengers	Green	1 - 5	Beginner	Deck Building
Ark Nova	Orange	1 - 4	Competitive	Hand Management
Arkham Horror	Orange	1 - 8	Cooperative	Cooperative
Arkham Horror: The Card Game	Orange	1 - 4	Cooperative	Cooperative
Armageddon	Yellow	3 - 4	Competitive	Auction/Bidding
Art Decko	Green	2 - 4	Competitive	Deck Building
Artifacts, Inc.	Green	2 - 4	Small	Set Collection
Ascension: Dawn of Champions	Green	1 - 4	Beginner	Deck Building
Ascension: Deckbuilding Game	Green	1 - 4	Beginner	Deck Building
Assassin's Creed: Brotherhood of Venice	Yellow	1 - 4	Oversized	Cooperative
Assault on the Castle	Blue	2 - 5	Kids	Dexterity
Astro Knights Eternity	Yellow	1 - 4	Cooperative	Cooperative
Atiwa	Yellow	1 - 4	Competitive	Worker Placement
Atlantis Exodus	Yellow	1 - 4	Competitive	Tile Placement
Atlantis Rising	Green	1 - 7	Cooperative	Cooperative
Autumn Harvest: a Tea Dragon Society Game	Blue	2 - 4	Series-Small	Deck Building
Avalon	Blue	5 - 10	Party	Deduction
Average Joe	Blue	3 - 6	Party	Party
Axis & Allies	Yellow	2 - 5	Oversized	Area Control (Area Majority)

Axis & Allies Anniversary Edition (Mike's Copy)	Yellow	2 - 5	Oversized	Area Control (Area Majority)
Azul	Blue	2 - 4	Beginner	Open Drafting
Azul Duel	Green	2	1-2 Player	Open Drafting
Azul: Master Chocolatier	Blue	2 - 4	Beginner	Open Drafting
Azul: Queen's Garden	Yellow	2 - 4	Beginner	Open Drafting
Azul: Stained Glass of Sintra	Green	2 - 4	Beginner	Open Drafting
Azul: Summer Pavilion	Green	2 - 4	Beginner	Open Drafting
Babylonia	Green	2 - 4	Competitive	Area Control (Area Majority)
Back to the Future: Back In Time	Green	2 - 4	Cooperative	Cooperative
Bacon	Blue	3 - 6	Small	Hand Management
Bad Company	Green	1 - 6	Beginner	Engine (Tableau) Building
Balderdash	Blue	2 - 4	Party	Party
Bamboo	Yellow	2 - 4	Competitive	Action Drafting
Bananagrams	Blue	1 - 8	Small	Word Game
BANG! The Dice Game	Blue	3 - 8	Party	Deduction
Bang: Dynamite Box	Green	3 - 8	Party	Hand Management
Barenpark	Blue	2 - 4	Beginner	Tile Placement
Bargain Quest	Green	2 - 6	Beginner	Auction/Bidding
Barrage	Orange	1 - 4	Competitive	Action Drafting
Baseball Highlights: 2045	Green	1, 2, or 4	Beginner	Deck Building
Baseball Highlights: The Dice Game	Green	1 - 4	Small	Dice Rolling
Battalion: War of the Ancients	Green	2 - 4	Competitive	Action Points
Battle of Hoth: Star Wars	Green	2 - 4	1-2 Player	Area Control (Area Majority)
Battle of the Boy Bands	Blue	3 - 5	Small	Take That
Battleship	Blue	2	1-2 Player	Deduction
Battletech: Beginner Box	Green	1 - 2	1-2 Player	War Game
Beacon Patrol	Blue	1 - 4	Beginner	Cooperative
Bear Raid	Yellow	3 - 6	Small	Stocks
Bearly Working	Blue	2 - 4	Small	Auction/Bidding
Bears and the Bees, The	Blue	2 - 5	Small	Tile placement
Beasts of Balance	Blue	1 - 5	Kids	Dexterity
Beer & Bread	Green	2	1-2 Player	Hand Management
Best of the West	Orange	2 - 6	Competitive	Dice Rolling
Best Treehouse Ever: Forest of Fun	Blue	1 - 4	Beginner	Open Drafting
Betrayal at Baldur's Gate	Green	3 - 6	Beginner	Team-Based
Betrayal at House on the Hill: Third Edition	Green	3 - 6	Beginner	Deduction
Between two Cities	Green	1 - 7	Competitive	Closed Drafting
Beyond the Horizon	Yellow	2 - 4	Competitive	Area Control (Area Majority)
Beyond the Sun	Yellow	2 - 4	Competitive	Worker Placement
Bezzercwizzer	Blue	2 - 12	Party	Betting
Biblios	Blue	2 - 4	Small	Auction/Bidding
Big Book of Madness, The	Yellow	2 - 5	Cooperative	Cooperative
Big Boss	Green	2 - 6	Competitive	Hand Management
Big Sur	Green	2 - 4	Small	Hand Management
Big Top	Green	3 - 4	Small	Auction/Bidding

Biohack	Yellow	1 - 4	Competitive	Worker Placement
Bites	Blue	2 - 5	Beginner	Set Collection
Bitoku	Orange	1 - 4	Competitive	Set Collection
Black Angel	Orange	1 - 4	Competitive	Hand Management
Black Forest	Yellow	1 - 4	Competitive	Set Collection
Black Orchestra	Green	1 - 5	Cooperative	Cooperative
Black Rose Wars	Orange	2 - 4	Competitive	Area Control (Area Majority)
Blank Slate: Challenge	Blue	2 - 4	Party	Party
Blasting Boxes	Blue	2 - 4	Kids	Pattern Building
Blitzkrieg!	Green	1 - 2	1-2 Player	Area Control (Area Majority)
Block and Key	Blue	1 - 4	Beginner	Open Drafting
Blockbuster	Blue	4 - 10	Party	Party
Blokus	Blue	2 - 4	Beginner	Tile Placement
Blood on the Clocktower	Yellow	6 - 20	Party	Deduction
Blood Rage	Yellow	2 - 4	Competitive	Area Control (Area Majority)
Bloody Inn, The	Green	1 - 4	Competitive	Hand Management
Bloomchasers	Blue	1 - 6	Beginner	Cooperative
Blue Skies	Green	2 - 5	Beginner	Area Control (Area Majority)
Boba Mahjong	Blue	2	Small	Hand Management
Boggle	Blue	1 - 8	Small	Dice Rolling
Bohnanza	Blue	2 - 7	Small	Negotiation
Boonlake	Orange	1 - 4	Competitive	Action Drafting
Boop	Blue	2	1-2 Player	Abstract Strategy
boop the Halls!	Green	2	1-2 Player	Abstract Strategy
Borderlands: Mister Torgue's Arena of Badassery	Yellow	1 - 4	Cooperative	Campaign / Scenario
Boss Monster: The Dungeon Building Card Game	Green	2 - 4	Small	Hand Management
Botanicus	Green	2 - 4	Beginner	Action Drafting
Botanik	Green	2	1-2 Player	Pattern Building
Brandon the Brave	Blue	1 - 4	Kids	Tile Placement
Brass: Birmingham	Orange	2 - 4	Competitive	Network Building
Brass: Lancashire	Orange	2 - 4	Competitive	Network Building
Brew	Green	2 - 4	Competitive	Open Drafting
Brian Boru: High King of Ireland	Green	3 - 5	Competitive	Trick Taking
Brightcast	Blue	2	1-2 Player	Set Collection
Bristol 1350	Blue	1 - 9	Party	Deduction
Broom Service	Green	2 - 5	Beginner	Hand Management
Bruxelles 1893	Orange	2 - 5	Competitive	Worker Placement
Build Up	Green	2 - 6	Kids	Dexterity
Builders of Baldur's Gate	Green	2 - 5	Competitive	Area Control (Area Majority)
Bunny Kingdom	Green	2 - 4	Beginner	Closed Drafting
Burn The Witch	Yellow	5 - 15	Party	Deduction
Burning Banners: Rage of the Witch Queen	Yellow	2 - 6	Competitive	Deck Building
Bushido	Green	2	1-2 Player	Open Drafting
Butterfly Garden	Blue	2 - 4	Beginner	Network Building

Ca\$h n Guns	Blue	4 - 8	Party	Player Elimination
Cactus Town	Green	2 - 4	Small	Programmed Movement
Caesar!: Seize Rome in 20 Minutes!	Blue	1 - 2	1-2 Player	Area Control (Area Majority)
Café	Green	1 - 4	Small	Engine (Tableau) Building
Calico	Green	1 - 4	Beginner	Pattern Building
Call to Adventure	Green	1 - 4	Beginner	Engine (Tableau) Building
Call to Adventure: Epic Origins	Green	1 - 4	Beginner	Engine (Tableau) Building
Camel Up	Blue	3 - 8	Beginner	Betting
Camel Up: The Card Game	Blue	2 - 6	Small	Betting
Campbell's Alphabet Dice Game	Blue	2 - 6	Small	Word Game
Campsite	Blue	2 - 6	Small	Tile Placement
Campy Creatures	Blue	2 - 5	Small	Bluffing
Candy Land	Blue	2 - 4	Kids	Race
Can't Stop	Blue	2 - 4	Beginner	Push Your Luck
Canvas	Blue	1 - 5	Beginner	Set Collection
Caper Cards: Bells Hells	Blue	1 - 4	Small	Cooperative
Caper: Europe	Green	2	1-2 Player	Set Collection
Captain Is Dead, The	Green	2 - 7	Cooperative	Cooperative
Captain Sonar	Green	2 - 8	Party	Hidden Movement
Captain's Log	Red	1 - 4	Competitive	Cooperative
Car Wars	Green	2 - 4	1-2 Player	Race
Carcassonne, Mists over	Green	1 - 5	Beginner	Cooperative
Carcassonne: 20th Anniversary Edition	Blue	2 - 5	Beginner	Tile Placement
Carcassonne: Hunters and Gatherers	Green	2 - 5	Beginner	Tile Placement
Cards Against Humanity	Blue	4 - 30	Other	Player Judge
Cargo Noir	Green	2 - 5	Beginner	Auction/Bidding
Carnegie	Orange	1 - 4	Competitive	Network Building
Carrom	Blue	2 - 4	Other	Dexterity
Cartaventura	Blue	1 - 6	Small	Cooperative
Cartographers	Green	1 - 100	Small	Pattern Building
Cartographers: Heroes	Green	1 - 100	Small	Pattern Building
Cascadero	Green	2 - 4	Competitive	Network Building
Cascadia	Green	1 - 4	Competitive	Pattern Building
Castle Panic: Big Box	Green	1 - 6	Beginner	Cooperative
Castle Ravenloft (DnD)	Green	1 - 5	Cooperative	Cooperative
Castles of Burgundy, The	Yellow	2 - 4	Competitive	Action Selection
Castles of Mad King Ludwig	Yellow	1 - 4	Competitive	Pattern Building
Castles of Tuscany, The	Green	2 - 4	Competitive	Tile Placement
Cat Ass Trophy	Blue	2 - 5	Small	Open Drafting
Cat Between Us	Blue	2 - 6	Small	Hand Management
Cat Lady	Blue	2 - 4	Small	Set Collection
Cat Packs	Green	1 - 4	Beginner	Open Drafting
Cat Packs	Green	1 - 4	Small	Tile Placement
Cat Sudoku	Blue	1 - 6	Small	Dice Rolling
Cat Sudoku: Summer Festival	Green	1 - 8	Small	Pattern Recognition
Catan	Green	3 - 6	Beginner	Negotiation

Catan 3D: Seafarers	Green	3 - 4	Oversized	Dice Rolling
Catan: 3D Edition	Green	3 - 4	Oversized	Negotiation
Catan: Dawn of Humankind	Yellow	3 - 4	Beginner	Negotiation
Catan: Dice Game	Blue	1 - 4	Small	Dice Rolling
Catan: Explorers & Pirates	Yellow	2 - 4	Beginner	Negotiation
Catan: New Energies	Green	3 - 4	Beginner	Resource Management
Catan: Starfarers	Green	3 - 4	Beginner	Negotiation
Catapult Feud	Blue	2	1-2 Player	Dexterity
CATastrophe: A Game of 9 Lives	Blue	2 - 6	Beginner	Hand Management
Catch me!	Blue	2 - 8	Kids	Dexterity
Cats are Scientists	Blue	3 - 7	Small	Take That
Catstronauts	Blue	2 - 4	Kids	Dexterity
CATtitude	Green	3 - 5	Small	Take That
Caverna Cave vs. Cave	Green	1 - 2	1-2 Player	Worker Placement
Caverna: The Cave Farmers	Orange	1 - 7	Competitive	Worker Placement
Caylus 1303	Yellow	2 - 5	Competitive	Worker Placement
Cellulose	Yellow	1 - 5	Competitive	Worker Placement
Century Golem	Blue	2 - 5	Beginner	Hand Management
Century Golem: An Endless World	Green	2 - 4	Beginner	Worker Placement
Century Golem: Eastern Mountains	Green	2 - 4	Beginner	Network Building
Chainsomnia	Green	1 - 4	Cooperative	Cooperative
Challengers!	Green	1 - 8	Party	Deck Building
Challengers! Beach Cup	Green	1 - 8	Party	Deck Building
Champions of Midgard	Green	2 - 4	Competitive	Worker Placement
Cheating Moth	Blue	3 - 5	Small	Dexterity
Chess	Orange	2	1-2 Player	Abstract Strategy
Chess 4	Yellow	2 - 4	1-2 Player	Abstract Strategy
Chili Mafia	Blue	2 - 8	Party	Party
Chomp	Blue	1 - 4	Small	Open Drafting
Chronicles of Avel	Green	1 - 4	Beginner	Cooperative
Chronicles of Crime	Green	1 - 4	Cooperative	Cooperative
Cindr	Blue	1 - 5	Small	Push Your Luck
Circadians: Chaos Order	Orange	2 - 5	Competitive	Action Drafting
Citadels	Green	2 - 8	Beginner	Action Drafting
Cities	Green	2 - 4	Competitive	Closed Drafting
Civolution	Red	1 - 4	Competitive	Open Drafting
Claim 2	Blue	2	1-2 Player	Trick Taking
Clank!	Green	2 - 4	Beginner	Deck Building
Clank! Catacombs	Green	2 - 4	Beginner	Deck Building
Clank! In! Space!	Green	2 - 4	Beginner	Deck Building
Clash of Cultures: Monumental Edition	Orange	2 - 4	Competitive	Engine (Tableau) Building
Classified Information	Green	2	1-2 Player	Deduction
Cleopatra	Green	3 - 4	Competitive	Auction/Bidding
Clever Cubed	Green	1 - 4	Small	Dice Rolling
Clue Escape: The World's Fair	Blue	1 - 6	Beginner	Cooperative
Clue Escape: Treachery at Tudor Mansion	Blue	1 - 6	Beginner	Cooperative

Clue: Harry Potter	Blue	3 - 5	Beginner	Deduction
Clue: Simpsons	Blue	2 - 6	Kids	Deduction
Coatl	Green	1 - 4	Beginner	Set Collection
Cock & Bull	Blue	2	1-2 Player	Dice Rolling
Cockroach Poker	Blue	2 - 6	Party	Bluffing
Code 3	Yellow	2 - 4	Cooperative	Cooperative
Codenames	Blue	2 - 8	Party	Deduction
Codenames: Disney	Blue	2 - 8	Party	Deduction
Codenames: Duet	Blue	2	1-2 Player	Cooperative
Codenames: Marvel	Blue	2 - 8	Party	Deduction
Codex Naturalis	Green	1 - 4	Small	Hand Management
Coffee Rush	Green	2 - 4	Beginner	Action Selection
Coffee Traders	Red	2 - 5	Competitive	Area Control (Area Majority)
Coimbra	Yellow	2 - 4	Competitive	Auction/Bidding
Colonists, The	Orange	1 - 4	Competitive	Worker Placement
Colossal Cat in the Box	Green	2 - 5	Beginner	Hand Management
Colt Express	Green	2 - 6	Beginner	Hidden Movement
Come Sail Away!	Green	1 - 4	Competitive	Closed Drafting
Comic Hunters	Green	1 - 4	Beginner	Open Drafting
Commit to the Bit	Blue	4+	Party	Party
Concept	Blue	4 - 12	Party	Deduction
Conflict of Heroes: Guadalcanal	Yellow	2 - 4	Competitive	Action Points
Connect 4	Blue	2	Kids	Pattern Building
Cooper Island	Orange	1 - 4	Competitive	Worker Placement
CoraQuest	Green	1 - 4	Beginner	Cooperative
Cosmic Encounter	Green	3 - 5	Competitive	Negotiation
Cosmic Frog	Yellow	2 - 6	Competitive	Set Collection
Cosmoctopus	Green	1 - 4	Beginner	Cooperative
Council of Shadows	Yellow	1 - 4	Competitive	Area Control (Area Majority)
Coup	Blue	2 - 6	Small	Bluffing
Court of the Dead	Yellow	2 - 5	Competitive	Area Control (Area Majority)
Cover your Assets	Blue	2 - 6	Party	Hand Management
Cover Your Kingdom	Blue	2 - 8	Party	Hand Management
Cowboy Bebop: Space Serenade	Green	1 - 4	Competitive	Deck Building
Coyote	Blue	3 - 6	Small	Betting
Crafting the Cosmos	Yellow	2 - 4	Competitive	Tile Placement
Creature Comforts	Green	1 - 5	Competitive	Worker Placement
Crew, The: Mission Deep Sea	Green	2 - 5	Small	Cooperative
Crew, The: The Quest for Planet Nine	Green	2 - 5	Small	Cooperative
Critter Kitchen	Green	1 - 7	Competitive	Worker Placement
Cross Clues	Blue	2 - 6	Small	Cooperative
Crossbows and Catapults	Blue	2	1-2 Player	Dexterity
Crosstalk	Blue	4 - 8	Party	Party
Crusaders: Thy Will Be Done	Green	2 - 4	Competitive	Action Selection
Cryptid	Green	3 - 5	Competitive	Deduction
Cryptozoology For Beginners	Blue	2 - 4	Series-Small	Set Collection

Cthulhu: Dark Providence	Yellow	1 - 5	New	Social Deduction
Cthulhu: Death May Die	Green	1 - 5	Cooperative	Cooperative
Cthulhu: The Horror in Dunwich	Green	1 - 6	Cooperative	Cooperative
Cubitos	Green	2 - 4	Beginner	Bag Building
Cult of the Deep	Yellow	4 - 8	Competitive	Bribery
Cuphead: Fast Rolling Dice Game	Green	1 - 4	Cooperative	Cooperative
Cuzco	Green	2 - 4	Competitive	Area Control (Area Majority)
CV	Green	2 - 4	Beginner	Open Drafting
Cyclades	Yellow	2 - 5	Competitive	Auction/Bidding
D6: Dungeons, Dudes, Dames, Danger, Dice and Dragons!	Green	1 - 4	Competitive	Narrative Choice
Daitoshi	Orange	1 - 4	Competitive	Worker Placement
Dance Card! Freshman Year	Blue	1 - 4	Beginner	Set Collection
Danger The Game	Green	3 - 8	Party	Narrative Choice
Darwin's Journey	Orange	1 - 4	Competitive	Set Collection
Dawn of the Zeds	Orange	1 - 5	Cooperative	Cooperative
DC Deck Building Game	Green	2 - 5	Beginner	Deck Building
DC Deck Building Game: Justice League Dark	Green	2 - 4	Beginner	Deck Building
DC Deck Building Game: Multiverse Box	Yellow	2 - 6	Beginner	Deck Building
DC Forever	Yellow	2 - 4	Competitive	Deck Building
Dead by Daylight	Green	3 - 5	Competitive	Hidden Movement
Dead of Winter	Yellow	2 - 5	Cooperative	Narrative Choice
Deadwood 1876	Green	2 - 9	Party	Hand Management
Deception: Murder in Hong Kong	Blue	4 - 12	Party	Deduction
Decorum	Blue	2 - 4	Beginner	Cooperative
Decrypto	Blue	3 - 8	Party	Word Game
Deep Dive	Blue	1 - 6	Small	Push Your Luck
Deep Dreams	Blue	2 - 5	Small	Hand Management
Deep Regrets	Green	1 - 5	Competitive	Push Your Luck
Deep Sea Adventure	Blue	2 - 6	Small	Pick-up and Deliver
Deep Space D-6	Blue	1	1-2 Player	Worker Placement
Defenders of the Realm	Yellow	1 - 4	Cooperative	Cooperative
Defrag	Yellow	1 - 2	1-2 Player	Cooperative
Deja Vu: Fragments of Memory	Yellow	2 - 4	Competitive	Deck Building
Descent: Journeys in the Dark	Yellow	1 - 5	Cooperative	Cooperative
Destinies	Green	1 - 3	Competitive	Narrative Choice
Detective: A Modern Crime Board Game	Yellow	1 - 5	New	Cooperative
Detective: City of Angels	Green	1 - 5	Oversized	Cooperative
Detective: Season One	Green	1 - 5	Cooperative	Cooperative
Diabolik	Green	2 - 4	Competitive	Hidden Movement
Dice City	Green	1 - 4	Beginner	Dice Rolling
Dice Forge	Green	2 - 4	Beginner	Engine (Tableau) Building
Dice Hospital	Green	1 - 4	Beginner	Action Drafting
Dice Miner	Green	1 - 4	Competitive	Open Drafting
Dice Realms	Green	2 - 4	Competitive	Engine (Tableau) Building

Dice Throne Marvel: Deadpool	Green	2 - 6	Beginner	Dice Rolling
Dice Throne Marvel: Missions	Yellow	1 - 4	Beginner	Cooperative
Dice Throne Marvel: X-Men	Green	2 - 6	Beginner	Dice Rolling
Dice Throne: Marvel	Green	2 - 6	Beginner	Take That
Dice Throne: Outcasts	Green	2 - 4	New	Dice Rolling
Dice Throne: Santa vs. Krampus	Green	2 - 6	Beginner	Dice Rolling
Dice Throne: Season One	Green	2 - 6	Beginner	Take That
Dice Throne: Season Two Battle Chest	Green	2 - 6	Beginner	Take That
Dimension	Blue	1 - 4	Beginner	Pattern Building
Dinner in Paris	Green	2 - 4	Competitive	Set Collection
Dinosaur Island	Yellow	1 - 4	Competitive	Worker Placement
Dinosaur Island: Rawr n Write	Yellow	1 - 4	Competitive	Engine (Tableau) Building
Dinosaur World	Yellow	2 - 4	Competitive	Worker Placement
Diplomacy	Yellow	2 - 7	Competitive	Negotiation
Distilled	Yellow	1 - 5	Competitive	Hand Management
Divinity Derby	Green	3 - 6	Beginner	Betting
Dixit	Blue	3 - 6	Beginner	Targeted Clues
Doctor Who: The Card Game	Green	2 - 4	Small	Hand Management
Dodos Riding Dinos	Blue	1 - 8	Party	Race
Dog Park	Green	1 - 4	Competitive	Auction/Bidding
Doggerland	Orange	1 - 4	Competitive	Programmed Movement
Dominant Species	Orange	2 - 6	Competitive	Area Control (Area Majority)
Dominant Species Marine	Orange	2 - 4	Competitive	Area Control (Area Majority)
Dominion	Green	2 - 4	Beginner	Deck Building
Dominion: Adventures	Yellow	2 - 4	Beginner	Deck Building
Dominion: Alchemy	Green	2 - 4	Beginner	Deck Building
Dominion: Allies	Yellow	2 - 4	Beginner	Deck Building
Dominion: Dark Ages	Yellow	2 - 4	Beginner	Deck Building
Dominion: Empires	Yellow	2 - 4	Beginner	Deck Building
Dominion: Hinterlands	Green	2 - 4	Beginner	Deck Building
Dominion: Intrigue	Green	2 - 6	Beginner	Deck Building
Dominion: Menagerie	Yellow	2 - 4	Beginner	Deck Building
Dominion: Mixed Box - Guilds & Cornucopia	Green	2 - 4	Beginner	Deck Building
Dominion: Nocturne	Yellow	2 - 4	Beginner	Deck Building
Dominion: Plunder	Green	2 - 4	Beginner	Deck Building
Dominion: Prosperity	Green	2 - 4	Beginner	Deck Building
Dominion: Renaissance	Yellow	2 - 4	Beginner	Deck Building
Dominion: Rising Sun	Green	2 - 4	Beginner	Deck Building
Dominion: Seaside	Green	2 - 4	Beginner	Deck Building
Don't Talk to Strangers	Green	1 - 4	Series-Small	Hand Management
Doomlings	Blue	2 - 6	Small	Hand Management
Downforce	Blue	2 - 6	Beginner	Hand Management
Downtown Farmers Market	Blue	2 - 4	New	Tile Placement
Drachenturm	Blue	2 - 4	Kids	Dexterity
Draftosaurus	Blue	2 - 5	Small	Closed Drafting

Dragon Farkle	Blue	2 - 5	Small	Push Your Luck
Dragon Lance	Green	2 - 6	Oversized	Action Points
Dream Crush	Blue	2 - 6	Party	Party
Dream Home	Blue	2 - 4	Beginner	Open Drafting
Drop it	Blue	2 - 4	Beginner	Dexterity
Dude	Blue	3 - 6	Party	Party
Duel for Cardia	Blue	2	New	Hand Management
Dune	Orange	2 - 6	Competitive	Negotiation
Dune Imperium	Yellow	1 - 4	Competitive	Deck Building
Dune Imperium Uprising	Orange	1 - 6	Competitive	Deck Building
Dungeon Degenerates	Orange	1 - 4	Cooperative	Cooperative
Dungeon Mayhem	Blue	2 - 4	Small	Take That
Dungeon Party	Blue	1 - 6	Party	Dexterity
Dungeon Petz	Orange	2 - 4	Competitive	Auction/Bidding
Dungeon!	Blue	1 - 8	Beginner	Dice Rolling
Dungeons of Draggmar	Green	1 - 4	Small	Closed Drafting
Dungeons, Dice, & Danger	Green	1 - 4	Beginner	Dice Rolling
Dwarves, The: Big Box	Green	2 - 6	Cooperative	Cooperative
Earth	Yellow	1 - 5	Competitive	Hand Management
East India Companies	Yellow	2 - 4	Competitive	Economic
Ecos: First Continent	Green	2 - 6	Competitive	Set Collection
Edge of Darkness	Orange	1 - 4	Competitive	Deck Building
Edge of the Realms: Fields of Faerun	Blue	2 - 5	Competitive	Simultaneous Play
Egizia	Yellow	2 - 4	Competitive	Open Drafting
EGO	Green	2 - 5	New	Auction/Bidding
El Grande Big Box	Yellow	2 - 5	Competitive	Area Control (Area Majority)
Elder Sign	Green	1 - 8	Cooperative	Cooperative
Eldritch Horror	Yellow	1 - 8	Cooperative	Cooperative
Eleven	Yellow	1 - 4	Competitive	Closed Drafting
Emberleaf	Yellow	1 - 5	Competitive	Tile placement
Enchanted Plumes	Blue	2 - 6	Small	Pattern Building
Endeavor: Age of Sail	Yellow	2 - 5	Competitive	Area Control (Area Majority)
Endeavor: Deep Sea	Yellow	1 - 4	Competitive	Action Points
Endeavor: Deep Sea	Yellow	1 - 4	Competitive	Action Points
Endless Winter	Yellow	1 - 4	Competitive	Hand Management
Epic Monster Tea Party	Blue	2 - 4	Kids	Push Your Luck
Epic Spell Wars of the Battle Wizards: Annihilageddon	Green	2 - 5	Beginner	Deck Building
Epic Spell Wars of the Battle Wizards: Duel at Mt. Skullfyre	Blue	2 - 6	Beginner	Deck Building
Epochs: Course of Cultures	Orange	2 - 4	Competitive	Hand Management
Equinox	Green	2 - 5	Beginner	Betting
Escape from New York	Yellow	1 - 4	Competitive	Bluffing
Escape the Dark Sector	Green	1 - 4	Cooperative	Cooperative
Eschaton	Yellow	2 - 6	Competitive	Area Control (Area Majority)
Estates, The	Green	2 - 5	Beginner	Auction/Bidding

Etherstone	Green	2 - 4	New	Closed Drafting
Ethnos: 1st Edition	Green	2 - 6	Competitive	Open Drafting
Ethnos: 2nd Edition	Green	1 - 6	Beginner	Hand Management
Evacuation	Orange	1 - 4	Competitive	Hand Management
Evenfall	Yellow	1 - 4	Competitive	Engine (Tableau) Building
Everdell Duo	Green	1 - 2	1-2 Player	Worker Placement
Everdell Farshore	Yellow	1 - 4	Competitive	Hand Management
Everdell: Complete Collection	Yellow	1 - 4	Oversized	Worker Placement
Everdell: Silverfrost	Yellow	1 - 4	New	Resource Management
Everything Ever	Blue	2 - 10	New	Trivia / Quiz
Evolution: Another World	Blue	3 - 4	Beginner	Take That
Evolution: Climate	Yellow	2 - 6	Beginner	Hand Management
Evolution: New World	Green	2 - 4	Beginner	Hand Management
Expeditions	Yellow	1 - 5	Competitive	Exploration / Dungeon Crawler
Exploding Kittens	Blue	2 - 5	Series-Small	Push Your Luck
Exploding Kittens The Board Game	Blue	2 - 6	Beginner	Take That
Explorers of the North Sea	Green	1 - 4	Oversized	Area Control (Area Majority)
Extraordinary Adventures: Pirates	Green	2 - 6	Competitive	Deck Building
Ezra and Nehemiah	Orange	1 - 4	Competitive	Hand Management
Fabled: The Spirit Lands	Yellow	1 - 5	Cooperative	Cooperative
Fado	Blue	2 - 4	Small	Hand Management
Fairy	Blue	2 - 10	Series-Small	Betting
Fairy Ring	Green	2 - 4	Beginner	Closed Drafting
Fairy Tale	Blue	2 - 5	Small	Closed Drafting
Fairy Tale Inn	Blue	2	1-2 Player	Tile Placement
Fall of the Mountain King	Orange	1 - 5	Competitive	Closed Drafting
Fallout	Yellow	1 - 4	Competitive	Narrative Choice
Fallout Shelter	Green	2 - 4	Small	Worker Placement
Familiar Tales	Yellow	1 - 4	Cooperative	Cooperative
Family Plot	Blue	2 - 6	Small	Hand Management
Fantasy Fluxx	Blue	2 - 6	Series-Small	Hand Management
Fantasy Realms	Blue	3 - 6	Small	Open Drafting
Far Away	Yellow	2	1-2 Player	Cooperative
Faraway	Green	2 - 6	Small	Open Drafting
Federation	Orange	2 - 4	Competitive	Area Control (Area Majority)
Feed the Kraken	Green	5 - 11	New	Social Deduction
Few and Cursed, The	Green	1 - 4	Competitive	Deck Building
Fiction	Blue	2 - 8	Small	Deduction
Fief France	Orange	3 - 6	Competitive	Area Control (Area Majority)
Fiery Dragons	Blue	2 - 4	Kids	Race
Finca	Green	2 - 5	Beginner	Action Selection
Finspan	Green	1 - 5	Beginner	Hand Management
Fire in the Hole	Blue	2 - 4	Kids	Dexterity
Firefly: Misbehavin	Yellow	2 - 4	Competitive	Deck Building
First in Flight	Green	1 - 4	Competitive	Deck Building
First Rat	Green	1 - 5	Competitive	Resource Management

Fish & Katz	Blue	2 - 6	Kids	Set Collection
Fish N Chips	Blue	2 - 8	Kids	Dexterity
Fit to Print	Green	1 - 6	Beginner	Closed Drafting
Five Tribes: The Djinns of Naqala	Yellow	2 - 4	Competitive	Worker Placement
Fjords	Blue	2 - 4	Beginner	Area Control (Area Majority)
Flamecraft	Green	1 - 5	Beginner	Worker Placement
Flamme Rouge	Blue	2 - 4	Beginner	Hand Management
Flash Point: Fire Rescue	Green	2 - 6	Cooperative	Cooperative
Flatiron	Green	1 - 2	1-2 Player	Action Selection
Flip 7	Blue	3 - 99	Party	Push Your Luck
Flip over Frog	Blue	2 - 4	Small	Deduction
Flock Together	Green	1 - 5	Cooperative	Cooperative
Floriferous	Green	1 - 4	Small	Set Collection
Floristry	Blue	2	1-2 Player	Tile Placement
Flotilla	Orange	3 - 5	Competitive	Hand Management
Flotsam Float	Blue	2 - 5	Kids	Dexterity
Fluxx	Blue	2 - 6	Series-Small	Set Collection
Fog of Love	Green	2	1-2 Player	Deduction
Food Chain Magnate	Red	2 - 5	Competitive	Engine (Tableau) Building
For a Crown	Blue	3 - 5	Beginner	Negotiation
For Sale	Blue	3 - 6	Party	Auction/Bidding
For the Queen	Blue	2 - 6	Small	Cooperative
Forbidden Desert	Green	2 - 5	Beginner	Cooperative
Forbidden Island	Blue	2 - 4	Beginner	Cooperative
Forbidden Jungle	Green	2 - 5	Beginner	Cooperative
Forest Shuffle	Green	2 - 5	Small	Hand Management
Forestry	Yellow	1 - 4	New	Action Points
Forges of Ravenshire	Yellow	1 - 4	Competitive	Action Selection
Forgotten Waters	Green	3 - 7	Cooperative	Cooperative
Formaggio	Green	1 - 4	New	Set Collection
Formula D	Green	2 - 10	Competitive	Dice Rolling
Fort	Green	2 - 4	Small	Hand Management
Fortify	Green	2	1-2 Player	Tile Placement
Fortune and Glory	Yellow	1 - 8	Oversized	Cooperative
Fossilis	Green	2 - 5	Competitive	Set Collection
Foundations of Rome	Green	2 - 4	Oversized	Engine (Tableau) Building
Fountains	Green	1 - 5	Beginner	Open Drafting
Fox in the Forest Duet, The	Blue	2	1-2 Player	Trick Taking
Fox in the Forest, The	Blue	2	1-2 Player	Trick Taking
Fractured Sky	Green	1 - 5	Competitive	Area Control (Area Majority)
Freelancers	Green	3 - 7	Cooperative	Cooperative
Fresco: Big Box	Yellow	2 - 4	Competitive	Set Collection
Friday	Green	1	1-2 Player	Deck Building
From the Moon	Yellow	1 - 4	Competitive	Worker Placement
Fromage	Green	1 - 4	Competitive	Area Control (Area Majority)
FrostPunk	Red	1 - 4	Cooperative	Cooperative

Fruitoplay	Blue	2 - 6	Small	Hand Management
Funfair	Green	2 - 4	Beginner	Open Drafting
Furnace	Green	2 - 4	Competitive	Auction/Bidding
Fuse Countdown	Green	1 - 4	Small	Cooperative
G.I.Joe the Deck Building Game	Green	1 - 4	Competitive	Deck Building
Gaia Project	Red	1 - 4	Competitive	Network Building
Galactic Cruise	Orange	1 - 4	Competitive	Worker Placement
Galactic Renaissance	Yellow	2 - 4	Competitive	Deck Building
Galaxy Hunters	Yellow	2 - 4	Competitive	Worker Placement
Galaxy Trucker	Green	2 - 4	Competitive	Tile Placement
Galileo Galilei	Yellow	1 - 4	Competitive	Action Selection
Galileo Project	Yellow	2 - 4	Competitive	Open Drafting
Gallerist, The	Red	1 - 4	Oversized	Worker Placement
Ganymede	Green	2 - 4	Competitive	Open Drafting
Gap	Blue	2 - 6	New	Set Collection
Gardlings	Blue	1 - 4	Beginner	Deck Building
Garum	Blue	2 - 4	Beginner	Pattern Building
Gasha	Blue	2 - 6	Small	Set Collection
Gates of Delirium	Green	2 - 4	Competitive	Area Control (Area Majority)
Gathering of the Wicked	Blue	6 - 12	Small	Social Deduction
Geek Out! Disney	Green	2 - 99	Party	Auction/Bidding
Genotype	Yellow	1 - 5	Competitive	Set Collection
GENSMAK!	Blue	2 - 10	New	Set Collection
Gentes: Deluxified Edition	Yellow	1 - 4	Competitive	Open Drafting
Ghost Stories	Yellow	1 - 4	Cooperative	Cooperative
Ghosts Love Candy Too	Blue	2 - 6	Small	Hand Management
Gift of Tulips	Green	2 - 6	Small	Area Control (Area Majority)
Ginkgopolis	Yellow	1 - 5	Competitive	Area Control (Area Majority)
Gizmos	Green	2 - 4	Competitive	Engine (Tableau) Building
Gladius	Blue	2 - 5	Small	Betting
Glasgow	Green	2	1-2 Player	Tile Placement
Glass Road	Yellow	1 - 4	Competitive	Open Drafting
Glen More II: Chronicles	Yellow	2 - 4	New	Rondel
Gloom	Blue	2 - 4	Small	Take that
Gloomhaven: Buttons & Bugs	Yellow	1	New	Campaign / Scenario
Glow	Green	2 - 4	Competitive	Push Your Luck
Gnome Hollow	Green	2 - 4	Competitive	Worker Placement
Gnomi	Blue	2 - 6	Small	Hand Management
Go	Orange	2	1-2 Player	Abstract Strategy
Go Cuckoo!	Blue	2 - 5	Kids	Dexterity
God Save The King	Blue	2 - 4	Small	Trick Taking
Gods Love Dinosaurs	Green	2 - 5	Competitive	Open Drafting
Godzilla: Tokyo Clash	Green	2 - 4	Competitive	Hand Management
Golem	Orange	1 - 4	Competitive	Action Drafting
Good Cop Bad Cop	Blue	4 - 8	Party	Social Deduction
Goodcritters	Blue	4 - 8	New	Bribery

Grand Austria Hotel	Yellow	2 - 4	Competitive	Action Drafting
Grand Carnival, The	Green	1 - 4	Competitive	Tile Placement
GraVwell	Green	2 - 6	Beginner	Open Drafting
Great Dragon Race, The	Blue	2 - 4	Kids	Hand Management
Great Split, The	Green	2 - 7	Beginner	Closed Drafting
Great Wall, The	Orange	1 - 4	Competitive	Worker Placement
Great Western Trail	Orange	2 - 4	Competitive	Hand Management
Great Western Trail: Argentina	Orange	1 - 4	Competitive	Set Collection
Great Western Trail: El Paso	Yellow	1 - 4	Competitive	Deck Building
Great Western Trail: New Zealand	Orange	1 - 4	Competitive	Action Selection
Green Team Wins	Blue	3 - 12	Party	Party
Grifters	Blue	2 - 4	Small	Hand Management
Grifters: Nexus	Green	2 - 4	Small	Take that
Grimm Forest, The	Green	2 - 4	Competitive	Take That
Grizzled, The	Green	2 - 5	Small	Hand Management
GUBS	Blue	2 - 6	Small	Take that
Guild Academies of Valeria	Yellow	1 - 4	Competitive	Action Drafting
Guild of Merchants and Explorers, The	Green	1 - 4	Competitive	Network Building
Guildhall Fantasy	Green	2 - 4	Competitive	Take That
Guillotine	Blue	2 - 5	Small	Hand Management
Gutenberg	Yellow	1 - 4	Competitive	Auction/Bidding
Gwent: The Witcher	Green	1 - 5	New	Deck Building
Habitats	Green	1 - 5	Competitive	Tile Placement
Hadara	Green	2 - 5	Beginner	Open Drafting
Hadrian's Wall	Yellow	1 - 6	Competitive	Hand Management
Hallertau	Yellow	1 - 4	Competitive	Hand Management
Hamster Roll	Blue	2 - 4	Beginner	Dexterity
Hanabi	Blue	2 - 5	Small	Hand Management
Hanamikoji	Blue	2	1-2 Player	Area Control (Area Majority)
Hansa Teutonica: Big Box	Yellow	2 - 5	Competitive	Area Control (Area Majority)
Happy Mochi	Blue	2 - 6	Small	Hand Management
Hare and the Tortoise, The	Blue	2 - 5	Small	Betting
Harmonies	Green	1 - 4	Beginner	Open Drafting
Harrow County	Red	1 - 3	Competitive	Deduction
Harry Potter: Hogwarts Battle Defence Against the Dark Arts	Blue	2	1-2 Player	Deck Building
Heart of Crown	Green	2 - 4	New	Deck Building
Heat: Pedal to the Metal	Green	1 - 6	Competitive	Hand Management
Hegemony	Orange	2 - 4	Competitive	Hand Management
Helionox: Deluxe Edition	Green	1 - 4	Competitive	Deck Building
Hellboy the Board Game	Yellow	1 - 4	Cooperative	Cooperative
Hellenica: Story of Greece	Yellow	1 - 7	Competitive	Betting
Here to Slay	Blue	2 - 6	Small	Take That
Heroes of Might and Magic III	Orange	1 - 4	Oversized	Cooperative
Heroes of Normandie: Big Red One Edition	Orange	2	1-2 Player	Exploration / Dungeon Crawler
Heropath: Dragon Roar	Orange	1 - 4	Competitive	Deck Building

Hidden Leaders	Blue	2 - 6	Small	Deduction
High Rise	Yellow	1 - 4	Competitive	Area Control (Area Majority)
Highly Suspect	Blue	2 - 4	Kids	Deduction
History of the World	Yellow	3 - 6	Competitive	Area Control (Area Majority)
Hit Z Road	Green	1 - 4	Beginner	Auction/Bidding
Hive	Green	2	1-2 Player	Abstract Strategy
Hive Mind	Blue	3 - 12	Party	Cooperative
Hollywood 1947	Green	2 - 6	Party	Auction/Bidding
Holotype	Green	2 - 5	Competitive	Worker Placement
Honey Buzz	Yellow	1 - 4	Competitive	Pattern Building
Honga	Green	2 - 5	Beginner	Action Points
Horried	Green	1 - 5	Beginner	Cooperative
Horried: American Monsters	Green	1 - 5	Beginner	Cooperative
Horried: Greek Monsters	Green	1 - 5	Beginner	Cooperative
Hot Lead	Blue	2 - 5	Series-Small	Auction/Bidding
Hot Streak	Blue	2 - 9	New	Betting
Hour of Need	Yellow	1 - 4	Cooperative	Cooperative
Hues and Cues	Blue	3 - 10	Party	Deduction
Human Punishment: Social Deduction 2.0	Green	4 - 16	Small	Social Deduction
Hunger, The	Green	2 - 6	Competitive	Deck Building
Hunt The Ravager	Green	2 - 4	Small	Bluffing
I made you a Mixtape	Blue	1 - 4	Small	Open Drafting
I Want My Teeth Back	Blue	2 - 4	Kids	Push Your Luck
I Would Kill Hitler	Blue	3 - 8	Party	Player Judge
Ice Hoppers	Blue	1 - 4	Kids	Cooperative
ICECOOL	Blue	2 - 4	Beginner	Dexterity
Ierusalem: Anno Domini	Yellow	1 - 4	Competitive	Deck Building
Iki	Yellow	2 - 4	Competitive	Rondel
Imhotep: Builder of Egypt	Green	2 - 4	Beginner	Area Control (Area Majority)
Impendium	Green	1 - 6	Small	Worker Placement
Imperial Settlers	Yellow	1 - 4	Competitive	Engine (Tableau) Building
Imperial Settlers: Empires of the North	Yellow	1 - 4	Competitive	Engine (Tableau) Building
Imperial Steam	Orange	2 - 4	Competitive	Network Building
Imperium: Horizons	Orange	1 - 4	Competitive	Deck Building
Imperium: The Contention Deluxe Edition	Yellow	1 - 6	Competitive	Area Control (Area Majority)
In the Footsteps of Darwin	Blue	2 - 5	Beginner	Open Drafting
In Too Deep	Orange	1 - 5	Competitive	Push Your Luck
Inis	Yellow	2 - 5	Competitive	Action Drafting
Innovation 4th Edition	Yellow	2 - 5	Small	Hand Management
Inventions	Red	1 - 4	Oversized	Worker Placement
Inventors of the South Tigris	Red	1 - 4	Oversized	Area Control (Area Majority)
Isle of Cats, The	Green	1 - 6	Competitive	Tile Placement
Isle of Skye: Big Box	Green	2 - 5	Competitive	Tile Placement
Istanbul	Green	2 - 5	Competitive	Action Selection
It's a Wonderful Kingdom	Green	1 - 2	1-2 Player	Betting
It's a Wonderful World	Green	1 - 5	Competitive	Closed Drafting

Iwari	Green	2 - 5	Cooperative	Cooperative
Jaipur	Blue	2	1-2 Player	Hand Management
Jamaica	Blue	2 - 6	Beginner	Hand Management
Jamaica The Crew	Green	2 - 6	Beginner	Hand Management
Jaws	Green	2 - 4	Competitive	Hidden Movement
Jekyll & Hyde vs. Scotland Yard	Green	2	1-2 Player	Trick Taking
Jekyll vs. Hyde	Green	2	1-2 Player	Trick Taking
Jenga	Blue	1 - 8	Kids	Dexterity
John Company	Red	1 - 6	Competitive	Bribery
Jokkmokk	Green	1 - 5	Beginner	Set Collection
Journey of the Emperor	Green	2 - 4	Small	Hand Management
Juicy Fruits	Green	1 - 4	Beginner	Tile Placement
Jumanji	Blue	2 - 4	Beginner	Dexterity
Junk Art	Blue	2 - 6	Beginner	Dexterity
Just One	Blue	3 - 7	Party	Word Game
K3	Blue	2 - 4	Small	Action Drafting
Kabuto Sumo	Blue	2 - 4	Beginner	Dexterity
Kabuto Sumo: Sakura Slam	Blue	2 - 4	Beginner	Dexterity
Kado	Blue	2 - 5	Small	Betting
Kami-sama	Yellow	2 - 4	Competitive	Open Drafting
Kanagawa	Green	2 - 4	Small	Pattern Building
Kanban EV	Red	1 - 4	Oversized	Action Points
Karuba	Blue	2 - 4	Beginner	Network Building
Kavango	Green	1 - 5	Competitive	Closed Drafting
Kelp: Shark vs Octopus	Green	2	1-2 Player	Deck Building
Kemet	Yellow	2 - 5	Competitive	Area Control (Area Majority)
Key Flow	Yellow	2 - 6	New	Closed Drafting
Key to the Kingdom	Blue	2 - 5	Beginner	Push Your Luck
Key, The: Sabotage at Lucky Llama Land	Blue	1 - 4	Kids	Deduction
Keyflower	Yellow	2 - 6	New	Auction/Bidding
Keyside	Orange	1 - 4	New	Set Collection
Keystone: North America	Green	1 - 4	1-2 Player	Action Drafting
Khora	Yellow	2 - 4	Competitive	Engine (Tableau) Building
Kill the Unicorns	Blue	3 - 6	Small	Auction/Bidding
Killer Bunnies	Green	2 - 8	Beginner	Hand Management
King of Monster Island	Green	1 - 5	Beginner	Cooperative
King of Tokyo Duel	Green	2	1-2 Player	Take That
King of Tokyo: Dark Edition	Blue	2 - 6	Beginner	Push Your Luck
King of Tokyo: Monster Box	Blue	2 - 6	Beginner	Push Your Luck
Kingdom Builder: Big Box	Green	2 - 5	Competitive	Area Control (Area Majority)
Kingdomino Origins	Green	2 - 4	Beginner	Tile Placement
Kingsburg	Green	2 - 5	Competitive	Dice Rolling
Kites	Blue	2 - 6	Small	Cooperative
Klask	Blue	2	1-2 Player	Dexterity
Knarr	Green	2 - 4	New	Hand Management
Kodama	Blue	2 - 5	Small	Engine (Tableau) Building

Kohaku	Blue	1 - 4	Beginner	Open Drafting
Koi Garden	Green	1 - 4	Small	Tile Placement
Kombio	Yellow	2 - 8	Small	Push Your Luck
Kraftwagen	Yellow	2 - 4	Competitive	Rondel
Kronologic: Cuzco 1450	Green	1 - 4	Small	Deduction
Kung Pao Chicken	Blue	3 - 5	Small	Closed Drafting
Kutna Hora	Yellow	2 - 4	Competitive	Hand Management
Kyoto No Neko	Blue	2 - 4	Competitive	Dice Rolling
La Famiglia	Orange	4	Competitive	Area Control (Area Majority)
Lacrimosa	Yellow	1 - 4	Competitive	Hand Management
Lacuna	Blue	2	1-2 Player	Abstract Strategy
Lair	Yellow	2 - 4	Small	Worker Placement
Last Light	Yellow	2 - 4	Competitive	Area Control (Area Majority)
Last Night on Earth: The Zombie Game	Green	2 - 6	Oversized	Team-Based
Last Stand	Blue	2 - 4	Beginner	Take That
Lawyer Up	Yellow	1 - 2	1-2 Player	Set Collection
Le Havre: Complete Edition	Orange	1 - 5	Competitive	Engine (Tableau) Building
Leaf	Green	1 - 4	Beginner	Set Collection
League of Infamy	Yellow	2 - 5	Competitive	Narrative Choice
Legend of Drizzt, The	Green	1 - 5	Competitive	Exploration / Dungeon Crawler
Legendary Encounters: A Predator Deck Building Game	Yellow	1 - 5	Cooperative	Cooperative
Legendary: Firefly Deck Building Game	Green	1 - 5	Cooperative	Cooperative
Legendary: Marvel Deck Building Game	Green	1 - 5	Cooperative	Cooperative
Let's Call the Exorcist	Blue	4 - 8	Series-Small	Deduction
Let's Dig for Treasure	Blue	2 - 6	Series-Small	Push Your Luck
Let's Go to Japan	Green	1 - 5	Competitive	Closed Drafting
Let's Summon Demons	Blue	2 - 6	Series-Small	Engine (Tableau) Building
Libertalia: Winds of Galecrest	Green	1 - 6	Competitive	Hand Management
Life of the Amazonia	Yellow	1 - 4	Competitive	Bag Building
Lift Off	Yellow	2 - 4	Competitive	Open Drafting
Line of Fire: Burnt Moon	Green	2	1-2 Player	Area Control (Area Majority)
Lisboa	Red	1 - 4	Oversized	Area Control (Area Majority)
Little Soldiers	Green	2 - 4	New	Cooperative
Living Forest	Green	1 - 4	Competitive	Deck Building
Living Well is the Best Revenge	Green	2 - 4	Series-Small	Take That
Lizard Wizard	Green	2 - 6	Competitive	Auction/Bidding
Llama llama	Green	2 - 4	Small	Closed Drafting
Llamas Unleashed	Blue	2 - 8	Party	Hand Management
Lockup	Green	1 - 5	Competitive	Area Control (Area Majority)
Long Live the Queen	Blue	2	1-2 Player	Tile Placement
Long Shot	Blue	3 - 8	Party	Betting
Long Shot: The Dice Game	Green	1 - 8	Party	Betting
Look at the Stars	Blue	2 - 8	Small	Pattern Building
Loop, The	Yellow	1 - 4	Cooperative	Cooperative
Lorcana: Gateway	Green	2	New	Deck Building

Lord of the Rings Adventure Book Game, The	Green	1 - 4	Beginner	Cooperative
Lord of the Rings, The: Journeys in Middle-earth	Green	1 - 5	Cooperative	Cooperative
Lord of the Rings: Duel for Middle-Earth	Green	2	1-2 Player	Open Drafting
Lord of The Rings: Fate of the Fellowship	Yellow	1 - 5	Cooperative	Cooperative
Lord of the Rings: FOTR Trick Taking Game	Green	1 - 4	Cooperative	Cooperative
Lord of the Rings: The Two Towers Trick-Taking Game	Blue	1 - 4	New	Targeted Clues
Lords of Vegas	Green	2 - 6	Competitive	Tile Placement
Lords of Vegas: Americana	Green	2 - 6	Competitive	Tile Placement
Lords of Waterdeep	Green	2 - 5	Beginner	Worker Placement
Lorenzo Il Magnifico	Yellow	2 - 4	Competitive	Worker Placement
Lost Cities	Blue	2	1-2 Player	Hand Management
Lost Ruins of Arnak	Yellow	1 - 4	Competitive	Hand Management
Love Letter	Blue	2 - 4	Series-Small	Hand Management
Love Letter: Infinity Gauntlet	Blue	2 - 6	Series-Small	Hand Management
Love Letter: Lovecraft	Blue	2 - 6	Series-Small	Hand Management
Luchador	Blue	2 - 6	Kids	Dice Rolling
Lucky's Misadventures	Green	2 - 4	Competitive	Deck Building
Lunar Rush	Yellow	1 - 4	Competitive	Auction/Bidding
Lure	Blue	2 - 5	Small	Auction/Bidding
Machi Koro 2	Blue	2 - 5	Beginner	Engine (Tableau) Building
Mafia de Cuba	Blue	6 - 12	Party	Player Elimination
Mage Knight	Red	1 - 4	Competitive	Cooperative
Magical Athlete	Blue	2 - 6	Party	Race
Mahjong	Green	3 - 4	Other	Hand Management
Make Make	Green	3 - 4	Beginner	Area Control (Area Majority)
Mandala	Green	2	1-2 Player	Area Control (Area Majority)
Manhattan Project: Energy Empire	Yellow	1 - 5	Competitive	Worker Placement
Mansions of Madness	Yellow	1 - 5	Cooperative	Cooperative
Mantis Falls	Yellow	2 - 3	Cooperative	Cooperative
Maracaibo	Orange	1 - 4	Competitive	Hand Management
Marco Polo II: In the Service of the Khan	Yellow	2 - 4	Competitive	Dice Rolling
Margraves of Valeria	Yellow	2 - 5	Competitive	Deck Building
Marvel Champions	Yellow	1 - 4	Cooperative	Cooperative
Marvel United	Green	1 - 4	Beginner	Cooperative
Marvel United: Deadpool	Blue	1 - 5	Beginner	Cooperative
Marvel United: Guardians of the Galaxy Remix	Green	1 - 4	Beginner	Cooperative
Marvel United: X-Men	Green	1 - 5	Beginner	Cooperative
Mass Effect - Priority: Hagalaz	Green	1 - 4	Cooperative	Cooperative
Massive Darkness 2	Yellow	1 - 6	Cooperative	Cooperative
Match of the Century	Green	2	1-2 Player	Hand Management
Maximum Apocalypse	Green	1 - 6	Small	Hand Management
Maximum Apocalypse: Gothic Horrors	Green	1 - 6	Small	Hand Management

Mayhem: Teen Titans Go!	Green	2 - 4	Competitive	Take That
Meadow	Green	1 - 4	Beginner	Set Collection
Medium	Blue	2 - 8	Party	Word Game
Meeple Circus	Blue	2 - 5	Beginner	Dexterity
Meeples & Monsters	Green	2 - 4	Competitive	Bag Building
Mega Man Pixel Tactics: Mega Man Blue	Yellow	2	1-2 Player	Hand Management
Mega Man Pixel Tactics: Proto Man Red	Green	2	1-2 Player	Hand Management
Memoir '44	Green	2 - 8	Competitive	Area Control (Area Majority)
Men at Work	Blue	2 - 5	Beginner	Dexterity
Merchants & Marauders	Yellow	2 - 4	Competitive	Area Control (Area Majority)
Merchants of the Dark Road	Yellow	1 - 4	Competitive	Worker Placement
Merv	Orange	1 - 4	Competitive	Set Collection
Message in a Bottle	Blue	2 - 6	Party	Party
Micro Macro Crime City	Blue	1 - 4	Beginner	Deduction
Micro Macro Crime City Full House	Blue	1 - 4	Beginner	Deduction
Mille Fiori	Green	2 - 4	Beginner	Open Drafting
Millennia: Tracks of Time	Yellow	1 - 4	New	Simultaneous Play
Millennium Blades	Orange	2 - 5	Competitive	Deck Building
Miller Zoo	Blue	1 - 6	Beginner	Cooperative
Mind MGMT	Yellow	1 - 5	Competitive	Hidden Movement
Mind Space	Green	1 - 5	Small	Pattern Building
Mind Space	Green	1 - 5	Small	Pattern Building
Mind, The	Blue	2 - 4	Party	Cooperative
Minecraft: Builders and Biomes	Green	2 - 4	Beginner	Deck Building
Mini Rogue	Green	1 - 2	1-2 Player	Push Your Luck
Mint Delivery	Blue	1 - 5	Small	Action Points
Mint Works	Blue	1 - 4	Small	Worker Placement
Mission Red Planet	Green	2 - 6	Competitive	Action Selection
Mistborn	Green	1 - 4	Competitive	Cooperative
Misty	Blue	2 - 5	Small	Set Collection
Miyabi	Green	2 - 4	Beginner	Pattern Building
MLEM: Space Agency	Blue	2 - 5	Beginner	Push Your Luck
Monikers	Blue	4 - 16	Party	Party
Monikers: Classics	Blue	4 - 20	Party	Party
Monikers: kids	Blue	4 - 16	Party	Party
Monikers: Monikers-er	Blue	4 - 16	Party	Party
Monikers: Serious Nonsense	Blue	4 - 20	Party	Party
Monkey Palace	Green	2 - 4	Kids	Set Collection
Monopoly	Blue	2 - 8	Beginner	Set Collection
Monopoly Deal	Blue	2 - 3	Series-Small	Hand Management
Monster Slaughter	Green	2 - 5	Oversized	Action Points
Montana: Heritage Edition	Green	2 - 4	Competitive	Auction/Bidding
Monty Python Fluxx	Blue	2 - 6	Series-Small	Set Collection
Monumental	Yellow	1 - 4	Competitive	Area Control (Area Majority)
Monza	Blue	2 - 6	Kids	Dice Rolling
Moon Colony Bloodbath	Green	1 - 5	Competitive	Deck Building

Moonlight Castle	Blue	2 - 4	Kids	Worker Placement
Moonrakers	Yellow	1 - 5	Oversized	Negotiation
Moonshine Empire	Green	1 - 4	Competitive	Auction/Bidding
Mortum: Medieval Detective	Green	1 - 6	Cooperative	Cooperative
Mosaic	Yellow	1 - 6	Competitive	Open Drafting
Mottainai	Yellow	2 - 5	Small	Hand Management
Mountains of Madness	Green	3 - 5	Cooperative	Cooperative
Mountains out of Molehills	Blue	2 - 4	Beginner	Programmed Movement
Munchkin Dungeon	Green	2 - 5	Beginner	Take That
Munchkin Shakespeare Deluxe	Green	3 - 6	Beginner	Take That
Munchkin: 2010 Holiday Edition	Green	3 - 6	Party	Take That
Murder at Blood Mansion	Green	2 - 6	Small	Deduction
Museum Suspects	Blue	2 - 4	Small	Betting
My City	Green	2 - 4	Competitive	Pattern Building
My Farm Shop	Green	2 - 4	Beginner	Resource Management
My Father's Work	Yellow	2 - 4	Competitive	Worker Placement
My Lil Everdell	Blue	1 - 4	Beginner	Worker Placement
My Little Pony: Adventures in Equestria	Green	1 - 4	Competitive	Deck Building
My Little Scythe	Green	1 - 6	Beginner	Action Selection
Mysterium	Green	2 - 7	Beginner	Cooperative
Mysterium Kids	Blue	2 - 6	Kids	Cooperative
Mysterium Park	Blue	2 - 6	Party	Cooperative
Mysthea	Orange	2 - 5	Competitive	Area Control (Area Majority)
Mystic Paths	Blue	2 - 6	Beginner	Cooperative
Mystic Scrolls	Blue	2 - 4	Small	Dice Rolling
Mystic Vale: Essential Edition	Green	2 - 4	Competitive	Deck Building
Mythalix	Green	2 - 4	Competitive	Deck Building
Mythic Mischief	Green	1 - 4	Competitive	Action Points
Naishi	Green	2	1-2 Player	Hand Management
Namiji	Green	2 - 5	Beginner	Set Collection
Nanty Narking	Green	2 - 4	Competitive	Engine (Tableau) Building
Nations	Orange	1 - 5	Competitive	Open Drafting
Nature	Green	1 - 4	Beginner	Engine (Tableau) Building
Neanderthal	Orange	1 - 3	Small	Worker Placement
Near and Far	Yellow	2 - 4	Competitive	Narrative Choice
Neko Syndicate	Green	1 - 4	Small	Action Points
Nekojima	Blue	1 - 5	Beginner	Cooperative
Nemo's War	Yellow	1 - 4	Cooperative	Cooperative
NEOM	Green	1 - 5	Competitive	Tile Placement
Networks, the	Green	1 - 5	Competitive	Open Drafting
Nevada City	Orange	2 - 4	Competitive	Engine (Tableau) Building
Never Bring a Knife	Blue	4 - 8	Party	Social Deduction
New York Slice	Blue	2 - 6	Beginner	Open Drafting
New York Zoo	Green	1 - 5	Beginner	Tile Placement
Newton	Yellow	1 - 4	Competitive	Deck Building
Next Station London	Blue	1 - 4	Small	Pattern Building

Next Station Tokyo	Blue	1 - 4	Small	Network Building
Nidavellir	Green	2 - 5	Competitive	Set Collection
Night Cage, The	Green	1 - 5	Cooperative	Cooperative
No Honor Among Thieves	Yellow	3 - 6	Small	Deck Building
No Thanks!	Blue	3 - 7	Small	Set Collection
Northgard	Yellow	2 - 5	Competitive	Area Control (Area Majority)
Not So Neighborly	Blue	2 - 4	Small	Hand Management
Nova Era	Green	2 - 4	Competitive	Action Drafting
Nova Roma	Yellow	1 - 4	Competitive	Area Control (Area Majority)
Now or Never	Orange	1 - 4	Competitive	Narrative Choice
Nucleum	Orange	1 - 4	Competitive	Hand Management
Number, The	Blue	2 - 5	Small	Bluffing
Nut Hunt	Blue	1 - 5	Beginner	Hand Management
Nuts about Mutts	Blue	3 - 8	Small	Hand Management
Oath	Orange	1 - 6	Competitive	Area Control (Area Majority)
Obscurio	Green	2 - 8	Party	Deduction
Oceans	Yellow	2 - 4	Competitive	Take That
Of War and Men WWII	Yellow	2 - 4	Small	Area Control (Area Majority)
Ofrenda	Green	1 - 4	Competitive	Open Drafting
Ohanami	Blue	2 - 4	Small	Set Collection
Okey Dokey	Blue	1 - 5	Small	Cooperative
Oltree	Green	2 - 4	Cooperative	Cooperative
On Mars	Red	1 - 4	Oversized	Action Selection
On the Rocks	Green	1 - 4	Beginner	Set Collection
Onamona	Blue	2 - 4	Kids	Party
One Deck Dungeon	Green	1 - 2	1-2 Player	Hand Management
One Deck Dungeon: Forest of Shadows	Green	1 - 2	1-2 Player	Hand Management
One Night Revolution	Green	3 - 10	Party	Social Deduction
One Night Ultimate Collection	Blue	3 - 10	Oversized	Social Deduction
One Piece: Luffy's Bento Panic	Blue	3 - 9	Party	Dexterity
Onitama	Blue	2	1-2 Player	Abstract Strategy
Ora & Labora	Orange	1 - 4	Competitive	Engine (Tableau) Building
ORBIT	Blue	2 - 4	New	Hand Management
Orchard	Blue	2 - 8	Kids	Dice Rolling
Orchard: 9 Card Solitaire Game	Blue	1	Small	Hand Management
Oriflamme	Blue	3 - 5	Small	Betting
Origin Story	Green	1 - 5	New	Trick Taking
Orleans: Big Box	Yellow	1 - 5	Competitive	Bag Building
Overboss	Green	1 - 5	Beginner	Tile Placement
Pack the Essentials	Blue	1 - 4	Beginner	Tile Placement
Pagan: Fate of Roanoke	Yellow	2	1-2 Player	Bluffing
Paint the Roses	Green	2 - 5	Cooperative	Cooperative
Palace of Mad King Ludwig, The	Yellow	2 - 4	Competitive	Tile Placement
Paladins of the West Kingdom	Orange	1 - 4	Oversized	Worker Placement
Paleo	Yellow	1 - 4	Cooperative	Cooperative
Pan Am	Green	2 - 4	Competitive	Auction/Bidding

Panda Panda	Blue	2 - 4	Small	Hand Management
Pandemic: 10th Anniversary Edition	Green	2 - 4	Cooperative	Cooperative
Paper Dungeons	Green	1 - 8	Party	Exploration / Dungeon Crawler
Paper Paranoia	Green	4 - 8	Party	Social Deduction
Paper Safari: Pikachu and Friends	Blue	2 - 5	Series-Small	Open Drafting
Paperback	Green	2 - 5	Small	Cooperative
Parade	Blue	2 - 6	Small	Hand Management
Paranormal Detectives	Blue	2 - 6	Beginner	Hand Management
Parcheesi: Vintage Game Collection	Blue	2 - 6	Beginner	Dice Rolling
Paris: La Cite de la Lumiere	Green	2	1-2 Player	Tile Placement
Parks	Green	1 - 5	Beginner	Worker Placement
Parks & Potions	Blue	1 - 5	Beginner	Pick-up and Deliver
Pass the Pandas	Blue	2 - 5	Kids	Dice Rolling
Patchwork	Blue	2	1-2 Player	Tile Placement
Path of Civilization	Yellow	1 - 5	Competitive	Hand Management
Paws and Padlocks	Green	2 - 4	Beginner	Push Your Luck
Pax Pamir	Orange	1 - 5	Competitive	Area Control (Area Majority)
Penguin Party	Blue	2 - 6	Small	Hand Management
Pergola	Green	1 - 4	Beginner	Set Collection
Pest	Yellow	1 - 5	Competitive	Action Points
Petrichor	Yellow	1 - 4	Competitive	Area Control (Area Majority)
Phantom Ink	Blue	4 - 8	Party	Deduction
Phase 10	Blue	2 - 6	Small	Set Collection
Phoenix: New Horizon	Yellow	1 - 4	Competitive	Worker Placement
Photograph	Green	2 - 4	Small	Open Drafting
Photosynthesis	Green	2 - 4	Competitive	Area Control (Area Majority)
Pickle Letter	Blue	2 - 5	Small	Set Collection
Pictomania	Blue	3 - 6	Party	Pattern Building
Picture Perfect	Green	2 - 6	Beginner	Deduction
Pikit	Blue	2 - 4	Small	Hand Management
Pipeline	Orange	2 - 4	Competitive	Action Drafting
Pirates of Maracaibo	Yellow	1 - 4	Competitive	Dice Rolling
Pixel Glory	Green	2 - 4	Small	Auction/Bidding
Pixies	Blue	2 - 5	Series-Small	Set Collection
Plague Inc.	Green	1 - 4	Beginner	Network Building
Planet B	Yellow	2 - 4	Competitive	Worker Placement
Planet Unknown	Green	1 - 6	Competitive	Simultaneous Play
Planted	Blue	2 - 5	Beginner	Set Collection
Plantopia	Green	1 - 5	Small	Hand Management
Plus+Minus-	Blue	2 - 4	Kids	Pattern Recognition
Poetry for Neanderthals	Blue	2 - 12	Party	Word Game
Point City	Blue	1 - 4	Series-Small	Open Drafting
Point Galaxy	Green	1 - 5	Series-Small	Open Drafting
Point Salad	Blue	2 - 6	Series-Small	Open Drafting
Point Salad: Eevee Edition	Blue	2 - 6	Series-Small	Open Drafting
Pokemon Splendor	Green	2 - 4	New	Resource Management

Popcorn	Green	2 - 4	New	Bag Building
Popcorn Dice	Blue	2 - 6	Kids	Push Your Luck
Port Royal: Big Box	Blue	1 - 5	Beginner	Push Your Luck
Potion Explosion	Blue	2 - 4	Beginner	Set Collection
Potions of Azerland	Green	1 - 4	Competitive	Auction/Bidding
Power Grid	Yellow	2 - 6	Competitive	Auction/Bidding
Power Rangers Deck Building Game	Yellow	2 - 4	Competitive	Deck Building
Praga Caput Regni	Orange	1 - 4	Competitive	Area Control (Area Majority)
Pret-A-Porter	Orange	2 - 4	Competitive	Set Collection
Prey	Blue	3 - 4	Small	Trick Taking
Prey Another Day	Blue	2 - 5	Small	Bluffing
Princess Bride, The: Adventure Book Game	Green	1 - 4	Cooperative	Cooperative
Project L	Blue	1 - 4	Small	Pattern Building
Puerto Rico: 1897	Yellow	2 - 5	Competitive	Action Drafting
Pulsar 2849	Yellow	2 - 4	Competitive	Action Selection
Pumafiosi	Blue	2 - 5	Series-Small	Push Your Luck
Purim	Green	1 - 4	Cooperative	Cooperative
Purrfect Potions	Blue	2 - 4	New	Dice Rolling
Pursuit of Happiness, The	Green	1 - 4	Oversized	Worker Placement
Pusheen the Cat: Purrfect Pick	Blue	2 - 5	Small	Set Collection
Pusheen: The Stacking Game	Blue	2 - 8	Small	Dexterity
Puzzle Strike 2	Yellow	1 - 4	Competitive	Deck Building
QE	Blue	3 - 5	Beginner	Auction/Bidding
Quacks & Co	Blue	2 - 4	Beginner	Bag Building
Quacks of Quedlinburg, The	Green	2 - 4	Beginner	Bag Building
Quadropolis	Green	2 - 4	Competitive	Open Drafting
Quarriors! Qultimate Quedition	Green	2 - 4	Competitive	Bag Building
Quartermaster General 1914	Yellow	2 - 5	Competitive	Deck Building
Queendomino	Green	2 - 4	Beginner	Open Drafting
Quest	Blue	4 - 10	Party	Deduction
Quest for El Dorado, The	Green	2 - 4	Beginner	Deck Building
Quest for El Dorado, The: Golden Temples Adventure	Green	2 - 4	Beginner	Deck Building
Quick Draw	Blue	4 - 6	Party	Pattern Recognition
Quiddler	Blue	1 - 8	Party	Word Game
Quirky Circuits	Green	2 - 4	Cooperative	Programmed Movement
Qwirkle	Blue	2 - 4	Beginner	Tile Placement
Qwixx	Blue	2 - 5	Small	Dice Rolling
Ra	Green	2 - 5	Competitive	Auction/Bidding
Rabbit Rally	Blue	2 - 4	Kids	Dice Rolling
Raccoon Tycoon	Green	2 - 5	Beginner	Auction/Bidding
Race for the Galaxy	Yellow	2 - 4	Competitive	Set Collection
Rack-O	Blue	2 - 4	Small	Word Game
Radlands	Green	2	1-2 Player	Hand Management
Raiders of Scythia	Yellow	1 - 4	Competitive	Worker Placement
Raiders of the North Sea	Green	2 - 4	Oversized	Worker Placement

Railroad Rivals	Green	1 - 5	Beginner	Auction/Bidding
Rainbow	Blue	2 - 6	Series-Small	Hand Management
Rainbow Bunny Bop	Blue	2 - 4	Small	Cooperative
Raising Chicago	Orange	2 - 4	Competitive	Tile Placement
Rajas of the Ganges	Yellow	2 - 4	Competitive	Network Building
Ramen Fury	Blue	2 - 5	Small	Take That
Ramen! Ramen!	Green	1 - 4	Small	Hand Management
Raptor	Green	2	1-2 Player	Hand Management
Ratcatcher, The	Yellow	1	1-2 Player	Dice Rolling
Rattus: Big Box	Green	2 - 6	Beginner	Area Control (Area Majority)
Rauha	Green	2 - 5	Competitive	Pattern Building
Ravine	Blue	3 - 6	Small	Cooperative
Ready Set Bet	Blue	2 - 9	Party	Betting
ReaverQuest	Blue	2 - 3	Small	Hand Management
Reavers of Midgard	Yellow	2 - 4	Competitive	Set Collection
Rebel Princess	Green	3 - 6	Small	Trick Taking
Red Cathedral, The	Yellow	1 - 4	Competitive	Area Control (Area Majority)
Red Dragon Inn, The: Character Trove	Blue	2+	Oversized	Take That
Red Rising	Green	1 - 6	Competitive	Open Drafting
Regency	Green	2 - 6	Party	Open Drafting
Reign of Cthulhu (Pandemic)	Green	2 - 4	Cooperative	Cooperative
Reign of Dragoness	Blue	2 - 8	Party	Hand Management
Reigning Unicorns	Blue	1 - 4	Kids	Party
Reload: Fight for Fame	Yellow	2 - 4	Competitive	Dice Rolling
Remix Marvel	Blue	2 - 6	Small	Open Drafting
Renature	Green	2 - 4	Beginner	Area Control (Area Majority)
Res Arcana	Yellow	2 - 4	Competitive	Hand Management
Resident Evil 3	Green	1 - 4	Cooperative	Cooperative
Resistance, The	Blue	5 - 10	Party	Social Deduction
Resurgence	Yellow	1 - 4	Competitive	Worker Placement
Return to Ravenspire	Green	1 - 4	Small	Cooperative
Revive	Orange	1 - 4	Competitive	Deck Building
Rhino Hero: Super Battle	Blue	2 - 4	Kids	Dexterity
Rising Sun	Yellow	3 - 5	Competitive	Area Control (Area Majority)
Risk	Green	2 - 6	Beginner	Area Control (Area Majority)
Rivals: Legend Edition	Yellow	2 - 6	Competitive	Action Drafting
River of Gold	Green	2 - 4	Competitive	Resource Management
River Valley Glassworks	Blue	1 - 5	Beginner	Tile Placement
RiverBoat	Yellow	2 - 4	Competitive	Action Drafting
Roam	Blue	2 - 4	Small	Area Control (Area Majority)
Roast	Green	2 - 8	Party	Bluffing
Robinson Crusoe: Adventures on the Cursed Island	Orange	1 - 4	Cooperative	Cooperative
Rock Hard: 1977	Green	2 - 5	Competitive	Worker Placement
Rocketmen	Green	1 - 4	Competitive	Deck Building
Roll For It! Deluxe Edition	Blue	2 - 8	Small	Push Your Luck

Roll for the Galaxy	Yellow	2 - 5	Competitive	Bag Building
Roll Player	Green	1 - 4	Competitive	Open Drafting
Rolling Realms	Green	1 - 6	Competitive	Dice Rolling
Rolling Realms Redux	Yellow	1 - 6	Competitive	Pattern Building
Root	Orange	2 - 4	Competitive	Area Control (Area Majority)
Rowdy Partners	Blue	2 - 4	New	Team-Based
Ruination	Yellow	2 - 4	Competitive	Area Control (Area Majority)
Ruins	Green	2 - 5	Small	Hand Management
Rumble Nation	Green	2 - 4	Competitive	Area Control (Area Majority)
Rurik: Dawn of Kiev	Yellow	1 - 4	Competitive	Area Control (Area Majority)
Rush M.D.	Green	1 - 4	Cooperative	Cooperative
RWBY Combat Ready	Green	2 - 5	Cooperative	Cooperative
Sabacc	Blue	2 - 8	Small	Hand Management
Sabika	Orange	1 - 4	Competitive	Rondel
Saboteur	Blue	3 - 10	Party	Hand Management
Sagrada	Green	1 - 4	Beginner	Pattern Building
Sail	Green	2	1-2 Player	Cooperative
Salem 1692	Green	4 - 12	Party	Deduction
Sally Face: Strange Nightmares	Green	1 - 5	Cooperative	Cooperative
Saloon Tycoon	Green	2 - 4	Competitive	Open Drafting
Saltfjord	Yellow	1 - 4	Competitive	Action Drafting
Salton Sea	Orange	1 - 4	Competitive	Hand Management
San Francisco	Green	2 - 4	Competitive	Engine (Tableau) Building
Sanctuary	Yellow	1 - 5	New	Action Selection
Santa Monica	Green	2 - 4	Beginner	Engine (Tableau) Building
Santorini	Green	2 - 4	Beginner	Abstract Strategy
Santorini: Riddle of the Sphinx	Green	1 - 4	Beginner	Cooperative
Scattergories	Blue	2 - 6	Party	Word Game
Scholars of the South Tigris	Orange	1 - 4	Oversized	Area Control (Area Majority)
Schotten Totten	Blue	2	1-2 Player	Set Collection
Scooby Doo! Boardgame	Blue	1 - 5	Beginner	Cooperative
Scott Pilgrim's Precious Little Card Game	Yellow	1 - 4	Competitive	Deck Building
Scout	Blue	2 - 5	Small	Hand Management
Scrabble	Green	2 - 4	Beginner	Tile Placement
Scythe	Orange	1 - 5	Competitive	Action Selection
Sea Salt & Paper	Blue	2 - 4	Series-Small	Set Collection
Search for Lost Species, The	Yellow	1 - 4	Competitive	Action Points
Search for Planet X, The	Green	1 - 4	Competitive	Deduction
Seas of Havoc	Green	1 - 5	Competitive	Deck Building
Seasons	Yellow	2 - 4	Competitive	Open Drafting
Secret Sith	Blue	5 - 10	Party	Bluffing
Seikatsu	Blue	1 - 4	Beginner	Pattern Building
Senet	Blue	2	Small	Dice
Senjutsu	Yellow	1 - 4	Competitive	Deduction
Sentinels of Earth-Prime	Yellow	2 - 5	Cooperative	Cooperative
Sentinels of the Multiverse	Green	2 - 5	Cooperative	Cooperative

Sequence	Blue	2 - 12	Party	Pattern Building
Seti	Orange	1 - 4	Competitive	Action Selection
Shackleton Base	Orange	1 - 4	Competitive	Open Drafting
Shadow Kingdoms of Valeria	Green	1 - 5	Competitive	Open Drafting
Shadows over Camelot	Green	3 - 7	Competitive	Deduction
Shamans	Green	3 - 5	Small	Deduction
Shardhunters	Blue	1 - 4	Small	Hand Management
Shards of the Jaguar	Yellow	1 - 4	Competitive	Action Drafting
Shelfie Stacker	Green	1 - 4	Beginner	Pattern Building
Sheriff of Nottingham	Blue	3 - 6	Beginner	Bribery
Sherlock Holmes Consulting Detective	Yellow	1 - 8	Cooperative	Narrative Choice
Shipwrights of the North Sea	Green	2 - 5	Oversized	Open Drafting
Shipyards	Yellow	1 - 4	Competitive	Open Drafting
Shobu	Green	2	1-2 Player	Abstract Strategy
Shogun Big Box	Yellow	3 - 5	Competitive	Auction/Bidding
Side Effects	Blue	2 - 8	Party	Party
Sidereal Confluence	Orange	4 - 9	Competitive	Negotiation
Siege of Runedar, The	Green	1 - 4	Beginner	Cooperative
SILOS	Green	2 - 4	New	Area Control (Area Majority)
Skara Brae	Green	1 - 4	Competitive	Open Drafting
Skate Summer	Green	2 - 5	Competitive	Push Your Luck
Skip-Bo	Blue	2 - 6	Small	Hand Management
Skulk Hollow	Green	2	1-2 Player	Hand Management
Skull	Blue	3 - 6	Party	Bluffing
Skull Canyon Ski Fest	Green	2 - 4	Competitive	Hand Management
Skull King	Blue	2 - 8	Party	Trick Taking
Sky Team	Green	2	1-2 Player	Cooperative
Skymines	Orange	1 - 4	Competitive	Hand Management
Skyrim	Yellow	1 - 4	Cooperative	Cooperative
Slay the Spire	Yellow	1 - 4	Oversized	Cooperative
Sleeping Gods	Yellow	1 - 4	Cooperative	Cooperative
Small Samurai Empires	Yellow	2 - 4	Small	Area Control (Area Majority)
Small World	Green	2 - 5	Competitive	Area Control (Area Majority)
Small World of Warcraft	Green	2 - 5	Competitive	Area Control (Area Majority)
Smartphone Inc.	Yellow	1 - 5	Competitive	Network Building
Smash Up: The Big Geeky Box	Green	2 - 4	Beginner	Hand Management
Smug Owls	Blue	3 - 15	Party	Player Judge
Sniper Elite	Green	1 - 4	Competitive	Action Points
Snow Tails	Green	2 - 5	Beginner	Hand Management
So Clover!	Blue	3 - 6	Party	Word Game
So You've Been Eaten	Green	0 - 2	1-2 Player	Action Points
Sobek: 2 Players	Green	2	1-2 Player	Set Collection
Soda Smugglers	Blue	3 - 8	Series-Small	Betting
Sonic Roll	Green	1 - 4	New	Cooperative
Sonora	Green	1 - 4	Competitive	Dexterity
Sorcerer	Yellow	2 - 4	Competitive	Bag Building

Sorcerer City	Green	1 - 6	Competitive	Tile Placement
Sorcerer's Arena: Disney	Green	2 - 4	Competitive	Hand Management
Sounds Fishy	Blue	4 - 10	New	Bluffing
South Tigris Moonsaga	Blue	1 - 4	Oversized	Campaign / Scenario
Space Alert	Yellow	1 - 5	Cooperative	Cooperative
Space Base: Command Station	Green	2 - 5	Beginner	Open Drafting
Space Park	Blue	1 - 4	Small	Set Collection
Space Race	Yellow	1 - 4	Small	Open Drafting
Space Station Phoenix	Yellow	2 - 4	Competitive	Worker Placement
Spaceteam	Blue	3 - 6	Party	Cooperative
Speakeasy	Orange	1 - 4	Oversized	Area Control (Area Majority)
Speakeasy Blues	Yellow	2 - 4	Competitive	Area Control (Area Majority)
Spectral	Green	2 - 5	Competitive	Area Control (Area Majority)
Spies & Lies	Green	2	1-2 Player	Bluffing
Spill, The	Green	1 - 4	Cooperative	Cooperative
Spire's End	Green	1 - 2	1-2 Player	Cooperative
Spirit Island	Orange	1 - 4	Cooperative	Cooperative
Splendor	Blue	2 - 4	Beginner	Open Drafting
Splendor Duel	Green	2	1-2 Player	Open Drafting
Splendor: Marvel	Green	2 - 4	Beginner	Open Drafting
Spot It!	Blue	2 - 8	Kids	Pattern Recognition
Spot It: Bluey	Blue	2 - 8	Kids	Pattern Recognition
Spyfall	Blue	3 - 8	Party	Deduction
Spyfall: Time Travel	Blue	2 - 8	Party	Deduction
Square One	Blue	1 - 4	Small	Engine (Tableau) Building
Stack O' Cats	Blue	1 - 6	New	Cooperative
Star Crossed (Role Playing Game)	Red	x	1-2 Player	Narrative Choice
Star Realms	Green	1 - 4	Beginner	Deck Building
Star Trek Deck Building Game	Green	2 - 4	Competitive	Deck Building
Star Trek: Buffer Time	Blue	2 - 6	Party	Cooperative
Star Trek: Captain's Chair	Orange	1 - 2	1-2 Player	Deck Building
Star Trek: Star Realms	Green	2 - 4	Beginner	Deck Building
Star Tycoon	Green	1 - 4	Competitive	Resource Management
Star Wars: The Clone Wars (Pandemic)	Green	1 - 5	Cooperative	Cooperative
Star Wars: Bounty Hunters	Blue	2 - 6	Small	Action Points
Star Wars: Imperial Assault	Yellow	1 - 5	Competitive	Exploration / Dungeon Crawler
Star Wars: Outer Rim	Green	1 - 4	Competitive	Dice Rolling
Star Wars: Rebellion	Orange	2 - 4	1-2 Player	Area Control (Area Majority)
Star Wars: Super Teams	Blue	2 - 4	Kids	Race
Star Wars: The Deck Building Game	Green	2	1-2 Player	Deck Building
Star Wars: The Deck Building Game - Clone Wars Edition	Green	2	1-2 Player	Deck Building
Star Wars: X-Wing	Yellow	2	1-2 Player	Dice Rolling
Stardew Valley	Yellow	1 - 4	Cooperative	Cooperative
Starship Captains	Green	1 - 4	Competitive	Worker Placement
Steampunk Rally Fusion	Green	2 - 8	Competitive	Open Drafting

Stella	Blue	3 - 6	Beginner	Deduction
Sticky Cthulhu	Blue	2 - 6	Small	Dexterity
Stockpile	Green	2 - 5	Beginner	Auction/Bidding
Stone Age	Green	2 - 4	Beginner	Worker Placement
Stool Pigeon	Blue	2 - 6	Small	Hand Management
Story Time Chess	Blue	2	Kids	Abstract Strategy
Stranger Things	Green	2 - 4	Cooperative	Cooperative
Stratego	Green	2	1-2 Player	Deduction
Strato	Green	1 - 4	Small	Cooperative
Streets	Green	1 - 5	Small	Engine (Tableau) Building
Strike of the Eagle	Yellow	2 - 4	Competitive	Area Control (Area Majority)
Stuffed Fables	Green	2 - 4	Cooperative	Cooperative
Sub Terra	Green	1 - 6	Cooperative	Cooperative
Subastral	Blue	2 - 5	Small	Set Collection
Suburbia	Yellow	1 - 4	Competitive	Open Drafting
Summoner Wars	Green	2	1-2 Player	Abstract Strategy
Sunken Sailor	Blue	3 - 8	Party	Bluffing
Super Fantasy Brawl	Green	2 - 4	Competitive	Hand Management
Super Mario: Level Up!	Blue	3 - 6	Beginner	Deduction
Super Meow	Blue	2 - 4	Kids	Deck Building
Super Skill Pinball: 4-Cade	Green	1 - 4	Small	Dice Rolling
Super Skill Pinball: Holiday Special	Green	1 - 4	Small	Pattern Building
Survival of the Fattest	Green	1 - 4	Competitive	Deck Building
Survive The Island	Blue	2 - 5	Beginner	Action Points
Survive: Escape from Atlantis!	Blue	2 - 4	Beginner	Action Points
Sushi Go Party!	Blue	2 - 6	Beginner	Closed Drafting
Sushi Roll	Blue	2 - 5	Beginner	Open Drafting
Suspects	Green	1 - 6	Cooperative	Cooperative
Sword & Sorcery	Orange	1 - 5	Cooperative	Cooperative
System Gateway	Orange	2	1-2 Player	Bluffing
Taboo	Blue	4 - 10	Party	Party
Tacocat	Blue	2	1-2 Player	Hand Management
Tacta	Blue	2 - 6	Small	Area Control (Area Majority)
Tag Team	Green	2	New	Deck Building
Take 5	Blue	2 - 10	Party	Hand Management
Take Time	Blue	2 - 4	New	Targeted Clues
Takenoko	Green	2 - 4	Beginner	Pattern Building
Tales of the Arabian Nights	Green	1 - 6	Competitive	Narrative Choice
Tales of the Arthurian Knights	Green	1 - 4	Cooperative	Dice Rolling
Talisman	Green	2 - 6	Beginner	Narrative Choice
Talisman: Kingdom Hearts	Yellow	2 - 6	Beginner	Dice Rolling
Tang Garden	Green	1 - 4	Competitive	Set Collection
Tapestry	Yellow	1 - 5	Competitive	Open Drafting
Tapple	Blue	2 - 10	Party	Word Game
Tapple 10	Blue	1 - 10	Party	Word Game
Targi	Green	2	1-2 Player	Set Collection

Taverns of Tiefenthal, The	Yellow	2 - 4	Competitive	Deck Building
Tawantinsuyu	Orange	1 - 4	Competitive	Pattern Building
Taxi Over	Blue	2 - 4	Small	Dice Rolling
Tea Dragon Society	Blue	2 - 4	Series-Small	Deck Building
Tea Garden	Yellow	2 - 4	Competitive	Deck Building
Tea Witches	Yellow	2 - 4	Competitive	Push Your Luck
Tekhenu	Orange	1 - 4	Competitive	Action Drafting
Telepaths	Blue	2 - 4	Small	Deduction
Telestrations	Blue	4 - 8	Party	Party
TemPurrA	Blue	3 - 10	Party	Push Your Luck
Ten	Blue	1 - 5	Small	Auction/Bidding
Tenpenny Parks	Green	1 - 4	Beginner	Worker Placement
Tenzi	Blue	2 - 4	Series-Small	Dice Rolling
Terra Mystica	Orange	2 - 5	Competitive	Network Building
Terra Nova	Yellow	2 - 4	Competitive	Action Selection
Terraforming Mars	Yellow	1 - 5	Competitive	Hand Management
Terraforming Mars: Ares Expedition	Yellow	1 - 4	Competitive	Hand Management
Terraforming Mars: The Dice Game	Green	1 - 4	Competitive	Deck Building
Terrorscape	Green	2 - 4	Competitive	Deduction
Tesseract	Green	1 - 4	Cooperative	Cooperative
That Time you Killed Me	Yellow	2	1-2 Player	Abstract Strategy
The Anarchy	Orange	1 - 4	Competitive	Pattern Building
The Fox Experiment	Green	1 - 4	Competitive	Dice Rolling
The Hobbit: There and Back Again	Green	1 - 4	Cooperative	Cooperative
The Lost Expedition	Green	1 - 5	Cooperative	Cooperative
The Old King's Crown	Orange	1 - 4	Competitive	Betting
The Smurfs: Hidden Village	Green	1 - 5	Beginner	Cooperative
Thiefdom	Yellow	1 - 4	New	Pick-up and Deliver
Thing, The: Infection at Outpost 31	Green	4 - 8	Competitive	Social Deduction
Thing, The: The Boardgame	Yellow	1 - 8	Competitive	Social Deduction
Things in Rings	Blue	2 - 6	Party	Deduction
This Game is Killer: Alien on Board	Blue	3 - 10	Party	Player Elimination
This War of Mine	Yellow	1 - 6	Cooperative	Cooperative
Three Little Wolves, The	Green	2 - 4	Small	Betting
Three Sisters	Yellow	1 - 4	Small	Dice Rolling
Thrive	Blue	2	1-2 Player	Abstract Strategy
Through the Ages	Orange	2 - 4	Competitive	Auction/Bidding
Through the Desert	Green	2 - 5	Beginner	Network Building
Thunder Road	Green	2 - 6	Competitive	Dice Rolling
Tichu	Green	4	Small	Hand Management
Ticket to Ride	Green	2 - 5	Beginner	Network Building
Ticket to Ride: Africa	Green	2 - 5	Beginner	Network Building
Ticket to Ride: Asia	Green	2 - 6	Beginner	Network Building
Ticket to Ride: Europe	Green	2 - 5	Oversized	Network Building
Ticket to Ride: France	Green	2 - 6	Beginner	Network Building
Ticket to Ride: Germany	Blue	2 - 5	Beginner	Network Building

Ticket to Ride: Ghost Train	Blue	2 - 4	Kids	Network Building
Ticket to Ride: Iberia & South Korea	Green	2 - 5	Beginner	Network Building
Ticket to Ride: India/Switzerland	Green	2 - 4	Beginner	Network Building
Ticket to Ride: Japan/Italy	Green	2 - 5	Beginner	Network Building
Ticket to Ride: Netherlands	Green	2 - 5	Beginner	Network Building
Ticket to Ride: Nordic Countries	Green	2 - 3	Beginner	Network Building
Ticket to Ride: Poland	Blue	2 - 4	Beginner	Network Building
Ticket to Ride: Rails & Sails	Green	2 - 5	Beginner	Network Building
Tidal Blades: Banner Festival	Green	2 - 5	Competitive	Trick Taking
Tidal Blades: Heroes of the Reef	Yellow	1 - 4	Competitive	Resource Management
Tigris & Euphrates	Orange	2 - 4	Competitive	Engine (Tableau) Building
Tiletum	Orange	1 - 4	Competitive	Action Drafting
TIME Stories	Green	2 - 4	Competitive	Narrative Choice
Timeline Challenge	Blue	2 - 10	Beginner	Betting
Tinderblox	Blue	2 - 6	Small	Dexterity
Tinner's Trail	Yellow	3 - 4	Competitive	Action Points
Tiny Epic Dinosaurs	Yellow	1 - 4	Series-Small	Worker Placement
Tiny Epic Dungeon Stories	Yellow	1 - 4	Series-Small	Cooperative
Tiny Epic Dungeons	Yellow	1 - 4	Series-Small	Cooperative
Tiny Epic Galaxies: Blast Off	Green	2 - 4	Series-Small	Action Selection
Tiny Epic Kingdoms	Green	2 - 5	Series-Small	Bluffing
Tiny Epic Pirates	Yellow	1 - 4	Series-Small	Dice Rolling
Tiny Epic Quest	Yellow	1 - 4	Series-Small	Exploration / Dungeon Crawler
Tiny Epic Western	Yellow	1 - 4	Series-Small	Dice Rolling
Tiny Epic Zombies	Green	1 - 5	Series-Small	Cooperative
Tiny Laser Heist	Green	3 - 6	Beginner	Dexterity
Tiny Towns	Green	1 - 6	Competitive	Pattern Building
Tokaido	Blue	2 - 5	Oversized	Worker Placement
Tokaido Duo	Blue	2	1-2 Player	Action Drafting
Tokyo Highway	Blue	2 - 4	Beginner	Network Building
Tokyo Sidekick	Yellow	2 - 4	Cooperative	Cooperative
Tortuga 1667	Green	2 - 9	Party	Social Deduction
Toy Battle	Blue	2	New	Area Control (Area Majority)
Toy Story: Obstacles & Adventures	Green	2 - 5	Beginner	Cooperative
Trailblazer: The Arizona Trail	Yellow	1 - 4	Competitive	Worker Placement
Trailblazer: The John Muir Trail	Yellow	1 - 4	Competitive	Resource Management
Trains	Green	2 - 4	Competitive	Deck Building
Trains: Rising Sun	Green	2 - 4	Competitive	Deck Building
Trajan	Orange	2 - 4	Competitive	Open Drafting
Tranquility	Blue	1 - 5	Small	Cooperative
Transmissions	Green	1 - 4	Beginner	Hand Management
Trash Talk	Blue	2 - 8	Party	Cooperative
Treasure Hunter	Green	2 - 6	Beginner	Hand Management
Trekking the World	Green	2 - 5	Beginner	Hand Management
Trial by Trolley	Blue	3 - 13	Party	Party
Tribes of the Wind	Green	2 - 5	Competitive	Closed Drafting

Tribune	Yellow	2 - 6	Competitive	Auction/Bidding
Trickerion	Red	2 - 4	Competitive	Worker Placement
Trickster: Champions of Time	Blue	2 - 7	Party	Trick Taking
Tricky Kids	Blue	2 - 6	New	Trick Taking
Trio	Blue	3 - 6	Small	Set Collection
Trismegistus	Orange	1 - 4	Competitive	Open Drafting
Trivial Pursuit	Blue	2 - 6	Beginner	Trivia / Quiz
Trivial Pursuit: Dungeons & Dragons	Blue	2 - 6	Beginner	Trivia / Quiz
Trollfest	Green	3 - 6	Beginner	Closed Drafting
Troyes	Orange	1 - 4	Competitive	Set Collection
Tsuro	Blue	2 - 8	Beginner	Tile Placement
Tsuro of the Seas	Blue	2 - 8	Beginner	Tile Placement
Tsuro: Phoenix Rising	Green	2 - 8	Beginner	Tile Placement
Tuned	Blue	2	1-2 Player	Abstract Strategy
Turing Machine	Green	1 - 4	Competitive	Deduction
Turtle Splash!	Blue	2 - 4	Kids	Dexterity
Twilight Imperium: Fourth Edition	Red	3 - 6	Oversized	Area Control (Area Majority)
Twilight Inscription	Yellow	1 - 8	Competitive	Dice Rolling
Twilight of the Gods	Orange	2 - 4	Competitive	Deck Building
Twilight Struggle	Orange	2	1-2 Player	Area Control (Area Majority)
Twilight Struggle: Red Sea	Yellow	1 - 2	1-2 Player	Area Control (Area Majority)
Twisted Fables	Yellow	2 or 4	Competitive	Deck Building
Tyrants of the Underdark	Green	2 - 4	Competitive	Deck Building
Tzolk'in	Orange	2 - 4	Competitive	Worker Placement
Ultimate Railroads	Yellow	1 - 4	Competitive	Worker Placement
Ultimate Werewolf Extreme	Yellow	3 - 25	Party	Deduction
Unconscious Mind	Orange	1 - 4	Competitive	Open Drafting
Undaunted 2200: Callisto	Yellow	1 - 4	Competitive	Deck Building
Undaunted: Normandy	Green	2	Competitive	Deck Building
Undaunted: North Africa	Green	2	Competitive	Deck Building
Undaunted: Reinforcements	Green	1 - 4	Competitive	Deck Building
Under Falling Skies	Green	1	1-2 Player	Campaign / Scenario
Underwater Cities	Orange	1 - 4	Competitive	Network Building
Unfathomable	Yellow	3 - 6	Competitive	Social Deduction
Unicorn Fever	Green	2 - 6	Beginner	Betting
Unicorn Glitterluck: Cloud stacking	Blue	1 - 4	Kids	Dexterity
Union Stockyards	Green	2 - 5	Competitive	Worker Placement
Unmatched: Battle of Legends Volume Three	Green	2 - 4	Beginner	Action Points
Unmatched: Battle of Legends, Volume One	Green	2 - 4	Beginner	Hand Management
Unmatched: Battle of Legends, Volume Two	Green	2 - 4	Beginner	Hand Management
Unmatched: Buffy the Vampire Slayer	Green	2 - 4	Beginner	Hand Management
Unmatched: Cobble & Fog	Green	2 - 4	Beginner	Hand Management
Unmatched: Deadpool	Green	2 - 4	Beginner	Hand Management

Unmatched: For King and Country	Yellow	2 - 3	Beginner	Hand Management
Unmatched: Hell's Kitchen	Green	2 - 4	Beginner	Hand Management
Unmatched: Houdini vs. The Genie	Green	2	Beginner	Hand Management
Unmatched: Jurassic Park Dr. Sattler vs. T. Rex	Green	2 - 4	Beginner	Hand Management
Unmatched: Jurassic Park InGen vs Raptors	Green	2 - 4	Beginner	Hand Management
Unmatched: Lee VS Ali	Green	2	New	Action Points
Unmatched: Little Red Riding Hood vs. Beowulf	Green	2 - 4	Beginner	Hand Management
Unmatched: Redemption Row	Green	2 - 4	Beginner	Hand Management
Unmatched: Robin Hood vs. Bigfoot	Green	2 - 4	Beginner	Hand Management
Unmatched: Slings and Arrows	Green	2 - 4	Beginner	Hand Management
Unmatched: Suns Origin	Green	2	Beginner	Action Points
Unmatched: Tales to Amaze	Green	1 - 4	Beginner	Cooperative
Unmatched: Teen Spirit	Green	2 - 3	Beginner	Hand Management
Unmatched: Teenage Mutant Ninja Turtles	Green	1 - 4	New	Action Points
Unmatched: The Witcher - Realms Fall	Green	2 - 3	Beginner	Action Points
Unmatched: The Witcher - Steel & Silver	Green	2 - 3	Beginner	Action Points
Uno	Blue	2 - 10	Series-Small	Hand Management
Uno FLIP!	Blue	2 - 10	Series-Small	Hand Management
Unsolved Case File: Jane Doe	Blue	1 - 8	New	Cooperative
Unsolved Case Files: Harmony Ashcroft Case	Blue	1 - 8	Cooperative	Cooperative
Unsolved Case Files: Jamie Banks Case	Blue	1 - 4	Cooperative	Cooperative
Unsolved Case Files: Max Cahill	Blue	1 - 8	New	Cooperative
Unstable Unicorns	Blue	2 - 8	Small	Take That
Vagrantsong	Yellow	2 - 4	Cooperative	Cooperative
Vale of Eternity	Green	2 - 4	Competitive	Hand Management
Valeria Card Kingdoms	Green	1 - 5	Beginner	Open Drafting
Valley of the Vikings	Blue	2 - 4	Kids	Dexterity
Valor & Villainy	Green	2 - 6	Competitive	Exploration / Dungeon Crawler
Vampire The Masquerade: Rivals	Yellow	2 - 4	Competitive	Deck Building
Vampire The Masquerade: Vendetta	Yellow	3 - 6	Competitive	Deck Building
Vantage	Green	1 - 6	Cooperative	Cooperative
Vast: The Mysterious Manor	Orange	1 - 5	New	Action Points
Vegas Dice Game	Blue	2 - 5	Small	Area Control (Area Majority)
Vengeance Roll & Fight: Episode 1	Green	1 - 4	Competitive	Dice Rolling
Via Magica	Blue	2 - 6	Small	Open Drafting
Victorian Masterminds	Green	2 - 4	Competitive	Worker Placement
Video Vortex	Green	2 - 4	Competitive	Deck Building
Vikings Gone Wild	Green	2 - 4	Competitive	Deck Building
Village	Yellow	2 - 4	Competitive	Worker Placement
Village of Legends	Green	2 - 4	Small	Deck Building
Village Pillage	Blue	2 - 5	Small	Take That
Village Rails	Green	2 - 4	Small	Network Building
Villagers	Green	1 - 5	Small	Set Collection

Villages of Valeria	Green	1 - 5	Small	Hand Management
Villainous Green: The Worst Takes it All	Green	2 - 6	Competitive	Take That
Villainous Marvel: Infinite Power	Yellow	2 - 4	Competitive	Hand Management
Villainous Orange: Evil comes Prepared	Green	2 - 3	Competitive	Take That
Villainous Purple: Wicked to the Core	Green	2 - 3	Competitive	Take That
Villainous Red: Perfectly Wretched	Green	2 - 3	Competitive	Take That
Villainous Star Wars: Power of the Dark Side	Green	2 - 4	Competitive	Take That
Villainous Yellow: Despicable Plots	Green	2 - 3	Competitive	Take That
Vindication	Yellow	2 - 5	Competitive	Area Control (Area Majority)
Vinhos	Orange	2 - 4	Oversized	Area Control (Area Majority)
Vinyl: Totally Awesome 80s	Green	2 - 4	Competitive	Hand Management
Virtu	Orange	2 - 5	Competitive	Hand Management
Viscounts of the West Kingdom	Orange	1 - 4	Oversized	Deck Building
Viticulture	Yellow	1 - 6	Competitive	Worker Placement
Voyages of Marco Polo, The	Yellow	2 - 4	Competitive	Dice Rolling
V-Sabotage	Yellow	1 - 4	Cooperative	Cooperative
Wandering Towers	Blue	2 - 6	Beginner	Hand Management
Wanted Wombats	Blue	2 - 5	Small	Push Your Luck
War Chest	Green	2 or 4	1-2 Player	Bag Building
War of the Ring	Orange	2 - 4	Competitive	Area Control (Area Majority)
War of the Ring the Card Game	Yellow	2 - 4	Competitive	Hand Management
Warfighter	Yellow	1 - 6	Cooperative	Cooperative
Warhammer Killteam	Orange	2 - 4	Other	Dice Rolling
Waste Knights	Yellow	1 - 4	Cooperative	Cooperative
Water Dragons	Blue	2 - 4	Kids	Dice Rolling
Waterfall Park	Green	3 - 5	Beginner	Negotiation
Watergate	Green	2	1-2 Player	Hand Management
Wavelength	Blue	2+	Party	Party
Wayfarers of the South Tigris	Orange	1 - 4	Oversized	Set Collection
We Didn't Playtest This at All	Blue	2 - 10	Party	Hand Management
We Love Cats	Blue	3 - 6	Small	Dice Rolling
Weather Machine	Red	2 - 4	Oversized	Set Collection
Welcome Back to the Dungeon	Blue	2 - 4	Small	Push Your Luck
Welcome to the Dungeon	Blue	2 - 4	Small	Push Your Luck
Welcome to... Your Perfect Home	Green	1 - 100	Small	Pattern Building
Western Legends	Yellow	2 - 6	Competitive	Action Points
Western Legends: Blood Money	Yellow	2 - 6	Competitive	Betting
What Do you Meme? Family	Blue	3 - 20	Party	Party
Whatnot Cabinet, The	Blue	1 - 4	Beginner	Set Collection
What's on the Menu?	Green	2 - 6	Beginner	Open Drafting
Whistle Mountain	Yellow	2 - 4	Competitive	Tile Placement
White Castle Duel, The	Yellow	2	New	Action Drafting
White Castle, The	Yellow	1 - 4	Competitive	Action Drafting
Whitehall Mystery	Green	2 - 4	Beginner	Deduction
Who Goes There? Deluxe Edition	Orange	3 - 6	Oversized	Cooperative

Why First?	Blue	2 - 6	Small	Hand Management
Wild Space	Green	1 - 5	Small	Set Collection
WildStyle	Green	2 - 5	Beginner	Time Limit
Windward	Green	1 - 5	Cooperative	Cooperative
Wine Cellar	Green	1 - 8	Party	Auction/Bidding
Wingspan	Green	1 - 5	Competitive	Hand Management
Winter	Blue	2	1-2 Player	Tile Placement
Winter Rabbit	Green	2 - 6	Competitive	Semi Cooperative
Wisdom of Solomon	Green	1 - 5	Competitive	Worker Placement
Witchcraft!	Green	1	1-2 Player	Deck Building
Witcher, The: Old World	Yellow	1 - 5	Competitive	Deck Building
Witchstone	Yellow	2 - 4	Competitive	Open Drafting
Wits & Wagers Deluxe	Blue	3 - 7	Party	Trivia / Quiz
Wits & Wagers Family	Blue	3 - 10	Party	Trivia / Quiz
Wits & Wagers: Vegas	Blue	5 - 99	Oversized	Trivia / Quiz
Wizard Always Wins, The	Blue	2 - 5	Beginner	Action Drafting
Wizard Kittens	Blue	2 - 4	Small	Set Collection
Wizard of Oz, The	Green	1 - 4	Beginner	Cooperative
Wolves, The	Yellow	2 - 5	Competitive	Area Control (Area Majority)
Wonder Book	Green	1 - 4	Beginner	Cooperative
Wonderlands War	Yellow	2 - 5	Competitive	Bag Building
Wondrous Creatures	Yellow	1 - 4	Competitive	Open Drafting
Woodcraft	Orange	1 - 4	Competitive	Action Drafting
Word on the Street	Blue	2 - 10	Party	Team-Based
World of Warcraft: Wrath of the Lich King (Pandemic)	Green	1 - 5	Cooperative	Cooperative
World's Fair 1893	Green	2 - 4	Beginner	Area Control (Area Majority)
World-Z-League	Green	1 - 4	Beginner	Dexterity
Wormholes	Green	1 - 5	Beginner	Hand Management
Would You Rather...?	Blue	3 - 8	Party	Party
Wrong Answers Only	Blue	4 - 8	Party	Deduction
Wyrmspan	Yellow	1 - 5	Competitive	Hand Management
Xenoshyft Onslaught	Yellow	1 - 4	Cooperative	Cooperative
Yahtzee: Dungeons & Dragons	Blue	2 - 10	Party	Push Your Luck
Yedo	Yellow	2 - 5	Competitive	Auction/Bidding
Yokai Septet	Blue	2 - 4	Small	Trick Taking
Yokohama	Yellow	2 - 4	Competitive	Network Building
Yukon Airways	Yellow	1 - 4	Competitive	Action Drafting
Zombicide	Green	1 - 6	Cooperative	Cooperative
Zombicide - Marvel Zombies: X-Men Resistance	Green	1 - 6	Cooperative	Cooperative
Zombicide: 2nd Edition	Green	1 - 6	Cooperative	Cooperative
Zombicide: Black Plague	Green	1 - 6	Cooperative	Cooperative
Zombicide: Green Horde	Green	1 - 6	Cooperative	Cooperative
Zombicide: Horde Box	Yellow	1 - 6	Cooperative	Cooperative
Zombie Dice	Blue	2 - 99	Small	Dice Rolling

Zombie Kidz Evolution	Blue	2 - 4	Small	Cooperative
Zombie Kittens	Blue	2 - 5	Series-Small	Push Your Luck
Zombie Teenz Evolution	Blue	2 - 4	Small	Cooperative
Zoo Vadis	Green	3 - 7	Beginner	Bribery
Zoom in Barcelona	Green	2 - 6	Competitive	Open Drafting