

| Titles                                       | Location    | # Players | Complexity | Main Mechanic                |
|--|-------------|-----------|------------|------------------------------|
| 1961   | Small       | 2 - 6     | Green      | Player Elimination           |
| 108: The Game That Is Won                    | Beginner    | 2 - 4     | Blue       | Tile Placement               |
| 18 Holes                                     | Beginner    | 1 - 5     | Blue       | Open Drafting                |
| 1848: Australia                              | Competitive | 3 - 6     | Orange     | Stocks                       |
| 300: Earth & Water                           | 1-2 Player  | 2         | Green      | Take That                    |
| 3000 Scoundrels                              | Competitive | 2 - 4     | Green      | Action Selection             |
| 51st State: Master Set                       | Competitive | 1 - 4     | Orange     | Hand Management              |
| 5211 Azul                                    | Small       | 2 - 5     | Blue       | Set Collection               |
| 5-Minute Dungeon                             | Beginner    | 2 - 5     | Blue       | Cooperative                  |
| 5-Minute Mystery                             | Beginner    | 1 - 6     | Blue       | Cooperative                  |
| 7 Wonders                                    | Beginner    | 3 - 7     | Green      | Closed Drafting              |
| 7 Wonders Architects                         | Beginner    | 2 - 7     | Blue       | Open Drafting                |
| 7 Wonders Duel                               | 1-2 Player  | 2         | Green      | Open Drafting                |
| Abandon all Artichokes                       | Small       | 2 - 4     | Blue       | Deck Building                |
| Abduktion                                    | Beginner    | 1 - 4     | Blue       | Hand Management              |
| Abomination: The Heir of Frankenstein        | Competitive | 2 - 4     | Yellow     | Narrative Choice             |
| Abyss  | Competitive | 2 - 4     | Green      | Auction/Bidding              |
| Acquire                                      | Competitive | 2 - 6     | Green      | Stocks                       |
| Adventure Land                               | Beginner    | 2 - 4     | Green      | Area Control (Area Majority) |
| Adventure Mart                               | Competitive | 2 - 4     | Green      | Auction/Bidding              |
| Adventure Party: The Role Playing Party Game | Party       | 3 - 8     | Green      | Cooperative                  |
| Adventure Zone, The:                         | Beginner    | 2 - 5     | Blue       | Cooperative                  |
| Adventures of Robin Hood,                    | Cooperative | 2 - 4     | Green      | Cooperative                  |
| Aeon's End                                   | Cooperative | 1 - 4     | Yellow     | Cooperative                  |
| AFFLICTION: Salem 1692                       | Small       | 2 - 4     | Yellow     | Open Drafting                |
| Aftermath                                    | Cooperative | 1 - 4     | Yellow     | Cooperative                  |
| Agatha Christie's Death on                   | Small       | 2 - 6     | Blue       | Deduction                    |
| Age of Innovation                            | Competitive | 1 - 5     | Red        | Engine (Tableau) Building    |
| Agent Avenue                                 | 1-2 Player  | 2 - 4     | Blue       | Hand Management              |
| Aggravation                                  | Beginner    | 2 - 6     | Blue       | Push Your Luck               |
| Agricola                                     | Competitive | 1 - 6     | Orange     | Worker Placement             |
| Agricola: All Creatues Big                   | 1-2 Player  | 2         | Green      | Worker Placement             |
| Ahoy   | Competitive | 2 - 4     | Yellow     | Action Selection             |
| Air, Land, and Sea: Critters at              | 1-2 Player  | 2         | Blue       | Hand Management              |
| Akropolis                                    | Beginner    | 2 - 4     | Blue       | Tile Placement               |
| Aleph Null                                   | 1-2 Player  | 1         | Green      | Hand Management              |
| Alice is Missing                             | Small       | X         | Red        | Narrative Choice             |
| Alien: Fate of the Nostromo                  | Cooperative | 1 - 5     | Green      | Cooperative                  |
| All Aboard!                                  | Small       | 2 - 5     | Blue       | Hand Management              |
| Altay: Dawn of Civilization                  | Competitive | 2 - 4     | Green      | Area Control (Area Majority) |
| Altiplano                                    | Competitive | 2 - 5     | Yellow     | Bag Building                 |
| Anachrony                                    | Competitive | 1 - 4     | Orange     | Worker Placement             |
| Anarchy, The                                 | Competitive | 1 - 4     | Orange     | Pattern Building             |
| Ancient Knowledge                            | New         | 2 - 4     | Yellow     | Hand Management              |
| Andromeda's Edge                             | Oversized   | 2 - 4     | Orange     | Worker Placement             |
| Animal Kingdoms                              | Beginner    | 1 - 5     | Green      | Area Control (Area Majority) |
| Animal Upon Animal                           | Kids        | 2 - 4     | Blue       | Dexterity                    |
| Ankh: Gods of Egypt                          | Competitive | 2 - 5     | Yellow     | Area Control (Area Majority) |

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| Anno 1800                     | Competitive  | 2 - 4      | Yellow     | Engine (Tableau) Building    |
| Antiquity Quest               | Small        | 2 - 8      | Blue       | Hand Management              |
| Apiary                        | Competitive  | 1 - 5      | Yellow     | Worker Placement             |
| Apples to Apples              | Party        | 4 - 10     | Blue       | Player Judge                 |
| Aqua                          | Beginner     | 1 - 4      | Green      | Open Drafting                |
| Aquabats!, The: Super         | Small        | 2 - 4      | Blue       | Hand Management              |
| Aquatica                      | Competitive  | 1 - 4      | Green      | Resource Management          |
| Arboretum                     | Small        | 2 - 4      | Green      | Set Collection               |
| Arcadia Quest                 | Competitive  | 2 - 4      | Green      | Take That                    |
| Architects of the West        | Oversized    | 1 - 5      | Yellow     | Worker Placement             |
| ArchRavels                    | Beginner     | 2 - 4      | Green      | Open Drafting                |
| Arcs                          | Competitive  | 2 - 4      | Yellow     | Action Points                |
| Arctic Scavengers             | Beginner     | 1 - 5      | Green      | Deck Building                |
| Ark Nova                      | Competitive  | 1 - 4      | Orange     | Hand Management              |
| Arkham Horror                 | Cooperative  | 1 - 8      | Orange     | Cooperative                  |
| Arkham Horror: The Card       | Cooperative  | 1 - 4      | Orange     | Cooperative                  |
| Armageddon                    | Competitive  | 3 - 4      | Yellow     | Auction/Bidding              |
| Art Decko                     | Competitive  | 2 - 4      | Green      | Deck Building                |
| Artifacts, Inc.               | Small        | 2 - 4      | Green      | Set Collection               |
| Ascension: Dawn of            | Beginner     | 1 - 4      | Green      | Deck Building                |
| Ascension: Deckbuilding       | Beginner     | 1 - 4      | Green      | Deck Building                |
| Assassin's Creed:             | Oversized    | 1 - 4      | Yellow     | Cooperative                  |
| Assault on the Castle         | Kids         | 2 - 5      | Blue       | Dexterity                    |
| Astro Knights Eternity        | Cooperative  | 1 - 4      | Yellow     | Cooperative                  |
| Atiwa                         | Competitive  | 1 - 4      | Yellow     | Worker Placement             |
| Atlantis Exodus               | Competitive  | 1 - 4      | Yellow     | Tile Placement               |
| Atlantis Rising               | Cooperative  | 1 - 7      | Green      | Cooperative                  |
| Autumn Harvest: a Tea         | Series-Small | 2 - 4      | Blue       | Deck Building                |
| Avalon                        | Party        | 5 - 10     | Blue       | Deduction                    |
| Average Joe                   | Party        | 3 - 6      | Blue       | Party                        |
| Axis & Allies                 | Oversized    | 2 - 5      | Yellow     | Area Control (Area Majority) |
| Axis & Allies Anniversary     | Oversized    | 2 - 5      | Yellow     | Area Control (Area Majority) |
| Azul                          | Beginner     | 2 - 4      | Blue       | Open Drafting                |
| Azul Duel                     | 1-2 Player   | 2          | Green      | Open Drafting                |
| Azul: Master Chocolatier      | Beginner     | 2 - 4      | Blue       | Open Drafting                |
| Azul: Queen's Garden          | Beginner     | 2 - 4      | Yellow     | Open Drafting                |
| Azul: Stained Glass of Sintra | Beginner     | 2 - 4      | Green      | Open Drafting                |
| Azul: Summer Pavilion         | Beginner     | 2 - 4      | Green      | Open Drafting                |
| Babylonia                     | Competitive  | 2 - 4      | Green      | Area Control (Area Majority) |
| Back to the Future: Back In   | Cooperative  | 2 - 4      | Green      | Cooperative                  |
| Bacon                         | Small        | 3 - 6      | Blue       | Hand Management              |
| Bad Company                   | Beginner     | 1 - 6      | Green      | Engine (Tableau) Building    |
| Balderdash                    | Party        | 2 - 4      | Blue       | Party                        |
| Bamboo                        | Competitive  | 2 - 4      | Yellow     | Action Drafting              |
| Bananagrams                   | Small        | 1 - 8      | Blue       | Word Game                    |
| BANG! The Dice Game           | Party        | 3 - 8      | Blue       | Deduction                    |
| Bang: Dynamite Box            | Party        | 3 - 8      | Green      | Hand Management              |
| Barenpark                     | Beginner     | 2 - 4      | Blue       | Tile Placement               |
| Bargain Quest                 | Beginner     | 2 - 6      | Green      | Auction/Bidding              |
| Barrage                       | Competitive  | 1 - 4      | Orange     | Action Drafting              |
| Baseball Highlights: 2045     | Beginner     | 1, 2, or 4 | Green      | Deck Building                |

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| Baseball Highlights: The Dice | Small       | 1 - 4     | Green      | Pattern Building             |
| Battalion: War of the         | Competitive | 2 - 4     | Green      | Action Points                |
| Battle of Hoth: Star Wars     | 1-2 Player  | 2 - 4     | Green      | Area Control (Area Majority) |
| Battle of the Boy Bands       | Small       | 3 - 5     | Blue       | Take That                    |
| Battleship                    | 1-2 Player  | 2         | Blue       | Deduction                    |
| Battletech: Beginner Box      | 1-2 Player  | 1 - 2     | Green      | War Game                     |
| Beacon Patrol                 | Beginner    | 1 - 4     | Blue       | Cooperative                  |
| Bear Raid                     | Small       | 3 - 6     | Yellow     | Stocks                       |
| Bearly Working                | Small       | 2 - 4     | Blue       | Auction/Bidding              |
| Bears and the Bees, The       | Small       | 2 - 5     | Blue       | Tile placement               |
| Beasts of Balance             | Kids        | 1 - 5     | Blue       | Dexterity                    |
| Beer & Bread                  | 1-2 Player  | 2         | Green      | Hand Management              |
| Best of the West              | Competitive | 2 - 6     | Orange     | Bribery                      |
| Best Treehouse Ever: Forest   | Beginner    | 1 - 4     | Blue       | Open Drafting                |
| Betrayal at Baldur's Gate     | Beginner    | 3 - 6     | Green      | Team-Based                   |
| Betrayal at House on the      | Beginner    | 3 - 6     | Green      | Deduction                    |
| Between two Cities            | Competitive | 1 - 7     | Green      | Closed Drafting              |
| Beyond the Horizon            | Competitive | 2 - 4     | Yellow     | Area Control (Area Majority) |
| Beyond the Sun                | Competitive | 2 - 4     | Yellow     | Worker Placement             |
| Bezzercwizzer                 | Party       | 2 - 12    | Blue       | Betting                      |
| Biblios                       | Small       | 2 - 4     | Blue       | Auction/Bidding              |
| Big Book of Madness, The      | Cooperative | 2 - 5     | Yellow     | Cooperative                  |
| Big Boss                      | Competitive | 2 - 6     | Green      | Hand Management              |
| Big Sur                       | Small       | 2 - 4     | Green      | Hand Management              |
| Big Top                       | Small       | 3 - 4     | Green      | Auction/Bidding              |
| Biohack                       | Competitive | 1 - 4     | Yellow     | Worker Placement             |
| Bites                         | Beginner    | 2 - 5     | Blue       | Set Collection               |
| Bitoku                        | Competitive | 1 - 4     | Orange     | Set Collection               |
| Black Angel                   | Competitive | 1 - 4     | Orange     | Hand Management              |
| Black Forest                  | Competitive | 1 - 4     | Yellow     | Set Collection               |
| Black Orchestra               | Cooperative | 1 - 5     | Green      | Cooperative                  |
| Black Rose Wars               | Competitive | 2 - 4     | Orange     | Area Control (Area Majority) |
| Blank Slate: Challenge        | Party       | 2 - 4     | Blue       | Party                        |
| Blasting Boxes                | Kids        | 2 - 4     | Blue       | Pattern Building             |
| Blitzkrieg!                   | 1-2 Player  | 1 - 2     | Green      | Area Control (Area Majority) |
| Block and Key                 | Beginner    | 1 - 4     | Blue       | Open Drafting                |
| Blockbuster                   | Party       | 4 - 10    | Blue       | Party                        |
| Blokus                        | Beginner    | 2 - 4     | Blue       | Tile Placement               |
| Blood on the Clocktower       | Party       | 6 - 20    | Yellow     | Deduction                    |
| Blood Rage                    | Competitive | 2 - 4     | Yellow     | Area Control (Area Majority) |
| Bloody Inn, The               | Competitive | 1 - 4     | Green      | Hand Management              |
| Bloomchasers                  | Beginner    | 1 - 6     | Blue       | Cooperative                  |
| Blue Skies                    | Beginner    | 2 - 5     | Green      | Area Control (Area Majority) |
| Boba Mahjong                  | Small       | 2         | Blue       | Hand Management              |
| Boggle                        | Small       | 1 - 8     | Blue       | Word Game                    |
| Bohnanza                      | Small       | 2 - 7     | Blue       | Negotiation                  |
| Boonlake                      | Competitive | 1 - 4     | Orange     | Action Drafting              |
| Boop                          | 1-2 Player  | 2         | Blue       | Abstract Strategy            |
| boop the Halls!               | 1-2 Player  | 2         | Green      | Abstract Strategy            |
| Borderlands: Mister Torgue's  | Cooperative | 1 - 4     | Yellow     | Campaign / Scenario          |
| Borealis: Arctic Expeditions  | New         | 2 - 4     | Green      | Hand Management              |

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| Boss Monster: The Dungeon    | Small       | 2 - 4     | Green      | Hand Management              |
| Botanicus                    | Beginner    | 2 - 4     | Green      | Action Drafting              |
| Botanik                      | 1-2 Player  | 2         | Green      | Pattern Building             |
| Brandon the Brave            | Kids        | 1 - 4     | Blue       | Tile Placement               |
| Brass: Birmingham            | Competitive | 2 - 4     | Orange     | Network Building             |
| Brass: Lancashire            | Competitive | 2 - 4     | Orange     | Network Building             |
| Brew                         | Competitive | 2 - 4     | Green      | Open Drafting                |
| Brian Boru: High King of     | Competitive | 3 - 5     | Green      | Trick Taking                 |
| Brightcast                   | 1-2 Player  | 2         | Blue       | Set Collection               |
| Bristol 1350                 | Party       | 1 - 9     | Blue       | Deduction                    |
| Broom Service                | Beginner    | 2 - 5     | Green      | Hand Management              |
| Bruxelles 1893               | Competitive | 2 - 5     | Orange     | Worker Placement             |
| Build Up                     | Kids        | 2 - 6     | Green      | Dexterity                    |
| Builders of Baldur's Gate    | Competitive | 2 - 5     | Green      | Area Control (Area Majority) |
| Bunny Kingdom                | Beginner    | 2 - 4     | Green      | Closed Drafting              |
| Burn The Witch               | Party       | 5 - 15    | Yellow     | Deduction                    |
| Burning Banners: Rage of the | Competitive | 2 - 6     | Yellow     | Deck Building                |
| Bushido                      | 1-2 Player  | 2         | Green      | Open Drafting                |
| Butterfly Garden             | Beginner    | 2 - 4     | Blue       | Network Building             |
| Ca\$h n Guns                 | Party       | 4 - 8     | Blue       | Player Elimination           |
| Cactus Town                  | Small       | 2 - 4     | Green      | Programmed Movement          |
| Caesar!: Seize Rome in 20    | 1-2 Player  | 1 - 2     | Blue       | Area Control (Area Majority) |
| Café                         | Small       | 1 - 4     | Green      | Engine (Tableau) Building    |
| Calico                       | Beginner    | 1 - 4     | Green      | Pattern Building             |
| Call to Adventure            | Beginner    | 1 - 4     | Green      | Engine (Tableau) Building    |
| Call to Adventure: Epic      | Beginner    | 1 - 4     | Green      | Engine (Tableau) Building    |
| Camel Up                     | Beginner    | 3 - 8     | Blue       | Betting                      |
| Camel Up: The Card Game      | Small       | 2 - 6     | Blue       | Betting                      |
| Campbell's Alphabet Dice     | Small       | 2 - 6     | Blue       | Word Game                    |
| Campsite                     | Small       | 2 - 6     | Blue       | Tile Placement               |
| Campy Creatures              | Small       | 2 - 5     | Blue       | Bluffing                     |
| Candy Land                   | Kids        | 2 - 4     | Blue       | Race                         |
| Can't Stop                   | Beginner    | 2 - 4     | Blue       | Push Your Luck               |
| Canvas                       | Beginner    | 1 - 5     | Blue       | Set Collection               |
| Caper Cards: Bells Hells     | Small       | 1 - 4     | Blue       | Cooperative                  |
| Caper: Europe                | 1-2 Player  | 2         | Green      | Set Collection               |
| Captain Is Dead, The         | Cooperative | 2 - 7     | Green      | Cooperative                  |
| Captain Sonar                | Party       | 2 - 8     | Green      | Hidden Movement              |
| Captain's Log                | Competitive | 1 - 4     | Red        | Cooperative                  |
| Car Wars                     | 1-2 Player  | 2 - 4     | Green      | Race                         |
| Carcassonne, Mists over      | Beginner    | 1 - 5     | Green      | Cooperative                  |
| Carcassonne: 20th            | Beginner    | 2 - 5     | Blue       | Tile Placement               |
| Carcassonne: Hunters and     | Beginner    | 2 - 5     | Green      | Tile Placement               |
| Cards Against Humanity       | Other       | 4 - 30    | Blue       | Player Judge                 |
| Cargo Noir                   | Beginner    | 2 - 5     | Green      | Auction/Bidding              |
| Carnegie                     | Competitive | 1 - 4     | Orange     | Network Building             |
| Carnuta                      | New         | 2 - 4     | Blue       | Resource Management          |
| Carrom                       | Other       | 2 - 4     | Blue       | Dexterity                    |
| Cartaventura                 | Small       | 1 - 6     | Blue       | Cooperative                  |
| Cartographers                | Small       | 1 - 100   | Green      | Pattern Building             |
| Cartographers: Heroes        | Small       | 1 - 100   | Green      | Pattern Building             |

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| Cascadero                   | Competitive | 2 - 4     | Green      | Network Building    |
| Cascadia                    | Competitive | 1 - 4     | Green      | Pattern Building    |
| Castle Combo                | New         | 2 - 5     | Blue       | Open Drafting       |
| Castle Panic: Big Box       | Beginner    | 1 - 6     | Green      | Cooperative         |
| Castles of Burgundy, The    | Competitive | 2 - 4     | Yellow     | Action Selection    |
| Castles of Mad King Ludwig  | Competitive | 1 - 4     | Yellow     | Pattern Building    |
| Castles of Tuscany, The     | Competitive | 2 - 4     | Green      | Tile Placement      |
| Cat Ass Trophy              | Small       | 2 - 5     | Blue       | Open Drafting       |
| Cat Between Us              | Small       | 2 - 6     | Blue       | Hand Management     |
| Cat Lady                    | Small       | 2 - 4     | Blue       | Set Collection      |
| Cat Packs                   | Small       | 1 - 4     | Green      | Tile Placement      |
| Cat Packs                   | Beginner    | 1 - 4     | Green      | Open Drafting       |
| Cat Sudoku                  | Small       | 1 - 6     | Blue       | Pattern Building    |
| Cat Sudoku: Summer Festival | Small       | 1 - 8     | Green      | Pattern Recognition |
| Catan                       | Beginner    | 3 - 6     | Green      | Negotiation         |
| Catan 3D: Seafarers         | Oversized   | 3 - 4     | Green      | Resource Management |
| Catan: 3D Edition           | Oversized   | 3 - 4     | Green      | Negotiation         |
| Catan: Dawn of Humankind    | Beginner    | 3 - 4     | Yellow     | Negotiation         |
| Catan: Dice Game            | Small       | 1 - 4     | Blue       | Pattern Building    |
| Catan: Explorers & Pirates  | Beginner    | 2 - 4     | Yellow     | Negotiation         |
| Catan: New Energies         | Beginner    | 3 - 4     | Green      | Resource Management |
| Catan: Starfarers           | Beginner    | 3 - 4     | Green      | Negotiation         |
| Catapult Feud               | 1-2 Player  | 2         | Blue       | Dexterity           |
| CATastrophe: A Game of 9    | Beginner    | 2 - 6     | Blue       | Hand Management     |
| Catch me!                   | Kids        | 2 - 8     | Blue       | Dexterity           |
| Cats are Scientists         | Small       | 3 - 7     | Blue       | Take That           |
| Catstronauts                | Kids        | 2 - 4     | Blue       | Dexterity           |
| CATtitude                   | Small       | 3 - 5     | Green      | Take That           |
| Caverna: Cave vs. Cave      | 1-2 Player  | 1 - 2     | Green      | Worker Placement    |
| Caverna: The Cave Farmers   | Competitive | 1 - 7     | Orange     | Worker Placement    |
| Caylus 1303                 | Competitive | 2 - 5     | Yellow     | Worker Placement    |
| Cellulose                   | Competitive | 1 - 5     | Yellow     | Worker Placement    |
| Century Golem               | Beginner    | 2 - 5     | Blue       | Hand Management     |
| Century Golem: An Endless   | Beginner    | 2 - 4     | Green      | Worker Placement    |
| Century Golem: Eastern      | Beginner    | 2 - 4     | Green      | Network Building    |
| Chainsomnia                 | Cooperative | 1 - 4     | Green      | Cooperative         |
| Challengers!                | Party       | 1 - 8     | Green      | Deck Building       |
| Challengers! Beach Cup      | Party       | 1 - 8     | Green      | Deck Building       |
| Champions of Midgard        | Competitive | 2 - 4     | Green      | Worker Placement    |
| Cheating Moth               | Small       | 3 - 5     | Blue       | Dexterity           |
| Chess                       | 1-2 Player  | 2         | Orange     | Abstract Strategy   |
| Chess 4                     | 1-2 Player  | 2 - 4     | Yellow     | Abstract Strategy   |
| Chili Mafia                 | Party       | 2 - 8     | Blue       | Party               |
| Chomp                       | Small       | 1 - 4     | Blue       | Open Drafting       |
| Chronicles of Avel          | Beginner    | 1 - 4     | Green      | Cooperative         |
| Chronicles of Crime         | Cooperative | 1 - 4     | Green      | Cooperative         |
| Cindr                       | Small       | 1 - 5     | Blue       | Push Your Luck      |
| Circadians: Chaos Order     | Competitive | 2 - 5     | Orange     | Action Drafting     |
| Citadels                    | Beginner    | 2 - 8     | Green      | Action Drafting     |
| Cities                      | Competitive | 2 - 4     | Green      | Closed Drafting     |
| Civolution                  | Competitive | 1 - 4     | Red        | Open Drafting       |

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| Claim 2                     | 1-2 Player  | 2         | Blue       | Trick Taking                 |
| Clank!                      | Beginner    | 2 - 4     | Green      | Deck Building                |
| Clank! Catacombs            | Beginner    | 2 - 4     | Green      | Deck Building                |
| Clank! In! Space!           | Beginner    | 2 - 4     | Green      | Deck Building                |
| Clash of Cultures:          | Competitive | 2 - 4     | Orange     | Engine (Tableau) Building    |
| Classified Information      | 1-2 Player  | 2         | Green      | Deduction                    |
| Cleopatra                   | Competitive | 3 - 4     | Green      | Auction/Bidding              |
| Clever Cubed                | Small       | 1 - 4     | Green      | Pattern Building             |
| Clue Escape: The World's    | Beginner    | 1 - 6     | Blue       | Cooperative                  |
| Clue Escape: Treachery at   | Beginner    | 1 - 6     | Blue       | Cooperative                  |
| Clue: Harry Potter          | Beginner    | 3 - 5     | Blue       | Deduction                    |
| Clue: Simpsons              | Kids        | 2 - 6     | Blue       | Deduction                    |
| Coatl                       | Beginner    | 1 - 4     | Green      | Set Collection               |
| Cock & Bull                 | 1-2 Player  | 2         | Blue       | Push Your Luck               |
| Cockroach Poker             | Party       | 2 - 6     | Blue       | Bluffing                     |
| Code 3                      | Cooperative | 2 - 4     | Yellow     | Cooperative                  |
| Codenames                   | Party       | 2 - 8     | Blue       | Deduction                    |
| Codenames: Disney           | Party       | 2 - 8     | Blue       | Deduction                    |
| Codenames: Duet             | 1-2 Player  | 2         | Blue       | Cooperative                  |
| Codenames: Marvel           | Party       | 2 - 8     | Blue       | Deduction                    |
| Codex Naturalis             | Small       | 1 - 4     | Green      | Hand Management              |
| Coffee Rush                 | Beginner    | 2 - 4     | Green      | Action Selection             |
| Coffee Traders              | Competitive | 2 - 5     | Red        | Area Control (Area Majority) |
| Coimbra                     | Competitive | 2 - 4     | Yellow     | Auction/Bidding              |
| Colonists, The              | Competitive | 1 - 4     | Orange     | Worker Placement             |
| Colossal Cat in the Box     | Beginner    | 2 - 5     | Green      | Hand Management              |
| Colt Express                | Beginner    | 2 - 6     | Green      | Hidden Movement              |
| Come Sail Away!             | Competitive | 1 - 4     | Green      | Closed Drafting              |
| Comic Hunters               | Beginner    | 1 - 4     | Green      | Open Drafting                |
| Commit to the Bit           | Party       | 4+        | Blue       | Party                        |
| Concept                     | Party       | 4 - 12    | Blue       | Deduction                    |
| Conflict of Heroes:         | Competitive | 2 - 4     | Yellow     | Action Points                |
| Connect 4                   | Kids        | 2         | Blue       | Pattern Building             |
| Cooper Island               | Competitive | 1 - 4     | Orange     | Worker Placement             |
| CoraQuest                   | Beginner    | 1 - 4     | Green      | Cooperative                  |
| Cosmic Encounter            | Competitive | 3 - 5     | Green      | Negotiation                  |
| Cosmic Frog                 | Competitive | 2 - 6     | Yellow     | Set Collection               |
| Cosmoctopus                 | Beginner    | 1 - 4     | Green      | Cooperative                  |
| Council of Shadows          | Competitive | 1 - 4     | Yellow     | Area Control (Area Majority) |
| Coup                        | Small       | 2 - 6     | Blue       | Bluffing                     |
| Court of the Dead           | Competitive | 2 - 5     | Yellow     | Area Control (Area Majority) |
| Courtisans                  | New         | 2 - 5     | Blue       | Set Collection               |
| Cover your Assets           | Party       | 2 - 6     | Blue       | Hand Management              |
| Cover Your Kingdom          | Party       | 2 - 8     | Blue       | Hand Management              |
| Cowboy Bebop: Space         | Competitive | 1 - 4     | Green      | Deck Building                |
| Coyote                      | Small       | 3 - 6     | Blue       | Betting                      |
| Crafting the Cosmos         | Competitive | 2 - 4     | Yellow     | Tile Placement               |
| Creature Comforts           | Competitive | 1 - 5     | Green      | Worker Placement             |
| Crew, The: Mission Deep Sea | Small       | 2 - 5     | Green      | Cooperative                  |
| Crew, The: The Quest for    | Small       | 2 - 5     | Green      | Cooperative                  |
| Critter Kitchen             | Competitive | 1 - 7     | Green      | Worker Placement             |

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

| Titles                    | Location     | # Players | Complexity | Main Mechanic                |
|---------------------------|--------------|-----------|------------|------------------------------|
| Dice Throne Marvel:       | Beginner     | 1 - 4     | Yellow     | Cooperative                  |
| Dice Throne Marvel: X-Men | Beginner     | 2 - 6     | Green      | Take That                    |
| Dice Throne: Marvel       | Beginner     | 2 - 6     | Green      | Take That                    |
| Dice Throne: Outcasts     | New          | 2 - 4     | Green      | Take That                    |
| Dice Throne: Santa vs.    | Beginner     | 2 - 6     | Green      | Take That                    |
| Dice Throne: Season One   | Beginner     | 2 - 6     | Green      | Take That                    |
| Dice Throne: Season Two   | Beginner     | 2 - 6     | Green      | Take That                    |
| Dimension                 | Beginner     | 1 - 4     | Blue       | Pattern Building             |
| Dinner in Paris           | Competitive  | 2 - 4     | Green      | Set Collection               |
| Dinosaur Island           | Competitive  | 1 - 4     | Yellow     | Worker Placement             |
| Dinosaur Island: Rawr n   | Competitive  | 1 - 4     | Yellow     | Engine (Tableau) Building    |
| Dinosaur World            | Competitive  | 2 - 4     | Yellow     | Worker Placement             |
| Diplomacy                 | Competitive  | 2 - 7     | Yellow     | Negotiation                  |
| Distilled                 | Competitive  | 1 - 5     | Yellow     | Hand Management              |
| Divinity Derby            | Beginner     | 3 - 6     | Green      | Betting                      |
| Dixit                     | Beginner     | 3 - 6     | Blue       | Targeted Clues               |
| Doctor Who: The Card Game | Small        | 2 - 4     | Green      | Hand Management              |
| Dodos Riding Dinos        | Party        | 1 - 8     | Blue       | Race                         |
| Dog Park                  | Competitive  | 1 - 4     | Green      | Auction/Bidding              |
| Doggerland                | Competitive  | 1 - 4     | Orange     | Programmed Movement          |
| Dominant Species          | Competitive  | 2 - 6     | Orange     | Area Control (Area Majority) |
| Dominant Species Marine   | Competitive  | 2 - 4     | Orange     | Area Control (Area Majority) |
| Dominion                  | Beginner     | 2 - 4     | Green      | Deck Building                |
| Dominion: Adventures      | Beginner     | 2 - 4     | Yellow     | Deck Building                |
| Dominion: Alchemy         | Beginner     | 2 - 4     | Green      | Deck Building                |
| Dominion: Allies          | Beginner     | 2 - 4     | Yellow     | Deck Building                |
| Dominion: Dark Ages       | Beginner     | 2 - 4     | Yellow     | Deck Building                |
| Dominion: Empires         | Beginner     | 2 - 4     | Yellow     | Deck Building                |
| Dominion: Hinterlands     | Beginner     | 2 - 4     | Green      | Deck Building                |
| Dominion: Intrigue        | Beginner     | 2 - 6     | Green      | Deck Building                |
| Dominion: Menagerie       | Beginner     | 2 - 4     | Yellow     | Deck Building                |
| Dominion: Mixed Box -     | Beginner     | 2 - 4     | Green      | Deck Building                |
| Dominion: Nocturne        | Beginner     | 2 - 4     | Yellow     | Deck Building                |
| Dominion: Plunder         | Beginner     | 2 - 4     | Green      | Deck Building                |
| Dominion: Prosperity      | Beginner     | 2 - 4     | Green      | Deck Building                |
| Dominion: Renaissance     | Beginner     | 2 - 4     | Yellow     | Deck Building                |
| Dominion: Rising Sun      | Beginner     | 2 - 4     | Green      | Deck Building                |
| Dominion: Seaside         | Beginner     | 2 - 4     | Green      | Deck Building                |
| Don't Talk to Strangers   | Series-Small | 1 - 4     | Green      | Hand Management              |
| Doomlings                 | Small        | 2 - 6     | Blue       | Hand Management              |
| Downforce                 | Beginner     | 2 - 6     | Blue       | Hand Management              |
| Downtown Farmers Market   | New          | 2 - 4     | Blue       | Tile Placement               |
| Drachenturm               | Kids         | 2 - 4     | Blue       | Dexterity                    |
| Draftosaurus              | Small        | 2 - 5     | Blue       | Closed Drafting              |
| Dragon Farkle             | Small        | 2 - 5     | Blue       | Push Your Luck               |
| Dragon Lance              | Oversized    | 2 - 6     | Green      | Action Points                |
| Dream Crush               | Party        | 2 - 6     | Blue       | Party                        |
| Dream Home                | Beginner     | 2 - 4     | Blue       | Open Drafting                |
| Drop it                   | Beginner     | 2 - 4     | Blue       | Dexterity                    |
| Druids of Edora, The      | New          | 2 - 4     | Yellow     | Worker Placement             |
| Dude                      | Party        | 3 - 6     | Blue       | Party                        |

| Titles                        | Location    | # Players | Complexity | Main Mechanic                 |
|-------------------------------|-------------|-----------|------------|-------------------------------|
| Duel for Cardia               | 1-2 Player  | 2         | Blue       | Hand Management               |
| Dune                          | Competitive | 2 - 6     | Orange     | Negotiation                   |
| Dune Imperium                 | Competitive | 1 - 4     | Yellow     | Deck Building                 |
| Dune Imperium Uprising        | Competitive | 1 - 6     | Orange     | Deck Building                 |
| Dungeon Degenerates           | Cooperative | 1 - 4     | Orange     | Cooperative                   |
| Dungeon Mayhem                | Small       | 2 - 4     | Blue       | Take That                     |
| Dungeon Party                 | Party       | 1 - 6     | Blue       | Dexterity                     |
| Dungeon Petz                  | Competitive | 2 - 4     | Orange     | Auction/Bidding               |
| Dungeon!                      | Beginner    | 1 - 8     | Blue       | Exploration / Dungeon Crawler |
| Dungeons & Dragons: Castle    | Cooperative | 1 - 5     | Green      | Cooperative                   |
| Dungeons of Draggmar          | Small       | 1 - 4     | Green      | Closed Drafting               |
| Dungeons, Dice, & Danger      | Beginner    | 1 - 4     | Green      | Exploration / Dungeon Crawler |
| Dwarves, The: Big Box         | Cooperative | 2 - 6     | Green      | Cooperative                   |
| Earth                         | Competitive | 1 - 5     | Yellow     | Hand Management               |
| East India Companies          | Competitive | 2 - 4     | Yellow     | Resource Management           |
| Ecos: First Continent         | Competitive | 2 - 6     | Green      | Set Collection                |
| Edge of Darkness              | Competitive | 1 - 4     | Orange     | Deck Building                 |
| Edge of the Realms: Fields of | Competitive | 2 - 5     | Blue       | Simultaneous Play             |
| Egizia                        | Competitive | 2 - 4     | Yellow     | Open Drafting                 |
| EGO                           | New         | 2 - 5     | Green      | Auction/Bidding               |
| El Grande Big Box             | Competitive | 2 - 5     | Yellow     | Area Control (Area Majority)  |
| Elder Sign                    | Cooperative | 1 - 8     | Green      | Cooperative                   |
| Eldritch Horror               | Cooperative | 1 - 8     | Yellow     | Cooperative                   |
| Eleven                        | Competitive | 1 - 4     | Yellow     | Closed Drafting               |
| Emberleaf                     | Competitive | 1 - 5     | Yellow     | Tile placement                |
| Enchanted Plumes              | Small       | 2 - 6     | Blue       | Pattern Building              |
| Endeavor: Age of Sail         | Competitive | 2 - 5     | Yellow     | Area Control (Area Majority)  |
| Endeavor: Deep Sea            | Competitive | 1 - 4     | Yellow     | Action Points                 |
| Endeavor: Deep Sea            | Competitive | 1 - 4     | Yellow     | Action Points                 |
| Endless Winter                | Competitive | 1 - 4     | Yellow     | Hand Management               |
| Epic Monster Tea Party        | Kids        | 2 - 4     | Blue       | Push Your Luck                |
| Epic Spell Wars of the Battle | Beginner    | 2 - 5     | Green      | Deck Building                 |
| Epic Spell Wars of the Battle | Beginner    | 2 - 6     | Blue       | Deck Building                 |
| Epochs: Course of Cultures    | Competitive | 2 - 4     | Orange     | Hand Management               |
| Equinox                       | Beginner    | 2 - 5     | Green      | Betting                       |
| Escape from New York          | Competitive | 1 - 4     | Yellow     | Bluffing                      |
| Escape the Dark Sector        | Cooperative | 1 - 4     | Green      | Cooperative                   |
| Eschaton                      | Competitive | 2 - 6     | Yellow     | Area Control (Area Majority)  |
| Estates, The                  | Beginner    | 2 - 5     | Green      | Auction/Bidding               |
| Etherstone                    | New         | 2 - 4     | Green      | Closed Drafting               |
| Ethnos: 1st Edition           | Competitive | 2 - 6     | Green      | Open Drafting                 |
| Ethnos: 2nd Edition           | Beginner    | 1 - 6     | Green      | Hand Management               |
| Evacuation                    | Competitive | 1 - 4     | Orange     | Hand Management               |
| Evenfall                      | Competitive | 1 - 4     | Yellow     | Engine (Tableau) Building     |
| Everdell Duo                  | 1-2 Player  | 1 - 2     | Green      | Worker Placement              |
| Everdell Farshore             | Competitive | 1 - 4     | Yellow     | Hand Management               |
| Everdell: Complete            | Oversized   | 1 - 4     | Yellow     | Worker Placement              |
| Everdell: Silverfrost         | New         | 1 - 4     | Yellow     | Resource Management           |
| Everything Ever               | New         | 2 - 10    | Blue       | Trivia / Quiz                 |
| Evolution: Another World      | Beginner    | 3 - 4     | Blue       | Take That                     |
| Evolution: Climate            | Beginner    | 2 - 6     | Yellow     | Hand Management               |

| Titles                      | Location     | # Players | Complexity | Main Mechanic                 |
|-----------------------------|--------------|-----------|------------|-------------------------------|
| Evolution: New World        | Beginner     | 2 - 4     | Green      | Hand Management               |
| Expeditions                 | Competitive  | 1 - 5     | Yellow     | Exploration / Dungeon Crawler |
| Exploding Kittens           | Series-Small | 2 - 5     | Blue       | Push Your Luck                |
| Exploding Kittens The Board | Beginner     | 2 - 6     | Blue       | Take That                     |
| Explorers of the North Sea  | Oversized    | 1 - 4     | Green      | Area Control (Area Majority)  |
| Extraordinary Adventures:   | Competitive  | 2 - 6     | Green      | Deck Building                 |
| Ezra and Nehemiah           | Competitive  | 1 - 4     | Orange     | Hand Management               |
| Fabled: The Spirit Lands    | Cooperative  | 1 - 5     | Yellow     | Cooperative                   |
| Fado                        | Small        | 2 - 4     | Blue       | Hand Management               |
| Fairy                       | Series-Small | 2 - 10    | Blue       | Betting                       |
| Fairy Ring                  | Beginner     | 2 - 4     | Green      | Closed Drafting               |
| Fairy Tale                  | Small        | 2 - 5     | Blue       | Closed Drafting               |
| Fairy Tale Inn              | 1-2 Player   | 2         | Blue       | Tile Placement                |
| Fall of the Mountain King   | Competitive  | 1 - 5     | Orange     | Closed Drafting               |
| Fallout                     | Competitive  | 1 - 4     | Yellow     | Narrative Choice              |
| Fallout Shelter             | Small        | 2 - 4     | Green      | Worker Placement              |
| Familiar Tales              | Cooperative  | 1 - 4     | Yellow     | Cooperative                   |
| Family Plot                 | Small        | 2 - 6     | Blue       | Hand Management               |
| Fantasy Fluxx               | Series-Small | 2 - 6     | Blue       | Hand Management               |
| Fantasy Realms              | Small        | 3 - 6     | Blue       | Open Drafting                 |
| Far Away (Black Box)        | 1-2 Player   | 2         | Yellow     | Cooperative                   |
| Faraway (White Box)         | Small        | 2 - 6     | Green      | Open Drafting                 |
| Feast for Odin, A           | Competitive  | 1 - 4     | Orange     | Tile Placement                |
| Federation                  | Competitive  | 2 - 4     | Orange     | Area Control (Area Majority)  |
| Feed the Kraken             | New          | 5 - 11    | Green      | Social Deduction              |
| Few and Cursed, The         | Competitive  | 1 - 4     | Green      | Deck Building                 |
| Fiction                     | Small        | 2 - 8     | Blue       | Deduction                     |
| Fief France                 | Competitive  | 3 - 6     | Orange     | Area Control (Area Majority)  |
| Fiery Dragons               | Kids         | 2 - 4     | Blue       | Race                          |
| Finca                       | Beginner     | 2 - 5     | Green      | Action Selection              |
| Finspan                     | Beginner     | 1 - 5     | Green      | Hand Management               |
| Fire in the Hole            | Kids         | 2 - 4     | Blue       | Dexterity                     |
| Firefly: Misbehavin         | Competitive  | 2 - 4     | Yellow     | Deck Building                 |
| First in Flight             | Competitive  | 1 - 4     | Green      | Deck Building                 |
| First Rat                   | Competitive  | 1 - 5     | Green      | Resource Management           |
| Fish & Katz                 | Kids         | 2 - 6     | Blue       | Set Collection                |
| Fish N Chips                | Kids         | 2 - 8     | Blue       | Dexterity                     |
| Fit to Print                | Beginner     | 1 - 6     | Green      | Closed Drafting               |
| Five Tribes: The Djinns of  | Competitive  | 2 - 4     | Yellow     | Worker Placement              |
| Fjords                      | Beginner     | 2 - 4     | Blue       | Area Control (Area Majority)  |
| Flamecraft                  | Beginner     | 1 - 5     | Green      | Worker Placement              |
| Flamme Rouge                | Beginner     | 2 - 4     | Blue       | Hand Management               |
| Flash Point: Fire Rescue    | Cooperative  | 2 - 6     | Green      | Cooperative                   |
| Flatiron                    | 1-2 Player   | 1 - 2     | Green      | Action Selection              |
| Flip 7                      | Party        | 3 - 99    | Blue       | Push Your Luck                |
| Flip over Frog              | Small        | 2 - 4     | Blue       | Deduction                     |
| Flock Together              | Cooperative  | 1 - 5     | Green      | Cooperative                   |
| Floriferous                 | Small        | 1 - 4     | Green      | Set Collection                |
| Floristry                   | 1-2 Player   | 2         | Blue       | Tile Placement                |
| Flotilla                    | Competitive  | 3 - 5     | Orange     | Hand Management               |
| Flotsam Float               | Kids         | 2 - 5     | Blue       | Dexterity                     |

| Titles                      | Location     | # Players | Complexity | Main Mechanic                |
|-----------------------------|--------------|-----------|------------|------------------------------|
| Fluxx                       | Series-Small | 2 - 6     | Blue       | Set Collection               |
| Fog of Love                 | 1-2 Player   | 2         | Green      | Deduction                    |
| Food Chain Magnate          | Competitive  | 2 - 5     | Red        | Engine (Tableau) Building    |
| For a Crown                 | Beginner     | 3 - 5     | Blue       | Negotiation                  |
| For All Mankind             | New          | 1 - 4     | Green      | Resource Management          |
| For Sale                    | Party        | 3 - 6     | Blue       | Auction/Bidding              |
| For the Queen               | Small        | 2 - 6     | Blue       | Cooperative                  |
| Forbidden Desert            | Beginner     | 2 - 5     | Green      | Cooperative                  |
| Forbidden Island            | Beginner     | 2 - 4     | Blue       | Cooperative                  |
| Forbidden Jungle            | Beginner     | 2 - 5     | Green      | Cooperative                  |
| Forest Shuffle              | Small        | 2 - 5     | Green      | Hand Management              |
| Forestry                    | New          | 1 - 4     | Yellow     | Action Points                |
| Forges of Ravenshire        | Competitive  | 1 - 4     | Yellow     | Action Selection             |
| Forgotten Waters            | Cooperative  | 3 - 7     | Green      | Cooperative                  |
| Formaggio                   | New          | 1 - 4     | Green      | Set Collection               |
| Formula D                   | Competitive  | 2 - 10    | Green      | Race                         |
| Fort                        | Small        | 2 - 4     | Green      | Hand Management              |
| Fortify                     | 1-2 Player   | 2         | Green      | Tile Placement               |
| Fortune and Glory: The      | Oversized    | 1 - 8     | Yellow     | Cooperative                  |
| Foundations of Rome         | Oversized    | 2 - 4     | Green      | Engine (Tableau) Building    |
| Fountains                   | Beginner     | 1 - 5     | Green      | Open Drafting                |
| Fox Experiment, The         | Competitive  | 1 - 4     | Green      | Open Drafting                |
| Fox in the Forest Duet, The | 1-2 Player   | 2         | Blue       | Trick Taking                 |
| Fox in the Forest, The      | 1-2 Player   | 2         | Blue       | Trick Taking                 |
| Fractured Sky               | Competitive  | 1 - 5     | Green      | Area Control (Area Majority) |
| Freelancers: A Crossroads   | Cooperative  | 3 - 7     | Green      | Cooperative                  |
| Fresco: Big Box             | Competitive  | 2 - 4     | Yellow     | Set Collection               |
| Friday                      | 1-2 Player   | 1         | Green      | Deck Building                |
| From the Moon               | Competitive  | 1 - 4     | Yellow     | Worker Placement             |
| Fromage                     | Competitive  | 1 - 4     | Green      | Area Control (Area Majority) |
| Frostpunk: The Board Game   | Cooperative  | 1 - 4     | Red        | Cooperative                  |
| Fruitoplay                  | Small        | 2 - 6     | Blue       | Hand Management              |
| Funfair                     | Beginner     | 2 - 4     | Green      | Open Drafting                |
| Furnace                     | Competitive  | 2 - 4     | Green      | Auction/Bidding              |
| FUSE Countdown              | Small        | 1 - 4     | Green      | Cooperative                  |
| G.I. Joe Deck Building Game | Cooperative  | 1 - 4     | Green      | Deck Building                |
| Gaia Project                | Competitive  | 1 - 4     | Red        | Network Building             |
| Galactic Cruise             | Competitive  | 1 - 4     | Orange     | Worker Placement             |
| Galactic Renaissance        | Competitive  | 2 - 4     | Yellow     | Deck Building                |
| Galaxy Hunters              | Competitive  | 2 - 4     | Yellow     | Worker Placement             |
| Galaxy Trucker              | Competitive  | 2 - 4     | Green      | Tile Placement               |
| Galileo Galilei             | Competitive  | 1 - 4     | Yellow     | Action Selection             |
| Galileo Project             | Competitive  | 2 - 4     | Yellow     | Open Drafting                |
| Gallerist, The              | Oversized    | 1 - 4     | Red        | Worker Placement             |
| Game of Cat & Mouth, A      | 1-2 Player   | 2         | Blue       | Dexterity                    |
| Ganymede                    | Competitive  | 2 - 4     | Green      | Open Drafting                |
| GAP                         | New          | 2 - 6     | Blue       | Set Collection               |
| Gardlings                   | Beginner     | 1 - 4     | Blue       | Deck Building                |
| Garum                       | Beginner     | 2 - 4     | Blue       | Pattern Building             |
| Gasha                       | Small        | 2 - 6     | Blue       | Set Collection               |
| Gates of Delirium           | Competitive  | 2 - 4     | Green      | Area Control (Area Majority) |

| Titles                       | Location    | # Players | Complexity | Main Mechanic                |
|------------------------------|-------------|-----------|------------|------------------------------|
| Gathering of the Wicked      | Small       | 6 - 12    | Blue       | Social Deduction             |
| Geek Out! Disney             | Party       | 2 - 99    | Green      | Auction/Bidding              |
| Genotype: A Mendelian        | Competitive | 1 - 5     | Yellow     | Set Collection               |
| GENSMAK!                     | Party       | 2 - 10    | Blue       | Set Collection               |
| Gentes: Deluxified Edition   | Competitive | 1 - 4     | Yellow     | Open Drafting                |
| Ghost Stories                | Cooperative | 1 - 4     | Yellow     | Cooperative                  |
| Ghosts Love Candy Too        | Small       | 2 - 6     | Blue       | Hand Management              |
| Gift of Tulips               | Small       | 2 - 6     | Green      | Area Control (Area Majority) |
| Ginkgopolis                  | Competitive | 1 - 5     | Yellow     | Area Control (Area Majority) |
| Gizmos                       | Competitive | 2 - 4     | Green      | Engine (Tableau) Building    |
| Gladius                      | Small       | 2 - 5     | Blue       | Betting                      |
| Glasgow                      | 1-2 Player  | 2         | Green      | Tile Placement               |
| Glass Road                   | Competitive | 1 - 4     | Yellow     | Open Drafting                |
| Glen More II: Chronicles     | New         | 2 - 4     | Yellow     | Rondel                       |
| Gloom                        | Small       | 2 - 4     | Blue       | Take that                    |
| Gloomhaven: Buttons &        | 1-2 Player  | 1         | Yellow     | Campaign / Scenario          |
| Glow                         | Competitive | 2 - 4     | Green      | Push Your Luck               |
| Gnome Hollow                 | Competitive | 2 - 4     | Green      | Worker Placement             |
| Gnomi                        | Small       | 2 - 6     | Blue       | Hand Management              |
| Go                           | 1-2 Player  | 2         | Orange     | Abstract Strategy            |
| Go Cuckoo!                   | Kids        | 2 - 5     | Blue       | Dexterity                    |
| God Save The King            | Small       | 2 - 4     | Blue       | Trick Taking                 |
| Gods Love Dinosaurs          | Competitive | 2 - 5     | Green      | Open Drafting                |
| Godzilla: Tokyo Clash        | Competitive | 2 - 4     | Green      | Hand Management              |
| Golem                        | Competitive | 1 - 4     | Orange     | Action Drafting              |
| Good Cop Bad Cop             | Party       | 4 - 8     | Blue       | Social Deduction             |
| Goodcritters                 | New         | 4 - 8     | Blue       | Bribery                      |
| Grand Austria Hotel          | Competitive | 2 - 4     | Yellow     | Action Drafting              |
| Grand Carnival, The          | Competitive | 1 - 4     | Green      | Tile Placement               |
| GraVwell                     | Beginner    | 2 - 6     | Green      | Open Drafting                |
| Great Dragon Race, The       | Kids        | 2 - 4     | Blue       | Hand Management              |
| Great Split, The             | Beginner    | 2 - 7     | Green      | Closed Drafting              |
| Great Wall, The              | Competitive | 1 - 4     | Orange     | Worker Placement             |
| Great Western Trail          | Competitive | 2 - 4     | Orange     | Hand Management              |
| Great Western Trail:         | Competitive | 1 - 4     | Orange     | Set Collection               |
| Great Western Trail: El Paso | Competitive | 1 - 4     | Yellow     | Deck Building                |
| Great Western Trail: New     | Competitive | 1 - 4     | Orange     | Action Selection             |
| Green Team Wins              | Party       | 3 - 12    | Blue       | Party                        |
| Grifters                     | Small       | 2 - 4     | Blue       | Hand Management              |
| Grifters: Nexus              | Small       | 2 - 4     | Green      | Take that                    |
| Grimm Forest, The            | Competitive | 2 - 4     | Green      | Take That                    |
| Grizzled, The                | Small       | 2 - 5     | Green      | Hand Management              |
| GUBS                         | Small       | 2 - 6     | Blue       | Take that                    |
| Guild Academies of Valeria   | Competitive | 1 - 4     | Yellow     | Action Drafting              |
| Guild of Merchants and       | Competitive | 1 - 4     | Green      | Network Building             |
| Guildhall Fantasy            | Competitive | 2 - 4     | Green      | Take That                    |
| Guillotine                   | Small       | 2 - 5     | Blue       | Hand Management              |
| Gutenberg                    | Competitive | 1 - 4     | Yellow     | Auction/Bidding              |
| Gwent                        | Competitive | 1 - 5     | Green      | Deck Building                |
| Habitats                     | Competitive | 1 - 5     | Green      | Tile Placement               |
| Hadara                       | Beginner    | 2 - 5     | Green      | Open Drafting                |

| Titles                      | Location     | # Players | Complexity | Main Mechanic                 |
|-----------------------------|--------------|-----------|------------|-------------------------------|
| Hadrian's Wall              | Competitive  | 1 - 6     | Yellow     | Hand Management               |
| Hallertau                   | Competitive  | 1 - 4     | Yellow     | Hand Management               |
| Hamster Roll                | Beginner     | 2 - 4     | Blue       | Dexterity                     |
| Hanabi                      | Small        | 2 - 5     | Blue       | Hand Management               |
| Hanamikoji                  | 1-2 Player   | 2         | Blue       | Area Control (Area Majority)  |
| Hansa Teutonica: Big Box    | Competitive  | 2 - 5     | Yellow     | Area Control (Area Majority)  |
| Happy Mochi                 | Small        | 2 - 6     | Blue       | Hand Management               |
| Hare and the Tortoise, The  | Small        | 2 - 5     | Blue       | Betting                       |
| Harmonies                   | Beginner     | 1 - 4     | Green      | Open Drafting                 |
| Harrow County               | Competitive  | 1 - 3     | Red        | Deduction                     |
| Harry Potter: Hogwarts      | 1-2 Player   | 2         | Blue       | Deck Building                 |
| Heart of Crown              | New          | 2 - 4     | Green      | Deck Building                 |
| Heat: Pedal to the Metal    | Competitive  | 1 - 6     | Green      | Hand Management               |
| Hegemony                    | Competitive  | 2 - 4     | Orange     | Hand Management               |
| Helionox: Deluxe Edition    | Competitive  | 1 - 4     | Green      | Deck Building                 |
| Hellboy the Board Game      | Cooperative  | 1 - 4     | Yellow     | Cooperative                   |
| Hellenica: Story of Greece  | Competitive  | 1 - 7     | Yellow     | Betting                       |
| Here to Slay                | Small        | 2 - 6     | Blue       | Take That                     |
| Heroes of Might and Magic   | Oversized    | 1 - 4     | Orange     | Cooperative                   |
| Heroes of Normandie: Big    | 1-2 Player   | 2         | Orange     | Exploration / Dungeon Crawler |
| Heropath: Dragon Roar       | Competitive  | 1 - 4     | Orange     | Deck Building                 |
| Hidden Leaders              | Small        | 2 - 6     | Blue       | Deduction                     |
| High Rise                   | Competitive  | 1 - 4     | Yellow     | Area Control (Area Majority)  |
| Highly Suspect              | Kids         | 2 - 4     | Blue       | Deduction                     |
| History of the World        | Competitive  | 3 - 6     | Yellow     | Area Control (Area Majority)  |
| Hit Z Road                  | Beginner     | 1 - 4     | Green      | Auction/Bidding               |
| Hive                        | 1-2 Player   | 2         | Green      | Abstract Strategy             |
| Hive Mind                   | Party        | 3 - 12    | Blue       | Cooperative                   |
| Hobbit, The: There and Back | Cooperative  | 1 - 4     | Green      | Cooperative                   |
| Hollywood 1947              | Party        | 2 - 6     | Green      | Auction/Bidding               |
| Holotype                    | Competitive  | 2 - 5     | Green      | Worker Placement              |
| Honey Buzz                  | Competitive  | 1 - 4     | Yellow     | Pattern Building              |
| Honga                       | Beginner     | 2 - 5     | Green      | Action Points                 |
| Horrified                   | Beginner     | 1 - 5     | Green      | Cooperative                   |
| Horrified: American         | Beginner     | 1 - 5     | Green      | Cooperative                   |
| Horrified: Greek Monsters   | Beginner     | 1 - 5     | Green      | Cooperative                   |
| Hot Lead                    | Series-Small | 2 - 5     | Blue       | Auction/Bidding               |
| Hot Streak                  | Party        | 2 - 9     | Blue       | Betting                       |
| Hour of Need                | Cooperative  | 1 - 4     | Yellow     | Cooperative                   |
| Hues and Cues               | Party        | 3 - 10    | Blue       | Deduction                     |
| Human Punishment: Social    | Small        | 4 - 16    | Green      | Social Deduction              |
| Hunger, The                 | Competitive  | 2 - 6     | Green      | Deck Building                 |
| Hunt The Ravager            | Small        | 2 - 4     | Green      | Bluffing                      |
| I made you a Mixtape        | Small        | 1 - 4     | Blue       | Open Drafting                 |
| I Want My Teeth Back        | Kids         | 2 - 4     | Blue       | Push Your Luck                |
| I Would Kill Hitler         | Party        | 3 - 8     | Blue       | Player Judge                  |
| Ice Hoppers                 | Kids         | 1 - 4     | Blue       | Cooperative                   |
| ICECOOL                     | Beginner     | 2 - 4     | Blue       | Dexterity                     |
| Ierusalem: Anno Domini      | Competitive  | 1 - 4     | Yellow     | Deck Building                 |
| Iki                         | Competitive  | 2 - 4     | Yellow     | Rondel                        |
| Imhotep: Builder of Egypt   | Beginner     | 2 - 4     | Green      | Area Control (Area Majority)  |

| Titles                        | Location    | # Players | Complexity | Main Mechanic                |
|-------------------------------|-------------|-----------|------------|------------------------------|
| Impendium                     | Small       | 1 - 6     | Green      | Worker Placement             |
| Imperial Settlers             | Competitive | 1 - 4     | Yellow     | Engine (Tableau) Building    |
| Imperial Settlers: Empires of | Competitive | 1 - 4     | Yellow     | Engine (Tableau) Building    |
| Imperial Steam                | Competitive | 2 - 4     | Orange     | Network Building             |
| Imperium: Horizons            | Competitive | 1 - 4     | Orange     | Deck Building                |
| Imperium: The Contention      | Competitive | 1 - 6     | Yellow     | Area Control (Area Majority) |
| In the Footsteps of Darwin    | Beginner    | 2 - 5     | Blue       | Open Drafting                |
| In Too Deep                   | Competitive | 1 - 5     | Orange     | Push Your Luck               |
| Inis                          | Competitive | 2 - 5     | Yellow     | Action Drafting              |
| Innovation 4th Edition        | Small       | 2 - 5     | Yellow     | Hand Management              |
| Inventions                    | Oversized   | 1 - 4     | Red        | Worker Placement             |
| Inventors of the South Tigris | Oversized   | 1 - 4     | Red        | Area Control (Area Majority) |
| Isle of Cats, The             | Competitive | 1 - 6     | Green      | Tile Placement               |
| Isle of Skye: Big Box         | Competitive | 2 - 5     | Green      | Tile Placement               |
| Istanbul                      | Competitive | 2 - 5     | Green      | Action Selection             |
| It's a Wonderful Kingdom      | 1-2 Player  | 1 - 2     | Green      | Betting                      |
| It's a Wonderful World        | Competitive | 1 - 5     | Green      | Closed Drafting              |
| Iwari                         | Cooperative | 2 - 5     | Green      | Cooperative                  |
| Jaipur                        | 1-2 Player  | 2         | Blue       | Hand Management              |
| Jamaica                       | Beginner    | 2 - 6     | Blue       | Hand Management              |
| Jamaica: The Crew             | Beginner    | 2 - 6     | Green      | Hand Management              |
| Jaws                          | Competitive | 2 - 4     | Green      | Hidden Movement              |
| Jekyll & Hyde vs. Scotland    | 1-2 Player  | 2         | Green      | Trick Taking                 |
| Jekyll vs. Hyde               | 1-2 Player  | 2         | Green      | Trick Taking                 |
| Jenga                         | Kids        | 1 - 8     | Blue       | Dexterity                    |
| John Company                  | Competitive | 1 - 6     | Red        | Bribery                      |
| Jokkmokk                      | Beginner    | 1 - 5     | Green      | Set Collection               |
| Journey of the Emperor        | Small       | 2 - 4     | Green      | Hand Management              |
| Juicy Fruits                  | Beginner    | 1 - 4     | Green      | Tile Placement               |
| Jumanji                       | Beginner    | 2 - 4     | Blue       | Dexterity                    |
| Junk Art                      | Beginner    | 2 - 6     | Blue       | Dexterity                    |
| Just One                      | Party       | 3 - 7     | Blue       | Word Game                    |
| K3                            | Small       | 2 - 4     | Blue       | Action Drafting              |
| Kabuto Sumo                   | Beginner    | 2 - 4     | Blue       | Dexterity                    |
| Kabuto Sumo: Sakura Slam      | Beginner    | 2 - 4     | Blue       | Dexterity                    |
| Kado                          | Small       | 2 - 5     | Blue       | Betting                      |
| Kami-sama                     | Competitive | 2 - 4     | Yellow     | Open Drafting                |
| Kanagawa                      | Small       | 2 - 4     | Green      | Pattern Building             |
| Kanban EV                     | Oversized   | 1 - 4     | Red        | Action Points                |
| Karuba                        | Beginner    | 2 - 4     | Blue       | Network Building             |
| Kavango                       | Competitive | 1 - 5     | Green      | Closed Drafting              |
| Kelp: Shark vs Octopus        | 1-2 Player  | 2         | Green      | Deck Building                |
| Kemet                         | Competitive | 2 - 5     | Yellow     | Area Control (Area Majority) |
| Key Flow                      | New         | 2 - 6     | Yellow     | Closed Drafting              |
| Key to the Kingdom            | Beginner    | 2 - 5     | Blue       | Push Your Luck               |
| Key, The: Sabotage at Lucky   | Kids        | 1 - 4     | Blue       | Deduction                    |
| Keyflower                     | New         | 2 - 6     | Yellow     | Auction/Bidding              |
| Keyside                       | New         | 1 - 4     | Orange     | Set Collection               |
| Keystone: North America       | 1-2 Player  | 1 - 4     | Green      | Action Drafting              |
| Khora                         | Competitive | 2 - 4     | Yellow     | Engine (Tableau) Building    |
| Kill the Unicorns             | Small       | 3 - 6     | Blue       | Auction/Bidding              |

| Titles                      | Location     | # Players | Complexity | Main Mechanic                 |
|-----------------------------|--------------|-----------|------------|-------------------------------|
| Killer Bunnies              | Beginner     | 2 - 8     | Green      | Hand Management               |
| Kinfire Council             | New          | 2 - 6     | Yellow     | Worker Placement              |
| King of Monster Island      | Beginner     | 1 - 5     | Green      | Cooperative                   |
| King of Tokyo Duel          | 1-2 Player   | 2         | Green      | Take That                     |
| King of Tokyo: Dark Edition | Beginner     | 2 - 6     | Blue       | Push Your Luck                |
| King of Tokyo: Monster Box  | Beginner     | 2 - 6     | Blue       | Push Your Luck                |
| Kingdom Builder: Big Box    | Competitive  | 2 - 5     | Green      | Area Control (Area Majority)  |
| Kingdomino Origins          | Beginner     | 2 - 4     | Green      | Tile Placement                |
| Kingsburg                   | Competitive  | 2 - 5     | Green      | Worker Placement              |
| Kites                       | Small        | 2 - 6     | Blue       | Cooperative                   |
| Klask                       | 1-2 Player   | 2         | Blue       | Dexterity                     |
| Knarr                       | Small        | 2 - 4     | Green      | Hand Management               |
| Kodama                      | Small        | 2 - 5     | Blue       | Engine (Tableau) Building     |
| Kohaku                      | Beginner     | 1 - 4     | Blue       | Open Drafting                 |
| Koi Garden                  | Small        | 1 - 4     | Green      | Tile Placement                |
| Kombio                      | Small        | 2 - 8     | Yellow     | Push Your Luck                |
| Kraftwagen                  | Competitive  | 2 - 4     | Yellow     | Rondel                        |
| Kronologic: Cuzco 1450      | Small        | 1 - 4     | Green      | Deduction                     |
| Kung Pao Chicken            | Small        | 3 - 5     | Blue       | Closed Drafting               |
| Kutna Hora                  | Competitive  | 2 - 4     | Yellow     | Hand Management               |
| Kyoto No Neko               | Competitive  | 2 - 4     | Blue       | Resource Management           |
| La Famiglia                 | Competitive  | 4         | Orange     | Area Control (Area Majority)  |
| Lacrimosa                   | Competitive  | 1 - 4     | Yellow     | Hand Management               |
| Lacuna                      | 1-2 Player   | 2         | Blue       | Abstract Strategy             |
| Lair                        | Small        | 2 - 4     | Yellow     | Worker Placement              |
| Last Light                  | Competitive  | 2 - 4     | Yellow     | Area Control (Area Majority)  |
| Last Night on Earth: The    | Oversized    | 2 - 6     | Green      | Team-Based                    |
| Last Stand                  | Beginner     | 2 - 4     | Blue       | Take That                     |
| Lawyer Up                   | 1-2 Player   | 1 - 2     | Yellow     | Set Collection                |
| Le Havre: Complete Edition  | Competitive  | 1 - 5     | Orange     | Engine (Tableau) Building     |
| Leaf                        | Beginner     | 1 - 4     | Green      | Set Collection                |
| League of Infamy            | Competitive  | 2 - 5     | Yellow     | Narrative Choice              |
| Legend of Drizzt, The       | Competitive  | 1 - 5     | Green      | Exploration / Dungeon Crawler |
| Legendary Encounters: A     | Cooperative  | 1 - 5     | Yellow     | Cooperative                   |
| Legendary: Firefly Deck     | Cooperative  | 1 - 5     | Green      | Cooperative                   |
| Legendary: Marvel Deck      | Cooperative  | 1 - 5     | Green      | Cooperative                   |
| Let's Call the Exorcist     | Series-Small | 4 - 8     | Blue       | Deduction                     |
| Let's Dig for Treasure      | Series-Small | 2 - 6     | Blue       | Push Your Luck                |
| Let's Go to Japan           | Competitive  | 1 - 5     | Green      | Closed Drafting               |
| Let's Summon Demons         | Series-Small | 2 - 6     | Blue       | Engine (Tableau) Building     |
| Libertalia: Winds of        | Competitive  | 1 - 6     | Green      | Hand Management               |
| Life of the Amazonia        | Competitive  | 1 - 4     | Yellow     | Bag Building                  |
| Lift Off                    | Competitive  | 2 - 4     | Yellow     | Open Drafting                 |
| Light Speed: Arena          | New          | 1 - 4     | Blue       | Tile Placement                |
| Line of Fire: Burnt Moon    | 1-2 Player   | 2         | Green      | Area Control (Area Majority)  |
| Lisboa                      | Oversized    | 1 - 4     | Red        | Area Control (Area Majority)  |
| Little Soldiers             | New          | 2 - 4     | Green      | Cooperative                   |
| Little Wordy, A             | 1-2 Player   | 2         | Blue       | Word Game                     |
| Living Forest               | Competitive  | 1 - 4     | Green      | Deck Building                 |
| Living Well is the Best     | Series-Small | 2 - 4     | Green      | Take That                     |
| Lizard Wizard               | Competitive  | 2 - 6     | Green      | Auction/Bidding               |

| Titles                         | Location     | # Players | Complexity | Main Mechanic                |
|--------------------------------|--------------|-----------|------------|------------------------------|
| Llama llama                    | Small        | 2 - 4     | Green      | Closed Drafting              |
| Llamas Unleashed               | Party        | 2 - 8     | Blue       | Hand Management              |
| Lockup                         | Competitive  | 1 - 5     | Green      | Area Control (Area Majority) |
| Long Live the Queen            | 1-2 Player   | 2         | Blue       | Tile Placement               |
| Long Shot                      | Party        | 3 - 8     | Blue       | Betting                      |
| Long Shot: The Dice Game       | Party        | 1 - 8     | Green      | Betting                      |
| Look at the Stars              | Small        | 2 - 8     | Blue       | Pattern Building             |
| Loop, The                      | Cooperative  | 1 - 4     | Yellow     | Cooperative                  |
| Lorcana                        | 1-2 Player   | 2         | Green      | Deck Building                |
| Lord of the Rings Adventure    | Beginner     | 1 - 4     | Green      | Cooperative                  |
| Lord of the Rings, The: Duel   | 1-2 Player   | 2         | Green      | Open Drafting                |
| Lord of The Rings, The: Fate   | Cooperative  | 1 - 5     | Yellow     | Cooperative                  |
| Lord of the Rings, The:        | Cooperative  | 1 - 5     | Green      | Cooperative                  |
| Lord of the Rings, The: The    | Cooperative  | 1 - 4     | Green      | Cooperative                  |
| Lord of the Rings, The: The    | New          | 1 - 4     | Blue       | Targeted Clues               |
| Lords of Vegas                 | Competitive  | 2 - 6     | Green      | Tile Placement               |
| Lords of Vegas: Americana      | Competitive  | 2 - 6     | Green      | Tile Placement               |
| Lords of Waterdeep             | Beginner     | 2 - 5     | Green      | Worker Placement             |
| Lorenzo II Magnifico           | Competitive  | 2 - 4     | Yellow     | Worker Placement             |
| Lost Cities                    | 1-2 Player   | 2         | Blue       | Hand Management              |
| Lost Expedition, The           | Cooperative  | 1 - 5     | Green      | Cooperative                  |
| Lost Ruins of Arnak            | Competitive  | 1 - 4     | Yellow     | Hand Management              |
| Love Letter                    | Series-Small | 2 - 4     | Blue       | Hand Management              |
| Love Letter: Infinity Gauntlet | Series-Small | 2 - 6     | Blue       | Hand Management              |
| Love Letter: Lovecraft         | Series-Small | 2 - 6     | Blue       | Hand Management              |
| Luchador                       | Kids         | 2 - 6     | Blue       | Push Your Luck               |
| Lucky's Misadventures          | Competitive  | 2 - 4     | Green      | Deck Building                |
| Lunar Rush                     | Competitive  | 1 - 4     | Yellow     | Auction/Bidding              |
| Lure                           | Small        | 2 - 5     | Blue       | Auction/Bidding              |
| Machi Koro 2                   | Beginner     | 2 - 5     | Blue       | Engine (Tableau) Building    |
| Mafia de Cuba                  | Party        | 6 - 12    | Blue       | Player Elimination           |
| Mage Knight                    | Cooperative  | 1 - 4     | Red        | Cooperative                  |
| Magical Athlete                | Party        | 2 - 6     | Blue       | Race                         |
| Mahjong                        | Other        | 3 - 4     | Green      | Hand Management              |
| Make Make                      | Beginner     | 3 - 4     | Green      | Area Control (Area Majority) |
| Mandala                        | 1-2 Player   | 2         | Green      | Area Control (Area Majority) |
| Manhattan Project: Energy      | Competitive  | 1 - 5     | Yellow     | Worker Placement             |
| Mansions of Madness            | Cooperative  | 1 - 5     | Yellow     | Cooperative                  |
| Mantis Falls                   | Cooperative  | 2 - 3     | Yellow     | Cooperative                  |
| Map Masters                    | New          | 1 - 5     | Green      | Tile Placement               |
| Maracaibo                      | Competitive  | 1 - 4     | Orange     | Hand Management              |
| Marco Polo II: In the Service  | Competitive  | 2 - 4     | Yellow     | Worker Placement             |
| Margraves of Valeria           | Competitive  | 2 - 5     | Yellow     | Deck Building                |
| Marvel Champions               | Cooperative  | 1 - 4     | Yellow     | Cooperative                  |
| Marvel United                  | Beginner     | 1 - 4     | Green      | Cooperative                  |
| Marvel United: Deadpool        | Beginner     | 1 - 5     | Blue       | Cooperative                  |
| Marvel United: Guardians of    | Beginner     | 1 - 4     | Green      | Cooperative                  |
| Marvel United: X-Men           | Beginner     | 1 - 5     | Green      | Cooperative                  |
| Mass Effect - Priority:        | Cooperative  | 1 - 4     | Green      | Cooperative                  |
| Massive Darkness 2             | Cooperative  | 1 - 6     | Yellow     | Cooperative                  |
| Match of the Century           | 1-2 Player   | 2         | Green      | Hand Management              |

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

| Titles                         | Location    | # Players | Complexity | Main Mechanic                |
|--------------------------------|-------------|-----------|------------|------------------------------|
| Moonshine Empire               | Competitive | 1 - 4     | Green      | Auction/Bidding              |
| Mortum: Medieval Detective     | Cooperative | 1 - 6     | Green      | Cooperative                  |
| Mosaic                         | Competitive | 1 - 6     | Yellow     | Open Drafting                |
| Mottainai                      | Small       | 2 - 5     | Yellow     | Hand Management              |
| Mountains of Madness           | Cooperative | 3 - 5     | Green      | Cooperative                  |
| Mountains out of Molehills     | Beginner    | 2 - 4     | Blue       | Programmed Movement          |
| Munchkin Dungeon               | Beginner    | 2 - 5     | Green      | Take That                    |
| Munchkin Shakespeare           | Beginner    | 3 - 6     | Green      | Take That                    |
| Munchkin: 2010 Holiday         | Party       | 3 - 6     | Green      | Take That                    |
| Murder at Blood Mansion        | Small       | 2 - 6     | Green      | Deduction                    |
| Museum Suspects                | Small       | 2 - 4     | Blue       | Betting                      |
| My City                        | Competitive | 2 - 4     | Green      | Pattern Building             |
| My Farm Shop                   | Beginner    | 2 - 4     | Green      | Resource Management          |
| My Father's Work               | Competitive | 2 - 4     | Yellow     | Worker Placement             |
| My Lil Everdell                | Beginner    | 1 - 4     | Blue       | Worker Placement             |
| My Little Pony: Adventures     | Competitive | 1 - 4     | Green      | Deck Building                |
| My Little Scythe               | Beginner    | 1 - 6     | Green      | Action Selection             |
| Mysterium                      | Beginner    | 2 - 7     | Green      | Cooperative                  |
| Mysterium Kids                 | Kids        | 2 - 6     | Blue       | Cooperative                  |
| Mysterium Park                 | Party       | 2 - 6     | Blue       | Cooperative                  |
| Mysthea                        | Competitive | 2 - 5     | Orange     | Area Control (Area Majority) |
| Mystic Paths                   | Beginner    | 2 - 6     | Blue       | Cooperative                  |
| Mystic Scrolls                 | Small       | 2 - 4     | Blue       | Time Limit                   |
| Mystic Vale: Essential Edition | Competitive | 2 - 4     | Green      | Deck Building                |
| Mythalix                       | Competitive | 2 - 4     | Green      | Deck Building                |
| Mythic Mischief                | Competitive | 1 - 4     | Green      | Action Points                |
| Naishi                         | 1-2 Player  | 2         | Green      | Hand Management              |
| Namiji                         | Beginner    | 2 - 5     | Green      | Set Collection               |
| Nanty Narking                  | Competitive | 2 - 4     | Green      | Engine (Tableau) Building    |
| Nations                        | Competitive | 1 - 5     | Orange     | Open Drafting                |
| Nature                         | Beginner    | 1 - 4     | Green      | Engine (Tableau) Building    |
| Neanderthal                    | Small       | 1 - 3     | Orange     | Worker Placement             |
| Near and Far                   | Competitive | 2 - 4     | Yellow     | Narrative Choice             |
| Neko Syndicate                 | Small       | 1 - 4     | Green      | Action Points                |
| Nekojima                       | Beginner    | 1 - 5     | Blue       | Cooperative                  |
| Nemo's War                     | Cooperative | 1 - 4     | Yellow     | Cooperative                  |
| NEOM                           | Competitive | 1 - 5     | Green      | Tile Placement               |
| Networks, the                  | Competitive | 1 - 5     | Green      | Open Drafting                |
| Nevada City                    | Competitive | 2 - 4     | Orange     | Engine (Tableau) Building    |
| Never Bring a Knife            | Party       | 4 - 8     | Blue       | Social Deduction             |
| New York Slice                 | Beginner    | 2 - 6     | Blue       | Open Drafting                |
| New York Zoo                   | Beginner    | 1 - 5     | Green      | Tile Placement               |
| Newton                         | Competitive | 1 - 4     | Yellow     | Deck Building                |
| Next Station London            | Small       | 1 - 4     | Blue       | Pattern Building             |
| Next Station Tokyo             | Small       | 1 - 4     | Blue       | Network Building             |
| Nidavellir                     | Competitive | 2 - 5     | Green      | Set Collection               |
| Night Cage, The                | Cooperative | 1 - 5     | Green      | Cooperative                  |
| No Honor Among Thieves         | Small       | 3 - 6     | Yellow     | Deck Building                |
| No Thanks!                     | Small       | 3 - 7     | Blue       | Set Collection               |
| Northgard                      | Competitive | 2 - 5     | Yellow     | Area Control (Area Majority) |
| Not So Neighborly              | Small       | 2 - 4     | Blue       | Hand Management              |

| Titles                       | Location     | # Players | Complexity | Main Mechanic                 |
|------------------------------|--------------|-----------|------------|-------------------------------|
| Nova Era                     | Competitive  | 2 - 4     | Green      | Action Drafting               |
| Nova Roma                    | Competitive  | 1 - 4     | Yellow     | Area Control (Area Majority)  |
| Now or Never                 | Competitive  | 1 - 4     | Orange     | Narrative Choice              |
| Nucleum                      | Competitive  | 1 - 4     | Orange     | Hand Management               |
| Number, The                  | Small        | 2 - 5     | Blue       | Bluffing                      |
| Nut Hunt                     | Beginner     | 1 - 5     | Blue       | Hand Management               |
| Nuts about Mutts             | Small        | 3 - 8     | Blue       | Hand Management               |
| Oath                         | Competitive  | 1 - 6     | Orange     | Area Control (Area Majority)  |
| Obscurio                     | Party        | 2 - 8     | Green      | Deduction                     |
| Oceans                       | Competitive  | 2 - 4     | Yellow     | Take That                     |
| Of War and Men WWII          | Small        | 2 - 4     | Yellow     | Area Control (Area Majority)  |
| Ofrenda                      | Competitive  | 1 - 4     | Green      | Open Drafting                 |
| Ohanami                      | Small        | 2 - 4     | Blue       | Set Collection                |
| Okey Dokey                   | Small        | 1 - 5     | Blue       | Cooperative                   |
| Old King's Crown, The        | Competitive  | 1 - 4     | Orange     | Betting                       |
| Oltree                       | Cooperative  | 2 - 4     | Green      | Cooperative                   |
| On Mars                      | Oversized    | 1 - 4     | Red        | Action Selection              |
| On the Rocks                 | Beginner     | 1 - 4     | Green      | Set Collection                |
| Onamona                      | Kids         | 2 - 4     | Blue       | Party                         |
| One Deck Dungeon             | 1-2 Player   | 1 - 2     | Green      | Hand Management               |
| One Deck Dungeon: Forest     | 1-2 Player   | 1 - 2     | Green      | Hand Management               |
| One Night Revolution         | Party        | 3 - 10    | Green      | Social Deduction              |
| One Night Ultimate           | Oversized    | 3 - 10    | Blue       | Social Deduction              |
| One Piece: Luffy's Bento     | Party        | 3 - 9     | Blue       | Dexterity                     |
| Onitama                      | 1-2 Player   | 2         | Blue       | Abstract Strategy             |
| Ora & Labora                 | Competitive  | 1 - 4     | Orange     | Engine (Tableau) Building     |
| ORBIT                        | New          | 2 - 4     | Blue       | Hand Management               |
| Orchard                      | Kids         | 2 - 8     | Blue       | Pattern Building              |
| Orchard: 9 Card Solitaire    | Small        | 1         | Blue       | Hand Management               |
| Oriflamme                    | Small        | 3 - 5     | Blue       | Betting                       |
| Origin Story                 | Small        | 1 - 5     | Green      | Trick Taking                  |
| Orleans: Big Box             | Competitive  | 1 - 5     | Yellow     | Bag Building                  |
| Overboss                     | Beginner     | 1 - 5     | Green      | Tile Placement                |
| Pack the Essentials          | Beginner     | 1 - 4     | Blue       | Tile Placement                |
| Pagan: Fate of Roanoke       | 1-2 Player   | 2         | Yellow     | Bluffing                      |
| Paint the Roses              | Cooperative  | 2 - 5     | Green      | Cooperative                   |
| Palace of Mad King Ludwig,   | Competitive  | 2 - 4     | Yellow     | Tile Placement                |
| Paladins of the West         | Oversized    | 1 - 4     | Orange     | Worker Placement              |
| Paleo                        | Cooperative  | 1 - 4     | Yellow     | Cooperative                   |
| Pan Am                       | Competitive  | 2 - 4     | Green      | Auction/Bidding               |
| Panda Panda                  | Small        | 2 - 4     | Blue       | Hand Management               |
| Pandemic: 10th Anniversary   | Cooperative  | 2 - 4     | Green      | Cooperative                   |
| Paper Dungeons               | Party        | 1 - 8     | Green      | Exploration / Dungeon Crawler |
| Paper Paranoia               | Party        | 4 - 8     | Green      | Social Deduction              |
| Paper Safari: Pikachu and    | Series-Small | 2 - 5     | Blue       | Open Drafting                 |
| Paperback                    | Small        | 2 - 5     | Green      | Cooperative                   |
| Parade                       | Small        | 2 - 6     | Blue       | Hand Management               |
| Paranormal Detectives        | Beginner     | 2 - 6     | Blue       | Hand Management               |
| Parcheesi: Vintage Game      | Beginner     | 2 - 6     | Blue       | Race                          |
| Paris: La Cite de la Lumiere | 1-2 Player   | 2         | Green      | Tile Placement                |
| Parks                        | Beginner     | 1 - 5     | Green      | Worker Placement              |

| Titles                      | Location     | # Players | Complexity | Main Mechanic                |
|-----------------------------|--------------|-----------|------------|------------------------------|
| Parks & Potions             | Beginner     | 1 - 5     | Blue       | Pick-up and Deliver          |
| Pass the Pandas             | Kids         | 2 - 5     | Blue       | Push Your Luck               |
| Patchwork                   | 1-2 Player   | 2         | Blue       | Tile Placement               |
| Path of Civilization        | Competitive  | 1 - 5     | Yellow     | Hand Management              |
| Paws and Padlocks           | Beginner     | 2 - 4     | Green      | Push Your Luck               |
| Pax Pamir                   | Competitive  | 1 - 5     | Orange     | Area Control (Area Majority) |
| Penguin Party               | Small        | 2 - 6     | Blue       | Hand Management              |
| Pergola                     | Beginner     | 1 - 4     | Green      | Set Collection               |
| Pest                        | Competitive  | 1 - 5     | Yellow     | Action Points                |
| Petrichor                   | Competitive  | 1 - 4     | Yellow     | Area Control (Area Majority) |
| Phantom Ink                 | Party        | 4 - 8     | Blue       | Deduction                    |
| Phase 10                    | Small        | 2 - 6     | Blue       | Set Collection               |
| Phoenix: New Horizon        | Competitive  | 1 - 4     | Yellow     | Worker Placement             |
| Photograph                  | Small        | 2 - 4     | Green      | Open Drafting                |
| Photosynthesis              | Competitive  | 2 - 4     | Green      | Area Control (Area Majority) |
| Pickle Letter               | Small        | 2 - 5     | Blue       | Set Collection               |
| Pictomania                  | Party        | 3 - 6     | Blue       | Pattern Building             |
| Picture Perfect             | Beginner     | 2 - 6     | Green      | Deduction                    |
| Pikit                       | Small        | 2 - 4     | Blue       | Hand Management              |
| Pipeline                    | Competitive  | 2 - 4     | Orange     | Action Drafting              |
| Pirates of Maracaibo        | Competitive  | 1 - 4     | Yellow     | Race                         |
| Pixel Glory                 | Small        | 2 - 4     | Green      | Auction/Bidding              |
| Pixies                      | Series-Small | 2 - 5     | Blue       | Set Collection               |
| Place for All My Books, A   | Beginner     | 1 - 4     | Green      | Pattern Building             |
| Plague Inc.                 | Beginner     | 1 - 4     | Green      | Network Building             |
| Planet B                    | Competitive  | 2 - 4     | Yellow     | Worker Placement             |
| Planet Unknown              | Competitive  | 1 - 6     | Green      | Simultaneous Play            |
| Planted                     | Beginner     | 2 - 5     | Blue       | Set Collection               |
| Plantopia                   | Small        | 1 - 5     | Green      | Hand Management              |
| Plus+Minus-                 | Kids         | 2 - 4     | Blue       | Pattern Recognition          |
| Poetry for Neanderthals     | Party        | 2 - 12    | Blue       | Word Game                    |
| Point City                  | Series-Small | 1 - 4     | Blue       | Open Drafting                |
| Point Galaxy                | Series-Small | 1 - 5     | Green      | Open Drafting                |
| Point Salad                 | Series-Small | 2 - 6     | Blue       | Open Drafting                |
| Point Salad: Eevee Edition  | Series-Small | 2 - 6     | Blue       | Open Drafting                |
| Pokemon Splendor            | New          | 2 - 4     | Green      | Resource Management          |
| Popcorn                     | New          | 2 - 4     | Green      | Bag Building                 |
| Popcorn Dice                | Kids         | 2 - 6     | Blue       | Push Your Luck               |
| Port Royal: Big Box         | Beginner     | 1 - 5     | Blue       | Push Your Luck               |
| Potion Explosion            | Beginner     | 2 - 4     | Blue       | Set Collection               |
| Potions of Azerland         | Competitive  | 1 - 4     | Green      | Auction/Bidding              |
| Power Grid                  | Competitive  | 2 - 6     | Yellow     | Auction/Bidding              |
| Power Rangers Deck Building | Competitive  | 2 - 4     | Yellow     | Deck Building                |
| Praga Caput Regni           | Competitive  | 1 - 4     | Orange     | Area Control (Area Majority) |
| Pret-A-Porter               | Competitive  | 2 - 4     | Orange     | Set Collection               |
| Prey                        | Small        | 3 - 4     | Blue       | Trick Taking                 |
| Prey Another Day            | Small        | 2 - 5     | Blue       | Bluffing                     |
| Princess Bride, The:        | Cooperative  | 1 - 4     | Green      | Cooperative                  |
| Project L                   | Small        | 1 - 4     | Blue       | Pattern Building             |
| Puerto Rico: 1897           | Competitive  | 2 - 5     | Yellow     | Action Drafting              |
| Pulsar 2849                 | Competitive  | 2 - 4     | Yellow     | Action Selection             |

| Titles                      | Location     | # Players | Complexity | Main Mechanic                |
|-----------------------------|--------------|-----------|------------|------------------------------|
| Pumafiosi                   | Series-Small | 2 - 5     | Blue       | Push Your Luck               |
| Purim                       | Cooperative  | 1 - 4     | Green      | Cooperative                  |
| Purrfect Potions            | Small        | 2 - 4     | Blue       | Worker Placement             |
| Pursuit of Happiness, The   | Oversized    | 1 - 4     | Green      | Worker Placement             |
| Pusheen the Cat: Purrfect   | Small        | 2 - 5     | Blue       | Set Collection               |
| Pusheen: The Stacking Game  | Small        | 2 - 8     | Blue       | Dexterity                    |
| Puzzle Strike 2             | Competitive  | 1 - 4     | Yellow     | Deck Building                |
| QE                          | Beginner     | 3 - 5     | Blue       | Auction/Bidding              |
| Quacks & Co                 | Beginner     | 2 - 4     | Blue       | Bag Building                 |
| Quacks of Quedlinburg, The  | Beginner     | 2 - 4     | Green      | Bag Building                 |
| Quadropolis                 | Competitive  | 2 - 4     | Green      | Open Drafting                |
| Quarriors! Qultimate        | Competitive  | 2 - 4     | Green      | Bag Building                 |
| Quartermaster General 1914  | Competitive  | 2 - 5     | Yellow     | Deck Building                |
| Queendomino                 | Beginner     | 2 - 4     | Green      | Open Drafting                |
| Quest                       | Party        | 4 - 10    | Blue       | Deduction                    |
| Quest for El Dorado, The    | Beginner     | 2 - 4     | Green      | Deck Building                |
| Quest for El Dorado, The:   | Beginner     | 2 - 4     | Green      | Deck Building                |
| Quick Draw                  | Party        | 4 - 6     | Blue       | Pattern Recognition          |
| Quiddler                    | Party        | 1 - 8     | Blue       | Word Game                    |
| Quirky Circuits             | Cooperative  | 2 - 4     | Green      | Programmed Movement          |
| Qwirkle                     | Beginner     | 2 - 4     | Blue       | Tile Placement               |
| Qwixx                       | Small        | 2 - 5     | Blue       | Pattern Building             |
| Ra                          | Competitive  | 2 - 5     | Green      | Auction/Bidding              |
| Rabbit Rally                | Kids         | 2 - 4     | Blue       | Race                         |
| Raccoon Tycoon              | Beginner     | 2 - 5     | Green      | Auction/Bidding              |
| Race for the Galaxy         | Competitive  | 2 - 4     | Yellow     | Set Collection               |
| Rack-O                      | Small        | 2 - 4     | Blue       | Word Game                    |
| Radlands                    | 1-2 Player   | 2         | Green      | Hand Management              |
| Raiders of Scythia          | Competitive  | 1 - 4     | Yellow     | Worker Placement             |
| Raiders of the North Sea    | Oversized    | 2 - 4     | Green      | Worker Placement             |
| Railroad Rivals             | Beginner     | 1 - 5     | Green      | Auction/Bidding              |
| Rainbow                     | Series-Small | 2 - 6     | Blue       | Hand Management              |
| Rainbow Bunny Bop           | Small        | 2 - 4     | Blue       | Cooperative                  |
| Raising Chicago             | Competitive  | 2 - 4     | Orange     | Tile Placement               |
| Rajas of the Ganges         | Competitive  | 2 - 4     | Yellow     | Network Building             |
| Ramen Fury                  | Small        | 2 - 5     | Blue       | Take That                    |
| Ramen! Ramen!               | Small        | 1 - 4     | Green      | Hand Management              |
| Raptor                      | 1-2 Player   | 2         | Green      | Hand Management              |
| Ratcatcher, The             | 1-2 Player   | 1         | Yellow     | Action Points                |
| Rattus: Big Box             | Beginner     | 2 - 6     | Green      | Area Control (Area Majority) |
| Rauha                       | Competitive  | 2 - 5     | Green      | Pattern Building             |
| Ravine                      | Small        | 3 - 6     | Blue       | Cooperative                  |
| Ready Set Bet               | Party        | 2 - 9     | Blue       | Betting                      |
| ReaverQuest                 | Small        | 2 - 3     | Blue       | Hand Management              |
| Reavers of Midgard          | Competitive  | 2 - 4     | Yellow     | Set Collection               |
| Rebel Princess              | Small        | 3 - 6     | Green      | Trick Taking                 |
| Red Cathedral, The          | Competitive  | 1 - 4     | Yellow     | Area Control (Area Majority) |
| Red Dragon Inn, The:        | Oversized    | 2+        | Blue       | Take That                    |
| Red Rising                  | Competitive  | 1 - 6     | Green      | Open Drafting                |
| Regency                     | Party        | 2 - 6     | Green      | Open Drafting                |
| Reign of Cthulhu (Pandemic) | Cooperative  | 2 - 4     | Green      | Cooperative                  |

| Titles                      | Location    | # Players | Complexity | Main Mechanic                |
|-----------------------------|-------------|-----------|------------|------------------------------|
| Reign of Dragoness          | Party       | 2 - 8     | Blue       | Hand Management              |
| Reigning Unicorns           | Kids        | 1 - 4     | Blue       | Party                        |
| Reload: Fight for Fame      | Competitive | 2 - 4     | Yellow     | Take That                    |
| Remix Marvel                | Small       | 2 - 6     | Blue       | Open Drafting                |
| Renature                    | Beginner    | 2 - 4     | Green      | Area Control (Area Majority) |
| Res Arcana                  | Competitive | 2 - 4     | Yellow     | Hand Management              |
| Resident Evil 3             | Cooperative | 1 - 4     | Green      | Cooperative                  |
| Resistance, The             | Party       | 5 - 10    | Blue       | Social Deduction             |
| Resurgence                  | Competitive | 1 - 4     | Yellow     | Worker Placement             |
| Return to Ravingspire       | Small       | 1 - 4     | Green      | Cooperative                  |
| Revive                      | Competitive | 1 - 4     | Orange     | Deck Building                |
| Rhino Hero: Super Battle    | Kids        | 2 - 4     | Blue       | Dexterity                    |
| Rising Sun                  | Competitive | 3 - 5     | Yellow     | Area Control (Area Majority) |
| Risk                        | Beginner    | 2 - 6     | Green      | Area Control (Area Majority) |
| Rivals: Legend Edition      | Competitive | 2 - 6     | Yellow     | Action Drafting              |
| River of Gold               | Competitive | 2 - 4     | Green      | Resource Management          |
| River Valley Glassworks     | Beginner    | 1 - 5     | Blue       | Tile Placement               |
| RiverBoat                   | Competitive | 2 - 4     | Yellow     | Action Drafting              |
| Roam                        | Small       | 2 - 4     | Blue       | Area Control (Area Majority) |
| Roast                       | Party       | 2 - 8     | Green      | Bluffing                     |
| Robinson Crusoe:            | Cooperative | 1 - 4     | Orange     | Cooperative                  |
| Rock Hard: 1977             | Competitive | 2 - 5     | Green      | Worker Placement             |
| Rocketmen                   | Competitive | 1 - 4     | Green      | Deck Building                |
| Roll For It! Deluxe Edition | Small       | 2 - 8     | Blue       | Push Your Luck               |
| Roll for the Galaxy         | Competitive | 2 - 5     | Yellow     | Bag Building                 |
| Roll Player                 | Competitive | 1 - 4     | Green      | Open Drafting                |
| Rolling Realms              | Competitive | 1 - 6     | Green      | Pattern Building             |
| Rolling Realms Redux        | Competitive | 1 - 6     | Yellow     | Pattern Building             |
| Root                        | Competitive | 2 - 4     | Orange     | Area Control (Area Majority) |
| Rowdy Partners              | New         | 2 - 4     | Blue       | Team-Based                   |
| Ruination                   | Competitive | 2 - 4     | Yellow     | Area Control (Area Majority) |
| Ruins                       | Small       | 2 - 5     | Green      | Hand Management              |
| Rumble Nation               | Competitive | 2 - 4     | Green      | Area Control (Area Majority) |
| Rurik: Dawn of Kiev         | Competitive | 1 - 4     | Yellow     | Area Control (Area Majority) |
| Rush M.D.                   | Cooperative | 1 - 4     | Green      | Cooperative                  |
| RWBY Combat Ready           | Cooperative | 2 - 5     | Green      | Cooperative                  |
| Sabacc                      | Small       | 2 - 8     | Blue       | Hand Management              |
| Sabika                      | Competitive | 1 - 4     | Orange     | Rondel                       |
| Saboteur                    | Party       | 3 - 10    | Blue       | Hand Management              |
| Sagrada                     | Beginner    | 1 - 4     | Green      | Pattern Building             |
| Sail                        | 1-2 Player  | 2         | Green      | Cooperative                  |
| Salem 1692                  | Party       | 4 - 12    | Green      | Deduction                    |
| Sally Face: Strange         | Cooperative | 1 - 5     | Green      | Cooperative                  |
| Saloon Tycoon               | Competitive | 2 - 4     | Green      | Open Drafting                |
| Saltfjord                   | Competitive | 1 - 4     | Yellow     | Action Drafting              |
| Salton Sea                  | Competitive | 1 - 4     | Orange     | Hand Management              |
| San Francisco               | Competitive | 2 - 4     | Green      | Engine (Tableau) Building    |
| Sanctuary                   | New         | 1 - 5     | Yellow     | Action Selection             |
| Santa Monica                | Beginner    | 2 - 4     | Green      | Engine (Tableau) Building    |
| Santorini                   | Beginner    | 2 - 4     | Green      | Abstract Strategy            |
| Santorini: Riddle of the    | Beginner    | 1 - 4     | Green      | Cooperative                  |

| Titles                          | Location     | # Players | Complexity | Main Mechanic                |
|---------------------------------|--------------|-----------|------------|------------------------------|
| Scattergories                   | Party        | 2 - 6     | Blue       | Word Game                    |
| Scholars of the South Tigris    | Oversized    | 1 - 4     | Orange     | Area Control (Area Majority) |
| Schotten Totten                 | 1-2 Player   | 2         | Blue       | Set Collection               |
| Scooby Doo! Boardgame           | Beginner     | 1 - 5     | Blue       | Cooperative                  |
| Scott Pilgrim's Precious Little | Competitive  | 1 - 4     | Yellow     | Deck Building                |
| Scout                           | Small        | 2 - 5     | Blue       | Hand Management              |
| Scrabble                        | Beginner     | 2 - 4     | Green      | Tile Placement               |
| Scythe                          | Competitive  | 1 - 5     | Orange     | Action Selection             |
| Sea Salt & Paper                | Series-Small | 2 - 4     | Blue       | Set Collection               |
| Search for Lost Species, The    | Competitive  | 1 - 4     | Yellow     | Action Points                |
| Search for Planet X, The        | Competitive  | 1 - 4     | Green      | Deduction                    |
| Seas of Havoc                   | Competitive  | 1 - 5     | Green      | Deck Building                |
| Seasons                         | Competitive  | 2 - 4     | Yellow     | Open Drafting                |
| Secret Sith                     | Party        | 5 - 10    | Blue       | Bluffing                     |
| Seikatsu                        | Beginner     | 1 - 4     | Blue       | Pattern Building             |
| Senet                           | Small        | 2         | Blue       | Abstract Strategy            |
| Senjutsu                        | Competitive  | 1 - 4     | Yellow     | Deduction                    |
| Sentinels of Earth-Prime        | Cooperative  | 2 - 5     | Yellow     | Cooperative                  |
| Sentinels of the Multiverse     | Cooperative  | 2 - 5     | Green      | Cooperative                  |
| Sequence                        | Party        | 2 - 12    | Blue       | Pattern Building             |
| Seti                            | Competitive  | 1 - 4     | Orange     | Action Selection             |
| Shackleton Base                 | Competitive  | 1 - 4     | Orange     | Open Drafting                |
| Shadow Kingdoms of Valeria      | Competitive  | 1 - 5     | Green      | Open Drafting                |
| Shadows over Camelot            | Competitive  | 3 - 7     | Green      | Deduction                    |
| Shamans                         | Small        | 3 - 5     | Green      | Deduction                    |
| Shardhunters                    | Small        | 1 - 4     | Blue       | Hand Management              |
| Shards of the Jaguar            | Competitive  | 1 - 4     | Yellow     | Action Drafting              |
| Shelfie Stacker                 | Beginner     | 1 - 4     | Green      | Pattern Building             |
| Sheriff of Nottingham           | Beginner     | 3 - 6     | Blue       | Bribery                      |
| Sherlock Holmes Consulting      | Cooperative  | 1 - 8     | Yellow     | Narrative Choice             |
| Shipwrights of the North Sea    | Oversized    | 2 - 5     | Green      | Open Drafting                |
| Shipyards                       | Competitive  | 1 - 4     | Yellow     | Open Drafting                |
| Shobu                           | 1-2 Player   | 2         | Green      | Abstract Strategy            |
| Shogun Big Box                  | Competitive  | 3 - 5     | Yellow     | Auction/Bidding              |
| Side Effects                    | Party        | 2 - 8     | Blue       | Party                        |
| Sidereal Confluence             | Competitive  | 4 - 9     | Orange     | Negotiation                  |
| Siege of Runedar, The           | Beginner     | 1 - 4     | Green      | Cooperative                  |
| SILOS                           | New          | 2 - 4     | Green      | Area Control (Area Majority) |
| Skara Brae                      | Competitive  | 1 - 4     | Green      | Open Drafting                |
| Skate Summer                    | Competitive  | 2 - 5     | Green      | Push Your Luck               |
| Skip-Bo                         | Small        | 2 - 6     | Blue       | Hand Management              |
| Skulk Hollow                    | 1-2 Player   | 2         | Green      | Hand Management              |
| Skull                           | Party        | 3 - 6     | Blue       | Bluffing                     |
| Skull Canyon Ski Fest           | Competitive  | 2 - 4     | Green      | Hand Management              |
| Skull King                      | Party        | 2 - 8     | Blue       | Trick Taking                 |
| Sky Team                        | 1-2 Player   | 2         | Green      | Cooperative                  |
| Skymines                        | Competitive  | 1 - 4     | Orange     | Hand Management              |
| Skyrim                          | Cooperative  | 1 - 4     | Yellow     | Cooperative                  |
| Slay the Spire                  | Oversized    | 1 - 4     | Yellow     | Cooperative                  |
| Sleeping Gods                   | Cooperative  | 1 - 4     | Yellow     | Cooperative                  |
| Small Samurai Empires           | Small        | 2 - 4     | Yellow     | Area Control (Area Majority) |

| Titles                      | Location     | # Players | Complexity | Main Mechanic                 |
|-----------------------------|--------------|-----------|------------|-------------------------------|
| Small World                 | Competitive  | 2 - 5     | Green      | Area Control (Area Majority)  |
| Small World of Warcraft     | Competitive  | 2 - 5     | Green      | Area Control (Area Majority)  |
| Smartphone Inc.             | Competitive  | 1 - 5     | Yellow     | Network Building              |
| Smash Up: The Big Geeky     | Beginner     | 2 - 4     | Green      | Hand Management               |
| Smug Owls                   | Party        | 3 - 15    | Blue       | Player Judge                  |
| Smurfs, The: Hidden Village | Beginner     | 1 - 5     | Green      | Cooperative                   |
| Sniper Elite                | Competitive  | 1 - 4     | Green      | Action Points                 |
| Snow Tails                  | Beginner     | 2 - 5     | Green      | Hand Management               |
| So Clover!                  | Party        | 3 - 6     | Blue       | Word Game                     |
| So You've Been Eaten        | 1-2 Player   | 0 - 2     | Green      | Action Points                 |
| Sobek: 2 Players            | 1-2 Player   | 2         | Green      | Set Collection                |
| Soda Smugglers              | Series-Small | 3 - 8     | Blue       | Betting                       |
| Sonic Roll                  | Small        | 1 - 4     | Green      | Cooperative                   |
| Sonora                      | Competitive  | 1 - 4     | Green      | Dexterity                     |
| Sorcerer                    | Competitive  | 2 - 4     | Yellow     | Bag Building                  |
| Sorcerer City               | Competitive  | 1 - 6     | Green      | Tile Placement                |
| Sorcerer's Arena: Disney    | Competitive  | 2 - 4     | Green      | Hand Management               |
| Sounds Fishy                | New          | 4 - 10    | Blue       | Bluffing                      |
| South Tigris Moonsaga       | Oversized    | 1 - 4     | Blue       | Campaign / Scenario           |
| Space Alert                 | Cooperative  | 1 - 5     | Yellow     | Cooperative                   |
| Space Base: Command         | Beginner     | 2 - 5     | Green      | Open Drafting                 |
| Space Park                  | Small        | 1 - 4     | Blue       | Set Collection                |
| Space Race                  | Small        | 1 - 4     | Yellow     | Open Drafting                 |
| Space Station Phoenix       | Competitive  | 2 - 4     | Yellow     | Worker Placement              |
| Spaceteam                   | Party        | 3 - 6     | Blue       | Cooperative                   |
| Speakeasy                   | Oversized    | 1 - 4     | Orange     | Area Control (Area Majority)  |
| Speakeasy Blues             | Competitive  | 2 - 4     | Yellow     | Area Control (Area Majority)  |
| Spectral                    | Competitive  | 2 - 5     | Green      | Area Control (Area Majority)  |
| Spies & Lies                | 1-2 Player   | 2         | Green      | Bluffing                      |
| Spill, The                  | Cooperative  | 1 - 4     | Green      | Cooperative                   |
| Spire's End                 | 1-2 Player   | 1 - 2     | Green      | Cooperative                   |
| Spirit Island               | Cooperative  | 1 - 4     | Orange     | Cooperative                   |
| Splendor                    | Beginner     | 2 - 4     | Blue       | Open Drafting                 |
| Splendor Duel               | 1-2 Player   | 2         | Green      | Open Drafting                 |
| Splendor: Marvel            | Beginner     | 2 - 4     | Green      | Open Drafting                 |
| Spot It!                    | Kids         | 2 - 8     | Blue       | Pattern Recognition           |
| Spot It: Bluey              | Kids         | 2 - 8     | Blue       | Pattern Recognition           |
| Spyfall                     | Party        | 3 - 8     | Blue       | Deduction                     |
| Spyfall: Time Travel        | Party        | 2 - 8     | Blue       | Deduction                     |
| Square One                  | Small        | 1 - 4     | Blue       | Engine (Tableau) Building     |
| Stack O' Cats               | New          | 1 - 6     | Blue       | Cooperative                   |
| Star Crossed (Role Playing  | 1-2 Player   | x         | Red        | Narrative Choice              |
| Star Realms                 | Beginner     | 1 - 4     | Green      | Deck Building                 |
| Star Trek Deck Building     | Competitive  | 2 - 4     | Green      | Deck Building                 |
| Star Trek: Buffer Time      | Party        | 2 - 6     | Blue       | Cooperative                   |
| Star Trek: Captain's Chair  | 1-2 Player   | 1 - 2     | Orange     | Deck Building                 |
| Star Trek: Star Realms      | Beginner     | 2 - 4     | Green      | Deck Building                 |
| Star Tycoon                 | Competitive  | 1 - 4     | Green      | Resource Management           |
| Star Wars: The Clone Wars   | Cooperative  | 1 - 5     | Green      | Cooperative                   |
| Star Wars: Bounty Hunters   | Small        | 2 - 6     | Blue       | Action Points                 |
| Star Wars: Imperial Assault | Competitive  | 1 - 5     | Yellow     | Exploration / Dungeon Crawler |

| Titles                       | Location    | # Players | Complexity | Main Mechanic                |
|------------------------------|-------------|-----------|------------|------------------------------|
| Star Wars: Outer Rim         | Competitive | 1 - 4     | Green      | Pick-up and Deliver          |
| Star Wars: Rebellion         | 1-2 Player  | 2 - 4     | Orange     | Area Control (Area Majority) |
| Star Wars: Super Teams       | Kids        | 2 - 4     | Blue       | Race                         |
| Star Wars: The Deck Building | 1-2 Player  | 2         | Green      | Deck Building                |
| Star Wars: The Deck Building | 1-2 Player  | 2         | Green      | Deck Building                |
| Star Wars: X-Wing            | 1-2 Player  | 2         | Yellow     | Take That                    |
| Stardew Valley               | Cooperative | 1 - 4     | Yellow     | Cooperative                  |
| Starship Captains            | Competitive | 1 - 4     | Green      | Worker Placement             |
| Steampunk Rally Fusion       | Competitive | 2 - 8     | Green      | Open Drafting                |
| Stella                       | Beginner    | 3 - 6     | Blue       | Deduction                    |
| Sticky Cthulhu               | Small       | 2 - 6     | Blue       | Dexterity                    |
| Stockpile                    | Beginner    | 2 - 5     | Green      | Auction/Bidding              |
| Stone Age                    | Beginner    | 2 - 4     | Green      | Worker Placement             |
| Stool Pigeon                 | Small       | 2 - 6     | Blue       | Hand Management              |
| Story Time Chess             | Kids        | 2         | Blue       | Abstract Strategy            |
| Stranger Things              | Cooperative | 2 - 4     | Green      | Cooperative                  |
| Stratego                     | 1-2 Player  | 2         | Green      | Deduction                    |
| Strato                       | Small       | 1 - 4     | Green      | Cooperative                  |
| Streets                      | Small       | 1 - 5     | Green      | Engine (Tableau) Building    |
| Strike of the Eagle          | Competitive | 2 - 4     | Yellow     | Area Control (Area Majority) |
| Stuffed Fables               | Cooperative | 2 - 4     | Green      | Cooperative                  |
| Sub Terra                    | Cooperative | 1 - 6     | Green      | Cooperative                  |
| Subastral                    | Small       | 2 - 5     | Blue       | Set Collection               |
| Suburbia                     | Competitive | 1 - 4     | Yellow     | Open Drafting                |
| Summoner Wars                | 1-2 Player  | 2         | Green      | Abstract Strategy            |
| Sunken Sailor                | Party       | 3 - 8     | Blue       | Bluffing                     |
| Super Fantasy Brawl          | Competitive | 2 - 4     | Green      | Hand Management              |
| Super Mario: Level Up!       | Beginner    | 3 - 6     | Blue       | Deduction                    |
| Super Meow                   | Kids        | 2 - 4     | Blue       | Deck Building                |
| Super Skill Pinball: 4-Cade  | Small       | 1 - 4     | Green      | Pattern Building             |
| Super Skill Pinball: Holiday | Small       | 1 - 4     | Green      | Pattern Building             |
| Survival of the Fattest      | Competitive | 1 - 4     | Green      | Deck Building                |
| Survive The Island           | Beginner    | 2 - 5     | Blue       | Action Points                |
| Survive: Escape from         | Beginner    | 2 - 4     | Blue       | Action Points                |
| Sushi Go Party!              | Beginner    | 2 - 6     | Blue       | Closed Drafting              |
| Sushi Roll                   | Beginner    | 2 - 5     | Blue       | Open Drafting                |
| Suspects                     | Cooperative | 1 - 6     | Green      | Cooperative                  |
| Sword & Sorcery              | Cooperative | 1 - 5     | Orange     | Cooperative                  |
| System Gateway               | 1-2 Player  | 2         | Orange     | Bluffing                     |
| Taboo                        | Party       | 4 - 10    | Blue       | Party                        |
| Tacocat                      | 1-2 Player  | 2         | Blue       | Hand Management              |
| Tacta                        | Small       | 2 - 6     | Blue       | Area Control (Area Majority) |
| Tag Team                     | 1-2 Player  | 2         | Green      | Deck Building                |
| Take 5                       | Party       | 2 - 10    | Blue       | Hand Management              |
| Take Time                    | Small       | 2 - 4     | Blue       | Targeted Clues               |
| Takenoko                     | Beginner    | 2 - 4     | Green      | Pattern Building             |
| Tales of the Arabian Nights  | Competitive | 1 - 6     | Green      | Narrative Choice             |
| Tales of the Arthurian       | Cooperative | 1 - 4     | Green      | Narrative Choice             |
| Talisman                     | Beginner    | 2 - 6     | Green      | Narrative Choice             |
| Talisman: Kingdom Hearts     | Beginner    | 2 - 6     | Yellow     | Narrative Choice             |
| Tang Garden                  | Competitive | 1 - 4     | Green      | Set Collection               |

| Titles                        | Location     | # Players | Complexity | Main Mechanic       |
|-------------------------------|--------------|-----------|------------|---------------------|
| Tapestry                      | Competitive  | 1 - 5     | Yellow     | Open Drafting       |
| Tapple                        | Party        | 2 - 10    | Blue       | Word Game           |
| Tapple 10                     | Party        | 1 - 10    | Blue       | Word Game           |
| Targi                         | 1-2 Player   | 2         | Green      | Set Collection      |
| Taverns of Tiefenthal, The    | Competitive  | 2 - 4     | Yellow     | Deck Building       |
| Tawantinsuyu                  | Competitive  | 1 - 4     | Orange     | Pattern Building    |
| Taxi Over                     | Small        | 2 - 4     | Blue       | Push Your Luck      |
| Tea Dragon Society            | Series-Small | 2 - 4     | Blue       | Deck Building       |
| Tea Garden                    | Competitive  | 2 - 4     | Yellow     | Deck Building       |
| Tea Witches                   | Competitive  | 2 - 4     | Yellow     | Push Your Luck      |
| Tekhenu                       | Competitive  | 1 - 4     | Orange     | Action Drafting     |
| Telepaths                     | Small        | 2 - 4     | Blue       | Deduction           |
| Telestrations                 | Party        | 4 - 8     | Blue       | Party               |
| TemPurrA                      | Party        | 3 - 10    | Blue       | Push Your Luck      |
| Ten                           | Small        | 1 - 5     | Blue       | Auction/Bidding     |
| Tenpenny Parks                | Beginner     | 1 - 4     | Green      | Worker Placement    |
| Tenzi                         | Series-Small | 2 - 4     | Blue       | Time Limit          |
| Terra Mystica                 | Competitive  | 2 - 5     | Orange     | Network Building    |
| Terra Nova                    | Competitive  | 2 - 4     | Yellow     | Action Selection    |
| Terraforming Mars             | Competitive  | 1 - 5     | Yellow     | Hand Management     |
| Terraforming Mars: Ares       | Competitive  | 1 - 4     | Yellow     | Hand Management     |
| Terraforming Mars: The Dice   | Competitive  | 1 - 4     | Green      | Deck Building       |
| Terrorscape                   | Competitive  | 2 - 4     | Green      | Deduction           |
| Tesseract                     | Cooperative  | 1 - 4     | Green      | Cooperative         |
| That Time you Killed Me       | 1-2 Player   | 2         | Yellow     | Abstract Strategy   |
| Thiefdom                      | Competitive  | 1 - 4     | Yellow     | Pick-up and Deliver |
| Thing, The: Infection at      | Competitive  | 4 - 8     | Green      | Social Deduction    |
| Thing, The: The Boardgame     | Competitive  | 1 - 8     | Yellow     | Social Deduction    |
| Things in Rings               | Party        | 2 - 6     | Blue       | Deduction           |
| This Game is Killer: Alien on | Party        | 3 - 10    | Blue       | Player Elimination  |
| This War of Mine              | Cooperative  | 1 - 6     | Yellow     | Cooperative         |
| Three Little Wolves, The      | Small        | 2 - 4     | Green      | Betting             |
| Three Sisters                 | Small        | 1 - 4     | Yellow     | Pattern Building    |
| Thrive                        | 1-2 Player   | 2         | Blue       | Abstract Strategy   |
| Through the Ages              | Competitive  | 2 - 4     | Orange     | Auction/Bidding     |
| Through the Desert            | Beginner     | 2 - 5     | Green      | Network Building    |
| Thunder Road                  | Competitive  | 2 - 6     | Green      | Take That           |
| Tichu                         | Small        | 4         | Green      | Hand Management     |
| Ticket to Ride                | Beginner     | 2 - 5     | Green      | Network Building    |
| Ticket to Ride: Africa        | Beginner     | 2 - 5     | Green      | Network Building    |
| Ticket to Ride: Asia          | Beginner     | 2 - 6     | Green      | Network Building    |
| Ticket to Ride: Europe        | Oversized    | 2 - 5     | Green      | Network Building    |
| Ticket to Ride: France        | Beginner     | 2 - 6     | Green      | Network Building    |
| Ticket to Ride: Germany       | Beginner     | 2 - 5     | Blue       | Network Building    |
| Ticket to Ride: Ghost Train   | Kids         | 2 - 4     | Blue       | Network Building    |
| Ticket to Ride: Iberia &      | Beginner     | 2 - 5     | Green      | Network Building    |
| Ticket to Ride:               | Beginner     | 2 - 4     | Green      | Network Building    |
| Ticket to Ride: Japan/Italy   | Beginner     | 2 - 5     | Green      | Network Building    |
| Ticket to Ride: Netherlands   | Beginner     | 2 - 5     | Green      | Network Building    |
| Ticket to Ride: Nordic        | Beginner     | 2 - 3     | Green      | Network Building    |
| Ticket to Ride: Poland        | Beginner     | 2 - 4     | Blue       | Network Building    |

| Titles                         | Location     | # Players | Complexity | Main Mechanic                 |
|--------------------------------|--------------|-----------|------------|-------------------------------|
| Ticket to Ride: Rails & Sails  | Beginner     | 2 - 5     | Green      | Network Building              |
| Tidal Blades: Banner Festival  | Competitive  | 2 - 5     | Green      | Trick Taking                  |
| Tidal Blades: Heroes of the    | Competitive  | 1 - 4     | Yellow     | Resource Management           |
| Tigris & Euphrates             | Competitive  | 2 - 4     | Orange     | Engine (Tableau) Building     |
| Tiletum                        | Competitive  | 1 - 4     | Orange     | Action Drafting               |
| TIME Stories                   | Competitive  | 2 - 4     | Green      | Narrative Choice              |
| Timeline Challenge             | Beginner     | 2 - 10    | Blue       | Betting                       |
| Tinderblox                     | Small        | 2 - 6     | Blue       | Dexterity                     |
| Tinner's Trail                 | Competitive  | 3 - 4     | Yellow     | Action Points                 |
| Tiny Epic Dinosaurs            | Series-Small | 1 - 4     | Yellow     | Worker Placement              |
| Tiny Epic Dungeon Stories      | Series-Small | 1 - 4     | Yellow     | Cooperative                   |
| Tiny Epic Dungeons             | Series-Small | 1 - 4     | Yellow     | Cooperative                   |
| Tiny Epic Galaxies: Blast Off  | Series-Small | 2 - 4     | Green      | Action Selection              |
| Tiny Epic Kingdoms             | Series-Small | 2 - 5     | Green      | Bluffing                      |
| Tiny Epic Pirates              | Series-Small | 1 - 4     | Yellow     | Pick-up and Deliver           |
| Tiny Epic Quest                | Series-Small | 1 - 4     | Yellow     | Exploration / Dungeon Crawler |
| Tiny Epic Western              | Series-Small | 1 - 4     | Yellow     | Area Control (Area Majority)  |
| Tiny Epic Zombies              | Series-Small | 1 - 5     | Green      | Cooperative                   |
| Tiny Laser Heist               | Beginner     | 3 - 6     | Green      | Dexterity                     |
| Tiny Towns                     | Competitive  | 1 - 6     | Green      | Pattern Building              |
| Tokaido                        | Oversized    | 2 - 5     | Blue       | Worker Placement              |
| Tokaido Duo                    | 1-2 Player   | 2         | Blue       | Action Drafting               |
| Tokyo Highway                  | Beginner     | 2 - 4     | Blue       | Network Building              |
| Tokyo Sidekick                 | Cooperative  | 2 - 4     | Yellow     | Cooperative                   |
| Tortuga 1667                   | Party        | 2 - 9     | Green      | Social Deduction              |
| Touch of Evil, A               | Oversized    | 2 - 8     | Green      | Cooperative                   |
| Toy Battle                     | 1-2 Player   | 2         | Blue       | Area Control (Area Majority)  |
| Toy Story: Obstacles &         | Beginner     | 2 - 5     | Green      | Cooperative                   |
| Trailblazer: The Arizona Trail | Competitive  | 1 - 4     | Yellow     | Worker Placement              |
| Trailblazer: The John Muir     | Competitive  | 1 - 4     | Yellow     | Resource Management           |
| Trains                         | Competitive  | 2 - 4     | Green      | Deck Building                 |
| Trains: Rising Sun             | Competitive  | 2 - 4     | Green      | Deck Building                 |
| Trajan                         | Competitive  | 2 - 4     | Orange     | Open Drafting                 |
| Tranquility                    | Small        | 1 - 5     | Blue       | Cooperative                   |
| Transmissions                  | Beginner     | 1 - 4     | Green      | Hand Management               |
| Trash Talk                     | Party        | 2 - 8     | Blue       | Cooperative                   |
| Treasure Hunter                | Beginner     | 2 - 6     | Green      | Hand Management               |
| Trekking the World             | Beginner     | 2 - 5     | Green      | Hand Management               |
| Trial by Trolley               | Party        | 3 - 13    | Blue       | Party                         |
| Tribes of the Wind             | Competitive  | 2 - 5     | Green      | Closed Drafting               |
| Tribune                        | Competitive  | 2 - 6     | Yellow     | Auction/Bidding               |
| Trickerion                     | Competitive  | 2 - 4     | Red        | Worker Placement              |
| Trickster: Champions of        | Party        | 2 - 7     | Blue       | Trick Taking                  |
| Tricky Kids                    | Small        | 2 - 6     | Blue       | Trick Taking                  |
| Trio                           | Small        | 3 - 6     | Blue       | Set Collection                |
| Trismegistus                   | Competitive  | 1 - 4     | Orange     | Open Drafting                 |
| Trivial Pursuit                | Beginner     | 2 - 6     | Blue       | Trivia / Quiz                 |
| Trivial Pursuit: Dungeons &    | Beginner     | 2 - 6     | Blue       | Trivia / Quiz                 |
| Trollfest                      | Beginner     | 3 - 6     | Green      | Closed Drafting               |
| Troyes                         | Competitive  | 1 - 4     | Orange     | Set Collection                |
| Tsuro                          | Beginner     | 2 - 8     | Blue       | Tile Placement                |

| Titles                       | Location     | # Players | Complexity | Main Mechanic                |
|------------------------------|--------------|-----------|------------|------------------------------|
| Tsuro of the Seas            | Beginner     | 2 - 8     | Blue       | Tile Placement               |
| Tsuro: Phoenix Rising        | Beginner     | 2 - 8     | Green      | Tile Placement               |
| Tuned                        | 1-2 Player   | 2         | Blue       | Abstract Strategy            |
| Turing Machine               | Competitive  | 1 - 4     | Green      | Deduction                    |
| Turtle Splash!               | Kids         | 2 - 4     | Blue       | Dexterity                    |
| Twilight Imperium: Fourth    | Oversized    | 3 - 6     | Red        | Area Control (Area Majority) |
| Twilight Inscription         | Competitive  | 1 - 8     | Yellow     | Pattern Building             |
| Twilight of the Gods         | Competitive  | 2 - 4     | Orange     | Deck Building                |
| Twilight Struggle            | 1-2 Player   | 2         | Orange     | Area Control (Area Majority) |
| Twilight Struggle: Red Sea   | 1-2 Player   | 1 - 2     | Yellow     | Area Control (Area Majority) |
| Twisted Fables               | Competitive  | 2 or 4    | Yellow     | Deck Building                |
| Twisted Trumpets             | New          | 2 - 4     | Green      | Tile Placement               |
| Two Rooms and a Boom         | New          | 6 - 30    | Blue       | Team-Based                   |
| Tyrants of the Underdark     | Competitive  | 2 - 4     | Green      | Deck Building                |
| Tzolk'in                     | Competitive  | 2 - 4     | Orange     | Worker Placement             |
| Ultimate Railroads           | Competitive  | 1 - 4     | Yellow     | Worker Placement             |
| Ultimate Werewolf Extreme    | Party        | 3 - 25    | Yellow     | Deduction                    |
| Unconscious Mind             | Competitive  | 1 - 4     | Orange     | Open Drafting                |
| Undaunted 2200: Callisto     | Competitive  | 1 - 4     | Yellow     | Deck Building                |
| Undaunted: Normandy          | Competitive  | 2         | Green      | Deck Building                |
| Undaunted: North Africa      | Competitive  | 2         | Green      | Deck Building                |
| Undaunted: Reinforcements    | Competitive  | 1 - 4     | Green      | Deck Building                |
| Under Falling Skies          | 1-2 Player   | 1         | Green      | Campaign / Scenario          |
| Underwater Cities            | Competitive  | 1 - 4     | Orange     | Network Building             |
| Unfathomable                 | Competitive  | 3 - 6     | Yellow     | Social Deduction             |
| Unicorn Fever                | Beginner     | 2 - 6     | Green      | Betting                      |
| Unicorn Glitterluck: Cloud   | Kids         | 1 - 4     | Blue       | Dexterity                    |
| Union Stockyards             | Competitive  | 2 - 5     | Green      | Worker Placement             |
| Unmatched: Battle of         | Beginner     | 2 - 4     | Green      | Action Points                |
| Unmatched: Battle of         | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: Battle of         | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: Buffy the         | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: Cobble & Fog      | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: Deadpool          | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: For King and      | Beginner     | 2 - 3     | Yellow     | Hand Management              |
| Unmatched: Hell's Kitchen    | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: Houdini vs. The   | Beginner     | 2         | Green      | Hand Management              |
| Unmatched: Jurassic Park Dr. | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: Jurassic Park     | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: Lee VS Ali        | New          | 2         | Green      | Action Points                |
| Unmatched: Little Red Riding | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: Redemption        | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: Robin Hood vs.    | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: Slings and        | Beginner     | 2 - 4     | Green      | Hand Management              |
| Unmatched: Suns Origin       | Beginner     | 2         | Green      | Action Points                |
| Unmatched: Tales to Amaze    | Beginner     | 1 - 4     | Green      | Cooperative                  |
| Unmatched: Teen Spirit       | Beginner     | 2 - 3     | Green      | Hand Management              |
| Unmatched: Teenage           | New          | 1 - 4     | Green      | Action Points                |
| Unmatched: The Witcher -     | Beginner     | 2 - 3     | Green      | Action Points                |
| Unmatched: The Witcher -     | Beginner     | 2 - 3     | Green      | Action Points                |
| Uno                          | Series-Small | 2 - 10    | Blue       | Hand Management              |

| Titles                        | Location     | # Players | Complexity | Main Mechanic                 |
|-------------------------------|--------------|-----------|------------|-------------------------------|
| Uno FLIP!                     | Series-Small | 2 - 10    | Blue       | Hand Management               |
| Unsolved Case File: Jane Doe  | Cooperative  | 1 - 8     | Blue       | Cooperative                   |
| Unsolved Case Files:          | Cooperative  | 1 - 8     | Blue       | Cooperative                   |
| Unsolved Case Files: Jamie    | Cooperative  | 1 - 4     | Blue       | Cooperative                   |
| Unsolved Case Files: Max      | Cooperative  | 1 - 8     | Blue       | Cooperative                   |
| Unstable Unicorns             | Small        | 2 - 8     | Blue       | Take That                     |
| Vagrantsong                   | Cooperative  | 2 - 4     | Yellow     | Cooperative                   |
| Vale of Eternity              | Competitive  | 2 - 4     | Green      | Hand Management               |
| Valeria Card Kingdoms         | Beginner     | 1 - 5     | Green      | Open Drafting                 |
| Valley of the Vikings         | Kids         | 2 - 4     | Blue       | Dexterity                     |
| Valor & Villainy              | Competitive  | 2 - 6     | Green      | Exploration / Dungeon Crawler |
| Vampire The Masquerade:       | Competitive  | 2 - 4     | Yellow     | Deck Building                 |
| Vampire The Masquerade:       | Competitive  | 3 - 6     | Yellow     | Deck Building                 |
| Vantage                       | Cooperative  | 1 - 6     | Green      | Cooperative                   |
| Vast: The Mysterious Manor    | New          | 1 - 5     | Orange     | Action Points                 |
| Vegas Dice Game               | Small        | 2 - 5     | Blue       | Area Control (Area Majority)  |
| Vengeance Roll & Fight:       | Competitive  | 1 - 4     | Green      | Pattern Building              |
| Via Magica                    | Small        | 2 - 6     | Blue       | Open Drafting                 |
| Victorian Masterminds         | Competitive  | 2 - 4     | Green      | Worker Placement              |
| Video Vortex                  | Competitive  | 2 - 4     | Green      | Deck Building                 |
| Vikings Gone Wild             | Competitive  | 2 - 4     | Green      | Deck Building                 |
| Village                       | Competitive  | 2 - 4     | Yellow     | Worker Placement              |
| Village of Legends            | Small        | 2 - 4     | Green      | Deck Building                 |
| Village Pillage               | Small        | 2 - 5     | Blue       | Take That                     |
| Village Rails                 | Small        | 2 - 4     | Green      | Network Building              |
| Villagers                     | Small        | 1 - 5     | Green      | Set Collection                |
| Villages of Valeria           | Small        | 1 - 5     | Green      | Hand Management               |
| Villainous Green: The Worst   | Competitive  | 2 - 6     | Green      | Take That                     |
| Villainous Marvel: Infinite   | Competitive  | 2 - 4     | Yellow     | Hand Management               |
| Villainous Orange: Evil       | Competitive  | 2 - 3     | Green      | Take That                     |
| Villainous Purple: Wicked to  | Competitive  | 2 - 3     | Green      | Take That                     |
| Villainous Red: Perfectly     | Competitive  | 2 - 3     | Green      | Take That                     |
| Villainous Star Wars: Power   | Competitive  | 2 - 4     | Green      | Take That                     |
| Villainous Yellow: Despicable | Competitive  | 2 - 3     | Green      | Take That                     |
| Vindication                   | Competitive  | 2 - 5     | Yellow     | Area Control (Area Majority)  |
| Vinhos                        | Oversized    | 2 - 4     | Orange     | Area Control (Area Majority)  |
| Vinyl: Totally Awesome 80s    | Competitive  | 2 - 4     | Green      | Hand Management               |
| Virtu                         | Competitive  | 2 - 5     | Orange     | Hand Management               |
| Viscounts of the West         | Oversized    | 1 - 4     | Orange     | Deck Building                 |
| Viticulture                   | Competitive  | 1 - 6     | Yellow     | Worker Placement              |
| Voyages of Marco Polo, The    | Competitive  | 2 - 4     | Yellow     | Worker Placement              |
| V-Sabotage                    | Cooperative  | 1 - 4     | Yellow     | Cooperative                   |
| Wandering Towers              | Beginner     | 2 - 6     | Blue       | Hand Management               |
| Wanted Wombats                | Small        | 2 - 5     | Blue       | Push Your Luck                |
| War Chest                     | 1-2 Player   | 2 or 4    | Green      | Bag Building                  |
| War of the Ring               | Competitive  | 2 - 4     | Orange     | Area Control (Area Majority)  |
| War of the Ring the Card      | Competitive  | 2 - 4     | Yellow     | Hand Management               |
| War of Whispers, A            | Competitive  | 2 - 4     | Green      | Area Control (Area Majority)  |
| Warfighter                    | Cooperative  | 1 - 6     | Yellow     | Cooperative                   |
| Warhammer Killteam            | Other        | 2 - 4     | Orange     | Action Selection              |
| Waste Knights                 | Cooperative  | 1 - 4     | Yellow     | Cooperative                   |

| Titles                         | Location    | # Players | Complexity | Main Mechanic                |
|--------------------------------|-------------|-----------|------------|------------------------------|
| Water Dragons                  | Kids        | 2 - 4     | Blue       | Race                         |
| Waterfall Park                 | Beginner    | 3 - 5     | Green      | Negotiation                  |
| Watergate                      | 1-2 Player  | 2         | Green      | Hand Management              |
| Wavelength                     | Party       | 2+        | Blue       | Party                        |
| Wayfarers of the South Tigris  | Oversized   | 1 - 4     | Orange     | Set Collection               |
| We Didn't Playtest This at All | Party       | 2 - 10    | Blue       | Hand Management              |
| We Love Cats                   | Small       | 3 - 6     | Blue       | Set Collection               |
| Weather Machine                | Oversized   | 2 - 4     | Red        | Set Collection               |
| Welcome Back to the            | Small       | 2 - 4     | Blue       | Push Your Luck               |
| Welcome to the Dungeon         | Small       | 2 - 4     | Blue       | Push Your Luck               |
| Welcome to... Your Perfect     | Small       | 1 - 100   | Green      | Pattern Building             |
| Western Legends                | Competitive | 2 - 6     | Yellow     | Action Points                |
| Western Legends: Blood         | Competitive | 2 - 6     | Yellow     | Betting                      |
| What Do you Meme? Family       | Party       | 3 - 20    | Blue       | Party                        |
| Whatnot Cabinet, The           | Beginner    | 1 - 4     | Blue       | Set Collection               |
| What's on the Menu?            | Beginner    | 2 - 6     | Green      | Open Drafting                |
| Whistle Mountain               | Competitive | 2 - 4     | Yellow     | Tile Placement               |
| White Castle Duel, The         | New         | 2         | Yellow     | Action Drafting              |
| White Castle, The              | Competitive | 1 - 4     | Yellow     | Action Drafting              |
| Whitehall Mystery              | Beginner    | 2 - 4     | Green      | Deduction                    |
| Who Goes There? Deluxe         | Oversized   | 3 - 6     | Orange     | Cooperative                  |
| Why First?                     | Small       | 2 - 6     | Blue       | Hand Management              |
| Wild Space                     | Small       | 1 - 5     | Green      | Set Collection               |
| Wild Venture, A                | 1-2 Player  | 1 - 2     | Green      | Hand Management              |
| WildStyle                      | Beginner    | 2 - 5     | Green      | Time Limit                   |
| Windward                       | Cooperative | 1 - 5     | Green      | Cooperative                  |
| Wine Cellar                    | Party       | 1 - 8     | Green      | Auction/Bidding              |
| Wingspan                       | Competitive | 1 - 5     | Green      | Hand Management              |
| Wingspan Asia                  | New         | 1 - 2     | Yellow     | Hand Management              |
| Winnie the Pooh: Serious       | New         | 1 - 4     | Green      | Cooperative                  |
| Winter                         | 1-2 Player  | 2         | Blue       | Tile Placement               |
| Winter Rabbit                  | Competitive | 2 - 6     | Green      | Semi Cooperative             |
| Wisdom of Solomon              | Competitive | 1 - 5     | Green      | Worker Placement             |
| Witchcraft!                    | 1-2 Player  | 1         | Green      | Deck Building                |
| Witcher, The: Old World        | Competitive | 1 - 5     | Yellow     | Deck Building                |
| Witchstone                     | Competitive | 2 - 4     | Yellow     | Open Drafting                |
| Wits & Wagers Deluxe           | Party       | 3 - 7     | Blue       | Trivia / Quiz                |
| Wits & Wagers Family           | Party       | 3 - 10    | Blue       | Trivia / Quiz                |
| Wits & Wagers: Vegas           | Oversized   | 5 - 99    | Blue       | Trivia / Quiz                |
| Wizard Always Wins, The        | Beginner    | 2 - 5     | Blue       | Action Drafting              |
| Wizard Kittens                 | Small       | 2 - 4     | Blue       | Set Collection               |
| Wizard of Oz, The              | Beginner    | 1 - 4     | Green      | Cooperative                  |
| Wolves, The                    | Competitive | 2 - 5     | Yellow     | Area Control (Area Majority) |
| Wonder Book                    | Beginner    | 1 - 4     | Green      | Cooperative                  |
| Wonderlands War                | Competitive | 2 - 5     | Yellow     | Bag Building                 |
| Wondrous Creatures             | Competitive | 1 - 4     | Yellow     | Open Drafting                |
| Woodcraft                      | Competitive | 1 - 4     | Orange     | Action Drafting              |
| Word on the Street             | Party       | 2 - 10    | Blue       | Team-Based                   |
| World of Warcraft: Wrath of    | Cooperative | 1 - 5     | Green      | Cooperative                  |
| World's Fair 1893              | Beginner    | 2 - 4     | Green      | Area Control (Area Majority) |
| World-Z-League                 | Beginner    | 1 - 4     | Green      | Dexterity                    |

| <b>Titles</b>               | <b>Location</b> | <b># Players</b> | <b>Complexity</b> | <b>Main Mechanic</b> |
|-----------------------------|-----------------|------------------|-------------------|----------------------|
| Wormholes                   | Beginner        | 1 - 5            | Green             | Hand Management      |
| Would You Rather...?        | Party           | 3 - 8            | Blue              | Party                |
| Wrong Answers Only          | Party           | 4 - 8            | Blue              | Deduction            |
| Wyrmspan                    | Competitive     | 1 - 5            | Yellow            | Hand Management      |
| Xenoshyft Onslaught         | Cooperative     | 1 - 4            | Yellow            | Cooperative          |
| Yahtzee: Dungeons &         | Party           | 2 - 10           | Blue              | Push Your Luck       |
| Yedo                        | Competitive     | 2 - 5            | Yellow            | Auction/Bidding      |
| Yokai Septet                | Small           | 2 - 4            | Blue              | Trick Taking         |
| Yokohama                    | Competitive     | 2 - 4            | Yellow            | Network Building     |
| Yukon Airways               | Competitive     | 1 - 4            | Yellow            | Action Drafting      |
| Zombicide                   | Cooperative     | 1 - 6            | Green             | Cooperative          |
| Zombicide - Marvel Zombies: | Cooperative     | 1 - 6            | Green             | Cooperative          |
| Zombicide: 2nd Edition      | Cooperative     | 1 - 6            | Green             | Cooperative          |
| Zombicide: Black Plague     | Cooperative     | 1 - 6            | Green             | Cooperative          |
| Zombicide: Green Horde      | Cooperative     | 1 - 6            | Green             | Cooperative          |
| Zombicide: Horde Box        | Cooperative     | 1 - 6            | Yellow            | Cooperative          |
| Zombie Dice                 | Small           | 2 - 99           | Blue              | Push Your Luck       |
| Zombie Kidz Evolution       | Small           | 2 - 4            | Blue              | Cooperative          |
| Zombie Kittens              | Series-Small    | 2 - 5            | Blue              | Push Your Luck       |
| Zombie Teenz Evolution      | Small           | 2 - 4            | Blue              | Cooperative          |
| Zoo Vadis                   | Beginner        | 3 - 7            | Green             | Bribery              |
| Zoom in Barcelona           | Competitive     | 2 - 6            | Green             | Open Drafting        |