

# McWilliams' Family Games List

(My website Games Pages: <https://www.eldrbarry.net/hatr/games/etgames.htm>)

## Shorter Games:

**For Sale (3-5)** Properties are auctioned off then sold.  
A popular filler Card game 30 min

**EXcape (2-6)** Players press their luck, rolling dice, trying to escape first from a building.

**Incan Gold (2-8)** An Indiana Jones laugh riot descending a shaft - treasures and hazards!! Do you stay or do you go?

**Rat-a-tat-Cat! (2-4)** \* Get the best hand of cats and rid of rats – not knowing the cards you hold. 10 min per round

**Loot (2-8)** The Pirate Card game where you get to talk like one all you want! Partners? 20 mins

**Lattice Hawaii (2-4)** \* Tile Laying Game with Tropical Theme 20 min

**Quixx (2-5)** Dice game crossing off numbers.

**Uno (2+)** \* **Dos, Uno Flex, Uno Flip, Uno Wild**

**Dragonwood (2-4)** In a mythical forest lurk angry ogres, giggling goblins, and fearsome fire-breathers! 20 min

**Kingdomino and Queendomino (2-4)** Add lands to your kingdoms laying domino tiles 20 min

**Guillotine (2-5)** \* Collecting heads in the French Revolution. Macabre, but fun! 30 min

**Biblios (2-4)** Card game where abbots bid on valuable manuscripts 30 min

**Love Letter – The Hobbit (2-4)** A game of deduction and risk which plays quickly. 20 min

**Trash Pandas (2-4)** Raccoons pushing their luck tipping over trash cans. 20 min

**Hats (2-4)** \* A mad tea party of hat collection Crazy, quick and addicting. 20 min

**GUBS ! (2-6)** With wit and luck build your colony of Gubs while facing dangers. 20 min

**Sleeping Queens (2-5)** Play cards to wake, steal or put to sleep opponents queens. 20 min

**Fishing (3-5)** Catching fish and bait 40 Min

**Splendor!** (1-4) Trading up Jewels 30 Min

**Dutch Blitz (2-4)** A race to get rid of your cards similar to Rummicub

**Exploding Kittens (2-5)** A card version of Russian Roulette 15 min

**Herbaceous (2-4)** \* Making Collections of Herbs

**Sequence (2-12)** board and card game

**Fluxx (2-6)** (plus **Martian, Oz, Star**) 5-30

**Chickens!** Press your Luck Dice Game

**Take Five ! (2-10)** Card Game

## Medium Length Games:

**Bohnanza (3-7)**\* A card game of planting and harvesting various kinds of beans— lots of trading and deal making. 45 min

**Citadels (2-8)** \*Take on new roles each round acquire gold and .buildings. 60 min (Expansion)

**Uptown (2-5)** \* A board game of playing tiles on a 9x9 grid – the object to have the smallest number of groups at the end. 45 min

**Chinatown (3-5)** \* Negotiate, acquire and build and expand businesses there. 1 hr

**Bazaar (2-6)** \* Trading sets of gemstones to buy cards worth points. Partner rules too.

**Forbidden Island (2-4)** Work together to get treasures sinking into a watery abyss! 45 min

**Forbidden Desert (2-4)** \* Gather airplane parts battling sand and heat. Cooperative 45 min

**Machi Koro (2-5)** \* Dice driven game of building a City 35 min

**RA (2-5)** An Auction game of Collecting sets of Tiles with an ancient Egyptian Theme.

**Skyjo (3-8)** Card game - replace/ uncover your hidden 3 x 4 grid of cards for lowest points.

**River Valley Glassworks (1-5)** glass from river 20 Min

**Azul (204)** Drifting tiles to decorate a palace.

**Dominoes (12s) : Various, including Chicken Foot and Mexican Train** (large and compact sets)

Old Classics: **Monopoly, Stratego** (the original), **Yahzee Chinese Checkers, Parchesi, Sorry**

### **Main Courses:**

**Carcassonne (2-8) \*** Building a medieval landscape and scoring on cities, roads, farms and cloisters for points. (+expansions)

**Settlers & Seafarers of Catan +1995 (3-6) \***  
Competition and cooperation as the players build settlements and roads on the Island(s) of Catan.

**Ticket to Ride (2-4) \*** Collecting sets of train cards & claiming railway routes for points.  
(+expansions: **Swiss, Nordic** (2-3) , **Asia** (2-6)

**Wayfinders (2-4)** Explorers chart paths through the skies outfitting planes while building and stocking hangars on islands. 45 min

**Bang! (3-11)** The “Spaghetti Western Card and role playing game” – with plenty of gun-play.

**Dominion (2-6) \*** A "deck building" game with a medieval theme. (3 (updated) expansions) 30 min

**Parks (1-5) \*** Pairs of hikers trek through different trails across four seasons to visit National Parks. 1 hr.  
(**Nightfall, Wildlife, Trails**)

**Verdant (4) \*** Laying out a 3x5 grid of Rooms and growing houseplants (2-5)

**Trekking the World (2-5) \*** Visiting sites and collecting souvenirs around the Globe. 1 hr **TTW 2**

**El Grande (2-5) \*** Vying for control and influence in the court of medieval Spain. 1-2 hrs

**Airlines Europe (2-5) \*** Building stock portfolios .expanding the Airline’s Routes. 75 min

**Acquire (2-6)** The classic game of making a fortune in hotel stocks. 1 hr

**Pandemic (2-5) \*** The team’s mission: prevent a uncontrolled pandemic outbreak of disease. If they can cure all four, they win. 45 min

**Isla Dorada! (3-6)** Adventurers bid on choosing paths to travel a mysterious island while seeking personal goals and treasures. 1 hr

**Isle of Cats (1-6)** Rescue Cats from Island.

**Agricola (1-5!) \*** You are a medieval farmer making a farm and feeding your family. 45 min

**Five Tribes (2-5)** "Worker placement" Mancala style 7 of Five Tribes Assassins, Elders, Builders, Merchants, and Viziers for points. 1-1.5 hrs

**Power Grid (3-6!) \*** Purchase auctioned power plants, then build and power a network.  
(+4 alternate maps, Power plants) 2 hrs

**Puerto Rico (2-6!) \*** Plantation owners develop and export crops for victory points. 1.5-2.5 hrs

**Wingspan (1-5) \*** Bird enthusiasts seek to discover and attract the best birds to their network of wildlife preserves. 1.5- 2 hrs (**Asia**)

**Commissioned ! (2-4)** Cooperative-style board game as early Christian Apostles evangelize and plant churches. Deck building. 1 hr (+The Call)

**GenoType ! (1-5)** Breeding varieties of peas using Mendel's methods. 1+ hrs

**Fit to Print (1-6)** Gather and layout articles for a woodsy newspaper. Timed 1 hr.

**Brass Lancashire ! (2-4)** An economic strategy game that tells the story of competing cotton entrepreneurs in Lancashire during the industrial revolution. Difficult - 2 hrs

**Pillars of the Earth ! (2-4)** Building a medieval cathedral through worker placement and resources. 1.5- 2 hrs

**Botany (1-5)** Victorian botanists travel the world collecting specimens. 1- 1/2 hrs (**Trees**)

**Kraken Skulls (2-5)** Dice Battle to be Dread Pirate

**Flutter (2-5)** Tile Laying with Butterflies

**7 Wonders (2-7)** Drafting Cards to build an ancient civilizations Wonders.

**Abduction (2-4)** Aliens beaming up ducks.

**Harvest (1-4)** A worker placement farming game

**Tabriz (1- 5)** Gather, Weave, Sell Persian Carpets.

**Winter Rabbit (2-6)** Semi-cooperative Worker Placement competing with the Winter Rabbit for winter resources.

## **More Games:**

**Turn the Tide (3-5)** A card game - play your and other's cards to wisely to stay afloat.

**King of Tokyo Origins (2-4)** Monsters battle

**Hey! That's My Fish! (2-4)** (20m) Penguins move competing for fish on a collapsing ice flow.

**Taluva [2-4]** Tiles, huts, towers and Temples on an island of active volcanoes erupt. 45 min

**Survive (2-5)** Get your people off a collapsing volcanic island before it explodes, battling whales, sharks and a sea serpent as well. 1 hr

**Nuns on the Run ! (3-8)** Novices sneak secretly around an abbey trying not to get caught 45 min

**Clue (3-6)** The Who-Done-it? –with what? and where? Detective Game. 30 min **Clue Card Game**

**Scotland Yard (3-6)** \* Five detectives pursue Mr. X through the streets of London on taxies, buses and the subway. 45 min

**Pegs and Jokers (3-6)** \* A “cards and pegs” version of Parchisi or Sorry. Popular with gents vs ladies 30 – 45 min

**Liar's Dice (2-6)** Derived from the traditional game Perudo, a bluffing game using cups of dice. 30 min

**RummiKub (2-4)** An Israeli game using 106 tiles which are combined rummy style on the table in runs. 60 min

**Primordial Soup ! (3-6)** Amoebas struggle to eat, adapt and survive. Aka the Poop Game.

**Small World ! (2-5)** Successive Races expand and decline in a Small World. 20-80 min.

**Tigris and Euphrates ! (2-5)** Building Civilizations in the Ancient Fertile Crescent.

**Bridges of Shangri-la ! (4!)** A Board game featuring Masters and Disciples in the remote Himalaya's.

**Risk (2-6)** (2 hrs) Parker Brothers original set Cubed Armies battle across board with card sets & dice.

**Pente (2-4)** \* Be first to line up five glass tokens in a line or capture five pairs of their opponents

**Pit** The classic grain futures trading floor game. by Edgar Cayce

**Coup (2-6)** A game of bluffing and deduction to gain influence in an Italian City State. 15 min

**Santorini (2-4)** Greek gods on a building spree. 15-20 Min

**Crazy Chicken (2-4)** \* A card game drawing from 4 piles playing the largest sets of cartoon chickens

**Scrabble (2-4)** \* Classic Spelling Game

**Potlatch ! (2-6)** A Card Game Coast Salish Economics. Gifting goods 30 min

**Havoc: 100 Yrs War (2-6) & James Clavell's Shogun (3-8)** Two Themed Card games

**Pumafiosi ! (2-5)** Trick taking Mafia Game

**Soda Smugglers ! (3-8)** Get it past the guard

**Hot Lead ! (2-5)** Undercover investigations

### **Games for Two:**

**Caper Europe (2)** Mastermind caper with thieves and gear.

**Fjords (2)** Play Tiles, then Farms to score,

**Lost Cities (2)** Playing cards to expeditions to one or more lost cities

**Abalone (2)** is a board game showing marbles .

**Balloon Cup (2)** A balloon race these where cards are played high or low to win cubes and claim trophies

**Hats (2)** Alice in Wonderland making collections of Hats

**Jambo (2)** Players market wares from stands in Africa. Card Game. (expansions)

**Rhumb Line (2)** Abstract strategy game of observation, placement (nuggets) and accumulation (points). 15 min

**Hive (2)** \*A swarm of Insect Pieces try to trap the opponent's Queen Bee. Chess like strategies.

**Jaipur (2)** Trading goods and camels 30 min

**Odin's Ravens (2)** Two ravens race across a domino landscape as Loki plays his tricks .

**Azul (2-4)** a Tiling Game

**Wordspot! (2)** Spot words from a grid and be the first to play all your tokens

**Cathedral (2)** Fitting the buildings inside the walls of a Medieval City

**Flip 7 (3-??)** Press your luck Card game

**Chess (2)** My Collection of 32 Chess Sets  
(**Knighmare Chess 1 & 2**)

**Mancala (2)** The African pit – sowing game **Oware** is just one of many variations of this ancient game.  
(**OmWeso** Board)

**Coloreto (2-5)** Chameleon set building Card Game

**Skipbo (2-6)** (20m) A counting card game building sequential stacks of cards.

### Storytelling Games

**Once Upon a Time (2-6)** Create a story together. (added: **Dark Tales, Seafaring Tales, Fairy Tales, Knightly Tales** and **Enchanting Tales**)

**Rory's Story Cubes** Generate a story from the images on nine cubes. (5 Additional cube sets)

### Group / Party Games

**Apples to Apples** The hilarious game of comparisons where everybody's opinion counts

**Wise and Otherwise** 500 cards, each with five obscure sayings from around the world. T.

**Balderdash** The classic bluffing game where players try to out-bluff each other with daffy definitions .

**Pictionary (Team)** A rousing game that is played like charades, only by sketching clues to each other.

**The Resistance (5-10)** Social deduction. Players are either Resistance Operatives carrying out missions or Imperial Spies. 30 minutes

**Are You a Werewolf? (8-13)** Villagers every morning try to lynch a suspected werewolf.

**Covert Action (4-14)** Covert teams must identify and eliminate enemy snipers, but beware, there is also a mole in their midst. 20 minutes

**Deadwood !1876 (2-9)** Balancing Teamwork and selfishness – with a final showdown. 20 min

### Games: From Avalon Hill

Games I always wanted to play, but had no one to play them with . . .

**Merchant of Venus (1-6) (Custom Dathkaden remake)**  
Space traders seek new alien worlds to trade with. 2-3 hrs

**Kingmaker Classic & II** Wars of the Roses Houses vie for control of princes – heirs to the throne . Complex 2-3 hrs.

**Up Front ! (2)** World War II Squad Leader Card driven Game. Squads of Americans, Brits, Germans, Italians, Russians - various scenarios.

**Flattop ! (2)** Fleets of Aircraft carriers blindly battle each other in the WW2 Pacific. 6 hrs

**Guns of August ! (2-6)** WWI Trench warfare in Europe. 6 hrs

**Diplomacy ! (2-7, best 6-7)** Classic game of pure negotiation prior to WWI. 3-4 hrs

**Wooden Ships and Iron Men ! (2)** The age of wooden ships. Many scenarios.

**Enemy in Sight** A card driven game of battles between fleets of wooden ships. 2 hours

**Regatta ! (2-6)** Racing Yachts around a triangular course. 1 hr

**Battle of Bulge ! (2)** Recreating the WW2 Battle 2+ hrs

**Shot and Shell ! (2)** Recreating American Civil War Naval Battles 2+

**Oldies:** Milles Borne (2-4) (cf. Waterworks )  
Monopoly Card Game, Clue Card Game Sorry! Tally Ho!, War & Sheep, Turkey's Wild (Gobble poker)  
Shogun, Trumpet Game, Weatherslam, Ono99, Sting, Flinch, Thieves and Beggars, Backgammon, Cribbage, and traditional playing card games.

### **Kickstarter eventuals:**

Aspens (2025) We All Take From The River .2025  
Harvest Festival 2025 Knitting Circle