

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

Latice 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) Collect 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

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

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 woody 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.

Azul (2-4) a Tiling Game

Harvest (1-4) A worker placement farming game

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

Jaipur (2) Trading goods and camels 30 min

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 taxis, 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 with marbles where the players try to shove their opponents off the board Sumo style. It's possible to play the game with three players with a third marble set.

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.

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

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

Chess (2) My Collection of 32 Chess Sets (Knightmare 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, using cards that show typical elements from fairy tales. The Storyteller narrates a story using the cards and the other players try to use their cards to interrupt and become the new storyteller. (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. The goal is to finish the proverb as convincingly as possible given the geographic region in question.

Balderdash The classic bluffing game where players try to out-bluff each other with daffy definitions for words and score points for guessing correctly and for bluffing.

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

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
Winter Rabbit 3/2025

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+