

TOP 20 BOARD GAMES FOR RESIDENTIAL CARE



**GUIDELINES FOR
CLEVER, CAPABLE,
CAREFREE YOUTH**



Domus
Ludens

TOP 20 BOARD GAMES FOR RESIDENTIAL CARE

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Top 20 Board Games for Residential Care. Guidelines for Clever, Capable, Carefree Youth.

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PARTNERS



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Foreword and presentation of the guidelines on boardgames

The present guidelines on board games have been developed as part of the European funded "**Domus Ludens-A House that Plays**" Project. The project focuses on promoting the right to play of young people in residential care.

The guidelines provide information and guidance on **20 games** present in the European market that are utterly fun and exciting! Some are competitive, others are to be played in a collaboration or by teams. Some are quick to play, and others require more time and dedication. Furthermore, these games have been specifically selected to impact on the acquisition of skills and the emotional well-being of young people living in the protection system and concretely in residential care services.

In summary, we provide a wide palette of choices suitable for all tastes and a variety of scenarios!

Hence, the present guidelines on Board games have been conceived to be used as a **highly practical tool** for youth workers and other professionals supporting these young people.

In this regard, youth workers using the guidelines will be able to easily identify the main characteristics of each of the selected games and their best use for a wide variety of different educational purposes.

The Domus Ludens partnership wishes that these guidelines will contribute to facilitate an agile and effective implementation of board games and active playing in the context of residential care services and thus contribute to make them more cohesive and enjoyable while at the same time improving wellbeing and skills of young people.

For a more efficient implementation of active playing and the right to play in residential contexts, we recommend youth workers to use these guidelines together with the **Ludic Agent Manual**.

Enjoy the guidelines and have fun playing!

The Domus Ludens Project partnership

1. Introduction: the guidelines on board games in the framework of the european project "Domus Ludens - a House That Plays"

The present **Guidelines on Board Games** have been developed as part of the European funded "Domus Ludens-A House that Plays" Project. The project focuses on promoting the right to play of young people in residential care.

**But... what is this Domus Ludens project about?
Lets check it out!**

The project in a Nutshell

Why is this project important? Because we believe that children and young people in residential care don't play enough! To engage in play and recreational activities is a fundamental and global right of children and youth recognized by the Article 31 of the UN Convention on the Rights of the Child. In the past, practical experiences and various scientific studies have underlined the importance of this right, especially with regard to the individual child development. Regular active playing promotes creativity, social behaviour and strengthens cognitive and motor abilities. Despite all this proven knowledge, the special importance of play is not always taken into account. This applies for the general population but especially for children and youth growing up within the children and youth welfare system. Unfortunately, creative, diverse and individualized playing is not always the main priority here. This is not an intended condition, but the result of lacking resources and capacities within many national welfare systems.

**Domus Ludens Project objectives:
Enhance wellbeing through active playing !**

Domus Ludens translated from Latin means "a house that plays". The overall goal of the Domus Ludens project is to improve the subjective well-being and the acquisition of personal skills of young people in residential care through games. The project will investigate whether regular, structured and professionally guided play has a positive effect on the "well-being" of this particularly vulnerable target group. In addition the project will examine in detail, which cognitive, emotional and social skills can be positively reinforced and precisely addressed through regular playing of specifically selected board games.

Domus Ludens Project products

The Domus Ludens project will develop 3 products that are complementary to each other: 1) Guidelines on Board Games, 2) a Ludic Agent Manual and 3) Evaluation of the impact of participation in play spaces in a regular and systematic way on the acquisition of skills and the well-being of young people in residential care"

1. **The Guidelines on board games** will be presented in this document. They provide information and guidance on **20 games** that besides being utterly fun, have been specifically selected to impact on the acquisition of skills and the emotional well-being of young people living in the protection system and concretely in residential care services.
2. **The "Ludic Agent Manual"** will include methodologies and contents which address youth workers in residential centers, to effectively use board games to improve the skills and well-being of young people in care.
3. **Evaluation of the impact of participation in play spaces in a regular and systematic way on the acquisition of skills and the well-being of young people in residential care".** This study includes the results and conclusions of a pilot project conducted within the partnership of the Domus Ludens Project. Youth workers trained as ludic agents applied their knowledge in 8-month pilot experiences in their organizations in which they implemented structured board games spaces with a minimum of 100 young people in care. The results and conclusions of the evaluation can be found in this document.

Complementarity of the Boardgame Guidelines with the Ludic Agent Manual

The guidelines on board Games and the Ludic Agent Manual, both produced in the framework of the Domus Ludens Project, are designed to complement each other and be of use for youth workers or anyone interested in using board games with young people.

These guidelines on board games provide guidance on a selection of games from the technical and logistical point of view whereas the Ludic Agent Manual aims to explain how

they can be used to obtain specific effects within groups and individuals. In this regard Ludic Agents have a dual role: they need to encourage free play and also be able to create a fun, lax climate while staying vigilant and focused on educational goals for each individual and for the group. The combination of skills and information brought by both by the Boardgames guidelines and the Ludic Agent Manual make that task manageable and help achieve proficiency in being both an animator and an educator at the same time. Simplified:

The Boardgame Guidelines focuses on the use of selected games and their ability to develop or strengthen the skills of any individual

The Ludic Agent Manual offers a structured guidance on how any person can become a Ludic Agent and what competencies are necessary to support a young people and their right to play

All project products can be downloaded for free here: [Domus Ludens website](#)

Domus Ludens, a European financed project



Co-funded by the
Erasmus+ Programme
of the European Union

Domus Ludens- "A House that plays" is a European project financed by the European Union's Erasmus+ programme a funding scheme to support activities in the fields of Education, Training, Youth and Sport.

For more information on the Erasmus+ Program in Spain/ Germany/Poland please visit: **Erasmus+ National websites.**

Who are we?

The Domus Ludens Project partnership

The Domus Ludens partnership consists of 5 competent partners who are active in three European member countries: Spain, Germany and Poland. We bring valuable expertise in four main fields: 1) residential care for children and youth, 2) practical expertise in board games, 3) scientific research and evaluation in the educational and childcare field and 4) long term know-how in the implementation of European funded projects.

The following organizations are involved:

- **Fundacio Resilis** (*Spain*). Its main mission is the management and development of projects, programs or services

for children and young people in situation or at risk of social exclusion. Fundació Resilis manages residential centres for children and young people, including support to families and with a community based approach.

<https://www.plataformaeducativa.org/portal/entitat/fundacio-resilis/>

- **FÜR SOZIALES** is part of a big children and youth welfare organization (S&S gemeinnützige Gesellschaft für Soziales mbH), with more than 40 years of experience. The non-profit organization provides services for approximately 600 clients, in residential facilities as well as ambulant care settings, within the city of Hamburg (Northern Germany). In addition, FÜR SOZIALES offers a differentiated range of others services like socio-educational family assistance, consulting and training in the field of domestic violence and stalking as well as practice-oriented offers within the framework of integration assistance.

<https://www.fuersoziales.de/>

- **Fundacja Samodzielni Robinsonowie** is a polish youth-focused non-profit organization established in 2014, to support young people at risk of social exclusion. Fundacja Samodzielni Robinsonowie develops and directs programs aimed at young people from institutions and foster homes, to help them make a successful transition from institutional care to an independent living.

<https://www.fundacjarobinson.org.pl/>

- **Liberi** (*University of Girona*) is a children, youth and community research group, led by Dr Carme Montserrat and Dr Pere Soler. It is part of the educational research institute (IRE) of the Universitat de Girona (Catalonia, Spain). The work and action of this research group focuses on children's and youth policies, focusing attention on the situations of vulnerability suffered by some of the children and young people and delving into the community development that can make the deployment of specific public policies possible.

www.udg.edu/liberi

- **La Juganera** is a non-profit cooperative specialized in board games. Promoting the culture of gaming as a healthy leisure and as a tool for innovative education is the organizations main goal. The organization offers a store as well as an online board game store, where they provide training on Game Based Learning. Furthermore they are developing and creating games themselves.

<https://lajuganera.cat/>

2. Intention of the boardgame guidelines - innovation and practicality

The main purpose of the guidelines is to be a useful tool for youth workers for choosing good and useful board games for young people living in residential care

Methodology of developing the boardgame guidelines

The Domus Ludens partnership includes 3 partners with expertise in residential care. They conducted research in their respective countries with institutions to examine the role board games play in taking care of young people in foster families. Through taking surveys, sending out questionnaires and interviewing youth workers and youth themselves they created an in-depth diagnosis of their needs, preferences but also limitations and objections towards board games and free play in general.

The research has been validated and deepened by the expert on board games, La Juganera, and with that method partners were able to create a list of best games that will suit the unique situation of the beneficiaries.

Criteria for the Selection of games

In order to create a compact set of games that well addresses the needs of beneficiaries, partners chose several criteria that the final selection needed to fulfill. First and foremost,

1. Each game had to be **available** in every partner's country with instructions translated to their native language.
2. They also had to be **well renowned** in the gaming community, preferably widely known, enough so that most youth workers played it or at least have heard of it. Favorable critics' reviews, enthusiastic players' opinions and maybe some nominations or awards help ensure positive experience for both youth workers and YIRC.
3. Finally, all games had to together create a **diverse portfolio** of titles. Selected games vary in their length of duration, difficulty, genre and also skills that players need to put to use in order to win. Thanks to the heterogeneity of games, youth workers are able to engage and support more YIRC and help them improve more aspects of their life, starting with facilitating simple, social fun.

3. How does the Board Game Template work?

Board game template is supposed to help you find all information crucial to making the right choice in fitting the game to the group and situation.

SUSHI GO!

BASIC PARAMETERS OF THE GAME



GENERAL INFORMATION

Name of the Game: **Sushi go!**
 Author: **Phil Walter-Harding**
 Original editorial: **Gamewright**
 More information: <https://boardgamegeek.com/boardgame/133473/sushi-go>



PRELIMINARY INFORMATION

Duration: **15 min**
 Number of players: **2-5**
 Appropriate age: **8+**

SIZE OF THE BOX
 Pocket size

DYNAMICS OF THE GAME
 Competitive

COMPLEXITY OF RULES
 Medium

BRIEF SUMMARY

Pass the sushi! In this fast-paced card game, the goal is to catch the best combination of sushi dishes on the fly. You can earn points if you eat more maki than the others, or if you get a sashimi trio. Soak your favorite nigiri in wasabi sauce and triple its value. But make sure you have a little belly left for dessert, because otherwise you won't have to eat your points!
 Get more points than anyone and you will be the king of sushi.

APPLIED SKILLS

- Memory
- Tactical, strategic and causal thinking
- School competences
- Risk management

OTHER OBSERVATIONS

A very dynamic and easy to explain game where you can work on the mental calculation of small quantities, memory and the ability to observe.

NAME AND ILLUSTRATION OF ELEMENTS

CHARACTERISTICS OF THE GAME

BASIC INFORMATION ABOUT THE GAME – STORY ETC

GAME DESCRIPTION: MECHANICS

SKILLS DEVELOPED WHILE PLAYING

ADDITIONAL SUGGESTIONS

ADDITIONAL SUGGESTIONS

TOP 20 BOARD GAMES FOR RESIDENTIAL CARE | **BOARD GAME SHEETS**

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4. Glossary of specific skills addressed by various games

Besides fun and entertainment, games bring many benefits to players. Each game sheet includes a section enumerating specific skills that players use and perfect during gameplay of each specific game. Those skills are as follows:

- **Language:** Language acquisition is the process by which humans acquire the capacity to perceive and comprehend language, as well as to produce and use words and sentences to communicate. In games language capabilities are activated while explaining rules or having rules explained to you, while communicating with your teammates, while negotiating with your opponents and during many other processes.
- **Memory:** Memory is the faculty of the brain by which data or information is encoded, stored, and retrieved when needed. Board game players have their memory developed by remembering rules, remembering their opponents' moves in previous turns, remembering outcomes of their strategies during previous matches etc
- **Tactical, strategic and causal thinking:** Causal reasoning is the ability to see a connection between a cause and its effect. Strategic thinking is simply an intentional and rational thought process that focuses on the analysis of critical factors and variables that will influence the long-term success of an endeavour. Board games are perfect to train these abilities, as each action of a player is met with almost immediate consequence.
- **Creativity:** Creativity is an ability to make something somehow new and valuable. Board games promote creativity by giving opportunities to implement innovative strategies, try new things, think outside the box. Some that are on more of an artistic side make space for creativity in a conventional way of speaking, like encouraging drawing etc.
- **School competences:** School competences are a combination of desired knowledge and abilities that one needs to possess in order to perform successfully in professional, educational and other life contexts on a basic level. Board games help polish those abilities by giving written instructions, requiring mental calculations, bringing players into contact with maps, historical facts, economical ideas etc.
- **Problem solving:** Problem solving is the act of defining a problem, determining the cause of it and selecting alternatives for a solution. Each board game match is a new problem to solve, a new puzzle to decipher, thus playing board games train players in developing and applying diverse and advanced problem solving skills.
- **Motoric skills/ responsiveness:** A motoric skill is a learned ability to cause an intended movement outcome with maximum certainty. Board games support those skills by featuring usually small elements (fine motor skills). Some require precision or fast movements, which boosts hand-eye coordination.
- **Impulse control:** Impulse control is an ability to choose adequate reactions even while experiencing strong emotions. Board games are famous to be a very powerful emotional catalyst. In the process of playing one trains oneself to restrain one's reactions, keep calm, measure expression of emotions. Especially during games that base the success on effective bluffing or negotiating with opponents, advanced impulse control is needed.
- **Expressing and Recognizing Emotions:** In the course of playing a board game participants experience emotions. The stronger the emotion the bigger influence it has on tactical decisions. Hence, a successful player has to recognize their emotions, properly identify the source of these emotions and choose their reaction. This activity trains board game players in expressing emotions and prepares them to recognize similar emotional states in others.
- **Risk management:** Risk is an action involving exposure to danger. Even virtual threats like losing points or getting your pawn blocked feels real once player is immersed in the world of the game. However sometimes only a daring move can tip the scale, so players overtime get more and more comfortable with taking risks.
- **Conflict management:** Conflict is an incompatibility of goals. It's a vital component of every game. On that account, taking part in any sort of board game bears inevitable confrontation with conflict, consequently accustoming participants to dealing with opposing objectives. The more competitive the game the more advanced conflict management skills are required in order to win but also keep the peace.
- **Negotiation:** is a communication process between two or more players aiming to reach an agreement. While some games give no room to this skill (at least not within the intended mechanics) others rely heavily almost exclusively on the ability to make deals with opponents.

- **Calculations:** To calculate means to determine mathematically the answer using logic, reason or common sense. Almost every game requires players to do some mental calculations, whether we need to make a rough estimate of a number of cards left in a deck or assess a probability of a certain move from a certain opponent.
- **Active listening:** Listening means giving attention to and processing a sound. In games, some more than others, it helps immensely to listen to your co-players/ opponents in order to draw conclusions about their upcoming strategy, the state of their resources and the level of their stress.
- **Observation:** The process of active acquisition of information (observation) is crucial in every successful player.

It involves careful, intentional searching supported by proficiency and experience.

- **Focus/ Patience/ Concentration:** Board game matches are one of rare occasions these days that encourage and often require our full attention. The more complex and versatile the game is the more it trains players to attain new levels of patience, undivided focus and unbreakable concentration.

Our selection of 20 games has been chosen to stimulate these skills. Some provide a holistic developmental experience while others focus on and support very specific sets of skills.

5. Board game sheets

1	6 NIMMT	competitive
2	BONHANZA	competitive
4	CARCASSONNE	competitive
3	CATAN	competitive
5	CODENAMES PICTURES	Competitive by teams
6	DIXIT ODYSSEY	competitive
7	FORBIDDEN ISLAND	cooperative
8	GHOST BLITZ	competitive
9	INCAN GOLD	competitive
10	JUNGLE SPEED	competitive
11	JUST ONE	cooperative
12	LOVE LETTER	competitive
13	MAGIC MAZE	cooperative
14	THE MIND	cooperative
15	THE RESISTENCE - AVALON	competitive by teams
17	SABOTEUR	competitive by teams
18	SPOT IT	competitive
19	SUSHI GO	competitive
16	TICKET TO RIDE EUROPA	competitive
20	VIRUS	competitive

6 NIMMT!



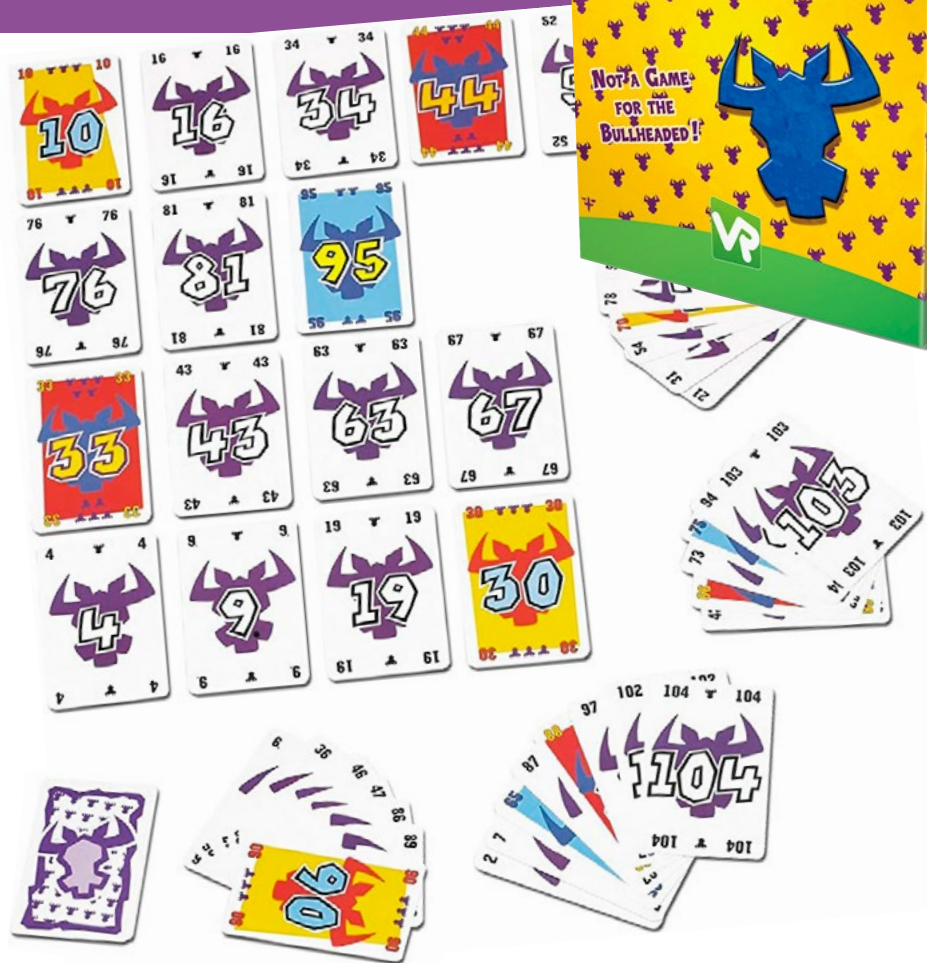
GENERAL INFORMATION

Name of the Game:
6 Nimmt!

Author: **Wolfgang Kramer**

Original editorial: **AMIGO**

More information:
<https://boardgamegeek.com/boardgame/432/6-nimmt>



PRELIMINARY INFORMATION

Duration: **45 min**

Number of players: **2-10**

Appropriate age: **8+**

SIZE OF THE BOX

Pocket size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

Low

BRIEF SUMMARY

6 takes! is a card game in which the goal is to cleverly lay down your own playing cards so that you get as few bulls (negative points) as possible. Each player forms his own discard pile from the rows of cards he has picked up. The players collect cards over ten rounds until all cards have been played. The winner is then the player who has collected the fewest bulls overall.

APPLIED SKILLS

- Calculation
- Observation

OTHER OBSERVATIONS

The Game is highly unpredictable which makes for an exciting experience.

BOHNANZA

GENERAL INFORMATION

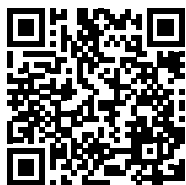
Name of the Game: **Bohnanza**

Author: **Uwe Rosenberg**

Original editorial: **Amigo**

More information:

<https://www.boardgamegeek.com/boardgame/11/bohnanza>



PRELIMINARY INFORMATION

Duration: **45 min**

Number of players: **3-5**

Appropriate age: **12+**

SIZE OF THE BOX

Pocket size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

Low

BRIEF SUMMARY

Collect and plant different types of beans to profit off of your crops. But beware! You only make been-money if your field is full. The only way to get rid of spare cards is to plant them or exchange them with other players. Bargain with your opponents to gather the fruits of your labor. Plant, grow and go!

APPLIED SKILLS

- Negotiation
- Language
- Memory
- Calculation
- Impulse control

OTHER OBSERVATIONS

This game relies heavily on negotiation skills. Due to high randomness players can't plan too much ahead so the only way to win are successful exchanges.

CARCASSONNE

GENERAL INFORMATION

Name of the Game: **Carcassonne**

Author: **Klaus Jürgen Wrede**

Original editorial: **Hans in Glück**

More information:

<https://boardgamegeek.com/boardgame/822/carcassonne>



PRELIMINARY INFORMATION

Duration: **30-45 min**

Number of players: **2-5**

Appropriate age: **7+**

SIZE OF THE GAME

Medium size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

Medium

BRIEF SUMMARY

Carcassonne is a game that takes place in medieval France. It consists of shared terrain tiles and a set of pawns for each player. Players build roads, cities and monasteries and employ their pawns as thieves, knights, monks or farmers. Each gameplay gives an opportunity to create a unique landscape.

APPLIED SKILLS

- Calculation
- Observation
- Memory
- Problem solving
- Focus/ Patience/ Concentration

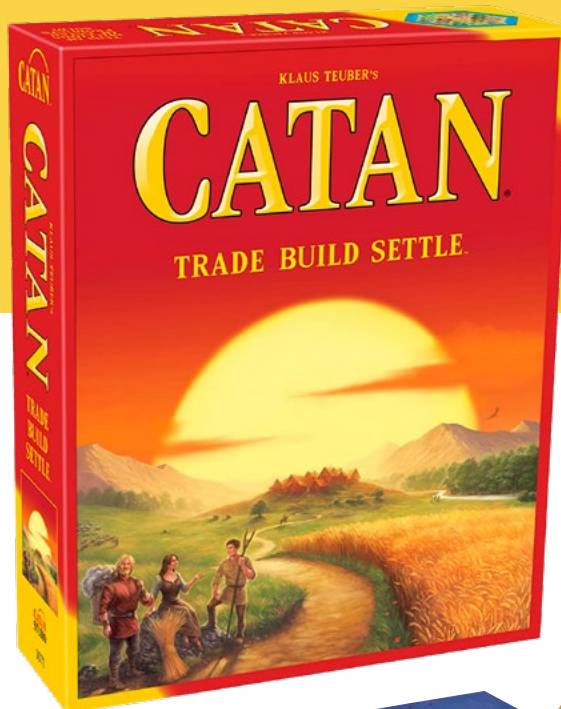
OTHER OBSERVATIONS

The terrain grows with each move so turns take longer as game progresses, since players have more options to consider.

There are many expansion packs created, so overtime you can add them to the collection, mix and match and play your favorite version of the game.

Game gives room for some pretty confrontational strategies. It is advised to first model a more neutral, gentler approach and in case some players opt for a more aggressive way of playing to frame it as "competitive" and not "mean".

CATAN



GENERAL INFORMATION

Name of the game: **Settlers of Catan**

Author: **Klaus Teuber**

Original editorial: **KOSMOS**

More information:

<https://boardgamegeek.com/boardgame/13/catan>



PRELIMINARY INFORMATION

Duration: **60-120 min**

Number of players: **3-4**

Appropriate age: **10+**

SIZE OF THE BOX

Big size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

High

BRIEF SUMMARY

In **CATAN** (formerly **The Settlers of Catan**), players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players build by spending these resources. Points are accumulated by building settlements and cities, having the longest road and the largest army, and gathering development cards that award victory points. The player that is the first to gather 10 points – wins.

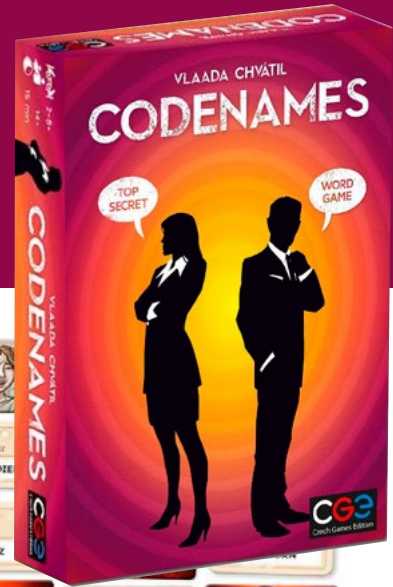
APPLIED SKILLS

- Negotiation
- Tactical, strategic and causal thinking
- Problem solving
- Focus / Concentration / Patience
- Observation

OTHER OBSERVATIONS

The game has a good chance/ strategy balance, which is why it employs many different skills.

CODENAMES PICTURES



GENERAL INFORMATION

Name of the Game: **Codenames Pictures**

Author: **Vlaada Chvátil**

Original editorial:
Czech Games Edition

More information:
<https://boardgamegeek.com/boardgame/198773/codenames-pictures>



PRELIMINARY INFORMATION

Duration: **15 min**

Number of players: **2-8**

Appropriate age: **10+**

SIZE OF THE BOX
Medium size

DYNAMICS OF THE GAME
Competitive by teams /
Cooperative (optionally)

COMPLEXITY OF RULES
Low

BRIEF SUMMARY

A game for spy teams, clues and word games.

In **'Secret Code'** only the heads of spies will know which images correspond to their agents. The rest of the team will only have to find them with clues consisting of a word and a number. But they must avoid pointing to the pictures of the opposing team and, above all, the killer.

APPLIED SKILLS

- Language
- Active listening

- Memory
- Tactical, strategic and causal thinking
- Creativity
- School competences
- Problem solving
- Risk management

OTHER OBSERVATIONS

Teams that have players who have known each other for longer generally do better as they can use their inside jokes and shared experiences to communicate more efficiently.

DIXIT

GENERAL INFORMATION

Name of the game: **Dixit Odyssey**

Author: **Jean-Louis Roubira**

Original editorial: **Libellud-Asmodee**

More information:

<https://boardgamegeek.com/boardgame/92828/dixit-odyssey>



PRELIMINARY INFORMATION

Duration: **40 min**

Number of players: **3-12**

Appropriate age: **8+**

SIZE OF THE BOX

Big size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

LEARNING EFFORT

Medium

BRIEF SUMMARY

Each turn one player is the storyteller. This player secretly chooses one card in his hand, then gives a word or sentence to describe this card. Each other player chooses a card in hand that matches this word/sentence and gives it to the storyteller. Then, from mixed cards each player tries to determine the original card from the storyteller.

APPLIED SKILLS

- Language
- Creativity
- Active listening
- Observation
- Focus/ Patience/ Concentration

OTHER OBSERVATIONS

Dixit Odyssey is a completely different experience from anything you can find in other board games. It is an invitation to a journey through the minds of the players, where surprises and secrets are hidden.

Cards are beautifully painted, truly unique and inspiring designs.

While the box itself is big, once you know the rules you can only carry around the deck of cards, and switch from big box to a pocket size game.

FORBIDDEN ISLAND

GENERAL INFORMATION

Name of the Game: **Forbidden island**

Author: **Matt Leacock**

Original editorial: **Gamewright**

More information:

<https://www.boardgamegeek.com/boardgame/65244/forbidden-island>



PRELIMINARY INFORMATION

Duration: **30 min**

Number of players: **2-4**

Appropriate age: **10+**

SIZE OF THE BOX

Medium size

DYNAMICS OF THE GAME

Cooperative

COMPLEXITY OF RULES

High

BRIEF SUMMARY

Dare to discover the **Forbidden Island!** Join an intrepid group of adventurers on a mission to capture the four sacred treasures of this dangerous paradise. Forbidden Island is an exciting cooperative game in which players try to get the treasures and escape from a mythical mysterious island, before the waters completely cover it.

APPLIED SKILLS

- Language
- Tactical, strategic and causal thinking:
- Risk management
- Conflict management
- Negotiation

GHOST BLITZ

GENERAL INFORMATION

Name of the Game: **Ghost blitz**

Author: Jacques **Zeimet**

Original editorial: **999 Games**

More information:

<https://boardgamegeek.com/boardgame/83195/ghost-blitz>



PRELIMINARY INFORMATION

Duration: **10 min**

Number of players: **2-8**

Appropriate age: **8+**

SIZE OF THE BOX

Pocket size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

Low

BRIEF SUMMARY

In this card game, a player uncovers the top card of the deck so that everyone can see it. Then, all players must try to pick up the object that is painted in the correct color on the card: the first one to pick it up will keep the card as a prize. If neither of the two items on the card is the correct color, they must pick up the item that does not appear on the card, neither in shape nor in color. At the end of the game, whoever has the most cards will be the winner.

APPLIED SKILLS

- Motoric skills
- Observation
- Focus/ Patience/ Concentration

OTHER OBSERVATIONS

Due to a physical aspect of the competition the game is highly excitable.

INCAN GOLD



GENERAL INFORMATION

Name of the Game: **Incan Gold**

Author: **Bruno Faidutti, Alan R. Moon.**

Original editorial: **Eagle-Gryphon Games** and others

More **information:**

<https://www.boardgamegeek.com/boardgame/15512/diamant>



PRELIMINARY INFORMATION

Duration: **30 min**

Number of players: **3-8**

Appropriate age: **8+**

SIZE OF THE BOX

Pocket size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

Low

BRIEF SUMMARY

Go down the hall of the forgotten Incan pyramid to find precious diamonds and ancient artifacts or ... a venomous snake! Will you collect the most treasures of all adventurers? Push your luck and get out on time to find out!

APPLIED SKILLS

- Risk management
- Calculation
- Observation
- Impulse control

OTHER OBSERVATIONS

This game is very exciting due to the high randomness and almost all-or-nothing reward system. Quick rounds make room for strategy adjustment and fast learning opportunity. However, winning tactics vary depending on opponents' decisions, so in order to collect the most treasures each player needs to observe other players and adjust.

JUNGLE SPEED

GENERAL INFORMATION

Name of the Game: **Jungle Speed**

Author: Thomas **Vuarchex**, **Pierrick Yakovenko**

Original editorial: **Asmodee**

More information:

<https://boardgamegeek.com/boardgame/8098/jungle-speed>



PRELIMINARY INFORMATION

Duration: **15 min**

Number of players: **2-12**

Appropriate age: **7+**

SIZE OF THE BOX

Pocket size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

Low

BRIEF SUMMARY

A very fun and dynamic game in which you will need reflexes and a very good sense of observation. The players show their cards one after the other. If two players see a card with the same shapes drawn... There is a duel: the fastest to take the totem gives the cards to the opponent. To win you have to be the first player to run out of cards.

APPLIED SKILLS

- Motoric skills/ responsiveness
- Memory
- Impulse control

OTHER OBSERVATIONS

This game excites players a lot.

JUST ONE

GENERAL INFORMATION

Name of the Game: **Just One**

Author: **Bruno Sautter, Ludovic Roudy**

Original editorial: **Repos Production**

More information:

<https://boardgamegeek.com/boardgame/254640/just-one>



PRELIMINARY INFORMATION

Duration: **20 min**

Number of players: **3-7**

Appropriate age: **8+**

SIZE OF THE BOX

Medium size

DYNAMICS OF THE GAME

Cooperative

COMPLEXITY OF RULES

Low

BRIEF SUMMARY

Collaborate together to discover as many mysterious words as possible.

Just One is a cooperative pun. A player has to guess a word that the other players know. These players will write a word that they think can help their partner guess it.

The game forces you to look for original clues so as not to match the rest of the players. But if you're too original, it may not be a good enough track...

A highly recommended party game, agile and fun.

APPLIED SKILLS

- Language
- Creativity
- School competences
- Risk management

LOVE LETTER

GENERAL INFORMATION

Name of the Game: **Love Letter**

Author: **Seiji Kanai**

Original editorial: **Alderac Entertainment Group**

More information:
<https://boardgamegeek.com/boardgame/129622/love-letter>



PRELIMINARY INFORMATION

Duration: **20 min**

Number of players: **2-4**

Appropriate age: **10+**

SIZE OF THE BOX

Pocket size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

Medium

BRIEF SUMMARY

A simple, interesting and fast letter of love, deception and deduction.

During the game, you will need to play your cards in order to eliminate the remaining players from the round.

You're a suitor, try to get your love letter to the princess. Unfortunately, she's locked up in her palace, so you have to trust the middlemen to get your message across. Throughout the game, you will keep a secret card in your hand, which represents who will carry your message

of love to the princess. You will need to make sure that the person closest to the princess has your letter to deliver at the end of the day.

APPLIED SKILLS

- Language
- Tactical, strategic and causal thinking
- Risk- conflict management

MAGIC MAZE



GENERAL INFORMATION

Name of the Game: **Magic Maze**

Author: **Kasper Lapp**

Original editorial: **Sit Down!**

More information:

<https://boardgamegeek.com/boardgame/209778/magic-maze>



PRELIMINARY INFORMATION

Duration: **15 min**

Number of players: **2-8**

Appropriate age: **8+**

SIZE OF THE BOX

Big size

DYNAMICS OF THE GAME

Cooperative

COMPLEXITY OF RULES

Medium

BRIEF SUMMARY

Magic Maze is a real-time cooperative game. Each player can control any hero with specific abilities. They can communicate for short periods during the game; the rest of the time, they have to play without giving any visual or audio cues. If all the heroes manage to get out of the maze in the limited time allotted for the game, as each of them has stolen a very specific item, they will all win together.

APPLIED SKILLS

- Language
- Memory

- Negotiation
- Tactical, strategic and causal thinking
- Problem solving
- Impulse control
- Risk management
- Conflict management

OTHER OBSERVATIONS

While you can play 1 to 8 players, the game actually works much better when you play 3 to 5 players.

This is an ideal game for when you want to work on collaboration and group cohesion.

THE MIND

GENERAL INFORMATION

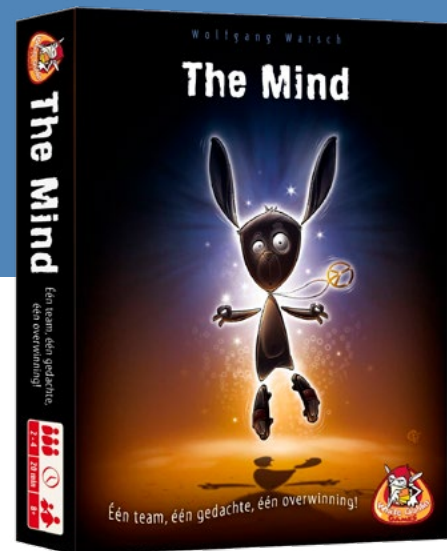
Name of the Game: **The Mind**

Author: **Don Eskridge**

Original editorial: **Indie Boards & Cards**

More information:

<https://boardgamegeek.com/boardgame/244992/mind>



PRELIMINARY INFORMATION

Duration: **20 min**

Number of players: **2-4**

Appropriate age: **8+**

SIZE OF THE BOX

Pocket size

DYNAMICS OF THE GAME

Cooperative

COMPLEXITY OF RULES

Low

BRIEF SUMMARY

The Mind is more than just a game; it's an experiment, a simple and great team experience.

You must pass all levels to win the game. You will need to connect your minds and thoughts in order to sort the number cards, but you will not be able to exchange information.

The Mind is a curious cooperative card game where intuition plays an important role.

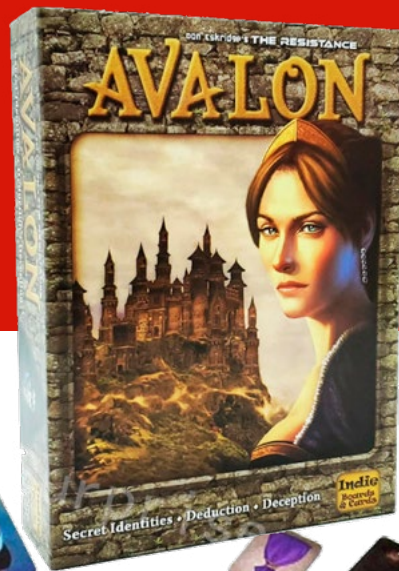
APPLIED SKILLS

- Memory
- Impulse control
- Risk management
- Conflict management

OTHER OBSERVATIONS

The game is recommended for up to 4 players but, except for the higher levels (where there are not enough cards), it is perfectly 'playable' to 5, 6 or even more players.

THE RESISTANCE: AVALON



GENERAL INFORMATION

Name of the Game:

The resistance: Avalon

Author: **Don Eskridge**

Original editorial:

Indie Boards & Cards

More information:

<https://boardgamegeek.com/boardgame/128882/resistance-avalon>



PRELIMINARY INFORMATION

Duration: **30 min**

Number of players: **5-10**

Appropriate age: **12+**

SIZE OF THE BOX

Medium size

DYNAMICS OF THE GAME

Competitive by teams

COMPLEXITY OF RULES

Medium

BRIEF SUMMARY

An interesting hidden role play, deception and betrayal where nothing is what it seems.

Some players will be good and some bad. Together, it will be necessary to carry out successful missions. If three missions are successful, they will win the bonuses. If it fails, the bad guys will win.

APPLIED SKILLS

- Expressing/ recognizing emotions
- Language
- Memory
- Tactical, strategic and causal thinking

- Impulse control
- Risk management
- Conflict management

OTHER OBSERVATIONS

Good game to encourage conversation and oral expression, as accusing and defending oneself from accusations is a must to play. Getting players to state their views and argue the strategies they are following.

The tension coming from not fully knowing your allies and opponents creates a great deal of excitement.

SABOTEUR



GENERAL INFORMATION

Name of the Game: **Saboteur**

Author: **Frédéric Moyersoen**

Original editorial: **Amigo**

More information:

<https://www.boardgamegeek.com/boardgame/9220/saboteur>



PRELIMINARY INFORMATION

Duration: **30 min**

Number of players: **3-10**

Appropriate age: **8+**

SIZE OF THE BOX

Pocket size

DYNAMICS OF THE GAME

Competitive in teams

COMPLEXITY OF RULES

Low

BRIEF SUMMARY

You are in a team of dwarves digging a tunnel towards gold. But wait, someone is sabotaging here! Maybe it's you? Or maybe you are all digging just to discover a worthless piece of coal? Who knows? Grab the pickaxe and find out!

APPLIED SKILLS

- Expressing/ recognizing emotions
- impulse control
- Conflict management
- Observation

OTHER OBSERVATIONS

The main goal in this game is to successfully bluff your way through it. Every player has means to, directly or indirectly, obstruct the work of another player through tunnel cards or tool cards so no one is safe from being blocked for a round or even an entire gameplay. It's a game of building but mostly a game of guessing who is on your team, whether you're a righteous dwarf or a saboteur.

SPOT IT!

GENERAL INFORMATION

Name of the Game: **Spot it!**

Author: **Denis Blanchot, Jacques Cottureau**

Original editorial: **Asmodee**

More information:

<https://boardgamegeek.com/boardgame/63268/spot-it>



PRELIMINARY INFORMATION

Duration: **10 min**

Number of players: **2-8 players**

Appropriate age: **6+**

SIZE OF THE BOX

Pocket size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

Low

BRIEF SUMMARY

SPOT IT! it is a card game based on speed, observation and reflexes. Players compete to find the matching symbol between the cards. It has five different game modes, based on the same mechanics.

APPLIED SKILLS

- Memory
- Motoric skills
- Observation

OTHER OBSERVATIONS

This is the ideal game to break the ice as it is very fun and exciting.

SUSHI GO!

GENERAL INFORMATION

Name of the Game: **Sushi Go!**

Author: **Phil Walter-Harding**

Original editorial: **Gamewright**

More information:

<https://boardgamegeek.com/boardgame/133473/sushi-go>



PRELIMINARY INFORMATION

Duration: **15 min**

Number of players: **2-5**

Appropriate age: **8+**

SIZE OF THE BOX

Pocket size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

Medium

BRIEF SUMMARY

Pass the sushi! In this fast-paced card game, the goal is to catch the best combination of sushi dishes on the fly. You can earn points if you eat more maki than the others, or if you get a sashimi trio. Soak your favorite nigiri in wasabi sauce and triple its value. But make sure you have a little belly left for dessert, because otherwise you won't have to eat your points!

Get more points than anyone and you will be the king of sushi.

APPLIED SKILLS

- Memory
- Tactical, strategic and causal thinking
- School competences
- Risk management

OTHER OBSERVATIONS

A very dynamic and easy to explain game where you can work on the mental calculation of small quantities, memory and the ability to observe.

TICKET TO RIDE

GENERAL INFORMATION

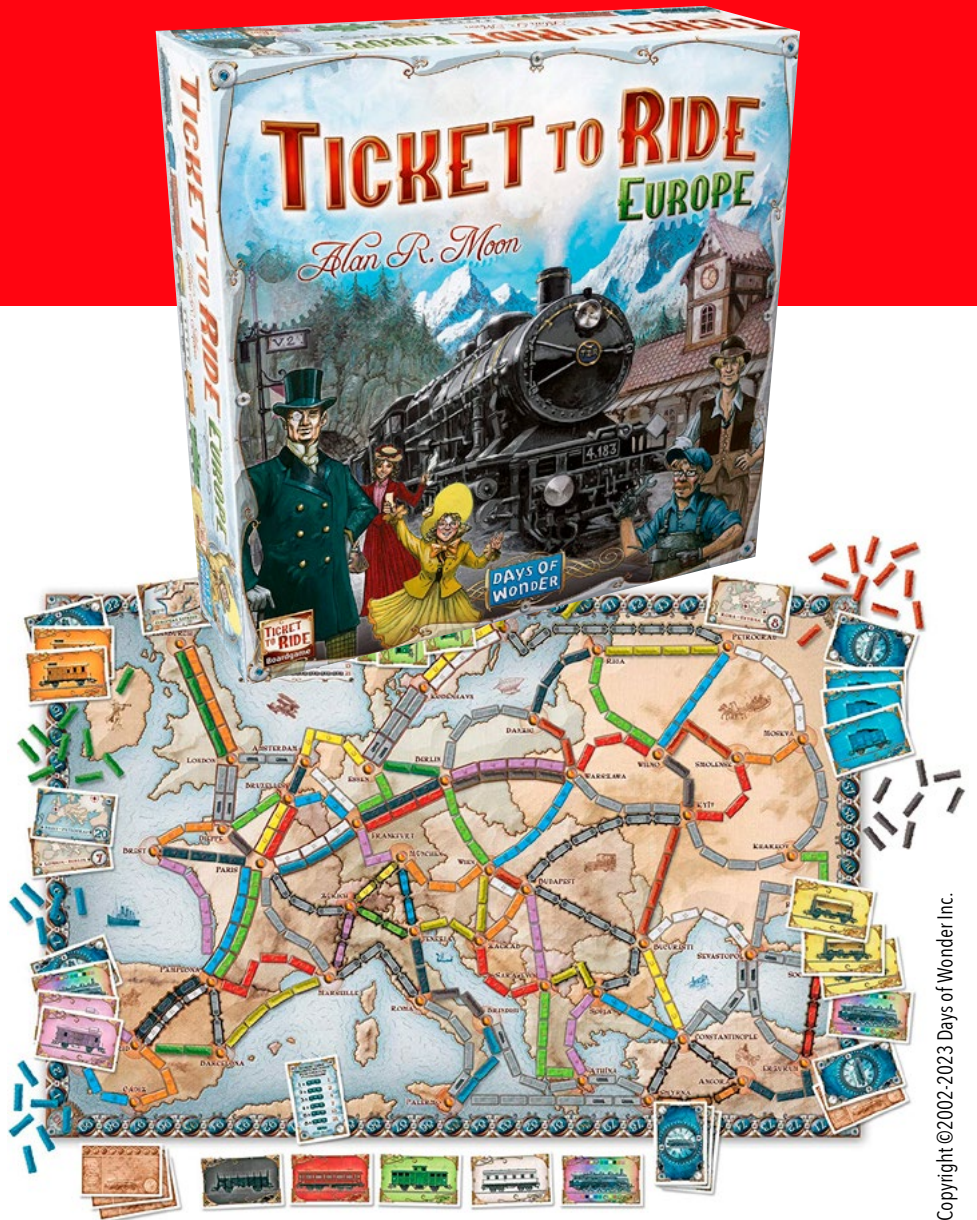
Name of the Game: **Ticket to Ride**

Author: **Alan R. Moon**

Original editorial: **Days of Wonder**

More information:

<https://boardgamegeek.com/boardgame/14996/ticket-ride-europe>



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PRELIMINARY INFORMATION

Duration: **30-60 min**

Number of players: **2 - 5**

Appropriate age: **8+**

SIZE OF THE BOX

Medium size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

Medium

BRIEF SUMMARY

Ticket to Ride Europe a nostalgic experience of an adventurous ride across Europe. The players collect matching cards of different types of wagons and try to connect many cities by making clever use of the railway lines, ferries and tunnels on the map of the Old Land.

APPLIED SKILLS

- Calculation
- Tactical, strategic and causal thinking
- Observation
- Problem solving

VIRUS



GENERAL INFORMATION

Name of the game: **Virus**

Authors: **Domingo Cabrero, Carlos López and Santi Santisteban**

Original editorial: **Tranjis games**

More information:

<https://boardgamegeek.com/boardgame/180020/virus>



PRELIMINARY INFORMATION

Duration: **20 min**

Number of players: **3-6**

Appropriate age: **8+**

SIZE OF THE BOX

Pocket size

DYNAMICS OF THE GAME

Competitive

COMPLEXITY OF RULES

Low

BRIEF SUMMARY

Experimental virus outbreaks have escaped the lab and only you can stop them! Face the pandemic and compete to be the first to eradicate the virus by isolating a healthy body. Ethical or not, all means at your reach are valid to achieve victory. Use your wits to boycott your rivals' efforts and win.

APPLIED SKILLS

- Observation
- Creativity
- Focus/ Patience/ Concentration
- Problem solving

OTHER OBSERVATIONS

It is a simple and fast game to play, so it is perfect for adults as well as children. It is highly random, so some luck is needed to win.

	Language	Memory	Tactical, strategic and causal thinking	Creativity	School competences	Problem solving	Motoric skills	Impulse control	Expressing/ Recognizing emotions	Risk management	Conflict management	Negotiation	Calculations	Active listening	Observation	Focus/ Patience/ Concentration
1 6 NIMMT													●		●	
2 BONHANZA	●	●						●				●	●			
3 CARCASSONNE		●				●							●		●	●
4 CATAN			●			●						●			●	
5 CODENAMES PICTURES	●	●	●	●	●	●				●				●		
6 DIXIT ODYSSEY			●	●										●	●	●
7 FORBIDDEN ISLAND	●		●							●	●	●				
8 GHOST BLITZ							●								●	●
9 INCAN GOLD								●					●		●	
10 JUNGLE SPEED		●					●	●								
11 JUST ONE	●			●	●					●						
12 LOVE LETTER		●	●													
13 MAGIC MAZE	●	●	●			●		●		●	●	●				
17 THE MIND		●						●		●	●					
18 THE RESISTENCE - AVALON	●	●	●					●	●	●	●					
14 SABOTEUR								●	●		●				●	
15 SPOT IT		●					●								●	
16 SUSHI GO		●	●		●					●						
19 TICKET TO RIDE EUROPA			●		●	●							●		●	
20 VIRUS				●		●									●	●