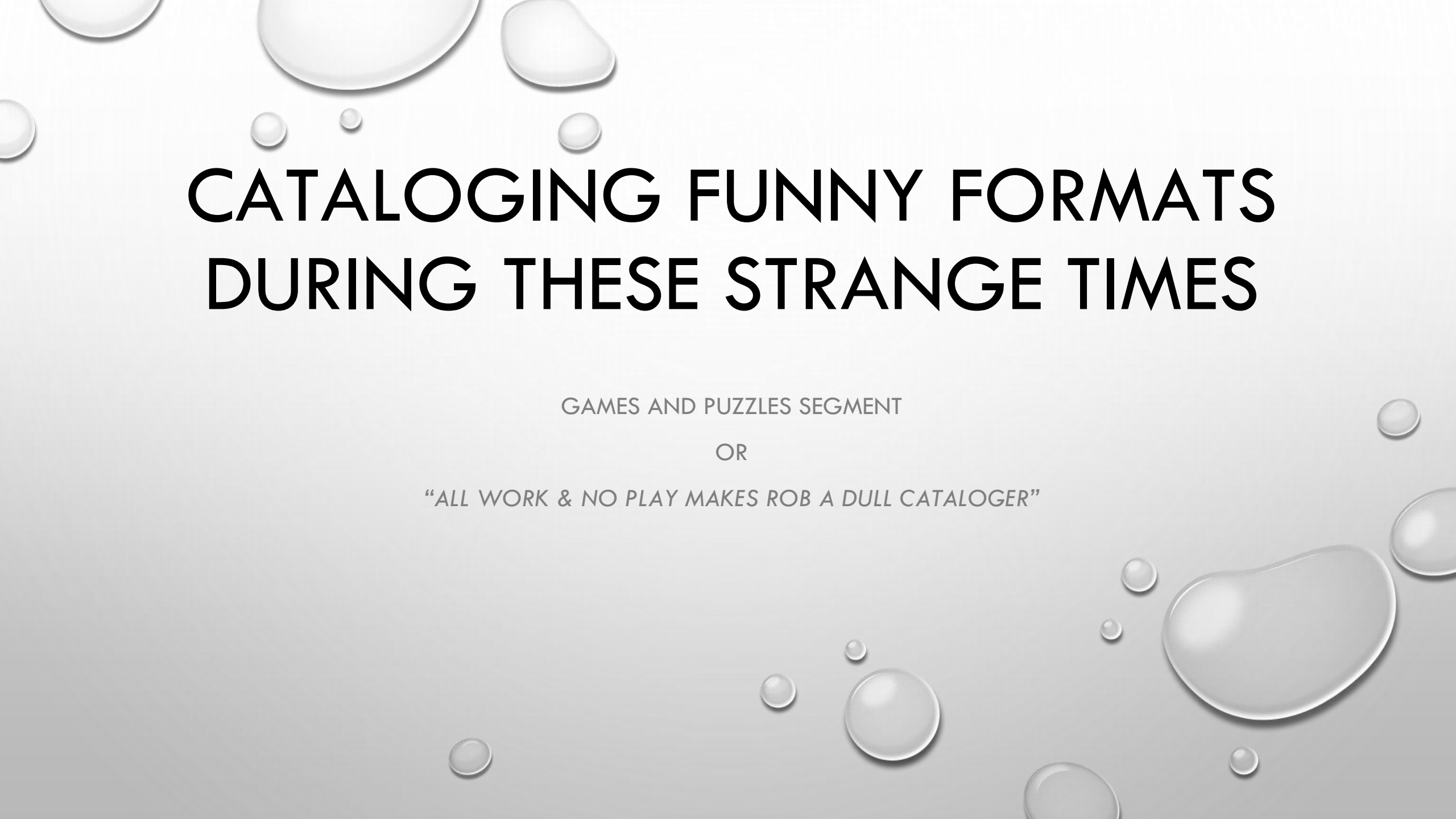


The background of the entire slide is a light gray gradient. It is decorated with numerous water droplets of various sizes, some of which are large and prominent, while others are small and subtle. The droplets are rendered with soft shadows and highlights, giving them a three-dimensional appearance.

CATALOGING FUNNY FORMATS DURING THESE STRANGE TIMES

GAMES AND PUZZLES SEGMENT

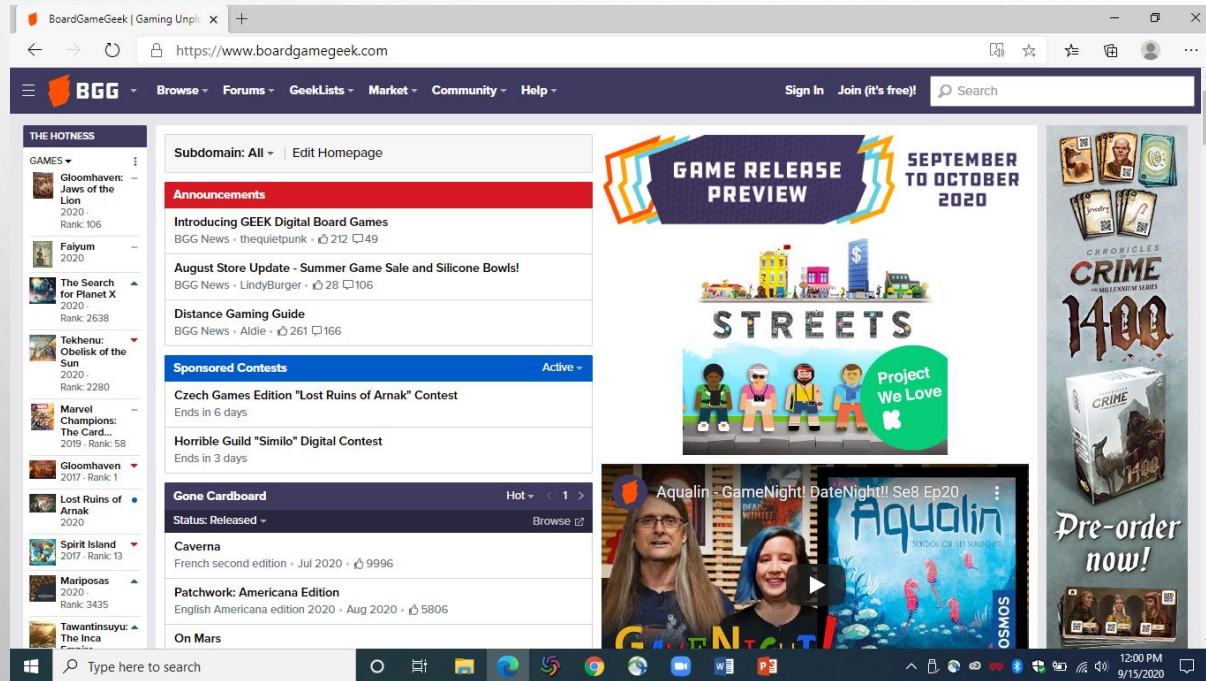
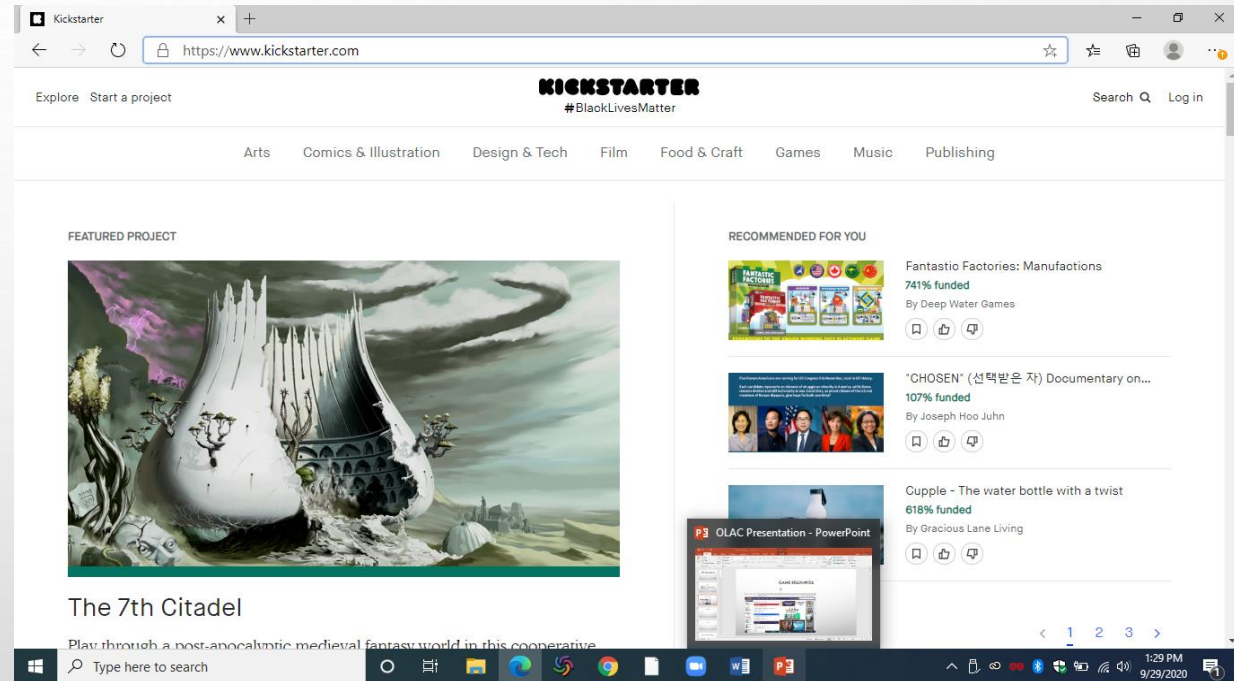
OR

“ALL WORK & NO PLAY MAKES ROB A DULL CATALOGER”

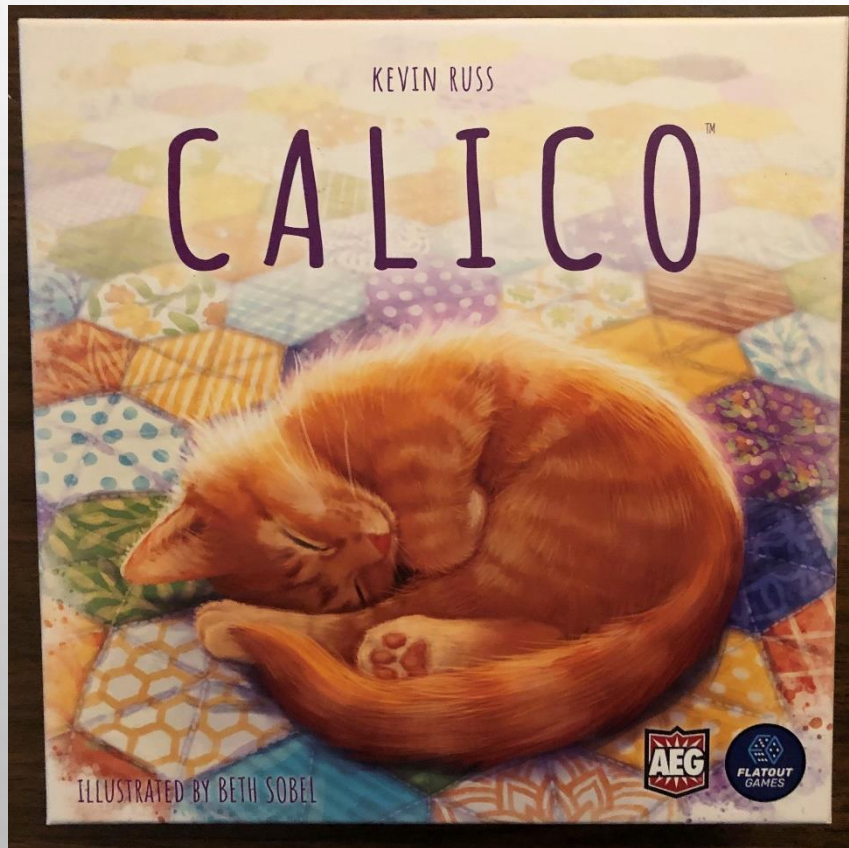
FIXED FIELDS

- Type: r (Three-dimensional artifact or naturally occurring object)
- TMat: g (Game)
  - RDA: A resource designed for play according to prescribed or implicit rules and intended for recreation or instruction.
  - OCLC BF&S: Items or sets of items designed for play according to prescribed rules and intended for recreation or instruction. Includes puzzles and simulations.

RESOURCES FOR CATALOGING GAMES



BOARD GAMES



Type r	Elvl	Srce d	Audn	Cntrl	Lang eng
Blvl m	Form	GPub	Time nnn	MRec	Ctry nvu
Desc i	TMat g	Tech n	DtSt s	Dates 2020, ____	
040	XXX	⌘b eng	⌘e rda	⌘c XXX	
024 1_	729220062109				
028 50	6210	⌘b AEG			
049	XXX				
245 00	Calico /	⌘c Kevin Russ.			
264 _1	[Seattle, Washington] :	⌘b Flatout Games,	⌘c [2020]		
264 _1	Henderson, NV :	⌘b Alderac Entertainment Group,	⌘c [2020]		
264 _4	⌘c ©2020				
300	1 game (4 dual-layer quilt boards, 108 patch tiles, 80 cat tokens, 52 button tokens, 24 design goal tiles, 5 double-sided cat scoring tiles, 6 black & white patch titles, 1 scorepad, 1 tile bag, 1 master quilter tile, 1 button scoring tile, 1 rulebook) :	⌘b cardboard, paper, cloth, color ;	⌘c in container 24 x 24 x 7 cm		
336	three-dimensional form	⌘b tdf	⌘2 rdacontent		
337	unmediated	⌘b n	⌘2 rdamedia		
338	object	⌘b nr	⌘2 rdacarrier		
340	cardboard	⌘2 rdamat			
340	paper	⌘2 rdamat			
340	textile	⌘2 rdamat			
340	⌘g polychrome	⌘2 rdacc			
380	Board game				
588 0_	Title from container.				

520   “Players are quilters competing to create the coziest, most beautiful quilt. Turns are simple – sew patches into your quilt by drafting and placing tiles onto your personal board. Earn victory points by sewing on buttons, fulfilling your design goals, and attracting cuddly cats to curl up on your quilt!”—From container.

521 __ Ages 14 and up.

500   For 1-4 players.

500   Playtime: 30-45 minutes.

650 _0 Board games.

700 1_ Russ, Kevin. ðe designer.

710 2_ Flatout Games (Firm). ðe publisher.

710 2_ Alderac Entertainment Group. ðe publisher.



Project L | Board Game | BoardG

+

← → ↺

https://www.boardgamegeek.com/boardgame/260180/project-l

☆ ☆ ☆

⌵

⌵

⌵

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Board Game Modder

Wooden, plastic, chipboard, and custom bits!

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THE HOTNESS

GAMES

The 7th Citadel
2022

HeroQuest
1989 -
Rank: 563

Gloomhaven:
Jaws of the
Lion
2020 -
Rank: 80

Machina
Arcana
(Second...
2019 -
Rank: 3765

Dinosaur
World
2021

Meeple Land
2020

Tellstones:
King's Gambit
2020 -
Rank: 16882

The 7th
Continent

RANK: OVERALL 3,152

7.6

Project L (2020)

Players collect pieces, pick cards and fill in various shapes to get the most points!

316 Ratings & 113 Comments · GeekBuddy Analysis

1-4 Players

Community: 1-4+ — Best: 2

20-40 Min

Playing Time

Age: 13+

Community: 6+

Weight: 1.67 / 5

'Complexity' Rating

Designer: Michal Mikeš, Jan Soukal, Adam Spanel

Artist: Jaroslav Jurica, Pavel Richter

Publisher: Boardcubator

See Full Credits

My rating

★★★★★★★★

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9/24/2020

Type r	Elvl	Srce d	Audn	Cntrl	Lang eng
Blvl m	Form	GPub	Time nnn	MRec	Ctry xr
Desc i	TMat g	Tech n	DtSt s	Dates 2019, ____	
040	XXX	þb eng	þe rda	þc XXX	
024 3_	0745114326898				
041 0_	eng	þg eng	þg cze	þg ger	þg spa þg ita þg fre
049	XXX				
245 00	Project I / þc a game by Adam Španeř, Jan Soukal, and Michal Mikeš.				
264 _1	Brno, Czech Republic : þb Boardcubator, þc [2019]				
264 _4	þc ©2019				
300	1 game (32 black puzzles, 20 white puzzles, 135 pieces, 5 player mats, 4 markers, 1 rulebook) : þb cardboard, paper, plastic, color ; þc in container 24 x 24 x 7 cm				
336	three-dimensional form þb tdf þ2 rdacontent				
337	unmediated þb n þ2 rdamedia				
338	object þb nr þ2 rdacarrier				
340	cardboard þ2 rdamat				
340	paper þ2 rdamat				
340	plastic þ2 rdamat				
340	þg polychrome þ2 rdacc				
380	Board game				

- 588 0_ Title from back of container.
- 520 “In Project L, you complete puzzles with your pieces to earn as many points as you can and win the game.”—From rulebook.
- 521 __ Ages 8 and up.
- 500 For 1-5 players.
- 546 Rulebook in English, Czech, German, Spanish, Italian, and French.
- 650 _0 Board games.
- 650 _0 Puzzles.
- 700 1_ Španeř, Adam. þe designer.
- 700 1_ Soukal, Jan. þe designer.
- 700 1_ Mikeř, Michal. þe designer.
- 710 2_ Boardcubator (Firm). þe publisher.

EDITIONS



Roll For It! Deluxe Edition | Board

+

← → ↺

https://www.boardgamegeek.com/boardgame/164812/roll-it-deluxe-edition

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THE HOTNESS

GAMES



The 7th Citadel
2022



HeroQuest
1989
Rank: 563



Gloomhaven:
Jaws of the
Lion
2020
Rank: 80



Machina
Arcana
(Second...
2019
Rank: 3765



Dinosaur
World
2021



Meeple Land
2020



Tellstones:
King's Gambit
2020
Rank: 16882



The 7th
Continent



REIMPLEMENTS: ROLL FOR IT!

RANK: OVERALL 2,083 FAMILY 611

6.6

Roll For It! Deluxe Edition (2014)

[Add a Brief Description](#)

1.8K Ratings & 360 Comments · [GeekBuddy Analysis](#)

2–8 Players

Community: 2–8 — Best: 4

30 Min

Playing Time

Age: 8+

Community: 6+

Weight: 1.10 / 5

'Complexity' Rating

Alternate Names: Roll For It! Gen Con Edition

Designer: Chris Leder

Artist: Echo Chernik

Publisher: Calliope Games

[See Full Credits](#)

My rating ★★★★★★

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GAME THEORY

TABLES



2-IN-1
GAME TABLE
YOU/STARTER
GROUP BUY

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Type r	Elvl	Srce d	Audn	Cntrl	Lang eng
Blvl m	Form	GPub	Time nnn	MRec	Ctry wau
Desc i	TMat g	Tech n	DtSt s	Dates 2014, ____	

040   XXX þb eng þe rda þc XXX

024 1_ 845866001279

049   XXX

245 00 Roll for it! : þb the roll it! match it! score it! game.

250   Deluxe edition

264 _1 Redmond, WA : þb Calliope Games, þc [2014]

264 _4 þc ©2014

300   1 game (60 cards, 48 dice) : þb plastic, paper, cardboard, color ; þc in container 14 x 11 x 4 cm + þe 1 rule sheet

336   three-dimensional form þb tdf þ2 rdacontent

337   unmediated þb n þ2 rdamedia

338   object þb nr þ2 rdacarrier

340   plastic þ2 rdamat

340   paper þ2 rdamat

340   cardboard þ2 rdamat

340   þg polychrome þ2 rdacc

588 0_ Title from container.

508   Game design, Chris Leder.

500   For 2-4 players.

521   Ages 8 and up.

500   Duration of play: 20-40 minutes.

520   “Roll For It! is a casual, family-friendly dice and card game. Each player starts the game with six dice of a single color, and three target cards are laid face-up on the table. Players take turns doing the following: On a turn, a player rolls all of her dice not already on cards, then places any dice that match the targets on the corresponding cards. (Alternatively, before taking her turn, a player can first choose to reclaim all of her dice from all cards.) If the player now fulfills the target with her dice – e.g., a pair of 3s, a quartet of 6s, or a specific combination of numbers – she claims the card, takes back her dice (and returns any other dice on the card to their owner), then places a new card on the table. Each card is worth a certain number of points. The first player to earn forty or more points wins!”—From BoardGameGeek website.

650 _0 Card games.

650 _0 Dice games.

655 _7 Card games. ‡2 lcgft

655 _7 Puzzles and games. ‡2 lcgft

700 1_ Leder, Chris. ‡e designer.

710 2_ Calliope Games (Firm). ‡e publisher.

024 1_ 845866001316

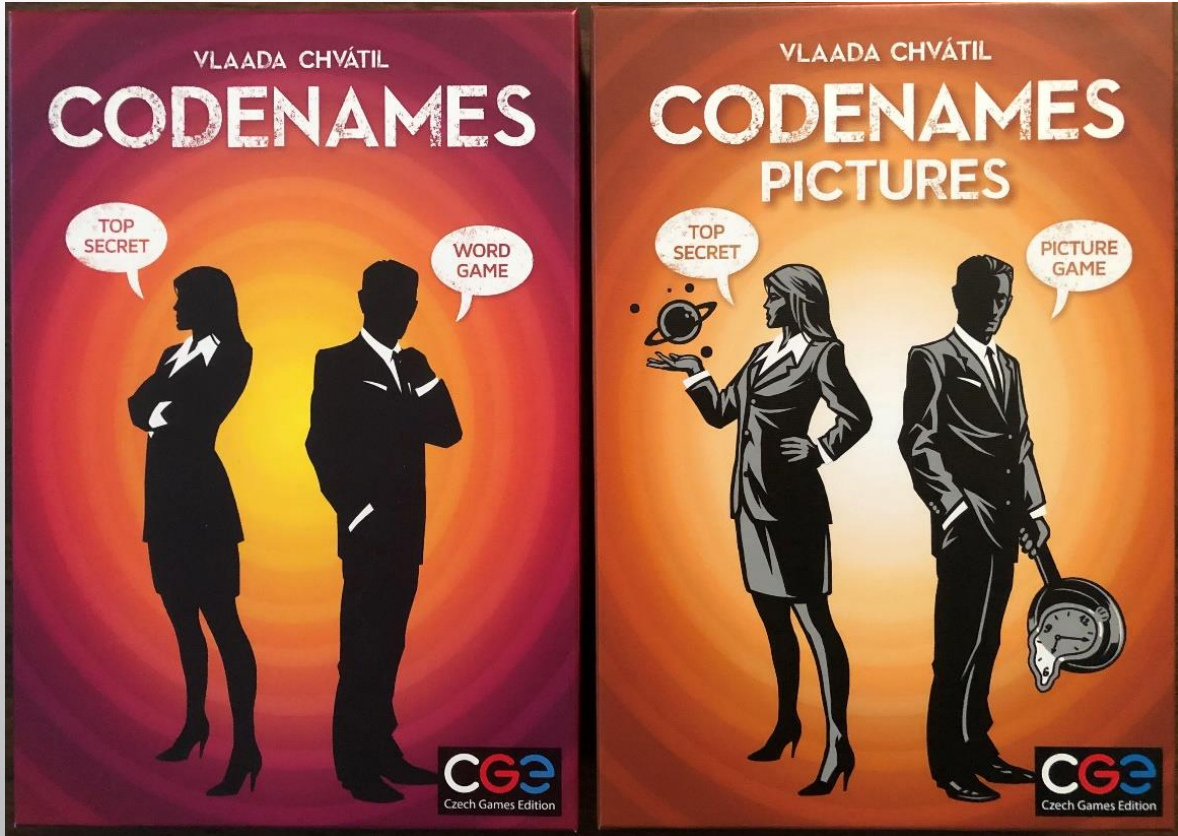
049   XXX

245 00 Roll for it! : ‡b the roll it! match it! score it! game.

250   Gen Con edition

500   A special edition produced for release at Gen Con.

611 2_ Gen Con.



Sushi Roll - The Sushi Go! Dice Game

Type	r	Elvl	Srce	d	Audn	Cntrl	Lang	eng		
Blvl	m	Form	G	Pub	Time	nnn	MRec	Ctry	xr	
Desc	i	T	Mat	g	Tech	n	DtSt	s	Dates	2015, ____
040		XXX	þb	eng	þe	rda	þc	XXX		
024	3_	8594156310318								
028	50	CGE00031	þb	Czech Games Edition						
041	1_	eng	þg	eng	þm	cze				
049		XXX								
245	00	Codenames :	þb	top secret word game /	þc	Vlaada Chvátíl.				
246	3_	Code names								
264	_1	[Czech Republic] :	þb	Czech Games Edition,	þc	[2015]				
264	_4	þc	©2015							
300		1 game (16 agent cards in two colors, 1 double agent card, 7 innocent bystander cards, 1 assassin card, 40 key cards, 1 card stand, 1 timer, 200 codename cards, 1 rulebook) :	þb	cardboard, plastic, color ;	þc	in container 24 x 17 x 6 cm				
336		three-dimensional form	þb	tdf	þ2	rda	content			
337		unmediated	þb	n	þ2	rda	media			
338		card	þb	no	þ2	rda	carrier			
338		object	þb	nr	þ2	rda	carrier			
340		cardboard	þ2	rda	mat					
340		plastic	þ2	rda	mat					
340		þg	polychrome	þ2	rda	cc				
380		Board game								
588	0_	Title from container.								
500		Game duration: 15 minutes.								

500   For 2-8+ players.

521 1_ Ages 14 and up.

520   “Two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their codenames. In codenames, two teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin. Codenames: win or lose, it's fun to figure out the clues.”—From container.

508   A game by Vlaada Chvátil; illustration by Tomáš Kučerofský.

546   Translated from the Czech by Jason Holt.

650 _0 Codenames (game)

650 _0 Espionage ꝥx games.

650 _0 Board games.

650 _0 Card games.

655 _7 Board games. ꝥ2 lcgft

655 _7 Puzzles and games. ꝥ2 lcgft

655 _7 Card games. ꝥ2 lcgft

700 1_ Chvátil, Vlaada, ꝥe game designer.

700 1_ Kučerofský, Tomáš, ꝥe illustrator.

710 2_ Czech Games Edition (firm), ꝥe publisher.

245 00 Codenames : ꝥb pictures : top secret picture game / ꝥc Vlaada Chvátil.

521 1_ Ages 10 and up.

520   “What are these strange symbols on the map? They code for locations where spies must contact secret agents! Two rival spymasters know the agent in each location. They deliver coded messages telling their field operatives where to go for clandestine meetings. Operatives must be clever. A decoding mistake could lead to an unpleasant encounter with an enemy agent – or worse, with the assassin! Both teams race to contact all their agents, but only one team can win.”—From container.

CARD GAMES





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2022
  -  **HeroQuest**
1989 - Rank: 563
  -  **Gloomhaven: Jaws of the Lion**
2020 - Rank: 80
  -  **Machina Arcana (Second...)**
2019 - Rank: 3765
  -  **Dinosaur World**
2021
  -  **Meepie Land**
2020
  -  **Tellstones: King's Gambit**
2020 - Rank: 16882
  -  **The 7th Continent**



5.9 Hipsters and Hamsters (2016)

[Add a Brief Description](#)

[11 Ratings & 13 Comments](#) · [GeekBuddy Analysis](#)

3–6 Players
Community: 3–6 — Best: 3–4

10–15 Min
Playing Time

Age: 7+
Community: (no votes)

Weight: 1.00 / 5
'Complexity' Rating

Designer: Rick Lucas
Artist: N/A
Publisher: Lightplay, LLC
[See Full Credits](#)

My rating ★★★★★★★★★★

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Hipsters and Hamsters - The Card Game



Pick-up-and-play combines with strategic decision making in a rapid-fire game of friendly sabotage, man purses, and hamster balls.

Created by
R.J. Lucas

291 backers pledged \$10,076 to help bring this project to life.

📅 Last updated [December 14, 2016](#)

Type r	ELvl	Srce d	Audn	Cntrl	Lang eng
Blvl m	Form	GPub	Time nnn	MRec	Ctry xxx
Desc i	Tmat g	Tech n	DtSt s	Dates 2016, ____	

040 XXX þb eng þe rda þc XXX

049 XXX

245 00 Hipsters and hamsters.

246 1_ þi Title from container: þa Hipsters + hamsters

250 Kickstarter exclusive edition

264 _1 [Place of publication unknown] : þb Lightplay, þc [2016]

264 _4 þc ©2016

300 1 game (62 cards, 1 instruction booklet) : þb paper, color ; þc in container 9 x 7 x 2 cm

336 still image þb sti þ2 rdacontent

337 unmediated þb n þ2 rdamedia

338 card þb no þ2 rdacarrier

340 paper þ2 rdamat

340 þg polychrome þ2 rdacc

380 Card games þ2 lcgft

588 0_ Title from back of container and instruction booklet.

500 For 3-6 players.

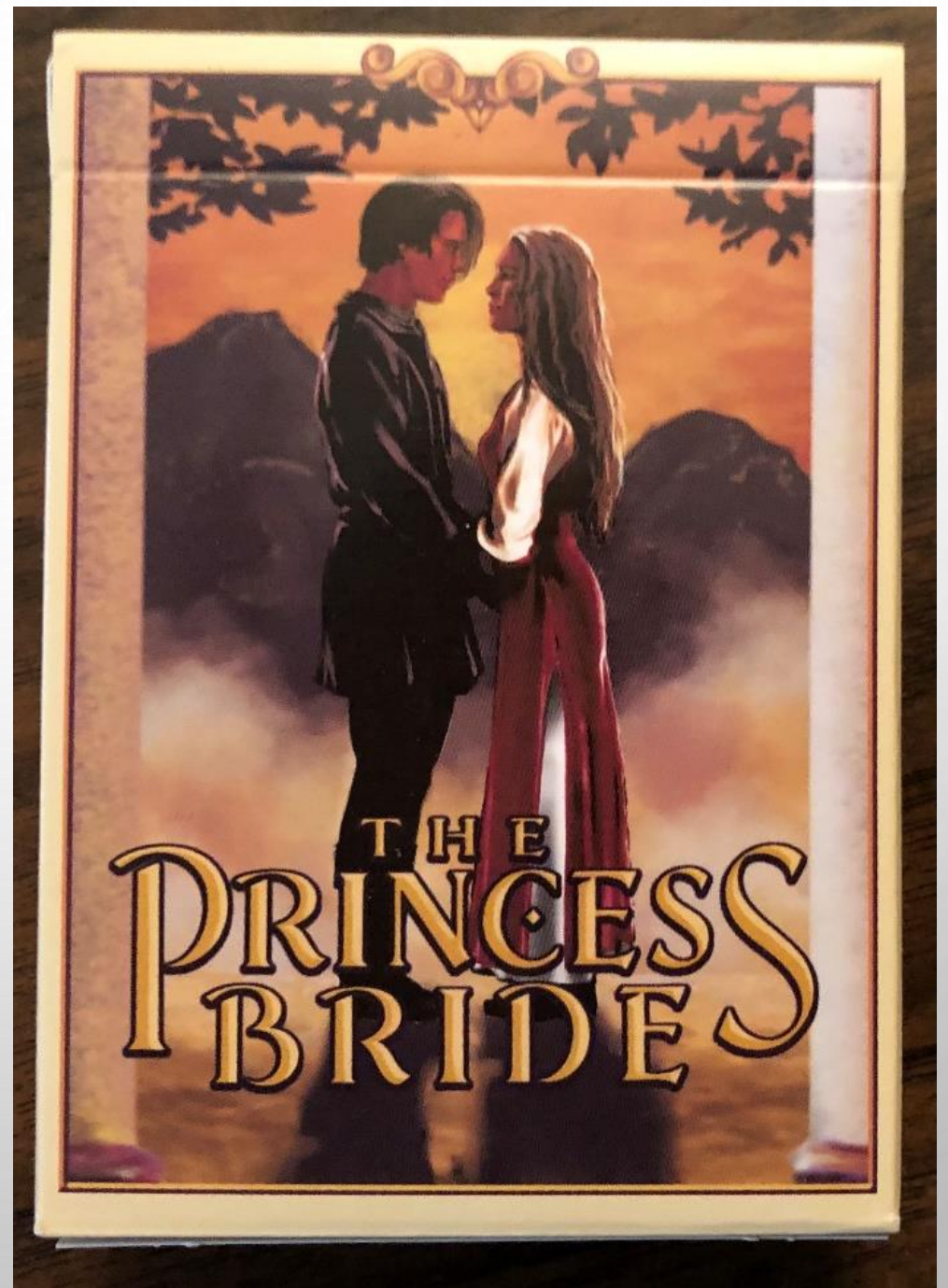
508 Game designer, Rick Lucas.

520 “Hipsters and Hamsters is a light card game for individual or team play. To begin play, each player is dealt four cards. In a unique twist, players can win the game in one of two ways. Players win as a Hipster by having no cards in their hand at the end of their turn. Players win as a Hamster by having eight (or more) cards in their hand at the end of their turn.”—From BoardGameGeek website.

650 _0 Card games.

700 1_ Lucas, Rick, þe game designer.

710 2_ Lightplay (firm), þe publisher.



B140000-8080



Manufactured by The United States Playing Card Company
Erlanger, KY 41018 Made in the U.S.A.

Design by Albino Dragon LLC
Artwork © Albino Dragon LLC

The Princess Bride is a trademark of Princess Bride Ltd.
and used with permission.

www.AlbinoDragon.com





Tag: The Princess Bride

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The Princess Bride Playing Cards from USPCC



The Princess Bride - Stormin' the Castle Edition

The Princess Bride - Brute Squad Edition

The Princess Bride - As You Wish Edition

All of these decks were made possible because of our amazing Kickstarter backers. We could not have done it without you. ❤️ 🙌



Inconceivable! An amazing new illustrative deck based on The Princess Bride movie.

Status: DELIVERED

[Buy Now!](#)

Created by

Albino Dragon

2,525 backers pledged \$136,009 to help bring this project to life.

Last updated [October 20, 2014](#)

The Princess Bride: As You Wish

Albino Dragon (@TheAlbinoDragon)

The Princess Bride Playing Cards

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📍 Austin, TX 🔗 albinodragon.com 📅 Joined January 2012

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1:41 PM 9/27/2020

Type r	ELvl	Srce d	Audn	Cntrl	Lang eng
Blvl m	Form	GPub	Time nnn	MRec	Ctry txu
Desc i	Tmat g	Tech n	DtSt s	Dates 2014, ____	

040   XXX þb eng þe rda þc XXX

024 1_ 850893004148

049   XXX

245 04 The princess bride playing cards.

246 1_ þi Title from publisher’s website: þa Princess bride : þb as you wish playing cards

264 _1 [Austin, Texas] : þb Albino Dragon, þc [2014]

264 _3 Erlanger, KY : þb United States Playing Card Company, þc [2014]

300   54 playing cards : þb paper, color ; þc in container 10 x 7 x 2 cm

336   still image þb sti þ2 rdacontent

337   unmediated þb n þ2 rdamedia

338   card þb no þ2 rdacarrier

340   paper þ2 rdamat

340   þg polychrome þ2 rdacc

380   Card games þ2 lcgft

588 0_ Title from container.

500   From container: “B140000-8080”.

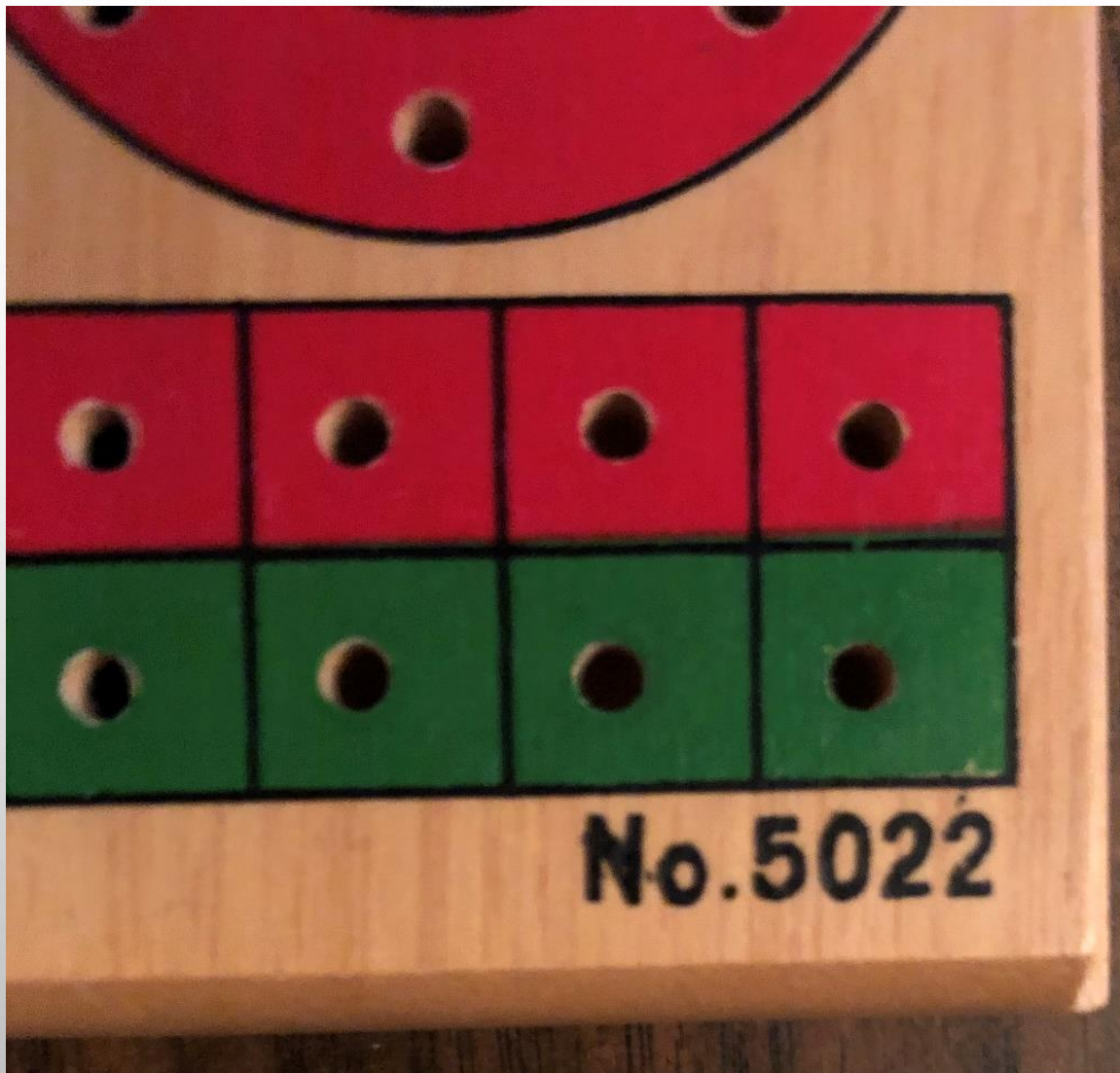
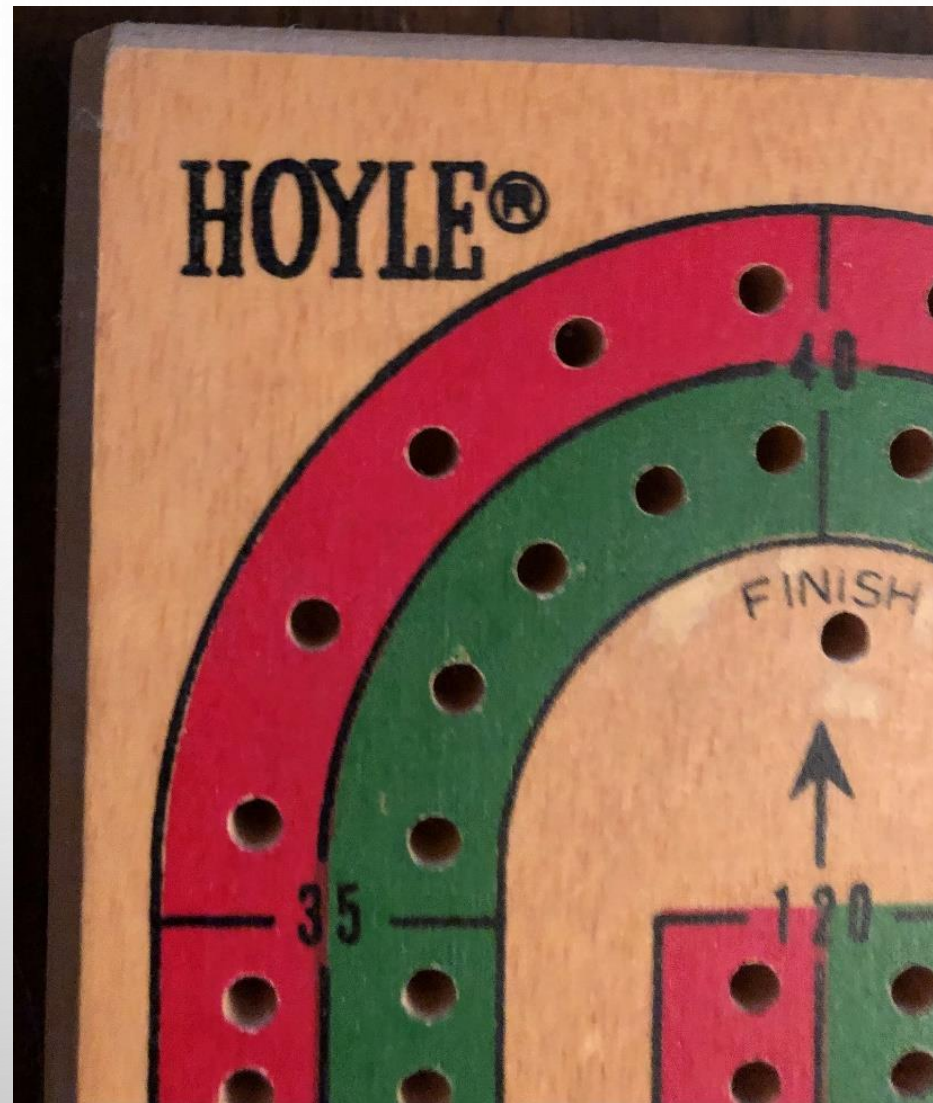
520   A custom deck of playing cards based on The Princess Bride.

630 _0 Princess bride (Motion picture)

650 _0 Card games.

710 2_ Albino Dragon (firm), þe publisher.

710 2_ United States Playing Card Company, þe manufacturer.



Type r	ELvl	Srce d	Audn	Cntrl	Lang eng
Blvl m	Form	GPub	Time nnn	MRec	Ctry mnu
Desc i	Tmat g	Tech n	DtSt s	Dates 197u, ____	

040   XXX þb eng þe rda þc XXX

049   XXX

245 00   Cribbage board.

264 _1   [St. Paul, Minnesota] : þb Hoyle Products, þc [1970]

300   1 game (1 game board, 6 pegs) : þb wood, plastic, color ; þc 35 x 10 x 2 cm

336   three-dimensional form þb tdf þ2 rdacontent

337   unmediated þb n þ2 rdamedia

338   object þb nr þ2 rdacarrier

340   wood þ2 rdamat

340   plastic þ2 rdamat

340   þg polychrome þ2 rdacc

380   Card games þ2 lcgft

588 0_   Title supplied by cataloger.

500   From game board: “No. 5022”.

520   Cribbage board with two scoring tracks and 1 game track. Includes 3 pegs for each player; 2 for keeping track of points earned during the game, and 1 for keeping track of the games each player has won.

650 _0   Cribbage.

655 _7   Card games þ2 lcgft

710 2_   Hoyle Products (Firm), þe publisher.

OTHER TYPES OF GAMES



Type r	Elvl	Srce d	Audn	Cntrl	Lang eng
Blvl m	Form	GPub	Time nnn	MRec	Ctry xx
Desc i	TMat g	Tech n	DtSt s	Dates	197u, ____

040   XXX þb eng þe rda þc XXX

049   XXX

245 00 Double six dominoes : þb smooth edge & highly polished tile = borde suavey cubierta altamente pulida.

264 _0 þc [1970]

300   28 dominoes : þb plastic, black and white ; þc in container 8 x 12 x 2 cm + þe 1 rulesheet

336   three-dimensional form þb tdf þ2 rdacontent

337   unmediated þb n þ2 rdamedia

338   object þb nr þ2 rdacarrier

340   plastic þ2 rdamat

340   þg monochrome þ2 rdacc

588 0_ Title from container.

520   A set of travel-size double six dominoes in a plastic container that could easily fit in a standard pocket.

500   Front of container has the image of a jet airplane with the words TRADE MARK” under it in the upper right corner.

650 _0 Dominoes.



Jam Sumo

Contents 1 board, 1 round marker and 24 dice.

Note: to allow for the natural movement of wood over time, the board is supported on a tripod arrangement. The board will be stable at all times provided downward weight is not applied at the unsupported corners.

Jam

Object.

Flick all your dice through the hole in of centre of the board.

Set up.

Place the board on a table. Take 6 dice of the same colour and place them in front of you so that they all show a face value of 4. Give one player the round marker. Put any unused dice away.

Playing a round.

The player with the round marker goes first. Each player has 1 flick attempt per turn. *(You may turn the board but do not disturb the dice)*

On your turn flick 1 of your own dice. (1 flick per turn). Place a die from your hand onto any of the 'JAM' platforms (showing a face value of 4) and flick it into play. Alternatively, you may flick a die that is already in play.

The next player on the left then takes their turn.

When a die goes through the hole it is out of play and therefore, has a penalty value of zero. If your

die goes over the edge of the board it is still in the game. Take it back and place it in front of you showing a face value of 4. You may play it on your next turn.

The round ends as soon as one player gets all their dice through the hole then record the penalty points. (See penalty points). Pass the round marker to the left, retrieve the dice and start a new round.

The game ends when the number of rounds completed is equal to the number of players in the game.

Penalty points.

At the end of a round each player receives penalty points equal to the total face value of their dice that did not go through the hole. Any dice not lying flat count as 4.

Winning

When all the rounds have been completed the player with the lowest total of penalty points wins.

Jam 2 Player Game

Play two colours each. Alternate which colour you play each turn.

Make a 'turn order track' by setting aside one die of each color and putting them in a line that shows the order of play. Use the round marker to track the turn order.

When one player gets all of one colour through the hole end the round and that player scores the points of their remaining colour.

The other player calculates the points of each of their colours and only scores the worst one.

Sumo

Object.

Knock your opponents' dice off the board.

Set up.

Place the board on a table. Give each player 6 dice of the same colour. Each player chooses a corner of the board and places their dice in the 'SUMO' area. Set all the dice to show a face value of 3. Give one player the round marker.

Play.

The player with the round marker goes first.

On your turn flick one of your dice so that it strikes an opponents' dice. *(You may turn the board but do not disturb the dice)*

If your die fails to strike an opponent's die ('miss') you must remove your die from the round of play. Any dice that go over the edge or through the hole are out of the round. Any die that ends up on a 'JAM' platform is out of the round.

End the round as soon as one player has no more dice left on the board and then record the points. (See; Scoring points).

Pass the round marker to the left, retrieve the dice and start a new round.

The game ends when the number of rounds

completed is equal to the number of players in the game.

Scoring points.

At the end of each round each player receives points equal to the total face value of all their dice that are still on the board. Any dice not lying flat count as 3.

Winning

When all the rounds have been completed the player with the highest total of points wins.

Sumo 2 player

Play 2 colours each. Set up so that your dice are in adjacent corners (Do not mix the colours). Alternate which colour you play each turn. Create a 'turn order track' with 1 die of each colour.

When one player has one colour eliminated from the board the round ends and that player scores the points of their remaining colour. However, if the end is triggered by a 'miss' flick that player scores zero. The other player calculates the points of each of their colours and only scores the worst one.

Jam Sumo

Play 2 rounds of Jam and 2 rounds of Sumo. the player with the highest aggregate score wins

Fair flicking

- 1) Your finger should strike the side face of your die, not the top.
- 2) Your finger should only strike one die.



- THE HOTNESS**
- GAMES ▾
- The 7th Citadel** 2022
  - HeroQuest** 1989 - Rank: 563
  - Gloomhaven: Jaws of the Lion** 2020 - Rank: 80
  - Machina Arcana (Second...)** 2019 - Rank: 3765
  - Dinosaur World** 2021
  - Meeple Land** 2020
  - Tellstones: King's Gambit** 2020 - Rank: 16882
  - The 7th Continent**



REIMPLEMENTED BY: [JAMSUMO \(SECOND...](#) RANK: OVERALL [3,627](#)

7.4 **JamSumo (2014)**
Jam dice down the hole and wrestle them off the board in this battle of two halves. ✎

[272 Ratings & 86 Comments](#) · [GeekBuddy Analysis](#)

2-4 Players
Community: 2-4 — Best: 2, 4

30 Min
Playing Time

Age: 6+
Community: 5+

Weight: 1.33 / 5
'Complexity' Rating ⓘ

Designer: Gavin Birnbaum
Artist: N/A
Publisher: Cubiko Games
[See Full Credits](#)

My rating ★★★★★★★★★★

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GAME THEORY
— TABLES —



**2-IN-1
GAME TABLE**
**YOU STARTER
GROUP BUY**
40% OFF

Type r	Elvl	Srce d	Audn	Cntrl	Lang eng
Blvl m	Form	GPub	Time nnn	MRec	Ctry abc
Desc i	TMat g	Tech n	DtSt s	Dates 2018, ____	

040 XXX þb eng þe rda þc XXX

049 XXX

245 00 Jamsumo.

246 3_ Jam sumo

264 _1 [London] : þb [Cubiko Games], þc [2018]

264 _2 Ardrossan, AB : þb Unique Wood Products, þc [2018]

300 1 game (1 game board, 1 round marker, 24 dice) : þb wood, plastic, color ; þc 24 X 24 X 6 cm + þe 1 instruction sheet (double-sided)

336 three-dimensional form þb tdf þ2 rdacontent

337 unmediated þb n þ2 rdamedia

338 object þb nr þ2 rdacarrier

340 wood þ2 rdamat

340 plastic þ2 rdamat

340 þg polychrome þ2 rdacc

588 0_ Title from instruction guide. Publisher information from website. Distributor information from shipping container and distributor's website. Designer information from BoardGameGeek website.

500 For 2-4 players.

508 Game designer, Gavin Birnbaum.

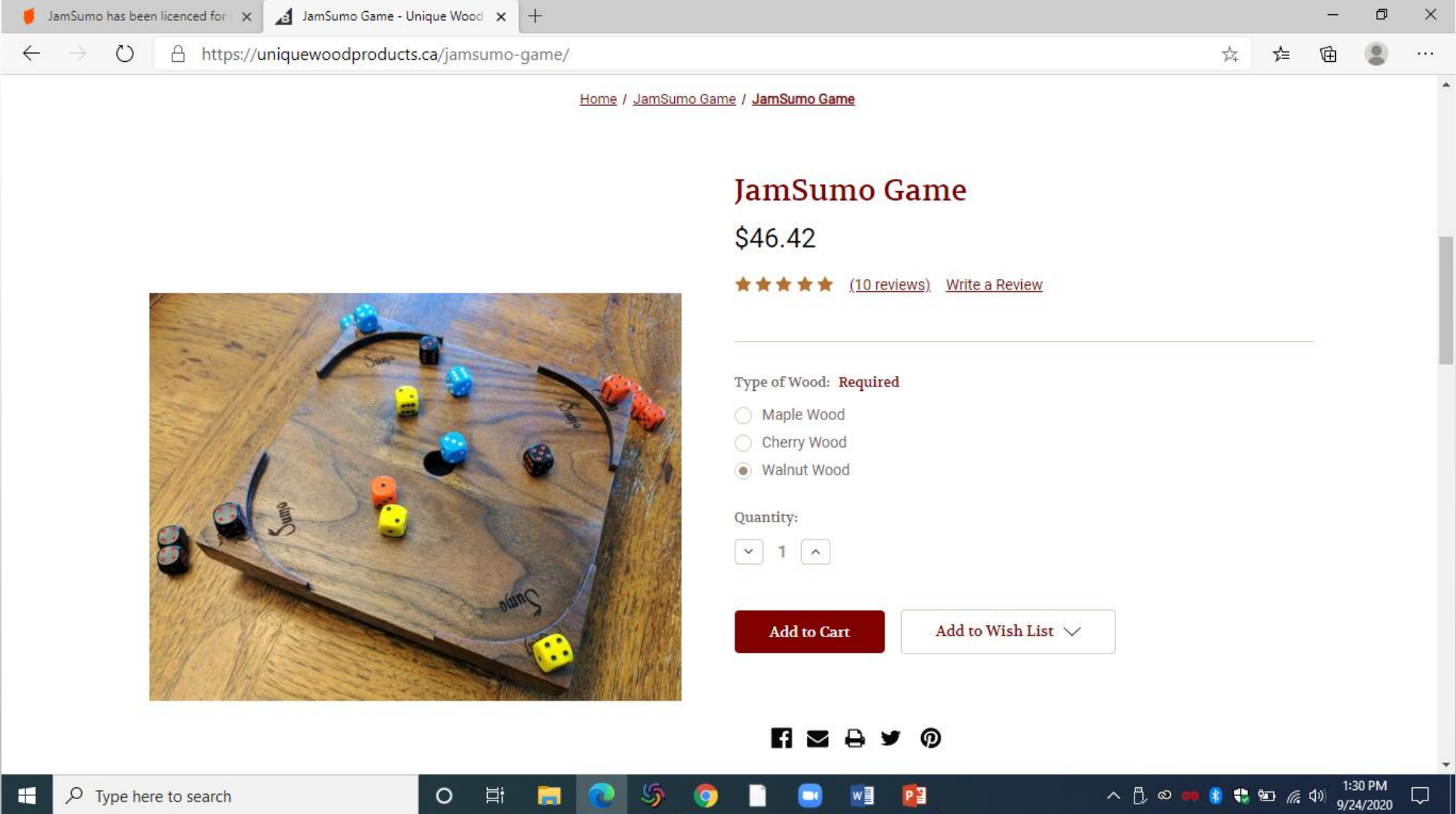
520 “‘Jam’ is a game where everyone is trying to flick their dice to get them down the hole in the middle. When one player has got all their dice into the hole, everyone scores points for the uppermost faces of any dice they have still in play (any not used yet or knocked off the sides count as a 4). Lowest aggregate score after 1 round per player wins. ‘Sumo’ is a game where you start with all your dice on the board and try to flick your opponents’ dice off the board (or down the hole). When someone has all their dice knocked off, everyone scores for the uppermost faces of dice still in play. Highest aggregate score after 1 round per player wins.”—From BoardGammeGeek website.

650_0 Board games.

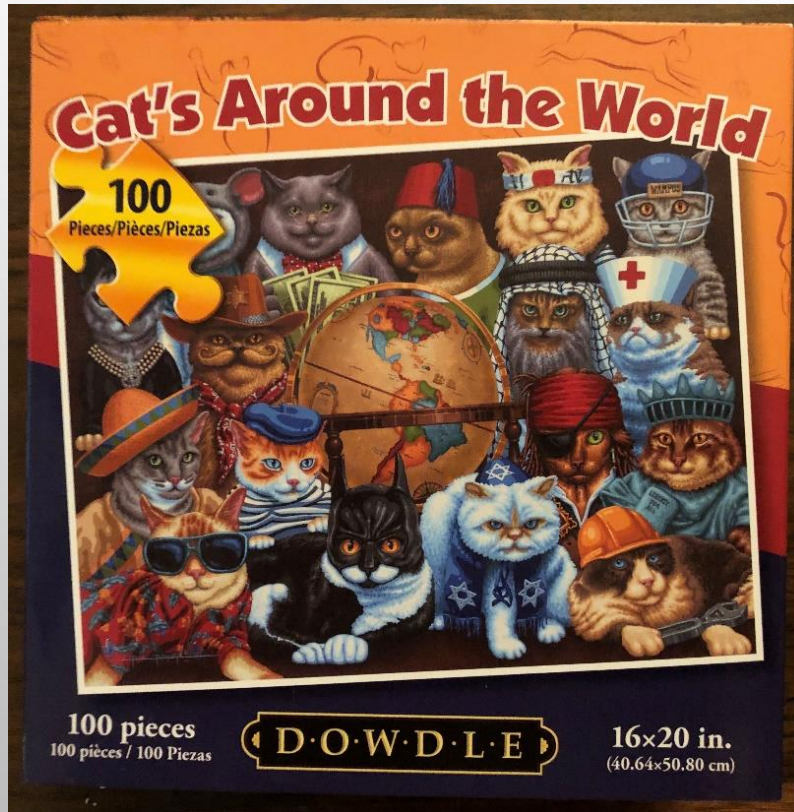
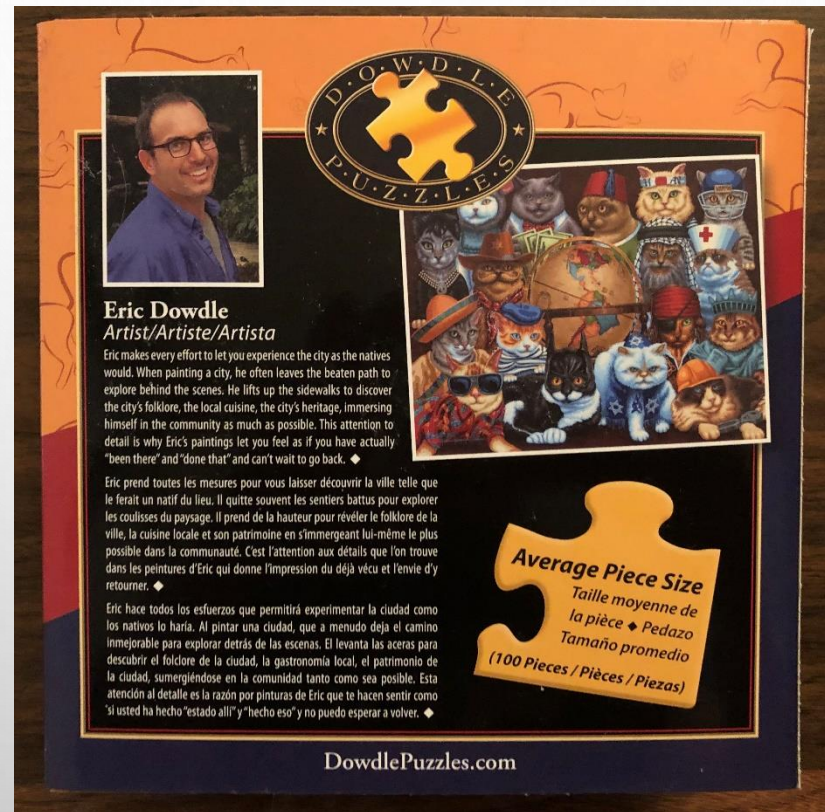
700 1_ Birnbaum, Gavin, the game designer.

710 2_ Cubiko Games (firm), the publisher.

710 2_ Unique Wood Products (firm), the distributor.



PUZZLES



Type r	ELvl	Srce d	Audn	Cntrl	Lang eng
Blvl m	Form	GPub	Time nnn	MRec	Ctry utu
Desc i	Tmat g	Tech n	DtSt s	Dates 2014, ____	

040   XXX þb eng þe rda þc XXX

024 1_ 671095603027

049   XXX

245 00 Cat's around the world /þc Eric Dowdle.

264 _1 Lindon, UT : þb Dowdle Folk Art, þc [2014]

264 _4 þc ©2014

300   1 jigsaw puzzle (100 pieces) : þb cardboard, color ; þc in container 19 x 19 x 8 cm

336   three-dimensional form þb tdf þ2 rdacontent

337   unmediated þb n þ2 rdamedia

338   object þb nr þ2 rdacarrier

340   cardboard þ2 rdamat

340   þg polychrome þ2 rdacc

588 0_ Title from container.

520   Jigsaw puzzle of a painting by Eric Dowdle depicting cats dressed in a variety of outfits worn by people from around the world.

650 _0 Jigsaw puzzles.

700 1_ Dowdle, Eric, þe artist.

710 2_ Dowdle Folk Art (firm) þe publisher.

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