Win, Lose, or Draw
Board Games for your Collection
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It’s a Trap! *Don’t Trust the Box*

• Ages?—Based on having adults to teach and legal issues
• Length?—Misleading at best (assumes no teaching)
• Player Count?—Best with how many? Teams?
• Complexity?—Not always included, totally subjective.
Quick-Start Guide: Who to ask

FLGS (“Friendly” Local Game Stores)
- The Nerd Store (Greeley)
- Haunted Game Café (Fort Collins)
- Rogue’s Roost (Loveland)
- Black and Read Books (Arvada)
- Wizard’s Chest (Denver)
- Gamer’s Haven (Colorado Springs)

Podcasts *(Dice Tower, Five By, Game Boy Geek, Man vs. Meeples, Rahdo, No Pun Included, Shut Up and Sit Down)*

BoardGameGeek.com (age ranges, negative rating comments)

Listservs: League of Librarian Gamers (Facebook), GameRT (ALA rountable)
Set Up: *What is your goal?*

There are lots of ways to use board games in your library

- Introduce patrons to board games
- Introduce gamers to the library
- Host weekly events at the library
- Increase or start library rentals of board games
- Passive after-school activity
- Program / Curriculum Support

**Choosing games based on**

- Adaptable
- Tie-ins
- Easy-to-facilitate
- Educational
- Scalable to group size
- Age range
You must choose...  but choose wisely.
Curse! Lose a random piece of equipment

Is the Game Loss-tolerant?
- How critical is it if a given piece disappears?
- Does it have duplicate components?
- Will people want to steal pieces, or are they easily lost?
- Can you replace pieces or substitute them if needed?

Replacement Sources
- Companies
- Game stores
- Thrift shops
- BoardGameGeek.com for scans and printable files
I attack the Gazebo! *Damage and Resistance*

- Are the pieces durable?
- Will a damaged piece make the game unplayable?
- What is the accompanying storage?

*Roll 1D20 to save vs. 2nd grader...at a -15 penalty.*
Damage Reduction: *Protect the investment*

- Plastic Bins
- Storage Bags
- Card Sleeves
- Custom inserts (Library program!)
- Lamination?
- Document scanning
- Rotation (keeps fresh, save shelf space, allows for inventorying by TEENS!)
Keeping Score: *Statistics*

Consider...
- Ingenious is a 1-4 player game.
- It checks out...and takes 30 minutes to play. The person loves it.

OR...
- Mansions of Madness (*1st Edition*) is a 2-5 player game.
- It checks out...and takes over 2 hours to set up.

OR...
- Diplomacy is a 5-7 player game.
- It checks out...to a history teacher.

How do you collect your Victory Points?
Thanks for checking out the library’s board game!

Please fill out this information — it will help us to select new games in the future.

<table>
<thead>
<tr>
<th>Question</th>
<th>Answer</th>
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</thead>
<tbody>
<tr>
<td>How many times was the game used?</td>
<td>_____</td>
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<tr>
<td>How many total players?</td>
<td>____</td>
</tr>
<tr>
<td>Was there a problem (missing pieces, damage) with the game?</td>
<td>Yes / No</td>
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<tr>
<td>What was the reason for your checkout? (circle one)</td>
<td></td>
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<tr>
<td>Known Game</td>
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<tr>
<td>Considering Purchase</td>
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<tr>
<td>Educational Use</td>
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<tr>
<td>Other</td>
<td></td>
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<tr>
<td>Is there another game we should have?</td>
<td></td>
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The River Expansion: *Program Tie-in Ideas*

- 3D Design/Printing/Fabrication (make custom pieces)
- Custom Card Challenge (submit proposals for cards & artwork)
- Costume / Prop Making (leathercraft, chainmail, sewing...)
- Go Big or Go Home: Extra Large Games
- Rules Clarification Challenge (technical writing)
- Scenario Development (creative writing)
- Tabletop Foods (cooking for gamers)
- Level 1 Organizer (making storage inserts, custom bags)
- Make it Digital (coding project)
- Kickstarter Investments (business plan review)
IT'S GAME TIME!