



**Game Manufactures Association**

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# Teachers Hall Pass Program



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# Educational Games List



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This list was compiled by Mr. James Dietz. Mr. Dietz, the President of Jolly Roger Games, has four years experience teaching at the secondary level and an additional ten years of teaching experience at the college level, having taught at two-year and four-year schools. In addition Mr. Dietz has designed simulations specifically for use in a high school history classroom. Mr. Dietz holds an M.A. from Iowa State and another from the University of Illinois.

GAME: Great War at Sea (several titles in series)  
COMPANY: Avalanche Press  
PRICE: \$45-\$55  
AGES: Juniors up  
COMPLEXITY: High  
CLASSES SUITABLE FOR: History  
NUMBER OF PLAYERS: 2  
CAN TEAMS BE USED?: Yes  
TIME TO LEARN: 4-5 hours  
TIME TO TEACH: 90 minutes  
TIME TO PLAY: variable (2-18 hours)  
COMMENTS: These cover various aspects of navy fighting at the turn of the 20<sup>th</sup> century. They are interesting for their discussions of the U.S. Navy Color Plans. These are easier to use if the teacher is already a “gamer”.

GAME: Days of Decision  
COMPANY: Australian Design Group  
PRICE: \$50  
AGES: High school  
COMPLEXITY: Medium, many things to know more than an issue of difficulty.  
CLASSES SUITABLE FOR: European History, U.S. History  
NUMBER OF PLAYERS: up to 6  
CAN TEAMS BE USED?: Absolutely!  
TIME TO LEARN: 3-4 hours  
TIME TO TEACH: 90 minutes  
TIME TO PLAY: variable (5-10 hours)  
COMMENTS: First edition tends to be directly tied with the World in Flames boardgame (making it harder to implement). This gives a good overview of the buildup to war, but requires some tinkering for classroom use.

GAME: Iron and Fire  
COMPANY: A&A Game Engineering  
PRICE: \$15  
AGES: High school up  
COMPLEXITY: moderate  
CLASSES SUITABLE FOR: US or European history  
NUMBER OF PLAYERS: variable—one person/ship  
CAN TEAMS BE USED?: definitely  
TIME TO LEARN: 2-4 hours  
TIME TO TEACH: 90 minutes  
TIME TO PLAY: variable  
COMMENTS: This requires one of two things→money to purchase ship miniatures –OR- time, which can be used to xerox/create ship silhouettes. For a classroom budget, silhouettes are probably more efficient, and students could even be assigned creating the silhouettes, researching ships, etc. before playing. For an added twist, anyone who has a ship sunk has to have their assignment

torn up! This recreates hesitation at throwing ships in to battle willy-nilly and creates a very realistic hesitation.

GAME: Road to Osaka  
COMPANY: DAISHO GAMES  
PRICE: \$18, \$16 for each supplement  
AGES: Junior High up  
COMPLEXITY: low to moderate  
CLASSES SUITABLE FOR: History classes  
NUMBER OF PLAYERS: 2  
CAN TEAMS BE USED?: absolutely  
TIME TO LEARN: 2 hours  
TIME TO TEACH: 30 minutes  
TIME TO PLAY: variable, minimum of one hour  
COMMENTS: The rules are ok while the supplements have good information on Japan's feudal system. The advantage is the rules are simple. The disadvantage is that it requires having little figurines (although using Risk™ pieces work).

GAME: Settlers of Canaan  
COMPANY: Cactus Design Group  
PRICE: \$30  
AGES: 10-11 or older  
COMPLEXITY: low  
CLASSES SUITABLE FOR: World History/Ancient History, Religion  
NUMBER OF PLAYERS: 2-4  
CAN TEAMS BE USED?: Yes, but not great for it  
TIME TO LEARN: 30 minutes  
TIME TO TEACH: Can be taught as started, 15 minute overview would be handy  
TIME TO PLAY: 1-3 hours  
COMMENTS: Great for religion class, goes from Joshua to David. This could be a touchy game for a public school class as the game is very Christian-oriented. Otherwise, this is Settlers of Catan.

GAME: Call of Cthulhu  
COMPANY: Chaosium  
PRICE: used--~\$15, new: \$38  
AGES: junior high up, should be considered PG or PG-13  
COMPLEXITY: low  
CLASSES SUITABLE FOR: American Lit, Science Fiction, Horror, 20<sup>th</sup> Century Lit, 1920s History  
NUMBER OF PLAYERS: as many as desired  
CAN TEAMS BE USED?: No. Each player is a single character.  
TIME TO LEARN: 2-4 hours (making characters is the hard part to learn)  
TIME TO TEACH: 30 minutes.  
TIME TO PLAY: as desired

COMMENTS: This is a role-playing game and free-form. It explores the horror mythos of H.P. Lovecraft which inspired Stephen King and other writers. References to Cthulhu are quite frequent, including Arkham Asylum in the Batman cartoon series.

GAME: The Very Clever Pipe Game

COMPANY: Cheapass Games

PRICE: \$4

AGES: 10 and up

COMPLEXITY: Low

CLASSES SUITABLE FOR: Classes involving spatial development

NUMBER OF PLAYERS: 2-5

CAN TEAMS BE USED?: No

TIME TO LEARN: 20 minutes

TIME TO TEACH: 10 minutes

TIME TO PLAY: 30 minutes

COMMENTS: Hard to bring a game to class with the name "Cheapass" on it. If used, whiteout the references and then play. Low quality components won't stand up to prolonged use.

GAME: War of 1812

COMPANY: Columbia Games

PRICE: \$40

AGES: Junior High up

COMPLEXITY: Low-moderate

CLASSES SUITABLE FOR: US/British History, 19<sup>th</sup> century history

NUMBER OF PLAYERS: 2

CAN TEAMS BE USED?: up to 2 people/side

TIME TO LEARN: 90 minutes

TIME TO TEACH: 30 minutes

TIME TO PLAY: 2 hours

COMMENTS: Not a normally covered area. Hard to get lots of students involved. –the Columbia 'block games' all use similar systems, so familiarity with one WILL make the others much easier as well.

GAME: Dixie (Bull Run)

COMPANY: Columbia

PRICE: \$30

AGES: 10 and up

COMPLEXITY: Easy

CLASSES SUITABLE FOR: US History

NUMBER OF PLAYERS: 2

CAN TEAMS BE USED?: No

TIME TO LEARN: 30 minutes

TIME TO TEACH: 15 minutes

TIME TO PLAY: 30 minutes

COMMENTS: Good game, but needs multiple decks. It is possible to have multiple games going on, but at \$30/game, that can get pricey for a larger class. The game is a card game—cheap copies are available on ebay.

GAME: Eagles (Battle of Waterloo)  
COMPANY: Columbia  
PRICE: \$40  
AGES: 10 and up  
COMPLEXITY: Easy-Low  
CLASSES SUITABLE FOR: European History  
NUMBER OF PLAYERS: 2  
CAN TEAMS BE USED?: No  
TIME TO LEARN: 45 minutes  
TIME TO TEACH: 15 minutes  
TIME TO PLAY: 30-45 minutes

COMMENTS: Good game, but needs multiple decks. It is possible to have multiple games going on, but at \$40/game, that can get pricey for a larger class. The game is a card game. The art is accurate and attractive. Cheap copies are available on ebay.

GAME: Escape from Colditz  
COMPANY: Excalibre Games  
PRICE: \$42 (but available many places for less...)  
AGES: 8 and older  
COMPLEXITY: low  
CLASSES SUITABLE FOR: those dealing with World War 2  
NUMBER OF PLAYERS: up to 6  
CAN TEAMS BE USED?: Yes (depends on teacher)  
TIME TO LEARN: 30 minutes  
TIME TO TEACH: 15 minutes  
TIME TO PLAY: 2 hours (game has a set time limit)COMMENTS: One player is the German guard, the others are POWs trying to escape. Colditz was the escape-proof castle and was the subject for a PBS NOVA special as well. There is a novel based on the book, along with memoirs.

GAME: Phoenix  
COMPANY: Eurogames  
PRICE: \$20  
AGES: 8 and up (although best with 13 and up)  
COMPLEXITY: low, but requires high-level thinking  
CLASSES SUITABLE FOR: abstract concepts, order of things, etc  
NUMBER OF PLAYERS: 2  
CAN TEAMS BE USED?: No  
TIME TO LEARN: 10 minutes  
TIME TO TEACH: 10 minutes  
TIME TO PLAY: 20 minutes

COMMENTS: This would be very good to have in a 5-6 grade class level for rainy days and indoor recess. You have to move pieces to get them in the same order as the pieces in the board's center, except both players play cards to switch pieces in order, back and forth AND the order in the center!

GAME: Mare Nostrum

COMPANY: Eurogames

PRICE: \$45

AGES: Recommended 14 and up

COMPLEXITY: Moderate

CLASSES SUITABLE FOR: Ancients, Europe, Geography

NUMBER OF PLAYERS: 2-5 (3-5 best)

CAN TEAMS BE USED?: Yes (3 per team can work)

TIME TO LEARN: 1 hour

TIME TO TEACH: 30 minutes

TIME TO PLAY: 2 hours

COMMENTS: Simulates the creation of modern civilizations. It comes with an introductory scenario that—while not balanced really—does a good job of showing the key issues in developing an empire in the ancient world. It is also great fun.

GAME: Formula De

COMPANY: Eurogames

PRICE: \$40

AGES: 10 and up (but my 6 year old has played)

COMPLEXITY: Low

CLASSES SUITABLE FOR: Math, counting

NUMBER OF PLAYERS: 2-10 (bogs down after 6)

CAN TEAMS BE USED?: No

TIME TO LEARN: 30 minutes

TIME TO TEACH: 15 minutes

TIME TO PLAY: variable—about 45 minutes/lap of the race

COMMENTS: Variable dice can be used to determine probability. Or can be used for counting—results can range from 1-30.

GAME: Nuclear War

COMPANY: Flying Buffalo

PRICE: \$30

AGES: 10 and up (theme is probably PG)

COMPLEXITY: Low

CLASSES SUITABLE FOR: Dealing with Cold War/modern history/current events

NUMBER OF PLAYERS: 2-6

CAN TEAMS BE USED?: No.

TIME TO LEARN: 30 minutes

TIME TO TEACH: 15 minutes (can be done as you start games)

TIME TO PLAY: 10-60 minutes

COMMENTS: Object is to wipe everyone out. It is VERY possible that everyone dies and no one wins the game. It IS possible to win the game without using nuclear weapons. There are expansions, but not necessary or helpful in a classroom. It's advantage is the game plays fast.

GAME: World War One

COMPANY: SPI / Decision Games

PRICE: \$15

AGES: 12-

COMPLEXITY: Low

CLASSES SUITABLE FOR: History/Social Studies

NUMBER OF PLAYERS: 2-3

CAN TEAMS BE USED?: Yes, but not well. Wouldn't recommend more than 2 to a team.

TIME TO LEARN: 60 minutes

TIME TO TEACH: 30 minutes (can be taught while setting up)

TIME TO PLAY: 3-4 hours

COMMENTS: To win you must advance, but you lose when you advance. Winner is really the last country with manpower left. After playing, students should feel incredibly frustrated...simulates feelings of officers of WW1 very well.

GAME: Stone Soup

COMPANY: Gamewright, Inc.

PRICE: \$10

AGES: 6-10

COMPLEXITY: Easy (with an adult explaining)

CLASSES SUITABLE FOR: 1-4 grades

NUMBER OF PLAYERS: up to 4 effectively

CAN TEAMS BE USED?: No

TIME TO LEARN: 10 minutes

TIME TO TEACH: ...depends on the grade, expect 20 minutes

TIME TO PLAY: 10-30 minutes

COMMENTS: Good in combination with the book Stone Soup.

GAME: Honor of the Samurai

COMPANY: Gamewright, Inc.

PRICE: \$20

AGES: 10 and up

COMPLEXITY: Low

CLASSES SUITABLE FOR: 5<sup>th</sup> grade up, World History, Japan, Geography

NUMBER OF PLAYERS: 2-4

CAN TEAMS BE USED?: No

TIME TO LEARN: 30 minutes  
TIME TO TEACH: 10 minutes  
TIME TO PLAY: 30-60 minutes

COMMENTS: Introduction to Japanese feudal culture, nice components with a modernish yet Japanese style.

GAME: Eighth Air Force / Rise of the Luftwaffe

COMPANY: GMT Games

PRICE: \$40 / \$30

AGES: 13 and up

COMPLEXITY: Low-Medium

CLASSES SUITABLE FOR: History, discussion of WW2

NUMBER OF PLAYERS: 2-6 (best with 4 or less)

CAN TEAMS BE USED?: Yes—each player controls one flight of planes.

TIME TO LEARN: 60-90 minutes

TIME TO TEACH: 15 minutes

TIME TO PLAY: variable, 15-60 minutes

COMMENTS: Covers all planes in Europe. Card game requiring strategy. Good to show superiority of jets, vulnerability of bombers. Definitely can see the progression in technology from 1939 to 1945. It is also possible to play a hand “solo” to learn the rules before explaining them to students.

GAME: Pendragon Role-Playing

COMPANY: Green Knight Publishing

PRICE: \$30

AGES: 13 and up

COMPLEXITY: Medium progressing to Low with experience

CLASSES SUITABLE FOR: Medieval history, myths/legends, English literature, European history.

NUMBER OF PLAYERS: no limit

CAN TEAMS BE USED?: no. Each student is one person.

TIME TO LEARN: 3-4 hours (plus additional preparation time for copying)

TIME TO TEACH: 1 hour

TIME TO PLAY: as needed

COMMENTS: Best use would be to research Arthurian values, etc. and let students create knights based on those values following this up with an adventure of their own. Pendragon is very thorough and true to Arthurian legends and medieval culture. It is a lot of work to use this, but it also has a correspondingly big payoff if successful.

Good to use with “Le Morte d’Artur” or “The Green Knight”

GAME: Matrix Games (various)

COMPANY: Hamster Press

PRICE: \$10-\$15

AGES: 9 and up

COMPLEXITY: Easy-Low

CLASSES SUITABLE FOR: 3<sup>rd</sup> grade up  
NUMBER OF PLAYERS: any—but teacher MUST be active as arbitrator/GM  
CAN TEAMS BE USED?: No  
TIME TO LEARN: 15-30 minutes (and a second reading to work through it)  
TIME TO TEACH: 5-10 minutes  
TIME TO PLAY: as needed  
COMMENTS: This is a free-form role-playing/game system. It has scenarios for every time period and can recreate history or be used to get into characters. Ideal as the only additional equipment necessary is a single six-sided die. Games are not repetitive—even with same players. Highly recommended for use once you understand how they work/have experience with them (and still good otherwise). Hamster Press is good answering questions and with support material.

GAME: Mission I.S.S. (International Space Station)  
COMPANY: Iron Bear Studios  
PRICE: \$15  
AGES: 10 and up  
COMPLEXITY: Low  
CLASSES SUITABLE FOR: any dealing with Space issues/current events  
NUMBER OF PLAYERS: up to 4  
CAN TEAMS BE USED?: No  
TIME TO LEARN: 60 minutes (rules are ambiguous at points)  
TIME TO TEACH: 15 minutes  
TIME TO PLAY: 45 minutes  
COMMENTS: Requires some cooperation and centers around the building of an international space platform. Can be played on a standard school desktop.

GAME: Fire Brigade: World War Two Miniatures  
COMPANY: Jolly Roger Games  
PRICE: \$20  
AGES: high school and up  
COMPLEXITY: medium to high  
CLASSES SUITABLE FOR: any covering WW2  
NUMBER OF PLAYERS: 2 sides  
CAN TEAMS BE USED?: Absolutely  
TIME TO LEARN: 60-120 minutes (will struggle if fight big battle initially)  
TIME TO TEACH: Can learn as played—which simulates first time commanders fight  
TIME TO PLAY: variable. 1-5 hours  
COMMENTS: Can be done on card-table space. Requires figures (can be axis and allies pieces/risk pieces). Can also be used as comparative reference for troop/equipment quality. Co-designed by U.S. Army simulations designer.

GAME: The Chicago Way  
COMPANY: Jolly Roger Games  
PRICE: \$35  
AGES: 9 and up  
COMPLEXITY: low  
CLASSES SUITABLE FOR: US History, Government  
NUMBER OF PLAYERS: 2-4 (best with 4)  
CAN TEAMS BE USED?: Yes (although not tried)  
TIME TO LEARN: 15 minutes  
TIME TO TEACH: 10 minutes  
TIME TO PLAY: 30min – 2 hours  
COMMENTS: Contains political biographies of Chicago luminaries. Requires cooperation, trading/interaction. There is a Rated PG word on the Mayor Cermak card. Art is NOT realistic. Designer had potential education use in mind.

GAME: Dynasties  
COMPANY: Jolly Roger Games  
PRICE: \$21.99  
AGES: 9 and up  
COMPLEXITY: low  
CLASSES SUITABLE FOR: World History, Math  
NUMBER OF PLAYERS: 2-  
CAN TEAMS BE USED?: No  
TIME TO LEARN: 15 minutes  
TIME TO TEACH: 10 minutes  
TIME TO PLAY: 30 minutes  
COMMENTS: Game requiring area control that limits some cards to one use only—making card-counting/probability important. Limited to 2 players—it is best used as an example of the mechanics of probability, etc.

GAME: Knock Knock  
COMPANY: Jolly Roger Games  
PRICE: \$10  
AGES: 5 and up  
COMPLEXITY: low  
CLASSES SUITABLE FOR: Kindergarten to H.S.  
NUMBER OF PLAYERS: 3-8  
CAN TEAMS BE USED?: No.  
TIME TO LEARN: 15 minutes  
TIME TO TEACH: 5 minutes  
TIME TO PLAY: 30 minutes  
COMMENTS: Halloween theme. Game involves bluffing other players and trying to collect sets of monsters (ghosts, vampires, and Frankenstein's monsters)

GAME: Survival or Extinction (English and Spanish versions are available)

COMPANY: Latz Chance games

PRICE: \$20

AGES: 7-13

COMPLEXITY: Low - Easy

CLASSES SUITABLE FOR: 3-6 grades

NUMBER OF PLAYERS: 2-4

CAN TEAMS BE USED?: No

TIME TO LEARN: 30 minutes

TIME TO TEACH: 15 minutes

TIME TO PLAY: variable

COMMENTS: Good to use during dinosaur units. Shows issues/questions regarding dino survival.

GAME: Chrononauts

COMPANY: Looney Labs

PRICE: \$20

AGES: Junior High up

COMPLEXITY: Low-Medium

CLASSES SUITABLE FOR: History, Classes working with cause-effect

NUMBER OF PLAYERS: 2

CAN TEAMS BE USED?: Not easily

TIME TO LEARN: 45 minutes

TIME TO TEACH: 10 minutes

TIME TO PLAY: 30-60 minutes

COMMENTS: Players are time travelers trying to create a certain timeline in Earth's history. Players can end the world, create peace, etc. "Photocopying for personal use" would be necessary to have more than two players playing, or else modifying the rules.

GAME: Empire Builder (series of train games)

COMPANY: Mayfair

PRICE: \$25-\$40

AGES: 10 and up (10-12 with supervision)

COMPLEXITY: medium to low

CLASSES SUITABLE FOR: economics, geography, history

NUMBER OF PLAYERS: 2-6

CAN TEAMS BE USED?: Yes (but keep them small)

TIME TO LEARN: 20-30 minutes

TIME TO TEACH: 15 minutes

TIME TO PLAY: widely variable

COMMENTS: Once one is learned, the whole series is known. Players get to draw with crayons and build rails to develop railways. They then have to move trains to carry cargos to destination cities, showing where resources are and forcing players to find cities. The most useful in the series are Empire Builder (USA), Eurorails (Europe), British Rails (Great Britain), and Nippon Rails (Japan).

GAME: 1830 (out of print)  
COMPANY: Avalon Hill  
PRICE: \$10-30 used, there is also a computer version  
AGES: 13-up (Jr high only with supervision)  
COMPLEXITY: Medium  
CLASSES SUITABLE FOR: Economics, history  
NUMBER OF PLAYERS: 2-6  
CAN TEAMS BE USED?: Small teams  
TIME TO LEARN: 1-2 hours  
TIME TO TEACH: 30-45 minutes  
TIME TO PLAY: 3-6 hours  
COMMENTS: The computer game plays MUCH faster taking all calculations out—it would be the MUCH PREFERRED version for use in a classroom. Players buy stock in railroads and manipulate the market while developing a rail network in the Eastern United States. Completely different in style from the Empire Builder series. It is massive profits through stock manipulation, just like in 19<sup>th</sup> century America. The computer version can be saved and resumed. Boardgame version would require scrupulous students/students who stay focused when not actively participating in a turn.

GAME: Settlers of Catan  
COMPANY: Mayfair (in the US)  
PRICE: \$38 (German version is significantly cheaper)  
AGES: 12-  
COMPLEXITY: Moderate to low  
CLASSES SUITABLE FOR: Geography, studying of colonization  
NUMBER OF PLAYERS: 2-4  
CAN TEAMS BE USED?: Small, perhaps with designated roles within the team  
TIME TO LEARN: 30 minutes  
TIME TO TEACH: 10 minutes (but explain BEFORE setup, as setup is a definite time for strategic decisions by players)  
TIME TO PLAY: widely variable, generally between 30-120 minutes  
COMMENTS: Great game, relationship between resources and communities, also involves probability/odds in determination of resources. Instead of Catan, could easily call the game Settlers of Jamestown for a US History class for example.

GAME: Domaine  
COMPANY: Mayfair  
PRICE: \$50  
AGES: 12 and up  
COMPLEXITY: Low-medium  
CLASSES SUITABLE FOR: Middle Ages studies  
NUMBER OF PLAYERS: 2-4  
CAN TEAMS BE USED?: Small

TIME TO LEARN: 45 minutes

TIME TO TEACH: 15 minutes

TIME TO PLAY: 45-75 minutes

COMMENTS: Not played, but frankly, I have never seen a poor game designed by Klaus Teuber. The game will emphasize balance and interaction between players. (But this is sight-unseen, I simply trust Teuber as a designer that much)

GAME: The Character Sketcher v3.0 / Fractal Mapper v6.0

COMPANY: NBOS Software

PRICE: \$35

AGES: computer savvy/literate

COMPLEXITY: computer savvy/literate

CLASSES SUITABLE FOR: projects with an art or map component

NUMBER OF PLAYERS: N/A

CAN TEAMS BE USED?: Could be a group project

TIME TO LEARN: 60 minutes

TIME TO TEACH: on the fly

TIME TO PLAY: Teacher's discretion

COMMENTS: These are programs that can be used to draw characters—perhaps out of a story or Literature book. The map program can be used for mapping continents or at a smaller scale for designing houses—sort of a poor man's CAD. They are NOT directly games however.

GAME: various titles

COMPANY: Osprey Books

PRICE: \$15-\$20

AGES: Junior High up

COMPLEXITY: low all the way to high

CLASSES SUITABLE FOR: history, art...even fashion

NUMBER OF PLAYERS: n/a

CAN TEAMS BE USED?: no

TIME TO LEARN: n/a

TIME TO TEACH: n/a

TIME TO PLAY: n/a

COMMENTS: These are books covering every conceivable military campaign of history or army of history. The value comes from the brevity of the books, the conciseness of detail, and the photographs and color artwork that accompany the text. The research behind the books tends to be first-rate as well. If not used directly or made available to students, they can supplement knowledge in areas you feel you as a teacher need help with.

GAME: Apples to Apples

COMPANY: Out of the Box Games

PRICE: \$20

AGES: 12 and up (a lower version is made for ages 7 and up)

COMPLEXITY: low

CLASSES SUITABLE FOR: Any involving vocabulary  
NUMBER OF PLAYERS: 4-10  
CAN TEAMS BE USED?: Small ones  
TIME TO LEARN: 20 minutes  
TIME TO TEACH: 10 minutes  
TIME TO PLAY: 20-30 minutes  
COMMENTS: Nice easy word game. The caution would be with older kids who could try and push the limits of word choices, but that is a rare problem. It is also easy to make your own cards for the game.

GAME: My Word!  
COMPANY: Out of the Box Games  
PRICE: \$10  
AGES: 7 and up  
COMPLEXITY: low  
CLASSES SUITABLE FOR: vocabulary  
NUMBER OF PLAYERS: 2-6  
CAN TEAMS BE USED?: Small if necessary  
TIME TO LEARN: 15 minutes  
TIME TO TEACH: 10 minutes  
TIME TO PLAY: 10-15 minutes  
COMMENTS: Players look at cards and try and form words from the letters on at least three cards. First to blurt a word gets those cards. Simple, fast, affordable.

GAME: Bosworth  
COMPANY: Out of the Box Games  
PRICE: \$20  
AGES: 8 and up (don't mix age groups though)  
COMPLEXITY: low (although strategies can be complex)  
CLASSES SUITABLE FOR: thinking skills  
NUMBER OF PLAYERS: 2-4  
CAN TEAMS BE USED?: No  
TIME TO LEARN: 15 minutes  
TIME TO TEACH: 15 minutes  
TIME TO PLAY: 20-60 minutes  
COMMENTS: It is essentially a 4-player chess variant.

GAME: Africa  
COMPANY: Rio Grande Games (in the US)  
PRICE: \$40  
AGES: 10 and up (although really should be 12-13 and up)  
COMPLEXITY: low, but involved  
CLASSES SUITABLE FOR: Geography, Africa as subject, history, issue of exploration.  
NUMBER OF PLAYERS: 2-5  
CAN TEAMS BE USED?: Yes

TIME TO LEARN: 45 minutes

TIME TO TEACH: 30-45 minutes (to be thorough)

TIME TO PLAY: 45-75 minutes

COMMENTS: It looks pretty and will have some critical thinking issues—do you press on with exploration or go back and claim your fame and hope no one else finds other, more famous things. Similar to “Source of the Nile” by Avalon Hill.

GAME: Barbarosa

COMPANY: Rio Grande

PRICE: \$35

AGES: can be done ages 7 and up

COMPLEXITY: low

CLASSES SUITABLE FOR: art, thinking, literature involving riddles/Sphinx, etc

NUMBER OF PLAYERS: 2-5

CAN TEAMS BE USED?: Yes

TIME TO LEARN: 30 minutes

TIME TO TEACH: 15 minutes

TIME TO PLAY: 30-45 minutes

COMMENTS: Better to tweak the rules and emphasize the creation of things and the riddles. Be prepared to provide extra play-doh or model clay!

GAME: APBA Baseball (Basic Game)

COMPANY: APBA Game Company

PRICE: \$40

AGES: 7 and up (10 and up without supervision)

COMPLEXITY: low

CLASSES SUITABLE FOR: probability/math

NUMBER OF PLAYERS: 2

CAN TEAMS BE USED?: no

TIME TO LEARN: 45-60 minutes

TIME TO TEACH: 10 minutes

TIME TO PLAY: 45 minutes

COMMENTS: The value is in the use of the cards. 36 possible results along with the various on-base situations allows calculation of possible results and probabilities. The statistics for likelihood of each on-base situation are researchable. This would work with moderate to high level math classes. Students could recreate player abilities/make their own cards by researching past baseball season stats.

GAME: Battleground \_\_\_\_\_ (Series of computer games)

COMPANY: Talonsoft

PRICE: \$30-\$50

AGES: 12 and up

COMPLEXITY: moderate to learn

CLASSES SUITABLE FOR: history, advanced programming

NUMBER OF PLAYERS: 1  
CAN TEAMS BE USED?: no  
TIME TO LEARN: 60 minutes  
TIME TO TEACH: 30 minutes  
TIME TO PLAY: variable  
COMMENTS: This is a series of computer games that are turn based.  
Potentially useful for illustrating certain situations/layouts of key battles from Napoleon, U.S. Civil War, or World War Two. Not necessarily useful for actually playing in class.

GAME: Central Powers (Axis and Allies)  
COMPANY: TableTactics  
PRICE: \$38  
AGES: 13 and up  
COMPLEXITY: low (but presumes you have Ax&Al)  
CLASSES SUITABLE FOR: history, social studies  
NUMBER OF PLAYERS: up to 5, but really best with 2 sides  
CAN TEAMS BE USED?: yes  
TIME TO LEARN: 45 minutes  
TIME TO TEACH: 45 minutes (less if A&A is already known)  
TIME TO PLAY: 2-6 hours  
COMMENTS: If Axis and Allies is already known, this is a World War One variant to use the same rules and play the same game.

GAME: Redemption: City of Bondage  
COMPANY: Talicor, Inc.  
PRICE: \$25  
AGES: 10 and up  
COMPLEXITY: low-moderate  
CLASSES SUITABLE FOR: Bible study, ethics, Sunday school  
NUMBER OF PLAYERS: up to 5  
CAN TEAMS BE USED?: No  
TIME TO LEARN: 45 minutes  
TIME TO TEACH: 30 minutes (can teach as starting)  
TIME TO PLAY: variable  
COMMENTS: The saving of souls. Game “forces” cooperation—no one wins if any of the players “dies”.

GAME: Junta  
COMPANY: West End Games  
PRICE: \$30  
AGES: 12 and up, although themes are generally high school  
COMPLEXITY: low to moderate  
CLASSES SUITABLE FOR: politics, history, quasi-economics, geography, sociology  
NUMBER OF PLAYERS: 3-6  
CAN TEAMS BE USED?: small ones

TIME TO LEARN: 45 minutes

TIME TO TEACH: 15 minutes

TIME TO PLAY: 1-2 hours

COMMENTS: Players are stereotypes in a banana republic responsible for voting on graft/corruption as well as whether to overthrow the president. It should not be taken seriously! Teachers should be aware of the stereotypes being parodied.

GAME: Charnal Houses of Europe: The Shoah

COMPANY: Black Dog Game Factory (White Wolf)

PRICE: \$15

AGES: mature only! (High school)

COMPLEXITY: n/a

CLASSES SUITABLE FOR: Holocaust study

NUMBER OF PLAYERS: n/a

CAN TEAMS BE USED?: n/a

TIME TO LEARN: n/a

TIME TO TEACH: n/a

TIME TO PLAY: n/a

COMMENTS: This is an RPG supplement, but its usefulness comes from its subject matter and fiction regarding the Holocaust. It is a VERY serious and intense book which provides an idea how the Holocaust can be explained/taught in alternative fashion.