Tabletop Games in the Library:

HOW TO START YOUR COLLECTION AND CREATE A GAME CLUB.
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Tabletop board games
Creating your collection

Acquire a range of games that covers all styles of play for any number of players (or as many as possible)

- **Family**
  - Battleship
  - Candy Land
  - King of Tokyo
  - Rory’s Story Cubes
  - Pass the Panda

- **Party**
  - Apples to Apples
  - Bang!
  - Captain Sonar
  - Codenames
  - Love Letter
  - One Night Ultimate Werewolf
  - Sushi-Go Party

- **Strategy Games**
  - Carcassonne
  - Catan
  - Dominion
  - Grand Austria Hotel
  - Orleans
  - Scoville
  - Seven Wonders
  - Ticket to Ride

- **Co-Op Games**
  - Forbidden Island
  - Magic Maze
  - Pandemic
What do we want?
To play board games!

When do we want to?
Wednesday! Saturday!

I have rehearsal.
I work Friday. Wednesday I cannot.
Starting a board game club

- **Location**
  - Large room/area where people can be loud
  - Lots of tables for many different games
  - Closed off from rest of library

- **Promotion**
  - Advertisement in the library (flyers, programs, etc.)
  - Advertise at local gaming shops
  - Find online groups via Facebook/Board Game Geek, Reddit, MI Geek Scene, etc.
  - Word-of-Mouth
  - Conventions (Dave Con, Dragon Con)

- **Time**
  - Reoccurring
  - Evening
Tabletop card games
Creating your collection

- Contact your local game/comic store
  - Local stores are great for advertising
  - Store staff can help you determine what games are most popular in your area
  - Stores may have some leftover items from special events that they will be willing to donate

- Contact game companies
  - Few companies will donate full collectable card games, but it never hurts to ask
  - Some companies will donate promotional cards/bookmarks for collectable card games
Creating your collection continued

- Determine what will circulate
  - Stand alone games work best
  - Collectable games and other games with competitive leagues can be problematic
NOT SURE IF ABOUT TO WIN
OR LOSE HORRIBLY
Starting a card game club

Decide what games you want to focus on

- Living card games
  - Game of Thrones
  - Lord of the Rings
  - Netrunner
- Strategy
  - Dominion
  - Seven Wonders
- Magic: The Gathering is KING
  - Determine format and guidelines
    - Pauper
    - Standard
    - Modern
    - Legacy
    - Vintage
    - Sealed Deck
    - Booster Draft
- Determine if you want a specific age group or groups
- Length of time
- Food/refreshments
- Set time, reoccurring
Magic the Gathering

what society think I do
what my parents think I do
what my friends think I do
what my teachers think I do
what I think I do
what I really do
Tabletop Role Playing Games
Creating your collection

- Gauge interest in genres
  - Not everyone is interested in Dungeons and Dragons
  - There is a game for every genre
- Research game systems
  - Dragons in the Stacks by Steven A. Torres-Roman
  - ENnie Awards (www.ennie-awards.com)
- Decide on what formats you need
  - Physical copies are the standard, and are easy to catalog and circulate
  - PDFs are great for items that the staff needs to support your club, but can be hard to distribute for patron use
Creating your collection continued

- Contact game companies for donations
  - Many companies are happy to donate
  - Don't bother asking for donations from Wizards of the Coast
  - Check for any company sponsored leagues and their local representatives (D&D Adventurers League, Pathfinder Society)

- Don't forget free options
  - PDFs of Quickstarts are often available on the publisher's website
  - Free RPG Day (www.freerpgday.com)
  - Drive-Thru RPG (www.drivethrurpg.com)

- Make sure you have a mix of systems
  - One each of the following genres – fantasy, sci-fi, modern, superhero, generic
    - Ex. Dungeons & Dragons (Wizards of the Coast), Star Wars: Age of Rebellion (Fantasy Flight Games), Modern AGE (Green Ronin), Mutants and Masterminds (Green Ronin), and GURPS (Steve Jackson Games)
Starting an RPG club

- Supplies
  - Dice of many types
  - Pencils and paper (scrap paper and graph paper)
- Contact your local game/comic store
  - Great for advertising
  - Often are willing to donate items or offer discounted prices
  - Can also be great resources for Game Masters (GM)/Dungeon Masters (DM)
Starting an RPG club continued

- Decide on an age range and group size
  - The needs of the 7-12 year olds is very different from what teens or adults need
  - The younger the group, the more likely you will want to keep the group to no more than 6 players
  - Over 8 players, you will probably want a second GM/DM

- Consider accessibility and inclusion
  - DOTS RPG Project ([www.dotrpg.org](http://www.dotrpg.org))
  - FATE Accessibility Toolkit
  - Modern AGE Companion
Starting an RPG club continued

- Program duration and frequency
  - Our system does a 2 hour program once a month
- Prepare for your first program.
  - Stick to premade characters
  - Quickstarts are easy and include everything you need
  - Put together a questionnaire to see what games/genres your players are interested in for the future
Examples of our groups

- **Mason teen group**
  - We started by trying a variety of systems.
  - After discussing with our group, we decided to use a 3 month cycle. Two months of D&D, one month of Doctor Who.
  - This allows us the flexibility to let one of the teens try running their own game instead of having one of our D&D programs.

- **Holt adult group**
  - No set game system
  - GMs rotate on a volunteer basis
How most D&D groups begin...

How most D&D groups end...