



Tabletop Games in the Library:

HOW TO START YOUR COLLECTION AND CREATE
A GAME CLUB.

Presenters

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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! **Friday!**



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



VIA 9GAG.COM

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

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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.dotsrpg.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

Starting an RPG club continued

- ▶ 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...