

# 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?**



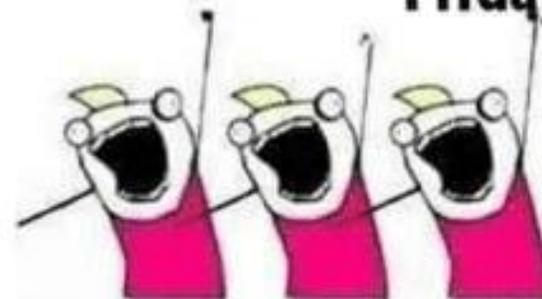
**To play board games!**



**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

powered by [utthinkido.com](http://utthinkido.com)

# 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](http://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](http://www.freerpgday.com))
  - ▶ Drive-Thru RPG ([www.drivethrurpg.com](http://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](http://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...