

## Advanced Board Game Kit #1

### Kit contents:

- Spoiler Alert
  - 101 Playing Cards
  - 1 60-second timer
  - 24 Tokens
  - 1 Rule Sheet
- Castle Panic
  - <https://youtu.be/VZ3iORumqMs>
  - 1 Gameboard
  - 1 Rule Book
  - 49 Castle Cards
  - 49 Monster Tokens
  - 6 Walls
  - 6 Towers
  - 1 Tar Token
  - 2 Fortify Tokens
  - 6 Order of Play Cards
  - 12 Plastic Stands
  - 1 Die
- Sheriff of Nottingham (2nd Edition)
  - 204 Goods Cards consisting of:
    - 144 Legal Goods
    - 60 Contraband Goods
  - 12 Royal Goods Cards
  - 6 Deputy Cards
  - 6 Black Market Cards
  - 133 Gold Coins
  - 1 Sheriff Standee
  - 2 Deputy Standees
  - 1 Booty Tile
  - 6 Merchant Stands
  - 6 Merchant Bags
  - 1 Rule Book



## About This Kit

Because of the skills and time required to play these board games, **they are intended for teens and adults**. You may already own a number of board games at your branch that are great for children, but these games are intended for an older audience, and are not commonly found in people's own collections. Hosting a game program is a great opportunity to have patrons learn about new games they've never tried before that are beyond games like Monopoly, Sorry!, and the like.

## About the Games

### Spoiler Alert

Can you get your teammate to guess the title without spoiling the story? In *Spoiler Alert*, each card has a title and a list of Spoiler Words. Each Spoiler Word has a point value, which will be deducted from your score, so be careful what you say! You'll have to be creative to get your teammates to guess as many titles as you can before time runs out!

### Castle Panic

*Castle Panic* is a cooperative, light strategy game for 1 to 6 players ages 10 and up. Players must work together to defend their castle, in the center of the board, from monsters that attack out of the forest at the edges of the board. Players trade cards, hit and slay monsters, and plan strategies together to keep their castle towers intact. The players either win or lose together, but only the player with the most victory points is declared the Master Slayer. Players must balance the survival of the group with their own desire to win.

### Sheriff of Nottingham

In *Sheriff of Nottingham* 2nd Edition, players take turns playing the Sheriff, looking for contraband goods, and the Merchants trying to stock their Stall with the best goods. The Sheriff can inspect any bag they want, but they must be careful, as they'll have to pay a penalty if they find the Merchants were telling the truth.