

**BattleLore Jr.** ♫ 1

† - 📖 C ■ SE ⌚ 3

GM: *Phil Barcafer, PA*

Play historical and fantasy armies, with your own miniature troops. Choose a Lore Master. Everyone will be divided into teams and play in the single round. Handouts of figures provided.

Fr11

Heritage AB

**Bumper Car Arena Jr.** ♫ 1

† - 📖 C ■ SE ⌚ 1.5

GM: *Marc Houde, VA*

You and your friends have taken over the bumper car ride for your own purposes. Players score points for bumping other players cars and going around the track in the proper direction.

○ Su9 (R1/2)

Heritage AB

**Crokinole Jr.** ♫ 1

† 42 📖 C ■ SE Mull. ⌚ .75

GM: *Stan Hilinski, MD*

Parent-Junior two-player teams flick disks onto the board. After everyone has shot their disks, the team with the most points on the board wins. The first round is a Mulligan.

○ Sa12 (R1/4)

Heritage AB

**Guillotine Jr.** ♫ 1

† 20 📖 C ■ SE ⌚ 1.5

GM: *Ray Stakenas, MI*

It's the French Revolution. As an executioner pandering to the masses, try to behead the least popular nobles. Manipulate the line order to suit you. After three days, the highest total wins.

○ We12 (R1/2)

Heritage AB

**Blokus Jr.** ♫ 1

† 14 📖 C ■ SE ⌚ 1

GM: *Daniel Broh-Kahn, MD*

Take turns placing pieces on the board, starting from your corner. Each new piece must touch at least one other piece of the same color, but only at the corners! The goal is to get rid of all your pieces.

○ We9 (R1/3)

Heritage AB

**Circus Maximus Jr.** ♫ 1

† 31 📖 C ■ SE ⌚ 3

GM: *Bill Beckman, SC*

Race around the track. Ram other chariots, slow down their horses, block the lanes, whip drivers, speed through the corners and try not to flip. All charioteers will race together for maximum mayhem.

Sa15

Heritage AB

**Elchfest Jr.** ♫ 1

† 22 📖 C ■ SE ⌚ .25

GM: *Dan Dolan, NJ*

Two moose face each other across a river. Can they get to the other side and keep their feet dry? Players flick the rocks to form a path. Reach the opposite bank first! GM will bring the giant version!

○ Fr9 (R1/5)

Heritage AB

**Liar's Dice Jr.** ♫ 1

† 21 📖 C ■ SE ⌚ 1

GM: *Jason Levine, NY*

It's a gutsy game of bids and bluffs! Should you push the bid higher or challenge the bluff? The winner is the last player with dice. Put on your very best poker face!

○ Th9 (R1/2)

Heritage AB

**Lord of the Rings Jr.** ♫ 1

† 12 📖 C ■ SE ⌚ 3

GM: *Ed Beach, MD*

You're a hobbit with one chance to take the ring to Mordor. The group making it furthest wins a prize. The least corrupt hobbit—ringbearers get bonuses—wins the wood.

Fr14

Heritage AB

**Monsters Menace Jr.** ♫ 1

† 24 📖 C ■ SE ⌚ 1.5

GM: *Mark Love, MD*

You and three opponents each choose and control one Monster and one branch of the military! You decide where your Monster goes to appease its appetite—by ravaging cities!

○ Tu18 (R1/2)

Heritage AB

**Princess Ryan's Jr.** ♫ 1

† 20 📖 C ■ SE ⌚ 3

GM: *Mark McLaughlin, CT*

Your crack troop of Star Marines is charged with rescuing Princess Ryan who was kidnapped by the evil Black Guard. Form a team to overcome the enemy while exploring the galaxy.

Sa9

Heritage AB

**Slapshot Jr.** ♫ 1

† 24 📖 C ■ SE ⌚ 1

GM: *Mark Yoshikawa, CA*

A wheeling, dealing game of hockey. Your goal is to manage your team into the playoffs and win the championship. Cheer for Tiny Tim and keep your best players away from the bruisers!

○ Fr19 (R1/2)

Heritage AB

**LoTR: Confrontation Jr.** ♫ 1

† 12 📖 C ■ SE ⌚ .5

GM: *James Doughan, PA*

Players each control a force of nine characters in the *Lord of the Rings* theme (light vs. dark) whose identities are hidden from their opponent. Combat is resolved by playing special cards.

○ Th11 (R1/5)

Heritage AB

**Montgolfiere Jr.** ♫ 1

† 10 📖 C ■ SE ⌚ 1

GM: *John Poniske, PA*

Soar above the clouds without an airplane wrapped around you. Dump ballast and throw grappling hooks. A balloon race game that is fast, fun, colorful and easy to learn and play.

○ Th14 (R1/2)

Heritage AB

**Settlers of Catan Jr.** ♫ 1

† 22 📖 C ■ SE ⌚ 1

GM: *Brian Sutton, MD*

Vie for control of Catan by building settlements, cities, and roads. Collect raw materials, trade them, and build up your civilization. *Kids of Catan* available for the younger set.

○ We18 (R1/3)

Heritage AB

**Task Forces at War Jr.** ♫ 1

† - 📖 C ■ SE ⌚ .5

GM: *Becky Mauder, MD*

A two-player introductory card game pitting the Axis' and Allies' naval vessels against one another. Secretly select three ships, total combat strengths, sink your opponent's ships.

○ Th18 (R1/5)

Heritage AB



Ticket to Ride Jr.

1

21 C SE 1.5

GM: Matthew Beach, MD



Collect various types of train cards and claim railway routes connecting cities throughout North America. Balance greed for more cards with fear of losing critical routes to competitors.

We15 (R1/2)

Heritage AB



Titan: The Arena Jr.

1

18 C SE 1

GM: Greg Crowe, VA



Place your bets on who you think will survive these fantasy gladiatorial combats and play your cards to make sure they do. Play two games in the first round. Winners advance.

Th16 (R1/2)

Heritage AB



TransAmerica Jr.

1

17 C SE 1

GM: Kathy Stroh, DE



Be the first player to build a railroad network to connect your five cities. Lose points if you aren't yet connected. At the end of the game, the player who has the most points left is the winner!

Sa18 (R1/2)

Heritage AB



Trouble Jr.

1

15 C SE 1

GM: Bruce Reiff, OH



The Junior-est of the Juniors games. Everybody can play *Trouble*. Pop-a-matic your dice and be the first player to move your pegs around the board and home. Try not to get bumped!

Fr17 (R1/2)

Heritage AB



Apples to Apples

TEEN

Special Event

GM: Keith Levy, MD



Select a card you think best matches the judge's card. If your card is selected, you win the round. Take a turn as the judge! Laugh at the surprising and outrageous comparisons!

Sa21

Heritage CD



Memoir '44

TEEN

Special Event

GM: Mark Yoshikawa, CA



Up to four players per team. This year will use the Pacific Theater operation, Pelieu Island scenario. *Know the multi-player rules before you arrive!* Bring the game, if possible. Medals to the winning team.

We21

Heritage CD



Munchkin

TEEN

Special Event

GM: Rebecca Hebner, CO



Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Captures the essence of the dungeon experience without any roleplaying.

Fr21

Heritage CD



Pitchcar

TEEN

Special Event

GM: Robert Sohn, NJ



Flick your wooden car around the track, knocking everyone else out of the way. Watch out for the bottlenecks and the curves. Speed through the straight-aways. Head for the checkered flag!

Th21

Heritage CD



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