

Board Game	Where It Is Found In Book	Publisher
1. Checkers	P.3 "In a checkers game."	Point Games
2. Ka-Boom!	P.3 "...four letters. Ka-Boom!"	Blue Orange Games
3. Anagrams	P.4 "You think it's some kind of anagram?"	E.E. Fairchild Corporation
4. The Impossible Game	P.6 "Impossible?" he said.	United Nations Constructors
5. Dare!	P.12 He'd take their dare.	Parker Brothers
6-7. Hungry Hungry Hippo and Spaghetti	P.12 ...like a hungry, hungry hippo slurping spaghetti.	Hasbro, GeGe Co. (When there's multiple games, I wrote each publisher.)
8. Husker Dü?	P.16 "Well, yippie-ki-yay and Husker Dü!"	Winning Moves
9. Cranium	P.17 Simon's cranium felt like it might explode.	Hasbro
10. Classified	P.22 "That information is classified."	David Greene (I couldn't find a publisher, so I wrote in the creator instead.)
11. Scramble	P.24 "Scramble, scramble!"	Hasbro
12. Freeze	P.26 "Freeze!" shouted Jack's father.	Ravensburger
13. Mastermind	P.29 "You're like a mastermind!"	Pressman
14. Dungeons and Dragons	P.32 "And dungeons. And dragons!"	Wizards of the Coast
15. Imagination Station	P.35 His very own "imagination station."	Playcare
16. Clapper	P.35 ...a remote-controlled Clapper...	Ropoda
17. Open Sesame	P.35 He also said, "Open Sesame," but that was just for fun.	IDW Games
18. Osmosis	P.41 "...through mental osmosis."	toytotoy
19. Einstein	P.43 "It's like Einstein supposedly said..."	Artana
20. Labyrinth	P.45 ...two sideways labyrinths.	Ravensburger
21. Operation	P.46 "It's been quite an operation."	Hasbro
22. Drum Roll	P.54 "Drumroll, please..."	Artipia Games
23. Nut Job	P.55 "He's a nutjob," grunted Jack.	Jolly Thinkers
24. Trivial Pursuit	P.56 ...it's been no trivial	Hasbro

	pursuit, either.	
25. Trouble	P.58 "Trouble?"	Hasbro
26. Pachisi	P.60 "They are attending a pachisi conference..."	In the public domain
27. Shenanigans	P.62 "...general shenanigans..."	Milton Bradley
28. Genius	P.67 "Jack's a genius!"	The Games Team Ltd.
29. Top Gun	P.71 "This clown thinks he can play games with top-gun gunners like us."	Mixlore
30-31. Skull <i>and</i> Skull and Crossbones	P.71 ...a black T-shirt with skulls and crossbones...	Asmodee, Paul Lamond Games Ltd.
32. Jenga	P.72 "...Incredibly Kooky Kujenga..."	Hasbro
33. Tumbling Tower	P.74 "...take on a Tumbling Tower-type game."	Greenbrier
34. Rodeo	P.85 ...bucking broncos in a rodeo.	Hexagames
35. The Brainiac Game	P.86 "It's that brainiac Soraiya Mitchell," hissed Aiden.	University Games
36. Fluke	P.87 <i>They had to be flukes</i> , Jack told himself.	Upheaval Media, LLC
37. Forbidden Island	P.89 ...as he galloped across the Forbidden Island...	Gamewright
38. Hi-Ho Cherry-O	P.90 "Hi-Ho Cherry-O, you two have done an amazing job back here!"	Hasbro
39. Battleship	P.91 ...based on the Milton Bradley classic Battleship.	Hasbro
40. Cowabunga	P.91 "Cowabunga!"	Playroom Entertainment (card game)
41. Sitting Ducks Gallery	P.100 ...triangle graphic: <i>sitting duck</i> .	Albi
42. Egg Head	P.101 Someone who went by the name of Egg Head...	ASS Altenburger Spielkarten
43. Paradox	P.102 He knew the answer was "pair of docs," or "paradox."	Split Second Games
44-45. Shogi <i>and</i> Skip Bo	P.107 "Shatar Shogi!...Skip Bo!"	In the public domain, Mattel (card game)
46. Village	P.107 "Simon Skrinkle is the village idiot!"	eggspiele
47. Zertz	P.108 "You were going to be our next contestant, but zertz!"	Don & Co.

48. Zoom	P.110 "...through a Zoom Zone..."	Clemens Gerhards
49. Break Out	P.112 "... <i>All-Star Breakout Game</i> ..."	MEGABLEU
50. Karaoke	P.113 "No karaoke."	Newtons Mind, Inc.
51. Double Dare	P.116 "It's like that classic show <i>Double Dare</i> on Nickelodeon!"	Mattel
52. Monopoly	P.117 ...multicolored Monopoly or Family Frenzy game board.	Hasbro
53. Tyrannosaurus Rex	P.117 A snarling <i>Tyrannosaurus rex</i> .	Paul Lamond Games Ltd.
54. Lucky Ducks	P.119 "Lucky Duckies on the green squares are the good cards."	Pressman
55. Chutes and Ladders	P.119 "...are like the chutes in Chutes and Ladders."	Hasbro
56. Ice Cream	P.124 The ice cream shop.	Face2Face Games
57. Hint	P.124 ...hoping she might give a hint about what to expect.	Asmodee
58. Bubbles	P.128 ...he dodged clear plastic "bubble" balls.	Platnik
59. LAP	P.128 ...would have to take another lap around the board.	Dover Publications
60. Pendulum	P.133 ...it made another pendulum swing.	Stonemaier Games
61. Fool!	P.133 "What a fool," snorted Jack.	Stronghold Games
62. Surprise!	P.134 <i>That's a surprise</i> .	Gamewright
63. Take Off!	P.134 He timed his takeoff perfectly...	Resource Games
64. Wobble	P.135 ...but he did feel wobbly.	Identity Games
65. Kerplunk	P.136 KERPLUNK!	Mattel
66. Surge: Battle for the Oleshky Sands	P.136 ...washed away in the surge.	Freod Games
67-68. Out of This World and Unbelievable!	P.138 "...out-of-this-world, unbelievable, and yet-to-be-announced..."	Devir Games, Ventura Games (card game)
69. Destination	P.142 There was a box labeled "Destination..."	R.T.L Ltd
70-71. Mind Benders and Genius	P.143 "It's also a mind bender. You'd have to be a	Brainbenders, The Games Team Ltd.

	genius to figure out the whole thing.”	
72. 18 Wheeler	P.143 ...dozens of eighteen-wheeler trucks...	Thomas R. Newton
73. Big Game	P.143 “...between the time we landed and the big game.”	Chad Valley Co. Ltd.
74. Volcano	P.144 “...when I reached the top of the volcano.”	Looney Labs
75. Disguise	P.145 “I’m just putting on a disguise to help Soraiya?”	Waddingtons (card game)
76. Hollywood	P.145 “She’s learned so much in Hollywood...”	Casper
77. Dock	P.146 ...to the loading dock...	Colgitate Games
78. The Other Side	P.146 Kyle Keeley was standing on the other side.	Wyrd Miniatures
79-81. Fishing, Tackle!, and Tackle Box	P.147 She opened up a large fishing tackle box...	Pepys, Tri-ana, Genesis Family Today
82. Brainstorm	P.147 “Brainstorm!”	E.S. Lowe
83. Masters of Disguise	P.147 “In Hollywood, we’re masters of disguise.”	Yodeo Games
84. Confident?	P.148 “Yeah,” he said in a strong, confident voice.	Confident Games
85. Showtime	P.148 “It’s showtime!”	Pegasus Spiele (card game)
86. Got It!	P.148 “You’ve got it!”	Jolly Games (card game)
87. Go	P.150 “I am good to go, bro,” said Simon.	In the public domain
88. HOPE	P.150 “Now, let’s just hope...”	Morning
89. The Chipmunks	P.151 “...boys and girls, squirrels and chipmunks!”	Ideal
90. Sprinkle	P.151 ...resembled sugar-sprinkled candy lemon slices.	Kogumayan
91. Twilight	P.151 ...as it made its way toward twilight.	Cardinal
92. Scuba	P.152 ...(filled with fish and plastic windup scuba divers)...	Keep Exploring Games
93. Gigantic	P.152 ...behind her as a gigantic makeup mirror.	Inner City Games Designs
94. Chance	P.152 “Your chance to win a titanium ticket!”	boardgamesgeek.com
95. March Madness	P.152 “A March Madness	The Avalon Hill Game Co.

	tournament..."	
96. Millions: The Last Soldier	P.152 "One worth millions..."	PYTHAGORAS (card game)
97. Punch!	P.152 "Today, I am as pleased as punch..."	Sun * Games (card game)
98. The Appreciation Game	P.152 "...in appreciation for all that you do here..."	Top Orient Ent. Co. Ltd
99. Henceforth	P.152 "...henceforth, fence forth..."	Purple Truck Games (card game)
100. Bread	P.153 "...and I'm not talking about a loaf of bread."	Paul Lamond Games Ltd
101. Hall of Fame	P.153 WELCOME TO THE BOARD GAME HALL OF FAME	CosplaYou (card game)
102. Fireworks	P.153 Fireworks sizzled...	Li-He Studio
103. Imagineers	P.153 "...on my imagineering team!"	Maple Games
104. Rush Hour	P.153 "You can even play Rush Hour..."	ThinkFun
105. Museum	P.154 "...encounter inside the museum tonight."	Holy Grail Games
106-107. Ruin <i>and</i> Explore	P.154 "...to ruin any of the surprises when it's your turn to explore..."	Buffalo Games, Living and Learning
108. T-Minus	P.154 "T-minus twenty..."	Daniel Cristofani
109. Ins and Outs	P.154 "...navigate the ins and outs..."	Spear's Games
110. Hush!	P.154 A hush fell over the crowd.	Alga
111. Boom	P.154 ...boomed Mr. Lemoncello...	Homosapiens Lab (card game)
112. Double Take	P.154 ...doing a double take.	R&R Games
113. Last Minute	P.155 "...at the very last minute..."	Adlung-Spiele
114. Totally Awesome	P.155 ...was totally awesome.	University Games
115. Follow	P.156 ...followed the Ohio kids...	Sibro Games Ltd
116-117. Dude <i>and</i> Wink	P.156 ...figured a cool dude would do. He winked at her.	North Star Games (card game), Blue Orange Games
118. Invisible	P.156 ...practically invisible...	Korona Games (card game)
119. The Game	P.157 "Good to have you in the game, dude."	Pandasaurus Games (card game)

120-121. <i>Legendary and The Big Time!</i>	P.157 "...the legendary Kyle Keeley. I was going to own him, big-time."	Upper Deck Entertainment, Print and Play Productions
122. Aha!	P.157 "Aha," was all...	F.X. Schmid
123. Booyah!	P.157 "Booyah!" said Simon...	Playmonster
124-125. <i>Escape and Splash!</i>	P.157 "Kicked out of the Escape game...made a minor splash..."	Queen Games, Great American Puzzle Factory (card game)
126. The Cookie	P.157 "You smell like chocolate chip cookie dough!"	Gaga Games (card game)
127. Gold!	P.158 Haley fluffed out her golden hair.	Hobby World (card game)
128. Heads Up!	P.158 ...a heads-up...	Spin Master
129. Once...	P.158 "It is time, once again..."	Golden
130. Engage	P.158 "...engage in a game..."	Table Tactics
131. Alliteration	P.158 "...luminous alliteration..."	Thegamecrafterwewn
132. But Wait, There's More!	P.159 "But wait," said Mr. Raymo, "there's more."	Toy Vault Inc (card game)
133-134. <i>Ultimate and Final Answer</i>	P.159 "...lead you to the ultimate and final answer."	Angelo Parazzi Games, Mirror Image Games Ltd (card game)
135. Top Hats	P.159 ...taking off his top hat...	Big Fun
136-137. <i>Primordial Soup and Lords of Waterdeep: Scoundrels of Skullport</i>	P.159 "...primordial soup as written by the Scoundrels of Skullport!"	Doris & Frank, Wizards of the Coast
138. Magnificent	P.159 "...magnificent and marvelous."	Aporta
139. Host	P.159 ...like a TV game show host.	Broken Prism Games
140. Smile	P.159 Mr. Lemoncello smiled...	7-Man Games (card game)
141. Twinkle	P.159 There was an impish twinkle in his eye.	V Games (card game)
142. anticipation	P.159 ...breathless with anticipation...	Bandai
143. Maestro	P.160 "Maestro, if you please?"	How Bout It Games
144. Track	P.160 ...emotional musical track...	Smurfit Games
145. Ladies and	P.160 "Ladies and	Asmodee (card game)

Gentlemen	gentlemen, boys and girls...	
146-147. Think <i>and</i> Future	P.160 "...it's also time to think of the Future."	Arrow Games Ltd, Chemical Corp.
148. Grow	P.160 "...I grow older."	CriKeT Games
149-150. Ponder <i>and</i> Smoke	P.160 "...I ponder deep thoughts such as 'I hope I don't set off the smoke detector...'"	Mindtwister, Kunpu (card game)
151-152. Takeover <i>and</i> Imagination	P.161 "'...who will take over the Imagination Factory'..."	Whiteoak Games, Ltd; Hobby World (card game)
153-154. Empires <i>and</i> Bank Account	P.161 "'...inherit your game-making empire and your...bank account?'"	Wizkids (card games), Creating Teaching Associates
155-157. Gasp, Line Up, <i>and</i> Behind	P.161 The crowd gasped. So did most of the contestants lined up behind Mr. Lemoncello...	Greg James (card game), Mindware, Fishtank (card game)
158. Stop	P.161 They never stopped...	Oya (card game)
159-160. I Have... <i>and</i> The Heirs	P.161 "I have no heir apparent..."	University Games (card game), Six Generations Publishing (card game)
161. Champions	P.161 "A tournament of champions!"	F.X. Shmid (card game)
162-164. King Of Tokyo, King Oil, <i>and</i> Merchant of Venus	P.162 "...richer than the King of Tokyo, King Oil, and the Merchant of Venus combined!"	IELLO, Milton Bradley, Avalon Hill
165. Huh?	P.162 ...confused look. "Huh?"	Blackrock Games (card games)
166. OH	P.162 "Oh..."	OH Verlag (card game)
167. F.R.I.E.N.D.S	P.162 "To my friends from Ohio..."	danspil
168. Plot!	P.162 "...I am already plotting..."	Cadaco
169. Shine	P.162 "That will be your time to shine, exclamation point!"	Paetz Games (card games)
170. Threes	P.162 "Me three," said Simon.	public domain
171-173. Insured, PayDay, <i>and</i> The Candy Bar Game	P.163 "Someone who will insure your payday envelope contains a candy bar of the same name."	RES Design, Parker Brothers, public domain
174. Guacamole	P.163 "...with extra guacamole!"	Mindware (card game)
175. Woo-Hoo!	P.163 The crowd shouted a	Brain Games

	collective “Woo-hoo!”	
176-177. Next!, <i>and</i> Citizens	P.163 “So, over the next two hours, those are the stakes you four citizens...”	Gigamic, Jose C. Casado Coca (card game)
178-180. Global: The Game, Good Luck!, <i>and</i> Luck	P.163 “...own everything in the global Lemoncello empire. Good luck to you all!”	Teamwork Toys, Piece Craft (card game), Leister Game Company
181. Cheers	P.163 More cheers from the crowd.	Play With Us Design
182. Gold	P.163 ...glanced down at his gold pocket watch.	Game Factory
183-185. Clocks, Strike!, <i>and</i> Attention!	P.163 “When the clock in the museum’s grand hall strikes the hour, pay very close attention.”	Sand Timer, Toolbox for Education and Social Action, OttoMaier
186. Inside	P.164 A clock chimed somewhere inside...	Gigamic
187. Rush	P.164 Mr. McClintock rushed toward the stage.	Mark Steere Games
188. Reach	P.164 He reached Jack.	Enaro Games (card game)
189. Soldiers	P.165 “Do I make myself clear, soldier?”	West End Games
190-191. The Prisoner Game <i>and</i> Victory	P.165 “Take no prisoners in there. Victory belongs to the swift.”	Card-Board Games, Columbia Games
192. Take	P.165 “I’ll do whatever it takes.”	Classic Games
193. Whoa!	P.166 “Whoa!” said all eight contestants...	Woodhill Products (card game)
194. Twins	P.166 ...the towering twin doors...	AMIGO (card game)
195. Lobby	P.166 ...four-story lobby.	Milton Bradley
196. Atrium	P.166 It was a glistening atrium...	Créations Guy Jeandel
197. Elevator	P.166 ...brightly colored elevators...	SaBrah Blair (card game)
198. Up and Down	P.166 ...shooting up and down...	HORESCA (card game)
199-201. Hershey’s Kisses 100 th Anniversary Checkers and Tic Tac Toe Board Game, The Emoji Game, <i>and</i> Star	P.166 ...rocket-propelled Hershey’s Kisses. Projections of emoji, the stars...	Hershey’s Kisses, Ginger Fox Games (card game), Craige Schensted
202. Drift	P.166 ...drifted across the walls...	James Allen

203-204. Giants <i>and</i> Portraits	P.166 A giant portrait of Mr. Lemoncello...	Matagot, Glaltyn Games (card game)
205. Shout!	P.167 "Thank you, sir!" Andrew shouted...	Drumond Park Ltd (card game)
206. Column	P.167 There were columns...	tjgames
207-208. Stack <i>and</i> Climb!	P.167 ...stacked on top of each other climbing up...	Aristoplay, Le Scorpion Masqué (card game)
209-210. Grandfather's Clock <i>and</i> Game of Fifteen	P.167 An ornate grandfather clock, at least fifteen feet tall...	public domain (card game), Noyes Palmer Chapman
211. Framed!	P.167 ...surrounded by framed antique...	bePuzzled (card game)
212. Seesaw <i>and</i> Suspend	P.167 ...on a tilted seesaw, a juggling boy looking up at three suspended balls...	Daiso, Melissa & Doug
213. Suspicion	P.167 He looked around suspiciously.	Wonder Forge
214. Crystals	P.168 There were crystal bowls...	Dover Publications
215. Building Blocks	P.168 ...Marshmallow Building Blocks.	Joost De Kraijff
216. Parade	P.168 A parade of famous...	Arclight (card game)
217. Monopoly	P.168 "There's Rich Uncle Pennybags from Monopoly!"	Hasbro
218. Gulp!	P.168 Simon gulped.	Scholastic Entertainment Inc. (card game)
219. Partners	P.168 ...were off with their partners...	Game InVentorS
220. Eye	P.168 "I recognized your eyes, Simon..."	APEX Spiele-Atelier
221. Nobody	P.168 "Nobody else's are that green."	Hanje Spiele-Atelier
222. Polar	P.169 ...a jolly red polar bear.	Dieter Stein
223. Don't Break the Ice	P.169 "He's from Don't Break the Ice."	Hasbro
224. Candy Land	P.169 "And there's Gramma Nutt and the princess from Candy Land!"	Hasbro
225. Bumper Cars	P.169 Several plastic bumper-car-sized...	Parker Brothers
226. Attention	P.170 "...may I have your attention, please?"	Ravensburger
227-228. Echo <i>and</i> Plants	P.170 Mr. Lemoncello's	Oracle Books (card game),

	voice echoed out of speakers planted all around the room.	Cebulla
229. Path	P.170 "...following the exact same path."	ToySmarts
230. Build	P.171 "...start building..."	Whitehall Games
231. Floor Plan	P.171 "A floor plan to the museum..."	Deep Water Games
232-233. On Your Mark, <i>and</i> Set	P.171 "On your mark! Get set!"	Hallmark Games, Set Enterprises (card game)
234. Ding!	P.172 All four 1Pads DINGed at the same time.	Wiggles 3D
235. Clue	P.173 "I just think we need to do what the clue says."	Hasbro
236. Pluck	P.173 "...wobbler you plucked..."	Denexa Games (card game)
237. Blink	P.173 "...hope it doesn't start blinking."	Mattel Games (card game)
238. GPS	P.173 "There must be a GPS tracker inside the device..."	BoardGameTables.com
239. Run	P.173 Soraiya took off running.	ABACUSSPIELE
240. Industry	P.174 "Bravery," "Industry..."	Rio Grande Games
241. Stamp	P.174 ...and "Ruin" stamped on them.	AMIGO (card game)
242. The Checkered Game of Life	P.174 "The Checkered Game of Life, by Milton Bradley Company..."	Milton Bradley
243. Game of Life	P.174 "It came back as the Game of Life in 1960."	Hasbro
244. FITS	P.174 "Let's see if it fits."	Ravensburger
245. Image	P.174 ...a new image filled the 1Pad screen.	3M (card game)
246. Six	P.174 "Six letters. Seven letters."	Dr. Wood Challenge Centre
247. Transitions	P.175 ...an animated transition...	TLM
248-249. The Circle <i>and</i> Lemons	P.175 "...I wonder why some of the circles look like lemons..."	The Deadbolt Mystery Society, The Game Crafter (card game)
250. Twenty-Two	P.175 "Check out number twenty-two..."	public domain (card game)
251. Stare	P.175 Simon stared at the screen.	Ravensburger
252. Help! The Game	P.175 "...help us find Mr.	NRMA Insurance

	Lemoncello's titanium ticket."	
253. Etch A Sketch Games Pack	P.176 ...shook itself clear like an Etch A Sketch.	Halsam
254. Rebus	P.176 This one was a rebus...	Hudsons
255. The Wish Game	P.176 "I wish my friend..."	Caitlin Byrnes
256. Pictures	P.176 "He's excellent at these picture puzzles."	PD-Verlag
257. Grin	P.176 Simon grinned.	Arcana Games (card game)
258. The L Game	P.176 "So we take away the 'L...'"	Edward de Bono
259. Connect Four	P.176 "Connect Four. It's a two player game."	Hasbro
260. Let's Go	P.177 "Let's go," said Soraiya...	Ontex Games
261. Hop!	P.177 She and Simon hopped...	Funforge
262. Ascended	P.177 ...as they slowly ascended.	Saved Game
263-264. Brothers <i>and</i> Strange	P.178 A brother and sister with strange hairdos...	Ankama, Monte Cook Games
265. Vertical	P.178 ...vertically suspended grid.	Les Juexdu Lac
266. Sneak	P.178 "...your opponent can sneak up on you..."	David Parlett (card game)
267. Mammoth	P.178 ...a mammoth Connect Four game...	Soaring Rhino
268. Ten	P.178 It was at least ten feet tall...	Alderac Entertainment Group (card game)
269. Pizza	P.178 ...the size of a pizza pan.	Amuza
270. Move It	P.179 "Come on. Move it."	Bergsala Enigma
271. Grunt	P.179 Andrew grunted...	Simulations Publications, Inc.
272. Down	P.179 ...scampering down...	Douglas Rees (card game)
273. Tic-Tac-Toe	P.180 It reminded Simon of tic-tac-toe...	In the public domain
274. Cunning	P.180 Jack pulled a very cunning...	Vyktory Knight (card game)
275. Leap	P.180 ...leaping off the game board.	Kadon Enterprises
276. The Riddle Game	P.180 "Did a riddle pop up on the 1Pad?"	INNOVEX OF CUPERTINO CALIFORNIA
277. Whatever	P.181 "Whatever," said	Brittany Jones (card

	Jack.	game)
278. Configurations	P.181 ...yellow-and-red configuration...	WFF N' PROOF Games (card game)
280-281. Chirp <i>and</i> Cricket: The Game	P.181 The sound of chirping crickets...	David W. Currie, Zero Point Games
282-283. Uh!, <i>and</i> What?	P.181 "So, uh, now what?" wondered Soraiya.	ItAlea Games (card game), Outset Media
284. Thunder	P.181 ...thundered Mr. Lemoncello's voice.	Ka-Ray (card game)
285-286. Proof <i>and</i> Shoo!	P.181 "...into my soundproof booth? Shoo!"	The Master Theorem Games (card game), Waddingtons (card game)
287. Choices	P.181 "...you have a choice."	Rainfall (card game)
288-289. Rowboat <i>and</i> Minerals	P.181-182 "Something you might use to row a boat. It might also be a naturally occurring mineral."	Moosetache Games (card game), IUVI Games
290. Glow	P.183 ...blend together and glow orange.	Bombyx (card game)
291. Swipe	P.184 "...swipe a finger..."	Fundex
292. Focus	P.184 ...hummed to himself and focused...	Kosmos
293. Click	P.184 ...when the answer clicked in his head.	Waddingtons
294-295. Venture <i>and</i> Limits	P.184 ...venturing outside the limits...	3M (card game), AMIGO (card game)
296. Back & Forth	P.184 ...wiping his hand back and forth...	Patch Products
297. Boats	P.185 ...a boatload of confidence.	Kadon Enterprises
298. Inspire	P.186 "...you have left me feeling inspired."	Polskie Gry Planszowe
299. Toast!	P.186 ...ejected from a toaster.	MadeUp Games
300. Bonus	P.186 "...bendable bonus card!"	MoxiBox ApS (card game)
301. Bold	P.186 ...in big, bold letters...	Mattel (card game)
302. Aha!	P.187 "Aha! 'Connect One!'"	Fx. Schmid
303. Progress?	P.187 ...into a progress report...	Traidcraft Educational Foundation
304. Gotcha!	P.188 "Gotcha!"	Buffalo Games
305. Destination	P.188 Up came a clue for their next destination.	R.T.L Ltd
306. That's It!	P.188 "That's it?" said	Gamewright

	Simon.	
307. Stratego	P.188 "It's called Stratego!"	Playmonster
308. Hearts	P.189 "...Heart and Soul."	Briarpatch (card game)
309. Brag	P.189 "I don't come off too braggy?"	public domain (card game)
310. Shh!	P.190 "Shh. There's Haley and Carolyn."	One Moment Games (card game)
311. The Match Game	P.190 The two girls were matching dance steps...	Milton Bradley
312. Fudge	P.190 "How about 'Every Good Boy Deserves Fudge?'"	Old Fashioned Products, Inc.
313. Control	P.190 ...console's control panel...	Keymaster Games (card game)
314. Dribble	P.190 Sweat dribbled...	E.S. Lowe
315. Rock 'Em Sock 'Em Robots	P.190 ...an oversized version of Rock 'Em Sock 'Em Robots.	Mattel
316. Knock Your Block Off	P.191 "I'm gonna knock your block off!"	Waddingtons
317-318. Push <i>and</i> Buttons	P.191 ...pushing a button...	Ravensburger (card game), Noris Spide
319. Weave	P.191 ...bobbing and weaving...	Monocle Society (card game)
320-321. Danger the Game <i>and</i> Scavenger Hunt	P.191 "Guess that's the danger of hosting a scavenger hunt..."	Origami Whale (card game), Milton Bradley
322. Distraction	P.191 "Too many distractions."	ThinkFun (card game)
323. Cam	P.192 ...closed-circuit cameras...	The Game Crafter
324. Ticket to Ride	P.192 ...a railroad train game called Ticket to Ride.	Days of Wonder
325. Competition	P.193 Jack's other competition...	Horton Enterprises
326. Scoot!	P.193 ...could whirl and scoot...	Transogram
327. Flicker	P.193 Flat, flickering...	Luis Bolaños Mures
328. The Record Game	P.193 ...in record time.	A & P Holding, Ltd.
329. The Orchestra	P.193 ...clever, well-orchestrated move.	HenMar Games
330. Decipher	P.194 ...were having trouble deciphering...	HeidelBÄR Games
331. Sandwich	P.196 ...watching this soup sandwich...	Le Joueur (card game)
332. Candy Crush: The	P.197 "...Candy Crush	Just Games (II)

Board Game	Hour.”	
333. Hybrid	P.197 “It’s a hybrid...”	Rackham
334. Hike	P.198 “...is to hike through this swamp.”	Moosetache Games (card game)
335. Glop	P.199 ...into the gooey glop.	Grimaud (card game)
336. Sixteen	P.200 “It’s going to take sixteen moves.”	Magicbeangames
337. Sludge	P.200 ...slog through the sludge...	Calcraft
338. CAB!	P.200 ...hailed himself into the cab...	Anthony Cochrane (card game)
339. Loop	P.200 ...licorice loop...	The Game Crafter, LCC (card game)
340. Web	P.202 “You’ve been to the Candy Land website?”	Spotter Spellen
341-343. Click!, Clack!, and Click Clack	P.203 ...pulled the clicking-clacking monster...	dV Glochi, AMIGO, Korea Boardgames Co., Ltd
344. Whirlpool	P.203 ...whirlpool of brown.	Lucris Games
345. Pepper	P.203 ...Peppermint Pattie...	F.X. Schmid (card game)
346-347. Radio Game <i>and</i> Confetti	P.204 ...blared out of its radio while a confetti shower...	Milton Bradley, 999 Games (card game)
348. The Message	P.204 ...a digital message...	Arclight (card game)
349. Hangman	P.205 “...the longest version of Hangman ever played.”	Cardinal
350-351. Thirteen <i>and</i> Check	P.207 ...monitor number thirteen to check...	A.F. Blake Enterprises, Red 3 Games (card game)
352. Slate	P.207 ...Haley and Carolyn were slated to...	W Nosthelde Verlag GmbH
353-354. Track <i>and</i> Position	P.207...to track the players’ positions.	Snafoo Games, Inc.; Platnik
355. Choo-Choo	P.208 ...to their choo-choo train.	Alga
356-357. Move <i>and</i> Gingerbread House	P.208 ...on the move. He needed to leave his gingerbread house...	Alortujou, Lookout Games
358. Submarine	P.209 A yellow submarine...	The Avalon Hill Game Co.
359. Groovy	P.209 “Groovy. Carolyn doesn’t...”	MB Juex
360. WINK	P.210 ...Haley said with a wink.	Blue Orange Games
361. Balloon	P.210 ...wobbly water balloon...	Chiveus (card)
362. Splash!	P.211 ...there was a splash.	999 Games
363. Straights	P.212 It was coming down straight at him.	Lars Holger Roth (card game)

364. Cross-Eyed	P.212 Going cross-eyed...	MindWare (card game)
365. Breath	P.212 He was out of breath.	Shalom Craimer
366. Volley	P.213 "...like they do in volley---"	Milton Bradley
367. Excuse Me! A Game Of Manners for Children	P.214 "Excuse me, sir..."	Parker Brothers
368. Interrupt	P.214 "I hate to interrupt..."	Justin Kray
369. Oil: The Great Adventure	P.214 "...interactive oil painting."	Alga
370. The Illegal Game	P.215 "This is so illegal!"	The J.E.F Aliens Game Corporation
371. Number One	P.215 ...number one threat.	Mespi
372. Portrait	P.215 ...Lemoncello portrait...	Glastyn Games (card game)
373. Disqualified	P.216 "Therefore, Soraiya is disqualified."	Tucker Enterprises
374. Liar!	P.216 "What a liar."	René Wiersma (card game)
375. Cash	P.216 "Would you like to cash it in?"	BoardM Factory (card game)
376. Adrenaline	P.217 Simon felt the adrenaline...	Czech Games Edition
377. Big Cheese	P.217 She could be the big cheese.	Airfix
378. Shift	P.217 "The sand is shifting."	Kontrell Industries
379-380. Take It Easy <i>and</i> Take It!	P.218 "Take it easy, Sam..."	Burley Games, Schmidt Spiele
381. Monopoly: Angers	P.218 "...you have to let go of your anger."	Winning Moves France
382. The Hamsters	P.220 "...hamsters and gerbils..."	Ravensburger
383. Sophia	P.221 "Life isn't a game, Sophia..."	Richard Hutnick
384. Yak	P.221 "...yakking about?"	Radikal Games Ltd.
385. Quit	P.221 "He needs to quit."	Parker Brothers (card game)
386. Inside	P.222 "Take me inside..."	Gigamic
387. Stomp!	P.224 Jack stomped up the staircase.	Chaosium
388-389. Deadline <i>and</i> NOBODY	P.225 "That's the deadline. There's a chance nobody..."	Wizkids (card game), Hanje Spiele-Atlier
390. The Picnic Game	P.225 "...company picnic..."	eeBoo
391. Arcade	P.225 ...video arcade...	nestorgames
392. Chat Game	P.225 ...for their chat.	Real Fun Toys (card game)
393. Chamber	P.225 ...into the darkened chamber.	Ravensburger

394. The Marble Game	P.226 ...which might've been made of marble...	Marble Tree Games
395. China	P.226 "He sent them off to China, together."	ABACUSSPIELE
396. Scout!	P.226 "...the two of them to scout out..."	One More Game!
397. Long Story Short	P.226 "Long story short: Mr. Lemoncello..."	The Game Chef (card game)
398. Conversation	P.227 "...eavesdrop on your conversation..."	Magellan (card game)
399. Engineer	P.227 "Your father was my head engineer."	Selchow & Righter
400-401. Lincoln <i>and</i> Landmarks	P.228 ...the Lincoln Memorial or some other landmark...	Maldito Games, The Spiel Press
402-403. FLY <i>and</i> The Business Game	P.228 "...they fly on different planes whenever they traveled for business."	One Moment Games (card game), Gibsons
404. Leap	P.228 ...IDEAS LEAP TO LIFE.	Kadon Enterprises
405. Odd	P.229 It felt odd...	Nick Bently
406. Crash!	P.229 "In a plane crash."	Czacha Games (card game)
407. Budget	P.231 "We can budget ten minutes per exhibit..."	Wiebe
408. Trap Door	P.231 It extended down into a trap door.	MB Glochi
409. Chutes and Ladders	P.231 "The iPad wants us to play Chutes and Ladders..."	ABRA
410. Safety First	P.232 "Safety first," she said with a laugh.	Lauren's World
411. Motto	P.232 "It's the plant manager's motto!"	Belcom Games
412. Skyward	P.232 ...hailed her skyward.	Rule & Make (card game)
413. Glide: Tabletop Shuffleboard	P.232 ...as she glided upward.	Zabazoo Corporation
414. Blank	P.233 ...the blank black wall.	Hub Games (card game)
415. Snakes and Ladders	P.233 "Okay. 'Snakes and Ladders.'"	Gamie
416. Strings	P.234 ...the string of three words.	boardgamegeek.com (card game)
417. Game of Success	P.234 "Great success comes from..."	J Ottmann Lithography Company
418. Advance	P.235 "...advance to the	Paz Enterprises

	fifth space..."	
423. SwitchBack	P.236 ...wicked switchbacks.	Topside Games
424-425. Chute <i>and</i> Plop: Het Kabouterbos	P.237 ...bottom of the chute, and plopped...	Morsa Games, Studio 100
426-427. Sprawl <i>and</i> Squish	P.237 ...sprawled on her back in a bed of squishy foam...	Invisible City Productions, Wynners Circle Games (card game)
428. Surround!	P.237 ...survey their surroundings.	GAMES Magazine
429. Apples to Apples	P.237 "Could be a future Apples to Apples exhibit..."	Mattel (card game)
430. Bling Bling	P.238 The 1Pad BA-BLINGed again.	The Gameologist Group LLC
431. Game of Logic	P.238 "...applying Lemoncello logic..."	Macmillian Publishing
432. Trumpet	P.238 The 1Pad trumpeted...	Alga
433. Jumping to Conclusions	P.239 "We shouldn't jump to conclusions."	Intellectual Property Management Wellington
444. Boggle	P.239 "Big-Time Boggle."	Hasbro
445-446. Mysterious Island <i>and</i> Catan	P.241 ...to the mysterious island of Catan...	The Game Crafter, LCC; Catan Studio
447. Hex	P.241 ...interlocking hexagons.	3M
448. Lumber: Trader	P.241 ...bricks, lumber...	Nice Games
449. Encore	P.242 Haley and Carolyn were playing a game called Encore...	Endless Games
450. Also	P.242 Also on the second floor...	DVA (card game)
451-452. The Cube <i>and</i> Cube	P.242 ...see-through plastic cube...	Ideal, Pello Xabier Altadill Izura
453. Rock n' Roll	P.243 ...rocked it and rolled it...	Games On The Way (card game)
454. Bounce	P.243 ...bobbled and bounced.	GAMES Magazine
455. Idea!	P.243 "...n-n-no i-l-idea!"	HEADU
456. Perks: The Government House of Cards	P.244 The CCTV app was a perk...	Bask Marketing of Washington (card game)
457. Progress: Evolution of Technology	P.244 ...tracking his opponents' progress.	NSKN Games (card game)
458-459. Nooks <i>and</i> Override	P.244 "...tucked into a nook back here. You can manually override..."	Phil Leduc, Kat Costa

460. Color Code	P.245 ...fiddled with its color-coded buttons.	Chill Island (card game)
461. Guess Who?	P.245 "Guess Who? The mystery face game..."	Hasbro
462-463. Socks <i>and</i> Socks! The Game	P.246 ...feeling the way socks...	The Game Crafter LLC (card game), Floof Corp (card game)
464. Cheese	P.246 "...ham and cheese..."	Clementoni (card game)
465-466. Blip <i>and</i> Bump	P.247 "Blip," said Simon. "Bump!"	Tomy, Outset Media (card game)
467. Burp	P.247 "Burp," added Soraiya.	Mayfair Games
468-469. Mush <i>and</i> Mush! The Iditarod Board Game	P.247 "...mist, er...mush!"	White Wind, Julie Colett
470-471. Plums <i>and</i> Slips	P.247 "Plum, push, rump, slip..."	Pegasus Spiele (card game), Aurora (card game)
472. Spurs: A Tale in the Old West	P.247 "Spur!" shouted Soraiya.	Mr. B Games
473-474. Pit <i>and</i> Pits	"Pits!" cried Simon.	Arclight (card game), public domain (card game)
475. Sam	P.249 One labeled "Sam" fidgeted...	John Jaques of London (card game)
476-477. 24 Game <i>and</i> Flash!	P.249 ...all twenty-four panels started flashing.	Suntex (card game), Blue Orange (EU)
478. Narrow	P.250 "...ask questions to narrow..."	Gefa
479-480. Go For It! <i>and</i> Go For It	P.250 "Go for it," said Simon.	Parker Brothers, Holly Publishing Co.
481-483. What's Up, What's Up <i>and</i> What's Up?	P.250 "What's up with that?"	Albi (card game) Selchow & Righter, Cayro (card game)
484. Antique	P.250 "Guess it's an antique..."	Zactrus (card game)
485. Burst	P.250 ...Jack McClintock burst into the room.	MindWalls
486. Expression	P.251 ...a queasy expression...	Les Editions duo jeu (card game)
487-491. Reflex, Reflex, Reflex <i>and</i> Reflexx!	P.251 She and Simon reflexively took one step...	Lakeside, Congos, Parker Brothers, Platnik (card game)
492-493. I Know! <i>and</i> I Know! Gospel Word Match Game	P.252 "But you know what I know."	I Know! Games Company (card game) Covenant Communications, Inc.

		(card game)
494-495. Sneak <i>and</i> Sneak	P.252 “Oh, he’s a sneaky little genius.”	MIT Press (card game), David Parlett (card game)
496. Jab: Realtime Boxing	P.252 He jabbed the blue button...	Tasty Minstrel Games (card game)
497. Ping Pong	P.253 “...like it’s a Ping-Pong ball...”	Parker Spiele
498-499. Yanks: Asl Module 3 <i>and</i> STEM: Epic Heroes	P.253 He yanked it out of the pile by its rubbery stem.	The Avalon Hill Game Co., Hologrin Studios (card game)
500. Grips	P.253 ...Simon grabbed a handle grip...	Noris Spiele
501. Just in Time	P.254 “You’re back just in time to hear my riddle.”	Ravensburger
502. PULL! A Trap Shooting Card Game	P.254 ...the same one that Ms. Pulliam...	Chevee Dodd, LCC (card game)
503-505. Giggle Wiggle, Caterpillar: Age of Tank, <i>and</i> Caterpillar	P.255 “...Giggle Wiggle, the giant caterpillar.”	Goliath, Visionary, David Parlett (card game)
506. The Wrong Game	P.256 “When things go wrong...”	Imagination Games (card game)
507. kNOW!	P.256 “Do you know the answer?”	Ravensburger
508. Ton: The Game of Professional Darts	P.258 ...with tons of hands and feet.”	Action Sims
509. Sabotage	P.259 “...Jack McClintock sabotaged you...”	Lakeside
510-513. Recycle, Recycle!, Recycle: Critical Times, <i>and</i> Recycle	P.259 ...all its recycled and reimaged...	Charles M. Hoskowitz (card game), One Moment Games, Bico de Lacre, Bico de Lacre
514. Dial	P.259 “...spin the dial...”	Gardner Games
515. Frantic	P.259 Soraiya was frantically tapping the 1Pad.	Rulefactory (card game)
516. Bing	P.260 <i>Bing-bong</i> ...	Jouets Bo-Juex Toys (card game)
517. Frustration	P.260 Soraiya threw up her arms in frustration.	boardgamegeek.com (card game)
518. Display	P.260 ...tore through the first-floor displays...	Jeux & Stratégie
519. Westminster: The Election Game	P.261 “The Westminster chimes...”	Gibsons
520. London	P.261 “...Big Ben in London!”	TreeFrog Games
521. SHIP Card Games	P.261 “The	Steven S. Crompton (card

	championship..."	game)
522. MARK	P.261 ...continued to mark...	fronjos Spieleverlag
523. Solution	P.263 "We need to improvise a solution!"	Siemens AG
524. Rock!	P.263 ...foothold in a rock climbing wall.	Out of the Box Publishing (card game)
525. Careful	P.264 "Be careful!"	Ideal
526. Mickey Mouse Game	P.265 ...Mickey Mouse-gloved hands...	Parker Brothers
527. Attack!	P.265 "Attack!" cried Jack.	Bard Centrum Gier (card game)
528. Beanstalk	P.265 ...Jack climbing his beanstalk.	Yuusei Kara no free kick
529. Switch	P.265 ...he'd switched off...	Clemens Gerhards
530-531. Neck and Neck: A Game of Horse Racing <i>and</i> Neck and Neck	P.266 They were neck and neck.	Yaquinto, Schylling
532. Thud	P.266 ...heavy thud...	The Cunning Artificer
533-534. Combination <i>and</i> Combination!	P.267 ...complex combination...	Midwest Marketing, Inc; Clover Games Inc.
535-536. Butterfly <i>and</i> The Butterfly Game	P.267 "Turn that caterpillar into a butterfly, Red!"	Rio Grande Games, Morpho Productions
537. Hook!	P.267 ...strong right hook...	Lacerto (card game)
538. Sway: A Game of Silver Linings	P.268 ...creaked and swayed...	Sam Birchman (card game)
539. Mighty	P.268 ...one mighty blow...	Public domain (card game)
540-541. Timber <i>and</i> Timber	P.268 "Tim-berrrrrr!" shouted Soraiya.	Umpqua Games, Historen Spiele Galerie
542-543. Triumphant <i>and</i> Anthem	P.268 ...Elton John's triumphant anthem...	Triumphant Games LLC, LERO (card game)
544. Vantage	P.268 From his vantage point...	International Games (card game)
545. Raise	P.269 Soraiya took it and raised it high.	Platnik (card game)
546-547. Sliders <i>and</i> Sorry! Sliders	P.270 ...cheeseburger sliders...	Milton Bradley, Hasbro
548. Pancakes	P.270 ...lemon ricotta pancakes...	Parsec Productions (card game)
549. Honey	P.271 "Way to go, honey!"	Joshua Baylock
550. Sorry!	P.271 "Sorry to be late."	Hasbro