

EARLY LITERACY BOOKS

Books to Play With

Activity Book

McKissack, Patricia C. *Let's Clap, Jump, Sing & Shout; Dance, Spin & Turn It Out!: Games, Songs & Stories from an African American Childhood*. Schwartz & Wade Books, 2017.

Board Books

The Great Amundo. *Clap on the 2 and 4*. Schiffer Kids, 2021.

Naberhaus, Sarvinder. *Lines*. Little Simon, 2017.

Pinkney, Andrea Davis. *Peek-a-you!: A Bright Brown Baby Board Book*. Scholastic, 2022.

Picture Books

Canty, John. *Heads and Tails*. Candlewick Press, 2018.

Cronin, B.B. *The Lost Picnic: A Seek and Find Book*. Viking, 2017.

Dunlap, Cirocco. *Crunch: The Shy Dinosaur*. Random House Children's Books, 2018.

Dyson, DK. *Window Fishing*. Random House Children's Books, 2023.

Jackson, Richard. *In Plain Sight: A Game*. Roaring Brook Press, 2016.

Portis, Antoinette. *Not a Box*. HarperCollins, 2007.

Schofield-Morrison, Connie. *I Got the Rhythm*. Bloomsbury, 2014.

Strickland, Shadra. *Jump In!* Bloomsbury Children's Books, 2023.

Teckentrup, Britta. *Don't Wake Up the Tiger*. Nosy Crow, 2016.

Tullet, Hervé. *Press Here*. Chronicle Books, 2011.

Spanish Books

Benegas, Mar. *Tras-tras*. Combel, 2021.

Jaramillo, Susie. *La Araña Chiquitita: The Itsy Bitsy Spider: Bilingual Sing-Along!* Studio Fun International, 2019.

Portis, Antoinette. *No es una caja*. Factoría K de Libros, 2017.

Rodríguez, Patty. *Lotería: First words = Primeras palabras: A Bilingual Picture Book*. Lil' Libros, 2014.

Tullet, Hervé. *Presiona aquí*. Chronicle Books, 2012.

Coding Books for Little Ones

Board Books

Fang, Vicky. *I Can Code: And/Or*. Sourcebooks Explore, 2020.

—*I Can Code: If/Then*. Sourcebooks Explore, 2020.

Horning, Sandra. *Baby Code! (Girls Who Code)*. Penguin Workshop, 2018.

 Early Literacy
 Children
 Teen
 Adult
 Family
 All ages

Bibliography

Prottzman, Kiki. *My First Coding Book*. DK Publishing, 2017.

Spiro, Ruth. *Baby Loves Coding!* Charlesbridge Publishing, 2018.

Picture Books

Funk, Josh. *How to Code a Rollercoaster*. Viking, 2018.

—*How to Code a Sandcastle*. Viking, 2018.

Karanja, Caroline. *Gabi's Fabulous Functions*. Picture Window Books, 2019.

—*Gabi's If/Then Garden*. Picture Window Books, 2019.

Lecocq, Mara. *Rox's Secret Code*. POW! Kids Books, 2018.

McCloskey, Shanda. *Doll-E 1.0*. Little, Brown Books for Young Readers, 2018.

Singh, Komal. *Ara the Star Engineer*. Page Two Press, 2018.

Spanish Books

Amadi, Timothy. *Todo el mundo puede codificar (Incluyendo los niños)*. Torchflame Books, 2019.

Spiro, Ruth. *¡Al Bebé Le Encanta Codificar! Baby Loves Coding!* Charlesbridge Publishing, 2019.

Early Readers About Sports and Games **EL**

Adler, David A. *Don't Throw It to Mo!* Penguin Young Readers, 2015.

—*Get a Hit, Mo!* Penguin Young Readers, 2016.

—*Pass the Ball, Mo!* Penguin Young Readers, 2018.

Barnett, Mac. *Jack at Bat*. Viking, 2018.

Burach, Ross. *Let's Play Make Bee-lieve*. Scholastic, Inc., 2020.

David, Arihlonni. *Who Will Win?* Holiday House, 2022.

Eliopulos, Nick. *Survival Mode! (Minecraft)*. Random House, 2021.

Raúl the Third. *Tag Team*. Versify/Houghton Mifflin Harcourt, 2021.

—*Training Day*. Versify/Houghton Mifflin Harcourt, 2021.

Sadar, Albin. *Hamster Holmes: A Big-Time Puzzle*. Simon Spotlight, 2019.

Willems, Mo. *A Big Guy Took My Ball!* Hyperion Books for Children, 2013.

—*Can I Play Too?* Hyperion Books for Children, 2010.

Family Fun Book List

EL, C, F

Berger, Brad. *Big Book of Family Games: 101 Original Family & Group Games That Don't Need Charging!* Familius LLC, 2019.

Daniels, Jesse Terrance. *Make Your Own Board Game: Designing, Building, and Playing an Original Tabletop Game*. Storey Publishing, 2022.

Davis, Kevan & Viviane Schwarz. *Board Games to Create and Play: Invent 100s of Games with Friends and Family*. Pavilion Books, 2019.

- Goodsell, Alan and Randall A. Maxey. *Outdoor Woodworking Games: 20 Fun Projects to Make*. GMC Publications, 2018.
- Haver, Laura. *Play Together: Games & Activities for the Whole Family to Boost Creativity, Connection & Mindfulness*. Hatherleigh Press, 2023.
- Hewett, Katie. *60 Classic Indoor Games*. Collins & Brown, 2020.
- Pastoor, Colleen. *DIY Backyard Games: 13 Projects to Make for Weekend Family Fun*. Fox Chapel Publishing, 2022.
- Philpott, Emily. *The Book of Outdoor Games: 50+ Unplugged Activities for Kids & Families*. Cider Mill Press, 2023.
- Philpott-Sanders, Shannon. *Screen-Free Fun: 400 Activities for the Whole Family*. Adams Media, 2018.
- Schmitt, Corinne. *Super Fun Family Card Games: 75 Games for All Ages*. Rockridge Press, 2020.
- Tornio, Stacy. *The Ultimate Book of Scavenger Hunts: 42 Outdoor Adventures to Conquer with Your Family*. FalconGuides, 2020.
- Yurich, Ginny. *1000 Hours Outside: Activities to Match Screen Time with Green Time*. DK Publishing, 2022.

Interactive Picture Books: Books to Tap, Touch, Move, and Play!

- Bromley, Nick. *Open Very Carefully: A Book with Bite*. Nosy Crow, 2013.
- Byrne, Richard. *This Book Just Ate My Dog!* Henry Holt and Company, 2014.
- Campbell, Rod. *Dear Zoo: A Lift-the-Flap Book*. Little Simon, 1982.
- Carle, Eric. *From Head to Toe*. HarperCollins Publishers, 1997.
- Cotter, Bill. *Don't Push the Button!* Sourcebooks, 2013.
- Dunlap, Cirocco. *Crunch: The Shy Dinosaur*. Random House Children's Books, 2018.
- Fletcher, Tom. *There's a Bear in Your Book*. Random House, 2023.
- John, Jory. *I Will Chomp You!* Random House Children's Books, 2015.
- Manceau, Édouard. *Tickle Monster*. Abrams Appleseed, 2015.
- Matheson, Christie. *The Hidden Rainbow*. Greenwillow Books, 2020.
- Plant the Tiny Seed*. Greenwillow Books, 2017.
- Tap the Magic Tree*. Greenwillow Books, 2013.
- Nicholls, Sally. *The Button Book*. Tundra Books, 2019.
- Pizzoli, Greg. *Mister Kitty Is Lost!* Little, Brown Books for Young Readers, 2023.
- Rosenthal, Amy Krouse. *Don't Blink!* Random House Children's Books, 2018.
- Rubin, Adam. *High Five*. Dial Books for Young Readers, 2019.
- Schofield-Morrison, Connie. *I Got the Rhythm*. Bloomsbury, 2014.
- Schulze, Bianca. *Don't Wake the Dragon*. Clever Publishing, 2020.
- Shea, Bob. *Crash, Splash, or Moo!* Little, Brown Books for Young Readers, 2018.
- Taltec, Olivier. *What's Going on Here?: A Tell-Your-Own-Tale Book*. Chronicle Books, 2019.

Bibliography

- Teckentrup, Britta. *Don't Wake Up the Tiger*. Nosy Crow, 2016.
- Thomas, Jan. *Can You Make a Scary Face?* Beach Lane Books, 2009.
- Is Everyone Ready for Fun?* Beach Lane Books, 2011.
- Tullet, Hervé. *Mix It Up!* Chronicle Books, 2014.
- Press Here*. Chronicle Books, 2011.
- Vignocchi, Chiara, Paolo Chiarinotti, and Silvia Borando. *Shake the Tree!* Candlewick Press, 2018.
- Young, Jessica. *Pet This Book*. Bloomsbury, 2018.
- Play This Book*. Bloomsbury, 2018.

Online Safety Picture Books and Nonfiction **EL** **C**

- Bedford, David. *Once Upon a Time... Online: Happily Ever After Is Only a Click Away!* Parragon, 2016.
- Berenstain, Jan & Mike. *The Berenstain Bears' Computer Trouble*. HarperFestival, 2010.
- Reynolds, Aaron. *Nerdy Birdy Tweets*. Roaring Brook Press, 2017.
- Roberts, Dr. Jillian. *On the Internet: Our First Talk About Online Safety*. Orca Book Publishers, 2019.
- Willis, Jeanne. *Chicken Clicking*. Andersen Press, 2014.
- #Goldilocks: A Hashtag Cautionary Tale*. Andersen Press, 2019.
- Troll Stinks*. Andersen Press, 2017.

Picture & Board Books Celebrating Play **EL** **C**

- Alexander, Rilla. *Fiona on the Swings*. Hippo Park, 2023.
- Herbert Climbs to the Top*. Hippo Park, 2023.
- Bailey, Annie. *Mud!* Abrams Appleseed, 2022.
- Barrow, David. *Have You Seen Elephant?* Gecko Press, 2015.
- Blackall, Sophie. *Ahoy!* Random House Children's Books, 2024.
- Boynton, Sandra. *Peekaboo Rex!* Boynton Bookworks, 2023.
- Catchpole, James. *What Happened to You?* Faber & Faber, 2021.
- Cousins, Lucy. *Let's Play Monsters!* Candlewick Press, 2020.
- Dickson, Irene. *Blocks*. Nosy Crow, 2016.
- Flett, Julie. *We All Play*. Greystone Kids, 2021.
- Gee, Kimberly. *Mine, Mine, Mine, Yours*. G.P. Putnam's Sons, 2021.
- Grimes, Nikki. *Playtime for Restless Rascals*. Sourcebooks Jabberwocky, 2022.
- Lambert, Megan Dowd. *Real Sisters Pretend*. Tilbury House Publishers, 2016.
- Longo, Melania. *Hideaway*. Red Comet Press, 2023.
- Miller-Lachmann, Lyn. *Ways to Play*. Chronicle Books LLC, 2023.

- Milway, Katie Smith. *The Banana-Leaf Ball: How Play Can Change the World*. Kids Can Press, 2017.
- Morales, Yuyi. *Niño Wrestles the World*. Roaring Brook Press, 2013.
- Najjar, Taghreed A. *What Shall We Play Now?* Crocodile Books, 2022.
- O’Leary, Sara. *This Is Sadie*. Tundra Books, 2016.
- Paul, Baptiste. *The Field*. NorthSouth Books, 2018.
- Portis, Antoinette. *Not a Box*. HarperCollins, 2007.
- Siddals, Mary McKenna. *Bringing the Outside In*. Random House Children’s Books, 2016.
- Trimmer, Christian. *Teddy’s Favorite Toy*. Atheneum Books for Young Readers, 2018.

Picture Books About Games & Puzzles **EL**

- Alemagna, Beatrice. *On a Magical Do-Nothing Day*. HarperCollins Children’s Books, 2017.
- Amara, Phil & Oliver Chin. *The Discovery of Chess: The Asian Hall of Fame*. Immedium, Inc., 2023.
- Atkinson, Cale. *Where Oliver Fits*. Tundra Books, 2017.
- Barroux. *Where’s the Elephant?* Candlewick Press, 2016.
- Boldt, Mike. *Find Fergus*. Doubleday Books for Young Readers, 2020.
- Cousins, Lucy. *Let’s Play Monsters!* Candlewick Press, 2020.
- Daywalt, Drew. *The Legend of Rock, Paper, Scissors*. Balzer + Bray, 2017.
- Dean, Kimberly and James. *Pete the Cat Plays Hide-and-Seek*. HarperCollins Publishers, 2022.
- Dyson, DK. *Window Fishing*. Random House Children’s Books, 2023.
- Epstein, Adam Jay. *Have You Seen Gordon?* Simon & Schuster Books for Young Readers, 2021.
- Hall, Michael. *Swing*. Greenwillow Books, 2020.
- Im, Seo-Ha. *Let’s Play Ddakji*. Brown Books Kids, 2022.
- Let’s Play Gonggi*. Brown Books Kids, 2023.
- Let’s Play Jegi*. Brown Books Kids, 2023.
- Könnecke, Ole. *Sports Are Fantastic Fun!* Gecko Press, 2018.
- Kuefler, Joseph. *Rulers of the Playground*. Balzer + Bray, 2017.
- Leslie, Lindsay. *Dusk Explorers*. Page Street Kids, 2020.
- Long, Ethan. *Hello, World!* Christy Ottaviano Books, 2020.
- McElligott, Matthew. *Do Not Eat the Game!* Crown Books for Young Readers, 2020.
- Myers, Christopher. *H.O.R.S.E.: A Game of Basketball and Imagination*. Egmont USA, 2012.
- Noakes, Polly. *Hide and Seek*. Child’s Play Inc., 2018.
- Norman, Kim. *One-osaurus, Two-osaurus*. Candlewick Press, 2021.

Bibliography

- Sandall, Ellie. *Everybunny Dance!* McElderry Books, 2017.
- Soman, David. *How to Two*. Dial Books for Young Learners, 2019.
- Teckentrup, Britta. *Where's the Pair?: A Spotting Book*. Big Picture Press, 2015.
- Van Allsburg, Chris. *Jumanji*. Houghton Mifflin Co., 1981.
- Yoon, Salina. *Tap to Play*. Balzer + Bray, 2014.
- Yoshitake, Shinsuke. *I Can Be Anything*. Chronicle Books, 2020.
- Zimmerman, Andrea and David Clemesha. *Bulldozer Friends*. Henry Holt and Company, 2020.

Puzzling Mystery Picture Books

- Bruchac, Joseph. *The Powwow Treasure*. Reycraft Books, 2020.
- Crespo, Ana. *Lia & Luis: Puzzled!* Charlesbridge, 2023.
- Cummings, Pat. *Where Is Mommy?* Holiday House, 2019.
- Klassen, Jon. *I Want My Hat Back*. Candlewick Press, 2011.
- McLaren, Meg. *Pigeon P.I.* Clarion Books, 2017.
- McLaughlin, Eoin. *Not an Alphabet Book: The Case of the Missing Cake*. Candlewick Press, 2020.
- Michalak, Jamie. *Dakota Crumb and the Secret Bookshop: A Tiny Treasure Hunt*. Candlewick Press, 2023.
- Pizzoli, Greg. *Mister Kitty Is Lost!* Little, Brown Books for Young Readers, 2023.
- Roberts, P.J. *I Lost My Sock!: A Matching Mystery*. Abrams Appleseed, 2017.
- Sarcone-Roach, Julia. *The Bear Ate Your Sandwich*. Dragonfly Books, 2015.
- Scotton, Rob. *Secret Agent Splat!* HarperCollins, 2012.
- Sheth, Kashmira. *Feast of Peas*. Peachtree Publishing Company, 2020.
- Slavin, Bill. *Who Broke the Teapot?* Tundra Books, 2016.
- Wood, Audrey. *Alphabet Mystery*. Blue Sky Press, 2003.
- Yasiejko, Roman. *Who Is It, Whoodini?* Yeehoo Press, 2022.

Seek and Find Books

Board Books

- Contraire, Bastien. *Animals Hide and Sneak*. Phaidon Press, 2017.
- Shopsin, Tamara & Jason Fulford. *Find Colors*. Phaidon Press, 2018.

Picture Books

- Chaud, Benjamin. *The Bear's Song*. Chronicle Books, 2013.
- Contraire, Bastien. *Undercover: One of These Things Is Almost Like the Others*. Phaidon Press, 2016.

- Cronin, B.B. *The Lost House: A Seek and Find Book*. Viking, 2016.
- Danielson, Christopher. *Which One Doesn't Belong?: Playing with Shapes*. Charlesbridge, 2019.
- Derby, Sally. *Sunday Shopping*. Lee & Low Books, 2014.
- Hesselberth, Joyce. *Mapping Sam*. Greenwillow Books, 2018.
- Kim, Julie. *Where's Halmoni?* Little Bigfoot, 2017.
- Light, Steve. *Have You Seen My Dragon?* Candlewick Press, 2014.
- Matheson, Christie. *Bird Watch*. Greenwillow Books, 2019.
- Murray, Diana. *City Shapes*. Little, Brown and Company, 2016.
- Savage, Chloe. *The Search for the Giant Arctic Jellyfish*. Candlewick Press, 2023.
- Savage, Stephen. *Where's Walrus?* Scholastic Press, 2011.
- Taltec, Olivier. *Who Was That?* Chronicle Books, 2018.
- Teckentrup, Britta. *One Is Not a Pair: A Spotting Book*. Candlewick Press, 2017.

Technology, STEAM, and Video Games Picture Books

- Antony, Steve. *Unplugged*. Scholastic Press, 2018.
- Beaty, Andrea. *Rosie Revere, Engineer*. Abrams Books for Young Readers, 2013.
- Bruel, Nick. *Bad Kitty Does Not Like Video Games*. Roaring Brook Press, 2016.
- Bedford, David. *Once Upon a Time... Online: Happily Ever After Is Only a Click Away!* Parragon, 2016.
- Brown, Jeffrey. *My Teacher Is a Robot*. Random House Children's Books, 2019.
- Cordell, Matthew. *Hello! Hello!* Little, Brown Books for Young Readers, 2012.
- Fliess, Sue. *Mary Had a Little Lab*. Albert Whitman & Company, 2018.
- McBeth, T.L. *Robot in Love*. Henry Holt & Company, 2018.
- Root, Andrew. *Nerdycorn*. Beach Lane Books, 2021.
- Sima, Jessie. *Love, Z*. Simon & Schuster Books for Young Readers, 2018.
- Yang, James. *Stop! Bot!* Viking Books for Young Readers, 2019.

CHILDREN'S BOOKS

Adventure/Fantasy for 1st-3rd graders

- Citro, Asia. *Dragons and Marshmallows (Zoey and Sassafras, #1)*. Innovation Press, 2017.
- Costa, Dela. *Welcome to the Island (Isla of Adventure, #1)*. Little Simon, 2023.
- Elliott, Zetta. *Dragons in a Bag*. Random House, 2018.
- Glass, Calliope. *The Magic Day*. Harper Chapters, 2020.
- Griffin, Sammy. *Mighty Meg and the Magical Ring (Mighty Meg, #1)*. Little Bee Books, 2019.
- Hale, Shannon and Dean. *The Princess in Black and the Mermaid Princess*. Candlewick Press, 2022.
- Harrison, Paula. *The Storm Dragon*. Aladdin, 2017.
- Jahn-Clough, Lisa. *The Kids of Cattywampus Street*. Anne Schwartz Books, 2021.
- Kent, Jaden. *The Cave of Aaaaah! Doom! (Ella and Owen, #1)*. Little Bee Books, 2017.
- Kessler, Liz. *Emily's Big Discovery (The World of Emily Windsnap, #1)*. Candlewick Press, 2022.
- Soontornvat, Christina. *The Guardian Test (Legends of Lotus Island, #1)*. Scholastic Press, 2023.

Adventure/Fantasy for 4th-6th graders

- Abe, Julie. *Eva Evergreen, Semi-Magical Witch (Eva Evergreen, #1)*. Little Brown Books for Young Readers, 2020.
- Alston, B.B. *Amari and the Night Brothers*. Balzer + Bray, 2021.
- Beck, Miya T. *The Pearl Hunter*. Balzer + Bray, 2023.
- Brallier, Max. *The Last Kids on Earth (The Last Kids on Earth, #1)*. Viking Books for Young Readers, 2015.
- Burgis, Stephanie. *The Dragon with a Chocolate Heart*. Bloomsbury, 2017.
- Lin, Grace. *Where the Mountain Meets the Moon*. Little, Brown Books for Young Readers, 2009.
- Lennon, Thomas. *Ronan Boyle and the Bridge of Riddles (Ronan Boyle, #1)*. Amulet Books, 2019.
- Miller, Darcy. *Margot and Mateo Save the World*. HarperCollins, 2018.
- Oppel, Kenneth. *Inkling*. Alfred A. Knopf, 2018.
- Selfors, Suzanne. *The Sasquatch Escape*. Little, Brown Books for Young Readers, 2013.
- Ursu, Anne. *The Troubled Girls of Dragomir Academy*. Walden Pond Press, 2021.

Can You Solve It? Stories with Puzzles, Scavenger Hunts, and Treasure Hunts!

Recommended for Grades 4-7.

- Calejo, Ryan. *The Shape of Time*. Amulet Books, 2023.
- Bertman, Jennifer Chambliss. *The Alcatraz Escape*. Henry Holt and Company, 2018.
- Book Scavenger*. Henry Holt and Company, 2015.
- de la Cruz, Melissa. *The (Super Secret) Octagon Valley Society*. Disney-Hyperion, 2023.
- Ecton, Emily. *The Ambrose Deception*. Disney-Hyperion, 2018.
- Edge, Christopher. *Race for the Escape*. Delacorte Press, 2022.
- Getten, Kereen. *If You Read This*. Delacorte Press, 2022.
- Grabenstein, Chris. *Mr. Lemoncello's Very First Game*. Random House Children's Books, 2022.
- Grabenstein, Chris. *Super Puzzletastic Mysteries: Short Stories for Young Sleuths from Mystery Writers of America*. HarperCollins, 2020.
- Jagger, T.P. *Hide and Geek*. Random House Books for Young Readers, 2022.
- Key, Janet. *Twelfth*. Little, Brown Books for Young Readers, 2022.
- Levine, Kristin. *The Jigsaw Jungle*. G.P. Putnam's Sons, 2018.
- Little, Jody J. *Worse Than Weird*. HarperCollins, 2020.
- Magaziner, Lauren. *Mystery in the Mansion (Case Closed, #1)*. Katherine Tegen Books, 2018.
- Magoon, Kekla. *Chester Keene Cracks the Code*. Wendy Lamb Books, 2022.
- Nolte, Katherin. *Back to the Bright Before*. Random House Children's Books, 2023.
- Polisner, Gae and Nora Raleigh Baskin. *Seven Clues to Home*. Alfred A. Knopf, 2020.
- Rhodes, Jewell Parker. *Treasure Island: Runaway Gold*. Quill Tree Books, 2023.
- Sands, Kevin. *The Blackthorn Key*. Aladdin, 2015.
- Schwarz, Larry & Iva-Marie Palmer. *The Jules Verne Prophecy*. Little, Brown and Company, 2023.
- Sedita, Francesco and Prescott Seraydarian. *The Pathfinders Society: The Mystery of the Moon Tower*. Viking Books for Young Readers, 2020.
- Souders, Taryn. *The Mystery of the Radcliffe Riddle*. Sourcebooks, 2023.
- Trueit, Trudi. *The Nebula Secret*. National Geographic Partners, 2018.
- Van Dolzer, Krista. *The Multiplying Mysteries of Mount Ten*. Bloomsbury Children's Books, 2019.

Coding Nonfiction

Picture Book and Early Reader Nonfiction for Grades K-3

- Calkhoven, Laurie. *Women Who Launched the Computer Age*. Simon Spotlight, 2016.
- Liso, J.T. *How Do Computers Follow Instructions?: A Book about Programming*. Flowerpot Press, 2019.

Bibliography

- Liukas, Linda. *Hello Ruby: Adventures in Coding*. Feiwei and Friends, 2015.
- Simon, Seymour. *How to Talk to Your Computer*. HarperCollins Publishers, 2019.
- Spiro, Ruth. *How to Explain Coding to a Grown-Up*. Charlesbridge, 2023.

Nonfiction for Grades 4 & up

- Saujani, Reshma. *Girls Who Code: Learn to Code and Change the World*. Viking, 2017.
- Szymanski, Jennifer. *Code This!: Puzzles, Games, Challenges, and Computer Coding Concepts for the Problem-Solver in You!* National Geographic Kids, 2019.
- Woodcock, Jon. *Coding Games in Scratch: A Step-by-Step Visual Guide to Building Your Own Computer Games*. DK Publishing, 2019.
- Wainwright, Max. *Code Your Own Games! 20 Games to Create With Scratch*. Union Square Kids, 2017.

Early Chapter Book Mysteries (Grades 1-3)

- Alexander, Heather. *Wallace and Grace and the Cupcake Caper*. Bloomsbury Children's Books, 2015.
- Angleberger, Tom. *Inspector Flytrap*. Amulet Books, 2016.
- Bowman, Marina J. *Scaredy Bat and the Frozen Vampires*. Code Pineapple, 2021.
- Cronin, Doreen. *The Trouble with Chickens*. Balzer + Bray, 2011.
- DiCamillo, Kate. *Francine Poulet Meets the Ghost Raccoon*. Candlewick Press, 2015.
- James, Laura. *Mystery on the Ostrich Express*. Bloomsbury Children's Books, 2019.
- McCall Smith, Alexander. *The Great Cake Mystery*. Anchor Books, 2010.
- McDonald, Megan. *Judy Moody's Mini-Mysteries and Other Sneaky Stuff for Super-Sleuths*. Candlewick Press, 2012.
- Newman, Robin. *The Case of the Missing Carrot Cake*. Creston Books, 2015.
- Nilsson, Ulf. *Detective Gordon: The First Case*. Gecko Press, 2012.
- Selznick, Brian and David Serlin. *Baby Monkey, Private Eye*. Scholastic Press, 2018.
- Webb, Holly. *The Case of the Stolen Sixpence*. Houghton Mifflin Harcourt, 2014.

Games and Gaming Nonfiction **C, F**

- Hannigan, Kate. *Blips on a Screen: How Ralph Baer Invented TV Video Gaming and Launched a Worldwide Obsession*. Alfred A. Knopf, 2022.
- Hicks, Gabriel. *A Kid's Guide to Tabletop RPGs: Exploring Dice, Game Systems, Roleplaying and More!* Running Press Kids, 2023.
- Homer, Holly. *The Big Book of Kids Activities: 500 Projects That Are the Bestest, Funnest Ever*. Page Street Publishing Co., 2021.
- Pipe, Jim. *You Wouldn't Want to Live Without Gaming!* Franklin Watts, 2019.
- Rapoport, Rebecca and J.A. Yoder. *Math Games Lab for Kids: Fun, Hands-on Activities for Learning With Shapes, Puzzles, and Games*. Quarry Books, 2017.

Stone, Tanya Lee. *Pass Go and Collect \$200: The Real Story of How Monopoly Was Invented*. Henry Holt and Company, 2018.

Tate, Don. *Jerry Changed the Game!: How Engineer Jerry Lawson Revolutionized Video Games Forever*. Simon & Schuster Books for Young Readers, 2023.

Wolf, Bree. *Maker Comics: Design a Game!* First Second Books, 2022.

Middle Grade Mysteries **C**

Abbott, Tony. *Denis Ever After*. Katherine Tegan Books, 2018.

Balliett, Blue. *Chasing Vermeer*. Scholastic Press, 2004.

—*Hold Fast*. Scholastic Press, 2013.

Bosch, Pseudonymous. *The Name of This Book Is Secret*. Little, Brown Books for Young Readers, 2007.

Bunce, Elizabeth C. *Premeditated Myrtle*. Algonquin Young Readers, 2021.

Carlson, Caroline. *The World's Greatest Detective*. HarperCollins, 2017.

Carman, Patrick. *Floors*. Scholastic, Inc., 2011.

Chari, Sheela. *Finding Mighty*. Amulet Books, 2017.

Dowd, Siobhan. *The London Eye Mystery*. Yearling, 2007.

Eulberg, Elizabeth. *The Great Shelby Holmes*. Bloomsbury USA Childrens, 2016.

Grabenstein, Chris. *Escape from Mr. Lemoncello's Library*. Random House Children's Books, 2013.

Ireland, Justina. *Ophie's Ghosts*. Balzer + Bray, 2022.

Johnson, Varian. *The Parker Inheritance*. Arthur A. Levine Books, 2018.

Ruby, Laura. *The Shadow Cipher*. Walden Pond Press, 2017.

Springer, Nancy. *The Case of the Missing Marquess*. Philomel Books, 2006.

Stead, Rebecca. *When You Reach Me*. Wendy Lamb Books, 2009.

Tarpley, Natasha. *The Harlem Charade*. Scholastic Press, 2017.

Zamolo, Matt & Rebecca. *The Game Master: Mansion Mystery*. HarperCollins, 2022.

Mysteries and Spies Nonfiction and Activity Books (Grades 2-5) **C** **F**

Bruchac, Joseph. *Chester Nez and the Unbreakable Code: A Navajo Code Talker's Story*. Albert Whitman & Company, 2018.

Daigneau, Jean. *Code Cracking for Kids: Secret Communications Throughout History, with 21 Codes and Ciphers*. Chicago Review Press, 2020.

Janeczko, Paul B. *Top Secret: A Handbook of Codes, Ciphers, and Secret Writing*. Candlewick Press, 2004.

Moss, Marissa. *Kate Warne: Pinkerton Detective*. Creston Books, 2017.

Schwartz, Ella. *Can You Crack the Code?: A Fascinating History of Ciphers and Cryptography*. Bloomsbury Children's Books, 2019.

Wallmark, Laurie. *Code Breaker, Spy Hunter: How Elizebeth Friedman Changed the Course of Two World Wars*. Abrams Books for Young Readers, 2021.

Read for Initiative: Middle Grade Books About RPGs and Other Games **C T**

Graphic Novels:

- Durfey-Lavoie, Lee. *Just Roll with It*. Random House Graphic, 2021.
- Holm, Jennifer L. and Matthew Holm. *Sunny Rolls the Dice*. Graphix, 2019.
- Kurtz, Scott. *Table Titans Club*. Holiday House, 2024.
- McLachlan, Brian. *Complete the Quest: The Poisonous Library*. Imprint, 2021.
- Ostertag, Molly Knox. *Dungeon Club: Roll Call*. HarperAlley, 2022.
- Sattin, Samuel. *Buzzing*. Little, Brown Ink, 2023.
- Wolf, Bree. *Maker Comics: Design a Game!* First Second Books, 2022.

Fiction:

- Aronofsky, Darren and Ari Handel. *Monster Club*. HarperCollins, 2022.
- Cole, Frank L. *The Die of Destiny*. Shadow Mountain, 2021.
- Fagan, Deva. *A Game of Noctis*. Atheneum Books for Young Readers, 2024.
- Formato, Jaime. *Roll for Initiative*. Running Press Kids, 2022.
- Markell, Denis. *The Game Masters of Garden Place*. Random House Children's Books, 2018.
- O'Donnell, Tom. *Homerrooms & Hall Passes*. Balzer + Bray, 2019.
- Roux, Madeleine. *Dungeon Academy: No Humans Allowed!* HarperCollins, 2021
—*Dungeon Academy: Tourney of Terror*. HarperCollins, 2022.

Technology and Video Games Fiction **C**

For Grades K-3

- Bitt, Nate. *Arcade World: Dino Trouble*. Little Simon, 2022.
- Fang, Vicky. *Happy Paws (Layla and the Bots, #1)*. Scholastic Inc., 2020.
- Flintham, Thomas. *Game Over, Super Rabbit Boy! (Press Start!, #1)*. Scholastic Inc., 2016.
- Yanish, Brian. *Shark and Bot*. Random House Children's Books, 2023.

For Grades 3-6

- Bacon, Lee. *The Last Human*. Amulet Books, 2019.
- Barnett, Mac. *Mac Cracks the Code (Mac B., Kid Spy, #4)*. Orchard Books, 2019.
- Brown, Peter. *The Wild Robot*. Little, Brown Books for Young Readers, 2016.
- Chiang, Sylv. *Tournament Trouble*. Annick Press, 2018.
- Deutsch, Stacia. *The Friendship Code*. Penguin Workshop, 2017.

- Graley, Sarah. *Glitch: A Graphic Novel*. Graphix, 2019.
- Griffiths, Andy. *The 13-Story Treehouse: Monkey Mayhem! (Treehouse, #1)*. Feiwel & Friends, 2013.
- Khoury, Jessica. *The Ruby Code*. Scholastic Press, 2023.
- Korman, Gordon. *Slacker (Slacker, #1)*. Scholastic Press, 2016.
- Liubinskas, Mick. *She's Building a Robot*. Mango Publishing Group, 2020.
- Patterson, James and Chris Grabenstein. *House of Robots*. Little, Brown and Company, 2014.
- Yang, Gene Luen. *Secret Coders (Secret Coders, #1)*. First Second, 2015.

Upper Elementary and Middle Grade Game Titles **C T F**

- Anquetil, Stéphane. *Escape Book: The Museum Heist*. Andrews McMeel Publishing, 2021.
- Auseon, Andrew. *Spellbinders: The Not-So-Chosen One*. Labyrinth Road, 2023.
- Brady, Dustin. *Escape from a Video Game: The Secret of Phantom Island*. Andrews McMeel Publishing, 2020.
- Brady, Dustin. *Trapped in a Video Game*. Andrews McMeel Publishing, 2018.
- Cube Kid. *Diary of an 8-Bit Warrior*. Andrews McMeel Publishing, 2016.
- Durfey-Lavoie, Lee. *Just Roll with It*. Random House Graphic, 2021.
- Holm, Jennifer L. and Matthew Holm. *Sunny Rolls the Dice*. Graphix, 2019.
- Kelly, Erin Entrada. *You Go First*. Greenwillow Books, 2018.
- Kurtz, Scott. *Table Titans Club*. Holiday House, 2024.
- Larwood, Kieran. *Dungeon Runners: Level 1: Hero Trial*. Nosy Crow, 2024.
- Gorobei. *Hocus & Pocus: The Search for the Missing Dwarves: The Comic Book You Can Play!* Quirk Books, 2019.
- McLachlan, Brian. *Complete the Quest: The Poisonous Library*. Imprint, 2021.
- O'Donnell, Tom. *Homerooms & Hall Passes*. Balzer + Bray, 2019.
- Ostertag, Molly Knox. *Dungeon Club: Roll Call*. HarperAlley, 2022.
- Sherry, Kevin. *Scales & Tales: A Beginner's Guide to Fantasy Role-Playing Games*. Andrews McMeel Publishing, 2024.
- Sattin, Samuel. *Buzzing*. Little Brown Ink, 2023.
- Shiga, Jason. *Adventuregame Comics: Leviathan (Book #1)*. Amulet Books, 2022.
- Shuky. *Knights Club: The Bands of Bravery: The Comic Book You Can Play!* Quirk Books, 2018.
- Towers, Andrea. *Gamer Girls: Gnat vs. Spyder*. Andrews McMeel Publishing, 2023.

TEEN BOOKS

Can You Solve It? Stories with Puzzles, Scavenger Hunts, and Treasure Hunts! **T**

- Banas, Danielle. *The Good for Nothings*. Swoon Reads, 2020.
- Barnes, Jennifer Lynn. *The Inheritance Games*. Little, Brown and Company, 2020.
- Dean, Becky. *Love & Other Great Expectations*. Delacorte Press, 2022.
- Kann, Claire. *The Marvelous*. Swoon Reads, 2021.
- Kaufman, Amie and Meagan Spooner. *Unearthed*. Hyperion, 2018.
- Kuehn, Stephanie. *By the Time You Read This I'll Be Gone*. Scholastic Press, 2022.
- Mele, Dana. *People Like Us*. G.P. Putnam's Sons, 2018.
- Morris, Brittney. *The Jump*. Simon & Schuster, 2023.
- Reed, Mackenzie. *The Rosewood Hunt*. HarperTeen, 2023.
- Richards, Natalie D. *Seven Dirty Secrets*. Sourcebooks Fire, 2021.

For Teens Who Love Gaming **T**

Fiction

- Ahmadi, Arvin. *Girl Gone Viral*. Viking, 2019.
- Alkaf, Hanna. *Queen of the Tiles*. Salaam Reads, 2022.
- Barnes, Jennifer Lynn. *The Inheritance Games*. Little, Brown and Company, 2020.
- Boyce, Kristy. *Dungeons and Drama*. Delacorte Press, 2024.
- Cline, Ernest. *Ready Player One*. Crown Publishers, 2011.
- DeWitt, Amanda. *Aces Wild: A Heist*. Peachtree Teen, 2022.
- Dunlap, Shannon. *Izzy + Tristan*. Little, Brown Books for Young Readers, 2019.
- Durango, Julia. *The Leveller*. HarperTeen, 2017.
- Farley, C.J. *GameWorld*. Akashic Books, 2014.
- Gardner, Whitney. *Chaotic Good*. Alfred A Knopf, 2018.
- Hazelwood, Ali. *Check & Mate*. G.P. Putnam's Sons, 2023.
- Kinew, Wab. *Walking in Two Worlds*. Tundra Books, 2021.
- Lu, Marie. *Warcross*. G.P. Putnam's Sons, 2018.
- Madden, Tobias. *Take a Bow, Noah Mitchell*. Page Street Publishing Co, 2023.
- Mbalia, Kwame. *Last Gate of the Emperor*. Scholastic Press, 2021.
- Morris, Brittney. *The Jump*. Simon & Schuster, 2023.
- Slay*. Simon Pulse, 2019.
- Nedd, Alexis. *Don't Hate the Player*. Bloomsbury YA, 2021.
- Rodman, Sean. *Firewall*. Orca Book Publishers, 2017.
- Ruff, Matt. *88 Names: A Novel*. HarperCollins, 2020.

- Smith, Eric. *Don't Read the Comments*. Inkyard Press, 2020.
- Sutanto, Jesse Q. *Didn't See That Coming*. Delacorte Press, 2023.
- Trevayne, Emma. *Gamescape: Overworld*. Greenwillow Books, 2016.
- Urban, Diana. *These Deadly Games*. Wednesday Books, 2022.
- Zhao, Katie. *Last Gamer Standing*. Scholastic, Inc., 2021.

Manga & Graphic Novels

- Cawthon, Scott and Kira Breed-Wrisley. *Five Nights at Freddy's #1: The Silver Eyes*. Scholastic, Inc., 2020.
- Doctorow, Cory and Jen Wang. *In Real Life*. First Second, 2014.
- Himekawa, Akira. *The Legend of Zelda: Twilight Princess, Vol. 1*. VIZ Media, 2016.
- Kong, Xiao Tong "Velinxi." *DPS Only!* Andrews McMeel Publishing, 2022.
- McElroy, Clint and Carey Pietsch. *The Adventure Zone: Here There Be Goblins*. First Second, 2018.
- Nadatani, Wataru. *Cat + Gamer Volume 1*. Dark Horse Comics, 2022.
- O'Malley, Bryan Lee. *Scott Pilgrim #1: Scott Pilgrim's Precious Little Life*. Oni Press, 2004.
- Yang, Gene Luen. *Level Up*. First Second, 2011.

Nonfiction

- Hansen, Dustin. *Game On! Video Game History from Pong and Pac-man to Mario, Minecraft and More*. Feiwel and Friends, 2016.
- The Greatest Stories Ever Played: Video Games and the Evolution of Storytelling*. Feiwel and Friends, 2022.
- Kenney, Mary. *Gamer Girls: 25 Women Who Built the Video Game Industry*. Running Press Teens, 2022.
- Ryan, Jeff. *Super Mario: How Nintendo Conquered America*. Portfolio/Penguin, 2011.
- Schreier, Jason. *Blood, Sweat, and Pixels: The Triumphant, Turbulent Stories Behind How Video Games Are Made*. Harper Paperbacks, 2017.
- Silverman, Laura, editor. *Game On: 15 Stories of Wins, Losses, and Everything in Between*. Viking, 2022.

Get a Clue: Murder Mystery Books for Teens

Level up your sleuthing skills and see if you can crack the code and solve the puzzle by figuring out the killer.

- Alkaf, Hanna. *Queen of the Tiles*. Salaam Reads, 2022.
- Allen, Charlene. *Play the Game*. Katherine Tegen Books, 2023.
- Cardinal, Ann Dávila. *Five Midnights*. Tor Teen, 2019.
- Ferraris, Zoë. *Finding Nouf*. Mariner Books, 2009.
- Giles, Lamar. *Spin*. Scholastic, Inc., 2020.
- Hatzopoulou, Kika. *Threads That Bind*. Razorbill, 2023.

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Hur, June. *The Red Palace*. Feiwel and Friends, 2022.

Latham, Jennifer. *Dreamland Burning*. Little, Brown Books for Young Readers, 2017.

Roehrig, Caleb. *White Rabbit*. Feiwel and Friends, 2018.

It's Dangerous to Go Alone! (Video Games in Fiction for Tweens and Teens) C T

Middle Grade

Dao, Julie C. *Team Chu and the Battle of Blackwood Arena*. Farrar, Straus and Giroux, 2022.

Graley, Sarah. *Glitch: A Graphic Novel*. Graphix, 2019.

Hansen, Dustin. *My Video Game Ate My Homework*. DC Comics, 2020.

Mancusi, Mari. *Dragon Ops*. Disney-Hyperion, 2020.

Pat + Jen. *PopularMMOs Presents A Hole New World*. HarperCollins, 2018.

Riazi, Karuna. *The Gauntlet*. Salaam Reads, 2017.

Strasser, Todd. *The Good War*. Delacorte Press, 2021.

Zhao, Katie. *Last Gamer Standing*. Scholastic, Inc., 2021.

Teen Game Books T

Khoury, Jessica. *The Ruby Code*. Scholastic Press, 2023.

Kinew, Wab. *Walking in Two Worlds*. Tundra Books, 2021.

Kong, Xiao Tong "Velinxi." *DPS Only!* Andrews McMeel Publishing, 2022.

Lu, Marie. *Warcross*. G.P. Putnam's Sons, 2017.

Morris, Brittney. *Slay*. Simon Pulse, 2019.

Oshikiri, Rensuke. *Hi Score Girl*. Square Enix Manga, 2020.

Priemaza, Anna. *Kat and Meg Conquer the World*. HarperTeen, 2017.

Rumba, Kokonasu. *Animal Crossing: New Horizons. Deserted Island Diary*. VIZ Media, 2021.

Segel, Jason and Kirsten Miller. *Otherworld*. Delacorte Press, 2017.

Smith, Eric. *Don't Read the Comments*. Inkyard Press, 2020.

Sutanto, Jesse Q. *Didn't See That Coming*. Delacorte Press, 2023..

Let the Games Begin! Sporty Books for Teens T

Adler, Dahlia. *Home Field Advantage*. Wednesday Books, 2022.

Adler, Dahlia and Jennifer Iacopelli, editors. *Out of Our League: 16 Stories of Girls in Sports*.

Feiwel and Friends, 2024.

Bailar, Schuyler. *Obie Is Man Enough*. Crown Books for Young Readers, 2021.

- Bledsoe, Lucy Jane. *No Stopping Us Now*. Three Rooms Press, 2022.
- Deming, Sarah. *Gravity*. Make Me a World, 2019.
- Farizan, Sara. *Here to Stay*. Algonquin Young Readers, 2018.
- Fitzsimons, Isaac. *The Passing Playbook*. Dial Books, 2021.
- Frasier, Crystal. *Cheer Up!: Love and Pompoms*. Oni Press, 2021.
- Graves, Byron. *Rez Ball*. Heartdrum, 2023.
- Jarzab, Anna. *Breath Like Water*. Inkyard Press, 2020.
- Jones, Kimberly and Gilly Segal. *Why We Fly*. Sourcebooks Fire, 2021.
- Khan, H.N. *Wrong Side of the Court*. Penguin Teen Canada, 2022.
- Leong, Sloane. *A Map to the Sun*. First Second, 2020.
- Lundin, Britta. *Like Other Girls*. Disney-Hyperion, 2021.
- Marie, Racquel. *You Don't Have a Shot*. Feiwel and Friends, 2023.
- Méndez, Yamile Saied. *Furia*. Algonquin Young Readers, 2020.
- Patel, Sajni. *The Knockout*. Flux, 2021.
- Quindlen, Kelly. *She Drives Me Crazy*. Roaring Brook Press, 2021.
- Ribay, Randy. *After the Shot Drops*. Houghton Mifflin Harcourt, 2018.
- Silverman, Laura, editor. *Game On: 15 Stories of Wins, Losses, and Everything in Between*. Viking, 2022.
- Yang, Gene Luen. *Dragon Hoops*. First Second, 2020.

Level Up! Game-Inspired Book Display for Teens **T**

Gaming is fun, but now take it to the next level and read about other people who were inspired by games to write books about it! All different genres will spark an interest for those who love gaming and want to do more with it.

- Cawthon, Scott. *Five Nights at Freddy's: Tales from the Pizzaplex*. Scholastic, Inc., 2022.
- Clarke, Cassandra Rose. *Meridian Divide*. Scholastic, Inc., 2019.
- Gonzales, Andrea and Sophie Houser. *Girl Code: Gaming, Going Viral, and Getting It Done*. HarperCollins Children's Books, 2018.
- Hansen, Dustin. *My Video Game Ate My Homework*. DC Comics, 2020.
- Keats, Israel. *Labyrinth*. Darby Creek, 2017.
- Kenney, Mary. *Gamer Girls: 25 Women Who Built the Video Game Industry*. Running Press Teens, 2022.
- Lu, Marie. *Warcross*. G.P. Putnam's Sons, 2017.
- Madden, Tobias. *Take a Bow, Noah Mitchell*. Page Street Publishing Co., 2023.
- Morris, Brittney. *Slay*. Simon Pulse, 2019.
- Sandor, Steven. *Spin Out*. James Lorimer & Company, Ltd., 2020.

Play to Win, No Matter The Cost: Teen Fiction Competition Books **T**

- Alkaf, Hanna. *Queen of the Tiles*. Salaam Reads, 2022.
- Foody, Amanda and Christine Lynn Herman. *All of Us Villains*. Tor Teen, 2021.
- Fuston, Margie. *Cruel Illusions*. Margaret K. McElderry Books, 2022.
- Gregson, Marc J. *Sky's End*. Peachtree Teen, 2024.
- Jaigirdar, Adiba. *The Dos and Donuts of Love*. Feiwel and Friends, 2023.
- Lewis, Kayvion. *Thieves' Gambit*. Nancy Paulsen Books, 2023.
- Lin, Judy I. *A Magic Steeped in Poison*. Feiwel and Friends, 2022.
- Thomas, Aiden. *The Sunbearer Trials*. Feiwel and Friends, 2022.
- Wein, Elizabeth. *Stateless*. Little, Brown and Company, 2023.
- Wellington, Joelle. *Their Vicious Games*. Simon & Schuster Books for Young Readers, 2023.

Puzzling Mysteries for Teens **T**

Fit the pieces together, crack the code, and figure out whodunit in these twisty mystery

books for teens.

- Àbíké-Íyímídé, Faridah. *Ace of Spades*. Feiwel and Friends, 2021.
- Barnes, Jennifer Lynn. *The Inheritance Games*. Little, Brown and Company, 2020.
- Brooks, Nick. *Promise Boys*. Henry Holt and Company, 2023.
- de la Cruz, Melissa. *Going Dark*. Union Square & Co., 2023
- Jackson, Holly. *A Good Girl's Guide to Murder*. Delacorte Press, 2020.
- Johnson, Maureen. *Truly Devious*. Katherine Tegen Books, 2018.
- Lewis, Kayvion. *Thieves' Gambit*. Nancy Paulsen Books, 2023.
- McManus, Karen M. *One of Us Is Lying*. Delacorte Press, 2017.
- Morris, Brittney. *The Jump*. Simon & Schuster Books for Young Readers, 2023.
- Muñoz, Lauren. *Suddenly a Murder*. G.P. Putnam's Sons, 2023.
- Reed, Mackenzie. *The Rosewood Hunt*. HarperTeen, 2023.
- Sepetys, Ruta and Steve Sheinkin. *The Bletchley Riddle*. Viking Books for Young Readers, 2024.
- Winans, Justine Pucella. *Bianca Torre Is Afraid of Everything*. Clarion Books, 2023.
- Zhang, Kat. *The Emperor's Riddle*. Aladdin, 2017.

Stories Inspired by Role Playing Games **T**

Middle Grade Fiction

- Auseon, Andrew. *Spellbinders: The Not-So-Chosen One*. Labyrinth Road, 2023.
- Durfey-Lavoie, Lee. *Just Roll with It*. Random House Graphic, 2021.

- Formato, Jaime. *Roll for Initiative*. Running Press Kids, 2022.
- Graley, Sarah. *Glitch: A Graphic Novel*. Graphix, 2019.
- Henning, Sarah. *Monster Camp*. Margaret K. Elderberry Books, 2023.
- Holm, Jennifer L. and Matthew Holm. *Sunny Rolls the Dice*. Graphix, 2019.
- Markell, Denis. *The Game Masters of Garden Place*. Random House Children's Books, 2018.
- Milford, Kate. *Greenglass House*. Clarion Books, 2014.
- O'Donnell, Tom. *Homerooms & Hall Passes*. Balzer & Bray, 2019.
- Ostertag, Molly Knox. *Dungeon Club: Roll Call*. HarperAlley, 2022.
- Sattin, Samuel. *Buzzing*. Little, Brown Ink, 2023.

Teen Fiction

- Boyce, Kristy. *Dungeons and Drama*. Delacorte Press, 2024.
- Doctorow, Cory and Jen Wang. *In Real Life*. First Second, 2014.
- Gardner, Whitney. *Chaotic Good*. Alfred A. Knopf, 2018.
- Morris, Brittney. *Slay*. Simon Pulse, 2019.
- Walls, Jasmine. *The Last Session*. Mad Cave Studios, 2022.

Teens **T**

- Alkaf, Hanna. *Queen of the Tiles*. Salaam Reads, 2022.
- Boyce, Kristy. *Dungeons and Drama*. Delacorte Press, 2024.
- Bryant, Elise. *Reggie and Delilah's Year of Falling*. Balzer + Bray, 2023.
- Koops, Victoria. *Who We Are in Real Life*. Groundwood Books, 2024.
- Meyer, Marissa. *With a Little Luck*. Feiwel and Friends, 2024.
- Morris, Brittney. *Slay*. Simon Pulse, 2019.
- Randall, Christen. *The No-Girlfriend Rule*. Atheneum, 2024.
- Silverman, Laura, editor. *Game On: 15 Stories of Wins, Losses and Everything in Between*. Viking, 2022.
- Walls, Jasmine. *The Last Session*. Mad Cave Studios, 2022.
- Wellington, Joelle. *Their Vicious Games*. Simon & Schuster Books for Young Readers, 2023.

Video Game Tie-In Books **T**

- Amano, Shiro. *Kingdom Hearts: The Complete Series*. TokyoPop, 2006.
- Barlog, J.M. *God of War: The Official Novelization*. Titan Books, 2018.
- Benson, Raymond. *Metal Gear Solid*. Del Ray Books, 2008.
- Bowden, Oliver. *Assassin's Creed: Renaissance*. Ace Books, 2009.
- Burroughs, Rick. *Alan Wake*. Tor Books, 2011.
- Cawthon, Scott and Kira Breed-Wrisley. *Five Nights at Freddy's #1: The Silver Eyes*. Scholastic, Inc., 2016.

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- Dafydd, ab Hugh and Brad Linaweaver. *Doom: Knee-Deep in the Dead*. Pocket Star Books, 1995.
- David, Peter. *Fable: The Balverine Order*. Ace, 2010.
- Davis, Paul. *Tales from the Sea of Thieves*. Titan Books, 2018.
- DeFilippis, Nunzio and Christina Weir. *Dragon Age: Deception #1*. Dark Horse Comics, 2018.
- Dietz, William C. *Hitman: Enemy Within: A Novel*. Random House Worlds, 2007.
- Eishima, Jun and Yoko Taro. *NieR:Automata: Short Story Long*. VIZ Media, 2018.
- Gaider, David. *Dragon Age: The Stolen Throne*. Tor Books, 2009.
- Golden, Christopher. *Uncharted: The Fourth Labyrinth*. Random House Worlds, 2011.
- Himekewa, Akira. *The Legend of Zelda Complete Box Set*. VIZ Media, 2011.
- Karpysyn, Drew. *Mass Effect: Revelation*. Random House Worlds, 2007.
- Keyes, Greg. *The Elder Scrolls: The Infernal City*. Del Rey, 2009.
- Knaak, Richard. *Diablo #1: Legacy of Blood*. Pocket Books, 2001.
- *WarCraft #1: Day of the Dragon*. Pocket Books, 2001.
- Kot, Aleš. *Bloodborne, Vol. 1: The Death of Sleep*. Titan Comics, 2018.
- Kuroda, Kenji. *Phoenix Wright: Ace Attorney 1*. Kodansha Comics, 2011.
- Kusaka, Hidenori. *Pokémon Adventures, Vol. 1*. VIZ Media, 2009.
- Miyabe, Miyuki. *ICO: Castle in the Mist*. Haikasoru, 2011.
- Morris, Brittney. *Marvel's Spider-Man: Miles Morales: Wings of Fury*. Titan Books, 2020.
- Murasaki, Hisato. *Persona 5, Vol 1*. VIZ Media. 2020.
- Nojima, Kazushige. *Final Fantasy VII Remake: Traces of Two Pasts*. Square Enix Books, 2023.
- Nylund, Eric. *Halo: The Fall of Reach*. Del Rey, 2001.
- O'Malley, Bryan Lee. *Scott Pilgrim #1: Scott Pilgrim's Precious Little Life*. Oni Press, 2004.
- Perry, S.D. *Resident Evil: Zero Hour*. Capcom Publishing, 2004.
- Sapkowski, Andrzej. *The Witcher: Blood of Elves*. Hachette, 2009.
- Shackleford, John. *Little Nightmares*. Titan Comics, 2017.
- Shin-Yagoikeda. *Devil May Cry, Vol. 1*. TokyoPop, 2006.
- Shirley, John. *BioShock: Rapture*. Tor Books, 2011.
- *Borderlands: The Fallen*. Gallery Books, 2011.
- Square Enix. *Final Fantasy XIV: Chronicles of Light: A Novel*. Square Enix, 2022.
- Stern, Dave. *Lara Croft: Tomb Raider: The Cradle of Life*. Pocket Books, 2001.
- Vieceli, Emma. *Life Is Strange, Vol. 1: Dust*. Titan Comics, 2019.

ADULT BOOKS

A Collection of Game-y Titles for Adults **A**

- Alexander, Justin. *So You Want to Be A Game Master: Everything You Need to Start Your Tabletop Adventure for Dungeons and Dragons, Pathfinder, and Other Systems*. Page Street, 2023.
- Bastin, Marjolein. *The Jane Austen Escape Room Book*. Andrews McMeel Publishing, 2023.
- Burr, Samuel. *The Fellowship of Puzzlemakers*. Doubleday, 2024.
- Cetrix. *Iron Magicians: The Search for the Magic Crystals: The Comic Book You Can Play*. Quirk Books, 2019.
- Chu, Lily. *The Takedown*. Sourcebooks, 2024.
- Conner, Hari. *Into the Tower: A Choose-Your-Own-Path Book*. Andrews McMeel Publishing, 2023.
- Connor, C.J. *Board to Death*. Kensington Books, 2023.
- Donovan, Tristan. *It's All a Game: A Short History of Board Games*. Atlantic Books, 2018.
- Introcaso, James and Rudy Basso. *To Be or Not to Be a Villain: Adventure for 5e & ZWEIHANDER RPG*. Andrews McMeel Publishing, 2023.
- Kay, Jonathan and Joan Moriarity. *Your Move: What Board Games Teach Us About Life*. Sutherland House, 2019.
- McElroy, Clint and Carey Pietsch. *The Adventure Zone: Here There Be Gerblins*. First Second, 2018.
- Mercer, Matthew and Matthew Colville. *Critical Role: Vox Machina Origins Volume 1*. Dark Horse Books, 2018.
- Shaffer, Meg. *The Wishing Game*. Ballantine Books, 2023.
- Smith, Eric. *The Geek's Guide to Dating*. Quirk Books, 2013.
- Van Lente, Fred. *The Con Artist*. Quirk Books, 2018.
- Fred. *Ten Dead Comedians: A Murder Mystery*. Quirk Books, 2018.
- Yardley, Cathy. *Role Playing*. Montlake, 2023.

Adult Fantasy Romance (Romantasy) Titles **A**

The popularity of *Fourth Wing* by Rebecca Yarros may have non-fantasy readers looking for their next great adventure. Here is a list of fantasy romance titles that may be of interest.

- Arden, Katherine. *The Bear and the Nightingale*. Del Rey, 2017.
- Armentrout, Jennifer L. *From Blood and Ash*. Blue Box Press, 2020.
- Broadbent, Carissa. *The Serpent & the Wings of Night*. Independently published, 2022.
- Fawcett, Heather. *Emily Wilde's Encyclopaedia of Faeries*. Del Rey, 2023.
- Gillig, Rachel. *One Dark Window*. Orbit, 2022.

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- Guanson, Thea. *The Hurricane Wars*. Harper Voyager, 2023.
- Hashem, Sara. *The Jasad Heir*. Orbit, 2023.
- Jensen, Danielle L. *The Bridge Kingdom*. Context Literary Agency, LLC, 2018.
- Lee, Fonda. *Jade City*. Orbit, 2017.
- Maas, Sarah J. *A Court of Thorns and Roses*. Bloomsbury, 2015.
- Mandanna, Sangu. *The Very Secret Society of Irregular Witches*. Berkley, 2022.
- Novik, Naomi. *Spinning Silver*. Del Rey, 2019.
- Parker, Sarah A. *When the Moon Hatched*. Avon, 2024.
- Romero Lacruz, Gabriela. *The Sun and the Void*. Orbit, 2023.
- Ross, Rebecca. *A River Enchanted*. Harper Voyager, 2022.
- Tuli, Nisha J. *Trial of the Sun Queen*. Forever, 2023.
- Weeks, Charissa. *The Witch Collector*. City Owl Press, 2021.
- Wilson, C.L. *The Winter King*. Avon Books, 2014.
- Yarros, Rebecca. *Fourth Wing*. Red Tower Books, 2023.

Cooking Up Some Games **A**

- Aldrich, Jef and Jon Taylor. *The Dungeonmeister Cookbook: 75 RPG-Inspired Recipes to Level Up Your Game Night*. Adams Media, 2022.
- Eells, Elias. *Cocktails and Consoles: 75 Video Game Inspired Drinks to Level Up Your Game Night*. Running Press, 2024.
- Ewalt, David M. *Of Dice and Men: The Story of Dungeons & Dragons and the People Who Play It*. Scribner, 2013.
- Grimm, Tom. *The Unofficial Animal Crossing Cookbook*. Reel Ink Press, 2023.
- The Unofficial Super Mario Cookbook*. Reel Ink Press, 2023.
- Haley, Sebastian, Tara Theoharis, Meagan Marie. *Tomb Raider: The Official Cookbook and Travel Guide*. Insight Editions, 2021.
- Helland, Jenna and Victoria Rosenthal. *Magic: The Gathering: The Official Cookbook: Cuisines of the Multiverse*. Insight Editions, 2023.
- Kudo, Maki. *The Pokémon Cookbook: Easy & Fun Recipes*. VIZ Media LLC, 2016.
- Lalbaltry, Juliette and Charly Deslandes. *The Unofficial Minecraft Cookbook*. Andrews McMeel Publishing, 2023.
- Lunique, Andy. *The Ultimate Gamers Cookbook: Recipes for an Epic Game Night*. Insight Editions, 2023.
- Melendez, Jarrett. *My Pokémon Baking Book: Delightful Bakes Inspired by the World of Pokémon*. Insight Editions, 2023.
- Monroe-Cassel, Chelsea. *World of Warcraft: The Official Cookbook*. Insight Editions, 2016.
- Murphy, Wayne. *The Board Game Cook Book*. Blurb, 2024.
- Newman, Kyle, et al. *Heroes' Feast Flavors of the Multiverse: An Official D&D Cookbook*. Ten Speed Press, 2023.

- Novak, Ryan. *The Official Stardew Valley Cookbook*. Random House Worlds, 2024.
- O'Halloran, Taylor. *The Unofficial Sims Cookbook*. Adams Media, 2022.
- Reeder, Cassandra. *The Video Game Chef: 76 Iconic Foods from Pac-Man to Elden Ring*. Epic Ink, 2023.
- Rosenthal, Victoria. *Fallout: The Vault Dweller's Official Cookbook*. Insight Editions, 2018.
- Street Fighter: The Official Street Food Cookbook*. Insight Editions, 2021.
- Rosenthal, Victoria and Ian Flynn. *Sonic the Hedgehog: The Official Cookbook*. Insight Editions, 2023.
- Sandercock, Jenn. *Edible Games Cookbook: Play with your Food*. Inquisiment, Inc., 2020.
- Scott-Goodman, Barbara. *The Game Night Cookbook: Snacks, Noshes, and Drinks for Good Times*. The Countryman Press, 2022.
- Ulysses Press. *CATAN: The Official Cookbook*. Ulysses Press, 2023.
- Ticket to Ride: The Official Cookbook*. Ulysses Press, 2024.
- Villanova, Thibaud. *The Unofficial Zelda Cookbook*. Titan Books, 2022.

Educator & Librarian Resources on Games and Gaming **A**

- Connell, Megan A. *Tabletop Role-Playing Therapy: A Guide for the Clinician Game Master*. W.W. Norton & Company, 2023.
- Goodridge, Michelle and Matthew J. Rohweder. *Librarian's Guide to Games and Gamers: From Collection Development to Advisory Services*. Libraries Unlimited, 2022.
- Kowert, Rachel and Thorsten Quandt (editors). *The Video Game Debate 2: Revisiting the Physical, Social, and Psychological Effects of Video Games*. Routledge, 2021.
- Kroski, Ellyssa. *52 Ready-to-Use Gaming Programs for Libraries*. ALA Editions, 2020.
- How to Create Free Digital Breakouts for Libraries*. ALA TechSource, 2020.
- Maxwell, Lucas. *Let's Roll: A Guide to Setting up Tabletop Role-Playing Games in your School or Public Library*. Facet Publishing, 2023.
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OTHER RESOURCES

Coding Resources **C** **T**

<https://blockly.games/>

Blocky teaches coding through block programming puzzles where users drag and drop blocks of code to complete challenges. Recommended for ages 8 and up.

<http://www.code.org/>

Code.org has many Hour of Code projects and includes interactive tutorials and projects for school age kids from block coding to Javascript, HTML, and CSS.

<https://www.codeforlife.education/>

Code for Life provides resources to gamify coding starting with Blockly and then moving on to

Python.

<https://www.codemoji.com/>

With Codemoji.com, kids use drag and drop emojis to learn the foundations of web development in HTML, CSS, and JavaScript.

<https://www.crunchzilla.com/code-monster>

Codemonster by Crunchzilla offers 59 simple coding lessons taught by a blue monster. The screen presents two boxes side-by-side—children code in one box and the result of their code is displayed in the other box.

<https://www.microsoft.com/en-us/makecode>

Microsoft's MakeCode has tutorials and other coding resources in various programming languages. Allows users to mod Minecraft.

<https://robocode.sourceforge.io/>

Robocode is a programming game where the goal is to develop a robot tank to battle against other tanks in Java. The robot battles are running in real-time and on-screen.

<https://scratch.mit.edu/> and www.scratchjr.org

Scratch and ScratchJr offer block programming resources for ages 5-16 where kids can program interactive stories, games, and animations using block programming.

<https://www.stencyl.com/>

On Stencyl, kids use Scratch's block interface to create games that can be published to Web, Windows, Mac, and Linux.

<https://classic.csunplugged.org/activities/>

If you want to learn computer science and coding concepts without a screen, then Unplugged is your answer, with a variety of printable PDF's and worksheets.

Level Up at Your Library - Music Playlist **A**

“The Name of the Game” by ABBA (1977)

“Pinball Wizard” by The Who (1969)

“Video Games” by Lana Del Ray (2012)

“Poker Face” Lady Gaga (2008)

“Quit Playing Games (with My Heart)” by Backstreet Boys (1996)

“Pac-Man Fever” by Buckner & Garcia (1982)

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- “Super Mario Theme Music” (aka “Ground Theme”) by Koji Kondo (1985)
- “Nintendo Game” by Alessia Cara (2018)
- “Let the Games Begin” by AJR (2015)
- “Play the Game” by Queen (1980)
- “Little Games” by Yardbirds (1967)
- “Games People Play” by The Alan Parsons Project (1980)
- “All Work and No Play” by Van Morrison (2002)
- “Level Up” by Ciara (2018)

Level Up - Binge Boxes

Create Binge Boxes themed around video games, expanding on the skills, worlds, and mythologies utilized for the game’s creation.

Examples:

Rock Band Box—

Rock Band video game(s). There are many versions for various platforms (PlayStation, Wii, Xbox), some with themes like LEGO or The Beatles.

Almost Famous. Dreamworks Home Entertainment, 2000.

Reid, Taylor Jenkins. *Daisy Jones & the Six*. Ballantine Books, 2019.

Nonfiction:

Barton Press. *Music Theory Essentials: A Step-by-Step Introduction to Music Theory for All Musicians*. Barton Press, 2020.

Blume, Jason. *Six Steps to Songwriting Success: The Comprehensive Guide to Writing and Marketing Hit Songs*. Billboard Books, 2008.

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Tucker, Susan. *The Secrets of Songwriting: Leading Songwriters Reveal How to Find Inspiration and Success*. Allworth Press, 2003.

Vorderman, Carol. *Help Your Kids with Music: A Unique Step-by-Step Visual Guide*. DK Publishing, 2019.

Super Mario Box

Any of the Super Mario video games

Playing With Power: The Nintendo Story. MediaJuice Studios, 2021.

The Super Mario Bros. Movie. Universal Pictures Home Entertainment, 2023.

Curtis, Stephen. *Perfect Party Games.* Random House Books, 2015.

Grimm, Tom. *The Unofficial Super Mario Cookbook.* Reel Ink Press, 2023.

Sever, Carrie. *The Everything Big Book of Party Games: Over 300 Creative and Fun Games for All Ages!* Everything, 2014.

Printed instructions for Minute-to-Win-It style games. <https://familyfed.com/blogs/dailyactivities/easy-minute-to-win-it-games>

Final Fantasy Box

Any of the Final Fantasy video games

Minase, Hazuki. *Final Fantasy Lost Stranger, Vol. 1.* Yen Press, 2018.

Or any of the Final Fantasy graphic novels

Salvatore, R.A. *Homeland.* TSR, Inc., 1990. (First book in the Dark Elf Trilogy and the Legend of Drizzt series)

High Fantasy books

Can use titles from J.R.R. Tolkien, Brandon Sanderson, or more options can be found online: <https://bookriot.com/best-high-fantasy-books-of-all-time/>

Dungeons & Dragons Starter Set or Dungeons & Dragons Essentials Kit

<https://dnd.wizards.com/products/starter-set>

<https://dnd.wizards.com/products/essentials-kit>

Kingdom Hearts Box

Any of the Kingdom Hearts video games

Disney

Many Disney characters are featured in Kingdom Hearts, so you could choose to feature ones that appear in Kingdom Hearts worlds or elsewhere. Some examples are: Alice in Wonderland, Tarzan, Hercules, Aladdin, Pinocchio, The Little Mermaid, The Nightmare Before Christmas, Peter Pan, and Winnie the Pooh.

Mickey Mouse and crew are featured in Kingdom Hearts as well, so choosing to feature some movies with them would be great for this binge box too. Some possibilities can be found online: <https://screenrant.com/great-movies-tv-shows-featuring-mickey-friends/>

Colfer, Eoin. *Artemis Fowl: The Graphic Novel.* Disney-Hyperion, 2007.

Riordan, Rick. *The Lightning Thief (Percy Jackson & the Olympians, Book #1).* Disney-Hyperion, 2006.

Riordan, Rick. *The Lightning Thief: The Graphic Novel.* Disney-Hyperion, 2010.

Riordan, Rick. *The Maze of Bones (39 Clues, #1).* Scholastic Inc., 2008. Winning, Josh. Winning, Josh. *The Shadow Glass.* Titan Books, 2022.

GAMES & GAMING

10 Great Games Beyond Dungeons & Dragons

D&D has become so synonymous with Tabletop Roleplay Games that it can often be hard to find other games that might be a better fit for your patrons. While it might be a standard, D&D can often limit the styles of play, and it requires a large amount of background knowledge to successfully run a campaign. That learning curve can limit play time and leave patrons frustrated with their gaming experience. Not only that, D&D can be a difficult game to introduce to younger players. Listed below are 10 great games for any library program or collection for a variety of ages!

Magical Kitties Save the Day

All Ages

Number of players: 2-6

Recap: You are a magical kitty; what more could you ask for? This game is a true go-to for playing with kids. It is fun, fast, and character creation is really straightforward. The rules are easy to understand, but don't limit you too much. And you are a magical kitty trying to save your hometown and not have your powers discovered. So relatable!

Hero Kids

Ages 4-10

Number of players: 2-5

Recap: A simple combat and adventure game designed for younger players interested in the fantasy setting of D&D without the overwhelming math, character creation system, and slower game play. Quick to learn, this game is designed with young gamers in mind!

The Cloud Dungeon

Ages 7+

Number of players: 2-6

Recap: A papercraft RPG, *The Cloud Dungeon* is all about making and customizing unique characters. You and your friends may be greedily hunting for gold, but maybe the real treasure was the paper knights you made along the way! The tactile elements of this game make it especially good for young gamers.

Kids on Bikes

Ages 8+

Number of players: 2-6

Recap: Have you ever wished you were a character in *Stranger Things* or *The Goonies*? Then you need to play *Kids on Bikes*! A rules-light system based around those coming-of-age adventures that made us all wish we were in a Stephen King novel, even if we were a little scared. If you like the play style, you can also check out the studio's similar games *Kids on Brooms* and *Teens in Space*!

Honey Heist

Ages 10+

Number of players: 2-6

Recap: A one-page RPG, in *Honey Heist* players are bears (in hats!) trying to pull off a major heist and claim honey as their own. This is a shockingly simple game that is sure to lead to laughs, and maybe some true drama! Plus, you get to pretend to be a bear, which is something we all need more of in our lives.

Monster of the Week

Ages 13+

Number of players: 3-5

Recap: Inspired by shows like *The X-files*, *Buffy the Vampire Slayer*, and *Supernatural*, *Monster of the Week* is a fast-paced game that revolves around the intersection of our daily lives and the things that go bump in the night. Great for people who are interested in the roleplay elements, with the war-game elements of D&D really taking the backseat.

Coyote & Crow

Ages 13+

Number of players: 2-4

Recap: A fantasy/sci-fi RPG set in a future where the Americas were never colonized, but where climate change still threatens the world. Developed by a Native team, this game is pushing boundaries, has some incredibly fun mechanics, and is an amazing vehicle for storytelling!

I'm Sorry Did You Say Street Magic

Ages 14+

Number of players: 2-6

Recap: Run without a game master, this single session game is focused on city building. Rather than being a daring fighter or a raging barbarian, players work together to build a city and flesh it out in all of the vivid details that make it feel real, before setting into motion events that could change everything. Great for people new to roleplay games or just people looking for a change of pace, this game will wrinkle your brain in all the best ways.

Alice is Missing

Ages 16+

Number of players: 3-5

Recap: This silent roleplay game is told entirely through text messages and follows key characters when they discover their fellow teen Alice has disappeared. This game has a quick set up and a really set time limit—just be warned, you might need the tissues close by!

Bibliography

Dead After Dinner

Ages 16+

Number of players: Up to 8

Recap: Mystery fans can tell you the best family dinners end in murder, and this *Knives Out*-style roleplay game makes for an amazing gaming experience. Imagine *Clue*, but starring a totally miserable family all out for blood! This game is also easy to get started with, so you can really get into the investigation.

3D Printing for Board Games **AA**

We've all lost a game piece and had to use whatever household objects we had lying around. Nobody wants the insult of having to play as a paperclip when playing *Monopoly*. Lost game pieces happen at least three times as fast in libraries, and even quicker in youth. Are the children eating them? It's one of the library's great mysteries! With a 3D printer and this list of Thingiverse links, make missing game pieces a thing of the past. Now, if someone would make a missing puzzle piece printer, we'd be all set!

Gaming Pieces

Chess

- Standard Chess Set with individual piece files - [thingiverse.com/thing:34017](https://www.thingiverse.com/thing:34017)
- Pokémon Chess Set - [thingiverse.com/thing:2369887](https://www.thingiverse.com/thing:2369887)
- Star Wars Chess Set Revised - [thingiverse.com/thing:3578609](https://www.thingiverse.com/thing:3578609)
- Minecraft Chess Set - [thingiverse.com/thing:143991](https://www.thingiverse.com/thing:143991)

Dice and Accessories

- Balanced Die - [thingiverse.com/thing:147883](https://www.thingiverse.com/thing:147883)
- Polyhedral Dice Set for DnD - [thingiverse.com/thing:3472349](https://www.thingiverse.com/thing:3472349)
- Facets Dice (D4, 6, 8, 10, 12, 20 and Damage %) - [thingiverse.com/thing:3166789](https://www.thingiverse.com/thing:3166789)
- Another Dice Tower - [thingiverse.com/thing:2839354](https://www.thingiverse.com/thing:2839354)

Common Game Pieces

- Sorry Pieces - [thingiverse.com/thing:737811](https://www.thingiverse.com/thing:737811)
- Pandemic Game Pieces - [thingiverse.com/thing:2122908](https://www.thingiverse.com/thing:2122908)
- Pawns — Lovecraft Collection - [thingiverse.com/thing:18100](https://www.thingiverse.com/thing:18100)

Games

Fully Printable Games

- Tic Tac Toe - [thingiverse.com/thing:5790641](https://www.thingiverse.com/thing:5790641)
- Blitz (Catapult game) - [thingiverse.com/thing:1719132](https://www.thingiverse.com/thing:1719132)
- Miniature Miniature Golf - [thingiverse.com/thing:24670](https://www.thingiverse.com/thing:24670)
- Balance Tetris - [thingiverse.com/thing:6390018](https://www.thingiverse.com/thing:6390018)

Boards

- Battle Ship (fits in an Altoids container) - thingiverse.com/thing:2770543
- Catan-Style Board - thingiverse.com/thing:2525047
- Pocket-Tactics - thingiverse.com/thing:41740

Accessories

- Magic the Gathering Card Holders - thingiverse.com/thing:122723
- Settlers of Catan Piece Holders - thingiverse.com/thing:44470
- Stackable Trays for Game Pieces - thingiverse.com/thing:2564922/files
- Playing Card Box - thingiverse.com/thing:38001

Puzzles

- Interlocking 3D Puzzle - thingiverse.com/thing:39468
- Simple Dino Puzzles - thingiverse.com/thing:1163973
- AT-AT Kit Card – thingiverse.com/thing:4620574
- Topographical Map of the USA - thingiverse.com/thing:5256690

Board Games for Teens **T**

Bauza, Antonine. *7 Wonders*. Bruxelles, Belgium: Repos Productions, 2010.

Cathala, Bruno and Evan Singh. *Ishtar: Gardens of Babylon*. IELLO, 2019.

Chvátíl, Vlaada. *Codenames*. Czech Republic: Czech Games Edition, 2015.

Erhard, Dominique. *Marrakech*. Wimereux, France: Gigamic, 2007.

Innes, Andrew. *Anomia*. Boston, MA: Anomia Press, 2009.

Kiesling, Michael. *Azul*. Rigaud, Quebec: Plan B Games, Inc., 2017.

McPherson, Peter. *Tiny Towns*. San Clemente, CA: Alderac Entertainment Group, 2019.

Nazario, Julio E. *Holi: Festival of Colors*. Golden Valley, MN: Floodgate Games, 2020.

Reuter, Doug. *Sequence: Classic*. Hattem, Netherlands: Goliath Games, 2020.

Stegmaier, Jamey. *Scythe*. St. Louis, MO: Stonemaier Games, 2015.

Tahta, Rikki. *Coup*. Oakland, CA: Lone Oak Games, Inc., 2009.

West, Frank. *The Isle of Cats*. Temple Way, Bristol: The City of Games, Ltd., 2019.

Chiptune/8-bit/16-bit Music from Arcade and Console Games **T** **A**

Chiptune is the music created for or in the style of old arcade and original console gaming. Early arcade and video games didn't have the memory to add multi-instrument music. They often relied on basic computer programs that issued varying sounding beeps. Manipulating these programs became an artform that bore a genre that has gone far beyond early gaming inspiring several generations while playing.

Chiptune Artists

Founders/Original Video Game Composers

- Yellow Magic Orchestra
- Jeroen Tel
- Martin Galway
- Toshio Kai
- Nobuyuki Ohnogi
- Yuriko Keino

Current Chiptune Artists

- Anamanaguchi
- Disasterpeace
- Bit Shifter
- Chipzel
- I Fight Dragons
- Unicorn Kid
- Dubmood
- Stardew & Chill

Albums of Note

Yellow Magic Orchestra. *Solid State Survivor*. Alfa Studio “A”, 1979.

Haruomi Hosono. *Video Game Music*. Yen Records, 1984.

Bit Shifter. *Information Chase*. 8bitpeoples, 2006.

Anamanaguchi. *Dawn Metropolis*. Polyvinyl Record Co., 2009.

Disasterpeace. *Rise of the Obsidian Interstellar*. Self-published, 2011.

Sabrepulse. *First Crush*. Self-published, 2011.

Playlists

Various Artists. *Chiptune Mix*. Spotify, open.spotify.com/playlist/37i9dQZF1EIfMpSIWwoRqW?si=c5755e86d0c54b95. Accessed 19 January 2024.

Various Artists. *Chiptune Picks*. 10KFreemen, open.spotify.com/playlist/2Zz8J0KxQCo1ZkUNhL53UW?si=62927d4bb3d14c90. Accessed 19 January 2024

Various Artists. *Chiptunes – Press to Play*. aofd3, open.spotify.com/playlist/137E6KBEACEjDWve3W6cgq?si=6a335f7992ce4190. Accessed 19 January 2024

Cooperative Board Games

These cooperative board games teach kids to work together toward a common goal, and are still enjoyable for adults. They are great picks for a family game night everyone can enjoy! Age recommendations are from the game publishers; younger children who are familiar with board games may still enjoy these suggestions!

The Aquicorn Cove Board Game. (Renegade Game Studios.) Ages 8+, 2-4 players, 30-60 minutes.

In Aquicorn Cove, players work together to rebuild their small fishing village after a devastating storm, while maintaining a balance with the natural world. Luckily, the waters of their cove are home to the beautiful and benevolent Aquicorns, who can help them learn to live in harmony with the ocean. To win, the villagers must feed and grow their village and help restore the health of the reef and the aquatic ecosystem.

Detective Charlie. (Iello USA.) Ages 7+, 1-5 players, 25 minutes.

Detective Charlie is a cooperative game. Each player takes turns moving Detective Charlie with the die and interrogating witnesses. They will help you clear suspects until only one is left: The culprit!

Karuba Junior. (HABA USA.) Ages 4+, up to 4 players, 10 minutes.

Together, the players head off on an exciting search for treasures in the jungle on the island of Karuba! Will they manage to arrange the tiles so that they reach all the treasures before the mean pirates raid the island? They'll need to work together, and be careful of tigers that block the paths. With skill and a bit of luck they'll be faster than the pirates!

Kraken Attack! (Iello USA.) Ages 7+, 1-4 players, 25 minutes.

Beware! The tentacles of a terrible kraken just burst through the waves! Everyone on deck, grab your swords, guns, and cannons! In *Kraken Attack!*, you use pirate skills, repair damage to the ship, and choose the best weapons possible to stay afloat and keep the kraken at bay!

Little Red Riding Hood. (Iello USA.) Ages 7+, 1-5 players, 20 minutes.

Work together to get Little Red Riding Hood to Grandma's cottage before the Wolf! In one game mode, players work together. In another mode, one player is the Wolf!

Magic Maze Kids. (Sit Down! Games.) Ages 5+, 2-4 players, 15 minutes.

Work together to save the king! In this game, you don't control a specific character; instead, any player can move any pawn at any time, but you can only move them in a direction depicted on an Action tile in front of you. That means everyone needs to cooperate in order to move the pawns where they need to go!

My First Castle Panic. (Fireside Games.) Ages 4+, 1-4 players, 20 minutes.

In *My First Castle Panic*, a group of monsters is racing out of the woods and coming right at your castle! Players need to catch all the monsters before they smash the castle flat. Send out your brave defenders to match the color and shape of the space where a monster is to catch it. But watch out! The monsters move closer to the castle every turn, and more monsters keep coming!

Mysterium Kids: Captain Echo's Treasure. (Libellud Games.) Ages 6+, 2-6 players, 20 minutes.

This is a cooperative game specially designed for kids. It helps develop children's concentration and imagination. In turn, play as the ghost or as treasure seekers and try to find which illustrated card corresponds to the location of the treasure, all the while guided by the tambourine's sounds only!

Outfoxed! (Gamewright.) Ages 5+, up to 4 players, 15 minutes.

Mrs. Plumpert's prized pot pie has gone missing, and now it's a chicken chase to crack the case! Move around the board to gather clues, and then use the special evidence scanner to rule out suspects. You'll have to work together quickly because the guilty fox is high-tailing it toward the exit! Will you halt the hungry hooligan

Bibliography

before it flies the coop... or will you be Outfoxed?

Unlock! Kids. (Space Cow.) Ages 6+, 1-4 players, 20-60 minutes.

Unlock! is a cooperative card game inspired by escape rooms that uses a simple system that allows you to search scenes, combine objects, and solve riddles. Play *Unlock!* to embark on great adventures, while seated at a table using only cards. Unlike other *Unlock!* games, this version does not require an app to play.

Zoo Run. (Iello USA.) Ages 4+, 1-5 players, 20 minutes.

With *Zoo Run*, you can choose cooperating or competing or both! Free the animals from the zoo before the zookeeper arrives, and celebrate their releases with an exciting race to the city! In both cases, create the most animals by combining your cards to win the game!

Nintendo Switch Co-op Game-ography **C T F**

Overview:

Games aren't just solitary experiences. These Nintendo Switch games allow gamers to play cooperatively with friends in-person (and some online).

List:

Super Mario Bros. Wonder. Nintendo, 2023.

Pikmin 4. Nintendo, 2023.

It Takes Two. Switch version, Electronic Arts, 2022.

Overcooked! All You Can Eat. Switch version, Sold Out Sales, 2022.

Stardew Valley. Switch version, Fangamer, 2020.

Kirby's Return to Dreamland Deluxe. Nintendo, 2023.

Kirby and the Forgotten Land. Nintendo, 2022.

Luigi's Mansion 3. Nintendo, 2019.

Pokémon: Let's Go, Pikachu! and *Pokémon: Let's Go, Eevee!* Nintendo, 2018.

WarioWare: Get It Together! Nintendo, 2021.

Snipperclips Plus – Cut It Out, Together! Nintendo, 2017.

Cuphead. Switch version, Skybound, 2022.

Donkey Kong Country: Tropical Freeze. Nintendo, 2018.

Enter the Gungeon. Switch version, Devolver Digital, 2019.

Interactive and Activity Books for Display, Giveaways, or Programming **AA**

Andrew McMeel Publishing. *A-MAZE-ING Peanuts.* Andrews McMeel Publishing, 2021.

—*Posh A-MAZE-ING Places.* Andrews McMeel Publishing, 2018.

Guerrera, Robert. *Bracketivity Sports: You Decide Who Wins!* Andrews McMeel Publishing, 2024.

Guignard, Theo. *Labyrinth: Find Your Way Through 14 Magical Mazes.* Wide Eyed

Editions, 2017.

Jackson, Sean C. *From Here to There: A Book of Mazes to Wander and Explore*.

Chronicle Books, 2017.

—*Marvel Mazes*. Chronicle Books, 2022.

—*Star Wars Mazes*. Chronicle Books, 2021.

Karber, G.T. *Murdle, Volume #1*. St. Martin's Griffin, 2023.

Maruyama, Chihiro. *Pierre the Maze Detective: The Mystery of the Empire Maze Tower*. Laurence King Publishing, 2017.

Song, Daria. *The Mysterious Mansion: A Mind-Bending Activity Book Stranger Than A Fairytale*. Andrews McMeel Publishing, 2019.

Spinner, Cala. *Bracketivity Kids: 32 Choices, One Winner!* Andrews McMeel Publishing, 2023.