CMC CATALOGING MAINTENANCE CENTER

Statewide Cataloging Support

A Quest to Assemble: Cataloging Board Games Mary Cornell, CMC Cataloger Online with the CMC, September 14, 2023



BAY OF BELFALAS

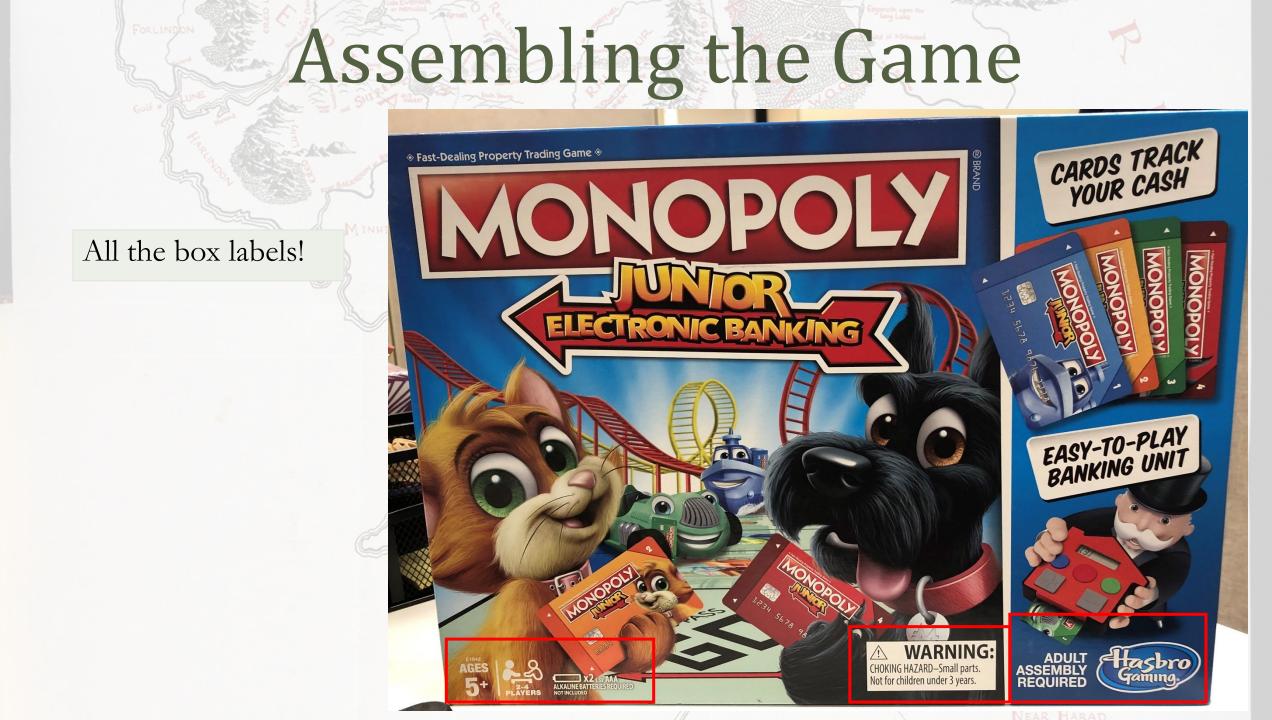
NEAR HARAD

Agenda

- Assembling the game: cataloging assessment
- Learning the rules: adding important fields for board games
- Sorting out the pieces: other games to consider
- Playing the game: Examples
- Resources

You need people of intelligence on this sort of...mission...quest...thing...

VEAR HARAD



Assembling the Game Cont.

• What's inside the box?

Enne.

• Compare!



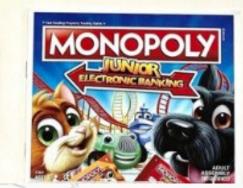














Learning the Rules

- Fixed fields
- 007
- 02X

	1370357290	No holdings in Via	# - 2 other hold	lings		
Visual M	aterials	• Rec stat	c <u>Entere</u>	d 20230217	Replaced	20230829121442.1
Type r	<u>ELvl</u>	<u>Srce</u> d	<u>Audn</u> j	Ctrl	Lang eng	
<u>BLvl</u> m	Form	GPub	<u>Time</u> nn r	n <u>MRec</u>	<u>Ctry</u> wau	
Desc i	<u>TMat</u> g	<u>Tech</u> n	<u>DtSt</u> t	Dates 2008	, 2008	
007	z ‡b z					
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082 0 4	1 794 +2 23/0	eng/20230525				

Press Ver M

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Learning the Rules Cont.

22	334	multiple unit ‡2 rdami
State of the state	336	three-dimensional form + b tdf + 2 rdacontent
Trachad	337	other + b x + 2 rdamedia
HIRIATH STOP	337	unmediated +b n +2 rdamedia
1 and a start of the start of t	338	object ‡b nr ‡2 rdacarrier
ENEDWAITH	338	other +b nz +2 rdacarrier
	340	‡3 game box ‡b 27 x 27 x 7 cm.
C por light a	340	‡g color
ER ER	340	+3 gameboard +a cardboard +2 rdamat
245	340	+3 spinner +a plastic +2 rdamat
1 And	340	+3 spinner +e cardboard +2 rdamat
) = (-2	340	+3 ducks +a plastic +2 rdamat

521 1 Ages 3+.

3xx

5xx

520 Mama's ducklings are loose in the park - on the playground, at the picnic, in the pool. Round them up and count your way to the pond. Then it's time for a duck party!

500 For 2 players.

- 500 Duration of play: 15 minutes.
- 588 0 Title from container.

Learning the Rules Cont.

MINHIRI Monopoly:

Azul:

2 mars

- Additional considerations:
- 264 fields
- 1xx/7xx fields

264 1 Pawtucket, RI : +b Hasbro, +c [2016]

2 Danvers, MA : +b Manufactured & distributed by Winning Moves Games, +c [2016]
4 +c ©1935

- 700 1 <u>Quilliams, Chris,</u> ‡e illustrator.
- 700 1 Gravel, Sophie, ‡e producer.
- 710 2 Plan B Games (Firm), ‡e publisher.
- 710 2 Next Moves Games, ‡e publisher.

Sorting Out the Pieces

Other games to consider:

• Mystery/Adventure games

- ANC

- Card games
- Puzzles

• Kits



Playing the Game: Azul

	0 00 350335856 0
	22
The second secon	
	340
A GAME BY MI	CHAEL KIESLING 340
	340
A PC X	NEXT MOVE

DCLC		1022269869 No holdings in VI# - 166 other holdings
Visu	al N	Materials • Rec stat c Entered 20180208 Replaced 20230830161755.5
Туре	r	ELvi Srce d Audn Ctri Lang eng
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Desc	2 1	TMat g Tech n DtSt t Dates 2018 , 2018
007		z ŧb z
040		HBP ‡b eng ‡e rda ‡c HBP ‡d OCLCF ‡d EAU ‡d OCL ‡d GYG ‡d ESR ‡d KAA ‡d OTZ ‡d FJD ‡d ANK ‡d IUL ‡d OCLCO ‡d GZM ‡d IP6 ‡d NOW ‡d OCL ‡d TEU ‡d RB0 ‡d OCLCO ‡d FBP ‡d OC W2U ‡d LTSCA ‡d VI# ‡d IIB ‡d VI#
019		1037354681 ‡a 1067178340 ‡a 1099700853 ‡a 1348710226
024	1	826956400202
024	1	826956600107
024	1	826956610106
		1 NMG 60010EN #b Plan B Games Europe
		1 NMG 60010ENFR ‡b Plan B Games Europe
041	1	eng ‡a fre
043		e-sp
		4 GV1312 ±b A98 2018
060		4 GB-45 A985
	0	4 794 ‡2 23/eng/20230418
090 049		+b VI#C
100	1	vi#c <u>Kiesling, Michael</u> , ∔d <u>1957-</u> ‡e designer.
245		Nearing, microsoft, to 1907 to 000 microsoft to 0000 microsoft to 000 microsoft to 0000 microsoft to 000 microsoft to 0000 microsoft to 0000 microsoft to 000 m
264		I Rigaud, QC: +b Plan B Games Inc. +c [2018]
264		
300		1 game (1 rulebook, 100 resin tiles, 4 player boards, 9 factory displays, 4 scoring markers, 1 starting player marker, 1 linen bag) : +b cardboard, linen, paper, plastic, wood, color ; +c in box 25 x 25 x 7 cm
334		multiple unit #2 rdami
336		three-dimensional form +b tdf +2 rdacontent
337		unmediated ‡b n ‡2 rdamedia
8	oth	her ‡b nz ‡2 rdacarrier
0	‡ 3	a player boards ‡a cardboard ‡2 rdamat
0		3 factory displays ‡a cardboard ‡2 rdamat
10		3 linen bag ‡a linen ‡2 rdamat
40		3 rulebook ‡a paper ‡2 rdamat
10		3 resin tiles ‡a plastic ‡2 rdamat
0		3 scoring markers ‡a wood ‡2 rdamat
8 0		izzles and games #2 logft ile from container.
00		r 24 players.
00		iration of play: 30-45 min.
08		arring! Not suitable for children under 36 months. Contains small parts that could be swallowed or inhaled.
0	mus	strations: Chris Quilliams ; producer: Sophie Gravel.

"Azul was designed by the world famous, award winning game author Michael Riesling. Azul captures the beautiful aesthetics of Moorish art in a contemporary board game. Players compete as artisans decorating the walls of the royal Palace of Dvora. By carefully drafting the correct Quantity and style of tiles, the most clever of artisans plan ahead to maximize the beauty of their work (not to mention their scores!) while ensuring they wasted no supplies in the process. Introduced by the moors, "azulejos" (originally white and blue ceramic tiles) were fully embraced by the Portuguese, when their King Manuel I, on a visit to the Alhambra Palace in Southern Spain, was mesmerized by the stunning beauty of the Moorish decorative tiles. The King, awestruck by the interior beauty of the Alhambra, immediately ordered that his own Palace in Portugal be decorated with similar wall tiles. As a tile-laying artist, you have been challenged to embellish the walls of the royal Palace of Dvora". Amazon.

- 521 8 Ages 8 and up.
- 505 0 1 rulebook (folded sheet) -- 1 linen bag -- 1 starting player marker -- 4 player boards -- 4 scoring markers -- 9 factory displayes -- 100 resin tiles.
- 546 Game instructions in English and French.
- 650 0 Ceramic tiles ‡x Games.

Playing the Game: Azul



in and

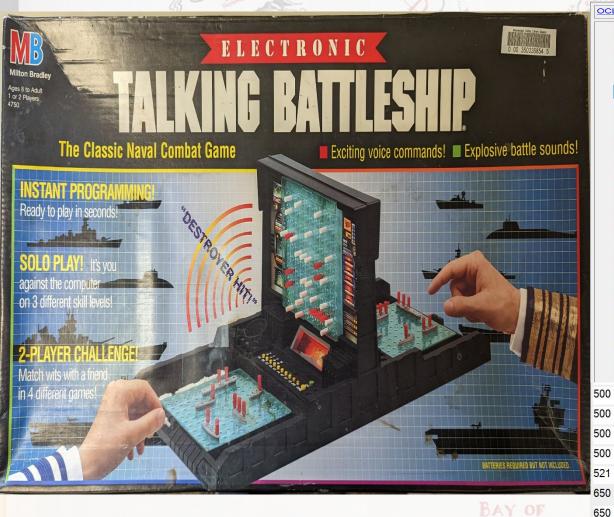
BELFALAS

655 7 Board games. ‡2 lcgft

- 655 7 Puzzles and games. ‡2 lcgft
- 655 7 Jeux de plateaux. ‡2 rvmgf ‡0 (CaQQLa)RVMGF-000001615
- 700 1 <u>Quilliams, Chris,</u> ‡e illustrator.
- 700 1 Gravel, Sophie, ‡e producer.
- 710 2 Plan B Games (Firm), ‡e publisher.
- 710 2 Next Moves Games, ‡e publisher.



Playing the Game: Electronic Battleship



OCLC 1377663680 No holdings in VI# - 1 other holding

Visual Ma	aterials	 Rec stat 	c <u>Entered</u>	20230427	Replaced	20230714152410.
Type r	ELVI	Srce d	Audn j	Ctrl	Lang eng	
<u>BLvl</u> m	Form	GPub	<u>Time</u> n n n	MRec	Ctry mau	
Desc i	TMat g	<u>Tech</u> n	<u>DtSt</u> t	Dates 1989	, 1989	

_	_	_									
00)7		z ŧb z								
04	0		VI# =b eng =e rda =c VI# =d OCLCF								
02	24 1	4 1 032244047503									
02	28 5 1 4750 ‡b Milton Bradley Company										
08	32 0) 4	4 794.8/5 ‡2 23/eng/20230427								
09	090 + b										
04	9		VI#C								
24	15 0	0	Electronic talking battleship.								
24	6 3	3	Battleship								
26	64	1	Springfield, MA : ‡b Milton Bradley Company, ‡c [1989]								
26	64	4	‡c ©1989								
30	00		1 game (1 gameboard, 168 white pegs, 84 red pegs, 10 gray ships) : ‡b color, plastic, cardboard ; ‡c in container 45 x 10 x 29 cm								
33	34		multiple unit ‡2 rdami								
33	86		three-dimensional form ‡b tdf ‡2 rdacontent								
33	37		unmediated ‡b n ‡2 rdamedia								
33	37		other +b x +2 rdamedia								
33	88		object ‡b nr ‡2 rdacarrier								
33	88		other ‡b nz ‡2 rdacarrier								
34	0		‡3 gameboard ‡a plastic ‡2 rdamat								
34	0		+3 pegs ∔a plastic +2 rdamat								
			+3 ships ≠a plastic ≠2 rdamat								
34			∔3 container ‡a cardboard ‡2 rdamat								
34			‡g color								
34	4		+i sound +2 rdasco								
00		"The	e classic naval combat game"Container.								
00		"Exciting voice commands! Explosive battle sounds!"Container.									
00		"Four "AA" size alkaline batteries and screwdriver required but not included"Container.									
00		1-2 players.									
21		Age	s 8 to adult.								
50	0	War	games.								

War games.

7 War games. +2 fast +0 (OCoLC)fst01170489

7 Board games. +2 fast +0 (OCoLC)fst01726542

- 7 Board games. #2 lcgft
- 710 2 Milton Bradley Company, ‡e publisher.

951 ŧI.

655

655

Playing the Game: Simon Sorry



	LC		1276805903 No holdings in VI# - 4 other holdings							
	Visua	al M	laterials - Rec.stat c Entered 20211015 Replaced 20230901123541.2							
	Туре	r	ELvi Srce d Audn Ctrl Lang eng							
	BLVI		Form GPub Time n n MRec Ctry riu							
	Desc	i	TMat g Tech n DtSt s Dates 2020 ,							
	007		z =b z							
	040		WIQ +b eng +e rda +c WIQ +d OCLCF +d OCLCQ +d OCLCO +d VI#							
	024	1	630509970858							
	082	0 4	4 794 + 2 23							
	049		VI#C							
	245	0 0	0 Simon, Sorry!							
	264	1	1 Pawtucket, RI : +b Hasbro, +c [2020]							
	300		1 game (12 pawns, game unit, base, gameboard) : ‡b plastic, cardboard, color ; ‡c in container 31 x 27 x 7 cm + ‡e game rules							
	334		multiple unit ‡2 rdami							
	336		three-dimensional form ‡b tdf ‡2 rdacontent							
	337		unmediated ‡b n ‡2 rdamedia							
	337		other +b x +2 rdamedia							
	338		object ‡b nr ‡2 rdacarrier							
	338		other =b nz =2 rdacarrier							
	340		‡b 31 x 27 x 7 cm.							
	340		+g color							
	340		‡3 pawns ‡a plastic ‡2 rdamat							
	340		+3 gameboard +a cardboard +2 rdamat							
	340		‡3 game unit ‡a plastic ‡2 rdamat							
	340		≠3 base ≠a plastic ≠2 rdamat							
	380		Board games +2 lcgft							
	490	1	Game mash+ups							
	500		For 2 to 4 players.							
	500		Game duration: 15 minutes.							
500	Require	es 2 AA	A batteries.							
520			Mashup: Two favorite brands come together to create one awesome game. As with the Simon game, players watch the lights on the electronic game unit and remember the pattern so they can repeat the sequences. If correct, the un now how many spaces to move their pawn. Like with the Sorry! game, players can chase, race, bump, and slide their way around the gameboard, racing to be the first to get all their pawns into Home."-Target.com.							
521 8	Ages 84	+.								
650 0	Memory	1 +x G	lames.							
650 7	7 Games.	+2 fa:	ast ±0 (OCoLC)[st00937529							
			fast ‡0 (OCoLC)fist01015913							
			s, #2 fast #0 (OCoLC)fst01726542							
			sst ‡0 (OCoLC)fst01726787							
655 7	7 Puzzles	s and g	games. +2 fast +0 (OCoLC)/st01919958							
655 7	7 Board g	ames.	⊥ 1 2 logft							
655 7	7 Puzzles	s and g	games. ‡2 logft							
655 7	7 Jeux de	e platea	saux. #2 rvmgf #0 (CaQQLa)RVMGF-000001615							
710 2	Hasbro,	<u>Inc.</u> ,	‡e publisher.							
830 0	Game n	nash+u								

Playing the Game: Clue



OCLC 1301513901 No holdings in VI# - 3 other holdings

Visual Mate	rials	 Rec stat 	c <u>Entered</u>	20220303	Replaced 2	0230330142721.2
<u>Type</u> r	<u>ELvi</u>	<u>Srce</u> d	Audn	Ctrl	Lang eng	
<u>BLvi</u> m	Form	GPub	<u>Time</u> n n n	MRec	Ctry riu	
Desc i	<u>TMat</u> g	Tech n	<u>DtSt</u> s	Dates 2008		

007 z ‡b z

40		JDP +b eng +e rda +c JDP +d OCLCO +d OCLCF +d OCLCO +d OCLCO +d VI#
24 1	1	653569308584
82 0) 4	794 ‡2 23/eng/20230330
90		+b
49		VI#C
45 0	0 0	Clue: #b discover the secrets.
64	1	Pawtucket, R.I.: +b Hasbro, +c [2008]
00		1 game (1 gameboard, 6 player pieces, 64 playing cards, 1 Clue detective pad, 1 envelope, 2 dice, 9 weapon pieces) : ‡b color, plastic, metal, paper, cardboard ; ‡c in container, 27 x 40 x 5 cm + ‡e instructions
34		multiple unit +2 rdami
36		three-dimensional form #b tdf #2 rdacontent
37		unmediated ‡b n ‡2 rdamedia
37		other +b x +2 rdamedia
38		object +b nr +2 rdacarrier
38		other +b nz +2 rdacarrier
40		‡b 27 x 40 x 5 cm.
40		+3 gameboard +a cardboard +2 rdamat
40		‡3 player pleces ‡a plastic ‡2 rdamat
40		+3 playing cards ≠a paper +2 rdamat
40		+3 Clue detective pad ∔a paper +2 rdamat
40		‡3 die ‡a plastic ‡2 rdamat
40		+3 weapon pieces ≠a plastic ≠2 rdamat
40		+3 weapon pieces +a metal +2 rdamat
80		Board games (game sets) ‡2 aat

500 For 3-6 players.

505 0 0 +t 1 gameboard -- +t 6 player pieces -- +t 64 playing cards -- +t 1 Clue detective pad -- +t 1 envelope -- +t 2 dice -- +t 9 weapon pieces -- +t 1 instruction booklet.

520 The classic detective game! In Clue, players move from room to room in a mansion to solve the mystery of: who done it, with what, and where? Players are dealt character, weapon, and location cards after the top card from each card type is serrely placed in the confidential file in the middle of the board. Players must move to a room and them make an accusation against a character swips they did it in that room with a specific weapon. The player to the left must show one of any cards accused to the accuser if in that player's hand. Through deductive reasoning each player must figure out which character, weapon, and location are in the secret file. To do this, each player must uncover what cards are in other players and holding they will know what cards are in the secret file. A great game for those who enjoy reasoning and thinking things out.

521 8	Ages 9+
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588 0 Title from containter

- 650 0 Indoor games.
- 650 0 Mystery games.
- 650 7 Board games. #2 fast #0 (OCoLC)fst00835096
- 650 7 Indoor games. ‡2 fast ‡0 (OCoLC)fst00970699
- 655 7 Board games. #2 fast #0 (OCoLC)fst01726542
- 655 7 Puzzles and games. ‡2 fast ‡0 (OCoLC)fst01919958
- 655 7 Board games. ‡2 lcgft
- 655 7 Puzzles and games. ‡2 lcgft
- 655 7 Jeux de plateaux. +2 rvmgf +0 (CaQQLa)RVMGF-000001615
- 710 2 Hasbro, Inc., ‡e publisher.
- 710 2 Parker Brothers (Firm), ‡e publisher

Playing the Game: The case of the missing eyes



BAY OF BELFALAS

		- A.S. W.A.						
0	<u>CLC</u>	1376457066	No holdings in VI	# - 1 other holdin	g			
	Visual M	Materials	<u>Rec stat</u>	c Entered	20230419	Replaced	20230712161528.4	
	Туре о	<u>ELvl</u>	Srce d	Audn	Ctrl	Lang eng		
	<u>BLvl</u> m	n <u>Form</u>	GPub	<u>Time</u> n n n	MRec	<u>Ctry</u> msu		
	Desc i	TMat b	Tech n	<u>DtSt</u> s	Dates 2023			

7		o ŧbu
7		z ŧb z
0		//# #b eng #e rda #c V/# #d OCLCF
2 0	4	793.93 ‡2 23leng/20230419
0		ŧb
9		/HC
5 0	4	The case of the missing eyes.

264 1 [Tupelo, Mississippi] : +b The Deadbolt Mystery Society, +c [2023?]

300 1 kit (1 "start here" guide, 1 beginning brief, 1 rewards pen, 1 newspaper article, 2 crime scene envelopes, 1 dry erase marker, 1 copy of napkin, 1 napkin, 1 solution envelope, 1 set of subcriber activities, 3 character sheets (MMA Member, Bartender, Charles Henderson), 3 business cards (Jasper Graves, Profit Industries, Queen's Eye), 1 suspect info, 1 Case of the Missing Eye sticker, 1 questions to answer, and 3 pamphlets (Historia in Aeternum Servata, History in Aeternium Circle and Valley Falls Museum)): ±b color, paper, plastic; ±c in plastic container, 30 x 33 x 3 cm

- 334 multiple unit ‡2 rdami
- 336 text +b txt +2 rdacontent
- 336 three-dimensional form +b tdf +2 rdacontent
- 336 \$\perp\$3 character sheets \$\perp\$a still image \$\perp\$b sti \$\perp\$2 rdacontent
- 337 unmediated +b n +2 rdamedia
- 337 other +b x +2 rdamedia
- 338 +3 notebook +a volume +b nc +2 rdacarrier
- 338 sheet +b nb +2 rdacarrier
- 338 object +b nr +2 rdacarrier
- 338 other +b nz +2 rdacarrier
- 340 ‡3 plastic container ‡b 30 x 33 x 3 cm.
- 340 ‡g color
- 340 ‡g

to black and white

Playing the Game: The case of the missing eyes



BAY OF BELFALAS

paper +2 rdamat

+3 rewards pen +a plastic +2 rdamat

+3 dry erase marker +a plastic +2 rdamat

+p illustration +2 rdaill

Kits (Sets) +2 aat

Twenty-first century #2 lcsh

505 0 0 +t "Start here" guide - +t Beginning brief - +t Rewards pen - +t Newspaper article: April 3 - +t Historia in Aeternum Servata: speak the word to enter -- +t History in Aeternium Circle -- +t Bartender (Character sheet) -- +t Valley Falls Museum pamphlet -- +t Profit Industries business card -- +t MMA member (Character sheet) -- +t Charles Henderson (character sheet) -- +t MMA Dojo moves -- +t Questions to answer -- +t Suspect info -- +t Case of the Missing Eye sticker -- +t The Queen's Eye card -- +t Jasper Graves card -- +t Napkin -- +t Copy of Napkin -- +t Dry erase marker -- +t Crime Scene 2 envelope +g (Safe keypad, faucet, hallway picture, Jasper Grave's ramblings, Picture with marks on a wall) -- +t Crime Scen 3 envelope +g (Jasper's phone, Jasper Graves, Alexander Aronowitz card, "Solved all the puzzles" card, Eye letter spiral) -- +t Solution envelope -- +t Set of subscriber's activities.

Solve the case of The Case of the Missing Eye, trying to find the missing detective Jasper Graves, who went on the hunt for the Queen's Eye diamond and has mysteriously disappeared.

588 0 Title from kit includes list.

650 0 <u>Missing persons</u> ‡x <u>Investigation</u> ‡x <u>Games.</u>

650 0 Mystery games.

- 7 Missing persons ‡x Investigation. ‡2 fast ‡0 (OCoLC)fst01023707
- 650 7 Mystery games. +2 fast +0 (OCoLC)fst01031622
- 7 Games. #2 fast #0 (OCoLC)fst01726787
- 655 7 Puzzles and games. ‡2 fast ‡0 (OCoLC)fst01919958
- 655 7 Puzzles and games. ‡2 lcgft

VEAR HARAD

Resources

- Cataloguing and classifying board and tabletop games. <u>https://cdn.ymaws.com/www.cilip.org.uk/resource/collection/D44BB270-A31A-428E-AD19-</u>
 <u>2C0E0BB44433/catalogue and index issue 189 mcculloch cataloguing and classi fying board and tabletop games.pdf</u>
- OCLC Bibliographic Formats and Standards.
 <u>https://www.oclc.org/bibformats/en.html</u>
- OLAC Best Practices for Cataloging DVD-Video and Blu-ray Discs, Objects, Streaming Media, and Video Games Using the Original RDA Toolkit and MARC 21. <u>https://cornerstone.lib.mnsu.edu/cgi/viewcontent.cgi?article=1027&context=olac-publications</u>

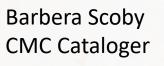
NEAR HARAD

ON THE CALL TODAY Questions? Contact the CMC: <u>cmc@illinoisheartland.org</u>





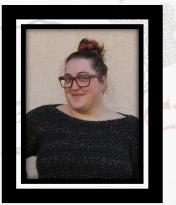




Dr. Pamela Thomas Mary Cornell Bibliographic Grant CMC Cataloger Manager



Eric McKinney CMC Cataloger



Kat Anderberg Metadata Cataloger



Blake Walter Special Project Cataloger









Andrea Giosta Special Project Cataloger