



**CATALOGING
MAINTENANCE CENTER**
Statewide Cataloging Support

A Quest to Assemble: Cataloging Board Games

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Online with the CMC, September 14, 2023



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**



Assembling the Game

All the box labels!



E1642
AGES 5+
2-4 PLAYERS
x2 1.5V AAA ALKALINE BATTERIES REQUIRED NOT INCLUDED

WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.

ADULT ASSEMBLY REQUIRED
Hasbro Gaming

Assembling the Game Cont.

- What's inside the box?
- Compare!



Learning the Rules

- Fixed fields
- 007
- 02X

OCLC		1370357290		No holdings in VI# - 2 other holdings							
Visual Materials		Rec stat	c	Entered	20230217	Replaced	20230829121442.1				
Type	r	ELvl		Srce	d	Audn	j	Ctrl		Lang	eng
BLvl	m	Form		GPub		Time	n n n	MRec		Ctry	wau
Desc	i	TMat	g	Tech	n	DtSt	t	Dates	2008	,	2008
007		z †b z									
040		CLE †b eng †e rda †c CLE †d CLE †d OCLCF †d VI#									
020		1600822320									
020		9781600822322									
024	1	667792234404									
082	0 4	794 †2 23/eng/20230525									

Learning the Rules Cont.

- 3xx
- 5xx

334		multiple unit ≠2 rdami
336		three-dimensional form ≠b tdf ≠2 rdacontent
337		other ≠b x ≠2 rdamedia
337		unmediated ≠b n ≠2 rdamedia
338		object ≠b nr ≠2 rdacarrier
338		other ≠b nz ≠2 rdacarrier
340		≠3 game box ≠b 27 x 27 x 7 cm.
340		≠g color
340		≠3 gameboard ≠a cardboard ≠2 rdamat
340		≠3 spinner ≠a plastic ≠2 rdamat
340		≠3 spinner ≠e cardboard ≠2 rdamat
340		≠3 ducks ≠a plastic ≠2 rdamat

521	1	Ages 3+.
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.

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

Monopoly:

264	1	Pawtucket, RI : \neq b Hasbro, \neq c [2016]
264	2	Danvers, MA : \neq b Manufactured & distributed by Winning Moves Games, \neq c [2016]
264	4	\neq c ©1935

Azul:

700	1	Quilliams, Chris , \neq e illustrator.
700	1	Gravel, Sophie, \neq e producer.
710	2	Plan B Games (Firm) , \neq e publisher.
710	2	Next Moves Games, \neq e publisher.

Sorting Out the Pieces

Other games to consider:

- Mystery/Adventure games
- Card games
- Puzzles
- Kits



Playing the Game: Azul

OCLC 1022269869 No holdings in VI# - 166 other holdings

Visual Materials	Rec stat	c	Entered	20180208	Replaced	20230830161755.5
Type r	ELvl	Src	d	Audn	Ctrl	Lang eng
BLvl m	Form	GPub		Time n n n	MRec	Ctry quc
Desc i	TMat g	Tech n	DtSt t	Dates 2018		2018

007 | | z #b 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 OCW2U #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

028 5 1 | NMG 60010EN #b Plan B Games Europe

028 5 1 | NMG 60010ENFR #b Plan B Games Europe

041 1 | eng #a fre

043 | e-sp---

050 1 4 | GV1312 #b .A98 2018

060 4 | GB-45 A985

082 0 4 | 794 #2 23/eng/20230418

090 | #b

049 | VI#C

100 1 | [Kiesling, Michael](#), #d 1957- #e designer.

245 1 0 | Azul / #c a game by Michael Kiesling.

264 1 | Rigaud, QC : #b Plan B Games Inc, #c [2018]

264 4 | #c ©2018

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

338 | other #b nz #2 rdacarrier

340 | #3 player boards #a cardboard #2 rdamat

340 | #3 factory displays #a cardboard #2 rdamat

340 | #3 linen bag #a linen #2 rdamat

340 | #3 rulebook #a paper #2 rdamat

340 | #3 resin tiles #a plastic #2 rdamat

340 | #3 scoring markers #a wood #2 rdamat

380 | Puzzles and games #2 logft

588 0 | Title from container.

500 | For 2-4 players.

500 | Duration of play: 30-45 min.

500 | Warning! Not suitable for children under 36 months. Contains small parts that could be swallowed or inhaled.

508 | Illustrations: Chris Quilliams ; producer: Sophie Gravel.

520 | "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 displays -- 100 resin tiles.

546 | Game instructions in English and French.

650 0 | [Ceramic tiles](#) #x [Games](#).



BELFAI

Playing the Game: Azul



- 655 7 [Board games](#). #2 lcgt
- 655 7 [Puzzles and games](#). #2 lcgt
- 655 7 Jeux de plateau. #2 rvmgf #0 (CaQQLa)RVMGF-000001615
- 700 1 [Quilliams, Chris](#). #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: Clue



Visual Materials	Rec stat	c	Entered	20220303	Replaced	20230330142721.2			
Type	r	ELvl	Src	d	Audn	Ctrl	Lang	eng	
BLvl	m	Form	GPub	Time	n n n	MRec	Qty	riu	
Desc	i	TMat	g	Tech	n	Dist	s	Dates	2008

007	z	#b z
040	JDP	#b eng #e rda #c JDP #d OCLCO #d OCLCF #d OCLCQ #d OCLCO #d VI#
024	1	653569308584
082	0	4 794 #2 23/eng/20230330
090		#b
049		VI#C
245	0	0 Clue : #b discover the secrets.
264	1	Pawtucket, R.I. : #b Hasbro, #c [2008]
300		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
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 27 x 40 x 5 cm.
340		#3 gameboard #a cardboard #2 rdamat
340		#3 player pieces #a plastic #2 rdamat
340		#3 playing cards #a paper #2 rdamat
340		#3 Clue detective pad #a paper #2 rdamat
340		#3 die #a plastic #2 rdamat
340		#3 weapon pieces #a plastic #2 rdamat
340		#3 weapon pieces #a metal #2 rdamat
380		Board games (game sets) #2 aat
500		For 3-6 players.
505	0	#1 1 gameboard -- #1 6 player pieces -- #1 64 playing cards -- #1 1 Clue detective pad -- #1 1 envelope -- #1 2 dice -- #1 9 weapon pieces -- #1 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 secretly placed in the confidential file in the middle of the board. Players must move to a room and then make an accusation against a character saying 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 hands by making more and more accusations. Once a player knows what cards the other players are 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+.
588	0	Title from container.
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 lgft
655	7	Puzzles and games. #2 lgft
655	7	Jeux de plateau. #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



OCLC 1376457066 No holdings in V# - 1 other holding

Visual Materials Rec stat c Entered 20230419 Replaced 20230712161528.4
 Type o ELvl Srcd Audn Ctrl Lang eng
 BLvl m Form GPub Time n n n MRec Ctry msu
 Desc i TMat b Tech n DiSt s Dates 2023

007		o #b u
007		z #b z
040		V# #b eng #e rda #c V# #d OCLCF
082	0 4	793.93 #2 23/eng/20230419
090		#b
049		V#C
245	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 subscriber 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 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		#3 character sheets #a still image #b sti #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 black and white

Playing the Game: The case of the missing eyes



340	paper #2 rdamat
340	#3 rewards pen #a plastic #2 rdamat
340	#3 dry erase marker #a plastic #2 rdamat
340	#p illustration #2 rdail
380	Kits (Sets) #2 aat
388	Twenty-first century #2 lcsH
505 0 0	#1 "Start here" guide -- #1 Beginning brief -- #1 Rewards pen -- #1 Newspaper article: April 3 -- #1 Historia in Aeternum Servata: speak the word to enter -- #1 History in Aeternum Circle -- #1 Bartender (Character sheet) -- #1 Valley Falls Museum pamphlet -- #1 Profit Industries business card -- #1 MMA member (Character sheet) -- #1 Charles Henderson (character sheet) -- #1 MMA Dojo moves -- #1 Questions to answer -- #1 Suspect info -- #1 The Queen's Eye card -- #1 Jasper Graves card -- #1 Napkin -- #1 Copy of Napkin -- #1 Dry erase marker -- #1 Crime Scene 2 envelope #g (Safe keypad, faucet, hallway picture, Jasper Grave's ramblings, Picture with marks on a wall) -- #1 Crime Scene 3 envelope #g (Jasper's phone, Jasper Graves, Alexander Aronowitz card, "Solved all the puzzles" card, Eye letter spiral) -- #1 Solution envelope -- #1 Set of subscriber's activities.
520	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	Missing persons #x Investigation #x Games .
650 0	Mystery games .
650 7	Missing persons #x Investigation . #2 fast #0 (OCOLC)fst01023707
650 7	Mystery games . #2 fast #0 (OCOLC)fst01031622
655 7	Games . #2 fast #0 (OCOLC)fst01726787
655 7	Puzzles and games . #2 fast #0 (OCOLC)fst01919958
655 7	Puzzles and games . #2 lgft



Resources

- Cataloguing and classifying board and tabletop games.
[https://cdn.ymaws.com/www.cilip.org.uk/resource/collection/D44BB270-A31A-428E-AD19-2C0E0BB44433/catalogue and index issue 189 mcculloch cataloguing and classifying board and tabletop games.pdf](https://cdn.ymaws.com/www.cilip.org.uk/resource/collection/D44BB270-A31A-428E-AD19-2C0E0BB44433/catalogue%20and%20index%20issue%20189%20mcculloch%20cataloguing%20and%20classifying%20board%20and%20tabletop%20games.pdf)
- OCLC Bibliographic Formats and Standards.
<https://www.oclc.org/bibformats/en.html>
- 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.
<https://cornerstone.lib.mnsu.edu/cgi/viewcontent.cgi?article=1027&context=olac-publications>

ON THE CALL TODAY

Questions? Contact the CMC:
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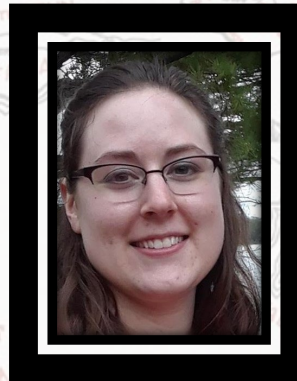
Eric McKinney
CMC Cataloger



Kat Anderberg
Metadata Cataloger



Blake Walter
Special Project Cataloger



Katie Roberts
Special Project Cataloger



Andrea Giosta
Special Project Cataloger