

# Fall Game Events



## Teen Tabletop Tuesdays (ages 13-18)

9/10, 6-8 p.m. James City County Library  
10/8, 6-8 p.m. James City County Library  
11/12, 6-8 p.m. James City County Library  
12/10, 6-8 p.m. Williamsburg Library

Join us for Settlers of Catan, Superfight!, and other tabletop favorites. Card traders are invited to bring decks, and D&D players to bring dice! Join other teens for a pick-up game or a continued campaign.

## Super Smash Bros. Ultimate Tournament (ages 13 - adult)

11/5, 1 p.m. start, Williamsburg Library Theatre

Compete in a 1v1 bracket tournament for SSB supremacy! For ages 13-adult; **register at 259.4050.**

## Going Cardboard: A Board Game Documentary

11/8, 4 p.m. Williamsburg Library Theatre

Going Cardboard documents how modern board games became popular in the U.S., including coverage of the annual board game conference in Essen, Germany, and interviews with top board game designers, fans, collectors, and journalists. 2012, Not Rated.

## Video Game Building with Bloxels (ages 10 -adult)

11/9, 2-4 p.m. Williamsburg Library

Build and play your own 16 bit game, choosing your character, obstacles, landscape, and more. For ages 10-adult; **register at 259.4050.**



**Williamsburg Regional Library**  
7770 Croaker Rd  
Williamsburg, Virginia 23188  
757.259.4040  
[www.wrl.org](http://www.wrl.org)

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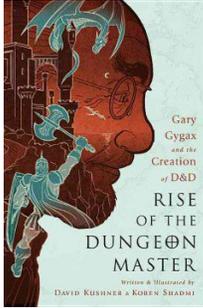
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# Titles for Teen Gamers

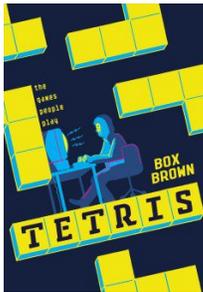


**Rise of the Dungeon Master : Gary Gygax and the Creation of D&D**  
by David Kushner  
A biography of Dungeons & Dragons co-creator casts the reader into a first-person adventure to reveal how the popular role-playing game was created.

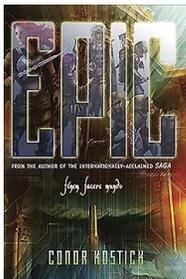
## Dungeons & Dragons Player's handbook

James Wyatt

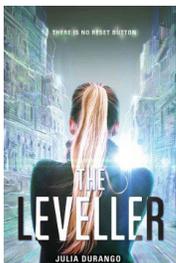
A player's handbook for the newest edition of the role-playing game contains rules for character creation and advancement, backgrounds and skills, exploration, equipment, and spells.



**Tetris : the games people play**  
by Box Brown  
This is the origin story of the 1980s video game; how a USSR government computer scientist created it, the nature of gaming, 1980s software industry, and the evolution of Nintendo.



**Epic**  
by Conor Kostick  
#WELCOME TO EPIC: PRESS START TO PLAY#. On New Earth, Epic is not just a computer game, it's a matter of life and death. If you lose, you lose everything; if you win, the world is yours for the taking.

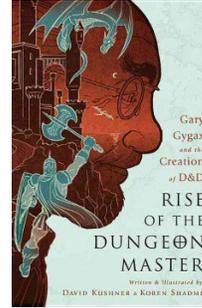


**The Leveller**  
by Julia Durango  
Virtual bounty hunter Nixy works retrieving kids out of the virtual reality gaming world and back to their parents. Now she is hired by the game's billionaire developer to track down his own son.



**Ready player one**  
by Ernest Cline  
Immersing himself in a 21st-century virtual utopia, Wade Watts joins an increasingly violent effort to solve a series of puzzles by the virtual world's super-wealthy creator, who has promised the winner will be his heir.

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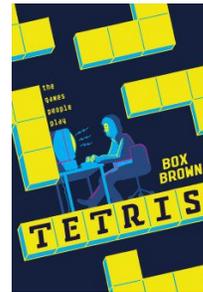


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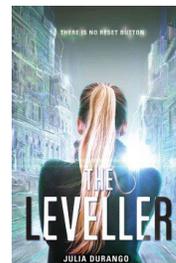
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