

Events for Gamers



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, D&D players to bring dice! Join other teens for a pick-up game on second Tuesdays. For ages 13-18.

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

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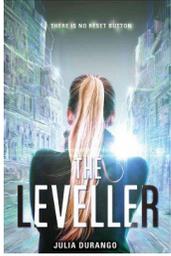
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Titles for Teen Gamers



The Leveller

by Julia Durango

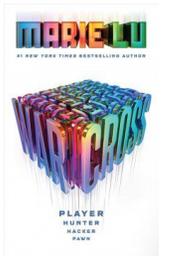
Virtual bounty hunter Nixy works retrieving kids out of the virtual reality gaming world and back to their parents. Now she is hired by the game's billionaire developer to track down his own son.



Ready player one

by Ernest Cline

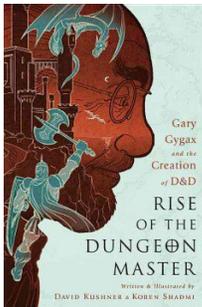
Immersing himself in a 21st-century virtual utopia, Wade Watts joins an increasingly violent effort to solve a series of puzzles by the virtual world's super-wealthy creator, who has promised the winner will be his heir.



Warcross

by Marie Lu

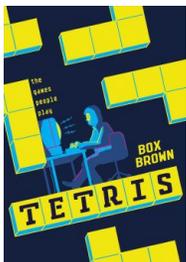
When teenage coder Emika Chen hacks her way into the opening tournament of the Warcross Championships, she glitches herself into the game as well as a sinister plot with major consequences for the entire Warcross empire.



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.



Tetris : the games people play

by Box Brown

This is the dramatic origin story of the ubiquitous 1980s video game; how a USSR government computer scientist created the game, how Tetris is connected to the software business, the nature of gaming, and

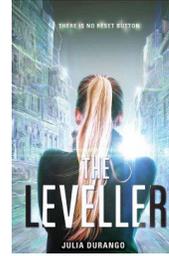
the evolution of Nintendo.

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.

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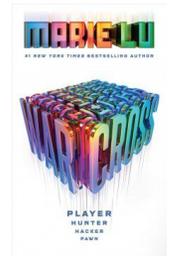
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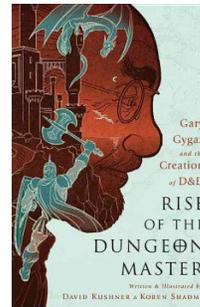
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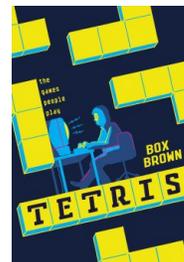
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