

**Enhancing Discovery of Unique Collections:  
Get Ahead of the Game**

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**Catalog Record Example**

Type	r	ELvl	I	Srcce	d	Audn	e	Ctrl		Lang	eng
BLvl	m	Form		GPub		Time	nnn	MRec		Ctry	cau
Desc	i	TMat	g	Tech	n	DtSt	s	Dates	2004		

040 INT \$b eng \$e rda \$c INT  
 020 0975277324  
 020 9780975277324  
 024 1 824968717912  
 028 52 70211 \$b Days of Wonder  
 043 n-----  
 046 \$k 2004  
 050 4 E38.5 \$b .T53 2004  
 245 00 Ticket to ride : \$b the cross-country train adventure game! / \$c Alan R. Moon.  
 246 30 Cross-country train adventure game  
 264 1 Los Altos, CA : \$b Days of Wonder, \$c [2004]  
 300 1 game (1 board map of North American train routes, 240 train cars, 144 cards) : \$b cardboard, plastic, color ; \$c in container 30 x 30 x 8 cm + \$e 1 instruction sheet.  
 336 three-dimensional form \$b tdf \$2 rdacontent  
 337 unmediated \$b n \$2 rdamedia  
 338 object \$b nr \$2 rdacarrier  
 500 Title from instruction sheet.  
 508 Game design by Alan R. Moon ; illustrations by Julien Delval ; graphic design by Cyrille Daujean.  
 500 For 2-5 players.  
 500 Duration of play: 30-60 minutes.  
 521 Age 8 to adult.  
 520 Players attempt to gain the most points through claiming routes and completing paths of routes through North America.  
 650 7 Railroad trains \$v Games. \$2 local \$5 TxDN  
 655 7 Area of control games. \$2 local \$5 TxDN  
 655 7 Board games. \$2 local \$5 TxDN  
 655 7 Tabletop games. \$2 local \$5 TxDN  
 700 1 Moon, Alan R., \$d 1952- \$e designer.  
 710 2 Days of Wonder, Inc., \$e publisher.

### **Authority Record Example**

155 Area of control games  
455 Area of influence games  
555 Strategy games  
680 \$i The Area Control mechanic typically awards control of an area to the player that has the majority of units or influence in that area.  
670 boardgamegeek.com

### **Genre Terms for Tabletop Games**

<http://goo.gl/EVF0m8>

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