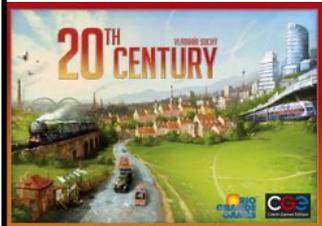


20th Century

In shrink £18.00



Over six rounds the players seek to develop their country in a variety of ways - perhaps to become a financial centre, a centre of learning, or a technological power. In all cases, as well as these advances the players must manage their waste, as only when the environment and economy are healthy can you consider your country a success. Points are gained for quality of life in your country throughout the game as well as bonuses for income, research and the environment at the end. Game play involves the strategic purchase and play of tiles into your own area, as well as deciding how much you are willing to sacrifice to avoid unpleasant events. Recommended. Also available as "Excellent, for £13".

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	3	5	3,4,5	12

4 Gods

In shrink £16.00

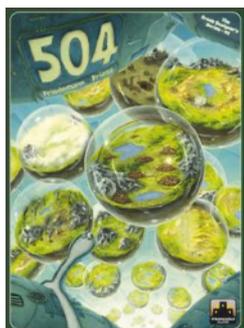


Real time strategy game in which the players all simultaneously add tiles within a frame such that the terrain types match adjacent tiles. At some point the players claim the allegiance of one of four gods each of whom favours particular terrain types, and has followers who can claim regions of land for their god. Cities can be constructed and claimed, and if positioned poorly they can later be destroyed by opposing players. When 30 minutes are up or all the land is completed the layout is evaluated to see which of the gods is dominant.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	2	4	2,3,4	8

504

In shrink £30.00



An astonishing concept by a very ingenious designer. The game is called 504 because it actually contains 504 different games! There are 9 different modules which can be selected, and three are combined each game to produce a very different set of rules. The modules are: Pick Up & Deliver, Race, Privileges, Military, Exploring, Roads, Majorities, Production and Shares. The rules book is very cleverly designed to make sure that the modules combine properly, and that the combinations all work. This is a magnificent design achievement, and it will provide a vast amount of play to explore the possibilities let alone master them.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	4	2,3,4	10

Aapep

Good £3.00



Abstract game based on Egyptian mythology in which the snake demon Aapep would swallow Ra, the sun god, at the end of each day. In this game the players try to either help Ra keep out of Aapep's clutches or help Aapep swallow Ra. This is done by placing pyramid counters with dark or light sides onto a grid. The visible sides facing the edge of the board cleverly determine Ra's fate.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	4	2,4	6

Agora

Excellent £17.50

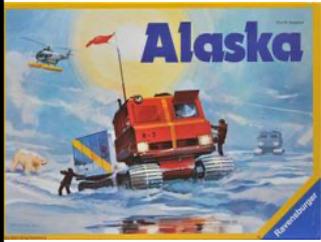


Abstract game played on a chunky 3 level wooden board with wooden tiles. The object of the game is to take the opponent's pieces. Pieces can stack to form piles from which only the top piece can move. Rules summary in English, French, and German, with full additional questions answered in French. Also includes a CD ROM with a PC version of the game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1996	2	2	2	10

Alaska

Playable **£9.50**

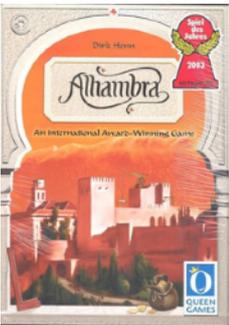


The players each control a truck designed to travel across ice floes. The game starts with a large pile of goods boxes on a central island surrounded by water. During the first stage of the game players add ice floes of various shapes and sizes to the board and move their lorries across them with the objective of getting as many goods as possible back to their base. In the second part of the game the ice starts melting and players remove ice floes as well as moving their trucks. Lots of scope for messing with your opponents' plans, and event cards add to the possibilities.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1979	2	4	2,4	8

Alhambra

Good **£12.00**

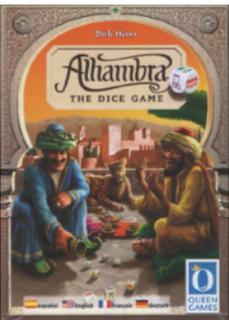


The players are all building their own Alhambra (which in real life is an impressive palace in Spain), and to do so purchase buildings which are combined to form a palace. However, the buildings have walls around some of the edges and these must be kept on the outer edge of the palace, so care must be taken not to block off too many building opportunities. Points are awarded for having a long outer wall and for majorities of buildings. Buildings are purchased using 4 currencies and there is a bonus for paying exactly. Instead of buying buildings a player can use their turn to get more money. Plays very well, and won the German Spiel des Jahres for 2003. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2003	2	6	2,3,4,5	8

Alhambra: The Dice Game

In shrink **£8.00**

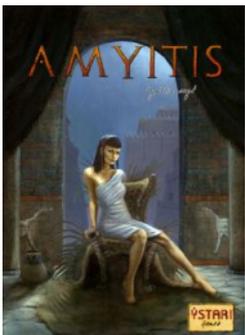


Dice game based on the award winning game Alhambra. Players roll dice showing the various building types from Alhambra and get two rerolls and then can claim influence points for one type of symbol shown - more identical dice means greater influence. There are 5 rounds, with three sets of scoring throughout the game, based on who has most influence for each building type. If you also have Alhambra then another game can be played as well which makes use of the tiles from the original game for additional tactical considerations.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	6	2,3,4,5	8

Amyitis

Excellent **£10.00**

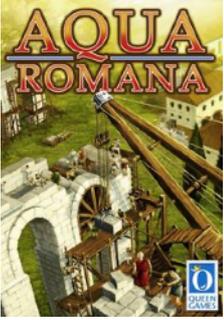


Set in the time of Nebuchadnezzar, who has married the beautiful Amyitis, the players are nobles seeking to earn favour from the king by building beautiful gardens to remind the queen of her homeland. Game play involves recruiting craftsmen for in game benefits, deploying workers to gain resources, sending priests to the temple for favours from the gods, employing merchants, and using engineers to build the hanging gardens themselves. As usual with this company the mechanics are clever and interlinked and will give you plenty of hard decisions to make.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	4	2,3,4	12

Aqua Romana

Excellent £15.00

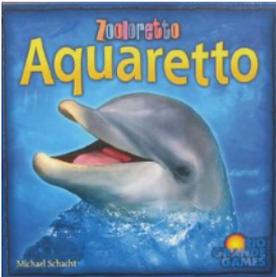


Tile placement game in which the players build aqueducts from reservoirs across the board with the objective of making their aqueducts as long as possible. However, it is not possible to place tiles just anywhere, instead there are construction teams which move around the edge of the board and can only be used in the row or column they are currently in, before they move on. Thus there are plenty of tactical decisions to make as you need to manage the construction teams as well as the aqueducts themselves. On the 2006 Spiel des Jahres nomination list.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	4	2,3,4	8

Aquaretto

Good £20.00

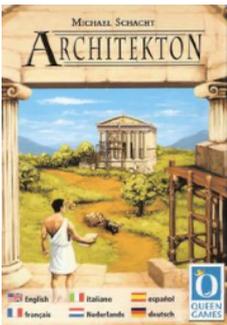


Based on Zooloretto, which won Spiel des Jahres 2007. Each player has a water park playing board and drafts water animals which must be placed into the water park - in a more freeform way that in Zooloretto. However, there are quite a few more types of animal than you have space for. Any animals which aren't placed will count against you. It is possible to earn action tokens which can be traded in to move animals, or expand your water park or get rid of unwanted animals. Collecting a breeding pair gets you a baby animal too. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	5	2,3,4,5	8

Architekton

Excellent £5.00

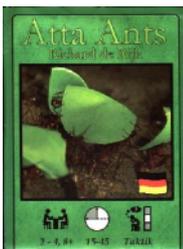


Tile laying game in which players play building tiles and countryside tiles with various landscape features. Tiles need not match those adjacent to them, but whenever a building tile is placed a building of your colour must be added, and when a building is surrounded you are penalised for every non-matching adjacent tile. Also players try to keep their buildings in a large single cluster as this scores highly at the end of the game. There are some interesting choices to be made and you can decide to be aggressive or defensive - there is a time for both.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	2	2	8

Atta Ants

Excellent £7.00



Each player controls a group of leaf-cutter ants which move around the constantly growing board looking for leaves which can be taken home for food to produce more ants. Spiders, however, eat ants and so must be avoided. The first player to get all of their ants into play is the winner.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2003	2	4	2,3,4	10

Atta Ants: Expansion

Good £7.00

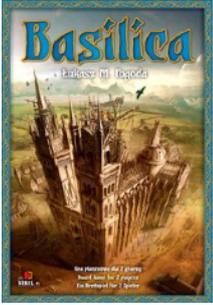


Expansion for Atta Ants, which you will need to make use of this. It consists of 6 new game cards and 5 wooden playing pieces as well as some new rules. The expansion adds twigs (movable paths), stones (blockers) and tunnels.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	2	4	2,3,4	8

Basilica

Excellent £12.00

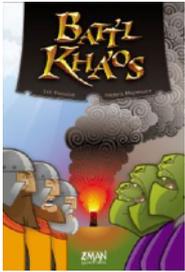


The players are masons vying to produce the most amazing ceiling in the new cathedral. The ceiling is represented by tiles, which get placed to form areas of various colours. Masons can be placed on a tile just played (somewhat Carcassonne style) in order to lay claim to a coloured area. Each turn three actions can be taken: lay a tile, add a mason to a just played tile or use a special power - every tile has a special action depicted on the back, and these can be very useful and quite varied adding plenty of tactical decisions.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	2	2	10

Batt'l Kha'os

Good £10.00



Two player tactical tile laying game, fantasy themed; players can choose to play Orcs or Knights. Players aim to control areas around the tower. The player who control the most areas wins.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	2	2	2	10

Beer & Pretzels

In shrink £14.00



Lighthearted game ideal for playing down the pub. Each player gets a set of coloured beer mats, some showing beer and some pretzels, as well as a few special ones. Players take it in turn to throw a beer mat onto a marked off area on a table, points are won for pretzels which are uncovered at the end of the round, and scores are increased if you also have uncovered mats showing beer. The game mats are used to cover other mats and stop them scoring. The rules are written very amusingly.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	2	5	3,4,5	6

Beowulf: The Movie Board Game

Excellent £14.00

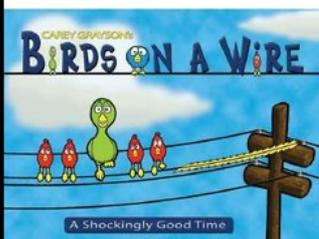


Beowulf themed board game inspired by Reiner's excellent previous games Kingdoms & Auf Heller und Pfennig. Players place their own figures or tiles onto the spaces on the board, and will score for tiles, whether good or bad, no matter who played them, in the same rows and columns as their figures. Very tactical and clever game which fits a lot of play into a short time. The new features are different special tiles and different board shapes. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	4	2,3,4	10

Birds on a Wire

Excellent £15.00



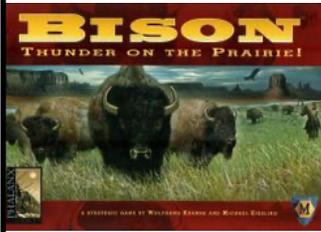
Players are trying to make sets of birds of various size and colour on their own power lines. The "sets" are a bit like in the game "Set" where either all aspects must be the same or different.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	2	5	2,3,4,5	8

Bison: Thunder on the Prairie

Good £6.00

Board game which uses unusually shaped tiles (curved hexes!) to build up a NW American wilderness in which the players take the role of competing tribes of Indians. Each tribe claims territories which will provide food: bison, wild turkeys and fish. Players can choose how many actions they take each turn, but the more actions used the more food it will cost. As well as deploying hunters, permanent settlements can be built up to secure areas. At the end of each round more food is obtained and then the next round played out, with the best fed tribe being the winner at the end of the game. Clever design - I have some house rules which I think improve it further.

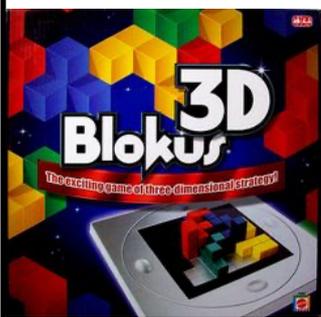


Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	4	2,3,4	12

Blokus 3D

Good £17.50

Each player has a selection of 3D pieces made from wooden cubes stuck together. Players take it in turn to place one of their pieces onto the board, but with the restriction that each space has a maximum level to which pieces may be played, and each piece must be played touching one of your previous pieces. Points are scored at the end of the game for parts of your playing pieces which are still exposed. Interesting tactical challenge, as you have to ensure you keep future options open while also playing into scoring positions. The base set was on the German Spiel des Jahres nominations list for 2003. Highly recommended. This is a standalone 2 player game or allows play with 5-6 players with the base set.

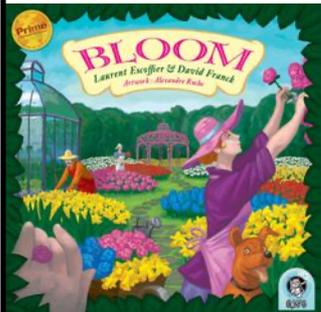


Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	2	4	2,3,4	6

Bloom

Excellent £12.50

Each player is a gardener who specialises in a particular type (colour) of flower and gets a set of cards showing various amounts of grass and their type of flower on a 2x3 grid. Players then add these cards to a communal garden, but with various restrictions, and get to take tokens for any flowers covered up. The objective is to collect lots of flower tokens, but these score best if sold in multicoloured sets. Points are also gained by keeping as many of your flowers on the board as possible. Players can also use an animal and a gardener to help protect their flowers.



Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	5	3,4,5	10

The BoardGameGeek Game

Good £15.00

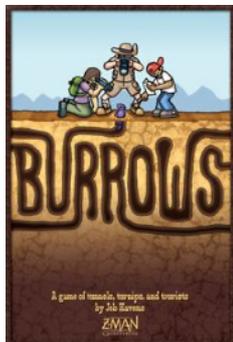
The players are games publishers and games collectors. As a publisher, each round they put some games into the six shops, with some shops specialising in expensive games and some in cheap ones. The players then use dice as their games buyers who visit the shops and try to get what they want before their rivals snatch them off the shelves. Used game reduce in price and further rounds are played. At the end of the game both money made as a publisher and the quality of collections obtained score points. All the games are real games and the publishers real publishers.



Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	3	6	4,5,6	10

Burrows

Good £6.00



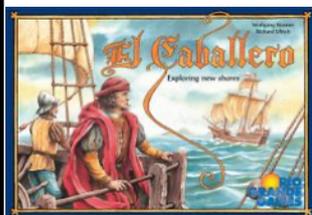
Interesting tile selection and placement game. Each player is running a gopher ranch, and wants to attract all three types of gopher to their ranch. However, gophers are fickle and there is one fewer family of each colour than there are players, and whenever a ranch completes a sufficiently large new tunnel of a type suitable for one type of gopher, a family of that type will move in from an opponent's ranch with the shortest tunnel. At many points in the game tourists come to visit, and go away unhappy if your ranch doesn't have the type of gopher they want to see. The winner is the player who best avoids making tourists unhappy. Recommended.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	5	2,3,4,5	6

El Caballero

Good £12.00



A strategy game of discovery, exploration and struggle for control. Players search for islands to produce gold and food. They protect their conquests with caballeros. The artwork matches that of El Grande, but the gameplay is quite different, and more intense and cut-throat than that game. Lots of scope for clever play and works well (possibly best) with 2 players too. Last copy: good but box shows wear.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1998	2	4	2,3,4	12

California

Good £10.00

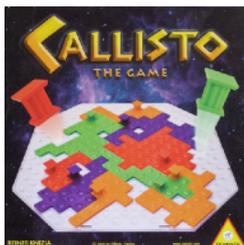


The players have each inherited a small amount of money and a house in California which needs complete renovation. Players try to build up an attractive new home, and attract their rich neighbours who will bring valuable gifts. Players must consider how to renovate their house and what furniture to purchase. There are valuable bonuses available for the first to achieve certain furniture layouts, so you have to keep an eye on what the other players are doing. Play moves swiftly, and the choices are often hard. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	5	2,3,4,5	6

Callisto: The Game

Good £8.00



Players try to get as many as possible of their pieces onto the board, in a similar but not identical way to Blokus. Pieces can be placed either next to one of the starting pillars of the player's colour or next to other pieces of their colour. A third pillar can be placed later in the game if it is felt useful, and this changes the strategies compared to other similar games.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	2	4	2,3,4	6

Campanile

Good £5.00



Excellent card game with very attractive cards showing towers and turrets. Players use their cards to build up towers to great heights, while striving for control of these towers. At the end of the game the higher the tower the more points the controllers will get. The mechanisms are very clever and interlock in such a way that you can rarely do exactly what you want to, but have to make the most of what you can do. German box, but cards are international. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1995	2	5	2,3,4,5	10

Camper Tour

Good £6.00

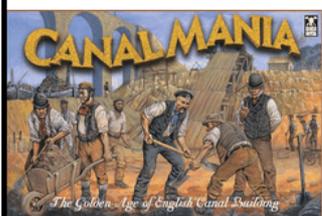


Race game in which players roll dice to move along a track created by laying out tiles. However, there are several clever twists. Firstly you say how much you want to move and then roll to see if you are allowed to -trying to move too fast is likely to result in no movement at all. Also, some of the tiles can give benefits, so you want to aim for the beneficial tiles, but the players in the lead can't see what lies ahead. Finally, when a player thinks they have gone far enough they turn around and head back home. The last player to get back has a major disadvantage, and your score depends on using up your fuel chips as precisely as possible. Neat.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	4	2,3,4	12

Canal Mania

Good £17.50



Well received canal network building board game. The board shows England roughly from Basingstoke and Bristol in the west to Cambridge and Maidstone in the east. Players take contracts to build canals, and then draw and play cards to play canal tiles, which come in various types: flat sections, sections with locks, sections with aqueducts and sections with rivers. The latter of these require more cards to build but are worth more when completed. Players build up networks of canals and deliver goods from town to town using these networks in as efficient a way as possible. There are various engineer cards which give different bonuses and each player has one of these, but can switch them around for best effect.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	5	3,4,5	10

Canopy Walk: Goodie Set I

New £5.00



Expansion for Canopy Walk, which you will need to make use of this set.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	2	2	0

Canopy Walk: Goodie Set II

New £5.00

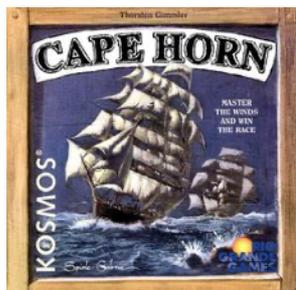


Expansion for Canopy Walk, which you will need to make use of this set.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	2	2	0

Cape Horn

Good £10.00

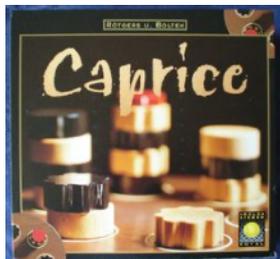


A race game about sailing clippers "rounding the Horn" in a race from New York to San Francisco. This is a tile laying game in which you have a limited number of action points each turn, which can be used to buy tiles or perform special moves. The basic idea is to play tiles with movement arrows onto the board in such a way as to help the movement of your ship and hinder other ships. There are some clever placement restrictions and alternative ways to win as well. Very good game. Recommended. A PDF of Andy's tweaks to reduce the luck of the tile draw can be provided. Good quality but box is worn.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1999	3	5	3,4,5	12

Caprice

Good £10.00



Strategy game with wooden pieces and a wooden board. The large wooden pieces are used to form towers on the board, with players being able to introduce a new piece each turn, and then move a piece already on the board. Players start with secret cards showing target shape combinations which they will score points for if they manage to achieve them at the end of the game, thus you may be able to work out what your opponents are aiming for and hinder them. Note: box worn.

Year of release	Min PI	Max PI	Rec PI	Age Range
1999	2	4	2,3,4	10

Carpe Astra

Excellent £7.00

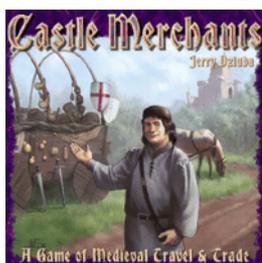


Political science fiction game set ten thousand years in the future, in the remnants of a crumbling Terran Empire. The players vie for support amongst the six important guilds in order to become the new leader. The game uses hex tiles to create a political 'network' which the players will use to gain support, as well as cards and tokens. In order to use the cards characters need to be manoeuvred into position and the required influence obtained.

Year of release	Min PI	Max PI	Rec PI	Age Range
2008	2	4	2,3,4	12

Castle Merchants

Good £10.00

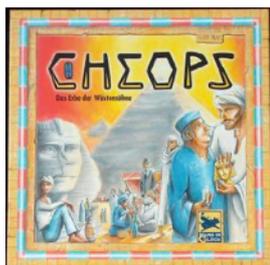


Board game in which players use cards to lay matching tiles onto the board. These form areas which the players move their merchants across. The merchants travel to various castles to sell their wares, with the early merchants getting better rewards than later ones. In addition rock falls can be used to hinder other merchants and by manipulating the tiles to one's advantage it is possible to move far with each card played.

Year of release	Min PI	Max PI	Rec PI	Age Range
2005	2	4	2,3,4	8

Cheops

Good £7.00

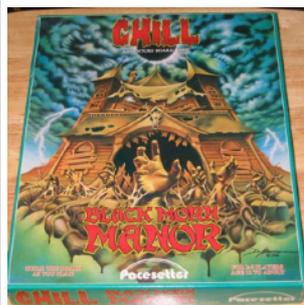


Interesting treasure collection game, with plenty of decisions, and the outcome in doubt till the end. Each turn you can steal a treasure from the pyramid, but must then decide whether to sell for a fixed price or keep it until the end of the game. In effect you are gambling on whether the price will go up or down, and to assist you, you have law tiles that change the rules of the game (it might end earlier, prices might change etc). Each game is different due to the layout of the pyramid and using a different selection of price tiles. Very attractive scarab treasure pieces.

Year of release	Min PI	Max PI	Rec PI	Age Range
1998	2	5	2,3,4	8

Chill: Black Morn Manor

Good £12.00

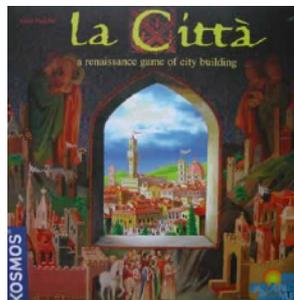


Horror board game tied into the theme of the same company's Horror RPG system, Chill. However, you need know nothing about the RPG, this is an entirely standalone board game. Each game there is a different evil master and one player starts off as his minion who must try to remove the single item his master is vulnerable to from the board. Other players start as good guys trying to defeat the evil master, but should they lose all their willpower they become minions! Minions can also be freed and made good again. The board is made up from tiles and the card deck is customised each game depending on the evil master in play to ensure the monsters and events are appropriate. Nice item.

Year of release	Min PI	Max PI	Rec PI	Age Range
1985	2	6	4,5,6	12

La Città

Good £10.00

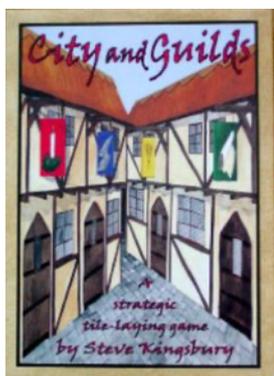


A very attractive and fascinating big board city development game in which players vie for resources and also attract city occupants from neighbouring cities. While having people is good they have to be fed and kept healthy, happy and educated or they will head to a better city.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2000	2	5	2,3,4,5	12

City and Guilds

Good £9.00

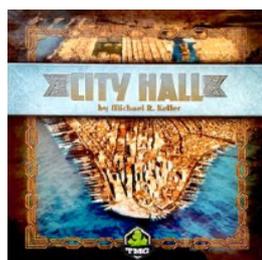


City building game in which players place building tiles into various regions on the board. Players have a hand of building tiles and get to draft new ones. Most of the buildings are associated with one of 4 guilds, and placing these in such a way that they are in line of sight of other buildings of that guild enhances the power of that guild at the end of the game. Also some buildings allow men to be placed on them and others give the player influence over the guilds. When a block is fully built then players score for 1st-3rd most men in the block and also for 1st-3rd most influence in the most important guild in that block. At the end of the game there are large bonuses to players who control the guilds. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	3	5	3,4	10

City Hall

Good £16.00

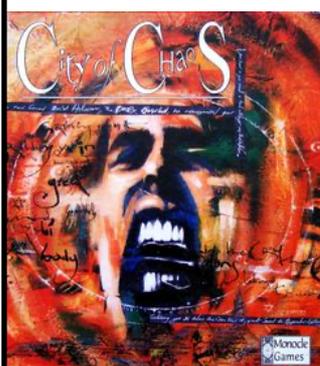


City building game in which the players auction the use of various useful roles. The players buy land and place buildings, while trying to maintain both a healthy money supply and influence over the citizens of the city. When the city is completed the citizens 'vote' for the player that they felt did the best job, and the player with the most 'votes' becomes mayor.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	4	2,3,4	10

City of Chaos

Good £45.00



An amazing text-paragraph based fantasy board game. Players explore the city of Byronitar, with large square tiles being drawn and placed to form the board. Players can encounter just about anything with choices being given using a special deck of cards and the 700 paragraph Tome of Chaos. The city hides a dozen or so sinister secrets and the objective is to uncover these and defeat the evil behind each of them. Your character can join guilds and advance in them to improve their skills. Wonderful sinister atmosphere. Some encounters can be very deadly, so I recommend you play with 3 'lives' each so you have a better chance of uncovering more of the fascinating city. Note: Cards in great condition, other components good. Sells for £100 or more on BGG. Box worn but still in tact hence the great price.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1996	1	6	2,3,4	12

City Tycoon

Good £8.00

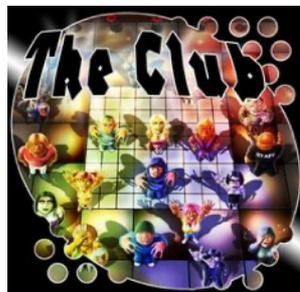


City building game which uses lots of colourful tiles which are laid to form the expanding city. Players invest their capital into constructing a variety of projects the city council wants completed in order to improve the lives of the city residents. Of course money needs to be made along the way in order to allow further construction to take place and for the more impressive structures at the end of the game to be built. The winner is the player who has best contributed to the city's improvement by game end.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	5	2,3,4,5	12

The Club

Good £8.00

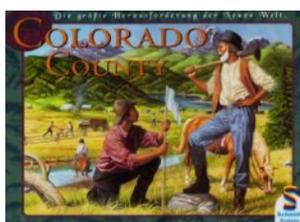


Somewhat satirical tile based game in which the board shows a dance-floor onto which assorted nightclub goers are pushed from each player's side. The objective is to create couples in the centre of the dance-floor. These couples pair off and depending on how well matched they are (each character has four visible traits) points will be scored. Characters also have a secret trait which can affect the scoring and some special characters such as the bouncer can change how things work. Tactical game for those with a sense of humour.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	4	2,3,4	12

Colorado County

Good £8.00

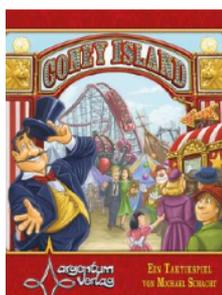


Attractively produced game, in which players bid for plots of land, using their cowboy chits. Land parcels come in a variety of shapes, and working out which ones are useful to you is important - once purchased you can choose where to make your claim, but the shape is fixed. At the end of each round players score for control of the borders, control of lakes, adjacent pairs of plots and their biggest single area. Good quality but box slightly worn.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1998	2	4	3,4	10

Coney Island

In shrink £12.00



Intriguing game set in the Coney Island fairground, with the players as competing showmen. Starting with a small income of resources, money and VPs the players send family members out to set up stalls to increase their income and make use of influential characters such as the promoter, the journalist and even the police officer to gain extra advantages. VPs can also be gained by building grand attractions over the stalls - often requiring more than one person's stalls to be involved. Some neat ideas and play moves swiftly.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	4	2,3,4	10

Cornwall

Excellent £12.00

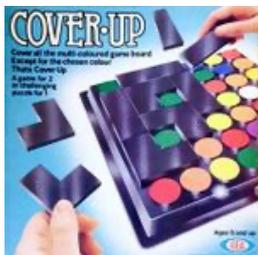


Landscape tile laying game. The tiles each consist of three hexes, with each hex showing one of five landscape tiles possibly with a flag, cottages or a church. Money is awarded for extending landscape areas already in play. Various values of meeples are then played onto the newly placed regions, only the first is free and there is an extra cost for other meeples already in the area. Once an area is completed and scored the meeples go to the pub board from which one can retrieve them only by paying their bar tab...

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	4	2,3,4	8

Cover Up

Playable **£10.00**

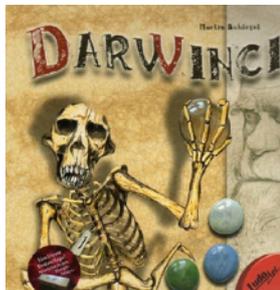


One player has 7 L-shape pieces and the other 7 straight pieces. The board is a 7x7 grid with 7 sets of 7 different colour spaces dotted around the board. A colour is chosen, and players take it in turn to play a piece avoiding spaces of the selected colour. The player who manages to play more of their pieces wins. It can also be played on your own in which case pick a colour and work out how to place all the pieces on the board without covering up any spaces of that colour.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1982	1	2	2	0

Darwinci

Excellent **£7.50**



Beautifully produced game in which the players are students of archaeology and disciples of both Darwin's and Da Vinci's schools of thinking (hence the game's name). The players are at an archaeological dig and determined to demonstrate that some of the finds were from truly bizarre creatures with multiple heads, odd numbers of limbs, and often with peculiar Da Vinci style contraptions built in. A clever bidding mechanism means that the players get to influence which tiles their opponents will obtain as well as bidding for those they want. Scoring is both for completed creatures and for sets of mystical symbols arranged in the same line.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	3	5	3,4,5	10

Day & Night

Good **£20.00**

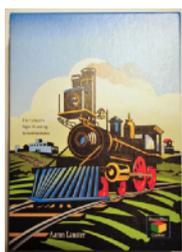


Board game which uses tiles and cards in which one player plays Lady Night and the other Lady Day. The two have decided that after billions of years of routine they need to settle the score. Play involves using action cards to best effect to place and group tiles in order to build temples. Very attractive artwork. Won the International Gamers Award for Best 2 Player Game in 2009.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	2	2	10

Days of Steam

Good **£10.00**

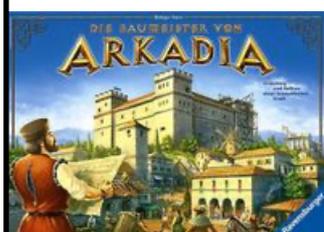


Tile laying railway game. Starting with a single town in play players add tiles to the layout to form a network including new towns. With the new towns come goods which must be delivered. Tiles also provide players the ability to move their trains in order to pick up and deliver the goods. Various other twists ensure the game is challenging but still quite light - a sort of Carcassonne meets Age of Steam!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	2	4	2,3,4	8

Die Baumeister von Arkadia

Good **£12.50**

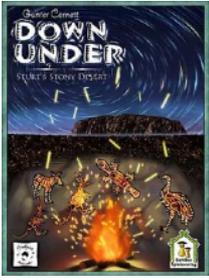


Strategy game in which the players build up the city of Arkadia. Players introduce buildings and set their workers around the buildings in such a way that some workers will be able to work on more than one building. When a building is surrounded the workers around it get paid and the player who caused the scoring gets a bonus payment in the form of seals of different colours, and during the game the value of these seals fluctuates. They need to be sold to gain money which wins the game, but this can only be done a few times during the game. Clever placement and good timing are required to do well. Recommended. German edition, but components are international.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	4	2,3,4	10

Down Under

Good £5.00

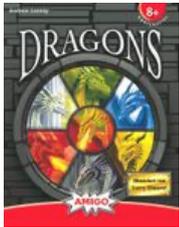


Tile laying game in which each player has a set of tiles with their own coloured paths, as well as neutral paths which show various animals. Players lay their tiles so as to form paths, with a few cunning restrictions, so that any path section will only ever belong to one player. When the tiles are played players score for the length of their path and also get bonus points for the animals they have managed to link to. Clever idea as you would expect from Guenter.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	4	2,3,4	10

Dragons

Good £5.00



Players attempt to connect a territory of 7 panels of their dragons colour. On your turn you draw and play a card, domino style, adding the panels on your card to the central playing area. Cards have multiple coloured panels on them. Action cards to trade/move/zap cards etc make the game more flexible.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	5	2,3,4,5	6

Drunter & Drüber

Good £8.00



Germany's 1991 Spiel des Jahres. Baron Munchausen style graphics. Players lay tiles to complete the rebuilding of the town of Schilda using roads, walls and waterways. However, dotted around the town are different types of buildings, and each player secretly wants to preserve one type of building, and so guides development away from such buildings, but without making it too obvious what they are doing. Also, whenever a little toilet building is to be demolished (and there are many of them) the players must vote on whether that tile can be placed or not. Fun game in which cunning is also required. Recommended, box shows wear (because it's been played so often). German version called "Drunter und Drueber", but English rules provided and components are international.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1991	2	4	3,4	8

Dungeon Lords

Good £20.00

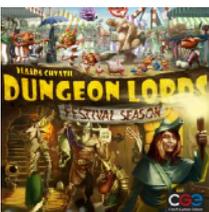


Dungeon adventure board game with an impressive array of components, including two double sided boards, three further boards, and heaps of cards, tiles and figures. The big twist is that the players are not the adventurers, but rather the assorted shady characters who set up dungeons! This they do competitively, and sometimes it will be necessary to indulge in a little evil to get the job done properly - unfortunately the more evil used the stronger the adventurers that dungeon will attract. Ahhh, the trials of being a dark lord... Very well received game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	2	4	2,3,4	12

Dungeon Lords: Festival Season

In shrink £18.50

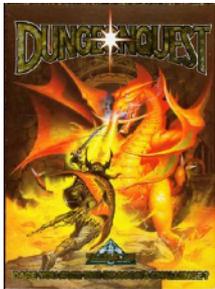


Expansion for Dungeon Lords which you will need to make use of this. This set adds more adventurers to the mix, as well as more rooms, monsters, events, items, and traps. An extension board allows extra rounds to be played and there are special monster upgrades and tunnel tiles.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	2	4	2,3,4	14

DungeonQuest

Excellent £25.00



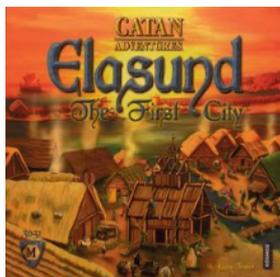
Players explore the ruins of Dragonfire Castle trying to reach the treasure chamber in the centre of the dungeon and escape alive with as much treasure as possible. Time pressure forces the players to take risks because anyone left in the dungeon when the game ends dies! The dungeon is created with tiles to produce a maze-like dungeon and ensure no two games are ever the same. The game mechanics have been updated since the Games Workshop original. Recommended.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1987	1	4	1,2,3,4	8

Elasund: The First City

Excellent £10.00



Settlers of Catan themed game in which the first city of Catan, Elasund, is built up. The game uses different mechanics to regular Settlers. Players play building tiles onto a gridded board representing a city. These buildings can get you money and building materials which you will need to purchase further buildings. VPs can be gained by playing prestigious buildings, building city walls and collecting most trade points. This game allows more conflict than Settlers as it is possible to build over other players' buildings when placing a larger tile.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	4	2,3,4	10

Escape: The Curse of the Temple - Expansion 1: Illusions In shrink £15.00



Expansion for Escape!, the great simultaneous play cooperative dungeon adventure. You will need the base game to make use of this set. Included are two expansion modules: Module 3: Illusion Chambers (these disappear when players return to the start chamber); Module 4: Special Chambers (a selection of new mechanics which alter the game a little). Also included are components so a sixth player can join in.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	1	6	1,2,3,4,5,	8

Escape: The Curse of the Temple - Expansion 2: Quest In shrink £15.00

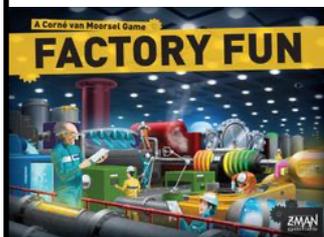


Expansion for Escape!, the great simultaneous play cooperative dungeon adventure. You will need the base game to make use of this set. This expansion includes: Module 5: Quest chambers - these need to be completed before players can escape; Module 6: Characters: Each player has a different character with a special ability, which can assist during play.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	1	6	2,3,4,5,6	6

Factory Fun

In shrink £20.00



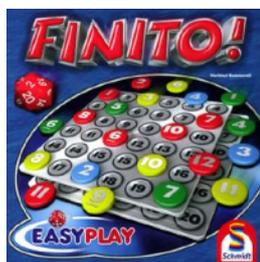
Unusual tile placement game in which players place machines onto their own factory board. Machines generally have one or two inputs and one or two outputs. There are different coloured materials which can be produced and consumed and pipes need to be placed (and paid for) to link up the machines to sources and repositories of these materials. Each round a new machine is added and pipe networks have to be changed to accommodate them - hopefully inexpensively. The objective is to spend as little as possible while building up a valuable factory. The game uses a speed play element for drafting new machines, but I can provide house rules to remove this (and also extend play to 1 player) if you wish.

SALE

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	5	1,2,3,4,5	10

Finito!

Good £12.00



Clever game of the Take It Easy genre in which all players take a turn at the same time on their own board. The board shows numbers from 1-10, and each player has disks numbered 1-12 which are shuffled face down to start the game, with three then turned face up at any time. A d20 is rolled and one of the face up disks must be placed on that number space. When all have been placed then one is disk is moved instead. The objective is to be the first to get their number disks all placed in the right order.

SALE

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	4	2,3,4	8

FITS

In shrink £16.00

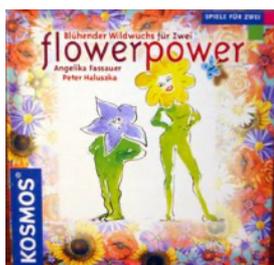


Board game version of Tetris. Each player has their own set of pieces, each seeding their board with a different one, and then cards are drawn indicating which pentomino style piece to add to the board next. Pieces can only be added by sliding them in from the top of the board, and there are different boards with different objectives: complete lines, leave certain spaces uncovered etc. Really very neat and great fun. Includes 4 different board layouts for variety. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	1	4	1,2,3,4	8

Flowerpower

Good £10.00



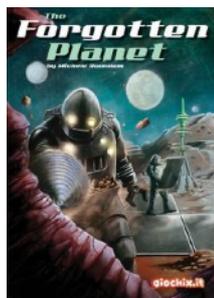
This sought after 2-player game is about collecting flowers. This is done by landing on flower spaces while moving around a board. However movement is not by dice, instead pairs of people play a card each in turn and these cards determine movement in such a way that you need to know what the other person wants to happen as well as what you can and act appropriately. The game was only released in Germany, but the components are international and English printed rules are provided.

SALE

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2001	1	2	2	6

The Forgotten Planet

Excellent £10.00



Set on a nearly forgotten planet, upon which it has recently been discovered that extraordinarily rich mineral deposits lie, the players each run a mining company which seeks to extract as much of this ore as possible. This far out from civilisation competition can turn to violence over contested deposits. Players expand out from their initial base increasing their controlled area which will allow them to collect energy and use their robots to mine, build more robots, extend their controlled area and when necessary take over opposing areas. Components unpunched, box shows some wear.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	4	2	10

FrishFish

Good £12.50

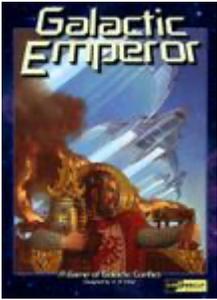


Excellent game in which players create the layout of a town, in which they must site locations for their four shops and by hook or by crook arrange for the streets to be laid out so that the total distance to visit all their locations is as short as possible. Very clever mechanism, which requires some cunning thought to play well. Highly recommended for the more cerebral gamer. Originally published as Frisch Fisch in Germany.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1997	2	5	3,4,5	12

Galactic Emperor

Good £18.50



Space themed wargame in which the players are planetary leaders hoping to fill the new vacuum left by the dead Galactic Emperor. To become Emperor the players need to explore and expand their realms, collect resources and build up their forces and when necessary keep their rivals in check with military force. Players can develop technological advantages. The main mechanism used is role selection, with the roles being Explorer, Merchant, Steward, Engineer, Warlord and Scientist. In very good condition, but box bottom has a dent.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	3	6	3,4,5,6	12

Garden Dice

Good £17.00



The players share a communal garden in which they plant seeds, water the seeds and harvest the resulting fruit and vegetables. However, it is not so simple as actions must be performed using dice - either as co-ordinates for actions on the board or to select seeds (with higher numbers needed for the more valuable seeds). Also, when watering or harvesting any connected plants of the same or lower value also gain the benefit of the action, so making use of other player's actions is key. Finally, birds and rabbits can also cause you grief if not protected against.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	4	2,3,4	8

Garden Dice: The Card Expansion

In shrink £3.00

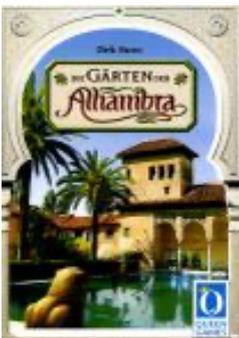


Expansion for the "Garden dice" game, which you will need to play this expansion.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	2	4	2,3,4	8

Die Gärten der Alhambra

Good £11.00



An attractively produced and rethemed version of Carat by the same author, to tie in with his award winning game, Alhambra. This is a tactical tile laying game, initially tiles representing various buildings in the gardens of the Alhambra are laid out. Players place garden tiles which influence the buildings they are laid adjacent to, but that influence won't only be for the current player, but for the others too. When a building is completely surrounded it is scored and taken out of play. Play continues until all buildings are surrounded. The nice artwork makes the game much more appealing than its abstract predecessor.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	2	4	2,3,4	8

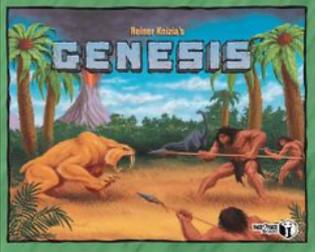


Gemblo

Very colourful abstract "get rid of your pieces" game. All players have the same set of "multiform hexagonal pieces", in their own colour. When placing pieces they may not touch pieces of the same colour, in fact they must be at least 1" space apart. When no one can place any more pieces the player with the lowest number of left over "hexes" wins. Nice 30 minute filler or starter.

In shrink **£15.00**

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	2	6	2,3,4,6	8

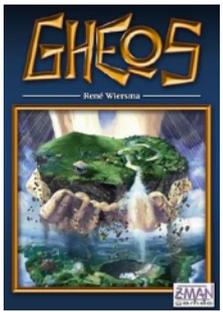


Genesis

Tile laying game in which the players each have tiles showing a particular animal, but in several different terrains. Each turn two dice are rolled which indicate the type of terrain tile which must be played (although they often give a free choice). The tiles form groups of animals of the same terrain type, and players try to have the largest group in each group. The largest group on the entire board scores extra points too. While the game is easy to play, once some tiles are on the board there can be some surprisingly tactical decisions to make.

Good **£12.00**

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	4	2,3,4	8

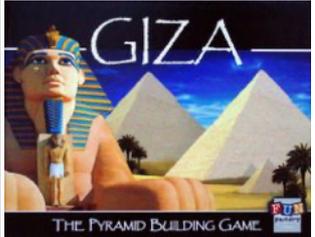


Gheos

Interesting tile laying game in which the players form a land divided up by rivers. Each separate multi-tile area is competed for by the players, and each tile indicates the resources and / or bonus points available there. Thus these countries are controlled by the players, but unlike games in the Carcassonne family, it is possible to replace existing tiles with new ones (at a cost) which will better suit the player, and thus the makeup and control of these various nations can change substantially throughout the game. Full of interesting tactical options. Recommended.

Good **£10.00**

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	4	2,3,4	10



Giza

Tile placement game in which each player has a board with spaces for three pyramids and one sphinx to be built. Each turn you can either add a tile to one of your own sites (there are limitations as to the ordering of tiles), or onto an opponent's site to hopefully hinder their plans. The game ends when one player has completed their construction and the sites are then scored.

Good **£5.00**

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	6	2,3,4,5	5



Goblins, Inc.

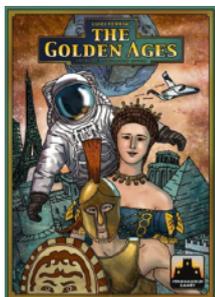
Players play in pairs to construct giant robotic killing machines using tiles showing assorted weapons, armour, engines and other parts. Once constructed they are then driven and used to maul each other. Players then swap teams and do it again. All the while the players have secret objectives to try to complete as well as building the death-dealing robots.

Excellent **£16.00**

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	4	2,4	10

The Golden Ages

Excellent £20.00

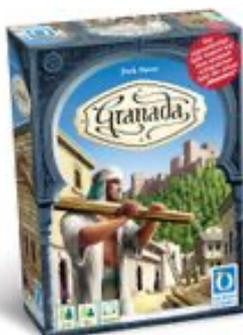


A 4x civilisation game played within 90 minutes. It has striking art by Alexandre Roche and has a neat discovery, tile laying aspect. You start with a leader and choose buildings. It is a very solid civilisation game that won't take a full civilisation to play. The winner is the one with the most points at the end and this is negotiated through clever play and by fulfilling goals the game sets. It is a really nice game and if you want more there is an excellent expansion that gives you more delicious and world changing options.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	4	2,3,4	10

Granada

Excellent £20.00

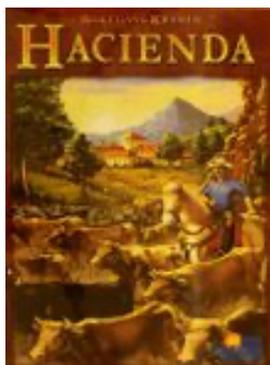


An update of the excellent (and Spiel des Jahres winning) Alhambra. This time the players are building up the area around their Alhambra. Very similar mechanics to Alhambra, with the main differences being that the tiles are double sided, one side costing 1 coin more than the other, and a rule allows the tile to be flipped when bought for an additional cost. The scoring is slightly different, with points awarded according to the number of that type of tile in play. Highly recommended to anyone who failed to pick up Alhambra, or who wants to play a variation of that excellent game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	2	6	2,3,4,5	8

Hacienda

Good £17.50



Set in the early 19th century in Argentina, the players are establishing ranches in the pampas. This is a placement game in which the players use cards to permit land areas to be claimed and for animals to be played in groups. Scoring is in a variety of ways, including for large groups of animals and connected terrain, for haciendas and adjacency to water, as well as for connections to the small towns spread over the board. The map board is double sided to add extra variety. Clever and enjoyable game in which there is always more you need to do than you can with the number of actions you have available. A classic with our group in Cambridge. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	5	2,3,4,5	10

Haselwurz und Bärenklau

Good £10.00



Ecologically themed board game. As the game progresses players build up the playing area using terrain hexes of 7 different types. A selection of cards showing rare wildlife and the habitat required to find it are available to be claimed. In order to claim them there are requirements for the types of terrain which must be adjacent, and you must move your pixie to such a location. Movement is clever - there are four methods and all four must be used before any may be reused, unless a turn is skipped. Making effective use of these movement methods requires careful planning. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	4	2,3,4	8

Helios

In Shrink **£17.50**



An excellent production by Hans im Glück. This game revolves a moving sun mechanic. You are playing little fantasy creatures that give your resources to build cities and temples. If good production and originality in games are important for you Helios will not let you down. There are variable strategies with the different tiles and it is definitely worth a look. Plays within the usual 90 minute frame that Hans im Glück are famous for.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	4	2,3,4	10

Hellas

Good **£9.00**

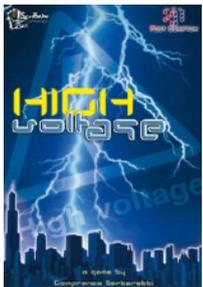


Light war game using German style mechanics in which two factions fight over the Greek islands in ancient times. Each turn players may increase their ships, men and cards; make a voyage of exploration or make an attack. The cards give rule breaking favours from the gods and are very useful. Attack can be overland or over sea, and the number of pieces (15mm plastic miniatures) is limited so continuously building up is not an option. Ask us for rules clarification / house rules.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2002	2	2	2	10

High Voltage

Good **£9.00**



Tile based game in which the players reveal tiles in a square grid showing various electricity lines. Tiles can then be rotated and moved and swapped over, with the objective of connecting power stations on different edges of the layout. However, players want their own power lines to be used more, and bonuses are awarded for long links. Each tile can only be used twice to supply power after which it is at capacity and cannot be used further, effectively blocking the board.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	4	2,3,4	8

Hive

Good **£7.50**

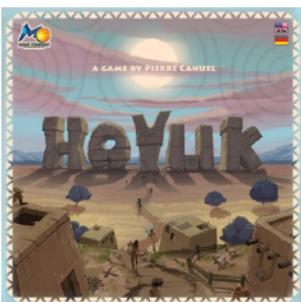


Highly regarded strategic game for two players consisting of twenty two chunky pieces: eleven each in two player colours, representing various types of bee each with a unique way of moving. As the pieces are placed they form a shape that becomes the board. The pieces are never eliminated and not all have to be played. The object of the game is to totally surround your opponent's queen, whilst at the same time trying to block your opponent from doing the same to your queen. Version with Wooden blocks and metallic stickers.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2000	2	2	2	8

Hoyuk

Good **£25.00**



Set in the Neolithic Middle-East, the players represent clans who inhabit a thriving valley. The players do their best to harvest crops, raise animals and build houses, ovens and shrines, with the most successful clan becoming the rulers at the end of the game. Game play involves laying tiles to expand your clan's territory in a variety of ways, but this is the Neolithic, so various natural catastrophes will happen during the game which will set the players back, but also open up new opportunities.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	5	2,3,4,5	10

Ice Flow

In shrink £12.00



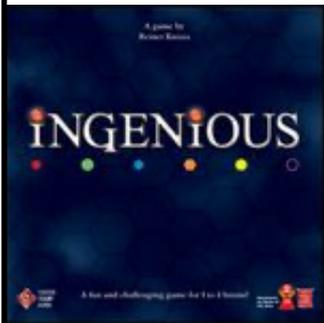
Tactical game in which the players try to get their three explorers to cross the Bering Strait between Alaska and Siberia. Wonderful clear plastic ice flow pieces are placed in the straits, and will move according to the currents marked on the board. The explorers can hop between ice floes, sometimes needing to use rope, but can also swim, though this uses up food resources. Polar bears get in the way, but can be distracted with food. Players choose when to move and rotate the ice floes to their advantage. Very nicely produced with plenty of scope for clever play.

SALE

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	4	2,3,4	10

Ingenious

Good £11.00

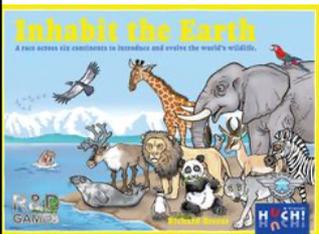


Tile laying game played on a hex grid, with hex 'dominoes'. Players take it in turns to lay a piece and score for other identical symbols in the same lines as the piece just played. Each player has their own score board and points gained by matching each symbol are recorded separately. When a player completes a scoring row they get an extra turn, so concentrating on one symbol has its advantages, but at the end of the game you only score as much as you got on the least of the symbol scoring tracks so balance is also necessary. Very nicely made playing pieces, with colours and symbols to aid the colour-blind. Also published as Mensa Connections and Einfach Genial.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	1	4	2,3,4	8

Inhabit the Earth

In shrink £20.00

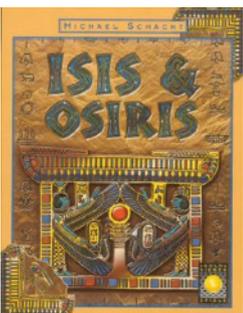


Card based game in which the players each create up to six creatures of different classes which inhabit the six continents. Cards are used to multiply, adapt and breed. By adding extra cards to an existing creature it gains more attributes which allow it to progress on the evolution track in its chosen continent more quickly. This is done by triggering that creature using a card and then using the attributes of the creature to match those on the spaces on the advancement track. Bonus points and attributes are picked up along the way. Every one of the 162 cards features a different animal with a unique combination of attributes and special abilities. Novel mechanics and very attractively presented. Despite the cover this is a gamers' game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	4	2,3,4	12

Isis & Osiris

Excellent £8.00



Egyptian themed game with wooden components. Players play game stones or Isis tiles onto the board, gradually filling it up. When full your score is based on the Isis tiles neighbouring your game stones, so clearly you try to avoid the bad ones and stay close to the good ones while trying to force your opponent to do the reverse.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2001	2	4	2,3,4	6

Java

Good £16.00

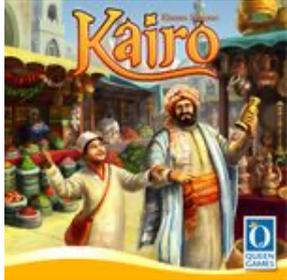


From the team that created Tikal and Torres (*German Games of the Year*). This feels rather like a sequel to these two. In appearance quite similar to Tikal, with elements of the tower building of Torres and the action points from them both. Points are gained by building palaces, irrigating the land and arranging palace festivals. Recommended if you also like either Tikal or Torres.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2000	2	4	2,3,4	12

Kairo

Good £20.00



Set in a busy Cairo market square as it sets up for the day. The players place market stalls and activate customers (who always move to the nearest stall which sells the type of goods they want) in order to earn money from their stalls, which can be reinvested to expand their stalls, which earns victory points. There is lots of scope for clever placement, blocking customers from their current shortest routes to get them to come to your stall, and anticipating where the next customers will appear.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	4	2,3,4	8

Kastell-Castello

Good £13.00



Very attractively produced game which appears to have much in common with Cathedral. The wooden box also acts as the board which consists of an 8x8 grid. Onto this grid three trees are placed blocking out three spaces. Players then alternate adding a very chunky wooden playing piece onto the board. These come in two colours, one for each player and are wonderfully made wooden buildings on tetromino shaped bases. The objective is to be the last person to be able to play a piece. The game comes with six variations for you to try out.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	2	2	6

Die Kette von Saba

Good £8.00



In English the title is The Sabine Necklace. Players buy parts of the necklace at auction, and can either keep them for the future or add them to the necklace which is being reconstructed. The rules limit how the necklace can be built, and a payment is received for adding a gem into the necklace, the amount depending on what is adjacent when the gem is placed. The objective is to make the greatest profit overall.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1997	3	7	3-7	8

Key Market

Good £30.00



Sixth in Richard Breese's renowned Key series, but this time the design is not by Richard himself, though his sister still created the characteristic artwork. Worker placement game in which the workers are assigned to grow crops, look after livestock, and craft luxuries. These are all brought to market and either gold or future favours obtained. Other workers can enroll in powerful guilds in order to obtain abilities which are sure to be useful in future rounds. The objective is to end the game with the greatest wealth.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	4	2,3,4	12

Key to the City: London

Good £21.00



Based on the very well regarded KeyFlower, this game moves away from the medieval setting of the 'Key' series to the building of London. Each players builds a borough which will include various famous landmarks from the modern city. The main mechanism is very similar to that in KeyFlower - the use of different coloured meeples to bid for ownership and use of tiles. However, the way the tiles are added to a borough and are then used once in place differs to KeyFlower.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	2	6	2,3,4,5,6	10

Keyflower: Keymelequin

New £5.00



Mini expansion for Keyflower, which you will need in order to make use of this. Includes the Keymelequin tile which shows a boat which upon arrival at the port introduces two new bi-coloured meeples to the game who facilitate teamwork and co-operation between their coloured factions.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	2	6	2,3,4,5	12

Keyflower: The Merchants

In shrink £20.00

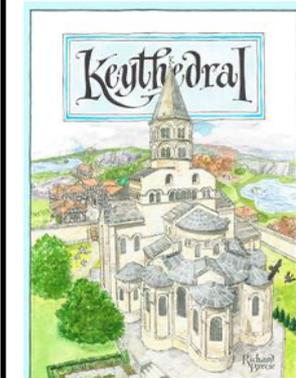


Second expansion for the very highly regarded resource management and village development game, Keyflower. You will require the base game in order to make use of this set. With this expansion the players develop their village by building extensions and cabins. They also take on lucrative contracts and can obtain extra goods from incoming boats at the harbour.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	6	2,3,4,5,6	12

Keythedral

Good £35.00



Second edition, with English cards and rules. The players lay out a land using octagonal tiles which provide various resources, and place their cottages in the square gaps between the tiles. Each round every land tile produces one resource and the players compete for these, taking it in turn to claim resources in a cunning and very tactical way. These resources can then be spent to build parts of the Keythedral for victory points, or in various other ways to aid your future production or hinder other players. Also some special action cards are available for purchase and these can prove very useful. Ultimately VPs are won for parts of the Keythedral constructed and for unused resources. Nicely produced. Includes expansion. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2002	2	5	2,3,4,5	12

Khronos

Good £11.00



The players build various buildings in a land enclosed by forest and mountains, with the objective of building powerful (and high scoring) regions. What makes this game different is that time travel is possible, and so the same area is fought over in three different time periods. Building in the earlier regions affects later regions, with less impressive 'copies' of the building popping up in the future regions. Sometimes this can seriously disrupt other players' regions in the later periods. A game which certainly requires your full attention!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	5	2,3,4,5	12

Auf Heller und Pfennig

Good £11.50

Excellent game in which players fill the board with tiles representing the populace of a medieval marketplace. Some are customers with varying degrees of wealth to spend and some are thieves. However, the players also have their stalls to set up. When the board is full each stall scores for every customer and thief in its row and column. Thus placement is difficult as you would like to set up a great position for your stall, but if you do you can be very sure that another player will get there first. There are other clever aspects to the game too, making it one I can highly recommend. Also published as Kingdoms. German.



Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1994	2	4	2,3,4	8

Kingdom Builder

Good £20.00

Winner of the Spiel des Jahres 2012. The board shows a hex gridded kingdom made up of various terrains with an assortment of castles and settlements. The boards can be set up in many ways with a good selection of different village types to ensure variety. Players take it in turn to play a terrain card and add three houses to the board in that terrain, adjacent to their existing houses where possible. Playing next to a village gains you a special ability chip for use each turn. Each game 3 scoring cards are laid out which determine how points will be earned that game ensuring further variety of play.

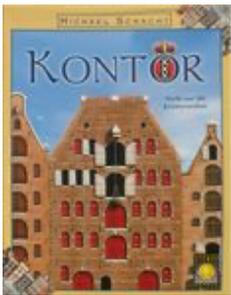


Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	4	2,3,4	8

Kontor

Good £9.00

Interesting tile laying majorities game set on the harbourside with players competing to manage warehouses. These warehouses are 'built' as the game progresses by laying tiles to form the board. What gets done is decided by card play, with cards having different actions and priorities. There are a great number of variant setups in the rules. Recommended as a 2 player game (or with more with the rare 3-4 player expansion).



Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1999	2	4	2,4	12

Kraut & Rüben

Good £10.00

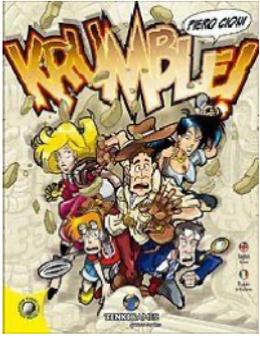
Gardening themed game in which the players place various plants and pests onto garden boards in the middle of the table. Each player also has a card giving them an objective for their garden, and players can take a garden from the table and claim it as their own. However, other players will then be sure to add extra pests, and plants they don't think you will want. However, if you wait too long to claim a garden there won't be one which matches your goals. Light but fun game, and attractively produced.



Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1998	3	5	3,4	8-12

Krumble!

In shrink **£8.00**



A group of explorers is exploring an ancient temple in the jungle and have discovered some magic idols. Unfortunately they have also triggered a trap and the temple starts to collapse around them. The players must try to escape with their treasure while they still can. Game play involves adding tiles to the table to add chambers to the temple, moving your character and actioning the tiles moved through, and also trying to improve your character's abilities. Interestingly it is possible to die, but if you do you still take part in the game as a ghost, and can still win!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	3	6	3,4,5,6	8

PLEASE SEE OUR SMALLPRINT DOCUMENT FOR FURTHER DETAILS.

Game descriptions are personal opinions from Eamon, Andy, Hans or Adam.