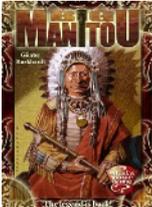




1870: Railroading across the Trans Mississippi from 1870 **Good** **£70.00**

A re-working of the ideas first seen in the classic 1829. There are many changes besides the geographical setting of the Mississippi Valley. Special features include the ability for every player to defend the stock price, special destination bonuses (based on ideas in 1853), and the ability for companies to invest in Treasury Stock.

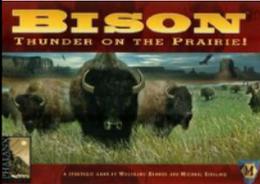
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1992	2	6	3,4,5,6	14



Big Manitou **Excellent** **£7.00**

Card game. The cards feature Red Indians in four tribes. Each player hopes to hunt the most Buffalo on tiles in each of several rounds of play. In each round you play with a number of your tribe members, some chosen, some drawn randomly. These cards interact as you vie for control of the Happy Hunting Grounds. Essentially a majorities game with some twists.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	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.

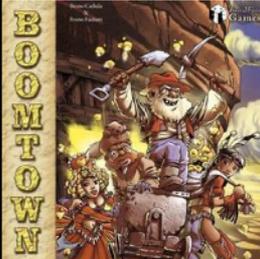
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	4	2,3,4	12



Bonnie and Clyde **Good** **£8.00**

Rummy based card game. While not officially part of the Mystery Rummy series, this is by the same designer and has the same type of mechanics and feel, although this game does also use a board. You can expect a selection of twists on standard rummy, based on the pursuit and possible capture of the notorious outlaws Bonnie & Clyde. Note: box is worn.

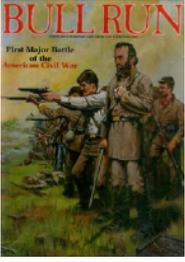
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	4	2,3,4	6



Boomtown **Good** **£7.50**

Card game in which the players purchase mines in the Wild West heyday, in order to make a good profit and become mayor of one or more towns, which in turn will generate more money. The central mechanism is an auction for first choice of cards for the round, but with the twist that the money is paid to other players, with most going to the player who gets the worst card. Between rounds dice are rolled to see which mines produce and income is collected, though some of it may get spent in another player's saloon. The deck also includes cards for hold-ups, dynamite and dangerous mines etc. The game includes mini poker chips and large wooden mayor markers for the 5 towns. Good fun game - recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	3	5	3,4,5	8



Bull Run: The First Major Battle of the American Civil War

Avalon Hill wargame, set in the American Civil war. Original version, box obviously worn, components in good shape given the age of the game.

Good **£17.50**

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1983	2	2	1,2	16



C. C. Higgins Rail Pass

From BGG: C. C. Higgins Rail Pass is a railroad board game that lets you relive the excitement of a railroad executive in the heyday of rail travel. Basically a roll-and-move game without the dice, passes may be used to facilitate free rail travel. Collect color-coded sets of rail passes as you travel the rails of North American railroad companies of 1920. Plan your routes as you race to designated payday cities utilizing the free travel from the rail passes you obtain along the way. The goal of the game is to garner the most points by combining rail passes into various sets defined by having the most passes in color categories and types of Railroads. C. C. Higgins Rail Pass is a completely luck-free strategy game that is both simple and extremely flexible in play.

Excellent **£22.50**

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	6	2,3,4,5,	10



Catan Histories: Settlers of America - Trails to Rails

Settlers of Catan series game. This is subtitled Trails to Rails. Set in early 19th century America, when everyone is heading west. The board shows the whole of the US laid out as Settlers style hexes. Starting with settlements on the east coast, players need to build west as resources in the east dry up as the game goes on. Building to various new towns is rewarded as is building tracks and getting them to these new towns. While it uses the standard Settlers system it adds a lot of new themes and ideas to the experience. The winner is the first to build all their cities and deliver all their goods.

Good **£20.00**

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

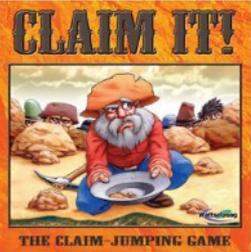


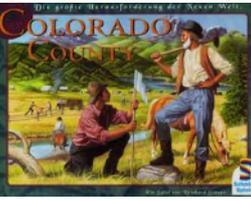
Chicago Poker

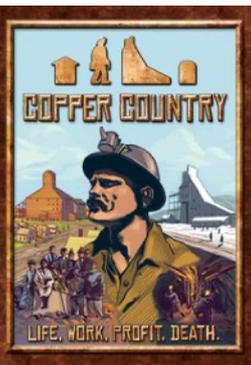
Card game in which players form poker hands. However, there are plenty of twists and clever ideas to make this more than just a poker variant. Players vie for control over several locations at once. This is done by playing cards at these locations sometime face up, sometimes face down, depending on the special rules for that type of location. When a player has a full 5 card hand at a location the other players have one more turn to complete their hands there before they are compared and the location is won. The first to win 3 locations of one type, 4 different types of location or any 5 locations wins. The game has been given a 1920s Chicago gangster theme throughout.

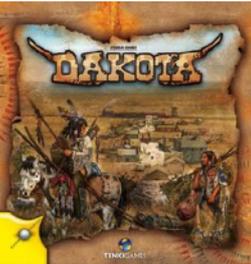
Excellent **£12.00**

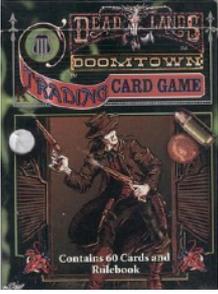
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	6	3,4,5,6	10

	Claim It!	In shrink £12.00			
	<p>Push your luck type game, in which players roll dice and claim spaces on a grid. Three dice are thrown, one must be used to indicate one of six markers available each turn, and the other dice are used to specify a space on the grid. However, if you fail to place a marker after a throw you lose all progress that turn. If a space is claimed for a second time it becomes permanently yours. When the game ends the player with the largest connected area of owned spaces wins. Light, but provides some interesting choices and plays well. Especially good with 3.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2006	2	5	2,3	6

	Colorado County	Good £8.00			
	<p>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.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	1998	2	4	3,4	10

	Copper Country	Excellent £25.00			
	<p>From BGG: The year is 1840 and America's first mining boom is about to strike in the remote wilderness of Michigan's Upper Peninsula. Take on the role of a mining company and compete for copper by casting miners and machines into what was known as the underground lottery. As the industry grows, so do the communities surrounding your mines. But every attempt to wrest copper from the ground hangs the fortunes of your company, and the lives of your miners, in the balance. In Copper Country, each player takes on the role of a unique mining company and competes to produce the most copper before it's all gone! To produce copper, players hire miners to work mine sites. Your miner's productivity is measured in shifts. Each shift, you reveal one card from the top of the production deck, then choose an outcome by playing capital card resources from your hand, placing your miner at risk, or both!</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2015	2	4	2,3,4	12

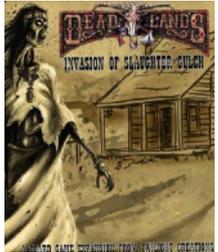
	Dakota	Good £10.00			
	<p>Novel game set in the Wild West. Each player while in charge of his own faction is either a Native or a Settler. Players assign their men to regions which will produce various different resources, and then only the players on the predominant side in each region (either Natives or Settlers) will gain resources. Areas can be developed meaning they will then produce advanced resources rather than natural ones (eg. gold rather than fish in the mountains), which are generally of greater value to the Settlers than the Natives. Buildings and improvements can be bought (different ones for the Natives and Settlers), and VPs gained. An interesting worker placement style game but with some cooperation and even diplomacy also required.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2010	3	5	4,5	10



Deadlands: Doomtown **Excellent** **£5.00**

From BGG: One of the more unusual collectible card games on the market, Doomtown has players taking the part of gangs, called 'outfits,' trying to gain control of the California boomtown known as Gomorrah, in the same Weird West setting as the popular Deadlands RPG. A player wins at the end of a turn if he or she has more victory points + control points than any other player. Doomtown is set apart from other games in CCG market by its unique poker-based combat resolution, as well as by the way in which the town is built up through the game by the use of Deed cards. Outfits range from the good-guy Law Dogs to the mysterious Sioux Union to the nefarious Whateley clan.

Year of release	Min PI	Max PI	Rec PI	Age Range
1998	2	6	2,3,4,5,	12



Deadlands: Invasion of Slaughter Gulch **In shrink** **£7.00**

Set in the 'Weird West' of Deadlands - a version of the old American West with a large dose of the supernatural added. The players have arrived in Slaughter Gulch, where rich finds of the highly prized ghost rock have been found, and all are keen to get more than their fair share. Players use their gang members to buy items from the shop, gamble in the saloon, arrest outlaws, try to rob the train and of course go mining. Events occur throughout the game to keep things fresh, and there are plenty of different approaches to take.

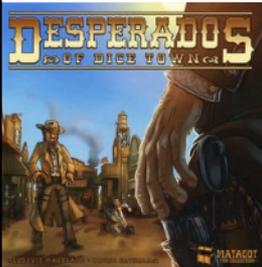
Year of release	Min PI	Max PI	Rec PI	Age Range
2011	2	6	0	0



Desperados **Good** **£15.00**

From BGG: Everyone knows that on the U.S. frontier in the days of the Wild West, a person could work hard as a settler who establishes a hotel or saloon or as a prospector who mines for gold and other treasures - or a person could try to take the easy way out by robbing all those who did the hard work. In Desperados, players are card sharpers, highwaymen or bank robbers who want to "earn" what they need to live out the rest of their lives in comfort. Well, most players fall into that category, but one takes the role of marshal and tries to keep the other players honest. During set-up, a money tile is placed in each bank, a poker tile in each city without a bank, and a stagecoach in a randomly-determined city. Each outlaw starts in a city, and the marshal has both a marshal token and a number of sheriffs equal to the number of outlaws, with these tokens starting wherever the marshal places them.

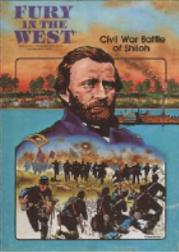
Year of release	Min PI	Max PI	Rec PI	Age Range
2012	3	6	3,4,5,6	10

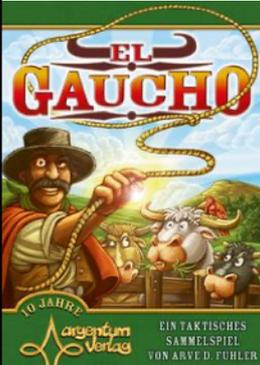


Desperados of Dice Town **Excellent** **£9.00**

From BGG: Desperados of Dice Town has the same setting as the Dice Town game from the same authors, but this is a prequel of sorts, with players now trying to free their fellow bandits from jail in order to do any number of ill-considered deeds. We'll figure that out later, though — first, let's free some desperadoes! Each player has five desperadoes in jail at the start of the game, each with a different symbol on them. On a turn, you roll four dice up to three times, putting aside any dice you want to save. If you combine a "hit" with a symbol on a desperado, you rotate that desperado disc, moving him one step closer to freedom. Each desperado requires a different number of steps to reach freedom, and once free, when you hit that same desperado, he now robs money from the other players. Certain dice combinations allow you to draw multiple bonus cards and choose one or two that you like, and if you skunk out and don't do anything else, you take the top card as compensation. The cards let you take special bonus actions like not paying opponents and using symbols in different ways. Win by freeing all of your desperadoes before anyone else or by being the last one in the game.

Year of release	Min PI	Max PI	Rec PI	Age Range
2014	2	4	2,3,4	6

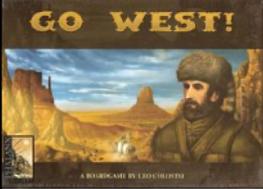
	Fury in the West	Excellent	£20.00
	<p>Second printing, 1977 edition of this wild west themed game. Components are unpunched, but box shows wear probably not surprising given the age of the game. The cover is different from what is shown on BGG.</p>		
	Year of release	Min Pl	Max Pl Rec Pl Age Range
	1986	2	2 1,2 12

	El Gaucho	Good	£12.50
	<p>From BGG: The goal of the game is to collect sets of cattle tiles and sell them. Each cattle tile has a value and a race. A set contains only tiles of the same race, ordered in ascending or descending value. For each race, your cattle tiles are arranged in a line. New cattle tiles are added to the end of the line. When you add a tile that doesn't match the ordering of the existing set, that means that set ends and a new set is started. Obtaining cattle is done through a worker placement system. Each player has seven Gauchos which can be placed on various action spaces. The most important of these is the Pampa, where Gauchos can catch cattle (which means the player gains a new cattle tile). Other actions include stealing cattle from other players and sorting your cattle (to optimize your sets). Placing the Gauchos on an action space requires dice. Each action requires a specific value. These dice are taken from the Dice Rodeo. At the beginning of each round, the dice are rolled. During his turn, a player takes two dice from the Dice Rodeo and uses them to place his Gauchos. At the end of the round, each completed set of cattle is sold. The game ends when the cattle tiles draw pile runs out. When this happens, one more round is played, and then all cattle tiles are sold. The player who made the most money wins the game.</p>		
	Year of release	Min Pl	Max Pl Rec Pl Age Range
	2014	2	4 2,3,4 10

	Geronimo	Excellent	£17.50
	<p>Very unusual war game, with players changing sides as the game progresses. The U.S. player must clear a path for the settlers, miners and buffalo hunters, whilst the Indians must fight a losing battle in the hope of securing a better future. Bookcase box.</p>		
	Year of release	Min Pl	Max Pl Rec Pl Age Range
	1995	1	5 1,3,4,5 0

	Gnadenlos!	In Shrink	£9.00
	<p>Game set in the Wild West. Players start with a posse of characters you might find in a Western, and all are rated for their skill in gold mining, gun slinging and poker playing. Each turn there is one of these events. Players each send one of their posse to do the job. In general the best of these characters gains from this but is then retired and the worst loses out - if it was a gunfight that means death! New characters can be recruited in a clever auction involving paying with IOU notes, and every now and then the bank calls in some IOUs which have been used. Woe betide anyone who hasn't got enough gold to keep the bank happy. Great game with a sense of humour and which fits its theme really well. Highly recommended. Good version available at £10.</p>		
	Year of release	Min Pl	Max Pl Rec Pl Age Range
	2001	3	4 3,4 10

Go West! **Excellent £6.00**



The players represent enterprising merchants who profit from the steady stream of movement west by immigrants to the US around 1800. Players must manoeuvre their merchants to control the markets of the various regions, while also ensuring the wagons move to where their merchants are. In order to score you have to forfeit your normal turn and pay for the privilege too, but double turn chits can be handed in to set up a good scoring position and then score it. As usual with this designer the mechanisms are unusual and clever.

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

Great Western Trail **In shrink £25.00**



Set in 19th century America, the players are rangers who herd cattle along the Great Western Trail from Texas to Kansas City. Players must buy cows and then use them and a limited amount of money along the trail to improve their fortunes on future runs by purchasing buildings which will be able to give better actions, hire cowboys who will let them have more cows or make various other investments. Players also have their own board which shows what improvements they have made etc. There are lots of different approaches to take to the game and plenty of tactical considerations to ensure depth of play and replayability is high. A meaty game which will develop many plays.

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

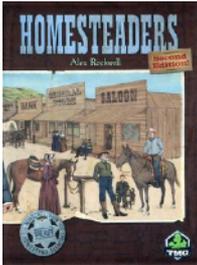
High Bohn **In shrink £10.00**



Expansion for Bohnanza with a Wild West theme. Additional cards representing buildings are provided which can be purchased, and give special abilities - a different ability depending on which type of bean was cashed in to pay for it. The buildings are worth points at the end of the game too. There is also an expansion for the 1-2 player Al Cabohne game.

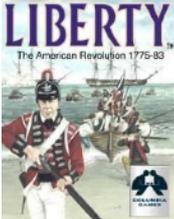
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2000	3	5	3,4	12

Homesteaders **Excellent £17.50**



A wild west auction game where you expand your city. The core mechanic is an auction that allows you to buy a certain type of building (and maybe get another ability). Each turn one player will lose the auction meaning that they get to work on the railroads instead. Working on the railroads is not ideal but you can still gain a big benefit. Homesteaders is a fantastic auction game. It is more complicated, but still simple, compared to most auction games. This is thanks to the novel, but effective, upkeep system. It plays within an hour and it feels as satisfying as a two hour game.

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



Liberty: The American Revolution 1775-83

American Revolution (1775-83) war game. The hex map shows the 13 colonies on the Atlantic coast from Savannah to Quebec. The game uses the famous wooden block system pioneered by this company. The map scale is 60 miles per hex, a turn roughly 2 months and a unit roughly 3000 men. The block system keeps which units are which hidden from the enemy while also making it simple to record step-reduction. Neat and well regarded war game system.

Good **£20.00**

	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2003	2	2	2	16



Mississippi

Unique race game. Players each have a boat which they race down the Mississippi. However, the mechanism is most unusual - the boat pieces (actually hexagons) have a number on each side, and on your turn you can either 'burn' logs by moving forward, or gain logs by moving backwards. After the initial move adjacent boats (in front, behind or even those around the bend but still adjacent on the board) will either be moved or cause your boat to move depending on the position of the numbers on the adjacent boats - this can happen several times allowing some impressive moves to occur. On the 1988 Spiel des Jahres nomination list.

Good **£8.00**

	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	1987	2	6	3,4,5	10



Mississippi Queen

Race your paddle-steamer down the Mississippi. The river is made up of tiles, which can be added to the river in various ways making the river different every game. Players manage the speed, acceleration and movement of their paddle steamers carefully, and have to pick up passengers along the way. Ultimately it is a race though, so getting in other players' way and placing river tiles to help you and hinder others is all in order. Won the Spiel Des Jahres 1997.

Good **£15.00**

	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	1997	3	5	3,4,5	8

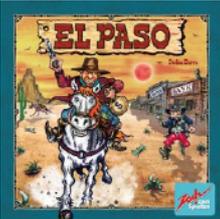


Mississippi Queen: The Black Rose

Expansion for Mississippi Queen (which you will need in order to make use of this). This set includes several new river sections which add refueling stations, floating logs and sand bars. A sixth player can now join in using the additional components and there is an extra boat for use in two player games. Also introduced is The Black Rose, a neutral boat which can be used by whoever is in last place to hamper those doing better. A very well regarded expansion.

Playable **£15.00**

	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	1998	2	6	2,3,4,5, 6	8

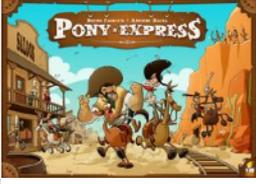


El Paso

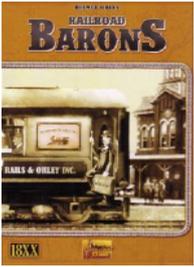
Seven splendid towns "wait" to be looted by you. On each turn, you decide what target you're aiming at. However, all of you too often get in each other's way. The longer an outlaw stays in a town, the more stolen goods he can take with him to the next town and turn into money there. But he who takes his time could fall into the sheriff's hands. You get rich not only if you make a fat haul, but turn it into cold cash. The one who leaves the seventh town with the most money is the bandit who can't be beaten, and wins the game.

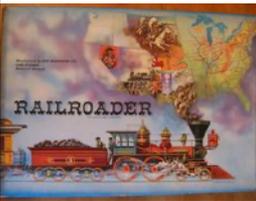
In shrink **£13.00**

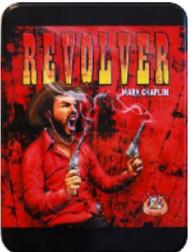
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2009	2	5	3,4,5	8

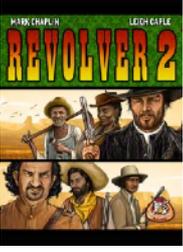
	Pony Express	Good	£20.00		
	Racing game with pokerdice.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2009	3	5	3,4,5	8

	Pony Express	Good	£7.50		
	Unusual betting and racing game. Players try to gain control of 2 horses in the 7 horse field and then lead them to victory. In the first stage of the game players place bets on horses and give out cards to the horses. By the end of the round ownership and odds will have been determined. In the race itself the horse owners try to make the best use of the cards assigned to each horse bearing in mind any special features of their track. Bets are paid off at the end of each race. There are some unusual mechanics which set it apart from other horse racing games. Wooden components. Designed by Alan R Moon, known from Ticket to Ride.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	1991	2	6	3,4,5	14

	Railroad Barons	In shrink	£15.00		
	This is a card game for two players based on the 18XX system. Cards represent holdings, shares, companies and characters. The game does not have a board and there is no track laying, but the assets owned become obsolete as the game goes on and there is a stock market. You can still expect an 18XX style battle of wits.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2010	2	2	2	12

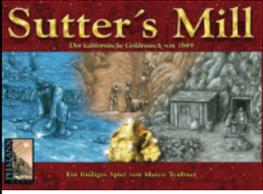
	Railroader	Good	£20.00		
	A classic train game, which looks so wonderful in play. 100 pieces of train-set like track slot into the board as you advance your railroad across the west. Plastic trains complete with carriages and caboose travel along the tracks, and follow the railroad builders. Players race each other across the board, but on the way, players are ambushed, and get the chance to dynamite each others' lines, derail trains and so on. The main decisions involve choosing when to build track and when to move your train - you need enough track ahead of you to ensure your train won't go off the end, but too much makes you very vulnerable to dynamite attacks.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	1963	2	4	0	0

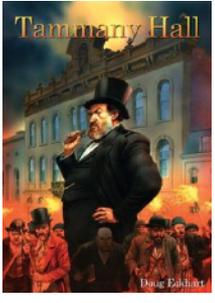
	Revolver	Excellent	£12.50		
	Card game set in the Old West. One player takes the deck for Col. Ned McReady and his lawmen, and is opposed by the deadly Colty gang. The Colonel needs to take down the bandits while the Colty gang want to escape over the Mexican border. The decks have different cards and abilities.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2011	2	2	2	10

	Revolver 2: Last Stand at MalpasO	Good	£12.50
	<p>Card game set in the Old West. One player takes the deck for the bandit 'General' Mapache while the other takes the role of 'Padre' Esteban and his gunslingers hired by the villagers of MalpasO to defend them. The decks have different cards and abilities. This is a stand alone game and the original is not needed to play this.</p>		
	Year of release	Min PI	Max PI Rec PI Age Range
	2012	2	2 2 12

	Santa Fe	Good	£30.00
	<p>Superb train game, with mechanics possibly inspired by Ravensburger's Wildlife Adventure. Players use tracks to extend various railroads across America, with the purpose of feeding many different lines into towns in which you have a vested interest. Each turn players decide how to best progress their cause: claim more towns, extend railroads in various ways (trading off tactical bonus payments for linking new towns for the amount of track laid) etc. Limited edition of 1200. Highly recommended.</p>		
	Year of release	Min PI	Max PI Rec PI Age Range
	1992	2	5 2,3,4,5 8

	Sioux	In shrink	£6.00
	<p>Card game which comes in a very attractive black box. The players each control an Indian tribe and they send out their tribe members to hunt for food. As you would expect there are some special tribe members, such as the shaman and the trophy hunter, as well as different strengths of hunter. German box</p>		
	Year of release	Min PI	Max PI Rec PI Age Range
	2005	3	5 0 0

	Sutter's Mill	Excellent, good	£20.00
	<p>The players control groups of workers in the Californian gold rush of 1849. Each turn workers can be sent to the gold mining locations, or to the village to use the buildings there. Alternatively they can mine gold and return to the village. Players must weigh how much to spend on actions (the more actions the higher the cost per action) and when the gold will run out in the various locations. In the town players play influence cards to gain abilities granted by the various buildings. Cleverly, before all the gold runs out players must get all their men and influence cards out of the village, or suffer potentially major VP penalties. Thus deciding when to start getting out is quite a tricky decision.</p>		
	Year of release	Min PI	Max PI Rec PI Age Range
	2008	2	4 2,3,4 10



Tammany Hall

Election game set in New York City in the 1850s. The immigrant populations are key to the elections, and currying favour with them is essential. City offices also have useful privileges which can help you win in the various wards. It was a time full of corruption, and so underhanded techniques and a little slander are essential tools for every budding politician. This is the full colour boxed edition with mounted map and over 350 wooden pieces.

Good £20.00

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	3	5	3,4,5	12

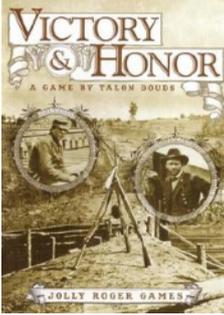


Trains and Stations

From BGG: It is the height of the Steam Age and the whistle of the Iron Horse harkens the boom of small towns across the country into major hubs of transportation and economic growth. In Trains and Stations, a new take on train games, players must make deliveries, develop buildings, and profit from their decisions while working with and against other players. Will you focus on establishing mining operations in an attempt to gain a monopoly on coal, silver, and gold? Or perhaps you will focus on laying tracks across the landscape and helping other players move their goods—taking your cut, of course. Every game will evolve differently with unique twists and turns as you control the movement of goods across the game map!

In Shrink £20.00

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	3	5	3,4,5	8

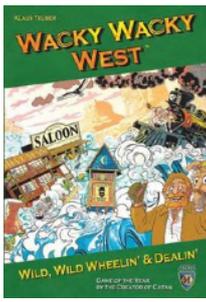


Victory & Honor

4 player partnership trick taking game with an American Civil War theme. Each player has a hand of cards which are used to play out 3 sets of 3 tricks. However, unlike most trick taking games three tricks are played at the same time, and once resolved the next three are played out. Also each player has a board onto which the cards are played, and this shows a left flank, right flank and centre. The cards all have a rank as well as a suit, but some have special abilities such as a scout forcing an opponent to play in a particular space on their board or a cannon capturing an opponent's card. Trumps are also only decided during each 3-trick, and will change for the next 3-trick. Some unusual ideas making a novel game.

Excellent £8.00

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2002	4	4	4	0



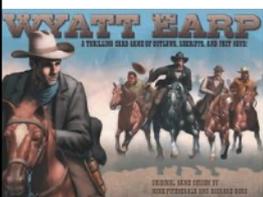
Wacky Wacky West

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.

Good £8.00

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

	<p>Wapi</p>	<p>Good £6.00</p>
	<p>Odd looking game with an American Indian theme. Players draw chits which show silver or rock which will be placed into one of 6 mines, or mine tokens which are used to claim a share in one of the 6 mines. Players can only claim up to 3 of the mines. An early mine claim allows you to play good silver chits into it but also allows opponents to fill your mine with worthless rock. Won a French Best Strategy Game award in 2003.</p>	
	<p>Year of release 2003</p>	<p>Min PI 2</p>

	<p>Wyatt Earp</p>	<p>Excellent £9.00</p>
	<p>Card game, set in the Wild West. Earn rewards by capturing the likes of Jesse James and the Sundance Kid. Very nicely presented rummy style game which is a sort of cousin to the Murder Mystery Rummy games series, and thus comes with a number of twists to take it beyond regular Rummy.</p>	
	<p>Year of release 2001</p>	<p>Min PI 2</p>

	<p>Yetisburg: Titanic Battles in History, Vol. 1</p>	<p>Good £6.00</p>
	<p>Set in a somewhat alternate Pennsylvania 1863, two armies collide to decide the fate of a nation. The box states: "As every schoolboy knows, at the forefront of the battle stood the mighty Yetis, white-furred giants imported from the wilds of Canada to shred the opposing front line. From the rear, powerful mastodons hurled bombs into the fray. From even further to the rear, great generals engineered the destruction of the opposing forces and quite often their own". This set includes two 55 card decks and 60 tokens.</p>	
	<p>Year of release 2008</p>	<p>Min PI 2</p>

PLEASE SEE OUR SMALLPRINT DOCUMENT FOR FURTHER DETAILS.
Game descriptions are personal opinions from Eamon, Andy, Hans or Adam.