

Crash Tackle Rugby Board Game

Good £18.00



Rugby Union strategy board game with a board and 15 player pieces for each side. Each man is designated a forward, back, wing or fullback, and each has different abilities during play for passing, kicking and gathering. Players take turns moving their men within their movement limits and performing actions, which can require dice rolls, or special pressure-play cards can be used at the right moment. Well regarded.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2001	2	2	2	12

The Princes of Florence

Good £15.00



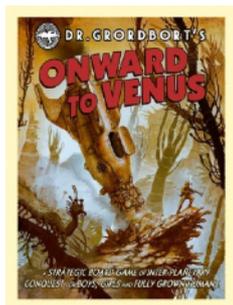
Each player must develop their estates, erect buildings, lay out landscapes, and bring artists and scholars to their location. All this brings prestige and, or money. Money is needed during the game, but prestige is what you need to win. Each turn various improvements to your estates are auctioned and then players choose the actions they wish to do. However, there is always far more you would like to do than you have actions to do, so choosing wisely is vital. Excellent game - highly recommended.

SOLD

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

Onward to Venus

In shrink £30.00

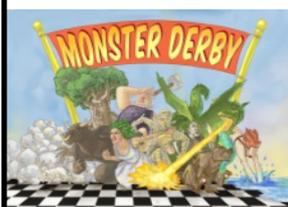


Set in the steampunk world of Greg Broadmore's Dr. Grondbort graphic novels this is a game of colonisation and development of the solar system. The various planets are mostly inhabited, and the indigenous populations aren't too keen on being colonised, but using cutting edge ray guns, giant tanks and good old fashioned infantry they will buckle under. More worrying are the forces from other Earth nations, but mostly peace amongst the nations must be upheld. However, there is fierce competition for resources! Game play involves an interesting variation on the worker placement mechanic, with many special cards available to allow rules to be broken and actions to be enhanced.

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

Monster Derby

Excellent £10.00

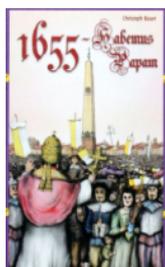


Race game. Players predict what they think will be the first four monsters over the finish line. Then the race starts with players using dice but getting lots of choice. For example, they can choose which one will move (and this varies based on its size or terrain), they can make monsters fight, or they can use a monster's special ability.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	2	10	2,3,4,5,6	0

1655: Habemus Papam

Good £8.00



Set inside the Vatican, the players are the Preferiti, the most likely candidates to become the next pope. The players must gather support from other cardinals, as well as gaining political influence with Louis XIV and accruing money in order to make vital 'donations'. Even assassination can't be ruled out! Eventually the white smoke will be seen and the new pope will emerge. The game is card driven and play moves quickly.

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

BANG! **Good £9.00**

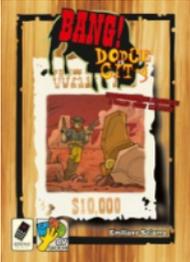


Card game which recreates a Wild West shootout. Each player is dealt a character card which gives them special abilities and a secret role card which determines that player's goal for the game: the Sheriff wants to kill all Outlaws, the deputy wants to protect the Sheriff and kill Outlaws, the Outlaws want to kill the Sheriff, and the Renegade just wants to be the last person standing. The cards let you shoot other people (though sometimes a shot will miss), get a better gun, have a beer to revive you etc. The cards are language independent.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2002	4	7	5,6,7	10

BANG! Dodge City **Good £10.00**



Expansion for the Wild West card game Bang!. This expansion includes 64 new cards - both new character cards and also new action cards. Unknown gunmen stalk the city - keep away from them and wear a metal plate for protection! This expansion also allows the game to be played with 3-8 players (rather than 4-7).

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	3	8	5,6,7,8	10

Priests of Ra **In shrink £22.00**



Reworking of Ra with new scoring mechanisms. The players seek to obtain the most valuable holdings during three epochs of ancient Egypt. The game is essentially an auction game, but a very clever one, and very nicely produced with attractive ancient Egyptian designs. Players buy batches of tiles which include influence over the farmers, warriors, merchants and scribes, while other tiles represent granaries, fortresses, libraries and markets. At the end of each epoch these are scored, and some will fade away while others remain for future epochs. Recommended. Note: available In shrink and Good.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	2	5	2,3,4,5	10

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
2012	2	4	2,3,4	14

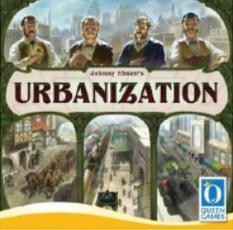
Quoridor **In shrink £17.00**

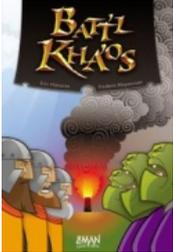


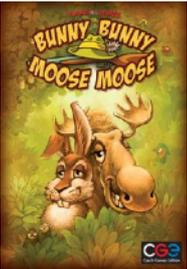
Clever abstract game, but highly approachable for those not generally fond of that genre. Players must reach the opposite end of the board, but as well as moving their pieces players also place walls in places which will block their opponent more than they block themselves. However, a wall may never be placed so as to make a goal unreachable. This allows a quite cunning maze to be built up and clever play will certainly decide the winner. Recommended. It is similar to (but not identical to) Cul-De-Sac. The game is made with very sturdy wooden components.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1997	2	4	2,4	8

	Tri-Ominos	In shrink	£6.00		
	<p>Dominoes variant, but with triangular dominoes and numbers in the corners and thus two numbers to match on each side. This gives opportunities for high scoring when matching on two or more sides at once. Chunky plastic dominoes which are nice to hold and stand up on their side well.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	1965	2	6	2,3,4,5	6

	Urbanization	In shrink	£18.00		
	<p>Starting with just small villages the players improve and develop the land eventually into cities, with the players trying to do this as efficiently as possible. The game starts with the beginning of the Industrial Revolution and follows development into modern times. One of the main mechanics is role selection, with each role giving a bonus to that aspect of development that turn. The base game includes a mini-expansion, The Inventions, to add in once you have mastered the base game.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2012	2	4	2,3,4	12

	Batt'I Kha'os	Good	£10.00		
	<p>Two player tactical tile laying game, fantasy themed. Players aim to control areas around the tower. The player who control the most areas wins.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2009	2	2	2	10

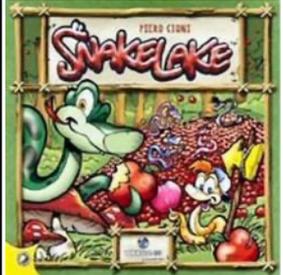
	Bunny Bunny Moose Moose	Excellent	£12.00		
	<p>Unusual party style game in which one player reads a poem and at the end of each line flips a card showing a bunny or a moose with ears / antlers in various positions. The other players make antler / ear shapes to match these with their hands on their heads, and at various points a hunter will be turned up and players then score according to the cards visible at that moment and the type of animal they are imitating. Daft but fun.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2009	3	6	4,5,6	10

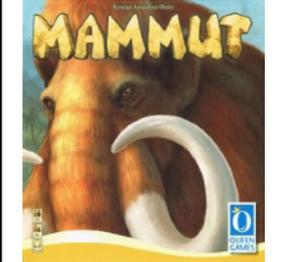
	Junkyard Races	In shrink	£10.00		
	<p>Players control carts which race around a junkyard. The junkyard is littered with all sorts of useful bits of equipment and traps you can set for other players. There is a dangerous shortcut you can choose to take too. Movement is by rolling 1-3 dice and moving over hex spaces, while keeping on the track. An amusingly chaotic race over multiple laps. Pit stops can be made to change around your cart's goodies. The box is packed full of stuff: the board, hex tiles, lots of cards, 4 resin cast carts, and dice. Available as 'In Shrink' but also as a handmade version, possibly the version used by the author to playtest the game.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2010	2	8	2,3,4,5,6,	0

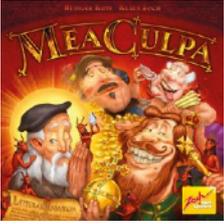
	Masterpiece	Good	£8.00
<p>Family game set in the antiques trade. Players buy works of art but need to avoid counterfeits. The game uses a set of postcards showing some of the world's most famous pieces of art. The player with the most valuable collection at the end of the game wins.</p>			
	Year of release	Min Pl	Max Pl Rec Pl Age Range
	1970	3	6 3,4,5,6 8

	Blockers! The Card Game	In shrink	£5.00
<p>Card version of the Blockers boardgame. This uses a 4x4 grid instead of the 9x9.</p>			
	Year of release	Min Pl	Max Pl Rec Pl Age Range
	2012	2	4 2,3,4 0

	Stratego 4	Good	£5.00
<p>Very nicely produced Stratego variation. It has a double-sided board, one side for three players and one side for four players. As in the standard 2 player game each piece has a rank, and higher ranked pieces defeat lower ranked pieces, with some exceptions, such as the spy and bombs. Initially the identity of every piece is only known by their owner, but as the game progresses identities are revealed by combat. The objective is to get your piece with a special flag marker to a central fortress. Attacking is encouraged as after capturing 6 opposing pieces or an enemy flag you get a piece back as a reinforcement.</p>			
	Year of release	Min Pl	Max Pl Rec Pl Age Range
	1995	2	4 3,4 0

	Snake Lake	Good	£8.00
<p>Light and amusing game in which each player controls a snake which slithers through the woods eating food and trying to avoid trees, mushrooms and other snakes. Snakes enter the board from a side and as their head moves further in, extra tail pieces are added thus the snakes slither along taking up more spaces. Movement is plotted two turns in advance, with cards being placed face down on an action board and when one is actioned a new one must be played. Should a snake hit an obstacle it must start again from the side of the board. Nicely produced.</p>			
	Year of release	Min Pl	Max Pl Rec Pl Age Range
	2006	3	6 2,3,4,5,6 6

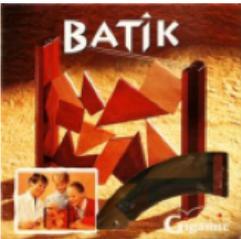
	Mammut	In shrink	£14.00
<p>Set in the stone age, each round a different selection of useful items are available, which include: food, fires, furs, axes, horns and animals. Each of these is useful but scores in a different way - some immediately, some only at game end, some a bit each round. Players take it in turn to take whatever they would like to have as their share from the middle, or if they think another player has been too greedy they can take that player's share but give at least one thing back to the middle. The best score after several rounds wins the game. Plays very well - recommended.</p>			
	Year of release	Min Pl	Max Pl Rec Pl Age Range
	2011	2	5 3,4,5 8

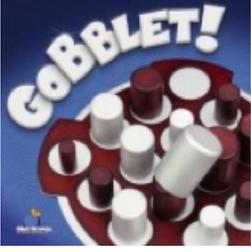
	Mea Culpa	Excellent	£20.00		
	<p>A game with brothels, markets, popes, and emperors, all being tempted by hell, but unfortunately the way to win the game is by ending up as close to the pearly gates as possible. The game takes between 8 and 11 rounds, depending on how enthusiastic the players are building the cathedrals. Lots of nicely produced counters, cards and other elements in the game.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2016	2	4	3,4	0

	New York 1901	Excellent	£20.00		
	<p>Nicely produced game, set in New York's financial district in 1901. The purpose of the game is to built one of the four legendary skyscrapers; the Park Row, the Singer, Metropolitan Life or the majestic Woolworth. Players take location cards from the display and use some of these to add TETRIS style building blocks to the skyscrapers. The game won Mensa select winner in 2016.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2015	2	4	2,3,4	8

	Oceanos	Excellent	£18.00		
	<p>Light, underwater themed card drafting game with nice chunky jigsaw pieces, used to upgrade your submarine. Very nice illustrations. Players aim to spot the most exotic underwater species, escape from the kraken and send scuba divers after forgotten treasures. Got nominated in the "Best family boardgame" category in 2016 by Goldengeek.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2016	2	5	2,3,4,5	8

	The Prodigals Club	Excellent	£20.00		
	<p>Medium weight game set in victorian times, in which you are trying to do badly in 3 different categories in an attempt to destroy your social standing: loose an election, try to get rid of all your possessions and offend the most influential people. Top 500 strategy game on BGG.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2015	2	5	2,3,4,5	12

	Batik	In shrink	£10.00		
	<p>Very nicely produced game which will look great on a coffee table, and is short enough to be played over a coffee too! The playing area is a vertical slot between two perspex sheets supported by wooden blocks. Each player has the same set of assorted wooden triangles, parallelograms and other shapes, and players take it in turn to drop a piece between the perspex sheets. The loser is the player whose piece sticks out of the top after dropping it. Fun and very attractive.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	1997	2	2	2	4

	Gobblet	In shrink £15.00			
	Two player tactical tile in which you play or move a stackable gobblet, in an attempt to get 4 in a row either horizontally, vertically or diagonally. Memory skills are essential as pieces may obscure/reveal other pieces.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2000	2	2	2	8

	Quarriors! Quest of the Gladiator	In shrink £30.00			
	Expansion for Quarriors, containing 40 new custom dice, 6 new creatures and 2 extra spells. Note: box damaged.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2012	2	4	2,3,4	8

	Quarriors! Light vs. Dark	In shrink £28.00			
	Dice battle game with and added "deck building" twist as players customise dice pools using resources. Can be played as an expansion for Quarriors! Or as a standalone game.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2014	2	4	2,3,4	10

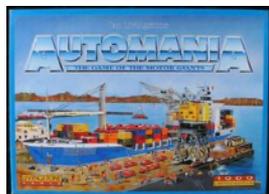
	Multiuniversum	Excellent £8.00			
	Card puzzle game in which players attempt to get to use time machines at the underground CERN facility, which allows in creatures from other dimensions. Of course these creatures are dangerous and now it is essential to close the portals.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2016	1	5	1,2,3,4,5	12

	Light & Dark	In shrink £5.00			
	10 minute disc flicking game where players attempt to turn their druids to the light or dark side. It's a game by Reiner Knizia so not as straight forward as you might think.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2017	2	2	2	5-14

SOLD

Automania: The Game of the Motor Giants

In shrink £10.00

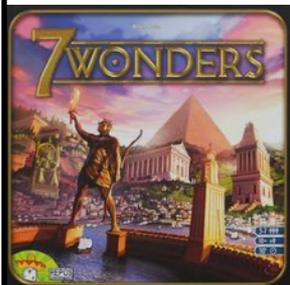


One of the two limited edition games (1,000 of each) by this privately owned company. Players must sell cars and maximise their profits in the markets of various countries. Card play and competitive advertising provide interaction, and players can play event cards to help their own positions and hinder others. Box and components made by Ravensburger so their quality is high.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1991	4	6	0	12

7 Wonders

In shrink £22.00

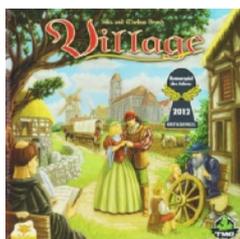


Civilisation building card game. Each player is given a board representing a different ancient civilisation, which can build unique monuments for different effects and has access to different initial commodities. Game play involves drafting cards by choosing one from a hand, paying for it, passing on the remaining cards and repeating. This is done with three sets of hands during the game. Cards can provide additional resources either every turn or on a set basis giving VP's in various ways at the end of the game, or build up an army. Armies are compared with neighbouring civilisations at the end of each hand, and it is possible to use your neighbours' resources by paying them money. Interesting, fun and fast. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	7	3,4,5,6,7	10

Village

In shrink £22.00



Players use their workers to gain resources, work as an artisan, go to the market to sell their wares for VP's, go to church, become a council member, go out into the countryside to sell wares or recruit new villagers. However, time passes quickly with each action and workers die - where they get buried is important, and needs to be managed carefully as a family member in a pauper's grave will hurt the reputation of the whole family. An interesting mix of mechanics. Winner of the 2012 Spiel des Jahres (expert game category).

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

Dominion: Alchemy

In shrink £14.50

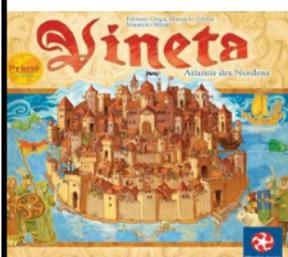


Expansion for the 2009 Spiel des Jahres. You need either the base set or the Intrigue set to make use of this. The set includes 12 new sets of cards, as well as a new base treasure type: the Potion. The new cards need to be purchased with potions as well as gold, and allow some interesting and powerful effects.

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

Vineta

In shrink £13.00

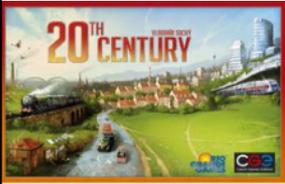


The players take the roles of Norse gods, and Vineta is an island much like Atlantis, which the gods are not well pleased with, and bit by bit gets sunk, until only one segment remains. However, the gods vie to determine which segment should be the next to sink beneath the waves, and to get the chance to save their favoured occupants as it sinks. The game involves playing cards to influence what will happen at the end of each round, or to perform special actions. When only one area remains, the most successful god wins. Attractive chunky cardboard island jigsaw-like segments, and wooden playing pieces.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	6	3,4,5,6	10

20th Century

In shrink £18.00

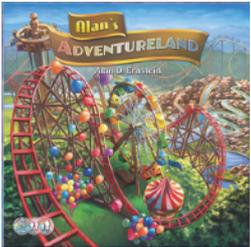


Over six rounds the players seek to develop their country in a variety of ways - perhaps to become a financial centre, a centre of learning, or a technological power. In all cases, as well as these advances the players must manage their waste, as only when the environment and economy are healthy can 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

Alan's Adventureland

In shrink £20.00

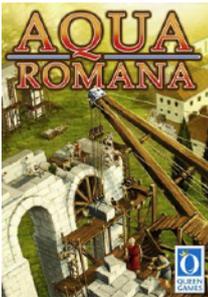


Players are constructing the best amusement park. Will it ever get better than that? Very colourful game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	3	4	0	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

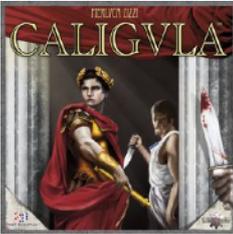
BattleLore

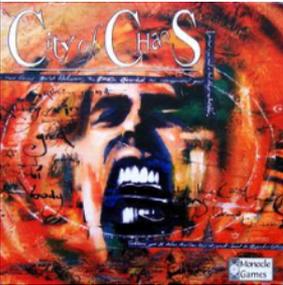
Good £35.00



Based on the author's Command and Colors system but shifted into fantasy realms. Very well regarded card driven fantasy miniatures board war game with a big double sided board and over 200 miniatures. The rule book is big (78 pages) but is copiously illustrated with large type. The first half explains the basic game and the rest introduces more advanced rules and then information about the game's setting. A separate booklet gives a good variety of scenarios from simple to complex. This box is labelled demo copy nr DOW7601Demo and was presumably used by the manufacturer as a demo copy at tradefairs.

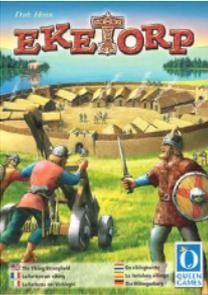
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	2	2	10

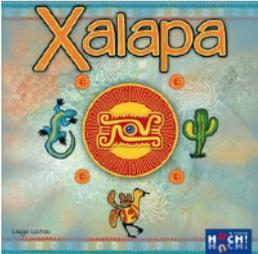
	Caligula	Excellent	£10.00		
	Cardgame in which players conspire to..... Kill Caligula!				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2009	2	5	3,4,5	14

	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 dice, loads 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. Box worn.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	1996	1	6	2,3,4	12

	Dominion: Cornucopia	In shrink	£16.00		
	Expansion set for Dominion (which you will need to make use of this). 13 new sets of Kingdom cards are included, along with 5 special 'prize' cards. The cards in this set encourage players to diversify their decks in order to gain the full capability of these cards. Recommended.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2011	2	4	2,3,4	10

	Draco Magi	In shrink	£10.00		
	Lovely illustrated card game. The first player to get the right gems to fulfil her/his target wins the game and becomes the Dragon King (Draco Magi).				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2014	2	2	2	8

	<h2>Eketorp</h2>	Good	£15.00		
	<p>Game of building Viking Settlements. Comes in Dirk Henn's trademark box with the rounded side. The game involves sending out your vikings either to the countryside to collect foliage, wood, mud and rock to build your stronghold with, or they can be sent to other players' strongholds to try and steal some of these materials already there, or finally stay at home to guard your own stronghold. In each case fighting is most likely to ensue and this is resolved by card play.</p>				
	Year of release 2003	Min PI 3	Max PI 6	Rec PI 4,5,6	Age Range 8

	<h2>Xalapa</h2>	In shrink	£15.00		
	<p>Game in 7 rounds, where players need to find the mythical symbols and cover them up with the oracle's stones in a specific manner.</p>				
	Year of release 2014	Min PI 1	Max PI 6	Rec PI 1,2,3,4,5,	Age Range 10

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