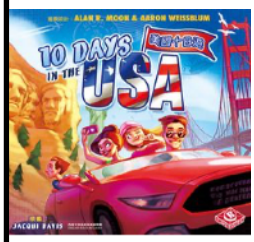
10 Days in the USA — In shrink — £15.00



SOLD

Reworking of the excellent Europa Tour. Players must try to build a valid route through the USA using country cards, plane and car cards. There are special card holders to ease play and a map board showing the states of the USA so you can see which states are adjacent and which permitted for plane travel. The game poses interesting puzzle-like challenges, and is one I very much enjoy - highly recommended.

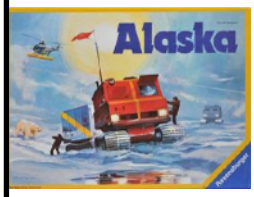
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2003	2	4	2,3,4	8+

1812: The Invasion of Canada — Good — £35.00

Relatively simple but interesting and fun war game based on the Invasion of Canada by the newly formed United States. The game can be played with more than one person on each side, splitting the factions: American Regulars + American Militia vs The British Redcoats, Native Americans and Canadian Militia. Game play involves playing a card on each of the factions' turns which will specify a movement allowance and a special action. Movement is area based and each faction has different combat dice. Includes several historical scenarios. Recommended. Also available In Shrink (£45).

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

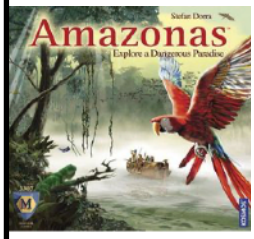
Alaska — Playable — £3.00



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+

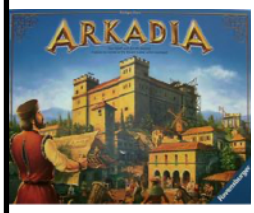
Amazonas — Good — £15.00



Colourful board game in which the players collect a variety of flora and fauna specimens for their collection. In order to do this each explorer must travel by jungle train or canoe from one village to another extending their network of known villages.Arriving at a village after other players makes it more expensive to set up there. Money is gained by card play, and by taking into account each round's event card. The player with the best collection at the end of the game wins.

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

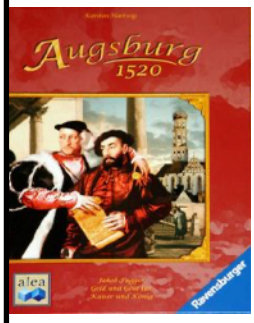
Arkadia — Good — £12.50



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 is with 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+

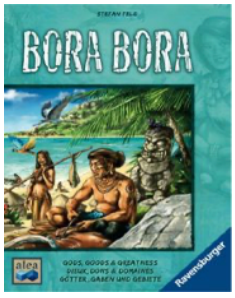
Augsburg 1520 — Good, unpunched — £15.00



Jakob Fugger was so rich he loaned money to royalty, often receiving trade rights, and official positions of value to him instead of cash in payment. In this game the players take the roles of equally rich merchants who make loans to nobles in order to obtain further wealth and increase their social status. The game uses clever auctions for these benefits to drive the game. Often bidding can be very tactical, as the outcome may well affect you differently depending on which other player wins an auction. At the end of the game the player with most prestige wins.

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

Bora Bora — In Shrink — £25.00



SOLD

Set in the South Pacific the players expand their tribe around the archipelago and recruit skilled men and women to their tribe. Offerings must be made to the gods and each player has ongoing objectives to try to achieve. The central mechanism is dice placement to action spaces with higher value dice giving better actions but being more limited as to where they can be placed. As with many Stefan Feld games there are very many ways to gain victory points and so lots of different ways to try to win the game. Very well regarded.

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

Bremerhaven — Good — £20.00

Based on trade at the port of Bremerhaven, the players vie for the supply of goods arriving in the port and for the contracts to ship them out. Game play involves placement of numbered action cards face down on a 4x3 grid, with the spaces each offering different actions. If more than one player plays a card on the same space then the owner of the higher card gets to perform the action for free while the owners of lesser cards must pay for the privilege. The objective is to earn both money and prestige during the game, your final score being the product of the two.

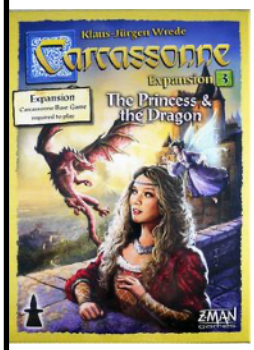
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	1	4	1,2,3,4	12+

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+

Carcassonne: Expansion 3 - The Princess & The Dragon — In shrink — £12.00



SOLD

Expansion for Carcassonne (not playable without the base set). Fantasy based expansion for this very popular tile laying game. In this expansion a dragon is making life difficult in the land around Carcassonne. Heroes venture out to face the dragon,and the fairies are also called upon for aid. Also in the city the princess needs help from willing knights, and the farmers can now build secret underground passages to move around undetected by the dragon. This expansion allows players more opportunities to attack each others' positions than regular Carcassonne.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	6	2,3,4,5,6	8+

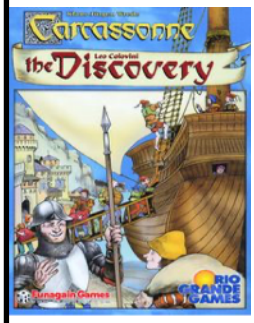
Carcassonne: Hunters and Gatherers — Good — £14.00

This is a standalone Carcassonne related game. As in the original game players take it in turns to lay tiles onto a communal connected layout, and then get the option of placing one of their limited number of men onto the tile just placed.In this version points are scored for completing forests (which can be rewarded with the chance for an extra turn using a special tile), for areas of land for hunting rights and also for placing a hut on a river system. Plays very well, and makes a pleasant change from the original version.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2002	2	5	2,3,4,5	8+

Carcassonne: The Discovery — Excellent — £15.00

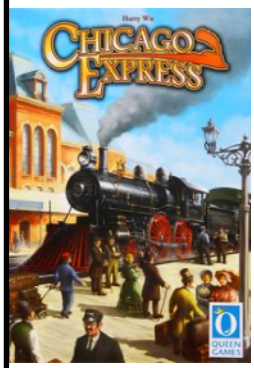


Standalone game of the Carcassonne family, and a personal favourite for many of this line of games. The tile laying mechanism is similar to the standard game, but as well as an interesting and slightly different way of scoring areas, the main change is that each player has even fewer men than in other versions, but after each tile play you can either play a man on the tile just played or you can remove a man from the board and score it - thus scoring isn't automatic when an area is completed, but you can also get back men which aren't being very productive in an incomplete area while still getting some score, and then redeploy them elsewhere. Highly recommended. Also published as "Neues Land".

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	5	2,3,4,5	8+

Chicago Express — Good — £15.00



Railway board game in which the players aim to gain the most personal cash by investing in and developing four railway companies on a map of 19th century America. Each turn the current player can choose to auction a share - with money going to the company treasury, build tracks for a company they have invested in (spending money from that company's treasury) or develop a board space which will bring in some cash for the owning company. The value of the companies increases as more cities are reached. After a certain number of actions the companies pay out dividends and play resumes with players having more cash to invest. Simple rules but lots of options and interaction. Also available in Shrink (£17.50)

SOLD

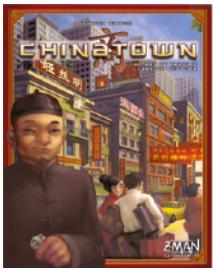
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	6	3,4,5	12+

Chicago Poker — Excellent — £12.00

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.

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

Chinatown — New — £25.00

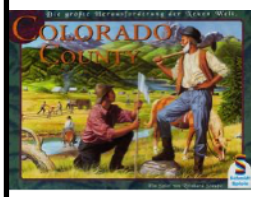


SOLD

Wheeling and dealing in 1930s New York. Players acquire and trade city blocks and businesses in Chinatown. Identical adjacent businesses count as a single larger business which is more profitable than the two were separately. Most of the resources are dealt out or drawn unseen, but this creates lots of opportunity to trade between the players, and to do well you will need to be willing to make deals as much as possible.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1999	3	5	4,5	10+

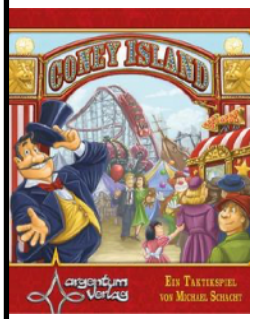
Colorado County — Good — £8.00



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+

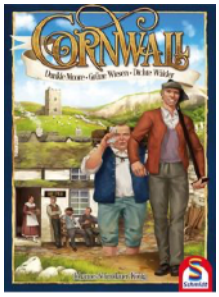
Coney Island — Excellent — £12.00



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. Also available in Shrink (£16).

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

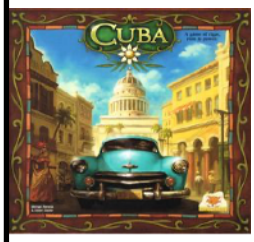
Cornwall — Excellent — £12.00



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 meeple are then played onto the newly placed regions, only the first is free and there is an extra cost if other meeples are 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+

Cuba — Good — £22.00

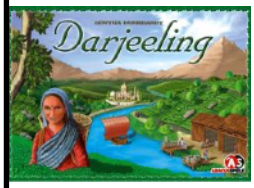


SOLD

Strategic resource management game. Players each have their own plantation from which they can extract building materials and also produce crops. However, buildings can also be built over parts of the plantation giving added benefits but reducing the production capacity of the plantation. Players choose actions using character cards and plenty of thought is needed to optimise your play. There are many different routes to victory. Great artwork throughout.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	5	2,3,4,5	12+

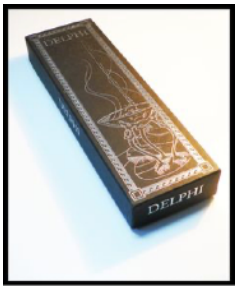
Darjeeling — Good — £14.00



Set in the time of the British East India Company. Players search for the best teas found in the Darjeeling region, crossing the region selecting cargoes to ship. The quantity, freshness, and popularity of the type of tea will determine the players' success. The game uses a display of tiles around which the players move their tea pickers to collect good tea for sale. Much of the skill is in getting the timing of your selling right. Recommended.

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

Delphi — In shrink — £5.00



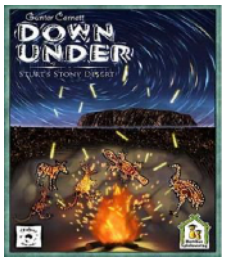
Card game with an ancient Greek theme. Players represent cities and play cards to lay out an impressive parade with which they hope to prove their city's worth. Thus heroes and warriors will be played, but also the powers of the gods and the Delphi Oracle can be called upon to alter the status quo. Each player has the same set of cards to work with (though not all in hand at once), and these must be used over three parades in order to gain as many Fame points as possible. Neat card game - I especially like it with 3 players. German box

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

Detroit-Cleveland Grand Prix — Good — £15.00

Another version of Wolfgang Kramer's card driven motor racing game in which players first bid for cars knowing what cards they have to drive them with and then race them. The cards generally have several of the car colours listed and how far each one must be moved. There is plenty of scope for using cards which could have helped (but don't) another player's car if you play it right. This set has a large double sided board with the Detroit Circuit on one side and the Cleveland Circuit on the other.

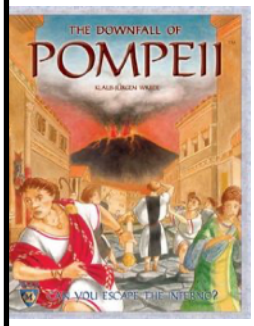
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1996	2	6	2,3,4,5,6	8+



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 ideas as you would expect from Guenter.

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



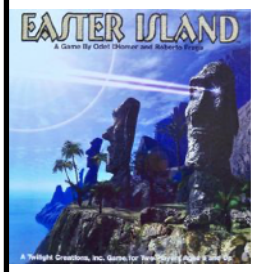
The Downfall of Pompeii — Good — £11.00

SOLD

Light but tactical board game in which the players first place their family members in buildings around Pompeii bearing in mind the proximity to ways out, bonus placements and what the cards permit. In the second half of the game Vesuvius starts to erupt, portions of the city are engulfed and the players try to escape as many of their family members as possible while placing lava so as to block off opposing families as best as possible. Naturally any family members caught by the lava are eliminated. (Also available as Good - cards in shrink but lid corner torn - £15.)

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

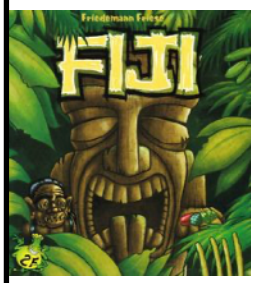
Easter Island — Excellent — £12.00



Abstract game with a peculiar concept: Easter Island was actually a giant board for archmages to play a deadly game on - the moai were the playing pieces and projected and reflected beams of searing light. Played on a gridded board players take it in turn to add moai to the board, add sunlight tokens around the edge of the board or activate a beam. When activated a beam will bounce forwards off the sides of a statue but destroy it if it hits the front or back. A statue is also destroyed if it directs a beam off the board or the beam hits both sides of the same statue. Clever ideas. (Available as Unpunched: £12, Excellent: £11, Good: £9.)

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

Fiji — Excellent — £9.00



Gem trading game. Each round all players start with the same set of gems, and target cards indicate which gems players should aim to get lots of and which they should try to get rid of. There are then several trading rounds before points are awarded.In the trading rounds several cards are shown which indicate the requirements for a player to make that trade, and what trade must be made if the requirements are met. Each player makes a single bid of gems which applies to all the trade cards,and the trades then take place - the results often being surprising and unpredictable. After several sets of shrunken head counters have been awarded they are counted up to determine the winner. Excellent, unpunched.

SOLD

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

Filipino Fruit Market — Excellent — £14.00

2 card games in one set. The first (Pindan) is a trick taking game with a twist - each trick you may either play a card or play a meeple onto a fruit stall. At the end points are awarded for best fruit stall and for tricks, but cards left in hand are penalised. The second (Bastos!) is a trick taking game in which every player has a 'Bastos' suit - when they play a card of this suit they cannot win with it, but instead get to adjust the value of the cards won in tricks.

SOLD

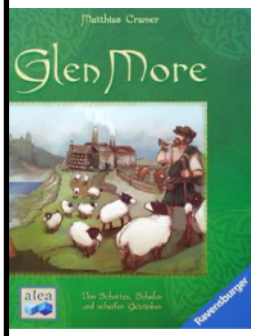
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	3	5	3,4,5	0

The Game of France, 1940: German Blitzkrieg in the West

Good £25.00

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

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1972	2	2	1,2	14+



Glen More

Excellent £18.00

SOLD

Set in 17th century Scotland the players each grow their landholdings starting with a single village. Each turn a player selects a new piece of land to add to their estate. These can be further villages, resource producing pastures, fields or woodlands, or even special locations such as Loch Ness. Clever limitations mean that clan members need to be placed around your lands to allow expansion, and lands around a newly placed land activate giving various benefits. Victory points can be gained by selling goods, as well as for whisky, chieftains and special locations when a scoring round happens. A mix of interesting and unusual systems. German version from Alea with English rules & criptsheets, which is fine for playing.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	5	2,3,4,5	12+

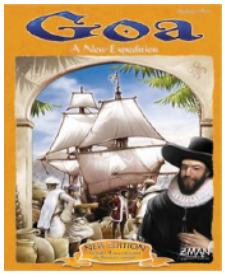
Glory to Rome

Excellent £70.00

SOLD

Rome has burnt and Nero has directed his commanders to rebuild what was lost in the fire, in order to restore the Glory of Rome. The game uses cards, and each card may act as a building, raw material, or patron, thus deciding how to use your cards to best effect requires thought. The game also makes use of the discard pile in a clever way. Scoring is achieved for constructing buildings, storing resources, and various bonuses. Very well received game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	5	2,3,4,5	12+



Goa

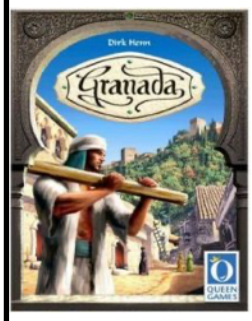
Excellent £26.00

SOLD

Very clever auction based development game. Players start out with a little money, a small income, a small fleet, and small harvest. Players bid for tiles which give a variety of benefits such as more plantations, ships, colonists and money. These together with three development actions each turn allow you to improve your position in a variety of ways, with the goal of gaining VPs through progress on your development board, gaining money, exploration cards and other bonuses. Plenty of strategies possible and lots of interesting decisions to be made.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	2	4	2,3,4	12+

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.

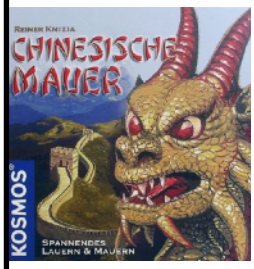
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	2	6	2,3,4,5	8+

The Great Fire of London 1666 — Good — £17.00

Set in London, 1666. The fire starts in Pudding Lane, and spreads outwards. The players all own various properties around the city and each turn must spread the fire further - but hopefully in such a way as to keep the flames away from their own properties. Players also deploy fire crews to hold back the fire where they feel it is most needed. Some areas can be knocked down ahead of the flames to cause firebreaks - not quite such an attractive proposition if it is your property being knocked down though! Players also have hidden objectives to keep certain important areas and historical buildings from the flames.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	3	6	3,4,5,6	10+

Chinesische Mauer — Good — £7.00



Card based game in which the players vie for control of various sections of the Great Wall of China. Players each have the same set of cards to use during the game, but they will come out in a different order. Each turn either a card can be drawn or one can be played - sometimes more than one can be played at once. Cards are played to influence a section of wall, and before each player's turn, if they have greatest influence over a wall section they gain some of the victory points available from that wall section but lose influence for the next round. Thus the game has much tactical interest, especially when combined with the hand management aspects. Recommended. German version.

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

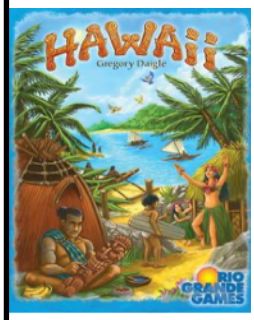
Le Havre: The Inland Port — Excellent — £15.00

2 player version of Uwe Rosenbergs fantastic Le Havre.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	2	2	12+

Hawaii — In Shrink — £25.00

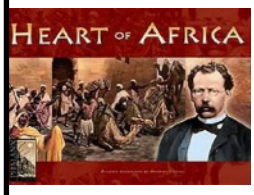


Board game in which players build villages in Hawaii in order to try to become the next chieftain. There are a wide variety of village tiles, which can give additional resources (shells and movement) as well as a variety of ways in which to score points. Tiles must be added to their owner's display, which can have no duplicates per line. Money is needed to buy new village elements and movement points are needed to traverse the island and can also be spent to gain lots of VPs by going fishing. Plenty of different options to explore. Recommended. (Good version available at £19).

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	5	2,3,4,5	10+

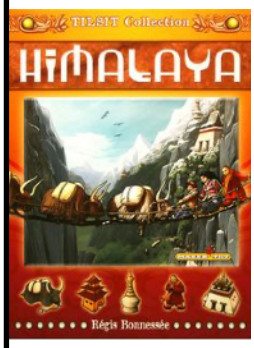
Heart of Africa — Good — £8.00



Beautifully produced game in which players expand their mercantile control ever further across Africa. The board shows a very attractive and interesting elongated period style map of Africa divided into regions. Players introduce their traders into these regions, wresting control of valuable resources such as diamonds and gold from those currently there. The game uses several unusual mechanisms such as players having to bid for the privilege of getting a turn at all, but each time you don't get a turn you get more influence with which to bid for a future turn. Conflict with players and neutral traders uses two different and interesting mechanisms giving the option to choose to retreat, and gain from the encounter if you wish.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	2	5	3,4,5	10+

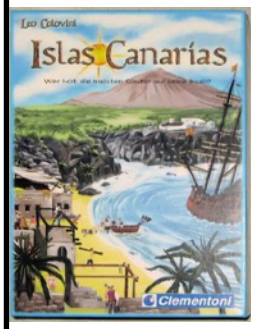
Himalaya — Excellent — £25.00



Excellent trading game set in the Himalayas. Each player controls a yak trader and each round actions (move along different coloured paths, or trade) are programmed and then executed. Various locations will have goods available to be picked up, but the least valuable must always be taken first, while other locations want goods. Payment for goods involves choosing two out of: money, religious influence and military influence. Bonuses are occasionally paid to players with the most of each type of goods, and at the end of the game the players with least religious and military influence cannot win, with money deciding it among the remaining players. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2002	3	4	4	10+

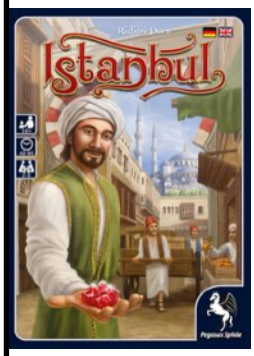
Islas Canarias — Excellent — £12.00



Each player has a different village board with some coastal space, some next to a river, some beside the road, some next to the mountains etc. Players select a card from their hand each round which they wish to be actioned. These reward the player with the most empty spaces of a particular type, allowing them to build a house of a particular colour. Three houses of one colour can be traded for a palace which is worth more and frees up more space for further buildings. The player to first build a fixed number of VPs of buildings wins the game. Excellent and Good copies available.

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

Istanbul — In Shrink — £24.00

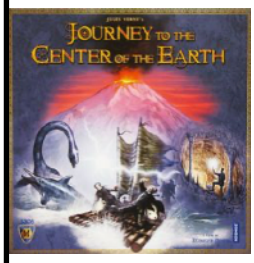


The players are merchants with a small group of assistants. The players lead their assistants around a different layout each game visiting an assortment of locations, and either dropping off or collecting assistants as they go while performing their trading actions. Coinciding your visits with the governor or smuggler or catching opponents' errant relatives all give bonuses. A clever set of mechanics with a different feel. The objective is to collect enough goods and/or money to purchase a set number of rubies first. Highly recommended. Won the 2014 Kennerspiel des Jahres for best gamers' game. Also available: Istanbul with Mokka & Baksheesh expansion in a single box - Good condition: £32.

SOLD

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

Journey to the Center of the Earth — Good — £20.00



Game playing out the well known Jules Verne adventure in which exploration of the underworld starts from an Icelandic volcano, and heads through an underground forest of mushrooms to a vast underground sea. However, getting out involves the use of another volcano, this time in Italy where underground sea water and lava meet to propel the adventurers back to the surface. Game play involves the collection and use of assorted equipment and the collection of valuable subterranean artifacts which will impress other scientists once back outside.

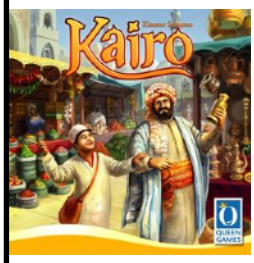
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	4	2,3,4	8+

K2 — Good — £20.00

Set on the famous mountain, the players each control a team of two mountaineers who are trying to reach the peak and also survive the 18 day expedition. Game play makes use of identical decks of cards, one for each team. These are used to ascend the mountain, but the weather must be watched carefully, and ascending too fast or without proper acclimatisation can cause a team member to die from altitude sickness. Very well regarded game - recommended. In shrink copy available at £25.

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

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
2012	2	4	2,3,4	8+

Key West — Good — £13.00

Set in the tropical Florida Keys in the 1930s, players can choose a variety of ways to gain wealth while developing the fast growing region. This can be done by setting up plantations, hotels, cigar factories or even searching for treasure on shipwrecks out at sea. The bridges between the Lower, Mid and Upper Keys need to be built as the game goes on to allow further development into new and more profitable areas.

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

King of Tokyo: Power Up!

In shrink £10.00

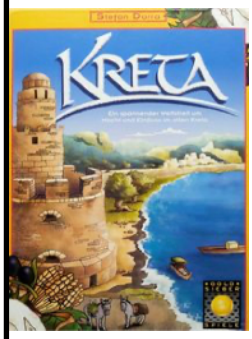
SOLD

Expansion for this excellent monster fighting game. You will need the base game in order to play. This expansion gives each monster its own deck of evolution cards, players start with one of these cards and can potentially get more of them during the game.This gives each monster a distinct character which adds significantly to the game's theme. An additional monster, Pandakai, is also added to the game for variety. Highly recommended. Unlike many expansions, this really does improve the base game.

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

Kreta

Good £20.00



Majorities style game set in Crete. Players take it in turn to use the action associated with one character card, but will not be able to reuse that character until a scoring takes place. The characters allow villagers to be placed / moved, or villages/ forts to be placed, farmers to harvest produce or the abbot who stops other players interfering in a region to be placed / moved. It is always possible to see the next two regions to be scored, and by choosing to cause a scoring round rather than using another character one can influence the next scoring region to be revealed. Interesting ideas.

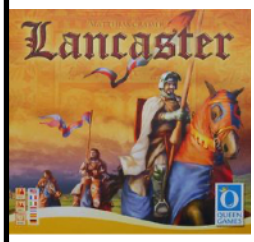
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	4	3,4	10+

Die Kutschfahrt zur Teufelsburg

Excellent £3.50

Small box card game. The players are secret society member sharing a carriage to a castle. However, half the players are in one secret society and the other half another, and this is secretly determined at the start of play. Other cards represent the items sacred to these societies and various other items which have their own abilities. Players take it in turn to trade cards or attack other players. The objective is to find out who else is in your secret society and ensure that the scared objects for your society are all in the right hands. When you think this has been achieved you can declare victory, but get it wrong and you lose! Good German version available for £2 only as there is quite a lot of German text.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	3	10	4,5,6,7,8,9,10	10+

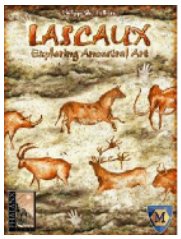


Lancaster — Good — £22.00

SOLD

Set in 1413 the players send their knights to various locations around England to gain the favour of the major nobles, or to France to aid in the war or to that player's castle to earn money or recruit more knights. The game uses a clever system in which the knights have different ranks, and a higher ranking knight can displace a lower ranking knight from a location in England. The various locations in England each grant different benefits to the favoured knights there when the turn ends. In shrink available at £28.

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

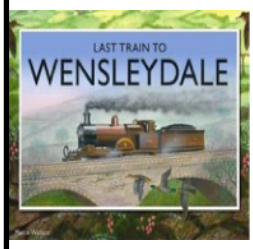


Lascaux — Excellent — £13.00

SOLD

Card based auction game which makes use of cave art from the Lascaux caves in France. Each round a selection of cards are put out, and players then bid for them one stone at a time. A player can pass and then gains all the stones currently on the table but will likely get a lesser choice of cards at the end of the round than those who stay in the bidding longer. Simple, but with clever and interesting ideas. Good copy available for £11.

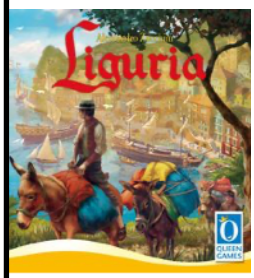
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	3	5	3,4,5	6+



Last Train to Wensleydale — Good — £20.00

Train game set in the Yorkshire Dales. The players are directors of local railway companies who construct lines to transport stone and cheese around the Dales. However, local farmers can object to building, and so government favours are sometimes required to force the issue, and after a while these local lines tend to become unprofitable and so need to be sold off to a major train company. Limited edition of 1500 games.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	3	4	3,4	14+

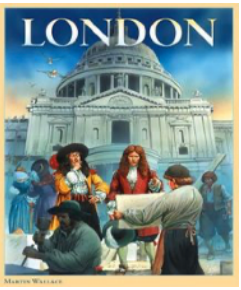


Liguria — In shrink — £18.00

The players are merchants who sail the Ligurian sea to trade for valuable pigments (this being a thematic prequel to Fresco). The pigments can be sold to fulfil the bishop's contracts at the end of the game for VPs. In addition the players vie for control of the pigment producing islands with knights, build prestigious buildings, and favour monks for their spiritual welfare. Game play centres around carefully selecting turn order - going early will get you a better choice but less tiles, whereas a later turn will get you more tiles, but they may not be ideal. Cards which provide ship movement and other benefits also vary, with the better ones giving the player corruption, and the less good ones reducing it. Corruption loses VPs at game end.

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

London (first edition) — Excellent — £17.00



SOLD

Set after the Great Fire of London and covering the subsequent 250 years as the players rebuild London and grow it into the great metropolis it now is. Players try to gain the most VPs by playing cards from their display and then activating them.Care must be taken to balance the creation of wealth using the merchant classes, building impressive but very expensive palaces and monuments and dealing with the ever present poor. As always with Martin's games you can expect plenty of hard decisions and different routes to victory. Highly recommended.

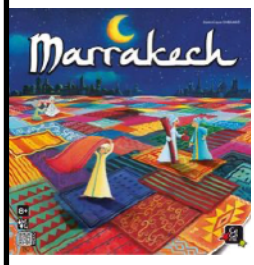
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	4	2,3,4	12+

Looting London — Excellent — £9.00

Set collecting card game with a theme involving 5 crimes in London, 4 of which will be solved by collecting evidence tokens for those crimes. The 5th crime will be unsolved and all evidence tokens for that crime become worthless. Evidence tokens are collected by handing in sets of matching cards, but only the bottom token of each row in a display can be taken at any time. It is also possible to force a token to be discarded from the display, and there are bonuses for obtaining the majority of the evidence for a solved crime. Quite a bit of tactical decision making and positioning to ensure the right crime remains unsolved.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	5	2,3,4,5	8+

Marrakech — In shrink — £15.00



SOLD

Beautifully produced game which was in the Spiel Des Jahres nomination list for 2008, and won an Austrian award. Each player has 15 carpets (made of material!) and takes it in turn to direct Omar, the sultan's adviser, around the carpet market. If Omar lands on another player's carpet then the current player must pay them a fee depending on how large an area that carpet covers. Then a new piece of carpet of one's own colour can be added to the board close to Omar. Very clever idea,simple to explain and great fun to play. Recommended. Published as Suleika in

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

Martinique — Excellent — £10.00

Pirate themed game in which the players take it in turn to introduce a pirate onto the edge of the island or move one of their existing pirates. The board starts covered with tiles depicting various pirate related items, and scrolls. These are collected when a pirate moves off them. Collecting the scrolls gives information about a secret major treasure hoard, and if at the end of the game a player manages to work out where this is, then they will win. However, if no-one manages to do this then the value of all the other tiles comes into play. Thus the game involves deduction as well as tactical play on the board.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	2	2	2	8+

Merchants of Amsterdam — Good — £10.00

Players are the heads of rich merchant families. Game play is driven by Dutch auctions, and the game includes a large clockwork device which controls these auctions, which makes for some very tense moments. Players bid for commodities to ship to the far reaches of the world, the right to build in key places in Amsterdam and for prominence as a shipping company. A clever time line system ensures events occur in a similar way to the real world, and gives players an idea of what they need to concentrate on. Essentially a good majorities game, with plenty to think about. Excellent unpunched version available for £12.

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

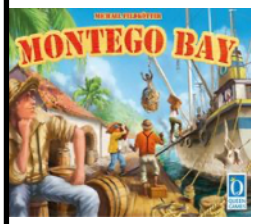
Mexica — Good — £23.00

City zoning game set in 14th century Central America. Players build canals and buildings into a city. Points are scored for founding districts, and at two censuses during the game. Lots of chunky plastic pyramid pieces. The game uses an action point system familiar to players of other games in the series (Tikal and Java).

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2002	2	4	2,3,4	10+

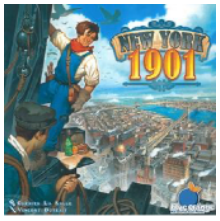
Montego Bay — Excellent — £12.00



Set in a busy dock in Jamaica, the players use two dock workers each to load up ships. Card play determines which warehouses the dock workers are able to load from, and some have more useful contents than others. It is also possible to hire Lazy Jack to work for you as well, though he can be a little unpredictable. When ships fill up, players score according to the amount they have loaded. There is lots of interaction with dock workers being able to displace others in the way, though this can sometimes backfire.

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

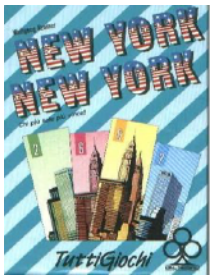
New York 1901 — Excellent — £20.00



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 skyscapers. The game won Mensa select winner in 2016.

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

New York, New York — Good — £7.00



Nice looking game, a card game really, but the cards are chunky oblong shaped pictures of the Manhattan skyline. Players use their cards, trying to engineer it so their colours form the finished skyline at the end of the game. Clever design. It is especially good and quite tactical with 2 players. It gets increasingly chaotic with 3 or 4 players.

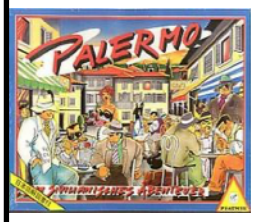
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1989	2	4	2,3,4	8+

Oregon — Good — £15.00

Wild West themed game in which the players use cards to permit placement of tiles and men onto an initially empty board in order to develop the wilderness with mines and buildings, and to position their people in order to have the best access to these facilities. A simple but interesting mechanism which gives plenty of options.

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

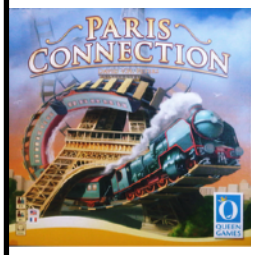
Palermo — Playable — £5.00



Very attractive game with wooden pieces and tiles which make each game different. Each player runs a protection racket, and tries to extort money from the local pizzerias, restaurants, bars, etc. The game is played in two phases - Phase 1 where players use the tiles to 'build' the town to their advantage, and Phase 2, where players move their mobster from place to place, collecting their payments. Essentially a race game, in which players try to set the course so it will be quick for themselves and slow for their opponents. Lots of tactical decisions, great bits and an interesting theme. 3 box lid corners torn, German.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1992	3	5	4	0

Paris Connection — Excellent — £18.00

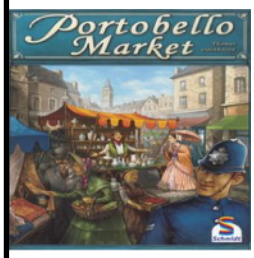


SOLD

The players are French railway pioneers who attempt to connect as many cities as possible to the national rail network. Previously published by Winsome as SNCF. There are 6 companies and the players place the trains from these companies to connect to new towns which increases the value of that company and they obtain shares in the companies using a clever mechanism. The game ends when either one of the companies reaches Marseille or only one company has track left.Players score per share owned for the values of the companies at the end of the game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	3	6	3,4,5,6	10+

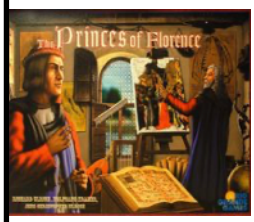
Portobello Market — Good — £13.00



An interesting majorities game set in London's Portobello street market. Players take turns to place market stands into the various streets, but must move the policeman to supervise this. However, moving him can prove expensive, so care should be taken. When a street fills with market stalls points are awarded to the majority stall holders. However, not all streets will fill before the end of the game, so don't spread your stalls too thinly. Fits quite a bit of game-play into a short time. Recommended.

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

The Princes of Florence — Good — £15.00

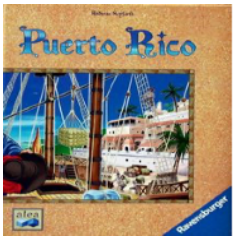


SOLD

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.

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

Puerto Rico — Excellent — £17.00



SOLD

Very highly regarded gamers' game in which the players are plantation owners in Puerto Rico in colonial times. Various crops can be grown in the plantations and buildings which grant additional benefits can be built in the city.The central mechanism is that players take it in turn to select an action which in most cases all players will get to use, but with the chooser getting an additional benefit. The player who runs their plantations most effectively and makes best use of their

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

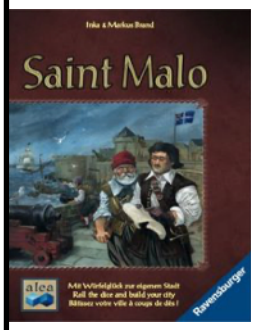
Roma — Excellent — £11.00

SOLD

Card and dice game in which the players build Roman buildings and attract influential Roman characters in order to try to seize power. Each card shows a building or character who has a special ability once in play, as well as a combat value and a cost to get it into play. Dice are rolled and can be assigned to activate a character or building to use its power, or use to claim more gold or cards. The game can be won by gaining more VPs than your opponent when the game ends or by attacking your opponent and making them lose all their VPs before the game would normally end. Plenty of choices of what to do and plays well. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	2	2	10+

Saint Malo — In shrink — £13.00

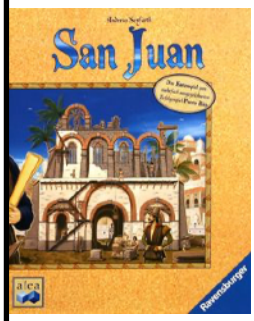


Dice based city building game in which players take it in turn to roll a set of dice, with some rerolling permitted and then use the resources so generated to add to their personal city board, which is a 'wipe-off-able' laminated grid. Dice showing raiders accumulate between the players with an attack against everyone occurring each time a certain number have accumulated. Players can add goods, walls, churches and an assortment of citizens to their board which all give different benefits and score points one way or another. Recommended with 2-3 players, but a bit on the slow side with more. Excellent version for £11.

SOLD

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

San Juan — Good — £8.00

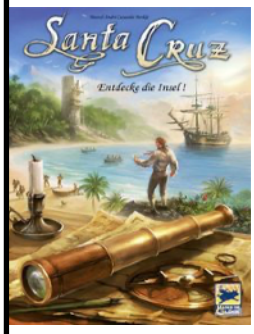


Excellent card game based on the popular and award winning board game Puerto Rico. Players build a city which will consist of a selection of production buildings (which allow goods such as sugar and tobacco to be produced and later sold)and special buildings. There are lots of different special buildings which give their owner a variety of benefits, generally improving the way a certain phase of the game works for their owner. In turn each player chooses a particular action which they get the full benefit of while others get a more limited option - these actions include building, production, trading, and prospecting. Highly recommended. £8 for German version, £10 for English version.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	2	4	2,3,4	10+

Santa Cruz — In shrink — £22.00

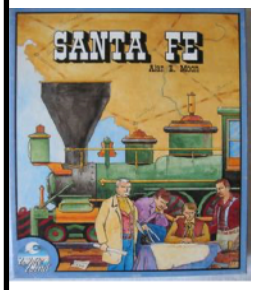


Set on tropical islands, with a network of rivers and roads, the players each have a different set of cards and three scoring cards. Players take it in turn to play a card. Building cards permit a lighthouse, church or house to be built either on any coast, connected to another building by road or connected to another building by river. Each site has a particular reward (different each game) and building close to the volcano can be penalised if there is an eruption. Players must also play their three scoring cards which affect all players and reward particular placement strategies. A second round is played where most of the scoring cards in play are known and the board layout is now also known.

SOLD

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

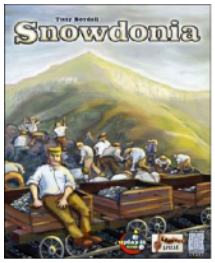
Santa Fe — Good — £30.00



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.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1992	2	5	2,3,4,5	8+

Snowdonia — Good — £25.00



Set in 1894, the players are gang of workers working on getting a railway to the top of Snowdon. Players send their workers to excavate a way up the mountain, collect raw materials, lay the track, construct viaducts and build stations. When the task is completed the players are rewarded for the part they played in the construction.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	1	5	1,2,3,4,5	12+

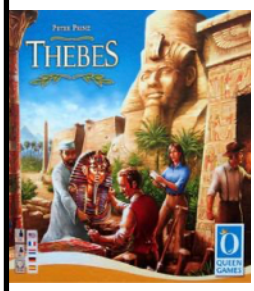
Strasbourg — Excellent — £29.00

Set in medieval Strasbourg the players try to get their family members into the church, the nobility and the various merchant guilds. However, players have a limited amount of influence to spend trying to get this to happen. The system of selecting cards for the round and then playing them out is different and requires careful planning and an eye on your opponents' plans.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	3	5	3,4,5	10+

Thebes — Excellent — £17.00



The players are archaeologists who prepare to go on digs in various Middle Eastern locations by collecting research cards, helpers, research assistants and writing papers. This requires movement around the major academic cities of Europe.All this movement and preparation uses valuable time, and the more time spent preparing the less time available to dig when you arrive on location. Digging involves drawing tiles from a bag to see what is found, but the longer spent digging and the more relevant knowledge you have the more draws you get from the bag. Digging before your rivals get there is advisable too. Very clever time tracking system and fits the theme wonderfully. Recommended, unpunched.

SOLD

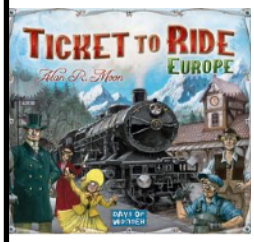
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	4	2,3,4	8+

Through the Desert — Good — £16.00

Superb game, and in my opinion one of Herr Knizia's best! Players play pastel coloured camels onto a hex gridded board showing a region of desert, but there is always far more to do than you are able to in one turn. Players try to make chains of their camels connect to oases, collect points for smaller waterholes, isolate sections of desert for themselves and also try to have the largest caravan of each colour. All of these score points, but deciding which methods to go for is hard, and deciding which is most urgent is harder still. Highly recommended.

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

Ticket to Ride: Europe — Excellent — **£18.00**



SOLD

Standalone Ticket To Ride game. In this version of the award winning train game the board shows a map of Europe. The game plays similarly to the original, but with a slightly tighter feel to the board as well as the introduction of ferries, tunnels and stations. The game still flows in the same way - drafting cards on many turns, then laying trains on to sections of track and later potentially selecting new tickets, but the new features add a bit more to consider and so make this a very worthwhile variation on the original. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	5	2,3,4,5	8+

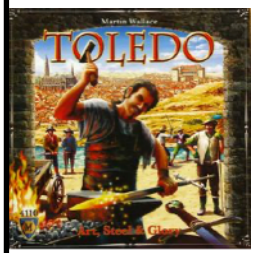
Tobago — Excellent — £23.00

SOLD

Set on a tropical island (with geomorphic board to ensure it is different every game) with ancient statues, tropical huts and palm trees, and a variety of different terrains, there are a series of buried treasures to be found. On their turn players play a clue card which narrows down the possible locations for one of the treasures, and gives that player a stake in that treasure when found. Alternatively a player can move their Jeep around the island to retrieve mystical amulets and dig up a buried treasure when its location is known. When unearthing a treasure a subgame of pushing your luck is played to distribute the loot amongst those who have a stake in it. Very attractively produced.

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

Toledo — Excellent — £12.00



An interesting 'worker movement' game in which the players gather gems and steel in order to create jewel encrusted swords which are then taken to the Lord of Toledo for prestige. Game play involves the clever use of movement cards and good timing to make the best progress towards your goals. Very much one of Martin's lighter games, but none the worse for that in my opinion. Recommended.

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

Troyes — Good — £22.00

Worker placement type game starting in the year 1200 AD in France, and covering 400 years of history. The players take the roles of powerful families and develop the city while gaining as much fame and fortune as they can. Dice are used and give a variety of different options in a rather novel central mechanism. Cards give military, religious and civil influence. There are lots of strategic decisions to be made well in order to secure your family's dominance. Highly regarded. In shrink available for £30.

SOLD

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

Venice Connection — Good — £8.00

Simple tile laying game for two players. Players put down one or two attractively illustrated large tiles to add to the canal, trying to ensure that they are the player who completes the canal or makes their opponent add a tile so that it is no longer possible to complete it.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1988	2	2	2	8+

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