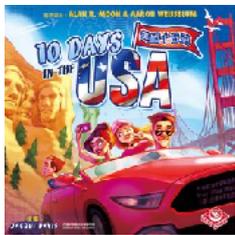


10 Days in the USA

In shrink £15.00



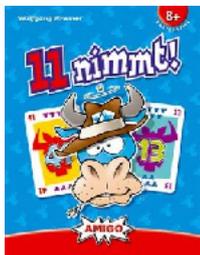
Reworking of the excellent Europa Tour, players must try to build a valid route through the USA using country cards, plane and car cards. There are special card holders to ease play and a map board showing the states of the USA so you can see which states are adjacent and which permitted for plane travel.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

SOLD

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

11 nimmt!

In shrink £6.00



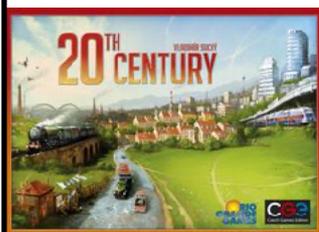
Everyone's favourite bull is back, but this time he is upping the stakes. Instead of taking the 6th card, you take the pile if it is higher than 11. It's a good variant, which escalates more than the base game. For those players not akin to the nimmt series it's a simultaneous card selection game. You attempt to empty your hand and score the number of bulls you have at the end. It is a classic card game that is still popular 25 years after the original release. Cards are in Shrink, box has been opened.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	7	2,3,4,5,6	8

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

20th Century Limited

In shrink £15.00



Historic building and selling small local railway lines to larger companies.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	5	2,3,4,5	8

The 3 Commandments

In shrink £14.00

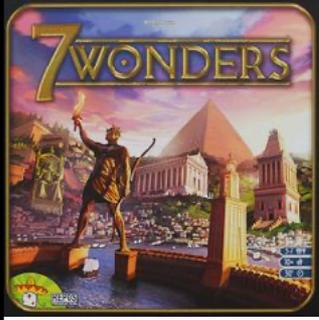


Unusual idea for a game. Players take it in turn to be the High Priestess of their own religion, and the other players are the novices who have to work out what is and what is not permitted in the religion. The rules of a religion are determined by the High Priestess by selecting 3 cards, 2 of which represent good things to do to gain karma, and 1 which represents bad karma. The cards give two types of rules - the first set involves the movement and positioning of playing pieces on a board, and the second set what the novice may or may not do besides moving a piece on the board. The player with the most karma at the end wins. Available In Shrink and Good.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	3	7	4,5,6,7	12

7 Wonders

In shrink £22.00

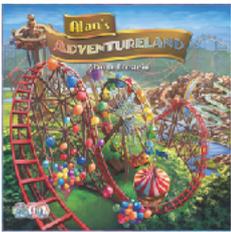


Civilisation building card game. Each player is given a board representing a different ancient civilisation, which can build unique monuments for different effects and has access to different initial commodities. Game play involves drafting cards by choosing one from a hand, paying for it, passing on 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 one off basis, give VPs 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. Good version available for £15.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	7	3,4,5,6,7	10

Alan's Adventureland

In shrink £20.00

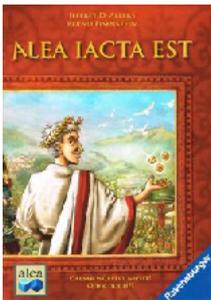


Players are constructing the best amusement park. Will it ever get better then that? Very colourful game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	3	4	0	12

Alea Iacta Est

In Shrink £18.00

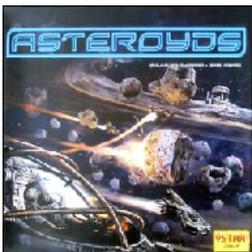


The title translates as "The Die is Cast". This is indeed a dice game in which the players allocate their dice to buildings on the board representing Rome. Each building has different dice placement rules and any dice which cannot be place dearn reroll tokens for future rounds. The buildings give VPs (Templum), provinces (Castrum = barracks), patricians (Forum Romanum) and bonus cards (Senatus). At the end of the game patricians are organised into provinces and bonus cards revealed and scored to determine the winner.

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

Asteroyds

In shrink £22.00

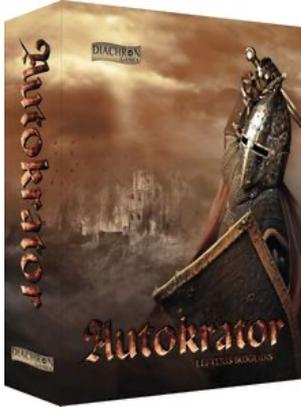


Set in an obscure asteroid field the players take part in an infamous space race. Each round dice are rolled to indicate the amount the different types of asteroid will move that turn, and then the players plot a series of moves for the turn hopefully avoiding the asteroids and the other players and making good progress in the race. However, there is plenty to consider and planning time is limited, so mistakes are almost certain to happen!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	6	1,2,3,4,5, 6	8

Autokrator

In shrink £30.00

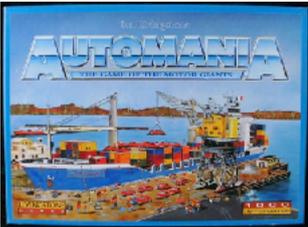


Autokrator (a.k.a. emperor) is a medieval Euro/wargame about the wars from the 7th to the 11th century between Christians and Muslims. In Autokrator, you control one of the major kingdoms/Caliphates of the Medieval Age - the Franks/Holy Roman Empire, the Moors, the Saracens, the East Roman Empire (Byzantines) - with each kingdom striving to protect and expand its domination. The players use four characters each round - the King, the General, the Admiral, and the Garrison - with each character having special abilities. What's more, each player has his own "battlecard" deck of armies and must divide them strategically between his characters at the beginning of every new turn. The original combat system is based on the choices that the players have, and the battle is fought between five battlefields: Plain, Hill, Forest, City and Ambush. The game lasts five rounds, and players win or lose victory points based on the winning battles and the territories that they control. Also available as Good.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	4	2,4	12

Automania: The Game of the Motor Giants

In shrink £10.00

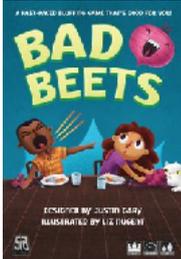


One of the two limited edition games (1,000 of each) by this privately owned company. Players must sell cars and maximise their profits in the markets of various countries. Card play and competitive advertising provide interaction, and players can play event cards to help their own positions and hinder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

Bad Beets

In shrink £5.00



15 minute bluffing card game in which players are trying to get rid of vegetables by eating them..... and other means. 2 copies available - In shrink and excellent.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	5	2,3,4,5	0

Barking Up The Wrong Tree

In shrink £8.00



Majority game in which dogs are used to claim trees. Most trees wins the game. Multiple breeds of dogs cannot be combined, unless cats are around. Pentagonal trees make a difference from hexagonal tiles commonly used in other games and make the game suitable for up to 5 players. Excellent version for £4.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	5	2,3,4,5	8

Batik

In shrink £10.00

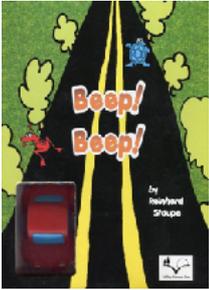


Very nicely produced game which will look great on a coffee table, and is short enough to be played over a coffee too! The playing area is a vertical slot between two perspex sheets supported by wooden blocks. Each player has the same set of assorted wooden triangles, parallelograms and other shapes, 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.

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

Beep! Beep!

In shrink £10.00



Speed game in which players all play simultaneously. The cards show several different animal types in different colours. These are in 5 face up piles in the centre of the table arranged around a cute squeaky plastic car. Players each have 2 / 3 cards in front of them and add cards to these piles which match in either animal type or colour. In addition if you spot that there are three cards of the same animal type or colour around the car you can beep it for bonus cards. When two piles have run out you score for your smallest pile + your bonus cards. Fast and furious, it works very well, and is great fun. Recommended.

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

Before I Kill You, Mister Spy...

In shrink £5.00



Card game based on the movie legend that the villain never kills the hero whilst he can! As a supervillain it is easy enough to capture spies, and kill them straight away, but this is unrewarding (and scores little), whereas delaying the spy's death, gloating, torturing and revealing your secrets adds to the satisfaction (and points), but does increase the chance that another player will play a card which lets your spy escape and cause havoc in your base!

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

Blockers! The Card Game

In shrink £5.00



Card version of the Blockers boardgame. This uses a 4x4 grid instead of the 9x9.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	4	2,3,4	0

Bloqs

In shrink £20.00

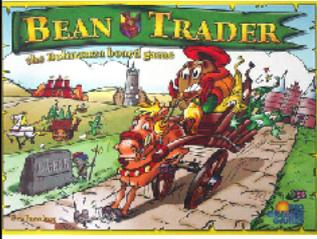


From the publisher: Bloqs can be learned in five minutes. Simple gameplay, yet challenging because of the intense tactical and strategic decisions every turn. Players use die or card to move on the gameboard and to collect cube parts. They build these parts on their sites and the goal is to be the first one to build a perfect cube of 3 by 3 by 3 cube parts(blocks). If all players can not meet this challenge, the goal changes to build the highest structure of all. Also available as excellent (£15).

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	4	3,4	0

Bean Trader

In Shrink £15.00



Board game with the theme taken from Bohnanza - so all about trading beans, with plenty of bean-puns thrown in. The players move their wagons from city to city buying and selling beans to fulfil orders. Players can also trade beans between each other when their wagons are in the same location. The objective is to make as much money as possible from your bean trading. The game uses quite different mechanisms to Bohnanza, so it isn't just a Bohnanza variant. German version - bargain price.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2002	3	5	3,4,5	10

Bonbons

In shrink £10.00

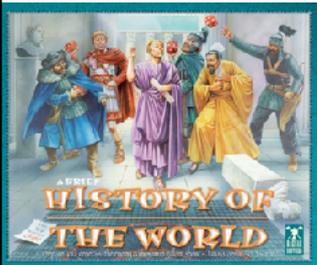


From the publisher: Bonbons ("candies" in French) is a memory game with a little twist. Eight types of candies, each in four colors, are hidden in the central 6x6 field, along with four special tiles: three money tiles and one empty package. All tiles in the center of the table are square. Each player receives four round tiles at random from a set of 32 that match the candy and color options on the square tiles. On your turn, you turn over one of your round tiles and a square tile. If they match in both candy and color, both tiles stay face up and you take another turn; if not, you turn both tiles face down again. The little twist is that on your turn you can rob candies from your opponents. If you turn over a square tile along with a matching round tile in an opponent's possession, you get to keep that face-up round tile and give the opponent one of your face-down round tiles in exchange. Sweet!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	6	2,3,4,5,6	6

A Brief History of the World

In shrink £22.00

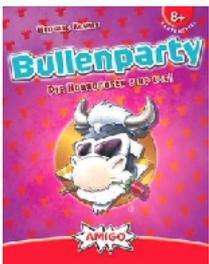


A somewhat reworked and significantly shortened version of the classic History of the World, so if the older game now feels too long, then this could be just the ticket. The idea of the game is that from the dawn of civilisation through to the present day players play different civilisations, and use them to expand and grab land in order to score VPs. In each era the players will shift to a different set of civilisations which will need to displace the older ones as well as watch out for the new ones. Excellent version for £15.

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

Bullenparty

In shrink £7.50

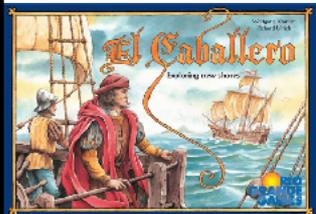


Card game which make use of cards with bulls' heads - which will be familiar to players of 6 Nimmt, to which this is a follow-up game. Once again card play is simultaneous, and will cause players to take cards from the table, but this time these cards are put into scoring piles face up - but always with numbers increasing. One such pile scores positively for each player while any other piles score negatively come the end of the game.

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

El Caballero

In shrink £12.00

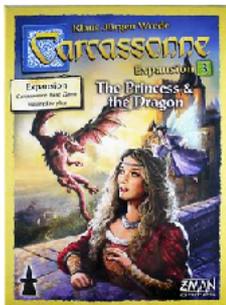


A strategy game of discovery, exploration and struggle for control. Players search for islands to produce gold and food. They protect their conquests with caballeros. The artwork matches that of El Grande, but the gameplay is quite different, and more intense and cut-throat than that game. Lots of scope for clever play and works well (possibly best) with 2 players too. Good copy for £9.

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

Carcassonne: Expansion 3 - The Princess & The Dragon

In shrink £12.00



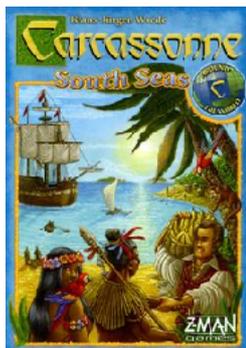
Expansion for Carcassonne (not played without the base set). Fantasy based expansion for this very popular tile laying game. In this expansion a dragon is making life difficult in the lands around Carcassonne. Heroes venture out to face the dragon and the fairies are also called upon for aid. Also in the city the princess needs help from valiant 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.

SOLD

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

Carcassonne: South Seas

In shrink £20.00



Standalone Carcassonne version. Play is very similar to other Carcassonne variants, in that player on their turn add a tile to the playing area. The twist in Carcassonne South Seas is that players gather resources rather than points. The resources can then be converted into victory points using a shipping method. of course there are only a limited amount of shipping methods available, so players attempt to gather the right resources at the right time. One of the more interesting variants of the Carcassonne in my opinion. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	2	5	2,3,4	8

Catacombs: Dark Passageways

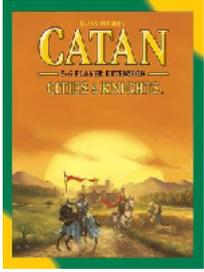
In shrink £6.00



Small expansion for this mould breaking dungeon crawl game. You will require the base game in order to make use of this. This is a set of 17 new cards which are added to the room decks for each level and shuffled in. When one of these is drawn then there is either a mini encounter or the setup of the following standard room is altered for extra variety, interest and challenge.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	5	5	10

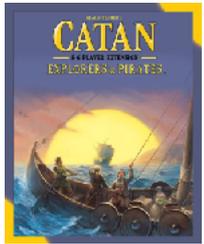
Catan: Cities & Knights - 5-6 Player Extension **In shrink £14.00**



Expansion for the Cities & Knights version of Catan, allowing the "Cities and Knights" version to be played with 5 or 6 players.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2000	5	6	4,5,6	12

Catan: Explorers & Pirates - 5-6 Player Extension **In shrink £14.00**



Expansion for the Cities & Knights version of Catan, allowing the "Explorers and Pirates" version to be played with 5 or 6 players.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	5	6	2,3,4,5,6	12

Chosŏn **In shrink £8.00**



Set in an ancient Korean steampunk style setting the players try to build the most powerful province. This is done in eight rounds of card drafting. However, rather than being able to draft only a single card each time, it is possible to choose as many characters from a single family as you wish, or two characters from different families, or one character and one event, or three event cards. Attractive artwork. This is a standalone followup to Koryo, which plays similarly and is set in the same world. Also available as Excellent, French UK box, international cards.

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

Cinco **In shrink £16.00**



Ideally played as a partnership game for 4 players. This is a reworking of the excellent 5ive Straight, but this time played on a hex gridded board with a hole in the middle. Every space is numbered, with lower numbers in the centre. A deck of cards also shows these numbers (1-90) and players take in turn to either draw a card or play a card and lay a piece on any space showing that number or higher, the objective being to create a line of 5 of your markers. The original also plays very well with 6 players in teams, and I would expect that to work very well here too. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	6	2,3,4,6	0

City Hall

In shrink £16.00

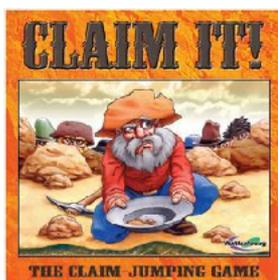


City building game in which the players auction the use of various useful roles. The players buy land and place buildings, while trying to maintain both a healthy money supply and influence over the citizens of the city. When the city is completed the citizens 'vote' for the player that they felt did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

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

Claim It!

In shrink £9.00



Push your luck type game, in which players roll dice and claim spaces on a grid. Three dice are thrown, one must be used to indicate one of six markers available each turn, and the other dice are used to specify a space on the grid. However, if you fail to place a marker after a throw you lose all progress that turn. If a space is claimed for a second time it becomes permanently yours. When the game ends the player with the largest connected area of owned spaces wins. Light, but provides some interesting choices and plays well. Especially good for 3.

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

Concordia: Salsa

In shrink £20.00



Expansion for the Concordia board game - one of my favourite games at the moment-. Contains 2 new maps (Byzantium and Hispania), the Salt commodities with accompanying city tokens and Forum cards. Can only be played together with the base game, and offers new strategies for an already fantastic game. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	5	2,3,4,5	12

Dancing Eggs

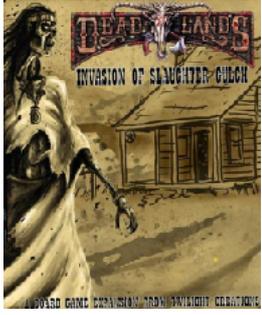
In shrink £11.00



Fun party style game, which comes with 9 rubber eggs, 1 wooden egg and two dice. The first die is used to determine the type of challenge - this could involve bouncing a rubber egg onto the table and whoever then managed to grab it claims it; a race around the table back to your seat etc. However, when an egg is claimed the other die is rolled which indicates how it must be held - which could be under your arm or under your neck or various other places - it must then be held there for the rest of the game, and this is sure to impede attempts to complete future challenges! Once an egg is dropped the player with the most eggs wins the round. Utterly daft and completely hilarious.

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

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



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

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

Dominion: Adventures **In shrink £25.00**



Big box expansion for the award winning deck building game, Dominion. This set includes 400 new cards as well as player mats and tokens. There are 30 new sets of Kingdom cards. These include the return of orange Duration cards introduced in Seaside, as well as introducing Reserve cards which once played are set aside with an ability which can be used later when the time is right, and only then returned to play. Finally, Events can be used which allow all players to purchase a specific action on any of their turns instead of buying a card. Lots of variety and twists to freshen up the game and give it a bit of a different feel. You require a base set to make use of this. Recommended.

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

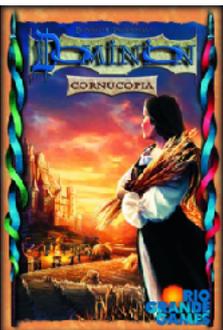
Dominion: Alchemy **In shrink £14.50**



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

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

Dominion: Dark Ages

In shrink £22.50



Expansion for the 2009 Spiel des Jahres. You need either the base set or the Intrigue set to make use of this. This set includes 35 new sets of Kingdom cards, as well as Ruins (a sort of milder Curse), and cards which can replace the starting Estates. Central themes are the trash pile, and upgrading cards.

SOLD

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

Dominion: Empires

In shrink £36.50



Expansion for Dominion (you will need one of the sets with the base cards to make use of this). This expansion adds 24 new types of Kingdom card to the game, including some 'split deck' cards - the first 5 in a pile are different to the last 5 cards, more Event cards, and Landmark cards which add a new way to get VPs to the game. Many of the Kingdom cards make use of Debt, a new mechanic which allows you to spend this turn and pay back in future turns. Metal Debt and VP tokens are also included. An excellent way to freshen up Dominion.

SOLD

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

Dominion: Governor Promo Card

In shrink £1.50



A set of 11 promo cards for Dominion. This is the German version of the Governor. The text is in German. You could instead use them as 'blank cards' and paste them up with home printed English versions of a promo card or a card of your own design.

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

Dominion: Guilds

In shrink £17.50



Expansion for the award winning deck building game - you will need a set with the base cards to make use of this. This set adds 13 new Kingdom cards to Dominion, with a theme of the various professions. It includes coins which can be saved and used in future turns, and some cards can be made more powerful by spending more than they cost when buying them. Recommended.

SOLD

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

Dominion: Hinterlands

In shrink £20.00



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 26 new sets of Kingdom cards. The theme in this set is that many of the cards let you do something at the time that you gain or buy them. Recommended.

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

Dominion: Intrigue

In shrink £23.00



Standalone expansion for the 2009 Spiel Des Jahres. Card game in which players start with the same 10 cards, and each turn use 5 cards to perform actions and buy new cards which get added to their deck for future use. The cards bought can either provide additional money to spend or allow a wide variety of actions, most to help yourself, but some to hinder your opponents or protect against such attacks. Some cards give VPs but do nothing else and so clog up your deck, but without them you won't win. Cleverly the set includes 25 sets of Kingdom cards (all different to the base game) only 10 of which are used each game, so that every time you will have a different mix available to keep play fresh and challenging. Highly recommended. Available In Shrink or Excellent but box corner shows wear.

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

Dominion: Seaside

In shrink £23.00



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 26 new sets of Kingdom cards, as well as special mats which are used for three of the new cards, and coins plus tokens which are used by other new cards. Highly recommended.

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

Doomtown: Reloaded - Ghost Town

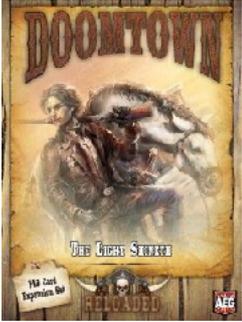
In shrink £15.00



Description from the publisher: The Spirits are Restless ... Some deep conniving has led to a change in leadership for the Morgan Cattle Company. Meanwhile, stars are aligning which are sure to shed light into some of the darker corners of Gomorra. Doomtown: Reloaded is a fast-paced expandable card game set in the Deadlands™ universe of gun slingin', spell slingin', and mud-slingin'! With 40 new cards, Doomtown Pine Boxes are the premium expansion to give you new ways to customize your Doomtown decks. Whether your style is shootin', spell castin', or just trying to show that you have more money and influence than the next person, Ghost Town expands your options for takin' over Gomorra!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	2	4	0	0

Doomtown: Reloaded - The Light Shineth **In shrink £10.00**



Description from the publisher: Doomtown: Reloaded - The Light Shineth is a Pinebox expansion that can be added to your Doomtown: Reloaded base set to inject new mechanisms and new strategies into your decks! So get ready partner, are you ready for your showdown at high noon?

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	4	0	0

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

Dungeon Lords **In shrink £20.00**



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

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

Dungeon Lords: Festival Season **In shrink £18.50**



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

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	4	2,3,4	14

Easy Breezy Travel Agency

In shrink £5.00

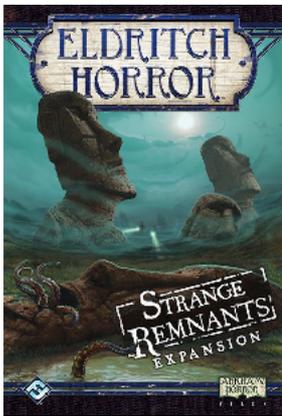


Description from the publisher: Wanderlust abounds in Sheboygan! The Easy Breezy Travel Agency is here to accommodate, and you're one of their top agents. You are competing over eager customers in order to send them on trips to fabulous destinations (and earn a commission, of course). The longer you wait to book a trip the more you can charge the desperate travellers, but if you're not careful a fellow agent might just book that trip ahead of you. Whether it's by land, rail, or air, Easy Breezy Travel Agency is a game of timing, opportunity, and happy vacationers.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	4	2,3	8

Eldritch Horror: Strange Remnants

In shrink £14.00

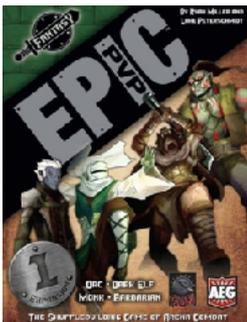


From the publisher's website: In Strange Remnants, you and your fellow investigators travel to the haunted ruins of massive stone monuments across the world. You must learn the secrets of these ruins and perform the requisite rituals before the cosmos aligns against you, an evil portal opens in the center of the universe, and the entire Earth is devoured. The new Mystic Ruins deck featured in this expansion allows investigators to explore Chichen Itza, the Easter Islands, Stonehenge and the Great Wall of China. New Glamour Spells and Relic Unique Assets offer you powerful tools in the struggle against a new Ancient One, and four more hardy investigators dedicate their lives to saving the human race. Four additional Prelude Cards introduce fresh scenarios and quests, transforming your games of Eldritch Horror.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	1	8	1,2,3,4,5,6	12

Epic PVP: Fantasy Expansion 1

In shrink £5.00

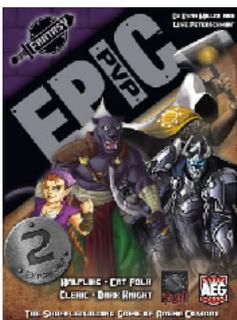


From the publisher: Never put a Dark Elf and an Orc in the same room — unless you're playing Epic PvP: Fantasy, that is! With Epic PVP: Fantasy Expansion 1, you can add the devious Dark Elf and the easily peevd Orc races to your games of Epic PvP: Fantasy as well as the disciplined Monk and the brutal Barbarian classes. These new and unique decks are fully compatible with all previous Epic PvP: Fantasy decks, allowing for some powerful (and sometimes ridiculous) new character combinations. Get back to the arena as the battle is on!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	4	2,4	0

Epic PVP: Fantasy Expansion 2

In shrink £10.00

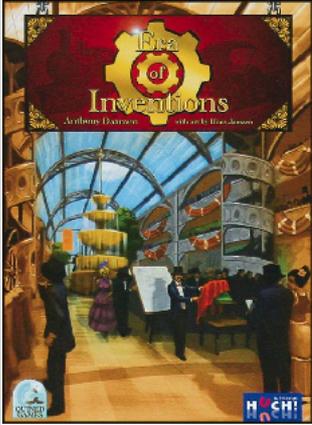


Description from the publisher: What do halflings, cat folk, clerics, and dark knights have in common? Well, nothing aside from the fact they're about to enter the arena and help you achieve mastery over your opponents in battle. Each of the new decks in Epic PVP: Fantasy Expansion 2 is playable on its own, but is also compatible with those in Epic PVP: Fantasy and Epic PVP: Fantasy Expansion 1, allowing you to create unique and powerful combinations for your battles. This expansion contains two 20-card character decks and two 20-card race decks as well as a board for each deck.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	2	4	2,4	0

Era of Inventions

In shrink £18.00



From rules: Explore the lives and minds of Alexander Graham Bell, Karl Benz, the Wright brothers and other pioneers of invention and experience the thrill of the industrial revolution. Be there when the cash register, the sewing machine, the typewriter, the telephone, the gramophone, the photograph camera, the car, the steam engine and the plane are all invented again in Era of Inventions. This time you will be the inventor, who creates, patents and introduces these inventions to the markets and the world! In the late 19th and early 20th century, these inventions were all made in a certain order. In Era of Inventions, however, you're the one who determines the order of the inventions. Race your competitors to invent as much as possible, or to speed through the production process. But don't forget to register your patents. Otherwise you may lose influence in the industry. Available as Excellent for £12.

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

Famiglia

In shrink £6.00



Card game. As Mafia bosses the players try to recruit the most and best members for their gangs. The game uses a clever mechanism to allow gangsters from each of four families to be recruited. The system means that you have to work your way up through the lower ranked family members before you can recruit the more powerful mobsters. However, the families also have special abilities which can prove useful in your plans.

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

Le Fantôme de l'Opéra

In shrink £20.00

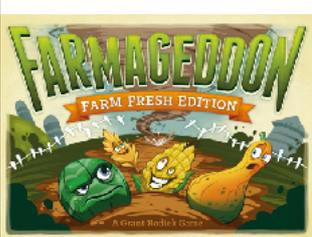


Le Fantôme de l'Opéra is a two-player game based on the Mr. Jack game system - that is, the game is an asymmetric affair in which one player wants to reveal which suspect token on the game board represents the opponent, with both players taking turns moving all of the suspects to alternately reveal and hide information. That said, the game differs in a number of ways from Mr. Jack. In more detail... In Le Fantôme de l'Opéra, eight suspect tokens stand in the ten rooms of the Opéra Garnier. Each suspect has a reason to drive the opera singer La Carlotta away from the production, and at the start of the game one of the suspects is randomly determined to be the true identity of the Phantom player. The other player is the Investigator, and he wants to discover the Phantom's identity; if he does so before La Carlotta flees the Opéra Garnier, then he wins. Otherwise, he loses. (To balance play between newcomers and experienced players La Carlotta's starting position can be changed.) Also available as excellent for £15.

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

Farmageddon

In shrink £7.00



Farming themed card game with slightly ominous cartoony artwork and a sense of humour. Players plant crops and sometimes protect them with other cards in order to help them survive until they have been fertilised sufficiently to be harvested. Play is fast and furious rather than deep.

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

Firenze

In shrink £28.00

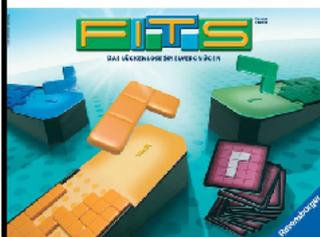


A Euro game set in Florence. You collect beautiful little wooden building bricks to build beautiful tall towers. If you contribute the most to a tower, then you will score points for having the majority. The difficulty is building there first. The government rewards you for building at certain levels and you have to consider which cards to take. The cards can have kind of game scoring abilities, some immediate abilities or some harmful abilities. Why would you take the harmful abilities? The game has a similar mechanism as Small World. If you don't want the first available card, you place a building block on it. Eventually the blocks make the card more appealing. It is a very clever game and it has many fans. It plays within an hour, looks beautiful and contains a good challenge.

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

FITS

In shrink £18.50



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

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

The Fittest

In shrink £7.00

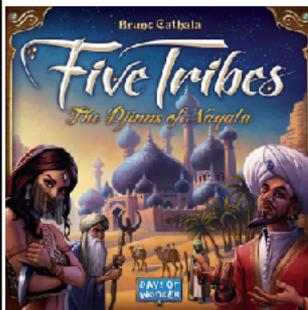


From the publisher: You've been selected for the most rigorous, cutthroat reality competition on TV! As a contestant, you'll compete in challenges and work with and against the other competitors for a shot at fame and fortune. You won't win if you go it alone, but don't get too friendly! You'll have to do a bit of backstabbing to emerge victorious. The Fittest features fierce social play and shifting alliances. Players will have to evaluate a challenge each round and convince other players to work with them in order to best the challenge for variable rewards. The player who has best managed their alliances and achieved the best rewards at the end of the game will be the victor. The Fittest was chosen as a runner-up in the Dice Hate Me 54-Card Challenge - a contest that asked designers to create a game with 54 cards with minimal components. The Fittest was chosen as one of the best out of a pool of over 100 game entries.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	4	6	4,5,6	10

Five Tribes

In shrink £28.00

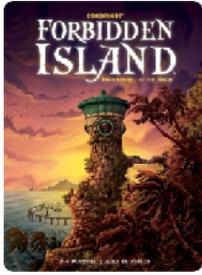


Beautifully produced game with an Arabian Nights theme. A grid of tiles is laid out differently each game and a multitude of meeples from different tiles are placed on them. Game play involves bidding for turn order and then shifting the meeples Mancala style along a path of tiles. The colour of meeples last placed determines an action which can be performed, as well as the action associated with that tile. The meeples, camels, oases etc all score points at the end of the game, but in ways that ensures focusing on particular objectives will score best. Very well received at Spiel 2014. Highly recommended - a fresh and different feeling game.

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

Forbidden Island

In shrink £12.00

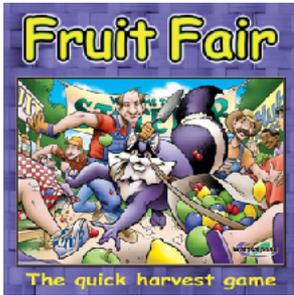


Cooperative game in which players collect items before leaving the sinking island.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	4	1,2,3,4	8

Fruit Fair

In shrink £7.00



Players compete to pick a limited supply of fruit from the fruit trees, and then either hoard it to gain benefits for the next turn or spend it to gain prizes and extra workers. Ultimately the highest value of prizes will win the game. Players select their actions simultaneously each turn by ordering a set of cards. Players take actions in turn according to the amount of one type of fruit they held the previous turn - going early in the turn order is a definite advantage. However, other fruits give other benefits such as not having to order your cards in advance, being able to buy prizes and workers more cheaply and getting bonus fruit. What benefit each fruit gives changes as the game progresses.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	3	5	3,5	14

Galactic Strike Force

In shrink £18.00



Cooperative deck building game.

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

Game of Thrones: The Trivia Game

In shrink £8.00



Game of Thrones themed trivia game, in which players attempt to use their knowledge of the first four series to control the most locations in Westeros. The questions are organised by season to avoid spoilers.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	2	4	2,3,4	0

Gang of Four

In shrink £4.00

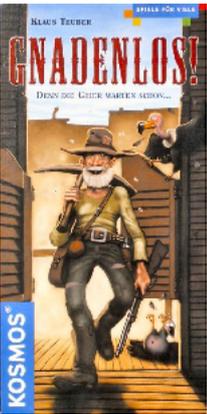


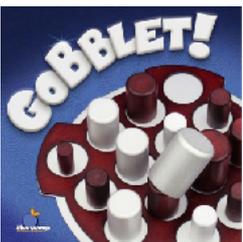
Card game, 64 cards in 3 suits with some special cards. This is a 'climbing' game, so in the same family as Tichu and Karriere Poker / The Great Dalmuti. The idea is that players try to be the first to get rid of all their cards, which is done by playing a higher combination than has already been played into the current trick but of the same type (pair, flush etc). The special cards add a level of uncertainty and make play more interesting. While not as deep as Tichu, this would make an excellent introduction to this family of card games.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1990	3	4	3,4	8

	Gang Up!	In shrink	£6.00		
	<p>Card game in which the players attempt to become the dominant crime lord. By recruiting legendary gangsters and committing outrageous crimes the players get ahead of their rivals. Using criminal influence and sometimes teaming up with rivals for important jobs, but beware as an ally may backstab you when you can least afford it! According to the box: 'A criminally fun card game'.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2015	3	5	3,4,5	10

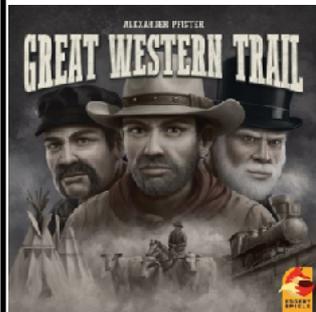
	Gemblo	In shrink	£15.00		
	<p>Very colourful abstract "get rid of your pieces" game. All players have the same set of "multiform hexagonal pieces", in their own colour. When placing pieces they may not touch pieces of the same colour, in fact they must be at least "1" space apart. When no one can place any more pieces the player with the lowest number of "leftover nexes" wins. Nice 30 minute filler or starter.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2003	2	6	2,3,4,6	8

	Gnadenlos!	In Shrink	£13.00		
	<p>Game set in the Wild West. Players start with a posse of characters you might find in a Western, and all are rated for their skill in gold mining, gun slinging and poker playing. Each turn there is one of these events. Players each send one of their posse to do the job. In general the best of these characters gains from this but is then retired and the worst loses out - if it was a gunfight that means death! New characters can be recruited in a clever auction involving paying with IOU notes, and every now and then the bank calls in some IOUs which have been used. Woe betide anyone who hasn't got enough gold to keep the bank happy. Great game with a sense of humour and which fits its theme really well. Highly recommended. Good version available at £10.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2001	3	4	3,4	10

	Goblet	In shrink	£15.00		
	<p>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.</p>				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2000	2	2	2	8

Great Western Trail

In shrink £28.00

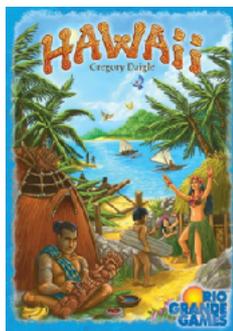


Set in 19th century America, the players are rangers who herd cattle along the Great Western Trail from Texas to Kansas City. Players must buy cows and then use them and a limited amount of money along the trail to improve their fortunes on future runs by purchasing buildings which will be able to give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

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

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

Hero Realms

In shrink £13.00

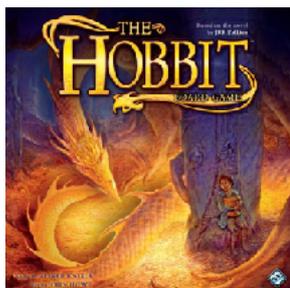


Card game which uses many of the ideas from the excellent Star Realms, but shifts the action to a fantasy world. This is a deckbuilding game in which the players buy new cards from a central pool of cards in order to enhance their deck and play action cards for many different effects and use their combat strength to defeat their opponent's champions and ultimately their opponent as well. Very well received and very fast playing.

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

The Hobbit

In shrink £17.00



Based on Tolkien's novel, the players aid Bilbo on his journey, helping him overcome the various obstacles on the way. The objective is for each player to gather as much wealth as possible by the time Smaug's lair has been raided. Play involves rolling dice to achieve goals set by adventure cards, and the play of dwarf cards. Each player will have a different set of stats allowing them to help Bilbo in slightly different ways, and these stats can be improved through experiences during the journey.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	5	2,3,4,5	8

Hostage Negotiator

In shrink £17.00

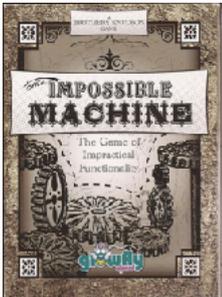


A solo dice game with a neat theme. You are a hostage negotiator trying to rescue hostages and talk down the abductor. You have to be steady not to anger the abductor and play clever to build up trust. This game has dice so there is a strong element of luck. You will relish the numerous tales of the different abductors and their motivations. Sometimes abductors cannot be negotiated with and you have to call in the snipers. Takes between 10-20 minutes to play.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	1	1	1	14

The Impossible Machine

In shrink £7.00

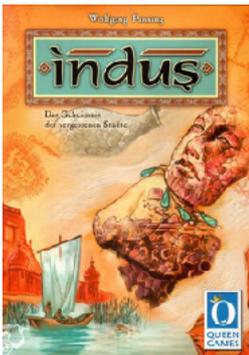


Card game in which players construct ludicrous contraptions which involve all sorts of gears, levers, falling marbles, rotating wheels and the like to perform some trivial task. Each card has an input requirement (perhaps a falling marble, or a rotating cog) and produces an output effect. Players add cards to their machines to make them as complex as possible and also achieve goals on certain cards. The resulting depicted contraptions are great fun. Card play is simple and puzzle-like, trying to work out how to add cards into your machines to best effect.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	5	3,4,5	8

Indus

In shrink £6.00

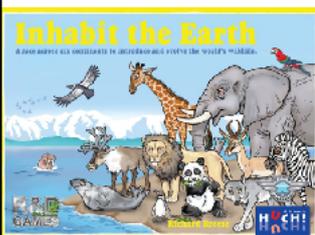


The board represents an archaeological dig with buildings, tombs, canals and paths to be excavated. Each of these elements covers several spaces and is worth different numbers of VPs. Many spaces on the square grid hold several of these elements too. Players take turns placing their archaeologists onto the edge of the board and moving them onto the board using dice rolls. However, the more experienced archaeologist pieces allow a reroll, and there are always several possibilities of what to do. Opponents' pieces can also be captured for points and the board can be constructed in many different ways for a different setup each time. English and German box available, game components are international. Also available in Good condition - £4.

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

Inhabit the Earth

In shrink £27.00

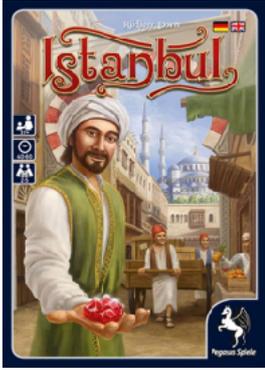


Card based game in which the players each create up to six creatures of different classes which inhabit the six continents. Cards are used to multiply, adapt and breed. By adding extra cards to an existing creature it gains more attributes which allow it to progress on the evolution track in its chosen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

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

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 Mokk & Baksheesh expansion in a single box - Good condition: £32.

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

Junking

In shrink £12.00



Designed for multiple rounds of play, this family friendly game gets players to gather junk from the trash mountains. Players score points at the end of each round, when the crown is found.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	6	2,3,4	6

Junkyard Races

In shrink £12.00



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.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2003	2	8	2,3,4,5,6,7,8	0

Kaosball: The Fantasy Sport of Total Domination

In shrink £85.00



Fantasy themed, rugby style shoot your opponents sports game with lovely miniatures. Cheating is allowed, as long as you make sure you have enough money to bribe the referee!

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

Keyflower: The Merchants

In shrink £23.00



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

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

Killer Bunnies and the Journey to Jupiter

In shrink £18.00



The Killer Bunnies are back and not afraid to steal carrots, this time from a gameboard full of hexes. After that, the carrots are -of course- taken to Jupiter.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	6	3,4,5,6	8

King of Tokyo: Power Up!

In shrink £10.00



Expansion for this excellent monster fight fest. 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

Koryō

In shrink £9.00



Set in an ancient Korean steampunk style setting the players try to build the most powerful province. This is done in eight rounds of card drafting. Each round as many characters from a single family as desired can be drafted. Attractive artwork.

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

Kung Fu

In shrink £9.00



Two player card game in which the players play a variety of attack cards to try to damage their opponent, however, defence cards can rebuff attacks and power can be gained which can then be used to surprise your opponent with an unexpected move.

SOLD

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

Last Call: The Bartender Game

In shrink **£12.00**

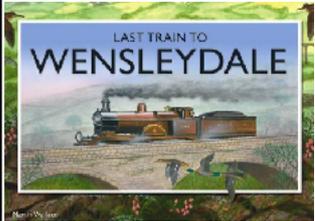


Each player has a selection of cocktail orders they want filled. There are six bartenders at the bar and they have a variety of different bottles. Play involves choosing how the bartenders swap bottles so that a single bartender has all the bottle you need to get one of your drinks made. If that bartender has extra bottles at that time then you get ice cubes which dilute your cocktail (and reduce its value). The player who fulfills their orders best wins. Very attractively produced with miniature bottles and realistic ice cubes.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	6	2,3,4,5	0

Last Train to Wensleydale

In shrink **£25.00**

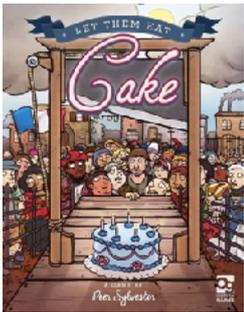


Train game set in the Yorkshire Dales. The players are directors of local railway companies who construct lines to transport stone and cheese around the Dales. However, local farmers can object to building, and so government favours are sometimes required to force the issue, and after a while these local 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

Let Them Eat Cake

In shrink **£12.50**



Elect your friends to positions of power so you end up with the most cake, leftover by the Queen after the revolution.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	3	6	3,4,5,6	0

Light & Dark

In shrink **£5.00**



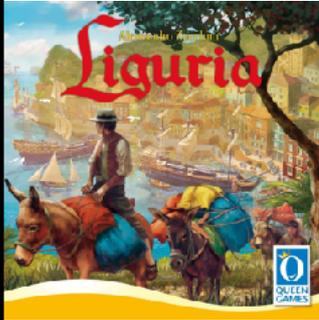
10 minute disc flicking game where players attempt to turn their druids to the light or dark side. It's a game by Reiner Knizia so not as straight forward as you might think.

SOLD

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2017	2	2	2	5-14

Liguria

In shrink **£18.00**

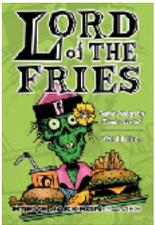


The players are merchants who sail the Ligurian sea to trade for valuable pigments (this being a thematic prequel to Fresco). The pigments can be sold to fulfil the bishop's contracts at the end of the game for VPs. In addition the players vie for control of the pigment producing islands with knights, 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

Lord of the Fries

In shrink **£10.00**

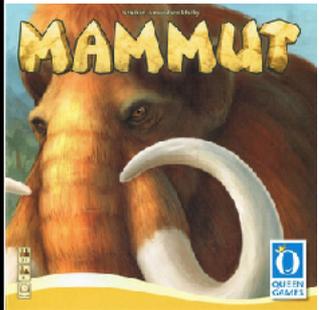


Card game, each player is a Zombie worker in a fast food restaurant! The players, as Zombie short order cooks, must compete to meet the orders of the customers. Indeed the middle of the rules is a menu of delightful Combo-dishes the patrons might order. Game play involves collecting ingredient cards in the hope of completing future orders. Loosely linked theme wise, but a separate game, to Give Me The Brain, by the same author.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1998	3	8	3,4,5,6	10

Mammut

In shrink **£14.00**

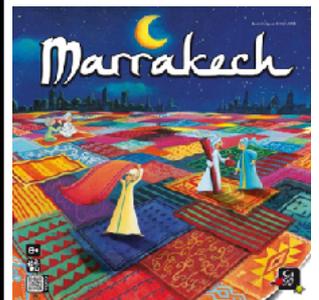


Set in the stone age, each round a different selection of useful items are available, which include: food, fires, furs, axes, horns and animals. Each of these is useful but scores in a different way - some immediately, some only at game end, some a bit each round. Players take it in turn to take whatever 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.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	5	3,4,5	8

Marrakech

In shrink **£15.00**



Beautifully produced game which was on the Spiel Des Jahres nomination list for 2008, and won or got nominated for Austrian, German, French and American awards. 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, but simple to explain and great fun to play. Recommended. Published as Suleika in Germany.

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

Mayday!Mayday!

In shrink £11.00



The players take the roles of crew members on a plane, after the pilot has died suddenly. The co-pilot has to take over, but the players need to discover who killed the pilot and how. Some of the players are infiltrators who the others must uncover. Very much a Werewolf style game, but with a different scenario and some different ideas - there is scope for both bluff and deduction.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	5	8	5,6,7,8	12

Monkeys Need Love Too

In shrink £12.00

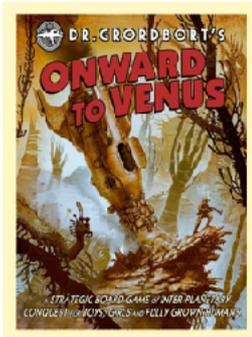


Card game in which you need to make sure to pickup enough poo cards to throw and bananas to feed your monkeys.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	6	2,3,4,6	8

Onward to Venus

In shrink £30.00



Set in the steampunk world of Greg Broadmore's Dr. Grordbort 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

Pandemic: In the Lab

In Shrink £21.00



Expansion to the excellent cooperative game of saving the world from disease outbreaks. You will need both the base game and the On The Brink expansion to make use of this. This set allows play for up to 6 players and also introduces a solo version of the game in which the player gets a little help from the CDC but otherwise is on their own. Alternatively a new challenge can be played in which the players must take samples and develop cures. The final new option is to play in teams with each team competing against the others to achieve their goals while also saving the world...

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	1	6	1,2,3,4,5	10

	Perspective	In shrink	£8.00		
	Card game in which the players each have a goal to achieve involving their cards. The cards have a colour and an action on each side, but players may not look at the backs of their own cards. The cards in hand are played to perform actions such as rotate a card, reclaim a used card, gain info on a card, trade a card. When a player thinks that the back of their cards have met their goal then they can lay them down, but getting this wrong eliminates that player.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2016	1	4	2,3,4	10

	Pixel Tactics: Argent University	In shrink	£3.00		
	Expansion featuring new characters with new abilities. You will need the base game to use this set.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2014	2	2	0	0

	Pixel Tactics: Seven Sisters	In shrink	£3.00		
	Expansion featuring new characters with new abilities. You will need the base game to use this set.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2014	2	2	0	0

	Pixel Tactics: The Price Of Victory	In shrink	£3.00		
	Expansion featuring new characters with new abilities. You will need the base game to use this set.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2014	2	2	0	0

	Pizza Theory	In shrink	£17.50		
	An area majority game on top of a pizza. Make sure you slice it in the right way, so your opponents' toppings are replaced with yours.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2012	2	3	3	8

Power Struggle

In Shrink £20.00



Set in a huge corporation the players vie for control of the various departments, each of which give various benefits, as well as trying to achieve a variety of different goals on different development tracks. Players assign their key managers to various offices and get to move staff members to where they are most needed to make the best of the upcoming events.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	3	5	3,4,5	12

Priests of Ra

In shrink £17.00

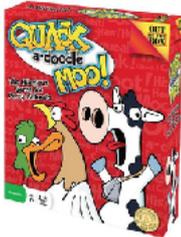


Reworking of Ra with new scoring mechanisms. The players seek to obtain the most valuable holdings during three epochs of ancient Egypt. The game is essentially an auction game, but a very clever one, and very nicely produced with attractive ancient Egyptian designs. Players buy batches of tiles which 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

Quack a-doodle Moo!

In shrink £15.00



Tongue tying party game in which players attempt to make each others animals noises, but being their own kind of animal.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	3	8	3,4,5,6,7,8	8

Quarriors! Light vs. Dark

In shrink £28.00



Dice battle game with an 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

Quarriors! Quest of the Qladiator

In shrink £30.00

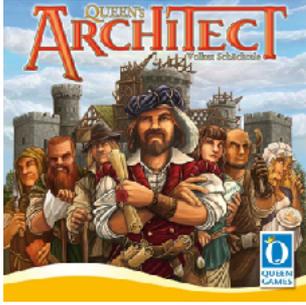


Expansion for Quarriors, containing 40 new custom dice, 6 new creatures and 2 extra spells. Note: box damaged.

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

Queen's Architect

In shrink £20.00



The kingdom is thriving and skilled architects and craftsmen are needed in the villages, towns and monasteries. The players recruit a variety of craftsmen, who will stay employed for varying amounts of time, and who will have different levels of skill during that time. Using these craftsmen the players fulfill contracts to construct buildings around the kingdom in order to gain influence with the Queen (VPs). Some craftsmen can also be used to earn some much much needed cash. Planning and beating your opponents to key contracts is the way to do well.

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

Quoridor

In shrink £17.00

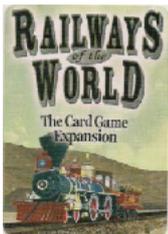


Clever abstract game, but highly approachable for those not generally fond of that genre. Players must reach the opposite end of the board, but as well as moving their pieces players also place walls in places which will block their opponent more than they block themselves. However, a wall may never 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

Railways of the World: The Card Game Expansion

In shrink £8.00



Inc. White set of trains for 5th player - bonus item from Spiel.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	4	0	0

RoboRama

In shrink £16.00

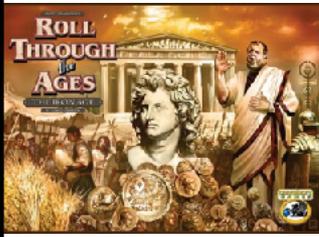


Robot race game with 4 amazingly chunky robots per player. This a more thought-intensive game than many robot games, with quite an abstract feel. The objective is to get your robots across the board to the opposite side Halma style, but with movement cards which must be then unavailable after use until a matching space is landed on by one of your robots. Thus considerable care is required to ensure your moves are efficient and don't get you stuck! An advanced version adds in a few one off movement options per game, and for those who love chaos the Chaos Bot can be added which all players activate and it really messes the players around!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	4	2,4	8

Roll Through the Ages: The Iron Age

In shrink **£35.00**



Reworking of the brilliant Roll Through The Ages: Bronze Age. Using the same basic mechanics (rolling special dice with rerolls permitted), a revised pegboard and paper status sheet, players improve their initially small civilisation. This time there are more strategic options, different dice, a wider range of benefit giving developments, the chance to battle barbarians and extract tribute from your opponents. The game is longer and a bit more involved than the original. Also included in this set is an option central pegboard showing ports around the Mediterranean which the players vie to control for additional VPs. Recommended, especially for 2-3 players.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	1	4	1,2,3,4	8

Safari Jack

In Shrink **£3.00**

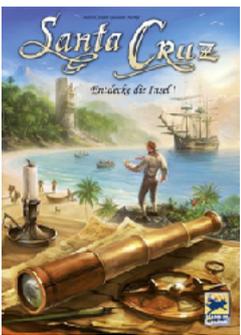


The game takes the players on an old-fashioned safari. There are 60 tiles, which are used to build a map, which is gradually revealed as players place tiles to their advantage. The objective is to shoot as much of the African wildlife as you can, while still getting back to camp in time for tea - no political incorrectness spared here. You will need to provide your own pawns, counters and pith helmets.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1998	2	4	2,3,4	0

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.

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

Sioux

In shrink **£6.00**



Card game which comes in a very attractive black box. The players each control an Indian tribe and they send out their tribe members to hunt for food. As you would expect there are some special tribe members, such as the shaman and the trophy hunter, as well as different strengths of hunter. German box

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	3	5	0	0

Space Cadets

In shrink £27.00



Cooperative game in which the players are newly qualified Space Cadets who have been given one of six missions in an asteroid field. The players each have one or more jobs to perform aboard ship, such as Captain, Helmsman, Weapons Officer, Engineering etc, and each job has a mini-game. These mini-games are timed and several happen at the same time. They involve working out the best way to match a group of tiles together, or making a pattern from Tetris pieces or flicking a torpedo into the best area of the board etc. Frantic and fun - well received cooperative game.

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

Space Cadets: Dice Duel - Die Fighter

In shrink £16.00

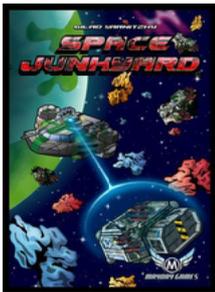


Expansion for Space Cadets: Dice Duel, which you will require to make use of this. This set provides several new gaming experiences: Two player Dice Duel using new mini ships, Fighters; Carrier Strike for 6-10 players in which each team has a Fighter as well as a Capital Ship; Fighter Assault for 4-6 players in which a team of two Fighters takes on a Capital Ship. New experimental equipment is also available which provides new weapons and other enhancements.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	10	2,4,6,8,10	12

Space Junkyard

In shrink £12.00

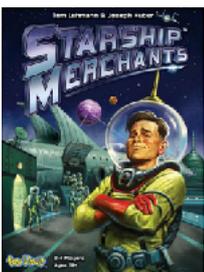


Each player attempts to salvage ship sections in an enormous ever shifting space junkyard. To do this resources must be gathered which are then used to connect ship sections together. The desired ship sections must be claimed before other salvagers get to them, and the correct resources used to connect them up. Between turns a new tile is added to the board from the side and other tiles are moved ahead of it. The objective is to build a ship worth as many VPs as possible. Some ship sections allow more resources to be produced, stored or converted, but give less VPs.

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

Starship Merchants

In shrink £15.00

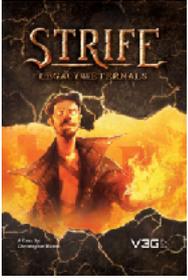


Set in the year 4096, in a flourishing and peaceful galaxy, the players are merchants who seek out valuable resources on the fringes of civilization and then bring them back to sell them for a healthy profit. Initial profits can be spent on improved ships or other equipment with all sorts of benefits, or invested in refineries. The first player to amass 100+ credits can declare before making a final run. Game play revolves around a sort of action rondel, and as new ships become available older ones become defunct.

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

Strife: Legacy of the Eternals

In shrink **£15.00**

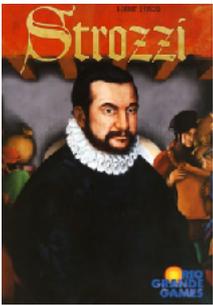


2 player card game with D12 'Fatestone', in which you are trying to 'out combo' your opponent.

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

Strozzi

In shrink **£15.00**



A further development of Reiner's classic auction game *Medici*. This game uses many of the same ideas - trying to get ships bearing goods and other benefits which suit your plans into your harbours, with payouts for weights of ships and majorities in the various goods etc. There are assorted twists including a completely different way to 'bid' for the ships. Instead of a regular auction using money players use bidding tokens in a sort of simplified Ra type of mechanic. Ideal if you like *Medici*, but have friends who don't like direct auctions using money. Highly recommended.

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

Supernova

In shrink **£27.00**



Space exploration and empire expansion game. The game uses a modular game board, so it will be different each time, and a card based battle system. There are technologies to be developed to improve the effectiveness of your fleet, and of course, ships to be built and battles to be fought. There is both a short and long version of the game.

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

Techno Witches

In shrink **£17.00**



Race game in which the players are broomstick-flying witches and wizards. The game uses a clever system where players select curved path sections and play them in sequence next to their planning board. This is done one piece at a time, and as an alternative to taking another curve section you can fly, which means you play out all your planned pieces in order. Hopefully these can be played without crashing into any obstacles or other witches and wizards. Very neat system, with a variety of race scenarios suggested.

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

Templar: The Secret Treasures

In shrink **£33.00**



Attractively produced game set in the times of the Templars. The players are trying to secretly stash their Templar treasures in an abbey with a friendly abbot. However, some secrecy is needed as not everyone in the abbey sees the Templars as the good guys. Play involves simultaneous character selection from a set of 10 characters, but with the restrictions that you can't choose a character you have already played or one used last round by any player. The cards move playing pieces on the board, allow an item to be stashed, more items to be collected from the harbour and also allow some interference with opponents.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	2	5	2,3,4,5	8

Terra Prime

In shrink **£20.00**



Space exploration, trading and combat game which plays quickly. Players start on Terra Prime and explore outwards, blasting aliens who get in their way, collecting goods which they bring back home for profit, and to obtain ship upgrades. Things get nastier the further one gets from home. Players choose how and whether to invest in upgrades such as cloaking devices, hyperdrives, extra thrusters, shields etc in order to achieve their objectives.

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

Time 'n' Space

In shrink **£18.00**



Based on the same author's excellent Space Dealer, but with a variety of updated mechanics, but still using the central concept of egg timers being used to perform actions - with the action only complete when the egg timer runs out, and a fixed duration of 30 minutes. Set in the future on space-faring worlds, players upgrade their production capabilities and produce goods which must be delivered to neighbouring systems for VPs. Very much a streamlined version of Space Dealer, with a different technology system and goods delivery mechanism which encourages interaction with other players. Available In Shrink (£18) and Excellent (£14).

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

Tri-Ominos

In shrink **£6.00**



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.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1965	2	6	2,3,4,5	8

TSCHAK!

In shrink **£12.00**



Card game in which the players start with the same mix of wizards, warriors, dwarves and artifacts. Three levels of a keep are now assaulted, one at a time, and on each level players play three cards, one at a time to try to form the most successful team. Some cards are special, affecting either other cards of your own or sometimes those of other players in interesting ways, thus this is not as simple as it might sound. After finishing the keep, the initial hand is passed to the left and a new keep set up and play again with this different hand.

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

Tulipmania 1637

In shrink **£15.00**

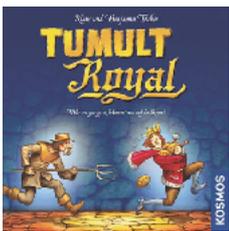


Based around the bubble market for tulips in The Netherlands in 1637, the players are speculators, and the objective is to become the most wealthy. Tulips are bought and sold, and the market manipulated. However, the market in each type of tulip will crash at some point, and timing is the key - getting out just before the crash is the objective, but it is not always so easy to do. Cards are used to perform various actions.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	3	5	4,5	12

Tumult Royale

In shrink **£12.50**

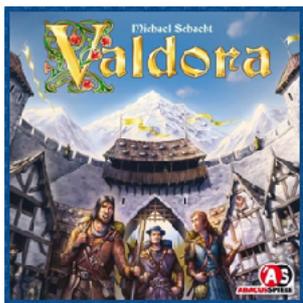


Players are royals, trying to take as much tax from the people as possible.... The greediest player can built more statues, and win the game..... But the greediest player is also punished by the people.....

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	4	3,4	6

Valdora

In shrink **£20.00**



Very attractively produced trading game. The players move their men around the board in order to collect gold and money which are used to buy equipment and contracts. The equipment allows assorted gems to be collected from around the board, which are then used to fulfill contracts, which earn VPs, with bonuses both for specialising in the same type of contract and also for diversifying. A neat mechanism is used to regulate the availability of contracts and equipment: mini bookstands are used and the cards act as the pages of a book, and the pages can be 'turned' to reveal new options.

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

Viva Topo!

In shrink **£18.00**

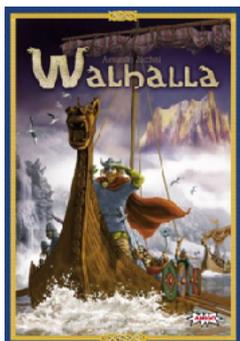


Originally published by Selecta, a children's game company, this manages to cross the boundary and is a good light family game with adult appeal too. Each player controls a group of mice which have to evacuate their home and move around the board to get to various safe destinations. The easier the destination the less cheese gained as a reward. However, a cat also moves around the board and any mice it catches are removed from the game. Thus players must decide how many of their mice to concentrate on, and the speed at which the cat is moving will influence this. Recommended.

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

Walhalla

In shrink **£10.00**



The players represent tribes of Vikings settling new lands by ship. There are several fjords into which ships can be sailed, and the players take it in turn to send a ship with one or two of their Vikings and one opposing Viking to sea. When landing empty spaces can be taken over easily, but if they have already been claimed one Viking will end up in Valhalla! However, this isn't an entirely bad thing as it brings the favour of the gods, which will help in the following turn. When all ships have sailed the land areas are scored in various ways, and the number of each player's Vikings in Valhalla determines the strength of their reinforcements for the next turn. Special action cards add to the variety. Some unusual mechanics and neat ideas.

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

The Werewolves of Miller's Hollow: New Moon

In shrink **£5.00**



Expansion for The Werewolves of Millers Hollow, containing 36 event cards, 5 new role cards and 9 new variants/playing suggestions.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	8	18	6,7,8,9,1 0,11,12,1 3,14,15,1 6,17,18	10

PLEASE SEE OUR SMALLPRINT DOCUMENT FOR FURTHER DETAILS.

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