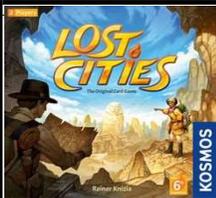




NAME of the GAME

CONDITION £



Lost Cities

Card game, 60 colourful cards, representing the preparation and exploration part of an expedition to find 5 Lost Cities. Players take turns in adding to existing expeditions, starting new ones, or discarding and replacing unwanted cards. Cards have to be played in a specific order for each expedition: preparation cards then the numbered cards from lowest to highest. The game poses many tricky decisions as you rarely get the cards you need at the right time, and have to decide how best to manage your hand bearing in mind the clever scoring system which rewards playing many cards on one expedition and penalises expeditions which get nowhere. Highly recommended, and one of the best of Kosmos' fascinating 2 player range. Cards obviously used but still playable, reduced price.

Good



Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1999	2	2	2	8+



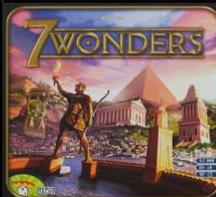
California

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

Good

10.00

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



7 Wonders

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.

In shrink

27.00

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



NAME of the GAME

CONDITION £

	Love Letter	Excellent, goodish box	5.00	
<p>Cute card game stored in a red velvet bag. The players are trying to get their love letters delivered to the Princess who has locked herself away, so this must be done through those with access to her in the court. Play involves playing one of two cards each turn, each of which has a special ability, and a significant part of the game is working out what cards the other players have played, as it is then possible to eliminate them from that (2 minute) hand. The last player in a round, or if all cards are played, the most influential remaining scores a point. Several rounds are played. Recommended.</p>				
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	4	3,4	8+

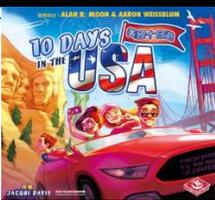
	Take it Easy!	In shrink	25.00	
<p>6 player, square box version of this excellent tile laying game. Each player has their own board showing a hexagonal grid with spaces for 19 hex tiles to be placed and their own identical set of 27 tiles which each have three coloured and numbered lines on them. The objective is to make lines all of one colour across your board in as many of the rows and columns as you can. Players place the same randomly selected tile onto their own board, and one tile at a time the board fills. The Daffodil edition introduces some wild tiles and an additional board layout with special daffodil spaces for a new twist on this excellent game. You can still play the standard version as well. Highly recommended.</p>				
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1983	1	8	1,2,3,4,5,6,7,8	8+

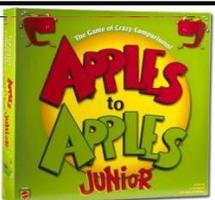
	Ubongo	In shrink	25.00	
<p>A captivating and surprisingly addictive game of making polyominoes into shapes shown on the challenge boards. Each player has a set of polyominoes, and is dealt a challenge card with 6 challenges on it. A dice is rolled to indicate which challenge the players attempt, and a timer is turned. As players complete their challenge they claim jewels as their prize - the objective being to collect as many jewels as possible of the same colour. The challenge cards are double sided with an easy side and a hard side making it good to play with children and adults together. I have house rules I can provide which allow the game to be played with up to 5 players. Recommended. In shrink and Good copy available.</p>				
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2003	1	4	2,3,4	6+

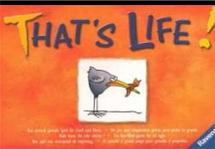


NAME of the GAME

CONDITION £

	10 Days in the USA	In shrink	15.00		
<p>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.</p>					
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2003	2	4	2,3,4	8+

	Apples to Apples Junior	Excellent	10.00		
<p>Amazingly simple game for all the family, and non gaming friends too, but good fun as a filler for gamers. Each player has a hand of cards listing people, places and things, and each round one player draws an adjective card and all other players select one of their cards which seems appropriate. The judge for the round reads them out one at a time, and chooses his favourite. Believe me it is a lot more fun than this makes it sound! This edition is the Junior version.</p>					
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2002	4	10	4,5,6,7,8,9,10	6+

	That's Life!	Good	10.00		
<p>Also known as "Verflixxt". Dice based game in which players roll and move one of their playing pieces along a track. However, the track is made up of tiles which have various values - some positive, some negative, and some which can make a negative tile positive. When moving off a tile if there is no other playing piece on it then you must take the vacated tile for good or ill. There are some neutral blocking pieces which help stop players rushing ahead and taking the good tiles, and also give you a chance to get off bad tiles safely. Light but fast moving and fun. American version is called "That's Life".</p>					
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2005	2	6	2,3,4,5,6	6+

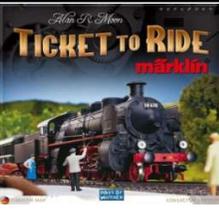
	Ticket to Ride: Europe	Excellent	20.00		
<p>Standalone Ticket To Ride game. In this version of the award winning train game the board shows a map of Europe. The game plays similarly to the original, but with a slightly tighter feel to the board as well as the introduction of ferries, tunnels and stations. The game still flows in the same way - drafting cards on many turns, then laying trains on to sections of track and later potentially selecting new tickets, but the new features add a bit more to consider and so make this a very worthwhile variation on the original. Highly recommended.</p>					
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2005	2	5	2,3,4,5	8+

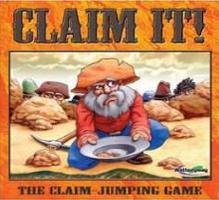




NAME of the GAME

CONDITION £

	Ticket to Ride: MÄrklin	Excellent			
	Update of the Spiel des Jahres Winner 2004. Players collect cards using a draft system, and play them in order to lay out train pieces onto pre-positioned track spaces between cities on a map of Germany. The tracks between cities require varying numbers of cards / train pieces, and more points are scored for the longer sections. In addition the players have cards which will be worth extra points if certain cities are connected up with that player's trains. The main new feature in this version (besides the map) is that the cities start with passenger points on the board and players get to play passengers onto the board and move them along tracks to collect these points. Highly recommended.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2006	2	5	2,3,4,5	8+

	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 with 3. In shrink and Excellent copies available.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2006	2	5	2,3	6+

	Race for the Galaxy	Good	19.00		
	Space themed card game in which the players start with a base on a single planet, and develop their own empire as the game progresses. Each turn there are several phases: Explore (get more cards), Develop (play and pay for a new technology), Settle (obtain a base on a new world), Trade (sell goods for VPs or more cards), and Produce (get goods on productive worlds). However, each turn only a few of these phases will occur, and the players decide which will happen by card play. Every card has special abilities ensuring that the game will be very replayable, allowing for different strategies and card combinations. Very highly regarded despite it being a bit confusing the first time played - recommended.				
	Year of release	Min Pl	Max Pl	Rec Pl	Age Range
	2007	2	4	2,3,4	12+

PLEASE SEE OUR SMALLPRINT DOCUMENT FOR FURTHER DETAILS.