

1st & Goal

Excellent £12.00



American football themed game, where players use a mix of dice rolling and card playing to maximise score. There are specific dice for running and passing, a referee die, penalty die and play die. The deck includes 60 offence and 60 defence cards.

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

Among the Stars

Very good £17.00



Players build space stations throughout their galaxy in order to promote trade among the races and strengthen diplomatic relations. Through card drafting, the players select locations, and use these to build their station, scoring victory points based on the placement.

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

Among the Stars: The Ambassadors

In shrink £14.00



Expansion for base game which introduces a fourth action and 150 ambassador, location objectives cards as well as a new alien race and new conflict sets.

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

Antler Island

Excellent £14.00

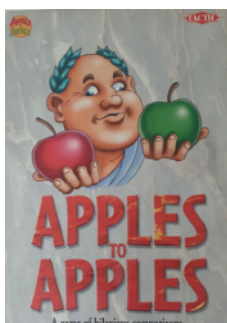


Privately produced game, but to a very high standard. There are cute painted resin stag models, wooden does and a three level playing board. Each turn the players (as stags) plan their actions and then execute them one at a time. The idea is to claim and then mate with as many does as possible. However, since the other stags are trying to do the same you will need to build up your fighting ability and fight for the does from time to time - especially in the prime position on the top of the hill.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	3	4	3,4	14

Apples to Apples

Good £9.00



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 fully English and has over 1000 cards, many still in shrink and includes some picture cards as well.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1999	4	10	4,5,6,7,8,9,10	8

Aquarium

Excellent £15.00



Players purchase fishes and plants to add to their aquarium. Cards can be used to alter the available fishes and their purchase price. When passing players take \$2 and add a new card to the market from the deck. Fish must be fed when the feeding cards appear, and player can earn money by breeding fish in a separate breeding tank. Players win by having the best fishes combination of certain types of fishes.

Year of release	Min PI	Max PI	Rec PI	Age Range
2011	2	6	4	8

Army of Zero

Excellent £9.00



Card and dice based combat game in which the players' teams of warriors battle each other. Players choose when each warrior will fight and whether to attack or defend. Includes 84 character cards, 8 attack / defence cards and dice. The cards also include a hidden puzzle, which there was originally a prize for solving.

Year of release	Min PI	Max PI	Rec PI	Age Range
2009	2	2	2	0

Artificium

In shrink £8.00

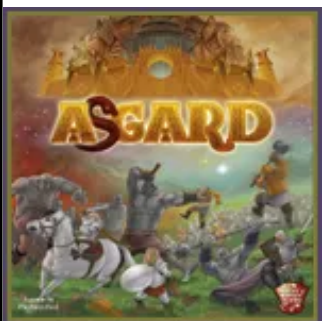


The players are wise medieval rulers. The key to wealth and prosperity for you and your city is to attract the best craftsmen as the production of valuable trading goods ensures the city will thrive. The players use cards which either produce or convert a variety of goods, and each turn the cards dealt to the players can be swapped with those on the table to better produce an effective chain of actions. The cards are then played out and after four turns the most successful city wins.

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

Asgard

Good £15.00

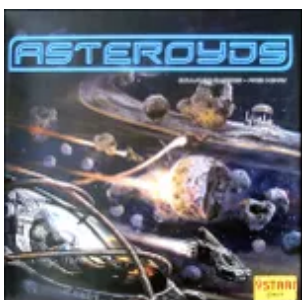


Set at the end of time, just before the final battle of Ragnarok. In each of five round the players choose various gods to seek favours from, with each god having different powers. Armies are sent to the seven worlds and minor battles are fought between those of the light and the dark. The players can influence these battles and want to be on the winning side. After five rounds there is the final battle of Ragnarok in which it is decided which of the gods will survive and which will perish. By that point each player will have committed their support to various gods and will need those gods to win. Quite complex for a Eurogame and with a non-Eurogame theme. Plenty going on so lots of choices to make.

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

Asteroyds

In shrink £15.00

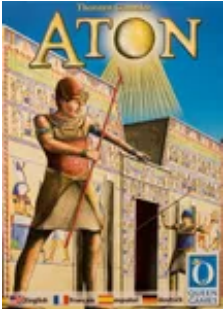


Set in an obscure asteroid field the players take part in an infamous space race. Each round dice are rolled to indicate the amount the different types of asteroid will move that turn, and then the players plot a series of moves for the turn hopefully avoiding the asteroids and the other players and 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 PI	Max PI	Rec PI	Age Range
2010	2	6	1,2,3,4,5,6	10

Aton

Good £7.50

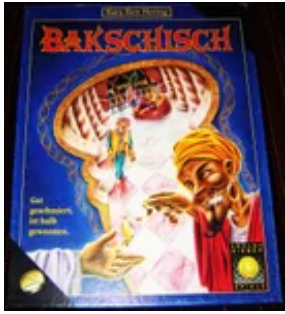


Akhnaton the new pharaoh wants the new god Aton to be worshipped, and the old god Amon to be forgotten. One player takes the role of the priests of Aton and the other the priests of Amon, and the players vie for control of the four major temples. Each player has an identical deck of cards which are drawn from and used to gain influence in the temples. At various points scoring occurs. A well received two player game.

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

Bakschisch

Good £16.00



Tactical game of simultaneously choosing actions. Players attempt to bribe the city inhabitants, with a view to moving towards the palace and ultimately becoming Sultan. Players bid for the right to go forwards or not go backwards or can play a thief token to claim money bid by other players. Once the game is underway it is possible to see when a player would really like to move forward and when they aren't so bothered so you can get an idea who will choose what. Works very well.

Year of release	Min PI	Max PI	Rec PI	Age Range
1995	2	4	3,4	8

Beowulf: The Legend

Good £10.00



Board game based around the famous legend of Beowulf. The players are Beowulf's heroic companions who travel through a series of adventurous episodes. During these the players vie to show their heroism, collect treasure and avoid injury in combat. The game is card driven, and has a feeling of competitive cooperation. The game uses an unusual L shaped board.

Year of release	Min PI	Max PI	Rec PI	Age Range
2005	2	5	3,4,5	10

Best Treehouse Ever

Good £10.00



Players draft cards and use spatial reasoning to add five new rooms to their treehouse. Types of rooms score after each of the three rounds, and therefore it is important to take note of what rooms other players are building. It also a good idea to make sure your tree does not tip over.

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

Blue

Good £5.00



This is actually a set of 5 almost identical jigsaw puzzles. The picture is the same in all of them, but the colours of various items in an underwater shipwreck scene differ. To play competitively the pieces from the jigsaws are mixed and the players race to correctly complete their jigsaws using the correct pieces from their set, the objective being to complete your jigsaw both quickly and correctly.

Year of release	Min PI	Max PI	Rec PI	Age Range
2006	1	5	0	0

Bunny Bunny Moose Moose

In shrink £8.00



Unusual party style game in which one player reads a poem and at the end of each line flips a card showing a bunny or a moose with ears / antlers in various positions. The other players make antler / ear shapes to match these with their hands on their heads, and at various points a hunter will be turned up and players then score according to the cards visible at that moment and the type of animal they are imitating. Daft but fun.

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

Ca\$h 'n Gun\$

Good £10.00



Fun bluffing party game in which players split the recently acquired loot. Real foam guns are pointed at others and players may decide to chicken out - also depending on the amount of cash in the middle of the table, whilst keeping track of which of their eight cards have been played during the eight rounds. German first edition.

Year of release	Min PI	Max PI	Rec PI	Age Range
2005	4	6	4,5,6	10

Ca\$h 'n Guns: Second Edition

very good £12.00



Fun bluffing party game in which players split the recently acquired loot. Real foam guns are pointed at others and players may decide to chicken out - also depending on the amount of cash in the middle of the table, whilst keeping track of which of their eight cards have been played during the eight rounds. English second edition.

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

Cabal

Good £8.00

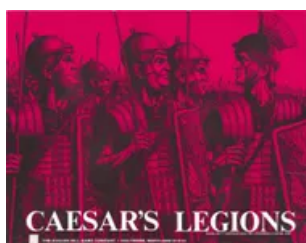


Played on a 9x9 grid, one player is the Escaper and tries to move from the centre of the board to an edge. The other is the Trapper and tries to surround the Escaper with blockades. Each turn the Escaper secretly plots which of the 8 directions to move in, and the Trapper plots three directions to trap in different ways. These are then revealed and resolved. The different traps allow one or two pegs to be placed, and stop the Escaper from moving that turn. As well as the basic game there are two more advanced options to try.

Year of release	Min PI	Max PI	Rec PI	Age Range
1979	2	2	2	8

Caesar's Legions

Good £20.00



A classic Ancients game. Interestingly, the designer was credited at the time as working for Games design Workshop! Six scenarios, each dealing with various Roman campaigns against the Germanic hordes.

Year of release	Min PI	Max PI	Rec PI	Age Range
1975	2	2	1,2	16

Captain Cool

In shrink £8.00



Players try to impress gangster bosses Captain Cool and his two mates by winning bar brawls in four different pubs. Players' 7 family members are placed in the various areas on the game board and by playing cards simultaneously to win gangster cards. These are later placed in the Big Deal circle where players get points for creating chains of gangsters.

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

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 follow up to Koryo, which plays similarly and is set in the same world.

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

Colonial: Europe's Empires Overseas

Good £25.00



Trading and politics game in which players trade goods in colonial setting. The game has a beautifully illustrated old fashioned map style player board.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	6	4,5,6	14

Colorado County

Good £8.00



Attractively produced game, in which players bid for plots of land, using their cowboy chits. Land parcels come in a variety of shapes, and working out which ones are useful to you is important - once purchased you can choose where to make your claim, but the shape is fixed. At the end of each round players score for control of the borders, control of lakes, adjacent pairs of plots and their biggest single area. Good quality but box slightly worn.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1998	2	4	3,4	10

Crazy Circus

Excellent £9.00



Simultaneous puzzle solving game. There are 3 animals on 2 platforms and players attempt to get them in the right configuration by shouting syllables that changes the configuration.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	1	10	2,3,4,5,6	8

Darien Apocalypse

Very good £18.00



From BGG: Darien Apocalypse is Ragnar Brothers' second Quantum game, and it features four similar but different worlds together with the four Horsemen of the Apocalypse. One world may prosper, whilst another suffers deprivation. Scots are enlisted, ships sail, lands are explored. The original Caledonians managed to build a small encampment a fort and a watch tower. So buildings feature and drive the game, providing goods to raise more capital and special abilities to help build the colony and counter the Horsemen threat. Plays cooperatively or competitively.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2018	1	4	1,2,3,4	0

Dark Empire: Revolution

Good £12.00



Simultaneous card playing game where players attempt to jointly overthrow the emperor. Players also has a secret goal faction that they are trying to support, as well as the option to support the emperor and thus make other factions loose and get the emperor to score points! After three soring rounds players reveal their secret goal. If the emperor was overthrown the player with the highest score wins, but if the emperor was not overthrown the player with the lowest score wins.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	3	5	3,4,5	12

Days of Decision

Excellent £15.00

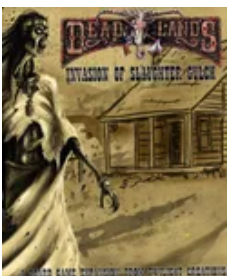


Multi-player diplomacy game set in the pre-war years of 1936-39. Each player must manage the economy, and conduct the political and military operations of one or more of the major powers of the time. A complete game, but can be partly merged with World in Flames by the same company, to make a Grand Campaign game from 1936-46. There is also a mini-scenario of the Spanish Civil War that requires a few components from World in Flames.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1990	2	7	1,2,3	14

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

Desperados

Good £12.00



From BGG: Players are card sharpers, highwaymen or bank robbers who want to "earn" what they need to live out the rest of their lives in comfort. One player takes the role of marshal and tries to keep the other players honest. During set-up, a money tile is placed in each bank, a poker tile in each city without a bank, and a stagecoach in a randomly-determined city. Each outlaw starts in a city, and the marshal has both a marshal token and a number of sheriffs equal to the number of outlaws, with these tokens starting wherever the marshal places them.

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

Dungeon Lords

Good £18.00



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 PI	Max PI	Rec PI	Age Range
2009	2	4	2,3,4	12

Edo

Excellent £15.00

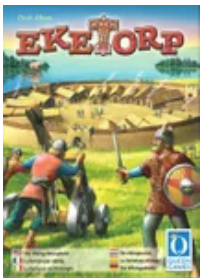


Set in Japan 1603-1868, the players are Daimyo serving their Shogun by constructing castles, markets and houses in and around Tokyo. This is done using a clever action selection system. Each player has 4 square action tiles each of which has a different action on each side. These are set out simultaneously by the players to select the actions they wish to perform. Cleverly though, not all combinations are possible because the action tiles are not duplicates. Many actions require available workers in the target location and / or currently undeployed, so keeping your workers in the right places is important. Lots to think about, and very well regarded game.

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

Eketorp

Good £10.00



Game of building Viking Settlements. Comes in Dirk Henn's trademark box with the rounded side. The game involves sending out your vikings either to the countryside to collect foliage, wood, mud and rock to build your stronghold with, or they can be sent to other players' strongholds to try and steal some of these materials already there, or finally stay at home to guard your own stronghold. In each case fighting is most likely to ensue and this is resolved by card play.

Year of release	Min PI	Max PI	Rec PI	Age Range
2007	3	6	4,5,6	8

Elementals

In shrink £2.00

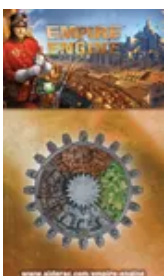


Card game in which the cards show an elemental divided into three parts (head, body, legs), with each part being one of fire, earth, air or water. A card is placed face up in the middle and players take it in turn to turn up a card from their face downcard pile and then if there are two matching body parts with a card showing then a player puts their hand on that card as fast as possible. Cards are won for doing this correctly and lost if it is done wrongly.

Year of release	Min PI	Max PI	Rec PI	Age Range
2005	2	6	0	0

Empire Engine

Excellent £4.00

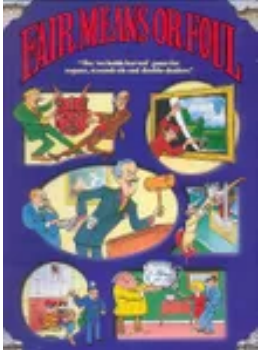


A super small engine builder. It comes in the same size pouch as Love Letter. The game play is a lot meatier as you place cubes and turn cogs to score the most points. It is by designer Matt Dunstan who has gone on to do lots of other lovely games.

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

Fair Means or Foul

Good £11.00



Clever game in which the players attempt to obtain large collections of antiques. The antiques are represented by cards and include items such as Marilyn Monroe's lipstick and Sir Walter Raleigh's pipe. Each turn players simultaneously choose whether to attend the auction house to buy more antiques or go to a stately home. In the auction house players can either bid or try to steal money. In the stately home players can either put on an exhibition to gain points, try to steal from an exhibition or be a detective to catch any thieves. To do well you need to be able to work out what other players are likely to do, and act accordingly. Won the Spiel des Jahres 1990 in Germany as Adel Verpflichtet, also known as Hoity Toity. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1991	2	5	4,5	8

FBI

Good £7.00



Card game in which the players are federal agents who want to arrest villains in a series of raids, and must avoid arresting innocents. The game uses some clever mechanics where you have to first limit your options for the turn by choosing just two places to raid, but then they are resolved one at a time. There is a significant element of bluffing your opponents, but depending on the turn order, there will sometimes be definite good moves if you can spot them. At the end of the game there are bonuses for the agent who arrests more of each of the various gangs. Plays especially well with 3 players, and recommended for that number. Published as Comissario in Germany.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	2	5	3,4,5	8

Fealty

Excellent £13.00



The king has died and the players are various factions vying for control of the kingdom in order to lay claim to the crown. Game play involves the use of cards to decide which playing piece to add to the board. The board shows a variety of terrains and each of the pieces has different rules for where it can be placed, and as the game goes on these restrictions become more troublesome. Once each player has placed their eight allies on the board the allies exert their influence to the countryside around them, the objective being to claim as much as possible. Spatial awareness and visualisation of how each of your own and your opponents' allies will be able to claim land is key to success.

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

Flandern 1302

Good £6.00

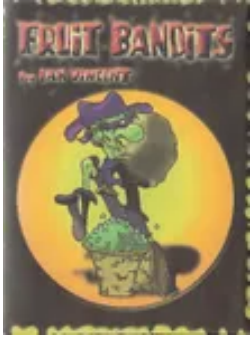


Various guilds struggle for power in Flanders in 1302. City tiles in the players' colours are laid onto the cities, with various limitations. Church and neutral quarters can also be placed, and special sectors can expand or shrink the final size of the city. Players play cards to determine the action they will take each turn, but don't get played cards back until a turn is skipped. When a city is completed points are scored for having more quarters than the other players.

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

Fruit Bandits

Good £2.00

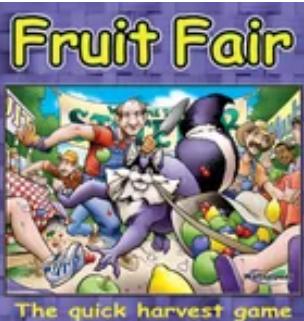


Card game in which the players try to harvest (or steal) as much fruit as possible. This is done by simultaneously playing action cards to indicate whether you will harvest or steal from a particular player that turn. Harvesting unmolested is often great, but when the harvest is large this is hard to get away with. On the other hand trying to steal from someone else only works if they chose to harvest and if not too many other thieves also turned up. Thus to do well you will need to be able to work out what the other players are going to do. Having each player draw different 'potential harvest' cards each round ensures there is information on which to base your judgement - but can you decide what that information means?

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	3	5	0	0

Fruit Fair

Very good. £6.00



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

Fundstücke

Excellent £9.00



From BGG: Players are on a mission to collect old furniture from a bulk waste collection site and turn a profit by selling those pieces to paying customers. It's first come, first served. What's more, you are able to take only a few items home at a time - and you have to be wary of a thief who is out on the prowl just waiting to steal your collected goods from your home.

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

A Game of Thrones: A Clash of Kings Expansion

In shrink £15.00



Expansion for A Game of Thrones which you will need in order to make use of this. This set adds in House Martell allowing 6 players to play (or more variety for less players). Also new are siege engines, sea ports, defensive fortifications, alternate House cards, a three player game influence track, one-time orders, and a southern Westeros map board.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	3	6	5,6	14

A Game of Thrones: The Card Game

Good £12.00



LCG (Living Card Game), developed from the original CCG (Collectable Card Game). This is the LCG core set only. Some sticker residue.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	4	2,3,4	14

A Game of Thrones: The Card Game

Good £30.00



LCG (Living Card Game), developed from the original CCG (Collectable Card Game). This is the LCG core set plus the following expansions:

- Kings of the Storm
- Secrets of the Old Town - Gate of the Citadel
- Secrets of the Old Town - Forging the Chain
- Secrets of the Old Town - Called by the Conclave

Year of release	Min PI	Max PI	Rec PI	Age Range
2008	2	4	2,3,4	14

Game of Thrones: The Card Game

In shrink £12.00



Based on the epic HBO series, Game of Thrones: The Card Game is a card game in which two players wage war in the fields of Westeros and conspire to crush their opponents at court in King's Landing. Two fixed, fifty-card decks allow players to take control of either House Lannister or House Stark. Each deck includes the show's most recognizable characters and locations, including Eddard Stark, Cersei Lannister, Robert Baratheon, Littlefinger, and Jon Snow.

Year of release	Min PI	Max PI	Rec PI	Age Range
2012	2	2	2	12

A Game of Thrones: The Card Game (2nd edition)

New £5.00

- Taking the Black



Expansion for the 2nd edition of A Game of Thrones: The Card Game which you will need in order to play this.

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

Gift Trap

Excellent £10.00

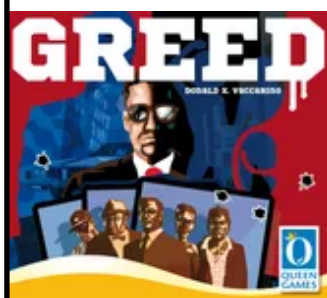


Best party game of the year in 2009, designed to make players think about the things that matter. GiftTRAP is played over a series of rounds, in which players attempt to match presents to the other players. There are 5 decks of gifts. Players go up and down the GIVING and GETTING tracks and the winner is the first one to get to the meeting point of both tracks. Fun and easy to play.

Year of release	Min PI	Max PI	Rec PI	Age Range
2006	3	8	4,5,6,7,8	8

Greed

Good £12.00



Card game from the designer of Dominion. The players are rivals gangs in 1960s America, and anything goes in the pursuit of wealth. Players draft a card and then pass on their hand, playing a card before drafting another. Thus initially there is lots of choice but later the choices are limited. The cards represent Thugs: an assortment of gang members with various abilities and benefits; Holdings which can be developed for end of game money as well as often having in-game benefits and Actions which are played one off, but used effectively can pay off well if you have the right holdings and thugs, or sometimes can hinder other players. Recommended.

Year of release	Min PI	Max PI	Rec PI	Age Range
2014	2	5	2,3,4,5	14

The Haunting House 4: They Just Don't Build 'Em Like They Used To

In shrink £4.00



Expansion for base game.

Year of release	Min PI	Max PI	Rec PI	Age Range
2007	2	6	0	0

The Heavens of Olympus

In shrink £6.00

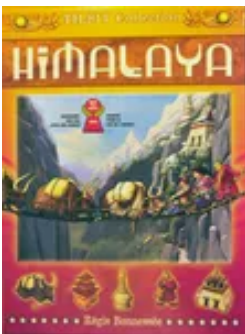


Players are unknown gods and attempt to built to best possible heavens for Zeus. We've only got 5 days for it, so we'd better get on with it if we want to spend the weekend at Mount Olympus. Players create and place planets in the morning, afternoon and evening, and get points, for example for having most planets in an orbit or for constellations. Scoring happens at night.

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

Himalaya

Excellent £25.00

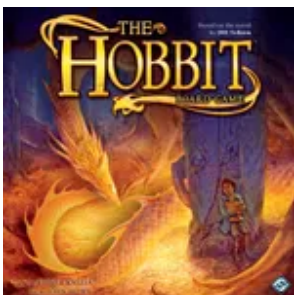


Excellent trading game set in the Himalayas. Each player controls a yak trader and each round actions (move along different coloured paths, or trade) are programmed and then executed. Various locations will have goods available to be picked up, but the least valuable must always be taken first, while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

Year of release	Min PI	Max PI	Rec PI	Age Range
2004	3	4	4	10

The Hobbit

Good £10.00



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 PI	Max PI	Rec PI	Age Range
2010	2	5	2,3,4,5	8

Hogger Logger

In shrink £6.00



Players guess if the next card of the deck is higher or lower (Hogger of Logger in lumberjacking Pig speak). Luckily you can play action cards to make your guess more accurate or steal cards from other players. However other players can play action cards on you during your turn too. You win the round by guessing the last card correctly.

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

Hols Der Geiern

Good £5.00



Card game also published as "Raj" and "What the Heck". Elegantly simple mechanics. Each player has the same set of 15 cards with which to 'bid' for other cards on offer to all players. Everyone plays a card simultaneously and when they are revealed, the highest card played wins the prize card, which is worth from -5 to +10 points. If two cards of the same value are played, they cancel each other out, leaving a lower card to win. For negative prizes the lowest played card gets the 'prize'. Each card can only be used once. There are 15 'auctions', so careful planning is required, together with a steely nerve and good bluffing.

Year of release	Min PI	Max PI	Rec PI	Age Range
1988	2	5	3,4,5	6

Hot Dog

Good £12.00



Card game in which each player tries to sell their hot dogs at three tables both quickly and profitably. Each round the players secretly decide at which table to try to sell hot dogs, how many to try to sell and how much discount to give. Each table has a limited capacity each turn and so the cheapest hot dogs sell, and only complete batches will be bought - thus some players may not be able to sell theirs. As soon as one player has managed to sell all of their hot dogs the game ends and the player who has earned the most money wins. Fast and fun. Lid split in 1 corner, hence the good price.

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

Hotel Samoa

In shrink £12.00



The players are hotel owners on the paradise island of Samoa. Tourists flock to the resorts and the players try to give them exactly what they want - while also taking as much of their money as possible. Play involves making bids for hotel upgrades and setting the price for hotel rooms. Different tourists want different things and sometimes you can get away with a high room rate - other times you can't. At the end of the season it is money in hand that counts!

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

PLEASE SEE OUR SMALLPRINT DOCUMENT FOR FURTHER DETAILS.

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