



I Will Survive

In shrink £5.00

The players are explorers who have worked together to raid a temple, crossed the jungle and temporarily escaped the cannibals. However, the boat has been burned and there is only one space in the hydroplane - everyone else will end up in the cannibals' pot. Thus the players need to fight for their place on the plane, which is done by choosing actions: attack, defend or reload, which are modified for each player according to their character. Plenty of bluff and take that!

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



Ice Lake

Good £10.00

Each player controls a skater on an ice lake. However, the ice is quite thin, and players mark where they have skated. No one may skate along a path which has already been used or they will fall through into the water. Also, when areas of ice are completely surrounded by cracks they are no longer safe to skate on. Players plot their moves simultaneously and can choose how far to skate each turn. Simple but effective and rather clever.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2003	2	4	0	7



Ironbottom Sound: The Guadalcanal Campaign

Good £20.00

Players plot their moves simultaneously in the naval themed game based on actions near Guadalcanal during WWII. There are 10 scenarios included.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1981	2	4	2,3	16

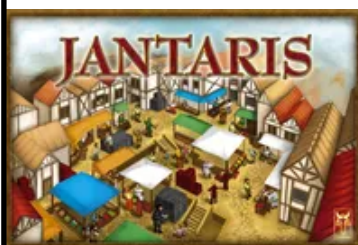


The Isle of Doctor Ncreaux

Good £8.00

Co-operative card game in which the evil Doctor Ncreaux has kidnapped the world's top scientists and forced them to build a device which will threaten all life on the planet, and now demands that the world surrender to his rule or everyone gets it! The players act as a team of heroes to try to defeat Ncreaux before he sets off his device. Game play involves deciding how fast to push through the adventure deck, deciding when to rest and dealing with the traps and minions encountered on the way to rescuing the scientists and then getting out alive.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	1	5	1,2,3, 4,5	10



Jantaris

Good £8.00

Jantaris is a city of trade, with two powerful guilds running the place. The players are the heads of lesser guilds and in order to make it big need to prove themselves to the major guilds. Play involves simultaneously choosing actions which everyone then performs. However, the actions change depending on how many other players choose the same actions. Thus in some cases you will be happy for other players to choose the same action as you, whereas in other cases it will be quite bad if they do.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	3	4	0	0

Junta: Viva el Presidente!

Very good £8.00



A standalone game, but which continues the theme of the original Junta! The players are now members of the ruling Junta of Republica de las Bananas. Each player controls a private militia and wants to recruit more militia, obtain more money and build more buildings. At any time one of the players is President and gets to distribute cards in order to seek favours. However coups are rife and a loyal ally can turn on you just at the wrong moment. The rules to this are very much simpler and the game much quicker than the original, but the viciousness and betrayal are still very much present. Even includes a set of sunglasses for the President!

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

Key Largo

Good £9.00



Played over 10 days, the players recruit divers, gain information about wrecks, buy equipment and dive to salvage treasure. Each round players secretly choose 2 actions to perform. Some actions are better done with others, but mostly it is best to be the only person performing an action. Essentially a light business game in which you need to try to be efficient as possible, but with quite a bit of chaos, and several routes to victory possible.

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

Koude Oorlog: CIA vs KGB (a.k.a Cold War: CIA vs KGB)

In shrink £9.50



Card game in which one player represents the KGB and the other the CIA. Each round a card representing either a country or an event (eg. Olympics, Space Race etc) which the players want to make go their way. Play involves drawing cards with the objective of trying to reach a particular total without exceeding it, but the cards have special abilities as well as numbers, so there are ways to manipulate what is happening each round. In addition each player secretly assigns one MasterSpy each round (all but one of which are single use), and these can affect the play considerably. Dutch version.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	2	2	10

Land Unter (a.k.a. Turn the Tide)

Good £6.00



Reissue of Zum Kuckuck which was on the Spiel Des Jahres recommendation list for 2001. Also published as Turn the Tide. Card game, with 108 cards. Every round each player chooses a number card to play, and the highest two get scoring cards. At the end of the round having the highest valued scoring card will lose points. However a new scoring card replaces an old one, so 'winning' a high value scoring card at the start of a hand isn't necessarily very bad. After a hand is played out the initial hands are reformed and passed to the left for replay! Whoever does best after everyone has played each hand is the winner.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2001	3	5	3,4,5	10

Let Them Eat Cake

In shrink **£5.00**

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



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

Der Herr der Ringe: Die Entscheidung (a.k.a. Lord of the Rings: The Confrontation)

Good **£11.00**

Lord of the Rings themed and somewhat like an enhanced Stratego. Each player controls 9 characters in a battle for dominance in Middle Earth. The characters each have special powers and combat is resolved not only by comparing the characters involved (which have battle strengths and special power texts), but also by the play of action cards which give special abilities and boost battle strengths. The Fellowship player tries to sneak Frodo through to Mordor unstopped while the Sauron player tries to kill Frodo or obliterate the Shire. German edition.



Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2002	2	2	2	10

Luna Lena: Full Moon

Good **£16.00**

A group of friends go hiking in mysterious woods after obtaining a mysterious map. However, one morning one of the tents has been destroyed and two hikers are missing. The players follow a trail of blood to a wolf lair, and must rescue their friends. Meanwhile the werewolves try to stop the hikers escaping and to turn at least one of them into a werewolf. It is semi cooperative, with one player running the werewolves. The game uses attractive hexagonal tiles for locations in the woods and cards to represent actions, objects, combat moves and the characters. Unpunched.



Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	2	7	2,3,4,5,6,7	10

Mage Wars: Forged in Fire - Spell Tome Expansion

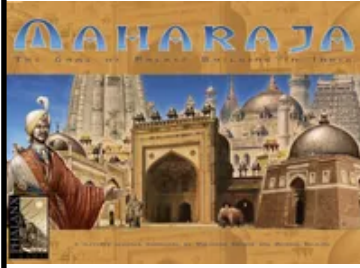
In shrink **£15.00**

Expansion for base game - includes 2 alternate mages and multiple copies of 41 new spells.



Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	2	2	14

Maharaja: The Game of Palace Building in India **Good** **£15.00**



Set in colonial India, the players take the part of Indian princes loyal to the Maharaja, who have been told to build magnificent palaces and other buildings in his honour. The winner is the first to build 9 palaces. The Maharaja visits one of eight cities each turn and the players who most impress him are rewarded with great wealth. Each turn players secretly plot two major actions such as building a palace or other building, collecting taxes, recruiting a special character, or influencing where the Maharaja will go. Players can only build where their prince is, and movement can also be expensive if the way is not prepared first. Finally, a variety of special characters give powers which can assist their princes.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	2	5	3,4,5	12

Mall of Horror **Excellent** **£20.00**



Each player controls 3 or 4 characters who find that the shopping centre has been taken over by mindless zombies. The zombies are out to kill the living and turn them into more zombies. The characters can get into various relatively safe locations and hold back the zombies, get control of Security H.Q. in order to see where the zombies are going, and find secret stashes of equipment in the car park which could help against the zombies. The objective is to survive until a helicopter comes to rescue the survivors. During the game there are opportunities to vote on who gets various benefits and who will have to make a sacrifice for the greater good.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	3	6	4,5,6	14

Manager **Good** **£16.00**



A great business game in which each player manages a company. The primary mechanic is setting the price of your goods each round. This is done secretly, and then everyone reveals their prices. The lowest always sells, as do any up to a certain amount above the lowest, and then any up to a certain amount above that, and so on, but if there is ever a sufficiently large price gap, then no players above that gap will sell anything. In addition there are upgrades which can be bought to make it cheaper to produce goods, and a stock market display tracks how well the companies have been doing - you can buy stock in your own or other companies and this can be just as profitable as the selling!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1991	3	6	5,6	10

Mango Tango **Good** **£9.00**



Card game with the theme of dancing mangoes! The cards come in nine suits and 12 numbers. Players use cards to determine whether particular cards are going to be used for the selection criteria at the end of the hand. When 5 such cards have been successfully tabled, everyone will have 5 cards left. These score their face value as long as they match either the colour or number of one of the cards on the table. A clever little system.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	7	0	0

Die Mauer

Good £10.00



Fun light game in which the players try to be the first to build a complete castle with walls, towers and a gate. Each round one player is the master builder and secretly chooses what they want to try to build. Other players also choose a piece. The master builder will be able to build if no-one guesses what he wanted to build, but if just one other player guessed right then that player builds instead. In addition players can choose no piece which changes the rules somewhat. A fun and fast game of trying to bluff your opponents. Nice wooden pieces. Ideal for playing down the pub.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1997	3	6	5,6	0

Mayday!Mayday!

Good £10.00



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

Melee

In shrink £10.00

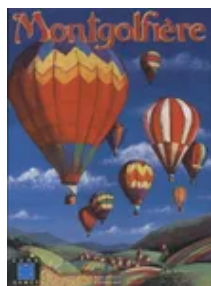


Players purchase power cards (soldier, catapults etc) and then simultaneously choose to tax, built or move and attack an opponent. When attacking there is a bluff and guessing element, influenced by purchased cards, and players try to capture another players castle.

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

Montgolfiere

Excellent £8.00



Balloon racing card game. Cards are played simultaneously, and some can cancel each other out, while others if played by people with balloons at the same height (and they may confer) can enhance each other. Each player has a wooden balloon marker and the idea is to have the highest balloon after the final round of cards has finished. Everyone starts with the same set of cards, though they do come up in different orders. A nice blend of simultaneous card play with tactical considerations. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1992	2	6	2,3,4,5,6	6

Mustangs

Good £20.00



Relatively easy (for an air war game) simulation of WWII dogfights. Released in Avalon Hill's Smithsonian Institute Series.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1993	2	4	2,4	12

Nowheresville: Bandit Paradise

Excellent £10.00



Players rob others in an attempt to escape from the town. Gunning skills and number of bandits in your crew is important, but so is your ability to shoot with a posh elastic band.

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

Piranha Pedro

Excellent £7.00

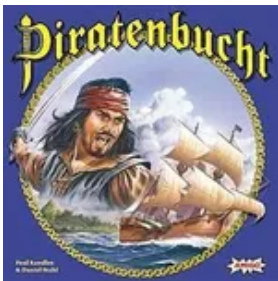


Pedro is on an island in the middle of shallow but piranha infested waters. He does have a supply of boulders he can use as stepping stones though. The players decide secretly on a movement card to play each round and these are actioned, taking him across the water. Whenever a player plays a card which causes him to move Pedro over water that player must use up some of his limited number of boulders. Should a player run out then they lose a life, and the game restarts with anew supply of boulders given to each player depending on the cards they have left in hand.

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

Piratenbucht (a.k.a. Pirate's Cove)

Good £10.00



Pirate themed game in which each player captains a pirate ship, and each round gets the chance to improve their lot. The hull can be reinforced, more cannons can be fitted, more men recruited, or the sails and rigging improved. Each of these gives various advantages. The other objective is to catch and plunder treasure ships, and occasionally deal with the Royal Navy. Sometimes control of a port will be uncontested, but at other times it may be necessary to see off one or more other players' ships before the booty can be gathered. Attractively produced with nice ship improvement play sheets.

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

Pizza Theory

In shrink £14.00



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. Yum, I'm getting hungry now.

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

Princess Ryan's Star Marines

Excellent £20.00

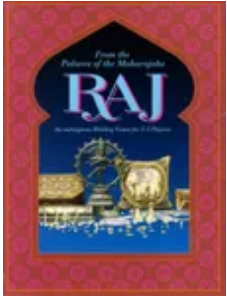


Card based game, played on a board. The Star Marines, controlled by the players, must cooperate to succeed in discovering the whereabouts of the abducted Princess Ryan and rescuing her. However, as enemy forces are overcome the player who contributed best to that fight gains rewards which will include gathering information about where the Princess is held. Only one marine can win the day though, so keep an eye on your fellow marines.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1997	1	6	2,4,5,6	8

Raj

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 Pl	Max Pl	Rec Pl	Age Range
1988	2	5	3,4,5	6

Run Silent, Run Deep

Excellent £14.00

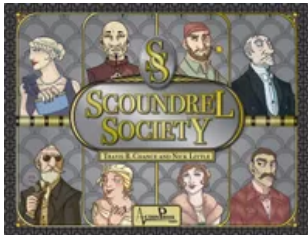


WWII Submarine warfare, with over 20 scenarios featuring the tactical use of submarines. The rules cover sonar, evasion, torpedo attacks, collisions, and anti-submarine weapons. The game uses secret location plotting to convey the proper feel for the subject. Scenarios cover convoy battles, hunter-killer actions, aircraft carrier attacks and one-on-one combat.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1993	2	6	2	14

Scoundrel Society

Excellent £7.00



Players are con artists at their annual get together, trying to steal from the mark using five different action cards. All loot carries a suspicion value, and when the Constable is revealed, the loot is divided among the con artists that did not play the highest suspicion value.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	2	5	2,3,4, 5	0

Shazamm!

Good £6.00



Each player is a mage duelling on a bridge for the right to cross. The game is played in rounds, and after each round the wall of fire between them will be forced back one or more spaces on the bridge before the mages resume the duel. Should a mage run out of magical power he loses the whole battle. Each round consists of optionally choosing one-use spell cards and deciding how much magical power to use. Players then compare power and action spells - with the loser of each moving back on the bridge. The cards allow for some interesting combinations and tactical options.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	2	2	10

Shit!

Good £4.00

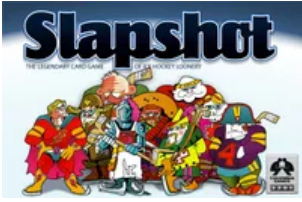


Card game, 50 colourful cards in suits and 6 Shit! cards. Cards are played into a circle and the suit order is circular. Each round players play a card simultaneously, and this can either be a card which will get you more cards (the only way to get more cards in fact) or a number card. Depending on the cards on the table and the cards other players have played points are scored. There is a slight similarity to '6 Nimmt'. Eamon asked why they called it such a name, and was told that they thought they were using an English word equivalent to "Damn" or "Bother".

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1996	2	6	3,4	0

Slapshot

Good £12.00

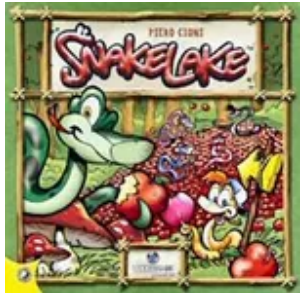


From BGG: Assemble the best possible ice hockey team to lead your players through the season and into the final.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	10	4,5,6, 7,8,9, 10	8

Snake Lake

Good £8.00



Light and amusing game in which each player controls a snake which slithers through the woods eating food and trying to avoid trees, mushrooms and other snakes. Snakes enter the board from a side and as their head moves further in, extra tail pieces are added thus the snakes slither along taking up more spaces. Movement is plotted two turns in advance, with cards being placed face down on an action board and when one is actioned a new one must be played. Should a snake hit an obstacle it must start again from the side of the board. Nicely produced.

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

Sortie

Good £19.00

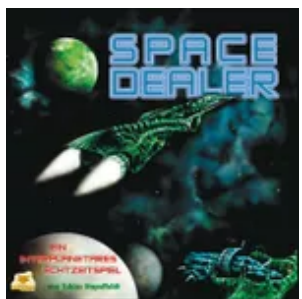


WW2 Aerial dogfighting game which has been beautifully produced. Inside the very sturdy magnetically closing wooden box is a 6 section wood mounted playing board (hex gridded), 6 chunky metal planes and 100 cards. The cards are used to perform manoeuvres and are main driving force of the game. Hand management is very important. There are various different planes and in the advanced version of the rules each has a special power to give it a different feel.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	6	3,4,5, 6	0

Space Dealer

Excellent £16.00



An unusual and intriguing take on the theme of merchants trading in space. Players start with a power generator and basic factories on their home planet and race to deliver goods to either neutral planets or their opponents' planets. In addition research can be done to improve factories etc. Every action, however, has the cost of flipping over an empty sand timer, and each player only has two sand timers, so when both are running you can only plan what you want to do next, and must wait until one finishes before taking your next action. The game is timed and lasts precisely 30 minutes. A second set can be used to make the game playable by up to 8 players. Recommended.

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

Space Dealer: All-Zeit

In shrink £8.50



Expansion for Space Dealer which provides 44 new cards and some wooden cubes to add variety to the base game (which you will need to make use of this). The new cards include a variety of new technologies, a few corrected cards and more neutral trade planet cards (Gizzis).

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

Speed Snacks

In shrink £4.00

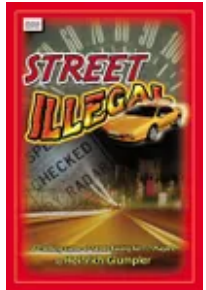


From BGG: Players take and fulfil orders as quickly as possible to satisfy the growling stomachs of waiting customers — but the choice of six dishes on offer seems to overwhelm many guests because their needs can sometimes change as quickly as their mood. The responsiveness of the players is as important as their memory when it comes to serving their customers. Speed Snacks includes small expansions that add cockroaches, bulk orders, specialty dishes and new menus for more variety and fun.

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

Street Illegal

Good £6.60

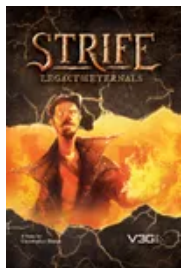


Motor racing card game previously published as Fete Autos. There is no track, instead it is just the relative positions of the cars that show how players are doing. Cards are used to indicate whether the current track section is a straight or corner (with speed limit), and players have a display of three cards which they add to and take away from throughout the game. How well these cards match the current track determines how well the cars do. Some interesting ideas and a game which takes a play or two to get used to as it is so unusual.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2002	1	7	1,3,4, 5,6	10

Strife: Legacy of the Eternals

In shrink £15.00



Players have the same set of 10 cards and use these to fight over different locations worth different victory points. The D12 'Fatestone' breaks ties, and can be used to win ties, after which it's value goes up and gives the other opponent an even better change to break ties. Interesting concept.

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

Time 'n' Space

In shrink £9.00

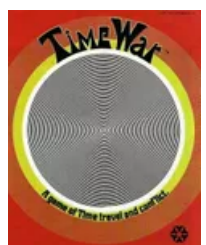


Based on the same author's excellent Space Dealer, but with a variety of updated mechanics, but still using the central concept of egg timers being used to perform actions - with the action only complete when the egg timer runs out, and a fixed duration of 30 minutes. Set in the future on space-faring 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.

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

Time War: A Game of Time Travel and Conflict

Good £16.00



Highly unusual game, allowing players to cross time to alter past events to the advantage of a future government. The rules cover 11 pages (small print) with additional optional rules and scenarios. Each player must manage their role as a time magistrate, allocating funds to research, training, development of new equipment, and the sheer cost of using time travel. The large board shows a circular gridded time chart as well as each player's time laboratory. Lid neatly taped in all corners.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1979	2	4	2,3,4	16

TSCHAK!

In shrink **£8.00**



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 **£10.00**



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

TV Wars

Playable **£5.00**

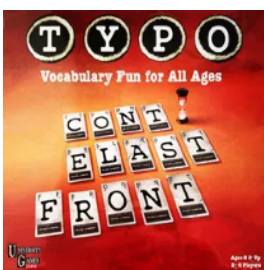


The players take control of TV stations which are battling for top ratings, and thus in the end the most money. Play involves movement of playing pieces around a track and actioning the spaces landed on. The choices made on which programs to add to your repertoire are key, and the game is very cut-throat.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1987	3	4	3,4	8

Typo

Excellent **£6.00**



Players simultaneously choose one of their 12 letter cards and add these to the letter grid in the middle of the table. Players then say a word that contain all letters in the column or row. If they can't they have to pick up a row or column of cards, and the number of cards counts against them at game end.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	2	6	2,3,4, 5	10

...und tschüss!

Good **£10.00**

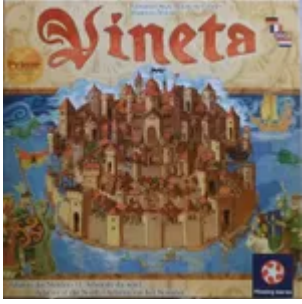


A clever but light card game. Card play is simultaneous, with players competing to win point cards. The player with the lowest total after each play drops out and takes the lowest prize card left (which can be good or bad), but when only two players are left the winner gets the top prize and the loser gets nothing. Rather nice game of judging what others will do and when to go for a win and when to duck out early.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1997	4	6	4,5,6	8

Vineta

Very good £9.00



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

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

Western Town

Excellent £15.00



From BGG: Each player is a Marshal of an expanding town in the Old West in the early 1860s, trying to create a prosperous town, measured by population growth, charm/attractiveness, and wealth, as measured by gold. Turns are regulated by the visits of Lincoln, who determines, the value of the towns. In addition to logic and strategy, Marshals will need to bluff and occasionally resort to questionably bending the law a bit, to succeed in building their Western Town. And as if that weren't enough, there are even Indian attacks to deal with.

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

Wings of Glory: World War 2 - Kawasaki Ki-61 Hien

New £12.00

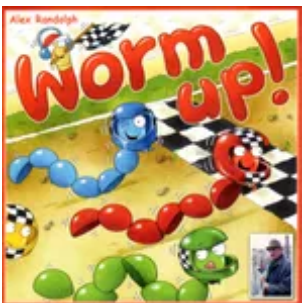


Expansion for base game, adding the "flying Swallow" aeroplane to the Wings of Glory game. Includes pack of maneuvering cards and variable altitude flying stand.

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

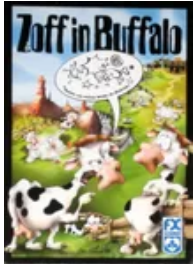
Worm Up!

In shrink £7.00



Reprint of Wuermeln. Excellent, silly and fun race game as you bid for the right to move your worm (made up of separate parts which are moved from the back to the front as it advances) up the table towards the finishing line. This edition uses cards rather than dice for the bidding,

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



Zoff in Buffalo

Good **£12.00**

Players vie for space for their cows in various fields of different sizes. This is done with simultaneous card play. The rules for cow placing priority favour those who already have a larger herd in the field and then those who wish to place fewer cows. Bonus cows are awarded periodically for large herds and at the end of the game whoever has the most cows on all pastures is the winner. The meadows are represented by different size mini-boards, with an attractive but disorganised side and a well regimented but less attractive side, so you can decide which way you prefer it!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1998	2	5	2,3,4, 5	0

PLEASE SEE OUR SMALLPRINT DOCUMENT FOR FURTHER DETAILS.

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