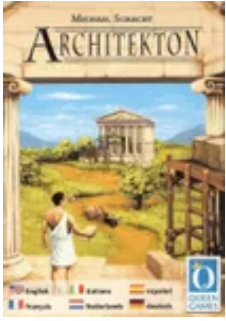


Architekton

Excellent £5.00



Wonderful little 2-player tile laying game in which players play building tiles and countryside tiles with various landscape features. Tiles need not match those adjacent to them, but whenever a building tile is placed a building of your colour must be added, and when a building is surrounded you are penalised for every non-matching adjacent tile. Also players try to keep their buildings in a large single cluster as this scores highly at the end of the game. There are some interesting choices to be made and you can decide to be aggressive or defensive - there is a time for both. Recommended!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	2	2	8

California

Good £10.00



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

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

Call to Glory

In shrink £10.00



From BBG: Call to Glory, packaged in a mid-sized tin box, is a fast and fun card game in which players try to collect Japanese characters of different values. When a player has two or more cards of the same character in his hand, he can (possibly) lay these cards on the table and score them at the end of the round. If, however, an opponent lays out more cards of the same type, then characters of that type already on the table are discarded. When the game ends, players score for the types of characters they have on the table.

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

Coloretto Amazonas

In shrink £5.00



Card game which is slightly different to the original game Coloretto. In this game players try to collect sets of animal cards which come in four different colours. Cards are either played from your hand onto your own display to add to your sets of cards, or into an opponent's display to damage their display. When the deck runs out points are scored using the scale familiar to Coloretto players for the number of animals in each set, with bonuses for completed sets as well.

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

Crazy Creatures of Dr. Gloom

Good £5.00

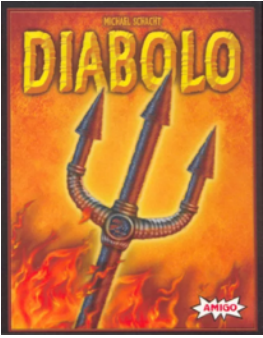


Card game in which the players try to get rid of their cards in hand, and to avoid as many penalty points as possible when the hand ends. The theme is that Dr Gloom is experimenting and creating a variety of strange monsters, and the players are his apprentices. Players play cards onto communal growth tanks (stacks) which have clever rules about what can be played next. Hand management and manipulating the tanks is required to be successful.

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

Diabolo

Acceptable **£3.00**

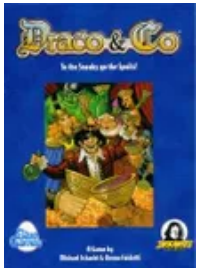


Card game in which players play cards adjacent to Angel / Devil cards in the centre of the table - one for each suit in the game. Each hand only a small portion of the pack is used, and players can play either on the Angel side or the Devil side for each suit. If when the hand is over there are more points on the Angel side then whoever played the most points scores positively. However, if there are points on the Devil side then penalty points are awarded to the player who played most points. Thus there can be a fine line between scoring well and being heavily penalised. French version.

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

Draco & Co

Excellent **£4.00**

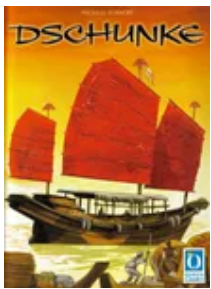


Draco is the chief of a big gang of bandits. After a raid the gang meet up at an inn and have plenty to eat and drink, and the gang members (two per player) jostle for position (using cards) to get onto the right side of Draco, as whenever a toast is called for he rewards those on his good side with treasure, but takes some from those on his bad side. Excellent version - cards in shrink

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2001	3	6	4,5	12-16

Dschunke

Excellent **£5.00**



Players try to become the most successful merchant on an Asian floating market. This is done by positioning your crates of goods on the various boats to best advantage and then obtaining goods cards and selling them. In addition goods cards are used to bid for special cards which give various advantages or bonuses, and to obtain further money.

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

Felinia

Good **£10.00**



Clever game of bidding for a variety of resources which are then sold in Felinia, the land of the cat people. Are you a cat person? The bidding mechanism is neat: players get actions which can be used to obtain more money or to place a bid marker. At the end of the bidding the markers are actioned top down - the bigger a pile the greater the cost but the greater the choice, whereas being at the bottom of the pile gets you a cheap good, but with little or no choice. Each round certain combinations of goods can be cashed in for a place for a merchant on a boat, and when the boat sails there are choices on how to use that merchant to best effect. Attractively produced.

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

Gold!

Excellent **£5.00**



Players collect cards from the middle of the table and add these to their tableau. When they manage to get 3 cards of the same colour they score, and then can steal a card from an opponent, of a colour they don't have in their tableau. Donkeys score negative, but you need them to carry the gold. Players compete for having the best score in different colours, and at game end score gold for having the best sets in each colour. 2011 Fairplay À la carte Runner-up.

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

Die Goldene Stadt

Good £12.00



Starting from the coast players build settlements further towards to the centre of an island where the golden city lies. To do this players make bids for the cards they desire, paying money to oust other player's bids. Cards are then played in pairs to build settlements. Building settlements can gain extra cards, extra money, trade goods, bonus cards for points at the end and a key to city which is required to build in the most lucrative spots. Each turn bonuses are paid out for various settlements and types of trade good which can help focus one's choice as to where to build next.

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

Hansa

Good £12.00

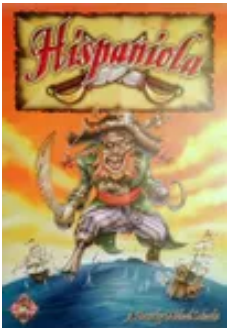


Each player takes the role of a merchant trading between the cities on the Baltic sea in the 14th century. The objective is to be the most successful merchant. A single ship is sailed on your turn from city to city, and one action can be done in each city visited - buying goods, selling goods or establishing a market (which is needed to be able to sell in a city and can also make it possible to get goods for free). By managing to sell just before an opponent you can also make their trade less profitable. A neat system which works well, and requires careful play to do well. Recommended.

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

Hispaniola

Excellent £7.00

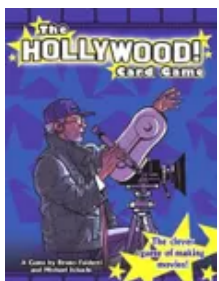


Trick taking game with a board and playing pieces. The winner of each trick can place one of their sailors onto the ship corresponding to the colour of cards played in the trick. Should a sailor already be aboard he is displaced, and potentially thrown overboard. At the end of the hand the sailors still aboard the ships score points, and those thrown overboard lose points. In addition players get to pass tricks won to other players, and there are penalties for having most and second most at the end of the hand.

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

The Hollywood! Card Game

Playable £4.00

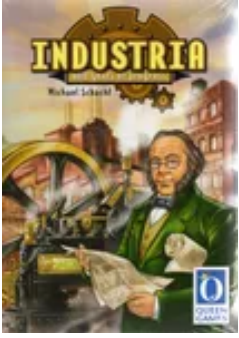


Card game in which players collect Star, Film and Blockbuster cards in order to create movies and score points. The mechanism for gaining cards is unusual - tokens are put onto the cards which are laid out in a grid, and players have to bump along other players' tokens to get to what they want. Thus the goal is to try and predict how this will go in order to get what you really want.

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

Industria

Good £6.00



Excellent business game in which players use very limited money to bid for various technologies and factories. Each epoch new types of resource become available and there are definite benefits for having suitably connected factories. Making the best of your opportunities while you are the auctioneer is also vital. In addition the order in which factories, resources and technologies come up can be crucial and ensures that the game poses different challenges each time. Best with 3 players, and recommended for that number.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2003	3	4	3,4	10

Industry

Good £5.00

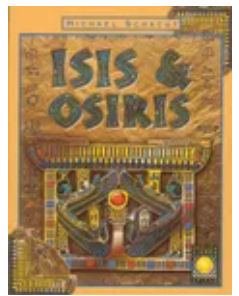


Factory auction game by Michael Schacht, where players need to balance their resources well in order to play well. Reimplementation of Industria.

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

Isis & Osiris

Excellent £7.00

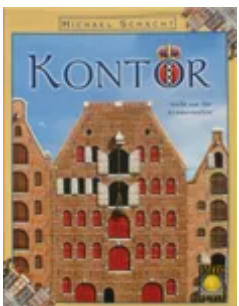


Egyptian themed game with wooden components. Players play game stones or Isis tiles onto the board, gradually filling it up. When full your score is based on the Isis tiles neighbouring your game stones, so clearly you try to avoid the bad ones and stay close to the good ones while trying to force your opponent to do the reverse.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2001	2	4	2,3,4	6

Kontor

Good £9.00

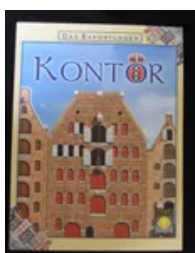


Interesting tile laying majorities game set on the harbourside with players competing to manage warehouses. These warehouses are 'built' as the game progresses by laying tiles to form the board. What gets done is decided by card play, with cards having different actions and priorities. There are a great number of variant setups in the rules. Recommended as a 2 player game (or with more with the rare 3-4 player expansion).

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1999	2	4	2,4	12

Kontor: Das Exportlager

Good £5.00



Small expansion for Kontor. Well worth having if you own the main game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2000	2	2	2	0

Magna Grecia

Excellent £13.00

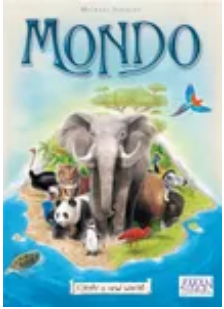


Set in what is now southern Italy in 2500 BC, Greek merchants and explorers are colonising the area. Starting with a single settlement each, the players build road networks and form new cities, open markets and vie for control of the mystical Oracle. Plenty of thought required and lots of opportunities to outplay your rivals and score VPs in different ways.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2003	2	4	2,3,4	12

Mondo

Excellent £10.00

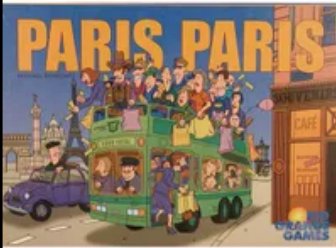


From BGG: Players compete against each other while also racing against the clock. Each player has a small world board with empty spaces on it, and all players simultaneously pick tiles depicting different animals and environments from the middle of the table and place them on their world board, trying to create complete areas of the same environment. When the timer runs out, players score bonus points for each animal and each completed environment and score negative points for volcanic tiles, empty fields on the world board and mismatched tile borders.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	1	4	1,2,3,4	8

Paris Paris

Good £8.00

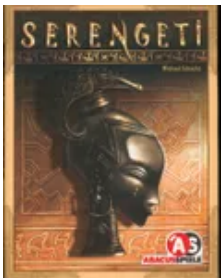


Placement game played on a map of Paris with 5 intersecting bus routes shown. Businesses are built at various points on each of the lines according to the tiles which are available. Left over tiles indicate what is scored each turn and when a special scoring occurs. You score best for having clusters of businesses around key intersections, but there are other ways to score too. Clever game, plays pretty quickly. On the nominations list for the German Spiel des Jahres 2003.

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

Serengeti

In shrink £5.00



Auction based card game with an African theme. Previously published as Don. Players bid for cards with numbers and colours, with points awarded at the end of the game for large sets of the same colour. The unusual twist is that if you have a '6' card out and someone bids 6, 16 or even 26, then you get the money rather than the bank! Clearly once quite a few cards have been sold (and they are sold in batches) the bidding can get quite interesting.

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

Shanghaien

Good £7.50

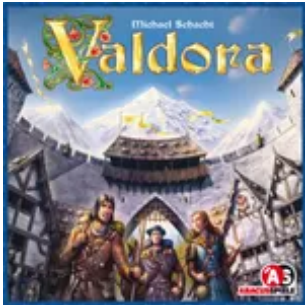


From BGG: At the start of each round, six cards are lined up between the players with each card corresponding to the numbers 1-6 on a die. The cards show sailors of different nationalities or special actions with which the players can influence the die results or enlarge their team. The player take turns rolling dice and assigning one of them to a card until a player wants to get out and start shanghaiing, at which point the cards are distributed to whoever has more dice on their side. At the end of the game, the stronger nationality score victory points equal to the value of the weaker team. Having a monopoly causes you to score the value of your own team.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	2	2	8

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

PLEASE SEE OUR SMALLPRINT DOCUMENT FOR FURTHER DETAILS.

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