



### 4 Gods

In shrink **£12.00**

Real time strategy game in which the players all simultaneously add tiles within a frame such that the terrain types match adjacent tiles. At some point the players claim the allegiance of one of four gods each of whom favours particular terrain types, and has followers who can claim regions of land for their god. Cities can be constructed and claimed, and if positioned poorly they can later be destroyed by opposing players. When 30 minutes are up or all the land is completed the layout is evaluated to see which of the gods is dominant.

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



### A Fool's Fortune

In shrink **£6.00**

Card game which takes the ideas of Rummy, and adds to them a selection of characters with special abilities which can be used to help you collect sets and so score points, as well as mess with your opponent's plans. Very attractive artwork.

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



### Age of Conan: The Strategy Board Game

In shrink **£35.00**

Set in Robert E. Howard's kingdoms of Hyboria the players are the rulers of the major kingdoms, with the objective of expanding those kingdoms by building powerful armies, wielding dark sorcery and by using cunning intrigue. However, Conan, the mightiest of heroes can single-handedly change the fortunes of the kingdoms, so allying your kingdom with him should also be considered, though beware he can be a volatile ally as well as a formidable foe. The game includes 170 miniatures and uses 165 cards to help drive play.

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



### Assyria

In shrink **£12.00**

Resource management game set in the early days of Assyria. The players lead small but expanding tribes, and draft food cards in order to survive and place huts on the board in order to gain VPs and camels. Camels can be used to build ziggurats, which also give VPs. Players must ensure they can feed their people and also plan for the floods which happen between turns. Lots of options and different strategies to try.

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



### Astoria

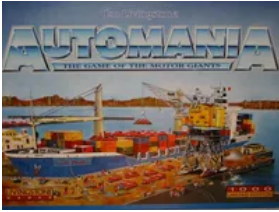
New **£20.00**

Beautifully produced game which comes in a wooden chest. Inside are 4 glass flasks with stoppers, two cloth boards, and 60 large glass gems. The rules cover two separate games, both of which are driven by cards. The first game is mainly for 4 players playing as partners: the players add and move gems onto the board trying to form patterns so they can claim artifact cards which give control over the gems. In the second game players are assigned sides secretly in a war to control the kingdom, and the players vie to tip the war their way without making it too obvious.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	6	2,4,5,6	12

### Automania: The Game of the Motor Giants

In shrink **£10.00**



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

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1991	4	6	4,5,6	12

### Black Friday

In shrink **£20.00**



If Friedemann Friese knows to do anything, he knows how to make deeply engaging calculation games. Black Friday is a stock game. Invest and manipulate the value of your shares to go up, up and up in value. Know when to sell otherwise there may be a big crash. Black Friday replicates the drama of the stock exchange in your room. Nicely illustrated and good production- now is the time to buy buy buy!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	5	2,3,4,5	12

### Blokus Trigon

In shrink **£15.00**



A very clever game in which each player has their own coloured set of triangle-based polyominoes. The game is played on a triangle-gridded board with little ridges so the pieces sit in position perfectly. Players take it in turn to add one of their pieces to the board so that it touches at least one of their own pieces at one or vertices, but not side to side. The objective is to have as few and as small as possible pieces left when no further pieces can be played. The really clever thing is that the placement rules ensure that players have to leave gaps between their pieces which others can exploit. A clever extension to the ideas in Blokus and very similar in feel to Gembo (which is hex based). Highly recommended.

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

### Café Melange

In shrink **£20.00**



Set in 1910 at the Viennese Cafe Central, the meeting place of many influential minds. Players attempt to place their own guests and a variety of VIPs at the tables in the cafe, with points being scored for making placements and also for who your guests are next to at the end of the game. Placement is performed by narrowing down options using cards to indicate the colour or chair / table etc that the guests and VIPs are willing to sit at - an idea taken from the designer's previous title: Old Town but here used in a quite different way.

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

### Chelsea

In shrink **£8.00**



Set in Chelsea, a very affluent part of London, each player takes the role of a family whose children have reached adulthood, and who now want to find their own partners, and have their own homes and cars. However, the youngsters are fussy and insist on everything being colour co-ordinated. The first to get their kids all happy with their setup wins.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	3	6	4,5	0

### Clonk!

In shrink **£11.00**



From BGG: Very good filler game for players not afraid to dish out a little nasty card play. Tightly designed mechanisms and several priorities weighing upon you at once make this a game filled with interesting choices.

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

### Cock & Bull

In shrink **£12.00**

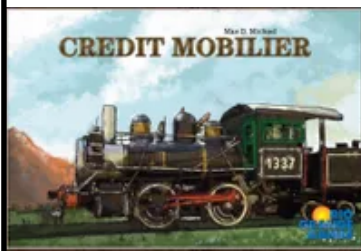


From BGG: Super fun game! You never play this once it's a game that's out for at least the evening! A game can last 5 minutes to about 15 minutes but wow it's just FUN! I have the premium edition from the designer hand made with premium parts love it! Every board is unique. This is the best pub game ever made IMHO.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	2	2	6

### Credit Mobilier

In shrink **£14.00**



Railway game (but somewhat abstracted) in which the players are constructing the transcontinental U.S. railway network. Like many games from this designer coloured dice are used to drive the options players have on their turns, but there are always various possibilities no matter what you roll. Game play involves building track for the various companies, buying their stock and receiving dividends. Plays rather well despite the fairly basic components.

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

### Dark Minions

In shrink **£6.00**



From BGG: players represent forces of evil as they try to pillage and destroy towns. Each turn, the players typically roll three dice and may use the resulting numbers to attack Towns to win Vanquish Points (VPs) - the further along into the game, the more VPs the Towns are worth. Players also attempt to capture Towers in order to level up experience (which enables the player to roll better dice), to re-spawn dead minions from the graveyard, and to "purchase" the services of the various Overlords. The first player to 40 VPs in a four-player game wins. There is an additional advance game included which adds 15 overlords that give players special powers.

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

### Der Hobbit - Smaugs Schatz (a.k.a. The Hobbit - Enchanted Gold)

In shrink **£10.00**



Card game in which the players vie to collect the correct coloured gems in order to defeat the monsters currently holding back Bilbo and the dwarves. The cards provide gems as well as bonus gems depending on the circumstances. Before a new set of monsters is laid out the current 'boss monster' must be defeated. The monsters defeated are all worth VPs at the end of the game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	2	2	6

## Deus

Good £30.00



The players each develop their own ancient civilization on a geomorphic board allowing a different setup each game and with different numbers of players. While ensuring one's position on the board allows for expansion, hand management and use of the many cards is key to good play. Cards can be paid for with resources to play a variety of buildings to the board and also gain actions will be used several times during the game. Cards can also be discarded as a sacrifice to the gods to bring one of various benefits as well as a new selection of cards. Clever ideas and assembling a set of cards and buildings in your empire which work together well is key to success. Recommended.

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

## Doctor Who: Time Clash - Starter Set

In shrink £10.00



From BGG: In Doctor Who: Time Clash, the Doctor and the Daleks are locked in a desperate struggle for the fate of the universe itself. You'll play cards representing plans, threats, tech, and quips to stacks that represent the time of the struggle, the Doctor's companion, and the enemy's influence. The two sides also compete to control the Doctor's location, which activates or deactivates crucial powers. During the game's build-up segment, each side tries to establish an advantage. When the balance tips and the endgame comes, they press for victory. Either one of the Doctor's desperate gambits will succeed, or the Daleks' pressing threats will crush him.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	2	4	0	14

## Epic Dungeoneer: Call of the Lich Lord

In shrink £7.00



Fantasy adventure card game (not a CCG) in which cards are used to create a map of a dungeon into which the players take their heroic adventurers. Quests must be completed to win the game, and completing these will involve exploring the tomb, defeating monsters and overcoming difficulties played on you by your opponents. The game uses a clever peril point system - the more dangerous the places your adventurer moves through the more unpleasantness your opponents can inflict upon you. There are expansion sets to add more variety too. This is the base set for dungeon adventures.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	4	1,2,3,4	8

## Existenz: On the Ruins of Chaos

In shrink £10.00

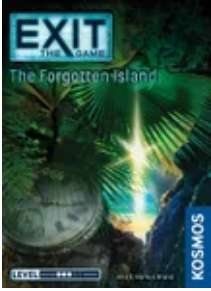


From BGG: Quite an underrated game mixing elements of card games such as MtG with a spatial, meaningful, aspect happening on a board. Highly recommended!

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

### Exit: The Game - The Forgotten Island

In shrink **£5.00**



"Forgotten island" themed living room escape room puzzle, playable only once.

Year of release	Min PI	Max PI	Rec PI	Age Range
2017	1	4	1,2,3	12

### Favoriten

In shrink **£10.00**



Excellent light but fun horse racing game which uses the author's distinctive cute graphics. Players take it in turns to roll dice and move the horses. Each horse must be moved once before any can be moved again. Thus horses you like should be moved when you roll high, and low rolls used for others' horses. However, the horses aren't initially allocated to the players, instead players may place one of several betting tokens on a horse before the dice are rolled. Early bets are more valuable, but are more risky as there is more of the race still to go. Recommended. German version.

Year of release	Min PI	Max PI	Rec PI	Age Range
1989	2	5	3,4,5	6

### Fight for Olympus

In shrink **£10.00**

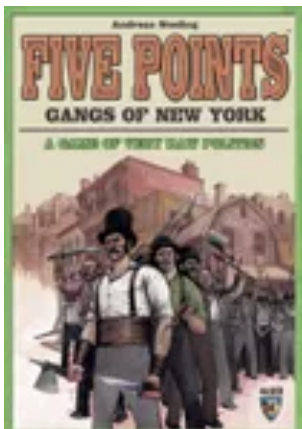


From BGG: Seems like a good intro board game for kids, as I was able to get my nephew to understand and enjoy this game within just a few minutes of sitting down with him. Gameplay is fine, but tends to stagnate at times, and after a few games, the game feels pretty repetitive, even with the large variety of cards. Overall, a decent game, and one that fans of mythology would probably enjoy.

Year of release	Min PI	Max PI	Rec PI	Age Range
2016	2	2	2	10

### Five Points: Gangs of New York

In shrink **£20.00**



From BGG: Five Points: Gangs of New York is a game of struggle for political control of Manhattan in the mid-19th century. As the leader of a powerful political faction, you manipulate gangs and influence politicians behind the scenes to seize control. Effective use of your resources will gain influence, win elections, and let you control the destiny of New York; fail and you will be less than a footnote to history. Several tools lie at your disposal if you have the strength to acquire and use them. Your loyal rabble will execute your will. Controlling districts with your rabble could give you access to a limited number of important buildings: Tammany Hall, Board of Elections, 5th Ward Offices and many others. Your control of these buildings may provide influence and special powers. Bid for control of election-influencing manipulations that may swing the vote.

Year of release	Min PI	Max PI	Rec PI	Age Range
2013	3	5	3,4,5	12

### Flea Market

In shrink **£7.00**



Buy items cheap and sell them with profit on the fleamarket with a view of hitting the end goal of \$45. Different dice and limited starting money as well as an auction mechanism.

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

### Four Dragons

In shrink **£5.00**



Unusual card game which is primarily for 4 players, played as a partnership game, but which also has rules for 3 players. Three hands are played, and in each hand there are 7 scoring cards which players try to ensure are in the tricks they take. At the end of the game scoring cards are paired off and scored for each partnership. Unusually for a trick taking game many of the lower cards have special abilities such as allowing a card to be exchanged with your partner, asking a player a question about their hand etc. This is a reprint of the privately produced Dia De Los Muertos.

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

### Freya's Folly

In shrink **£14.00**



The players represent different tribes of dwarven miners and craftsmen. The dwarves are sent down the mines to collect gems - the best gems are in the deeper areas so will take longer to reach and haul out. Movement is quite tactical as you can move through occupied spaces in the mines but only through two other dwarves. Also special ability cards can be obtained which allow the dwarves extra movement, greater carrying capacity etc. Once the gems are out of the mine they can be mounted and made into various pieces of jewellery or turned into extra special pieces which the goddess Freya has commissioned. Plays well - recommended.

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

### Fünf Gurken (a.k.a. Five Cucumbers)

In shrink **£8.00**



Cucumber themed trick taking game, in which the players goal is to win tricks - but not the last (seventh) one. If you do end up with the last trick you get a cucumber, and once you've got 5 you are out of the game. Quick fun cardgame based on a classic Nordic game.

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

### Galactic Strike Force

In shrink **£15.00**



Cooperative deck building game where 2-6 players, each controlling their own space ship, attempt to save the galaxy. Players are smugglers, space pirates, gun runners, bounty hunters, and information brokers attempting to save the galaxy from being overrun by dark forces. Players travel from sector to sector, purchasing powerful tech upgrades for their ships and boosts to help them in battle. Then, after installing the techs, the Strike Force ships engage the opposition ships in battle throughout the galaxy.

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

### Game of Crowns

In shrink **£8.00**



From BGG: In Game of Crowns, each player takes control of one of the nine noble houses. Players can exchange cards and favours through diplomatic relations, or directly attack opponents through warfare in order to take what they want. It will take clever planning, skillfull negotiation, and daring confrontations to gain dominance over your rivals and seize the crown!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	4	9	4,5,6,7,8,	10

### 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 Pl	Max Pl	Rec Pl	Age Range
2012	2	2	2	12

### Gosu: Kamakor

In shrink **£10.00**



Expansion for GOSU (GOblin SUPremacy) which you will need in order to play this. Contains 100 cards and 18 tokens.

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

### Humans!!! 2: Sea Food

In shrink **£8.00**



From BGG: part of the Zombies Series. Set on a naval base and features 16 new event cards, 16 new tiles, rules and 10 new zombie navy figure pawns with player card. Map Tile art is by Kurt Miller, and Event card art is by fan favourite David Aikins.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2010	2	6	4,6	14

### Humans!!! 3: ZombieCon

In shrink **£8.00**



-From BGG: part of the Zombies Series. Players explore a large gaming convention looking for more brains to eat or candidates to convert. This expansion also adds a new card type called "Personalities" that determine WHO you encounter and how much "fight" they have in them.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	6	4,6	14

### JunKing

In shrink **£9.00**



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

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

### Kod Batoru

In shrink **£9.00**



Battleship themed solitaire puzzle game, not unlike SuDoKu or Rush Hour made by Israeli producer Kod Kod. Endles discussion on BGG if this is a boardgame or not. If you would you like to find out yourself, this is your chance.

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

### Konito?

In shrink **£10.00**



Konito? can be played individually or in teams, the idea being to complete the fill-in-the-blank statements on the game cards in order to move forward on the modular scoring board. (The length of the game is determined by how many sections are used to create the board.) There is a time limit to complete each card, and the game includes more than 1600 phrases and three levels of difficulty. Party-language game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2015	2	12	4,5,6,7,8, 9	12

### Koude Oorlog: 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

## Legie

**Excellent £6.00**



Tile placement game with a combat theme. Players alternate placing tiles onto the board, and each tile has a special ability, which hopefully will be able to remove an opposing tile from the board. The objective is to be the first player to get all their tiles onto the board.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2004	2	2	2	14

## 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

## Municipium

**In shrink £22.00**

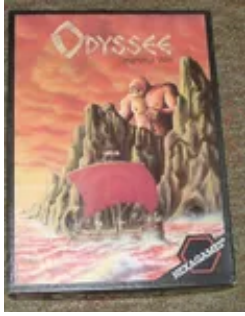


Set in ancient Rome, the players act as rival powerful families, each trying to gain influence in various important institutions. Most or second most influence in these at the right times earns citizen tokens which are collected and then given in to earn all-important Decurions (political leaders). The first to obtain a set number of these wins. Game play involves worker placement, judging the timing of the Prefect's moves and making use of cards and other opportunities as they come up.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	4	2,3,4	10

### Odyssee

In shrink **£5.00**



Set in the time of ancient Greece, the players each control a boat with 4 sailors and 3 gifts of the gods. Each turn a gift of the gods is used up or the crew start to starve. The board shows various islands at which the boats can land and take control after they deal with an adventure card. If a boat lands on an already controlled island then the controller chooses one of their adventure cards to challenge the newly landed player. The objective is to collect these cards and also gain control of islands, and finally return to Ithaka. Players' boats can fight each other, a storm can be used to send opponents off course, and deals can be negotiated. Nice graphic design and wooden boats.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1995	2	6	0	10

### Omega Centauri

In shrink **£24.00**

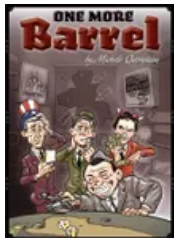


4X science fiction game (eXplore, eXpand, eXploit, eXterminate). This is Nigel Buckle's long awaited game of space empires. Play involves making decisions on how to advance your empire, and how much to focus on exploration, research, and military might. The player's own empires will need to expand into space occupied by both a neutral declining empire and sometime also vie for key locations held by other players' empires. There is both a basic and advanced set of game rules included.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	4	1,2,3,4	12

### One More Barrel

In shrink **£19.00**



Cynical game in which the players attempt to ward off global terrorism by eliminating weapons of mass destruction hidden in a country which has a huge oil reserve. Players send in the troops and invade the hostile state, and grab and sell as much oil as possible while doing so, ideally to companies from your own country. While achieving objectives is good for your position in the media, it is money which wins the game. Now of course such a scenario is clearly far fetched!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	3	5	3,4,5	12-16

### Quest for the Princess

In shrink **£4.00**



Whimsical fantasy card game in which the players are knights seeking to woo the princess by rescuing her from the dragon. However, pretty much any knight can defeat a dragon, just as important is making a good impression on the royal family by winning tournaments, impressive horse riding and fighting other knights.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	3	5	0	12

### Quorsum

In shrink **£8.00**



From BGG: abstract, strategic racing game for two players. The goal is simple enough: move your tokens to the opposite corner of the 4x4 board. The 16 board tiles are picked at random before the game, so the game is different each time. Not only that, but the board continues to change throughout the game, as players try to flip key tiles from light to dark or vice versa. Luck is minimal: even the dice require skill, since players may decide how many of their dice to use for each move.

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

### Rattus

In shrink **£25.00**

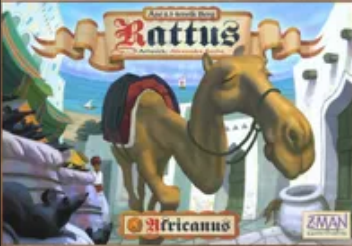


Set in Europe in 1347 as the Black Death is about to strike. The players each have centres of population they control, and as the plague spreads it kills many in its path. The players use help from various classes, such as the peasants for population growth, monks to keep the rats away etc. When eventually the plague stops the player with the most people still alive wins.

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

### Rattus: Africanus

In shrink **£20.00**



Rattus: Africanus, is an expansion for Rattus, introduces a caravan and diplomats to add more strategic possibilities to the game. With the introduction of region cards, players will have more control on possible outbreaks of the Black Death.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2011	2	6	3,4,5,6	8

### RoboRama

In shrink **£16.00**



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

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

### Rolling Freight

In shrink **£26.00**



From BGG: Rolling Freight is a route building and cargo shipping game in which dice represent each player's resource pool. Players begin with six dice with multi-colored sides. On each turn, a player can spend his or her dice to purchase contracts, construct rail links, build switching stations, purchase improvements and deliver one cargo of passengers or freight. Unused dice can be converted into stockpile markers for future use. By purchasing improvements, players can gain more dice with special abilities, become more efficient at laying rail or stockpiling dice, or increase the points they receive when other players deliver cargo over their rails. Bonus points are awarded for delivering passengers quickly or delivering freight over long distances. Includes maps for 2-4 and 3-5 players.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	5	2,3,4	16

### Rome At War I: Hannibal at Bay

In shrink **£22.00**



A tactical level game of the four great engagements of Scipio's campaign in North Africa against the famous Carthaginian general Hannibal in 202 BC. The game features beautiful full colour playing pieces and a mounted geomorphic game-board.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2008	2	2	1,2	12

### Ruse

In shrink **£15.00**



From BGG: Simple suit matching game with light role playing elements. Each player chooses a character and makes murder accusations of the other players who in turn play cards of a matching suit from there own hand providing an alibi. Light and fun.

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

### Schinderhannes

In shrink **£8.00**



Based on the mechanics of Old Town, this is a deduction game in which the players work out the details of the exploits of the famous robber Schinderhannes. Cards are played which narrow down the possibilities for the various crimes, and using logic the players eliminate possibilities gaining VP tokens as they remove possibility markers from the board. The player who collects the most of these is the most successful detective and wins the game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2009	1	4	2,3	9

### Seventh Hero (a.k.a. Rent a Hero)

In shrink **£5.00**



From BGG: Good family-level light bluffing and light strategy. Accessible, quick, and interactive, with the potential for some bigish moments hinging on a card flip.

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

### 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

### Storm the Castle!

In shrink **£10.00**



From BGG: Had a blast playing Storm the Castle at ICON! Excellent mechanics, masterfully designed, I had to play it again!

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2013	1	4	2,3,4	12

## String Safari

In shrink **£12.00**



From BGG: In String Safari (a.k.a. String Savanna), the players are zoologists, trying to get as much information as possible about the animals scattered across the savanna to complete research goals. Before you can study the animals, though, you need to have them under control, so you'll need to enclose them in your study range — that is, your string — which earns you a point at the same time. The animals all have different attributes, and the topography also influences your ability to study the animals. In the end, whoever completes the most research on the correct animals wins. Special rules are included so that even young children can play.

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

## Takara Island

In shrink **£15.00**



Based on the earlier Japanese game: The Edict of King Budeunia. Legend tells of two priceless gems buried on Takara Island. Each player assembles adventurers and goes to seek these treasures. However, while digging it is pretty much certain that monsters will turn up and that other hazards and dangers will afflict your group. If one player manages to claim both gems they win. Otherwise the points awarded by treasures found will win. Game play involves worker placement, with options for workers being to dig, investigate a site, recruit a specialist, or fight. Each of these has its benefits depending on the situation.

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

## Take Stock

Excellent **£5.00**



Stock market themed card game. The cards permit the purchase of 5 companies' shares as well as the ability to manipulate the share prices and mess a little with your opponents. The objective as always is to buy low and sell high, and thereby to make more profit than the other players.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	6	2,3,4,5	10

## The Agents: Break the Rules

In Shrink **£5.00**



Expansion for "The Agents", which you will need to have in order to enjoy this.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	5	0	0

## The Agents: Events

In Shrink **£5.00**



Expansion for "The Agents", which you will need to have in order to enjoy this.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	5	0	0

## The Agents: MaVericks

In shrink **£5.00**

Expansion for "The Agents", which you will need to have in order to enjoy this.



Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2014	2	5	0	0

## The Ares Project

In shrink **£10.00**

From BGG: Great game! It does have a bit of luck factor going with the dice, and it does have a guessing game aspect that can make or break you, but despite that, the game is very deep in both strategy and tactics. Once the cards are learned, the gameplay speeds up greatly, and you can play a game in just over an hour, so if you get bitten by lady luck, you're not out an entire afternoon and can play again. I love the asymmetrical play with the 4 different factions, and it is loaded with re-playability.



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

## The Fog of War

In shrink **£30.00**

World War II Grand Strategy game for two players. However, unlike most games with this premise the playing time is short and there are no unit counters or miniatures to put all over the map. Instead everything is card based - not only actions that can be performed but even the units themselves. Also, as the name of the game implies, everything starts secret. Finding out what your opponent is planning requires gathering intelligence and is a crucial part of play. Attacks must be planned several turns in advance and cards committed, but there is time for your opponent to get defences ready - but only if they can work out what you are up to. As you would expect the Axis start strongly, but the Allies get stronger each turn.

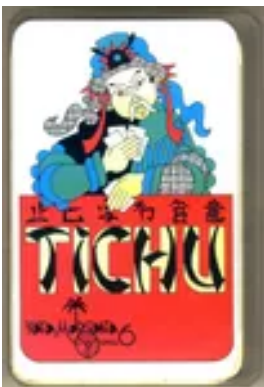


Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2016	2	2	2	12

## Tichu

In shrink **£7.50**

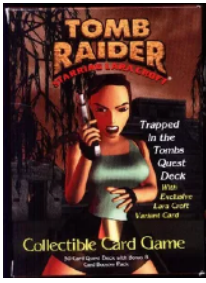
Card game set with rules to several games, including a game very similar to Kariere Poker / The Great Dalmuti for up to 10 players. However, the main event is Tichu itself which is an excellent four player partnership game played with a standard deck of cards plus four special cards. It is a 'climbing' game, which means that players play a particular type of combination (eg. pair or run) to a trick, but subsequent players can only play higher sets of the same type. The highest played wins the trick and leads to the next one with the objective of getting rid of all your cards. Sounds simple, but there are quite a few extras which make this great and a different challenge every hand. Andy's favourite card game, so highly recommended.



Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1991	4	4	4	12

### Tomb Raider Collectible Card Game

In shrink **£7.00**

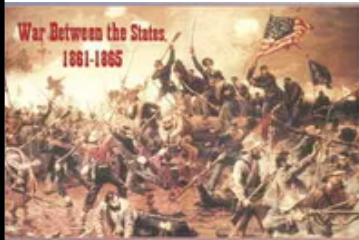


Card game. The game takes the form of Quests, in which the computer heroine Lara Croft must beat the traps and creatures in order to be first to solve the riddle of the tombs. This is the Pacific Peril quest deck, containing 50 cards plus a bonus 8 card booster pack.

Year of release	Min PI	Max PI	Rec PI	Age Range
1999	1	4	1,2,3,4	8

### War Between The States 1861-1865 (Second Edition)

In shrink **£80.00**

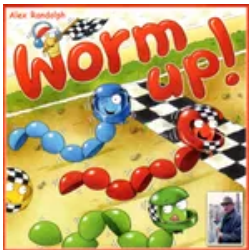


From BGG: My group here in Jacksonville is about to embark on our 4th play of the campaign game and we absolutely love it. Are the counters kind of drab compared to flashy models being made today? Sure, but we're old coots anyway, not very flashy ourselves, so they work just fine. The maps are clear and easy to read. Don Johnson is very helpful in answering our odd questions but the rules are pretty clear and we can almost always work out what we need to do. The production spiral is a thing to be admired and is a game within the game and just by itself provides a lot of fun.

Year of release	Min PI	Max PI	Rec PI	Age Range
2004	2	2	1,2	14

### 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 PI	Max PI	Rec PI	Age Range
2008	3	5	3,4,5	6

### WWE Superstar Showdown

In shrink **£13.00**



From the publisher: WWE Superstar Showdown features six of WWE's greatest superstars — Daniel Bryan, Roman Reigns, John Cena, Big Show, Randy Orton, and Big E — in a game of miniature combat driven by specialized card decks that highlight the unique style and signature moves for each WWE superstar. A single match in WWE Superstar Showdown can be played in as little as ten minutes. The game expands with rules linking a series of matches to form an event, creating a longer and more in-depth play experience. With four different match cards, players can play a variety of different matches, further augmented with stipulation cards that introduce special rules to the contest. Players in an event can improve their superstar between matches by earning and adding powerful bonus cards to their superstar decks.

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

## XXL

In shrink **£5.00**

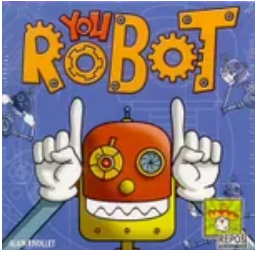


Card game, with large cards each with two numbers from 0 to 10 and the sum of these numbers. The cards come in different colours (suits) and sometimes the colour of the numbers is reversed. 6 different games are described which make use of these unusual cards. The games are More or Less, Stay Low, Passing Permitted, Building Runs, Get them in Sequence and Choose the Suit. German Version.

Year of release	Min PI	Max PI	Rec PI	Age Range
1996	1	6	2,3,4,5,6	6

## You Robot

Good **£8.00**



The players team up into pairs in which one player is the Robot and the other the Programmer. An action card (several difficulty levels available) is seen only by the Programmers who must get their Robot to perform the action shown. However, this can only be done by pointing to parts of the body on a robot diagram and use of an arrow card. Daft, but fun, especially for teenagers and others young of mind (and not too inflexible of limb).

Year of release	Min PI	Max PI	Rec PI	Age Range
2009	4	10	4,6,8,10	8

## Ystari Box

In shrink **£15.00**



This box includes mini expansions for the following Ystari games: Amyitis (The Palace), Metropolis (new goal cards), Caylus Magna Carta (The Favors), Sylla (Caveant Consules), Yspahan (The Souks).

Year of release	Min PI	Max PI	Rec PI	Age Range
2009	2	5	2,3,4	12

**PLEASE SEE OUR SMALLPRINT DOCUMENT FOR FURTHER DETAILS.**

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