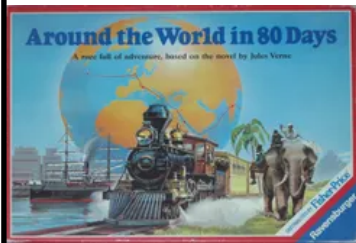## Around the World in 80 Days — Good — £6.00

Race game based on the Jules Verne story. Game play involves using cards to move from space to space along a track. In order to make a move a numbered card must be played which matches the currently available transport type. Special cards allow the current transport method to be changed, or hinder other players, and landing on certain spaces gives additional benefits, often allowing a further card play, making quite long moves possible from time to time. Recommended as a light but enjoyable game. Last copy - box shows some wear.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1987	2	6	2,3,4	8

Bakschisch — Good — £16.00
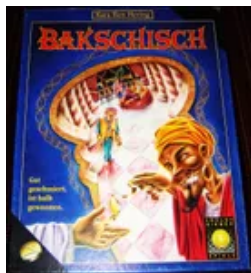
Tactical game of simultaneously choosing actions. Players attempt to bribe the city inhabitants, with a view to moving towards the palace and ultimately becoming Sultan. Players bid for the right to go forwards or not go backwards or can playa thief token to claim money bid by other players. Once the 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 Pl	Max Pl	Rec Pl	Age Range
1995	2	4	3,4	8

BANG! — Good — £5.00

Card game which recreates a Wild West shootout. Each player is dealt a character card which gives them special abilities and a secret role card which determines that player's goal for the game: the Sheriff wants to kill all Outlaws, the deputy wants to protect the Sheriff and kill Outlaws, the Outlaws want to kill the Sheriff, and the Renegade just wants to be the last person standing. The cards let you shoot other people (though sometimes a shot will miss), get a better gun, have a beer to revive you etc. The cards are language independent, box damaged hence the good price.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	4	7	5,6,7	10

Bazaar — Acceptable — £5.00
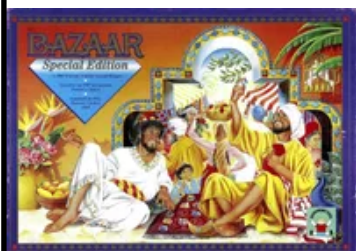
One of Sid Sackson's most reprinted games, and worthy of it too. Players trade different gem types for other selections according to the rules of the market (different every game), aiming to be able to fulfil one of the order cards and score points. In a clever twist you score more the fewer gems you have left after each order is fulfilled, and as the game goes on values of orders increase. Recommended. Last remaining copy - quite bad box and some gems missing, hence the great price.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1987	2	6	2,3,4,5	8

Bermuda Triangle — Good — £9.00

Business game with a twist! Players run a freight ship operation in the seas north of Bermuda, and try to get their ships from one port to another delivering needed goods for profit. Prices for the various goods change throughout the game, so ideally a delivery should be made when the price is highest. There is scope for blocking opposing ships, but in addition there is a large rotating cloud which moves around the board and has magnets on its underside, and should these swing above a ship as the cloud moves the ship will most likely be moved or even sucked up and away and destroyed! Good fun and a wonderful mechanism.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1976	2	4	2,3,4	5

Blockade   Acceptable   £5.00

Clever abstract game, but highly approachable for those not generally fond of that genre. Players must reach each other's starting positions, but as well as moving their pieces players also place walls in places which will block their opponent more than they block themselves. However, a wall may never be placed so as to make a goal unreachable. This allows a quite cunning maze to be built up and clever play will certainly decide the winner. Published as Cul-De-Sac and Blockade, and effectively a 2 player version of Quoridor. Recommended.

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

Café International   Good   £5.00

German Game of the Year in 1989. Players seat customers of many different nationalities in a cafe so that they are at a table designated to their country, but they will also be next to other people at other tables. To win you must choose the right time to play your customers to score well, and also recognise when a customer is a liability and send them to the bar instead. Customer placement rules ensuring that the number of men and women at each table don't get too unbalanced make play interesting and add to the tactical possibilities.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1989	2	4	2,3,4	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

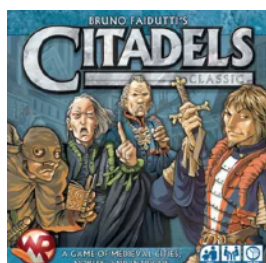## Cluedo   Good   £10.00

1949 version produced by Waddingtons. Small box with a separate board.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1949	2	6	3,4,5,6	8

Citadels   Excellent   £8.00

The original role selection game. Choose a character to build up your district. Maybe you chose the thief or the assassin, if not try to make your choice not too obvious to avoid death and theft. An extremely entertaining game but only for those who can accept getting a dagger in their back every now and then. Made by the ever famous Bruno Fauditti and plays well between 3 and 8 players. Cards in Shrink, counters unpunched.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2000	2	8	2,3,4,5,6,7	10

Cosmic Encounter
Good   **£15.00**

1986 Games Workshop edition of this wonderful game. Each player takes the role of an alien race which starts off with 5 bases on its own planets, but each wants to be the first with 5 bases on other races' planets. This is done by making attack attempts and inviting attacking and defensive allies, and playing cards to resolve the attack. However, what makes this game great is that each race has one or more rule breaking alien powers, and the way these interact is different every game. Highly recommended. Includes 32 Alien power cards, box shows shelf wear.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1986	2	6	4,5,6	10

Der Fliegende Holländer
Good   **£10.00**

Interesting game, with wooden pieces, cards, and horseshoe tiles with racks to keep them on. Players set out to make money as merchant traders, but must avoid meeting the Flying Dutchman, who will curse their voyage if they should cross paths. The player who gains the highest value of shares by the end will win. The Dutchman is controlled by the players throughout the game, but care is needed to use your influence wisely or you will be caught near the end with no influence left just when you need it most. Plenty of decisions to make. Plays especially well with 5-6 players. Recommended.

| Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1992	3	6	3,4,5,6	14

Der Fliegende Teppich
Good   **£7.00**

A very nice game with striking graphics. Players race their flying carpets from one end of the city to the other (and optionally back again). The board can be set up for an easy or difficult race and the card play and use of special movement tiles requires good planning. Recommended if you are looking for a light but fun fast playing race game.

| Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1987	3	6	4,5,6	10-14

Die Neuen Entdecker
Good   **£11.00**
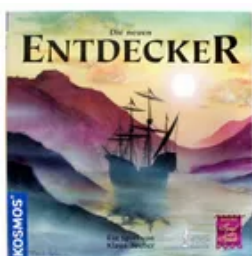
An expanded version of the earlier game, Entdecker. Players send ships exploring an archipelago, and get the chance to leave scouts, settlements and bases on these islands. As the game progresses more of the archipelago gets revealed and islands are fully discovered and scored. Players get to send their scouts inland to find treasures in various natives' huts for sizeable bonuses at the end of the game as well. The money management aspect of the game is significant and enhanced compared to the earlier version. Essentially a longer and meatier revamp of Entdecker.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2001	2	4	2,3,4	10

El Caballero
Good   **£10.00**
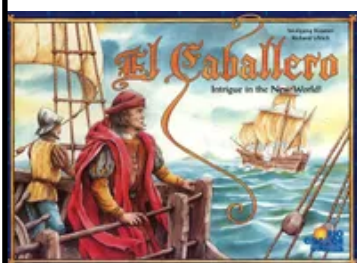
A strategy game of discovery, exploration and struggle for control. Players search for islands to produce gold and food. They protect their conquests with caballeros. The artwork matches that of El Grande, but the gameplay is quite different, and more intense and cut-throat than that game. Lots of scope for clever play and works well (possibly best) with 2 players too. Last copy: good but box shows wear.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1998	2	4	2,3,4	12

## Elfengold
Good   £20.00

Fantasy themed game, part of the Elfen... series by this company (White Wind). Limited edition of 1200 games. Players compete to dig for gold in the Trolls' gold mine. Each round players choose where to dig for gold, and where to hinder other players. Very nice components. Note that this is not the expansion to Elfenland, which has the same name.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1999	2	6	3,4,5	10

## Escape from Atlantis
Good   £20.00
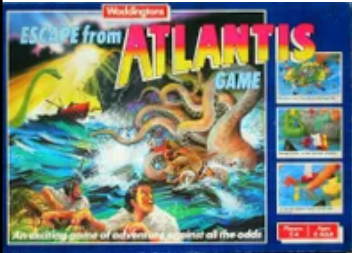
Attractive game, and one which plays very well with the family and gamers too. The board starts off with a large island in the centre, but the volcano is erupting and the island sinking into the sea. The players all have people of their tribe who need to escape to the safety of the mainland. This is done by using 3 action points each turn. In addition there are boats and dolphins to aid you (but rarely just where needed) and sharks and sea monsters to hinder. Each turn another bit of the island tumbles into the sea, possibly with an associated event. Whoever saves the most of their tribe wins. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1986	2	4	3,4	8

Euphrates & Tigris: Contest of Kings
Excellent   £5.00
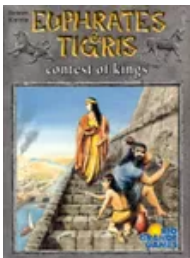
Card game version of the highly regarded tile laying game Euphrat und Tigris. Players place leaders of four types into kingdoms and play cards into the kingdoms in order to claim victory points and build ships which generate victory points for leaders of the corresponding colours. Players must ensure they get a balance of victory points in all four colours as only their lowest scoring colour counts at the end of the game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	4	2,3,4	12

Gnadenlos!
In Shrink   £10.00

Game set in the Wild West. Players start with a posse of characters you might find in a Western, and all are rated for their skill in gold mining, gun slinging and poker playing. Each turn there is one of these events. Players each send one of their posse to do the job. In general the best of these characters gains from this but is then retired and the worst loses out - if it was a gunfight that means death! New characters can be recruited in a clever auction involving paying with IOU notes, and every now and then the bank calls in some IOUs which have been used. Woe betide anyone who hasn't got enough gold to keep the bank happy. Great game with a sense of humour and which fits its theme really well. Highly recommended.

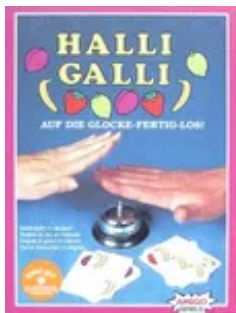| Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2001	3	4	3,4	10

Hacienda
Good   £17.50

Set in the early 19th century in Argentina, the players are establishing ranches in the pampas. This is a placement game in which the players use cards to permit land areas to be claimed and for animals to be played in groups. Scoring is in a variety of ways, including for large groups of animals and connected terrain, for haciendas and adjacency to water, as well as for connections to the small towns spread over the board. The map board is double sided to add extra variety. Clever and enjoyable game in which there is always more you need to do than you can with the number of actions you have available. A classic with our group in Cambridge. Highly recommended.

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

Halli Galli
Good   £4.00

Players turn over cards and if they spot there are 5 of the same fruits they hit the bell. Quickest player wins. Exciting quick filler!

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

Hey, That's My Fish!
Very good   £8.00

A very clever tactical game in which each player moves their penguins around the board claiming fish tiles of value 1-3. These are worth points at the end of the game. However, these tiles also make up the so as they are removed the remaining tiles get less and less well connected, eventually splitting up into separate islands. Eventually every penguin will be left stranded on a single tile and this ends the game. Every turn there are many things you need to do, but you may only choose one, and so must select well. Fast to play, and highly recommended. English version.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	4	2,3,4	6

History of the World
Good   £10.00
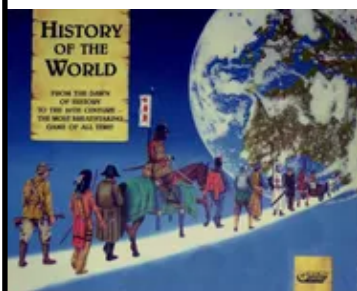
Classic game, as easy as Risk, but far more subtle, and working through from the dawn of history to the 20th century. In each of 7 rounds every player controls a different civilisation that appeared in that time period. With the counters for your civilisation you build cities, capture towns, construct monuments and occupy as much land as possible. Very well regarded game. The duration ranges from 2-5 hrs - the game is longer the more players are involved. 2 'playable' versions available: gibsons games (1993), avalon hill (1994), different artwork on boxes.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1993	3	6	4,5,6	10

Hol's der Geier
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

The Lord of the Rings — Good — £20.00

Great game based on the Tolkien novel. The players must cooperate with the others to get the ring to the Cracks of Doom. Some may well fall by the wayside. If all fail, then the game is lost. If successful, the game is won by all players (even those who sacrificed themselves for the greater good). Game play involves card management and deciding how to focus the group's resources. Players can discuss options but not actually show each other their cards. It is possible to play with different difficulty levels to ensure that your group will have a tense time as Sauron tries to get his hand on the One Ring. Illustrations by celebrated Tolkien artist, John Howe. This is the last copy and it includes the Sauron and Friends&Foes expansions all together in one single box. Recommended.

| Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2000	2	5	1,2,3,4,5	10

Maestro Leonardo — Good — £7.50

The players are inventors in Renaissance Florence, and each tries to create amazing inventions in order to impress the rich patrons of the city. To do this the players will need to obtain the right raw materials, attract more apprentices to work in the laboratories, or perhaps build mechanical men to do these jobs. The favour of the town council is also useful from time to time. Once work on a project is completed the invention card is claimed and money obtained from a rich patron. By the end of the game more and more impressive (and valuable) creations will be made. Interesting development and resource management game - recommended. This is the German/Italian version but English rules are available on BGG.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2006	2	5	3,4,5	12

Maloney's Inheritance — Very good — £13.00
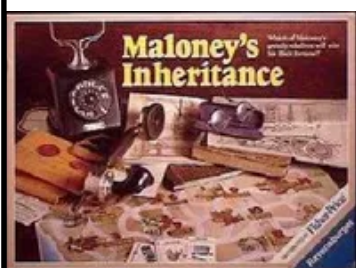
Old Maloney the gangster has died and the players as his underlings want to take over. To settle this Maloney has set up a challenge. Players vie to collect as much as possible from various cities where Maloney has interests, but there is onlyone car available. Players bid to be able to tell the driver where to go, but may well decide to let others get their way if it isn't too bad for them and the bidding is getting high. A player's cards show how much can be collected in each place that dayThere is an interesting bidding system which forces you to think quickly, and I have a house rule which I think improves it further too. Good game and works especially well with 6 which is always useful.

| Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1988	3	6	3,4,5,6	10

Merchant of Venus — Very good — £40.00

Excellent space trading game. The players are traders starting off in a small ship with minimal money. Players discover new races, and buy goods and pick up passengers and take them to other planets to make a good profit. As the game goes on players can buy bigger and better ships, build space stations, and factories for increased profit, and make use of trade circuits which have been discovered. The objective is to get to a monetary target first. Highly recommended especially for 2-3 players.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1988	1	6	2,3,4,5	10

Müll + Money   Excellent   £9.00
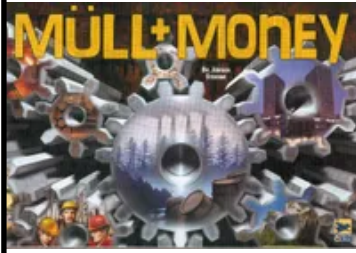
Business game in which the players each run a factory. However, the objective is not purely to get money. Victory points are what win the game and these can be obtained either by accruing money, or by enhancing your factory in various ways, such as efficient labour, efficient use of raw materials and reducing the amount of waste produced. In addition players have to watch how much waste they produce and recycle it or face stiff penalties. The game is driven by cards which offer various actions and the players get to choose a batch of 3 cards to use each turn. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2001	2	4	2,3,4	10

## Ohne Furcht und Adel Sonderausgabe   Playable   £5.00

2012 re-issue of the popular card game. Each turn, every player chooses a role, such as soldier, priest, merchant, thief etc, each of which gives certain special abilities for that round. The object is to collect gold in order to construct buildings in your town. These buildings also have attributes which make selection of particular roles more profitable thereafter, and a few give special abilities. Lots of clever ideas, and good interaction. Unusually it plays very well with 6-7 players. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2012	2	7	3,4,5,6,7	10

Outburst!   Good   £4.00
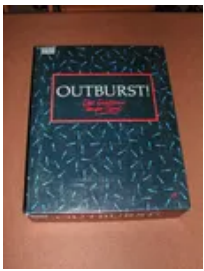
Really good ice-breaker game. A subject is read out, such as "Beatles' song titles" or "Cars that rich people drive", then the other team get a time limit to shout out as many potential answers as they can. Their answers may well be correct in the literal sense, but if those same answers are not on the answer card, then they don't count. In other words, you have to get the 10 things listed on the card.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1988	2	99	4,6,7,8,9,	14

Pass the Bomb   Good   £5.00

Fun and exciting family / party game based on a simple premise: whoever is holding the 'bomb' when it goes off, loses. The timer is a spherical black bomb shaped device with a fuse attached (you don't light it - it is an electronic device)! It can go off at any time from 10 seconds to 2 minutes and you cannot tell when it will be which makes play frantic. Players must name words using letters on the current card but cannot repeat a word in the same round, so if the person before you uses the word you were thinking of you can find the ticking makes your mind go quite blank. The bomb makes a disturbing ticking, and a satisfying Boom! Won the Daily Telegraph's Game of the Year award. Recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1994	2	10	4-10	10

Le Passe-Trappe Micro   Good   £12.00
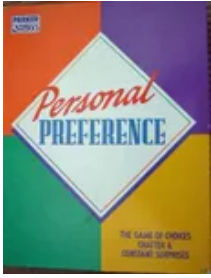
Players shoot their discs to the other players' side of the board. The catch is that the door is only a couple of centimetres wider then the discs, and you both play at the same time. Also published as Fastrack.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	2	2	2	4

## Personal Preference   Good   £3.50

Social game in which one player at a time draws 4 object cards, and secretly ranks these in preference order. The other players (or teams) try to work out what order that player will pick, and place counters face down accordingly, with the option of 'doubling' a bet if they want. Correctly guessing the position of an object scores you points. The team with the most points wins when the game ends. A gentle but enjoyable social game which goes down well with non-gamers.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1988	2	16	2-16	12

## The Princes of Florence   Very good   £15.00
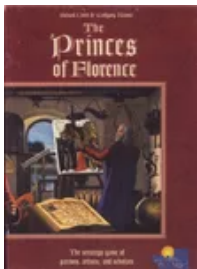
Each player must develop their estates, erect buildings, lay out landscapes, and bring artists and scholars to their location. All this brings prestige and / or money. Money is needed during the game, but prestige is what you need to win. Each turn various improvements to your estates are auctioned and then players choose the actions they wish to do. However, there is always far more you would like to do than you have actions to do, so choosing wisely is vital. Excellent game - highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2000	1	5	3,4,5	12

Raj   Good   £6.00
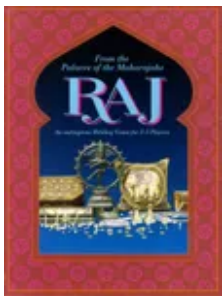
Card game also published as "Hols der Geier" and "What the Heck". Elegantly simple mechanics. Each player has the same set of 15 cards with which to 'bid' for other cards on offer to all players. Everyone plays a card simultaneously and when they are revealed, the highest card played wins the prize card, 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
1995	2	5	3,4,5	6

Reibach & Co   Playable   £5.00

Card game which uses 90 commodity cards, 10 scoring cards and 10 special cards. Players try to collect most of 10 types of commodity. At three points during the game payouts are made to the players with most and second most of each type. In their turn a player can do three things: draw a new card from those on display, play a card to the table in front of them (where it counts towards scoring), or place a special card which can double the number of other cards played of that type, but means that no more may be played. In many ways a cut down to the basics version of Airlines by the same designer (Alan R Moon, who is famous for his groundbreaking Ticket to Ride).

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

Samarkand   Good   £12.00

Very good economic game in which players buy, sell and trade different goods with nomads and markets in the exotic East. Very cleverly designed board and rules make this different to other similar sounding games and well worth playing.The objective is to reach a monetary target first. Highly recommended.

| Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1998	2	5	2,3,4,5	8

Santa Fe
Good **£30.00**
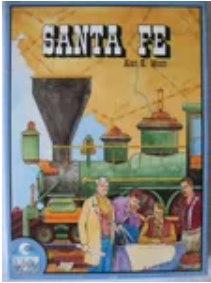
Superb train game, with mechanics possibly inspired by Ravensburger's Wildlife Adventure. Players use tracks to extend various railroads across America, with the purpose of feeding many different lines into towns in which you have a vested interest. Each turn players decide how to best progress their cause: claim more towns, extend railroads in various ways (trading off tactical bonus payments for linking new towns for the amount of track laid) etc. Limited edition of 1200. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1992	2	5	2,3,4,5	8

Schnäppchen Jagd
Good **£12.00**
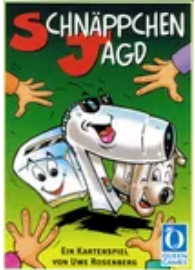
Clever trick-taking card game. Each hand each player is aiming to collect tricks containing cards of a particular type. These score points, but other cards won are potentially negative. However in between rounds you get a chance to get rid of some junk cards you have collected and also change what you are going for in the next hand. The rules for trumps are novel as well. Recommended to any fans of trick-taking games. Especially good for 3 players.

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

Serenissima
Very good **£12.00**

Excellent strategic game of trading and / or piracy in the Mediterranean. Reprinted as Mediterranee. Players represent a merchant family during the Renaissance and attempt to balance the needs of trading and open commerce versus piracy. Players create and send out a fleet of ships to trade various commodities around the Mediterranean while also keeping well manned ships to attack and defend against other players' fleets.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1996	2	4	3,4	12

## Die Siedler von Catan: Das Kartenspiel
Good **£10.00**

An excellent 2 player card game based on the ideas in the Settlers board game. Each player must develop their settlements by adding a variety of different buildings which give various benefits and have different costs. Also settlements can be developed into cities, and the players vie for trading supremacy and military supremacy as these are worth VPs and give benefits. A dice determines which type of resource each player gets each turn, but unlike the board game only one production die is rolled giving a more even distribution of resources. The building cards are drawn from various stacks, and so remembering which pile certain cards are in can be useful. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2005	2	2	2	12

Die Siedler von Catan: Das Würfelspiel
Good **£4.00**
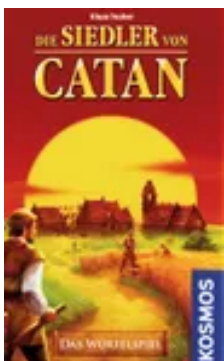
Dice game in which players each have a sheet showing a land section from a game of Die Siedler von Catan, with possible places to build roads, settlements, cities, and knights shown. Each turn a player rolls six special resource dice and can reroll any number of dice a couple of times before using the resources shown to build with. Points are scored depending on what was built. It is not always possible to build anything - you can only build what you have made accessible with roads, so some care is required to keep flexible for future turns. Quick light dice game with a nice feel of the Settlers family. Recommended. German version available at £5, game components are international.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2007	1	4	1,2,3	8

Sisimizi
Good   £8.00

Interesting game with 240 ant pieces, and 28 anthills. Each turn, players add ants to the board, with a view to forming a connecting line of ants from one anthill of their colour to another, until all 7 of their anthills are connected. In order to ensure this is actually possible players can either place or move one of their anthills each turn, move a few existing ants and either once or twice per game (depending on the number of players) they may cross an opponent's line of ants.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1996	2	4	2,3,4	10

Special Delivery
Good   £10.00

A courier themed family game in which the players or teams of players deploy their vans and motorbikes to make efficient collections and deliveries of goods. Dice are used, but the map ensures that clever use of the blockage pieces can delay your opponents letting you make the collection first. The game uses cards to determine pick-up and drop-off points and to see if any mishaps occur on the way. Kevin also developed a diceless variant intended for gamers.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1993	2	16	3,4,6,8	0

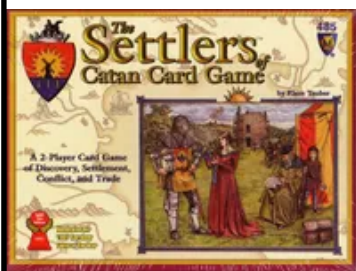## Starships
Good   £8.00

Card game, a science fiction version of Ogalalla / Blackfeet. Players draw cards, illustrated in full colour, to 'build' spaceships. These parts come in a wide variety of types, some weapons, some valuable equipment, others just empty passageways. The idea is to complete your ships, and as each is completed it gets a chance to attack an opponent's ship, and salvage some bits for use in another ship. Players can try to build small weak ships quickly or large powerful ships, but slowly. There is a significant bonus for the player who manages to complete their three ships first. Nice game and the spaceships look good. The box is a bit worn, but doesn't look bad for a 40 year old game.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1980	2	4	2,3,4	8

## The Settlers of Catan Card Game
Excellent   £10.00

An excellent 2 player card game based on the ideas in the Settlers board game. Each player must develop their settlements by adding a variety of different buildings which give various benefits and have different costs. Also settlements can be developed into cities, and the players vie for trading supremacy and military supremacy as these are worth VPs and give benefits. A dice determines which type of resource each player gets each turn, but unlike the board game only one production die is rolled giving a more even distribution of resources. The building cards are drawn from various stacks, and so remembering which pile certain cards are in can be useful. Highly recommended.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1998	2	2	2	12

The Really Nasty Horse Racing Game   Very good   £10.00

Horse racing game with really nicely made horses and jockeys. It is played over several races. Each player has the same selection of horses to use but can choose which race each should enter. Game play involves dice and special spaces on the board give bonus movement to the horses of the right type (more spaces available for better horses). Also start lane is very important, blocking is possible and it is easy to move out into the slower lanes but hard to get back into the faster ones.Money is gained by winning races or by betting on the winning horses. There is a neat system for setting the odds. What gives the game its name though is very potent cards which can make horses fall at specific spaces or start steward's inquiries etc.
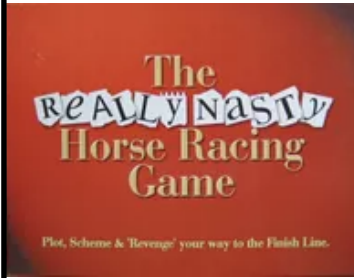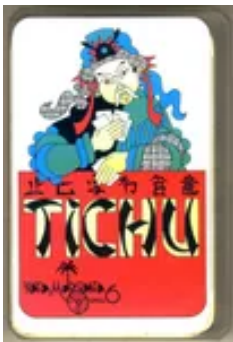
Year of release	Min Pl	Max Pl	Rec Pl	Age Range
2002	2	6	4,5,6	10

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

...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

Vinci   Good   £14.00

Excellent game in which the players build up civilisations, expand them and then decline them - each player will use several civilisations, and try to maximise each of their potentials. The board shows a map of Europe divided into various regions, having different attributes. Each civilisation, while not a real-life civilisation, has two special abilities which differentiate it from others. eg. Mining will give extra VPs for holding mountainous areas, Weaponry will make attacking neighbours easier etc. Combat is deterministic, and very neat, and much of the game is about deciding which civilisations to take, when to decline a civilisation and take on a new one, and all in 2 hours! Highly recommended. Later reworked into Small World. Components good, but box shows some wear as it was part of a games library, hence the great price.

| Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1999	3	6	3,4,5	12

Wettstreit der Baumeister — Good — £5.00

Auction based game in which the players buy a variety of building types which they build into their own city. The auction rules are novel, and there are restrictions on what may be built next to what which makes it quite tactical. In addition there are various bonuses at the end of the game, so there are a variety of strategies too. Players sometimes get the chance to attack opponents' buildings, but this can be protected against by building defensive buildings. I have house rules which improve the game further. I especially like this with 3 players. Recommended.

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

Win, Place & Show — Good — £10.00
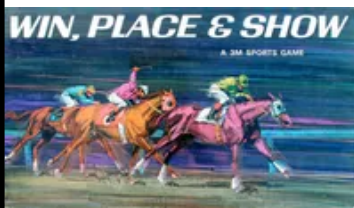
Classic horse racing game. Players make money by owning winning horses and by gambling on their own or other's runners. The race system is very clever, with a combination of fixed form forthe horses on an individual basis, small occasional bonuses according to dice rolls and a random base speed for all horses each round. This means that a horse which starts fast but runs out of pace at the end really needs high 'base' rolls todo well, whereas a fast finisher wants the reverse. There is also a lot of positional play and different quality jockeys, as well as the possibility that a player may not actually want his horse to do that well! Stats for 6 sets of horses included.

Year of release	Min Pl	Max Pl	Rec Pl	Age Range
1966	3	6	3,4,5,6	12

Worm Up! — In shrink — £7.00
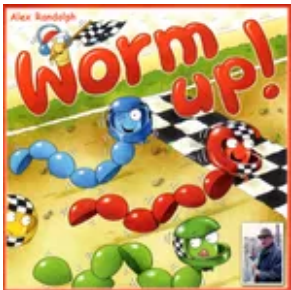
Reprint of Wuermeln. Excellent, silly and fun race game as you bid for the right to move your worm (made up of separate parts which are moved from the back to the front as it advances) up the table towards the finishing line. This edition uses cards rather than dice for the bidding,

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

PLEASE SEE OUR SMALLPRINT DOCUMENT FOR FURTHER DETAILS.
Game descriptions are personal opinions from Eamon, Andy, Hans or Adam.