

Games from Pevans

Mail order board and card games in the UK



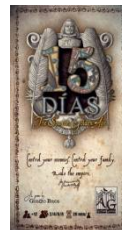
Clearance Sale

or online at www.pevans.co.uk/Games/SpecOffer.html

15 Días: the Spanish Golden Age

This is a fascinating card game, not least because it combines team and individual play. Each round players compete for points in three facets of the Spanish court, using the cards they have available. The teams fight it out first and then the players compete individually.

For 2/4/6/8 players, aged 12+, playing time 60 minutes: **£8.00**



Barking up the Wrong Tree

This is an entertaining card game of dogs and trees. Players use their dog cards (and the occasional cat) to 'claim' trees. Sets of trees are what score points. There's plenty of bluff and counter, making this game much more subtle than it appears to be at first.

For 2-5 players, aged 14+, playing time 10-30 minutes: **£7.50**



Capt'n W Kidd

A set of three simple games played with the same board (the deck of Capt'n Kidd's pirate ship) and pieces (the pirates!). They're all about moving your pieces to capture your opponent's. Clever stuff. Limited edition of 333 games: each game is individually numbered.

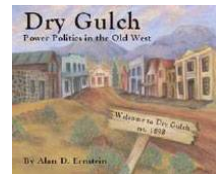
For 2-3 players, playing time 15-30 minutes: **£13.00**



Dry Gulch

Dry Gulch may be a one-horse town, but the inhabitants have great plans. Dry Gulch's leading families compete to develop the town. The aim is to be 'elected' Mayor – and who'd let a little thing like arson stand in their way?

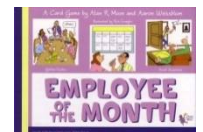
For 3-6 players, playing time 2½ hours: **£15.00**



Employee of the Month

Can you suck up to the boss and keep the respect of your co-workers? A quick-playing, bidding card game from Alan R Moon and Aaron Weissblum.

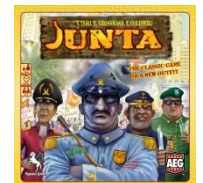
For 2-6 players, playing time 20 minutes: **£5.00**



Junta

A wonderfully cynical view of a banana republic as players compete to get the most cash stashed in their Swiss bank account. Assassinations abound and every now and then the Presidential palace will take a pounding as a coup starts.

For 2-7 players, aged 16+, playing time 3-4 hours: **£24.00**



Kosmonauts

Not an intricate, realistic simulation of space travel, but a fast-playing race game. Players race round the solar system and return to Earth, the first giving the others a couple of rounds to complete their trips. It's good fun and makes you think a bit.

For 2-4 players, aged 8+, playing time 60 minutes: **£20.00**



Lignum (2nd ed)

This is a tricky game of 19th century woodmen. It's not just about chopping down trees, players have to decide whether to process timber before they sell it to earn more. There's a lot of logistics, which means planning and tricky decisions.

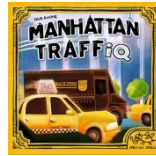
For 2-4 players, aged 12+, playing time 1-2 hours: **£36.00**



Manhattan TraffIQ

If it didn't play so quickly, this would be a game that required lots of thought. As it is, it's a pleasant challenge of grabbing taxi and truck routes as you expand Manhattan. And nobbling the other players, which just adds to the fun.

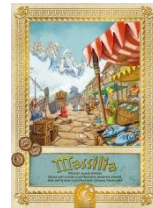
For 2-4 players, aged 10+, playing time 30 minutes: £10.00



Massilia

In Roman times, Marseille (as it's now known) was an important trading port and this is the setting for the game. Players are competing merchants, using dice to buy goods, curry favour with the consul and seek the favour of the Gods. It's entertaining stuff and comes with the "Bacchus" and "Thief" mini-expansions.

For 2-4 players, aged 12+, playing time 90 minutes: **£15.00**



Master Builder

A game where the players construct model buildings. The tricky bit is hiring (and firing!) the right workers to get your buildings done without running out of cash.

For 2-4 players, aged 10+, playing time 60 minutes: **£22.00**



Nefarious

A chance to play the mad scientist: construct your greatest invention and take over the world! Before the other players have a chance to build theirs and do the same... It's wonderful fun deploying your 'Igor's' to best effect.

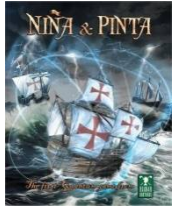
For 2-6 players, aged 8+, playing time 45 minutes: **£15.00**



Niña & Pinta

"The first Quantum game" has players exploring three parallel versions of the New World – one for each of the ships in Columbus's expedition. And each player has their own version of the three ships! Plenty to think about and lots of decision making in another excellent game from the Ragnars.

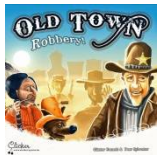
For 1-4 players, aged 14+, playing time 2 hours: **£24.00**



Old Town Robbery

This is a memory and communications game that requires quite some mental concentration. First, players devise a story as they track a robber; then they use the story to retrace his steps. It's hard work being sheriff.

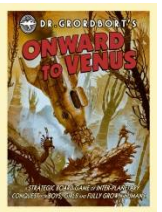
For 2-7 player, aged 8+, playing time 20 minutes: £7.50



Onward to Venus

This is a wonderful retro romp of steampunk empires conquering the solar system and I really enjoy it. Players use their spaceships, troops and tanks to establish mines and factories on the various worlds. And, of course, take them away from each other. Don't take the game too seriously and it's great fun!

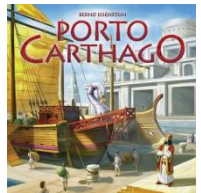
For 2-5 players, aged 10+, playing time 90-120 minutes: **£17.50**



Porto Carthago

Set around the port of ancient Carthage (Rome's great trading rival), this is such a clever game. Players have to think carefully about positioning their 'servant' pawns to gain the right goods, deliver them to the right ships and get these safely to their destinations. Great stuff!

For 3-5 players, aged 12+, playing time 90 minutes: £30.00



Presidential Election

Players represent the Democrat and Republican parties, advancing the cause of their candidate for President of the USA. Whatever their strategy, the player with more votes wins.

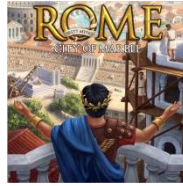
For 2 players, playing time 30 minutes; **£5.00**



ROME: City of Marble

Intriguing game of developing the city of Rome, using diamond-shaped tiles and wooden sticks. Players have plenty of options and thus decisions to make.

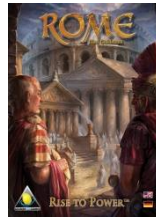
For 2-4 players, aged 12+, playing time 75 minutes: **£22.00**



Rome: Rise to Power

Scheme your way to the top in the declining Roman Empire. Players' actions are both powered and constrained by their initial dice roll, so adapting your tactics is key.

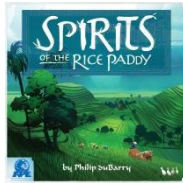
For 2-4 players, aged 13+, playing time 60 minutes: **£18.00**



Spirits of the Rice Paddy

This is an atmospheric game of rice farming in the Far East. Players must effectively combine the mundane (irrigation, livestock) with the religious (prayers to the spirits) to improve their harvest. Biggest earner wins the game.

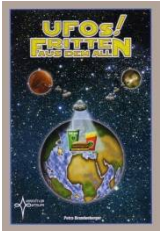
For 2-4 players, aged 13+, playing time 90 minutes: **£22.00**



UFOs! Fries from Space!

The latest aliens to invade Earth feed humans addictive burgers and fries. Your job is to convert the most humans and conquer the planet. A fun strategy game that doesn't need too much thinking. (NB: German edition – English rules provided.)

For 1-5 players, aged 12+, playing time 60 minutes: **£10.00**



What's he Building in There?

I just couldn't resist the title of this game! It looked good when I saw it at Spiel, too. Players are mad scientists in Victorian London, each building a doomsday machine – and coming up with an escape plan. It's good fun.

For 2-6 players, aged 12+, 25 mins/player: **£22.00**



Wyatt Earp

Form a posse and hunt down pesky outlaws! Collect the biggest bounties – which players can add to – to win the game. It's a clever card game in the Mystery Rummy style, but with a lot more to it than just collecting cards.

For 2-4 players, aged 8+, playing time 45 minutes: **£10.00**

