

Games from Pevans

Mail order board and card games in the UK



Clearance Sale – make me an offer!

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

1001 Karawane (1001 Caravans)

Players explore the desert in search of cities, oases and caravanserais. But if they use a location, they reveal information about it. Players explore and trade, aiming to be the first to collect three artefacts. Interesting stuff from Roman Mathar and Argentum.

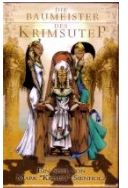
For 2-5 players, aged 12+, playing time 60 minutes
£12.50 + p&p (£4.41 in the UK)—or make an offer



Die Baumeister des Krimsutep

“The Architects of Krimsutep” is a trick-taking game about building on the banks of the Nile. Who builds what where depends on the outcome of the tricks and there are further bonuses at the end of the game. The trick-taking is only part of the story. (With English rules)

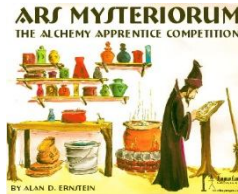
For 3-4 players, aged 10+, playing time 60 minutes
£4.00 + p&p (£1.72 in the UK)—or make an offer



Ars Mysteriorum

As alchemy apprentices, players aim to earn the most for their recipe book. But first they must outwit and out-bid their opponents. A clever strategy game.

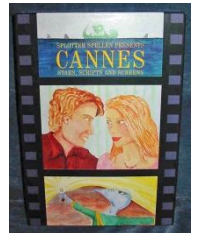
For 3-5 players, playing time 90-120 minutes
£15.00 + p&p (£2.31 in the UK)—or make an offer



Cannes

As movie producers, the players need to put together the right combination of script, stars and publicity to create award-winning films. A clever game with lots of tactical opportunities.

For 2-4 players, playing time 60 minutes
£7.50 + p&p (£3.15 in the UK)—or make an offer



Austin Poker

Another Wild West game from Alan ErNSTein. You play Poker (five-card Stud), buy up mines and ranches and take over the businesses in town.

For 3-6 players, playing time 120 minutes
£11.00 + p&p (£3.15 in the UK)—or make an offer



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.

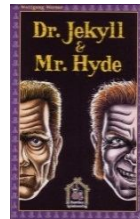
For 2-3 players, playing time 15-30 minutes
£13.00 + p&p (£2.61 in the UK)—or make an offer



Dr Jekyll and Mr Hyde

Another of Günter Cornett's fiendish card games, this is based on the Robert Louis Stevenson story. Players have cards for both Jekyll and Hyde personalities and need to use these to communicate with their partner over a series of rounds. And win the game, of course.

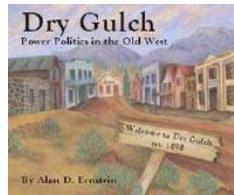
For 3-4 players, playing time 60-90 minutes
£3.75 + p&p (£1.72 in the UK)—or make an offer



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?

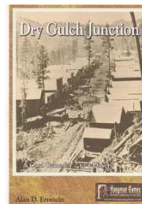
For 3-6 players, playing time 2½ hours
£15.00 + p&p (£2.61 in the UK)—or make an offer



Dry Gulch Junction

Dry Gulch Junction is a card game of developing the eponymous one-horse town in the Wild West. Each player has a set of buildings they are trying to build. At the same time, they need some income. This is a clever, intricate game from Alan Ernstein.

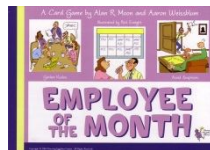
For 2-4 players, aged 8+, playing time 45 minutes
£5.40 + p&p (£2.16 in the UK)—or make an offer



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
£6.50 + p&p (£2.16 in the UK)—or make an offer



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Figaro

Neat card game in which players are trying to get hired by the King for various roles at the royal court. German/Italian edition with English rules.

For 3-6 players, playing time 30 minutes
£5.50 + p&p (£2.16 in the UK)—or make an offer



Gloria Mundi

Players are citizens of Ancient Rome, trying to survive the fall of the city to the Goths. The winner is whoever gets furthest away.

For 2-6 players, playing time 60 minutes
£15.00 + p&p (£4.41 in the UK)—or make an offer



Jagd nach dem Gral

That's The Quest for the Holy Grail in English. Four groups are hunting the Grail: players move the pawns around the board – providing they reveal more influence. It's a development of the classic *Sigma File*.

For 2+ players, aged 12+, playing time 60 minutes
£7.50 + p&p (£2.16 in the UK)—or make an offer



Junk Yard

The aim of this game is to build up a chain of tiles across the board, scoring points for them. It really does live up to its description as a “trick-taking, tile-laying board game”

2-6 players, playing time 60 minutes
£9.00 + p&p (£2.16 in the UK)—or make an offer



Koala

A game of eating as much as possible where players' seating positions affect the game. This is an entertaining family game.

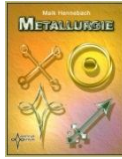
For 3-10 players, playing time 30 minutes
£3.50 + p&p (£1.72 in the UK)—or make an offer



Metallurgie

Convert base iron to gold! Players take turns to add cards to the expanding pattern on the table. This is a clever, pattern-matching card game that requires some thinking and a bit of luck. (English rules)

For 2-4 players, aged 10+, playing time 30 minutes
£3.50 + p&p (£1.72 in the UK)—or make an offer



Obscura Tempora

A card game of developing a medieval domain: building castles, setting up markets, trashing the neighbouring manor and so on. A neat game from Andrea Angiolino.

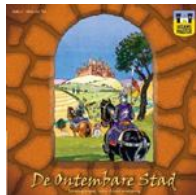
For 2-6 players, aged 10+, playing time 45 minutes
£6.00 + p&p (£2.16 in the UK)—or make an offer



De Ontembare Stad

An interesting game where players develop their medieval manor in competition (and occasional warfare) with the other players. Dutch edition with English rules.

For 2-5 players, aged 10+, playing time 75 minutes
£12.50 + p&p (3.15 in the UK)—or make an offer



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 + p&p (£2.16 in the UK)—or make an offer



Qb

Qb is a neat word game that uses cubes rather than tiles and has no board – so it's easily playable while travelling. It's pretty straightforward: roll the cubes and see what words you can make, adding them to the grid built up by all the players. It's playable solitaire, competitively and socially.

For any number of players, playing time 30 minutes
£6.00 + p&p (£2.16 in the UK)—or make an offer



Sabuca

Players make words from their set of letter cards and then challenge the other players to find those words.

For 2-6 players, aged 10+, playing time 20 minutes
£2.75 + p&p (£1.72 in the UK)—or make an offer



Scandaroon

A challenging card game where players have to decide whether to use their cards for the points they score or their special power. But the decision changes as more cards are played. The designs give the game lots of atmosphere.

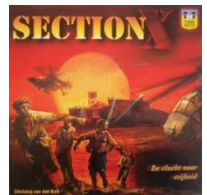
For 3-4 players for 60 minutes
£5.00 + p&p (£2.61 in the UK)—or make an offer



Section X

Players are trying to escape their island prison. This means tunnelling to the shore. But prisoners can use any tunnel, so players also want to keep other gangs out of their tunnels. A fairly abstract tactical game.

For 2-4 players, aged 10+, 60 minutes to play
£8.00 + p&p (£3.15 in the UK)—or make an offer



Sneeze

A simple card game aimed at children. Each player starts with an allergy and gains more when a card matching their allergy/ies turns up until someone loses a life. Action cards add some tactical options. This is a neat little game and is good fun to play.

For 2-6 players, aged 6+, playing time 20 minutes
£3.00 + p&p (£2.16 in the UK)—or make an offer



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Splat!

Food fight! But without the mess. This silly card game is huge fun as players 'throw food' at each other by playing cards. Players may be able to dodge, or hide behind furniture or even re-direct the flying food at someone else!

For 3-7 players, aged 10+, playing time 60 minutes
£5.00 + p&p (£2.16 in the UK)—or make an offer



Sushi Express

Players rush round the city in their delivery vans, earning points by delivering sushi. and getting tips from their customers.

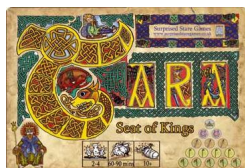
For 3-6 players, aged 8+, playing time 30 minutes
£5.00 + p&p (£2.16 in the UK)—or make an offer



Tara, Seat of Kings

Strategic board game from Surprised Stare Games. Players use cards to place pieces in specific positions in the kingdoms of ancient Ireland. The aim is to become High King by controlling two Kingdoms.

For 2-4 players, aged 10+, playing time 45 minutes
£14.00 + p&p (£4.41 in the UK)—or make an offer



Top oder Flop

Players are movie moguls, looking for the next hit in the cinema. This is a neat game of bluff and out-guessing your opponents. German edition with English rules.

For 2-5 players, aged 10+, playing time 30 minutes
£8.00 + p&p (£2.16 in the UK)—or make an offer



Toppo

Speed card game: players try to get rid of their card by matching the set of symbols on the table.

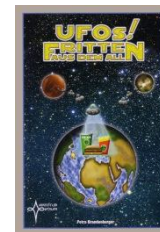
For 2-4 players, playing time 10 minutes
£7.50 + p&p (£2.16 in the UK)—or make an offer



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 are provided.)

For 1-5 players, aged 12+, playing time 60 minutes
£10.00 + p&p (£4.41 in the UK)—or make an offer



Wadi

Ingenious game of watering the desert from flash floods down the river beds (wadis) – or from what other players have grabbed. A clever, fairly abstract game.

For 2-4 players, playing time 30 minutes
£7.50 + p&p (£2.61 in the UK)—or make an offer



Die Weinhändler

A clever card game from the designers of **Santiago, Die Weinhändler** is about collecting wine. Players try to match types of wine and star ratings as they build up their collections. An entertaining game. (NB: German edition with English rules.)

For 3-5 players, playing time 45 minutes
£6.00 + p&p (£2.16 in the UK)—or make an offer



Who Stole Ed's Pants?

Track down the perpetrator of this heinous crime and bring him (or her!) to justice! Or just shift the blame to someone else. A fun card game from Jim Doherty and Eight Foot Llama.

For 3-4 players, playing time 45-60 minutes
£6.50 + p&p (£1.72 in the UK)—or make an offer



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