

# Games from Pevans

Mail order board and card games in the UK



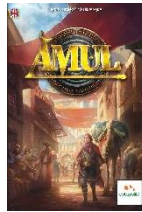
## Special offers

online at [www.pevans.co.uk/Games/SpecOffer.html](http://www.pevans.co.uk/Games/SpecOffer.html)

### Amul

neat set-collecting card game themed around the markets of the eponymous medieval Persian city. The clever mechanisms make it a challenge to get the best out of your cards.

For 3-8 players, aged 10+, playing time 30-45 minutes: **£25.00**



### Blame Space

The spaceship's been sabotaged, the computer's on the blink and the Captain's dead, but it's not my fault! Quick-playing card game of making sure someone else carries the can.

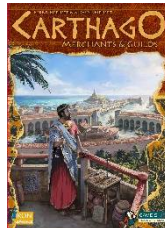
For 2-6 players, aged 12+, playing time 45-90 minutes: **£10.00**



### Carthago: Merchants & Guilds

Players are traders in ancient Carthage. As well as buying and selling, they aim to gain influence in the city's guilds. The winner will be whoever's done best across both.

For 2-4 players, aged 12+, playing time 60-90 minutes: **£20.00**



### Da Yunhe

Rebuilding the Grand Canal of China is the aim of the game, with plenty of opportunity to mess with other players' plans. Drafting action cards from a single set makes this hard to do and provides another intriguing game.

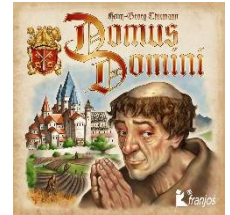
For 2-5 players, aged 10+, playing time 90 minutes: **£19.00**



### Domus Domini

Whose monastery can provide the most food to the Abbey? Except that it's the monastery that provides the least food that gets the most money to develop further. But which bit of the monastery to develop? My vote's on the brewery!

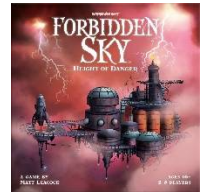
For 2-6 players, aged 12+, playing time 120 minutes: **£28.00**



### Forbidden Sky

Third family-friendly co-operative games from the master, this one features a platform floating high in the sky. And in the middle of a raging storm. Players must construct the electrical circuit required to power their escape rocket.

For 2-5 players, aged 10+, playing time 60 minutes: **£23.00**



### Ishtar

An ingenious game of creating the famous Hanging Gardens of Babylon. However, all players start with is an area of desert and a few water sources.

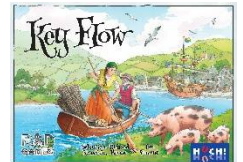
For 2-4 players, aged 14+, playing time 45 minutes: **£18.00**



### Key Flow

Taking its inspiration from *Keyflower*, this is a demanding card game centred on "the great river Key Flow". Over four seasons, players compete to develop villages and farms and to trade goods.

For 2-6 players, aged 14+, playing time 45-75 minutes: **£27.00**



## 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.

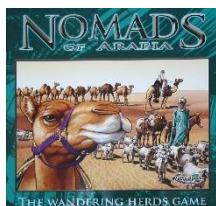
For 1-4 players, aged 14+, playing time 2 hours: **£24.00**



## Nomads of Arabia

A fascinating game where players herd animals across the ever-changing sands of Araby. The aim is to sell your animals for a good price – without falling off the board.

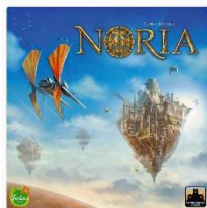
For 3-6 players, aged 10+, playing time 45-60 mins: **£10.00**



## Noria

Set around the flying island of the title, there's an awful lot going on as players develop their production, expand their options and gain the best 'political' position. It's a cracker.

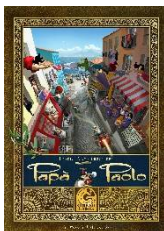
For 2-4 players, aged 12+, taking 70-120 mins to play: **£20.00**



## Papà Paolo

This is a terrific game of pizza delivery. It gives players an awful lot to think about and plenty of decisions to make without melting any brain cells. I thoroughly enjoy it.

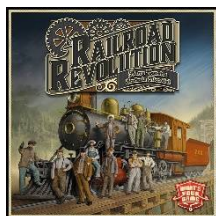
For 2-4 players, aged 10+, playing time 75 minutes: **£20.00**



## Railroad Revolution

The theme is constructing railroads across America, but laying track is just one thing players do. There are stations to build, locomotives to acquire, telegraph offices to open...

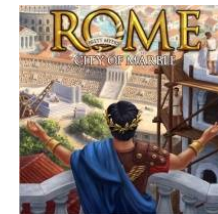
For 2-4 players, aged 12+, playing time 90 minutes: **£27.00**



## 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**



## Scotland Yard

Another classic, this is the original hidden movement game. Master criminal Mister X dodges around London, avoiding the detectives who try to work out where he's got to.

For 3-6 players, aged 10+, 45 mins to play: **£10.00**



## Sheepdogs of Pendleton Hill

This game from the Stratamax collective is professionally produced to a high standard. It is a simple game with brightly coloured wooden pieces: small sheep and tall shepherds for each player and a black, black wolf! It's an entertaining game that isn't as light as you might think.

For 3-5 players, aged 10+, playing time 40 minutes: **£20.00**

