

Games from Pevans

Mail order board and card games in the UK



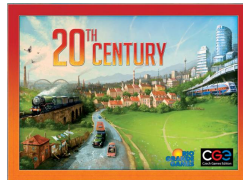
Clearance Sale

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

20th Century

A terrific development game with a green twist: as well as developing their 'country', players have to deal with the pollution and garbage this creates. Recycling plants are a must to balance their growing industrial complex.

For 3-5 players, aged 13+, playing time 2 hours: **£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.

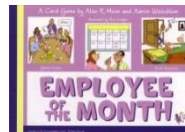
For 2-5 players, aged 14+, playing time 10-30 minutes: **£7.50**



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.

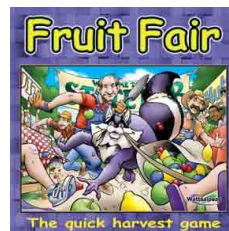
For 2-6 players, playing time 20 minutes: **£5.00**



Fruit Fair

Lovely little game of collecting fruit with some tactical options that make it more subtle than initially appears. Large, bold artwork makes it visually appealing, too. And it has a raccoon!

For 3-5 players, aged 10+, playing time 60 minutes: **£7.50**



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 before scoring points. It's good fun and makes you think a bit.

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



Manhattan TraffIQ

If it didn't play so quickly, this would require 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.

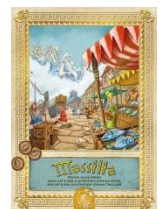
For 2-4 players, aged 10+, playing time 30 minutes: **£10.00**



Massilia

Players are competing merchants in Roman Marseille, 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.

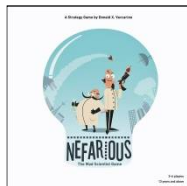
For 2-4 players, aged 10+, playing time 60 minutes: **£22.00**



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 'lgors' 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.

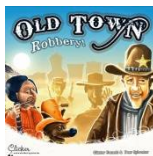
For 1-4 players, aged 14+, playing time 2 hours: **£24.00**



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.

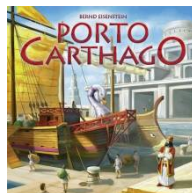
For 2-7 player, aged 8+, playing time 20 minutes: **£7.50**



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!

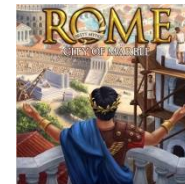
For 3-5 players, aged 12+, playing time 90 minutes: **£30.00**



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**



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**

