

# Here Be Books & Games News

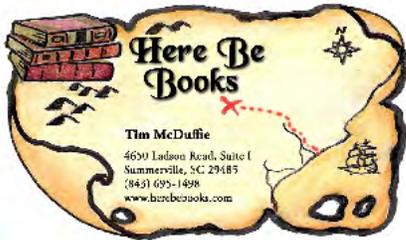


Issue 5

August 2013

## Celebrating Eight Years in Business

It started as a dream Tim & I shared: our own book & game store. Then, on August 2, 2005 it became a reality. Now here we are eight years later, beginning our ninth year in business. Some things have changed (the coffee bar didn't work out so well), but many have remained the same like our dedication to service and quality.



*Original Business Card*

One of the benefits of being a small independent retailer is the freedom to experiment and try new things: new product lines, different marketing methods, new technology. From our earliest days we leveraged technology to ensure a high-quality selection of books, reach a wider market through the Internet, search and find particular books for our customers, and keep up to date on the latest and greatest games

so we can stock them in our store. We've tried some things that didn't work out so well like the aforementioned coffee bar and carrying Magic cards (we gave that one 6 months!).

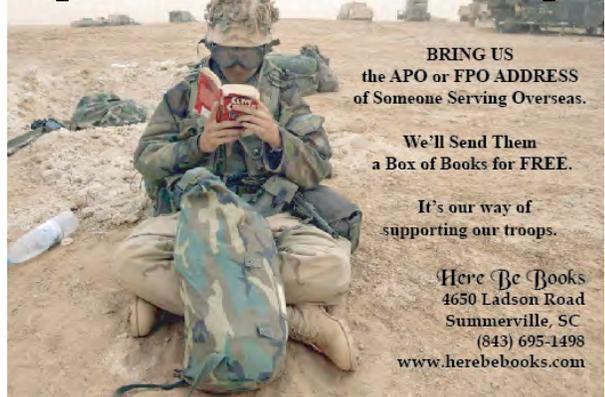
We reached out to the community in a variety of ways: Operation Books for Troops, Game Night, Summer Afternoon Game Days, book clubs, book signings, storytime, Wizard Rock concerts, semi-annual book sales, festival booths, etc. Our Books for Troops program is still going strong. Did you know we've been sending books to troops serving overseas for almost 8 years? We began the program shortly after we opened. Tim (retired Navy) always loved receiving packages when he was deployed and we had oodles of duplicate books that needed good homes. Thus Operation: Books for Troops was born. Our customers provide the names and addresses of loved ones serving overseas, we provide the books (some donated by customers) and pay the shipping. We haven't yet run out of books, though we often run out of names and addresses.

## Save the Date

Friday, August 9, 6:00 pm  
ParaNatural Book Club Meeting

Saturday, September 7, 6:00 pm  
Game Night

## Operation Books for Troops



BRING US  
the APO or FPO ADDRESS  
of Someone Serving Overseas.

We'll Send Them  
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It's our way of  
supporting our troops.

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Game Night started as annual D & D Game Days and Free RPG Days during which we hosted roleplaying games all day on a Saturday in the store. Our customers clamored for us to make gaming a regular monthly event and Game Night was born sometime in 2007. Our Game Library was initially quite small and Game Night turn out varied from a few people to 15 or so. Now we regularly host 25 to 40 people playing an average of 26 games during our monthly 6-hour-plus events. We've been here as late as 4 o'clock in the morning some Game Nights. Our Game Library has grown to over 500 titles. I have no idea how many games we've taught people how to play.

Game Night led to us carrying designer board games and card games, both Euro and American style. Tina noticed several people going out

## BOOKMARK



### Calling All Philatelists!

We recently acquired a large number of books of particular interest to stamp collectors. Tim's still going through the lot, but some of the highlights found thus far include: *The American Philatelist* bound annuals 1980 to 1998, *The American Philatelic Congress Book* possibly a complete run from 1935 to 2001, and *Judaica Post* bound volumes.

If there's anything you want Tim to watch out for or if you'd like to look at them, give him a call.



### Childrens' Books Are Coming Out of Our Ears!

Several more boxes of Childrens' books came in. If you'd like to see what couldn't fit in the baskets, just ask and we'll pull the boxes from the back for your browsing pleasure.

and buying games they'd learned and played at our Game Nights and started thinking, "Hey, wouldn't it be cool and convenient if our customers could buy those games from us? After all, we taught them how to play." It took some research and a few trials and errors for us to find a good distributor. Once we worked that out, the games came streaming in. We even found a German distributor so we could stock those desired titles that never got printed in the U.S. like *6 nimmt!*, *Keltis* and the many *Bohnanza* expansions. Our initial game profits all went to building a Game Library so we could provide demos on demand and teach you how to play.

Not all of our endeavors have been as successful as Game Night. Our first book club was a bust and went nowhere. However, our new ParaNatural Book Club is a blast and attendance is growing; we're on our sixth book now. Book signings, storytimes, Talk Like a Pirate Day celebrations and Wizard Rock concerts have been hit and miss, some very successful, others ho hum. Our Semi-Annual Book Sales in May and November are always popular. We've already accumulated a huge volume of books for our next sale. So mark your calendar to be at Here Be Books & Games the weekend before Thanksgiving.

Despite all our changes - the addition of board games and card games to our repertoire, a room dedicated to History books, a Customer Loyalty program, our ever-expanding Game Library, and our online store - some things never change. We still stock over 40,000 used and out-of-print and books and roleplaying games, we're still big on customer service, we still buy, sell and trade, and we still love to find books for you and teach you how to play.

## Three Days of Gaming Goodness Storm-Con's First Year A Total Success!

Despite thunderstorms and a sink hole opening in the midst of I26, Storm-Con went off without a hitch! While it was storming outside, we were gaming inside... all day and and late into the night Friday, July 12 thru Sunday, July 14.

While I spent all my time playing board games, I saw a lot of other people playing miniature games and RPGs as well. According to Keith Mageau, the founder of Storm-Con, 229 people attended the event held at the Holiday Inn Express in Summerville. The 3300 square feet allotted for the con were certainly filled to capacity. On Sunday afternoon, we had to take our game table was full in the main lounge area to play, as every game room. This turned out to be a blessing in disguise: the quiet of the lounge was much more conducive to the storytelling aspects of *Agents of SMERSH*.

Storm-Con raised \$828.89 raffling off 35 gaming items for Camp Happy Days by publishers and stores like ours. Our donation of *Love Letter* was highly sought-after, donated by individuals, game though not the hottest game on the raffle table; *Sentinels of the Multiverse* had that honor.



**STORM-CON**

Storm-Con's Play To Win program was a huge hit. Twenty-six unique games were made available for convention goers to check out and play... to win! Here Be Books & Games donated two games to the program. Every time you checked out a Play To Win Game you were given a slip of paper with numbered slots on which to enter the names of the players. On the last day of the con, Keith and company threw each game's play slips in a hat, had an attendee draw one, then rolled a die to determine the game's winner. We sadly didn't win *Viticulture*, though Boyd did (Congratulations, Boyd!) or *Flash Point: Fire Rescue* (Congratulations, Leigh!), but we did win *Lost Temple* for our Game Library.

Other hot games won by attendees via the Play to Win Program included: *Belfort*, *Flash!*, *Cards Against Humanity*, *Miskatonic School for Girls*, *The Resistance*, *Sentinels of the Multiverse*, *Sunrise City*, *Village* and *We Didn't Playtest This! Legacies*. *The Resistance* and *Sentinels of the Multiverse* had the most recorded plays.

Keith says the Play to Win games were checked out more often than games in their game library, something like a factor of 10 to 1. Expect to see even more Play to Win games at the next Storm-Con.

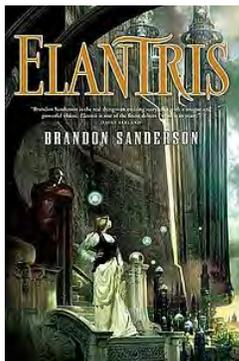
Speaking of which, Keith says negotiations are still in progress for the location of Storm-Con 2014. They're hoping to acquire a larger space with nice sleeping rooms and plenty of nearby conveniences. Once the contract is signed, they'll announce the location, dates, and early-bird pre-registration rate on their Facebook page ([www.facebook.com/stormcon.sc](http://www.facebook.com/stormcon.sc)).

We had a blast at Storm-Con 2013 (you may have noticed our bleary eyes when we got back to the store after three fun-filled days of gaming goodness). Now we're eagerly looking forward to Storm-Con 2014. In fact, we plan to be the first to sign up - again.

## ParaNatural Book Club

All that gaming in July didn't leave us much time for reading. So, our July 26 ParaNatural Book Club meeting has been postponed until Friday, August 9 at 6 p.m. We're reading *Elantris* by Brandon Sanderson, the author who finished the Robert Jordan *Wheel of Time* series. If you'd like to join us, just read *Elantris* and come to the meeting.

Future picks include: *Storm Front* by



Jim Butcher and *Ship of Magic* by Robin Hobb.

**Reading:** *Elantris* by Brandon Sanderson

**Next Meeting:** Friday, August 9, 6 p.m.

## *Viticulture* - It's All About Growing Grapes and Making Wine



Of all the new games we played at Storm-Con, *Viticulture* was our favorite. Created by Jamey Stegmaier and Alan Stone of Stone-maier Games, *Viticulture* is all about the planting, harvesting and crushing of grapes to make wine. Four types of wine, in fact, red, white, blush and sparkling wine.

To accomplish this, players utilize their limited work force (yes, it's a worker placement game) over the course of a year broken down into seasons. In the spring, players vie for play order, acquiring a card, victory point, coin, extra worker, or nothing if they really want to go first. In the summer, they can acquire grape seeds (green cards), plant grapes, give a vineyard tour to earn money, build structures (which cost money) or play visitor cards (which can accomplish any of the aforementioned or provide some other benefit). In the fall, players each take a summer (yellow) or winter (blue) visitor card. Any player who's built his cottage can take a second card. Then in the winter, players can train a new worker, harvest grapes, crush grapes into wine, fill orders or play winter visitor cards (some of which also provide those actions or others). At year end, grapes on your crush pad and wines in your cellar age, increase in value, players receive residual income and discard down to seven cards if necessary.

The next year (round) begins with players again vying for play order with their spring chickens. Oh, did I forget to mention the chicken meeple? One of the coolest things about *Viticulture* is its lovely bits: a set of 17 unique wooden playing pieces for each player. Six

### Game Library Additions

- \* Alea Iacta Est
- \* De Vulgari Eloquentia
- \* Flash Point: Fire Rescue
- \* Goa
- \* Goblins Drool, Fairies Rule!
- \* Island Fortress
- \* Lost Temple
- \* Pinata
- \* Sunrise City
- \* Viticulture

# of Titles (inc exp): 529  
# of Games: 391

farmer meeples represent your workers, a cork tracks your victory point score, your chicken placement determines play order for the year (round), wine bottles keep track of your residual income, and eight different buildings keep note of which structures you've built in your vineyard (play mat): trellis, irrigation, medium wine cellar, large wine cellar, yoke, cottage, windmill and tasting room.



Several things set *Viticulture* apart from other worker placement games. One is that your workers have to last two rounds, through spring and winter, instead of just a single round like in *Stone Age* or *Agricola*. *Viticulture* also supports more players than most other worker placement games: six instead of the usual four or five. Play is to a set number of 20 points at year-end. We found most games to last about seven rounds.

I think *Viticulture* plays best with an odd number of players, three or five. There seems to be a better balance of available actions and less frustration of getting locked out of something you really need to do. With six players, there doesn't seem to be enough visitor cards.

*Viticulture* is very replayable. I tried different strategies in each game I played so I can attest that there are indeed multiple paths to victory.

Boyd brought his copy (won at Storm-Con) by the store and we tried the *Aboriculture* expansion. I liked it. It provides a Grande Worker, additional action spaces, and ways to increase victory points earned for filled orders. Unfortunately, it was a Kickstarter exclusive and won't be rereleased until after Stonemaier's planned 2014 Kickstarter campaign for *Viticulture Second Edition* and a *Viticulture Expansion Pack*, a set of four or more expansions that can be used independently or together, one of which is *Aboriculture*. An expansion design contest is underway now for said project.

Stonemaier has already sold out of their first print run of *Viticulture*. Not surprising with a game this good. Everything about the game screams quality, from the clearly-written and well-formatted rulebook, to the smooth play-

proof of how much it was playtested - to the lovely board, sturdy box and unique wooden bits.

We have a few copies of *Viticulture* in stock now, but I'm not sure how long they'll last.

*Viticulture* supports 2 to 6 players ages 13 and up and has a playing time of 45 to 90 minutes.

## *Dino Hunt Dice* - A Kid-Friendly Push-Your-Luck Dice Game

If you love *Zombie Dice*, but feel a little uncomfortable with the theme, especially for games with the wee ones, then you need to take a look at *Dino Hunt Dice*.

*Dino Hunt Dice* features the same push-your-luck play as *Zombie Dice*, but with a more kid-friendly theme. Instead playing a zombie

on the hunt for brains while trying to avoid shotgun blasts, you play a dinosaur hunter trying to capture dinosaurs for the local zoo while avoiding being stomped by said dinosaurs.

The 10 six-sided dice of *Dino Hunt Dice* feature prehistoric leaves, three different dinos (apatosaurus, triceratops, and tyrannosaurus rex, of course), and three corresponding stomp footprints. Roll a dinosaur picture, and you caught one! When you get a leaf picture, the dino is hiding. A footprint means you've been STOMPED! Push your luck to catch as many dinosaurs as you can, but stop rolling before you're stomped three times or you'll lose all the dinos you caught on that turn. Play until someone catches

20 dinosaurs or reduce the goal to 10 for a shorter game.

*Dino Hunt Dice* supports 2 or more players, ages 6 and up and plays in 10 to 20 minutes.

Perfect for families, dinosaur lovers and dice fans!



Here Be Books & Games

4650 Ladson Road, Suite I, Summerville, SC 29485

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