

# Here Be Books & Games News



Issue 9

December 2013

## Save the Date

Friday, December 13, 6:00 pm  
ParaNatural Book Club Meeting

Saturday, January 4, 6:00 pm  
Game Night

Thursday, January 9, 6 to 8pm  
iPad Tips & Tricks class

Sunday, January 12, 1 to 3 pm  
iPad Tips & Tricks class

Sunday, January 19, 2014  
Ticket to Ride Tournament

Coming in 2014:  
Play to Win Game Night  
Small World Tournament

## Trimming Down Our Demo Game Library: Gently Used Games For Sale

While trimming the tree, we decided to trim our Demo Game Library, too. The good news for you, is that we've marked over 30 gently used games for sale at nicely discounted prices. All are in gift-worthy condition. Look for them on the cart that usually hosts demo games.



## Give Santa a Hand: Post Your Christmas Wish List at Here Be Books & Games

Christmas is a very busy time for Santa. All those Wish Lists to read, Naughty and Nice Lists to review, not to mention gifts to deliver! This year, you can make Santa's job a little easier by giving your Christmas Wish List to Here Be Books & Games.



Just drop by and tell us what games and books you want for Christmas. We'll put them on your Want List. Then all your family and friends have to do is give us your name and we'll tell them what you want for Christmas.

It works the other way, too. Tell your family and friends to post their wish lists with us so we can tell *you* what they want. **We also offer Gift Certificates in any denomination you desire and they never ever expire. They're printed on a lovely golden parchment and come with a matching envelope!**



## iPad Tips & Tricks Class January 9 and 12, 2014

Tina's planning to teach some new classes in January with tips and tricks that will help you get the most out of our iPad. Since iPads don't come with a manual, iPad users usually have to figure out how to use them on their own. That or scour the web for the answers or make a special trip to the Apple store. Tina hopes her *iPad Tips & Tricks* class, will help you avoid all that frustration and hassle.

She's put together a long list of tips and tricks she's learned, and scoured the web for herself, since she got her first iPad a few years ago. Examples of topics to be covered include how to:



- Close apps you're not currently using and reboot your iPad.
- Create folders and arrange your app icons to suit yourself.
- Move the cursor exactly where you want it when editing a document.
- Easily select text, copy it and paste it somewhere else.
- Type emoticons and foreign letters, use keyboard shortcuts and access hidden characters.
- Jump quickly to the top of a long scrolling page.
- Turn your iPad into a Digital Photo Frame and use your cameras to best advantage.
- Customize your iPad's settings and get the most from your Apps.
- Share documents and files and automatically sync your Calendar and Contacts.

### *iPad Tips & Tricks*

Thursday, January 9  
6 pm to 8 pm

Sunday, January 12  
1 pm to 3 pm

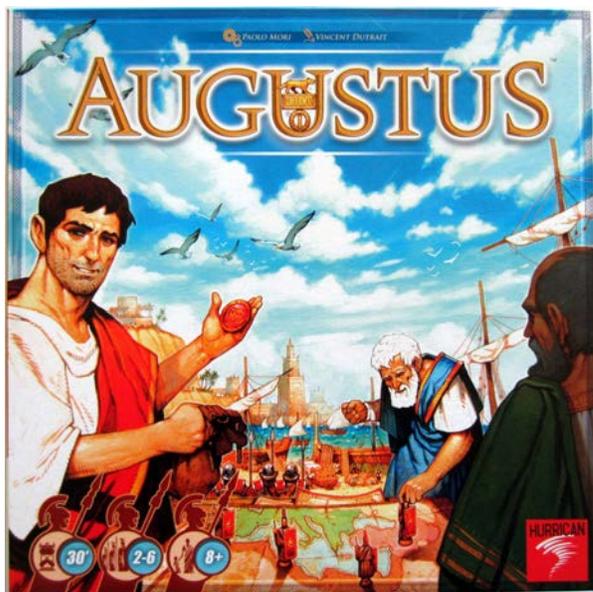
Registration: \$39

Currently two classes are scheduled: Thursday, January 9 from 1pm to 3pm and Sunday, January 12 from 1pm to 3pm. Registration is \$39. Pre-registration is required. When you register, you can ask Tina one burning question, which she'll answer immediately, and write down two more that she'll try to cover in class. Gift registrations are also available if you'd like to give the class to a loved one for Christmas.

Depending on demand, Tina will likely schedule additional iPad classes, as well as classes geared specifically to the iPhone.

Pre-registration is open now. To sign up, call or drop by Here Be Books & Games and ask for Tina's iPad class!

*Tina's been demystifying technology for adults for twenty years. She taught Computer Science classes at the college level before the store demanded so much of her time. She even wrote a computer textbook that's still used by colleges today in eBook form. She holds a Masters of Science degree in Electronic Commerce and a Bachelor's in Business Information Systems.*



## ***Rise of Augustus*, Ave Ceasar and All That Jazz or Euro Game Meets Bingo and It Works!**

*Rise of Augustus* is a Euro game with Bingo mechanics. Who would've thought you could ever combine the two? Strategy and Bingo in the same game? Surprisingly it really works in this game nominated for 2014 Spiel des Jahres (Game of the Year)!

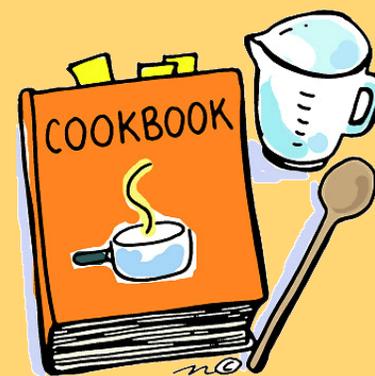
In *Rise of Augustus*, you and up to five other players each begin the game with seven legion meeples and three Objective cards depicting a combination of symbols (swords,

shields, chariots, catapults, standards, and daggers). As the town crier announces the mobilisation tokens she pulls from the bag, you and your fellow players cover a matching symbol on one of your Objective cards, Bingo-style, with a Euro-style legion meeple. You can only place one legion per token pulled. If you run out of legions, you can move a legion from another post to a space with the symbol just pulled. When you cover all of the symbols on a card with legions, you've completed that Objective and yell "Ave Caesar!"

If more than one player announces "Ave Caesar!" after the same pull, they complete their conquests in order, lowest objective number first: removing all legions from the card, carrying out any immediate power provided, moving the objective to their controlled objectives area, claiming rewards if possible, and finally selecting a new objective from among the five face-up on the table. Completed Objectives are considered Controlled,



## BOOKMARK



### **Cookbooks Galore!**

Lots of new cookbooks arrived and are overflowing the shelves including old baking books and new Food Network celebrity cookbooks.

While you're here, check out the basket of small cookbooks filled with homemade recipes. They make great gifts and stocking stuffers.

*Rise of Augustus review continued*

earning you points and potentially rewards granting even more points. Your goal is to earn the most victory points and win the game.

The Objective cards in *Rise of Augustus* come in five flavors, providing either 1) straight points, usually quite a few; 2) an immediate one-time benefit for you upon completion; 3) an immediate one-time attack on your opponents; 4) an ongoing permanent power; or 5) end-game bonus points.



Immediate, one-time benefits you'll encounter, include: receiving an additional legion or objective, immediately placing one or two legions on corresponding spaces, automatically completing another Objective, or rearranging your legions as you see fit. Immediate, one-time attack powers, include forcing your opponents to: remove one or two legions from their Objective cards, clear *all* of the legions off one of their Objectives, or give up one of their completed Objectives.

Controlled Objective cards with ongoing permanent powers, denoted by an hour-glass symbol, allow you to treat one particular symbol as another and vice versa. For instance, all shield token pulls can count as chariots and vice versa. The end-game bonuses provided by some cards include earning points for: each controlled objective of the same color (grey, green, pink, orange or red) or each matching symbol on your controlled objectives. The latter cards always have a stated maximum points you can earn in that way.

In addition to the Objective cards, players can earn three types of rewards. 1) Color rewards by being the first to acquire: three grey senators, three territories of the same color, or a senator and one territory of each color. 2) Number rewards grant you points when you have successfully controlled two, three, four, five or six objectives. However, you can only ever acquire one number reward. The hard choice here is whether to grab a low-point number reward while you can or hold out for a bigger reward risking that an opponent might take it first. 3) Resource control rewards are awarded when you complete an objective with gold or



wheat on it. They tend to change hands frequently as players vie for control of those valuable resources. Tie or exceed that of your fellow players to take the reward.

The game ends at the end of a round in which one or more players complete seven objectives. Total up the points on controlled objectives and rewards to determine the winner. A handy score pad is provided to help with that.

The components of *Rise of Augustus* are top notch. The square objective cards feel nice, sort of linen-like. The artwork is pretty and suits the theme well. The reward tiles are of heavy card stock and the red wooden legion meeples add a really nice touch. The box is large for the components provided. I assume it's to provide plenty of room to accommodate expansions. With all of the currently unutilized resource symbols depicted on the cards, I expect the expansions will be many and varied.

*Rise of Augustus* is one of those very few games, like *7 Wonders*, that plays well and doesn't slow down much, with more players. Games typically run 30 minutes or less.

Replayability is excellent both because of the large number of objectives in the deck - you never know what will come out each game - and the randomness of the token draws. There are lots of opportunities for strategy: in the objectives you choose, where you post your legions, and the timing of completing your objectives.

*Rise of Augustus* is an excellent, light game appropriate for players of almost all ages (even the youngins can play - make one the town crier to keep them involved throughout the game). It's extremely quick and easy to teach. For your first game, just give each player three objective cards, instead of making them choose three from six. They'll understand how best to choose in their next game and you'll get everyone playing and yelling, "Ave Caesar" that much quicker!

*Rise of Augustus* supports 2 to 6 players ages 8 and up. I don't see any reason why players as young as 4 couldn't play, too. Play time: 30 minutes or less.



## Stocking Stuffers... That Actually Fit in a Stocking!



### Carcassonne Mini Expansions

Add variety to your Carcassonne game with one of the 7 mini expansions currently available for Carcassonne.

**Speedeebee!** is a new word game that's fun for the whole family. With 150 fun challenges and four alphabet dice, players race to find words containing or excluding the letters shown on the dice that fit the challenge. Example: Name something you could find in a haunted house starting with one of these letters. The letters rolled: V T L S.



You might answer: Vampire! Skull! or Trap!

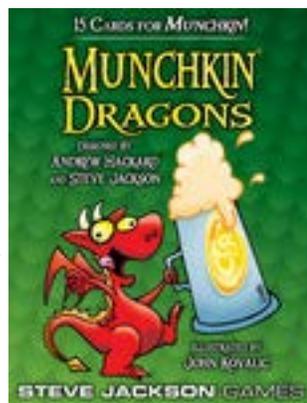
The first to call it out, wins the card and reads the next challenge. It's not only fun, but educational, too!



**Spot It!** A sharp eye and a little bit of speed is all it takes to play the 4 quick party games included in these little tins. In all Spot It! games there is one match, and only one match on any two cards. Can you Spot It? Available in a variety of flavors, Spot It! is a hit with every age.

### Munchkin Booster Packs

The variety of booster packs released every year for Munchkin and its many spin offs is astounding! Some are even holiday themed. The latest, Munchkin Dragons, is guaranteed not to put a hole in your stocking, despite the dragons contained therein. Plus, you can fit several boosters in one stocking without any trouble at all.



### Martian Dice, Zombie Dice and Dino Dice

Push-your-luck dice games make great, portable fun! Zombie Dice started the craze. Martian Dice provides a little more strategy. And the latest entry to the pack, Dino Dice is the most family friendly. All come in a compact canister perfect for filling a stocking!



*For More Stocking Stuffer Suggestions, visit our web site and Facebook page.*

### Game Reviews Section on Website and Facebook Page

Have you seen the new *Game Reviews* section we added to our web site and Facebook page? On our website, follow the Game Reviews link in the right column of our home page or use this URL:

[www.herebebooks.com/gameReviews.html](http://www.herebebooks.com/gameReviews.html). (On Facebook, it's right next to *Photos* and *Events* ([www.facebook.com/herebebooksandgames](http://www.facebook.com/herebebooksandgames)).

Reviews are listed alphabetically by game name, with a brief notation of the type of game and when it was reviewed. We hope you find the Game Reviews section helpful. Let us know what you think.

### ParaNatural Book Club

Here Be Books & Games' ParaNatural Book Club recently read *Bloodlist* by P. N. Elrod. Now we're reading *Wool* by Hugh Howey. Our next meeting, to discuss *Wool*, is scheduled for Friday, December 13 at 6 p.m. If you'd like to join us, just read the book and show up for the meeting.

**Reading:** *Wool* by Hugh Howey

**Next Meeting:** Friday, December 13, 6 p.m.

### Game Library Additions

- \* *Amerigo*
- \* *Constantinopolis*
- \* *Firefly: The Game*
- \* *Rise of Augustus*
- \* *Sewer Pirates*

Titles in Library: 553

Titles In Stock: ~600

Here Be Books & Games

4650 Ladson Road, Suite I, Summerville, SC 29485

Phone: (843) 695-1498 • Hours: Tue - Sat 10am to 6pm

Web: [www.herebebooks.com](http://www.herebebooks.com) • Online Store: [www.herebebooks.com/onlinestore](http://www.herebebooks.com/onlinestore)

Facebook: [www.facebook.com/herebebooksandgames](http://www.facebook.com/herebebooksandgames)