

# Here Be Books & Games News



Issue 15

June 2014

## Save the Date

Thursday, June 12, 5 to 8 pm  
Marvel Dice Masters Org Play

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

Fri, June 20 thru Sun, June 22  
Storm-Con

Thursday, July 3\*, 5 to 8 pm  
Marvel Dice Masters Org Play

Saturday, July 12\*\*, 6 pm to 1am  
Game Night  
\*\* *Note postponed one week*

Saturday, July 19:  
Small World Tournament

More Upcoming Events:  
Ticket to Ride Tournament  
Viticulture Tournament

\* Tentative date, subject to change.

## Marvel Dice Masters Organized Play Thursday, June 12, 5pm to 8pm

*The mysterious and powerful Phoenix Force is on a collision course with Earth! Prepare for an unparalleled series of challenges as you enter into the Marvel Dice Masters arena and battle for six months. Will you join the Avengers or the X-Men?*



Our first (of 6) *Marvel Dice Masters Organized Play* event is a go! It will be a casual organized play event. Participants will receive a limited-edition card (looks like it will be the Basic Action Card: *Teamwork*) and the chance to win another limited-edition card (likely *Thor: the Mighty Character Card*). We'll draw randomly for the latter.

Because so few people have Starter Sets, proxies of Sidekick Dice and Basic Action Cards and Dice are perfectly fine. Also, no Starter Set Characters will be allowed and team line-ups will be shorter and with fewer dice than in the formal tournaments. Full details are available in the event listing on our Facebook Page as well as on the Events page of our web site ([www.herebebooks.com/events/](http://www.herebebooks.com/events/)).

Space is limited, so sign up now at Here Be Books & Games or give us a call and we'll add your name to the list. Admission is \$5.

We just want everyone to get together, play some *Marvel Dice Masters* and have a good time! What's your Mastermind name?

## July Game Night Postponed One Week

A very good friend of ours is getting married on July 5, which happens to also be the first Saturday of the month. So we can attend the wedding, we'll be postponing our July Game Night to Saturday, July 12, same bat time, same bat place. Sorry for any inconvenience this may cause. Please note your calendars accordingly.



**STORM-CON**

## The Storm Is Brewing: Storm-Con Hits the Charleston Area Friday, June 20 thru Sunday, June 22

The second annual Storm-Con is brewing on the horizon. This year's multi-day gaming convention will be held at the Hilton Garden Inn Hotel at 5265 International Blvd in North Charleston. Featuring a variety of gaming experiences from dexterity games to board games to roleplaying games and everything in between, gamers of all types are certain to find something good to play!

The Play to Win Program featured at last year's Storm-Con was a huge success. Keith Mageau, one of the convention's founders told us that "The Play to Win games were checked

## Play to Win! at Storm-Con

out more often than games in their game library, by something like a factor of 10 to 1." This year's Play to Win

lineup features more than 30 games, including: 12 Realms, Belfort, Bora Bora, Doodle Jump, Dungeon Roll, Euphoria, Labyrinth: Maze, Make n' Break Party, Milestones, Start 11, Village and more.

Playing to Win is easy, just check out an eligible game from the Game Library, they'll be clearly marked as 'Play and Win', and play it. You'll be given a slip of paper to note the names of the players, which you'll turn in when you check the game back in. You can play each Play to Win game as many times as you want, earning one entry for each time you play it. On the last day of the con, officials will roll dice to determine which player wins each game. You or your official proxy (spouse, roommate, etc.) must be present to win. There is no extra fee to participate in the Play to Win program, it's just one of the many perks of your Storm-Con registration.

Storm-Con will again hold a charity raffle. All proceeds will benefit Camp Good Times, a nonprofit organization allowing local children touched by autism to have a typical summer experience along with their peers. Last year many highly coveted items were up for raffle. I expect this year's offerings to be awesome, too.

While I generally go for the board games, there are numerous tournaments, roleplaying games, CCGs and miniature games running throughout the three days of the con. You can see the complete schedule on War Horn, a link to which is available on Storm-Con's web site.

Here Be Books & Games will be running a Ticket to Ride Tournament at Storm-Con on Saturday from 11 a.m. to 1 p.m. The first round, players will play the original Ticket to Ride USA with the 1910 expansion cards. Winners of the games from this preliminary round will play a final Ticket to Ride game, time and specific game to be determined. The winner of said game will receive a full set of Limited Edition Translucent Trains in all five colors and an official metal Ticket to Ride medallion. The other finalists will each receive a single-color set of the Limited Edition Translucent Trains.

So, support your local gaming con! There's still time to register for Storm-Con at [www.storm-con.com](http://www.storm-con.com). Registration is just \$35 for all three days. If you wait and register at the door, admission is \$40.



## Ward Batty's Game-O-Rama in Atlanta - Incredible Fun!

As is our normal habit, following our Spring Book Sale, Tim and I took the week off and went to Atlanta for some gaming fun. This time it was the first annual Game-O-Rama game conven-

tion organized by Ward Batty, the same guy who hosts our beloved Atlanta Game Fest. Game-O-Rama was 5 days of incredible fun! In addition to the usual 24-hours of board gaming we're used to at Atlanta Game Fest, Game-O-Rama featured: rooms for roleplaying and CCGing, an Artemis set-up run by Hillary and Christian Wilson (it looked like the bridge of Star Trek's Enterprise), vendors, workshops, game demonstrations by designers, numerous tournaments with great prizes, a Flea Market and I'm certain there are other things I've forgotten.

Two of the tournaments were official National Championship Qualifiers: Catan and Ticket to Ride. The winners go to the Nationals. Tim and I participated in a few of the tournaments. I was a finalist in the 7 Wonders Tournament, but didn't win. Tim came in second place in the Ticket to Ride Tournament, and I won the Puerto Rico Tournament - by one point! My prize: the Limited Anniversary Edition of Puerto Rico. It's really purty.

Of course we learned lots of new games, many of which we've already ordered and have in stock, including: Lewis & Clark (and demo), Snowdonia (and demo), and The Builders: The Medieval Age. The demo for The Builders will be arriving next week, as will La Boca, Splendor and numerous other new games. I must have played and taught Splendor six times Memorial Day weekend.

One of the hilights for me was getting to play RoboRally: The Cube. We played it on six boards simulating our robots running around the outside of a cube to capture 6 flags. We all got to choose a board, pick one of three upgrades, and start on a flag. Features included the usual fast and slow conveyor belts, rotaters, pushers and lasers, plus teleporters, bouncers which bounce you back your full movement, pits that opened on certain registers, scramblers, a huge magnet with a pit in front of it (at least one robot fell victim to it), ramps, and oil slicks. The amazing thing is that it only took us 2 hours to play! It was awesome!

No word on when the next Game-O-Rama will be held, but the next Atlanta Game Fest is this October. Details are available at [www.game-o-rama.com](http://www.game-o-rama.com) and [www.atlantagamefest.com](http://www.atlantagamefest.com).



## Review: *The Builders: The Middle Ages*

*The Builders: Middle Ages* is a sweet little micro game in which players vie to be named First Builder of the Kingdom by earning the most victory points by game end. To achieve this, players must combine wise choices of construction sites with recruitment of appropriately skilled workers. As you complete construction of buildings you'll not only earn renown (victory points), but also the necessary money to hire more competent workers who can build even more prestigious and lucrative buildings.

There are two kinds of cards in *The Builders: Middle Ages*. Some represent buildings, the others workers. Each building has four requirements (stone, wood, knowledge, and tiles) rated between 0 and 5, and the workers have the corresponding skills valued in the same range. To complete a construction, the player must add enough workers to cover the four building requirements. While acquiring construction sites and recruiting workers is free, putting a worker to work on a construction site costs money.

Each player starts the game with 10 ecu and an Apprentice (each Apprentice has a different set of skills). Five workers and five buildings are placed face-up on the table, with the others set aside in separate decks. On a turn, you can take three free actions, then pay 5 ecu for each additional action you want to take.

The four possible actions are:

1) Start Construction - Take one of the five buildings, place it front of you, then draw a replacement from the deck to fill the empty space. You may construct as many buildings as you want at the same time. It just takes one



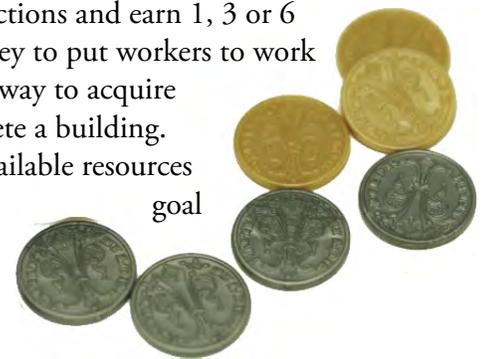
action each to acquire the projects.

2) Recruit a Worker - Take one of the five workers, place it in front of you, then draw a replacement from the deck to fill the empty space. You may also recruit as many workers as you wish (one action each).

3) Send a Worker to Work - This is the crux of the game. Pay the cost of the worker (he won't work for free!), then place him on a building so that his skills line up with the requirements of the building. If you send a second worker to work on the same building in the same turn, however, it costs

you two more actions; a third costs three more actions (total of six!), and so on. When you've put enough workers to work on a building to meet its requirements, the building is complete. (It doesn't cost an action to complete a building.) You immediately earn the points and coins indicated, then flip the building over showing its finished side. The workers return to your labor pool and can now be used in other projects. Some completed buildings are machines and also join your labor pool to be used to help complete other buildings.

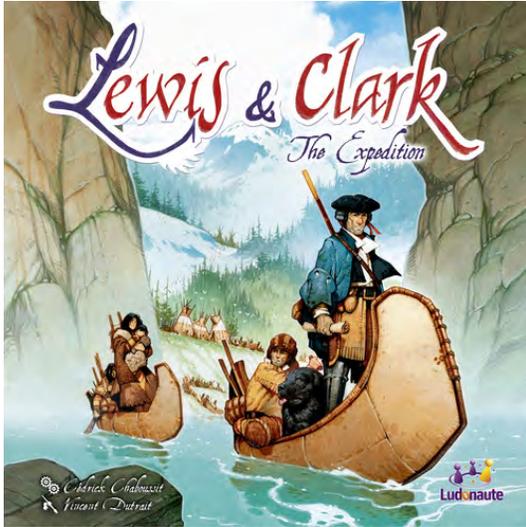
4) The last possible action is to Take Coins. Simply forego one, two or three actions and earn 1, 3 or 6 ecu. You need money to put workers to work and the only other way to acquire money is to complete a building. Sometimes your available resources fall short of your goal and you'll have to spend some actions to acquire a little coin.



Play continues until one player attains 17 victory points from completing buildings. Players finish the round so that everyone has the same number of turns. Tally your victory points: each completed building card has a point value and every 10 ecu is worth 1 point. The player with the most points wins the game and is named First Builder of the Kingdom.

*The Builders: Middle Ages* is a fun little game appropriate for gamers and non-gamers alike. Play time is a short 30 minutes, but there's enough depth to make it enjoyable and replayable even for strategy gamers. It also makes a

good gateway game to get non-gamers to the table. It's rated for 2 to 4 players, ages 10 and up, but I don't see any reason why younger players couldn't play. There is no in-game text that requires reading; the building requirements and worker skills are simple tally marks. There are more Apprentice cards than the maximum number of players, so you could probably stretch the game to play with 5 or 6 players, though you might need to supplement the coinage with pennies or tokens. This would likely lengthen the play time of the game a bit, too.



## Review: *Lewis & Clark: The Expedition*

*Lewis & Clark* is a unique racing game utilizing resource management and an interactive mechanic for acquiring those resources. As explorers, players race up the Missouri river, through the Rocky Mountains, and on westward to Fort Clatsop on the Pacific Coast. The first player to set up camp at or beyond Fort Clatsop, wins the game.

Of course, the journey itself is all the fun as players each find their own way to travel. One might focus on building canoes, another acquiring wood for a makeshift raft, while still another tames horses for the journey. You can recruit specialists and acquire Indian companions to assist you on your trek.

When you reach the Rockies, you'll likely have to find another means of travel for a bit if you've been relying on canoes or rafts. Then you're back on the river, followed by another short trek through the mountains and finally

the home stretch. But if you're carrying too heavy a load or have too many Indians traveling with you, you may have to bypass your goal before you make camp: all those friends and baggage cost you time.

All players start with a similar hand of Starting Character Cards including: a fur trader, hunter, blacksmith and lumberjack which each provide an action for acquiring the resources of fur, meat, tools and wood respectively; a captain to move your Scout forward; and an interpreter to call a powwow so you can acquire more Indian friends. Everyone begins the game with one Indian friend, as well as, a few resources.

Play is pretty simple. However, developing a good engine, timing everything just right, and balancing the needs for resources and traveling light, altogether make *Lewis & Clark* an engaging and challenging game.

On your turn, you can perform one action: either play an action card, powering it with the Indian(s) on the back of another card and/or one or more Indian meeples, or visit the Indian village and take an action. In addition to taking one action on your turn, you can also optionally recruit a new character encountered on your journey and/or set up camp. Encountered Characters are additional action cards you add to your hand. A few are enhanced versions of the cards in

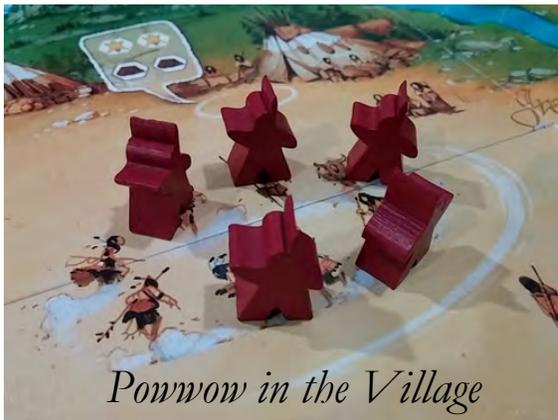
your initial hand, while most others provide unique abilities. When you make camp, you get to completely refresh your hand and may get to move your camp marker up the river. However, you'll also have to make an accounting of any unplayed cards in your hand, your baggage (resources) and any Indian companions on your cards or expedition board. The result may cause you to lose a few days of travel denoted by moving your scout downriver, perhaps even behind your camp.

The resource acquisition mechanic of *Lewis & Clark* and need for good timing is quite unique. In the tradition of 7



*Wonders*, the cards that your neighbors have played, influence the type and number of resources you can acquire. For example, when you play a resource gathering card, you not only count the number of medallions of that resource type on the cards you've already played, but also those played by your neighbors. The total is the maximum number of that type of resource you can acquire with the action card you played. The Shamanism village action is also influenced by cards in play: allowing you to activate a face-up Character Action anywhere on the table, whether it's in your playing area or that of an opponent. So, timing is everything in *Lewis & Clark*. When a neighbor makes camp, all the cards he played return to his hand, thus limiting the number of resources you can acquire and actions you can take.

Another way to acquire resources and perform other actions, is to visit the Indian village. You'll need Indian meeples to visit the village. The action spaces in the village generally provide less productive resource sources than your cards. Two of the spaces provide a combination of goods, which can be handy when you need to acquire two different resources quickly:



*Ponnow in the Village*

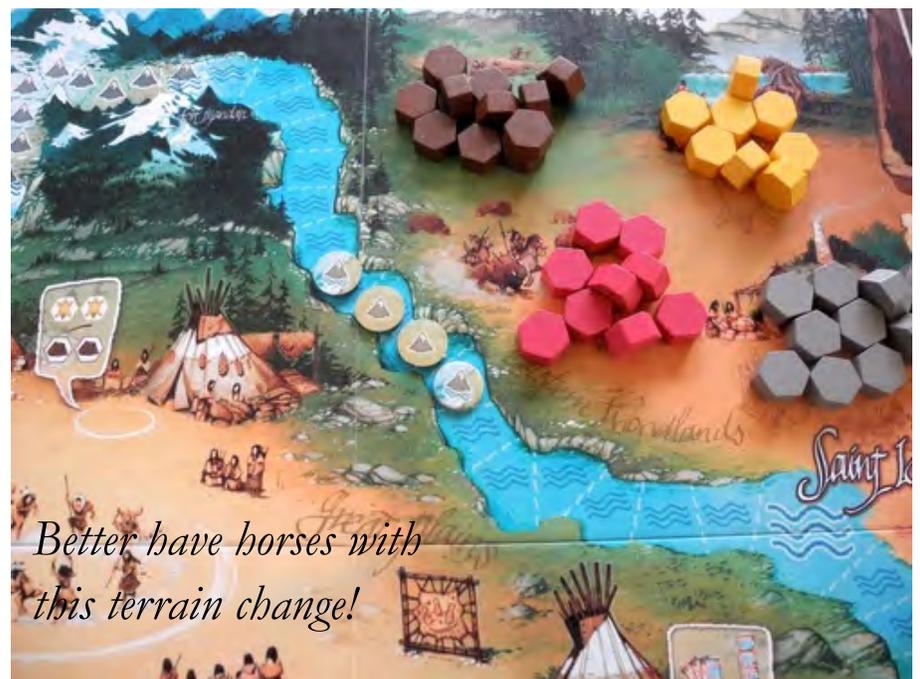
cards only provide one type of resource at a time. Other actions available in the Indian village include: the aforementioned ability (Shamanism) to copy the action of any card you or another player has played, Horse Trading, Canoe Manufacturing, Expedition Upgrades which provide boats for carrying more Indians or goods, and Farewell which allows you to discard 0 to 3 cards from your hand and clear and refill the Journal of Encounters (the 5 face up Encountered Character cards from which you can recruit).



The assortment of cards in the Journal of Encounters, the numerous means of travel, and the diversity of players' decisions during the game, make *Lewis & Clark* extremely replayable. To further improve on this, the game includes 10 route-change tokens so you can design your own route. With different distributions of River and Mountain spaces, you can try even more new strategies. If you like to practice or simply play solitaire, you'll appreciate the extra components and rules for a solo variant of *Lewis & Clark: The Expedition* as well.

*Lewis & Clark: The Expedition* is simple and quick to learn and teach. Mastery, however, will take a little longer as its very tactical (utilizing what others play), while strategic at the same time (planning and executing an overall goal between camps). The iconography on the cards and board is clear and easy to interpret. Any cards you're not certain of can be looked up quickly in the rulebook's character reference using the card's number. History buffs, teachers and students alike will appreciate the historical information provided for each of the 84 characters featured in the game who played a part in the success of the Lewis & Clark Expedition. Each card's effect is related to the historical role of its character. The History Behind the Game is described on page 10 of the rulebook and makes interesting reading.

*Lewis & Clark: The Expedition* can be played by 1 to 5 players and is recommended for ages 14 and up. It could be played by younger people, if they're good at strategy. Play time is 30 minutes per person.



*Better have horses with this terrain change!*

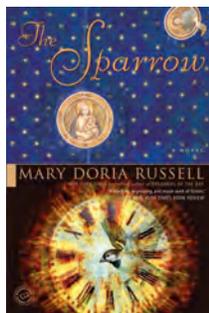
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Complete details are available in our Loyalty Rewards Program brochure and on our web site.

## ParaNatural Book Club

The next Book Club meeting is scheduled for Friday, June 13 at 6 p.m. This month we're reading Allen's pick: *The Sparrow* by Mary Doria Russell. New-comers are always welcome. Just read the book and come to the meeting. Well, we might make you talk a little, too.



**Reading:** *The Sparrow* by Mary Doria Russell

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

## BOOKMARKS

New arrivals in the book department include:

- \* Vintage Horse Stories
- \* Happy Hollisters series
- \* Misc Children's Books

Check out the Bargain Cart outside the door for lots of new stuff! (We cleared and restocked it after the sale.) Bargain Books are just \$1 each!

## Game Library Additions

- \* *Agents of S.M.E.R.S.H.*
- \* *Lewis & Clark*
- \* *Marvel Dice Masters: Avengers vs. X-Men*
- \* *Morels*
- \* *Snowdonia*

**Titles in Library:** 546

**Titles In Stock:** ~700

## New Game Arrivals!

**Agents of S.M.E.R.S.H.**

**Bang! The Dice Game**

**The Builders: The Middle Ages**

**Cards Against Humanity**

**Cards Against Humanity Expansion 1 to 4**

**Deck Boxes (Assorted styles and colors)**

**Get Lucky (Kill Doctor Lucky Card Game)**

**Lewis & Clark**

**Morels**

**Snowdonia**

**Times Up! Title Recall**

## Coming Next Week!

**Bang! 10th Anniversary Edition**

**Caverna**

**Coup restock**

**Hot Tin Roof: Cats Just Want to Have Fun**

**La Boca**

**Love Letter Boxed Edition**

**Munchkin Apocalypse 2: Sheep Impact Exp**

**The Resistance restock**

**The Resistance: Avalon restock**

**Sail to India**

**Splendor restock**

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