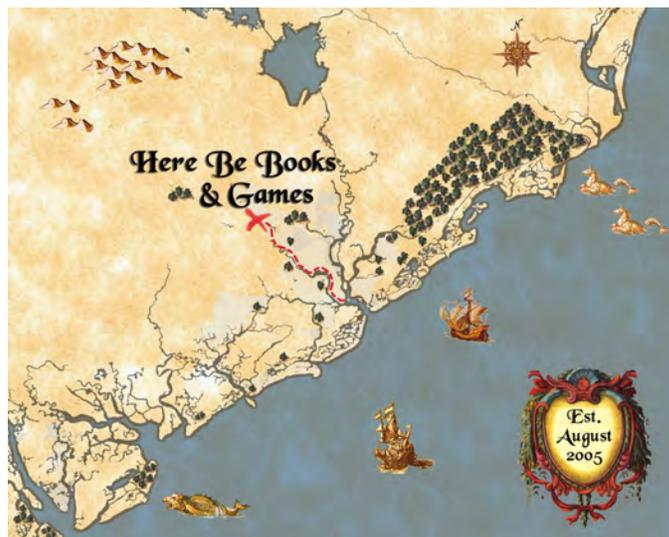


Here Be Books & Games News



Issue 30

September 2015



Celebrating 10 Years in Business!

August 2, 2015 marked Here Be Books & Games' 10th year in business. Tim and I also celebrated our 24th wedding anniversary. So, I thought it was a good time to do an origins story. Here goes:

Since we first got together, Tim and I talked about how cool it would be to have our own book and game store someday. That and a basement

game room in our house, where we could set up our dart board, have a big game table for playing D & D and board games, a bar and a pool table.

Our second dream came true when we moved to South Carolina. Except the basement part; that isn't any more practical here than it was in southern California. We put beams on the ceiling, a bar in the corner, the dart board on a wall and furnished it with the requisite pool table and gaming table - which works great for RPGs, but is too big for most board games. We decorated the room to look like an old medieval pub, minus the straw.

Then in April 2005, our second dream became a real possibility. Tim was finishing up with H & R Block for the year and looking for something else to do (Tim's retired Navy). I'd been reading Sara Paretsky's VI Warshawski novels and

was looking for another one when I happened into The Book Outlet next to Philly's. While shopping around, I noticed a sign saying they weren't accepting any trades after such and such date. Curious, I asked the owner, Bob, if he was going out of business. He said yes. We talked some more and an idea started growing in my head.

When I got home, I excitedly told Tim, "You know how you're looking for something new to do now that tax season is over? Let's open a bookstore!"

Tim said, "No way. I've seen too many book stores go out of business."

So, we did some research. We thought about what we could do differently than those book stores that failed, how we could leverage our computer skills, the Internet, and be very customer oriented. We wrote a formal business plan, even though we weren't seeking funding from anywhere, and ran it by our families to see if they could poke any holes in it - anything we missed, anything we hadn't

Save the Date

Friday, September 11, 6 p.m.
Sci Fi/Fantasy Book Club

Saturday, Sept. 19, 1 pm to 6 pm
Firefly Game Day
RSVP Required.

Saturday, Oct 10, 6 pm - 1 am
Game Night
Note: delayed one week.

Saturday, Oct 24, 1 pm to 6 pm
Star Wars: Imperial Assault
Game Day
Pre-registration Required.

End of Sept. or Oct.
7 *Wonders* Game Night
Play Casual or in Tournament

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Remember when the front of the store was filled with books?

thought of. The hardest part was figuring out how much to offer Bob for his books. He had no records to help us project sales, so it really came down to buying his book inventory rather than his business.

I was teaching web development and computer classes part-time at Trident Tech Continuing Ed and had already been thinking about offering web development services to small businesses in the area. The book store would provide a place for me to meet clients. It seemed like a good fit. So, we decided to go for it.

We bought The Book Outlet's stock and immediately began computerizing our inventory. (It took over two years to get 90% of it entered, while at the same time keeping up with incoming trades. We bought over 40,000 books from Bob!) It took us two weeks of 12- to 15-hour days to get the shop cleaned up, painted, carpeted and all the books organized so we could open August 2, 2005.

From day one, we worked towards building a friendly, relaxing place to shop... and, eventually, a fun place to play. While we didn't add board games to our repertoire until 2008, we did have used and out-of-print roleplaying games from the beginning. That's one of Tim's specialties. He's been a long-time collector and paid for his extensive collection by buying and selling RPGs online since the early days of eBay.

Our first gaming events were Free RPG Days and D & D product-launch events. Customers kept saying we should do more gaming events - make it a regular thing - and Game Night was born. Sometime in 2007, we started holding monthly Game Nights the first Saturday of every month. In the eight years we've been doing it, we've only rescheduled one Game Night - so we could attend a

friend's wedding.

Board games started trickling into the store in 2008, then really took off when I found better distributors - thanks to a conversation with a game store owner while we were on vacation in Florida. Now board games account for half our sales.

Sadly, book sales continue to decline every year as more and more people buy air (e-books). By my count, we've seen four other used book stores open and close since we opened and two more long-time used book stores in the area closed their doors forever. We've also seen a few game stores come and go. Somehow, we've managed to survive and hope to continue for many years to come.

Sci Fi & Fantasy Book Club

Current read: *Daughter of the Empire* by Raymond Feist and Janny Wurts (Tina)

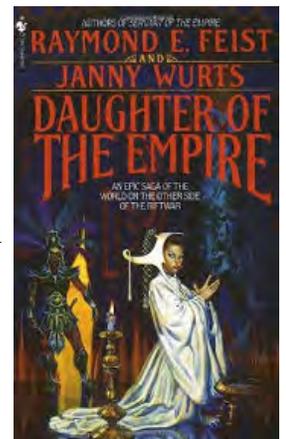
Read the book and we'll meet Friday, September 11 at 6 p.m. at HBB&G to discuss it.

We all enjoyed *Ready Player One* so much, we decided to celebrate it by watching the movie *War Games* and playing some of the games featured in the book. So, we gathered at Tina & Tim's, ate yummy mini sandwiches, chips, and awesome homemade peach cake with peach ice cream (Thanks, Jonathan! I'd never had peach ice cream before!) We even played a text adventure game similar to Zork from the book: Tina played the part of The Computer and everyone else took turns giving commands as The Player. It was rollicking fun! We have to do this kind of thing more often.

We've almost finished reading our current list of books, just 3 more left. Then we'll ask for new submissions from all attending members. Note: you have to be attending meetings for your book selection to be eligible as the next reading choice. Here's the list, in no particular order:

- *Phule's Company* by Robert Asprin (Diane)
- *Legend* by David Gemmell (Jonathan)
- *Snow Crash* by Neal Stephenson (Jason)

For those new to the book club: everyone attending gets to put a book selection on the reading list. We pick one to read each month until they're all read, then we start a new list. A complete list of books we've already read is available



on our web site.

You can join, too. Just read the current book and come to the next meeting. Sign up for automatic updates and reminders via our Meetup group at:

www.meetup.com/Here-Be-Books-and-Games-Book-Club.

King of New York Tournament Recap

Eight gamers vied for the coveted crown on Saturday, August 15 at Here Be Books & Games. Jason Bush earned the crown after defeating all comers in all three games he played. His strategy seemed to be to get the Statue of Liberty on his side from the get-go, then become a Star.

Participants played three games of *King of New York*. Their placement and scores from the first two games determined who would play in the final game. Finalists, in order of placement after the final round were: 1) Jason Bush, 2) April Coleman, 3) Kevin Dominick, 4) Richard Coleman, and 5) Stacey Procopio.

Jason, who'd never played *King of New York* before, but



Jason Bush
King of New York



Finalists (clockwise from left): Kevin Dominick, Richard Coleman, April Coleman and The King of NY: Jason Bush.

had played *King of Tokyo*, won the grand prize: the *Alpha Zombie* character. The five finalists won prizes, too: a Monster Sticker for the character they played and a *King of New York: Monster Idol Promo Card*. All participants received the four very special *King of New York Promo Cards: Hibernation, Improvised Weapons, NYC Defender, and UN Headquarters*. Of note, this was the first time several of the participants had played *King of New York*. It was an easy-going, fun tournament.

IELLO kindly sent us additional *King of New York: Monster Idol Promo Cards* to give away to customers

purchasing *King of New York* in our store. So, you can have a Monster Idol, too. Just get your copy of *King of New York* at Here Be Books & Games.

Watch our web site, Facebook page or Meetup Group for more tournaments and gaming events at HBB&G.

Firefly Game Day

Saturday, September 19, 1 pm - 6 pm

Find a Crew. Find a Job. Keep Flyin'. Spend the day playing *Firefly: The Game*. We'll play the base game and various expansions in an afternoon dedicated to exploring our favorite 'Verse. Captain your own Firefly-class transport ship. Who will get Mal, Zoe, Wash, Kaylee, Simon, River and Shepherd Book on their crew?

Admission is free, but RSVP is required as we have limited space and want to keep it down to 2 or 3 games, with a maximum of 4 players per game. RSVP now to reserve your spot.

Star Wars: Imperial Assault Game Day

Saturday, October 24, 1 pm - 6 pm

Join us for an afternoon matinee of *Star Wars: Imperial Assault*. Aaron Van Sickle will run the game. And we've acquired a play kit with some prize support for the participants.

Watch for details on our Facebook page and Board Game Meetup Group soon.

Pandemic: Legacy - Write Your Own Legacy in This Campaign-Style Cooperative Board Game



Pandemic: Legacy, designed by Matt

Leacock and Rob Daviau, is scheduled to hit game stores worldwide October 8. Each group of gamers that plays the game will write their own *Pandemic: Legacy* as the game unfolds, campaign-style, in literally unique ways based on how each session ends. Because *Pandemic*, with the *On The Brink Expansion*, is my favorite cooperative game, I've been avidly following all information released about it. Following is a summary of the most interesting tidbits I've found. Don't worry, there aren't any spoilers. The designers and publisher have been quite careful not to leak any details that could ruin the surprises in store for you.

Background

Pandemic: Legacy, a stand-alone game, is based on the hit cooperative game *Pandemic* and *Risk: Legacy* - a groundbreaking spin-off of *Risk* that introduced the Legacy mechanic to board games. The Legacy mechanic brings campaign-style play to board games, that is, the results of each play session directly affect the next play session in myriad ways: the game, its components and even the rulebook change accordingly.

Characters - You Might Improve Your Skills, Be Scarred or Even Die!

In *Pandemic: Legacy*, your valiant scientists see all kinds of awful things while they put themselves in harm's way to treat diseases and work hard to find cures for the quickly-



spreading diseases. People panic, riot and worse and your scientists are in the middle of the fray. It's no wonder some can't sleep at night or might feel a little intimidated about entering a city on the brink of chaos. Being in a city when an Outbreak occurs is one way a scar effect could be tripped. Two types of scars mentioned by Rob Daviau in *Game Trade Magazine* (GTM) #186 are:

INTIMIDATED: Spend one additional action every time you Treat Disease in a city that is rioting.

INSOMNIAC: Reduce your hand limit by one (1) card.

Fortunately, the designers (Thank you, Matt) were kind enough to let you choose your scar, so you can make sure you're not afflicted by a scar that would be devastating to your Role. For instance, if you're the Medic you wouldn't want to be Intimidated and the Researcher wouldn't want to be an Insomniac. Each character can have two scars, a third one however...

Characters can become Lost, that is gone, dead, "Hasta la vista, baby." This can happen if a character is in a city when it falls or if he gains a third scar. Entering a city with three cubes when you have two scars or the city is about to collapse presents a big risk. Being a hero, you might take the chance and cross your fingers the city doesn't Outbreak.

Don't worry, if your character dies, or is Lost, you're not out of the game. You'll take on the role of a Civilian, without any special powers, and continue the good fight against the impending pandemic.

While you survive, your character may receive upgrades. Upgrades represent training and/or experience you've acquired in your fight to save the world. Note that I keep using the term Character instead of Role. In *Pandemic: Legacy*, you'll give your Character a name and she'll evolve, like a character in a roleplaying game, and even develop Relationships that link her to other Characters.

Cities Sliding Into Chaos - What Happened to Los Angeles?

One of the designers' goals for *Pandemic: Legacy* was to

"amplify the narrative" and create the feeling of "a world sliding into chaos." To accomplish this, they gave each City a Panic Level. Every time a city Outbreaks, its Panic Level increases by one. As the City's populace panics, it becomes harder to deal with, harder to enter, etc. Here are the Panic Levels and their effects as described by Rob Daviau in GTM #186:

Panic Level 0: "Stable" - No effect. All cities start stable.

Panic Level 1: "Unstable" - No effect. Each city can absorb one outbreak without any effect. Consider the first outbreak a fair warning.

Panic Level 2-3: "Rioting" - Now we're getting somewhere. No direct or charter flights can be used in or out of this city. Any research station in the city is destroyed and cannot be rebuilt. Since this city is now only drivable, it is harder to get to. It adds a touch of static into the system. Of course, if you have a lot of rioting cities in a region, then the whole region gets tricky to treat.

Panic Level 4: "Collapsing" - Now you have to discard one card of the city's color to driveferry into this city. So in addition to the penalty for rioting, you now lose a card to go in there.

Panic Level 5: "Fallen" - Now you discard an additional card of the city's color to enter the city (for a total of two cards). Really just a higher cost than Collapsing but quite an effort to just get to a city, let alone be effective in it. Not to mention how valuable cards are.

Funding - Adjusting the Difficulty As The Campaign Unfolds

Anyone who's ever played *Pandemic* has experienced it: that game where everything goes to hell in a hand-basket from the get-go. The setup is tough enough, then every card draw just enhances the evil you're facing. Some players immediately throw in the towel, while others muddle through, sometimes even prevailing. In a regular *Pandemic* game, it's no big deal. Laugh it off and try again. But what happens if you get the hand-basket in a *Legacy* game?



Well, luckily the designers thought about that and came up with the Funding rule. In regular *Pandemic*, the Player Deck has five Special Event cards or two per player when playing with *On The Brink*. Special Events are powerfully useful cards. Without their special effects, which you can execute when you most need them, the game would be much more difficult and end five or more cards quicker. The Funding rule in *Pandemic: Legacy* leverages that game-changing effect. At the beginning of each game, players will add a number of Special Events to the Player Deck equal to their current Funding Level. (You even get to choose which Special Events you want to include in the Player Deck after seeding the board with the initial infection

cubes.) Game 1 begins with a Funding Level of 4, so you get to add 4 of the 8 possible Special Event cards to the Player Deck.

If you win the game, then clearly you don't need as much help, so the government cuts your funding by two. If you lose, the government sees that you need more help and increases your funding by 2. The lowest your funding can go is 0, the highest is 10. Wait, didn't I just say there were 8 possible Special Events? Well, there are... to begin with. As the campaign progresses, more Special Events will become available.

Should Funding not be enough and you experience a particularly bad streak of luck, there's a sealed packet that reads, "Open if you lose four games in a row." It serves two purposes: 1) help from the game should you really, really need it and 2) it gives you a psychological boost. The designers say playtest groups, after losing their third game in a row, would point to the packet saying, "Well, we're probably OK since we haven't lost four in a row yet." If you do, there's always that packet of help.



The Legacy Deck - The Legacy Deck is the heart of the campaign-style play of *Pandemic: Legacy*. Note the red warning text on the back of the card: "Do not draw, reveal, look at, handle, or otherwise disturb these cards until instructed." The cards are numbered (bottom right corner), so if you drop them, you can put them back in order - don't peek, though - you don't want to spoil the surprise.

The back of the cards tell you when to draw them. For example, the first card of the Legacy Deck says, "Draw this card and read the other side just before you set up your first game." After drawing, reading and executing this card, you may be instructed to draw and resolve additional cards until you reach the next Stop sign. According to W. Eric Martin of Board Game Geek fame who's played the first three months of the campaign, "Sometimes these cards are helpful, but that doesn't happen often."

As you play, you'll modify the game board, character sheets and even rulebook with stickers. You'll be able to see some of the stickers for possible rewards, scars and tagging city status when you first open the box. The rest of the stickers and other things are hidden in packets that you should only open when directed by the Legacy deck. An example of a possible reward is an Unfunded Event sticker that you can apply to any City card in the Player Deck. In future games, that card can be used as a normal City card or played as a free-action Special Event. I wonder what the spot in the top right corner is for?



Scope - "One year. One team. One hope." That's how Z-Man Games introduced *Pandemic: Legacy* in a July 2014 announcement. Each *Pandemic: Legacy* game is designed to run thematically over a year (game time, not real time), which translates to 12 - 24 plays. You start in January and work from there. If you lose a game, you can play that month's setup/scenario again. Win or lose the second time, you move on to the next month to keep the game moving along.

According to Matt Leacock, "No knowledge of the expansions is needed! You'll be able to jump right in if you've played the base game before a few times. Rules for playing the base game are included in the box as well, so it's fully self-contained."

Game play is, at first, the same as standard *Pandemic*, though you'll find more connections between cities on the board. As you play, new rules will be gradually added to construct the ongoing thematic story.

When asked how card exchanges would work in *Pandemic: Legacy*, Rob Daviau answered, "The game uses the standard *Pandemic* rules for card swapping. But we've got other surprises for you as you play." Hmm, intriguing.

Z-Man Games is releasing *Pandemic: Legacy - Season 1* in two different box designs, one red, one blue, so people wanting to play *Pandemic: Legacy* with two different groups can tell their games apart. The contents of both boxes are identical - until you begin writing your own legacy, that is. According to Matt Leacock: "There's no difference other than the cover design. Pick up the one you like more or if you're playing with multiple groups, use the covers to help differentiate the sets."

Wait, "Season 1?" Sorry, no information has been released on that - that I can find - except Rob's answer, "The plan is entirely new," when asked whether Season 2 would add to the Season 1 board or be a new box with a new board, etc.

What Happens When I've Played the Entire Campaign?

In *Risk: Legacy*, once you've played through the entire campaign, you're left with a unique game you can continue to play. What happens when you completed the *Pandemic: Legacy* campaign is still quite hush, hush. All co-designer Rob Daviau will say is, "The end state is a bit of a surprise."

Pandemic: Legacy supports 2-4 players ages 13 and up with an estimated playtime of 60 minutes per game. The campaign-style play is designed for 12 to 24 games. *Pandemic: Legacy* will debut in 10 languages around the world on Thursday, October 8, 2015. Preorder your copy now from Here Be Books & Games. **Full article & images at The Glass Meeple (www.TheGlassMeeple.com).**



Pandemic - A Test of Cooperation and Mettle

With *Pandemic: Legacy* set to make its debut October 8, I thought I'd visit an old friend, the purely cooperative game that started it all: *Pandemic* designed by Matt Leacock. In *Pandemic*, you and your friends play the role of scientists trying to prevent a pandemic from laying waste to the world. There's only one way to win: find the cure to all four diseases. However, there are multiple ways to lose. If 8 outbreaks occur, you lose. If you need to place a disease cube and don't have one, you lose. Or if it's time to draw a player card and the deck has run out it's "Game over, man. Game over." (That's how I usually lose - when I lose.) *Pandemic* is a test of both cooperation and mettle.

Setup takes about 5 minutes. Place a Research Station in Atlanta, the Outbreak and Infection Rate markers in their designated starting places on the board and the Cure markers below the board near Cures Discovered. Players each begin the game with a Role card and matching colored pawn, a Reference card, and a number of player cards (4 with 2 players, 3 with 3, and 2 cards each with 4 players). You can assign Roles randomly or let players select (House Rule). I like to give the Medic to young or new players as it's a very satisfying and important role to play. After distributing the cards, divide the deck into roughly even piles (4 for the easiest game, up to 6 for the hardest) then shuffle an Epidemic Card into each pile and stack them to form the Player Deck. To seed the board with the beginnings of the potential pandemic, shuffle the Infection Deck thoroughly and turn up three cards. Place 3 disease cubes of the appropriate color on each of the depicted locations. Turn up three more Infection cards and place two cubes each at those locations. Turn up three more cards and give those locations one cube each. Finally, place all the cards you used to seed the board face up next to the Infection Deck to form its discard pile. Now your race to save the world begins.



On your turn, you 1) Perform 4 Actions, 2) Draw 2 Player cards (if one is an Epidemic, also execute the steps on the Epidemic card), 3) Infect: draw cards, one at a time, from the Infection Deck up to the current Infection Rate, placing one Disease Cube at the depicted site (this could lead to one or more Outbreaks causing the viruses to spread faster).

Actions fall into two categories: Basic Actions which are ways you can move around the board and Special Actions you can take to treat diseases, find cures, build research stations, and exchange knowledge (cards). There are 4 ways you can move around the board. You can Drive/Ferry to adjacent cities for one Action each, take a Direct Flight by playing a card from your hand and flying to the depicted city, take a Charter Flight by discarding a card matching the city you're in and moving to any other city, or Shuttle from one Research Station to another (no card required) - assuming you're in a city with a Research Station. The Dispatcher's special ability allows him to move other players' pawns as though they were his own using any of the above Basic Actions. Additionally, the Dispatcher can move any pawn to the same city as another pawn for 1 Action.

The Special Actions you can take, include:

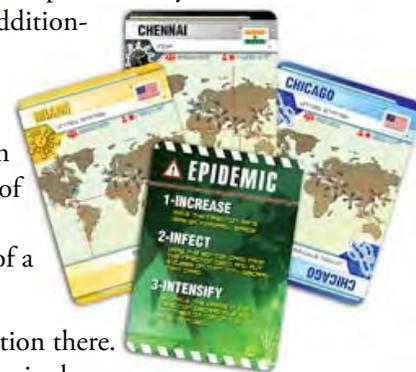
Treat Disease - Remove one or more disease cubes from your current location (1 cube per Action spent). If you've already discovered the cure for that color disease, you can remove all the cubes of that color for 1 Action. "When in doubt, treat disease," I always say. The Medic can remove all cubes of one color with a single Action. Also, anytime he enters a city containing disease cubes of a cured disease, they magically disappear - no action required.

Build a Research Station - Discard the card matching the city you're in and place a Research Station there. The Operations Expert can build a Research Station in his current city for 1 Action - no card required.

Share Knowledge - Give or take the card matching your current location to or from another player in your same location. The Researcher can give or take a card from another player in the same city - the card doesn't have to match her current location.

Discover a Cure - Discard 5 cards of the same color at a Research Station, then place the corresponding Cure marker on its spot in the Discovered Cures area of the board. This disease is now much easier to treat. The Scientist only has to discard 4 matching cards, instead of 5.

In addition to the city cards you can use for a variety of purposes as described above (there's only one card for each city), the Player Deck also includes 5 Special Event Cards. You can play Special Events at any time - even during another player's turn - except during the Infection Phase. You can even play a Special Event Card when your hand limit exceeds 7 cards instead of just discarding it to bring your hand down to the 7-card Hand Limit. Special Event cards do not cost an action to play. Just follow the instruc-



tions on the card. Special Events are powerful and extremely useful cards. Use them wisely.

Hopefully this all sounds pretty straightforward. Now let's see how the game fights back against all of your well-meaning Actions. Remember at the end of your turn how you have to Infect by drawing a number of Infection cards up to the current Infection Rate? That's you, playing for the game. Sure, one cube per card doesn't sound like a big deal - until they start piling up! Don't forget, if you need to place a cube and can't because you've run out of that color, it's Game Over, Man! You lost, the game won.

An Outbreak occurs any time a city would receive a 4th disease cube of the same color, in which case, instead of placing a 4th cube on that city (you can never have more than 3 cubes of the same color on a city), move the Outbreak marker up one level, then place 1 cube of that color on every city adjacent to the city where the Outbreak occurred. This may in turn create a Chain Reaction, causing another city to Outbreak and requiring you to place 1 cube in each city adjacent to the newly outbreaking city. Fortunately, each city may only Outbreak once in a Chain Reaction situation. However, if the Outbreak marker ever reaches 8 on the Outbreak Indicator, it's Game Over, Man!

Epidemics also help the game fight back - quite ably, if I may say so. Epidemics crop up during the Draw 2 Cards (from the Player Deck) phase of your turn. Here's how an Epidemic plays out, step-by-step:

Increase the Infection Rate by moving the Infection Rate marker up one space. That means from now on you may have to draw even more cards during the Infection Phase - if not now, you will soon.

Infect a city by taking the bottom card from the Infection Deck and adding 3 cubes - yep, that's right 3! - to that city. This may trigger an Outbreak.

Increase the Intensity of the Infection by shuffling the cards in the Infection Discard Pile, including the card you just infected a city with, and placing them on top of the Infection Draw Pile. Yep, you heard me right. The card you just used to infect a city with 3 cubes is now near the top of the deck, so are all of the cards ya'll recently drew to infect cities during your Infection Phases. But it gets better...

Now it's time for the Infection Phase of your turn. Yep, it's still your turn, it didn't end with that Epidemic. You have to draw Infection cards, one at a time, and infect those cities with 1 cube each. Here's when it's even more likely for an Outbreak to occur. This is when everyone holds their breath, hoping against hope that the wrong card(s) don't come up. Expect heavy sighs of relief when all goes well and outcries of dread when fate decrees otherwise. The tension here is part of what makes *Pandemic* addicting.

There's one other way you can lose: when you need to draw a card at the end of your turn and there aren't any cards left in the Player Deck, it's Game Over, Man! However, should you succeed in discovering all four cures (red, yellow, blue and black) before one of the three losing conditions occurs (need to place a cube and can't, 8 Outbreaks or need to draw a card and can't) you emerge victorious! Congratulations, you beat *Pandemic*!

A couple more things: it's ok to look in the discard piles at any time. *Pandemic* is a game of cooperation and mettle, not memory. It says so right in the rulebook. The Second Edition of *Pandemic* added two Roles: the Contingency Planner and the Quarantine Specialist. In fact, the game got a whole new look: bright new artwork, plastic translucent disease cubes instead of the original wood, and plastic tokens replaced the cardboard tokens for the various markers. Oops, I almost forgot to mention that it's possible to completely eradicate a disease. If, after finding the cure to a disease, you also manage to remove all disease cubes of that color from the board, you have successfully eradicated the disease. Turn the applicable Cure Marker sunny side up. Any Infection cards drawn for that color disease have no effect and just go straight to the Infection Discard Pile. To further indicate this if you have the On the Brink Expansion, put the lid on that disease's petri dish, otherwise you can put those disease cubes back in the box.

Speaking of expansions, thus far *Pandemic* has three: *On the Brink* (in my opinion this is a must-have), *In The Lab* (good if you usually play with 3 or more players), and *State of Emergency* (the latest). For more details on *Pandemic* expansions spin-offs, read the full article at The Glass Meeple (www.TheGlassMeeple.com).

Pandemic (plain vanilla *Pandemic* without expansions) supports 2 to 4 players ages 10 and up and takes about 45 minutes to play. You can easily play it solo, too. Just pick two or more Roles and play each one in turn - I've never tried solo play with a single Role. Younger kids could play with a little help. Whomever you play with, *Pandemic* is a test of both cooperation and mettle.



This is not a good: if Hong Kong or Taipei is drawn during the Infection Phase, they'll both Outbreak in a Chain Reaction.



New Arrivals!

Adventure Time Fluxx	Legendary: Marvel Secret Wars
Bang! The Dice Game - The Walking Dead	Machi Koro: Millionaire's Row Manila
Batman Fluxx	Mice & Mystics: Downwood Tales
Broom Service	Munchkin Gloom
Cacao	Munchkin: Steampunk
Carcassonne: Hunters & Gatherers	Munchkin Zombies: The Walking Dead
Dominion: Adventures	Nations: The Dice Game
Dragon Farkle	Smash Up: Munchkin
Eldritch Horror: Strange Remnants	Star Munchkin 3: Diplomatic Impunity
Firefly: Shiny Dice	Star Trek: Five Year Mission
Firefly Tall Card Game	Telestrations: After Dark
Firefly Yahtzee	Tides of Time
Five Tribes: Artisans of Naqala	Tokaido Crossroads
Imperial Settlers	Welcome to the Dungeon
La Granja	
Legacy: The Testament of Duke de Crecy	

of Titles In Stock: 800+

Game Library Additions

Dimension
Francis Drake
Fresco Expansions 4, 5, & 6
Manila
My First Bohnanza
Pairs
Star Trek: Five Year Mission
Telestrations After Dark
Xactika
Titles in Library: 589
We'll teach you how to play!

Back in Stock!

Animal Upon Animal
Carcassonne Big Box 5
Catan: Explorers & Pirates
DC Comics DBG: Crisis Exp 2
Discworld: Ankh-Morpork
Elysium Playmat
Fairytale Gloom
Francis Drake
Ghost Stories
Hare & Tortoise
Mice and Mystics
One Night Ultimate Werewolf
Red Dragon Inn 1, 2 & 3
Revolution!
Smash Up: Awesome Level 9000
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