

Black Friday Game Sale!

Save big on select games. Start shopping Thursday from the comfort of home...



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100% Authentic Games

There's been a recent increase of counterfeit games being sold online. At Here Be Books & Games we guarantee our games to be authentic...

Page 5

Games for Thanksgiving

Celebrate Thanksgiving with these family-friendly games.



Page 3



Here Be Books & Games

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Board game store & gaming salon. We'll teach you how to play!

Issue 66

November 2018

Save the Date!

Saturday, November 3, 2pm to 1am
Game Night

Friday, November 9, 6pm to 8pm
Book Club Meeting - Reading:
Lord of Light by Roger Zelzany

Saturday, November 10, 1pm to 7pm
Organized Play with Prizes:
Sagrada & Star Realms

Saturday, November 17, 1pm to 7pm
Organized Play with Prizes:
Any Ticket to Ride Game

Thurs, Fri & Sat, Nov 22, 23 & 24
Black Friday Sale! Online Thursday.
In Store: Friday & Saturday

Saturday, November 24, 1pm to 7pm
Open Gaming

Saturday, December 1, 2pm to 1am
Game Night

Mid-Week Gaming
Wednesdays 1pm-10pm

Black Friday Game Sale! Thursday thru Saturday, November 22, 23 & 24

You can start your game shopping online from the comfort of your own home on Thanksgiving and avoid the crowds. Then pick up your order Friday or Saturday - maybe even play a few games - at Here Be Books & Games to save on shipping.

We've got oodles of the games you love in stock now - most already at reduced prices. Watch for special Black Friday deals on our online store starting Thursday, November 22 and continuing in-store Friday & Saturday from 11am to 7pm.

Plus, we'll be hosting open gaming and passing out promos with every purchase. So whether you're looking for gaming gifts or games for yourself, Here Be Books & Games is the place to shop this Thanksgiving, Black Friday and Small Business Saturday!

Saturday Gaming Events in November

Play games every Saturday in November at Here Be Books & Games. We've got goodies to give away for *Sagrada* and *Star Realms* on November 10. Then on November 17th, you can get purple translucent trains for *Ticket to Ride* with any *Ticket to Ride* game purchase - while supplies last. Gamers who play a *Ticket to Ride* game at HBB&G on the 17th will also have a chance to win a set of purple translucent trains.

Read on to learn more about these fun and exciting games. We'll teach you how to play.

As always, we're happy to show or teach you any game we have in our library, anytime, regardless of what's on the schedule that day.



INSIDE:

- Sci Fi & Fantasy Book Club
- 4 Family-Friendly Games for Thanksgiving
- 100% Authentic Guarantee
- *Discoveries* Game Review
- New Arrivals & Back in Stock
- Used Games for Sale
- Game Library Additions

Saturday, November 10 - *Sagrada* & *Star Realms*

We have promo cards for both of these great games. Come learn to play and/or buy a copy and we'll give you one.

Sagrada is a puzzley game of dice drafting and stained-glass-window crafting. The sparkly translucent dice are your materials. Game play is simple, yet challenging. Draft and place dice to match your window's pattern. Use Tools to break the rules and fix your window as needed. Meet objectives to gain prestige and win!



Star Realms is a fast-paced, two-player deck-building card game of outer space combat. It combines the fun of a deck-building game with the interactivity of Collectible-Card-Game-style combat. As you play, you make use of Trade to acquire new Ships and Bases

from the cards in the Trade Row. Use the Ships and Bases you acquire to either generate more Trade or Combat to attack your opponent and his bases. When you reduce your opponent's Authority to zero, you win!

Saturday, November 17 - *Ticket to Ride* Games

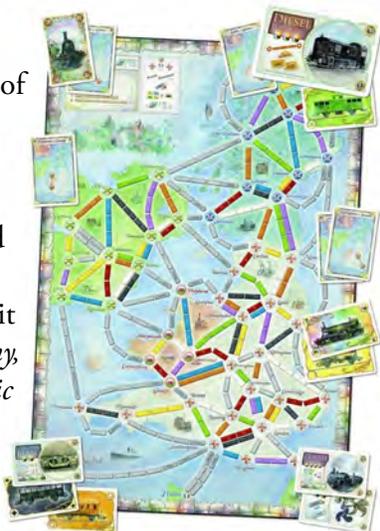
Ticket to Ride is one of my favorite games of all time – in all its many forms! I never tire of playing it. It's a set collection, route-building game. The designer,

Alan Moon, somehow came up with the perfect formula balancing interesting game play with simple, streamlined

rules.

Each stand-alone game and map expansion adds a new twist to the basic game play of the original *Ticket to Ride*. You can journey to *France and the Old West*, take a trip across the world by boat and train or explore the Great Lakes in *Rails & Sails*, or visit *Africa, Asia, Europe, Germany, India, The Netherlands, Nordic Countries* or *U.K. & Pennsylvania*.

We're giving away a translu-



cent purple train set with every *Ticket to Ride* game purchase, while supplies last. You can also play any *Ticket to Ride* in our Game Library for a chance to win a set of purple trains. All aboard!

Friday & Saturday, November 23 & 24 - Open Gaming

Get a free promo with every purchase when you shop with us on Black Friday and Small Business Saturday and/or join us for open gaming. Anything goes. Our Game Library is extensive. Please DO NOT bring your own games to play, but feel free to bring your friends.

Sci Fi & Fantasy Book Club Meeting Friday, November 9, 6pm to 8pm

Reading: *Lord of Light* by Roger Zelazny (Jonathan's pick)

That's it. That's the end of our latest list of books to read. Time to start a new one. Soooo, bring a title or titles to add to the new list. Bring something yummy to eat, too. It's holiday time.

The Sci-Fi & Fantasy Book Club meets once a month at Here Be Books & Games. We read fantasy and science fiction, old and new, including urban fantasy and alternate history.

Attending members each suggest a book to add to our reading list. Then we pick one book to read each month until they're all read. At which time, we start a new list. Newcomers are always welcome! Just read the current book and attend the meeting

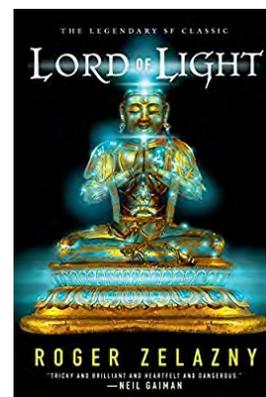
Our meetings are full of lively discussions of the current book, show & tell of other stuff we've read recently, movies and TV shows we've watched and assorted other geeky stuff. It's always fun, even when some of us don't like that month's book.

** Note: you have to be attending meetings for your book selection to be eligible as the next reading choice.*

A full list of all the books we've already read in Book Club is available on our web site at:

hbbng.biz/book-club/

So bring some of the Sci Fi & Fantasy books you've read recently, bring yourself, and be prepared for loads of geeky talk 6:00 pm, Friday, November 9 at HBB&G!



4 Family-Friendly Games for Thanksgiving

After I get the turkey in the oven on Thanksgiving, I like to kick back and relax, visit with my family and friends, play games and otherwise have a good time. Unfortunately not all of my family and friends are as much into games as I am. These 4 games, however, have proven excellent for both gamers and non-gamers alike.



 = Demo Available

Time's Up! - Always a blast!

Time's Up! is mine and Tim's favorite party game. While I'm not very good at keeping up with famous people and often have no idea who some of the real and fictional people featured in the game are, I still love *Time's Up!*

To begin the game, you'll divide into teams, pull 40 cards featuring the names of famous people from the box and divvy them up among the players. That way, all players know at least a few of the names you'll all be trying to guess. You'll go thru the 40-card deck 3 times.

In the 1st Round, you can say anything! (Hint: it's a good idea to use a gesture, too, if you can think of one.) Your teammates can guess repeatedly, but you can't pass. Don't worry if you don't know who someone is, try to find other ways to get your team to figure it out.

At the end of Round 1, after all 40 names have been guessed, go through each card and make sure all players know who each person is before playing Round 2. So, yes, there's a memory component to the game, too!

In some ways Round 2 is both easier and harder. Easier because you all know what names are in the deck. Harder, because in Round 2, you can only give a one-word clue and your teammates only get one guess. You can, however, gesture all you want, make sounds and even pass. It's a good idea to put your Charades skills to work and watch the other team, too!

Because in Round 3, you can't say any words at all. Just act it out! Your teammates only get one guess, and you can pass.

Time is ticking in this interactive, modern Charades-style game that plays best with teams and is loads of fun with

groups of 4 or more players. Personally, I think 9 is the perfect number of players: 3 teams of 3. However, the first time I played *Time's Up!* it was with just 4 players and I was hooked.

Dixit - Get insights into their psyche.

Dixit is sort of like *Apples to Apples*, but with pictures instead of words. The word "pictures" doesn't begin to describe the breath-taking and sometimes mind-bending illustrations in *Dixit*.



The active player, aka Storyteller, chooses a picture card from her hand and places it facedown on the table while announcing a title for that picture. The other players each choose a card from their hand that also, hopefully, suits that title. The Storyteller then gathers the submissions up, shuffles them and turns each card face up.

Can you figure out which picture is the Storyteller's? Use your intuition and knowledge of the Storyteller to identify the correct picture, while avoiding the other players' traps (their pictures).

If the Storyteller's title/picture combination is too obvious and easy, and everyone guesses which is the Storyteller's card, you only score 2 points and the storyteller scores nothing. If the Storyteller's title is *too* enigmatic and no one guesses correctly, you'll all score 2 points and the Storyteller gets zero. However, if you're among the few that guess correctly, you few and the Storyteller each earn 3 points. You'll also earn an additional point for each vote *your* picture got. Ha! They fell into your trap!



That's *Dixit*: a surprising, interactive and exhilarating game you can enjoy with your family and friends of all ages. It's perfect for Thanksgiving.

The numerous expansions for *Dixit* keep this award-winning game fresh and interesting.

The artwork is simply amazing! I've even heard of people using *Dixit* cards in their *Mysterium* games.

Codenames - Start it & everyone will want to join the fun.

In *Codenames*, your mission, if you choose to accept it, is to discover the whereabouts of your fellow agents, by guessing their codenames. Players divide into two teams: red and blue. One player from each team is the Spymaster, giving clues to the whereabouts of her team's field agents. It's up to the rest of her team to guess the correct



locations. The Spymasters sit side by side with a 5 x 5 grid - showing squares colored red, blue, beige and black - standing in front of them. Red and blue squares indicate the locations of each team's field Agents, beige squares represent Bystanders and the black square the Assassin. Random word tiles are placed

in a matching 5x5 grid on the table where all the players can see them in the same grid arrangement. Each word represents the location of a field Agent, Bystander or the Assassin.

Spymasters take turns giving a one-word clue, followed by a number indicating how many field Agent locations that clue applies to. Their teammates discuss possible answers - the Spymaster must not say anything or give any clue as to whether they're on the right track at any time - that's the hardest part about being Spymaster.

To make a guess, one person from the team touches the chosen word card. The Spymaster - without saying anything - then places a tile on top of the word card to indicate who is at that location: a Red Team Agent, a Blue Team Agent, a beige Bystander, or the black Assassin.

If the team found one of their Agents, they can guess another location. The maximum number of guesses a team is allowed each turn is the number the Spymaster gave after the clue plus one. Of course, a team can choose to pass at any time: they do not have to use all of their guesses. Should the team guess wrong and point to the location of a Bystander or one of their opponent's Agents, their turn ends immediately. Should they point to the location of the Assassin, the game is over and they lose immediately. The first team to find all of their Agents wins.

Whenever we play *Codenames*, anyone not playing is invariably attracted and eventually joins in. At one gaming gathering, we started with 4 players and ended



with 14! *Codenames* games are great for all ages and any number of players. Well, 4 or more if you want to compete. It's a really fun game to play on Thanksgiving or anytime!



Sherlock Holmes: Consulting Detective - Play it while lounging on the couch

After you've set the table, where do you play games? Why kicking back in the living room of course! You don't need a table to play *Sherlock Holmes: Consulting Detective*. Just curl up in your favorite seats and solve a mystery together.

One person can read the mystery, another should take notes. There are some newspapers you'll want to pass around for everyone to read and a map to consult. Otherwise, it's just a matter of coming to a consensus as to where to investigate first, discussing the case and trying to discover whodunit.

When you think you've got it, you can compare your results with the famous Sherlock Holmes.

Each *Sherlock Holmes: Consulting Detective* game includes 10 or more mysteries to solve. Whether you interest lies in investigating *The Thames Murders & Other Cases*, *Jack the Ripper & West End Adventures* or *Carlton House & Queen's Park*, there are plenty of crimes to keep you busy.

Playtime runs about an hour. *Sherlock Holmes: Consulting Detective* is fun for the whole family. If you like murder mysteries, you'll love this game.



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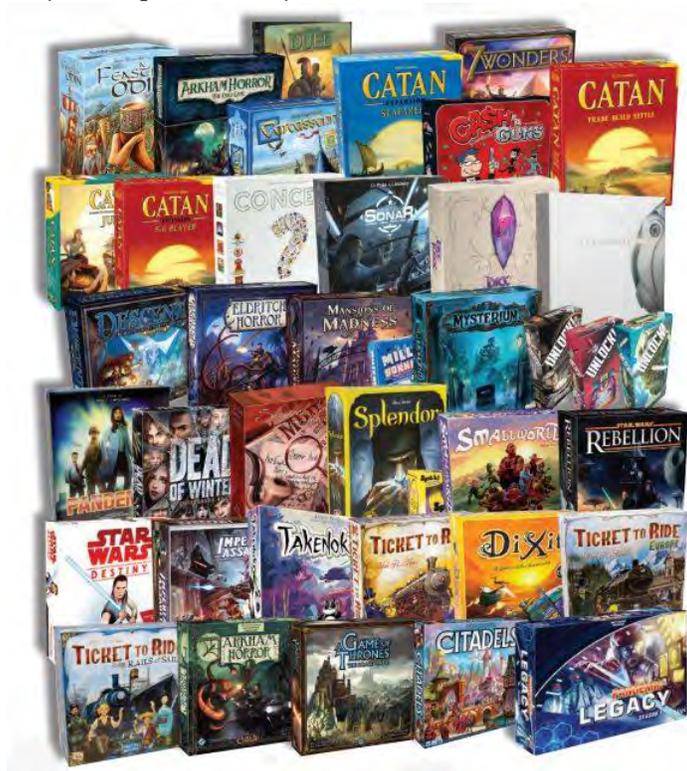
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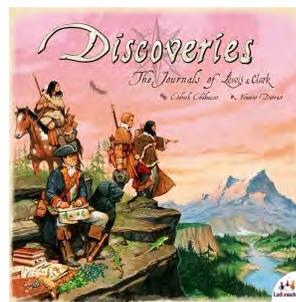
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Discoveries: The Journals of Lewis & Clark



While I love my Euro-games, some of them feel like the theme was added as an afterthought. Not so with *Discoveries: The Journals of Lewis & Clark* cunningly designed

by Cédric Chaboussit, and beautifully illustrated by Vincent Dutrait. *Discoveries*, a gamers' Euro worker-placement dice game, feels like the theme was the starting point and the mechanics were built around, and in support of, that concept.

The Theme

In 1804-06, Meriwether Lewis and William Clark, at the behest of President Jefferson, led the Lewis and Clark Expedition through the uncharted American interior to the Pacific Northwest. Lewis served as the field scientist, chronicling in his detailed journal the plants, animal species, geography, peoples and cultures they encountered. Clark, the experienced soldier, outdoorsman and excellent mapmaker, kept the expedition moving by helping plan which routes to take. Throughout their expedition, Lewis & Clark received assistance from many of the native peoples they met during their journey westward.

The Theme Translated Into a Dice Game

In *Discoveries: The Journals of Lewis & Clark* you play one of the Expedition leaders: Meriwether Lewis, William Clark, John Ordway or Patrick Gass. Your goal is to compile as much knowledge as possible in your Journal. (The accumulation of knowledge was the whole point of Lewis & Clark's expedition, so here in the dice game we find the same goal: all your preparations and work won't really matter if you don't journal it for posterity. You won't actually have to do any writing, it's just the most important Action you can take.)

Suiting the theme, you can record three types of data in your Journal:

Geographical - maps of the territories you journey through - represented by Discovery cards. Discovery cards provide either straight up victory points or species.

Biological - the new plants and animal species you discover - represented by symbols on some Discovery cards. You'll want to collect sets of *different* species (fish, birds, mammals and plants) to accumulate the most points. For example, a full set containing a fish, bird, mammal and plant is worth 24 points at game end, while



a set containing only a bird and a mammal is worth only 8 points. (See breakdown on Journal Cover.)

Ethnological - the American Indian peoples and cultures

you encounter - represented by Tribe cards. Some Tribes are Wary and require a translator to talk to, others are Friendly and render assistance more readily. Both give you a guide (an extra worker represented as a neutral grey die) after your initial talks.

The player with the most points - from cards, sets of different species, and tepee collection ranking (some Discovery and Tribe cards have tepees on them) - wins the game.

To accomplish any feats worth recording in your Journal, you're going to need men. In *Discoveries*, your men (workers) and those of your fellow explorers, are represented by colored dice. After setup - during which players each take a Player Board with 5 matching dice and choose a starting Discovery card - all players roll their dice and place them in their Dice Stock (the hole in their Player Board). During your turn you can either Play Dice from your Stock into your Action Zone (the parchment-colored areas on your player board and Tribe cards that simulate things you might do on your expedition) or Get Dice (gather up men lazing around the camp or recall your own men from other tasks). Unlike many dice games, in *Discoveries*, you don't re-roll your dice every turn. Only when you Get Dice, complete a Journal Action, acquire a die in another way, or take an Action that lets you re-roll, do you roll the dice. Your dice cycle. It's a very unique mechanic.



Your dice rolls determine the Actions you can take. Each 6-sided die has 2 faces with footprints (walk), 1 face with a horseshoe (ride), 1 with an Indian head (negotiate with American Indians), and 2 with letters (journal writing). To take an Action, choose one type of die face and play as many dice with that face as you want onto appropriate

Action spaces. Some Action spaces have an arrow on the top, which indicate that you must discard a die to take the Action. Discarded dice are placed in one of the two camps on the game board depending on the face of the die used. Theme-wise this translates to your men returning to camp to relax after completing their task.

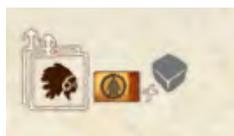


Your player board provides a variety of possible Actions at the beginning of the game, but as you encounter and negotiate with American Indian Tribes, you'll acquire more effective Actions and Indian guides (grey dice). Let's look at the Actions on your player board. It'll give you an idea of how Actions work:

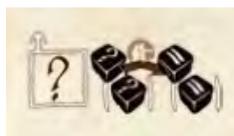


Take a Friendly Tribe Card and a Neutral Grey Die (Indian guide). The single up-arrow around the Indian head indicates that you discard one die

showing an Indian head to the game board. Then take a Tribe card from the Meeting area (left of the game board) and a grey die. The face of the die you used indicates which camp (side of the board) you discard it to. In this case, you would place it on the left side of the board.



Take a Wary Tribe Card and a Neutral Grey Die. Two up-arrows mean you discard 2 Indian head dice to the game board then take a Wary Tribe card and a grey neutral die from the Meeting Area.



Change Your Dice. Discard one die to the game board to turn any two of the dice in your Stock to the same desired face.



Change Plans. Discard a die to swap your current Discovery card for one in the Reconnaissance Area (to the right of the game board).

While all of the above Actions take only one turn to accomplish, the ones that follow, as well as many you'll find on Tribe cards, usually require two or more turns: one turn to place a die to prepare for the journey (perhaps discarding one or more dice), and another turn to trigger the expedition by Journal Writing (placing Journal dice).



There are three Actions like this on your player board:

Horse Ride. Place a die with a horseshoe face on the horseshoe space on your

player board to *prepare* to cross two rivers by horseback. In a later turn you can activate it to cross 2 rivers on a Discovery card by placing a die showing the Journal Writing face.



Hike. Discard one footprint die to the game board and place another on this space to prepare to hike three rivers. In a later turn, you can activate it to cross 3 rivers on a Discovery card by placing a Journal die.



Mountain Expedition. Discard two dice with the same face to the game board and place another (same face) on this space to prepare to cross two mountains. Usually in a later turn you'll activate it to cross 2 mountains. However, if you used 4 Journal dice, you could prepare *and execute* a 2-mountain journey in the same turn.



Journal Writing. In order to complete the journey depicted on a Discovery card and record it in your journal, you have to be able to execute the entire expedition all at once, in order, from bottom to top. For example, to complete the top Discovery card that's worth 2 points (left), you need to either cross 2 rivers or cross 1 mountain and then 1 river. The middle Discovery card, worth 6 points, is more difficult: either cross two mountains then 2 rivers or cross 3 mountains.

The more difficult the journey, the greater the rewards. If you can complete your current Discovery card combined with one of the face-up cards in the Reconnaissance Area, you'll get a bonus turn as a reward. Definitely something to strive for.

While you can accomplish short journeys easily - like the 2-point one just mentioned - with the Actions available on your player board, you could really use some help for those longer trips. Fortunately, the Tribes you encounter help by providing additional and often more efficient means of travel.

For example, with the Cheyenne's assistance (right), you only need 2 Hiking dice (one is discarded) to cross 3 mountains, while the Crow can quickly guide you by Horseback over 3 mountains *or* 3 rivers.

Whenever you activate one or more explorations by placing Journal dice - remember they all have to go off at once to complete the Discovery card in



one fell swoop - place the completed Discovery card(s) under your Journal Cover, choose a new Discovery card from those available in the Reconnaissance Area, then take back all the dice from your triggered Actions, roll them and place them in your Stock. Your dice cycle!

In my first few games I often felt like I reached an impasse: I needed more dice to finish my expedition (current Discovery card), but didn't have enough men or didn't have the right men to accomplish it. That's where your other turn option, Get Dice, comes in. Of course, sometimes you might want to Get Dice just to foil your opponents' plans. You have 3 ways of Getting Dice:

1. Take all of the dice in the left camp on the game board (where the Indian head and letter dice have been discarded). That includes your own colored dice (your men), grey dice (Indians) and those of your opponents (their men) that happen to be reclining there.
2. Take all of the dice in the right camp on the game board (where the footprint and horseshoe dice have been discarded).
3. Take back as many of your own colored dice as you desire from wherever they are, except in your own Stock, including: in another player's Stock, from another player's board, from either or both camps on the game board or from Action spaces on your own player board or Tribe cards. Groans are sure to ensue when you take them from other players, foiling their plans.

Whenever you Get Dice, you immediately roll them and place them in your Stock. Then your turn is over and play passes to the next player.

Play Time & Player Interaction

In *Discoveries*, turns are often quite quick and short. While the listed play time is 60 minutes, many of our games have been shorter than that: 30 to 45 minutes. Only occasionally have I felt the need to spend a bit of time to work out my options and decide what to do - usually after one of my opponents recalled his men and screwed up my plans or took the card I was just about to complete or acquire. The ability to recall your men - and for your opponents to recall theirs - leads to interesting strategies regarding which type of dice you use where and makes you pay attention to timing, too.

There's definitely some engine building here: you need to get help from at least a few Tribes. The Actions they provide are usually more powerful and/or efficient than those on your player board. One thing I forgot to mention is that some Tribe cards provide a permanent effect or

ability once you acquire them. For example, the Yankton Sioux Tribe Card #42, lets you play any one die as if it were a Journal Writing die, while Tetons Sioux Tribe Card #45 lets you play an Indian head die as if it were whatever face you chose to play that turn. All of the Tribe cards have a number in the bottom right corner so you can look up the meaning of their iconography on the reference handily placed on the back of the rulebook.

Components

Discoveries' components are top-notch. The two-sided cards (Discovery on one side, Tribe on the other) have a nice linen feel. The wooden dice are engraved so the paint shouldn't wear off too easily. The artwork is beautiful! Everything fits easily in the box with plenty of room for expansions - should there be any forthcoming.



Final Thoughts

Discoveries scratches my Euroy-itch: it's quite strategic and tactical. I feel it offers the potential to discover deeper strategies as you play it repeatedly, which for me translates to excellent replayability. I love the artwork and really appreciate the way the mechanics carry out the theme. I must admit I'm also a fan of its predecessor, *Lewis & Clark: The Expedition* which I reviewed on The Glass Meeple. Other than the artwork and theme, they don't really have much in common.

While I would classify *Discoveries* as a gamers' game, it is actually quite easy to teach and learn. The way you cycle your dice - play them, get them back, play them again - is very unique. I've never seen this in another dice game.

Discoveries: The Journals of Lewis & Clark supports 2 to 4 players ages 14 and up. Playtime is stated at 60 minutes, but can run shorter with players that don't suffer from analysis paralysis (AP). Expect a little longer play time with AP players - you can't get too paralyzed, though.

 **The Glass Meeple**
Game Reviews by Tina
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