

Game Auction!

Sellers, turn your old games into new! Buyers, get great deals on new games! Read the full FAQ on how to participate...

Pages 1 & 3

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...

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12 Game Gifts of Christmas

12 game ideas for Christmas gifts and/or stocking stuffers, and a little song, too.

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Here Be Books & Games

810 Travelers Blvd, Ste A2, Summerville, SC 29485

(843) 695-1498 Tue & Wed 1 to 7pm, Fri & Sat 11am to 7pm

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

Issue 67

December 2018



GAME AUCTION!

- **SELLERS:** Turn Your Old Games Into New Games!
- **BUYERS:** Get Great Deals on Used Games!
- **When:** Saturday, January 12, 6pm to 10pm
- **Game Check-In:** Wed, Jan 2 thru Fri, Jan 11

Join us Saturday, January 12 from 6 to 10 pm at Here Be Books & Games for our fifth Game Auction! Buyers, this is your chance to get great deals on board games, card games and roleplaying games. Yep, you heard me right: at this auction we're allowing roleplaying games, modules, supplements, miniatures, dice, etc. as well as the usual board games, card games, and dice games. Any type of analog game or accessory is acceptable. Who knows what wonderful games this auction will hold!

Sellers, this is your chance to turn your old games, that you don't play anymore, into new games you want to play. If you have games you want to sell, bring them to Here Be Books & Games between Wednesday, January 2 and Friday, January

Save the Date!

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

Friday, December 7, 6pm to 8pm
Book Club Meeting - Reading:
Dance of Cloaks by David Dalglish

Saturday, December 8, 1pm to 7pm
Free Open Gaming

Saturday, December 15, 1pm to 7pm
Free Open Gaming

Saturday, December 22, 1pm to 7pm
Free Open Gaming

Saturday, December 29, 1pm to 7pm
Free Open Gaming

Wed, Jan 2 thru Fri, Jan 11
Check in Games for Auction

Saturday, January 5, 2pm to 1am
Game Night

Saturday, January 12, 6pm to 10pm
Game Auction

Mid-Week Gaming
Wednesdays 1pm-10pm

INSIDE:

- Sci Fi & Fantasy Book Club
- Game Auction FAQ
- *12 Game Gifts of Christmas*
- 100% Authentic Guarantee
- Game Library Additions
- New Arrivals

11, 2019.

We'll put the games to be auctioned off on display as they come in and post updates periodically on Facebook. The auction will start at 6:00 pm, Saturday, January 12, 2019 and run until all the games have been auctioned. Afterwards everyone's welcome to mingle and play games while we do the paperwork.

If you buy any lots in the auction, you *must* pay before you leave. So, please be patient and plan to be here for the duration. Figuring everyone's bills, pulling games, and issuing store credit slips to the sellers is an exacting process. **Please be patient.**



Auction Fulfillment

After the auctioning concludes, we'll call Buyers to the counter one-by-one to pay for and collect their purchases.

Payments will be made to Here Be Books & Games.

After all payments have been collected, we'll call the Sellers to the counter one-by-one. Sellers will receive their proceeds in store credit (less \$2 per game or lot sold). You can use your store credit like a gift certificate on anything

we have in stock, as well as, special orders and preorders. In other words, if you want an in-print game or accessory that we don't have in stock, we'll be happy to order it.

So, Sellers start sorting through your games and read the Auction FAQ later in this newsletter. Everyone, please join us Saturday, January 12 for a truly fun and exciting Game Auction!

For more details, please see the Game Auction FAQ later in this newsletter. If you have any questions, drop by the store or give us a call at (843) 695-1498.

FREE Open Gaming! Saturdays in December (except Game Night)

The holidays can be hectic, and we don't want to add *another* item to your busy schedule. So in December, our game rooms will be open every Saturday as usual - actually our game rooms are open whenever we are - so you can come in and play pretty much whatever you want, whenever we're open. We'll even teach you how to play!

Our Game Library is extensive, and there are oodles of games you can buy, so you don't need to bring any games from home to have a good time. But feel free to bring

your friends. Snacks and drinks are available for purchase.

So join us anytime you want to take a break and relax this December at Here Be Books & Games.

Sci Fi & Fantasy Book Club Meeting Friday, December 7, 6pm to 8pm

Reading: *Dance of Cloaks* by David Dalglish (Jeff's pick)

We've started a new list! Still looking for titles from a few of you, so if you haven't already suggested a book for our reading list, be prepared to provide one at our next meeting. 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

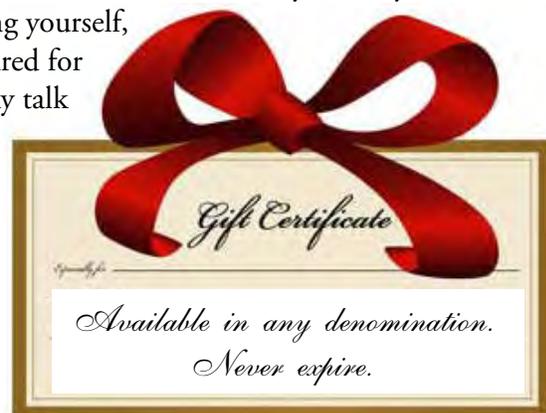
Our meetings are full of lively discussions of the current book, show & tell of other stuff we've read recently, movies and TV shows we've watched and assorted other geeky stuff. It's always fun, even when some of us don't like that month's book.

** 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,
December 7
at HBB&G!





Board Game Auction FAQ

We're hosting our fifth Game Auction Saturday, January 12 from 6pm to 10pm-ish at Here Be Books & Games! Everyone is welcome to participate as a Seller and/or as a Buyer.

To help make it clear how the Game Auction works, we've put together this list of frequently asked questions - with answers of course. If you still have questions after reading this, please call us at (843) 695-1498.

Seller FAQ

How do I sell games at the auction?

Bring the games you want to sell to Here Be Books & Games during regular store hours Wednesday, January 2 thru Friday, January 11.

You should inventory all games beforehand to make sure they're complete. We'll have you fill out a form for each game or lot you wish to sell, indicating the reserve price (the lowest you're willing to sell it for), plus any notes about condition, expansions or extras we should mention during the auction.

Where do I get the Seller's Forms?

You can download the forms from our web site and fill them out ahead of time to speed up the process or pick some up at Here Be Books & Games.

Do I really have to check each game I want to sell for completeness, that is, count every card and piece?

Yes! If something unessential to game play is missing, note it on the seller form. If the game is not complete enough to be playable, *do not bring it to the auction.*

How much does it cost to sell games at the auction?

\$2 per lot. You receive the proceeds in Store Credit for each game we auction off for you, less \$2 per lot. If a lot doesn't sell, there is no fee for that lot.

What constitutes a lot?

A lot can be:

- a single game or RPG book.
- a game with one or more expansions.
- a bundle of multiple games, RPG books, or accessories to be sold together.

We recommend you bundle several small items as a single lot to make it more attractive to buyers!

How and when do I get paid?

After the auction concludes, and all Buyers have paid for their games, we'll issue Store Credit slips to the Sellers.



What can I buy with Store Credit?

You can use Store Credit to purchase in-stock merchandise, as well as, special orders and preorders. If there's a game, gaming supply or accessory you want that isn't in stock, just ask us. We'll try to get it for you.

May I use the Store Credit I earned for games I sold in the auction to buy other games in the Auction?

No. You may not use Store Credit or coupons to pay for auction purchases. We accept cash, credit cards, and debit cards.

What if a game I bring to sell, doesn't sell?

We'll give it back to you. If you don't want the game back, you can donate it to our Game Library or for a future game giveaway.

Do I have to be present to sell games in the auction?

No. You can drop off the games you want to sell, with completed Seller Forms. We'll hold your Store Credit slip at the counter until it's convenient for you to pick it up.

Buyer FAQ

How can I participate in the auction?

When you arrive at Here Be Books & Games, check in and pick up a bidding paddle.

When/how do I pay for my auction purchases?

We'll keep track of what you buy. *When the auction concludes*, we'll tally up your bill and call you to the counter to pay. You can pay for your purchases with cash, credit card, or debit card. While you're waiting to be called, you're welcome to play games.

If I'm selling games in the auction, can I also buy games in the auction?

Absolutely Yes! You can both sell games in the auction and buy games in the auction. However, you must pay for your auction purchases with cash, credit card, or debit card. You may *not* use the Store Credit you receive from selling games in the auction to buy games in the auction.

May I pay for my auction purchases and leave before the auction is over?

We would prefer that you wait until the auction is over to pay for your purchases. If you need to leave early, let us know when you pick up your bidding paddle and we'll try to accommodate you, but we do not guarantee we'll be able to.



General FAQ

May we play games while you do the paperwork after the auction?

Yes. While we're doing the paperwork, you are more than welcome to play games.

Please Be Patient

While we've done our best to plan for every contingency, you know how best laid plans can go. The auction can get a little hectic, so please be patient.

We hope you'll find the Board Game Action a fun and exciting event on Saturday, January 12, 2019 at HBB&G.

12 Game Gifts of Christmas

Christmas is just around the corner and I've got board games on the brain - again. I like to give and get games for Christmas. This morning I woke up with a variation of the classic Twelve Days of Christmas playing in my head, so I put together this little ditty, followed up by a few details on the games mentioned. I call it The 12 Game Gifts of Christmas.

*On the first day of Christmas, my true love gave to me
A Hanabi co-op card game.*

*On the second day of Christmas, my true love gave to me
Two Letters to Santa and a Hanabi co-op card game.*

*On the third day of Christmas, my true love gave to me
Three Dice Sets, two Letters to Santa and a Hanabi co-op card game.*

*On the fourth day of Christmas, my true love gave to me
Four Games for Two, three Dice Sets, two Letters to Santa and a
Hanabi co-op card game.*

*On the fifth day of Christmas, my true love gave to me
Five Zombie Dice!, four Games for Two, three Dice Sets, two Letters to
Santa and a Hanabi co-op card game.*

*...On the twelfth day of Christmas, my true love gave to me
Twelve Stefan Feld games, eleven Pandemic co-ops, ten Ticket to Ride
games, nine Catan expansions, eight Unlock! escape games, seven
Exit: The Games, six sets of Card Sleeves, five Zombie Dice!, four
Games for Two, three Dice Sets, two Letters to Santa and a Hanabi
co-op card game.*



1 Hanabi Co-op Card Game

Hanabi, named for the Japanese word for "fireworks", is a cooperative game in which players try to create the perfect fireworks show by playing cards of each color (white,



red, blue, yellow and green) in ascending order. The deck consists of five different colored suits of cards, numbered 1-5 in each color. For each color, there are three 1s; two 2s, 3s and 4s; and one 5.

The catch is that players can't see their own cards: you have to hold your cards so that they're visible only to other players. To assist other players in playing a card, you can give them hints regarding either the numbers they hold or the colors of their cards.

You only have eight clues at your disposal. To recover used clue tokens, you'll have to discard a card from your hand instead of giving a clue or playing a card - your other two options on your turn. When you complete a stack by playing the 5, you also recover a clue.

To win *Hanabi*, you must work as a team to complete the fireworks display with the numbers 1 to 5 - in ascending order for each color - before the deck runs out or you make 3 mistakes.

Hanabi is an awesome cooperative card game for 2 to 4 players ages 8 and up. Play time is about 30 minutes, but don't be surprised if you'll want to immediately play again.

2 Letters to Santa

Letters to Santa is a game of risk, deduction, and luck for 2-4 players. Your goal is to get your letter into Santa's hands so he puts you on his Nice List and fills your stocking with games instead of coal. To accomplish this, you either need to be the last player in a round or have the highest valued card in your hand when the deck runs out.



There are only sixteen cards in the deck. After shuffling the cards, put one aside facedown and deal one card to each player. On your turn, you'll draw one card, then play one card. Each card has a special ability. For example, Krampus, of which there are five, allows you to pick a player and guess what card she's holding. If you're correct, she's out of the game.

Not all of the cards immediately knock another player out of the game. The Reindeer lets you see another player's card, which could be useful information for your next turn. The highest valued character is Santa. While he may grant you the win if you still have him in hand at the end of the game, you'll be eliminated if you discard him. The

winner is the last player remaining or the player with the highest card in their hand when the deck runs out.

Letters to Santa is one of the many spin-offs of *Love Letter*. It's worth having, even if you already own the original *Love Letter*. The graphics are adorable and the theme is Christmasy.

2 to 4 players, ages 10 and up, can play *Letters to Santa* or *Love Letter* in about 20 minutes.



3 Dice Sets

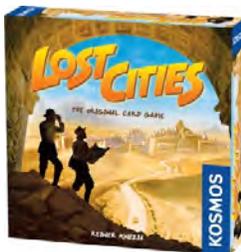
You can never have too many dice! I don't know what it is about them exactly... they just draw your attention like sparkling gems. Some even sparkle like gems when you roll them.

Maybe that's why so many people hoard them like a dragon hoards gold.

Luckily they take up almost no room at all and can fill out the toe of a Christmas Stocking perfectly!

4 Games for Two

Lost Cities is a card game of hard choices if ever there was one. It's one of the first Euro games Tim and I played regularly. Your goal is to make the most profitable expeditions – determined after 3 rounds of play. Expeditions are represented by columns of cards in 5 colored suits. The trick is, you have to play your cards in ascending order after any Investment cards.



When the draw pile is exhausted the game ends immediately. So if you sit on that red 8 and 10 too long, hoping to draw some lower numbers, you may not get to play them at all. Of course, if you start an expedition with the low numbers you already have, there's always the chance you may never accumulate enough points in the column to make a profit. I told you it's a game of hard choices.

That's why it's so fun! Full review available on TheGlassMeeple.com.

Jaipur is a set-collection card game of trading and selling goods and camels, which features beautiful artwork and interesting game play. In fact, every play you make in

Jaipur is itself a trade. Sure you get something good, but every move you make also provides an opportunity for your opponent. Perhaps that's why my husband Tim and I love it so much. You can read my full review on

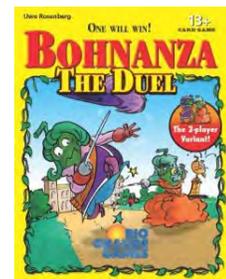
TheGlassMeeple.com.



Aton is an abstract strategy game with an Egyptian theme. I'm not usually a fan of abstract strategy games, but for this one, I make an exception. With four ways to win, you have to watch your opponent with a hawk's eye, while also trying to further your own strategy. While the rulebook can be a bit confusing, the game play is actually quite straightforward. You'll have no trouble at all if you let Tim or I teach you how to play and bypass the rulebook altogether or read my review on TheGlassMeeple.com.



Bohnanza: The Duel provides a new twist on the old classic. In this exciting bean *duel*, you grow beans and harvest them to earn gold coins just like in *Bohnanza*. However, in *Bohnanza: The Duel* you can also - actually *must* - gift beans to your opponent.



To increase your chances of winning, you'll of course want to offer your opponent beans you don't want. They might happily take them or they might counter by offering you a different type of bean. Either way, one of you will receive a gift every turn. Now isn't that the spirit of Christmas?

You'll also vie to complete Bohnus cards, which can provide even more gold coins when their requirements are satisfied - usually *pieces* of gold coins anyway. So you both need to keep a vigilant eye on your opponent's bean fields.

Give as good as you get in *Bohnanza: The Duel*, there can be only one! Winner, that is - I've been rewatching too much *Highlander* recently. You can play this game for two in about 45 minutes.

5 Zombie Dice



Zombie Dice is a simple push-your-luck dice game, that's small enough to take and play anywhere - or stuff in a Christmas stocking. Your goal is to roll as many brains as you can without getting shot-gunned thrice.

On your turn, take 3 random dice from the dice cup and roll 'em. Brains are good - that's what you're after; Footprints means some tasty brains are running away from you on two feet; and Shotgun Blasts are just plain bad news - poor zombie. Set aside any Brains and Shotgun Blasts you rolled, draw back up to 3 dice – no peeking when you draw them now! – and roll again – if

you dare. Three shotgun blasts and you're dead and lose all the brains you accumulated that turn. However, you can stop and eat, er bank, the brains you've acquired, instead of rolling again and pushing your luck. The first player to accumulate 13 brains wins.

Zombie Dice is small and portable, so it makes a great stocking stuffer. It supports two or more players, takes 10 to 20 minutes to play and can be taught in a single round.



6 Sets of Card Sleeves

To sleeve or not to sleeve, that is the question when most gamers open a new game. For some, it's not even a question, it's an absolute certainty. For me, it's always a matter of whether the cards need protecting or not.

Card sleeves typically come in both Standard and Premium styles. You can usually get twice as many Standard sleeves (100) for the same price as the same size Premium sleeves (often sold 50 to a pack). However, the Premium sleeves are 125% thicker and provide a much nicer, sturdier feel. If your game box has limited space for cards, you may want to stick with Standards.

Whether your gamer is an avid sleever or a sometime sleever, card sleeves make nice stocking stuffers. You can put the card sleeves in their stocking as a teaser, then make them guess which game they're for!

All of the card sleeves Here Be Books & Games carries are acid-free and archival safe. If you need help figuring out which sleeves to get to match a particular game, just ask us! We're happy to help.

7 Exit: The Games

The *EXIT: The Game* and *Unlock!* series of games let you enjoy and solve an Escape Room mystery in the comfort of your own home for a fraction of the cost of physical Escape Rooms.

What's an Escape Room you ask? Escape Rooms are mystery adventures made up of a series of puzzles and riddles you and your friends have to solve using clues, hints and strategy. You usually have an hour time limit in which to solve the mystery or unveil the secret plot which is hidden within the room. Escape Rooms typically cost about \$30 per person to play. *EXIT* and *Unlock!* games, however, only costs \$14.99 and usually supports as many as 4 or 6 players.



The award-winning *EXIT* series of games are driven by

decoder wheels, puzzle books and props. They are self-contained and destructible. That is, each game is a one-time play: you'll pretty much destroy the game in the process of solving the puzzles. Of course, after you've solved the mystery, there's not much point in playing it again anyway. It's a one-time experience.

There are more than 7 *EXIT: The Game* titles you can choose from of various levels of difficulty and subject matter, including: *The Abandoned Cabin*, *Dead Man on the Orient Express*, *The Forbidden Castle*, *The Forgotten Island*, *The Mysterious Museum*, *The Pharaoh's Tomb*, *The Polar Station*, *The Secret Lab*, *The Sinister Museum*, and *The Sunken Treasure*.

Most *EXIT* games support 1 to 4 or 6 players, so you can even play solo! They're also small enough to fit in a Christmas stocking!

8 Unlock! Escape Games

Like the *EXIT* games just mentioned, the *Unlock!* series of games were inspired by Escape Rooms. The *Unlock!* game system works a little differently: it's driven by cards and a free companion app.



All of the cards are either numbered or lettered. The Start card gives you some background information, the rest provide scenes to examine, clues that lead you to other cards, objects to combine and puzzles to solve.

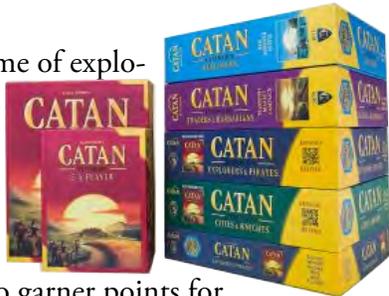
The app acts as your timer and game guide. When you find a code, enter it into the app and it'll tell you how to proceed. The app can also provide hints and pointers, if you get stuck or aren't sure what to do next. You'll need an Internet connection to download the app, but once installed, you can play *Unlock!* offline.

While *Unlock!* games are also one-time plays, they're not destructible: you can pass them on to someone else once you've played them. There are more than 8 *Unlock! Escape, Mystery* and *Secret Adventures* to choose from. *Escape Adventures* include: *The Formula*, *Squeek & Sausage*, and *The Island of Doctor Goorse*. For *Mystery Adventures* to solve there's *The House on the Hill*, *The Nautilus' Traps* and *The Tonipal's Treasure*. *Secret Adventures* include: *The Adventures of Oz*, *Noside Story*, and *Tombstone Express*. Three *Exotic Adventures* are coming soon.

All *Unlock!* escape games support 1 to 6 players and can be played in an hour. They're quite inexpensive at \$14.99 each, and slide easily into most Christmas stockings.

9 Catan Expansions

Catan is a modular board game of exploration, trading, and building. Your goal is to be the first to earn 10 points. You acquire points primarily through building settlements and cities. You can also garner points for building the Longest Road or having the Largest Army (recruited from Development Cards) - though you can just as easily lose those points if another player builds a longer road or recruits a larger army.



The base game supports 3 to 4 players. A 5 to 6 player *Extension* is available should you want or need to add more players. There are also quite a few expansions for *Catan*, both large and small. Each adds new rules, features and themes to the island of Catan. The large expansions each also support 3 to 4 players and have a coordinating 5 to 6-player extension. *Traders & Builders* also provides a play option for just two players. Other expansions include: *Seafarers*, *Cities & Knights* and *Explorers & Pirates*. Small expansions include: alternative non-modular maps, scenarios, and other enhancements. *Catan Scenario: Crop Trust* is the latest release.

Catan expansions make great Christmas presents.

10 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, so it, of course, made it into my song. *Ticket to Ride* is 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.



Your goal in *Ticket to Ride* is to score the most points, primarily by claiming routes and completing tickets. Each *Ticket to Ride* game also provides one or more end-game bonuses such as for longest route, most completed tickets, etc. More details are available in my article on TheGlassMeeple.com.

There are several stand-alone *Ticket to Ride* games: the original USA, *Europe*, *Nordic Countries*, *Rails & Sails*, and the latest – *Germany*.

I like to mix it up and play the different maps. Luckily

numerous *Map Expansions* are also available, including: *Legendary Asia & Team Asia* (my favorite), *India & Switzerland*, *Heart of Africa*, *Nederlands*, *United Kingdom & Pennsylvania* and *France & the Old West*. All of the Map expansions can be played with either the original USA *Ticket to Ride* or *Ticket to Ride: Europe*. You use the train pieces, scoring markers and Train cards from either base game. Each Map expansion includes the necessary map board, Tickets and any other special components needed to play it.

Every *Ticket to Ride* expansion and stand-alone game provides its own additional set of rules, adding just a little more complexity, while building on the same simple game play. All in all, despite its age, *Ticket to Ride* remains a current favorite. If I didn't already have them all, I'd be asking for one for Christmas.

11 Pandemic Co-ops

Pandemic, designed by Matt Leacock, is the first purely cooperative game to garner major attention. In purely cooperative games all players must work together to complete a common goal - they either win together or lose together.



In the original *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. However, there are multiple ways to lose - likewise in *Pandemic* spin-offs like *Cthulhu*, *The Cure*, *Iberia*, *Rising Tide* and the two *Legacy* games. Did you know *Forbidden Island*, *Forbidden Desert* and the new *Forbidden Sky* are also *Pandemic* spin-offs?

The two *Pandemic Legacy* games, *Season 1* and *Season 2*, are sort of like a melding of a *Pandemic* game and TV series. There's a long story-arc and objectives that change as the game progresses. Outbreaks and other occurrences in one game, affect future games. Players play characters they name and find new characters they can play as the game progresses. The rules also expand as the story unfolds. *Pandemic Legacy* games are awesome.

Any *Pandemic* game spin-off or expansion makes a great gaming gift in my opinion. You can learn more about these games in my game reviews on TheGlassMeeple.com.

12 Stefan Feld Games

Stefan Feld is one of my favorite game designers. *The Castles of Burgundy* is my favorite game of all time. While every *Pandemic* and *Ticket to Ride* game has similar



mechanics, every Stefan Feld game I've played - and I've played most of them - has *different* mechanics. I get the feeling he likes to experiment and never does the same thing twice.

One thing almost all Stefan Feld games *do* have in common, though, is that there are multiple paths to victory. This gives you multiple strategies to explore and enhances replayability - you never get bored. Perhaps

that's why I want to play them again and again.

If you're not familiar with the name Stefan Feld, you're probably wondering what other games he designed. Here's a partial list: *Castles of Burgundy*, *Bora Bora*, *Oracle of Delphi*, *Luna*, *Bruges*, *Notre Dame*, *Castles of Burgundy: The Dice Game*, *Rialto*, *Trajan*, *Jorvik*, *Castles of Burgundy: The Card Game*, *La Isla*, *Aqua-Sphere*, the newly released *Carpe Diem* and the soon to be released *Forum Trajanum*.

Different themes, different mechanics and always interesting play with multiple paths to victory. Those are the hallmarks of Stefan Feld's Euro strategy games and why I keep coming back for more! I'm hoping Santa leaves a Stefan Feld game for me under the Christmas tree this year even though I sort of already got one as an early Christmas present: *Carpe Diem*.



100% Authentic Guarantee

With the recent rise in concerns regarding counterfeit games, it's hard to know who to trust to deliver authentic, factory-sealed products. Here Be Books & Games is committed to providing customers 100% genuine products. We stand behind the authenticity of our products because we source from reputable distributors who get their product directly from the publishers. We offer a 100% Money Back Guarantee on all of our new games as authentic, factory-sealed items from the original manufacturer.

 **The Glass Meeple**
Game Reviews by Tina
www.theglassmeeple.com



GAME LIBRARY ADDITIONS

Carpe Diem
Forbidden Sky
Indian Summer
Istanbul: The Dice Game
The River
Spirit Island
Spring Meadow
Ticket to Ride: Germany

TRY BEFORE YOU BUY!

WE'LL TEACH YOU HOW TO PLAY!



New Arrivals!

13 Clues
7 Wonders: Armada
Architects of the West Kingdom
Arkham Horror: 3rd Edition
Azul: Stained Glass of Sintra
Betrayal at House on the Hill: Upgrade Kit
Betrayal Legacy
Carpe Diem
Catan Scenario: Crop Trust
Catan Scenario: Ricksaw Run
Caverna: Cave vs. Cave
Clank: Gold & Silk
Codenames: Harry Potter
Cryptid
D&D 5th Ed Boxed Gift Set CE
Exit: The Mysterious Museum
Forbidden Sky
Gizmos
Great Western Trail: Rails to the North
Gugong
Istanbul: The Dice Game
Just One
King of Tokyo/NY: Anubis
Munchkin 9: Jurassic Snark
Pandemic: Fall of Rome
The River
Sagrada: 5 to 6-Player Exp.
Santa Maria
Spirits of the Forest
Star Realms Frontiers
Terraforming Mars: The Colonies
That's a Question
Tiny Epic Zombies
Western Legends

Here Be Books & Games

810 Travelers Blvd, Suite A2, Summerville, SC 29485

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